

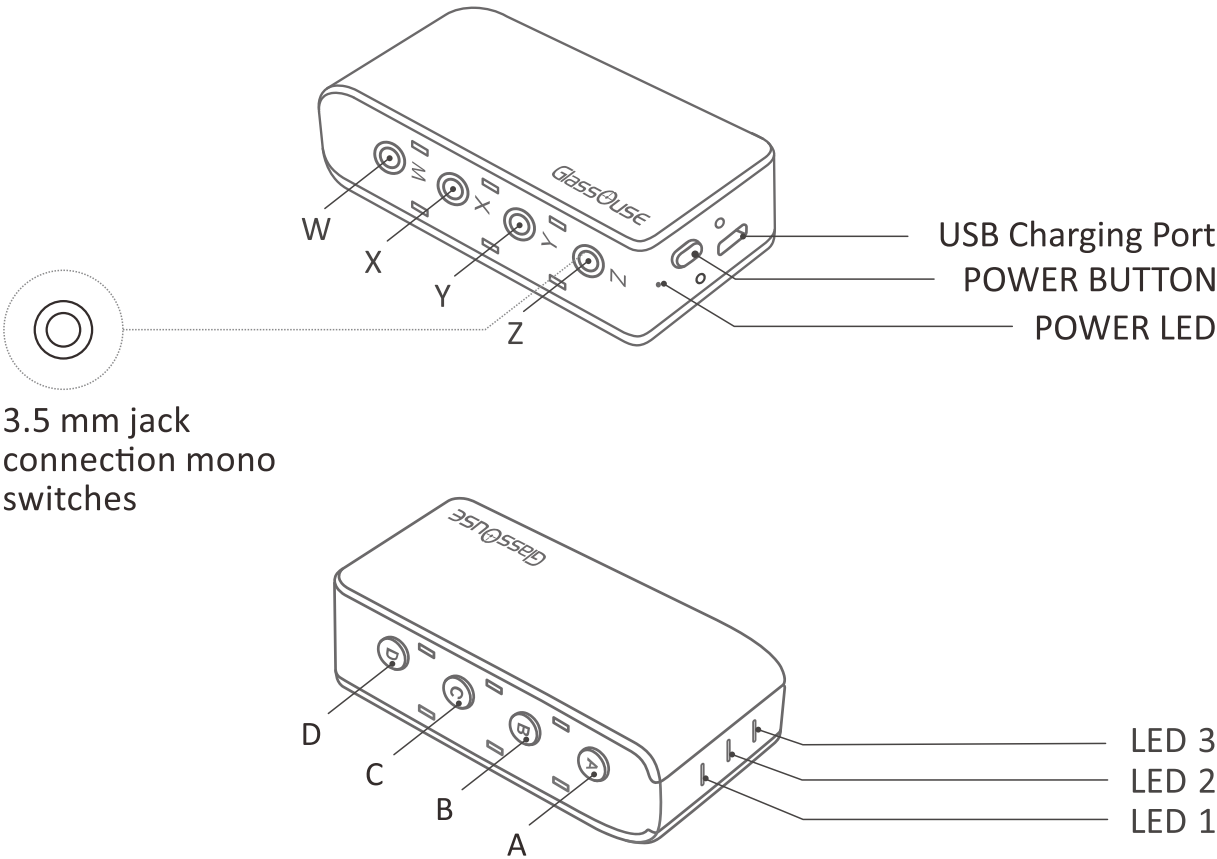
GlassOuse

Assistive Device

GlassOuse PRO

User Manual

DEVICE DESCRIPTION



COMPONENTES	DESCRIPCIÓN
Power Button	Switch ON/OFF device
Power LED	Battery/Charging Status
A	Switch between different devices
B	Shift modes between Mouse Switch or Joystick
C	Change Mouse Sensitivity

COMPONENTS	DESCRIPTION
D	Calibrate; Show Keyboard
LED 1	Device 1
LED 2	Device 2
LED 3	Device 3
W, X, Y, Z	Connection ports for Mono /Dual Switches
USB Charging Port	Charge the Device

1. BT 4.0 CONNECTION

- To connect GlassOuse Link via BT 4.0 to your device:
- Press the “Power” button. The LED 1 will flash.
 - Press B button for 3 seconds - LED 1 will start flashing faster.
 - Find and Link to “Axxx - M1 – GlassOuse PRO” using your device’s pair option.
 - When connected, LED 1 will be continuously BLUE, indicating GlassOuse Link is now connected to your DEVICE.

2. CONNECTING GlassOuse Link WITH OTHER DEVICES

- Press button A to make connection to a different device. You will notice that LED 2 will turn BLUE .
- Connect 2nd device to GlassOuse via BT 4.0 by pressing B button for 3 seconds and pairing to “Axxx – M2 – GlassOuse PRO” on your device’s BT 4.0 screen.
- After connection is established, LED 2 will be continuously BLUE, indicating GlassOuse PRO is now as a mouse to your DEVICE 2.
- Similarly, you can connect your 3rd device with GlassOuse PRO via BT 4.0.

* ‘Device-s’ refers to mobile phone, laptop, tablet and smart TV to which GlassOuse connects and control.

3. SWITCHING BETWEEN CONNECTED DEVICES

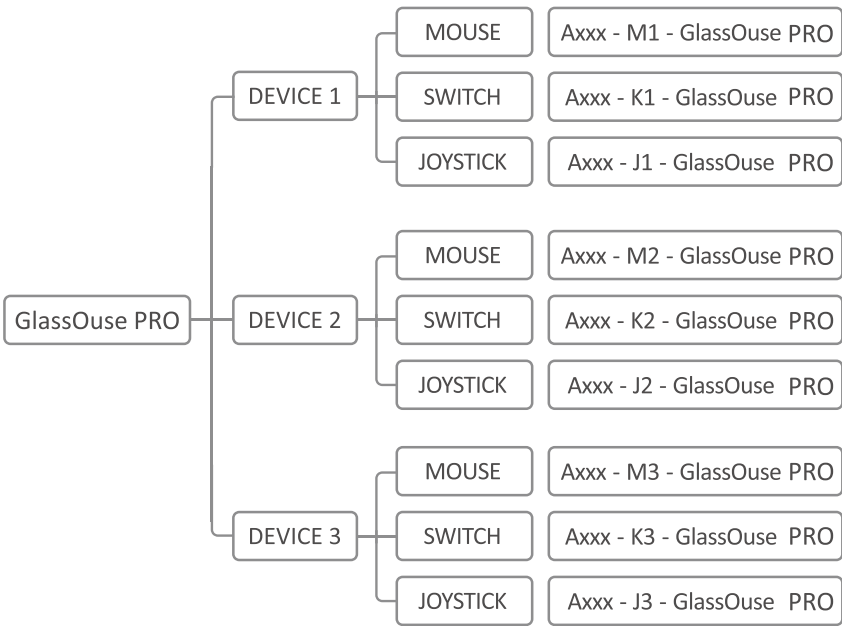
- Method 1:** Press A to switch between connected devices. The LED (1-3) corresponding to the device will light up.
- Method 2:** Activate the assistive switch connected to Z – Port.

NOTE: When you connect GlassOuse to a new device, it will stop working on the previously connected device and shift to the new device. art pairing and connecting it with the selected BT 4.0 device.

4. CONNECTING GlassOuse Link AS MOUSE / SWITCH / JOYSTICK FUNCTION

- GlassOuse PRO can be connected as a Mouse, Switch, or Joystick, connecting as anyone function at a time to one device.
- Each medium has a defined color code:

Mouse	BLUE
Keyboard	RED
Joystick	GREEN



- To change the function on a device, you can either press the B button once (or use the assistive switch connected to Z-port). You will notice a blinking LED color of the desired function.
- Long press B again for 3 seconds to start pairing and connecting it with the selected BT 4.0 device.

NOTE:

One device can be connected to anyone function at a time.

5. CONNECTING G –SWITCHES

- GlassOuse PRO features four external switch ports for external adaptive switches.
- All of them support Mono 3.5mm switches as well as Stereo (Dual) 3.5mm switches. You can connect two switches with different commands in one single port for any active function (Mouse, Switch, or Joystick).
- The Z – port is used to either ‘Switch the device’ or ‘Switch the function’ which can be set using GlassOuse App.
- Use GlassOuse App to change the functionality of the switch or use physical buttons.

6. Mouse, Switch and Joystick Functionality

Mouse

- When connected as a mouse, a cursor will appear on the screen which can be controlled using GlassOuse PRO movement, which is precisely detected.
- You can assign different functions (right-click, left-click, scroll etc.) to connect assistive switches using GlassOuse App.
- To change the SENSITIVITY of the mouse cursor on GlassOuse PRO , long-press the C button until you notice a Yellow light in LED 2. Then you can press the C button once to change the sensitivity. Device sensitivity will be adjusted along the X-Y axis simultaneously.

LEDs	SENSITIVITY
LED 1	High
LED 2	Medium (default)
LED 3	Low

SWITCH

- In Switch mode, GlassOuse PRO can be set as an external switch using in-device Switch Control (Switch Access) or any other switch control software compatible with your device.
- Because of the gyroscope, you can set GlassOuse PRO movement in four directions (left, right, top, bottom) each as an external motion switch and assign them a function of your choice.
- External assistive switches connected to GlassOuse PRO can be assigned different buttons using GlassOuse App.
- To show/hide the keyboard on your screen, activate the assistive switch connected to Y-port.

JOYSTICK

- You can play games on your device using Joystick mode. (Note: the game should support joystick functionality)
- Define joystick function (A, B, C, D, R1 etc.) for external assistive switch button with the help of GlassOuse App

7. POWER

- GlassOuse PRO will enter Power Saving mode when not operated for more than 15 seconds by going into standby. Here all indicator lights will go off. After 3 minutes of Standby, if no action is performed, it will go into Sleep mode. To awaken the device, press any button.
- **Low Battery Indicator** – Power LED will become RED and flash quickly.
- **Charging** - Power LED will be RED and flash slowly.
- **Fully Charged** – Power LED will be a constant GREEN.

8. RESET

Long Press (D + Power Button) for 3 seconds to reset.

9. GlassOuse APP

- Connect GlassOuse PRO to your device on which the app is installed. Login using your credentials or “Create Account”.
- Select the connected GlassOuse PRO in the App

9.1 External Switch Settings

Assign the functions of each connected switch via GlassOuse PRO

- Open Settings. Then select Switch Settings.
- Select PORT > Switch 1 or Switch 2, whichever switch command you want to change.
- Inside, you can change Mouse, Keyboard, and Joystick commands and set them as desired.

9.2 Changing Sensitivity

You can adjust the sensitivity of the mouse, keyboard, or joystick:

- Inside the app, open Settings.
- Click on Sensitivity Settings.
- Select the Device for which you want to adjust the sensitivity.
- Adjust the sensitivity for Mouse, Keyboard, and Joystick.

{NOTE: For mouse, you can adjust the X-Y axis separately}

9.3 Energy Saving Mode

Save GlassOuse PRO battery by switching ON this option and using it for longer on one single charge.

9.4 Reset to Factory Setting

You can reset the device to default factory setting by selecting this option.