

sonic screwdriver universal remote control n

/sonik 'skru drayvə 'ju:nə'vərsəl n 'mʊst kən'trɒl/

1 not a toy: a device for remotely controlling Earth-based domestic home entertainment equipment such as TVs, DVD players, Blu-ray players and iPod docks, using infrared codes learned from the conventional remote controls by the means of gestures rather than by the pressing of buttons. A total of 13 different gestures and three separate memory banks provide storage and access to 39 remote control functions. 2 a device for producing a range of Doctor Who sounds in response to gestures. 3 a reproduction of the 11th Doctor's Sonic Screwdriver (Mark VII) fabricated from the cast metal, acrylonitrile butadiene styrene (ABS) and soft-touch, leather-effect, thermoplastic polyurethane (TPU).

Origins: first introduced: Fury from the Deep, 1968; present form: The Eleventh Hour, 2010

sonoran n

/sə'nɒrən/ heavy-set humanoid race of military species from the planet of Sonora, characterised by their

Gestures are cool. But... humans need to practise them!

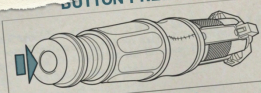
men and the Doctor.

sunflowers n

/sʌn'flaʊəz/

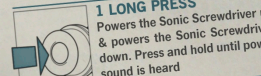
1 plants of the genus Helianthus, large, yellow, edible

BUTTON PRESSING GUIDE



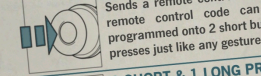
1 SHORT PRESS

Changes the Operational Mode



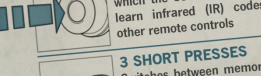
1 LONG PRESS

Powers the Sonic Screwdriver up & powers the Sonic Screwdriver down. Press and hold until power sound is heard



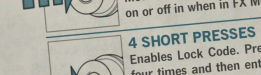
2 SHORT PRESSES

Sends a remote control code. A remote control code can be programmed onto 2 short button presses just like any gesture



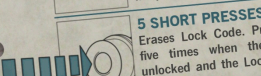
2 SHORT & 1 LONG PRESS

Enters Programming Mode, in which the Sonic Screwdriver can learn infrared (IR) codes from other remote controls



3 SHORT PRESSES

Switches between memory banks A, B or C in either of the Control Modes. Turns Morse code sound on or off when in FX Mode



4 SHORT PRESSES

Enables Lock Code. Press button four times and then enter chosen lock code when prompted - Sonic will power down and lock



5 SHORT PRESSES

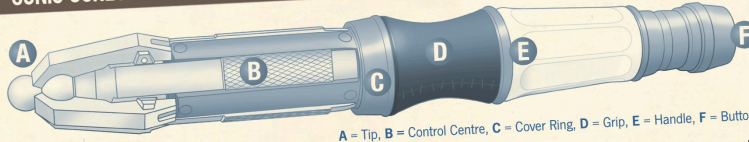
Erases Lock Code. Press button five times when the Sonic is unlocked and the Lock Code will be erased

THE ELEVENTH DOCTOR'S SONIC SCREWDRIVER

INSTRUCTIONS FOR USE & TECHNICAL MANUAL

UNIVERSAL REMOTE CONTROL

compatible with virtually all home audio entertainment systems



POWERING UP AND DOWN

- Before first use, insert batteries (see overleaf for full instructions)
- Press and hold button to power up the Sonic Screwdriver
- Press and hold button to power it down
- After 30 minutes of inactivity the Sonic Screwdriver will power down automatically.

OPERATIONAL MODES

The Sonic Screwdriver has four operational modes. The user can cycle through each mode with a quick press on the button:

Practice Mode, quick press → **Control Mode**, quick press → **Quiet Control Mode**, quick press → **FX Mode**, quick press → back to **Practice Mode** again, etc.

• **Practice Mode** – Before entering any other operational mode, the user must learn how to do the movement gestures correctly. In Practice Mode, each time a gesture is performed, the Sonic Screwdriver will say which gesture it thinks has been done.

- GESTURES**
- Rotate anticlockwise
 - Rotate clockwise
 - Flick upwards
 - Flick downwards
 - Flick left
 - Flick right
 - Push forward
 - Pull back
 - Tap on top
 - Tap on bottom
 - Tap on left
 - Tap on right
 - Double button press

START GESTURES HOLDING DEVICE STEADY AND LEVEL

If the Sonic Screwdriver misinterprets a gesture, hold the device steady for a few seconds then repeat gesture taking care to use short, accurate, positive movements.

• **Control Mode** – Each time a gesture is performed correctly, the Sonic Screwdriver will send the infrared (IR) remote control code that is programmed onto that gesture and will make the classic Sonic Screwdriver sound. If no IR code has been programmed onto that gesture, the Sonic Screwdriver will say "unassigned".

• **Quiet Control Mode** – Each time a gesture is performed correctly, the Sonic Screwdriver will send the IR code programmed onto that gesture, make a quiet click sound and the tip will flash briefly. If no IR code has been programmed onto the gesture, the Sonic Screwdriver tip will flash briefly but it will remain silent.

Triple-pressing the button (with three short presses) while the Screwdriver is in Control Mode or Quiet Control Mode, will cycle

between the three memory banks, A, B, and C, to allow access to codes stored on gestures in each of the memory banks. Each memory bank stores up to 13 codes, with the result that the Sonic Screwdriver can store up to 39 codes in total.

• **FX Mode** – Each time a gesture is performed correctly, the Sonic Screwdriver plays a specific sound effect, but will not send any IR codes. There is a range of vintage Doctor Who sound effects to be discovered.

In FX Mode the Sonic Screwdriver does not power down automatically after 30 minutes, but continues to flash its tip briefly, about once every two seconds, indefinitely. After one minute without any movement, the Sonic Screwdriver runs a quick diagnostic routine then the tip flashes and it transmits a Morse code message to confirm that it is OK. For as long as it remains motionless, every 1963 flashes it transmits one of 11 different Morse code messages to report what it is thinking. Pressing the button with three short presses while in FX Mode switches to silent Morse code transmission; a further three short presses turns the Morse code sound on again.

LOCK CODE

The Sonic Screwdriver can be locked to prevent unauthorised use. To lock the Sonic Screwdriver, press the button four times quickly and enter any three digit Lock Code at the spoken prompt. To enter the desired three digit Lock Code, press the button rapidly to count out the first number then pause for the Sonic Screwdriver to confirm it. Repeat the process for the second and third numbers of the Lock Code to be stored. As soon the Lock Code has been entered, the Sonic Screwdriver will power down and lock itself. It will then need to be unlocked by entering the correct code each time it is powered up.

The Lock Code can be erased and locking disabled, by pressing the button quickly five times whilst the Sonic Screwdriver is unlocked.

In the event that the Lock Code is forgotten, the Lock Code may be erased completely by taking the batteries out and putting them back in again. (This does not erase any learned IR codes).

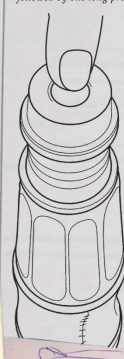
CARE INSTRUCTIONS

- This Sonic Screwdriver is a sensitive instrument of control and should be handled with care.
- Clean only with a soft slightly damp cloth; do not immerse in water.
- To protect the Sonic Screwdriver while not in use, keep it safely in its display case under the protective cover.

104,729th EDITION PROGRAMMING HUMAN A SERIES 20.12

SIMPLE STEPS TO PROGRAM THE SONIC SCREWDRIVER WITH REMOTE CONTROL CODES

Figure 1. Two short presses followed by one long press

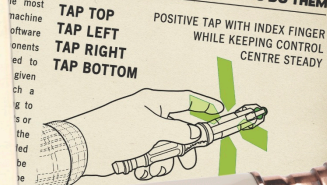


Before the Sonic Screwdriver can be used by humans to control Earth devices in the home, it will need to be programmed with the infrared (IR) remote control button codes of those devices. The Sonic Screwdriver has 13 different motion gestures or actions. It has three separate memory banks (A, B, and C) and can store one remote control code per gesture in each memory bank, thus allowing up to 39 remote control codes to be stored in total.

Enter Programming Mode by making two short button presses quickly followed by a long button press (holding the button down for three seconds). The Sonic Screwdriver will say, "Entering programming mode". The green tip will flash once per second while the Sonic Screwdriver is in Programming Mode.

To program the Sonic Screwdriver, perform the desired gesture; the Sonic Screwdriver will say which gesture has been done, then its tip will glow steady green to signify that it is waiting to receive the IR code (button press) from a normal remote control.

GESTURES AND HOW TO DO THEM



FX MODE Sound Effects

- AND THEIR ASSIGNED GESTURES ARE:
- ANTI-CLOCKWISE.....FORMASI WORD 1
 - CLOCKWISE.....FORMASI WORD 2
 - FLICK UP.....CONFUSER MACHINE
 - FLICK DOWN.....MINIATURISATION
 - FLICK LEFT.....MARK VI SONIC SCREWDRIVER
 - FLICK RIGHT.....SPECIAL B SONIC SCREWDRIVER
 - PUSH.....MARK VII SONIC SCREWDRIVER
 - PULL.....MARK I SONIC SCREWDRIVER
 - TAP TOP.....FORMASI WORD 3
 - TAP BOTTOM.....FORMASI WORD 4
 - TAP LEFT.....FORMASI WORD 5
 - TAP RIGHT.....FORMASI WORD 6
 - 2 SHORT PRESSES.....ATOMIC REACTOR ALARM

INGREDIENTS FOR SUCCESS

Read this manual carefully; it contains all the information necessary to start using the Sonic Screwdriver Universal Remote Control and how to get the most out of all its features. For extra information, please visit www.dvsonicscrewdriver.com

Just add 2 x AAA alkaline batteries. See over for details.



DELICIOUS WITH FISH FINGERS AFTER REGENERATION

PROGRAMMING HUMAN A SERIES 20.12

Figure 2. Programming distance

Hold a normal remote control about 3cm from the tip of the Sonic Screwdriver while the tip is glowing steadily, and briefly press and release the normal remote control button the function you want to program on to that gesture. If the Sonic (If it receives no IR signal after five seconds, it will stop waiting for the IR code, the green tip will turn off and a gesture will have to be performed to make the Sonic Screwdriver ready to receive an IR code again.)

Further codes may be programmed onto any other gesture or reprogrammed over the existing code on the same gesture by repeating this process.

Three quick presses of the Sonic Screwdriver button in Programming Mode will cycle between its three memory banks (A,B,C) allowing storage of up to three different sets of 13 IR remote control codes.

Programming Mode can be exited at any time by one short press of the Sonic Screwdriver button. It will automatically exit Programming Mode if no gestures are performed for one minute.

The programmed IR codes are preserved even while in Programming Mode 10 short presses erases all memory banks and performs a factory reset. Caution: this operation can not be undone.

IF PROGRAMMING PROBLEMS ARE EXPERIENCED:

Try varying the duration of the remote control button press from very short up to about 0.5 sec

Try varying the distance from the tip of the Sonic Screwdriver to the original remote control from 1 cm up to 5 cm

Try replacing the batteries in the original remote control

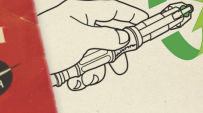
The 11th Doctor's SONIC SCREWDRIVER Universal Remote Control

GESTURES AND HOW TO DO THEM

DESIGNED IN ENGLAND UNDER LICENCE FROM THE BBC
MODEL NO. WRC 19711

GESTURES AND HOW TO DO THEM

ROLL SLOWLY BETWEEN THUMB AND FOREFINGER AS IF TURNING A VOLUME KNOB



ROTATE CLOCKWISE
ROTATE ANTI-CLOCKWISE

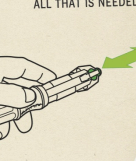
GESTURES

POSITIVE GESTURES OF ABOUT 5cm TRAVEL ARE ALL THAT IS NEEDED



FLICK LEFT & RIGHT
FLICK UP & DOWN

ABOUT 5cm TRAVEL IS ALL THAT IS NEEDED



PUSH FORWARD
PULL BACK