

Ponto 4

Quick Fitting Guide

Programming device

Ponto 4 sound processors can be programmed wirelessly using the NOAHlink Wireless or FittingLINK 3.0. Wired programming is also an option using a standard programming device such as HI-Pro 2 or EXPRESSlink and a #3 cable.



Selection

How to programme Ponto 4

1. Insert a battery in the instrument.
2. Connect the instrument.
3. Select instrument: Click Detect and Continue.
4. Select type of hearing loss
 - Conductive/mixed – if the sound processor is fitted to a patient with conductive or mixed hearing loss (default selected).
 - SSD – if the sound processor is fitted to stimulate the cochlear on the opposite side.
5. Select type of connection
 - Abutment – if the patient is using the sound processor on an implant and an abutment (default selected).
 - Softband – if the sound processor is fitted on a soft band or headband.
6. Click Fitting step.
In the 'Choose setting' dialog, select Genie Medical.
7. Connect the sound processor to the patient's abutment. Mute the sound processor if necessary to avoid feedback. Unmute when the processor is attached.
8. Click Feedback Manager.
9. Click Start to measure the individual feedback limit.
If programming cable is used, please ensure that the cable does not pull the device and evoke feedback.
10. Click BC In-situ Audiometry.
11. Conduct the BC In-situ measurement.
12. Click Fine-Tuning and evaluate the setting and, if necessary, adjust the controls.
13. Click End Fitting step.
14. Click Save, Programme and Exit.

Fitting

Feedback Manager



BC In situ Audiometry

End Fitting

Ponto 4 works with all Oticon connectivity devices e.g. ConnectClip or TV Adapter with no programming needed. The devices just need to be paired following the instructions included in the wireless accessory. Wireless accessories can be fine-tuned in Accessories in the End Fitting step.

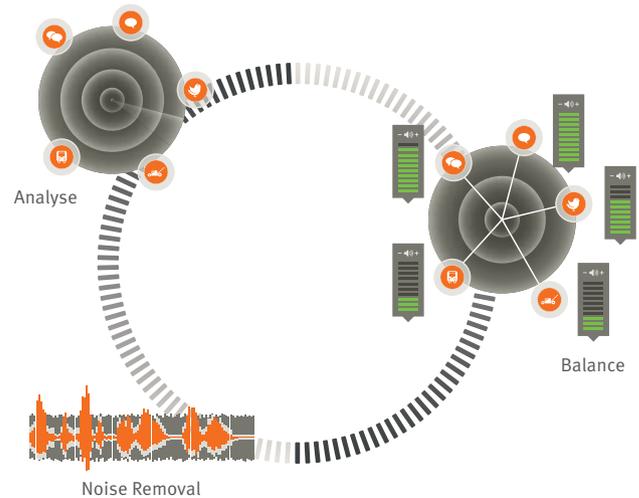
Ponto 4

OpenSound Navigator™

OpenSound Navigator is sound processing that reduces noise while preserving distinct speech from all directions. This is enabled by the revolutionary Multiple Speaker Access Technology (MSAT).

OpenSound Navigator employs an extremely fast three-step process:

- **Analyse:** Scans the full 360° sound environment more than 100 times per second to identify noise and separate it from speech.
- **Balance:** Rapidly reduces the levels of loud noise coming from specific directions, while preserving speech.
- **Noise Removal:** Rapidly attenuates remaining diffuse noise, even between individual words.



Creating an open sound experience

A. OpenSound – Transition:

The control lets you choose how much help is needed in the stage between simple and complex environments. In other words, how early in this transition will your client want the sound processor to help more. You can choose between a Low, Medium, High, and Very High amount of help. As an example, when choosing High, the sound processor will step in more aggressively to reduce unwanted sounds, even if the environment is not yet complex as compared to a Medium setting.

B. Noise reduction controls:

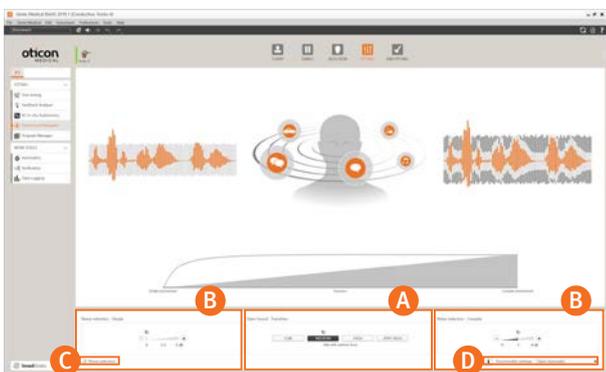
Adjustments to noise reduction are divided into Noise Reduction for Simple and Complex listening environments. As default, no noise reduction is applied in Simple situations and a medium level of reduction is applied in Complex situations. Adjustments are made by clicking the +/- buttons. Noise reduction choices are displayed visually in the speech waveforms.

C. Noise reduction on/off:

By default, noise reduction is on because it is an integral part of the open sound experience, but it can easily be deactivated if needed by unchecking the box on the lower left corner.

D. Directionality setting:

In addition to the four OpenSound Transition settings for the Open Automatics, you have two conventional directionality settings available, Full directional and Omni settings. Omni is recommended if the sound processor is used on a softband on the forehead.



OpenSound Navigator transition choices are displayed visually on the Transition bar above the control panel and in the illustration with the head and sound sources. Here you will see the background sounds are reduced in size as more help is applied.