

designability

Wizzybug Instructions for Use





Do not use Wizzybug until these Instructions for Use have been read and understood.

This document may be viewed in a zoomed format or with text-to-speech enabled by downloading a digital version from designability.org.uk/meet-wizzybug/resource-for-families.



DISTRIBUTOR CONTACT INFORMATION (IF APPLICABLE)

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If you need to contact Designability
please tell us your serial number.

Your Wizzybug serial number is

- Battery type
- Lithium Iron Phosphate (LiFePO4)
 - Nickel Metal Hydride (NiMH)
 - Sealed Lead Acid (SLA)

If you have any questions about Wizzybug, or about these instructions, contact Designability or your Wizzybug provider.

The Wizzybug is a class I medical device conforming to the requirements of EU regulation 2017/745 and UK regulation 2002/618. Designability and the Wizzybug is registered with relevant competent authorities (MHRA in the UK). Designability is ISO 9001 certified, ensuring quality at all stages of the product development and production process.



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Important Information

INTENDED PURPOSE AND INTENDED USERS

Wizzybug is an electrically powered wheelchair for indoor and outdoor use. It is intended for physically disabled children, with adult supervision.

Wizzybug is intended to be provided only under the supervision of a qualified clinician.

Wizzybug is intended for pre-school children of minimum age of 14 months and a maximum weight of 20 kg.

Wizzybug is intended for disabled children living with conditions including cerebral palsy, spinal muscular atrophy, spina bifida or muscular dystrophy, as well as children with amputations or any other conditions affecting their ability to walk functionally in daily living.

MODELS AND IDENTIFICATION

The models of Wizzybug covered by this document and their Unique Device Identification (UDI-DI) numbers are:

Wizzybug DX **UDI** 5060838350000

Wizzybug Shark **UDI** 5060838350017

Wizzybug LiNX **UDI** 5060838350024 Includes LiNX Plus accessory

To check your Wizzybug model, find the product label on the backrest or body (see page 8) and look for the **UDI** symbol.

SAFETY INFORMATION

Please read these instructions carefully before using Wizzybug, and take extra care where you see the warning symbol .



You must supervise your child when they are in or near Wizzybug, just as you would supervise a toddler who has no physically limiting conditions. For example, you must take control of Wizzybug on pavements near roads, near steps or near open water.

Do not use Wizzybug if:

- Any parts appear damaged or out of shape.
- There is an unusual sound coming from Wizzybug.
- You believe that the use of Wizzybug could be dangerous to your child or to someone else.

Do not make changes to Wizzybug without permission from Designability, because this could be dangerous.

If you feel Wizzybug is unsafe, do not use it. Contact Designability or your Wizzybug provider using the contact details at the front of these instructions.

If a serious incident happens with a Wizzybug, it should be reported to Designability. If you live outside the UK, you can ask for help with this from your Wizzybug provider.

When your child no longer needs to use Wizzybug, it must not be passed to another child to use unless it has been returned to the manufacturer or provider first to check that it is safe and working.

SUITABILITY (CONTRAINDICATIONS)

Wizzybug is not appropriate if your child:

- Needs healthcare equipment to be used on or with Wizzybug, unless this has been through Designability's risk assessment procedure. This includes commercial headrests, dynamic head supports, oxygen cylinders and ventilators.
- Cannot keep their head upright for long enough for them to use Wizzybug to move themselves independently, or if Wizzybug's head support does not give enough head support for your child.
- Needs head controls to use Wizzybug.
- Has very complex seating needs that Wizzybug's seating system cannot meet.
- Is not ready to learn cause and effect, because of a cognitive impairment.
- Has a visual impairment severe enough that they cannot use Wizzybug safely.
- Needs to use switches mounted at points other than the tray.
- Is not included in the Intended Users described on page 5, unless there is exceptional clinical need and a qualified clinical person feels Wizzybug is appropriate for your child.

Overview of Wizzybug

Your Wizzybug is made of the following parts:



Battery (located under the seat) and charger:



LiFePO4 Battery (2.8kg) and Charger

NiMH Battery (6kg) and Charger



SLA Battery (6kg)

Prolite E Charger (left) and Numax Charger (right)

Older versions of either battery may come in a black carry bag.

Fig. 1 Overview of Wizzybug Parts



Fig. 2 Overview of Wizzybug Parts (Side View)



Fig. 3 Overview of Wizzybug Parts (Rear View)

Wizzybug Features

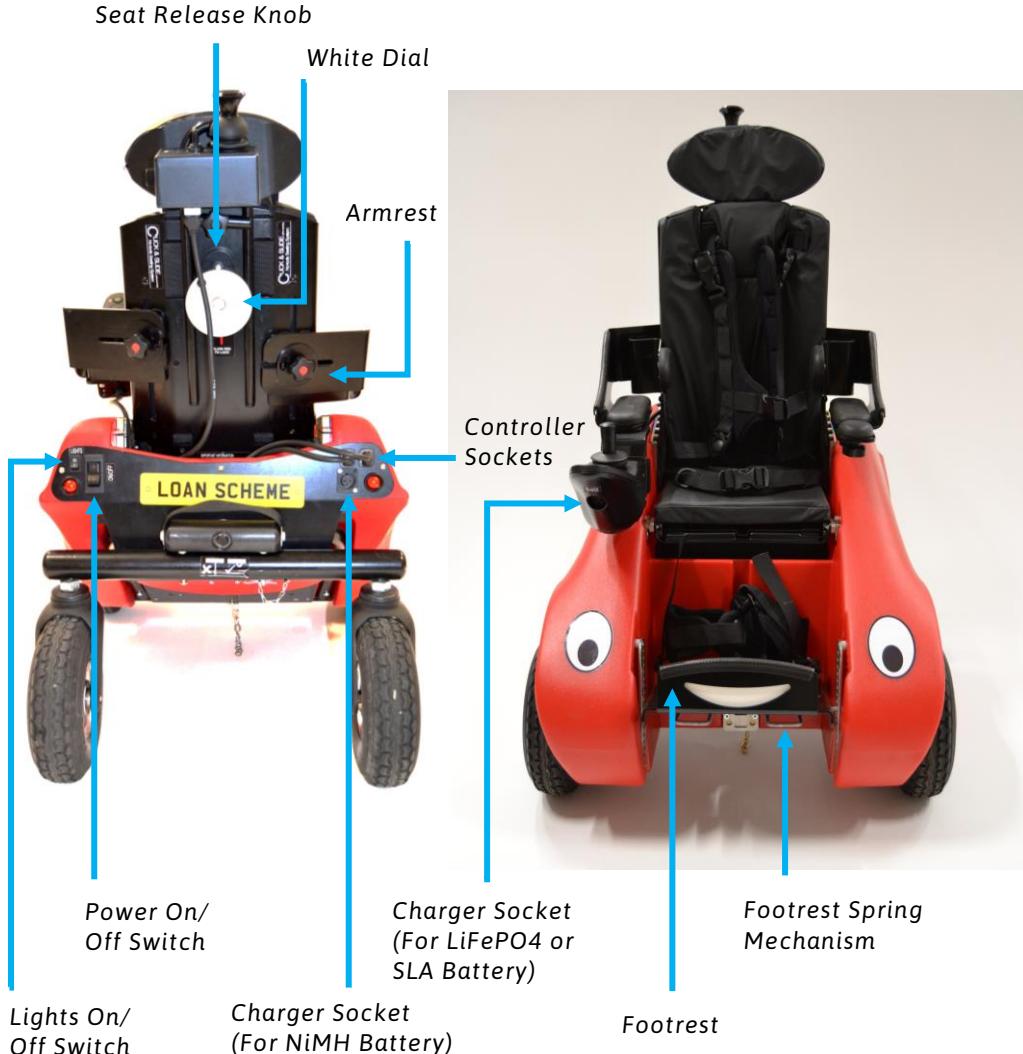


Fig. 4 Overview of Features



Accessories

Wizzybug is supplied in a standard set-up (page 8). The clinician who supports setting up Wizzybug can choose from a range of optional accessories, so that it suits your child. These may include:

- Anklesures Kit
- Chailey Headrest
- Butterfly Harness
- Dynamic Harness
- Abductor Pommel (small or large)
- Thigh Adductor
- Golf Ball Knob
- Black Ball Knob
- T Bar Assembly
- Blue Polyurethane Ball
- Spikey Silicone Ball
- Soft Play Tray
- Extended Footplate
- Metal Tray (page 46)
- Moozi Joystick (page 47)
- Buddy Buttons (red, green, yellow and blue) (page 47)
- DX Switch Components (interface, cable and adaptor)
- LiNX Plus Joystick (with switch interface components)

Only these accessories shall be used with Wizzybug.

Some accessories may be unavailable in some countries.

MyLiNX app is available for Android/iOS, providing access to basic system and diagnostic information for Wizzybug (LiNX model only). Refer to the Resources Hub on dynamiccontrols.com for further information on the MyLiNX app.

Getting to Know Wizzybug



USER GUIDANCE

Speed Always choose a suitable speed range for your child's ability and their environment (see pages 40 to 41). Wizzybug can be driven at low speeds indoors or in small spaces, so that your child can steer around obstacles. It can also be driven at higher speeds in bigger spaces.

Stopping Your child can stop Wizzybug by letting go of the joystick.

If you need to stop Wizzybug quickly, you can turn off the on/off switch at the back of Wizzybug (Fig. 5), on the controller (Fig. 6) or use the carer control to take control of Wizzybug. However, the quickest way to stop Wizzybug may be to lift your child's hand from the joystick (Fig. 7).



Fig. 5 On/Off Switch

Fig. 6 Power Button

Fig. 7 Hand Release from Joystick

Driving on slopes Wizzybug can take much longer to stop on a slope than on level ground.

Driving on pavements or near steps The carer must take control of Wizzybug on pavements or near roads, open water, steps or other obvious hazards.

Always use dropped kerbs to move off pavements or when crossing the road, so that Wizzybug does not move in a dangerous or unexpected way. Keep your child away from kerb edges and roads.

Crossing the road The carer should take full control by switching to carer control or by disengaging the wheel releases (page 28) and pulling Wizzybug by the headrest.

ENVIRONMENT

You must stay close to your child until they are confident and able to use Wizzybug, especially if there are hazards nearby such as furniture, changes in ground levels, or busy areas. A responsible adult should always be between Wizzybug and any hazard.

Wizzybug prefers firm level surfaces and gentle slopes. Do not attempt slopes steeper than 5° (1 in 12). Wizzybug is not suitable for driving on steep banks, beaches, hilly ground, or very uneven ground. Your child must not drive Wizzybug up a steep slope, because it could slip backwards and turn over.



Fig. 8 Steepest Slope

Before use Check Wizzybug's environment for hazards such as sharp corners, hot drinks, traps, steps and crushing hazards. Wizzybug is designed to fit under nursery tables but may also fit under taller tables and/or other furniture. If there is not enough space for your child to drive under or between furniture, they could get crushed or bump their head.

Other children You should supervise other children, including babies and toddlers, near Wizzybug. Make sure Wizzybug does not drive into other children, or crush their hands or feet. Do not let any child crawl on or climb onto Wizzybug.

Pets Be careful when Wizzybug is near pets.

Driving outdoors Wizzybug is only intended to be used in daylight. Carers are responsible for judging whether the light conditions are suitable for their child.

Wet weather Wizzybug can be driven safely in light rain showers, but should not be used in heavy rain. It should not be driven in puddles deeper than the thickness of the tyres.

Hot weather On very hot days, be careful not to leave Wizzybug in hot places (such as car boots or conservatories) for any length of time.

Surface temperature of Wizzybug Some parts of Wizzybug that your child can touch may get very hot or very cold because of, for example, radiators, sunlight or freezing weather conditions.

Storage Wizzybug should be stored indoors in a dry environment away from radiators and other heat sources.

Anti-static chain This hangs down under Wizzybug to reduce the build-up of static electricity (Fig. 9).

If the anti-static chain is missing or does not touch the ground, please contact Designability for a replacement.



Fig. 9 Anti-Static Chain

IMPORTANT NOTES ON SEATING AND OTHER FEATURES



Never adjust the seating position with your child sitting in the seat, because you or your child could be injured.

Securing your child in Wizzybug Always use the lap strap and full harness. Adjust the straps to make sure they fit your child securely. If you are unsure, contact Designability or your Wizzybug provider for advice.

Maximum user weight 20kg or 44lb

One child only Wizzybug must only be used by a properly seated child and should not be used to give rides to other children.

Seating system The seating system is only intended to be used in Wizzybug and should not be used for any other purpose.

Seating position and mounting of the child's joystick Ask an occupational therapist or physiotherapist for advice about the best seating position and joystick position for your child.

Footrest The footrest can be provided with anklesures to position your child's feet securely. If anklesures have been provided, your child should use them. If your child does not need anklesures make sure their feet stay within the footrest, because they could be injured if their feet hang over the front or sides.



Fig. 10 Anklesures on Footrest

When your child is not using Wizzybug, you can remove the footrest to avoid children injuring themselves on the front of the footrest if they try to crawl or climb onto Wizzybug.

Transfers Always follow best practice for moving and handling when you transfer your child in and out of Wizzybug. Your child's therapist can recommend what is best for you and your child. If you use a walk-in transfer, this is easier if the footrest is removed.



Wizzybug should be switched off before you transfer your child into or out of it.

Adjustment of seating system Check your child's seating position regularly, and adjust it if you need to. Wizzybug is not a dedicated seating system and should only be used in Wizzybug. Wizzybug should not be used for long periods of time - always check your child's comfort and posture in Wizzybug, and check their skin for pressure sores.

Dynamic head supports Never use a dynamic head support with Wizzybug.

Fire safety The seat cushions, arm pads, main body and controllers comply with international standards for resistance to ignition sources.

Wizzybug life We expect Wizzybug to perform as intended for up to 5 years (if it is not neglected, misused or abused). Refer to the warranty information in these instructions (page 59).

Small parts Make sure your child does not pick at the foam padding parts of the seating system, because they could choke if they swallow small pieces of foam.

How to Put Wizzybug Together



When you are putting Wizzybug together, do not trap your fingers between the different parts.

Wizzybug has the following parts:

- Body
- Rear Wheel Assembly
- Battery
- Tray (optional, page 46)
- Footrest
- Seating System
- Carer Control

REAR WHEEL ASSEMBLY

To attach the rear wheel assembly to the body:

1. Lift up the back of the body using the fabric handle.
2. Position the rear wheel assembly with the label facing away from Wizzybug's body and lower the prongs into the two holes in the rear wheel assembly beam.
3. Push the spring clip (attached by a short chain) around the end of the prong as shown. This attaches the rear wheel assembly beam to the body.
4. Turn the spring clip sideways under the rear wheel assembly beam for protection.

Fig. 11 Attaching the Rear Wheel Assembly

BATTERY

Fitting the Battery (SLA or NiMH)

1. Place the battery into the box under the seat, with the cable coming out from the opposite side to the socket (see Fig. 12).
2. Position the connector so that it can easily be pushed into the socket. Push in the connector then turn the collar clockwise to secure it.
3. Make sure the battery cable is tucked in, so that it cannot damage and does not stop the seat being adjusted.

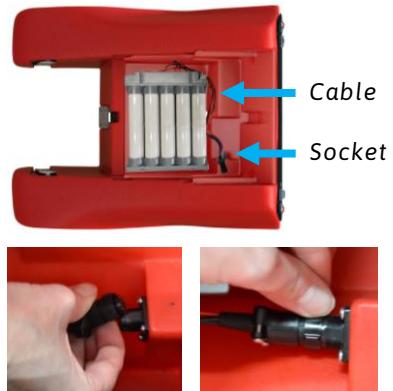


Fig. 12 Fitting the SLA/NiMH Battery

Fitting the Battery (LiFePO4)

The battery fits into the box under the seat, under the black cover.

1. Open the cover by pinching the black tab and white button at the front of the cover.
2. Place the battery into the box as shown (it will only fit one way round).
3. Position the connector with the silver slider down and to the left, and push it into the socket. Turn the connector clockwise until it clicks.
4. Close the cover fully, **keeping your fingers clear of the hinge.**



Fig. 13 Fitting the LiFePO4 Battery



FOOTREST

The footrest can be attached before or after the child is seated.

The footrest can be level or can be tilted to match the tilt-in-space angle of the seat position. Ideally your child's feet should sit flat on the footplate.

The height and angle of the footrest can be adjusted using the colour codes at the back and sides of the footrest. To make the footrest level, choose your child's footrest height colour at the back of the footrest, look for the two side slots of the same colour, and choose the lowest of those two slots.

To tilt the footrest upwards or downwards, choose higher or lower slots at the sides of the footrest.

To attach the footrest:

1. Squeeze together the bars under the footrest.
2. Push the footrest into the chosen central slot.
3. Line up the footrest with the chosen side slots, then let go to fix the footrest into the side slots.



Make sure the footrest is fixed in the correct position for your child before using Wizzybug

Fig. 14 Attaching the Footrest to Wizzybug
(From top to bottom) Footrest bars, height of the footrest - showing the back-plate with the coloured slots, footrest tilt adjustment using the side slots.

SEATING SYSTEM

Fitting the Seating System onto the Body

Before fitting the seating system, make sure you know which position is best for your child:

- The seat depth (colour-coded) is the distance from the back of the seat to the front of the seat. The current seat depth colour (found by looking at the coloured circles where the seat back meets the seat, see Fig. 29 on page 31) shows which set of coloured holes to use when fitting the seating system into the body, **e.g. yellow**.
- The backrest recline describes whether the backrest is upright at 90 degrees to the seat or slightly reclined at 97 degrees to the seat. This is chosen by using the front (upright) or back (reclined) set of holes that match the seat depth colour, **e.g. front set of holes**.
- The tilt-in-space describes how much the whole seating system is tilted. This is chosen by how far down the seating system is placed into Wizzybug's body, **e.g. third hole from the top**.

Find out more about choosing and setting the seat depth, tilt-in-space, and backrest recline on page 30.

When you know which seating position to use, fit the seating system into Wizzybug's body as follows on page 22.

1. Clip the harness together and the lap strap together so that they cannot get caught in the seating system.



2. Turn the white dial fully anti-clockwise to unlock the seat.



3. Lift the seat by holding the harness in one hand and the bottom of the white dial in the other.



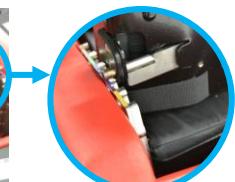
Do not lift the seat using the headrest.



4. Lower the two front corners of the seat into the two metal slots above the front of the battery compartment.



5. Lower the back of the seat until the pins rest on top of the coloured metal grids.



6. Use your thumb to squeeze the black seat release knob towards the top of the white dial, then lower the seat down so that the pins line up with the first row of holes for your child's seat depth colour. (For example, if your child's seat depth setting is yellow, with an upright back, choose the front row of holes in the yellow part of the grid).



Fig. 15 Fitting the Seat

7. Release your thumb so that the pins fit into the top row of holes. Move the seat downwards one hole at a time towards your child's chosen position by doing the same actions again: squeeze the seat release knob, move the seat down to the next set of holes and release the pins into the holes. Repeat this until the seat is in your child's chosen tilt-in-space position, e.g. the third hole from the top
8. Turn the white dial fully clockwise to lock the seat into position, with the black spot at the bottom of the dial. If the seat cannot easily be locked, check that the pins are sitting properly in the holes and try again. Never force the white dial if it does not lock easily.



Fig. 16 Seat Locking Dial



Do not use the seat unless the white dial is fully locked.

9. Plug the joystick and carer control cables into the two sockets at the back of Wizzybug. Both sockets are the same, but the connectors can only fit in one way up.



Fig. 17 Joystick and Carer Control Cables

10. Hook the carer control onto the back of the headrest and tuck the cables away behind the seat.

Armrests and Thoracic Supports

FITTING THE ARMRESTS

The armrests are attached to the back of the backrest.

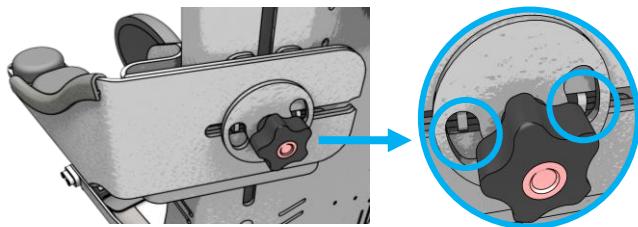


Fig. 18 Fitting the Armrests and Thoracic Supports (two pins shown on right)

The armrest, and thoracic supports if used, fit together as shown in Fig. 18. The armrests slot in between the rectangular and round plates and are secured by tightening the black hand-screw. Make sure that the ends of the two pins can be seen through the round plate and that the armrests are secure.

You may need to adjust the armrests and thoracic supports if your child needs to wear thick winter clothing. You can adjust the height and width of the armrests and thoracic supports by loosening the hand screw a little, sliding them along the slots (as shown in Fig. 19 to Fig. 21), then tightening the hand screw. Make sure the armrests are secure after you have adjusted them.

Do not remove the hand screws.

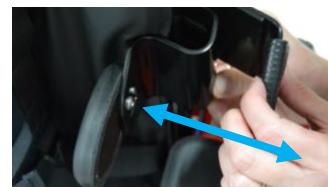


Fig. 19 Thoracic Support Adjustment



Fig. 20 Armrest Support Height Adjustment



Fig. 21 Armrest Support Width Adjustment

Be careful not to trap fingers or clothing if you adjust the armrests and thoracic supports when your child is in the Wizzybug.

How to Take Wizzybug Apart

REMOVING THE FOOTREST

Squeeze together the bars under the footrest and lift it out.



Fig. 22 Removing the Footrest

REMOVING THE SEATING SYSTEM FROM THE BODY

1. Clip the harness together and the lap strap together so that they cannot get caught in the seating system.
2. Unplug the cables from the back of Wizzybug and unhook the carer control from the back of the headrest.
3. Unlock the white dial by turning it fully anti-clockwise.
4. Use your thumb to squeeze the black seat release knob towards the top of the white dial.
5. Lift the seat by holding the harness and the white dial.



Do not lift the seat using the headrest.

Fig. 23 Removing the Seat

REMOVING THE BATTERY (SLA / NIMH)

1. Turn the collar on the connector anti-clockwise and pull the connector out.
2. Lift out the battery. **Never lift the battery using the cable.**



Fig. 24 Removing the SLA Battery

REMOVING THE BATTERY (LIFEPO4)

1. Open the battery cover by pinching the black tab and white button at the front.
2. Disconnect the battery by sliding back the silver slider on the connector and turning the connector anti-clockwise.
3. Lift out the battery using the handle.
Never lift the battery using the cable.

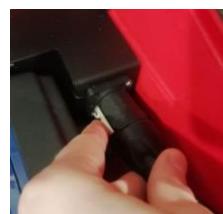


Fig. 25 Removing the LiFePO4 Battery

REMOVING REAR WHEEL ASSEMBLY FROM THE BODY

1. Turn the clip towards you and pull it away from the pin.



2. Lift up the back of Wizzybug using the fabric handle. The rear wheel assembly should fall away from the body. If it does not, push down on the black beam with the heel of your hand.



Fig. 26 Removing the Rear Wheel Assembly

Wheels

The wheels are low maintenance, puncture proof, rubber wheels and do not need to be inflated.

DRIVING WIZZYBUG

To drive Wizzybug using the joystick or carer control, engage the front wheels (see Fig. 27 on page 29). Do not pull or push Wizzybug when the wheels are engaged.



Make sure that both front wheels are engaged before driving Wizzybug. Driving Wizzybug with only one wheel engaged is dangerous because Wizzybug could move in an unexpected direction.

FREEWHEELING WIZZYBUG

When you are transporting Wizzybug, crossing a road or if the battery is flat, you can disengage the front wheels (see Fig. 27 on page 29) and pull Wizzybug along freely. It is easier to roll Wizzybug backwards than forwards.



When Wizzybug is freewheeling, there is no braking. Supervise your child closely if they are sitting in Wizzybug with the wheels disengaged.



Do not disengage the wheels on a slope.

ENGAGING OR DISENGAGING THE WHEELS

To engage or disengage the wheels, slide the small levers on the sides of the wheels to the end of the slot. For newer models of Wizzybug, the green dot position shows that the wheels are engaged.

Gently push Wizzybug to engage both wheels. If there is not enough space to push Wizzybug, lift one side at a time and rotate each front wheel forwards by hand until it locks.

Make sure that **both** wheels have been engaged or disengaged before moving or transporting Wizzybug.

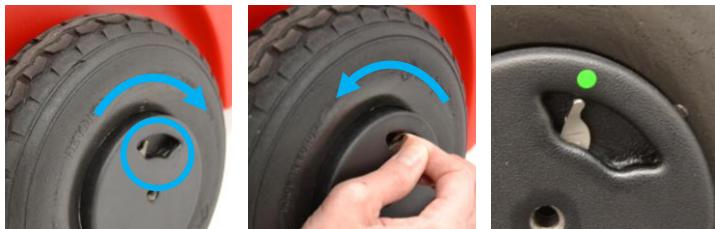


Fig. 27 Engaging and Disengaging the Front Wheels

Seating System

The seating system is designed to be very adjustable. It is important to adjust the seat so that your child is comfortable and can use Wizzybug.

We recommend consulting a physiotherapist or occupational therapist to get advice about the best seating position for your child.

The seating system on Wizzybug is adjusted without tools. It may take a little practice, but it is quick and easy to use.

 **Never adjust the seating position with your child sitting in the seat, because you or your child could be injured.**

SETTING THE SEAT DEPTH

The seat depth is the distance from the back of the seat to the front of the seat.

There are 5 colour coded positions to give a seat depth from 155mm to 245mm (6.1" and 9.7").

Orange	Green	Blue	Purple	Yellow
155 mm/ 6.1 inches	177.5 mm/ 7 inches	200 mm/ 7.9 inches	222.5 mm/ 8.8 inches	245 mm/ 9.7 inches



Fig. 28 Seat Depth Colour Codes and Slots

Adjusting the seat depth when it is out of the Wizzybug

It is easier to adjust the seat when it is fitted in the Wizzybug body (see page 32). However, if you choose to adjust the seat depth when the seat is not in Wizzybug:

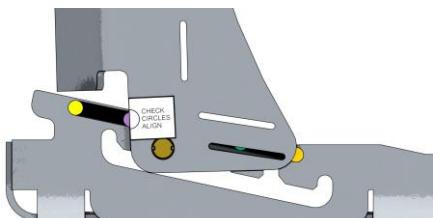


Fig. 29 White Semi-Circle

1. Decide which seat depth you want to use (see Fig. 28 on previous page).
2. Push the backrest down to move it out of its current seat depth position.
3. Slide the bottom of the backrest forwards (to shorten) or backwards (to lengthen) along the seat base until it clicks into the next slot.
4. Repeat until your chosen seat depth colour sticker (e.g. purple) lines up with the white semi-circle (see Fig. 29).

When you put the seat into Wizzybug, you must choose the slot in the metal grid (e.g. purple) that matches the new seat depth colour.

Adjusting the seat depth when it is fitted in the Wizzybug

To make the seat depth longer (for example if your child has grown):

1. Unclip the carer control from the back of the headrest and raise both armrests (see page 24).
2. Turn the white dial fully anti-clockwise to unlock the seat.
3. Make sure that the seat pins are in the highest position in the metal grid. If they are not, use your thumb to squeeze the black seat release knob and lift the seat so that the seat pins line up with the top holes. Release your thumb so that the pins fit into the top holes.

(If the pins do not fully fit into the holes, check that the front corners of the seat are sitting in the two metal slots above the front of the battery compartment, and check that the white dial is fully unlocked.)

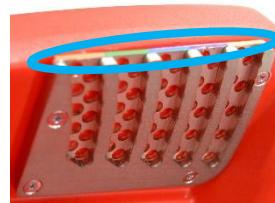


Fig. 30 Move the Seat to the Top Holes

4. Reach under the back of the seat base and **pull up the back of the seat base** as far as you can, and **tilt the backrest all the way forward** until it clicks. The seat depth is now one size longer and has a new colour setting.



Fig. 31 Making the Seat Depth Longer

5. Squeeze the black seat release knob and **lift the whole seat up and backwards** into the top of the next coloured slot in the metal grid. (Only move the seat backwards by one coloured slot at a time.) Let go of the seat release knob so that the seat pins fit into the top holes. The seat is now in the slot that matches the new seat depth colour.

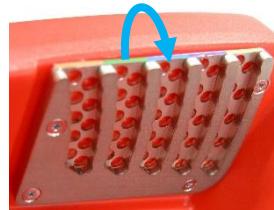


Fig. 32 Moving the Seat Backwards

6. Repeat steps 4 and 5 until the seat depth is correct (see Fig. 28 on page 30).
7. Move the seat to your usual tilt-in-space (lower or higher holes) and upright or recline position (front or back holes) within the new coloured slot (see page 21).
8. Turn the white dial fully clockwise to lock the seat.
9. Move the armrests back down to your child's chosen position and clip the carer control onto the back of the headrest.

To make the seat depth smaller:

1. Unclip the carer control from the back of the headrest and raise both armrests (see page 24).
2. Turn the white dial fully anti-clockwise to unlock the seat.
3. Make sure that the seat pins are in the highest position in the metal grid before you start to adjust the seat depth. If the seat pins are not already in the highest holes, use your thumb to squeeze the black seat release knob towards the white dial and lift the seat so that the seat pins line up with the top holes. Release your thumb so that the pins fit into the top holes. (see Fig. 30 on page 32).

(If the pins do not fully fit into the holes, check that the front corners of the seat are sitting in the two metal slots above the front of the battery compartment, and check that the white dial is fully unlocked.)

4. Squeeze the black seat release knob and **lift the whole seat up and forward** into the top of the next coloured slot in the metal grid. (Only move the seat forwards by one coloured slot at a time.) Let go of the seat release knob so that the seat pins fit into the top holes.

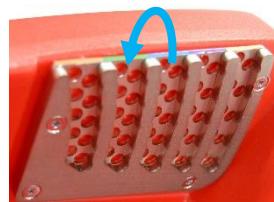


Fig. 33 Moving the Seat Forward

5. Reach under the back of the seat base and **pull up the back of the seat base** as far as you can, then **tilt the backrest backwards as far as you can** until it clicks into place. The seat depth is now one size shorter and has a new colour setting which matches the new coloured slot in the metal grid.



Fig. 34 Making the Seat Depth Shorter

6. Repeat steps 4 and 5 until the seat depth is correct (see Fig. 28 on page 30).
7. Move the seat to your usual tilt-in-space (lower or higher holes) and upright or recline position (front or back holes) within the new coloured slot (see page 21).
8. Turn the white dial fully clockwise to lock the seat.
9. Move the armrests back down to your child's chosen position and clip the carer control onto the back of the headrest.

SETTING THE TILT-IN-SPACE ANGLE

The tilt-in-space angle describes how much the seat and back are tilted, and is set by the height of the holes that the seat fits into in the metal grid.



Fig. 35 Seat Position Grid

To set the seat at 0° with no tilt-in-space, position the seat in highest set of holes in the chosen seat depth colour. Use the lowest holes to set the seat at the largest tilt-in-space angle of 15°.



Wizzybug in an upright position with no tilt-in-space



Seat is upright but tilted in space 0 to 15°

Fig. 36 Adjusting the Seating

SETTING THE BACKREST UPRIGHT OR IN A SLIGHT RECLINE

If you use the front row of holes in a coloured slot, the backrest position will be an upright 90°.

If you use the back row of holes the backrest position will have a slight recline of 97° compared with the seat

SETTING THE HEADREST HEIGHT

To adjust the headrest height, hold the headrest and turn the hand screw anti-clockwise. Gently move the headrest up or down then turn the hand screw clockwise to tighten it.



Fig. 37 Adjusting the Headrest Height

Control System

A standard Wizzybug is supplied with a LiNX control system (Fig. 38) or Shark control system (Fig. 40).

If your child uses switches to control Wizzybug, it is supplied with a LiNX Plus (Fig. 39) or DX control system (Fig. 41).



Fig. 38 LiNX Control



Fig. 39 LiNX Plus Control



Fig. 40 Shark Control



Fig. 41 DX Control

Wizzybug is also supplied with a carer control (Fig. 42 to Fig. 44).



Fig. 42 LiNX Carer Control



Fig. 43 Shark Carer Control



Fig. 44 DX Carer Control
(new DX2 version on left, old on right)

Accessories such as switches and alternative joysticks may be supplied with the DX or LiNX Plus control, if needed. See page 12 for information on accessories.

SETTING UP THE CONTROLS

The joystick and carer control give “proportional control”, so that the harder you push the faster you go, within the set speed range.

1. Plug the joystick and carer control cables into the two sockets at the back of Wizzybug. Both sockets are the same, but the connectors can only fit in one way up (Fig. 45).
2. Make sure that the cables are tucked away safely behind the seat. Clips are supplied to use as required (Fig. 46).
3. Switch on Wizzybug using the main on/off switch at the back of Wizzybug (Fig. 47).
4. Switch on the joystick controller using the joystick power button (Fig. 48 to Fig. 51).



Fig. 45 Control Sockets



Fig. 46 Storing Cables

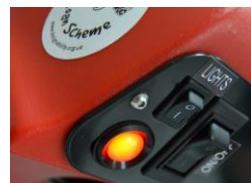


Fig. 47 Main On/Off Switch



Fig. 48 LiNX Power Button

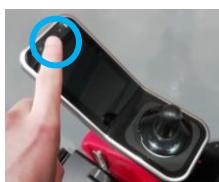


Fig. 49 LiNX Plus Power Button



Fig. 50 Shark Power Button



Fig. 51 DX Power Button

CARER CONTROL

The carer control allows a carer to control Wizzybug and has its own speed control. The carer can also use it to switch between driving Wizzybug and letting the child drive using the joystick.

The carer can take control of Wizzybug using the carer control by:

- (LiNX and LiNX Plus) Pressing the on/off button on the carer control. The button will be lit green.
- (Shark) Moving the switch on the carer control. An amber person is displayed on the carer control.
- (DX) Pressing the on/off button on the carer control. An “A” is shown on the DX control display.
- (Old DX) Moving the switch on the carer control. An “A” is shown on the DX control display.



Fig. 52 Switch between child use and carer use by pressing the on/off button on the carer control (for a LiNX, LiNX Plus or DX) or flicking the switch on the carer control (for a Shark or old-style DX)

For the LiNX, LiNX Plus and the DX controller, the person who first switches on their controller controls the Wizzybug. The carer can override the child’s control at any time by pressing the on/off button on the carer control.

For a Shark or old DX controller, the carer control only overrides the child’s control once they have released their joystick to a neutral position. The child still is able to switch Wizzybug on and off using the joystick power button.

SETTING THE SPEED RANGE (LINX)

Use the **dial** to set the speed range (Fig. 53). If a carer is controlling Wizzybug, press the **speed button** repeatedly (Fig. 54) on the carer control to cycle through four speed ranges.



Fig. 53 LiNX Speed Dial



Fig. 54 LiNX Carer Control Speed Button

SETTING THE SPEED RANGE (LINX PLUS)

Press **button I** (Fig. 55) to cycle through four speed ranges (slow, medium, fast and fastest). If a carer is controlling Wizzybug, press the **speed button** repeatedly (Fig. 54) on the carer control to cycle through four speed ranges.

Hold **button I** (Fig. 56) for several seconds to choose **joystick** control or **inputs** control (if your child uses switches to control Wizzybug).

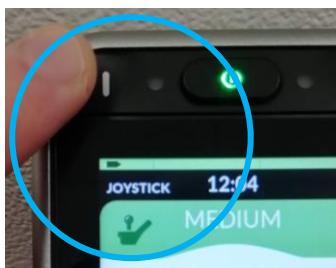


Fig. 55 LiNX Plus Speed Range Change (Press)

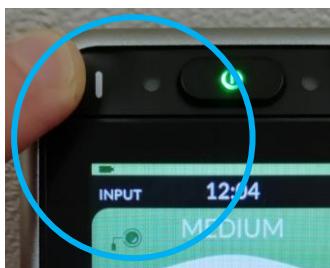


Fig. 56 LiNX Plus Control Type Change (Hold)

If Designability or your Wizzybug provider has adapted your LiNX Plus with advanced settings, please refer to page 48.

SETTING THE SPEED RANGE (SHARK)

Use the **hare** and the **tortoise** buttons to set the speed range (Fig. 57). If a carer is controlling the Wizzybug, set the speed range by turning the carer control **speed dial** (Fig. 58).



Fig. 57 Shark Speed Buttons



Fig. 58 Shark Carer Control Speed Dial

SETTING THE SPEED RANGE (DX)

Use the **blue button** to set the speed range (Fig. 59).

If the joystick is used, choose speed range 1 (Slow), 2 (Medium) or 3 (Fast).

If your child uses switches to control Wizzybug, choose 4 (Slow) or 5 (Fast).

Depending on the version of carer control you have, the speed range is adjusted either by pressing the speed button or turning the dial.



Fig. 59 DX Speed Button

Positioning of the Joystick

REACH ADJUSTMENT

The joystick position can be adjusted by slightly loosening the black hand-screw under the armrest, moving the joystick, and retightening the hand-screw.



Fig. 60 Reach Adjustment on Wizzybug

If you need to move the joystick even closer so that your child can reach it, fully unscrew the hand-screw under the armrest and re-attach it into the back hole under the armrest. Tighten the hand-screw in the new position.

ANGLE ADJUSTMENT

The angle of the joystick can also be adjusted towards or away from the centre of Wizzybug by loosening the black hand-screw, moving the joystick, and retightening the hand-screw.

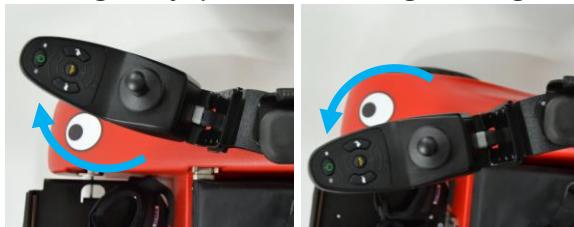


Fig. 61 Changing the Angle of the Joystick

DESK ADJUSTMENT

If your child needs to sit close to low desks or tables (for example at nursery), you can adjust the joystick angle as described in the "Angle Adjustment" section.

HEIGHT ADJUSTMENT

You can change the height of the joystick by changing the height of the armrest. Adjust the armrest height using the black hand-screw on the backrest.



Fig. 62 Height Adjustment of the Joystick

FINE ADJUSTMENTS USING AN ALLEN KEY

If you want to make smaller changes to the angle and height of the joystick, use the supplied 3mm Allen key to adjust the position of the small metal screws (Fig. 63) and slide the joystick plate to the new position.



Fig. 63 Fine Adjustment Screws

THE HAND REST

The round foam handrest can be adjusted to suit your child. Loosen the black hand-screw under the armrest, then slide the handrest backwards, forwards, or sideways into the new position. Retighten the hand-screw.



Fig. 64 Handrest Hand-Screw

Using the Horn

Your child can sound the horn to let other people know they are there.

Sound the horn by pressing the central horn button on the controller (Fig. 65). For the LiNX Plus*, sound the horn by pressing button II.



Fig. 65 Using the Horn

The horn makes a loud beeping noise that your child may enjoy playing with! It cannot be turned off, but you can reduce the volume by taping a piece of material over the loudspeaker under the joystick.

* If Designability or your Wizzybug provider has adapted your LiNX Plus with advanced settings, the horn may work differently. Please refer to page 48.

Locking the Joystick

If you want to stop Wizzybug being driven, for safety reasons, you can lock Wizzybug's joystick controller.

To lock Wizzybug:

- (LiNX, LiNX Plus or Shark), press and hold the on/off button for several seconds until the lights flash (Fig. 66).
- (DX controller) pass the supplied blue magnetic key over the DX controller display.

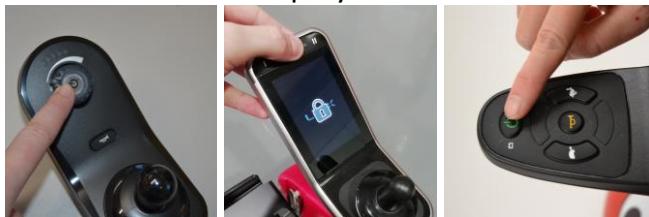


Fig. 66 Locking Wizzybug

To unlock Wizzybug:

- (LiNX or Shark) Turn the joystick controller on using its on/off button and then press the horn button in quick succession two times for LiNX or three times for Shark (Fig. 67).
- (LiNX Plus) Turn the joystick controller on using its on/off button and then press and hold both buttons I and II for several seconds (Fig. 67).
- (DX) Pass the supplied blue magnetic key over the controller display.

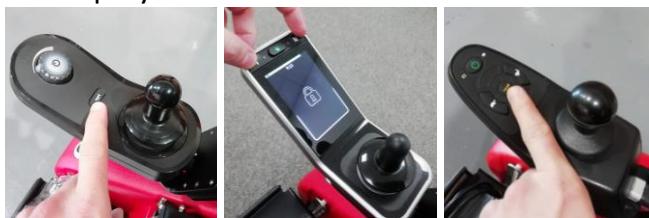


Fig. 67 Unlocking Wizzybug

Metal Tray

The metal tray is an optional extra supplied in some countries.

The tray is designed to allow a child to drive Wizzybug using large button switches (see page 47) instead of a joystick, and is easy and quick to remove.

The tray will be set up to fit on one side of Wizzybug (left **or** right) – it cannot be moved to the other side without using tools. If you need to change the side the tray fits to, contact Designability or your Wizzybug provider using the contact details at the start of these instructions.

If your Wizzybug has a metal tray, it will also be supplied with a replacement armrest plate (including a tray mounting block and an attached handrest). You can only attach the tray if this replacement armrest plate is already attached to Wizzybug.

To attach the tray to the end of the armrest:

1. Find the black stopper under the round handrest and pull it to release the handrest.



2. Lift the handrest out of its hole and leave it to hang by its rubber strap.
3. Lower the tray pin into the handrest hole and push the tray down until it clicks into place.



To remove the tray, use the black stopper to release the tray and replace the handrest.

Fig. 68 Fitting the Tray

Optional Control Inputs

These accessories are only supplied with DX or LiNX Plus models of Wizzybug.

Switches

Four large button switches (known as Buddy Buttons) can be mounted on the tray and pressed to drive Wizzybug forwards, backwards, left and right. Each switch has a cable and a connector that plugs into the Switch Module, which plugs into a DX or LiNX Plus joystick.



Fig. 69 Buddy Buttons

Moozi

The Moozi is a low profile switch joystick designed by MERU to be mounted on a tray. It is connected through a Switch Module into the DX or LiNX Plus joystick.



Fig. 70 Moozi

LiNX Plus Advanced Settings

If Designability or your Wizzybug provider has adapted your LiNX Plus with advanced settings, it may work in a different way.

As described on page 40, pressing **button I** will still cycle through four speed ranges. Holding **button I** for several seconds will still choose **joystick** control or **inputs** control.

However, **button II** will no longer sound the horn (as described on page 44). Instead, holding **button II** for several seconds will access the **settings menu**. From the settings menu, you can:

- Unlock and lock the touchscreen.
- Enable/disable glove mode, changing the touchscreen sensitivity for gloved hands.
- Change display settings; brightness, language, units, speedo/odo (speed/distance indicator) on/off/reset.
- Change touch settings; tap-only (replaces swipe control), tap-zone sensitivity, left-hand mode (positions some controls on other side of the screen).

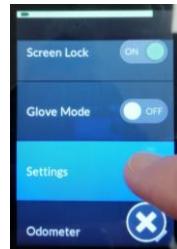
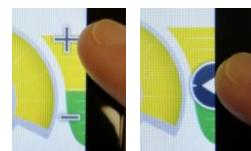


Fig. 71 LiNX Plus
Settings Menu

With the touchscreen unlocked, you or your child can:

- Sound the horn using the button in the middle of the screen.
- Change the speed range using the slider (swipe control) or the +/- (tap-only mode).
- Change the speed range (left/right) and control type (up/down) using the button in the bottom corner. Directly swiping the screen (in swipe control) also changes these.



Your child may be able to accidentally change the speed range when the screen is unlocked.

Battery Indicator

The joystick controller has battery indicator lights which show approximately how much battery charge is left. Consider charging the battery when the battery indicator lights show the battery is about half full.

LINX BATTERY INDICATOR

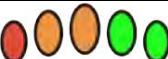
				
Fully charged		Consider charging	Battery needs charging	Charge immediately

Fig. 73 LiNX Battery Indicator

LINX PLUS BATTERY INDICATOR

The LiNX Plus has a narrow green battery indicator bar across the top of the screen.

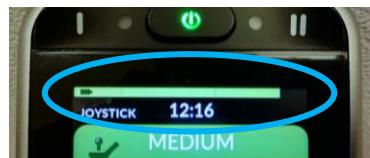


Fig. 74 LiNX Plus Battery Indicator

SHARK BATTERY INDICATOR

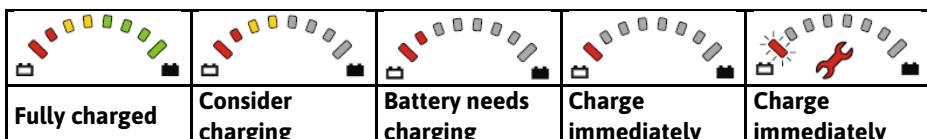


Fig. 75 Shark Battery Indicator

DX BATTERY INDICATOR

The DX battery indicator contains six LEDs (two green, two amber and two red) and works like the LiNX controller (Fig. 73).

REAR BATTERY INDICATOR

If your Wizzybug has a separate battery indicator mounted on the back (it will look similar to the one in Fig. 76) use this to check the battery level. Ignore the joystick indicator as it will always show as full.



Fig. 76 Rear Battery Indicator 49

Battery and Charging

INTRODUCTION TO CHARGING

Wizzybug is supplied with an SLA battery, a NiMH battery or a LiFePO4 battery (see page 8). Your battery will be supplied fully charged on delivery.

If you use Wizzybug every day, then charge it every day. If Wizzybug has not been used often we recommend that you charge the battery for at least 12 hours before you use it, to give the best performance.

There may be two charging sockets on Wizzybug – always use the correct socket for the type of battery in your Wizzybug. **Most batteries are charged using the socket on the front of the joystick.**

Your battery type may be noted inside the front of these instructions, or see page 8 for the different battery types.



- **Handle all batteries with care. If you have a LiFePO4 battery, carry it by the handle.**
- **Never use a damaged battery.**
- **Never use a damaged charger.**
- **Do not operate Wizzybug if the battery is low because Wizzybug could stop working while you child is using it.**

If you need advice, contact Designability or your Wizzybug provider using the contact details at the start of these instructions.

CHARGING AN SLA BATTERY

1. Put the silver connector into the charging socket **in the front face of the joystick**.



2. Switch on Wizzybug using the on/off switch at the back, then switch on the joystick.



3. Plug the charger into a mains socket and switch the socket on. The red power light on the charger will come on.

For a Prolite E charger, a second LED will come on after a few seconds: Red indicates that the battery is charging and yellow shows the battery is about 80% charged. When the battery is fully charged a green light will show.



Prolite E Charger

For a Numax charger, the orange LED shows the battery is charging. When the battery is fully charged a green light will show.

(When Wizzybug is being charged the lights on the battery indicator on the joystick control will scroll and flash. The joystick cannot be used and Wizzybug cannot be driven.)



Numax Charger

4. You can keep the charger connected until you need to use Wizzybug. You cannot overcharge the lead acid battery.
5. When you are ready to disconnect the charger, turn off the mains supply first, then switch off the joystick's on/off button. Unplug the charger from the mains supply, then unplug the silver connector from the front of the joystick.

If you use Wizzybug every day, we recommend that you charge it every day.

Fig. 77 Charging an SLA Battery

CHARGING A NiMH BATTERY

1. Switch off Wizzybug using the on/off switch at the back.



2. Plug the charger into the charging socket **at the back** of Wizzybug.



3. Connect the charger to the mains supply and switch it on. The battery should be fully charged in about 12 hours.
4. You can check the battery level by removing the seat. Press the button on the battery label to light up the battery indicator.
5. When you have finished charging, disconnect the charger from the mains supply. Then unplug the charger connector from the back of Wizzybug.



You can use Wizzybug before it is fully charged, but if you often charge it for only a short time we recommend you sometimes charge for up to 12 hours to fully charge the battery. You can keep the charger connected until you need to use Wizzybug.

Fig. 78 Charging a NiMH Battery

CHARGING A LIFEPO4 BATTERY

1. Put the silver connector into the charging socket in **the front face of the joystick**.



2. Switch on Wizzybug using the on/off switch at the back, then switch on the joystick.



3. Plug the charger into the mains supply and switch it on; the red power light on the charger will come on. A few seconds later the battery level will be shown by row of green lights: 20%, 50%, 80% or 100%.



(When Wizzybug is being charged the lights on the battery indicator on the joystick control will scroll and flash. While Wizzybug is charging, the joystick cannot be used and Wizzybug cannot be driven.)

When the battery is fully charged (four green lights) it is ready to use. You can leave the charger connected until you need to use Wizzybug. You cannot overcharge the LiFePO4 battery.

4. To disconnect the charger, turn off the mains supply first, then switch off the joystick. Unplug the charger from the mains supply, then unplug the silver connector from the front of the joystick.

If you use Wizzybug every day, we recommend that you charge it every day.

Fig. 79 Charging a LiFePO4 Battery

Maintenance of the Battery

If Wizzybug is used every day, we recommend that you charge it daily. You may find it convenient to charge Wizzybug overnight.

To maintain the battery life, charge it for 12 hours at least once every three months.

Always handle the battery with care to avoid damage, and never carry it by the cable. Avoid storing the battery in temperatures above 25°C as this can reduce its performance and life.

If you know you will not use Wizzybug at all for a few weeks or longer, charge the battery for at least 5 hours, remove it from Wizzybug and store the battery in a cool, dry place.



WARNINGS

Always use the charger supplied with your Wizzybug. Using other types of battery charger may cause damage to the battery, wiring, charger, and in extreme cases, fire.

Do not cover the charger when in it is being used.

Always use the correct charging socket for your battery (either SLA, NiMH or LiFePO4). See pages 50 to 53 for guidance on how to charge the battery.

If the battery leaks, smokes or is damaged, stop using it immediately. Make sure the Wizzybug charger is disconnected from the mains.

If liquid or gel from the battery comes into contact with skin or clothes wash immediately with soap and water. If it comes in contact with your eyes, wash with clean water immediately and consult a doctor.

Moving and Handling

MOVING

 **Do not lift Wizzybug with a child in Wizzybug's seat.**

Wheeling Wizzybug along the ground can reduce how far you need to lift it. You can freewheel if you need to, for example between nursery and the car, or to store or charge it, or if the battery is completely flat.

To freewheel, disengage the front wheels using the small levers on the sides of the wheels (see page 28), then pull Wizzybug backwards by the headrest. Wizzybug is easier to freewheel backwards than forwards.



Fig. 80 Pull Wizzybug by the Headrest

LIFTING AND HANDLING

 **A whole Wizzybug should always be lifted by two adults working together. Never try to lift it on your own.**

Only lift Wizzybug by the lifting points: the front wheel arches and the rear wheel assembly bar. Always use good lifting techniques, bending from the knees, and use an agreed "lift command" (for example say, "ready, steady, lift") so that you both lift together.

Please refer to manual handling best practice if you are unsure or need advice on how to lift Wizzybug safely (refer to page 56).



Fig. 81 Standard Lifting Position



Fig. 82 Alternative Lifting Position

Transportation



Wizzybug has not been crash tested for use in a vehicle.

You must not allow any child to be seated in Wizzybug while it is in a vehicle.



The Wizzybug seat must only be used in Wizzybug and never used separately.

TRAVELLING BY CAR

Depending on the size and style of the car, it may be possible to transport Wizzybug in one piece. Make sure Wizzybug is stored securely in the boot of the car and cannot move around while the car is moving.

When transporting Wizzybug in a vehicle, make sure that both of the front wheels are engaged. If the wheels are not engaged, move the levers on the sides of the wheels to the opposite position (refer to page 28). Lift Wizzybug one side at a time and rotate each front wheel forwards by hand until it locks.

If your vehicle has a spare seat strap, this can be used to secure Wizzybug by wrapping the belt across the red body and fastening it into the seatbelt socket.

Wizzybug can also be transported in several pieces (see page 25).

HOISTING

There are no designated hoist points on Wizzybug. If you intend to hoist Wizzybug, please contact Designability for advice. Please refer to good moving and handling guidelines for further advice: <https://www.nhs.uk/live-well/healthy-body/safe-lifting-tips>.

FLYING WITH WIZZYBUG (SLA AND NIMH BATTERY)

Check with your airline operator before you travel with Wizzybug. They may need to know Wizzybug's size, weight and the type of battery. To help avoid possible damage, please download and fill in a copy of **FRM-013 Wizzybug Travel Document (SLA or NiMH batteries)** from designability.org.uk/meet-wizzybug/resource-for-families.

FLYING WITH WIZZYBUG (LIFEPO4 BATTERY)

Lithium batteries are regulated by the International Civil Aviation Organisation (ICAO) and Civil Aviation Authority (CAA). Wizzybug's battery is used to power a wheelchair, so there are some specific rules that must be followed.

At least 48 hours before you travel, tell your airline operator:

1. Wizzybug's battery type: Lithium Iron Phosphate, which is categorised as Lithium Ion.
2. The battery's energy rating: 256 Wh (watt-hours)
3. How to prevent Wizzybug switching on accidentally:
Disconnect the battery (see page 26) or remove to carry on board.

For more details, see the **Wizzybug Passport** section at the end of these instructions which you may choose to cut out, fill in and keep with you when you travel.

SHIPPING

Wizzybug can be shipped by land, air or sea only when it has been taken apart. Wizzybug's performance can only be guaranteed if it has been shipped in its original packaging (if supplied). Shipping of lithium batteries is internationally regulated; please contact Designability if you have a LiFePO4 battery (refer to page 8 to check your battery type).

QUERIES

If you have specific requirements or questions about transporting Wizzybug, contact Designability or your Wizzybug provider using the contact details at the start of these instructions.

Maintenance and Servicing

CLEANING

 **Reduce the risk of your child touching dirty or contaminated substances by keeping Wizzybug clean.**

- The red body, the metal parts and the padded seating and headrest can be kept clean with a damp cloth and mild detergent. Do not soak the body in water.
- The cushion covers can be machine washed at 30°C.
- The harnesses and anklesures can be machine washed at 60°C. Using a laundry bag will help protect your washing machine.
- Do not tumble dry any Wizzybug parts.

MAINTENANCE

- Make sure you look closely at Wizzybug often to check for any damage, wear or loose or missing parts that may need to be repaired or replaced.
- Always store Wizzybug in a secure and dry environment.
- If you do not use Wizzybug often, you must charge the battery occasionally to keep the battery working well (page 54).
- If the tyres become very worn, please contact Designability.
- The sticker eyes and smile may become worn over time. Contact Designability if they need to be replaced.*
- Please check the harnesses regularly for wear and tear. Contact Designability if they need to be replaced.*

 **Servicing or maintenance of your Wizzybug must only be performed by Designability or your provider.**

* See warranty conditions on page 59.

Warranty (Sales Customers Only)

If Wizzybug is faulty through any defects in material or workmanship within 12 months from date of delivery, we will repair or, at our option, replace parts free of charge.

If it is agreed that Wizzybug needs to be repaired at Designability we will make arrangements with you to send it to and from our workshop from anywhere within the United Kingdom and Republic of Ireland. If you are based outside the UK and ROI, please refer to your supplier or contact Designability for advice.

If you make changes to Wizzybug without Designability's permission, this will invalidate the warranty.

This does not affect your statutory rights.



DISTRIBUTOR WARRANTY INFORMATION (IF NON-UK AND DIFFERENT FROM ABOVE)

This may override the warranty information provided above.

Disposal

Designability voluntarily* aims to improve product design to facilitate recycling and reuse of components and materials, and takes measures to act responsibly as a manufacturer, disposing of electronic and other waste in an environmentally sustainable manner.

* Wizzybug, as a means of personal transport, is exempt from WEEE (Waste Electrical and Electronic Equipment) regulations.

Your Wizzybug battery must not be disposed of in household waste. Wizzybug's battery is marked with the type of material it contains (Pb, NiMH or LiFePO₄) to help with disposal.



FURTHER ADVICE

If you are in the UK, contact Designability using the contact details at the front of these instructions.

If you are outside the UK, Wizzybug should be disposed of in line with your local regulations. Contact your Wizzybug provider for advice.

Glossary of Symbols Found on Labelling

UDI	UDI – Unique Device Identifier
#	Model or part number of the device
REF	Catalogue number
SN	Serial number of the device
MD	Indicates the device is a Medical Device
	Manufacturer
	Date of manufacture (YY-MM-DD)
 	CE Marked in accordance with EU Regulation 2017/745 UKCA Marked in accordance with UK Regulation 2002
	Consult Instructions for Use
	Caution is necessary, consult Instructions for Use
	Must not be used as a child's car seat in a motor vehicle
	Warns of a potential pinch/crush point
	Maximum mass of user (20 kg)
	Mass of illustrated part >10 kg (Body, 16 kg)
	Maximum gradient (5° or 1 : 12)
	Separate collection for WEEE is required
	The marked item is part of a recovery/recycling process
	Distributor (if applicable)
	Importer (if applicable)
EC REP	EU Authorised Representative
	Original information has undergone a translation

Note: Some symbols may not appear on some versions of the Wizzybug

Troubleshooting

Problem	What to do	If this does not work
1. The joystick does not turn on.	1. Check the on/off switch at the back of Wizzybug. 2. Check the battery is connected (see p19). 3. If the battery is nickel metal hydride, remove the battery and press button that says "Push to test" (see p52). If this indicates zero power re-connect it to Wizzybug.	Stop using Wizzybug and phone Designability for help
2. The joystick controller is not working. When the on/off button is pressed, a red, amber and green light flash three times together (LiNX).	The joystick has been locked. Press the horn twice within ten seconds to unlock it. A beep will confirm it is unlocked.	Stop using Wizzybug and phone Designability for help
3. The on/off button on the joystick is flashing red (LiNX).	This indicates a fault code. Turn the joystick controller off and on again.	Count the number of flashes and phone Designability for help.
4. The red light flashes on the joystick battery indicator (LiNX).	Turn off all power (including the lights) and recharge the battery.	Stop using Wizzybug and phone Designability for help.
5. The on/off button on the joystick flashes red AND it beeps loudly once every 10 seconds (LiNX).	This indicates that the battery is completely flat. Turn off all power (including the lights) and fully recharge the battery.	Stop using Wizzybug and phone Designability for help
6. The joystick controller is not working. When the on/off button is pressed, a padlock symbol is displayed on the screen (LiNX Plus)	The joystick has been locked. Turn the joystick controller on using its on/off button and press and hold both buttons I and II for several seconds	Stop using Wizzybug and phone Designability for help

Problem	What to do	If this does not work
7. The joystick battery indicator shows the last red light (Shark/DX).	Turn off all power (including the lights) and recharge the battery.	Stop using Wizzybug and phone Designability for help.
8. The joystick turns on then lights scroll right to left, joystick beeps and turns off (Shark).	The joystick has been locked. Turn it on again and press the horn button 3 times quickly. This will unlock the joystick.	Stop using Wizzybug and phone Designability for help.
9. The joystick controller is not working. The spanner light flashes on the joystick (Shark).	Turn the joystick controller off and on again. If the spanner is still flashing, then it is displaying a fault code.	Count the number of flashes in each sequence and phone Designability for help.
10. The joystick controller is not working (DX). A red key symbol is flashing.	The joystick is locked – use the blue magnetic key (supplied with Wizzybug) and slide it over number display to unlock it.	Count the number of flashes each sequence and phone Designability for help.
11. The joystick controller is not working (DX). A green key symbol is flashing.	If speed setting 4 or 5 are selected, press the speed button repeatedly until it shows 1, 2 or 3. (4 and 5 are only used if your child drives Wizzybug using switches). If the speed setting is correct, it is flashing a fault code.	Count the number of flashes in each sequence and phone Designability for help.
12. The seat is not properly fixed into the Wizzybug body and/or the white dial cannot be locked.	<p>1. Check that the front corners of the seat sit in both metal slots above the front of the battery compartment (see p21).</p> <p>2. Check that the seat pins are sitting fully into the holes in the metal grid (see p21)</p> <p>3. Take out the seat completely (see p25) and check that the seat backrest is fully located in a colour-coded slot on each side of the seat. If needed, reposition the backrest (see p31) and re-try.</p>	Stop using Wizzybug and phone Designability for help

Fig. 83 Troubleshooting

Specification

Powered Wheelchair Classification (EN 12184)	Class B, Indoor and Outdoor
Max weight of user	20.0kg / 44lbs
Total weight of vehicle, Lead Acid / Nickel MH	33.5kg / 74 lbs
Total weight of vehicle, LiFePO4	30.8kg / 68 lbs
Weight of heaviest part (body)	16.4kg / 36 lbs
Turning Circle	470mm / 18.5in
Overall width of vehicle	560mm / 22in
Overall length of vehicle	650mm / 25.6in
Overall height (headrest not fully extended)	870mm / 34.3in
Minimum width of corridor in which Wizzybug can be turned to be facing in the opposite direction	900mm / 35.4in
Seat width	235mm / 9.3in
Seat depth	155mm - 245mm or 6.1 - 9.7in
Seat height	360mm or 14.2in
Backrest height	410 - 430mm
Backrest angle	Adjustable from 90 - 97°
Seat Plane Angle (Tilt)	0 - 15°
Footrest to seat	150mm - 275mm or 16.1 - 10.8in
Leg to seat surface angle	90°
Obstacle climbing and clearance	40mm / 1.6in
Dynamic stability	Uphill 13°
Static stability	Downhill 21°, Sideways 11°
Maximum speed, SLA	2.9 kmph / 1.8 mph
Maximum speed, NiMH	3.0 kmph / 1.9 mph
Maximum speed, LiFePO4	3.1 kmph / 2.0 mph
Approximate range, SLA	6 km / 3.7 mi
Approximate range, NiMH	12 km / 7.5 mi
Approximate range, LiFePO4	9 km / 5.6 mi
Lead Acid Battery (SLA)	24V, 9Ah, 6kg
Nickel Metal Hydride Battery (NiMH)	24V, 15Ah, 6kg
Lithium Iron Phosphate Battery (LiFePO4)	25.6V, 10 Ah, 2.8 kg
Maximum continuous current (by circuit breaker)	10A
Measured sound power level	Indoor <65dB, Outdoor <75dB
Ingress Protection	IPX4
Resistance to ignition of upholstered parts	ISO 8191-2:1988

INFORMATION ON ELECTROMAGNETIC INTERFERENCE

Wizzybug meets international standards about Electromagnetic Interference (EMI). However, electromagnetic fields, such as those generated by radio and television transmitters and mobile phones, can affect how Wizzybug works. Also, the electronics in Wizzybug can generate a low level of electromagnetic interference, within levels allowed by law. For these reasons you are advised to observe the following precautions:



- If Wizzybug starts moving unexpectedly, switch it off immediately.
- Do not switch on or use portable transceivers or communication devices (such as radio transceivers) when the Wizzybug is switched on.
- Avoid getting close to strong radio and television transmitters.
- Adding electrical accessories and other components or modifying Wizzybug in any way could have unknown electromagnetic effects on Wizzybug's electronic parts
- Take extra care when Wizzybug is around other electric-powered wheelchairs.

NOTES ON SPECIFICATIONS

At Designability we have a policy of continuous improvement in our product development process. Product specifications and functions may be slightly different from the examples in this document. Weights, dimensions and performance data are provided for guidance only.

The stated distances that Wizzybug can travel will be reduced if Wizzybug is used often on slopes and rough ground.

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Website: www.designability.org.uk

Contact us if you need advice on accessories, servicing or repairs.

Please quote your Wizzybug serial number (written on the first page of these instructions or on the Wizzybug label) when making enquiries through Designability.

If you are outside of the UK, refer to the distributor contact details provided on the inside front cover of these instructions.

Wizzybug Passport

The **Wizzybug Passport** on the next page is for a Wizzybug with a LiFePO₄ battery. If you have an SLA or NiMH battery, please download and fill in a copy of **FRM-013 Wizzybug Travel Document (SLA or NiMH batteries)** from designability.org.uk/meet-wizzybug/resource-for-families.

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Wizzybug Passport

At least 48 hours before you travel, tell your airline operator Wizzybug's battery type [Lithium Ion], the energy rating [256 Wh] and how to prevent Wizzybug from switching on accidentally, as described here.

Specification	
Manufacturer: Designability Charity Ltd.	Manufacturer contact number: +44 (0)1225 824103
Product type: Electrically powered child's wheelchair	Battery type: 1 x Lithium Iron Phosphate [LiFePO4, Lithium Ion]
Product classification/approval: Class I Medical Device	Battery safety: UN38.3 approved, internal short-circuit protection
Product dimensions: Approx. 650mm [L] x 550mm [W] x 850mm [H]	Battery energy rating: 256 Wh [Voltage 25.6 V, Capacity 10 Ah]
Product weight: 30.8 kg [incl. battery], 28.0 kg [excl. battery]	Battery weight: 2.8 kg

Owner Information	
Name of child this Wizzybug belongs to:	Name[s] of adult passenger[s]:
Outbound journey [airport] to [airport]:	Outbound flight number and date of travel:
Return journey [airport] to [airport]:	Return flight number and date of travel:
Contact name and telephone number:	Notes:

Turn over for 'How to Disconnect the Battery' →

How to Disconnect the Battery

Consult Instructions for Use for full guidance.

Wizzybug must be prevented from operating accidentally by disconnecting the battery.

1. Remove the seat by turning the white dial, then squeezing the knob and lifting by the harness.



2. Open the battery cover by pinching the black tab and white button at the front of the cover.



3. Disconnect the battery by sliding back the silver slider [this is part of the connector] and turning the connector anti-clockwise.



4. As advised by the airline; close the cover and replace the seat to transport Wizzybug whole, or remove the battery to carry on board.



How to Move and Store Wizzybug

Lifting of the Wizzybug is a **2-person** operation. Never lift by the headrest or armrests. Use the front wheel arches and black rear metal beam.



To **freewheel**, slide the metal tab away from the green dot on both wheels. To **stop freewheeling**, slide the tab to the green position and push.



Turn over for 'Specification and Owner Information' →



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