

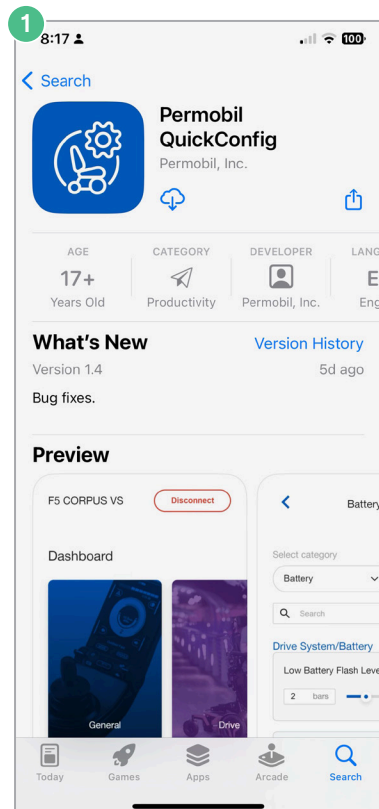
QuickConfig – Connecting to wheelchair for programming



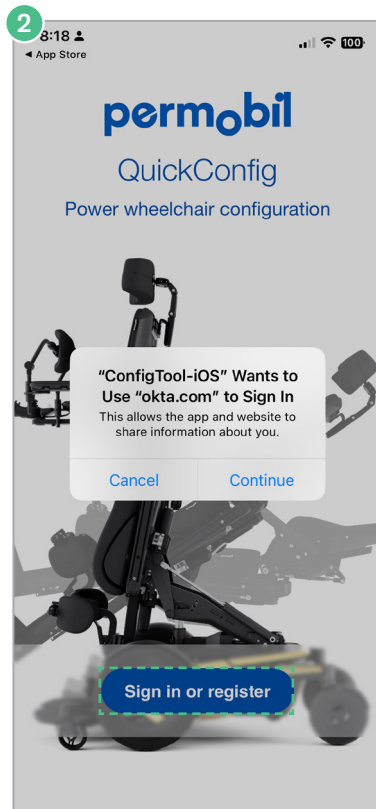
Note: Wi-Fi required for download of app and initial account set-up

Getting started

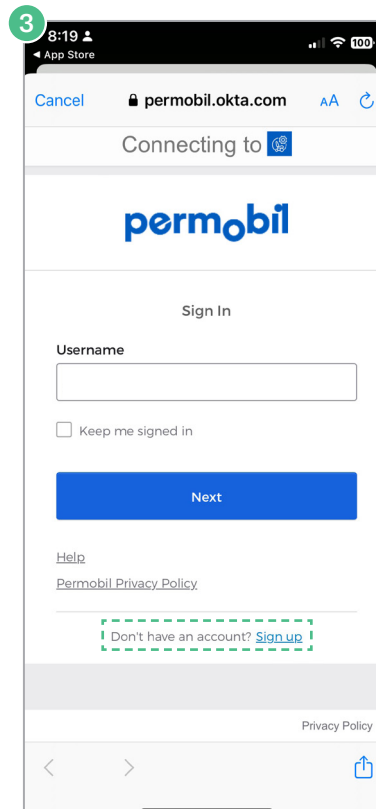
QuickConfig wireless programming is compatible with Permobil Power Platform equipped wheelchairs.



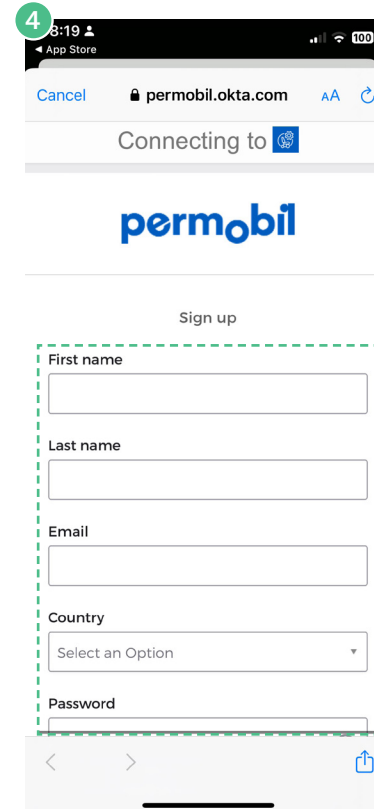
Download QuickConfig on your Android or Apple phone or tablet



Tap “Sign in or register”, then on pop-up screen tap “Continue” to be directed to single sign-on portal

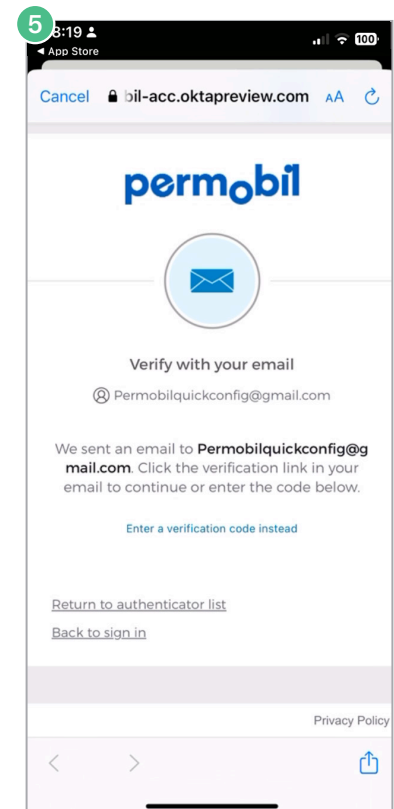


Tap “Sign up” to create your account



Enter your information to create account, using work email address

If prompted, contact your local Permobil representative to complete the registration process



Check your email to verify account within 5 minutes

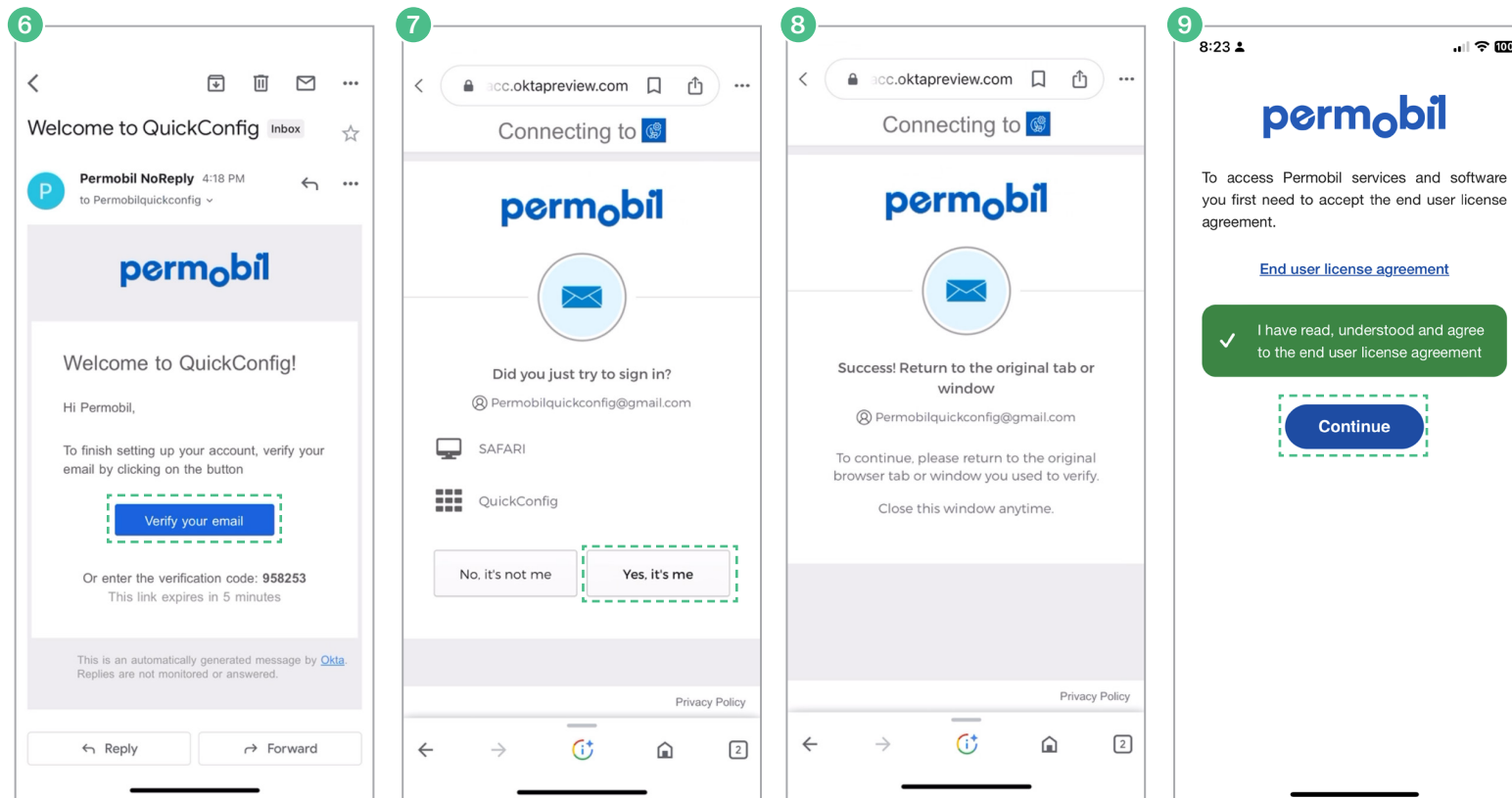
QuickConfig – Connecting to wheelchair for programming



Note: Wi-Fi required for download of app and initial account set-up

Getting started continued

QuickConfig wireless programming is compatible with Permobil Power Platform equipped wheelchairs.



Tap “Yes, It’s me”

Tap “Verify your account”
-OR-

Return to app and enter
verification code

When prompted, return to the
QuickConfig app

Read/accept QuickConfig end
user license agreement



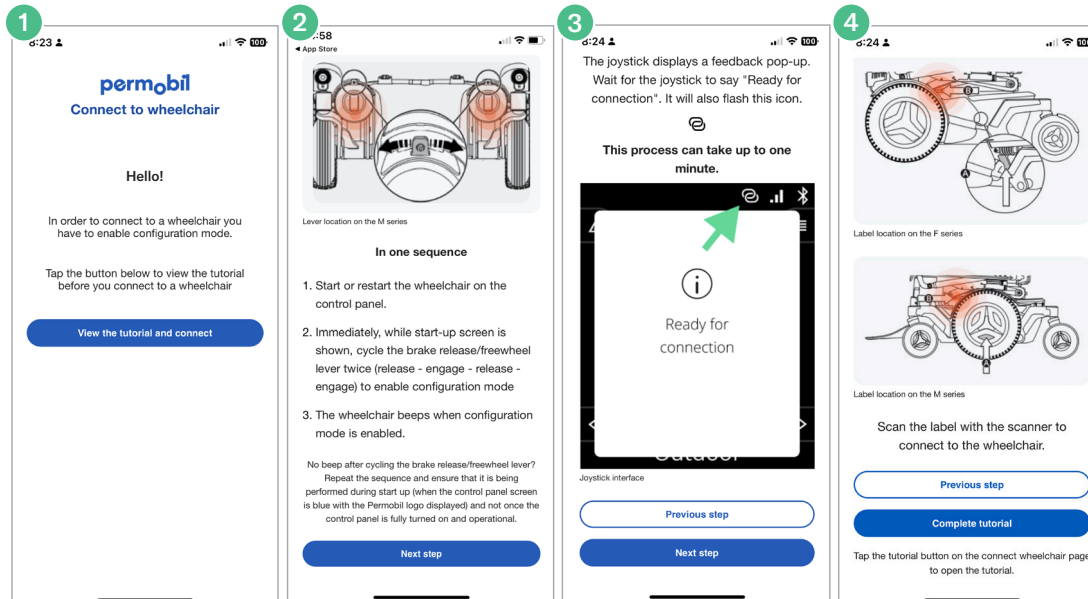
For more information on QuickConfig,
scan the QR code or visit
hub.permobil.com/en-nz/quickconfig

QuickConfig – Connecting to wheelchair for programming



Note: Wi-Fi required for download of app and initial account set-up

First time tutorial



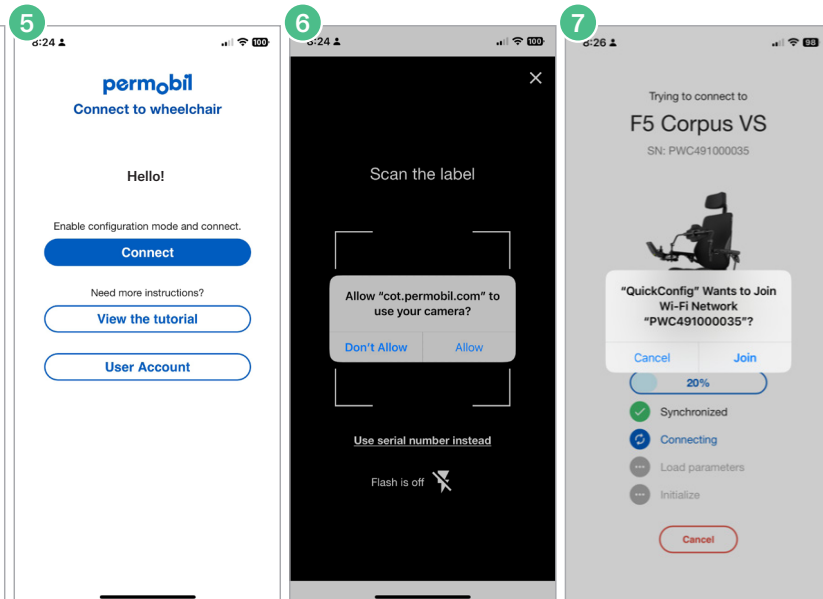
Tap “View the tutorial and connect”

Follow tutorial instructions to enable configuration mode on wheelchair using freewheel levers

Wait until “Ready for connection” is present on input device

Tap “Complete tutorial” to connect

Connecting to wheelchair



Tap “Connect”

When requested, allow app to use camera, scan QR code on base to connect

-OR-

Tap “Use serial number instead” to enter wheelchair serial number

Tap “Join” to accept wheelchair’s Wi-Fi network

Wait for completion of connection

You are ready to program