

## **Operating Instructions for Stickman**



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**WARNING:** Stickman is intended for single patient use. For effective monitoring and to avoid contamination between patients, discard unit after use.

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**WARNING:** As with all ECG monitoring, patient motion may cause artifact. Check lead placement.

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**WARNING:** Inappropriate settings for ECG size may adversely affect monitoring. Only modify ECG sizing if necessary for reliable heart rate detection.

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**WARNING:** Arrhythmia settings should be carefully checked for effective monitoring. Settings should only be modified by experienced, qualified healthcare professionals.

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**WARNING:** Do not turn OFF parameter alarms. In the event of an adverse patient condition, audio alarm will not sound if it has been temporarily silenced or disabled.

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**WARNING:** For pacemaker patients, HR detector may continue to count pacemaker artifact during cardiac arrest or some other arrhythmias. Keep pacemaker patients under close surveillance.

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**NOTE:** This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

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**CAUTION:** Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- 🔊 Reorient or relocate the receiving antenna.
- 🔊 Increase the separation between the equipment and receiver.
- 🔊 Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- 🔊 Consult the dealer or contact MDE Technical Support for help.

### ***Programming Stickman (see also Illustration on Page 10)***

- Step 1.** Remove the un-programmed Stickman from package.
- Step 2.** Peel back both sides of foam on rounded section of transmitter to expose programming interface card.
- Step 3.** **NOTE: Make sure all popups are closed on the main screen.** Insert interface card into connector on front of Vision base. The following message is displayed at bottom of Vision screen:

**SELECT A PATIENT TILE FOR THIS TRANSMITTER**



- Step 4.** Select a patient tile for this transmitter using the following six (6) scenarios as a guide.

#### ***Scenario #1***

##### **Blank Tile – No Patient Admitted and No Signal**

If the selected tile does not contain an admitted patient and has no signal, the on-screen keyboard displays and says:

**TRANSMITTER ADMIT: ENTER PATIENT INFORMATION**

**TRANSMITTER ADMIT: ENTER PATIENT INFORMATION.**

<NAME?> <ID?>

PATIENT NAME PATIENT ID LOCATION

1	2	3	4	5	6	7	8	9	0	-	+
Q	W	E	R	T	Y	U	I	O	P	BKSP	
A	S	D	F	G	H	J	K	L	:		
CAPS	Z	X	C	V	B	N	M	.	.	/	
SPACE											

CANCEL

EXIT

- Using the on-screen keyboard, enter the **PATIENT NAME**, **PATIENT ID**, and **LOCATION**.
- Touch **EXIT** to begin the programming operation. **ADMITTING PATIENT...** is displayed at the top of the on-screen keyboard.

**ADMITTING PATIENT...**

ROBERT JONES 1234

PATIENT NAME PATIENT ID LOCATION

1	2	3	4	5	6	7	8	9	0	-	+
Q	W	E	R	T	Y	U	I	O	P	BKSP	
A	S	D	F	G	H	J	K	L	:		
CAPS	Z	X	C	V	B	N	M	.	.	/	
SPACE											

CANCEL

EXIT

- After programming completes successfully, the following message is displayed:  
**TRANSMITTER READY – WRITE <Name> AND <Channel> ON TRANSMITTER**

**TRANSMITTER READY**

**WRITE 'ROBERT JONES'**  
**AND 'G02A'**  
**ON TRANSMITTER.**

OK

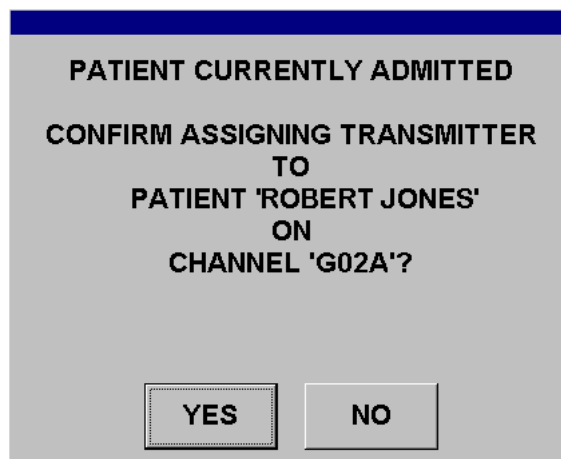
Touch **OK**, remove the transmitter from the Vision base, write patient name and channel number on transmitter and go to **Step 5** on page 8.

## ***Scenario #2***

### **Patient Admitted in Tile and has No Signal**

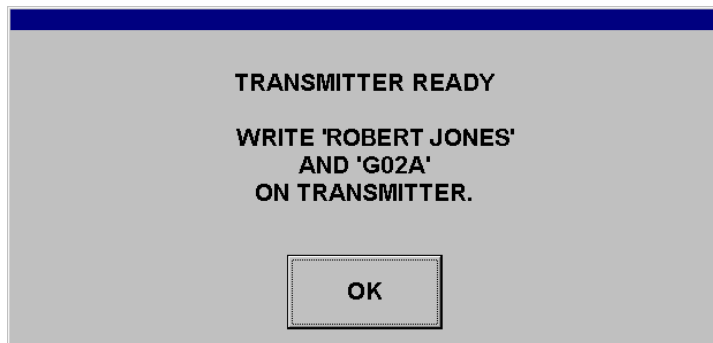
If the tile selected contains an admitted patient and has no signal, a popup displays and says:

**PATIENT CURRENTLY ADMITTED – CONFIRM ASSIGNING TRANSMITTER TO PATIENT <Name> ON CHANNEL <Channel>?**



- Touch **YES** if this is desired patient (**touching NO will allow you to discharge patient and admit new patient as described in Scenario #1**).
- After programming completes successfully, the following message is displayed:

**TRANSMITTER READY – WRITE <Name> AND <Channel> ON TRANSMITTER**



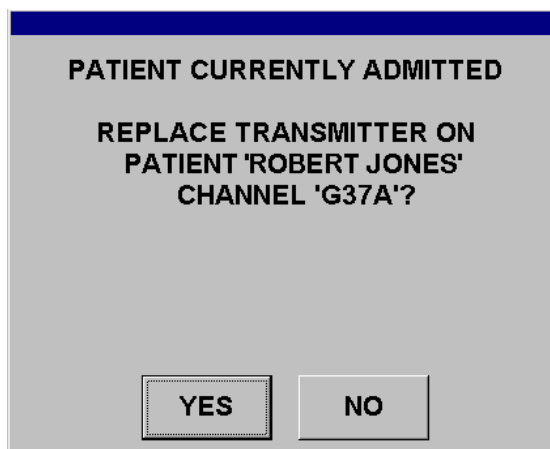
Touch **OK**, remove the transmitter from the Vision base, write patient name and channel number on transmitter and go to **Step 5** on page 8.

### ***Scenario #3***

#### **Patient Admitted in Tile, has Good Signal and Low Battery Indication**

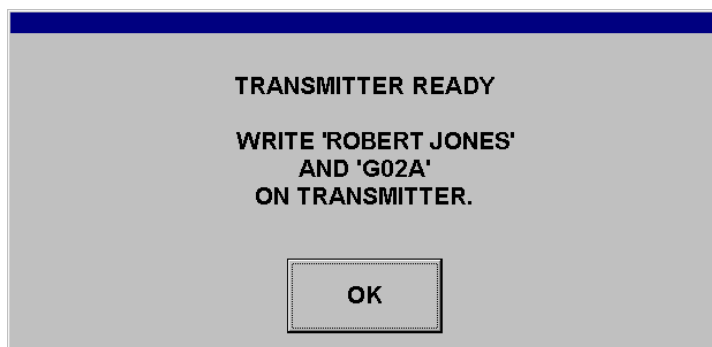
If the tile selected contains an admitted patient, has a good signal, and has a Low Battery indication, a popup displays and says:

**PATIENT CURRENTLY ADMITTED – REPLACE TRANSMITTER ON PATIENT <Name>  
CHANNEL <Current Channel>?**



- a. Touch **YES** to replace transmitter.
- b. After programming completes successfully, the following message is displayed:

**TRANSMITTER READY – WRITE <Name> AND <New Channel> ON TRANSMITTER**



Touch **OK**, the following message is displayed:

**DEACTIVATE OLD TRANSMITTER PRIOR TO ACTIVATING NEW TRANSMITTER**



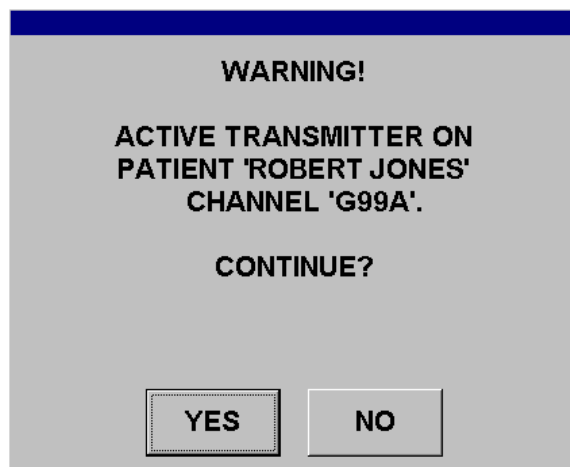
- c. Touch **OK**, remove the new transmitter from the Vision base, write patient name and channel number on transmitter, and *deactivate the old transmitter prior* to going to **Step 5** on page 8.

#### ***Scenario #4***

##### **Patient Admitted in Tile, has Good Signal and Good Battery Indication**

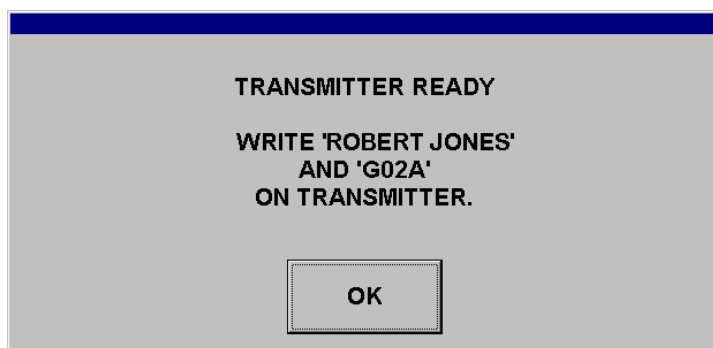
If the tile selected contains an admitted patient, has a good signal, and has a good battery indication, a popup displays and says:

**WARNING! – ACTIVE TRANSMITTER ON PATIENT <Name> CHANNEL <Channel> –  
CONTINUE?**



- Touch **YES** if you wish to replace transmitter (or touch **NO** to cancel).
- After programming completes successfully, the following message is displayed:

**TRANSMITTER READY – WRITE <Name> AND <New Channel> ON TRANSMITTER**



Touch **OK**, the following message is displayed:

**DEACTIVATE OLD TRANSMITTER PRIOR TO ACTIVATING NEW TRANSMITTER**



- Touch **OK**, remove the new transmitter from the Vision base, write patient name and channel number on transmitter, and *deactivate the old transmitter prior* to going to **Step 5** on page 8.

### ***Scenario #5***

#### **No Patient Admitted in Tile but has Good Signal and Good Battery Indication**

If the tile selected does not contain an admitted patient, but has a good signal, and has a good battery indication, a popup displays and says:

**ACTIVE TRANSMITTER ON CHANNEL <Channel> – DISABLE OLD TRANSMITTER – CAN NOT ASSIGN**



- Touch **OK**, remove the new transmitter from the Vision base and disable the old transmitter.
- Start again from **Step 3** on page 2.

### ***Scenario #6***

#### **No Patient Admitted in Tile but has Good Signal and Low Battery Indication**

If the tile selected does not contain an admitted patient, but has a good signal, and has a Low Battery indication, the on-screen keyboard displays and says:

**TRANSMITTER ADMIT: ENTER PATIENT INFORMATION**

TRANSMITTER ADMIT: ENTER PATIENT INFORMATION.

<NAME?> <ID?>

PATIENT NAME PATIENT ID LOCATION

1	2	3	4	5	6	7	8	9	0	-	+
Q	W	E	R	T	Y	U	I	O	P	BKSP	
A	S	D	F	G	H	J	K	L	:		
CAPS	Z	X	C	V	B	N	M	.	.	/	
SPACE											

CANCEL  
EXIT

- Using the on-screen keyboard, enter the **PATIENT NAME**, **PATIENT ID**, and **LOCATION**.
- Touch **EXIT** to begin the programming operation. **ADMITTING PATIENT...** is displayed at the top of the on-screen keyboard.

**ADMITTING PATIENT...**

<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px;">ROBERT JONES</div> <div style="border: 1px solid black; padding: 2px;">1234</div> <div style="border: 1px solid black; width: 100px; height: 20px;"></div> </div>											
PATIENT NAME				PATIENT ID				LOCATION			
1	2	3	4	5	6	7	8	9	0	-	+
Q	W	E	R	T	Y	U	I	O	P	BKSP	
A	S	D	F	G	H	J	K	L	:		
CAPS	Z	X	C	V	B	N	M	.	,	/	
<div style="border: 1px solid black; width: 100%; height: 20px; margin-bottom: 5px;"></div> <div style="text-align: center;">SPACE</div>											

CANCEL

EXIT

- c. After programming completes successfully, the following message is displayed:

**TRANSMITTER READY – WRITE <Name> AND <Channel> ON TRANSMITTER**

**TRANSMITTER READY**

**WRITE 'ROBERT JONES'**  
**AND 'G02A'**  
**ON TRANSMITTER.**

OK

Touch **OK**, the following message is displayed:

**DEACTIVATE OLD TRANSMITTER PRIOR TO ACTIVATING NEW TRANSMITTER**

**DEACTIVATE OLD TRANSMITTER PRIOR TO ACTIVATING**  
**NEW TRANSMITTER.**

OK

- d. Touch **OK**, remove the new transmitter from the Vision base, write patient name and channel number on transmitter, and *deactivate the old transmitter prior* to going to **Step 5** below.

**Step 5.** After programming is complete, remove tape on both halves of foam to expose adhesive.

**Step 6.** Close and press the foam programming head together to activate Stickman.



**NOTE:** If an **ASSIGNMENT ERROR** message is displayed at any time during programming, write down the displayed **CODE** number and contact MDE Technical Support for assistance.



**ASSIGNMENT ERROR**

**TRY AGAIN**

**CODE: 109**

**OK**

