

Pairing

Your **WAVE** uses a unique addressing system to ensure that there is no interference from neighboring units. The Trackball transmits its data along with an address, and the Receiver unit only responds to that address.

To function correctly, both the Trackball and Receiver unit must use the same address. The process of negotiating an address is called 'Pairing' and once learned, both the Trackball and Receiver units will retain the information even when powered off or when changing the battery.

Your **WAVE** is already paired by the manufacturer, but it may occasionally be necessary to go through the process again – for instance if a new Receiver is to be used with an existing Trackball unit or in the unlikely event that one half 'forgets' the address.

To Pair the units, use the following procedure:

1. Remove the battery compartment cover.
2. Place the Trackball within three feet of the Receiver unit.
3. Press the button on the bottom of the Receiver unit. The LED should flash.
4. Within 10 seconds, *briefly* press the button inside the battery compartment.
5. After a short period the LED should light steadily for 5 seconds and cursor operation should resume. Replace the battery compartment cover.
6. If the LED stops flashing after around 15 seconds and does not light steadily, repeat the process from (Step 3). If it is still not successful, please refer to the Troubleshooting section.



Troubleshooting

If your **WAVE** unit does not operate correctly, please use the following guide to determine the cause. If, after following this guide, your unit still does not operate, please contact AbleNet technical support at 800-322-0956.

Symptom	Possible cause/ Remedy
No cursor movement- LED remains lit	- Units are not Paired. Follow procedure in Pairing section.
No cursor movement- LED is not lit.	- Check connection to computer. - Units may not be Paired. Follow procedure in Pairing section.
Cursor movement is erratic or sporadic.	- Battery may be dead - replace battery. - Place Receiver unit away from metal objects and in view of Trackball operating area. - Out of range. Move Trackball closer to Receiver. - Interference from other radio equipment. Change channels by rebooting computer.
Units will not Pair - LED is extinguished after 15 seconds and cursor does not move.	- Ensure that Trackball is within three feet of Receiver while Pairing. - Check battery- replace if dead.

Warranty

AbleNet offers a limited, 24-month warranty on the **WAVE** trackball. For full warranty details, visit www.ablenetinc.com.



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Wave Wireless Trackball



Product Description

WAVE is the very first, wireless trackball specifically designed for users with a variety of fine and gross motor skills.

With an operating range in excess of 30 feet, **WAVE** is ideally suited for use in team/group sessions, or classroom settings, to ensure participation in computer-based activities.

Lightweight and robustly constructed with no mechanical wearing parts, **WAVE** can be used as either a desktop or hand-held unit.

Optical technology ensures precise cursor control and silky-smooth ball movement. The bi-directional radio link provides interference free operation.

Features

- State of the art radio link with an interference free operating range exceeding 30 feet.
- Uses 2.4GHz global, licence-free ISM radio band.
- Receiver unit includes two additional sockets.
- Durable optical technology with no mechanical wearing parts.
- Precise tracking and cursor control.
- Large free-running ball requiring only the lightest touch.
- Silky-smooth ball movement.
- Robust, lightweight, construction.
- Low profile providing a natural hand rest for comfortable operation.
- Left/Right click and Drag Lock buttons.
- Color-coded buttons mounted sub-flush to prevent accidental operation.
- External switch jacks to operate Left/Right click buttons from external switches.
- Easy 'plug and play' installation (no additional drivers required).
- Auto detecting PS2 and USB protocols.
- PC and Mac compatible.
- 6 months battery life. (Typical)



Compatibility

WAVE works with PS2 and USB compatible computers including the majority of Personal Computers (PCs) and Apple Macintosh computers.

Unpacking your **WAVE**

First, unpack the box and familiarize yourself with the contents. The following items should be included:

- **Wave Wireless** Trackball unit.
- **Wave** Receiver with attached USB cable.
- USB to PS2 adapter plug.
- This manual.
- Velcro mounting pad.



Installation

Ensure your computer is fully turned-off and not just in sleep mode.

Locate the relevant PS2 or USB port on your computer and plug-in your Receiver (if you are using the PS2 port on your computer you will need the USB/PS2 adaptor supplied).

To optimize the range of the radio link, do not place the Receiver behind your computer, close to large metal objects, or sources of interference such as wireless network hubs, cellular telephones etc.

1. Install a 9-Volt battery (not included) on the bottom of the Trackball (screwdriver required).
NOTE: Do not replace the battery compartment cover at this stage.
2. Turn on the computer and allow it to fully boot up. Check that the LED on the rear of the Receiver unit lights for a few seconds and then extinguishes. If the LED remains lit, refer to the 'Pairing' section.
3. Move the Trackball to check for cursor movement on your computer's screen, then replace the battery compartment cover.

Your **WAVE Wireless** Trackball is now ready for use.

If there is *no cursor movement*, refer to the Troubleshooting section.

Maintenance

Your **WAVE Wireless** Trackball has no user serviceable parts. If repair is necessary the unit should be returned to AbleNet, Inc. or an authorized Distributor.