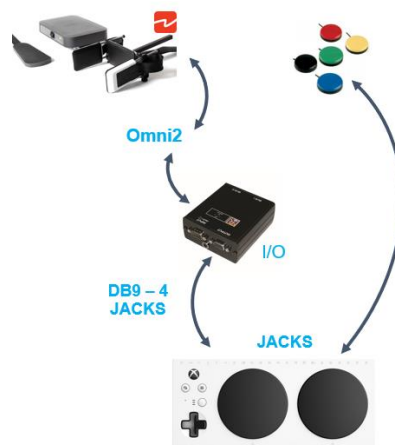


- How to set up CoMoveIT Smart for gaming?

Single-Player solution: The combination of CoMoveIT Smart and Xbox Adaptive allows you to control the Xbox gaming console using CoMoveIT Smart. Using CoMoveIT Smart you can control up to four functions of your Xbox gaming console. To control additional functions buddy buttons must be connected directly to the Xbox Adaptive.

You can interface CoMoveIT Smart with XBOX Adaptive using the Rnet Input/Output module.



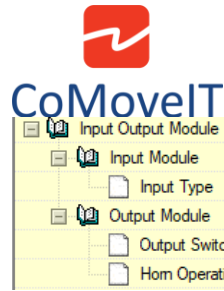
Rnet Input/Output module set up for interfacing CoMoveIT Smart with Xbox Adaptive.

In the Rnet Programmer, under **Configuration** tab, create a Mode for the Rnet Input/Output module. It is recommended to give a distinctive name to the Mode (e.g. **Xbox Adaptive**). Set **Input** to “Raw” and select the **Output** number of the Input/Output module.

Configuration	Mode 1	Mode 2	Mode 3	Mode 4	Mode 5	Mode 6	Mode 7	Mode 8
Mode Name	Drive	Seating	Bluetooth	IR Control	Bluetooth OMNI	Xbox Adaptive	IOM 3	Programming
Input	Drive	Seating	Raw	Raw	Raw	Raw	Raw	Programming
Intermediate	None	None	None	None	None	None	None	None
Output	Drive	Seating	Bluetooth	IR Control	Omni2 Bluetooth	Output 6	Output 5	Programming

Remark: Make sure that the internal output selector switch of the Rnet Input/Output module matches the Output number in the Configuration.

In the Rnet Programmer, under **Input Output Module** tab, select **Input Type “Switch”**. On the **Output Switching** select **“Diagonal”**.



Input 1	Input 2	Input 3		
Switch	Proportional	Proportional		
Output 3	Output 4	Output 5	Output 6	Output 7
Diagonal	Diagonal	Diagonal	Diagonal	Diagonal
Output	Output	Output	Output	Output

You can access the Mode “Xbox Adaptive” via the User Menu of Omni2.

Remark: It is mandatory to use a DB9 to jack adaptor, such as Curtiss-Wright SA80956, to interface the I/O module with the Xbox Adaptive.

Co-Pilot solution: Copilot links two controllers so that you can assist the CoMoveIT Smart User while playing. In this case, the CoMoveIT Smart user plays through the Xbox Adaptive and the assistant uses the conventional Xbox controller.