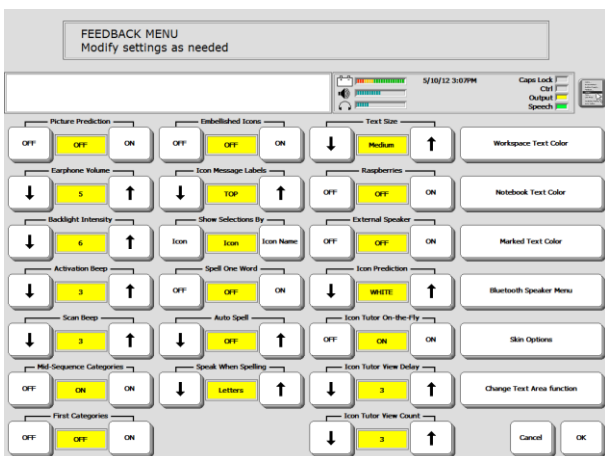# ECO2 USING THE FEEDBACK MENU

The **FEEDBACK MENU** options give you information about what your device is doing and sometimes about what you are doing on the device.

Go to the **Toolbox**

Select **FEEDBACK MENU**

You can also select the **FEEDBACK MENU** from the drop down box

FEEDBACK MENU OPTIONS

Picture Prediction:
When this is **ON**, items you select from the Activity Row will move to the front of the row in order of frequency of use.

Earphone Volume
Change the volume for your earphones if you are using earphones.

Backlight Intensity:
The intensity of the backlight changes as you change the setting – the screen lightens and darkens. Activate the **UP** or **DOWN** option keys.

Activation Beep:
When **ON** (default setting), the device emits a beep each time a key is pressed within your overlay. If you do not want to hear a beep, activate the **OFF** key.

Scan Beep:
If you use a switch or joystick for access, when **ON** (default setting), the device emits a beep each time a row, column or key within your overlay is scanned. If you do not want to hear a beep, activate the **OFF** key.

Mid-Sequence Categories:
This allows you label keys within a sequence.

First Categories:
This works when **Mid-Sequence Categories** is turned **ON**. You will see category names at the top of the keys on your overlay before you make your first selection. If **Mid-Sequence Categories** is **OFF**, **First Categories** is not an available option

Embellished Icon:
An embellished icon is one that has been partially changed from the original Unity® icon. The default is **ON**. If you have modified (or embellished) the final icon in any sequence, you can choose to have the embellished icon displayed on your overlay instead of the original icon.

Icon Message Label:
TOP means the label on your icon will be at the top of the key. This is the default.
BOTTOM means the label on your icon will be at the bottom of the key.

Show Selections By: Icon or Icon Name
If **ICON** is selected, the picture of any icon you activate will be displayed in the icon display area.

If **ICON NAME** is selected, the default name of any icon you activate will be displayed in the icon display area along with the icon.

Spell One Word:
Enables you to return to your overlay from your Spell Page/Screen without pressing GO TOCORE/HOME. After spelling a word, activate the **SPACE** key and your device will automatically return you to your overlay. The default for Spell One Word is **OFF**.

Auto Spell:
When this is **ON** and you activate an empty sequence on your Core overlay, ECO automatically switches you to Spell mode. It also displays the spelling characters that the icons you activated represent and you can type in a completed word you want. Activate **GO TO CORE** when you have finished spelling. If **Spell One Word** is also **ON**, you can activate a space to go to your Core.

Speak When Spelling:
When this is **ON**, you have the option of your device saying the letters, words, or letters and words you type on your Spelling Page.

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Text Size:
Allows you to change the size of the text in the Text Display Area.

Raspberries:
This is the error beep. You can turn this **ON** or **OFF**.

External Speaker:
If you have amplified stereo speakers plugged into the device, turn this option to **ON**.

Icon Prediction:
ON is the default. **Gray** turns unpredicted keys grey but you can still see an outline of the icon; **White** turns the key all white and you see nothing on it; **OFF** turns Icon Prediction **Off**.

Icon Tutor-on-the-Fly:
When this is **ON**, you can spell a word and find out if it is stored under a sequence in your vocabulary. You must be in Spell mode. Spell a word and activate a space or punctuation mark. If the word is stored in your vocabulary, your device will display the sequence(s) in the Icon/Word Prediction area.

Icon Tutor View Delay:
This is linked to **Icon Tutor-on-the-fly** and may be used to select the amount of seconds you would like to see the sequence displayed (1-10 seconds).

Icon Tutor View Count:
This is linked to **Icon Tutor-on-the-fly** and may be used to select the number of different combinations of sequences (that make up the word) you would like to see displayed (1-5 sequences).

Workspace Text Colour:
Allows you to choose a background colour for the text/workspace area.

Notebook Text Colour:
Allows you to choose a background colour for the text/workspace area when you have a Notebook open.

Marked Text Colour:
Allows you to choose a background colour for text that you highlight, to for instance, copy and paste.

Bluetooth Speaker Menu:
This menu allows you to pair Bluetooth Speakers with your device, set their volume and disconnect them from pairing.

Skin Options:
The ECO2 "skin" is the way your display looks—the overlays, menus and message boxes. The default is **PRC New**. You can switch to **Classic**. The **Enhanced Icons** option refers to somewhat jazzier looking Unity icons. You can turn these ON or OFF with either skin. If you want the standard looking PRC skin and icons, select **Classic** and turn **Enhanced Icons** OFF. You can also customise the background colours by selecting the **Custom** key for the background you want to change. Then select the colour you want. If you decide to return to the default skin, select the **Skin Default** key

Change Text Area Function:
If you select this, you see your Spelling Page and the Tool, **SPEAK DISPLAY**, in the Text Display Area. Your Text Display Area was set up at the factory to speak whatever text is placed in the Area. You can change the function of the Text Display Area if you want to by selecting the **INSERT TOOL** key on your spelling page and then selecting the Tool or Tools you want from the All Tools Menu.

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