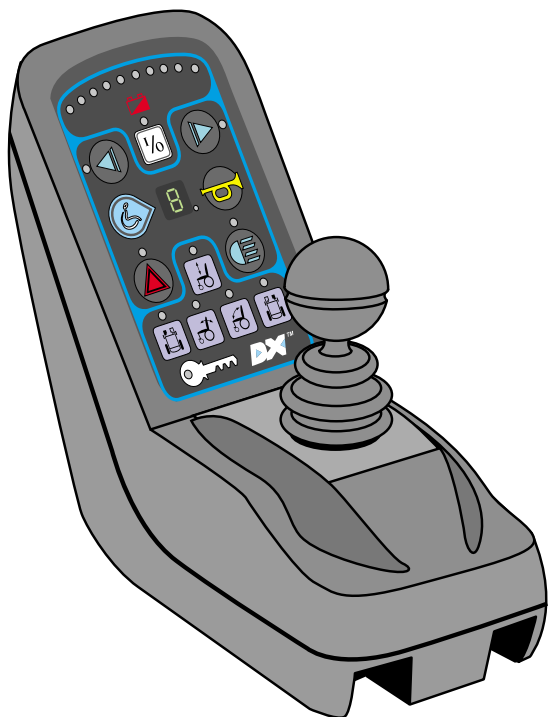


# Dynamic Dolphin Remote



## *Basic Operation Instructions*

## **IMPORTANT NOTICE**

This manual describes basic operation for the Dynamic Dolphin Remote only and must be read in conjunction with the owner's manual supplied with your power chair. Please read both manuals in their entirety before operating the Dynamic Dolphin Remote or your power chair.

This manual is intended as a supplement to the in-service training provided by your authorized provider. If you have any questions or problems regarding the Dynamic Dolphin Remote, please contact your authorized provider.

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# TABLE OF CONTENTS

<b>INTRODUCTION</b> .....	4
Dynamic Dolphin Remote .....	4
<b>MAGNETIC KEY LOCK SYSTEM</b> .....	6
<b>JOYSTICK OONAPU</b> .....	6
<b>DRIVE PROGRAM SELECTION</b> .....	6
<b>ACTUATOR CONTROL</b> .....	7

## INTRODUCTION

Welcome to Quantum Rehab, a division of Pride Mobility Products Corporation (Pride). Quantum Rehab is dedicated to the customization of power chairs for users with advanced rehabilitation and mobility issues. Quantum Rehab also expands possibilities for enhanced healthcare attendant control over power chair functions to provide a secondary level of support for our customers where necessary.

### Dynamic Dolphin Remote

The Dynamic Dolphin Remote is a DX compatible control unit complete with a joystick, fully functional keypad, and the capability to support up to five different drive programs and several actuator functions.

This manual is designed to explain basic operation for the following functions available with the Dolphin Remote:

1. Magnetic Key Lock System
  - The user can lock the power chair to prevent unintended use of the chair.
2. Joystick OONAPU
  - OONAPU stands for “Out Of Neutral At Power Up.” This is a safety measure designed to prevent unintended movement of the power chair.
3. Drive Program Selection
  - The user can choose from one of five programs to control the movement and speed of the power chair.
4. Actuator Control
  - The user can control up to five actuators using the Dolphin Remote.

Figure 1 provides information on the Dynamic Dolphin Remote components and connections. Use this diagram to familiarize yourself with the function and location of each component before using the Dynamic Dolphin Remote.

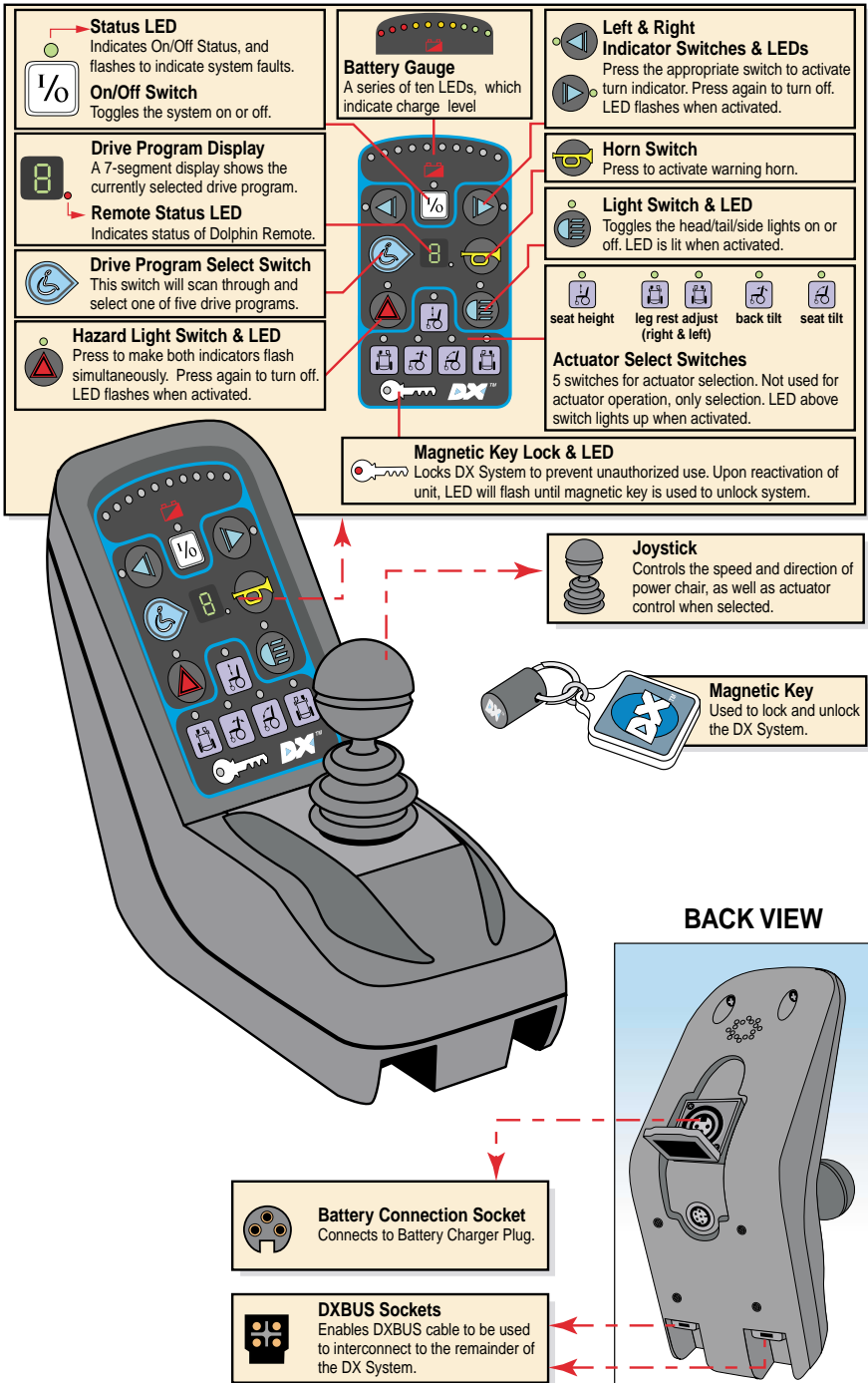


Figure 1. Dolphin Components and Connections

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## **MAGNETIC KEY LOCK SYSTEM**

1. To arm the locking system, hold the magnetic key on or near the key symbol on the Dolphin front panel. See figure 1. The system will beep and automatically power itself down. No LEDs should be lit.
2. To turn the power chair back on, press the On/Off Switch. The system will power on, but the locking system needs to be disarmed before normal operation can occur. The key symbol will flash, indicating that the system should be disarmed.
3. To disarm the lock, put the magnetic key on or near the key symbol. The LED will stop flashing, and normal operation may resume. If the locking system is not disarmed within one minute, the Dolphin will shut itself off.

## **JOYSTICK OONAPU**

If the power chair is powered up while the joystick is not in the neutral position, the System Status LED will flash for as long as the condition persists up to a maximum of five seconds. After five seconds, a Fault Flash Code is signaled on the System Status LED, and the Remote Status LED will flash. To clear the fault, power down, put the joystick in neutral, and power the system back on.

## **DRIVE PROGRAM SELECTION**

The Dolphin can control up to five drive programs. Drive Program 1 is configured as the slowest, and Drive Program 5 is configured as the fastest. To select the preferred drive program, press the Drive Program Select Switch. The selected drive program will be displayed on the 7-segment display. See figure 1. Each press of the Drive Program Select Switch will increase the drive program to the next level until it cycles back to Drive Program 1.

## ACTUATOR CONTROL

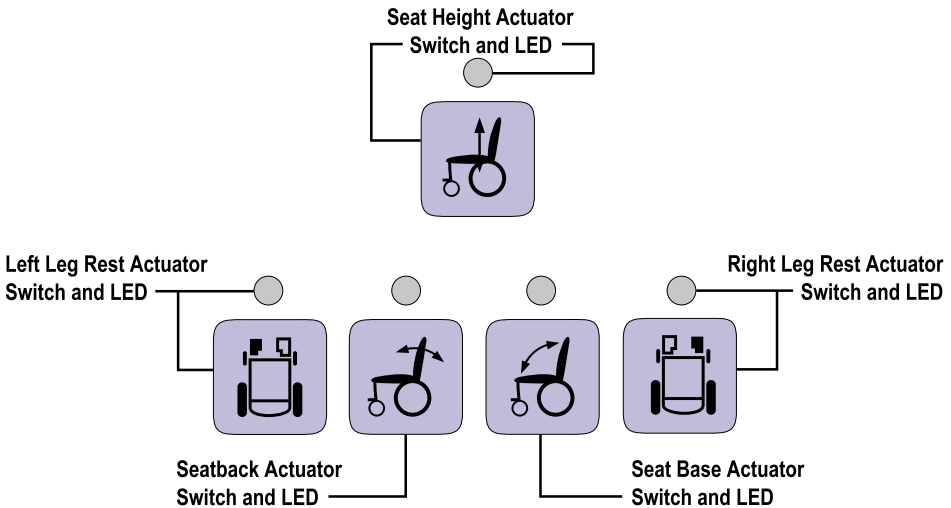
The Dolphin can support the control of up to five actuators if a correctly configured actuator control module is present.

*NOTE: Once an actuator is selected, driving will be inhibited until the actuator is deselected.*

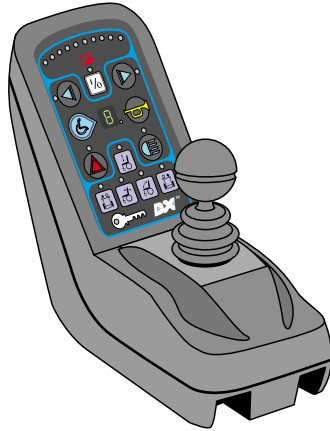
1. Press the Actuator Switch representing the seat function needing adjustment. See figure 2.
2. Push the joystick full forward or full reverse to adjust the actuator. A forward command with the joystick will extend the actuator; a reverse command will retract the actuator.

*NOTE: When using the Dolphin in conjunction with a TRx Seating System, give a reverse command to extend the actuator, release the joystick, then give another reverse command to retract the actuator. The reverse command toggles between extend and retract only for TRx units.*

3. Press the Actuator Switch again to deselect the actuator and resume normal operation.



**Figure 2. Actuator Control Selection**



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