

Sinulator Quick Start Guide v1.5.2

Start Here: Step 1

Unpacking Your Sinulator - Inventory



Figure 1 - Sinulator

Your Package should include

1. Type A/B USB Cable
2. Sinulator Transmitter
3. Sinulator Receiver
4. Sinulate enabled toy (not shown)



Figure 2 - Transmitter



Figure 3 - Receiver

Step 2

Installing your software

✓ **Note:** If you are installing the Sinulator on a Windows XP operating system please refer to page 9 of the user manual which you can download from sinulate.com

1. Download the software from our website at <http://www.sinulate.com/software/install.html>
2. Follow the on-screen instructions to install the drivers and firmware. Note: wait to plug in the transmitter until prompted by the install process.
3. The program will prompt you to connect your Transmitter (proceed to Step 3).

Step 3

Connecting the Transmitter

1. When prompted by the install process plug the USB cable into the computer (Figure 4).

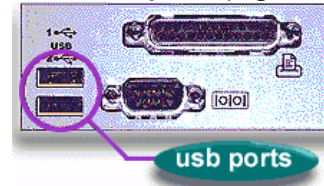


Figure 4 - USB Ports

2. Plug the other end of the USB cable into the Transmitter (Figure 5).



Figure 5 - Connecting the USB Cable

3. In the back of the Transmitter, confirm that the **Power** light turns green while the software is loading.
4. Click "Yes". Once the software has loaded, the **Active** light will then turn green. This should take approximately 60 seconds.
5. Click "Next".
6. Click "Finish".

Step 4

Registering Your Sinulator

Note: You will need an internet connection to complete the next step.

1. The software will open a window informing you that your Sinulator has not been registered. Click "OK" to register your Sinulator. This will direct you to the Sinulator Registration page (figure 6)



Figure 6 - Sinulator Registration Page

2. Input your desired Nickname for your toy and your personal email address. Select "Register" when completed. You should then receive a Thank you for registering your Sinulator confirmation.

**Please Refer to Your User Manual for Detailed Setup and Install information
Your manual can be downloaded from sinulate.com**

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Step 5

Starting your Simulate Software

1. Close your Internet Browser.
2. The Simulate window should still be open. If not Double-Click the Simulator Icon on your desktop.



simulator.exe

Figure 9 – Simulator Icon

3. Once you have started the Simulator program the status box located in the lower left and right hand corners should change to “Waiting for Session”, which means the software is now ready to connect to a user.

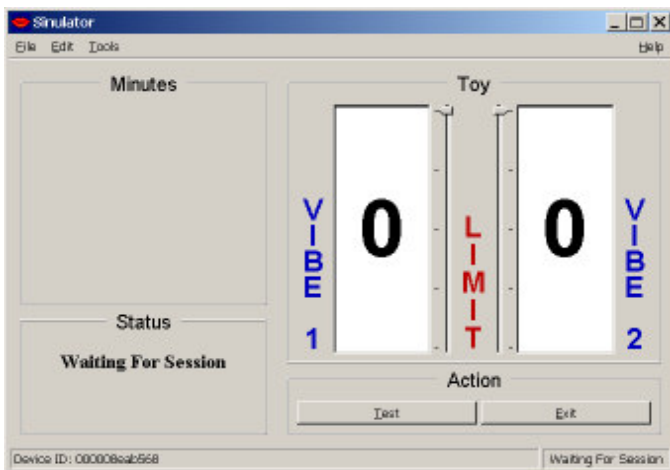


Figure 10 – Simulator Control Panel

Step 6

Setting up the wireless receiver

1. Remove your Receiver.
2. Install the Four AA Batteries. Follow the diagrams inside the enclosure for battery directions. **Please confirm that the batteries have not been installed backwards.**



Figure 11 - Battery Installation

3. Turn Power on (Direction of arrow - Figure 12).



Figure 12- Power LED

4. The top Power LED should turn Green and the bottom LED should be flickering (Figure 12).
5. Connect the Simulate-Enabled toy. Confirm the plug is completely inserted into the jack labeled TOY (Figure 13).



Figure 13 – Connecting the Toy

6. Click the “Test” Button on the control panel (see Figure 10). The status window will change to “Performing Local Test” (Figure 14).
7. The toy will cycle through each of the motor settings – 1 – 2 – 3 – 4 for both Vibe 1 and Vibe 2 (Figure 14). Note that motor setting 1 is the lowest intensity level, motor setting 4 is the highest intensity level.
8. To end the local test click the “Stop Test” button on the control panel.

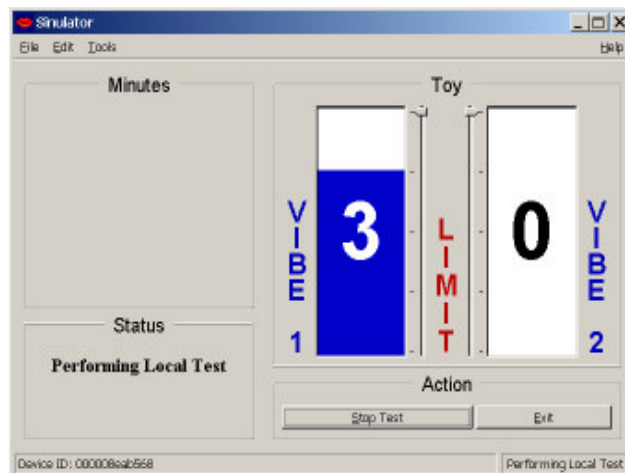


Figure 14 - Simulate Control Panel

Step 7

Setting the Limit Features

This safety feature will allow you to set the appropriate intensity level of the toy, and prevent users from sending intensity levels your not comfortable with.

1. Confirm the toy is plugged into the receiver and the power is ON.
2. Click the test button on the control panel. The toy will start cycling through the motor settings.
3. To adjust your Limit settings click on the small dash marks located on the inside portion of the Intensity bars (Figure 15). There are five potential settings.
 1. Clicking on the bottom dash is – OFF
 2. Level 1 (minimum setting)
 3. Level 2
 4. Level 3
 5. Level 4 (Default highest setting)
4. Notice that Blue indicates the acceptable range within your limit settings. The bar will turn Red when the signal is out of your limit range settings (Figure 15).

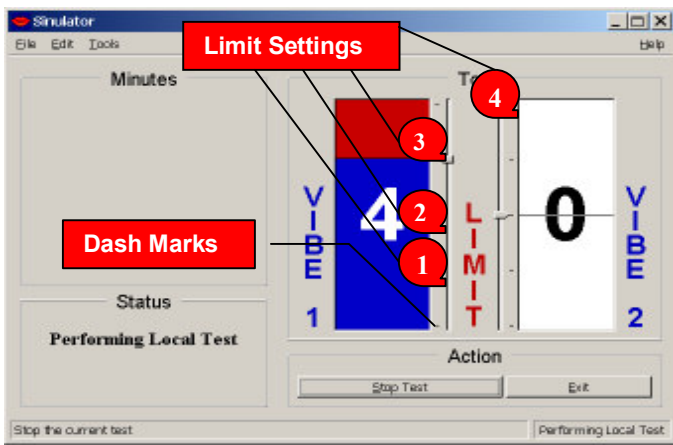


Figure 15 – Limit Settings

5. Adjust these limit settings to a level you feel comfortable with. Figure 16 shows a limit setting of 1 for Vibe1 and a limit setting of 3 for Vibe 2.

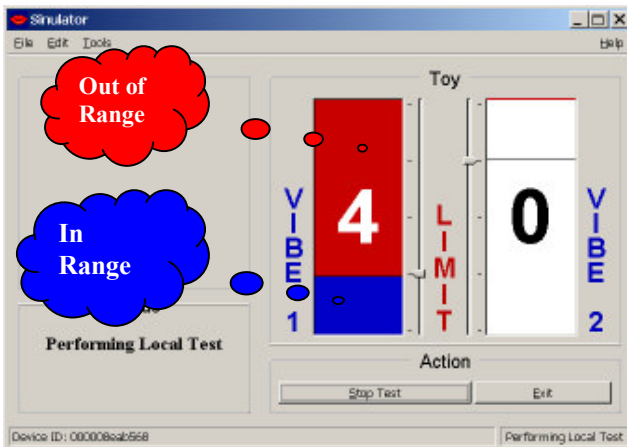


Figure 16 – Limit Settings

Step 8

Connecting to your Control panel

1. Confirm that the Simulate program is running (Figure 10).
2. Open a new Internet Browser and Go to www.simulate.com/lookup.html (Figure 17).



Figure 17 – Find a Simulator Lookup Page

3. Type in the Nickname used to register your device (Figure 17).
4. The Flash panel should load and indicate that you are now in control of your device (Figure 18). **Note: This is your user experience.**
5. You can now control your toy in real time using the flash control panel.

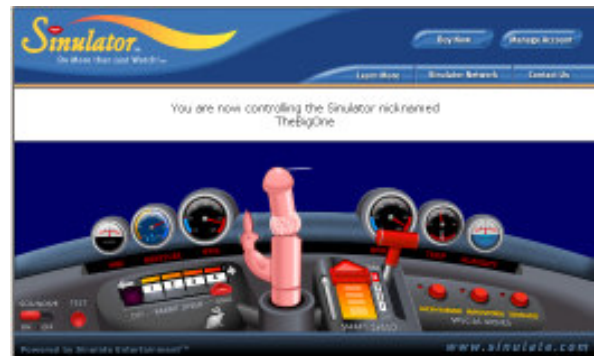


Figure 18 – Animated Control Panel



Figure 19 - Simulate Pillow, Receiver and Toy