



Switch Timings in Clicker 6

Some users have difficulty pressing switches reliably.

If a **Crick Switch Box** is used, then Clicker 6 offers several **timing** settings that can be adjusted to suit these users.

To access these settings, open the **Options** menu and click **User Access**. Having chosen **Single Switch Auto Scan** or **Two Switch User Scan**, select **Timings** on the left, and then click **Edit**.

Scenarios and Solutions

Scenario	Solution	Effect	Result
Items scan too quickly. <i>(Single Switch only)</i>	Increase the Scan Delay .	Increases the time an item is highlighted before the scan moves on.	The scan moves slower.
User accidentally presses switches.	Increase the Acceptance Delay .	Increases the time a switch must be held down before the press is accepted.	Accidental presses are ignored because they aren't held down long enough.
When purposefully pressing a switch, the user accidentally presses it multiple times.	Increase the Debounce Delay . (Must be higher than Acceptance Delay)	Increases the time before another press is accepted.	Accidental presses are ignored because they occur too soon after the first press.
When purposefully pressing a switch, it takes time for the user to stop pressing.	Option 1. Disable auto-repeat: In User Access , select Switches on the left, and then click Edit . For each switch, uncheck Auto-repeat when switch is held down .	Disables auto-repeat. Auto-repeat Delay no longer has an effect.	Presses don't repeat, no matter how long a switch is held down.
	Option 2. Increase the Auto-repeat Delay . <i>(Auto-repeat must be enabled for switches, see above)</i>	Increases the time before a held down switch repeats a press.	Accidental repeated presses are prevented because the first press isn't held down long enough.
The scan starts before the user is ready. <i>(Single Switch only)</i>	Option 1. Choose Start scanning straight away, but highlight the first item for an extra X seconds...	The scan pauses on the first item for X seconds before moving on.	The user has X seconds to prepare for the scan.
	Option 2. Choose After a switch is pressed	The scan doesn't start until a switch is pressed.	The user can start the scan when they are ready.