



“VENT” TOUCAN INSTRUCTIONS v.4

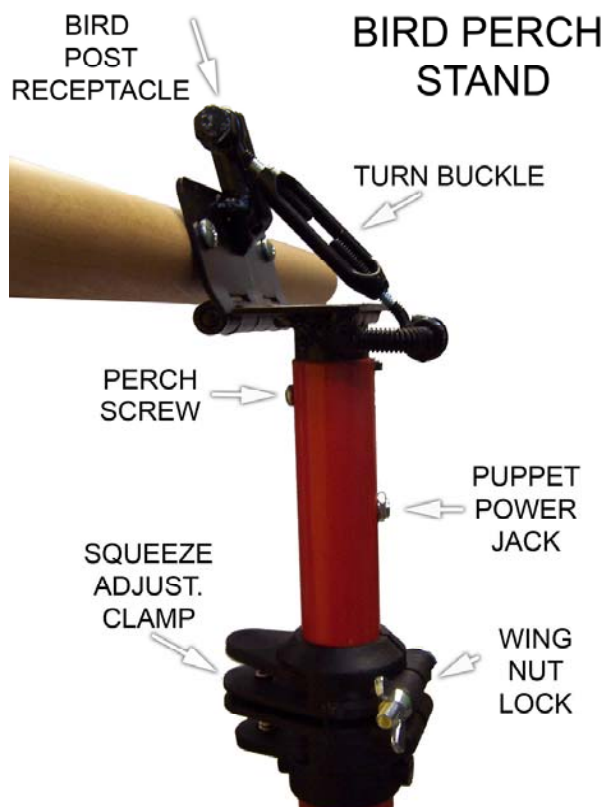
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Congratulations! You are the proud new owner of a “Hands-Free Puppet”™ Vent Toucan. Here are a few hints to get you started. First of all, make sure you have the contents outlined on your Invoice. You will need all the fun gizmos to give your puppet life!

Now let's do our initial setup. Unpack the puppet, stand and FOB. Your stand needs to be charged overnight, so plug the green Smart Charger into the stand (Puppet Power Jack). Now, go relax, you have a big day tomorrow discovering just how cool your new toy is!

Good morning! Ready? Let's set up the stand.

Unfold the legs and adjust the stand height by loosening the wing nuts and squeezing the clamps



on the poles to your desired height. Tighten the wing nuts. Attach the perch by removing the perch screw near the top of the pole, aligning the registration notch in the pole top with the perch fitting, and replace the screw, securing the perch to the stand. The turnbuckle assembly can be adjusted so the puppet body can “lean” forward to your tastes by simply turning the threaded piece. Now, carefully slip the rod found on the bottom of the puppet into place so he is “sitting” on the perch. Make sure the puppet is centered correctly facing forward. Attach the feet to the velcro strip on the perch, and plug the puppet power cord that's inside the bottom of the puppet into the stand (puppet power jack). By the way, the batteries that power your puppet are hidden in the stand.

You can now open the flap on the puppet's back and flip the red power switch located in the lower right. You'll hear a hum and know he's ready to go. We'll talk about the other buttons later. Reposition the flap onto the Velcro.

Operational Information for User's Guide

When introducing a new Fob to a puppet system (Alive Controller) a pairing procedure must be performed which enables Alive Controller to learn the Fob's unique identification number.

The Pairing Process:

Turn on the Alive Controller. Press the upper or lower menu buttons repetitively until FOB MENU appears. Press center select button and the "Pair Fob" command appears. Press Select again and "Press Fob Tob/Bot" appears at which time you must press both the upper and lower buttons on the fob simultaneously and hold them until "FOB PAIRED" appears on the LCD. You may now release the Fob buttons. The controller is now paired with the Fob.

Note : When this process is performed you must not be in range of another Alive Controller that is also being paired at the same time with a Fob.

Your controller can be paired with up to 4 fobs. Pairing with a fifth fob will cause Alive Controller to forget the oldest Fob.

If you own multiple Alive controllers and pair a single fob with multiple controllers. That fob will operate all off the controllers it is paired with. This may or may not be desirable. If you would like to un-pair a fob with a controller you can use the "UnPair Fob" command located in the FOB MENU to make the controller forget its association with the fob such that it will ignore it. This procedure followed is identical to the pairing feature resulting in "FOB UNPAIRED" message displayed on the LCD Display.

INFORMATION TO USER FOB# AXRGFv.310

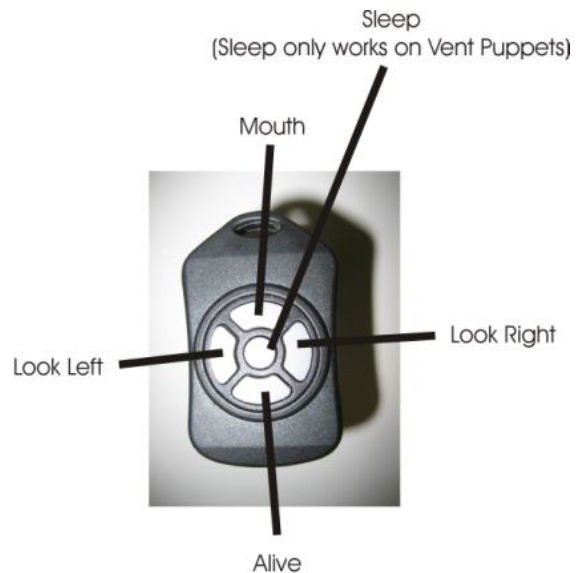
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures.

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced radio/TV technician for help

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

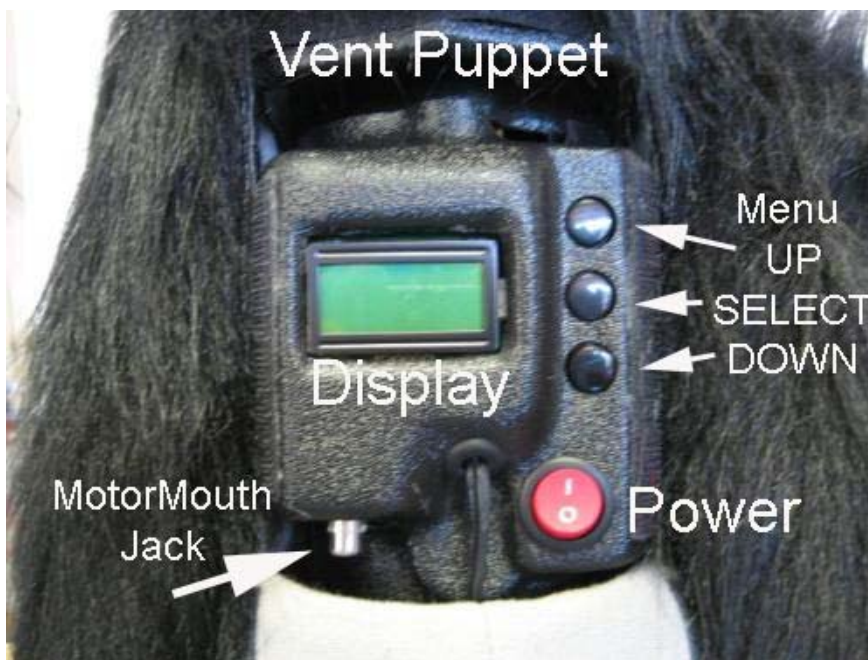
Now let's have some fun! Play with the different buttons and watch the puppet's reactions. The labels outlined below on the FOB will help you find and learn your moves.



Vent Mode

Of course more advanced users can re-map the buttons

OK. Now that you've amazed yourself and any on-lookers with your instant intuitive knowledge of your puppet, let's take a minute and examine the rest of those buttons inside the Toucan. Again, open the flap.



With the puppet power "on" you will see the LED display with 3 buttons on the right to navigate through the settings of your puppet. These settings let you select the dominance (the direction the Toucan will tend to look). You have 2 choices for dominance: "Rt , Cen" (right / center default), or "left=MIR" (mirror flip). You can select the setting depending on which side of the puppet you will be standing, so he can look in your direction. When we program the auto-alives the default is that you will be standing on the puppet's right side doing your vent.

For example, one auto alive is called “TouRt” (Toucan – Right) If you select and watch this auto-alive you will see that he mostly looks to his right side where you will be standing. If you prefer to stand on the left side of him, you would select “left=MIR” and it will reverse the direction! If you select a center dominance auto alive program such as the one called “TouCtr”, leave the dominance in the default “Rt , Cen” setting.

We have several Auto-Alives which you can select, so your Toucan can always be moving on-stage casually (default) or more energetically. Play with the 3 buttons remembering the top button scrolls up the selected menu, the bottom button scrolls down the selected menu, and the middle button selects the setting. Here’s an example of selecting a different Auto-alive mode:

- 1) Press the top button until the LCD says “AliveTrk”.
- 2) Press the center Select button
- 3) By using the up or down buttons select the Alive track you want
- 4) Keep pressing the top button until the LCD says “Exit Main”
- 5) Turn off the puppet and turn back on to reboot the system in the new settings.

MOTOR-MOUTH TM

Also available is a “MotorMouth” function. As a ventriloquist you might not see this as an advantage but there are those times when you might want to hire out the puppet as a display so it can make money for you without you having to work!

When set up properly, the puppet’s mouth movements will be manipulated from any audio source! By simply plugging your vocal audio source (voice only...no music!) to the RCA input on the back of the puppet, auto-alive will move the body and your audio signal will move the mouth. That’s all there is to it!

HANDS-FREE CONTROL SYSTEM Menu

Alive Controller Menu System

The Alive Controller employs a simple three-button interface used to select menu items and review / make changes to various settings.

The top and bottom buttons navigate forward and backward through the menu items which can be composed of menu names (appearing in all CAPITAL LETTERS), commands (appearing with first letter capitalized), and variables (appearing with at least first letter in lowercase – but sometimes will have mixed case to make multi-world variable abbreviations more clear, e.g., mouthOp).

By default, the status display appears. (described later)

Press any button and the main menu is invoked, and “SETTINGS” is displayed on the LCD. Use the top and bottom buttons to navigate to the desired item. Then, press the middle button to confirm a selection.

The main menu is composed of the names of other menus, with the exception of Exit and Alvrak, used to choose current alive track. As you press either the top or bottom buttons you will cycle through the following options:

Control Menu

Main Menu contains mostly submenus with except for Alvrak command. Submenus include the following:

SETTINGS	Menu used for General Settings
MOVE TO	Menu used for editing MoveTo command settings
FOB	Menu used for selecting Key fob button commands
POWER ON	Menu used for defining startup settings
Charactr	Menu used for selecting character
AliveTrk	Command used for Picking Current Alive Track
Dominant	Menu used for selecting dominant side character looks
WakeTrk	Menu used for selecting Wake Up Track
DIAG MENU	Menu used for diagnostics
Exit	Exit menu system and resume display of status indicator.

Pressing the middle button (select) when a main menu name is displayed will take you to that submenu. e.g. selecting SETTINGS from the main menu will take you to a menu composed of variables which relate to the settings, e.g. backLght used to turn the LCD back light on/off.

When you encounter a variable (starts with lower case) within a submenu, pressing the middle button (select) will enact the cursor in the bottom right corner. You are now able to make a selection. Selections can be made by pressing the top button (increase) or bottom button (decrease), or used to simple change its on/off state in the case of an on/off item.

You may hold the buttons down to cause repetitive increases or decreases of the value.

Variables dealing with positions will move the character to the position as you adjust the values to “show you” the settings.

Once you have made a selection, press the center button again to confirm and move on to next item. You will exit the edit mode and see the name of the variable you were editing. You may then resume using the top and bottom buttons to browse among the variables.

“Power On” MENU Explained

initAlve - ON or OFF - typically a very short track to put character into a neutral position for an anticipated start position.

wakeAlve - ON or OFF – typically a more complex start-up track

autoAlve - ON or OFF – plays and loops your chosen Auto-Alive track

Exit POWER ON: Return to Main Menu

We recommend that you test a configuration after making changes to any settings to be sure your character has the behavior programmed you expect. To test it – turn it off and then turn it on again to observe settings.

Don't forget to charge or change the batteries of your unit before your show. You can't overcharge them so don't worry about that. Remember, charge the stand and replace your mic batteries. Eventually you will need a battery for the FOB. Use a Lithium cell CR2032 (3volt) battery for replacement.

To lengthen the life of the puppet, make sure you apply ArmorAll to the latex surfaces once every 3 months.

Please join the HANDS-FREE OWNERS FORUM so you can communicate directly with the developers and other Hands-Free owners!

Now go have fun and make yourself famous with your “Hands-Free” Axtell puppet!

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