

EYE-LINK COMMUNICATORS

ET0004

Page 4 of 10

IMPORTANT - KEEP THESE INSTRUCTIONS. DO NOT DISCARD.

BATTERY INFORMATION

1. Only adults should install and replace batteries.
2. We recommend you use alkaline batteries.
3. Do not exchange non-rechargeable batteries.
4. Remove dead or exhausted batteries.
5. Insert batteries correctly. Match positive and negative signs.
6. Only use the batteries specified.
7. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel cadmium) batteries.
8. Do not mix old and new batteries.
9. Do not dispose of batteries in a fire; they may explode.
10. Dispose of batteries safely.
11. Do not use rechargeable batteries.
12. Only batteries of the same or equivalent type recommended to be used.
13. The supply terminals are not to be short-circuited.

FEATURES

EYE-LINK COMMUNICATORS are multi-user wireless local-area networks which allows users to send and receive text messages, identify themselves as the author of the message and limit which of the other units in the network may receive the messages. It operates in a manner similar to an Internet chat program such as MSN Instant Messenger.

EYE-LINK COMMUNICATORS OPERATION

(1) Start-up: Each user installs batteries and turns the power switch to "ON". If the unit is turned-on but is in low-power "sleep" mode, the user needs to press the "ON/OFF" key or any of the other function keys to wake the unit up. Multiple units do not need to be turned-on or awaken simultaneously and units may join or leave the network at any time without causing problems.

(2) Sender Identification: Each user decides whether their messages are identified as having been sent by them or sent anonymously. To identify the user, they input two (2) characters such as their initials. The default value is to send the messages anonymously and requires no user input for this feature.

If the user chooses to identify himself, he presses the "NAME" key, types his or her 2 character "code" and presses the "ENTER" key to store it - Identifier may consist of any alphabetic, numeric, or punctuation character, or a space. The flashing colon is used as a normal cursor, and the flashing up-arrow is used as a cursor while SHIF/2nd-Function is selected.

If a user wishes to send his or her messages anonymously, press the "NAME" key to check that no-code is stored. If a code is stored, use "BACKSPACE" to erase all characters and then press "ENTER".

(3) Privacy Channel Selection: Each user decides whether they want their messages to be sent to all users in or only to some. The default value is "All Users."

(Note: this is only a software filter like an access-code. It does not affect the radio frequency. All messages are actually sent to and received by all users in the local area, but selecting the "Privacy Channel" feature causes the other units to disregard (not display) the message if their "Privacy Channel" is not set to the same value as the sending unit.)

If the user wants to send his or her messages to all users in the local area network, he or she presses the "CHANNEL" button and then presses the "0" button. (2nd Function 0)

If the user wants to send his or her messages only to those units on a specific channel, he or she presses the "CHANNEL" button and then presses the numeric button (1 through 9) of the channel he wishes to restrict his messages to.

If the user wants to check which channel he or she is presently sending messages to, he or she presses "CHANNEL" button and then "ENTER" to display and keep the present channel.

(4) Message Entry, Review, and Sending: Each user enters messages to be sent to the other users. The most recent entered message is always stored in memory allowing easy re-sending of the message if needed (either because another user did not receive the message, because the sender wanted to make a minor change to the message or send it on a different Privacy Channel).

To enter a message, the user begins typing. Any previous message will automatically be discarded and replaced with the new typing. Messages may consist of any combination of alphabetic characters, numerals, punctuation, and spaces, and can be up to 22 characters in length. <BACKSPACE> may be used to erase the last character in the message string. The user may press <CLEAR> at any time to erase the entire message and start over.

After the message has been typed in, the user may press 1) <ENTER> to store the message without sending it, 2) <REPLAY> to store and view the entire message without sending it or 3) <SEND> to store the message and send it to the other users.

If the user wants to erase the last message so that no-one else will be able to view it later, he or she presses <CLEAR> to erase the message and <ENTER> to store a new (empty) message without sending it.

If the user chooses to <PREVIEW> the message, he or she can pause and resume the scrolling at any time by pressing <PAUSE>. In addition, the displaying of the message may be cancelled (without erasing the message from memory) by pressing <CANCEL>.

(5) **Message Editing:** Pressing <EDIT> allows the user to edit the stored message. The last message that was typed is called up and the user continues adding or deleting text at the end of that message. Like MESSAGE ENTRY/REVIEW/SENDING, the user may elect to store without sending, store and send, store and review, or erase.

(6) **Message Receiving:** Messages are displayed automatically as they arrive. The only time a message is not displayed as soon as it is received is if the user of the receiving unit is typing in a message, name, or setting the Privacy Channel. The message will be displayed as soon as the user of the receiving unit is finished inputting. A red light located in the headset will blink three times to let the user know a message has arrived.

The user replays the most recent received message by pressing the <REPLAY> button. (Note: This will work even if the privacy channel has since been changed.)

When a received message is being displayed (either automatically or because <REPLAY> was pressed), the user may pause and resume the scrolling at a later time by pressing <PAUSE>, or he or she can cancel display of the message without erasing it from memory by pressing <CANCEL>.

(7) **Auto-Sleep Feature:** If the user does not press any buttons within a period of 5 minutes, the unit will automatically enter the low-power "Sleep" mode. The red LED light in the headset will be turned off (the LED sleeps after 1.5 min idle time) and no new messages will be received.

If the user desires to turn the unit off sooner than 5 minutes, he may press <ON/OFF> at any time.

When the unit is in low-power "Sleep" mode, the user may wake it back up at any time by pressing any of the function keys. Light, Channel, User Name, last-entered message, and most recent received message will be unaffected.

ATTENTION ADULTS : TO INSTALL BATTERIES

1. Requires six (6 X 1.5V) "AAA" batteries (LR3) (not included).
2. Use a small Phillips head screwdriver to loosen the two screws in the battery compartment.
3. NOTE: Screws will not detach from battery compartment cover.
4. Remove the cover.
5. Place batteries in the compartment.
6. Replace battery compartment cover and tighten screws.

REPLACE BATTERIES

The following instructions are for the CC2000. Owners should refer to the following instructions. Consider any replacement of batteries. (Do not touch any of the electrical contacts, including the contacts for the low-voltage operation.)

WARNING: Changes or modifications to the unit that are not expressly approved by Wild Planet Toys, Inc. could void the user's authority to operate the toy.

EYE LINE COMMUNICATORS
WILD PLANET TOYS, INC.

70058-4000



IF YOU HAVE ANY QUESTIONS, PLEASE CONTACT US AT
1-800-247-4476
WWW.WILDPLANET.COM
©1993 Wild Planet Toys, Inc.