



User guide Joystick DX2



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Introduction

DX2 is the first in a new generation of joysticks to control the electric wheelchair. With its large color LCD screen and its logical icon built menu structure, it directs the user to the target.

Enjoy.



Joystick parts

Dynamic DX2 AJR		
2 1	1	Start/stop button
6 4 7	2	Indicator left
	3	Indicator right
	4	Select
	5	Display
	6	Speed selector
	7	Accessory Selector
8	8	Horn

Operating

At the top of the display you will find the status bar. Battery indicator is displayed constantly. The clock can be turned on or off as you wish. The other is lit when the corresponding function is active.

(111	■ 《 ⓒ ② 5 〉 /2:50		
1	2 3 4 5 6		
1	Battery indicator Green = fully charged Yellow = least half full Red = almost empty - charge now!		
2	Indicator left is active When hazard warning lights are active, both icons blinks.		
3	Lights on		
4	Error code - see section on error codes.		
5	Indicator right is active When hazard warning lights are active, both icons blinks.		
6	Real time		

Clock on/off



Press arrow up/down or joystick (push forward) until the above icon is showed in the center of the screen.



Use "Select" to switch between X and ✓.

Accept by pressing the arrow up/down button.

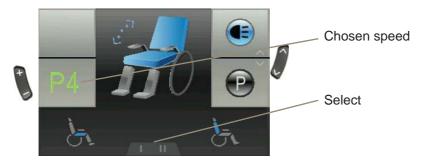
Set Speed

When you turn the joystick on, the image shown below will be presented in the display. The number in the centre shows the speed you have chosen as max speed. Change the Speed by selecting the plus / minus key. Maximum speed is 5, lowest is 1.



Find the features in the bottom with the "Select" button.

Setting the seat - back and leg supports



Press the arrow up / down until the image shows the chair. Use the "Select" to choose the function you want modified. Use the joystick to change example angle of the seat back.

Function	Icon
Seat angle (Tilt)	370
Backrest angle	170
Seat height	<i>ii</i> b
Left footrest	130

Function	Icon
Right footrest	170
footrest both	110
Lying down	-30
Headrest	in

Only the available options will be displayed.

Light on / off



Push the arrow up / down until the image for light is shown in the centre.

Push the joystick forward to turn the light on. And again to turn of the light.

Push the joystick back to activate the hazard warning lights. Push the joystick back again to turn it of.

Push the joystick right or left to activate the indicators right or left. Turn of the indicators by puching the joystick to the same side again.



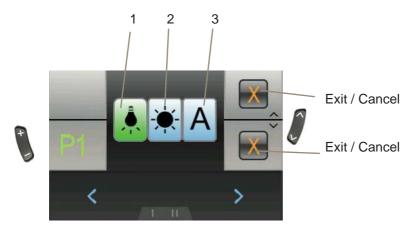
Press the arrow up / down until the sun i shown i the centre. Push the joystick forward to enter the settings. Use the Select button or joystick right / left to change the brightness.

Use Joystick forward / back or arrow up / down to accept the new settings and return to the main menu.



Setting the display environment

Use the arrows up /down until "day / night" icon i shown in the centre. Push the joystick forward to enter settings. The image below will show.



Setting	Result
1 - Indoor	The display will show a black background color.
2 - Outdoor	The display will show a white background color.
3 - Automatic	The background color will change (black/white) accordingly to the surrounding light.

Use "Select" or joystick right / left to select setting.

Push the joystick forward to accept the new settings and return to the main menu.

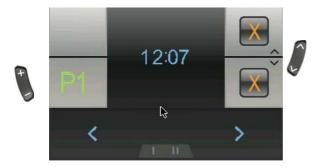
If you push the Joystick back or use the arrow up / down, the new setting will be dismissed and you will return to the main menu.



Setting the Clock



Use arrow up / down until the clock is shown in the centre. Push the joystick forward to enter settings. The image below will show.



Press the Select button or push the joystick right / left to choose the digit to change.

Joystick forward make the number count forward.

Joystick back accept the new settings and return to the main menu.

Arrow up / down dismiss the new settings and return to the main menu.



System lock



To lock the DX system



Press the on / off button, for 4 sec. while the system is turned on. The system will now shut down in locked condition.

To unlock the DX system



Press the on / off button. The system will show a lock in the display.



Press the horn twice within 10 seconds. The system will boot normally.

Error Code

Code	Cause	Meaning
1	DX Module	Could mean: - Errors in programming - Error in wire connection - Internal fault in a module Turn off the chair and turn on again. If it doesn't works, contact qualified technician (HMC or therapist).
2	DX Accessory	Could mean: - driving slowly because of raised seat. (programming). Not an arror. Lower the seat as much as possible. If it doesn't works, contact qualified technician (HMC or therapist).



Code	Cause	Meaning
3	Motor 1 / L (M1)	Could mean: - Loose connection from the engine to power module - Short circuit Check that no plug is loose. Contact competent technician (HMC or therapist).
4	Motor 2 / L (M2)	Could mean: - Loose connection from the engine to power module - Short circuit Check that no plug is loose. Contact competent technician (HMC or therapist).
5	Parking brake 1 (M1 left)	Could mean: - Loose connection - Short circuit Check that no plug is loose. Contact competent technician (HMC or therapist).
6	Parking brake 2 (M2 right)	Could mean: - Loose connection - Short circuit Check that no plug is loose. Contact competent technician (HMC or therapist).

Note!

If the Termal switch has been turned off, the joystick must be turned on twice before all features are available again. Do it the following way:

- Switch joystick on.
- Wait 10 seconds til15.
- Switch joystick of.
- Switch joystick on.

Now, all features should be available again.



Extra

DX2 joystick can, using a DX Infra-red Interface Transmitter System, control all electronic equipment, that work via remote control with infrared light. Be it TV, radio, computer mice and other things.

Accessories that make it possible:

DX-IRIS2 Infra-red Interface Transmitter System To be Mounted on the chair, and are able to communicate with infraredequipped television, radio or computer mouse.

DX-MTX Infra-red Mouse Transmitter

To be Mounted on the chair, and are able to communicate with an infra-red computer mouse. This makes it possible to navigate the mouse around on a PC screen using the joystick. See below.



Use arrow up / down to find the mouse icon. As long as the mouse is blue, it is not active. Activate by pushing the joystick forward. Now the mouse turns green.





Use the joystick to move the mouse on the computer screen.



Use the "Select" button to make a mouse click. It works the same way as the mouse. You can make single clicks and double clicks, depending on what your PC is configured to use.

Disable mouse again using the arrow up / down button. New feature can now be selected.



