



# **DYNAMIC REM550**



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# 1 Joystick controls

A detailed manual for the DX2 joystick is available from Dynamic Control's website: [www.dynamiccontrols.com](http://www.dynamiccontrols.com).

The joystick controls may be customised and may be one of a number of different models depending upon users requirements. This manual contains information on the standard joystick control.

## 1.1 Joystick power

If the power chair begins to move in an unexpected manner, immediately release the joystick and turn the wheelchair off. Unless the joystick is damaged, this should stop your power chair. If the joystick is not in the neutral (centre) position when you turn on the power, you may cause a fault in the system. Releasing the joystick and turning the power off and on again will reset the system.



**WARNING!** Always turn the power off when you are stationary to prevent unexpected movement.

## 1.2 Rain and Water

The joystick hand control unit IS NOT WATERPROOF. The joystick module is splash proof but may be permanently damaged if water transgresses the rubber seals (this damage is not covered under warranty).

We recommend carrying a plastic bag large enough to cover the joystick module and the user's hand, in case of rain.

## 1.3 Joystick lead

If for any reason, the joystick lead is disconnected take care when reconnecting, do not force the plug into the socket. The lead is polarised and should only be fitted one way.



**STOP!** Forcing the plug into the socket the wrong way can permanently damage the electronics system. Also, do not place the lead so that it can be pinched in the seat frame or the power base frame.

## 1.4 Controller program

The controller program affects speed, acceleration, deceleration, and braking. The drive mode settings are preset at the factory. If your Magic Mobility Dealer changes these settings, please make note of these changes.

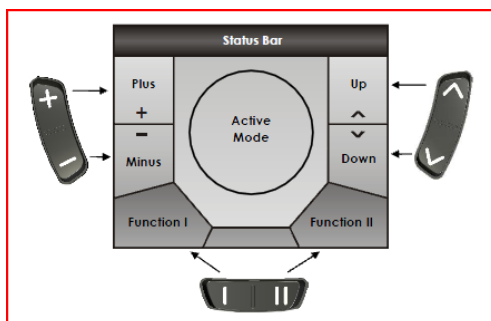


**WARNING!** Do not attempt to reprogram your chair. Only the power chair manufacturer, an authorised representative of the manufacturer, or a trained service technician should program the controller.

## 1.5 Hand control joystick operation



### 1.5.1 The Screen

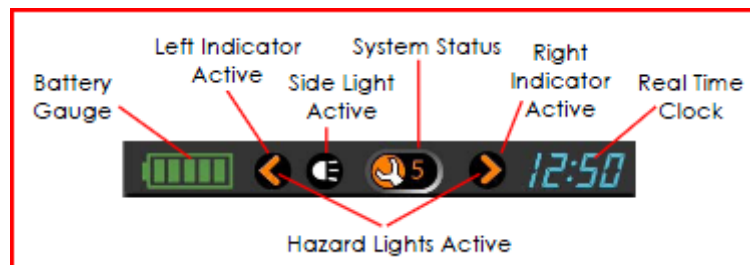


The status bar is located at the top of the screen. The status bar shows the battery gauge, the lighting icons, the system status and the real time clock.

The area at the centre of the screen shows the mode that is currently active.

The areas at the sides of the screen show the modes that will become active if the menu navigation buttons are pressed.

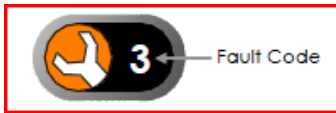
### 1.5.2 The Status Bar



The battery gauge indicates how much charge remains.

Battery Gauge	Meaning
	Battery full
	Battery almost full
	Battery half full, drive towards a charger
	Battery low, recharge soon
	Battery almost empty, recharge now
	Battery empty, recharge immediately

Please see section 7 for more information on charging your batteries

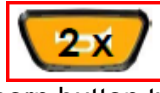


The system status is normally hidden. If a fault occurs, a wrench icon will show, together with a fault code number. Please contact your Magic Mobility Dealer should this happen.

The indicator icons and side light icons will show when the lights are on.

The real time clock shows the time in 24hr format. The time can be adjusted in on board programming mode

### 1.5.3 System Lock (if activated)



The joystick can be locked by pressing the on/off button for more than 4 seconds.

To unlock the system, press the on/off button and then press the horn button twice within 10 seconds

### 1.5.4 On/Off Button



Press the on/off button once to turn the joystick on and once to turn it off.

### 1.5.5 Sleep Mode



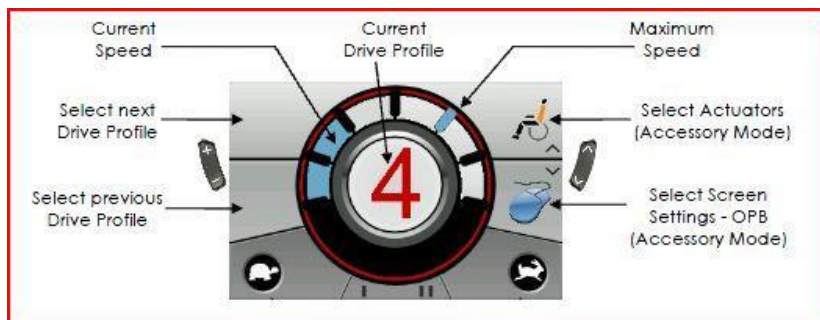
The DX2 system will go to sleep after a period of inactivity; this is to reduce energy consumption. To wake up the system, press any key.

### 1.5.6 Attendant Mode



Attendant mode is selected when the attendant switch on the attendant control is activated. All joystick navigation is then controlled by the attendant. However, the buttons on the controller will still work.

### 1.5.7 Drive Mode



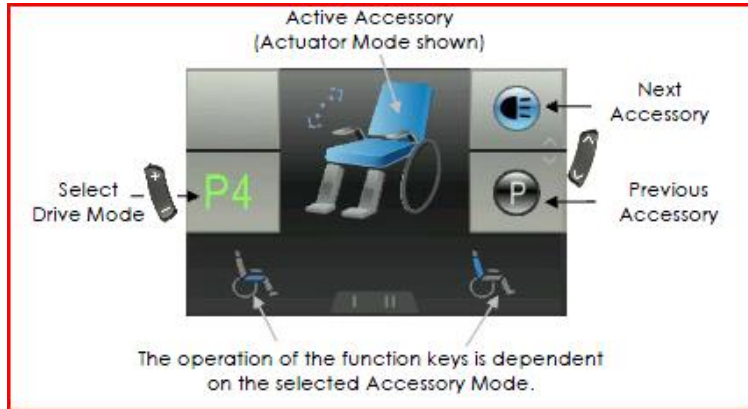
Use the drive profile selection button to increase or decrease the speed profile.

The selected speed profile will be shown in the centre of the display

### 1.5.8 Accessory Mode



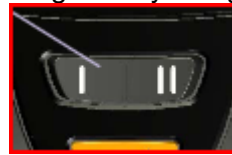
If you are in Drive Mode, a press of the accessory mode selection button will take you to the last used accessory function, e.g. actuator control. If you are already in Accessory Mode, a press of the accessory mode selection will take you to the next available accessory mode, e.g. lighting. To return to Driving, simply press the drive profile selection button.



		Seat Tilt
		Back Recline
		Left Leg Rest
		Right Leg Rest
		Seat Elevator
		Steering Lock
		Both Leg Rests

Only actuators that have been enabled are detected and shown.

The next actuator can be selected by moving the joystick to the left or to the right or by using the function button

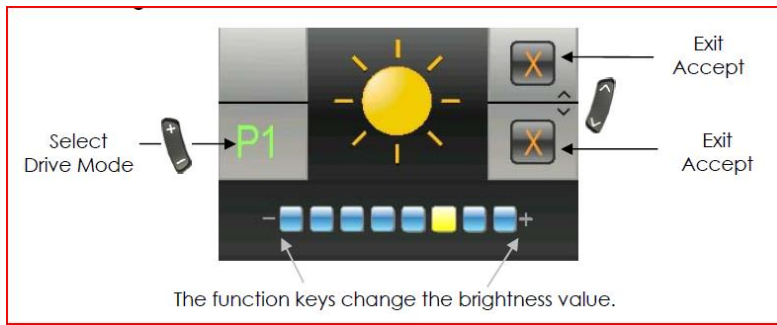


### 1.5.9 On Board Programming

OBP Menu Items	
Menu Item	Icon
Screen Brightness	
Real-Time Clock time adjustment	
Real-Time Clock visible (yes/no)	
Screen Environment (inside/outside)	

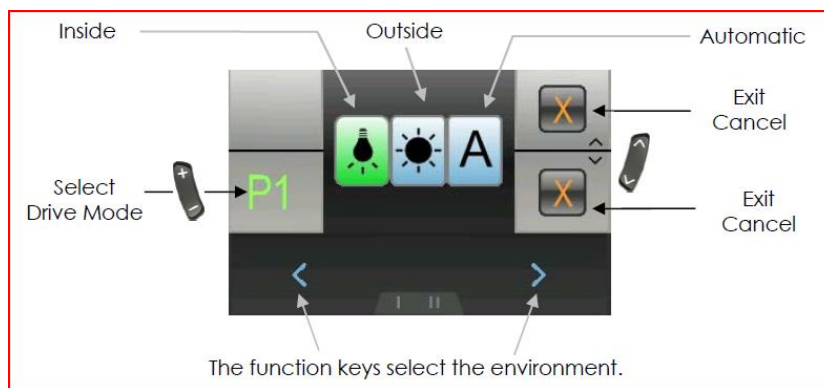
The On Board Programming (OBP) can be used to make the following adjustments using the joystick controller.

### Screen Brightness:



Using either the function buttons or the joystick left/right to change the screen brightness  
Joystick forward/reverse or the accessory buttons accepts the new setting and returns to the main OBP menu.

### Screen Environment Setting (Inside/Outside):



There are 3 options:

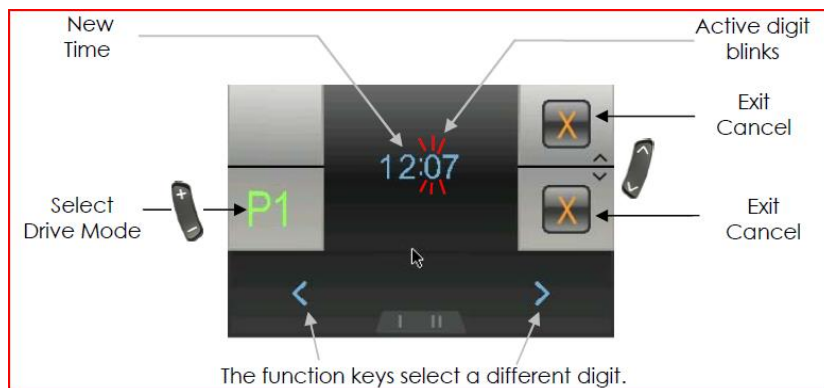
- Inside – The screen has a black background
- Outside – The screen has a white background
- Automatic – The background is set automatically depending on the ambient light

Use either the function buttons or joystick left/right to select the environment

Joystick forward accepts the new settings and returns to the main OBP menu

Joystick reverse or the accessory buttons cancel the new settings and returns to the main OBP menu

### Adjust the time of the clock:



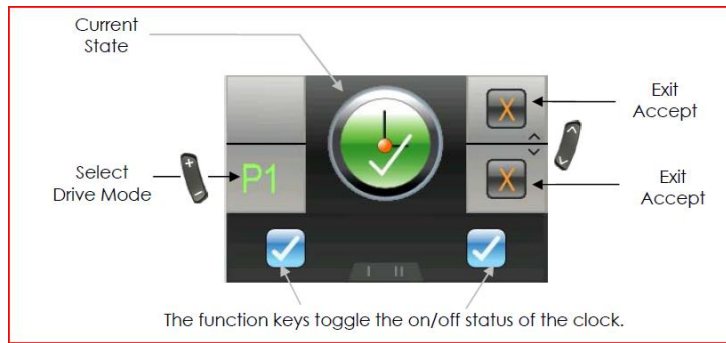
Use either the function buttons or joystick left/right to select a different digit

Joystick forward increases the value of a digit

Joystick reverse accepts the new settings and returns to the main OBP menu

The accessory buttons cancel the new settings and returns to the main OBP menu

### Clock visibility:



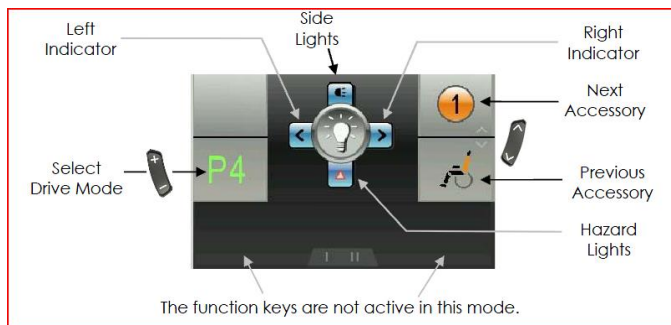
Use either the function buttons or the joystick left/right to toggle the on/off status  
Joystick forward accepts the new settings and returns to the main OBP menu  
Joystick reverse or the accessory buttons cancel the new settings and returns to the main OBP menu

### 1.5.10 Lighting Mode (if lights fitted)

The indicators can be activated with the indicator buttons on the controller.



Alternatively, press the accessory mode selection button until the screen shows that you are in lighting mode. Moving the joystick forwards turns on the head lights and tail lights. Moving the joystick rearwards turns on the hazard lights. A left or right movement of the joystick turns on the corresponding indicator. Cancelling any of the light functions is done by repeating the joystick direction. Example: right indicator on, push joystick to the right. To switch off, push joystick to the right.



### 1.5.11 Charging



Plug the battery charger into the charging socket located at the front of the G90 Remote.

Driving is inhibited while the system is being charged

Once the Battery Charger displays a 'full' battery charge, the battery charger plug may be removed.



## 2 Fault finding

During fault conditions the chair either will not drive or drives very slowly.

### 2.1 Limp Mode

If the DX system detects a fault that does not demand the wheelchair be stopped completely; it will go into 'Limp Mode'. This enables the wheelchair to be driven to a safe place at a reduced speed.

### 2.2 Stuck Power Button



If the power button is pushed and not released; the system switches off. To unlock the system, press the on/off button and then press the horn button twice within 10 seconds (Section 1.5.4)

### 2.3 Joystick out of neutral at power up

If the joystick is not in the centre position when the system is switched on; the wheelchair will not drive. This is to prevent inadvertent movement. If the joystick is returned to the centre within 4 seconds the chair will then drive normally. If the joystick is not returned to centre within 4 seconds, the DX2 system must be switched off and then on again.

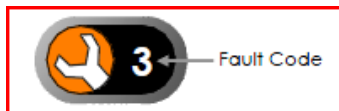
### 2.4 Battery Warning Conditions

Check the batteries are charges. If the charge icon is red, put the chair on charge immediately

Warning Icon	Meaning
	Battery overcharged. <ul style="list-style-type: none"><li>• Slow down and turn on the lights (if fitted).</li></ul>
	Battery completely empty. System turns off. <ul style="list-style-type: none"><li>• Recharge.</li></ul>

Note if the batteries are allowed to discharge completely, they may not recharge (section **Error! Reference source not found.** in the event of this happening please contact your Magic Mobility Dealer for assistance.

## 2.5 Fault Codes



In the case of a fault; the DX2 controller may display a flash code like the one pictured. The number indicates where the problem is in the system. The following information may help diagnose some faults

<b>1</b>	<p>Turn the DX system off the back on again</p> <p>Check the lead to the joystick module – has it been damaged or dislodged</p> <p>If the above do not clear the fault, please contact your Magic Mobility dealer</p>
<b>2</b>	<p>This may not be a fault. If you have a seat elevator, the wheelchair is programmed to drive slowly when the seat is elevated. The flash code is indicating that the chair's speed has been reduced while elevated.</p> <p>Ensure the seat is in its lowest position before driving</p> <p>If the above do not clear the fault, please contact your Magic Mobility dealer</p>
<b>3</b>	<p>Left Motor Fault – usually indicates a poor connection.</p> <p>Check that the motor cables are not loose or disconnected.</p> <p>If the above do not clear the fault, please contact your Magic Mobility dealer</p>
<b>4</b>	<p>Right Motor Fault – usually indicates a poor connection.</p> <p>Check that the motor cables are not loose or disconnected.</p> <p>If the above do not clear the fault, please contact your Magic Mobility dealer</p>
<b>5</b>	<p>Left Electromagnetic Brake</p> <p>Check that the electromagnetic brake release levers are fully engaged (section <b>Error! Reference source not found.</b>)</p> <p>Check that the motor cables are not loose or disconnected.</p> <p>If the above do not clear the fault, please contact your Magic Mobility dealer</p>
<b>6</b>	<p>Right Electromagnetic Brake</p> <p>Check that the electromagnetic brake release levers are fully engaged (section )</p> <p>Check that the motor cables are not loose or disconnected.</p> <p>If the above do not clear the fault, please contact your Magic Mobility dealer</p>
<b>7</b>	<p>Low Batteries</p> <p>Charge the batteries</p> <p>Check the battery leads and connections. Also check the fuse has not blown (section <b>Error! Reference source not found.</b>).</p> <p>If the above do not clear the fault, please contact your Magic Mobility dealer</p>
<b>8</b>	<p>Battery Over Voltage</p> <p>Slow your driving speed down</p> <p>Check the leads and connectors.</p> <p>If the above do not clear the fault, please contact your Magic Mobility dealer</p>
<b>9</b>	<p>Check the all electronic leads for damage</p> <p>If the above do not clear the fault, please contact your Magic Mobility dealer</p>
<b>10</b>	<p>Check the all electronic leads for damage</p> <p>Make sure the hazard lights (if fitted) are turned off then turn the DX2 power off then back on again.</p> <p>If the above do not clear the fault, please contact your Magic Mobility dealer</p>
<b>11</b>	<p>The motors have been at their current limit for too long.</p> <p>Turn the DX2 system off and let the motors cool down. If you are attempting a steep incline; seek an alternate route.</p> <p>If the above do not clear the fault, please contact your Magic Mobility dealer</p>
<b>12</b>	<p>Please contact your Magic Mobility dealer</p>

### 3 Head Office and Operations



2/112 Browns Road  
Noble Park, Vic. 3174  
Australia

Phone: +61 3 8791 5600

Email Address: [admin@magicmobility.com.au](mailto:admin@magicmobility.com.au)  
Website: <http://www.magicmobility.com.au>

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