ClickToPhone/HouseMate

the Smart way to control your world

Features:-

- Answer and make calls
- Read and write SMS messages
- Play music files
- Take photographs and view pictures
- Text-to-speech feedback and communication
- Scan using switches, joystick or the touch screen
- Environmental control using HouseMate hardware
- Call bell output
- User data backup to SD card

Important Notes:

1. This manual assumes that you are familiar with the operation of an Android SmartPhone and should be read in conjunction with its user manual.
2. Read this manual carefully before installing or operating your HouseMate.
3. Due to continuous product improvement Unique Perspectives reserves the right to update HouseMate.
4. Any attempt to gain access to or in any way abuse the electronic components of HouseMate renders the manufacturer's warranty void and the Manufacturer free from liability.
5. This manual should be used with ClickToPhone apk version 254 or higher and supersedes all previous issues which must not continue to be used.

Intended use & CE Marking

Intended Use

The HouseMate device compensates for a person's injury, impairment or disability by enabling them to remotely control appliances in their environment and attain a level of independence that would otherwise be impossible. Such appliances include, but are not limited to, Door opening mechanisms, Heating and Ventilation systems, Lifts and Bed controls, Lighting, Communication devices, Computers and Audio-Visual equipment.

HouseMate is a combined Environmental Control and Bluetooth Switch adapter designed to enable those individuals who cannot use a standard mobile phone to operate an Android Smartphone and control equipment in their environment.

HouseMate is for indoor use only.

CE Marking

HouseMate is marketed as a technical aid for people with disabilities and satisfies the requirements of Medical Devices Regulation MDR 2017/745.

Safety and Misuse Warnings

HouseMate can be operated directly or by connecting an appropriate switch.

Do not install, maintain or operate your switch interface without reading, understanding and following the proper instructions and manuals, otherwise injury or damage may result.

Do not operate the switch interface if it behaves erratically, or shows abnormal response, heating, smoke or arcing. Turn the unit off, disconnect all cables, and consult your service agent.

Ensure the switch interface is turned off when not in use and remove the batteries if it is not going to be used for an extended period.

No connector pins should be touched, as contamination or damage due to electrostatic discharge may result.

HouseMate is not designed to resist water penetration. If a spillage occurs Turn the unit off, disconnect all cables, and consult your service agent. Once turned off any spillage over the switch interface should be wiped dry without delay. The switch interface may not be used outdoors in damp or wet conditions.

If you are controlling environmental control equipment ensure that it has been fitted correctly, that you are using it for its intended purpose and that it is safe to use and operate.

The Assistance Call, SMS Alert and Status Reporting features of ClickToPhone are not intended to be used as a patient alarm for the reasons outlined in chapter 7. The SMS alert function is intended to be used as a convenient way to notify another person of your location. Status reporting is intended to be used as a diagnostic tool.

Most electronic equipment is influenced by Radio Frequency Interference (RFI). Caution should be exercised with regard to the use of portable communications equipment in the area around such equipment. While the manufacturer has made every effort to ensure that RFI does not cause problems, very strong signals could still cause a problem.

Report any malfunctions immediately to your Service Agent.

Contents

Introduction

Imagine being able to do everything from one device: Turn on your room lights and close the curtains. Change channels on your TV and turn up the heating. Answer a phone call and send some texts. Browse the Internet, play some music or watch YouTube. HouseMate hardware in combination with the ClickToPhone App enables you to do this and much more. Read on and discover why this solution, together with an Android smart-phone or tablet is the smart way to control your world.

HOW DOES IT WORK?

HouseMate/ClickToPhone is a combined hardware/app solution that enables a switch user to fully control their Android smart-phone or tablet and use it to operate other equipment in their home or work environment using InfraRed, EasyWave or Z-Wave signals.

THE HARDWARE

The hardware is controlled using the built-in switch or by connecting an external switch or joystick. It can also be interfaced to R-Net, DX and Curtis wheelchair control systems.

It is powered by a rechargeable Li-Ion battery and contains a powerful omni-directional InfraRed transmitter and a Bluetooth radio module.

The hardware communicates the switch presses to the app on the smart-phone. The app, called ClickToPhone, uses intuitive scanning techniques and a rich graphical interface to present different options to the user. If the user chooses an environmental control option then ClickToPhone will instruct the HouseMate hardware to transmit the corresponding InfraRed code.

The Bluetooth connection between the phone and HouseMate is reliable and fast. When the user presses their switch the phone wakes up immediately and is ready for use.

HouseMate can be fitted with a radio frequency transmitter which can be used to call for assistance. This can be activated at anytime by pressing the switch for a defined period of time. Importantly this feature is independent of the SmartPhone and Bluetooth connection.

A further possibility is the control of EasyWave or Z-wave devices. HouseMate can be fitted with an EasyWave or Z-Wave transmitter on request.

THE APP

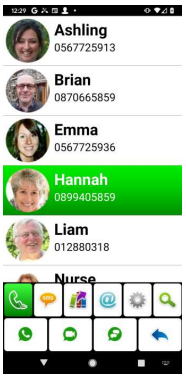
ClickToPhone is an Android app that has been specially designed for switch access and can be downloaded free from Google play. It will run on any device running Android 2.2 or higher.

ClickToPhone is a comprehensive user interface that simplifies and integrates the functions of a SmartPhone together with environmental control seamlessly into one package.

With a single switch a user can make calls, send and receive texts, view pictures, play music, access the internet and much more.

USE IT AS A MOBILE PHONE...

Wake up the phone, answer and make calls, send and receive SMS text Messages. Manage and edit contacts. View missed calls and check your voice Mail. Make and answer WhatsApp voice and video calls.



USE IT AS AN ENVIRONMENTAL CONTROL...

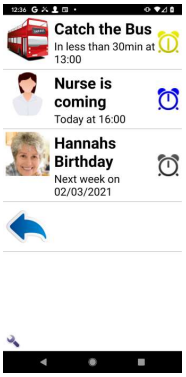
16 grids fully customizable for size and content. Comprehensive set of 600+ symbols with ability to import photographs and other pictures. 250 IR codes can be recorded into HouseMate or choose from a database of commonly used codes.

USE IT FOR VOICE OUTPUT...

ClickToPhone can be used to speak a message using the text-to-speech feature. A variety of voices in different languages are available from Google play and voice output can also be used for auditory scanning and prompts

USE IT AS A PERSONAL ORGANISER...

The Reminders feature can be used to remind a user of upcoming events using symbols, photos and text. Reminders can be scheduled to go off at intervals before an event to ensure that a user has plenty of time to plan and prepare.



USE IT FOR FUN AND ENJOYMENT...

Switch accessible MP3 player? Switch accessible camera? Switch accessible Internet? Yes, yes and yes! And if there is something you can't do within ClickToPhone you can download and control any app thanks to HouseMate's support of Android's HID profile.

KEY FEATURES

Hardware features

- Control of any device that can be operated by InfraRed signals including light switches, power sockets, bed controls and door openers.
- Powerful InfraRed learn/transmit hardware. Single codes, toggle codes, macros and safety codes can be recorded.

- Pre-recorded database of common InfraRed signals including GEWA, Possum, Siemens KNX, FellerBeamIt, UPC and SKY.
- Control of EasyWave devices with a built-in 32 channel RF transmitter.
- Control of Z-wave devices with optional Z-Wave RF transmitter.
- Can be fitted with an internal radio frequency nurse call pager.
- Single switch, two switch and joystick inputs.
- Interface cables for R-Net and DX wheelchair control systems.
- Long-life rechargeable Li-Ion battery with mini USB charger.
- Audible low battery warning, Bluetooth connection, InfraRed transmit and charging status LEDs.
- Control of an external device using relay output.

Software features

- Primary functions: Wake-up, answer/make calls, send/receive texts, environmental control.
- Secondary functions: Music player, photo album, camera, internet, reminders, location.
- Scanning options: Automatic, short click, two switch, adjustable scanning speed, acceptance time,
- Auditory scanning and many other programmable options.
- Voice output for text-to-speech, auditory scanning and read-out of SMS messages. Voice recognition for environmental control.
- Word prediction and word anticipation. Localized into different languages.
- Control over all Apps on Google Play guaranteed using HouseMate's HID mouse and Android Accessibility.
- ClickToPhone can be downloaded free from Google play with automatic updating as new versions become available.

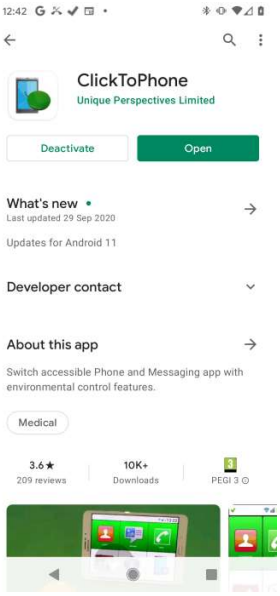
1 Getting started

Project Settings->Preferences
Project Settings->Hardware Settings

Note: If you have purchased a complete system from your supplier, including a phone, then the steps below have probably already been carried out. In this case all you need to do is confirm that your Bluetooth hardware connects with your phone when you press your switch or joystick. See section 1.4 “Normal Operating procedure” below.

1.1 Downloading the software

Install ClickToPhone from the Android Market.
Search for ClickToPhone and click the install button.



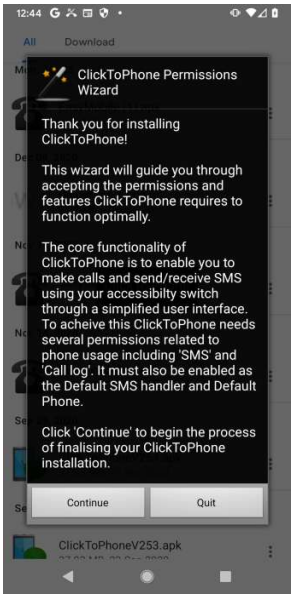
Alternatively you can install from our website. Launch a browser on your phone and enter the following url.
http://housemate.ie/wp-content/uploads/2017/02/ClickToPhoneV255.apk

1.2 Installation Wizard

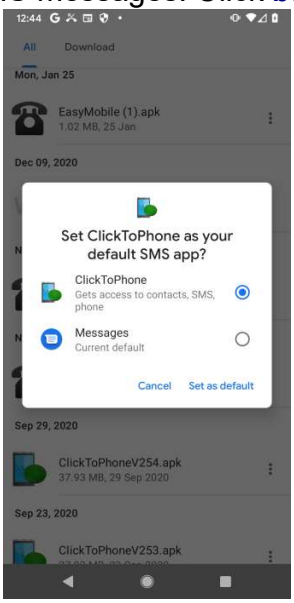
Now, open the application and let the Installation wizard guide you through the following steps:

Installation Wizard Step 1: ClickToPhone Permissions Wizard
ClickToPhone requires many permissions in order to fully control your phone and give you the best user experience. The first step of the installation is the Permissions Wizard which will guide you through enabling the required

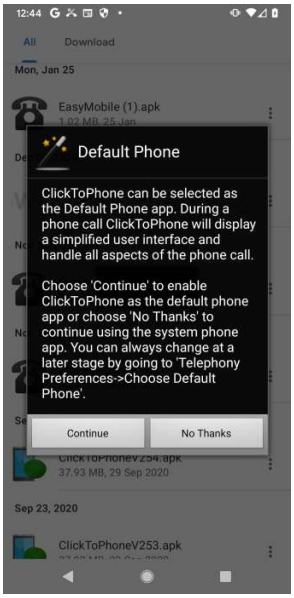
permissions. The exact sequence, presentation and nomenclature may vary from device to device but will include most of the following steps. Depending upon the device, when a full screen system dialog is presented, you will have to press the back key to return to the wizard. Click **Continue** when you are ready to begin.

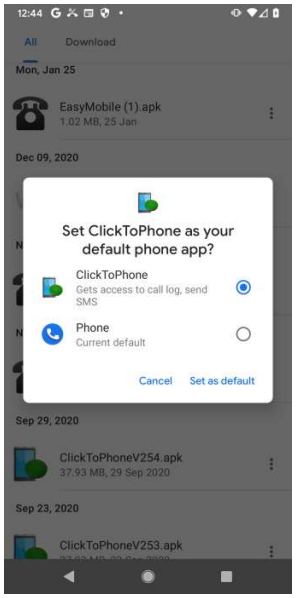


ClickToPhone Permissions Wizard Step 1: **Default SMS App**
ClickToPhone needs to be enabled as the default messaging app in order to send, receive and manage SMS messages. Click **Set as default**.

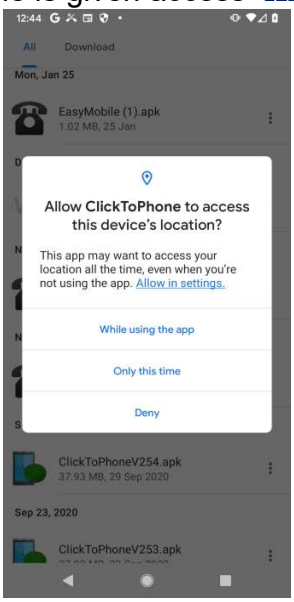


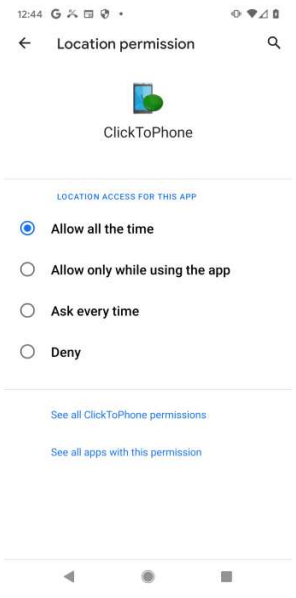
ClickToPhone Permissions Wizard Step 2: **Default Phone**
In order to display call history information ClickToPhone needs to be enabled as the default phone. If you choose **No Thanks** ClickToPhone will launch the phone's default dialer whenever you make a phone call.



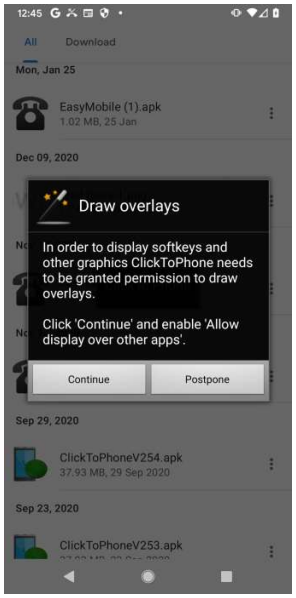


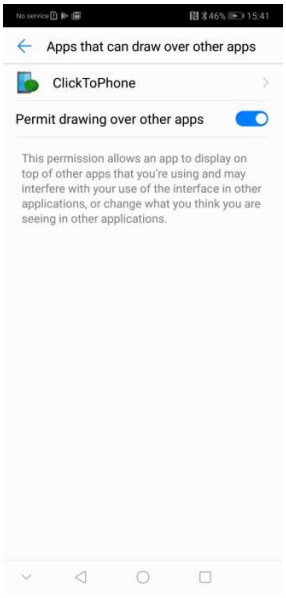
ClickToPhone Permissions Wizard Step 3: **Access Location**
ClickToPhone needs access to your location in order to generate SMS alert locations but also to be able to search for nearby Bluetooth devices when pairing. On Android 11 an app can have different "levels" of access to location. Ensure that ClickToPhone is given access "**All the time**".



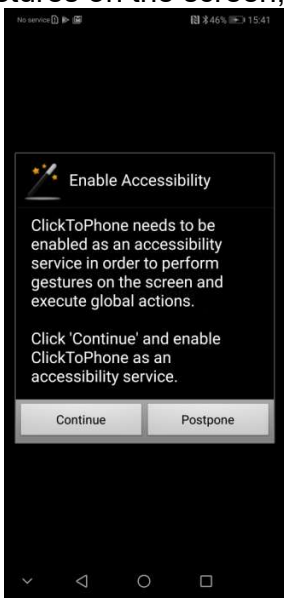


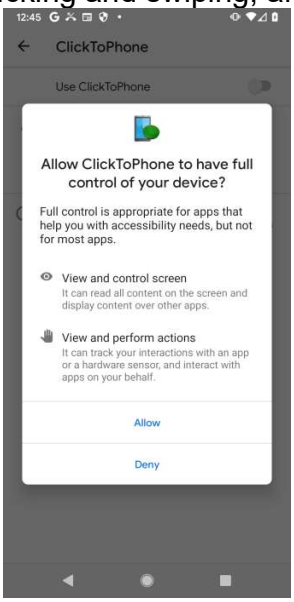
ClickToPhone Permissions Wizard Step 5: **Draw overlays**
ClickToPhone needs permission to draw on top of the screen in order to display the mouse crosshairs, soft keys and other system level information.

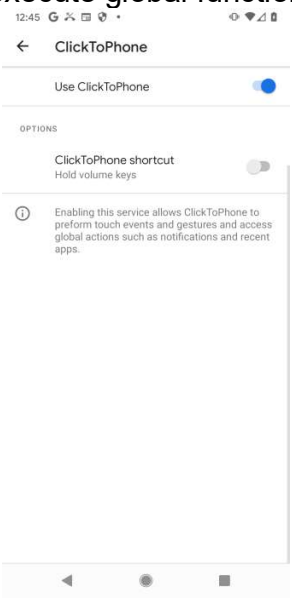




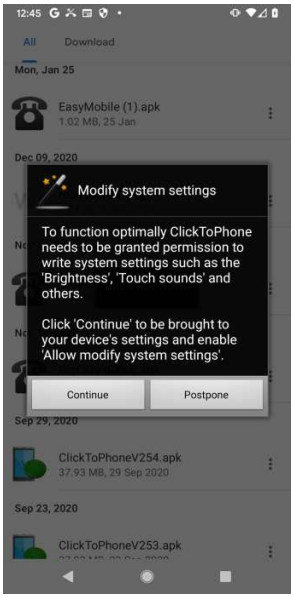
ClickToPhone Permissions Wizard Step 6: **Enable Accessibility**
ClickToPhone needs to be enabled as an accessibility service in order to perform gestures on the screen, like clicking and swiping, and to execute global functions.

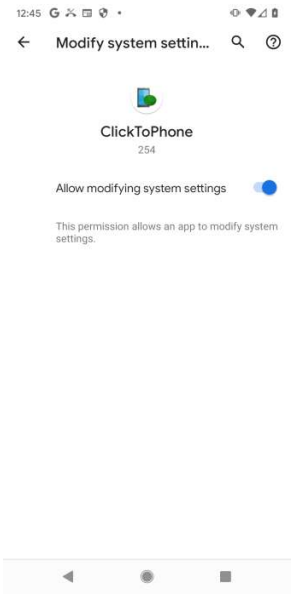




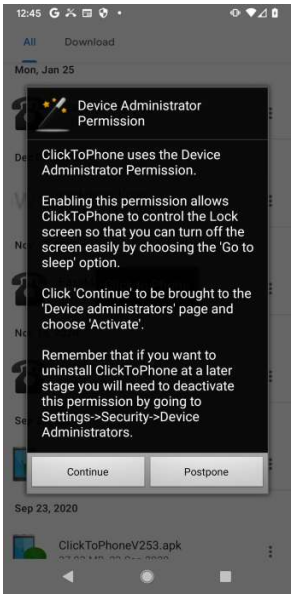


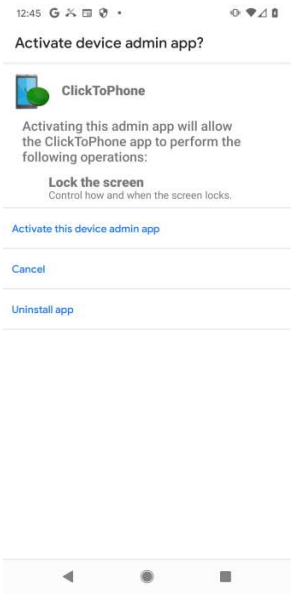
ClickToPhone Permissions Wizard Step 7: **Modify System Settings**
ClickToPhone needs permission to modify system settings in order to give the best user experience and to store persistent settings.



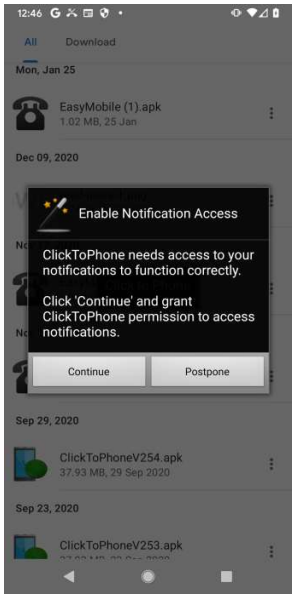


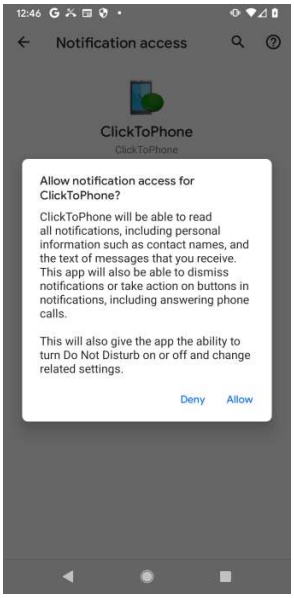
ClickToPhone Permissions Wizard Step 8: **Activate device administrator**
ClickToPhone needs to activated as a device administrator in order to be able to turn off the screen.

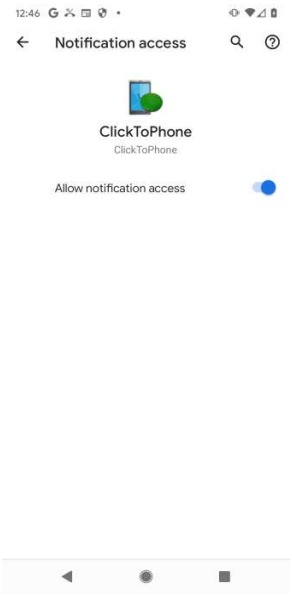




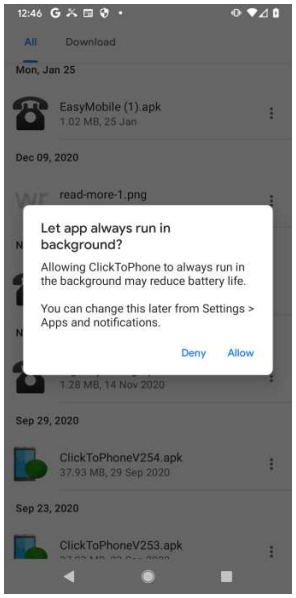
ClickToPhone Permissions Wizard Step 9: **Enable Notification Access**
ClickToPhone requires Notification Access in order to be able to answer incoming WhatsApp calls and ordinary GSM calls if you have not selected ClickToPhone as the Default Phone app.



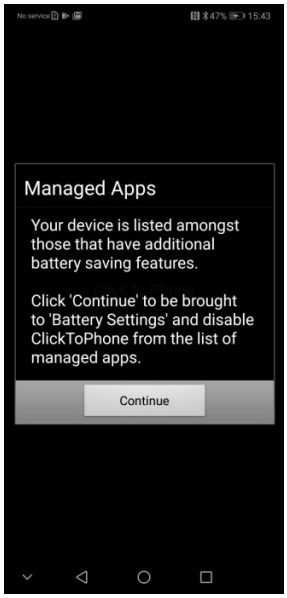


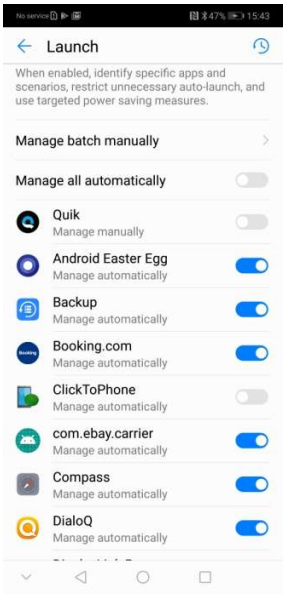


ClickToPhone Permissions Wizard Step 10: **Run in background**
ClickToPhone needs to be able to run in the background so that it can connect to your HouseMate hardware whenever you turn it on. This permission is sometimes called **Ignore battery optimizations**.

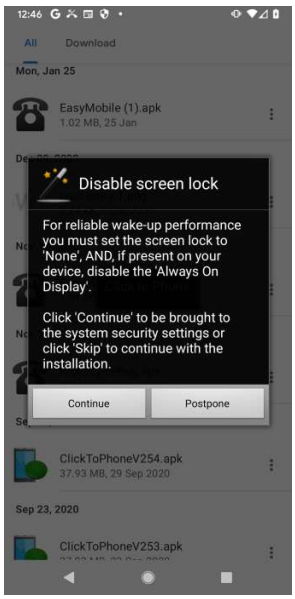


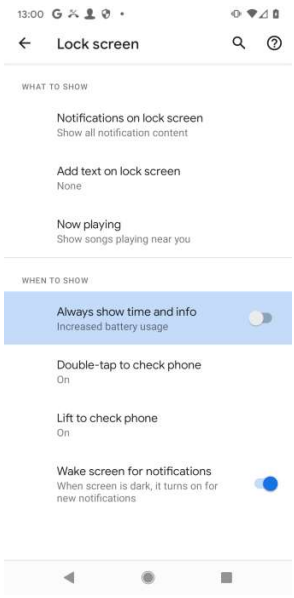
ClickToPhone Permissions Wizard Step 11: **Managed Apps**
Some devices have an additional “White List” of apps that the system will close in order to save battery. ClickToPhone should be disabled.





ClickToPhone Permissions Wizard Step 12: **Disable screen lock**
Your devices screen lock should be set to **None** or the lowest level of security so that ClickToPhone can wake up and unlock the screen when you turn on your HouseMate. **The Always On Display** should also be disabled.

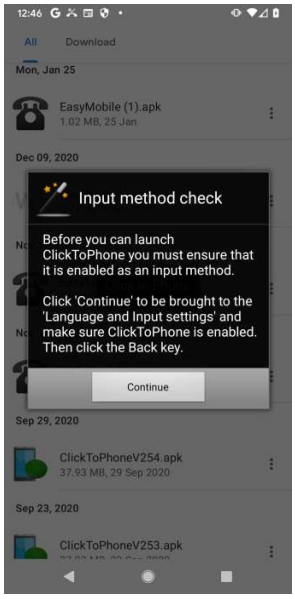


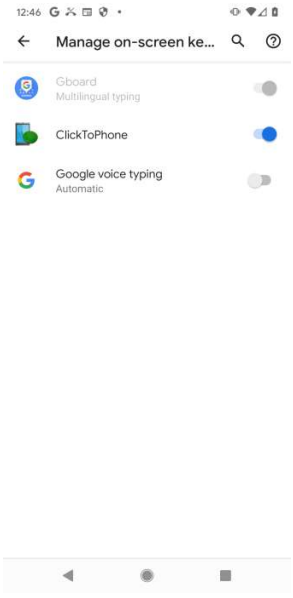


That concludes the ClickToPhone Permissions wizard and we can now continue with the next steps of the Installation Wizard.

Installation Wizard Step 2: Input Method Check

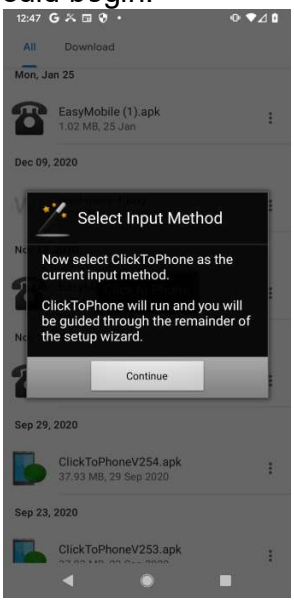
ClickToPhone is primarily a soft-keyboard app and must be enabled as the input method in order to run.

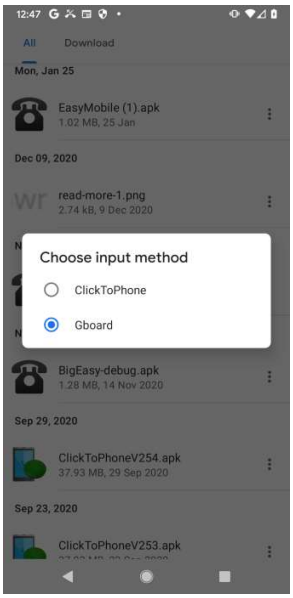




Installation Step 2: Select Input Method

The final step of the installation is to enable ClickToPhone as the current Input Method or SoftKeyboard. Click on the **Continue** button and then choose **ClickToPhone** from the input method picker dialog. After a moment ClickToPhone should begin.

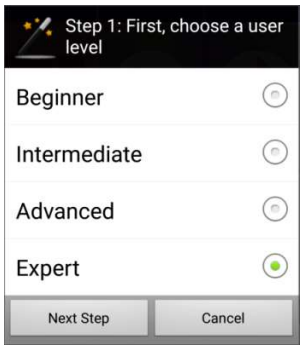




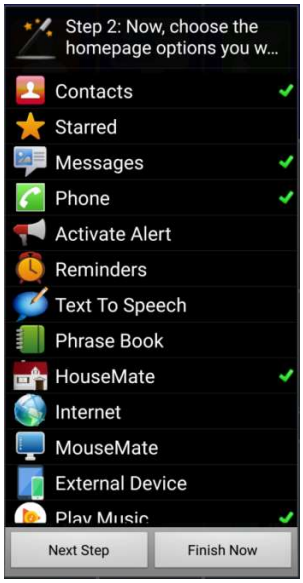
1.3 Setup Wizard

After a successful installation you should be prompted to run the setup wizard. Click **Yes**.

Setup Wizard Step 1: Choose a user level
Four different user levels are available. Choose the one that is most suitable. You can always change this again at a later stage as you become more competent with the software.

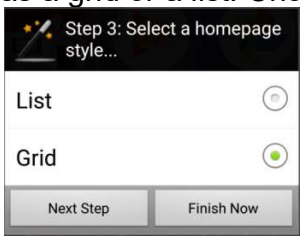


Setup Wizard Step 2: Choose the homepage contents
Depending on the user level you selected a set of possible homepage items will be displayed. Choose the items you want to be in the homepage by clicking on them.



Setup Wizard Step 3: Choose the homepage style

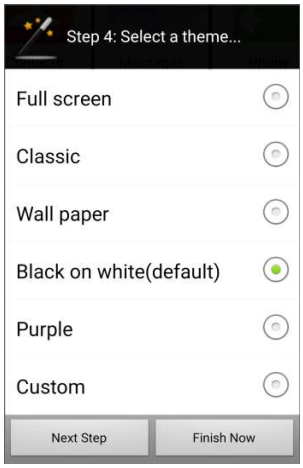
The homepage can be styled as a grid or a list. Choose the style you prefer.



Setup Wizard Step 4: Choose the App theme

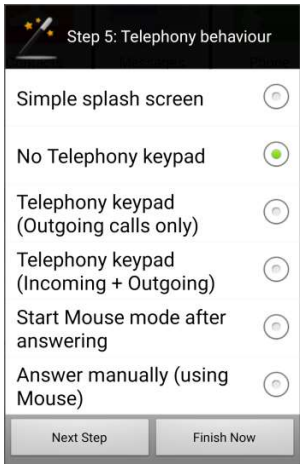
The appearance of the ClickToPhone app is highly customizable. Four example themes are available to get started with.

You can change the colors and font sizes and other settings at a later stage under **Project Settings->Preferences->Appearance**. For now, choose the theme you prefer.

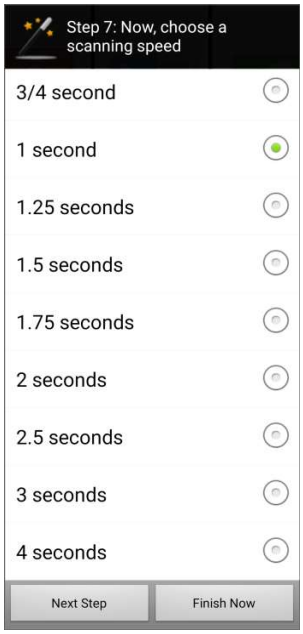


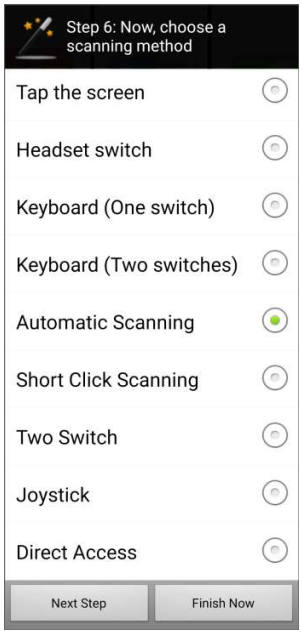
Setup Wizard Step 5: Telephony Behavior

If you ClickToPhone has not been enabled as the default dialer (Step 2 in the earlier ClickToPhone Permissions Wizard) then you must choose the type of behavior you want during calls when the system dialer app is displayed. If ClickToPhone was enabled as the default dialer then this step is skipped and what is presented during a call depends upon the user level. This behavior is considered in more detail in section 4.1.



Setup Wizard Step 6 & 7: Choose a scanning method and speed
The scanning method is how you are going to control the app. Choose the scanning method that best suits your ability and input device. If you choose Automatic scanning you will be prompted to choose a scanning speed also.

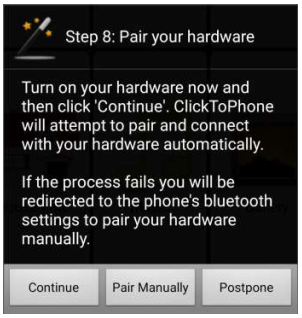




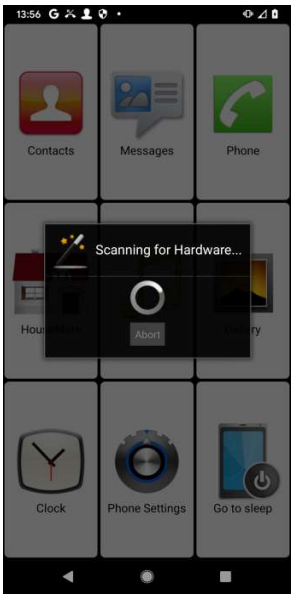
Setup Wizard Step 8: Pairing your hardware

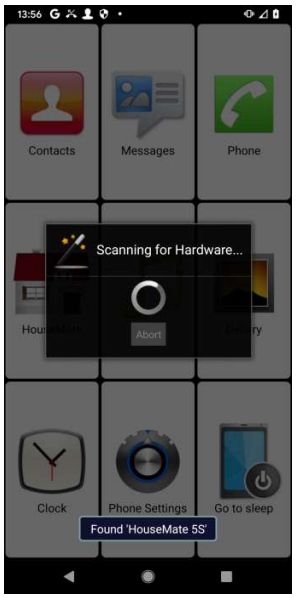
The next step of the installation process is to pair your hardware. Click **Continue.**
Note: If you have already run the wizard you can begin the pairing process from the ClickToPhone homepage by choosing **Project Settings->Preferences->Enable Technician Mode->Continue->Pair your hardware.**

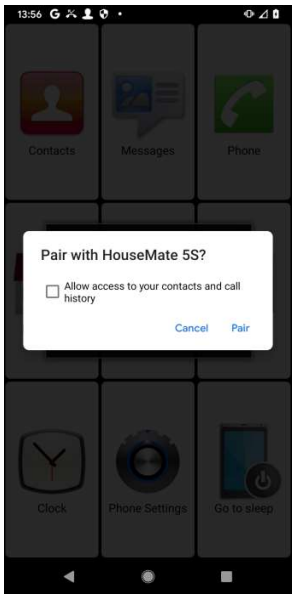
First you will be asked to switch off Wifi as this can interfere with the Bluetooth discovery process. Then the pairing wizard will begin.



Click **Continue** to begin the procedure and turn on your HouseMate. If your Wifi is turned on you will be prompted to turn it off momentarily as this improves the ability of the phone to discover nearby devices. ClickToPhone will begin scanning and after a moment should detect and pair with your HouseMate hardware.

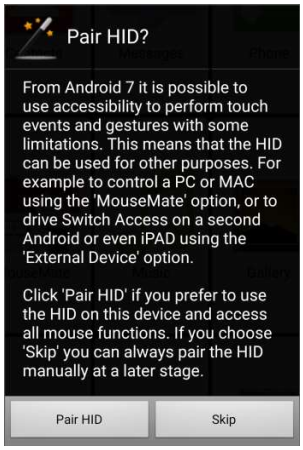






Once paired, ClickToPhone should connect to your hardware and the Bluetooth LEDs on your hardware should turn solid blue and a connection successful tick mark will appear in your phone's status bar.

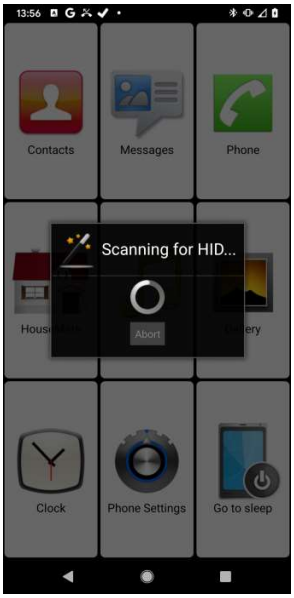
If you are using Android 7 or higher the **Pair HouseMate HID** dialog will now appear. If you are using Android 6 or lower the pairing wizard will automatically begin pairing with the HouseMate HID.

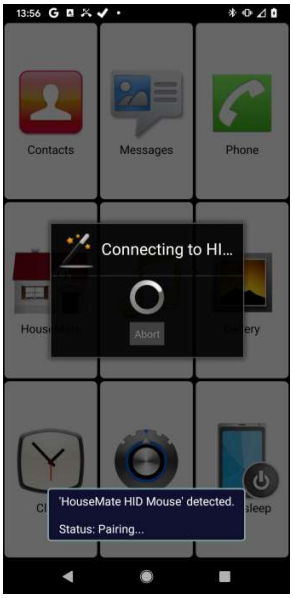


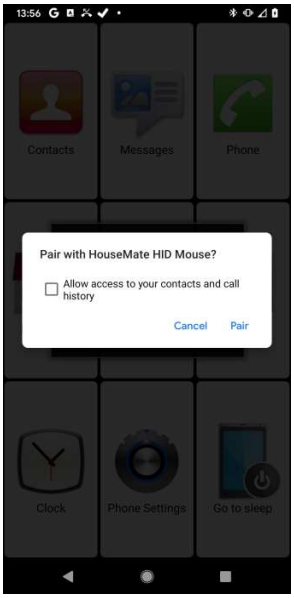
From Android 7 it is possible to use accessibility to move the cross-hairs and perform gestures on the screen. This frees up the HouseMate HID which can be used to control a remote PC, MAC or another Android or iOS device using the MouseMate function. There are, however the following limitations in using accessibility alone to control the screen:

- It is not possible to drag lock and move items on the desktop
- On Android 8 it is not possible to drag down the status bar or click in the notification panel
- On Mk 3/4 devices the battery consumption of your phone will be higher because the connection method must be set to **Search and Connect**.

If you wish to pair the HID for full control of your device click **Pair HID**. ClickToPhone will scan for the HouseMate HID, detect it, pair with it and then connect. You should notice the Bluetooth LEDs on your hardware blink when the HID connects.

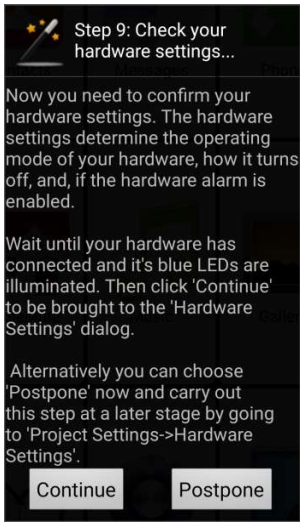




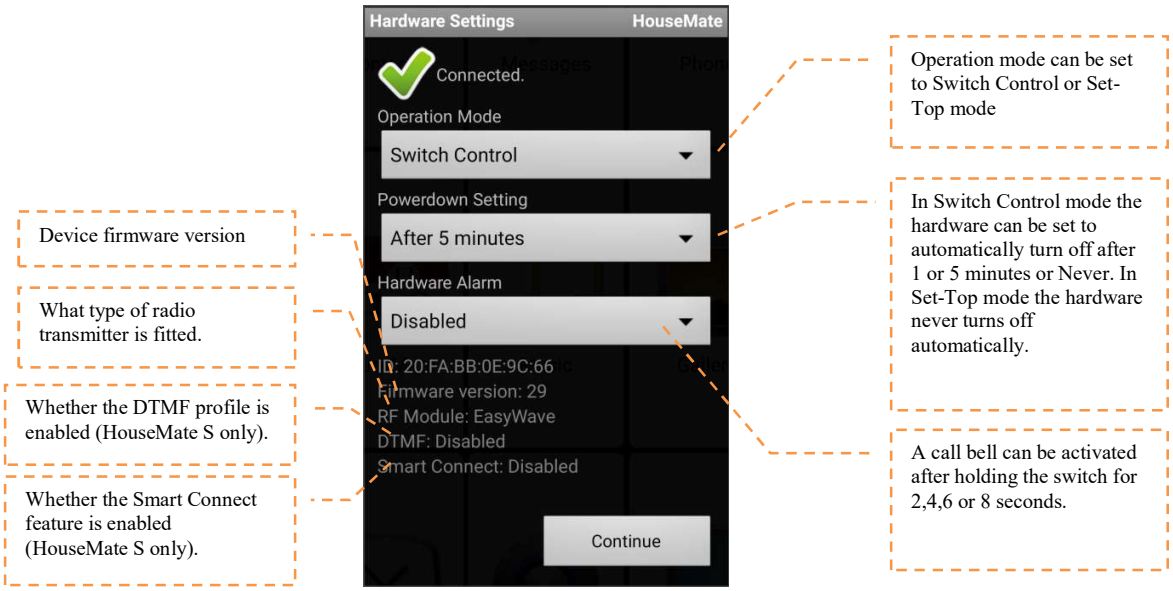


After this step you will be prompted to check your hardware settings:

Setup Wizard Step 9: Check your hardware settings
The next step is to review and edit your hardware settings. These settings are stored within the HouseMate and affect how the housemate turns on and off and activates a call bell.



Click **Continue** to be brought to the **Hardware Settings** dialog.



The Hardware Settings dialog allows you to:

- set the operating mode of your HouseMate hardware
- adjust the automatic power-down setting
- enable or disable the call bell function

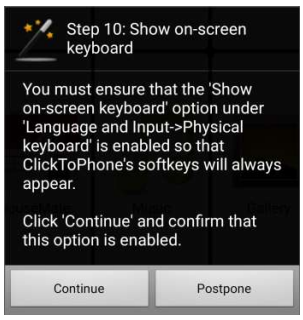
- determine which type of RF module is present if any (z-wave or easywave)
- determine if the DTMF and/or Smart Connect features of HouseMate S are enabled or not

If you make a change to the hardware settings click the **Update** button to save the changes to your hardware.

When you are finished reviewing or changing the hardware settings click **Continue**.

Setup Wizard Step 10: Show on screen keyboard

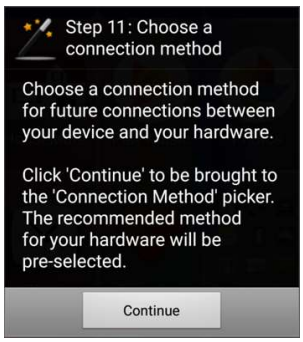
You must ensure that the system settings, **Show on-screen keyboard**, is enabled in order for ClickToPhone's soft keyboards to appear correctly. Click **Continue** be brought to the system keyboard settings and ensure that this option is switched on.



Setup Wizard Step 11: Choose Connection Method

The connection method determines how your HouseMate will reconnect to your device when you turn it on.

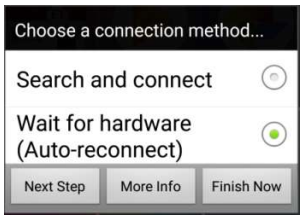
Note: If you are connecting to a HouseMate S device this last step is skipped and the **Wait for Hardware** connection method is automatically chosen.



Note that HouseMate will automatically disconnect after a period of time if you have made no switch presses. This is completely normal behavior and should not be confused with a fault condition. The last step chooses how you want your

HouseMate to reconnect when you turn it back on again. There are two choices: **Wait for hardware** or **Search and Connect**. **Wait for hardware** is the recommended method for all devices except Mk1. In this method, provided that the HID has been paired or you are using a 5S device, the hardware auto-reconnects to the phone when it is turned on thus saving your phone's battery life. The "Search and Connect" method, though more reliable and quicker, uses more power as the app is constantly searching for your hardware.

Note: By default HouseMate S hardware uses the **Wait for hardware** connection method and skips this last step. By default HouseMate Mk1 hardware uses the **Search and connect** connection method and also skips this last step.



When you have chosen the connection method click **Next Step** to finalise the setup.

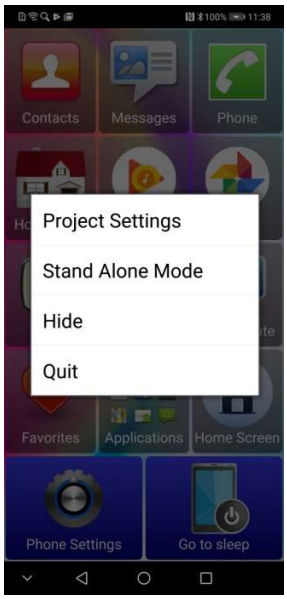
Setup Wizard Step 12: Finalising Bluetooth settings
The last step of the wizard automatically completes by finalizing some Bluetooth settings and checking the configuration of your HouseMate HID, if connected.

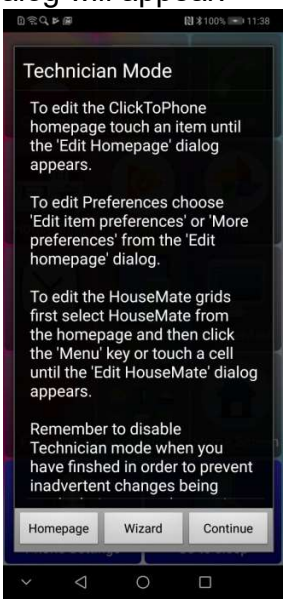
Now you are finished the Setup procedure and ready to use your hardware!

Note: Don't forget to make a backup by going to **Project Settings->Backups->Backup your project.**

1.4 Technician mode

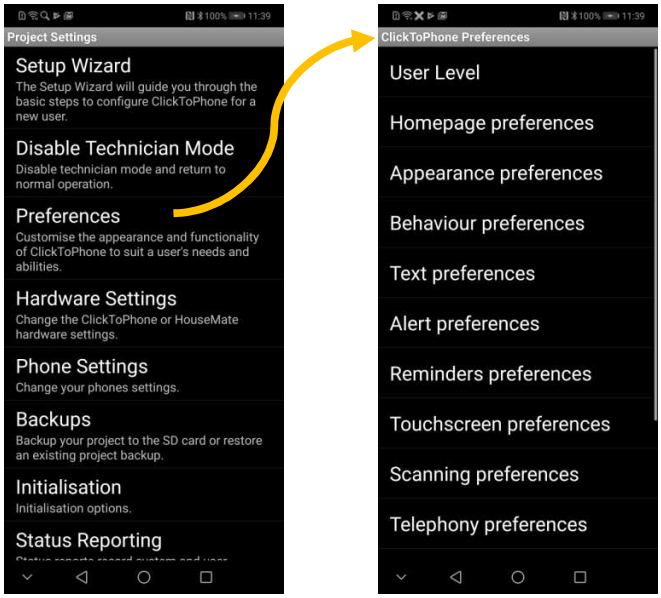
To make any changes to ClickToPhone you need to enable technician mode. Press the **Back** key on your device and then choose **Project Settings->Enable Technician Mode**. The technician mode dialog will appear.





From this dialog you can return to the homepage, launch the Wizard or continue and enter the main preferences file. The majority of the preferences that control the behavior of the ClickToPhone app can be found under **Project Settings->Preferences.** They are grouped according to the different functions of the ClickToPhone app, for example Scanning Preferences, Appearance Preferences and so on.

Note: Throughout this manual, the location of the principle preferences related to a chapter's content is written underneath the chapter heading. The entire preferences file, with comments, is documented in Annex 3.



When you are finished editing preferences press the back key until you return to the ClickToPhone homepage.

In technician mode a spanner symbol will appear in the bottom left corner of the ClickToPhone homepage allowing you to easily access the ClickToPhone menu.

You can also open the ClickToPhone preferences by going to **Language & Input** on your device and clicking the ClickToPhone entry.

To exit technician mode choose **Project Settings->Disable Technician Mode**.

You can password protect the ClickToPhone settings by choosing **Project Settings->Password Protect.** The password is fixed and is “EILEM”.

1.5 Normal operating procedure

If your HouseMate is off, then, depending on the connection method chosen, the ClickToPhone status will either be **Waiting for hardware** OR switching between **Connecting to Hardware…** and **No Hardware found** as the software continually checks to see if you have turned on your HouseMate or not. Once you have turned on your hardware, by pressing your switch, the connection should be made within 4 seconds, the phone should wake up and the ClickToPhone status should change from **Connecting to Hardware…** to **Connected**.

The normal procedure to start using ClickToPhone is as follows:

1. Turn on your Bluetooth hardware by pressing your switch or joystick. After a moment the ClickToPhone status should change from **Connecting to Hardware…** to **Connected** and you should hear the Bluetooth connected sound.

   On your HouseMate hardware the two Bluetooth LEDs should light up. If you have paired the HID these LEDs will flash again after approximately 2 seconds when the HID module has also connected.

   Finally, if **Automatic Scanning** is enabled, a scan of the symbols in the homepage will begin.

2. If the phone fails to find the hardware you will get a **No Hardware found** message in the notification area.

3. After you have connected, the hardware will automatically disconnect (powerdown) after a period of time if you have made no switch presses. This is completely normal behavior and should not be confused with a fault condition.

   The powerdown time is part of the hardware settings of your device and can be changed to suit your requirements. It can be set to 1 minute, 5 mins and Never. See the chapter 25 for further details.

1.6 Choosing Stand alone mode

If you are not using any hardware you can set the software to stand alone mode by choosing **Stand alone mode** from the menu options in the ClickToPhone homepage. The software will no longer try to connect to hardware and will consequently save battery power.

It is important to avoid entering stand alone mode by accident as the user will not be able to connect to the phone when in this mode. To return to normal operation choose **Connect to hardware** from the menu options.

If you are concerned that stand alone mode might be selected inadvertently then you might consider disabling the menu key. Choose **Project Settings->Preferences->Behavior preferences->Soft keys->Disable Menu key**. Once disabled, you can only re-enable the menu key temporarily by holding the back key for 10 seconds. Alternatively go to the phone's settings app and choosing **Language and input->ClickToPhone settings.**

1.7 Reconfiguring the HID module

Some Android versions (pre ICS and post JB) support the HID in Combi mode. Combi means combination indicating that the HID module acts as a keyboard and a mouse. This mode is useful for controlling popup menus and system dialogs with genuine keyboard keys. If you wish to use the HID in Combi mode follow the instructions below to change it from a HID Mouse only to a HID Combi.

Note: HID Combi cannot be used on Android 11 as the keyboard profile disables the on screen keyboard on certain devices.

Reconfiguring the HID as a Combi device

1. Make sure you are connected to your HouseMate and choose **Project Settings->Preferences->Bluetooth Setup->Advanced settings->HID Module.**

2. Set the **Profile** to **Mouse/Keyboard Combi** and click **OK**. You should hear a long beep from your HouseMate hardware as the Bluetooth module is re-initialised.

3. Restart your phone again.

4. When ClickToPhone starts again and your hardware has connected choose **Preferences->Bluetooth Setup->System settings.**

4. The phone's **Bluetooth settings** window will appear. Choose scan, and, after a moment, if your hardware is on and connected, the **HouseMate HID Combi** entry will appear. Click on it to repair the newly configured HID.

2 Homepage

Project Settings->Preferences->Homepage preferences
Project Settings->Preferences->Appearance preferences

The ClickToPhone homepage is the starting point for all your interactions with your Android SmartPhone. The ClickToPhone homepage is essentially a list of applications that you can select and subsequently control using the ClickToPhone soft keyboards or soft keys. Which applications are listed in the homepage will vary greatly from user to user and depend principally upon the user level setting but also some other preferences. Chapters 4 – 18 explain how to use each of the 15 applications.

The image below is a screen shot from a Samsung device in portrait mode showing all 22 possible homepage items plus 2 application shortcuts. You can use the wizard to choose the user level and the default homepage items.

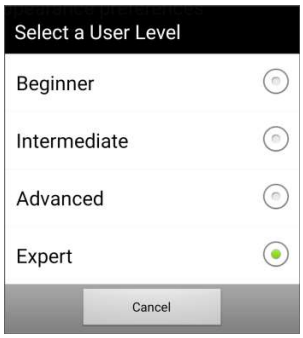
In technician mode you can edit the homepage directly to edit, insert or remove items. To enable technician mode choose **Project Settings->Enable Technician Mode**.

To edit, insert or remove an item make a long click on the item until the **Edit homepage** popup appears. See section 2.3 below for more details on editing the homepage.

2.1 Selecting a User Level

As already discussed, there are four different user levels possible within ClickToPhone. Each user level has a different level of complexity and functionality and the ClickToPhone homepage will change accordingly. It is important to set the user level to match your needs and abilities. You can always change the user level at a later stage as you become used to ClickToPhone and add more complexity.

To choose a user level select **Project Settings** from the ClickToPhone menu options. Then select **Preferences->User Level**. Select the user level you desire from the following list of options.



2.2 Homepage Options

The ClickToPhone homepage can be customized to suit a user's needs and abilities by including and excluding different applications.

The table below shows you which applications are available for each of the four user level settings. Note that the **Reminders, Text my location**, **Text To Speech, HouseMate** and **Go to sleep/Phone Settings** options are available in every user level but will only appear if selected to. The simplest possible setup, for example, is a Beginner with only the Contacts entry in the Homepage.

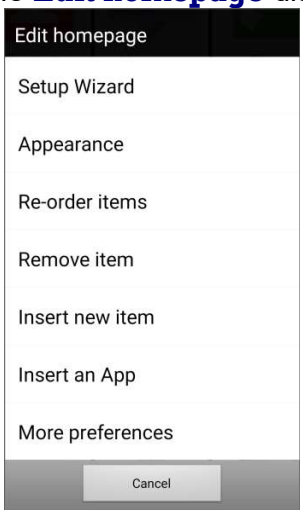
		Beginner	Intermediate	Advanced	Expert
	**Contacts**	✓	✓	✓	✓
	**Starred**				✓
	**Messages**		✓	✓	✓

	**Phone**		✓	✓	✓
	**Assistance Call**	✓	✓	✓	✓
	**Reminders**	✓	✓	✓	✓
	**Text To Speech**	✓	✓	✓	✓
	**HouseMate**	✓	✓	✓	✓
	**Internet**			✓	✓
	**Music**			✓	✓
	**Gallery**			✓	✓
	**Camera**			✓	✓
	**Clock**	✓	✓	✓	✓
	**MouseMate**			✓	✓
	**External Device**			✓	✓
	**Book Reader**	✓	✓	✓	✓
	**Favorites**				✓
	**Applications**				✓
	**Go to sleep**	✓	✓	✓	✓
	**Phone Settings**			✓	✓

By far the simplest way to choose the Homepage content is to run the **Setup Wizard** and choose **Finish Now** after you have chosen the homepage options. See section 1.3 for further details.

2.3 Editing the Homepage

Before you can edit the homepage you must enable technician mode. Choose **Project Settings->Enable Technician Mode.** Then you can make a long click on any homepage item until the **Edit homepage** dialog appears.



This dialog allows you to edit the contents of the homepage and quickly access the preferences relating to any homepage item. It is the primary method of configuring your project and it is important that you become familiar with its content.

Edit homepage options

Setup Wizard launches the setup wizard. This is the easiest way to choose the user level and the homepage items. Note that if you have re-ordered the homepage items, running the wizard may re-arrange items to the default order. See section 1.3 for more details on using the Setup Wizard.

Appearance brings you to the appearance preferences related to the Homepage and the entire application. See section 2.4 below.

Re-order items allows you to re-order the homepage items two at a time. Simply press the item you want to move and then press where you want to move it to. The two items are swapped. When you are finished press the menu key to exit re-order mode and be able to select homepage items normally.

Remove item removes the currently selected item.

Insert new item allows you to insert a new item, at the current location, from the list of available items into the homepage. Note that the list of available items will vary depending on which user level you have selected. Click on the item you want to insert.

Insert an App allows you to insert a shortcut to an app that is installed on your phone. This option is only available in the expert user level. When you select it the list of apps installed on your phone will be displayed. Choose the one you want and it will be inserted at the current location. Then when you choose the app in the homepage, and if you are connected to your hardware, ClickToPhone will automatically start **Mouse pointer mode** so that you can control the app. See Chapter 18 for more details on **Mouse pointer mode**.

Edit item preferences will bring you to the list of preferences related to the item you selected. For example if you make a long click on the Dialer icon and then choose **Edit item preferences** from the Edit homepage dialog then the **Telephony preferences** will be shown (as in the screen shot below).

If you cannot find the preference you are looking for or are more familiar with the older method of changing options then go to **Project Settings->Preferences** for the full list of preferences. The preferences relating to the different homepage items are discussed in the following chapters.

More preferences will bring you to remaining preferences, not covered by the above action.

2.4 Appearance Options

There are lots of customization options that allow you to personalize the look of the ClickToPhone app. To personalize ClickToPhone choose **Appearance** from the Edit homepage dialog or choose **Project Settings->Preferences->Appearance preferences.**

Appearance options

Homepage style sets the style of the homepage to a list or a grid.

Tile Appearance. When the homepage style is set to **Grid** you can change whether or not it has a caption and frame.

Colors->Font sets the color of the font. There are two colors. One for when the text is displayed normally and another contrasting color when scanning.

Colors->Highlight sets the color of the keys and list items when you are scanning.

Colors->Background sets the background color of lists, text boxes, buttons and other screen objects.

Colors->Dialog sets the color between screen objects and is normally set the same as the background color, but can be different in order to highlight the screen objects. If wallpaper is enabled this setting has no effect.

Colors->Keyboard keys sets the background style of keyboard keys including the cells of the HouseMate grid. If you are using a wallpaper then try setting the key background style to semi-transparent or transparent.

Colors->Keyboard background sets the background color of the soft keyboard (between the keys)..

Colors->Titlebar sets the background color of the title bar when using the **Simple status bar** style.

Font Size sets the size of the font to be used throughout the whole ClickToPhone application. This also effects the size of the icons in lists.

Icons sets the color of the soft keyboard symbols to either grayscale or full color.

Title and Status bar offers 5 options for how to display the status bar information.

Set wallpaper brings you to the system wallpaper picker.

MOVE

Disable notifications prevents the popup notification **Connecting to hardware...** etc from appearing when **Disable status bar** is enabled.

Crosshairs sets the color and thickness of the mouse crosshairs.

Virtual soft keys displays a set of soft keys on the right hand side of the screen for Home, Menu, Back and Refresh. Enable this option if you are a touch screen user, or if you use a Bluetooth mouse or Point-It joystick. See section 18.6 for more information on using a Bluetooth pointing device.

Display Settings brings you to the system's display settings screen where you can set screen timeouts, rotation etc.

3 Basic Operation & Scanning Methods

Project Settings->Preferences->Scanning preferences
Project Settings->Preferences->Touchscreen preferences

ClickToPhone is designed primarily for switch users and is intended to be operated by one, two or five (joystick) suitable external switches using different scanning techniques. How you operate ClickToPhone will depend principally on the scanning method but also some other settings that have been chosen.

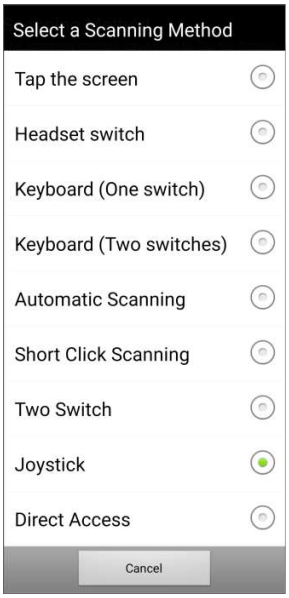
Scanning refers to the process of highlighting, one after the other, a number of options and then making a selection when the desired option is highlighted. In **Automatic Scanning** mode the options are scanned automatically whilst in **Two Switch** or **Joystick** mode the scanning is under your control.

If you wish to use scanning, but do not have a HouseMate, the touch screen can also be setup as one big switch by setting the **Scanning Method** preference to **Tap the screen.** You can also use Able Net's Blue 2 switch interface or connect a switch to the headset switch input on the phone's headset socket. You can, of course, operate ClickToPhone through the touch screen and there are some preferences specifically designed to help you with this.

The remainder of this chapter describes the different scanning methods and options and assumes that you have already paired your switch interface hardware with your phone and that the Bluetooth connection is made. For details on how to carry out this procedure see chapter 1.

3.1 Selecting a Scanning Method

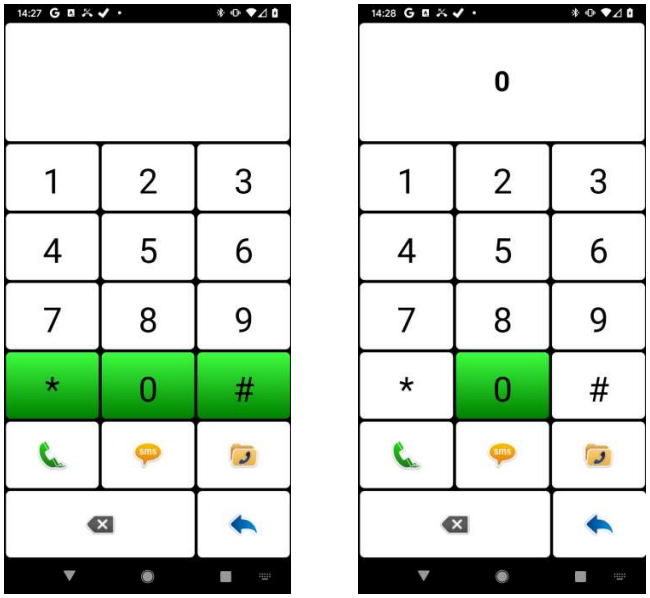
To choose a scanning method select choose **Project Settings->Preferences->Scanning preferences->Scanning Method**. Select the scanning method you desire from the following list of options.



3.1.1 Automatic Scanning

Automatic scanning is the most common type of scanning and involves just one switch. Once the HouseMate hardware connects to your phone press your switch once to start scanning and then press it a second time to make a selection.

If you are scanning a keyboard with more than one row then the rows are scanned one by one first. When you make a selection the current row is selected and the individual keys of the row are then scanned. Then, when you press your switch a second time an individual key is selected.



3.1.2 Short Click Scanning

Short click scanning is also a single switch scanning method but gives you control over both the scanning and the selection. The scan is advanced by making short clicks or taps on your switch. Then when you are at the right key or list item make a long press of your switch to make a selection. **Short click scanning** overcomes the anxiety of using **automatic scanning** by giving you control over the scanning. It does, however, require a greater amount of switch activations.

3.1.3 Two Switch

Two switch scanning gives you greater control over both the scanning and the selection. One switch is used to advance the scan whilst the other is used to make a selection. Though similar to **Short Click Scanning**, cognitively, **Two Switch scanning** is easier to understand. It does, however, require that you target two separate switches.

Note: To connect two switches to your HouseMate hardware you need a adapter lead that converts a stereo jack into two mono jack sockets. For further details on connections see Chapter 28

3.1.4 Joystick

When you are using **Joystick scanning** you are in full control of the scanning in all directions. You can scroll up and down through the lists and navigate keyboards using the Left, Right, Up and Down deflections of your joystick. To make a selection press the select button. This is usually a dedicated button on your wheelchair control or in the case of a switched joystick, a fifth switch.

If you do not have a fifth switch you can use a flick of your joystick as the select method. To enable this option go to **Project Settings->Preferences->Scanning preferences->Joystick/Mouse Interfacing**

You can interface HouseMate to any wheelchair that has switch outputs available. These outputs usually require the addition of a switch output module to your wheelchair. Switch output modules are readily available from DX, R-Net, other wheelchair electronic suppliers and interface cables are available for these brands. Contact the supplier of your wheelchair for details.

The joystick switch outputs, usually on a 9 pin D connector, connect to the 6 switch input of HouseMate using an interface cable and may vary depending on the make of your powered wheelchair. For a suitable interface cable contact technical@housemate.ie or your HouseMate agent for ordering information.

You can also connect a standard switched joystick to HouseMate such as a TASH mini joystick or a Piko Button switch. See chapter 28 for more details on connections and other wheelchair interfacing options.

3.1.5 Tap the screen

If you do not wish to use an external switch but cannot target the touch screen for direct access you can use the entire screen as one big switch. This is **Tap the screen** mode. The functionality is the same as **Automatic Scanning** but instead of pressing an external switch you press anywhere on the touch screen.

3.1.6 Headset switch

This method is intended for demonstration purposes but can also be used in certain situations where you are using a Beginner or Intermediate user level. Use the switch on your headset to control automatic scanning. If you wish to use an ordinary switch connect it to the sleeve and the second ring of the headset i/p.

3.1.7 Keyboard Switches

You can use Bluetooth switches such as AbleNet's Blue 2 switch interface or the Pretorian iSwitch. These devices are in fact Bluetooth HID keyboards and when you press the switch it is equivalent to pressing a keyboard key.

To use a Bluetooth switch (or Bluetooth Keyboard key) follow the manufacturers' instructions on how to pair it with your smartphone. Then, within ClickToPhone, select **Keyboard** as the scanning method by going to **Project Settings->Preferences->Scanning preferences->Scanning Method.**

3.1.8 Direct Access

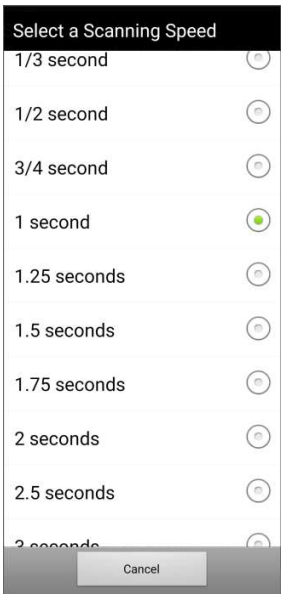
Whilst not strictly a scanning method **Direct Access** is when you wish to directly access your phone using the touch screen. In this situation you will only require external hardware if you wish to have environmental control function – i.e. HouseMate. The HouseMate button is useful nonetheless both for turning on the phone (which can be difficult depending on the phone's on/off button configuration) and for answering or hanging up a call.

3.2 Other Scanning Options

There are several preferences that enable you to optimize the type of scanning you are using. To edit the scanning preferences choose **Project Settings->Preferences->Scanning preferences.**

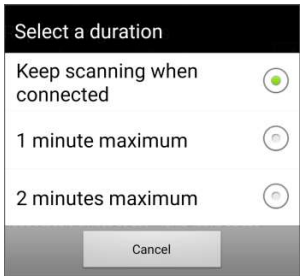
3.2.1 Scanning Speed

In **Automatic Scanning** the **Scanning Speed** is the rate at which the scan advances. In **Short Click scanning** it is the length of time that distinguishes a short click from a long click. Note that if the scanning method is less than 1 second scanning beeps are disabled.



3.2.2 Scanning Duration

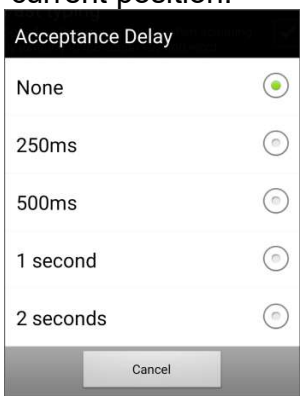
The scanning duration is how long automatic scanning persists for before stopping. If you set the HouseMate hardware setting **Powerdown Setting** to **No automatic powerdown** then you need to also specify a maximum scanning duration otherwise the scanning will continue indefinitely until you make a selection.



3.2.3 Acceptance Delay

The **acceptance delay** is the length of time an external switch or joystick deflection must be held for before it is recognised and acted upon. This option helps to overcome involuntary presses of the switch. When set to 1 second, for example, you must press and then hold your switch for 1 second before the scanning will start or a selection is made.

Note that if you are scanning, then the scanning will pause when the switch is pressed but a selection will only be made after the acceptance time has elapsed. If you let go your switch before the acceptance time has elapsed then the scanning will resume from the current position.



3.2.4 Auditory Feedback

Scanning Beeps

You can disable the beeps when scanning. This option also disables the notification sounds you hear when you connect or disconnect with the hardware.

Auditory Scanning

ClickToPhone can read out the text and labels of the items you are scanning instead of making a beep. This can be set to the HouseMate grid only or for the entire application. Auditory scanning uses the android text-to-speech engine.

Tip: *Use the preceding option for training yourself on what the different softkeys do. Then when you are familiar with them turn it off.*

Speak Row Numbers

When scanning rows speak the number of the row rather than the names of the first and last buttons.

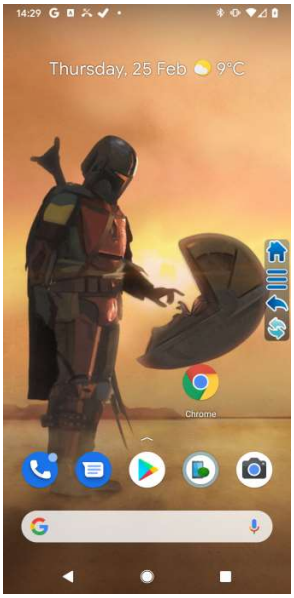
Announce Notifications

Speak out the content of popup notifications

3.2.5 Touch Screen/Mouse features

If you are using the touch screen, a usb pointing device or a Bluetooth mouse then you need to set the scanning method to **Direct access** and ensure that the software is in **Stand alone mode**. ClickToPhone incorporates many features to assist you in controlling your device using these input methods. See also section 18.6.2.

Enable **Behavior preferences->Soft keys->Virtual soft keys** to display a set of softkeys on the right hand side of the screen for controlling the Home, Menu and Back softkeys.



Enable **Project Settings->Preferences->Touchscreen preferences->Touch Screen Filter** to ignore accidentally touching the screen more than once. When this is enabled the software will only accept one touch screen event and then ignore subsequent touch screen events for ½ second. This helps to prevent mistakes being made due to a shaky finger for example.

Enable **Project Settings->Preferences-> Touch screen preferences->Disable Scrolling** to disable the scrolling feature of lists. This prevents a user from accidently sliding off a chosen list item once they place their finger on it. This feature only works within the ClickToPhone app.

3.2.6 Joystick/Mouse interfacing

The options in this section allow you to customize the interfacing to a wheelchair joystick or Bluetooth mouse.

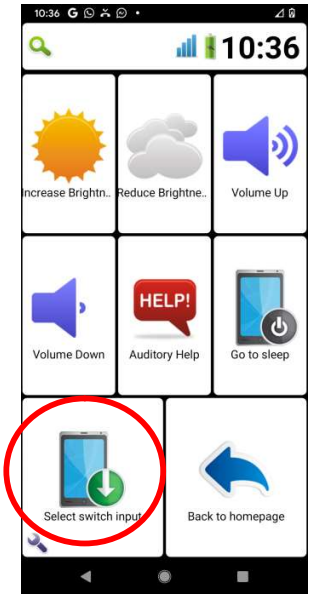
Selection Method

If your joystick does not have a select switch then you can use a quick deflection, or flick, of your joystick as the selection method.

Toggle scanning method

Some users can operate ClickToPhone from a joystick whilst seated in their powered wheelchair but need to operate it from a switch in other situations. This option allows the user to flip the scanning method between

joystick and automatic scanning independently by inserting an option in the Phone Settings window.



Additional soft keys

In joystick mode a set of soft keys is presented on the right of the screen to select functions such as Home, Back and so on. Enable this option to display additional functions including swipes and keyboard mode. See section 18.6 for more detail on using a joystick in expert mode.

Use Bluetooth connection

Some wheelchairs incorporate a Bluetooth HID interface rather than a wired interface. Refer to your wheelchair manual on how to pair your wheelchair with your phone. After you have paired it enable this option and then select the HID interface type below.

Select HID type

A keyboard profile will give you the most control over ClickToPhone and the quickest way to move around the grids. We recommend setting your wheelchair to a HID keyboard profile if possible. Otherwise use a HID Mouse.

Dwell Click

If you are using a HID Mouse you can generate clicks without a switch by choosing a **Dwell** click time.

3.2.7 Other Misc Scanning preferences

Row/Column

The default scanning method is to scan the rows of the keyboard first and then the cells within the row. If you want to scan the keys one by one disable this option. Note that when this option is disabled the style of the ClickToPhone homepage is changed to **List**.

Fast typing

Speed up the typing process by jumping to the action key and word prediction list after a letter is typed.

Repeat single rows

If there is only one row of keys then can the keys twice.

Repeat every row

Scan the keys of every row twice (overrides the above option).

Go back one step

In automatic scanning mode you can use a second switch to go back a step in the scan.

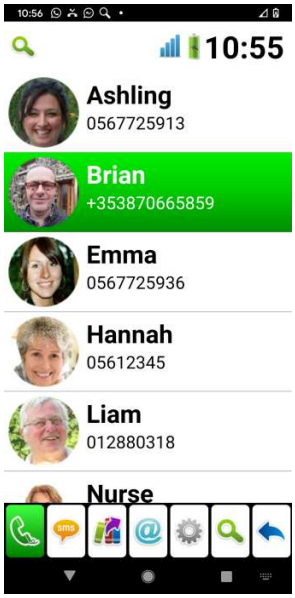
4 Contacts

Project Settings->Preferences->Sms preferences
Project Settings->Preferences->Telephony preferences
Project Settings->Preferences->Text preferences

The Contacts application allows you to select a contact, dial a contact, text a contact and manage your contacts.

The options available depend upon what user level you have selected. With the user level set to **Beginner** it is only possible to dial a contact, whereas with the user level set to **Expert** it is possible to add and delete contacts.

After you select Contacts in the Homepage the contact window appears. Press your switch, joystick or the touch screen to start scanning down through the contacts. When you select a contact the contacts soft keys will appear giving you different options to choose from.



The contacts application with the user level set to Expert and the contacts soft-keyboard visible.

Soft-Keyboard options

Dial contact
Dial the selected contact. If the speaker phone option is enabled it will automatically be turned on.

Write a text
Opens the text editor window and qwerty keyboard so that you can write a text message.

Send a phrase
Choose from a categorized list of phrases to send to the chosen contact.

Send an email
If an email is defined for this contact the default email app is launched to write an email to this contact.

Manage contact
Opens up the Contact Manager soft-keyboard so that you can edit or delete the chosen contact, add a new contact or add the current contact to the starred list.

Page up
Go up a page of contacts.

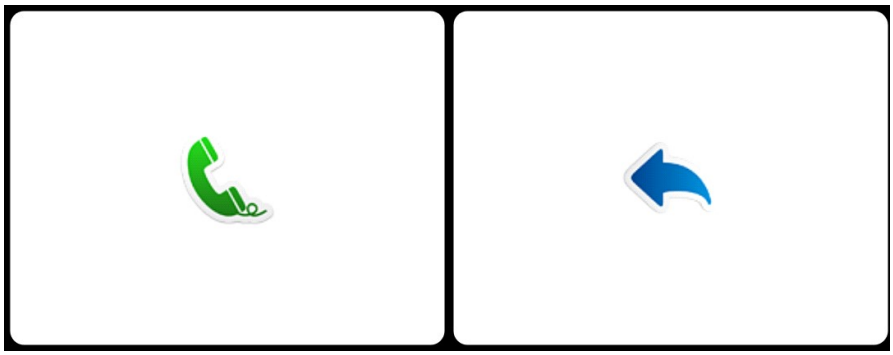
Page down
Go down a page of contacts.

Search Contacts
In Advanced and Expert mode you can search for a contact alphabetically rather than using page up and page down.

Go back
Return to the ClickToPhone homepage

Contacts Soft-Keyboards in the 4 different user levels

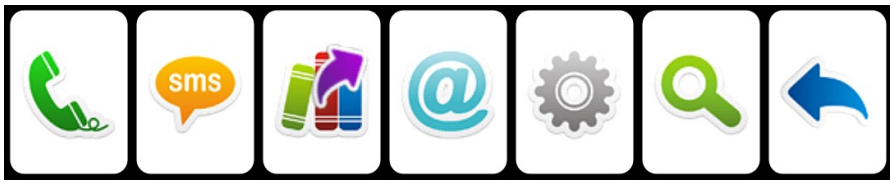
Beginner



Intermediate

Advanced

Expert

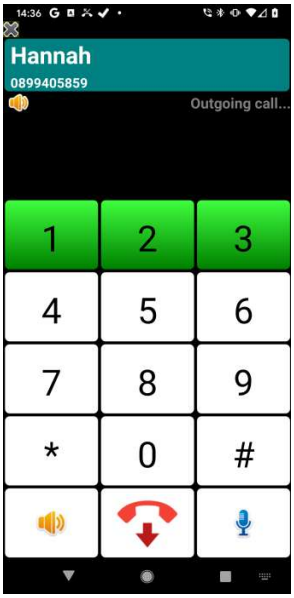


4.1 Dialing a Contact

After you select the **dial contact** key ClickToPhone launches the Android dialer application and automatically turns on the speaker phone if enabled.

To end a call press either your switch or the select button on your joystick. These act as the phone's hook function when a call is in progress.

If you have the **Project settings->Preferences->Telephony preferences->Behavior during Calls** set to **Telephony keypad**, then, when you press your switch during a call, the telephony keypad is displayed.



The telephony keypad allows you to enter numbers during a call, for example to top up your phone credit or to access your voice mail.

- To end a call when the telephony keypad is visible select the **end-call** key .
- To turn on or off the speaker phone select the **SpeakerPhone** key .
- To mute an ongoing call select the **Mute** key .

In expert user mode you can define three memory keys which will appear at the top of the telephony keyboard. You can use these to store a PIN code for example. You can set the contents of the memory keys by going to **Project settings->Preferences->Telephony preferences->Memory Keys**

4.2 Writing a text

After you select the **write a text** key ClickToPhone opens a text editor window and a text entry soft-keyboard.

The text entry soft-keyboard includes a 4 word prediction list in the top row. If the **Preferences->Text preferences->Word prediction** option is enabled these keys will contain predictions for the current word you are typing and for the next word you are likely to type. The words you type are remembered so that over time ClickToPhone can predict words from your own vocabulary.

Under **Text preferences** you can set the **Keyboard Style** to either QWERTY, ABC or FOU (Frequency of use).

When you have finished typing the text choose the **next** key  .The text preview window will appear giving you an opportunity to go back and add more text, add the message to the phrase book, add a recipient, insert a contact card, send the message or cancel the message. Options related to writing sms texts can be found under **Preferences->Sms preferences.**

Text preview soft-keyboard options

Send SMS
Send the SMS message to the contact and return to the contacts window.

Continue writing
Re-open the keyboard and continue writing.

Voice input
If you have **Text preferences->Voice Input** enabled use the Android voice recognition to write your message.

Phrase book
Open the phrase book to insert a text into the sms. In expert user level it is possible to add what you have written to the phrasebook, and edit the phrasebook categories and content.

Insert contact card
In expert user level it is possible to insert a contact's name and phone number

Add recipient
In expert user level it is possible to add up to 9 recipients that will also receive the text.

Arrow keys
In expert user level you can use the arrow keys to move the cursor to a particular point within the text.

Cancel SMS
Cancel the SMS and go back to the contacts window. The text you were composing is not saved.

After you have sent a text message a notification will indicate whether the text was sent successfully or not. If the SMS was not sent it will be added to the draft's folder. The drafts folder is only accessible when the **user level** is set to **advanced** or **expert**.

SMS notifications

SMS sent
The SMS was sent successfully.

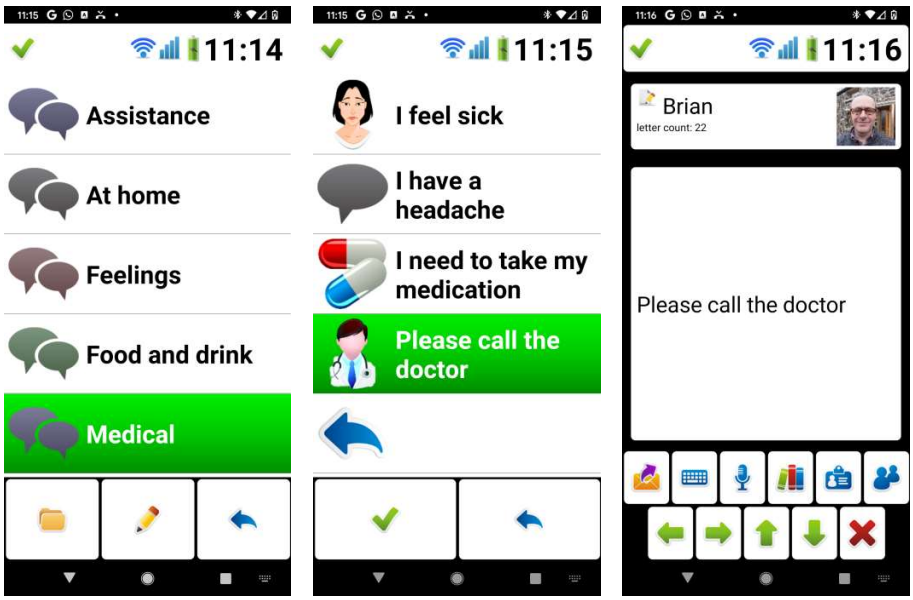
SMS delivered
The SMS was delivered to the recipient successfully.

SMS failed
The SMS was not sent and has been added to the drafts folder.

4.3 Phrase book

ClickToPhone contains a phrasebook of commonly used texts. You can send these phrases as complete sms messages or insert them into the text you are writing. The phrases are categorized and selecting a phrase involves first choosing the category and then choosing the phrase. In expert mode the phrase book can be edited.

Open the phrase book by choosing the  key. The list of categories appears. Choose a category and then choose a phrase.



The following soft keys appear when you are choosing a phrase in Beginner, Intermediate or Advanced user levels:

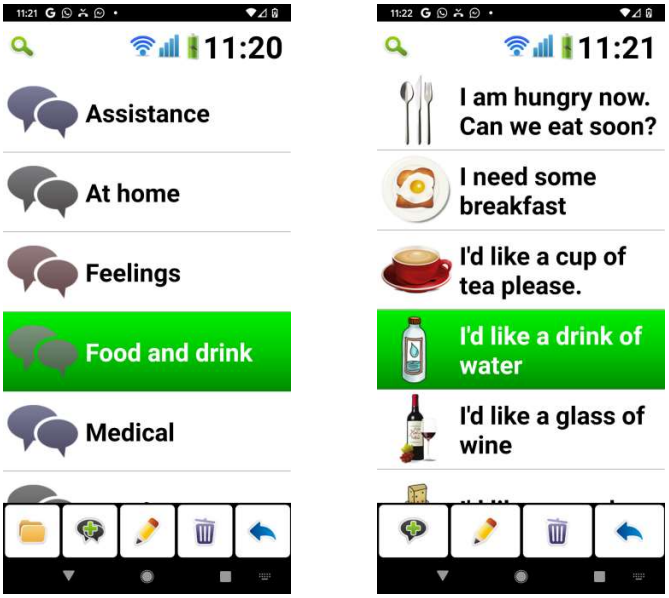
Open category
Open the selected category

Select
Insert the chosen phrase into the text

Edit phrasebook (expert mode only)
Edit the phrasebook

Go back
Go back to the previous screen.

In expert user level the following additional soft keys appear when you are editing the phrasebook:



Edit phrasebook soft-keyboard options

Insert phrase
Choose a phrase from the phrasebook to insert into the text editor window

Add phrase
Add the current text you have written to the phrasebook. You will be first asked to choose a category.

Create category
Create a new category

Create phrase
Create a new phrase within the selected category

Edit
Edit the selected phrase or category name and icon.

Delete
Delete the selected phrase or category. You will be asked to confirm this.

When you are creating or editing a category or phrase the following additional soft keys will appear:

Edit category or phrase soft-keyboard options

Open keyboard
Open the soft keyboard to edit the category name or phrase.

Photo
Choose a photo from your phone's gallery to use as the icon for this phrase or category.

Icons
Choose a icon from the built in icon set.

Save
Accept and save the changes

Cancel
Cancel the edits and go back to the phrase book

Resetting the Phrasebook
You can reset the phrasebook to its factory content by choosing **Project Settings->Reset Phrasebook.** If you are installing over an older version of ClickToPhone that does not have the phrasebook feature then you will need to carry out this procedure.

4.4 Manage contact

After you select the **Manage contact** key ClickToPhone opens the manage contact soft-keyboard. This gives you different options for managing the chosen contact.

Manage contact soft-keyboard options

New contact
Create a new contact

Edit contact
Edit the current contact

Star contact
Add the current contact to the list of starred contacts.

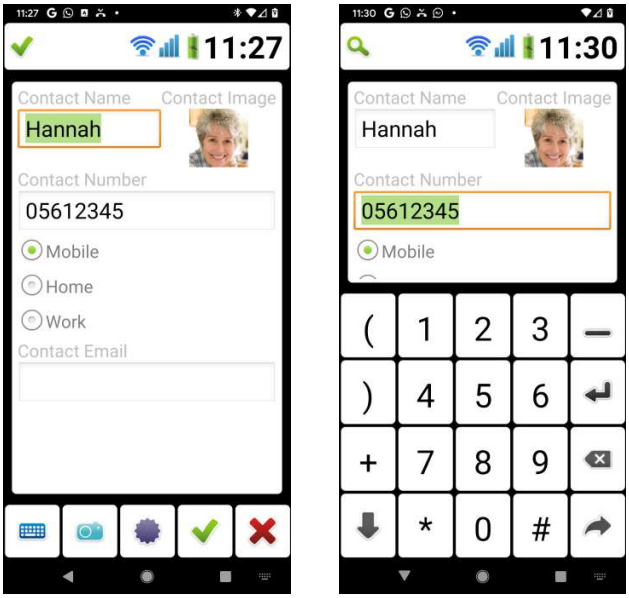
Delete contact
Delete the current contact.

Back
Go back to the contacts window.

After you select the **New contact** or **Edit contact** key ClickToPhone opens the contact manager window and soft-keyboard.

The contact manager window allows you to specify the name, number, phone-type, email and thumbnail photo for a new or existing contact.

Note that the manage contact option is only available when the **user level preference** is set to **expert**.



Contact manager window.

Contact manager options

Open keyboard
Open a text or numeric soft-keyboard to enter text or numbers.

Select photo
Select a photo for the contact to be displayed alongside the contact name.

Rotate photo
Rotate the photo through 90 degrees.

Save contact
Save the contact details to the system contacts and return to the contacts window.

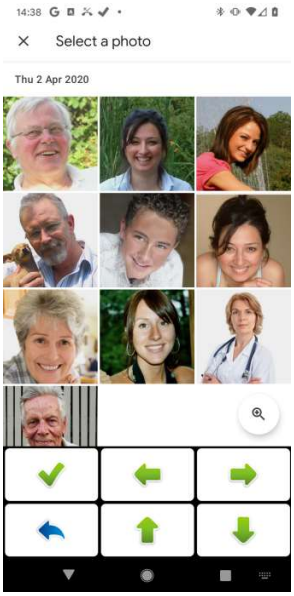
Cancel
Cancel any changes and go back to the contacts window.

Tab down
Tab on to the next input field. Changes the focus from the contact name to the contact number to the phone type and so on.

Next
Hide the text or numeric soft-keyboard and return to the main contact manager soft keys to save or cancel the current edits.

4.5 Selecting a contact photo

After you select the **Select photo** key ClickToPhone launches the picture gallery application. When you do this for the first time, however, you will be asked to specify what picture gallery application to use. To prevent this dialog from appearing in the future check the '**Default App**' or '**Always**' option before you choose the gallery of your choice.



The stock Gallery app and ClickToPhone photo picker soft-keyboard.

Use the ClickToPhone photo picker soft keys to navigate to the photo of your choice.

Photo picker soft-keyboard options

Up/Down/Left/Right
Cursor controls that allow you to navigate the picture gallery albums and photographs

Select
Select the current photo or open the current picture folder.

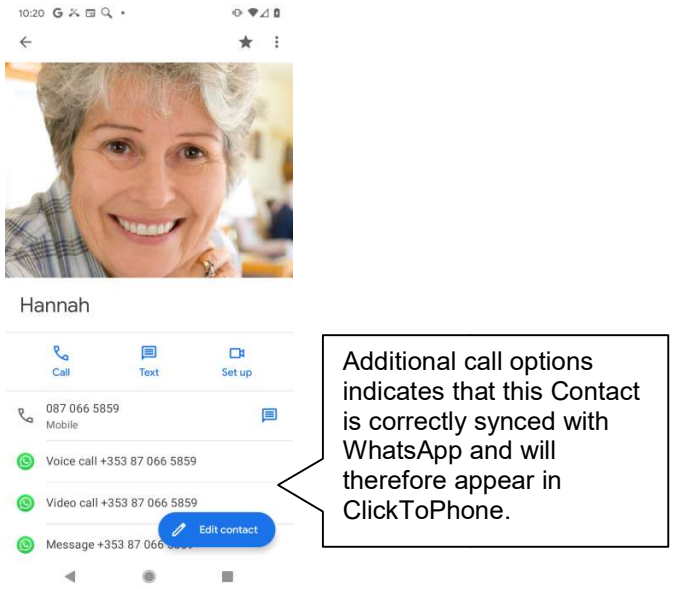
Back
Back to the previous page of the picture gallery or back to the contact manager

4.6 WhatsApp

WhatsApp can be integrated within ClickToPhone so that you can make WhatsApp voice or video calls and send a WhatsApp message from within the Contacts page. This feature is only available in the Advanced and Expert user levels. You can also answer WhatsApp voice and video calls using your switch in exactly the same way as you answer an ordinary GSM call. This feature is available in any user level.

4.6.1 Syncing WhatsApp Contacts

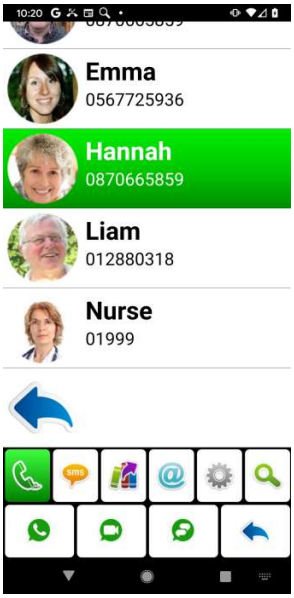
Before you can make WhatsApp calls from ClickToPhone you must ensure that your WhatsApp contacts are synced with your phone. In the system Contacts app, when a contact is correctly synced, you should see WhatsApp call options in addition to the normal call options, as in the picture below.



Note: If you have recently installed WhatsApp you will have to add your WhatsApp contacts from within WhatsApp to your device. You will also have to grant WhatsApp the **Phone** and **Contacts** permissions in **Settings->Apps->WhatsApp->Permissions**. In some case you will need to restart your device before the contacts are correctly synced.

4.6.2 Enabling WhatsApp in ClickToPhone

To enable WhatsApp go to **Preferences->Telephony preferences->WhatsApp->WhatsApp/VOIP.** Then, when you select a contact within the Contacts page of ClickToPhone you should see a second row of soft-keys related to WhatsApp.



Voice Call
Make a WhatsApp voice call

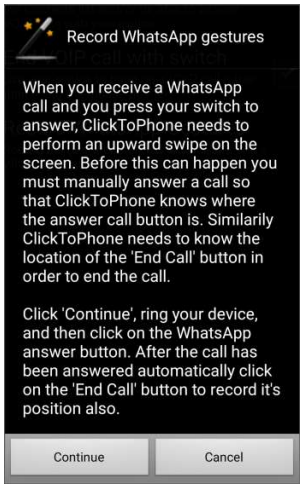
Video Call
Make a WhatsApp video call

Message
Open WhatsApp and a soft-keyboard so that you can write and send a message (expert user level only).

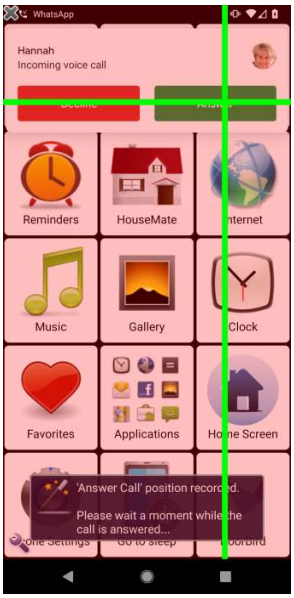
4.6.3 Answering WhatsApp Calls

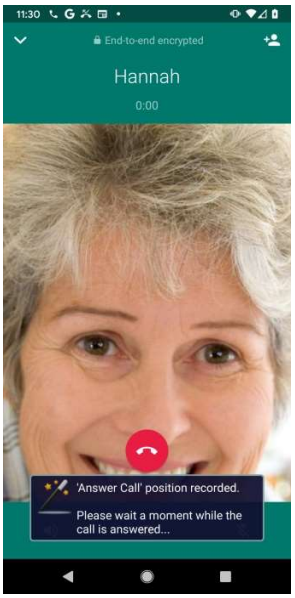
When ClickToPhone detects an incoming WhatsApp call it simulates a click on the screen where the Answer Call button is located. Before you answer your first call you must record the location of this button.

To get started choose **Preferences->Telephony preferences->WhatsApp->Record WhatsApp Gestures.** The WhatsApp configuration wizard is started.

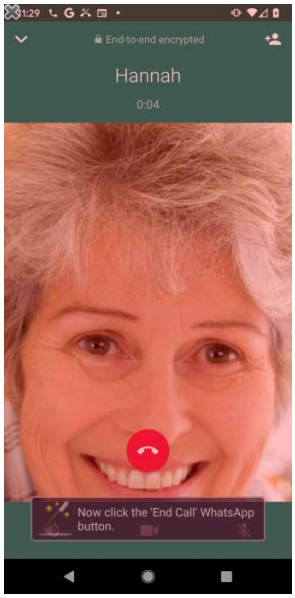


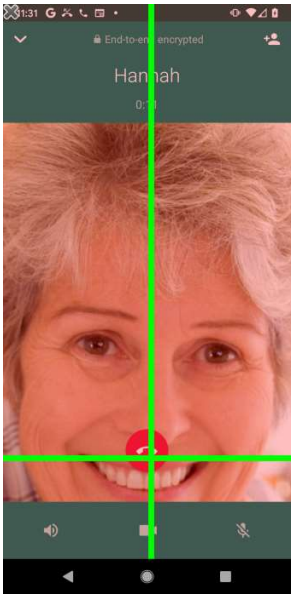
Click Continue, call the phone from another phone and then touch the screen where the **Answer** button is located. When you touch the screen a cross-hairs appears and the position is recorded.

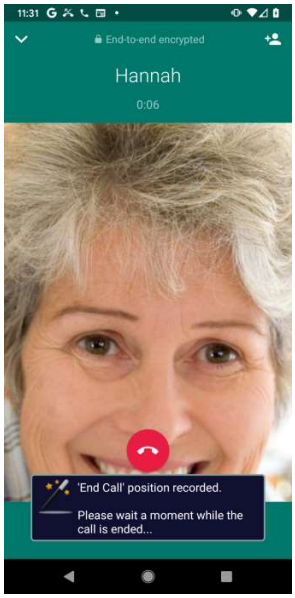




Then the call is answered with the newly recorded gesture. Once you are in the call you will be asked to touch the screen where the **End** call button is located.







When you touch the screen a cross-hairs appears, the position is recorded and, after a moment, the call is ended with the newly recorded gesture.

If a mistake was made you can re-record the gestures by going to **Preferences->Telephony preferences->WhatsApp->Record WhatsApp Gestures.**

Now you can test that you can answer a WhatsApp call from your switch. Make sure HouseMate is connected, ring your phone from another phone over WhatsApp and press your switch to answer.

The call should be answered and the speakerphone switched on. Press your switch a second time to end the call.

Finally, for best performance ensure that:

- The **Picture-in-Picture** permission for WhatsApp is disabled (you will find this in **Settings** under **Apps->WhatsApp->Advanced**
- Your screen orientation is locked (ClickToPhone only records the gestures required to answer a call in one orientation).

5 Messages

Project Settings->Preferences->Sms preferences

The Messages application allows you to view your SMS messages, reply to messages, call the sender of a message, add the sender of an SMS to the address book and so on.

Note that the Messages application is not available when the **user level** is set to **Beginner**.

The options available depend upon what user level you have selected. With the **user level** set to **Intermediate** it is only possible to read and reply to messages in the Inbox whilst in **expert** mode it is possible to select between the different folders (Inbox, Draft, Sent) and to delete messages.

5.1 Viewing SMS messages

Intermediate User Level

After you select **Messages** in the Homepage the messages window and the messages soft keys appear. The message displayed is the most recently received SMS message. At the top of the screen is the name of the sender, the contact image and the date received. Below that is the body of the message. Depending on the scanning method, press your switch, joystick or the touch screen to start scanning the messages soft keys.

Messages soft keys in Intermediate user level

Dial sender
Call the sender of the message.

Reply
Opens the text editor window and qwerty keyboard so that you can reply to the sender with a new text message. See section 4.2 on how to write a text message.

Reply with a phrase
Open the phrasebook and choose from a categorized list of “phrases” to send a quick reply to the sender. See section 4.3 on how to choose and edit phrases.

Previous
Open the previous message.

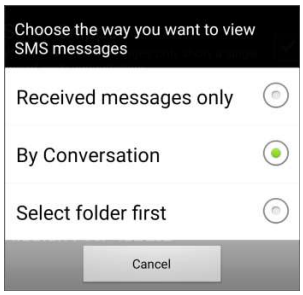
Down
Use this soft key to scroll down through long messages.

Next
Open the next message.

Back
Go back to the ClickToPhone homepage..

Advanced and Expert User Level

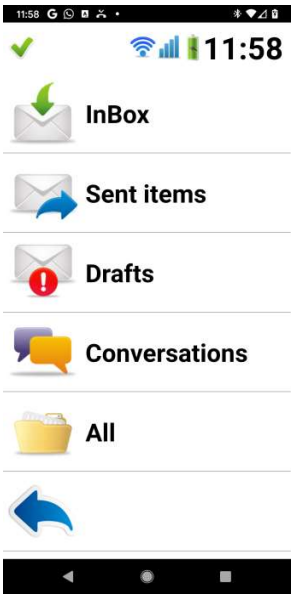
In advanced and expert modes it is possible to view the SMS messages in 3 different ways: **Received messages only**, **By Conversation** and **Select Folder First.** To set this option, long click on the Messages icon in the ClickToPhone homepage and choose **Edit item preferences** from the Edit homepage dialog OR go to **Preferences->SMS Preferences->Sms messages**.



When **Received messages only** is chosen it is only possible to view and reply to messages in the Inbox. This is the same functionality as in Intermediate user level.

When **By Conversation** is chosen it is possible to view the SMS messages by the conversation thread.

When **Select folder first** is chosen you must choose the SMS folder each time.



Depending on the scanning method, press your switch, joystick or the touch screen to start scanning down through the folders. Press your switch again to choose a folder. Two soft keys will appear allowing you to either open the chosen folder or return to the home page.

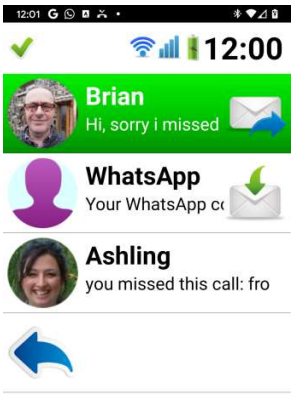
Message Folders soft keys

Open Folder
Open the folder to view the SMS messages.

Back
Go back to the ClickToPhone homepage..

5.2 Conversations

When the user level is set to **Advanced** or **Expert** you can view SMS messages by their conversation thread. This means that you can view all the messages sent to and received from a particular contact including any drafts that may have been saved. Furthermore when you open the Conversation window the messages displayed in the list of conversation threads are the most recently received messages.



Conversation soft keys

Open Conversation
Open the messages window to view the SMS messages for that conversation.

SMS
Send a text to this contact.

Page up
Go up a page of conversations.

Page down
Go down a page of conversations.

Back
Go back to the ClickToPhone homepage..

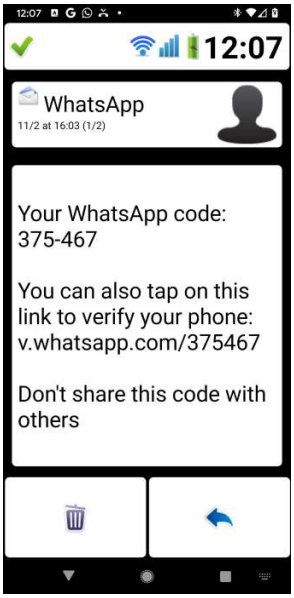
When you open a conversation the messages window is opened as described in section 5.1. The soft key options depend on whether you are in advanced or expert mode.

Advanced

Expert

5.3 Deleting and SMS

In **Expert** mode it is possible to delete SMS messages. To delete an SMS open the message and then select the **Delete SMS** soft key. Confirm that you want to delete the SMS by selecting the **Delete SMS** soft key a second time or cancel.



Confirm Delete soft keys

Confirm Delete
Delete this message from the current folder.

Cancel Delete
Go back the message soft keys.

5.4 Re-Sending a Draft

In **Advanced** and **Expert** mode it is possible to re-send or re-write a draft message.

If a message fails to send due to insufficient credit or a network error it is automatically added to the drafts folder. You can view the draft messages in the draft folder or by conversation thread.

If you want to re-send a draft first open the message. Then, when you select the **SMS** soft key, the text editor window is opened with the draft message inserted into the body.

5.5 Adding to Contacts

In **Expert** mode it is possible to add the sender of an SMS message to the list of contacts. Open the message and then select the **Add to Contacts** soft key.

If the sender is not already in your contact list then the Manage contacts window is opened with the phone number of the sender inserted into the **Contact Number** field. See section 4.4 for further details on how to complete the **Add to Contact** process.

5.6 Forwarding a message

Also, in **Expert** mode, it is possible to forward an SMS you have received or written to another contact. When you choose this key the contacts list will be displayed.

Forward SMS soft keys

Ok
Forward the message to the selected contact

Search
Search for a contact alphabetically.

Cancel
Cancel forwarding the SMS

6 Phone

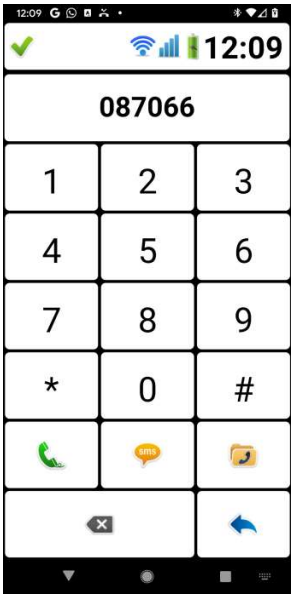
Project Settings->Preferences->Telephony preferences

The Phone application allows you to dial specific numbers, send a text to a specific number and view the call history.

Note that the Phone application is not available when the user level is set to **Beginner**.

6.1 Dialing a number

After you select Phone from the ClickToPhone homepage the phone window and soft keyboard will appear. At the top of the window is a text field where the number you type will appear. The rest of the screen is taken up with the phone soft keyboard.



Phone soft keys

0-9, *, #
Digits 0 – 9, * and #. If you type 00 a '+' symbol is automatically inserted for international calls.

Dial Number
Dial the number. See section 4.1 for further information on dialing a number and using the telephone keypad.

Send a text.
Opens the text editor window and qwerty keyboard so that you can send a text to the number. See section 4.2 on how to write a text message.

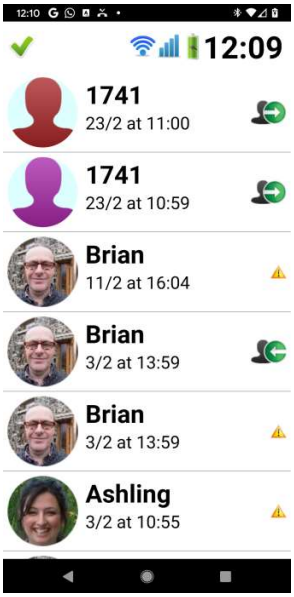
Call History
View the call history of outgoing, incoming and missed calls.

Backspace
Delete the last character typed.

Back
Go back to the ClickToPhone homepage..

6.2 Call History

In **Advanced** and **Expert** modes it is possible to examine the call history. After you select the **call history** soft key the call history window and call history soft keyboard will appear.



The list shows incoming calls, outgoing calls, missed calls and the time and date of each call.

Call history symbols

Incoming call
This was a call to your phone from another person that you answered.

Missed call
A call to your phone that you did not answer.

Outgoing call
An outgoing call that you made. Does not indicate whether it was answered or not.

When you choose a call the call history soft keys are displayed giving you different options to choose from.

Call History soft keys

Dial number
Call the number/contact

Send a text
Send a text to the number/contact. See section 4.2 on how to write a text message.

Reply with a phrase
Open the phrasebook and choose from a categorized list of “phrases” to send a quick reply to the contact. See section 4.3 on how to choose phrases.

Add to Contacts
Open the contact manager window to add the number to the contact list. See section 4.4 for further details on how to complete the Add to Contact process.

Page up
Go up a page of calls.

Page down
Go down a page of calls.

Back
Go back to the ClickToPhone homepage..

See section 4.1 for details on what happens during a call and how to use the telephony keypad.

7 Assistance Call

Project Settings->Preferences->Assistance Call preferences (previously names Alert preferences)
Project Settings->Hardware Settings->Assistance Call

There are various methods, both hardware and software, of calling for assistance using HouseMate.

Hardware based methods (preferred)

Call Bell

Connect HouseMate to a call bell through its relay output and trigger at any time, regardless of whether you are connected to your phone, by holding your Switch for a defined period of time. See Chapter 25 on how to enable and connect this hardware feature.

Internal EasyWave signal

HouseMate can be supplied with a 32 channel EasyWave RF transmitter. The first channel is reserved as an assistance call and can be triggered at any time by holding your switch for a defined period of time.

Z-Wave signal

HouseMate can be fitted with an internal Z-Wave transmitter. When an assistance call is made a Z-wave signal can be used to activate a relay, bell or other device. See chapter 24 for more details.

InfraRed signal

InfraRed command 1, so long as it has been recorded, is always transmitted whenever an assistance call is made. See Chapter 22 for details on how to record InfraRed codes.

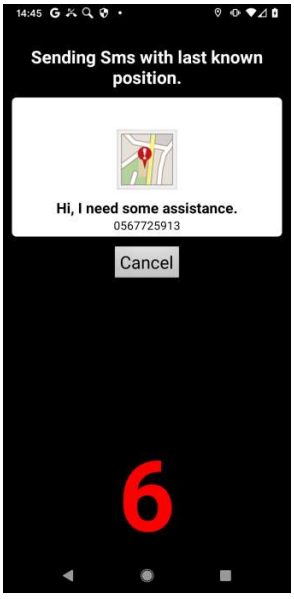
Software based methods

Call for Assistance

You need to be connected to your phone to make this assistance call. It can be made by selecting the Assistance Call symbol from the Home Page. You are given a 10 second countdown during which time you can cancel the call. When the timer has elapsed the predefined telephone number is called.

SMS Alert

You need to be connected to your phone to send this SMS. It can be made by selecting the SMS Alert from the HomePage. You are given a 10 second countdown during which time you can cancel the SMS. When the timer has elapsed the SMS is sent to a preselected mobile telephone number. You can define more than one telephone number and ClickToPhone will try each of the three numbers until the SMS is delivered. Furthermore, using Google's location service it is possible to include the http link to a Google map with your current location.



Note: The SMS Alert feature is not intended to be used as a patient alarm. It is simply a convenient way of alerting a friend or P.A. as to one's whereabouts rather than making a phone call. It is not fail safe for the following reasons:

1. The phone may be out of credit
2. The phone battery may be flat
3. The GSM signal may be poor
4. The HouseMate or ClickToPhone battery may be flat.

Assistance Call options

Options related to Assistance Call can be found by making a long click on the Assistance Call icon in the homepage and choosing **Edit item preferences** from the Edit homepage dialog OR go to **Project settings->Preferences->Assistance Call preferences** (previously Alert Preferences)

Include in homepage
Sets whether or not the **Call for Assistance** or **SMS alert** can be activated from the Homepage.

Low Battery
Automatically make the assistance call if a low battery is detected in the phone or the hardware.

Enable countdown
Sets whether or not a 10 second countdown is displayed during which time you can cancel the assistance call by pressing your switch again.

Voice call
Sets whether or not to make a GSM call to the defined telephone number.

Transmit IR signal
If you are connected to HouseMate then activate the relay output and transmit infrared command 1 and the EasyWave or Z-Wave signal if fitted.

Notification Sound
Select a sound that your device will play when the assistance call is made.

Auto-answer on next call
Automatically answer the next call after the SMS has been sent.

Auto respond

If an SMS beginning with a '?' is received, then reply with the last known position so that the sender can locate you. The sender will receive a http link to a google map of your location.

Telephone Numbers
The telephone numbers to send the SMS to, separated by commas. If the SMS is not delivered to the first number within 60 seconds then it is re-sent to the second number and so on.

Keep sending
Keep sending the SMS until a delivery notification is received.
WARNING! Depending on your network, multiple charges may apply.

Request confirmation
Instead of a delivery notification wait 5 minutes for the receiver to respond with an SMS before sending the alert to the next phone number.

Message
The SMS message to send. This will be followed by the time and coordinates if available.

Activate on long click
This is a legacy option no longer recommended. Enable hardware assistance call instead.
You can activate the software based assistance call by holding your switch for the selected period of time rather than having to choose it from the homepage. This should **NOT** be used if you are using a hardware based assistance call. See chapter 25 for further details.

8 Reminders

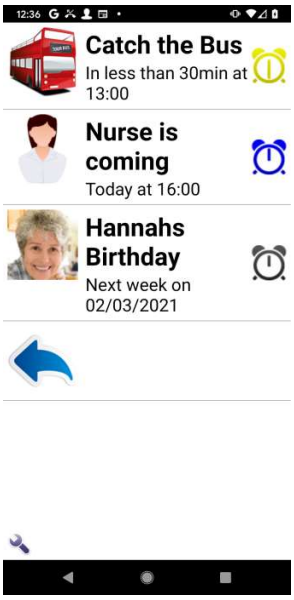
Project Settings->Preferences->Reminders preferences

The Reminders application allows you to set any number of reminders or alarms to remind you of upcoming events. It is possible to set once-off, daily, weekly, monthly and yearly reminders and to choose a sound or music file to play when the reminder falls due. You can also set options to trigger the reminder 15 minutes, 30 minutes, 1 hour and 2 hours before the event takes place. This allows you to schedule your day whilst giving you enough time to prepare for the next event.

Although the Reminder application is accessible in any user level a switch user can only add reminders when the **user level** is set to **expert**. You can also create and edit reminders through the menu options in any user level.

8.1 Using Reminders

After you select **Reminders** from the ClickToPhone homepage the Reminders window will appear.



The reminders are displayed in a list with a picture, a name, the date and time of the reminder and a clock symbol representing whether the reminder has elapsed or when it is due according to the table below.

Reminder clock symbols

Reminder is in the past
A white clock symbol with an exclamation mark indicates that the reminder is in the past. The date and time when the reminder elapsed is below the name of the reminder.

Reminder has elapsed
A red clock on the hour indicates that the event has just elapsed.

15 minutes
An orange clock indicates that the event is due to take place in less than 15 minutes.

30 minutes
A yellow clock indicates that the event is due to take place in less than 30 minutes.

45 minutes
A light green clock indicates that the event is due to take place in less than 45 minutes.

1 hour
A dark green clock indicates that the event is due to take place in less than 1 hour.

Today
A blue clock indicates that the event is due to take place today.

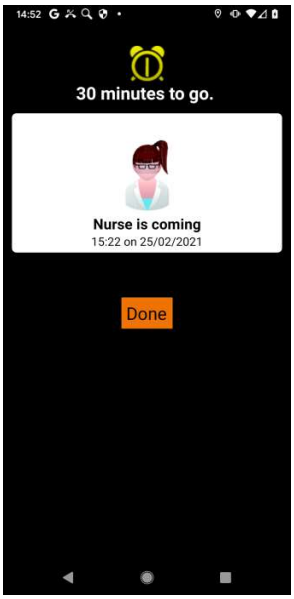
In the future
A dark gray clock indicates that the event is due to take place sometime in the future.

Depending on what reminder preferences have been chosen the phone will ring, vibrate and/or play a music track or sound file when the reminder is due. If the phone is asleep it will wake up and a pop-up window will display the reminder.

You must cancel the reminder to stop the sound playing and return to normal operation. After you cancel the reminder it is automatically rescheduled if it is a recurring reminder or deleted if it is a once-off reminder and the **Delete once off reminders** preference is enabled.

The pop-up window when a reminder has elapsed

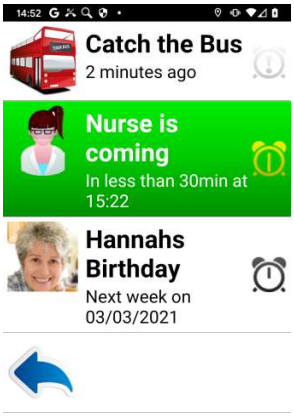
Within the reminder preferences it is possible to set whether or not you get a reminder before the event is due. For example you can have a reminder 30 minutes beforehand and/or when the event is due. The purpose of this feature is to allow you to prepare for the forthcoming event and give you some fore-warning that it is about to occur. In the example screen shot below it is 30 minutes until the nurse arrives.



Note that, even when choose **Done**, the notification will go off again at the appointed time, i.e. in 30 minutes in the above example.

8.2 Managing Reminders

When you select a reminder the reminder soft keys will appear. These give you different options for editing and creating the reminders. Note that the **user level** needs to be set to **expert** in order to edit or create reminders using a switch and scanning. If you are not in expert mode and wish to add or edit a reminder then use the menu options.



Reminder soft keys

New reminder
Create a new reminder.

Edit reminder
Edit the currently selected reminder.

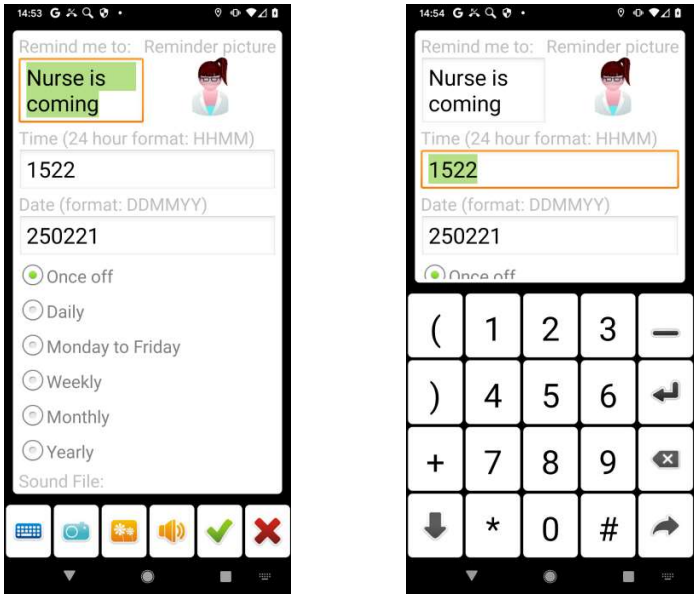
Delete reminder
Delete the currently selected reminder.

Page up
Go up a page of reminders.

Page down
Go down a page of reminders.

Back
Go back to the ClickToPhone homepage..

After you select the **New reminder** or **Edit reminder** soft key ClickToPhone opens the reminder editor window and soft-keyboard.



Reminder editor window soft keys and numeric keyboard options.

Reminder Editor options

Open keyboard
Open a text or numeric soft-keyboard to enter text or numbers.

Select photo
Select a photo for the reminder to be displayed alongside the reminder name.

Select Track/Sound file
Select a music track or sound file that will be played when a reminder is due.

Icons
Choose a icon from the built in icon set.

Save reminder
Save the reminder details and return to the reminders window.

Next
Tab on to the next input field. Changes the focus from the reminder name to the reminder time to the reminder date and so on.

Continue
Hide the text or numeric soft-keyboard and display the edit reminder soft keys to save or cancel the current edits.

Back
Cancel any changes and go back to the reminders window.

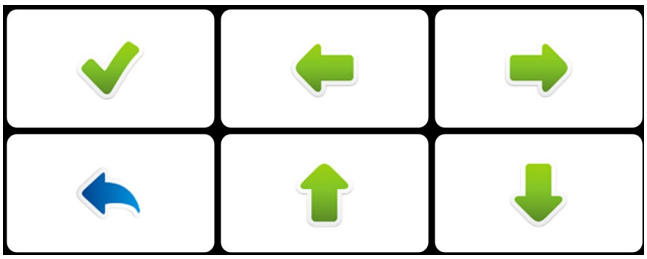
8.3 Selecting a reminder photo

After you select the **Select photo** key ClickToPhone launches the picture gallery application. The procedure for selecting a photo is the same as when you select a contact photo. See section 4.5 for more details.

8.4 Selecting a Sound

After you select the **Select a Sound** soft key ClickToPhone launches the music player application in 'picker' mode so that you can choose a sound file or music track. When you do this for the first time, however, you will be asked to specify what music player application to use. To prevent this dialog from appearing in the future check the '**Default App**' option before you choose the music player of your choice.

Useful Tip: It is possible to record your own voice reminders using the Voice Recorder application and then use these as the reminder sounds



Sound picker soft keys

Up/Down/Left/Right
Cursor controls that allow you to navigate the sound picker application and

choose a sound file.

Select
Select a sound track or select the OK button (once it has the focus) and return to the edit reminder window.

Back
Cancel the sound picker and go back to the edit reminder window.

9 Text To Speech & AAC

Project Settings->Preferences->Homepage preferences->Speech output
Project Settings->Preferences->Behavior preferences->App control

The Text To Speech application allows you write a text and then speak it using the installed Android text to speech engine.

The Text To Speech application is not intended to be a fully featured communication device but can provide a means of communicating a message in certain circumstances.

To use text to speech you must have a text to speech engine installed on your phone or tablet. In the phone's settings choose **Voice Input & Output->Text-to-speech settings.** You can also visit the Android market for a list of text to speech engines.

9.1 Using text to speech

After you select **Text To Speech** from the ClickToPhone homepage the text-to-speech window and soft keys will appear. Initially there is no text, only the softkeys.

Text-to-speech soft keys

Speak the text
Speaks the written text

Write a text
Opens up a text editor window so that you can write a text to speak.

Open the phrasebook
Open the phrasebook and choose from a categorized list of "phrases" to speak. See section 4.3 on how to choose a phrase

Edit the phrasebook
You can edit the categories and phrases in the phrasebook. See section 4.3 for details. Expert user level only.

Add to phrasebook
You can add the text you have just written to the phrasebook. Expert user level only.

Back
Go back to the ClickToPhone homepage..

After you select the **write a text** soft key ClickToPhone opens a text editor window and a text entry soft-keyboard.

The text entry soft-keyboard includes a 4 word prediction list in the top row. If the **word prediction** preference is enabled these keys will contain predictions for the current word you are typing and for the next word you are likely to type. The words you type are remembered so that over time ClickToPhone can predict words from your own vocabulary.

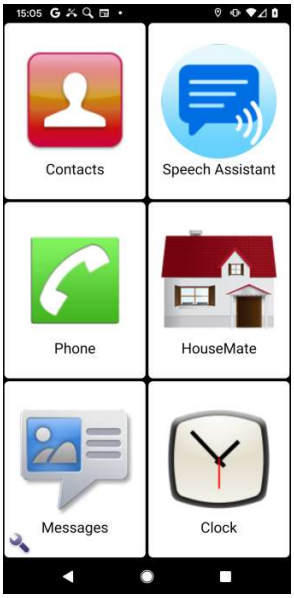
When you have finished typing the text choose the **speak** key  . The text-to-speech soft keys will re-appear giving you an opportunity to review the text and add edit it before you choose to speak it.

9.2 Using a third party AAC app.

Instead of using ClickToPhone's built in Text-to-speech app you can control a third party app. If you are using scanning, then to integrate with ClickToPhone, it must be possible to set the third party app to "Tap the screen scanning" mode. Then when you choose AAC app from the ClickToPhone homepage you can control it from your switch. Each time you press your switch a touch screen event is sent to the AAC app.

To choose the app you wish to use make a long click on the Text-to-speech icon in the homepage and choose **Edit item preferences** from the Edit homepage dialog OR go to **Project Settings->Preferences->Homepage preferences->Speech output**. Then set the **Speech output** preference to **Aac app**. Select

the **Aac app** preference to choose the app from the list of applications installed on your device.



To regain control of ClickToPhone there are two programmable options.

- Press your switch 3 times in a row
- Hold your switch for a long time

To set the method of exiting the Aac app go to **Project Settings->Preferences-> Behavior preferences->App control.** Then set the **Escape method** as required.

9.3 Using an external AAC device

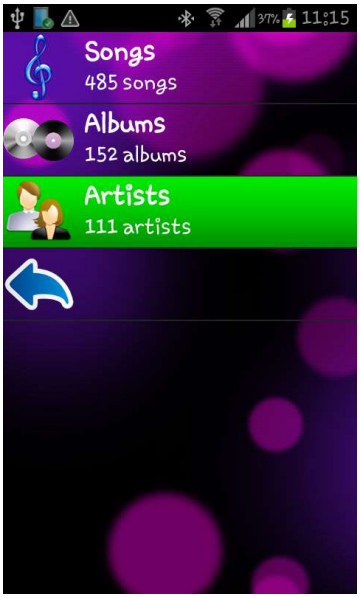
If you are using HouseMate hardware then you can use a dedicated external Aac device connected to your hardware's switch output connector. When you choose Aac device from the ClickToPhone homepage the software enters a special mode whereby switch presses activate the output relay in your hardware and thereby control the external device.

To use an external Aac device set the **Speech output** preference to **Aac device.** Follow the instructions for setting the exit method in the previous section 9.2

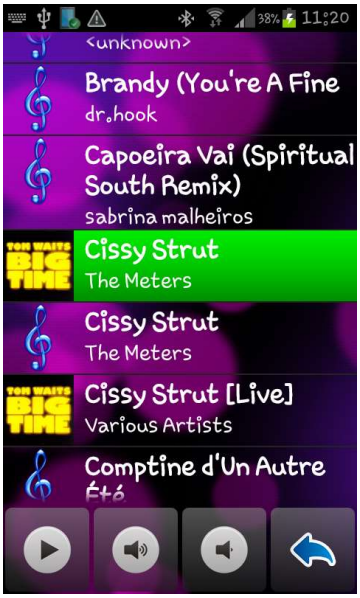
10 Music Player

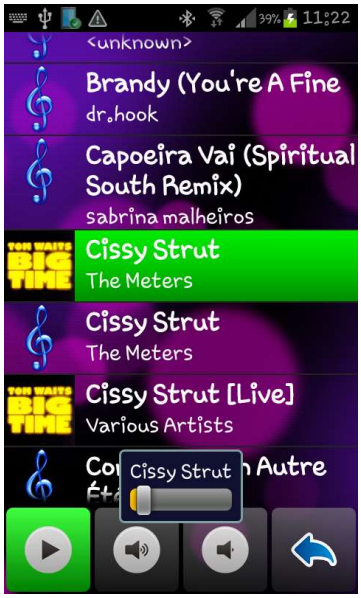
Project Settings->Preferences->Homepage preferences->Music

The Music Player application allows you to play the music files stored on your SD card. When you select **Music** from the ClickToPhone homepage the music player will appear. The music stored on your phone is sorted into three categories, Songs, Albums and Artists.



First select a category and then select a song within that category. After you have selected a song a soft-keyboard will appear to allow you to play the song you have selected.





The music player soft keys are displayed at the bottom of the screen. When you choose Play a progress bar indicates the position within the song. If you leave the Music Player it will stop.

Music player soft keys

Play/Pause
Play or pause the currently selected music track.

Volume Up
Equivalent to pressing the volume up key on your phone.

Volume Down
Equivalent to pressing the volume down key on your phone.

Back
Go back to the ClickToPhone homepage..

The music player app within ClickToPhone is intentionally simplified. However, if you wish, it is possible to control a different music player app if you require more functions.

To use an app installed on your phone make a long click on the Music icon in the ClickToPhone homepage and then choose **Edit Item preferences** OR go to **Preferences->Homepage preferences->Music and Gallery.** Then enable **Use 3rd party Music app** and select **Choose a Music app**. Choose the app you want from the list of apps on your device.

Now when you launch the music player from the Home Page the chosen app will appear and ClickToPhone will enter mouse mode so that you can control it with the cross-hairs. See section 18 for more detail on how to use the cross-hairs.

For information on how to use Mouse Pointer mode to control other apps refer to chapter 18.

11 Photo Album

Project Settings->Preferences->Homepage preferences->Gallery

The Photo Album application allows you to view the photographs and images stored on your SD card. When you select **Gallery** from the ClickToPhone homepage the gallery will appear.

The photographs are shown on a “last taken” basis. Use the left right arrow keys to navigate through your photos.

Gallery soft keys

Previous photo

Next photo

Zoom in

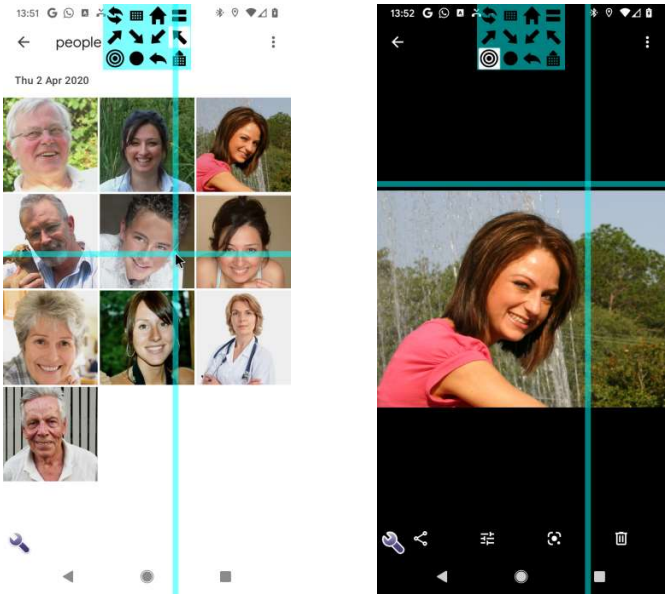
Back
Go back to the ClickToPhone homepage..

The Gallery app within ClickToPhone is intentionally simplified. However, if you wish, it is possible to control a Gallery app if you require more functions.

To use an app installed on your phone make a long click on the Gallery icon in the ClickToPhone homepage and then choose **Edit Item preferences** OR go to **Preferences->Homepage preferences->Music and Gallery** then enable

Use 3rd party Gallery app and select **Choose a Gallery app**. Choose the app you want from the list of apps on your device.

Now when you launch the Gallery from the home page the chosen app will appear and ClickToPhone will enter mouse mode so that you can control it.

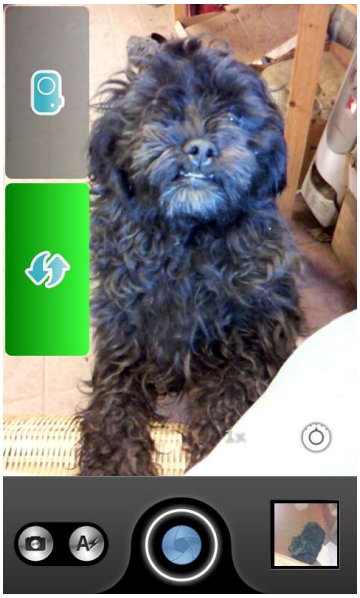


For information on how to use Mouse Pointer mode to control other apps refer to chapter 18.

12 Camera

Project Settings->Preferences->Homepage preferences->Camera

The Camera application allows you to take photographs. When you select **Camera** from the ClickToPhone homepage the phone's camera application is launched.



Two soft keys allow you to either take a picture or return to the ClickToPhone homepage. You can take more than one picture before returning to the ClickToPhone homepage. To view the photos you have taken open the Gallery application from the ClickToPhone homepage.

Camera soft keys

Shoot
Take a picture and store it on the SD card.

Return to ClickToPhone
Go back to the ClickToPhone homepage..

Note: Not all camera apps respond to the "take picture" message sent from ClickToPhone. If the default camera on your device will not take pictures when using ClickToPhone then try another from the Google Play store.

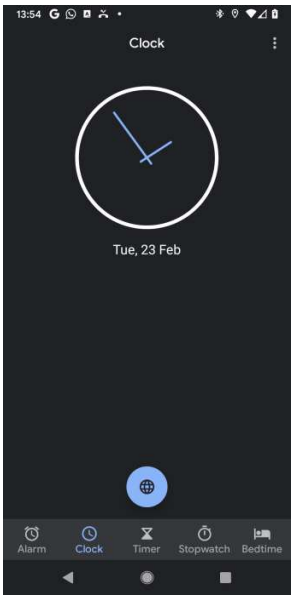
If you wish to specify a different app to use when taking pictures go to **Preferences->Homepage preferences->Music, Gallery, Camera and Clock->Camera.**

13 Clock

Project Settings->Preferences->Homepage preferences->Clock

The Clock application allows you to view the time. When you select **Clock** from the ClickToPhone homepage the phone's clock application is launched.

Note that there are no soft keys associated with the Clock application. It is intended to give you a simple way of reading the time. If you wish to control some of the Clock applications features you can launch it from the Applications window in expert mode.



To return to the ClickToPhone homepage press your switch or joystick. In touch screen mode, when the scanning method preference is set to Tap-the-screen, ClickToPhone will automatically re-appear after 10 seconds.

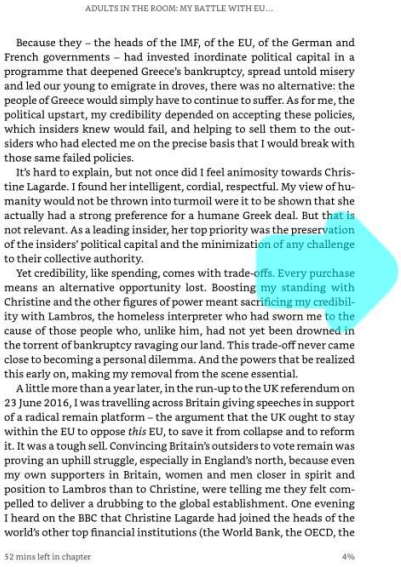
Tip: *If you wish to launch a voice input app specify it as the clock app. Then when you press your switch you will return you to ClickToPhone after you have completed your voice input task. Specify the app by going to* ***Preferences->Homepage preferences->Music, Gallery, Camera and Clock->Clock.***

14 Book Reader

Project Settings->Preferences->Homepage preferences->Book Reader

The book reader option gives you a simple way to control a book reader app such as Kindle. It is intended to be used by beginners as the book must be opened first by a carer. For full control over a book reader app by an expert use mouse pointer mode.

When the book reader option is selected from the ClickToPhone homepage the book reader app is launched. By pressing your switch you can go forward and backwards in the book. When you press your switch once a right hand arrow will appear and after a moment the book will advance one page. If you press your switch two times a left hand arrow will appear. If you press your switch three times an exit symbol will appear allowing you to return to the ClickToPhone app.



ADULTS IN THE ROOM: MY BATTLE WITH EU...

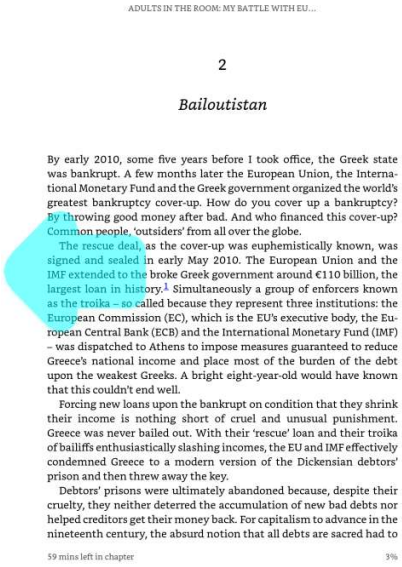
Because they – the heads of the IMF, of the EU, of the German and French governments – had invested inordinate political capital in a programme that deepened Greece's bankruptcy, spread untold misery and led our young to emigrate in droves, there was no alternative: the people of Greece would simply have to continue to suffer. As for me, the political upstart, my credibility depended on accepting these policies, which insiders knew would fail, and helping to sell them to the outsiders who had elected me on the precise basis that I would break with those same failed policies.

It's hard to explain, but not once did I feel animosity towards Christine Lagarde. I found her intelligent, cordial, respectful. My view of humanity would not be thrown into turmoil were it to be shown that she actually had a strong preference for a humane Greek deal. But that is not relevant. As a leading insider, her top priority was the preservation of the insiders' political capital and the minimization of any challenge to their collective authority.

Yet credibility, like spending, comes with trade-offs. Every purchase means an alternative opportunity lost. Boosting my standing with Christine and the other figures of power meant sacrificing my credibility with Lambros, the homeless interpreter who had sworn me to the cause of those people who, unlike him, had not yet been drowned in the torrent of bankruptcy ravaging our land. This trade-off never came close to becoming a personal dilemma. And the powers that be realized this early on, making my removal from the scene essential.

A little more than a year later, in the run-up to the UK referendum on 23 June 2016, I was travelling across Britain giving speeches in support of a radical remain platform – the argument that the UK ought to stay within the EU to oppose *this* EU, to save it from collapse and to reform it. It was a tough sell. Convincing Britain's outsiders to vote remain was proving an uphill struggle, especially in England's north, because even my own supporters in Britain, women and men closer in spirit and position to Lambros than to Christine, were telling me they felt compelled to deliver a drubbing to the global establishment. One evening I heard on the BBC that Christine Lagarde had joined the heads of the world's other top financial institutions (the World Bank, the OECD, the

52 mins left in chapter 4%



ADULTS IN THE ROOM: MY BATTLE WITH EU...

2

Bailoutistan

By early 2010, some five years before I took office, the Greek state was bankrupt. A few months later the European Union, the International Monetary Fund and the Greek government organized the world's greatest bankruptcy cover-up. How do you cover up a bankruptcy? By throwing good money after bad. And who financed this cover-up? Common people, 'outsiders' from all over the globe.

The rescue deal, as the cover-up was euphemistically known, was signed and sealed in early May 2010. The European Union and the IMF extended to the broke Greek government around €110 billion, the largest loan in history.[1] Simultaneously a group of enforcers known as the troika – so called because they represent three institutions: the European Commission (EC), which is the EU's executive body, the European Central Bank (ECB) and the International Monetary Fund (IMF) – was dispatched to Athens to impose measures guaranteed to reduce Greece's national income and place most of the burden of the debt upon the weakest Greeks. A bright eight-year-old would have known that this couldn't end well.

Forcing new loans upon the bankrupt on condition that they shrink their income is nothing short of cruel and unusual punishment. Greece was never bailed out. With their 'rescue' loan and their troika of bailiffs enthusiastically slashing incomes, the EU and IMF effectively condemned Greece to a modern version of the Dickensian debtors' prison and then threw away the key.

Debtors' prisons were ultimately abandoned because, despite their cruelty, they neither deterred the accumulation of new bad debts nor helped creditors get their money back. For capitalism to advance in the nineteenth century, the absurd notion that all debts are sacred had to

59 mins left in chapter 3%

information, less trusting of common people.'[2]

The following chapters relate the networks' violent reaction to my stubborn refusal to trade Greece's emancipation for a privileged spot inside one of their black boxes.

Sign here!

It all boiled down to one small doodle on a piece of paper – whether I was prepared to sign on the dotted line of a fresh bailout loan agreement that would push Greece further into its labyrinthine jail of debt.

The reason why my signature mattered so much was that, curiously, it is not presidents or prime ministers of fallen countries that sign bailout loan agreements with the IMF or with the European Union. That poisoned privilege falls to the hapless finance minister. It is why it was crucial to Greece's creditors that I be bent to their will, that I should be co-opted or, failing that, crushed and replaced by a more pliant successor. Had I signed, another outsider would have turned insider and praise would have been heaped upon me. The torrent of foul adjectives directed at me by the international press, arriving right on cue only a little more than a week after that Washington visit, just as the US official had warned me it would, would never have descended onto my head. I would have been 'responsible', a 'trustworthy partner', a 'reformed maverick' who had put his nation's interests above his 'narcissism'.

Judging by his expression as we walked out of the hotel and into the pouring rain, Larry Summers seemed to understand. He understood that the 'Europeans' were not interested in an honourable deal with me or with the Greek government. He understood that, in the end, I would be pressurised inordinately to sign a surrender document as the price of becoming a bona fide insider. He understood that I was not willing to do this. And he believed that this would be a pity, for me at least.

For my part I understood that he wanted to help me secure a viable deal. I understood too that he would do what he could to help us, provided it did not violate his golden rule: insiders never turn against

15 MouseMate

Project Settings->Preferences->Homepage preferences->Mouse control

If you are using Android 7 or later you can use repurpose the HouseMate HID to control a PC, MAC or any device that can be controlled by a Bluetooth mouse.

To enable this option go to **Preferences->Homepage Preferences->Mouse control**

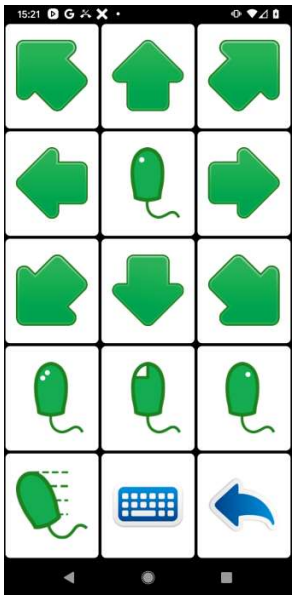
To re-configure the HouseMate HID for this purpose refer to section 25.6

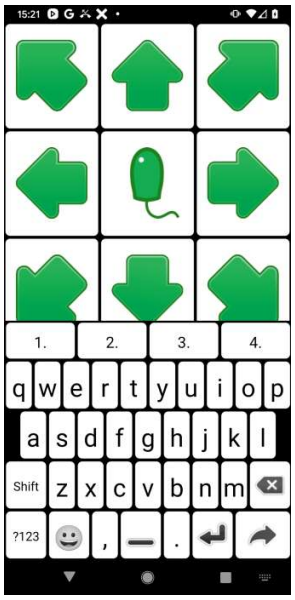
When you select the MouseMate option from the ClickToPhone home page a grid of arrows will be presented. The grid will vary depending on whether you are using a joystick or a switch to scan (**Preferences->Scanning Preferences->Scanning Method**).

Switch Scanning Mode

Press your switch to scan the MouseMate symbols and press again to make a selection and move the mouse in a particular direction or make a left or right click.

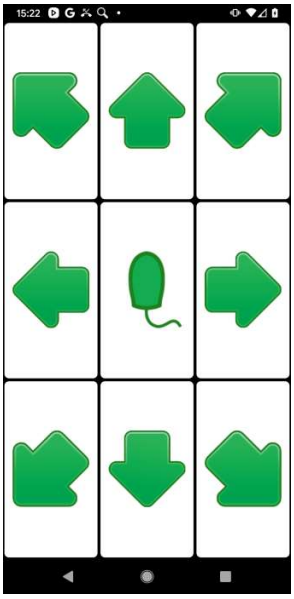
If the HID has been reconfigured correctly as a HID Combi or MouseMate device then when you select the keyboard symbol you can send keyboard keys to the target device you are controlling.

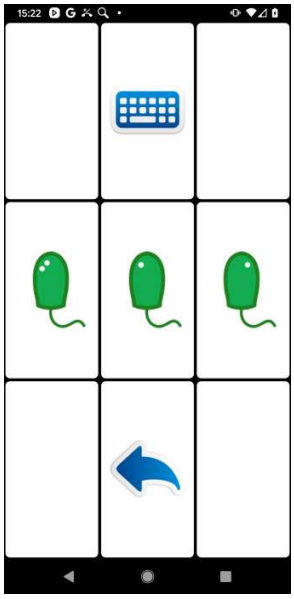




Joystick Mode

In joystick mode deflections of the joystick control the mouse on the target device. When you select the mouse icon a second grid is displayed which allows you to make left click, double click, right click, open the keyboard and so on.





16 External Device

Project Settings->Preferences->Homepage preferences->External Device
Project Settings->Preferences->Behavior preferences->App Control

If you are using Android 7 or later you can use repurpose the HouseMate HID as a Bluetooth switch and use it to control another device such as an iPAD, apple TV or any device that can be controlled from a Bluetooth keyboard key.

To enable this option go to **Preferences->Homepage Preferences->External Device**

To re-configure the HouseMate HID for this purpose refer to section 25.6

When you select the External Device option from the ClickToPhone homepage scanning is suspended and the app enters a mode whereby further switch presses are sent out the HouseMate HID as keyboard strokes. These keyboard strokes can be used to control another device, for example the Switch Control features on an iOS device.

The method of returning to ClickToPhone to resume normal operations can be chosen in **Preferences->Behavior Preferences->External Device->Escape Method**. It can be either a triple click or a long press of your switch.

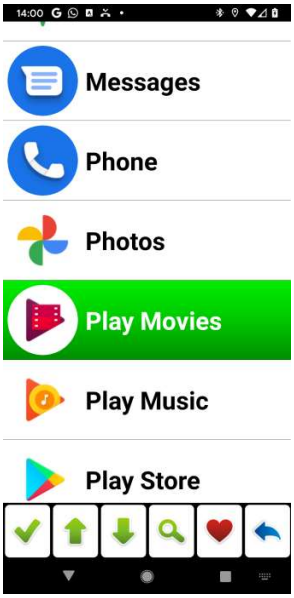
17 Applications

Project Settings->Preferences->Homepage preferences->Other Applications
Project Settings->Preferences->Behavior preferences->Soft keys->Start with pointer

The Applications “launcher” app allows you to select, launch and control the features of the other applications installed on your phone. The ClickToPhone app achieves this by launching the application and immediately entering mouse pointer mode.

17.1 Launching another application

After you select **Applications** from the ClickToPhone homepage the Applications window will appear.



After you select an application from the list the application soft keys will appear.

Application soft keys

Launch Application
Launch the application and start Mouse Pointer mode.

Page up
Go up a page of applications.

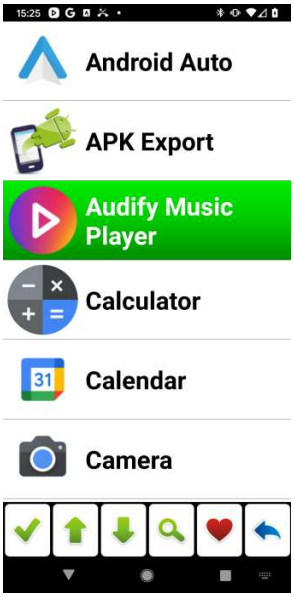
Page down
Go down a page of applications.

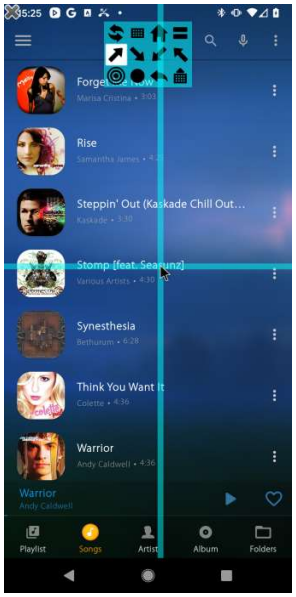
Search
Search for an app using an alphabetical keyboard.

Add to Favorites
Add the application to the list of favorites.

Back
Go back to the ClickToPhone homepage..

After you select  the application will be launched and ClickToPhone will enter mouse pointer mode.



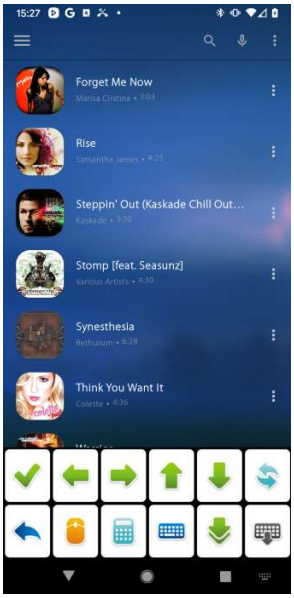


For information on how to use Mouse Pointer mode to control other apps refer to chapter 18.

The remainder of this chapter explains the use of the ClickToPhone soft keyboards when controlling other applications.

17.2 Using the Expert Soft-keyboard

The expert soft keyboard is launched by selecting the  symbol from the mouse grid. You can also launch an application together with the expert soft keyboard instead of starting mouse pointer mode by disabling the **Preferences->Behavior preferences->Soft keys->Start with pointer** option.



Expert soft keys

Select
Make a selection on whatever screen object has the focus.

Left/Right/Up/Down
Equivalent to pressing the arrow keys and can be used on many applications to highlight a screen object. If a screen object does not receive the focus in this way or it is difficult to see which object is highlighted then enter Mouse pointer mode and use the cross-hairs to make a click on the object.

Return to ClickToPhone
Return to the ClickToPhone application.

Back
Equivalent to pressing the back key.

Mouse Pointer mode
Start mouse pointer mode.

Numeric keypad
Open the numeric keypad to enter numbers

Text keyboard
Opens up a text keyboard so that you can enter text.

Scan
Allows you to implement a scan of left/right/up or down keys to move quickly to a particular screen object. Very useful for navigating the objects on a web page. Press your switch a second time to stop the scanning.

Hide keyboard
Hide the soft keys so that you can view the entire screen. The soft keyboard will reappear when you press your switch or joystick or automatically in Tap the Screen mode.

You can expand the set of keys that are provided in the expert keyboard to include a third row shown below. These are primarily chosen to be able to enter text using the Android text-to-speech engine. Enable **Preferences->Behavior preferences->Soft keys->Expand Expert Keyboard**

Extra soft keys in expert keyboard

Volume Up
Equivalent to pressing the volume up key on your phone. When controlling book reader applications this usually advances the page.

Volume Down
Equivalent to pressing the volume down key on your phone. When controlling book reader applications this usually goes back a page.

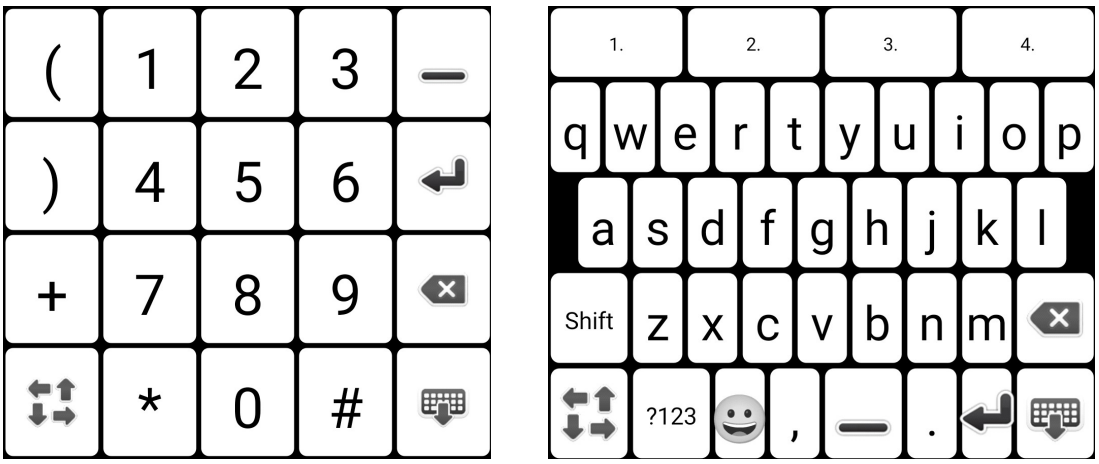
Voice Input
Allows you to enter some text into the currently selected screen object using Android's voice recognition.

Backspace
Equivalent to pressing the backspace soft key. You will need this function when using **Voice input** to remove unwanted text.

Space
Equivalent to pressing the space soft key. You will need this function to separate text entered by **Voice input.**

Home
Equivalent to pressing the home key on your phone. Brings you to the phone's home screen.

17.3 Numeric and Text keyboards



The numeric and text soft keyboards for entering text into other applications. Use the arrow keys in the expert keyboard to navigate to the text input or search field.

The following soft key appears on the numeric and text keyboards to allow you to return to the expert soft keyboard.

Expert keyboard
Return to the expert keyboard from the text, numeric or scan keyboards. This symbol is used throughout the application to allow an expert to return to the expert keyboard. The Expert keyboard is the root keyboard when you are controlling another application.

18 Mouse Pointer mode

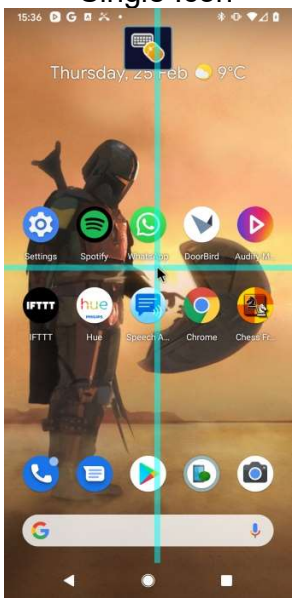
Project Settings->Preferences->Pointer Preferences
Project Settings->Preferences->Behavior Preferences

To begin mouse pointer mode connect your HouseMate and then choose the Home Screen option from the ClickToPhone homepage OR select the symbol from the expert keyboard, if showing.

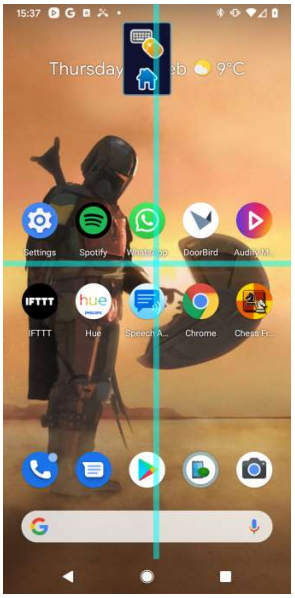
When you press your switch a series of symbols are displayed and when you press your switch again the function represented by the currently displayed symbol is carried out.

There are three different selection method user interfaces for controlling the mouse pointer. **Single Icon, Icon + Preview** and **Grid**. This can be chosen at **Project Settings->Preferences->Pointer Preferences->Selection Method UI->User Interface**

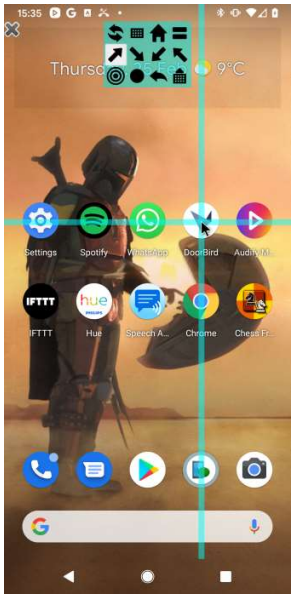
Single Icon



Icon + Preview



Grid

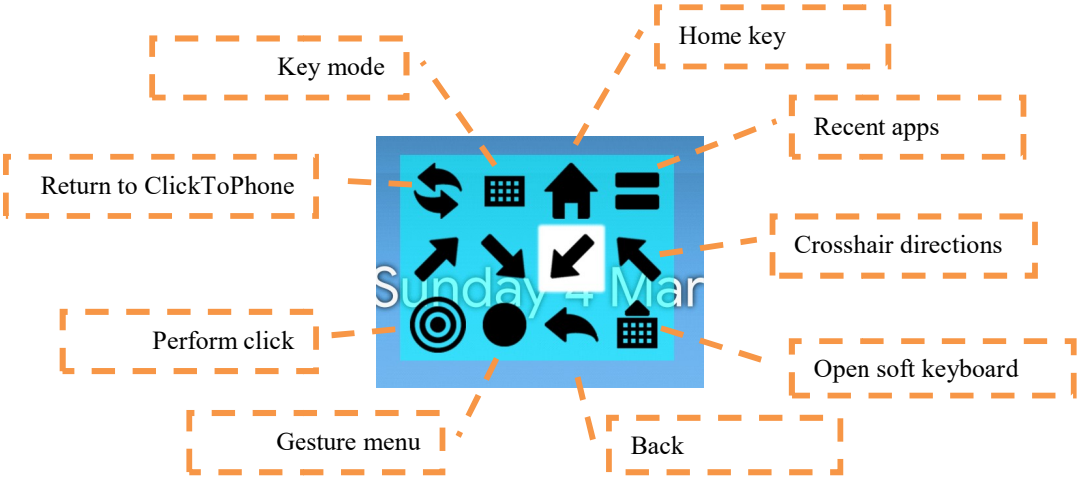


18.1 Grid Mode

The Grid option is the default option and the most efficient in terms of accessing functions quickly and knowing what option is next in a scan.

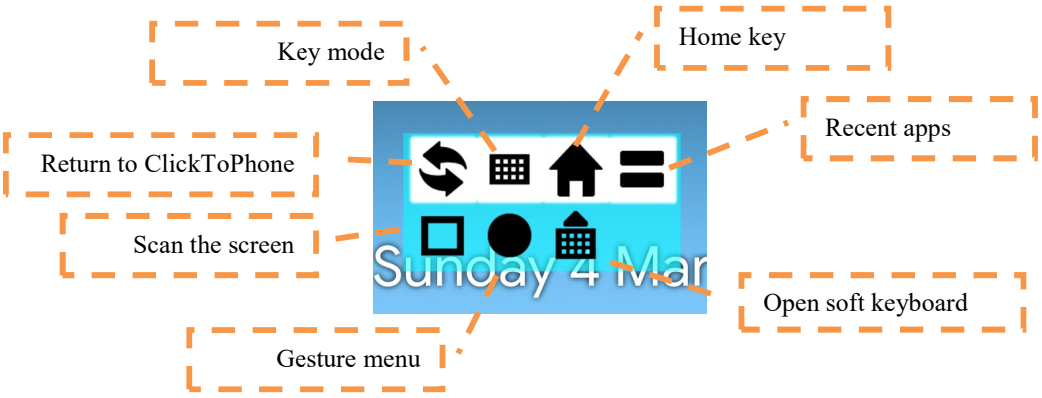
The grid will present differently depending on whether **Pointer Preferences->Mouse Movements** is set to Cross-hairs or one of the other options.

18.1.1 Cross-hairs



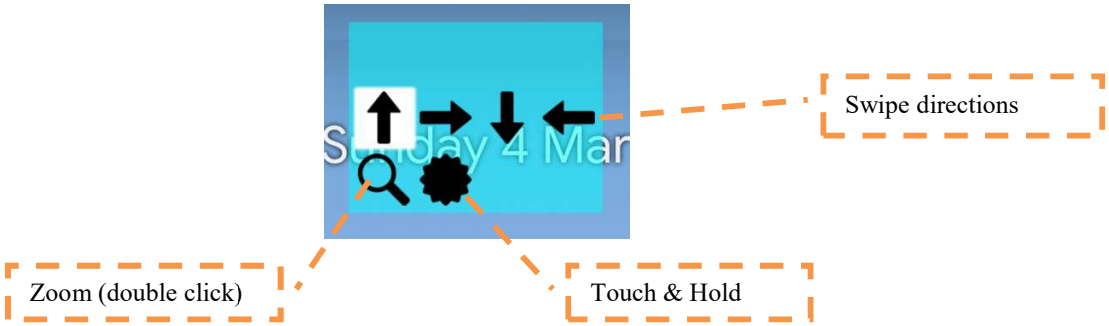
18.1.2 Advanced mode

Advanced mode is the most efficient for browsing and allows a user to click anywhere on the screen.



18.1.3 Gesture SubMenu

The gesture submenu has options for Swipes, Zoom and Click & Hold.



18.2 Icon mode

When the user interface is set to Icon or Icon + Preview then a small frame and icon will appear at the top of the screen. When you press your switch the icon will scan through all the functions available. In Icon + Preview mode a small image of the next function is displayed beneath the main icon to assist with selection.


Icon


Icon + Preview

18.3 Mouse Pointer functions

The mouse pointer mode symbols and functions are described below.

Mouse pointer mode, switch to Key mode
Indicates that you are in Mouse pointer mode. Press your switch when this symbol is visible to switch to Key mode.

Home
Equivalent to pressing the phone's Home key.

Recent Apps
Equivalent to pressing the phone's recent apps key

Move mouse pointer up and right
Use a cross-hairs to move the mouse pointer up and to the right. .

Move mouse pointer down and right

Move mouse pointer down and left

Move mouse pointer up and left

Mouse click/Drag mode

Equivalent to clicking on the screen at the location of the mouse pointer.

If you are using a HouseMate HID and accessibility services is not set to All Pointer functions, then, if you hold your switch for 1 second when you select this symbol you can make the equivalent of a long click at the pointer location.

If you keep holding it longer you can implement a drag lock. Your hardware will beep to indicate that you are in drag lock mode. Now you can move the pointer and drag objects using the above functions. When you want to release the drag select this symbol again.

Swipe Menu

A menu of swipe functions for implementing gestures.

Swipe left

Implement a swipe on the screen to the left. Use this to change home screens.

Swipe Right

Implement a swipe on the screen to the right.

Swipe Up

Implement a swipe on the screen upwards. Use this to scroll through lists.

Swipe Down

Implement a swipe on the screen downwards.

Tap and hold

Equivalent to holding your finger on a screen item for a moment. You can use this to “pick” up a screen item or display its properties.

Back

Equivalent to pressing the phone’s Back key.

Open expert keyboard

Open the expert soft keyboard.

Exit mouse pointer mode
Exit mouse pointer mode and return to ClickToPhone.

18.4 Key functions

Below is the list of symbols and their meaning when you switch to Key mode.

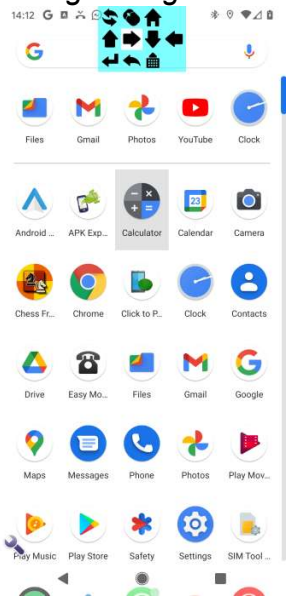
Key mode, switch to Mouse pointer mode
Indicates that you are in Key mode. Press your switch when this symbol is visible to switch to Mouse pointer mode.

Home
Equivalent to pressing the phone's Home key.

Recent Apps
Equivalent to pressing the phone's recent apps key

Up
Equivalent to pressing the Up soft key.

Tip: *Instead of using the crosshairs it is very often easier to switch to key mode and use the arrows to highlight the screen object you want to select. This is especially true of scrolling through lists.*



Using keyboard mode to navigate the app icons on the Home screen. This can be easier than using the cross hairs.

Right
Equivalent to pressing the Right soft key

Down
Equivalent to pressing the Down soft key

Left
Equivalent to pressing the Left soft key

Enter
Equivalent to pressing the enter soft key and will select a highlighted list item or screen object.

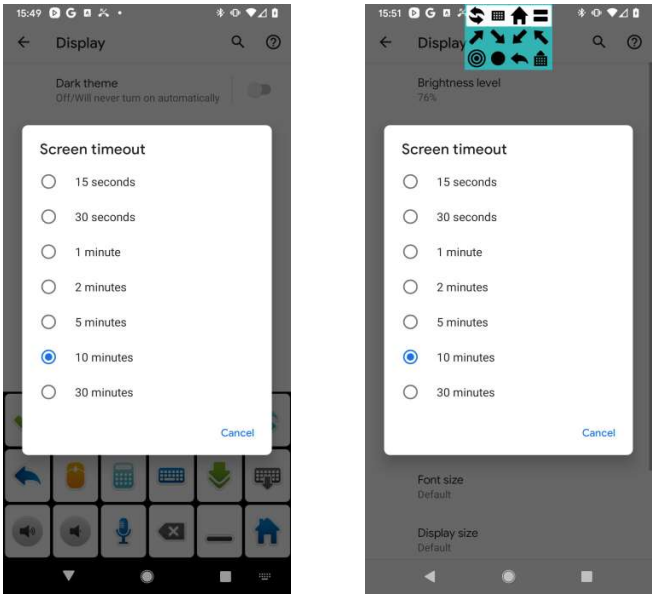
Back
Equivalent to pressing the phone's Back key.

Open expert keyboard
Open the expert soft keyboard.

Exit key mode
Exit key mode and return to the ClickToPhone.

18.5 Automatic Pointer mode

If you are using the soft-keyboard, for example when entering text, sometimes it can disappear or become obscured by either a modal dialog or a pop-up menu. If the **Preferences->Behavior Preferences->Soft keys->Automatic Pointer** preference is enabled, then, once you start scanning ClickToPhone will detect that the soft keys are hidden and automatically enter mouse pointer mode to allow you to continue.



These screen images show the Expert keyboard hidden behind the popup menu. When scanning starts ClickToPhone detects this and automatically starts pointer mode.

Another way of launching mouse pointer mode is to enable **Preferences->Pointer Preferences->Behavior->Long Click starts Pointer.** Whenever you make a long press of the switch ClickToPhone will enter mouse pointer mode.

18.6 Mouse Pointer Mode when using a Joystick

You can interface an external joystick, such as a wheelchair joystick, using either a wired interface and appropriate wheelchair hardware/cables OR a Bluetooth connection. The presentation of the cross hairs in Mouse Pointer mode will differ depending on the interface used.

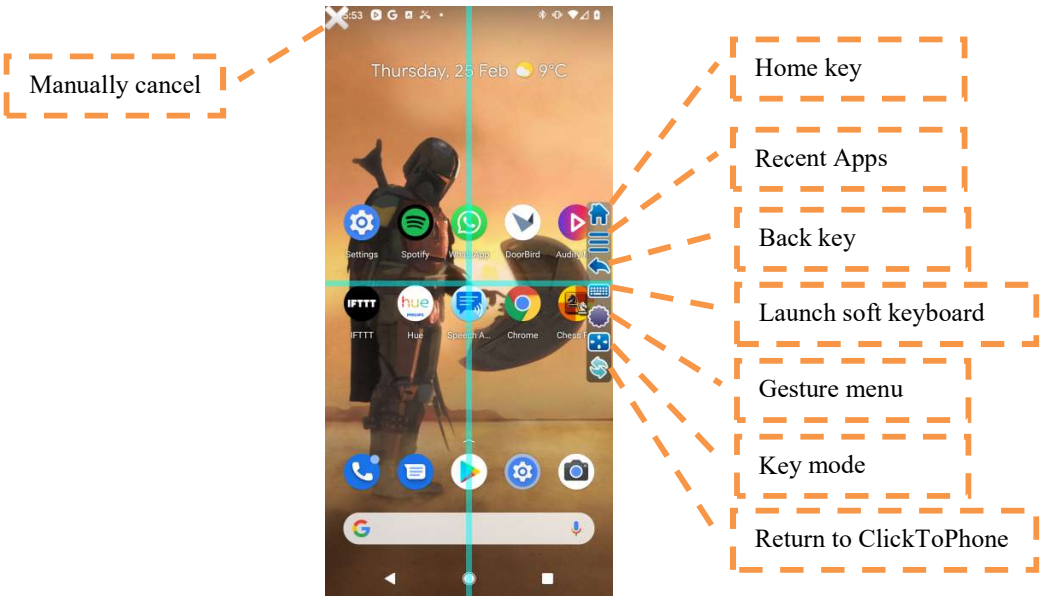
Preferences->Scanning preferences->Scanning Method should be set to **Joystick**.

Preferences->Scanning preferences->Wheelchair Interfacing->Use Bluetooth connection determines whether you are using a wired connection or a Bluetooth connection.

18.6.1 Joystick with a wired interface

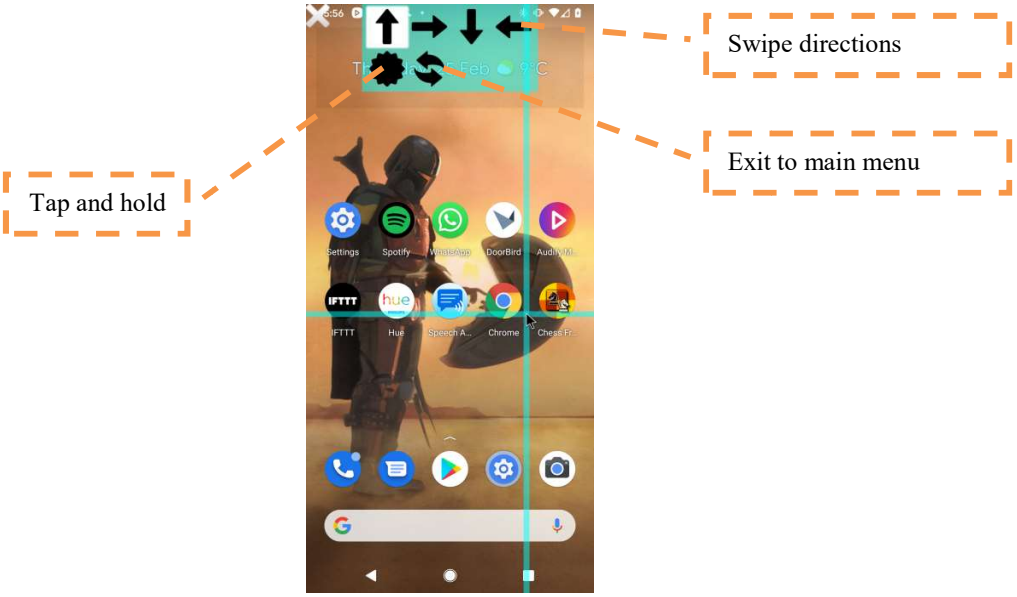
In this mode the joystick on your wheelchair is connected to HouseMate using an interface cable and appropriate wheelchair hardware (see section 28.2 for more details). Deflections of your joystick will move the crosshairs around the screen and a set of soft keys on the right hand side allow you to choose different actions, such as Back, Recent Apps and so on.

Use your select switch (or HouseMate's switch) to perform a click at the crosshair position. If your wheelchair does not have a select switch use the **Preferences->Scanning preferences->Wheelchair Interfacing->Selection method** preference so that a flick of your joystick is the select switch.



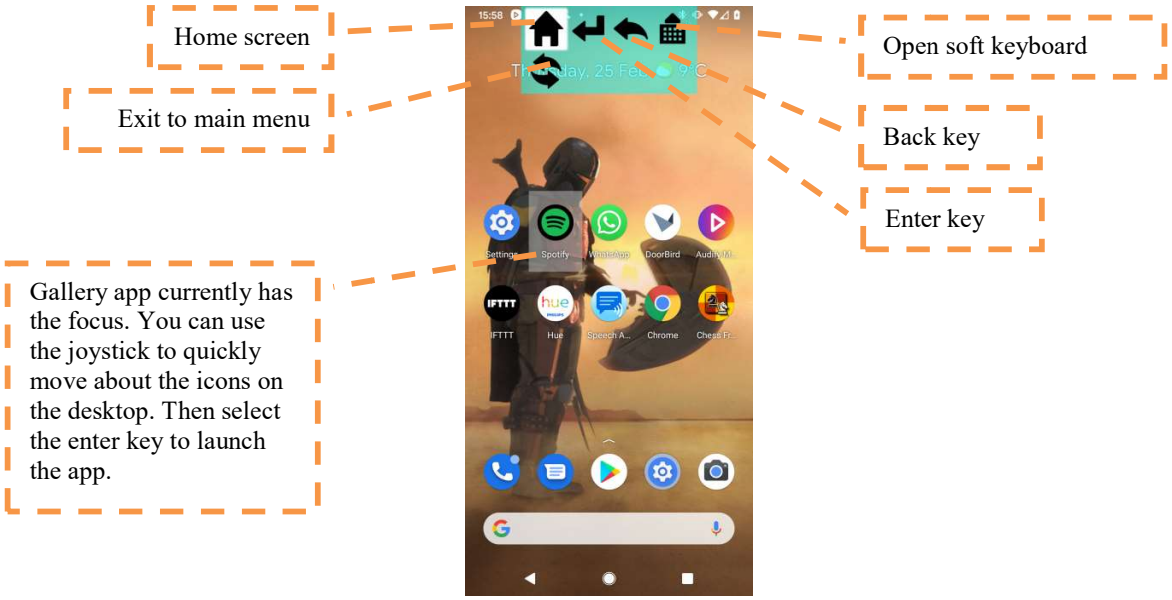
Gesture Sub Menu

When you select the gesture menu a grid of gesture functions will appear at the top of the screen. Use the joystick to move to the position you want a gesture to occur. Then use your switch and scanning to select the gesture you want to perform.



Key Mode

In Key Mode joystick deflections generate key events. For example, deflecting the joystick to the left is the equivalent of pressing the left keyboard key. This can often be a quicker way of navigating around an app or the home screen than using the mouse pointer. In Key mode a grid of functions will appear at the top of the screen. Use your switch and scanning to execute other keyboard commands such as Enter, Back and so on.



18.6.2 Joystick with a bluetooth interface

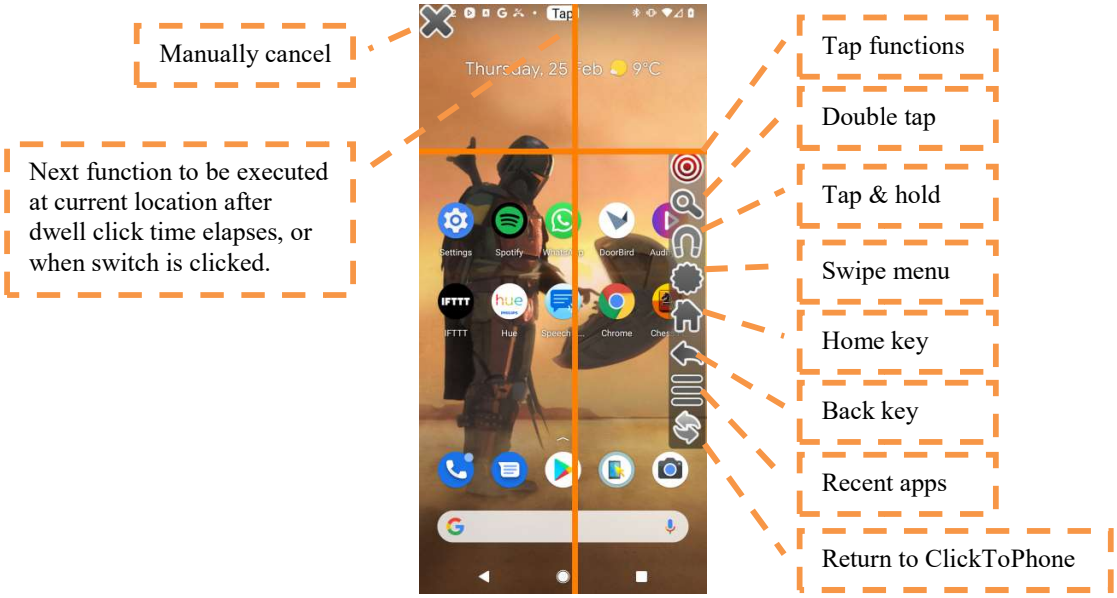
In this mode the Bluetooth mouse within your wheelchair joystick must be paired with your device. The **Scanning method** must be set to **Joystick** as before and the following options under **Preferences->Scanning preferences->Wheelchair Interfacing** should also be set.

Use Bluetooth connection = Enabled.
Select HID type = HID Mouse.

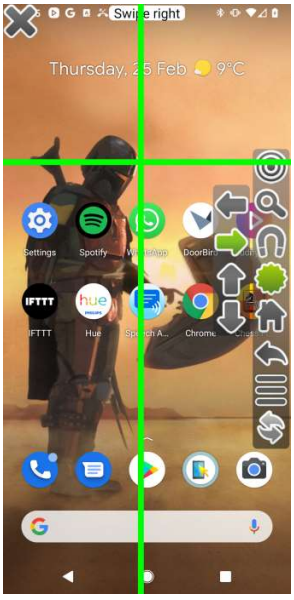
In this mode, within ClickToPhone, when you move the mouse pointer over a button or list item it will be highlighted. Additionally if you are using auditory scanning the name of the item will be spoken.

When you select the Home Screen option from the ClickToPhone home page ClickToPhone launches the Dwell Click app. If the app is not installed you will be prompted to install it and brought to the play store. The Dwell Click app tracks the position of the mouse pointer with a crosshairs and displays a set of soft keys on the right hand side of the screen.

Move the mouse pointer over a soft key to select it as the next function to be executed. Then, if necessary, move the crosshairs to the position where you want the function to be executed. Then perform a mouse click by pressing your select switch. If your wheelchair joystick does not have an easy method to perform a mouse click then you can use the switch on a connected HouseMate.



When you move the mouse pointer over the swipe menu soft key then a sub-menu of arrows will appear. Move the mouse pointer over the direction you want. With the direction highlighted, move the crosshairs to the location where you want to perform the swipe. Then press your switch to perform the swipe.

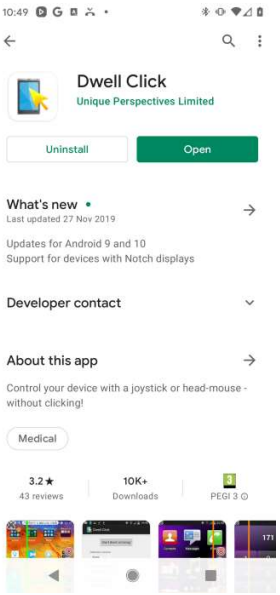


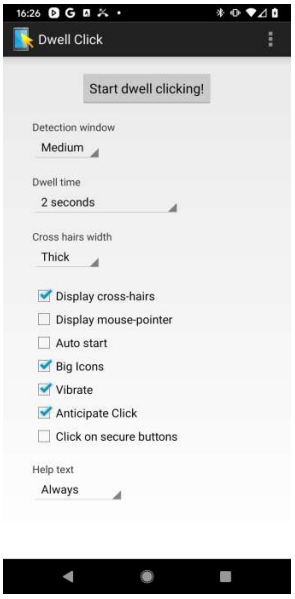
18.6.3 Dwell Click Options

Within the ClickToPhone app the **Preferences->Scanning preferences->Wheelchair Interfacing->Dwell Click** preference determines the dwell click time within the ClickToPhone application ONLY. This is separate from the Dwell Click app. When you move the mouse pointer over a button or list item within the

ClickToPhone app it will be automatically selected once the dwell time has elapsed.

To adjust the dwell time when using the dwell click app then launch the dwell click app manually from the home screen. The dwell click app options will be presented.





Note: Auto start should be disabled since ClickToPhone will launch when your device is restarted.

18.6.4 Using a HID Keyboard interface

Some wheelchair joysticks allow you to connect as a HID keyboard. This means that joystick deflections are keyboard keys. For example when you deflect the joystick to the left it is as if the Left keyboard key is pressed down. When you release the joystick the Left Keyboard key is released and so on.

This allows for more efficient control over the ClickToPhone app because, rather than having to move the mouse pointer over a particular button, a few joystick deflections can be used instead. In addition, if you are using Android 7 or higher with accessibility you still have full control over the cross-hairs. The only restriction is that mouse movements are non-proportional.

If your wheelchair joystick supports interfacing to an iOS device then it is more than likely that this is a HID Keyboard. Program your wheelchair joystick to work in this mode and then set **Preferences->Scanning preferences->Wheelchair Interfacing->Select HID type** to **HID Keyboard.**

The joystick should behave exactly as if it was connected to HouseMate using a wired interface. Refer to section 18.6.1.

Note: Some joysticks send the key down and key up events together when you first deflect the joystick, rather than sending the key up separately when you release the joystick. Unfortunately this means that it is not possible to do persistent actions like moving the crosshairs or scanning down through the contact list. If your joystick behaves this way we recommend setting the HID type to HID Mouse and using the wheelchairs Bluetooth mouse instead.

18.7 Advanced Options

Additional explanation of the Pointer preferences options.

Selection Method UI

The options under **Preferences->Pointer preferences->Selection Method UI** allow you to configure the appearance of the user interface in mouse pointer mode. You can adjust the location, contents, size, highlight color and other features.

Mouse move options

You can move the mouse in three principal ways.

- **Cardinal directions** allows you to move the mouse up/down/left/right.
- **Cross hairs** allows you to move the mouse in both the X and Y directions in once scan.
- **Both** allows you to switch between Cardinal directions and Cross hairs mode.
- A fourth option, **Advanced**, is the most efficient way to navigate the screen and divides the screen into quadrants before scanning a selected quadrant.

Crosshairs

Under **Preferences->Pointer preferences->Crosshairs** you can change the color, thickness and transparency of the cross-hairs and quadrant selector.

Speeds

Under **Preferences->Pointer preferences->Speeds** you can change the speed of mouse movements and swipes. If you are using the HouseMate HID Mouse then the speeds are also governed by **Settings->Language & Input->Pointer Speed.**

Behavior

The options under **Preferences->Pointer preferences->Behavior** allow you to tweak and optimise the behavior in mouse pointer mode. If you are using a HouseMate HID Mouse you can use the **Drag Lock** feature to drag items on the screen. **Long Click starts pointer** is a useful option to start pointer mode at any time.

Accessibility Services

From Android 7 ClickToPhone uses the system Accessibility services to perform mouse pointer functions and global actions. Global actions are events such as **Home**, **Back**, opening the **Notification** panel and so on.

If you are using a HouseMate HID Mouse then Accessibility Services should be set to **Global actions only**. This is because a true Bluetooth mouse enables you to carry out more functions, in particular dragging on the screen.

If you are not using a HouseMate HID Mouse then Accessibility Services should be set to **All pointer functions**. Note that in this mode you will not see a traditional mouse pointer on the screen as you move the cross-hairs. You will only see the cross-hairs.

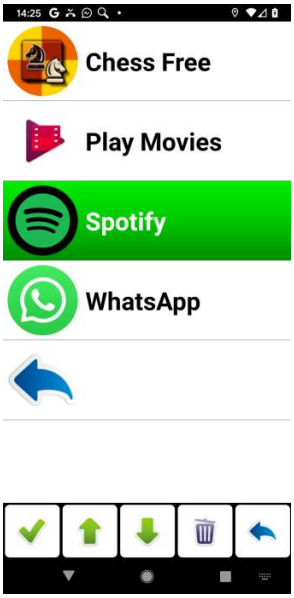
You can also set Accessibility Services to **Global actions + swipes**. The reason for this is that the swipes using accessibility are simple gestures across the entire screen whereas with a HID Mouse you can position where to start and stop the swipe. See also **Behavior->Swipe with Switch**.

19 Favorites

Project Settings->Preferences->Homepage Preferences->Other applications

The Favorites application allows you to select, launch and then control your favorite applications. The applications listed under favorites are selected from within the Applications app.

The process by which you select, launch and control an application is the same as that described in chapter 17.



Favorite soft keys

Launch Application
Launch the application.

Page up
Go up a page of favorites.

Page down
Go down a page of favorites.

Remove to Favorites
Remove the application from the list of favorites.

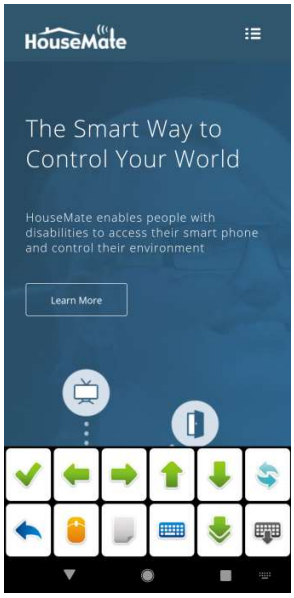
Back
Go back to the ClickToPhone homepage..

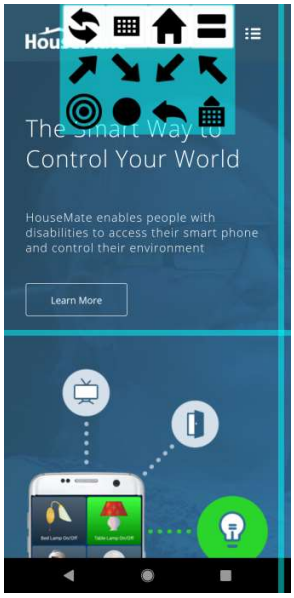
20 Internet

Project Settings->Preferences->Homepage Preferences->Internet

The Internet application allows you to browse the internet using your switch. When you select **Internet** from the ClickToPhone homepage the Internet window and Internet soft keys appear.

20.1 Browsing the Internet





Internet soft keys

Mouse Mode
Start Mouse Pointer mode and use the cross-hairs to browse the Internet.

Arrow keys
Equivalent to pressing an arrow key. On some web pages this can be a quick way to scan down through the different screen objects.

Repeating arrow keys
In this mode when you select an arrow key ClickToPhone repeats it until you press your switch again. In this way you can automatically scan the screen objects of a web page.

Enter key
Equivalent to pressing the enter key to make a selection one the currently

focused screen object.

Open keyboard
Open the soft keyboard to write text.

Previous page
Go back to the previous internet page in the history stack or back to ClickToPhone if you are at the top of the stack.

Bookmarks
Open the bookmarks to create a new bookmark, go to a bookmark or enter a URL.

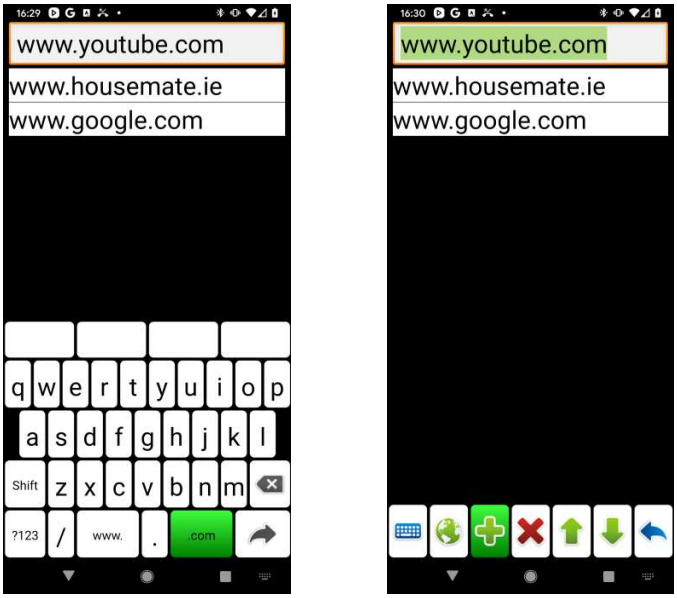
Hide Soft keys
Hide the internet soft keys so that the complete web page can be seen. Press your switch again to start scanning.

Return to ClickToPhone
Go back to the ClickToPhone homepage..

20.2 Creating Bookmarks and entering URLs

Opening a specific web-site involves a number of steps that are briefly explained below. .

- First launch bookmarks by choosing the  symbol.
- Open the keyboard and type the URL of the web-site you are looking for.
- You can choose to add this to your list of bookmarks if required.
- Select the internet icon  to open the new page.



Using the bookmarks feature to enter a new URL to open a specific web page.

Bookmark soft keys

Open keyboard
Open the text keyboard to type a url.

Open web page
Open the web page of the currently selected url

Create bookmark
Add the url entered in the text filed to the list of bookmarks

Delete bookmark
Delete the currently selected bookmark

Page down
Page down through the list of bookmarks

Page up
Page up through the list of bookmarks

Back
Back to the browser

21 Phone Settings

Project Settings->Preferences->Homepage Preferences->Phone Functions->Phone Settings
Project Settings->Preferences->Scanning Preferences->Wheelchair interfacing->Toggle scanning method

Phone settings gives you control over some of the phone's settings such as brightness, ringer mode and so on. It also allows you to explicitly turn off the phone rather than waiting for your hardware to switch off and the screen to go to sleep. In expert mode you can edit your project settings and restore project backups.

21.1 Phone Settings

After you select **Phone Settings** from the ClickToPhone homepage the Phone Settings window will appear.

The contents of the phone settings window will vary depending on what user level you have selected. An expert user can access all the options, restore backups and even edit their own preference settings.

Phone settings options

Increase Brightness
Disables the auto brightness and increases the brightness.

Reduce Brightness
Disables the auto brightness and reduces the brightness.

Volume Up
Increase the media volume.

Volume Down
Decrease the media volume

Wifi On/Off
Turn on or off the wifi. Check notification area for current state.

Ringer Mode
Toggles the ringer mode between normal and silent.

Speakerphone On/Off
Toggles the Telephony preferences->Use Speaker-phone option. Use this if you occasionally do not want the software to automatically turn on the speaker phone.

Mouse Speed
Adjusts the speed of the cross-hairs in mouse pointer mode.

Auto-Answer
Allows you to toggle on or off the auto-answer function. Enable **Preferences->Telephony Preferences->Auto-answer option** to allow this function.

Go to sleep
Shuts down the hardware if connected and sends the phone to sleep.

My Settings
Edit the preferences using the Expert Soft Keyboard and Mouse Pointer Mode.

Backups
Select a backup to restore.

Notifications
You can open the notification window by selecting this option rather than dragging down the status bar. This is only available on certain Android versions.

Toggle Input
Allows you to toggle between a single switch input and a joystick input. This is intended to be used if you are using two input methods, for example a wheelchair joystick during the day but a single switch at nighttime. To include this option enable **Preferences->Scanning**

Preferences->Wheelchair Interfacing->Toggle scanning method

Power off
Power off the phone.

21.2 Go to sleep

The **Go to sleep** option is a special case and requires you to give the ClickToPhone device administration privileges. This is normally requested during the installation process.

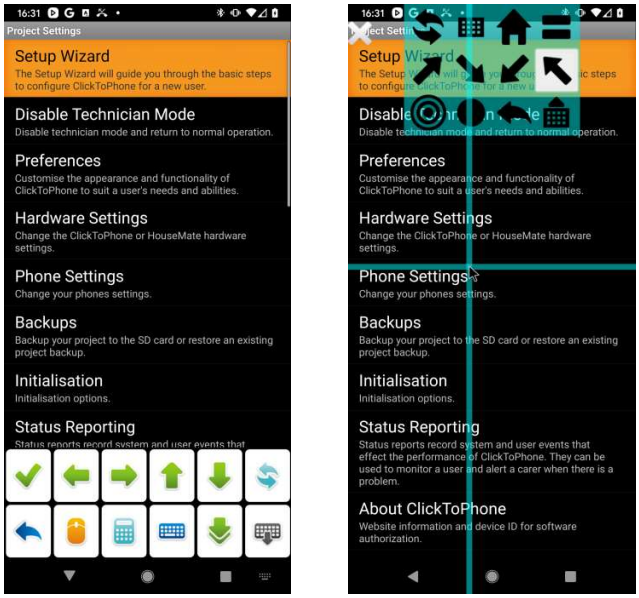
It is intended to be used when the hardware setting **Powerdown Setting** is set to **No automatic powerdown.** Use this combination if you want to be in control of turning off the phone, rather than it going to sleep after the time-out time.

It is also useful if you are a touch screen user but cannot manage the on/off button on your phone. Use a switch or the HouseMate button to wake up the phone but select **Go-to sleep** from the Phone Settings window to turn it off.

21.3 Editing your settings

My Settings enables an expert user to edit their own preference settings and HouseMate grids using the expert soft keyboard and mouse pointer mode.

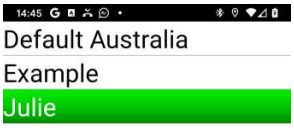
When you select My Settings the preferences window will appear. At the bottom of the screen the expert keyboard allows you to navigate the settings and make changes. You can start the Mouse Pointer mode by selecting the  key.

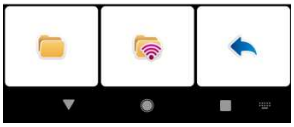


21.4 Restoring a backup

An expert user is able to restore their own backups. This can be a very simple way to switch between different projects.

When you select backups the list of backups stored on the SD card is presented. When you select a backup the **Backup & Restore** soft-keyboard will appear.





Backup & Restore soft keys

Restore preferences

Restores everything except the InfraRed signals.

Restore preferences and InfraRed signals

Restores everything including the infrared signals. This can be used if a user has two different HouseMate setups – for two different locations for example.

When you select a restore option a second soft-keyboard will appear to confirm that you want to go ahead or you can cancel and return to the ClickToPhone homepage.

22 HouseMate

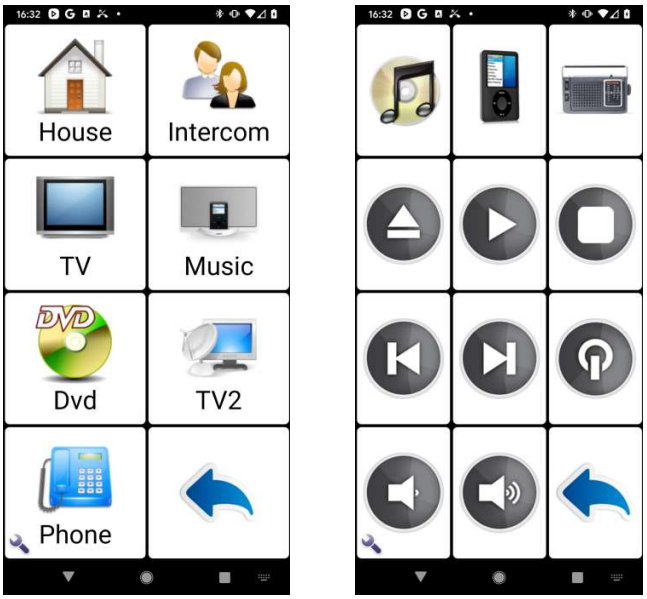
Project Settings->Preferences->HouseMate Preferences
HouseMate->Advanced

In conjunction with HouseMate hardware the Housemate application allows you to control devices in your environment including lights, curtains, door openers, television, CD player, intercom system and so on. HouseMate hardware contains a powerful InfraRed transmitter and receiver that can record the signals from other remote controls. Virtually any electronic device that can already be controlled from a remote control can therefore be controlled from your smart phone.

HouseMate hardware can be supplied with either a 32 channel EasyWave transmitter or a Z-Wave transmitter fitted internally. This enables you to directly control sockets, relays, dimmers and other appliances using radio frequency.

Another option is the control of Z-wave devices over Wifi by connecting the phone to a Z-wave enabled router such as a Vera.

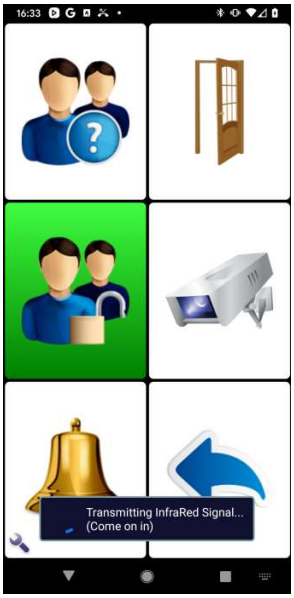
When you launch HouseMate for the first time a set of default grids and icons are generated. These grids can be edited in technician mode and you can backup your grids to the SD card. The grids can be inter-linked so that you can create a tree like structure with one grid leading to the next. The bottom left cell of every grid is always a back key bringing you back to the previous grid or back to the ClickToPhone homepage. As a rule of thumb, and for ease of use, it is recommended not to create a grid structure more than 3-4 levels deep.



The top-level grid and the music player grid.

22.1 Using HouseMate

Assuming that you have already recorded infra-red signals, transmitting an infrared code is simply a matter of scanning to the desired key and selecting it. A progress dialog will appear while the signal is being transmitted. If you are a switch user the signal will be repeated as long as you keep your switch pressed.

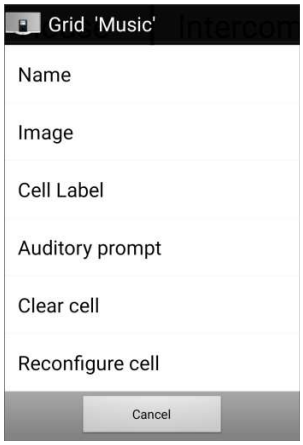


Tip: *The bell symbol in this default grid is InfraRed command 1, and as such will trigger the output relay in your HouseMate hardware, transmit an EasyWave or Z-Wave signal if fitted. You can copy this command to the homepage and use it to call for assistance at any time. See Chapter 25 for further details on hardware related assistance calls.*

22.2 Editing a Cell

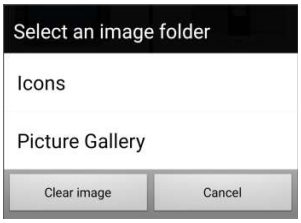
Note: Before you can make changes to the grids or edit the cells you must enable **Technician Mode** Go to **Project Settings->Enable Technician Mode**.

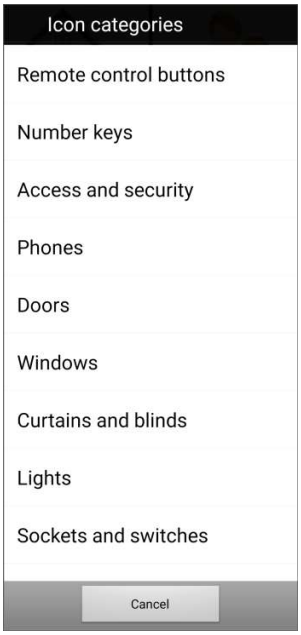
To edit a cell press and hold on the cell for a moment until a popup window appears. A different popup window will appear depending on whether you are editing a blank cell, a link to another grid or an InfraRed command. In the example below we are editing the cell that links to the Music grid.



Changing the Image

You can change the image for the grid by either importing a picture or photo from your picture gallery or by choosing an icon from the pre-defined list of icons.





Changing the Name and Label

You can change the name or cell label of the grid. The cell label appears under the chosen picture. The grid name is the name that is used to identify the grid when reconfiguring a cell. In many cases they will be the same.

Auditory prompt

Text to speech

The Text-to-speech field serves two purposes.

When auditory scanning is enabled the text-to-speech text is the text that is spoken out using the installed voice synthesizer.

When voice input is enabled (**HouseMate preferences->Voice Input**) the text-to-speech text is the text that the Android voice recognizer will identify as the word or phrase to select this cell.

Audio clip

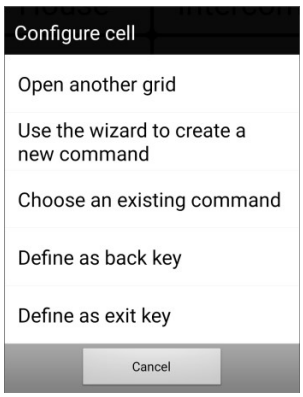
Instead of using synthesizes speech for auditory scanning you can choose an audio clip to play.

Clear Cell

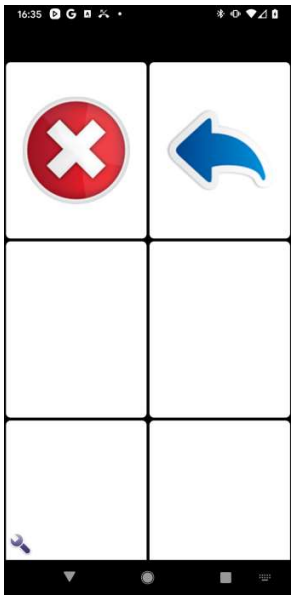
Clear cell erases the contents of a cell so that the cell can be reconfigured for a different action. Note that if the cell is linked to a grid it does not delete that grid. Similarly if the cell is linked to an InfraRed code it does not immediately delete the InfraRed code but marks it for reuse when a new code is created.

Reconfigure Cell

When Reconfigure Cell is chosen the Configure Cell popup is shown. This allows you to either link to another grid, use the wizard to create a new InfraRed command or choose from the list of existing InfraRed commands defined within your project.

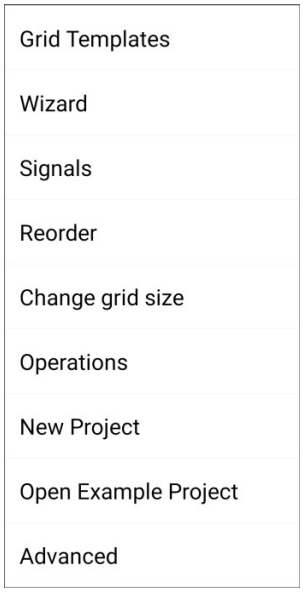


You can also define a cell as a back key or an exit key. Back will bring you back to the previous grid. Exit will quit the HouseMate application. Use these options if you wish to locate the back key in a different position and disable **HouseMate preferences->Back keys** to remove the default back key from the bottom left corner.



22.3 Editing a Grid

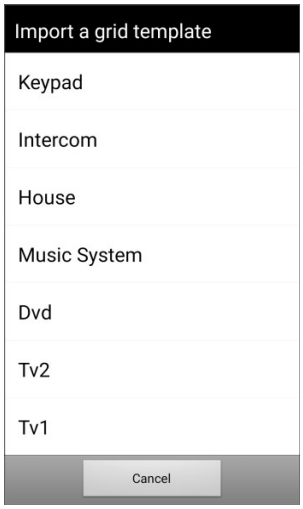
To edit a grid, first navigate to the grid in question and then press the spanner soft key.



The Edit Grid menu provides several tools for populating and editing grids.

22.3.1 Grid Templates

A number of grid templates are included in the software. To import a predefined grid template choose **Grid Templates** from the menu option. The following popup dialog will appear:



Then select the template you require. You will be prompted as whether you wish to continue as this action will replace the current grid and unless you have made a backup there is no undo. See section 22.4.1 for more detail.

22.3.2 Wizard

See section 22.4.2 further on for a full explanation on how to use the wizard.

22.3.3 Signals

See section 22.6 further on for a full explanation of how to use the signal databases.

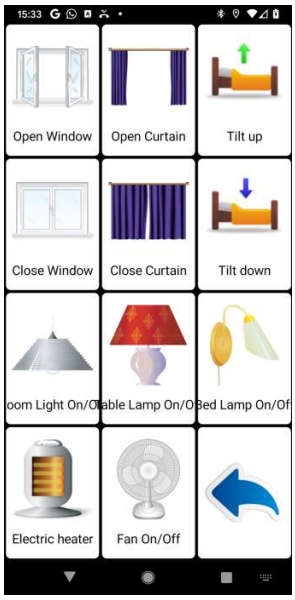
22.3.4 Reorder

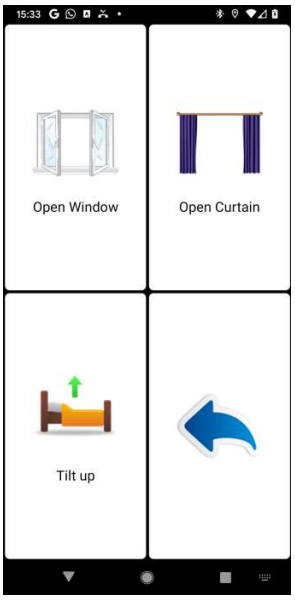
You can re-order or re-position the cells in a grid two at a time. Simply press on the cell you want to move and then press on the position you want to move it to. The two cells will be swapped. Keep swapping cells in this way and when you are finished press the phone's menu key to exit 'Reorder' mode.

22.3.5 Change grid size

Choose from the list of grid sizes the size you want for the current grid. Note that if you have a fully populated grid and you reduce its size the cells that are no longer visible are NOT deleted. This can be helpful if you wish to expand the grid size at a later date without having to reprogram any commands etc.

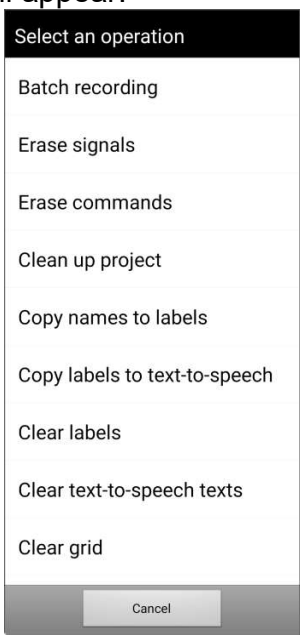
In the example below the grid size of the House grid has been reduced to 2x2.





22.3.6 Operations

You can apply a number of “batch” operations to the current grid which help speed up the configuration process. Choose **Operations** from the menu option. The following popup dialog will appear:



Batch recording

Very useful for recording all the codes for a particular grid one after the other, rather than individually one cell at a time.

Erase signals

Erase all the signals (InfraRed, EasyWave or Z-Wave) associated with the commands in the current grid. This command does not clear the commands themselves and their icons and names will remain unchanged. It only erases the associated signal stored in the HouseMate hardware.

Erase commands

Removes the commands of the current grid from the entire project and erases any associated InfraRed, Z-Wave or EasyWave signals.

Clean up project

Clean up project analyses your project and identifies any unused or hidden commands that could be erased in order to free up space.

Copy names to labels

If a cell is linked to a grid or infrared command then the name of that grid or infrared command is used as the cell label. Applies to all cells in the grid.

Copy labels to text-to-speech
Copies the label of each cell to the text-to-speech text of each cell.

Clear labels
Clears every cell label in the current grid.

Clear text-to-speech texts
Clears every text-to-speech text in the current grid.

Clear grid
Clears the entire contents of the current grid giving you a blank grid to configure.

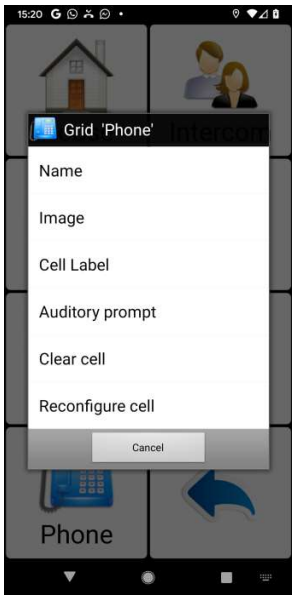
Remove grid items
Remove commands one by one from the current grid by clicking on them.

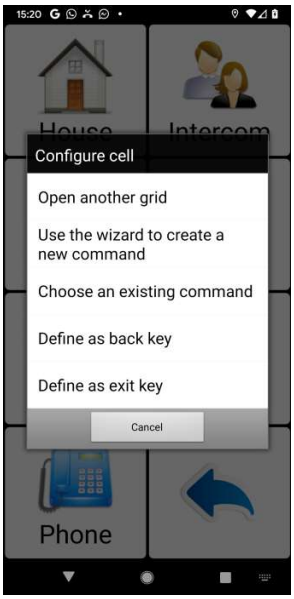
22.3.7 New Project & Open Example Project

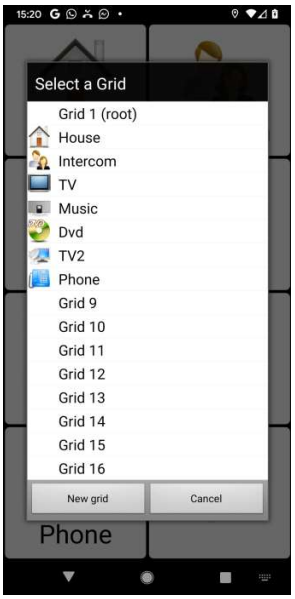
New Project will give you a new set of empty grids. Open Example project will open the default HouseMate project with 8 grids pre-defined. You will be asked to confirm this action because unless you have made a backup there is no undo.

22.4 Creating and populating a new grid

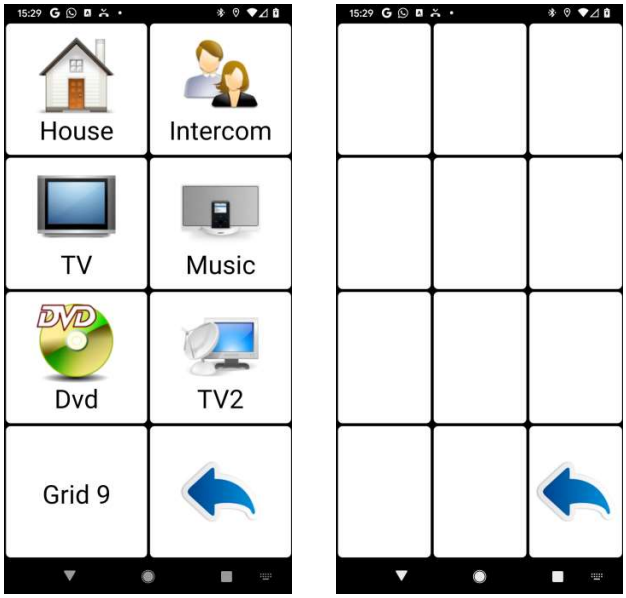
If none of the grid templates suit your requirements you can create a new grid yourself. First reconfigure a cell in the Homepage to link to a blank grid. Click on a cell and choose **Reconfigure Cell** from the popup dialog. Then choose the **Open another grid** option.







Up to 32 grids can be defined within HouseMate. Eight grids are pre-defined within the example project but if you create a new project you can define all 32 yourself. For now choose one of the unused grids, “Grid 9”, for example. An empty 3x4 grid will be assigned to the chosen cell. Click on the cell to open the empty grid.

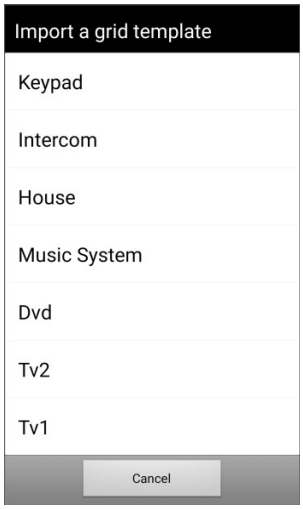


Now we want to populate the grid with InfraRed commands. There are three ways to do this:

1. Importing a grid template.
2. Using the wizard
3. Populating each cell one at a time

22.4.1 Importing a Grid template

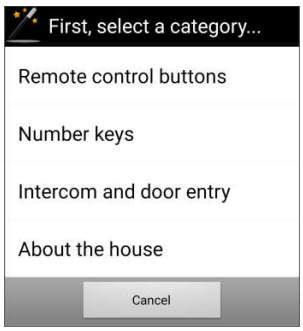
A number of grid templates are included in the software. To import a predefined grid template choose **Grid Templates** from the advanced menu option. The following popup dialog will appear:

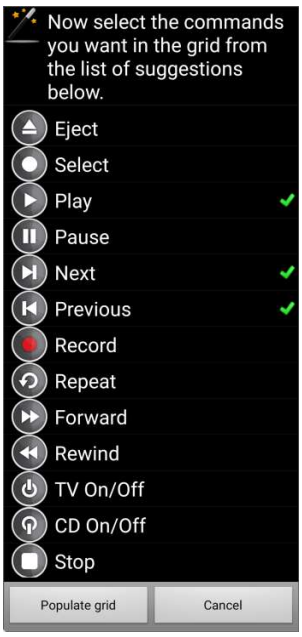


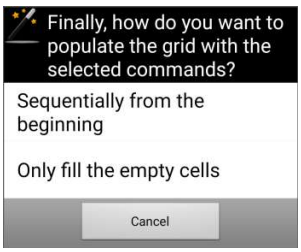
Then select the template you require. You will be prompted as whether you wish to continue as this action will replace the current grid and unless you have made a backup there is no undo.

22.4.2 Using the wizard

Choose Wizard from the advanced menu options.

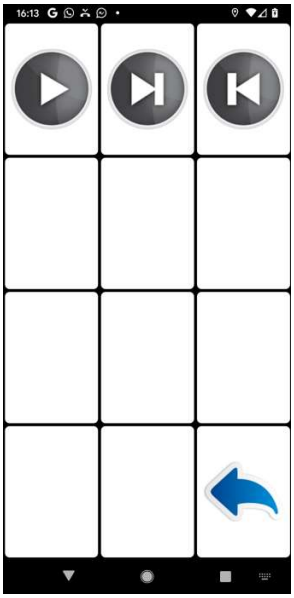






First choose a category, then choose some commands within that category and then choose how you want these commands to populate your grid. This last option is useful if you want to add more commands at a later stage from the same or another category.

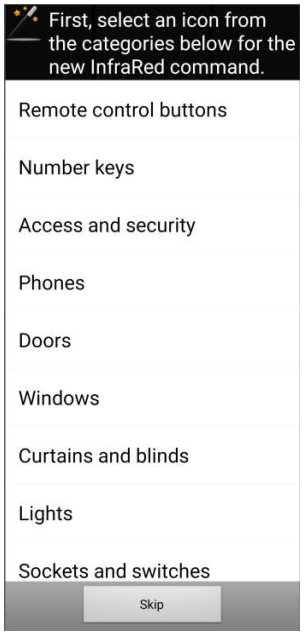
After the final step the grid will be populated with the commands you have chosen.



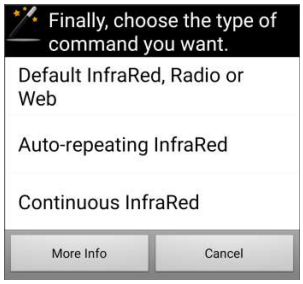
Note that the wizard tool in this section is making command suggestions from a small sub-set of the complete icon list. To access the complete icon list it is necessary to populate each cell one at a time as described in the next section.

22.4.3 Populating each cell one at a time

Make a long click on a cell and then choose **Use the wizard to create a new command** from the popup dialog.



First select the icon category, then the icon for the command and then a name for the new command. You can optionally choose to use the command name as the cell label. The final step is to choose what type of command you want this new command to be.



Default command

Whenever possible define your commands as default commands. If you require a command that needs to repeat itself or transmit continuously then first try recording the InfraRed signal as either a Macro or a Push-

Button (see section 22.5.3 and 22.5.4 below). Auto-repeating and Continuous commands, described below, should only be defined as a last resort.

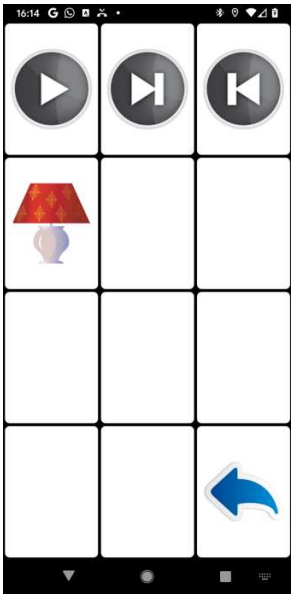
Auto-repeating

This type of command is repeated continuously without the need to keep a switch pressed. The repeats stop when a switch is pressed or another command is chosen. The auto-repeat time and the maximum number of repeats can be set by going to **Preferences->HouseMate preferences->Auto-Repeating**. A maximum of 10 auto-repeating commands can be defined.

Continuous

Normally, when you hold your switch the InfraRed signal is repeated every one second. This is useful for adjusting TV volume or changing programs. In some situations, however, a continuous “smooth” signal is necessary, for example to control a bed actuator. You can implement this type of signal by defining the command as Continuous. A maximum of 10 continuous commands can be defined.

After the final step of the wizard the new command is added to the current grid.



22.4.4 Difference between InfraRed commands and InfraRed signals

Note that there are no InfraRed signals associated with any of these commands at this stage. All that has been specified so far is the icon, the name, the cell label and the type of command. In this way there is a distinction between InfraRed commands and InfraRed signals.

An **InfraRed command** is stored in the phone's memory and simply consists of a name, icon and an assigned memory location within your HouseMate hardware which will contain the InfraRed signal data.

An **InfraRed signal** is data stored in the flash memory of your HouseMate hardware which is transmitted by IR when the InfraRed command is selected.

22.5 Recording an InfraRed signal

Before you start, make, sure that you have the Infra-red controls of the devices you want to control and that they have new batteries.

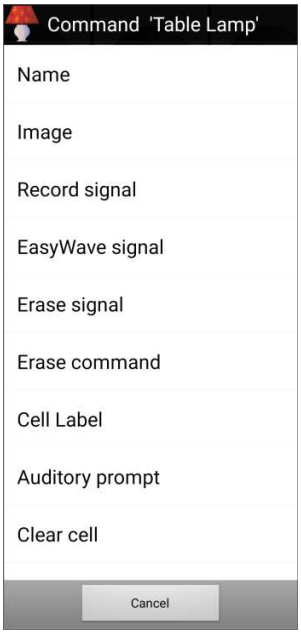
Position the Infra-red control facing into the left hand side of the HouseMate as in the picture below, at least one foot apart.

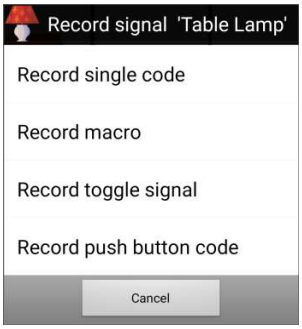
Warning: *Some fluorescent lights emit Infra-red radiation. When you are recording Infra-red signals be sure that you are not directly under fluorescent lighting.*

Note: *When recording infrared signals it is helpful to set the powerdown time of your HouseMate hardware to* **5 minutes** *or* **Never** *to prevent the unit from turning off whilst you are preparing to record. See chapter 25 for details.*

To record an InfraRed signal

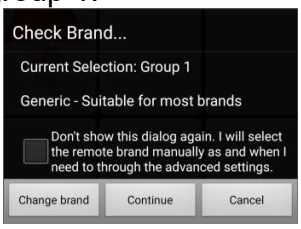
Turn on HouseMate and wait until it connects. Then navigate to the grid that contains the InfraRed command that you want to record a signal for. Make a long click on the cell until the popup dialog for that command appears. This is called the Command dialog. Then choose Record signal.

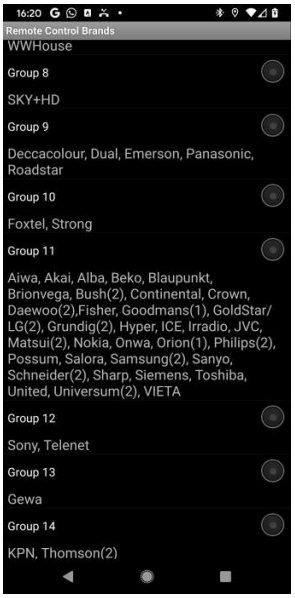




There are four options associated with recording infrared signals. **Record single code, Record macro**, **Record toggle** and **Record push button code**. For now choose **Record single code**. You will be prompted to check the brand of remote control you are recording from.

In many cases it is not necessary to check the brand and the generic brand will suffice. However by specifying the exact brand HouseMate can reproduce a stronger more powerful signal. If the brand name of your remote is not listed choose group 1.





After you have chosen the brand the **Record single code** dialog will appear.

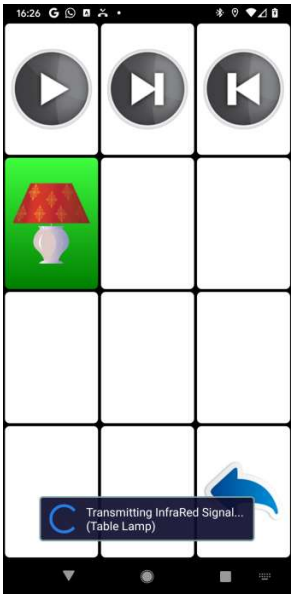
First test that the HouseMate hardware is receiving an InfraRed signal by pressing a button on the remote control. You should see the red InfraRed LED on the HouseMate hardware light up.

Next press and hold the button on the HouseMate hardware. When you are ready make a short press of the button on the remote control whose signal you want to record and then release the HouseMate button.

During this process you will see the following message:

Note that the actual recording of data does not begin until HouseMate starts receiving an InfraRed signal. Therefore there is no rush to press the remote button after you have pressed the HouseMate button. In fact you can keep the HouseMate button pressed for as long as you want. However it is important to keep the button press on the remote as short as possible AND then release the HouseMate button quickly after that. This will use up the least amount of memory.

When you are finished, test the recording by clicking on the InfraRed command. The HouseMate hardware should beep and you should see the **Transmitting InfraRed...** popup message.



That's it! You can record signals for all the commands in your grid using this method. However at some stage you will come up against toggle signals and may wish to record macros. These are discussed in the following sections.

22.5.1 Recording a toggle signal

Some remotes have a toggle function on single codes whereby the code is different if you press the same button two times in a row. Philips controls are noted for this and in this case it is necessary to use the method described below which records both copies of the code. If you used the **Record single code** method you would notice that the code, say Program Up, would work the first time you pressed it, but not the second or third time. Another reason to use this method is to conserve Macro memory because it forces you to use the single code memory space.

To record a toggle signal

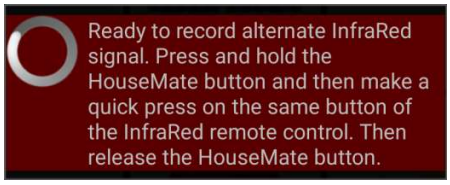
1. Make sure that you are connected to the HouseMate hardware. Make a long click on the command you want to record and then choose **Record signal->Record toggle signal** from the list of options.

2. Check the remote brand and change if required. Then the **record toggle signal** dialog will appear and the HouseMate hardware should be beeping regularly.

3. First test that the HouseMate hardware is receiving the InfraRed signal by pressing the button on the remote control. You should see the red InfraRed LED on the HouseMate hardware blink every time you press the button.

4. Now press and hold the button on the HouseMate hardware. When you are ready make a short press of the button on the remote control whose signal you want to record and then release the HouseMate button. While you are doing this the dialog text should change to just "**Recording Primary InfraRed Signal…**" and HouseMate should beep more rapidly.

5. If HouseMate did not detect any InfraRed signal the record operation will be canceled. Otherwise the following dialog should appear.

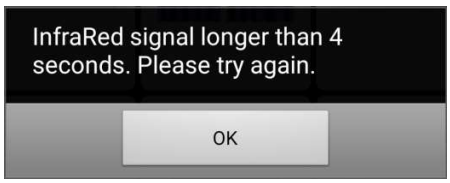


6. Now HouseMate is ready to record a second copy, or alternate, of the signal. This is how HouseMate records the toggle codes described earlier. As before press and hold the button on the HouseMate hardware. Then make a short press of the button on the remote control whose signal you want to record and then release the HouseMate button. While you are doing this the dialog text should change to "**Recording alternate InfraRed signal…**" and HouseMate should beep more rapidly.

7. If the procedure has been successful HouseMate will stop beeping. You can test the recording by clicking on the InfraRed command. The HouseMate hardware should beep and you should see the **Transmitting**

InfraRed... popup message. Do this twice to test both copies of the toggle signal.

A common mistake when recording toggle codes is to hold the button on the remote control for too long or to leave too long a gap between releasing the button on the remote control and then releasing the HouseMate button.. A quick press of the remote control button immediately followed by releasing the HouseMate button is all that is required. The memory size for recording toggle signals is only 2 seconds per signals. If you hold the button on the remote control for longer than this or leave too long a gap before releasing the HouseMate button, then the recording will fail, the following dialog will appear and HouseMate will beep continuously until you let go all buttons.



Another mistake is to press the HouseMate button and the remote control button at the same time. It is important to press and hold the HouseMate button before you press the remote control button so as to capture all the signal. You can leave as long as you want between pressing the HouseMate button and pressing the remote control button with no fear of using up memory because HouseMate only starts the recording process when it starts to receive an InfraRed signal.

22.5.2 Recording a Macro

Note: You can record up to 32 macros, each up to 15 seconds long. However if you record a macro that is less than 4 seconds it will not be stored in the Macro memory but in the memory for single codes and will not use up a Macro memory slot.

HouseMate allows you to record a series of Infra-red codes from the same or different remote controls on a single cell. HouseMate records in real-time meaning that the Infra-red signals and the pauses in-between them are recorded into memory. Each macro can be approximately 15 seconds long and this makes it possible to create long sequences of commands.

A good use of this feature is to record a series of **Volume Up** commands. When you select the **Volume Up** cell HouseMate begins transmitting the sequence of **Volume Up** commands. You stop the sequence by pressing your switch or joystick a second time.

To record a Macro

1. Make sure that you are connected to the HouseMate hardware. Make a long click on the command you want to record and then choose **Record signal->Record macro** from the list of options.

2. Check the remote brand and change if required. Then the **record macro signal or macro** dialog will appear and the HouseMate hardware should be beeping regularly.

3. First test that the HouseMate hardware is receiving the InfraRed signal by pressing the button on the remote control. You should see the red InfraRed LED on the HouseMate hardware blink every-time you press the button.

4. Now press and hold the button on the HouseMate hardware and then press, one after the other, the buttons on the remote control that you want to record (whilst continuing to hold the HouseMate button). Notice how the red InfraRed LED will light up every time you press a button on the remote control.

   While you are doing this the dialog text should change to "**Recording InfraRed signals...**" and HouseMate should beep more rapidly.

5. You can record approximately 15 seconds of InfraRed signal. When you have finished release the HouseMate button.

6. If the procedure has been successful HouseMate will stop beeping. You can test the recording by clicking the InfraRed command.

Tip: Before you record a sequence of commands try it out on the original remote first so that you can determine the pace at which you should press the buttons.

22.5.3 Recording a Macro with an OK command

Often, after transmitting a series of codes, the next code you would like to transmit is an **OK** or **SELECT** code. A good example would be a series of **PROGRAM+** codes. In this case what you want to happen when you press your switch is not only to stop the **PROGRAM+** series but to also transmit a new code, in this case, the **OK** code.

HouseMate allows you to do this by recording two series of codes. In the example above the first series would be the **PROGRAM+** codes and the second series, or "OK command", would of course be just the **OK** code itself.

To record a series of Infra-red signals followed by an "OK" command.

1. Make sure that you are connected to the HouseMate hardware. Make a long click on the command you want to record and then choose **Record macro** from the list of options.

2. Check the remote brand and change if required. Then the **Record macro** dialog will appear and the HouseMate hardware should be beeping regularly.

3. First test that the HouseMate hardware is receiving the InfraRed signal by pressing the button on the remote control. You should see the red InfraRed LED on the HouseMate hardware blink every-time you press the button.

4. Now press and hold the button on the HouseMate hardware and then press, one after the other, the buttons on the remote control that you want to record – in this example a series of Program+ commands.

   While you are doing this the dialog text should change to just "**Recording InfraRed Signals…**" and HouseMate should beep more rapidly.

5. When you have recorded enough Program+ codes release the HouseMate button but then immediately press it again before the "**Recording InfraRed Signals…**" dialog disappears. This action tells HouseMate to record a second series of codes that, more often than not, will be just a single code – the OK command.

   Note that there is no visual indication on the phone that you are recording an OK command. It is purely a feature of the HouseMate hardware, and therefore cannot be used by touch screen users.

6. Now press the OK button on your remote control and then release the HouseMate button.

7. If the procedure has been successful HouseMate will stop beeping. Note that you can only test the first series of codes when you click the command on the touch screen. To test the OK command you must select the cell using your switch. Select once to start the sequence and then press your switch a second time to stop the sequence and transmit the OK command.

Tip: A good use of this function is to create a scan of your favorite sky channels.

Record the following series of commands from a Sky remote: **GUIDE->FAVOURITES-> DOWN-> DOWN-> DOWN-> DOWN-> DOWN-> DOWN-> DOWN-> DOWN.**

For the end command record the **OK** command.

Now when the you select the cell with your switch an automatic scan of your favorite channels will take place on the TV. When you press your switch a second time the highlighted channel will be selected.

22.5.4 Recording a Push button code

A push button code, sometimes called a safety code, is only transmitted when the switch is kept pressed. It is useful for controlling a safety critical device such as the tilt on a bed. The signal will be transmitted only as long as the switch is pressed. When it is released it will stop.

A push button code is recorded in exactly the same way as a macro but when it is transmitted the macro will be stopped when you release your switch. Simply follow the instructions above and record 10-15 seconds of the same code, say Tilt up. Then when you select that code with your switch it will only transmit when you have the switch pressed.

Notes:

1. Use push button codes sparingly, since being long macros they take up a lot of memory and backups will take a long time.
2. Push button codes can only be used when you are using a switch. i.e. they will not work from the touch screen.

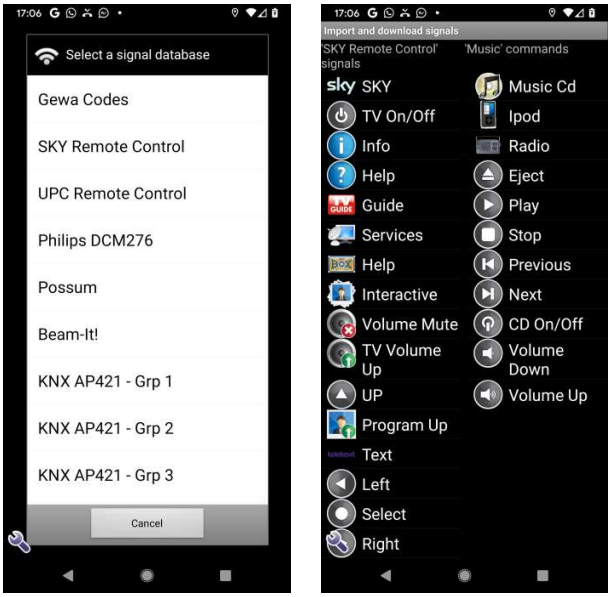
Tip: *Push button codes are also useful for dimming lights. The light will keep dimming or brightening so long as you keep your switch pressed.*

22.6 Using the signal database

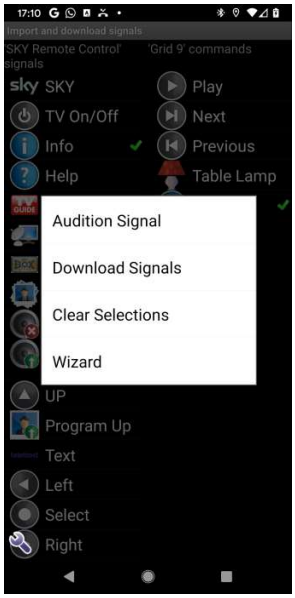
HouseMate is supplied with a number of InfraRed signal databases pre-installed. You can also create your own. The databases include SKY, KNX, B&O, GEWA and others and will be expanded over time to include other generic brands. You can download these signals into your HouseMate hardware as an alternative to recording them.

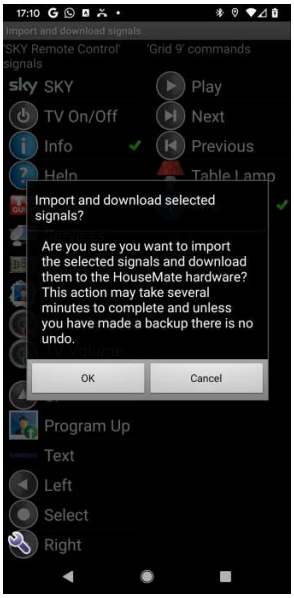
22.6.1 Downloading signals from a signal database

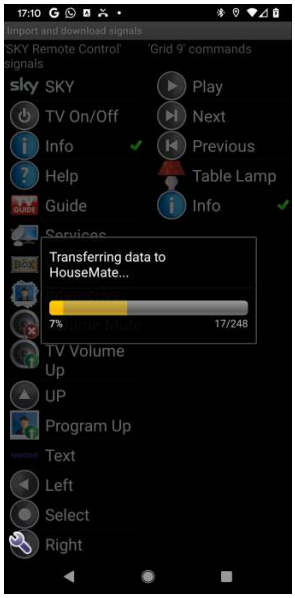
To open the signal databases choose **Signals** from the menu option. The **Select a signal database** dialog will appear. After you choose a database the **Import and download signals** dialog will appear.



The left-hand list contains the signals stored within the database and the right-hand list contains the commands defined within the current grid. Pair the signal you want to download with the chosen command in the grid. In the example below we have paired the **Info** signal in the SKY remote database with the **Info** command in Grid 10.







You can make more than 1 pairing. To download the signals press the spanner symbol and choose **Download Signals**. The InfraRed signal data will be transferred into the HouseMate memory. When the transfer has completed you can test the commands by clicking on them.

22.6.2 Auditioning a signal

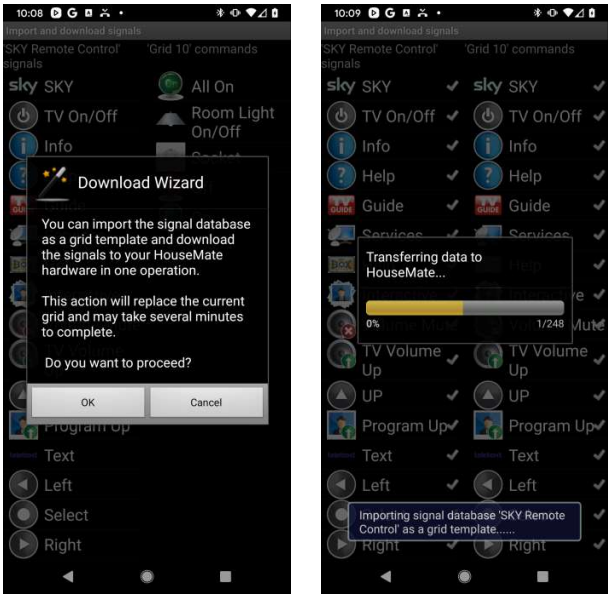
You can "audition" a signal in a database before you decided to use it in a grid. Click on the signal you want to audition, then click the spanner symbol and select **Audition Signal**. The signal will be downloaded to HouseMate and then transmitted once.

22.6.3 Importing a complete signal database

You can import a signal database as a grid template and download the signals it contains to your HouseMate hardware in one operation.

First open the signal databases by choosing **Signals** from the menu option. The **Select a signal database** dialog will appear. After you choose a database the **Import and download signals** dialog will appear.

Instead of making pairings as before simply choose **Wizard** from the menu options. The following dialog will appear:



Be aware that this action will replace the current grid completely and, depending on the database size, may take several minutes to complete as the signal data is transferred into the HouseMate hardware.

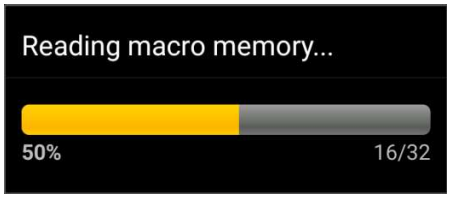
The complete SKY signal database imported as a grids and downloaded to the hardware in one action.

22.7 Examining the InfraRed Macros

Within HouseMate the InfraRed signals are stored in two 16Mbit flash memories. One is used for the 250 single InfraRed signals and the other is used for the 32 Macros. Sometimes it is helpful to examine the contents of the Macro memory to determine how many Macro slots you have used up and by which InfraRed codes. Remember that if you record a macro that is less than 4 seconds long it will be stored in the single InfraRed code memory and will not appear in this list.

To examine the Macro memory, make sure you are connected to the HouseMate hardware and then choose **Advanced** from the menu options.

The HouseMate Advanced Settings window will appear. Choose **InfraRed Settings->InfraRed Macros** and a progress bar will be displayed as the Macro information is retrieved from the HouseMate hardware.



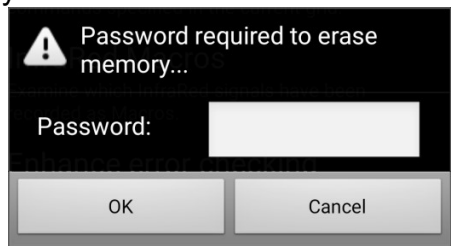
Followed by a list of the 32 Macros and which InfraRed commands they are assigned to.

22.8 Erasing InfraRed signals

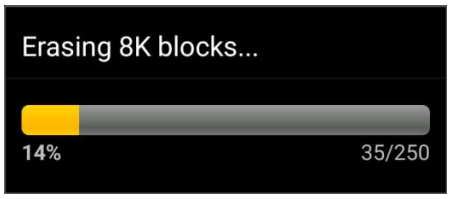
You can erase infrared signals individually by choosing the **Erase signal** option from the Command dialog or you can erase all the InfraRed signals and Macros using the Advanced settings.

To erase all infra red signals and macros

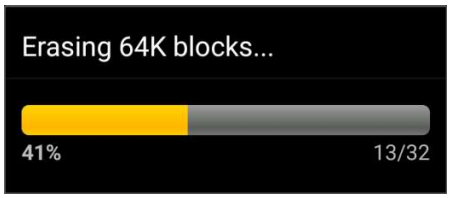
From the HouseMate Advanced Settings dialog choose the **InfraRed Settings ->Erase all InfraRed signals** option. A dialog box will appear requesting the password which is simply "**1234**".



After you have entered the password a progress bar will display the erase process. First the 250 single InfraRed signals are erased (these are stored in 8K blocks).



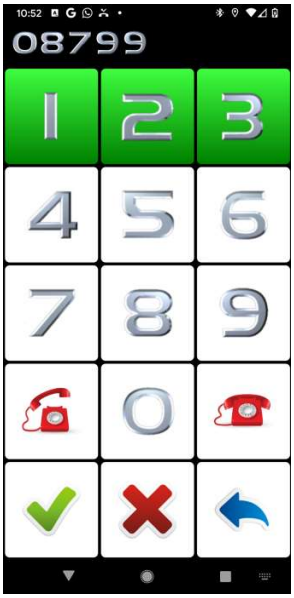
Then the 32 InfraRed macros are erased (these are stored in 64K blocks).



There is no Undo when you erase InfraRed signals. See chapter 26 on how to backup your data to the SD card before you carry out any erase actions.

22.9 Composition Grids

Normally, when you click on the commands in a grid they are activated immediately in the HouseMate hardware if you are connected. A composition grid gives you the opportunity to select a number of commands before transmitting them. An example of where you might use this is when controlling an InfraRed telephone. In the grid below the commands **08799** have been chosen and are listed in the composition space at the top of the screen.

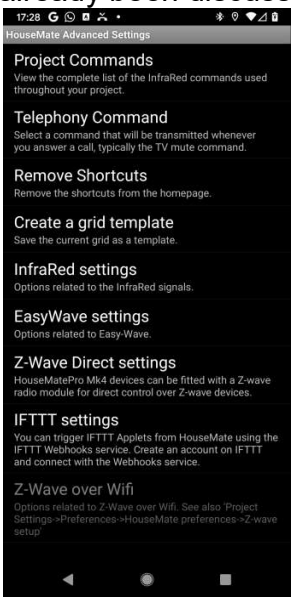


How to use composition grids

- To define a grid as a composition grid enter the grid within HouseMate and choose **Change Grid Size**. Select one of the three composition grids listed.
- To remove a single command from the list of chosen commands click the button.
- To transmit the chosen commands click on the button. The commands will be transmitted one by one every second.
- The rate at which the chosen commands are transmitted can adjusted by going to **Preferences->HouseMate Preferences->Composition Playback Speed.**

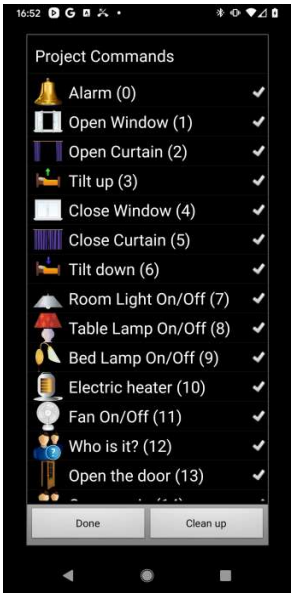
22.10 Advanced Settings

Choosing **Advanced** from the Edit Grid menu displays the HouseMate Advanced Settings, some of which have already been discussed.



22.10.1 Project Commands

Choose Project Commands to see a complete list of InfraRed commands that have been defined within your project.



Commands with a tick mark are in use. Commands with a question mark are in use but are not visible because the grid that contains them has been reduced in size. Commands with an exclamation mark are in use by more than one grid. Finally, commands with no mark are no longer in use and will be recycled when a new command is created.

22.10.2 Telephony Command

The Telephony command is an InfraRed signal that is transmitted automatically when you answer an incoming telephone call. It is generally chosen to be the mute button on a TV.

22.10.3 Creating and removing Shortcuts

You can create shortcuts to InfraRed commands and EasyWave signals in the ClickToPhone homepage. To create a shortcut, make a long click on a cell and then choose the **Add shortcut** option from the popup Command dialog. To remove shortcuts choose **Remove Shortcuts** from the HouseMate Advanced Settings window.

To remove an individual shortcut make a long click on it in the ClickToPhone homepage and then choose the **Remove Item** option from the Edit homepage popup.

22.10.4 Create a grid template

If you like a particular grid that you have designed and use it regularly then you can save it as a grid template. The template must only contain InfraRed commands and not links to other grids. The template files are saved to a folder on the SD card and will be available to you in all future projects you create. Furthermore you can copy the template folder from the SD card to other phones.

To create a grid template navigate into the grid you have designed and then choose the **Create a grid template** option from the HouseMate Advanced Settings dialog.

You will be asked to enter a filename for the template.

This is the name that will appear when you choose Grid Templates from the HouseMate menu option and is also the name of the new folder that will be created on the SD card. For example sdcard/clicktophone/templates/my template.

22.10.5 InfraRed Settings

Remote Control Brands

Choose the brand of remote control that you are going to record from. You will also be prompted to select this during the recording procedure.

Erase all InfraRed signals

See section 22.8 above.

Create a signal database

Creating a signal database is done in exactly the same way as creating a grid template except that the InfraRed signals that have been recorded/assigned for the commands in the chosen grid are uploaded from the HouseMate hardware and saved with the grid data to the SD card.

In this way you can not only save a favorite grid layout but also the InfraRed codes that go along with it.

To create a signal database navigate into the grid that contains the signals you want and then choose the **Create a signal database** option from the HouseMate Advanced Settings dialog.

You will be asked to enter a filename for the database and to confirm this action as it may take several minutes to upload the signal data from the HouseMate hardware.

To use the signals and/or grid at a later stage in another project choose Signals from the HouseMate menu option and then select the newly created signal database.

InfraRed Macros

See section 22.7 above.

Enhance error checking

This option improves the reliability of downloading signal data at the expense of download times.

Disable hardware Beeps

When you transmit an InfraRed signal, by default, the hardware will issue a beep. If this is a nuisance then check this option to disable the beeps.

IR Detector Mode

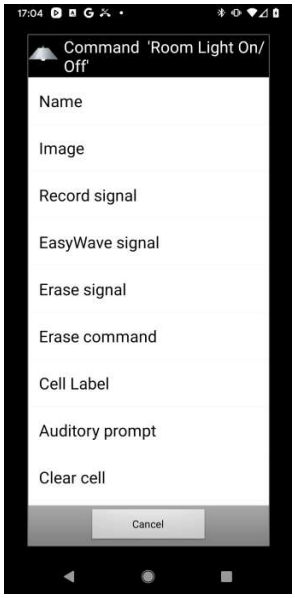
Factory test option.

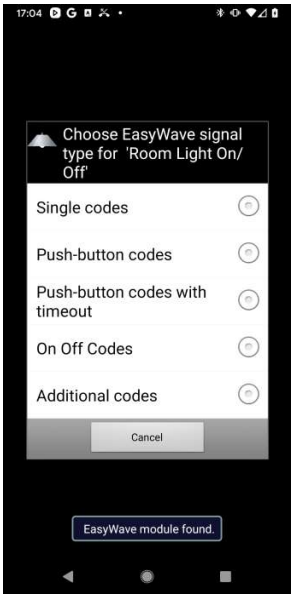
23 Easy-Wave

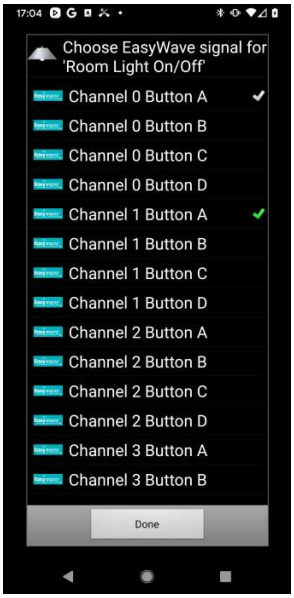
HouseMate can be fitted with an EasyWave transmitter module. This allows you to control up to 64 RF devices such as light switches, sockets and relays. Visit www.eldat.de for more details on EasyWave and where to purchase EasyWave devices.

23.1 Programming a button for EasyWave

To program a cell for EasyWave simply select **EasyWave signal** from the Command popup dialog. Then choose the type of EasyWave signal you want to transmit and finally choose an unused EasyWave signal.







Now, when you press that cell, the EasyWave signal will be transmitted. Follow the instructions on your EasyWave sockets and relays to program them to receive your new signals.

23.2 EasyWave signal types

There are several types of easywave signals that can be used for different purposes.

Single codes (24)
The most commonly used signal type. This can be used to set an EasyWave device to a discrete state, i.e. an On or an Off state or to toggle an EasyWave device state. For discrete states choose A/B and C/D signal pairs for the On/Off commands. i.e. When you program an easywave

device to turn on with the Channel 2 Button C signal then it will automatically turn off if with the Channel 2 Button D signal. Program one button in the HouseMate grid with the C signal and another with the D signal. For further information follow the instructions for your EasyWave device.

Push-button codes (4)
You can use these codes to activate an EasyWave device continuously whilst you keep your switch pressed. When you release your switch the EasyWave signal is stopped. This can be used to control window openers/shutters etc.

Push-button codes with timeout (4)
As above but with a 10 second timeout. This can be used with safety critical devices so that if the switch was accidentally pressed the device would stop operating after 10 seconds.

Note: If you are using a wireless EasyWave switch to control HouseMate (see next section) then you cannot use push button codes. This is because the EasyWave transceiver cannot receive and transmit at the same time. For a pushbutton type effect use the On/Off codes below.

On/Off Codes (8)
In this mode when you select the command HouseMate first transmits the "On" or "A" signal.

Then HouseMate enters a "waiting mode" and beeps regularly whilst waiting for the user to press their switch a second time.

When they do so HouseMate will transmit the "Off" or "B" signal. There is a 30 second timeout if the user does not press their switch a second time.

Additional codes (24)
These additional codes and be used in the same way as Single Codes.

Notes:

1. The RF signals, or "Telegrams" are unique to each HouseMate device. So, for example, Channel 0 Button B, will be a different EasyWave Telegram on every HouseMate device.

2. It is not possible to backup EasyWave signals to the SD card. If you need to replace a faulty HouseMate device you will need to either swap out the internal EasyWave transmitter or reprogram the system.

3. EasyWave signal Channel 0 Button A is reserved as the Assistance call signal and will be transmitted even if HouseMate is not connected to your Smartphone at the time the user calls for assistance.

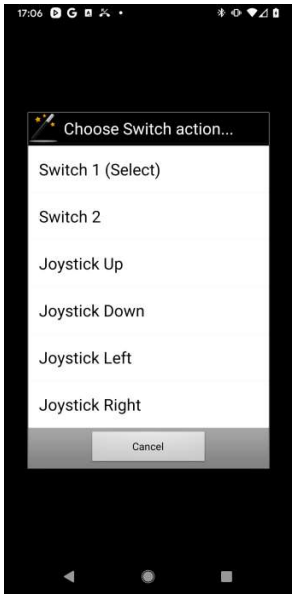
23.3 EasyWave Wireless switch control

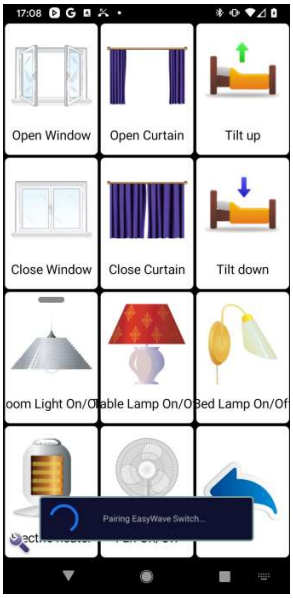
You can use EasyWave wireless switches to control HouseMate.

When HouseMate is paired with an EasyWave switch it never turns off but enters sleep mode until the paired wireless switch is pressed. Consequently battery life is reduced whenever you use a wireless switch.

Note: You need a device running firmware 8 or 9 (MK3 devices) or 15+ (MK4, 5S devices) to use this function.

To pair an EasyWave switch
Open HouseMate and go to **Advanced->EasyWave settings** and choose **Pair EasyWave Switch.** Then choose the function you want the switch to perform, typically **Select**. Finally press the EasyWave switch and HouseMate should beep.





Ensure that the pairing has been successful by pressing the switch and confirming that the desired switch action occurs.

Ensure that the wireless switch wakes up HouseMate by first choosing **Go to sleep** from the ClickToPhone homepage and then, after the device has turned off, press the EasyWave switch to wake it up again.

Notice that in sleep mode the HouseMate will blink its red LED every 10 seconds. If you genuinely want to switch off HouseMate completely then choose

Advanced->EasyWave settings->Turn Off HouseMate or press the HouseMate reset button. When switch off completely HouseMate can now only be turned on by pressing its own switch.

Warning: In certain error situations HouseMate can fully turn off. An error of this kind will initiate an assistance call but it will be necessary to press the HouseMate button to turn on the unit again.

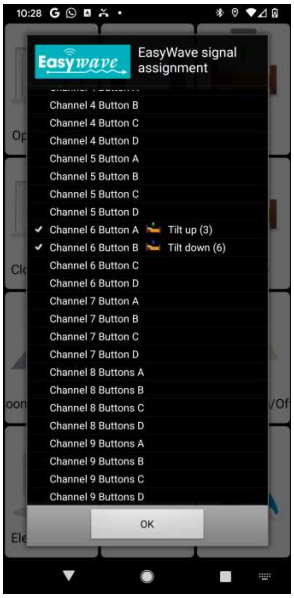
To unpair an EasyWave switch
It is critical to unpair the EasyWave switches if you decide not to use them. Otherwise HouseMate will never fully turn off and battery life will be reduced.

Open HouseMate and go to **Advanced->EasyWave settings** and choose **Unpair EasyWave Switches**.

Limitations of using EasyWave wireless switches:

- HouseMate battery life reduced by approx 1/3
- Not suitable for very fast switch users because of small 100ms delay. A double click is particularly difficult.
- Since it is not possible for an EasyWave module to transmit and receive signals at the same time it is therefore not possible to use a wireless switch in the "**push button**" mode. i.e. send a continuous signal whilst the switch is pressed. "**On/Off**" codes have been introduced as an alternative.

Examining and Erasing EasyWave commands
You can examine what EasyWave signals are being used and which commands they have been assigned to by going to **Advanced->EasyWave settings->EasyWave signals**.



To clear all the commands in your project defined as EasyWave commands choose **Advanced->EasyWave settings->Clear EasyWave commands.** Note that this does not reset the programming between the EasyWave module and the target device. This is because, in EasyWave, it is the target device that remembers the EasyWave signal or telegram. Therefore if you program a new button with an EasyWave signal that was previously chosen to control an appliance it will still control that appliance. To reset the programming of the target appliance it is necessary to rest that appliance.

24 Z-Wave & IFTTT

HouseMate can control appliances using Z-Wave Direct, Z-Wave Gateways and/or IFTTT (IoT). This section describes how to configure and use these three methods.

24.1 Z-Wave Direct

HouseMate can be fitted with a Z-Wave module that can be used to control Z-Wave devices directly without the need for a Z-Wave gateway or Wifi router.

The HouseMate Z-Wave module is not a master. This means that you can have more than one HouseMate connected to the same network and controlling the same appliances. In addition the pre-existing master device, or gateway, can remain in place.

Once the HouseMate has been added to a Z-Wave network, it can be configured to control binary and multistate devices (light switches, sockets, dimmers etc) in the network by following a simple pairing procedure within the ClickToPhone or Home Control app similar to pairing with EasyWave devices. There is no need to use any pc based configuration tool.

The only time it is necessary to use a gateway is to add HouseMate and your electrical devices to the Z-wave network. A simple gateway that requires no pc software to carry out this procedure is the Z-Stick from Aeotec.

The button on the stick can be used to add or remove devices from the network. Press once to enter inclusion mode. Press and hold for exclusion mode. The unit is powered by an internal battery charged by USB.

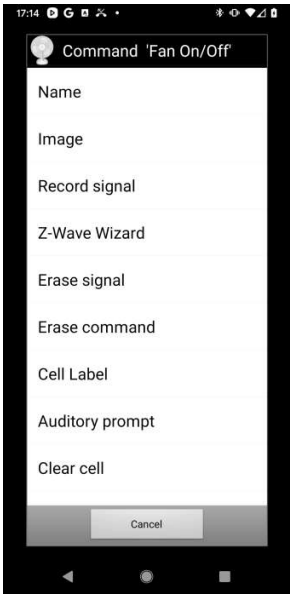
Once the devices have been added to the network the z-stick can be removed.

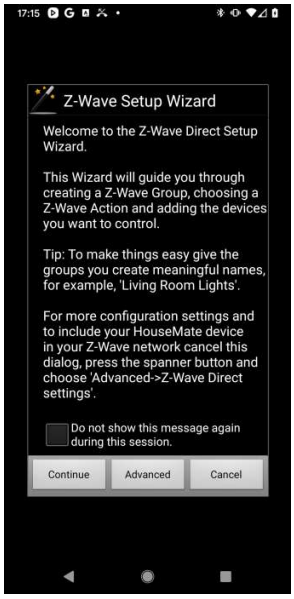
24.1.1 Adding HouseMate to the network

1. Make sure HouseMate is switched on and connected to your device.
2. On the Z-stick press the button to enter Inclusion mode. The blue light should blink every second.
3. Choose Inclusion mode in HouseMate by opening HouseMate and choosing **Advanced->Z-Wave Direct settings->Include/Exclude**
4. Choose Yes to confirm. You should see the blue LED flash rapidly and hear a double beep. If unsuccessful HouseMate will emit a long beep.
5. Press the Z-stick button again to exit Inclusion mode.
6. Carry out this procedure for any appliance you want to add to the network.

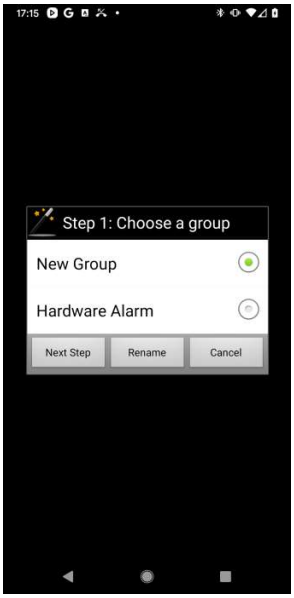
24.1.2 Controlling an appliance

1. Configure a button in a HouseMate grid with a suitable icon and name.
2. Edit the command by holding on the button until the popup window appears.
3. If your HouseMate contains a Z-wave module you should see the "**Z-Wave Wizard**" option. Choose this option and then choose Continue from the wizard welcome screen.

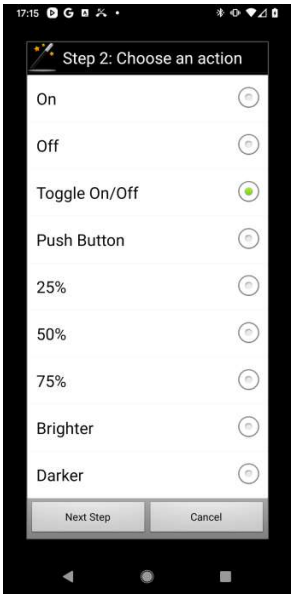




4. Appliances are organised into groups and each group can control up to 8 appliances. You can turn on and off and toggle the groups as well as set dim levels. In most cases a group will only contain one appliance. Up to 64 groups can be defined. In this case choose **New Group** and enter a suitable name, in this case My Socket.



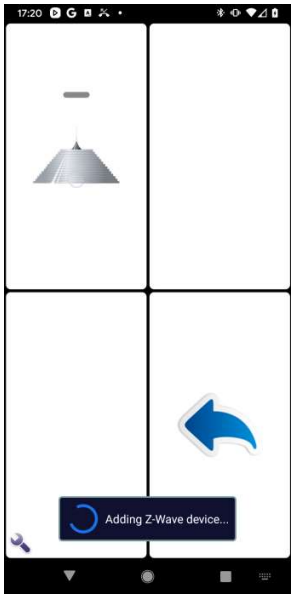
5. Now choose the action you want to perform. In this case we choose **Toggle On/Off**. Then choose **Next Step**.



6. Now you are ready to add an appliance to this group. Make sure that HouseMate is still connected and that your appliance is plugged in.

   Choose **Add Device** and then, within 30 seconds, put the appliance you want to control in Inclusion mode.

   The method of entering inclusion will vary from appliance to appliance but normally involve pressing a button or, in the case of some light switches, simply turning them on or off.



7. HouseMate now adds the appliance to the new group. If successful HouseMate will beep twice. If unsuccessful you will hear a long beep. Press the button to test that the addition was successful and that the appliance is changing state as intended.

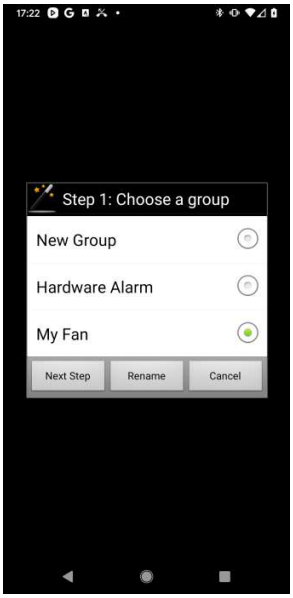
Notes:

- Up to 8 appliances can be added to each group.
- Binary and Multilevel devices (sockets and dimmers) can be added to the same group.
- An appliance can be added to more than one group.
- A maximum of 64 groups can be created.

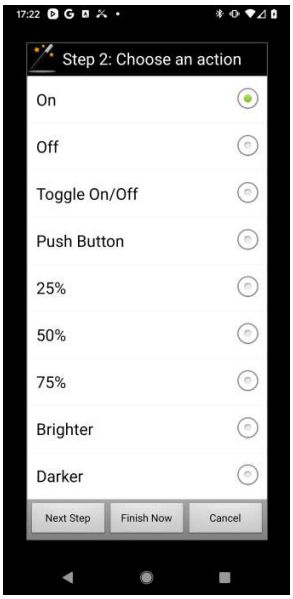
Once a group is created you can create new buttons to control them in other ways. In the example below the first button was used to create the group and toggles the socket state. The second and third buttons, however, which set the socket either on or off, did not require a new group to be created.

To create a new action on an existing group:

1. Create a new button and then choose "**Z-Wave wizard**" from the Edit Command window. Select the existing group you want to control and then choose **Next Step**.

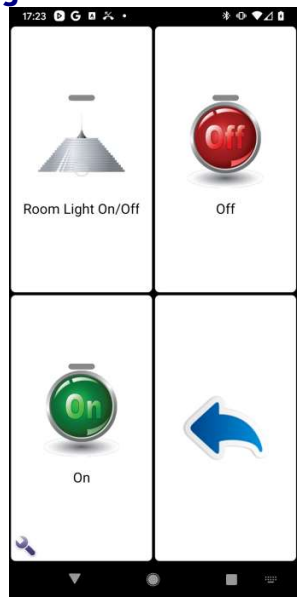


2. Now select the action you want to perform on the group and then choose **Finish Now**.



24.1.3 Examining and Erasing Z-Wave direct commands

You can examine what groups have been created and which commands they have been assigned to by going to **Advanced->Z-Wave Direct settings->Z-Wave Direct signals**.



- You can erase all the groups by choosing **Advanced->Z-Wave Direct settings->Erase all Z-Wave commands.**

> **Warning:** that the actual z-wave groups will only be erased within the z-wave module if you are connected to your hardware. If you are not connected, only the command names/icons and group names in the project will be erased.

- When you erase an individual signal, via the grid, and you are connected, to hardware the corresponding Group is erased (unless it is being used by another command).

- Because the Group information is stored within the Z-Wave module itself it is not possible to backup this information. Only the group names are backed up in the project on your device.

  If you are replacing a HouseMate unit exchange the Z-wave module so that you do not have to reprogram the new unit.

- Group 1 is reserved for triggering central scenes in the gateway.

- Group 2 is activated when ever an assistance call is generated.

24.2 Using Z-Wave Gateways

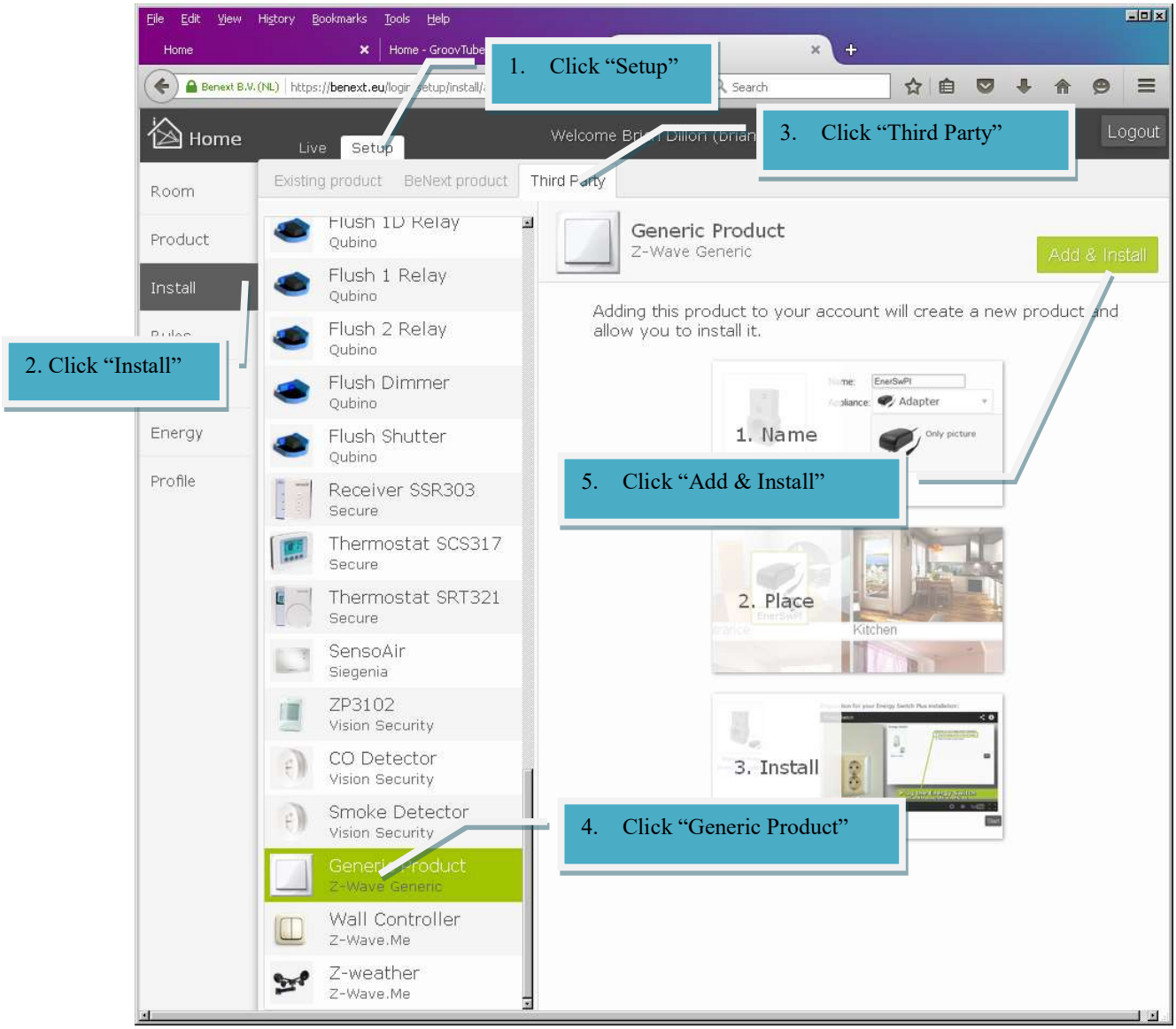
The advantage of using a Z-Wave gateway is that you can trigger scenes using the **Central Scene Notifications**. This allows you to control more devices including those that do not support the BINARY_STATE and MULTI_LEVEL command classes. Multiway switches and thermostats are an example. To control a thermostat for example, create a scene with the temperature set to a particular value and then run that scene from within HouseMate using a central scene notification.

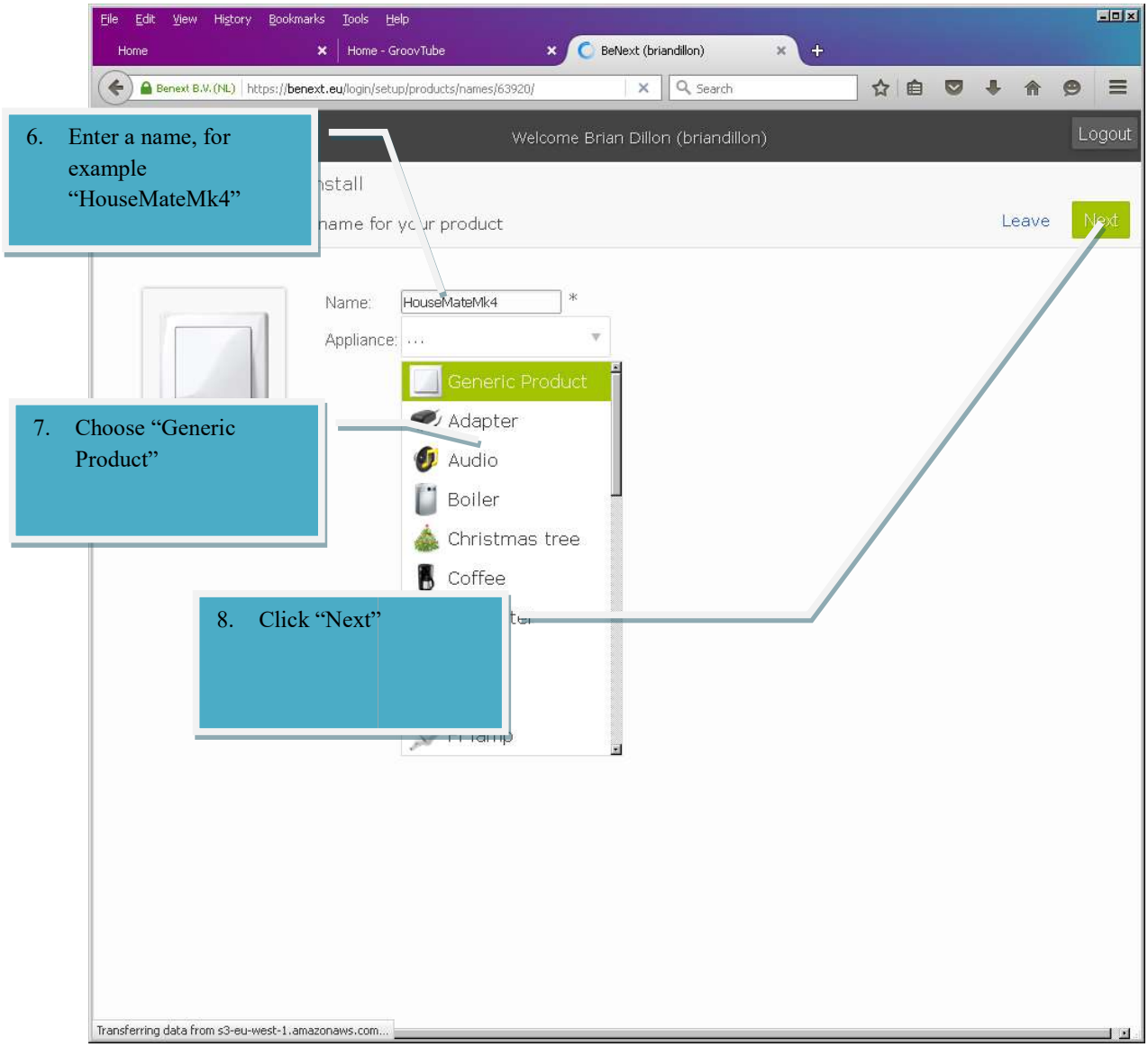
24.2.1 Adding HouseMate to a BeNext Z-wave network

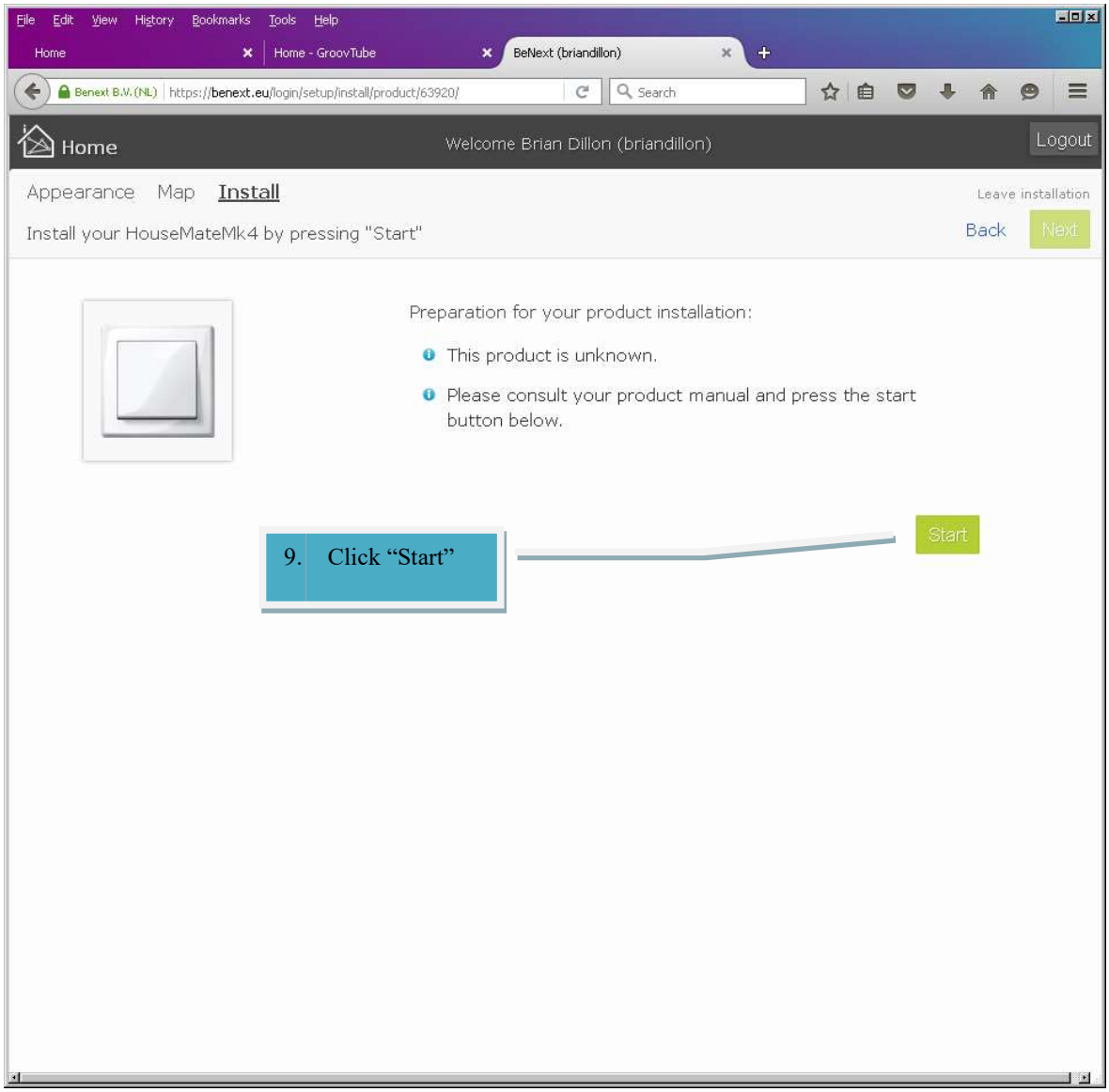
Note: This section will cover how to use the BeNext gateway. Visit https://www.benext.eu/en/ . If you are using a different gateway refer to its instruction manual but bear in mind that not all gateways support the Central Scene command class. You can, however, use all z-wave gateways to include HouseMate and then use the Z-wave direct control outlined in the previous section.

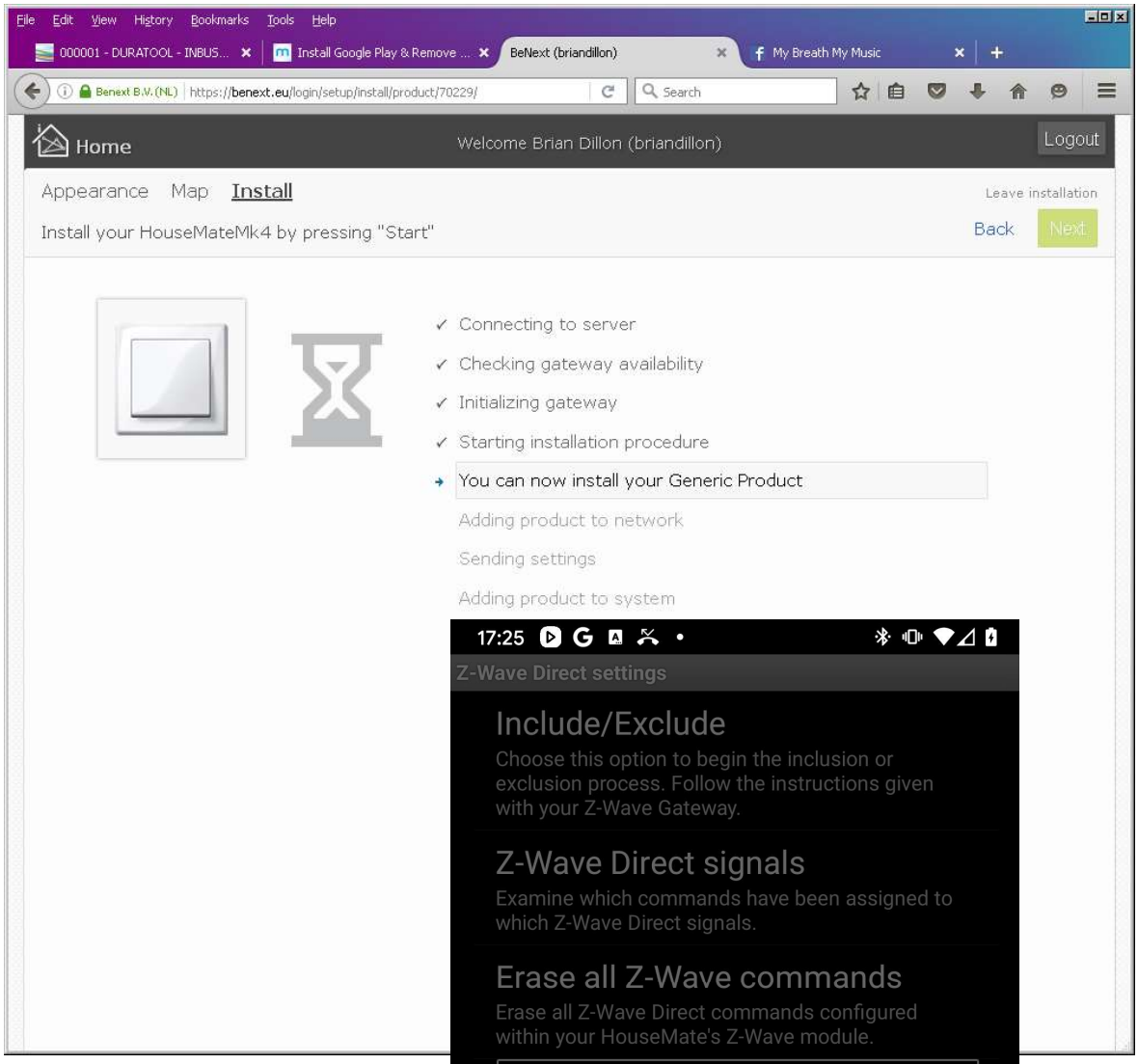
This section assumes that you have created an account at www.benext.eu and that you have registered your gateway.

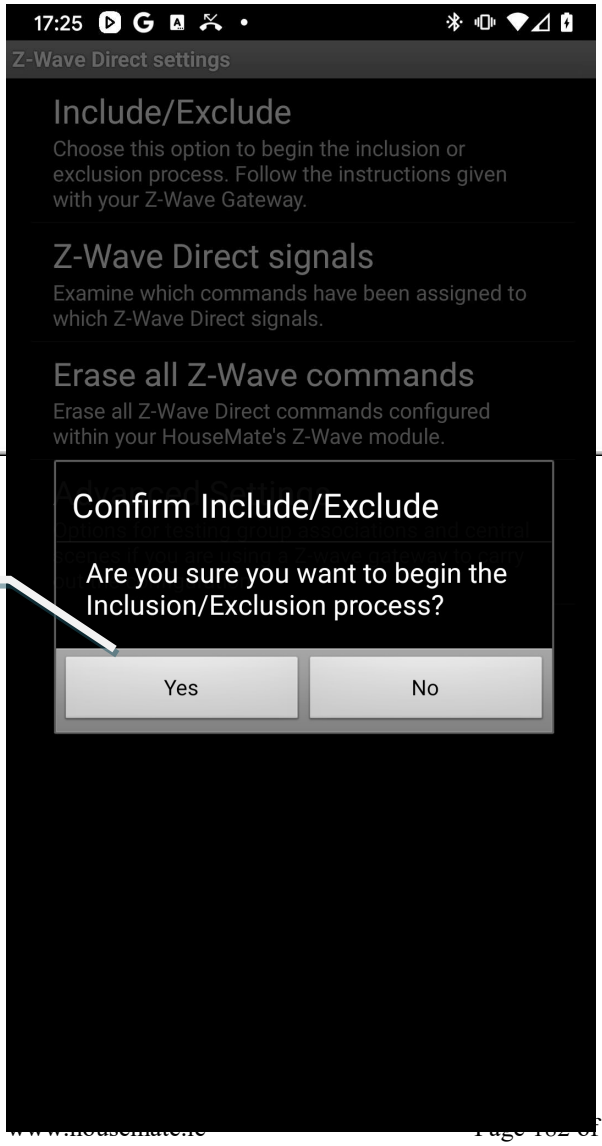
First you must add HouseMate to your z-wave network by carrying out the steps below.


1. Click “Setup”
2. Click “Install”
3. Click “Third Party”
4. Click “Generic Product”
5. Click “Add & Install”
Home
Live
Setup
Logout
Room
Product
Install
Energy
Profile
Existing product
BeNext product
Third Party
Flush 1D Relay
Qubino
Flush 1 Relay
Qubino
Flush 2 Relay
Qubino
Flush Dimmer
Qubino
Flush Shutter
Qubino
Receiver SSR303
Secure
Thermostat SCS317
Secure
Thermostat SRT321
Secure
SensoAir
Siegenia
ZP3102
Vision Security
CO Detector
Vision Security
Smoke Detector
Vision Security
Generic Product
Z-Wave Generic
Wall Controller
Z-Wave.Me
Z-weather
Z-Wave.Me
Generic Product
Z-Wave Generic
Add & Install
Adding this product to your account will create a new product and allow you to install it.
1. Name
2. Place
Kitchen
3. Install

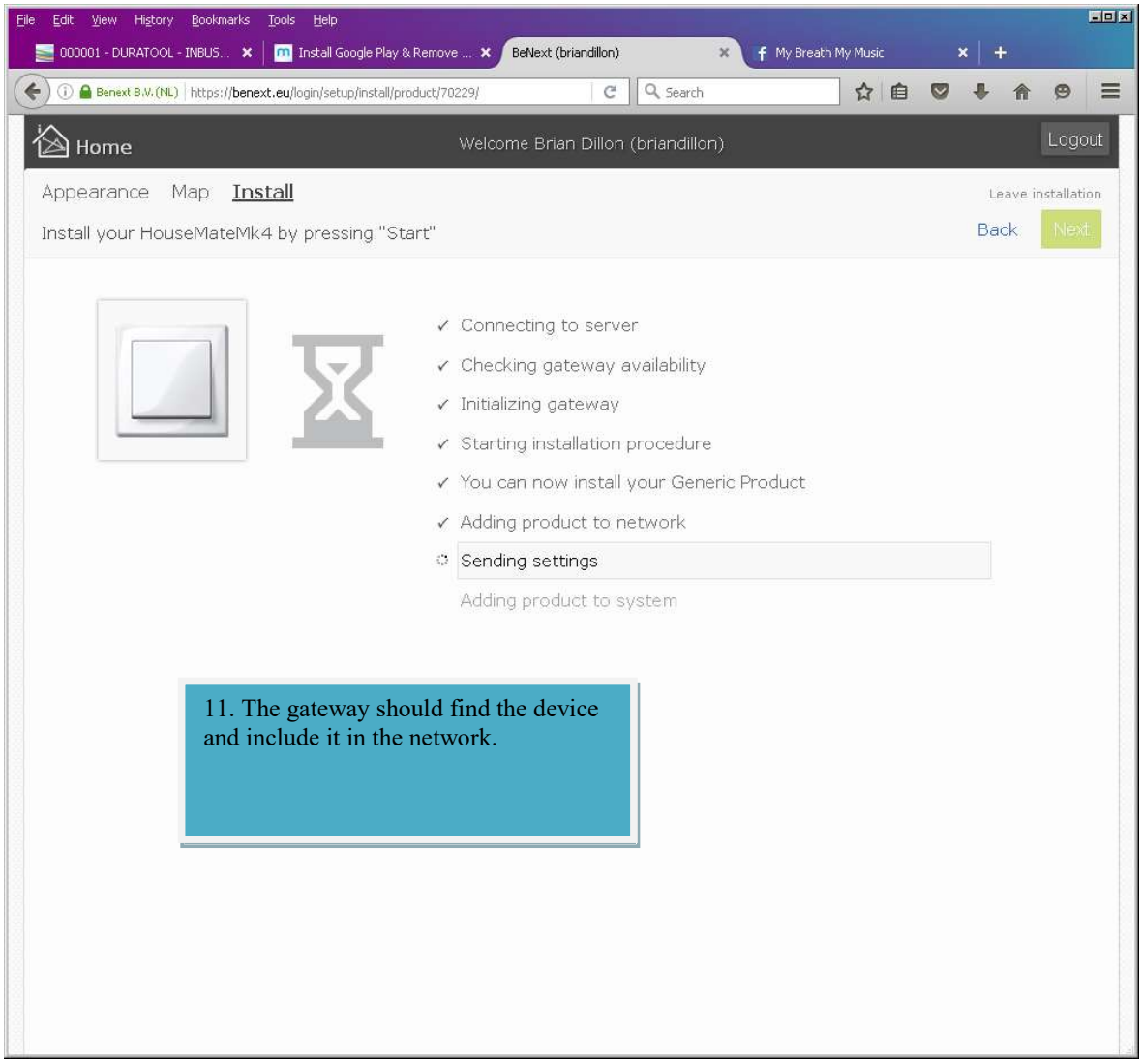

6. Enter a name, for example "HouseMateMk4"
7. Choose "Generic Product"
8. Click "Next"
Welcome Brian Dillon (briandillon)
Logout
Leave
Next
Name:
HouseMateMk4
Appliance:
Generic Product
Adapter
Audio
Boiler
Christmas tree
Coffee

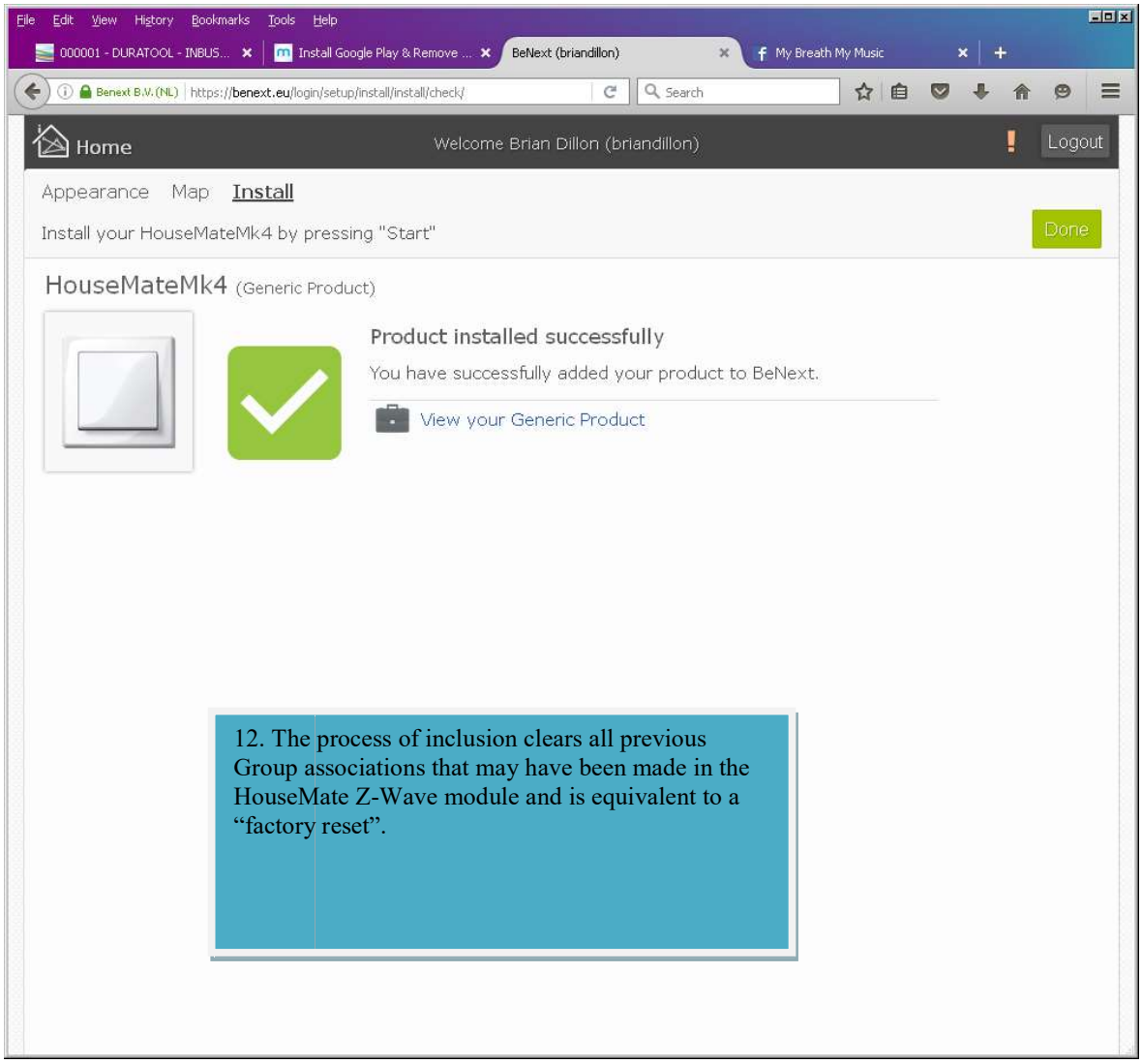

File Edit View History Bookmarks Tools Help
Home
Home - GroovTube
BeNext (briandillon)
Benext B.V. (NL) https://benext.eu/login/setup/install/product/63920/
Search
Home
Welcome Brian Dillon (briandillon)
Logout
Appearance Map Install
Leave installation
Install your HouseMateMk4 by pressing "Start"
Back
Next
Preparation for your product installation:
This product is unknown.
Please consult your product manual and press the start button below.
9. Click “Start”
Start





10. Navigate to the HouseMate grid in ClickToPhone and choose “Menu->Advanced->Z-Wave Direct settings->Include/Exclude” and choose “Yes”.


File Edit View History Bookmarks Tools Help
000001 - DURATOOL - INBUS...
Install Google Play & Remove ...
BeNext (briandillon)
My Breath My Music
Benext B.V. (NL) https://benext.eu/login/setup/install/product/70229/
Search
Home
Welcome Brian Dillon (briandillon)
Logout
Appearance Map Install
Leave installation
Install your HouseMateMk4 by pressing "Start"
Back
Next
✓ Connecting to server
✓ Checking gateway availability
✓ Initializing gateway
✓ Starting installation procedure
✓ You can now install your Generic Product
✓ Adding product to network
Sending settings
Adding product to system
11. The gateway should find the device and include it in the network.

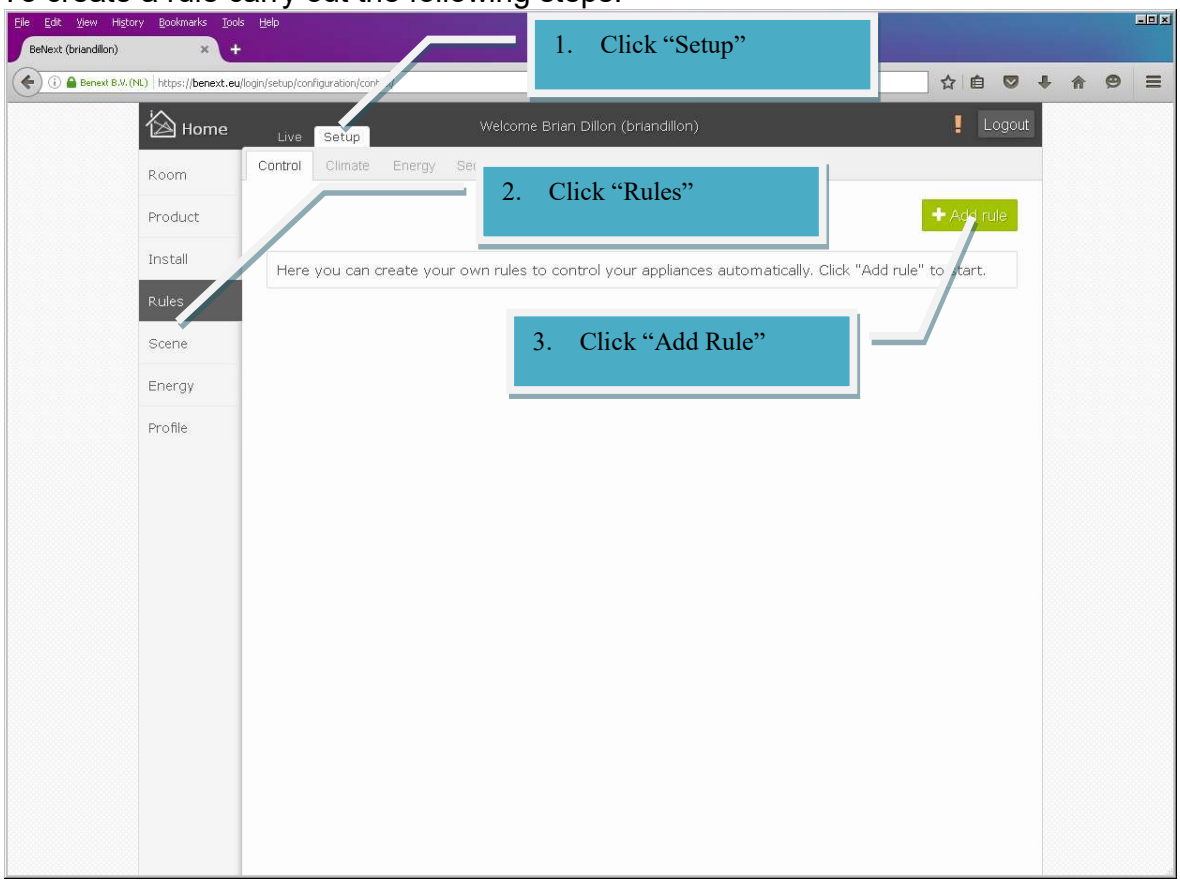


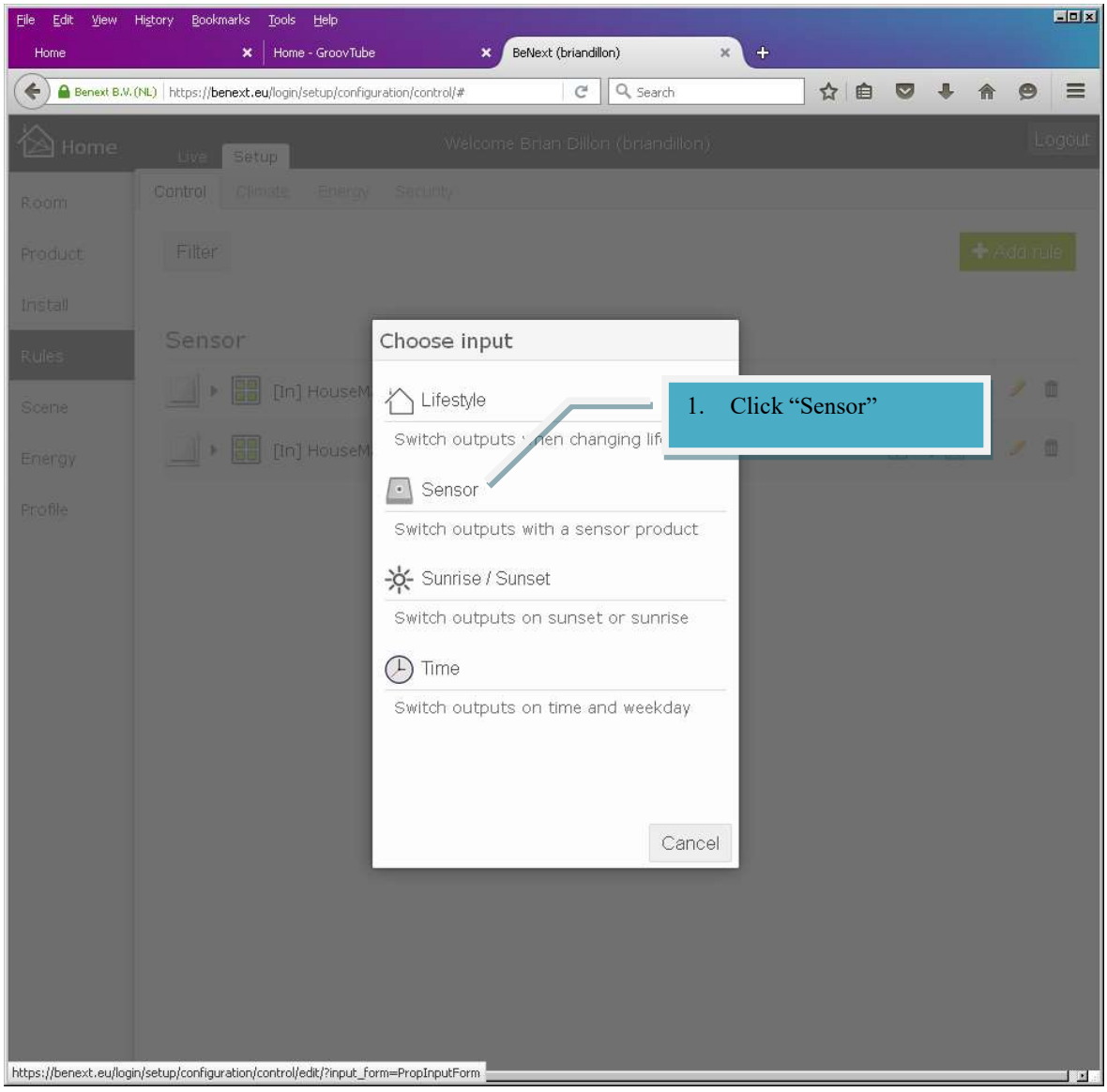
12. The process of inclusion clears all previous Group associations that may have been made in the HouseMate Z-Wave module and is equivalent to a “factory reset”.

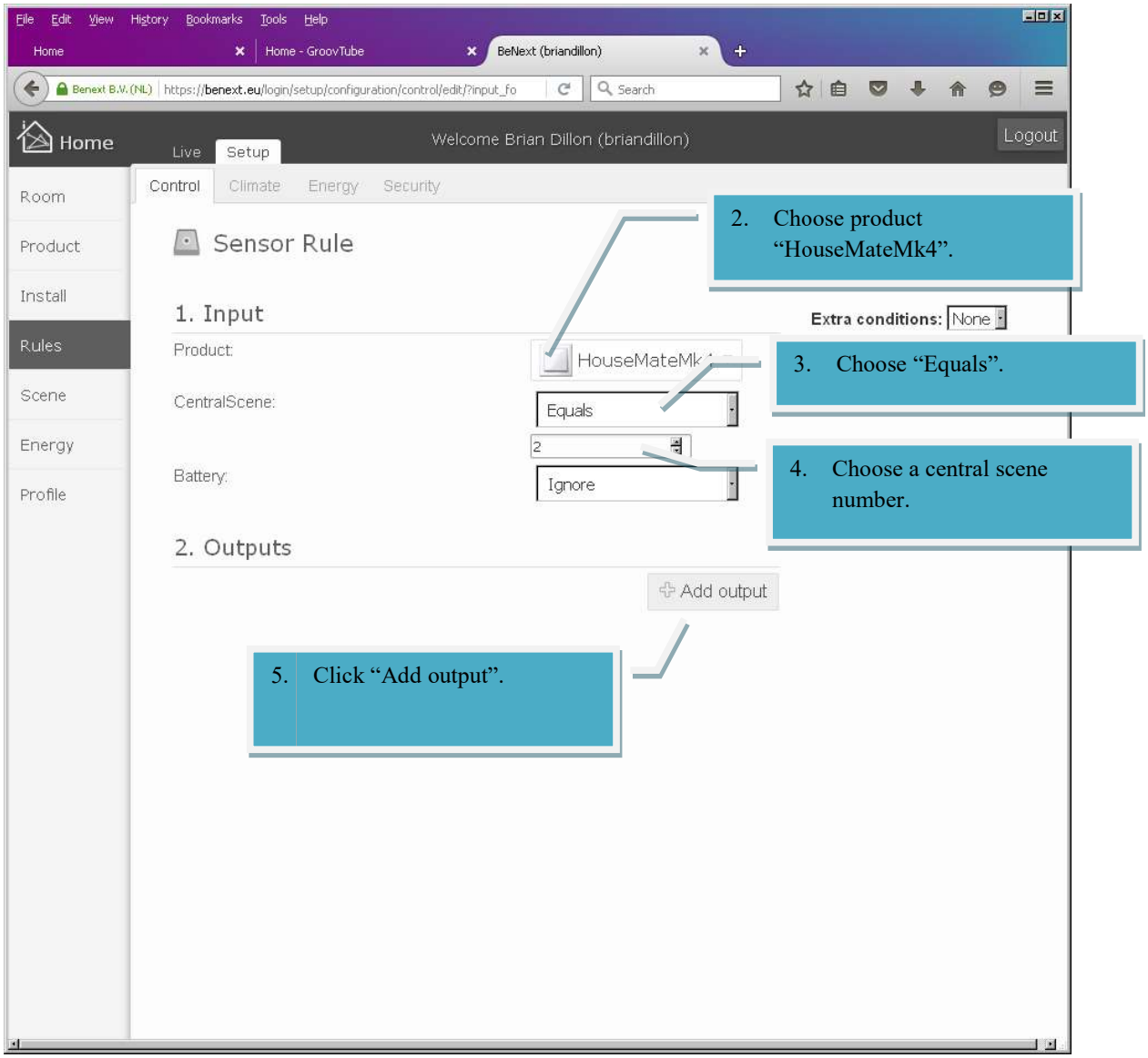
24.2.2 Triggering a rule(scene) in BeNext

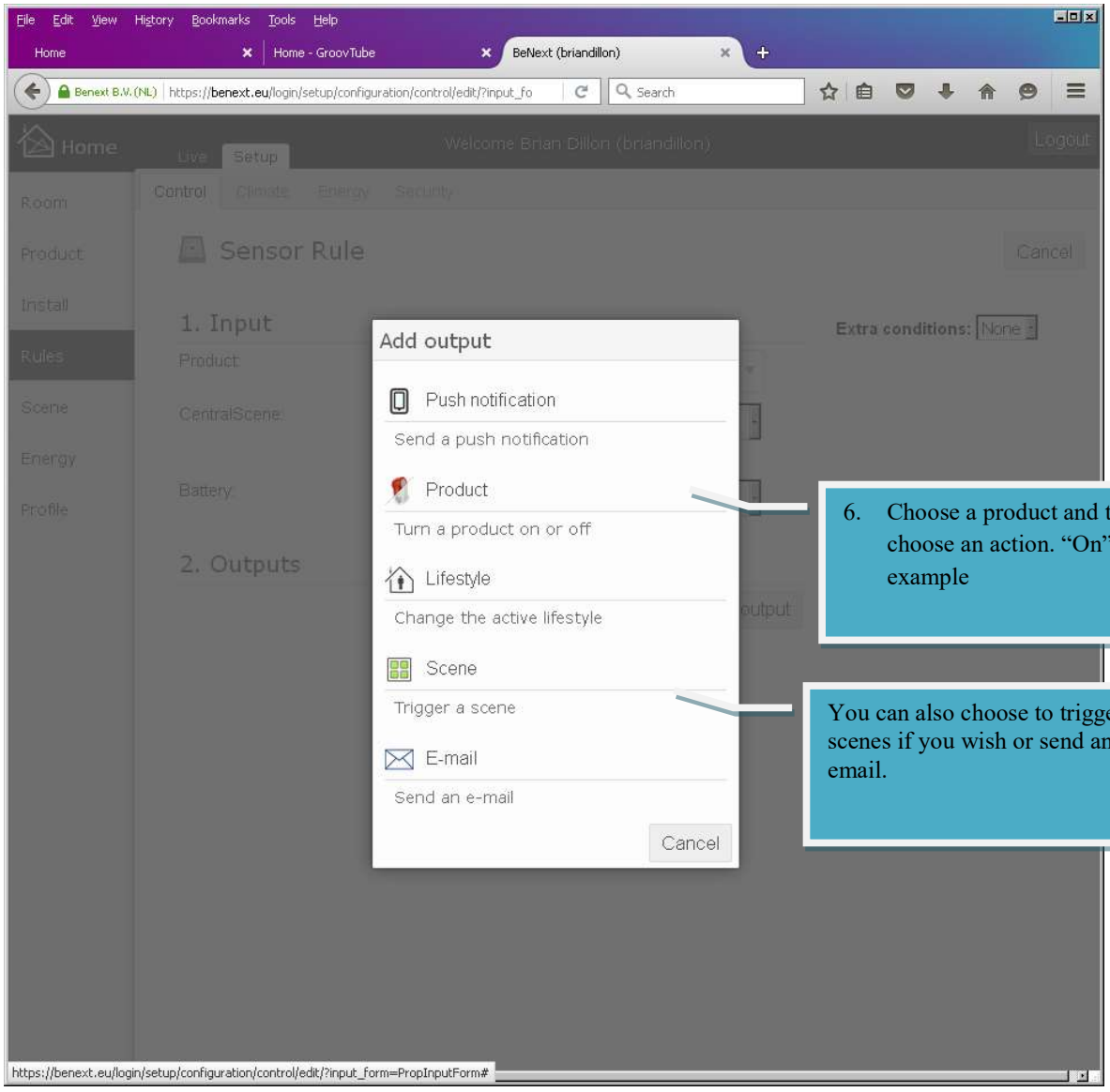
- HouseMate can trigger rules that are defined in the gateway.
- Rules can turn on/off devices, run scenes, set timers etc.
- Rules are setup using the gateway and are triggered by HouseMate's **Central Scene notifications** messages.

To create a rule carry out the following steps:



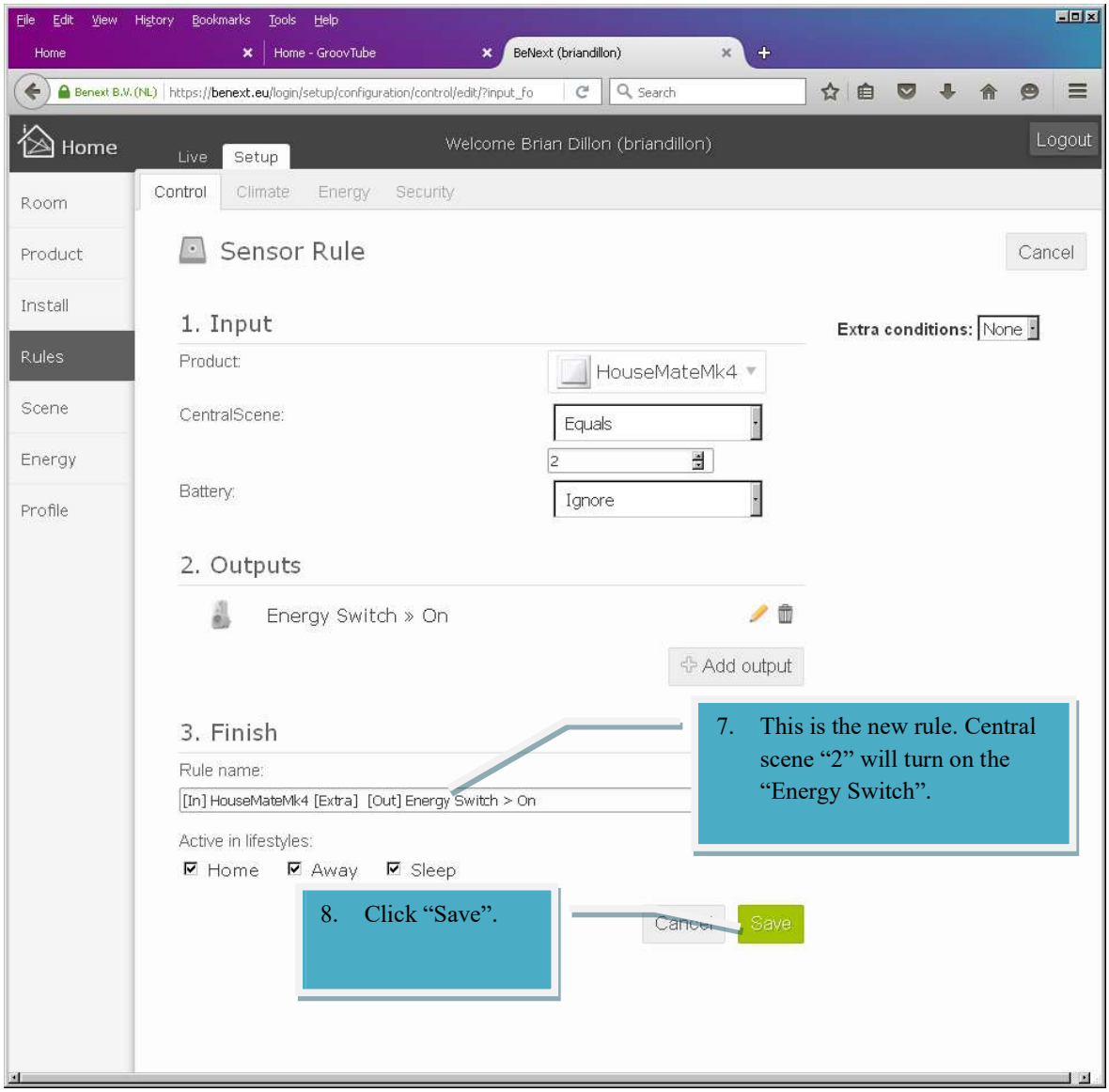

File Edit View History Bookmarks Tools Help
Home
Home - GroovTube
BeNext (briandillon)
Benext B.V. (NL) https://benext.eu/login/setup/configuration/control/#
Search
Home
Live
Setup
Welcome Brian Dillon (briandillon)
Logout
Room
Product
Install
Rules
Scene
Energy
Profile
Control
Climate
Energy
Security
Filter
Add rule
Sensor
[In] HouseM
[In] HouseM
Choose input
Lifestyle
Switch outputs when changing lif
Sensor
Switch outputs with a sensor product
Sunrise / Sunset
Switch outputs on sunset or sunrise
Time
Switch outputs on time and weekday
Cancel
1. Click “Sensor”
https://benext.eu/login/setup/configuration/control/edit/?input_form=PropInputForm

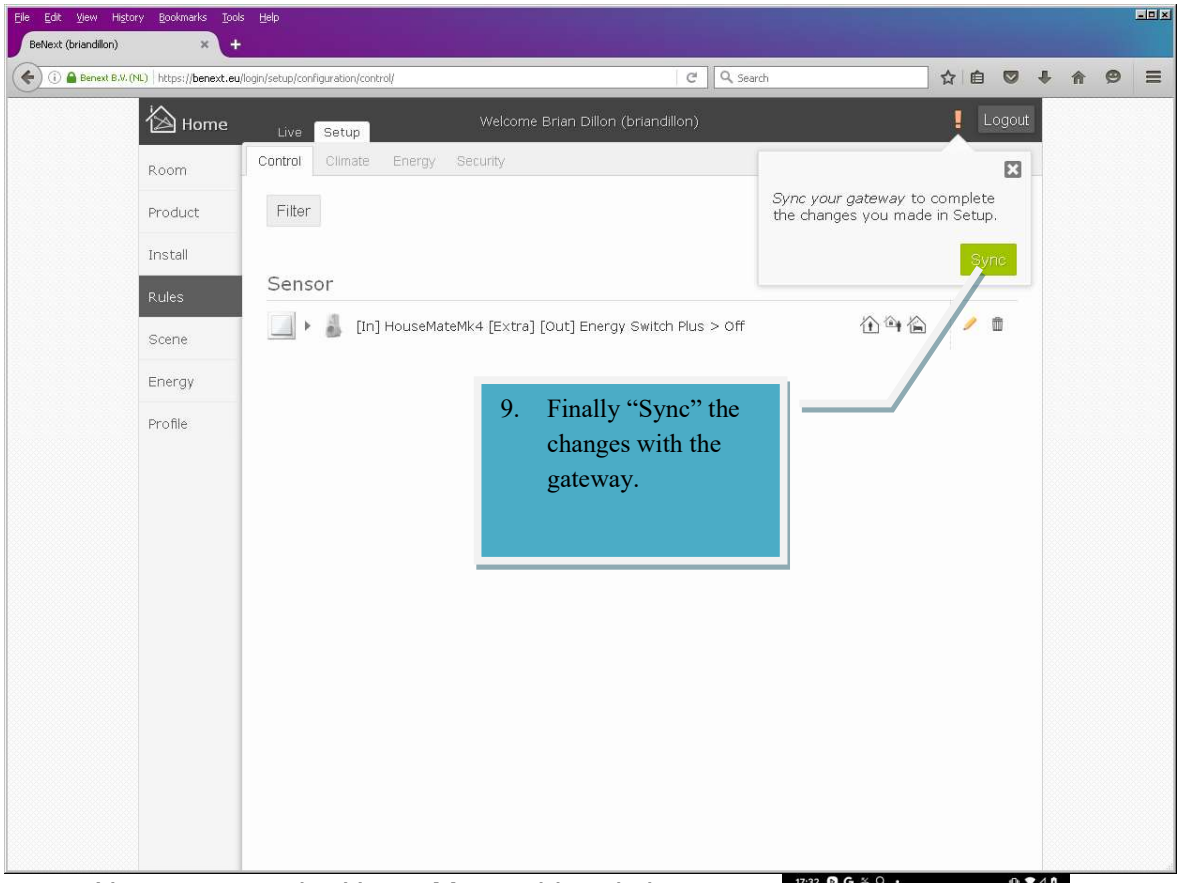

File Edit View History Bookmarks Tools Help
Home
Home - GroovTube
BeNext (briandillon)
Benext B.V. (NL) https://benext.eu/login/setup/configuration/control/edit/?input_fo
Search
Home
Live
Setup
Welcome Brian Dillon (briandillon)
Logout
Room
Product
Install
Rules
Scene
Energy
Profile
Control
Climate
Energy
Security
Sensor Rule
1. Input
Product:
HouseMateMk
Extra conditions: None
CentralScene:
Equals
2
Battery:
Ignore
2. Outputs
Add output
2. Choose product "HouseMateMk4".
3. Choose "Equals".
4. Choose a central scene number.
5. Click "Add output".



6. Choose a product and then choose an action. “On” for example

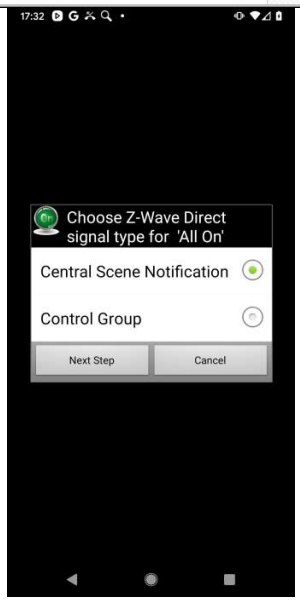
You can also choose to trigger scenes if you wish or send an email.


File Edit View History Bookmarks Tools Help
Home
Home - GroovTube
BeNext (briandillon)
Benext B.V. (NL) https://benext.eu/login/setup/configuration/control/edit/?input_fo
Search
Home
Live
Setup
Welcome Brian Dillon (briandillon)
Logout
Room
Product
Install
Rules
Scene
Energy
Profile
Control
Climate
Energy
Security
Sensor Rule
Cancel
1. Input
Extra conditions: None
Product:
HouseMateMk4
CentralScene:
Equals
2
Battery:
Ignore
2. Outputs
Energy Switch » On
Add output
3. Finish
Rule name:
[In] HouseMateMk4 [Extra] [Out] Energy Switch > On
Active in lifestyles:
Home
Away
Sleep
Cancel
Save
7. This is the new rule. Central scene "2" will turn on the "Energy Switch".
8. Click "Save".

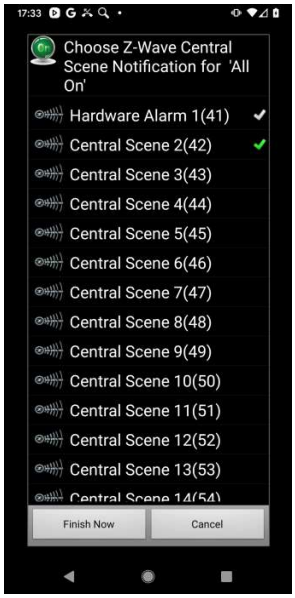


- Now return to the HouseMate grid and choose a blank button you want to program. In this example we have created a new button with an On symbol and named it "All On".

- Press and hold the button and choose **Z-Wave Wizard->Advanced**. Then choose **Central Scene Notification** for the signal type.



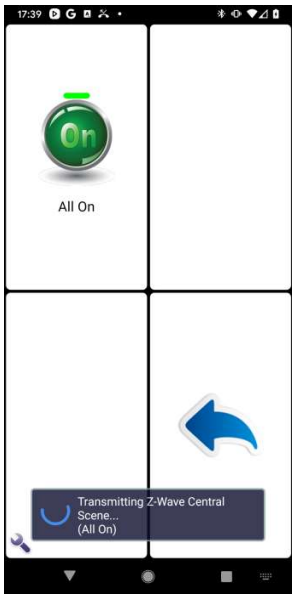
- Now choose **Central Scene 2(42).** Note that this is the same scene number that you choose when creating the rule in the gateway.



- The new button will now have a white indicator above the icon you selected. When you press the button confirm that the indicator turns bright green for a moment and the appliance turns on.

- Rules can be much more complicated than turning single appliances on and off.

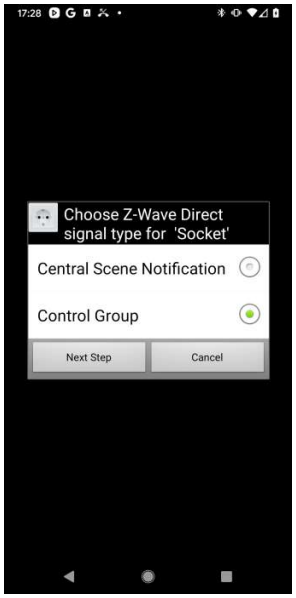
  Note that a second scene notification is sent when you release your switch, in this case 42. You can create a second rule that turns off the appliance when this secondary notification is received thereby creating a push-button effect.



24.2.3 Manual configuration of Groups

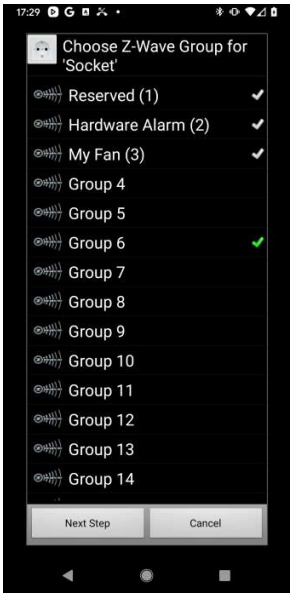
If you are have created Group assignments in your gateway you will need to use the manual method of programming a button rather than using Z-Wave direct as per section 24.1

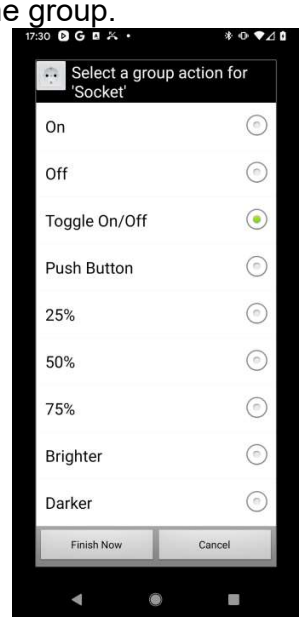
1. Edit a button, choose **Z-Wave Wizard** and then click the **Advanced** button. Then choose **Control Group**.



2. You will be presented with a list of all 64 possible groups. Click on the group corresponding to the Group number defined in your gateway. Note that this group will most likely not have a name, as this is only defined when you use the wizard in the normal way. Actual group names are not part of the z-wave protocol and are only used within ClickToPhone to make it easier to identify them.

   After you choose a Group, click **Next Step** and choose the action that you want to perform on the devices within the group.





3. Choose **Finish** to finish. Note that there is no opportunity to add a device to the group since that has already been done using your Gateway's software.

24.3 Z-Wave over Wifi

If your HouseMate does not contain a Z-Wave module it is still possible to control Z-Wave devices using a Vera Edge or BeNext Z-Wave gateway connected to the home router.

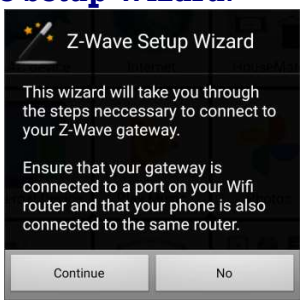
Both gateways can be used without an active Internet connection but an internet connection is required for the initial registration and to access the gateway's control panel or "dashboard".

Before you start programming HouseMate you must pair your Z-wave appliances with your gateway. It is beyond the scope of this manual to go into this detail and it is assumed that you have already carried out these configuration tasks. Refer to your gateways documentation for further details.

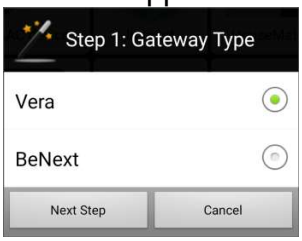
24.3.1 Running the Z-Wave Setup Wizard

The Z-Wave wizard will guide you through the process of configuring the ClickToPhone app to communicate with your gateway. Before you start make sure that your gateway is connected to the same wifi router that your device is.

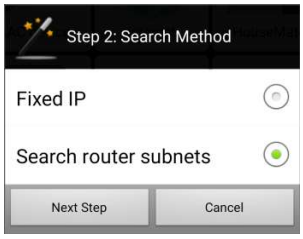
1. Choose **Project Settings->Preferences->HouseMate preferences->Z-Wave over Wifi->Z-Wave Setup Wizard.**



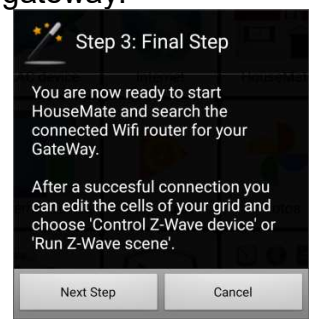
2. Click Continue and choose the type of gateway you want to connect to. Currently only Vera and BeNext are supported.



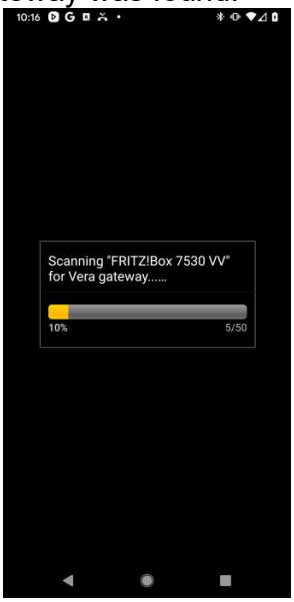
3. Click **Next Step** and choose the search method. If you have assigned a static IP address to your gateway then select **Fixed IP**, otherwise choose **Search router subnets.**



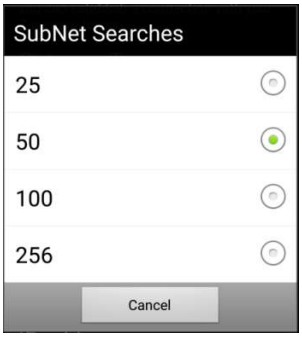
4. Click **Next Step** and ClickToPhone will start scanning the subnets of the connected router for your gateway.



5. If successful you should see a popup message displaying the IP address where the gateway was found.



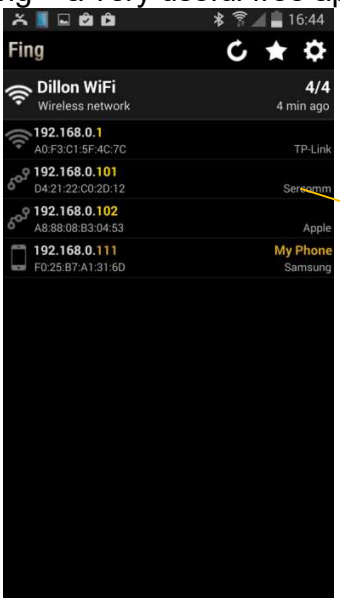
6. If unsuccessful try increasing the subnet search by going to **Preferences->HouseMate Preferences->Z-Wave over Wifi->Advanced Settings->SubNet Searches** and increasing the number of SubNets to search.



Then set **Preferences->HouseMate Preferences->Z-Wave over Wifi->Advanced Settings->Search for gateway** to **New** so that when you re-enter HouseMate the app will begin a new search for your gateway.

If the app still cannot find your gateway then it may be necessary to assign a static IP address to your gateway and enter the IP address manually at **Preferences->HouseMate Preferences->Z-Wave over Wifi->Advanced Settings->IP address**

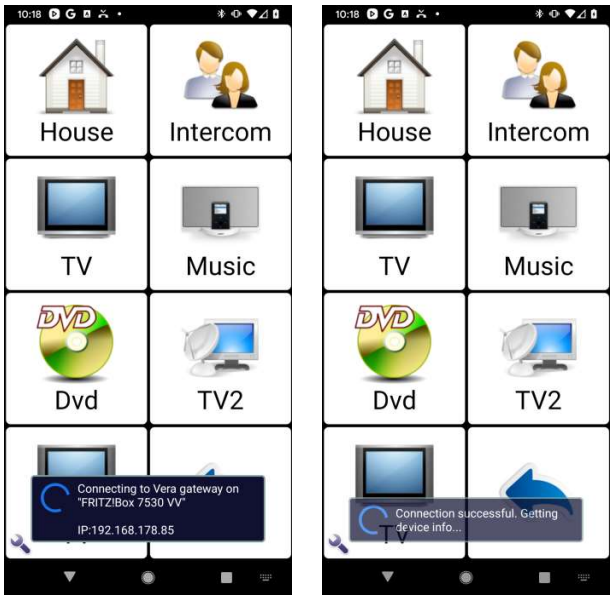
Tip: Fing – a very useful free app for scanning home networks



Vera Edge appears with the name "Sercomm" and its dynamically assigned IP address.

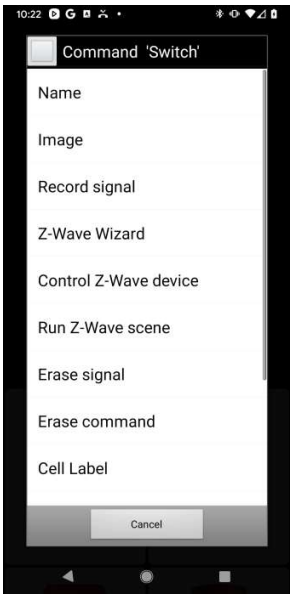
24.3.2 Controlling a Z-wave device

1. Open HouseMate and confirm that you see two popup messages. First **Connecting to Z-wave network,** which, if successful, will be followed by **Connection successful. Getting Device info.**



2. Now navigate to the grid where you want to control your Z-wave devices.

3. Make a long click on the command you want to use. The familiar Command dialog will appear allowing you to edit the cell and record infrared signals etc. with two additional entries to allow you to control your Z-wave devices: **Control Z-wave device** and **Run Z-wave scene**.



4. Choose **Control Z-wave device**. A second popup dialog will appear containing a list of Z-wave devices that are paired with your Vera unit.

5. Choose the device you want to control. The **Select an action** dialog will appear containing a list of possible actions that you can perform with the chosen device. This list will vary depending on what Z-wave category the device belongs to.

6. Choose an action. After you have chosen it confirm that it operates as required by clicking the command. A short popup dialog should confirm the action that is being performed on the device.

Note: ClickToPhone only supports two Z-wave devices types directly. Appliance modules (including light switches and relays) and Dimmer modules. If you want to control a device belonging to another device category then you must first create a scene that turns it on or off. Then you can run the scene as described in the following section to turn on or off the device.

24.3.3 Running a Z-wave scene

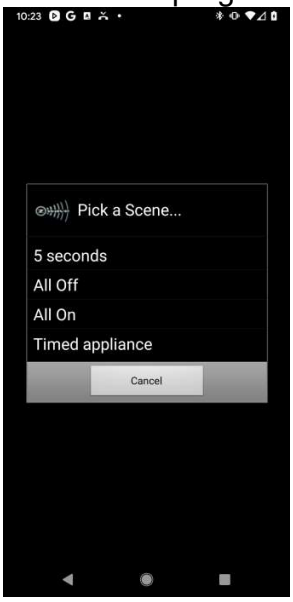
The major benefit of Z-wave is the ability to run scenes. Scenes reduces the complexity of the HouseMate grids and lowers the cognitive demands on the user.

A scene is simply a set of devices and associated actions to perform on them. For example an “Evening-time” scene might draw the curtains, turn on some lights and turn on the heating. A “bedtime” scene might turn off all the lights except the landing light and set the heating timer to come on in the morning. With only two commands a user can perform these otherwise complex tasks.

Scenes are created by connecting your Vera unit to a browser and using the Vera’s “dashboard” configuration utility (this can even be done on the phone’s browser). However, it is beyond the scope of this manual to cover this topic and it is assumed that you have previously created some scenes. In the example below there is an “All on” and an “All off” scene that have been previously created.

To run a Z-wave scene:

1. Make a long click on the command you want to use. Choose **Run Z-wave scene** from the popup dialog. The **Pick a Scene** dialog will appear with a list containing all the scenes that have been programmed into the Vera unit.



2. Choose a scene to run. To test, click on the command. You should get a popup confirmation that the scene is running.

Notes:

1. You may experience some delay when controlling Z-wave devices using the touch screen if the hardware is disconnected and you are not in stand alone mode. This is because the radio modules are busy searching for your

HouseMate hardware. If you are not using HouseMate set ClickToPhone to **Stand Alone mode**

2. You may find that dimmers take longer to respond than switched appliances.

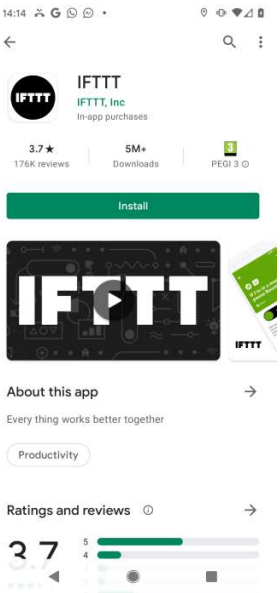
3. If a Z-wave device is unplugged then you may experience delays running scenes that contain that device.

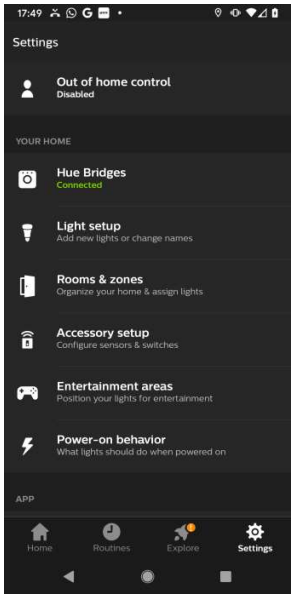
24.4 IFTTT

IFTTT is a web based tool that allows you to trigger actions using Applets. IFTTT stands for “If This Then That” meaning that if a certain trigger occurs it will trigger a certain action. An “Applet” is the logic that connects the trigger and the action together.

Once you have created an Applet using the IFTTT app you can program any button in a HouseMate grid to trigger it. A typical application of using an IFTTT Applet within HouseMate is to turn on or off a Philips Hue light bulb. The steps required to implement this are described below.

Before you start install the IFTTT app from the Google Play store and create an account. Confirm also that you are connected to your Hue bridge within the Hue app.

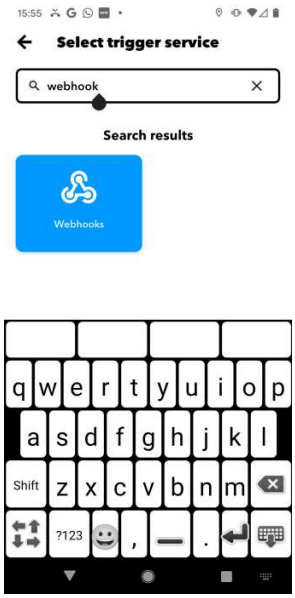


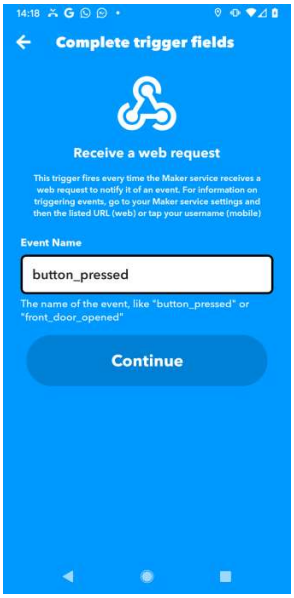


To create an Applet to toggle on/off a Philps Hue light bulb.

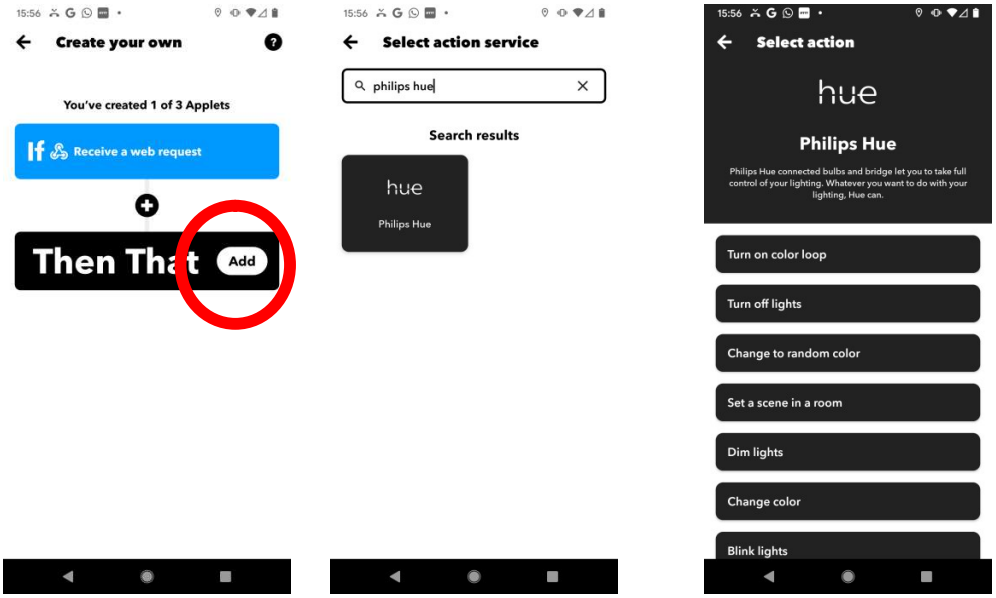
- Open the IFTTT app, click Create and the click Add to start creating your Applet.

- Search for the “webhook” trigger service. Click on it and then enter a name for the event, for example “button_pressed”, and then click **Continue**. It is important to use lower case with no spaces between words. You have now defined the “IF” part of your applet.

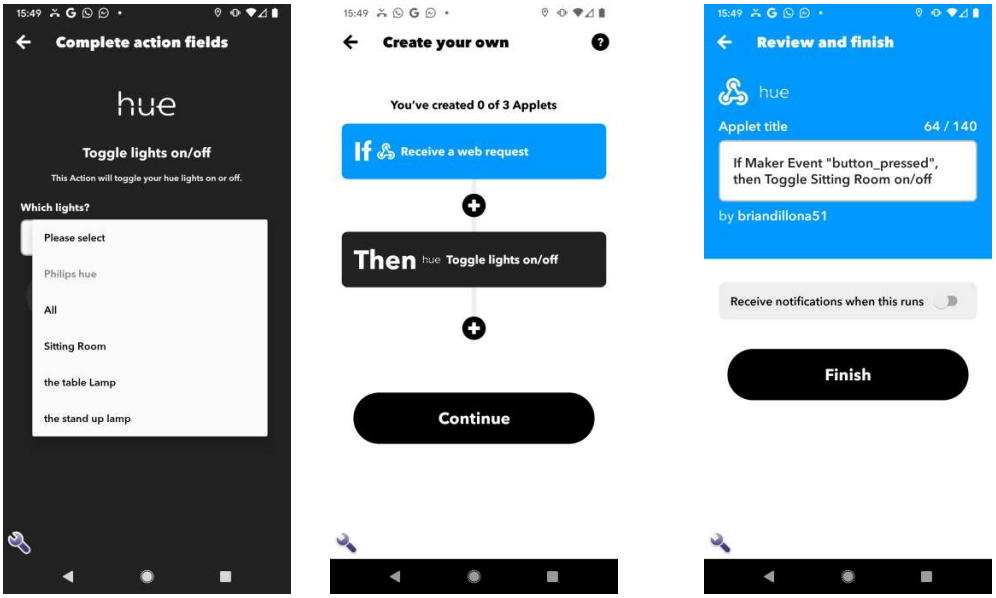




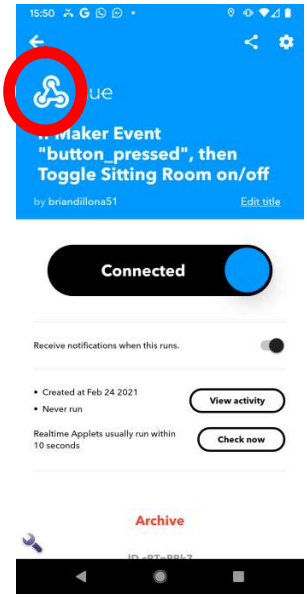
- To define what happens when the event is triggered click the **Add** button and search for the “phlips hue” action service. If this is the first time you have connected IFTTT to Philips Hue you will be asked to enter your Philips Hue account details in order for IFTTT to communicate with your account. Select “Toggle light on/off” from the list of available actions.

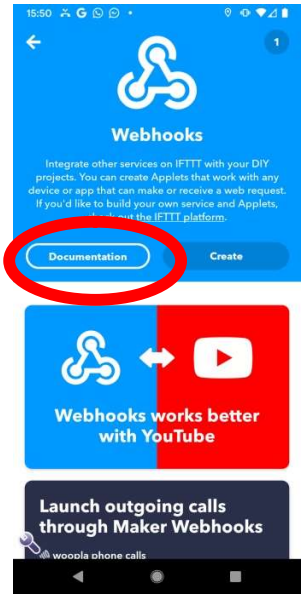


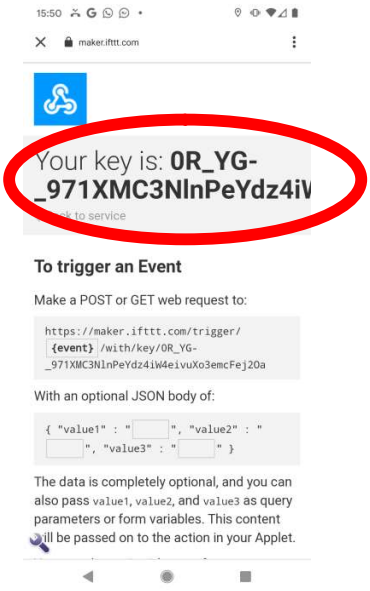
- Next choose which light to apply this action to. You should be able to choose from the list of Hue bulbs that you have previously paired and named in the Hue app. Once you have completed the “Then” section click **Continue** and review the completed Applet. In this case **IF** the event “button_pressed” is triggered **THEN** the sitting room light is Toggled on/off.



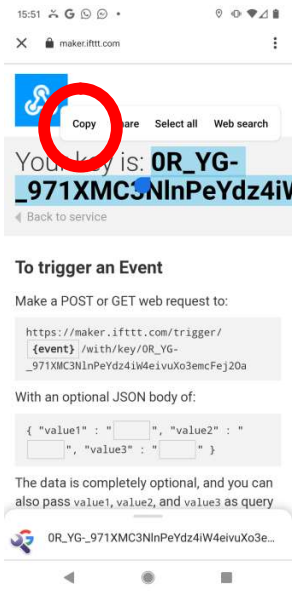
- To be able to trigger the Applet from within HouseMate we need two pieces of information. The name of the event, in this case “button_pressed”, and the webhooks “key” that uniquely identifies the webhooks service within your IFTTT account. To find the key click on the webhooks symbol and then click on **Documentation**.

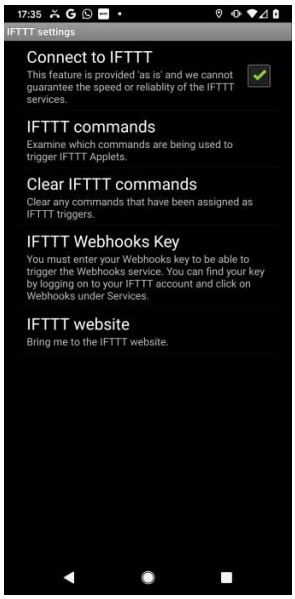




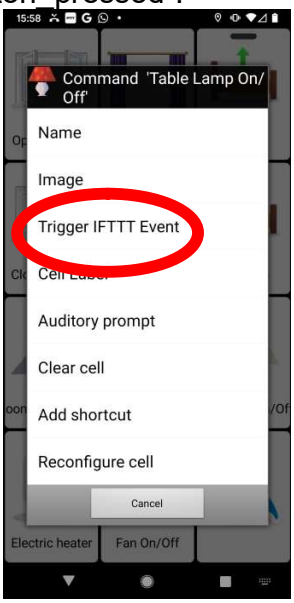


- Select and copy the key to the clipboard and then return to the ClickToPhone app. Open HouseMate and paste the key into **Advanced->IFTTT settings->IFTTT Webhooks key.** Ensure that **Advanced->IFTTT settings->Connect to IFTTT** is enabled.

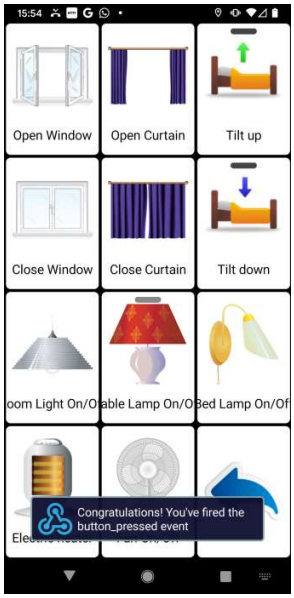




- You are now ready to program a button in HouseMate to trigger the IFTTT Applet. Long press the button you want to use and choose **Trigger IFTTT Event** from the list of options. Then enter the event name, in this case “button_pressed”.



- To complete the setup, confirm that the event is triggered when you click on the programmed button.



Note: You only need to enter the webhooks key into HouseMate once.

Warning: Because of propagation delays through the IFTTT servers, events may take several seconds or even minutes to run. A paid subscription to IFTTT may guarantee faster execution times.

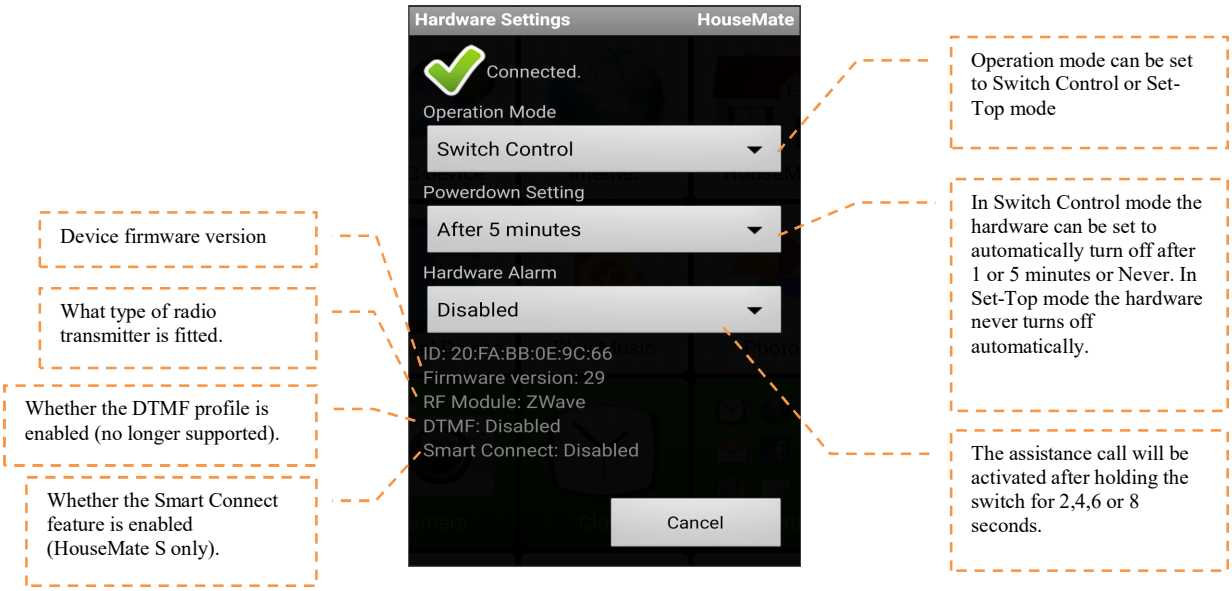
25 Hardware Settings

Project Settings->Hardware Settings
Project Settings->Preferences->Bluetooth Setup

The hardware settings dialog allows you to examine and set the operation mode of your HouseMate hardware. These options are different from the normal preferences because they affect the behavior of the hardware units even when they are not connected to your phone. Because of this, the settings are stored within the flash memory of the hardware and not in your phone's memory.

To open the Hardware Settings dialog

1. From the ClickToPhone homepage choose **Project Settings** from the Menu options and then choose **Hardware Settings**. The Hardware settings dialog will appear.

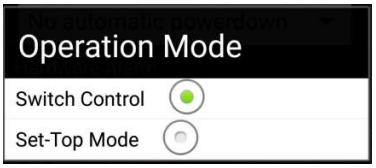


The HouseMate hardware settings dialog. Note that the Update button will only appear after you make a change.

2. When the Hardware settings dialog is opened and you are connected the hardware should beep constantly. This prevents the hardware from powering down when you are making a change.

25.1 Operation Mode

The Operation mode can be set to Switch Control or Set-top mode. Switch control mode is primarily for switch users and Set-Top mode is primarily for touch screen users.



Switch Control mode

This is the standard operating mode in which switches are used to control the ClickToPhone app using the chosen scanning method.

Set top mode

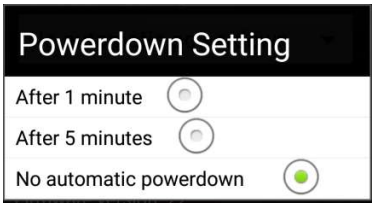
Set-Top mode is intended to be used by persons who can fully use the phone, including the on/off button, and require environmental control.

In Set-Top mode the HouseMate hardware functions like a set-top box. It is intended to be placed in a fixed position in your living room and used as a convenience for controlling your entertainment equipment through your smart phone. Once you are connected to HouseMate you can use ClickToPhone software to control your equipment through the touch screen.

In Set-top mode the HouseMate button functions purely as an on/off button and all scanning is disabled. When the software connects with the hardware it remains connected for as long as the phone is on and in range. The phone can go to sleep normally after the screen's timeout time has elapsed.

25.2 Powerdown Setting

The HouseMate **powerdown time** can be set to **1minute, 5 minutes, No automatic powerdown**.



When set to 1 or 5 minutes the HouseMate hardware will automatically switch off if you have not made any switch presses for the chosen time. This allows the phone to turn off the screen and go to sleep and conserves the battery life of both units.

No automatic powerdown

This option prevents the hardware from automatically powering down and is intended to be used in conjunction with the **Go to sleep** preference. To turn off the phone/hardware you have to select the **Go to sleep** option from the ClickToPhone homepage.

See chapter 21 for more details on the **Go to sleep** option.

Although this option can be used with any switch scanning method it is primarily intended for users who require environmental control and can touch the screen but find it difficult to operate the phone's on/off button. In this case the HouseMate button, or connected switch, is used primarily to wake up the phone and as a convenient way to answer or hang-up a call.

25.3 Assistance Call (relay output)

HouseMate contains different methods for generating assistance calls.

Relays
There are two relays within housemate. One can be connected internally to an STT Condigi TX4 radio frequency module. The other is available on a 3.5mm jack socket and is typically connected to a wireless call bell system. If the STT module is fitted the external relay is available for other purposes, such as controlling a third party communication aid or other device.

EasyWave
HouseMate can be fitted with a 32 channel EasyWave module. When you make an assistance call the first EasyWave telegram is transmitted by default. This can be paired with an EasyWave relay or call bell.

Z-Wave
HouseMate can be fitted with a Z-wave module. When you make an assistance call devices belonging to Z-Wave group 2 are turned on and Central Scene Notification 1 is triggered. Refer to the Z-Wave chapter for further information on using these signals to activate devices.

InfraRed

When you make an assistance call the InfraRed signal associated with the first InfraRed command is transmitted. This is the Bell symbol in the default grid. Record an infrared signal for this code that will activate a bell or other device.

There are three methods of triggering the assistance call.

Software only
This requires you to be connected to your device. When you select the Bell symbol (in the default grid) the following things occur:

- The relay is activated for 4 seconds (external relay if internal relay not connected)
- InfraRed signal 1 is transmitted (if recorded)
- EasyWave telegram is transmitted (Channel 0 Button A)
- Z-Wave Group 2 is turned on and Central Scene Notification 1 is issued.

Hardware only
You can activate each of the above by holding your switch for a defined number of seconds. This is independent of the phone which can be switched off.

To set the length of time go to **Hardware Settings->Assistance Call** and choose the period you want.

Note: The Assistance Call will function even if you are not connected to your smart phone. This means that even if the battery in your phone is flat you can call for assistance by pressing your switch for the chosen period of time.

25.4 Smart Connect Mode

If you are using more than one device **Smart Connect** allows to independently choose, with a single switch, which device you want to connect to when you turn on your HouseMate. You can be paired with up to eight devices.

When you turn on HouseMate with smart connect enabled the red LED will blink and HouseMate will beep several times to indicate which device it is about to connect to. If you press your switch within 2 seconds it will skip on to the next device in its list of paired devices. If you press your switch again it will skip on to the next device and so on. If you don't press your switch then after 2 seconds HouseMate will attempt a connection to the chosen device.

After connecting if you decide you wish to switch to using another device you must turn off HouseMate by choosing the **Go to sleep** option, turn it on again and follow the above procedure.

With practice it is easy to identify the number of blinks/beeps with your devices. 1 beep for the Android tablet, 2 beeps for the Android phone, 3 beeps for the iPAD and so on.

To enable Smart Connect choose **Project Settings->Preferences->Bluetooth Setup->Smart Connect->Enable.** To can confirm the Smart Connect setting by going to **Project Settings->Hardware Settings.**

Note:

1. When Smart Connect is enabled the HouseMate HID is unpaired from your device and re-initialised as MouseMate. You can still use Accessibility to control the cross–hairs in this mode but you loose the ability to drag items.

2. If you are controlling more than one iOS device then you must ensure that both devices are asleep before you switch on your HouseMate. This is because the HouseMate app will not attempt to connect to the hardware until it is woken by the connecting HouseMate Switch.

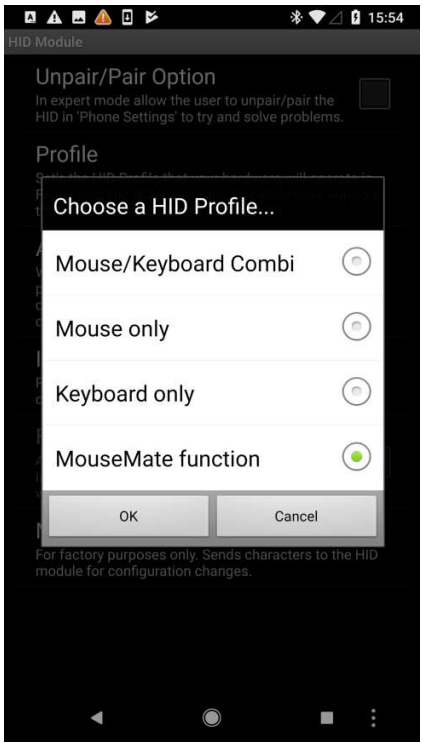
25.5 Reconfiguring the HouseMate HID

If you are using Android 7 or higher the HouseMate HID can be repurposed and used to control a PC, MAC or other device such as an iPAD. See chapter 15 for how to control a PC or MAC and chapter 16 for controlling other devices.

Before you can use the HID to control another device you will need to reconfigure the HouseMate HID.

Note: If you have enabled Smart Connect then the HID is automatically reconfigured as MouseMate.

To reconfigure the HouseMate HID
Make sure you are connected to your hardware and go to **Preferences->Bluetooth Setup->Advanced settings->HID Module->Profile.** Choose the profile you want and then choose OK.



25.6 Rebooting HouseMate MK4 for iOS or Android

Note: HouseMate 5S devices can be used on either Android or iOS without a reboot. HouseMate Mk1-3 devices are only compatible with Android.

HouseMate Mk4 devices can be used on either Android, with the ClickToPhone app, or iOS, with the HouseMate Home Control app. Before you can switch to using a different platform you need to reboot the hardware accordingly. You can do this through the app or using a hardware reboot cable.

Rebooting in the app.

Ensure that your HouseMate Mk4 is switched on and connected to ClickToPhone and then choose **Preferences->Bluetooth Setup->Reboot for iOS.** The

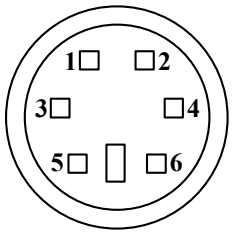
password is “apple”. The HouseMate will be unpaired from your Android device and emit a long series of beeps as it reboots for iOS.

To reboot from iOS to Android refer to the iOS HouseMate Home Control app.

Rebooting using hardware

Two reboot cables are provided, one for Android and one for iOS. Ensure that the HouseMate is off and that any connected devices are also switch off. Then plug the relevant reboot cable into the HouseMate until you hear a long beep. Then remove the reboot cable. The pin-out of these cables is detailed below.

HouseMate Mini DIN pin-out

6 pin Mini DIN. Socket	Pin	Signal
 Front view	1	Switch common
	2	Joystick Left
	3	Joystick Right
	4	Joystick Down
	5	Joystick Up
	6	Joystick Switch Centre

Android Reboot Cable

1. Obtain a 6 pin DIN plug and connect pins 1,3,4,5 and 6 together.
2. When HouseMate is off plug the cable into the 6 pin socket
3. The unit should immediately turn on
4. When you hear a long beep remove it.

iOS Reboot Cable

1. Obtain a 6 pin DIN plug and connect pins 1,2,4,5 and 6 together.
2. When HouseMate is off plug the cable into the 6 pin socket
3. The unit should immediately turn on

4. When you hear a long beep remove it.

DIN Cable

A suitable cable is available from www.radionics.ie part number 463502.

Pin	Color	Signal
1	Black	Switch common
2	White	Joystick Left
3	Red	Joystick Right
4	Yellow	Joystick Down
5	Purple	Joystick Up
6	Blue	Joystick Switch Centre

Note: Other DIN cables may have a different color

25.7 Rolling back the Bluetooth firmware on HouseMate 5S

The HouseMate 5S contains three Bluetooth connections or profiles:

1. An SPP profile for controlling the InfraRed codes and reporting the switches status.
2. A HID Keyboard profile for performing the auto-reconnect and generating true keyboard events.
3. A HID Mouse profile for controlling the mouse pointer.

On some devices the connection of a HID Keyboard profile prevents ClickToPhone's soft keyboards from appearing. In this case you will need to rollback the Bluetooth firmware of the 5S to Mk4 and repair the HouseMate with your device.

Note that when you rollback the firmware to Mk4 you the following 5S features are unavailable:

- The ability to use the device on iOS or Android without a reboot
- The Smart Connect feature

To rollback the Bluetooth firmware to Mk4

- Ensure that your HouseMate 5S is switched on and connected to ClickToPhone.

- Choose **Preferences->Bluetooth Setup->Advanced Settings->HouseMate S->Rollback firmware.**
- Ensure the password “mk4”.
- The HouseMate will be unpaired from your device and emit a long beep as it reboots.
- Now, repair the device in the normal way. It will appear as HouseMate Mk4.

If you wish to restore the rebooted device back to 5S connect it to your device and choose **Preferences->Bluetooth Setup->Advanced Settings->HouseMate S->Hardware Reboot.**

Warning: Do not confuse the Bluetooth firmware with the actual HouseMate firmware. A 5S device that has had its Bluetooth firmware rolled back is still running 5S firmware. In other words a 5S device has the capability to operate as either a Mk4 or a 5S from the point of view of the app. For information on how to change the actual device firmware refer to Annex 2

26 Backup & Restore

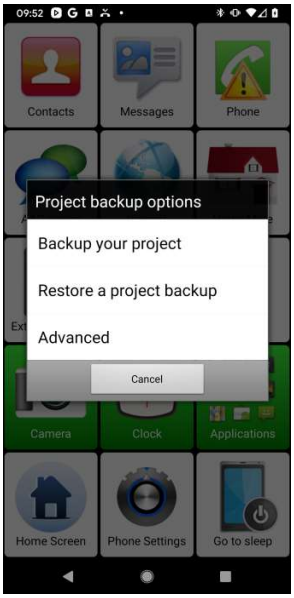
ClickToPhone allows you to back up and restore all user data to and from your phone's SD card. You can then copy the data from your SD card onto your computer to have a permanent backup of your all your settings.

Note: You must have an SD card installed in your phone before you can use this function.

26.1 Backing up your project

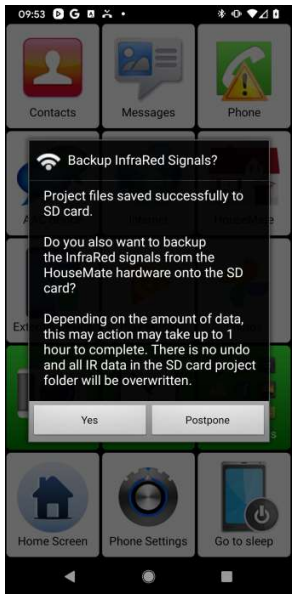
To backup your data to the SD card

1. From the ClickToPhone homepage choose **Project Settings** from the Menu options and then choose **Backups**. The **Project backup options** dialog will appear.



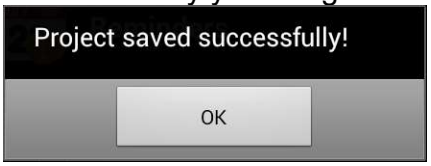
2. Choose **Backup your project**. The **Existing backups** dialog will appear. You can backup over an existing backup or you can create a new one.

3. Once you have selected OK a series of progress windows will appear as the user data is saved to the SD card.



4. Finally you will be prompted as to whether you want to save the infrared signals stored in the HouseMate hardware. You can choose to do this now or postpone for a later stage. Note that backing up Infrared signal data can take a long time depending on how may signals you have recorded.

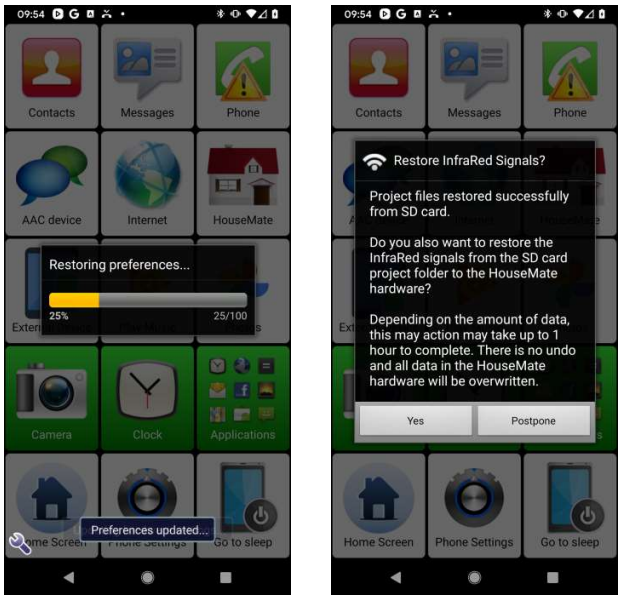
5. If everything was saved successfully you will get the following message.



21.2 Restoring a project

To restore your data from the SD card

1. Repeat the procedure for a backup but choose the **Restore a project backup** option from the Project backup options.



2. Choose the backup to want to restore. Then you will get the same series of progress bars as the data is copied from the SD card. When this is finished you will be prompted as to whether you want to restore the InfraRed signal data from the SD card to the HouseMate hardware.

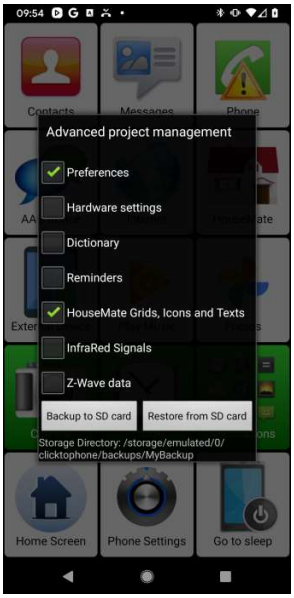
26.3 Advanced Backup

The Advanced project management tool allows you to backup and restore selected files or settings. For example you may only wish to restore the HouseMate grids but not the user preferences. Another use is to copy a certain backup file, say the dictionary, between different backups.

Advanced backup should be used with caution and is intended for technicians and experts only.

To open the advanced backup dialog

1. Repeat the procedure for a backup but choose the **Advanced** option from the Project backup options. The advanced project management dialog will be displayed.



2. Select the files you want and then choose whether you want to back them up or restore them.

26.4 Factory Reset

It is possible to completely reset your project to factory default. This action resets all the preferences to their default values and sets the HouseMate grids to the example project. **It does not** recreate the dictionary or erase the InfraRed signals in your HouseMate hardware.

To reset your project settings

From the ClickToPhone homepage choose **Project Settings** from the Menu options and then choose **Reset Project**. You will be asked to enter the password "1234" to confirm this action.

26.5 Recreating the word prediction file

It is possible to reset the word prediction file and remove any words that you have added to it .

To recreate the word prediction file.

To recreate the dictionary choose **Project Settings** from the Menu options and then choose **Recreate Dictionary**.

26.6 Recreating the Phrasebook

It is possible to re-create the phrase book and set it to the factory content. If you have installed ClickToPhone over an earlier version that did not support the phrase book feature then you will need to carry out this procedure.

To recreate the phrase book.

To recreate the phrasebook choose **Project Settings** from the Menu options and then choose **Recreate Phrasebook**.

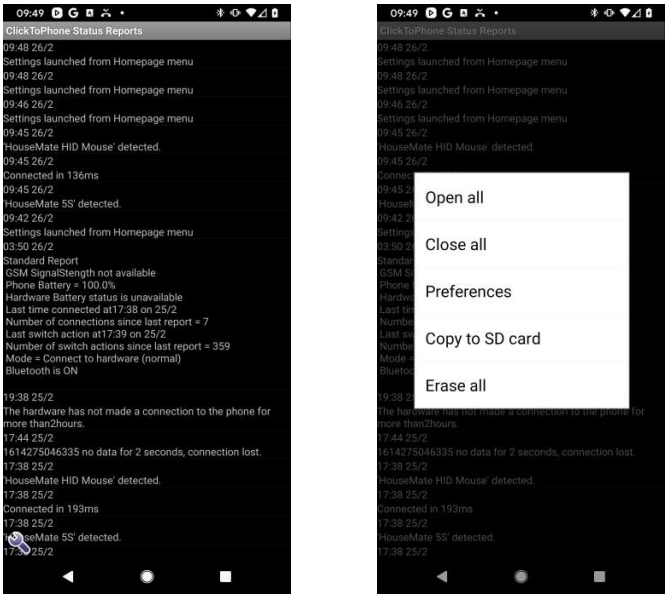
Note: If you change the phone's language it is necessary to recreate the dictionary to install the new words. At time of writing dictionary files exist for Dutch, Danish, French, Finish, German and Italian languages

Tip: It is possible to remotely examine the contents of an SD card using the Remote Web Desktop application available free from the Android market. This means that your support engineer can copy data from your SD card, make changes, and then load the new settings back on to your phone. Contact your supplier for further details.

27 Status Reporting

Status reports record system and user events that affect the performance of ClickToPhone. They can be used as a diagnostic tool and to monitor a user's usage of the software. They are not intended to be used as a patient alarm.

To view the status reports choose **Project Settings** from the menu option on the ClickToPhone homepage and then choose **Status Reports**. The ClickToPhone status reports dialog will appear. Choose **Open All** from the menu option to see the content of the reports.



The following types of events are recorded in the log file.

1. Standard Reports contain information such as Battery level, GSM signal strength, Bluetooth status, ClickToPhone mode, last connection and last switch press.

2. Bluetooth status change & low battery warnings

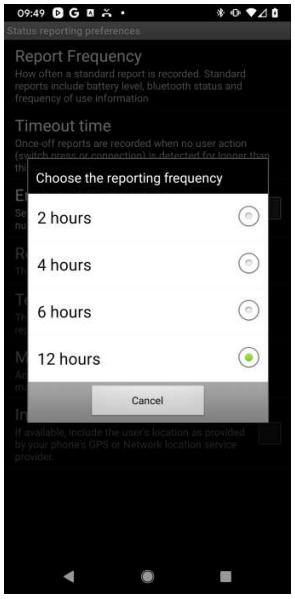
3. User intervention – such as the project settings being opened or a change in the ClickToPhone mode.

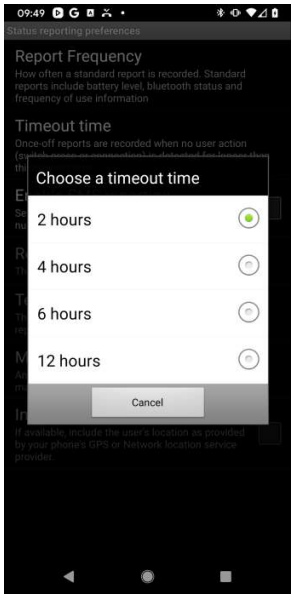
27.1 Report frequency & Timeout time

You can change how often a standard report is made and set the timeout period for triggering a once off report. Once off reports are triggered when there is no user action (switch press) for the defined period of time.

To change the reporting frequency or timeout time

1. Choose **Preferences** from the menu option of the **ClickToPhone Status Reports** window. Then choose **Report Frequency** or **Timeout time** as required.





27.2 SMS reporting

Reports can be sent by SMS to a predefined mobile telephone number.

To set up SMS reporting.

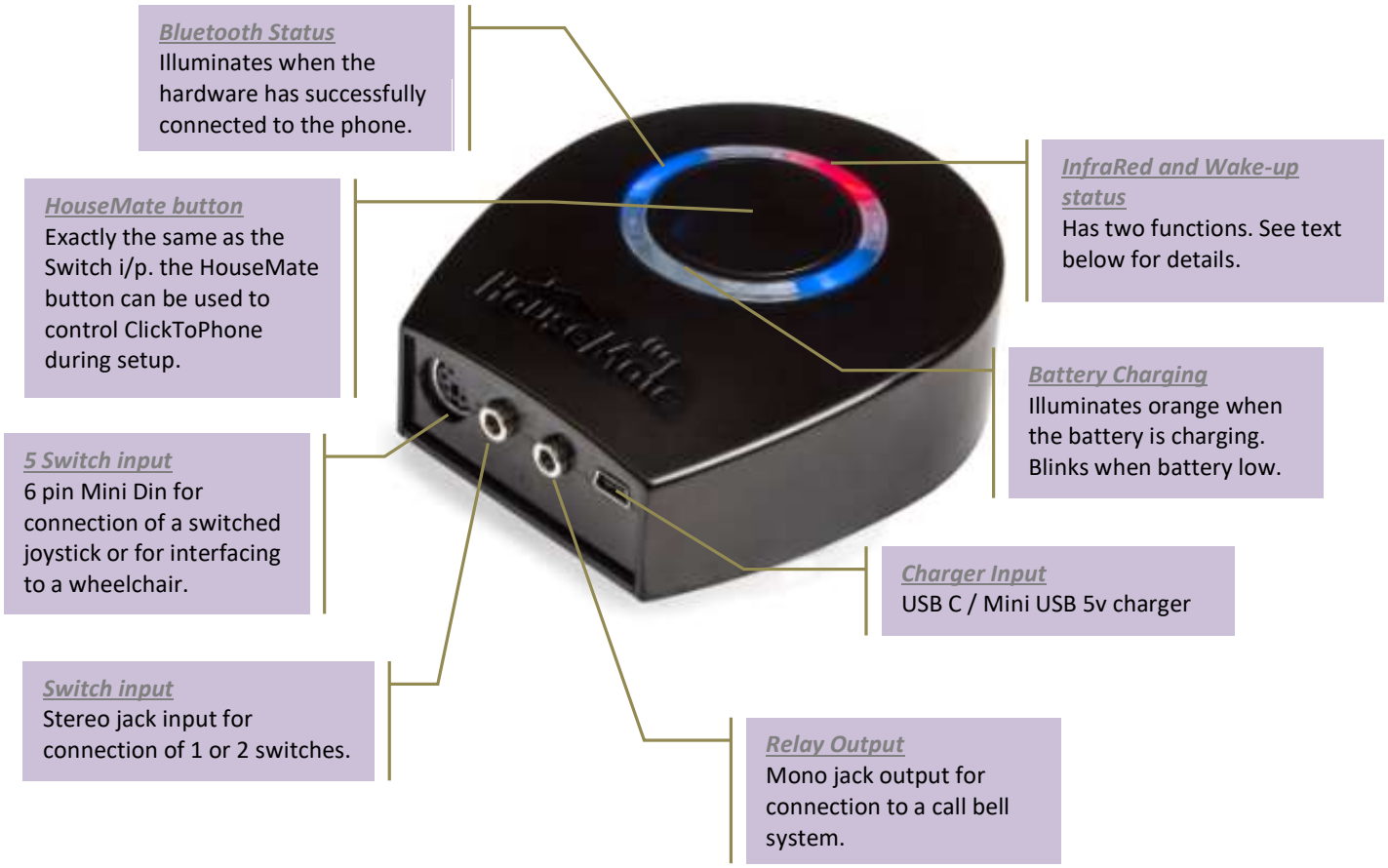
1. Within the **ClickToPhone Status Reports** preference page first check the **Enable SMS reporting** option.

2. Then choose the telephone number to send the report to and an optional message to be included at the front of the report. “UserName=Brian” for example.

3. Finally specify the content of the report. Choose **Reports** and then check the options you require.

Warning: SMS reports are sent at the Report Frequency which can be as frequent as every 2 hours. Before you enable SMS reporting ensure that the user is happy to accept these SMS charges. You might also contact your network provider as they sometimes offer concessions for sending SMS messages to a frequently used number.

28 Connections & Wheelchair Interfacing



IR Status LED

The IR status LED has two functions.

1. InfraRed Status

   LED illuminates when InfraRed is being transmitted or received.

2. Wake up and Power down status

   During powerup the IR LED remains lit until the hardware has connected to the phone.

   During normal operation the IR LED will blink every so often to indicate that it is switch on. Not to be confused with transmission of an IR signal.

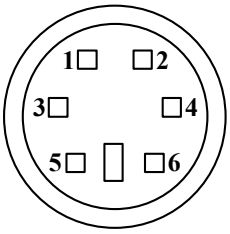
28.1 Connections

Switch Input Connections & Relay output

Stereo Jack I/P Pin	Signal
Sleeve	Switch common
Tip	Switch 1
Ring	Switch 2

Mono Jack O/P (isolated) Pin	Signal
Sleeve	Relay contact 1
Tip	Relay contact 2

5 Switch Input (for interfacing to a wheelchair)

6 pin Mini DIN. Connector	Pin	Signal
	1	Switch common
	2	Joystick Left
	3	Joystick Right
	4	Joystick Down
	5	Joystick Up
	6	Joystick Switch

Charging the battery

HouseMate hardware contains a 2.1Ah Li-Ion battery.

When the battery is low the HouseMate hardware will beep continuously and when you connect with your phone a message will appear on the screen warning you that the battery is running low.

You can recharge HouseMate by connecting it via the USB C or Mini USB connector to the USB socket of your computer or any suitable USB charger.

28.2 Wheelchair Interfacing

Wheelchair manufacturer's use other OEM suppliers for the electronics that drive their chairs. Three companies dominate the market; Control Dynamics, Penny & Giles and Curtis. The following control systems can be easily interfaced to HouseMate:

Brand	System
Control Dynamics	DX2
Penny & Gilles	R-Net

In addition ClickToPhone now supports the interfacing of wheelchair joysticks that contain a Bluetooth mouse or Bluetooth switch interface.

See section 18.6 for further details on how to configure ClickToPhone to use either a wired or wireless connection.

The remainder of this chapter deals with the components required to interface using a cable.

Interfacing an R-Net equipped wheelchair

Joystick remote required: R-net CJSM or R-net CJSM2
http://www.cw-industrialgroup.com/Products/Mobility-Vehicle-Solutions/R-net/Joystick-Modules-LCD.aspx

Additional components required: R-Net IOM + cables

R-Net Cables	2 x SA77525L10	http://www.cw-industrialgroup.com/Products/Mobility-Vehicle-Solutions/Accessories/Accessories.aspx
R-Net Input/output Module	1 x R-net IOM	http://www.cw-industrialgroup.com/Products/Mobility-Vehicle-Solutions/R-net/Input-Output-Module.aspx
HouseMate/R-Net interface cable		

Interfacing a DX equipped wheelchair

Master remote required: DX2-REM550/551 Advanced Joystick Remote
http://dynamiccontrols.com/en/designers-and-manufacturers/products/dx2/master-remotes

Additional components required: DX-ECU + cables

DX - bus Cables	2 x GSM63010	http://dynamiccontrols.com/en/designers-and-manufacturers/products/dx/other

DX-ECU	DX-ECU	http://dynamiccontrols.com/en/designers-and-manufacturers/products/dx2/environmental-control
HouseMate/DX interface cable		

29 Interfacing to Door openers and Intercoms

Project Settings->Preferences->Homepage preferences->Door Opener
Project Settings->Preferences->Telephony preferences->Door Control

ClickToPhone has been integrated with two different InterCom systems, Door Bird and GigaSet HC450.

DoorBird (https://www.doorbird.com/)

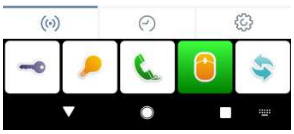
Door Bird is an App and Hardware that can be used to answer a call to the front door and open it. The app has been integrated with ClickToPhone in such a way that you can use your switch to control it.

To integrate ClickToPhone with Door Bird first install the app and then follow these steps:

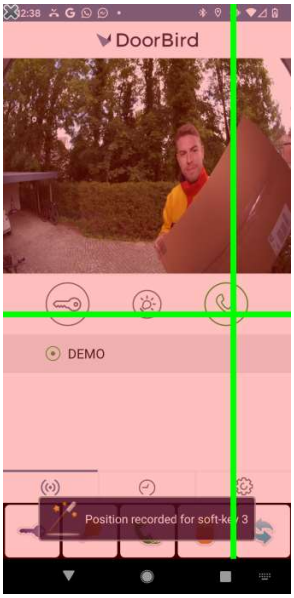
- Add Door Bird to the ClickToPhone homepage by making a long click on any button and then choosing **Insert an App**. Select Door Bird from the list.
- Go to **Project Settings->Preferences->Homepage preferences->Door Opener->Choose a Door Opener app** and select the Door Bird app.
- Enable **Project Settings->Preferences->Homepage preferences->Door Opener->Launch with soft-keys** and enable **Project Settings-**

>Preferences->Homepage preferences->Door Opener->Launch on notification if you wish the Door Bird app to launch automatically with the soft keys when the door bell rings.

When you select the Door Bird app from the ClickToPhone Home Page a set of 3 specific soft keys will appear at the bottom of the screen.



These keys can be programmed to click anywhere on the screen. The first time you select them you will be asked to touch the screen where you want the click to occur. In the example below soft-key 3 has been programmed to click on the answer button.



Once you have programmed the soft-keys the next time you select them they will click on the actual keys in the app.

If you need to reprogram the keys first reset them by choosing **Project Settings->Preferences->Homepage preferences->Door Opener->Reset Soft-keys**

Note: A useful feature of Door Bird is that it can function in local mode without an internet connection. However, in this mode, it is necessary to connect a physical audible door bell to the Door Bird equipment because the notification to the phone that the door is ringing is internet dependent.

Tip: If you are not using Door Bird you can still use the mechanism above to control any app on your device using the 3 programmed soft keys. For example a book reader or music player app.

GigaSet HC450 (https://www.gigaset.com)

The GigaSet HC450 is a DECT system that can also be used together with a SIM card to provide control/communication with a front door intercom using your mobile phone. In this setup ClickToPhone controls the call using DTMF tones.

The GigaSet HC450 is configured so that when a call is made to the front door it calls the user's mobile phone using its SIM card. ClickToPhone detects that it is receiving a call from the Intercom by identifying the intercom's mobile number.

After a user has answered a call from the front door (using their switch) then the next time they press their switch a special keypad is presented and a DTMF connection is opened between the Bluetooth module and the intercom.

- They can choose between four options
    1. **Answer door:** Opens a voice communication channel to the front door
    2. **Pin code:** Sends a pin code for security.
    3. **Open door:** Opens the door.
    4. **Hang up.**

To function correctly ClickToPhone needs to know the phone number of the Intercom. Enter it in **Project Settings->Preferences->Telephony Preferences->Door Control->Incoming phone number.**

The actual DTMF tones transmitted when you click a particular button are defined in **Project Settings->Preferences->Telephony Preferences->Door Control** and should correlate with what is expected by the HC450.

30 Hardware Specifications

Electrical

Power Supply		
	HouseMate	1 x 3.7v Li-Ion rechargeable battery
Quiescent Current		20mA
Charging Current		330mA

Mechanical

Weight	Approx. 250grams
Case material	Black InfraRed transparent PMMA plastic.

Environmental

	Min	Max	Units
Operating ambient temperature range	-25	50	ºC
Storage temperature range	-25	70	ºC
Operating and storage humidity	0	90	%RH

HouseMate is not designed for outdoor use.

31 Maintenance

HouseMate 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 back cover and check for leakages, corrosion and evidence of over-heating.

If you are not using your switch interface hardware for an extended period disconnect the battery.

All switches connected to your switch interface hardware should be regularly tested to ensure that they function correctly.

Your switch interface hardware 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 your switch interface hardware. Do not attempt to open the case.

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 switch interface 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.

32 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 an Android smart phone.

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

Unique Perspectives Ltd.
Ballyclovan
Callan
Kilkenny
Ireland

Telephone: +353 56 7725913
Fax: +353 56 7725936

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

NOTE: The HouseMate switch interface should be clearly labeled with the manufacturer's service agent's telephone number.

ANNEX 1: Quick Guide

This reference guide briefly explains the purpose of each icon and soft key that appear throughout the ClickToPhone application for each of the four user levels. The right hand column indicates the user level requirement for the particular soft key to be available. For example the Delete Contact soft key is only available in Expert user level 'E'.

B+ = Beginner and higher, I+ = Intermediate and higher, A+ = advances and higher, E = Expert.

	**Contacts**	**B+**
	**Dial contact** Dial the selected contact. If the speaker phone option is enabled it will automatically be turned on.	**B+**
	**Write a text** Opens the text editor window and qwerty keyboard so that you can write a text message.	**I+**
	**Send SMS** Send the SMS message to the contact and return to the contacts window.	**I+**
	**Continue writing** Go back to the text editor window and continue writing.	**I+**
	**Phrasebook** Insert a phrase, add a phrase or edit the phrasebook (E).	**E**
	**Insert contact card** Insert a contacts name and phone number	**E**
	**Add a recipient** Send the text to another contact	**E**
	**Cancel SMS** Cancel the SMS and go back to the contacts window.	
	**Send a phrase** Choose between a pre-defined list of "phrases" to send to the chosen contact.	**I+**
	**Open category** The phrase book is divided into different categories.	**I+**
	**Send phrase** Send the phrase to the contact and return to the contacts window.	**I+**
	**Exit phrasebook** Cancel the SMS and go back to the contacts window.	
	**Send email** If an email is defined for the current contact then launch the gmail app to write an email.	**E**
	**Manage contact** Opens up the Contact Manager so that you can edit or delete the chosen contact or add a new contact.	**E**
	**New contact** Open the contact editor to create a new contact	**E**
	**Edit contact** Open the contact editor to edit the current contact	**E**
	**Delete contact** Delete the current contact.	**E**

Page up I
Go up a page of contacts.

Page down I
Go down a page of contacts.

Search Contacts A+
Search for a contacts alphabetically.

New Contact Edit Contact

Open keyboard E
Open a text or numeric soft-keyboard to enter text or numbers.

Next E
Tab on to the next input field. Changes the focus from the contact name to the contact number to the phone type and so on.

Contact manager E
Hide the text or numeric soft-keyboard and display the contact manager soft keys to save or cancel the current edits.

Select photo E
Select a photo for the contact, to be displayed alongside the contact name.

Save contact E
Save the contact details to the system contacts and return to previous page

Send SMS notifications

SMS sent
The SMS was sent successfully.

SMS delivered
The SMS was delivered to the recipient successfully.

SMS failed
The SMS was not sent and has been added to the drafts folder.

Messages

Open Folder/Conversation A+
Open the selected folder or conversation thread to view the SMS messages.

Dial sender I+
Call the sender of the message.

Reply I+
Opens the text editor window and qwerty keyboard so that you can reply to the sender with a new text message.

Reply with a phrase I+
Open the phrasebook and send a phrase to the sender.

Forward E
Forward this SMS to another contact

Delete SMS E
Delete the current SMS.

Add sender to contacts E
Open the contact editor to add the sender to the contacts list

Previous I+
Open the previous message.

Down I+
Use this soft key to scroll down through long messages

Next I+
Open the next message.

Phone I+

0-9, *, # I+
Digits 0 – 9, * and #. If you type 00 a '+' symbol is automatically inserted for international calls.

Dial Number I+
Dial the number.

Send a text. A+
Opens the text editor window and qwerty keyboard so that you can send a text to the number.

Call History A+
View the call history of outgoing, incoming and missed calls

Incoming call
This was a call to your phone from another person that you answered.

Missed call
A call to your phone that you did not answer.

Outgoing call
An outgoing call that you made. Does not indicate whether it was answered or not.

Backspace I+

Text to speech B+

Write a text
Opens up a text editor window so that you can write a text to speak.

Speak the text
Speaks the written text

Phrasebook
Open the phrasebook and select a phrase to speak

Edit Phrasebook E
Edit the phrasebook

Add to phrasebook E
Add the current text to the phrasebook

Music Player

A+

Play/Pause
Play or pause the currently selected music track.

Volume Up
Equivalent to pressing the volume up key on your phone.

Volume Down
Equivalent to pressing the volume down key on your phone.

Home
Go back to the ClickToPhone homepage.

Gallery

A+

Left, Right, to select pictures etc

Zoom in
Zoom in on the current picture

Home
Go back to the ClickToPhone homepage.

Camera

A+

Shoot
Take a picture and store it on the SD card.

Home
Go back to the ClickToPhone homepage.

Internet

A+

Home
Go back to the ClickToPhone homepage.

Previous page
Go back to the previous page.

Bookmarks
Open the bookmarks

Mouse keyboard
Open the mouse soft keyboard. This soft key appears in the expert keyboard when you are using the Internet application and allows you to return to the mouse keyboard after entering some text or using the arrow keys.

Mouse Pointer mode

E

Mouse pointer mode, switch to keyboard mode
Indicates that you are in Mouse pointer mode. Press your switch when this symbol is visible to switch to Keyboard mode.

Keyboard mode, switch to Mouse pointer mode
Indicates that you are in Keyboard mode. Press your switch when this symbol is visible to switch to Mouse pointer mode.

Home
Equivalent to pressing the phone's Home key.

Recent Apps
Equivalent to pressing the phone's Recent apps key

Move mouse pointer up and right
Use a cross-hairs to move the mouse pointer up and to the right.

Mouse click/Drag mode
Equivalent to clicking on the screen at the location of the mouse pointer.

Swipe Menu
A menu of swipe functions for implementing gestures.

Swipe left
Implement a swipe on the screen to the left. Use this to change home screens.

Swipe Right
Implement a swipe on the screen to the right.

Swipe Up
Implement a swipe on the screen upwards. Use this to scroll through lists.

Swipe Down
Implement a swipe on the screen downwards.

Up
Equivalent to pressing the Up soft key.

Enter
Equivalent to pressing the enter soft key and will select a highlighted list item or screen object.

Back
Equivalent to pressing the phone's Back key.

Exit mouse pointer mode
Exit mouse pointer mode.