NovaChat®

NovaChat® User's Guide

Dedicated and Non-Dedicated Devices

NovaChat® 5 · 4th Generation
NovaChat® 8 · 5th Generation
NovaChat® 10 · 7th Generation
NovaChat® 12 · 1st Generation

prc-saltillo

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Contact Information

Manufacturer
Prentke Romich Company
1022 Heyl Rd
Wooster, OH 44691
USA
Tel.: +1 330 262-1984 · +1 800 262-1984
Fax: +1 330 262-4829
Email: info@prentrom.com
Web: www.prc-saltillo.com/

EU Authorised Representative
Prentke Romich GmbH
Karthäuserstr. 3
D-34117 Kassel
Germany
Tel.: +49 (0) 561 7 85 59-0
Fax: +49 (0) 561 7 85 59-29
Email: info@prentke-romich.de
Web : www.prentke-romich.de/

EU Importer
Prentke Romich GmbH
Karthäuserstr. 3
D-34117 Kassel
Germany
Tel.: +49 (0) 561 7 85 59-0
Fax: +49 (0) 561 7 85 59-29
Email: info@prentke-romich.de
Web : www.prentke-romich.de/

UK Responsible Person and Importer
Liberator Ltd
"Whitegates", 25-27 High Street
Swinstead, Lincolnshire NG33 4PA
UK
Tel.: +44 (0) 1733 370 470
Fax: +44 (0) 1476 552 473
Email: info@liberator.co.uk
Web: www.liberator.co.uk/

Authorised Representative in Australia
Liberator Pty Ltd
265, Gilbert Street,
Adelaide,
SA 5000
Australia
Tel: +61 (0) 8 8211 7766
Email: info@liberator.net.au
Web: www.liberator.net.au/

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Welcome to NovaChat

This information is provided to help you to set up and use your NovaChat® device. Additional information and support are available.

Support articles can be found on the Saltillo website:

http://saltillo.com/support/

Training opportunities can be found on the Saltillo website:

http://saltillo.com/webinars

Saltillo Operational or Technical support:

If you need assistance in setting up, using, or maintaining your NovaChat device or if you experience problems, please contact us by phone or email.

Phone: 1-800-382-8622

Email: service@saltillo.com

Trouble Tickets:

http://saltillo.com/tt/

Realize Language™ website support:

support@realizelanguage.com

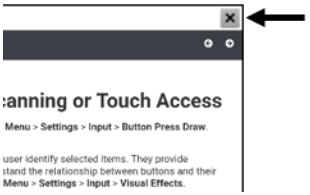
Chat Software Version:

To view the version of Chat software installed on your device, choose **Menu** > **Help** > **Check for updates**. The version number appears above the update progress bar.

User's Guide and Application Help:

To view or download the user's guide, go to https://saltillo.com/support/downloads.

To view the application help, choose **Menu** > **Help** > **Help Index**. To close the application help, select the close button in the upper right corner.



Safety Information

Emergencies

⚠ This device is not intended to be an emergency call device or sole communication aid.

Cleaning, Maintaining, and Servicing

⚠ Do not attempt to clean, maintain, or service the device while it is in use. Disconnect the charger and turn off the device before cleaning or disinfecting the device.

⚠ Do not remove the screws on the back of your device that secure the back cover to the rest of the device. The device will be vulnerable to damage from impact and splashed water. Removing the integrated amplifier and speakers will result in loss of volume. On some devices, you will also expose sensitive circuitry. Even if you reassemble the device, vital components may be damaged and the device will no longer be water-resistant.

Damage

⚠ If your device or an accessory is damaged, stop using the device immediately to prevent possible injury, call Service for assistance, and return the damaged item to Service for repair. Do not attempt to make repairs yourself.

Screen

⚠ If your device screen is cracked or broken, stop using the device immediately, call Service for assistance, and return the device to Service for repair.

⚠ Do not remove the screen protector from the device. The screen protector protects the device user from any glass shards in case of screen breakage.

Accessories

⚠ Do not use accessories, detachable parts, or materials not described in this manual.

⚠ Do not use accessories, detachable parts, or materials in any other way than described in this manual.

Mounting and Positioning

⚠ Any mounts used should be fitted by a qualified person. Failure to install the mounting system according to the manufacturer's instructions may result in an injury to the user. Be certain that the user’s view is not obstructed by the mounting.

⚠ Analysis of positioning by a qualified person is required to prevent repetitive stress injuries to the user.

⚠ Use your device and phone safely while texting. Do not text while performing another task or activity. See the phone manufacturer's manual for safe mounting and placement.

Ports and Connectors

⚠ Keep the device ports and mating cable connectors clean so that they make the best possible contact and are able to maximize the service life of your device. Dirty cable connectors will transfer the contaminate to the mating connector on the device and may degrade performance.

⚠ If your device has been exposed to water, each USB port must be completely dry before a USB cable is inserted into it. To remove moisture from the USB ports, shake the device several times with each USB port facing downward, and then use a microfiber cloth to wipe the device dry. You should then check the USB port area again. If moisture is still visible in any USB port, repeat the shaking and drying procedure.

⚠ Do not try to force a connector into a port. Be sure you are inserting the connector into the correct port and that you have the connector turned so that it matches the orientation of the port.

Small Parts, Cords, Cables, and Straps

⚠ Cords, cables, and straps are potential entanglement or strangulation hazards. Please consider this prior to placing these items with device users.

⚠ On a regular basis, visually inspect cables, cords, and connectors for damage or wear, especially where they are subject to extra stress. Cables and cords can become frayed or damaged from heavy use or with age. For example, a frayed cable could cause a battery charger/power adapter to short-circuit, posing a hazard to the user. If any cable, cord, or connector is damaged or worn, call Service for a replacement.

⚠ When unplugging a cable or cord, grasp the connector instead of the cable or cord itself to avoid damage or wear.

⚠ Always use cables, whether for charging or transferring vocabulary files, according to the instructions in this manual.

⚠ Small parts could present a choking or other hazard.

⚠ If the stand is removed, it becomes a potential hazard for poking an eye. Store it in a safe location.

⚠ The user could pinch a finger when closing the stand.

⚠ The USB flash drive could be a choking hazard. Store it in a safe location when not in use.

⚠ The stylus is a potential hazard for poking an eye.

Vision and Hearing

⚠ The communication partner should ensure that the user takes frequent breaks to avoid eye strain.

⚠ Consult your vision care provider about device positioning considerations for the user.

⚠ Excessive volume or sound pressure level when using earphones or headphones can cause hearing loss over extended periods of time. Set the volume at a low level and increase it only enough that you can hear comfortably.

Interference

⚠ When operating this device in a medical environment, do not use with any product that is not medically approved. Follow all rules for appropriate wireless device use.

⚠ Do not use this device close to sources of RF/RFID radiation or you may encounter interference. Move away, if possible, from the source of the interference.

⚠ Use of this equipment adjacent to or stacked with other equipment should be avoided because it could result in improper operation. If such use is necessary, this equipment and the other equipment should be observed to verify that they are operating normally.

Water

⚠ If your device has been exposed to water, each USB port must be completely dry before a USB cable is inserted into it. To remove moisture from the USB ports, shake the device several times with each USB port facing downward, and then use a microfiber cloth to wipe the device dry. You should then check the USB port area again. If moisture is still visible in any USB port, repeat the shaking and drying procedure.

⚠ Your device is intended for use in normal communication situations. It is not waterproof. Do not spray or splash liquid directly on the device and use extreme caution when using it around water. As with most electronic devices, you should never use the device when you are actually in the water (for example, a pool or bath).

Batteries and Charging

⚠ Use only the battery charger provided with your device.

⚠ Amplifier batteries and tablet batteries are not replaceable by the customer.

⚠ Do not place the device where it is difficult to operate or difficult to disconnect from the charger.

⚠ Always follow the instructions in this manual when charging your device.

⚠ Do not insert any object into the charging port. This can result in damage to the port.

⚠ To avoid electric shock and damage to your device, do not charge the device while it is wet or in an area where it could get wet. Do not handle the device, charger, or cords with wet hands.

⚠ Locate the device in a safe, dry location while charging. Do not charge the device outdoors.

⚠ Keep the charger away from water and do not allow water or any other liquid to be spilled on it.

⚠ Minimize contact with the back of the device while charging.

⚠ The battery charger country plug adapters could be choking hazards when not attached to the charger. Store the adapter that is not currently in use in a safe location.

⚠ If the charger, cable, or cord is damaged, call Service for a replacement.

Heat

⚠ Do not place the device in an appliance such as a microwave or oven, near an open flame, or on or near a source of heat such as a stove or heater.

⚠ Do not leave the device in a hot vehicle for a prolonged period.

Oxygen-Rich Environment

⚠ Do not take the device into an oxygen-rich environment (operating room, oxygen tent, etc.).

Touching the Surface

⚠ While the device is charging, touching the surface of the device with broken skin may aggravate a wound.

⚠ While the device is charging, infants or high-risk groups should not touch the surface of the device if there is a chance of burning the skin.

⚠ While the device is charging, minimize contact with the back of the device.

Implantable Medical Devices

A minimum of six (6) inches should be maintained between a handheld wireless mobile device and an implantable medical device, such as a pacemaker, implantable cardioverter defibrillator, vagus nerve stimulator, shunt, or stent, to avoid potential magnetic interference with the medical device. Persons who have such devices:

- Should ALWAYS keep the mobile device a minimum of six (6) inches from their implantable medical device;
- Should not carry the mobile device in a breast pocket;
- Should move the mobile device away from themselves immediately if there is any reason to suspect that it is interfering with the implantable medical device;
- Should read and follow the directions from the manufacturer of the implantable medical device. If you have any questions about using your wireless mobile device with an implantable medical device, *consult your health care provider*.

What's Included

The following were included in your NovaChat package.

Your NovaChat device (one of the following)

NovaChat 5

NovaChat 8

NovaChat 10 with Active Wrap

NovaChat 10 with Classic Wrap

NovaChat 12

Additional Items

Battery charger
Colored wraps (except NovaChat 5)
USB or USB-C flash drive
Stylus
Loops or rings for attaching a strap
NovaChat User's Guide
Magnet with support information

Note: We suggest that you keep your packaging materials.

NovaChat 5 Device Features

NovaChat 5 Front View

1 Volume button: Press one end to increase volume; press the other end to decrease volume

2 Power button: Press and hold to turn device on or off

3 USB port: Pull the port cover off and connect a USB cable to charge the device or transfer vocabulary.

4 Display: Displays the application screens

NovaChat 5 Back View

1 Speakers

2 Stand

3 Camera sensors

4 Rear cameras

NovaChat 8 Device Features

NovaChat 8 Front View

1 Handle

2 Volume button: Press the ends of the button to turn the volume up or down.

3 Side key: Tap to wake the screen. Press and hold to display the power down option on the screen; then tap to confirm.

4 Active key: Tap to open the Chat software when other apps are running. Press and hold to open another app. You can set the Active key to open different apps. For details, see “Using and Resetting the Active Key” on page 312.

5 Touchscreen/display: Displays the application screens

6 Front camera

7 Easy grip handles: Make the device easier to hold and position when in use

NovaChat 8 Back View

1 Handle

2 Active key: Tap to open the Chat software when other apps are running. Press and hold to open another app. You can set the Active key to open different apps. For details, see “Using and Resetting the Active Key” on page 312.

3 Side key: Tap to wake the screen. Press and hold to display the power down option on the screen; then tap to confirm.

4 Volume button: Press the ends of the button to turn the volume up or down.

5 Speakers

6 Amplifier power button

7 Wheelchair mounting plate screw holes

8 Rear camera

9 Stand

10 Easy grip handles: Make the device easier to hold and position when in use

NovaChat 8 Side View

1 USB-C port for charging the device or transferring vocabulary

2 Charging LED

3 Switch jack A

4 Switch jack B

5 Headset jack

6 Bluetooth® LED

NovaChat 10 Device Features

NovaChat 10 Front View

1 Power button: Press and hold to turn the device on or off

2 Volume button: Press to turn the volume up or down

3 Handle

4 Touchscreen/display: Displays the application screens

NovaChat 10 Back View

1	Handle	**3**	Wheelchair mounting plate screw holes
2	Amplifier power button	**4**	Stand

NovaChat 10 Side View

1	Charging LED	**4**	Switch jack B
2	USB-C port for charging the device and amplifier or transferring vocabulary	**5**	Headset jack
3	Switch jack A	**6**	Bluetooth LED

NovaChat 12 Device Features

NovaChat 12 Front View

1 Power button: Press and hold to turn the device on or off

2 Volume button: Press to turn the volume up or down

3 Handle

4 USB port: Connect a USB cable for charging the device or transferring vocabulary

5 Back: Tap to return to the previous screen or menu.

6 Home: Press to go to the Android home screen.

Dedicated devices: The Home button does not function on a dedicated device.

7 Menu: Tap to display menus that allow you to select a vocabulary file, enable or disable augmentative options, set how and when to speak messages, and configure a wide variety of additional options.

8 Display screen: Displays the application screens

NovaChat 12 Side and Back View

1 USB port for charging the device or transferring vocabulary

2 Amplifier charging port and LED

3 Switch jack A

4 Switch jack B

5 Headset jack

6 Amplifier power button and LED

7 Handle

8 USB port for a USB mouse or keyboard

Dedicated devices: You cannot use a USB mouse or keyboard with a dedicated device.

9 Wheelchair mounting plate*

10 Stand

* If you need to replace the wheelchair mounting plate, see “Replacing the Wheelchair Mounting Plate: NovaChat 12”.

Using Menu, Back, and Home

Note: This section applies to NovaChat 5 · 4th Generation and NovaChat 12 · 1st Generation devices. It does not apply to NovaChat 8 · 4th Generation or NovaChat 10 · 7th Generation devices.

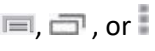
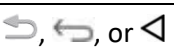
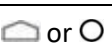
Note: For information on using the Back button to access menus on NovaChat 8 · 4th Generation or NovaChat 10 · 7th Generation devices, see "Choosing How to Access Menus" on page 59.

While running the Chat software, **Menu** allows you to determine which vocabulary files to use, which augmentative options are enabled, how and when to speak messages, and how a wide variety of other options are configured. For information on using the menus, see "Choosing How to Access Menus" on page 59 and "Using the Menus" on page 63.

Back navigates to the previous page or previous menu.

Home takes you to the Home screen on a non-dedicated device with Kiosk Mode turned off.

Menu, **Back**, and **Home** are implemented differently according to device. Home, for example, may be an on-screen icon or a physical button that you press. Depending on which device you have, you may see any of the following:

Menu icon	 , or
Back icon	 , or
Home icon	 or
Home button	
Dedicated devices: The Home button does not function on a dedicated device or a device with Kiosk Mode turned on.	

To display the Navigation bar on a NovaChat 10 device:

The navigation bar displays the Home, Back, and Recents buttons. Choose **Menu** > **Application Settings** > **Style** > **Miscellaneous** > **Navigation Bar**.

Charging the Device: NovaChat 5

We suggest charging the device each night. A battery charger was included in the box with your device.

⚠ Use only the battery charger provided with your NovaChat 5 device: GlobTek, Inc. GTM96180-1507-2.0.

⚠ Cords and cables are potential entanglement or strangulation hazards. Please consider this prior to placing these items with device users.

⚠ On a regular basis, visually inspect cables, cords, and connectors for damage or wear, especially where they are subject to extra stress. Cables and cords can become frayed or damaged from heavy use or with age. For example, a frayed cable could cause a battery charger/power adapter to short-circuit, posing a hazard to the user. If any cable, cord, or connector is damaged or worn, call Service for a replacement.

⚠ Locate the device in a safe location while charging.

⚠ Tablet and amplifier batteries are not replaceable by the customer.

To connect the charger and cable:

1. Tap the device's power button to turn off the display.
2. Plug the charger into an electrical outlet—a surge protector is recommended.
3. Pull the port cover off the device's USB port.
4. Plug the USB connector into the USB port on the device.

When the device is fully charged:

1. Unplug the connector from the device.
2. Press the port cover onto the device's USB port.

   Important! Be sure to press the cover back into place after each use of the port. This will protect the device from liquid and particulate matter.
3. Unplug the charger from the electrical outlet (optional).
4. Tap the device's power button to turn the display on.

Charging the Device: NovaChat 8

We suggest charging the device and amplifier each night. A battery charger was included in the box with your device.

You can charge the device and the amplifier at the same time with a single cable connection.

⚠ Use only the battery charger provided with your device.

⚠ Cords and cables are potential entanglement or strangulation hazards. Please consider this prior to placing these items with device users.

⚠ On a regular basis, visually inspect cables, cords, and connectors for damage or wear, especially where they are subject to extra stress. Cables and cords can become frayed or damaged from heavy use or with age. For example, a frayed cable could cause a battery charger/power adapter to short-circuit, posing a hazard to the user. If any cable, cord, or connector is damaged or worn, call Service for a replacement.

⚠ Locate the device in a safe location while charging.

⚠ Tablet and amplifier batteries are not replaceable by the customer.

Connecting the Charger and Cable

1. Tap the device's power button to turn off the display.
2. Plug the charger into an electrical outlet—a surge protector is recommended.
3. Plug the USB-C connector on the end of the charger cable into the USB-C port on the device.

4. The charging LED beside the charging port should be flashing while the batteries are charging and will glow steadily when the batteries are fully charged.

When the device and amplifier are fully charged:

1. Unplug the connector from the USB-C port on the device.
2. Unplug the charger from the electrical outlet (optional).
3. Tap the device's power button to turn the display on.

Charging the Device: NovaChat 10

We suggest charging both the device and amplifier each night. A battery charger was included in the box with your device.

You can charge the device and the amplifier at the same time with a single cable connection.

⚠ Use only the battery charger provided with your device.

⚠ Cords and cables are potential entanglement or strangulation hazards. Please consider this prior to placing these items with device users.

⚠ On a regular basis, visually inspect cables, cords, and connectors for damage or wear, especially where they are subject to extra stress. Cables and cords can become frayed or damaged from heavy use or with age. For example, a frayed cable could cause a battery charger/power adapter to short-circuit, posing a hazard to the user. If any cable, cord, or connector is damaged or worn, call Service for a replacement.

⚠ Locate the device in a safe location while charging.

⚠ Tablet and amplifier batteries are not replaceable by the customer.

To connect the charger and cable:

1. Tap the device's power button to turn off the display.
2. Plug the charger into an electrical outlet—a surge protector is recommended.
3. Plug the USB-C connector on the end of the charger cable into the USB-C port on the device.
4. The amber charging LED next to the charging port will blink slowly while the batteries are charging and will glow steadily when the batteries are fully charged.

Note: If you use a charger other than the one provided with your device, the charging LED will blink more quickly and the device will charge more slowly.

After 10 minutes of charging:

The blue LED will glow steadily and the amber LED will continue to blink. The device is not fully charged, but you can use it with the charger connected.

When the device and amplifier are fully charged:

1. The blue LED and the amber charging LED will both glow steadily.
2. Unplug the connector from the USB-C port. The amber LED will turn off.
3. Unplug the charger from the electrical outlet (optional).
4. Tap the device's power button to turn the display on.

Charging the Device: NovaChat 12

We suggest charging both the device and amplifier each night. A battery charger was included in the box with your device.

The charger cables allow you to charge the device and the amplifier at the same time.

⚠ Use only the battery charger provided with your device.

⚠ Cords and cables are potential entanglement or strangulation hazards. Please consider this prior to placing these items with device users.

⚠ On a regular basis, visually inspect cables, cords, and connectors for damage or wear, especially where they are subject to extra stress. Cables and cords can become frayed or damaged from heavy use or with age. For example, a frayed cable could cause a battery charger/power adapter to short-circuit, posing a hazard to the user. If any cable, cord, or connector is damaged or worn, call Service for a replacement.

⚠ Locate the device in a safe location while charging.

⚠ Tablet and amplifier batteries are not replaceable by the customer.

To connect the charger and cables:

1. Tap the device's power button to turn off the display.
2. Plug the charger into an electrical outlet—a surge protector is recommended.
3. Plug the mini connector into the mini USB port on the amplifier case and plug the micro connector into the micro USB port on the device.
4. The battery indicator next to the amplifier's charger connection should be flashing while charging and will glow steadily when it is fully charged.

NovaChat 12 Detail

Device USB charging port (back of device facing up)

If you insert a USB 2.0 Micro cable (with the back of the device facing up), the connector will insert into the left side of the port. It will *not* fill the entire port.

If you insert a USB 3.0 Micro B cable, the connector will fill the entire port.

When the device and amplifier are fully charged:

1. Unplug the connectors from the device and amplifier.
2. Unplug the charger from the electrical outlet (optional).
3. Tap the device's power button to turn the display on.

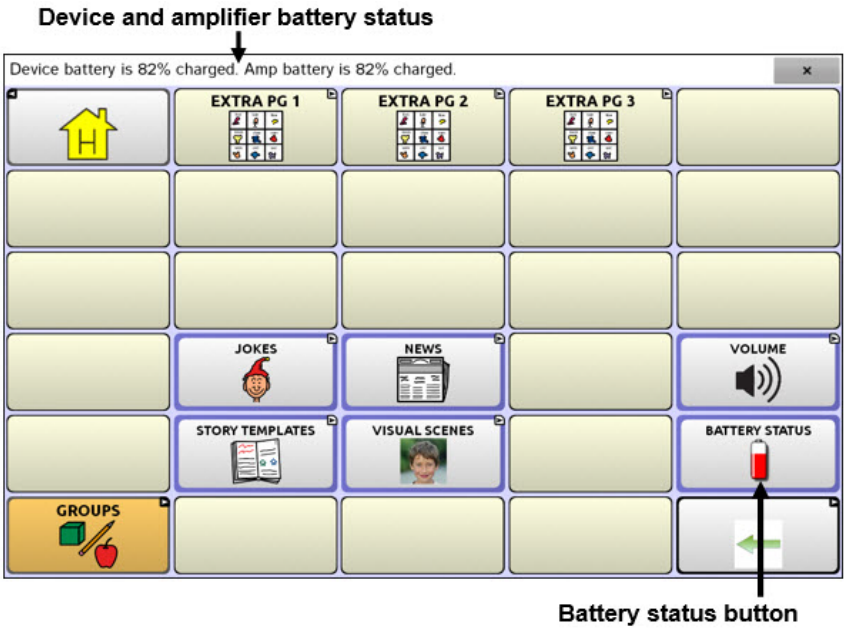
Checking Battery Status Using a Button

Some Saltillo-provided vocabulary files already include buttons for checking the battery status. For example: WordPower® offers the option from the last page of Groups, and MultiChat 15 offers the button on the Device Tools page from the second page of “Things”.

To create a button that checks the battery status of both the device and the amplifier, create a button on a vocabulary page that contains the action “Battery Status”.

1. Choose **Menu** > **Edit Mode**.
2. Press and hold on the button you want to modify. (Right-click the button if you are using ChatEditor.)
3. Choose **Edit Button** to display the Button Properties.
4. Choose the **Actions** tab.
5. Use the drop-down list to select the **Battery status** action.
6. Choose **Save**.

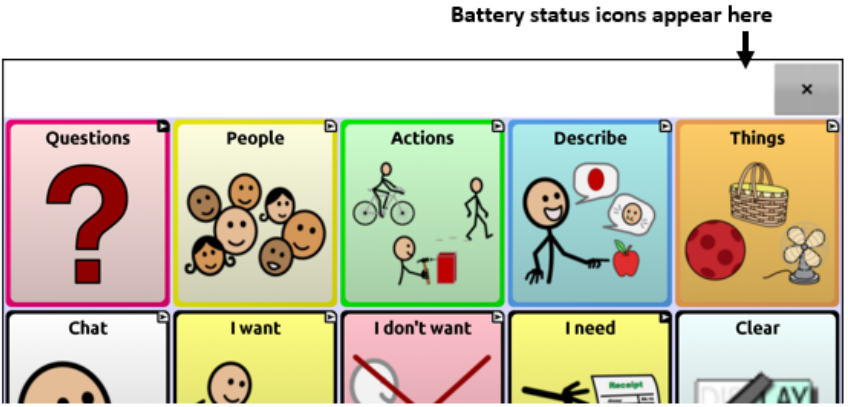
Any time you choose this button, the application will speak the battery status of the device and the amplifier and display the information in the Speech Display Bar (SDB).



Viewing Battery Status Icons

When your tablet or amplifier batteries reach low or critically low levels, an icon will appear in the notifications area of the Speech Display Bar (SDB). When you connect a charger, the icon will disappear.

Note: To view battery status icons, the notifications bar must be turned on. Choose **Menu** > **Application Settings** > **Input**. Turn **Enable Notification Bar** on.



Icon	Meaning
	The tablet battery level is low.
	The tablet battery level is critically low.
	The amplifier battery level is low.
	The amplifier battery level is critically low.

Turning the Device On and Off

The power button is located on the edge of the device.

Note: On the NovaChat 8, the power button is called the Side key.

NovaChat 5

NovaChat 10

NovaChat 8 (Side key)

NovaChat 12

To turn your device on from a complete power-down:

Press and hold the power button (*NovaChat 8:* Side key).

To turn your device off for storage:

1. Press and hold the power button (*NovaChat 8:* Side key).
2. At the prompt, choose **Power off**.
3. Choose **OK** to confirm.

Note: There is no need to turn the amplifier off when using the device on a daily basis. If you are in an environment that requires turning off the amplifier or if you will be leaving the device in storage for a long period of time, see "Turning the Amplifier On and Off".

Important! Devices in storage must be charged every six months.

To disable the device power button:

If you need to disable the device power button, see "Disabling the Power and Volume Buttons" on page 228.

Turning the Screen On and Off

When using the device on a daily basis, tap the power button (*NovaChat 8:* Side key) quickly—do not hold it— to turn just the screen on and off.

Waking the Screen ("Tap to Wake")

Three methods are available to wake the screen after tapping the power button (*NovaChat 8:* Side key) to put the device to sleep or allowing the device to power down automatically after a timeout.

Option #1: Tap the power button quickly (*NovaChat 8:* Side key).

Option #2: Press a switch plugged into the device.

Option #3 NovaChat 8 or 10 only: Double-tap the screen.

Double-tap to wake the screen is turned on by default in the Android settings. If you need to disable or re-enable this setting, open the Android Settings and select **Advanced features** and then **Motions and gestures**. Find the setting "Double tap to turn on screen" and tap the on/off button to toggle the setting on or off.

Changing the Screen Timeout Setting

The screen is set up to power down automatically after a specified period of no activity. To change the period of delay between the last key press or screen touch and the automatic screen timeout, choose **Menu** > **Application Settings** > **System** > **Display Settings** > **Screen Timeout** and choose the appropriate setting.

Turning the Amplifier On and Off

Typically, the amplifier should be left on. When the amplifier is off, speech is still available, but it comes from the device's internal speaker.

NovaChat 8

NovaChat 10

NovaChat 12

The amplifier power buttons (labeled "I/O" on some devices) are recessed. Use the tip of a pen when you need to press the button. Do ***not*** use an object with a sharp point, such as a pin; it could damage the button.

To turn the amplifier off:

Press and hold the amplifier power button until both the amber and blue lights come on. Then release the button.

To turn the amplifier on:

Press the amplifier power button for a second. The light will flash to indicate the amplifier is on and working properly.

The blue light will flash when on and not connected to the device. Once connected to the device, the blue light will glow steadily.

To reconnect the amplifier to your device:

Make sure the amplifier is turned on and charged. Turn the device off and then turn it back on. The device will scan for your amplifier and reconnect to it.

Turning Bluetooth On and Off

During air travel and in some medical facilities, you may need to turn Bluetooth off. How you turn Bluetooth off depends on the version of Android on your device. These options may not be available on your device.

To turn Bluetooth off:

Option #1: Go to the Android home page and swipe down from the top of the screen. On some devices, you may need to swipe down twice.

The Bluetooth icon shows that Bluetooth is turned on . Tap the icon to turn Bluetooth off .

Option #2: Open the Android **Settings** and select **Bluetooth** in the left pane. The setting in the right pane shows On. Tap the setting to change it to Off.

Option #3: Press and hold the device's power button. Tap **Airplane mode**. This puts the device into Airplane Mode and turns Bluetooth off.

To turn Bluetooth on:

Option #1: Go to the Android home page and swipe down from the top of the screen. On some devices, you may need to swipe down twice.

The Bluetooth icon shows that Bluetooth is turned off . Tap the icon to turn Bluetooth on .

Option #2: Open the Android **Settings** and select **Bluetooth** in the left pane. The setting in the right pane shows Off. Tap the setting to change it to On.

Option #3: Press and hold the power button and tap **Airplane mode**. This takes the device out of Airplane mode and turns Bluetooth on.

Additional Bluetooth support:

The device also provides support for Bluetooth switches. See "Setting up a Bluetooth (Wireless) Switch on a Device with Android 10 or Below" on page 185 or "Setting up a Bluetooth (Wireless) Switch on a Device with Android 11 or Higher" on page 187.

Turning Airplane Mode On and Off

During air travel and in some medical facilities, you may need to put your device in Airplane mode. How you activate Airplane mode depends on the version of Android on your device. These options may not be available on your device.

To turn Airplane mode on:

Option #1: Go to the Android home page and swipe down from the top of the screen. On some devices, you may need to swipe down twice.

The Airplane mode icon shows that Airplane mode is turned off . Tap the icon to turn Airplane mode on .

Option #2: Open the Android **Settings** and select **Airplane mode** in the left pane. The setting in the right pane shows Off. Tap the setting to change it to On.

Option #3: Press and hold the device's power button. Airplane mode shows "Airplane mode is OFF". Tap **Airplane mode**. "Airplane mode is ON" will appear.

To turn Airplane mode off:

Option #1: Go to the Android home page and swipe down from the top of the screen. On some devices, you may need to swipe down twice.

The Airplane mode icon shows that Airplane mode is turned on . Tap the icon to turn Airplane mode off .

Option #2: Open the Android **Settings** and select **Airplane mode** in the left pane. The setting in the right pane shows On. Tap the setting to change it to Off.

Option #3: Press and hold the device's power button. Airplane mode shows "Airplane mode is ON". Tap **Airplane mode**. "Airplane mode is OFF" will appear.

Controlling Volume

To prevent possible hearing damage, do not listen to earphones at high volume levels for long periods.

The volume buttons are located on the edge of the device.

NovaChat 5, 8, and 12: Press the ends of the button to increase or decrease volume.

NovaChat 10: Press the button labeled **+** (closer to the power button) to increase volume. Press the button labeled **–** to decrease volume.

NovaChat 5

NovaChat 10

NovaChat 8

NovaChat 12

In addition to using the volume button, you can add volume controls to buttons within vocabulary pages. For details, see "Adding or Modifying a Button Action" on page 130.

An amplifier has been provided for additional volume. The amplifier is powered by its own battery and must be charged and turned on in order to provide sound.

The amplifier communicates with the device by means of a Bluetooth connection. If the two lose this connection, sound will be provided only by the device speakers and may not be sufficient for your environment.

To reconnect the amplifier to your device, make sure the amplifier is turned on and charged. Turn the device off and then turn it back on. The device will scan for your amplifier and reconnect to it.

Disabling the Device Volume Buttons

Other people may intentionally or inadvertently adjust the volume of your device to a level that affects your ability to communicate. The setting Disable Device Volume Buttons gives you more control over setting and maintaining the volume level.

When the setting Disable Device Volume Buttons is turned on, the device volume buttons will not adjust the volume while you are using the Chat software. When you exit the Chat software, the buttons will adjust the volume normally.

1. Choose **Menu** > **Application Settings** > **System**.
2. Select the checkbox to the right of **Disable Device Volume Buttons**.
3. Exit Application Settings.

Now when you press the device volume buttons, they will no longer adjust the volume while using the Chat software.

Note: You can add volume controls to buttons within vocabulary pages. Add the Volume Down and Volume Up actions to buttons. For details, see "Adding or Modifying a Button Action" on page 130.

To disable the device volume buttons using Android Settings:

To disable the device volume buttons using Android Settings, see "Disabling the Power and Volume Buttons" on page 228.

Positioning the Stand: NovaChat 5

Use the amplifier to position the device at an angle for easy viewing. Pull the end of the stand out as far as it will go. Then position the device in landscape orientation.

⚠ The user could pinch a finger when closing the stand.

Positioning the Stand: NovaChat 8

The stand is adjustable. It will remain in any position you move it to. To position the device at an angle for easy viewing of the screen, grab the stand's bottom support and pull away from the back of the device.

When the stand is positioned at the angle you want, let go. The stand will remain in that position.

Positioning the Stand: NovaChat 10

The stand is adjustable. It will remain in any position you move it to. To position the device at an angle for easy viewing of the screen, grab the rounded area on the stand's bottom support and pull away from the back of the device.

When the stand is positioned at the angle you want, let go. The stand will remain in that position.

Positioning the Stand: NovaChat 12

To position the device at an angle for easy viewing of the screen, do the following:

1. Place the device face-down on a flat surface.
2. While holding your thumb on the edge of the device below the stand's bottom support, press on the ***inside*** of the support with the tip of your index finger (or the tips of several fingers) to pull the support ***away*** from the latch.

3. Lift the support away from the back of the device …

4. until the legs latch into place.

Removing or Replacing the Handle

If you do not plan to use the handle, you can remove it by removing the screws that hold it in place.

NovaChat 8

NovaChat 10

NovaChat 12

⚠ When removed, the screws are a potential choking hazard.

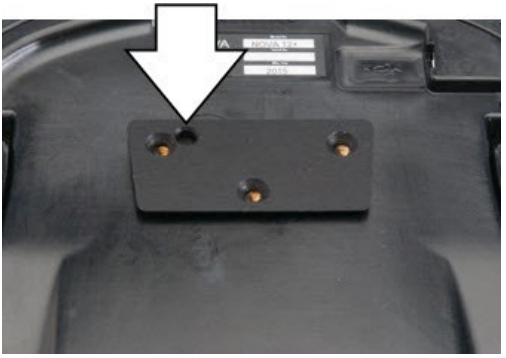
If you are replacing the handle, align the ends of the new handle with the screw holes at the top of the device. Then insert the screws on each end and tighten.

Replacing the Wheelchair Mounting Plate: NovaChat 12

Your NovaChat 12 device shipped with the wheelchair mounting plate installed. If you need to replace it, follow these instructions.

1. Place the device face-down on a flat surface. Be careful not to scratch the display.
2. Remove the three screws from the old mounting plate and remove the plate from the back of the device.
3. Align the three tapered holes in the new mounting plate with the three threaded holes on the back of the device.

   Important! Be sure that the plate is oriented so that the additional hole for the holding pin is in the upper left.



4. Insert and tighten the screws.

⚠ Store or dispose of the old mounting plate and screws safely. Loose screws can be a choking hazard.

Attaching a Strap with Loops

For hands-free transport, attach a strap to your device. For convenience, there are four strap holders on the device—one on each corner or one set on the handle and another set near the bottom of the device.

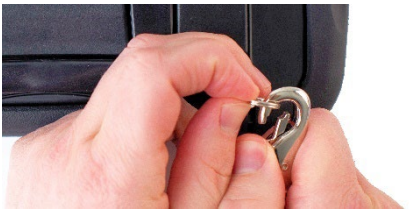
If you received loops with your strap, attach them to the appropriate holders. Do not attach the strap directly to the plastic case; this may damage the device.

⚠ The loops are a potential choking hazard. Use them with caution. Straps are potential entanglement or strangulation hazards. Please consider this prior to placing these items with device users.

Step 1: Feed the end of the loop through the strap holder in the case.

Step 2: Thread the metal ring through the loop.

Step 3: Pull the metal ring to tighten the loop. Repeat steps 1-3 for the other loop.



Step 4: Clip the strap to the metal rings.

Attaching a Strap with Metal Rings

For hands-free transport, attach a strap to your device. For convenience, there are four strap holders on the device—one on each corner or one set on the handle and another set near the bottom of the device.

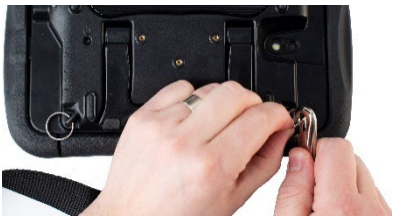
If you received metal rings with your strap, attach them to the appropriate holders. Do not attach the strap directly to the plastic case; this may damage the device.

⚠ The metal rings are a potential choking hazard. Use them with caution. Straps are potential entanglement or strangulation hazards. Please consider this prior to placing these items with device users.

Step 1: Open the ring as you would open a key ring. *Suggestions:* Use your fingernail, a screwdriver, or a dime.

Step 2: Push the open ring onto the strap holder in the case.

Step 3: Allow the ring to close on the holder. Repeat steps 1-3 for the other ring.



Step 4: Clip the strap to the rings.

Using the Touchscreen

Your device comes with a capacitive touchscreen. It responds best to a light touch from the pad of your finger. You can also use the stylus that was provided with your device. See “Using the Stylus”.

Important! Using excessive force or a metallic object when pressing on the touchscreen may damage the tempered glass surface.

Note: To clean the touchscreen, see “Routine Cleaning and Disinfecting” on page 55. If your device will be used by more than one client, see “Disinfecting a Device for Use by Multiple Clients” on page 55.

Using the Stylus

A compatible stylus was provided with your device. If you prefer to purchase a different stylus, be sure it is compatible with a capacitive touchscreen

Note: The stylus provided has an opening on the end and can be attached to an individual or the device using a chain, string, or lanyard.

⚠ The stylus is a potential hazard for poking an eye.

Cleaning and Disinfecting Your Device

To get the most from your device, keep it clean and disinfected. If your device will only be used by one person, routine cleaning and disinfecting should be sufficient. If, however, multiple persons will be using the device, take additional measures to clean and disinfect the device after it has been used by one person before allowing it to be used by another person.

Routine Cleaning and Disinfecting

To clean your device case and screen, turn the device off, wipe with a soft, lint-free cloth slightly dampened with water, and dry with another soft, lint-free cloth. *Do not spray or splash liquid directly on the device*.

To disinfect the case, moisten a clean cloth in a solution of 1/4 cup of vinegar and 1 cup of water. *Do not use vinegar and water on the display*.

Disinfecting a Device for Use by Multiple Clients

Note: This section applies only when multiple clients will be using the same device. In that situation, it's vital to effectively disinfect the device and accessories that have been used by a client before handling and use by another client.

First Step: Put on protective gloves

Next Step: Clean the device and accessories

1. Wipe down the device and accessories with disinfectant wipes (Virucidal, Bactericidal, Pseudomonacidal, Tuberculocidal, Fungicidal)—Metrex CaviWipes™. Follow the disinfectant product manufacturer's instructions for *cleaning*.
2. Take a Q-tip with cleaner applied (for example, Windex® cleaner or another commercial cleaner) and clean inside all cracks and crevices. You may want to use a toothbrush or similar brush.
3. Blow the device off with an air hose or wipe it dry.

   Important! Make sure all soil is removed from the device and accessories. This is vital before proceeding to disinfecting the equipment.

Next Step: Disinfect the device and accessories

1. Wipe down the device and accessories with a new disinfectant wipe (Virucidal, Bactericidal, Pseudomonacidal, Tuberculocidal, Fungicidal)—Metrex CaviWipes. Follow the disinfectant product manufacturer's instructions for *disinfecting*.
2. Make sure to clean inside all cracks and corners, and wipe more than once if necessary to keep the device wet for a minimum of three (3) minutes.
3. Allow the device and accessories to dry.

Final Step: Wipe the touchscreen

1. When the device and accessories are dry, wipe down the viewing area (touchscreen, keyguard, etc.) with glass cleaner, so the screen doesn't discolor.
2. Allow the equipment to dry.

Disassembling the Device for Cleaning

Do not remove the screws on the back of your device that secure the hard plastic frame and back cover. The device will be vulnerable to damage from impact and splashed water. Removing the integrated amplifier and speakers will result in loss of volume. On some devices, you will also expose sensitive circuitry. Even if you reassemble the device, vital components may be damaged and the device will no longer be water-resistant.

Using the Home Screen

The home screen allows you to place shortcuts, widgets, and other items to customize the device to your needs. To display the home screen, choose **Home**.

Dedicated devices or devices with Kiosk Mode turned on: Dedicated (locked) devices do not have access to the home screen. Unless stated otherwise, instructions in this user's guide start with the device unlocked and running the application.

Using the Status Bar

The status bar at the top of the home screen displays icons to show notifications, battery power, and connection details.

Pulling down on the status bar displays options for viewing notifications and quickly turning on or off some commonly used Android settings.

Adding Shortcuts

The home screen provides shortcuts to applications. You can add shortcuts as you need them.

To add a shortcut to an app:

1. Tap on the Apps shortcut.
2. Press and hold on the app and drag it to the home screen.

To add a shortcut to a widget:

1. Press and hold on an empty area of the home screen. A menu opens.
2. Select **Apps and Widgets**.
3. Select the **Widgets** tab.
4. Press and hold on the widget and drag it to the home screen.

To remove a shortcut:

1. Press and hold on the shortcut until **Remove** appears.
2. Drag the shortcut to **Remove**.

Non-Dedicated Devices: Opening and Closing the Application

From the home screen or Apps folder, tap the NovaChat shortcut. When the application is open, choosing **Home** will minimize the application and display the operating system's home screen.

To close the NovaChat application, choose **Menu** and tap **Exit**.

Using the power button to turn off the device will also close the application and all open apps. Turning the device on from a full power-down will restart the application automatically.

Note: For the best application performance, close any apps that are running in the background.

Using the Application Screen

The Speech Display Bar (SDB) displays text from button presses.

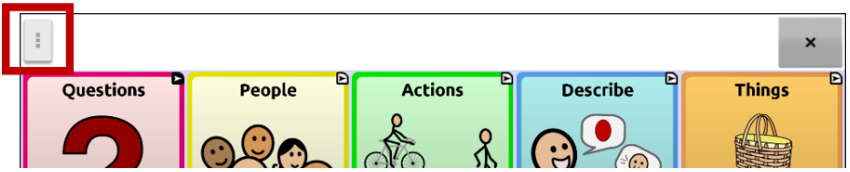
A small arrow in the upper corner of a button indicates that the button links to another page. For information on resizing or hiding an arrow link, see "Modifying a Button Arrow Link" on page 129.

Choosing How to Access Menus

When you update your device to Chat software version 2.28 or later, options are available for accessing the menus.

On NovaChat 5 · 4th Generation and NovaChat 12 · 1st Generation devices, you can access the menus as you always have. See “Using Menu, Back, and Home” on page 28. Or you can change how you access menus. See “Changing the Menu Access Method” below.

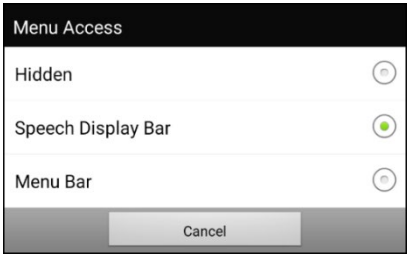
On NovaChat 8 · 4th Generation and NovaChat 10 · 7th Generation devices, the first time you open the software, you will see a button on the left side of the SDB.



If you do not want to access the menus from the button in the SDB, you can change the access method. See “Changing the Menu Access Method” below.

Changing the Menu Access Method

You can change the location of the Chat software on-screen menu button. Choose **Application Settings** > **Style**. Scroll to the Miscellaneous section and select **Menu Access**. The Menu Access window will display three options. Select an option to set the location of the Menu button or hide it.



Hidden: The Menu button will not be displayed.

Speech Display Bar: The Menu button will appear in the Speech Display Bar (SDB).

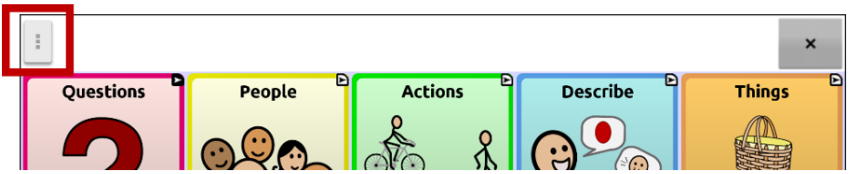
Menu Bar: The Menu Bar will appear across the top of the screen.

If you select Hidden from the Menu Access window:

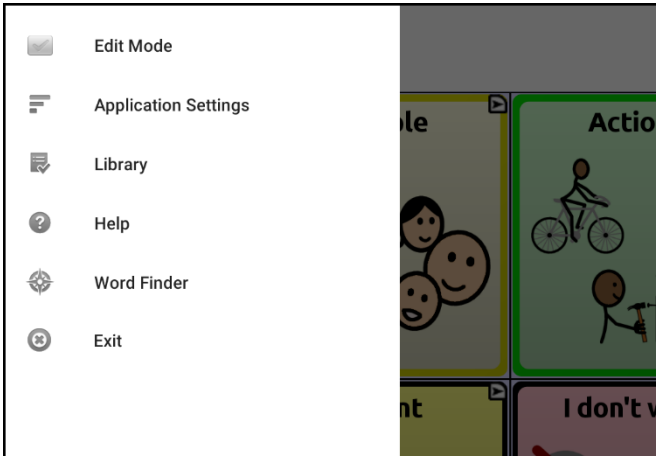
The Menu button will not be displayed. When you need to use the menu, press and hold on **Back** to open the menu. If you no longer want to hide the Menu button, go to the Menu Access window and select one of the other options.

If you select Speech Display Bar from the Menu Access window:

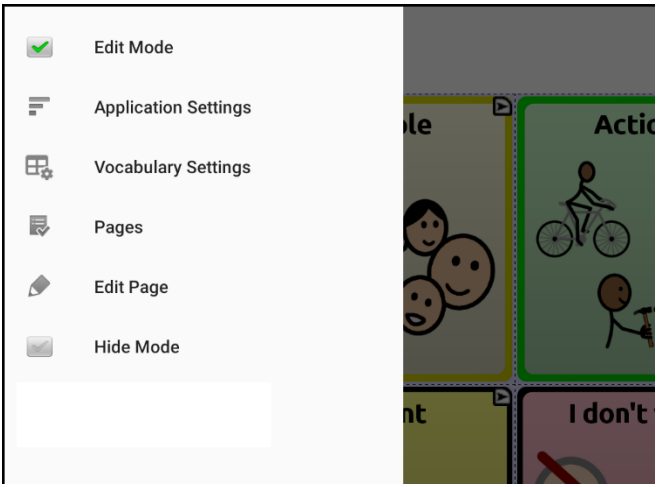
The Menu button will appear in the Speech Display Bar (SDB).



When you select the **Menu** button, the menu will appear along the left side of the screen. Select an option to open the feature.



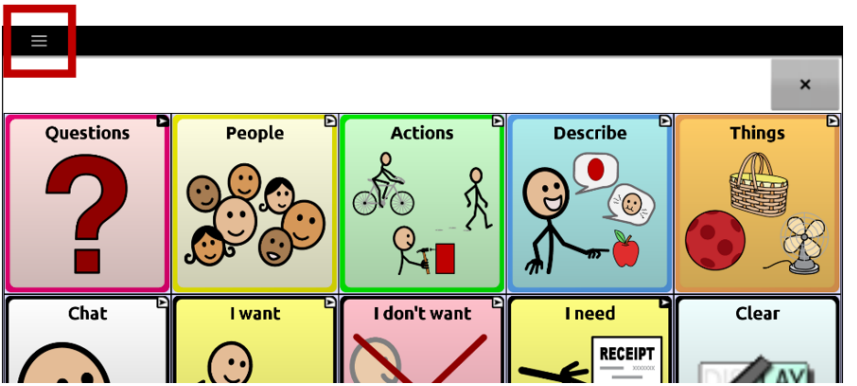
When you select **Edit Mode**, the menu options change. Select an option to open the feature.



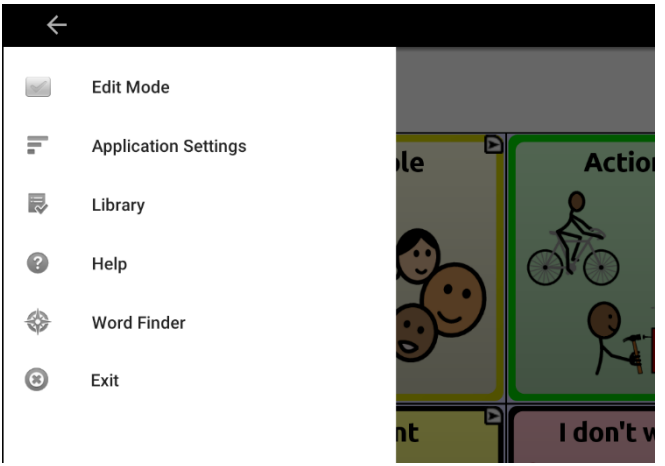
To exit Edit Mode, select **Edit Mode** again to remove the checkmark.

If you select Menu Bar from the Menu Access window:

The Menu Bar with a single button will appear across the top of the screen.

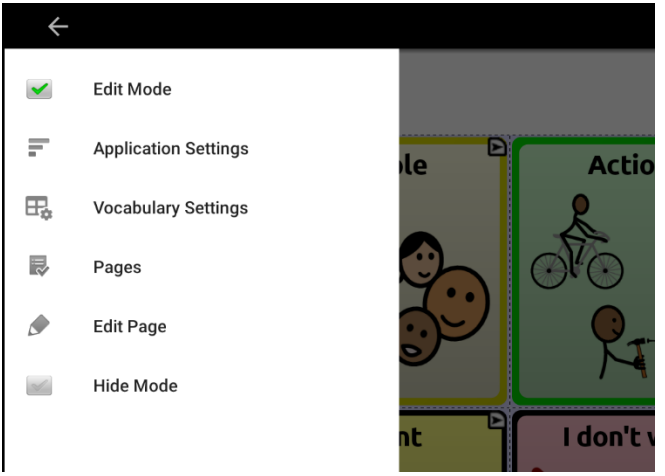


Select the button on the Menu Bar to open the menu below the Menu Bar, along the left side of the screen.



Select an option to open the feature. Use the Menu Bar arrow ← to close the menu.

When you select **Edit Mode**, the menu options change.



Select an option to open the feature. Use the Menu Bar arrow ← to close the menu.

Using the Menus

After choosing **Menu**, groupings of menus appear. These menus vary depending on other settings in the application.

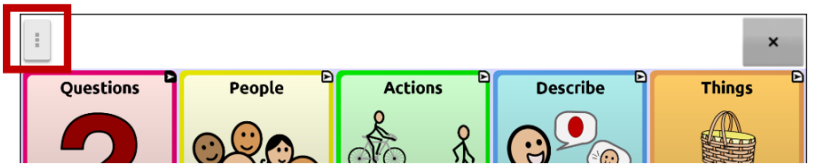
In Edit Mode, all the buttons are outlined, indicating that they can be edited. The words “Edit Mode”, followed by the name of the vocabulary file and the name of the current page, appear in red across the bottom of the screen.

Note: ChatEditor displays the menus at the top of the screen.

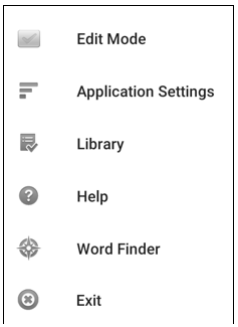
Option	Description
Edit Mode	Turn editing on or off
Application Settings	Customize Chat software features
Vocabulary Settings	Customize vocabulary features
Library	View the vocabulary files
Help	View help and other information
Word Finder	Open Word Finder to find the path to specific words
Pages	View a list of pages
Edit Page	Edit the current page
Hide Mode	Turn Hide Mode on or off

Changing Application Settings

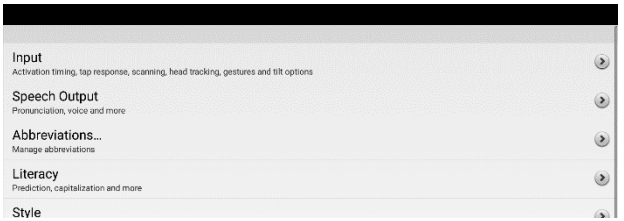
1. To use the Application Settings, choose the **Menu** button.



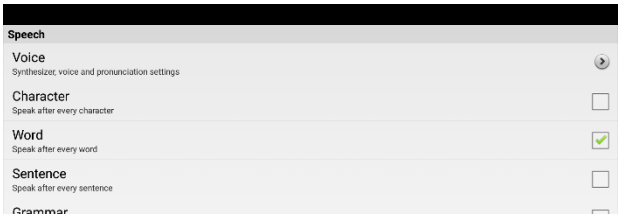
2. The menu will open along the left side of the screen.



3. Select **Application Settings** to open a list of submenus.

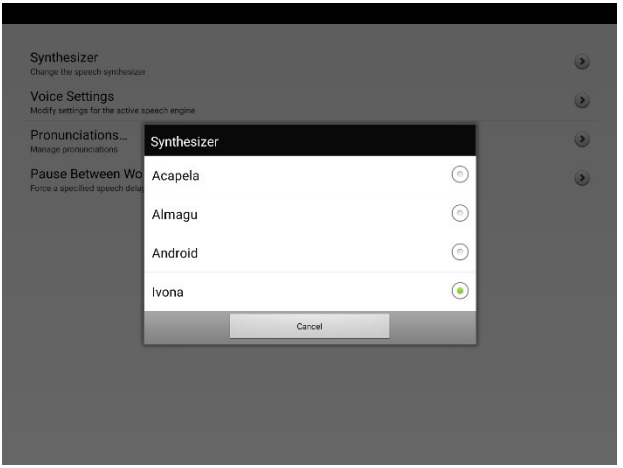


4. Select a submenu to open a list of settings. For example, select **Speech Output** to display speech settings.



When necessary, scroll to see all available settings on the page.

5. Many settings lead to additional options. In this example, select **Voice** to open a page of voice options. Then select **Synthesizer** to select the voice synthesizer you want.

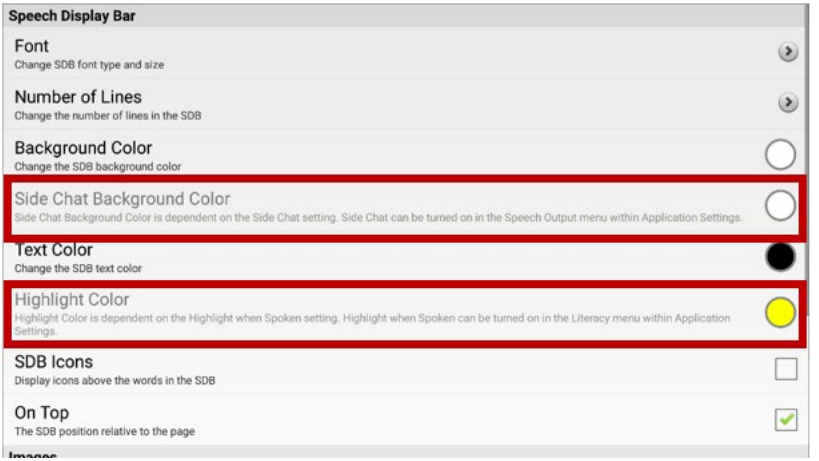


In this user's guide, navigating to a setting is abbreviated:
Menu > **Application Settings** > **Speech Output** > **Voice** > **Synthesizer**.

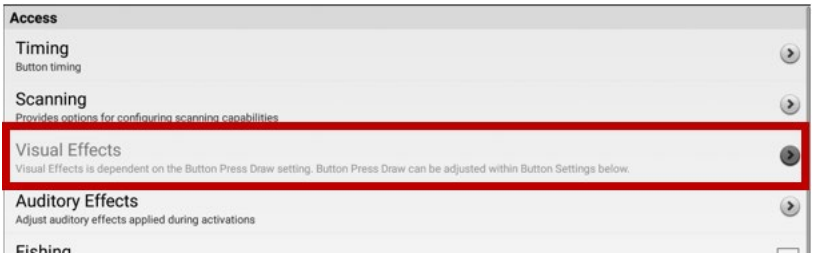
Viewing Explanations of Unavailable Settings

When a menu item in the Application Settings is disabled, the text below the menu item explains why the item is disabled and how you can enable it. For example:

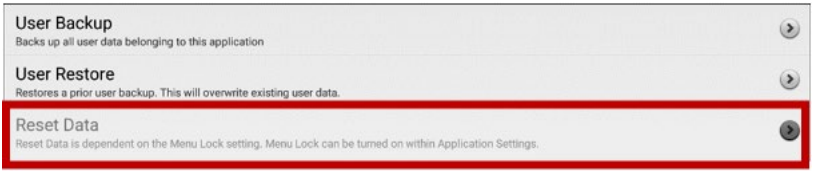
Menu > Application Settings > Style



Menu > Application Settings > Input > Visual Effects



Menu > Application Settings > System > User Backup/Restore



Choosing a Vocabulary File

Choosing an appropriate vocabulary file is imperative to the success of the device user. A qualified speech language pathologist, teaching staff, parents, and device user are all part of the decision process of choosing an appropriate vocabulary file.

When choosing a vocabulary file, consider the following:

- The user's ability to select buttons
- The user's access capabilities
- The user's current and potential cognitive capabilities
- The user's ability to work better with pictures or symbols
- The vocabulary's ability to be customized

Evaluating an Individual's Ability to Select Buttons

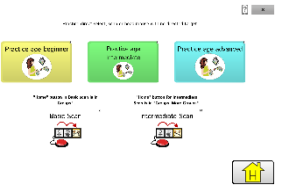
Explore Access is a tool that allows individuals who use AAC devices and their team to try different access methods such as direct selection, scanning, and head tracking. Explore Access is ***not*** a vocabulary. It is a tool to help you choose an appropriate vocabulary for an individual.

To open the Explore Access tool, choose **Menu** > **Library**. Select either **Explore Access PCS** or **Explore Access SS**.

Within this tool, the following sections have been designed to meet the needs of a variety of individuals: practice area; early concepts; intermediate concepts; and advanced concepts. Each section starts at a basic level of understanding for the skill and gets increasingly more difficult.

Access Practice

Access Practice allows the individual to get hands-on experience using a specific access method such as touchscreen, switch, or head-mouse. The practice exercises help teach the individual the necessary physical movements to make the device speak through cause and effect or establishing a specific target that the individual must select—the target can be self-determined or requested by a support person.



Access Practice is set up with three different age groups: Practice Age Beginner (yellow button) is for a younger age group; Practice Age Intermediate (green button) is for an intermediate age group; and Practice Age Advanced (blue button) is for adults or individuals with reading skills.

Basic Scan and Intermediate Scan are files from the Chat Software Library that are provided to individuals in order to practice using a vocabulary with scanning.

Early, Intermediate, and Advanced Concepts

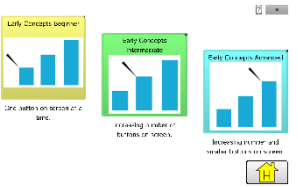
Early Concepts (yellow button) is for the youngest age group, the Intermediate Concepts (green button) is for a late elementary-middle-high school age group, and the Advanced Concept (blue button) is for adults or individuals with reading skills.

Within each of these age groups are three levels to choose from based on experience using direct selection, scanning, or head tracking: Early Concept uses activities with animals, transportation, and bubbles. Each of these activities uses a sound to indicate the selection; Intermediate Concepts uses activities with dogs, flowers, and planets; and the Advanced Concepts uses activities with states, letters, and words.

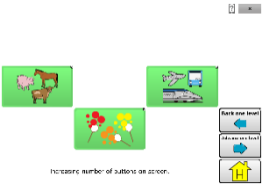
Both Intermediate and Advanced Concepts speak the name of the selected item instead of using a sound.

Although these three concepts are divided by age and experience, there is room for an individual to investigate all areas of the Explore Access file to best meet his or her needs.

Early Concepts



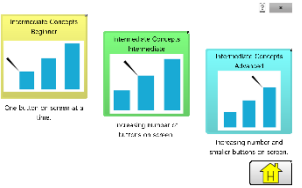
Early Concept Beginner (yellow button) is for someone who has little or no experience using a device, Early Concepts Intermediate (green button) is for someone who has some experience on devices, and Early Concept Advanced (blue button) is for experienced, seasoned device users.



Once the level of device experience is selected, there are three different activities to choose: find a requested animal; find a requested form of transportation; and find a specific color of bubbles.

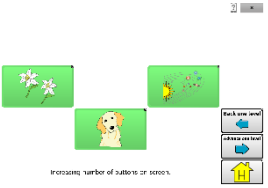
In the Early Concept Beginner button, all the activities have one button on the screen at a time. Early Concepts Intermediate has more than one button on the screen at a time, and Early Concepts Advanced has multiple buttons on the screen at a time with the addition of smaller buttons.

Intermediate Concepts



Intermediate Concept Beginner (yellow button) is for someone who has little or no experience using a device, Intermediate Concepts Intermediate (green button) is for someone who has some experience on devices, and Intermediate Concept Advanced (blue button) is for experienced, seasoned device users.

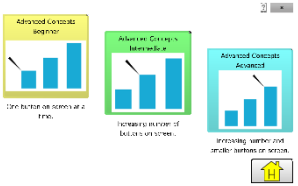
Once the level of device experience is selected, there are three different activities to choose: find a requested breed of dog; find a requested flower; and find a specific planet.



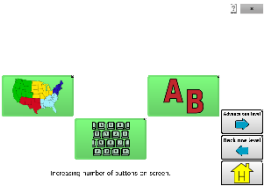
In the Intermediate Concept Beginner button, all the activities have one button on the screen at a time. Intermediate Concepts Intermediate has more than one button on the screen at a time, and Intermediate Concepts Advanced has multiple buttons on the screen at a time with the addition of smaller buttons.

Advanced Concepts

Advanced Concept Beginner (yellow button) is for someone who has little or no experience using a device, Advanced Concepts Intermediate (green button) is for someone who has some experience on devices, and Advanced Concept Advanced (blue button) is for experienced, seasoned device users.



Once the level of device experience is selected, there are three different activities to choose: find a requested state; find a requested letter; and spell requested words.



In the Advanced Concept Beginner button, all the activities have one button on the screen at a time. Advanced Concepts Intermediate has more than one button on the screen at a time, and Advanced Concepts Advanced has multiple buttons on the screen at a time with the addition of smaller buttons. The section to spell words has a keyboard available.

Considering the User's Access Capabilities

The user's access capabilities depend on the number of buttons on a page.

File	Buttons per Page
4 Basic	Provides 4 buttons per page
VocabPC	Provides 12 buttons per page
MultiChat	Provides 15 buttons per page
WordPower	Offers 20, 25, 42, 48, 60, 80, 108, and 140 buttons per page

Considering the User's Cognitive Capabilities

It's important to consider the user's current and potential cognitive capabilities—his or her current literacy level and emerging literacy.

File	Literacy Level
VocabPC	Developed for those with developmental delays
WordPower	Word-based vocabularies for those who are literate as well as those who are preliterate. "Basic" versions are available for beginning communicators and those who need simple language encoding.
MultiChat 15	Developed for those with emerging literacy

Additional Considerations

When choosing a vocabulary, keep these additional considerations in mind.

Visual issues

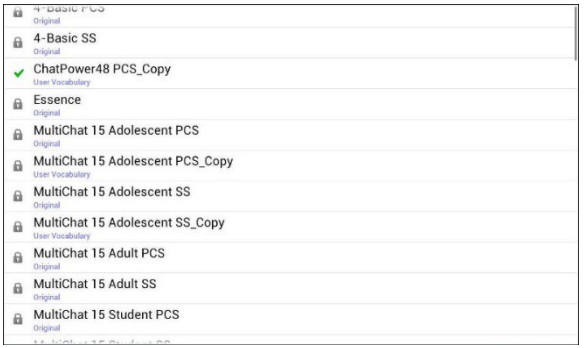
Some people will work best with symbols, while others may do better with pictures.

Customization

Each individual has unique capabilities. To accommodate these capabilities, you can modify buttons, pages, and settings to best suit the device user. Customizations can be made directly on the device or by using ChatEditor running on a computer.

Exploring Vocabulary Files

The application provides a variety of vocabulary files. To view these files, choose **Menu > Library**. Available vocabulary files will be listed.



- The vocabulary file that is currently open.
- An original vocabulary file that cannot be modified or deleted. To customize a vocabulary file, make a copy of it and customize the copy. See "Creating a Customized Vocabulary File" for ways to make a copy.

Important!

A vocabulary file that you customized with release 2.2 software or later can be transferred between ChatEditor and a NovaChat device, a ChatFusion™ device, or a TouchChat® device.

For information on transferring vocabulary files, see "Transferring Vocabulary Files between Your Device and ChatEditor" on page 256.

Available Vocabulary Files

From the list of available vocabulary files, tap on a file name, choose **Open,** and explore the file. Take some time to explore each of these files and see if one might be appropriate for the device user or get some ideas for creating your own.

Explore the page and button organization by choosing the buttons. Buttons with arrows in the corners will move to new pages. As you explore the page layouts, consider if one of these might work as a starting point for the intended device user.

WordPower

The WordPower vocabularies are augmentative communication word-based vocabularies created by Nancy Inman. Notice the listing of WordPower vocabulary options on your device, each including a number to indicate the number of cells.

WordPower20 Simply

WordPower20 Simply incorporates carrier phrases with core words for quick and easy language generation. It can be used as a phrase-based system or as a word-based system. For example, you could use the carrier phrases “I want…”, “I like…”, and “I need…” to generate sentences. Or you could use the individual pronouns “I”, “it”, and “you”, or sentences starters such as “can” and “do.” When the individual pronouns are selected, a page of frequently used verbs and helping verbs also becomes available. You can quickly finish a sentence using a phrase such as “to eat…”, “to play…”, “to watch…”, etc., or you can select “to” and have a more expanded set of verbs available.

WordPower25 Touch & Scan

The WordPower25 Touch & Scan vocabulary is designed to be accessible via direct selection as well as scanning for quick and easy language generation. It incorporates carrier phrases with core words that move seamlessly between the main page and related categories. Individuals who need a sophisticated and efficient language system with a minimum number of cells per page will benefit from this robust vocabulary.

WordPower42

WordPower42 is a word-based vocabulary that allows for easy and intuitive communication. WordPower42 is a generative language system that will be familiar to those using WordPower on other systems, and it is easy to learn for new users.

WordPower42 Basic

WordPower42 Basic is a simplified version of WordPower42. This word-based system remains rich in core vocabulary, and it may be appropriate for beginning users or those who need a more basic vocabulary design. It is designed to make communication fast and easy.

WordPower48

WordPower48 is very similar to the 42-location, but in the extra column on the left, you now have a clear display, delete word, period, and plural. This configuration can be set up for scanning or to be used with a keyguard.

WordPower60

WordPower60 consists of a large number of high-frequency words available on the main page, resulting in fast communication with reduced keystrokes. Word completion and logical next words are used, and the "grammar" function provides morphological endings to verbs, nouns, and adjectives. Spelling with word prediction along with the category-based pages contained in all other versions of the vocabulary are also available. This vocabulary is configured to work with a keyguard.

WordPower60-Basic

The WordPower60-Basic vocabulary is designed with early language learners in mind, providing ample picture support and novel structures to facilitate expressive language development. Core vocabulary is embedded within category and activity pages, allowing easy generation of language from the main core page as well as within specific topic-based pages. Core words remain consistent in terms of placement and access, providing a natural bridge between core and fringe words. Early literacy is enhanced by providing pages designed to teach language and core through children's books.

WordPower80

WordPower80 is for someone who has good vision, motor skills, and literacy skills. WordPower80 vocabulary pages consist of core vocabulary, spelling, and word prediction.

WordPower108

WordPower108 consists of a large number of high-frequency words on the main page, resulting in fast communication and quick access to core words. Word completion and logical next words are used, and the "grammar" function provides morphological endings to verbs, nouns, and adjectives.

WordPower108 with Keyboard

WordPower108 with Keyboard is a vocabulary consisting of high frequency core words, spelling, and word prediction. With the keyboard on the main page, the communicator moves seamlessly between words and spelling, thus minimizing keystrokes and the need for navigation. Some core words are embedded within the category pages in order to assist in bridging the gap between core and fringe vocabulary.

WordPower140 Scan & Touch

WordPower140 Scan & Touch was designed with switch scanners in mind, although direct selectors with good vision and motor skills are also appropriate. The large number of cells makes communication fast and easy, with less page navigation required. The keyboard and word prediction cells are available on the main page for easy access. Common core words are embedded within the category pages to assist with bridging the gap between core and fringe vocabulary. Suggested Scan Settings for NovaChat and ChatFusion are outlined on the Groups page.

4-Basic

4-Basic offers just that, a basic vocabulary option with 4 buttons per page.

Basic Scan

Basic Scan is primarily a phrase-based vocabulary for emerging communicators who access communication through auditory and/or visual scanning. Basic Scan was developed by Lisa Nobel Martin, MA, CCC-SLP, specifically for ChatFusion and NovaChat devices. Lisa has years of experience working with nonverbal pediatric patients at all stages of communication. Her focus on teaching auditory and visual scanning techniques to these individuals has proven quite successful.

The Basic Scan file encompasses various communicative functions (greeting, directing, protesting, commenting, requesting, sharing information). Page navigation is used to support language formulation. In addition, some vocabulary is hidden and can be gradually uncovered to scaffold learning. The Basic Scan file is meant to provide a framework and example of where to begin with an emerging communicator who is using auditory and/or visual scanning as a means to access communication. Basic Scan does not provide access to a comprehensive vocabulary. Specific items within each category can and should be modified to meet the unique needs of individuals.

Communication Journey: Aphasia

“Communication Journey: Aphasia” is a vocabulary file containing features and vocabulary designed to support people with aphasia. It was developed by Lois Turner (SLP), Anne MacCallum (SLP) and Sarah Gauthier (SLP Assistant) in consultation with a group of speech-language pathologists who work exclusively with people with aphasia and brain injuries. All the participants work at CAYA (Communication Assistance for Youth and Adults) and the GF Strong Rehabilitation Centre in Vancouver, BC, Canada. The framework of the file was derived from the Life Participation Approach to Aphasia from the Aphasia Institute in Toronto, Canada. The pages were created to facilitate participation in daily activities and to promote social links.

Aphasia, a disorder caused by damage to the parts of the brain where language is stored, may affect the ability to comprehend language, to express oneself, to read, or to spell and write. “Communication Journey: Aphasia” can easily be adapted for use by people with different types of aphasia and a range of cognitive levels and degrees of severity.

Symbols, photographs, visual scenes, videos, or words can be used on the message, topic, and script pages. Included are pages that facilitate supported communication techniques, self-advocacy, directing care, and repair of communication breakdowns. Types of information typically included in communication books—such as pain and emotion scales, maps, and templates for personal information and life stories—are also incorporated into the vocabulary file. Specialized features include variable "rate of speech" and "pause between words". Grid size and vocabulary are easily customized to reflect and support the life experiences of the person with aphasia.

Although this vocabulary file contains starting-point vocabulary commonly required by adults with aphasia, it ***must*** be customized. Each person has a unique history, and the file must reflect that person's life, experiences, and abilities.

Intermediate Scan

Intermediate Scan is primarily a phrase-based vocabulary for communicators who access communication through auditory and/or visual scanning. It was designed to be a next step after using the Basic Scan vocabulary file when beginning to transition to the use of core words. Intermediate Scan was developed by Lisa Nobel Martin, MA, CCC-SLP, specifically for ChatFusion and NovaChat devices. Lisa has years of experience working with nonverbal pediatric patients at all stages of communication. Her focus on teaching auditory and visual scanning techniques to these individuals has proven quite successful.

MultiChat 15

MultiChat 15 features a 15-button layout and is available in three versions: one for school-aged individuals with emerging language skills, one for adolescents, and one for adults. There are multiple forms of communication available in this program: sentences, phrases, individual words, recordings for story-telling, and visual scenes. Also included are interactive play and reading pages, social pages and a News-2-You starter page for the weekly newspaper's vocabulary. There are symbols on every button with the exception of several core words.

myCore

myCore is a combination of core and phrase-based vocabulary geared toward individuals who have literacy skills.

myQuickChat

myQuickChat is an introductory communication system geared toward child and adult AAC users with complex communication needs. myQuickChat is available for both children and adults in 4, 8, and 12 locations, each with an identical 16-location Support Master Home Page. myQuickChat was created to offer a high frequency, phrase-based communication system in an easy to use yet very engaging format. The progressive system offers a variety of topics for everyday needs and conversation and provides AAC users immediate and more successful communication exchanges within a variety of settings.

Spelling

Spelling is a keyboard page set with four word prediction buttons and a few pre-stored phrases.

VocabPC

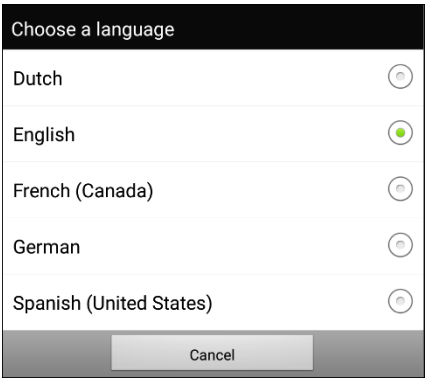
VocabPC was designed by Gail Van Tatenhove, PA, MS, CCC-SLP, for adults and adolescents with developmental disabilities. Vocabulary in VocabPC is arranged as carrier phrases, interactive sentences, activity vocabulary, and naming words. VocabPC uses a 12-location page layout.

Choosing a Language and Voice

When you select a language, you can then select the voice you want to use for that language. For example, you can select one voice for Spanish and a different voice for English. Then, when you switch from one language to the other, the appropriate voice will be available.

Choosing a Language

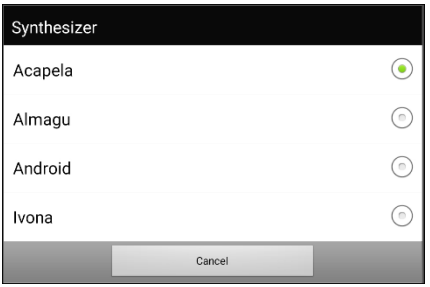
1. Choose **Menu** > **Application Settings** > **Language**.
2. Choose the appropriate language.



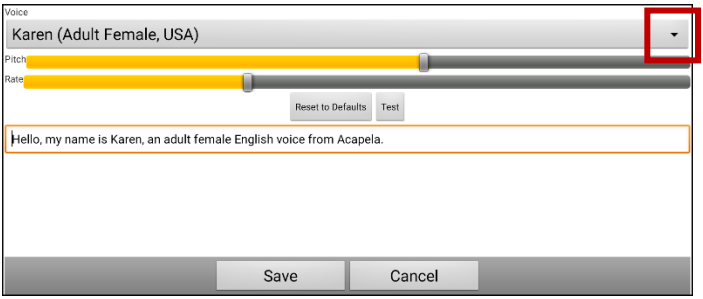
Selecting a Speech Synthesizer and Voice

After you choose a language, choose a speech synthesizer and voice for the language you selected.

1. To access the available voices, choose **Menu** > **Application Settings** > **Speech Output** > **Voice** > **Synthesizer**.
2. Select a speech synthesizer from the Synthesizer menu.



3. Choose **Voice Settings** , tap the small arrow, and select a voice.



4. Choose the **Test** button to hear a sample of the voice you selected.
5. When you are satisfied with the voice, choose **Save**.
6. To set how the voice behaves, see "Working with Speech".

If you need a second language and voice:

To choose another language and a voice for that language, simply repeat the steps under "Choosing a Language" and "Selecting a Speech Synthesizer and Voice". After you set up the second language and voice, you can switch back and forth between languages as needed. The voice will change along with the language.

For additional options, see "Creating and Loading Profiles" on page 237.

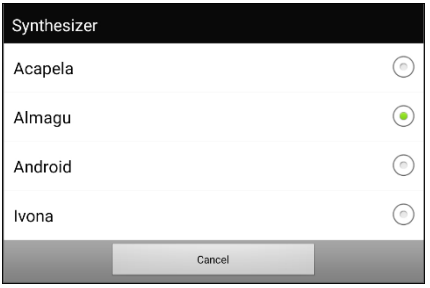
If you are using ChatEditor:

If you are using ChatEditor, you will not have access to the synthesizer voices. "SAPI" voices were provided with the installer for your computer. You should be able to select them from the Voice pull-down list.

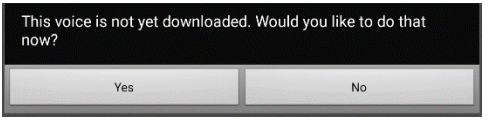
Note: ChatEditor is not intended to function as a speech generating device. It is a support tool for modifying the client's vocabulary so that the client can continue using the device while modifications are being made.

Adding an Almagu Voice

1. Choose **Menu** > **Application Settings** > **Speech Output** > **Voice** > **Synthesizer**.
2. Select **Almagu** from the Synthesizer menu.



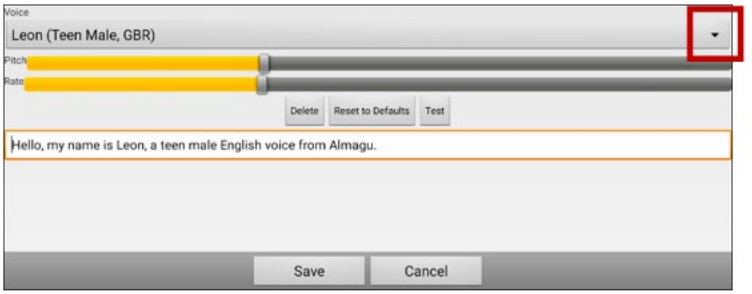
3. You will see the message “This voice is not yet downloaded. Would you like to do that now?”



4. Select **Yes**.

   Note: If you need to cancel the download, tap the device screen.

5. Choose **Voice Settings** , tap the small arrow, and select a voice.



6. Choose the **Test** button to hear a sample of the voice you selected.
7. When you are satisfied with the voice, choose **Save**.
8. To set how the voice behaves, see “Working with Speech”.

Non-Dedicated Devices: Adding an Android Voice

1. Press the device's Home button to exit NovaChat. Go to the Google Play™ store. Download and install the voice you want from Google Play.
2. In Android, select **Settings** from the Apps tray.
3. Select **Accessibility**, then **Text-to-Speech**. Set the Preferred Engine to the new voice, then exit the Settings app.
4. Launch NovaChat, choose **Menu** > **Application Settings** > **Speech Output** > **Voice** > **Synthesizer** and select **Android** as the Synthesizer.
5. Press the device's Back button until you exit back to the vocabulary.

Using the Speech Display Bar (SDB)

The Speech Display Bar (SDB) displays text that you enter or generate in the application. You can change the size of the text and the number of lines of text that appear in the window.

Tapping on the SDB can speak all text generated.

Tapping the **X** will delete the last word. Pressing and holding the **X** will clear the entire display.

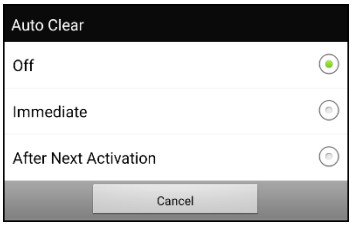
Changing SDB Settings

To access the options for changing Speech Display Bar settings, choose **Menu** > **Application Settings** > **Input**.

Option	Description
Tap to Speak	This option toggles the option for the SDB to speak when chosen or not
Tap to Expand	This option toggles the option for the SDB to expand when chosen or not
Enable Menu	This option toggles the SDB context menu on or off. Enable Menu is turned off by default.
Enable Clear SDB (X)	This option hides or displays the **X** on the far right of the SDB. The **X** deletes a word when tapped or clears the entire SDB when held.
Enable Notification Bar	This option hides or displays notification icons in the notifications area of the SDB.

Clearing Text in the SDB

Set what happens to text in the Speech Display Bar after it is spoken. Choose **Menu** > **Application Settings** > **Speech Output** > **Auto Clear**. The Auto Clear options are displayed.



Off

Spoken text remains in the Speech Display Bar until you clear it.

Immediate

Text is cleared automatically from the Speech Display Bar as soon as it is spoken. Immediate is the default setting.

After Next Activation

Text is cleared automatically from the Speech Display Bar when you activate a button in your vocabulary.

Changing SDB Style Settings

To change SDB style settings, choose **Menu** > **Application Settings** > **Style**. The Style options allow you to configure the following for the SDB:

- font type, size, and style (**Bold** or *Italic*)
- height (number of rows)
- background color
- text color

You can also configure the SDB to display icons in addition to text or to appear at the bottom instead of the top of the screen.

To configure the SDB to display icons in addition to text:

1. Choose **Menu** > **Application Settings** > **Style**.
2. Tap **SDB Icons** to insert a checkmark.

To return the SDB to a text-only display, tap **SDB Icons** to remove the checkmark.

To configure the SDB to appear at the bottom of the screen:

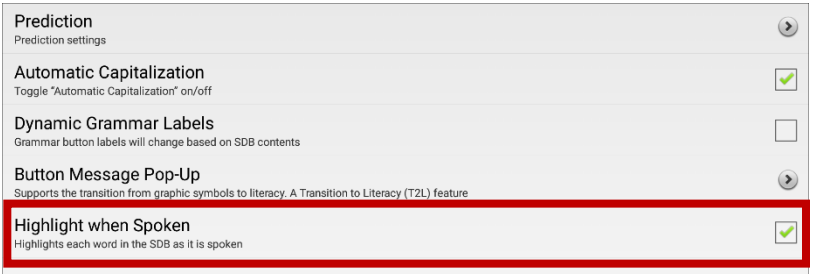
1. Choose **Menu** > **Application Settings** > **Style**.
2. Tap **On Top** to remove the checkmark.

To return the SDB to the top of the screen, tap **On Top** to insert a checkmark.

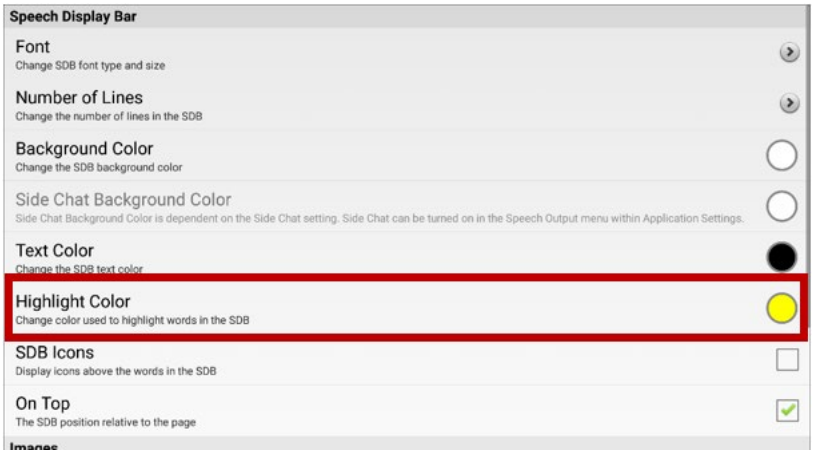
Highlighting Words as They are Spoken in the SDB

To help with literacy, the Highlight when Spoken setting allows you to see the words highlighted in the SDB as they are spoken. When you select a color, words will be highlighted in that color one at a time in the SDB as they are spoken.

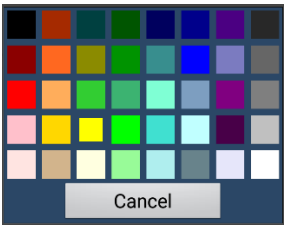
1. Choose **Menu** > **Application Settings** > **Literacy**.
2. Select **Highlight when Spoken** to insert a checkmark.



3. To set the highlight color, select the Back button to return to the Application Settings page and select **Style**. The Speech Display Bar section will show the current highlight color.

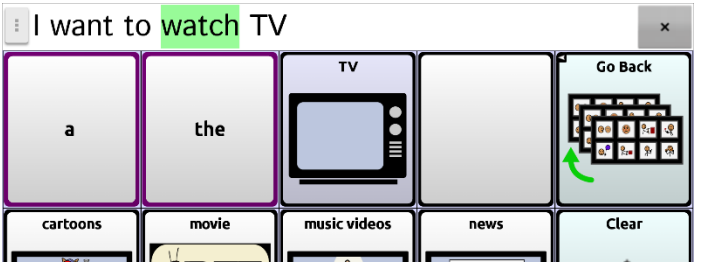


4. Select **Highlight Color**. A color selection window opens. Yellow is the default color.



5. Select the color you want. The color you select will appear in the circle to the right of the Highlight Color option.

6. Return to your vocabulary. As the device speaks words in the SDB, they are highlighted one at a time in the color you selected.



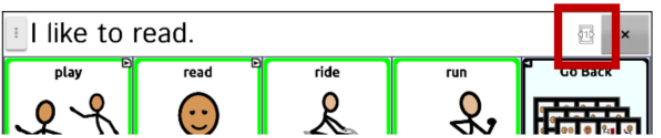
Note: To turn highlighting off, choose **Menu** > **Application Settings** > **Literacy**. Then select **Highlight when Spoken** to remove the checkmark.

Holding Two Conversations at a Time

Use the Side Chat feature to set up and hold two conversations at the same time. Select **Menu** > **Application Settings** > **Speech Output**. Turn **Side Chat** on.

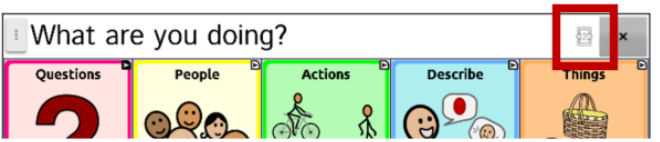
When you return to your home page, an icon with the number **1** appears in the SDB. The icon remains in the SDB as you select buttons to hold a conversation with someone.

Conversation 1:



To speak to another person while keeping your place in the current conversation, select . A new SDB showing an icon with the number **2** opens. Now you can start a conversation with the second person.

Conversation 2:



You can toggle between the conversations by selecting icons and . When you add text, clear text, navigate to a different page, etc., the other conversation is not affected. You can simply resume where you left off.

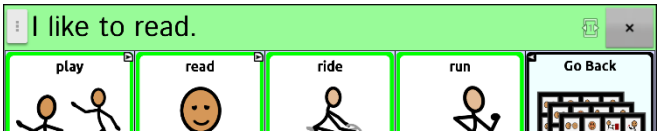
Note: If you are in the second conversation and turn Side Chat off, the first conversation will be displayed without the conversation icon.

Note: Side chat conversations are always within the same vocabulary. If the vocabulary changes while you are using a side chat, the second conversation will be cleared.

Changing the SDB and Side Chat SDB Background Colors

You can change the SDB background color and the Side Chat SDB background color. As you toggle between conversations, you can see more easily which conversation is displayed.

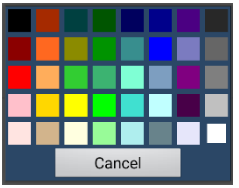
Conversation 1:



Conversation 2:

To change the SDB background color:

1. Choose **Menu** > **Application Settings** > **Style** > **Background Color**. A color selection window opens. White is the default color.

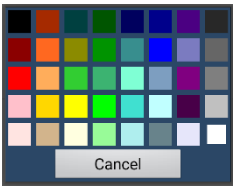


2. Select the color you want. The color you select will appear in the circle to the right of the Background Color option.

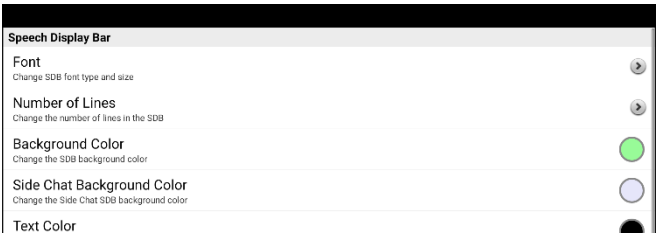
3. The SDB background will display that color.

To change the Side Chat SDB background color:

1. Choose **Menu** > **Application Settings** > **Style** > **Side Chat Background Color**. A color selection window opens. White is the default color.



2. Select the color you want. The color you select will appear in the circle to the right of the Side Chat Background Color option.



3. The Side Chat SDB background will display that color.

Using the Menu in the SDB to Copy and Share Text

The menu in the SDB provides options for copying, pasting, and sharing the text currently in the SDB. Choose **Menu** > **Application Settings** > **Input**. Scroll to the Speech Display Bar section and select **Enable Menu** to turn the option on. When enabled, press and hold on the SDB to open the menu.

Note: If Tap to Speak is turned on in the Application Settings and you tap on the SDB instead of pressing and holding on it, the Chat software will speak the text instead of opening the menu. To check or change the Tap to Speak setting, go to **Menu** > **Application Settings** > **Input**.

Copy All

Copy all the text currently in the SDB.

Paste

Paste copied text to Gmail™, Google Docs™, Samsung® Notes, or other app accounts that are set up on your NovaChat device.

Save Display

Save the text in the SDB to a text file (.txt).

Load Display

Load a saved text file (.txt) into the SDB. When you select this option, a list of saved text files will open. Select the file you want. The text will appear in the SDB.

Share

Share the text in the SDB with an app that is available on your device. When you select this option, a list of app icons will be displayed. Select the app you want to use to share the text.

An example of sending text from the Chat Software would be sending an email. This could also apply to a Google doc, a calendar, Samsung Notes, etc.

Note: This procedure does not apply to dedicated devices.

To send an email from the Chat software, you must have a non-dedicated device and Kiosk Mode must be turned off. You must also have a wireless connection. To check that your internet connection is turned on, go to the device settings (**Home** > **Apps** > **Settings**). Under **Connections**, turn on the Wi-Fi and connect to the available network.

1. Compose your message in the SDB.
2. Press and hold on the SDB until the menu appears. Select **Share** and another menu will appear. Select **Gmail**.
3. If you don't have a Gmail account, the software will walk you through the process to set up a new account.
4. The message that is in the SDB will be in the text. You just need to fill in "Send to" and "Subject".

Working with Speech

The voice you select will speak individual characters, words, phrases, or sentences. You can select what you want to say and how you want to say it.

Adding a Pause between Words

You can force a specified speech delay between individual words.

Choose **Menu** > **Application Settings** > **Speech Output** > **Voice** > **Pause Between Words**. The current delay time is displayed.

1. To increase the delay, tap **+** (the plus sign) or type a higher number.
2. To decrease the delay, tap **–** (the minus sign) or type a lower number.
3. Choose **Done** and then choose **OK**.

Adding Words to the Pronunciation Dictionary

Each synthesizer speaks words in its own way. You can add pronunciation exceptions to a dictionary for each synthesizer. The voice synthesizer on the Editor is not the same as the one on the device, and the two will not pronounce words in the same way. Pronunciation changes made on the Editor will not impact the device.

To add a word to the pronunciation dictionary:

1. Choose **Menu** > **Application Settings** > **Speech Output** > **Voice** > **Pronunciations**.
2. Choose **Menu** > **New**.
3. Type the word in the Pronounce box.
4. Tap **Next**.
5. Type the word's phonetic spelling in the Pronounce As box.
6. Test the word by choosing **Pronounce It**.
7. Once the word is pronounced properly, choose **Done**.
8. Choose **Save**.

To edit or delete a word from within the dictionary, press and hold on the entry and choose the appropriate option.

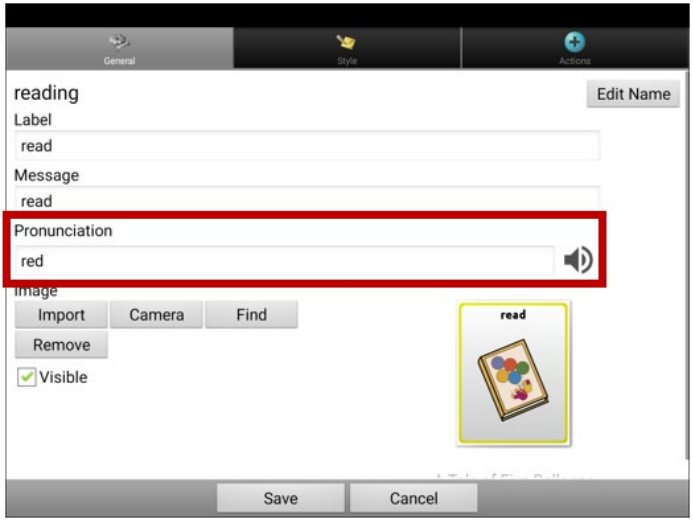
Note: For information on determining how a word with multiple pronunciations is spoken for a specific button, see "Determining How a Word with Multiple Pronunciations is Spoken".

Determining How a Word with Multiple Pronunciations is Spoken

Use the button pronunciation feature to determine how a word with multiple pronunciations is spoken for a specific button. This will not affect any other buttons in the vocabulary or in any other vocabularies.

If you need to edit the pronunciation of all occurrences of the word in the application, that method is found in Application Settings. See "Adding Words to the Pronunciation Dictionary".

1. Choose **Menu** > **Edit Mode**.
2. Press and hold the button. A list of button options appears.
3. Choose **Edit Button** to display the Button Properties.



4. Tap in the box below **Pronunciation**. A keyboard will open.
5. Enter the pronunciation you want.
6. Tap the speaker icon to hear how the pronunciation you entered sounds.
7. Modify the pronunciation as often as necessary until the word is pronounced the way you want it.
8. Tap **Save** to save the pronunciation.
9. Choose **Menu** > **Edit Mode** to exit Edit Mode. When you select that button, it will pronounce the word or name as you entered it.

Speaking after Every Character, Word, or Sentence

You can configure the Chat software to speak after every character, every word, every sentence, or any combination of these settings. Choose **Menu** > **Application Settings** > **Speech Output**. Check one or more options.

Setting	Description
Character	The voice speaks after every character. Character is the default setting.
Word	The voice speaks after every word
Sentence	The voice speaks after every sentence
Grammar	Toggle speaking of morphed words after applying grammar

To generate messages quietly:

If you prefer to generate messages quietly, uncheck all options and speak by tapping the Speech Display Bar or by choosing a button provided with a Speak action.

Toggling Speech On or Off:

To turn speech on or off, choose **Menu** > **Application Settings** > **Speech Output**. Select **Speech Off** to insert or remove the checkmark.

Installing, Setting up, and Using ChatEditor

ChatEditor is a supplemental program that runs on a desktop or laptop computer running Microsoft® Windows®. It allows you to customize vocabulary files. Although customizing is also possible on the device itself, the Editor allows the family and/or professionals to customize the vocabulary when the device is not present.

Note: Having the custom vocabulary on a computer is recommended as a backup to the device.

***Important!* If you experience problems while installing or setting up ChatEditor, contact Saltillo technical support at 1-800-382-8622 or service@saltillo.com.**

Installing ChatEditor

This process installs ChatEditor on your computer and creates a desktop shortcut to the ChatEditor application.

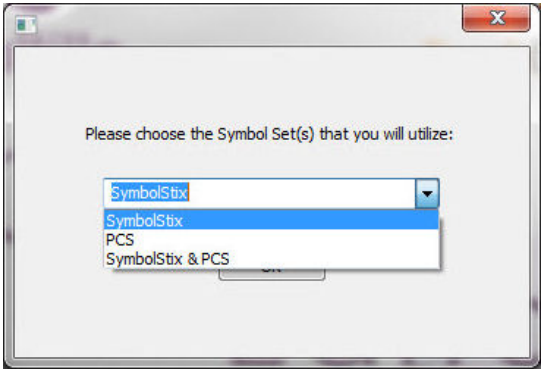
1. Download ChatEditor from the Saltillo website:
   - Go to https://saltillo.com/support/downloads
   - Scroll down the web page to the ChatEditor section and select **All Downloads**.
   - Select **I agree to the End User License Agreement**.
   - Scroll down the page and select the ChatEditor version that matches the version of Chat software installed on your device.
   - Select the **setup.exe** file
2. Select your language from the Select Setup Language window and click **OK**.
3. Select **Next** at the Welcome to the ChatEditor setup Wizard window.
4. Select I **accept the agreement** at the License Agreement window and click **Next**.
5. Click **Install** at the Ready to Install window.
6. Wait while the files are extracted and installed.
7. Click **Finish** at the Completing the ChatEditor Setup Wizard window.

Configuring ChatEditor

The first time you open ChatEditor after installing it, you will be prompted to set up a configuration.

1. Select **NovaChat/ChatFusion** from the Choose Product window and click **OK**.
2. Select your language from the Choose Language window and click **OK**.
3. Select one or more symbol sets from the Choose Symbol Sets window.

   Important! This symbol set must match what is on the device you are supporting.



4. Click **OK**.
5. Type a descriptive name for the configuration in the Enter Name window and click **OK**.
6. ChatEditor will open.

   Note: You may need to set up multiple configurations if you support more than one client. For example: Tommy with only SymbolStix® images and Sarah with both SymbolStix and PCS™ symbols.

Enabling Speech and Symbols in ChatEditor

When you install ChatEditor, messages similar to the following will be displayed:

You must attach a PCS-configured NovaChat Device to enable and display PCS Symbols.
Click OK to continue.

Speech is currently disabled.
Please connect a NovaChat/ChatFusion device to this computer to enable speech.

Choose **OK** to close the message.

To enable speech or symbols in ChatEditor, simply connect a USB cable between your computer and your device.

Note: If a message prompts you to allow access, you must tap **Allow** to proceed. For details, see "Appendix B: Connecting Your Device to a Computer for the First Time" on page 311.

Test the Editor to verify that speech is working or symbols are displaying. Then disconnect the cable. Speech and symbols will now be enabled whenever you use the Editor; you will not need to re-connect the cable.

Important! **If ChatEditor will not connect to your computer or if no voices are available, contact Saltillo technical support at 1-800-382-8622 or service@saltillo.com.**

Opening ChatEditor

To open the Editor for normal use after you have set up a configuration, choose the ChatEditor shortcut from your computer's desktop. The Editor will open on your computer.

Using Vocabulary Files with ChatEditor

The ChatEditor Library contains the same vocabulary files as the device. See “Available Vocabulary Files”.

To explore files using ChatEditor, choose **Library**. My Resources stores all custom files. All default files are stored in the folder specifying the symbol set and language used.

You can explore any of these files by highlighting one and opening it. Explore the page and button organization by choosing the buttons. Buttons with arrows in the corners will move to new pages. As you explore the page layouts, consider if one of these might work as a starting point for the intended device user.

You cannot modify the “Original” vocabulary files. If one of the files would be appropriate for the device user, make a copy of it and customize the copy. See “Creating a Customized Vocabulary File”.

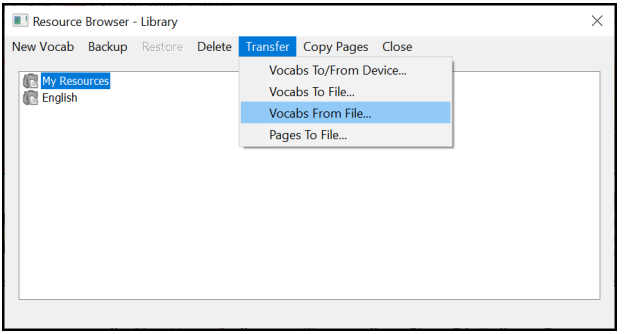
The device user’s vocabulary file can be created using ChatEditor and then exported to the device for use.

Importing a Vocabulary File on Your Computer into ChatEditor

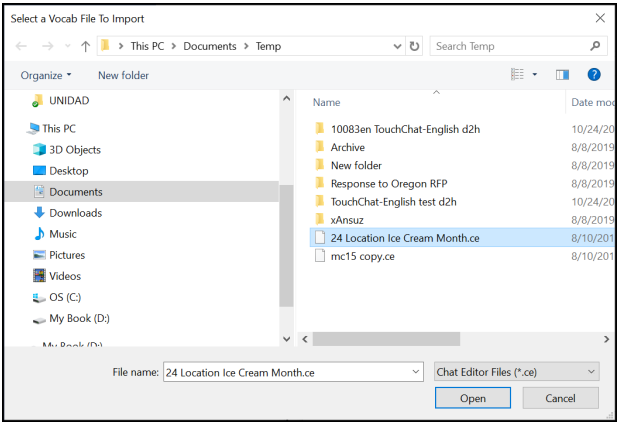
If you received a vocabulary file on a USB flash drive or attached to an email, and saved it to your computer, you can import it into ChatEditor.

To import a vocabulary file using ChatEditor menu options:

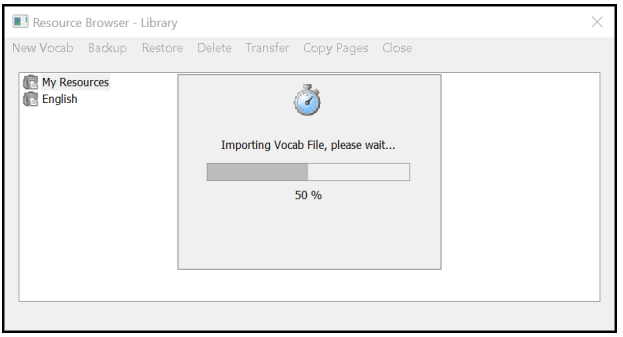
1. In ChatEditor, choose **Library** > **Transfer** > **Vocabs from File**.



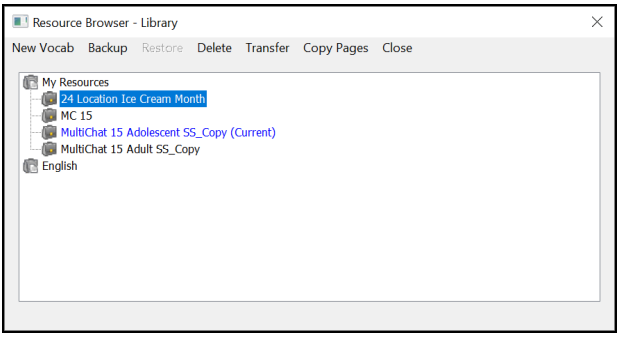
2. Navigate to the folder that contains the vocabulary file.
3. Select the file.



4. Choose **Open**. A window shows the progress of the import.



5. When the import is complete, the file will be added to the My Resources folder in ChatEditor.



Note: The file name you see in the My Resources folder may not match the file name in step 3 (above). You can edit a file name at any time during the import process, but this will not change the original vocabulary file's name in the source AAC software from which you imported the file.

To import a vocabulary file by dragging it onto the ChatEditor window:

1. On your computer, navigate to the folder that contains the vocabulary file (in .ce format).
2. Drag the file onto the main ChatEditor window.
3. A small window will show the progress of the import.
4. When the import is complete, a message will indicate that the import was successful.

Device and Editor Differences

Note: ChatEditor is not intended to function as a speech generating device. It is a support tool for modifying the client's vocabulary so that the client can continue using the device while modifications are being made.

Dialog boxes will appear slightly different and a couple of the options are modified for the computer.

When you are editing on the device, pressing and holding on the screen opens context menus. In ChatEditor, right-clicking on the vocabulary window will open context menus for editing.

Using ChatEditor to Capture Buttons for Instructional Materials

Capture sequences of buttons from screens in ChatEditor to paste into instructional materials you create such as Word documents, PowerPoint™ presentations, flash cards, etc.

1. In ChatEditor, choose **Capture** in the top section of the Editor window. The Button Capture window will open.
2. With **Capture Selections** selected, start selecting the buttons you want to appear in your document. Each button you select will be captured in the Button Capture window.

3. When you finish capturing a sequence of buttons, choose **Copy to Clipboard**. The sequence will be cleared from the Button Capture window.
4. In your document, insert the cursor and select **Paste**. The sequence will be pasted into the document.
5. Capture the next sequence.
6. When you finish capturing sequences, select **Exit** to close the Button Capture window.

Notes on Capturing Button Sequences

If you need to try several sequences to find the one you want, turn off Capture Selections. Once you decide what you want to capture, turn Capture Selections back on.

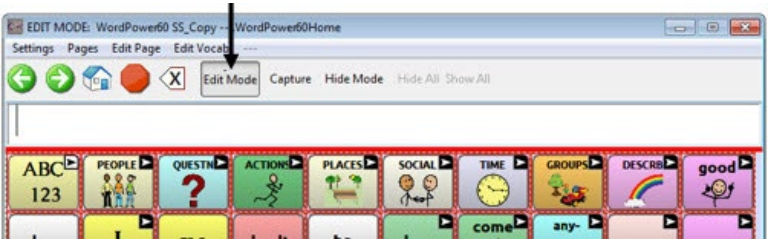
If you make a mistake, select **Clear** and start capturing the sequence again. Keep in mind that Clear removes **all** captured content from the Button Capture window.

Turning Edit Mode On

To edit a vocabulary file or any resource linked to it (pages, buttons, etc.), you must activate Edit Mode. You can edit a vocabulary file on the device or by using ChatEditor.

Device: Choose **Menu** > **Edit Mode**. All the buttons are outlined, and the words “Edit Mode”, followed by the current vocabulary and page names, appear in red across the bottom row of keys.

Editor: Choose **Edit Mode** from the menu bar. All the buttons are outlined and “Edit Mode” is selected.



***Important!* Before you start editing a vocabulary file:**

Copying a file from one platform to another will overwrite the existing file. To avoid overwriting others’ changes, coordinate with anyone else who may edit vocabulary files to make sure that you are working with the current copy. Always copy the file with changes to the other platform. This will ensure that both the device and the Editor are current.

Creating a Customized Vocabulary File

The original vocabulary files cannot be modified. This maintains the original, default vocabularies in case they may be needed at a later time.

To create your own customized vocabulary file:

1. Determine which original vocabulary file will work as a starting point.
2. Make a copy of the original file.
3. Customize the copy as needed.

Creating a Copy using the Device in Edit Mode

1. Open the vocabulary file.
2. Choose **Menu > Edit Mode**.
3. Choose **Yes**.
4. Type a name for the file.
5. Choose **Save**.

Creating a Copy from the Device Library

1. Choose **Menu** > **Library**.
2. Choose the file to copy.
3. Choose **Duplicate**.
4. Type a name for the file.
5. Choose **Save**.

Creating a Copy using ChatEditor

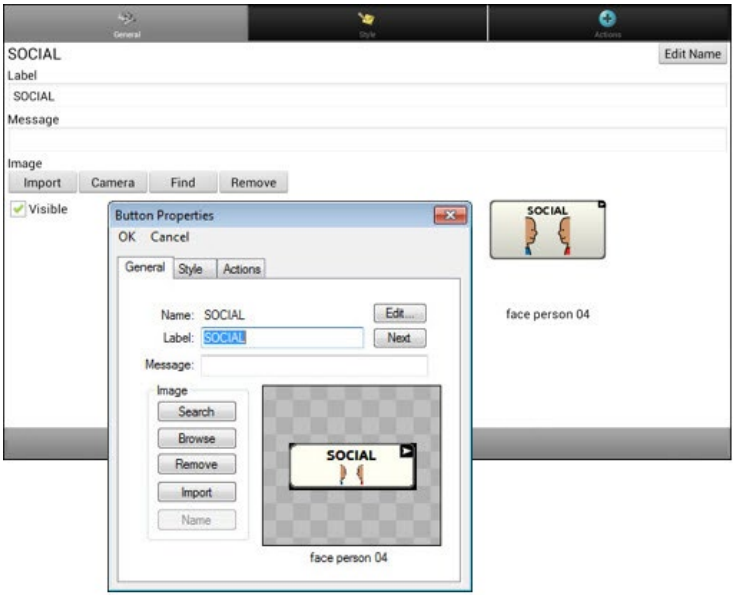
1. Choose **Library**.
2. Choose the file to duplicate.
3. Choose **Duplicate**.
4. Type a name for the file.
5. Choose **Save**.

Modifying Button Text

You can modify the label or message text for any button. Or you can remove the text and fill the button with an image.

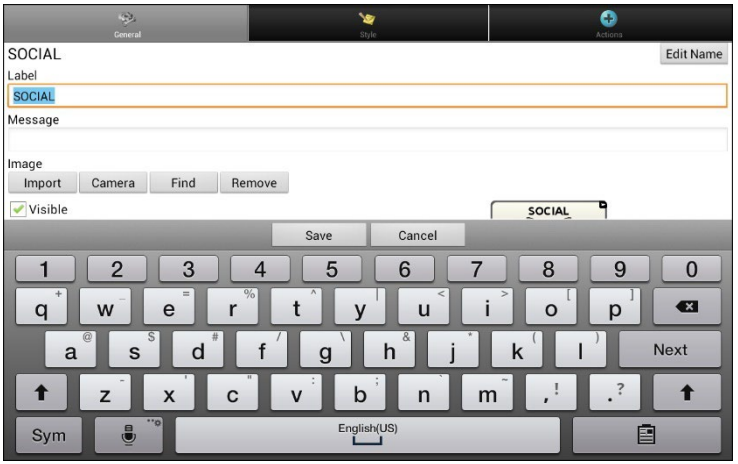
Displaying the Button Text to Edit

Choose **Menu** > **Edit Mode**. Then press and hold on the button. (Right-click if you are using the Editor.) A menu will open. Choose **Edit Button** to display the Button Properties.



Editing the Button Text

In ChatEditor, click in the Label or Message box and enter your new text. In the application, tap in the Label or Message box to display the keyboard.



Enter your new text. If you tap in the Label box, choose **Next** to move to the Message box. Choose **Done** and then choose **Save** to apply your changes to the button.

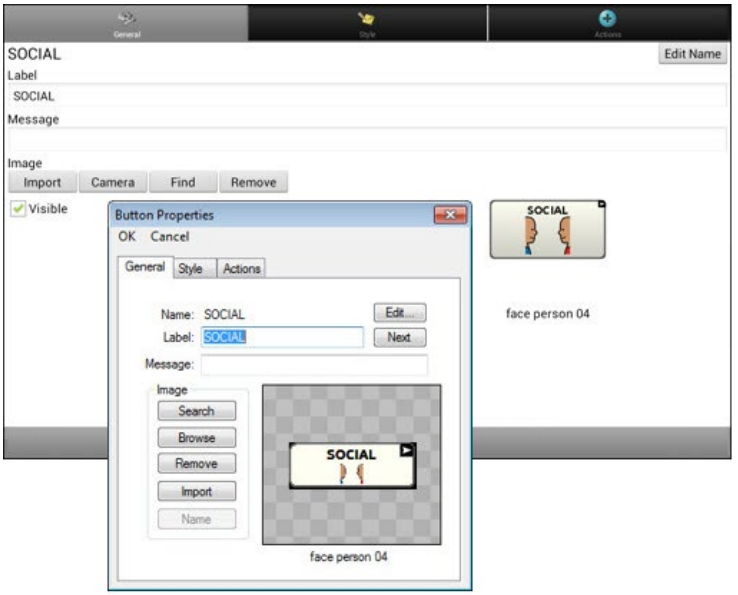
Using Images with No Text

If you decide not to use labels, we suggest expanding the image to fill the entire button area. To do this, choose **Menu** > **Application Settings** > **Style** > **Fill**.

For information on adding images to buttons, see “Adding or Modifying a Button Image”.

Adding or Modifying a Button Image

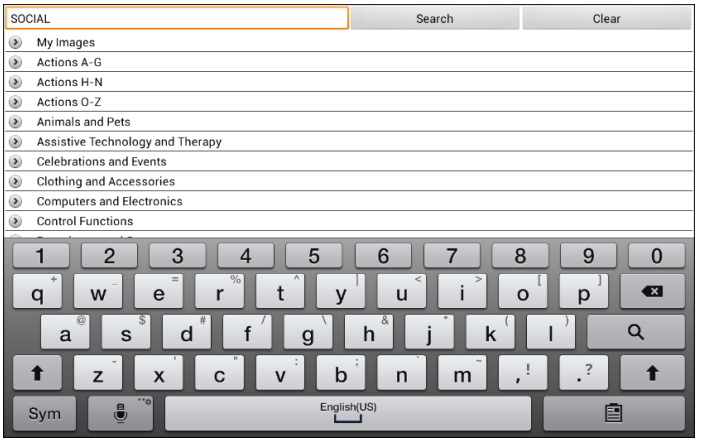
Choose **Menu** > **Edit Mode**. Then press and hold on the button. (Right-click if you are using the Editor.) A menu will open. Choose **Edit Button** to display the Button Properties.



Choose the image you want to use. To locate the image, you can choose Find, Browse, Search, or Import. You can also use the Camera function to create your own image.

Finding an Image from the Device Library

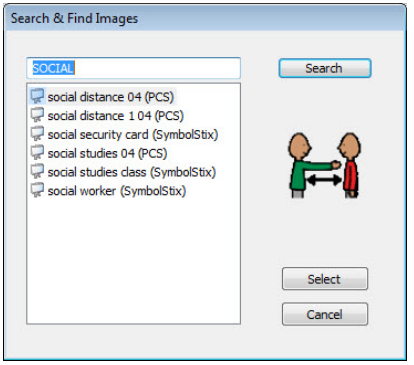
From the Button Properties, choose **Find** or **Browse** to open a list of categories.



Choose a category to open a list of images. Then choose the image you want. The image will be displayed in the Button Properties. Choose **Save**.

Searching for an Image in the Device Library

From the Button Properties in the Editor, choose **Search** to search for images with the label name.

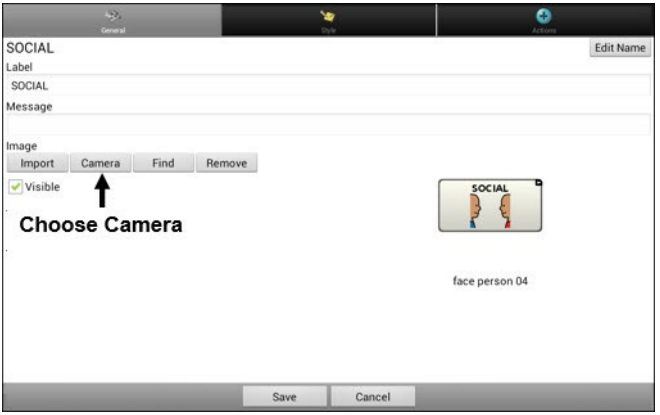


Choose the image you want. The image will be displayed in the Button Properties. Choose **Save**.

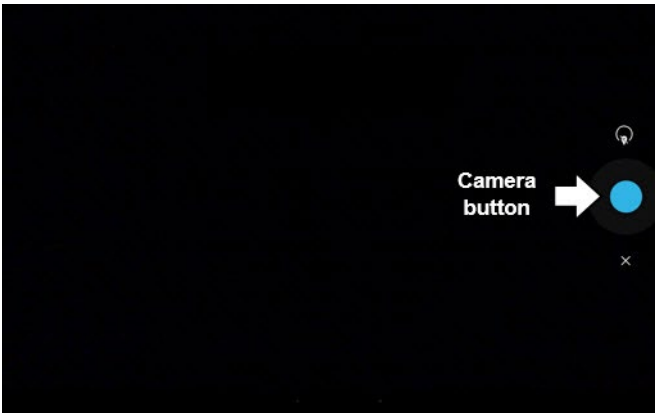
Note: If you don't find the appropriate image, enter a new item in the text box, choose **Search**, and choose a different image.

Creating Your Own Image

1. Choose **Menu** > **Edit Mode**.
2. Press and hold on the button. A menu will open.
3. Choose **Edit Button** to display the Button Properties.
4. From the Button Properties, choose **Camera**.



5. Tap the camera button.



Note: The camera button may look different on your device.

On some devices, a checkmark will be displayed above the camera button. Tap the checkmark to open a keyboard.

On other devices, you may see OK and Retry or Save and Discard. Tap the OK or Save button to open a keyboard.

6. Enter a name for the image and choose **Save**.

Using an Existing Image

If you find that the image you need is not available from the device library, you can use your own digital, scanned, downloaded, or homemade image and import that image directly into the button.

Note: If you are using the Editor, the image must be on the same computer. If you are importing directly from the device, the image must already be stored on the device.

To import an image:

1. From the Button Properties, choose **Import**.
2. Select the image you want.

   If you are using the device, choose **Photos** and choose the appropriate image. If you are using the Editor, locate and select the image and then choose **Open**.
3. Once you have selected the image, choose **Save**. The image will appear on the button.

Transferring Images

When you want to copy images from your computer to your device or from your device to your computer:

1. Attach the device to your computer using the USB cable provided.

   ⚠ Cords and cables are potential entanglement or strangulation hazards. Please consider this prior to placing these items with device users.

   Note: If a message prompts you to allow access, you must tap **Allow** to proceed. For details, see "Appendix B: Connecting Your Device to a Computer for the First Time" on page 311.
2. Give the device a moment to connect to the computer. The device screen will display "Transfer Mode", and the computer will display a window with several options.
3. Click "**Open device to view files"**. The computer will view the device as an external drive.
4. Copy the appropriate images from the computer to your device's **Pictures** folder or from the device to the appropriate folder on the computer.
5. Unplug the USB cable.

Changing Skin Tones

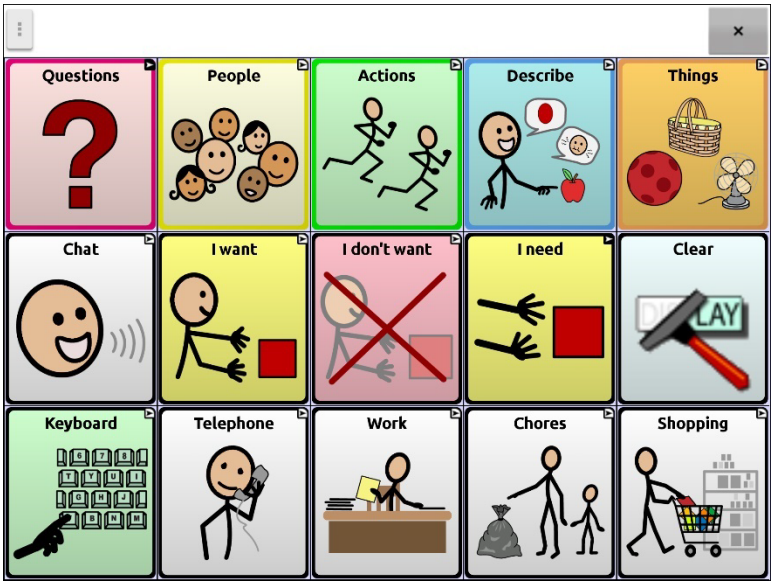
You can change the skin tones that appear on buttons.

- Apply a specific skin tone an entire vocabulary
- Apply random skin tones to a vocabulary
- Apply a skin tone to a specific button

Setting a Skin Tone for an Entire Vocabulary File

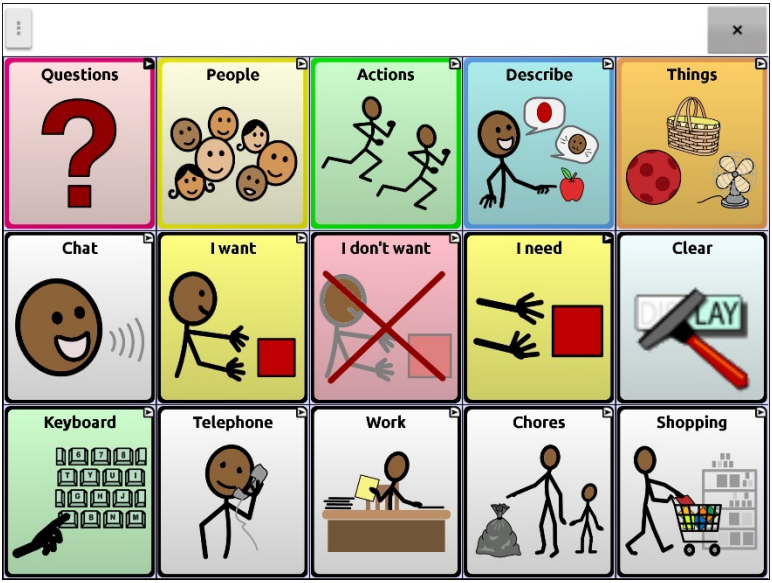
Use the Skin Tone feature to apply a specific skin tone to buttons in the current vocabulary.

Note: This feature currently applies only to symbols from the SymbolStix symbols set that allow the skin tone to be changed.



1. Choose **Menu** > **Edit Mode** > **Menu** > **Vocabulary Settings**.
2. Select **SymbolStix Settings**.
3. Select **Skin Tone**. A choice of skin tones will be displayed.

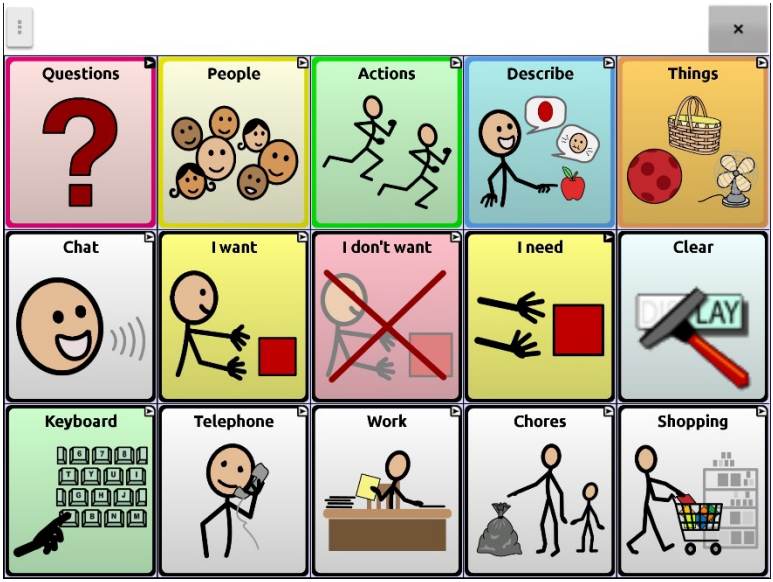
4. Select the skin tone you want. Your selection will appear in the circle after “Skin Tone”.
5. Close the Vocabulary Settings and exit Edit Mode. As you navigate through your vocabulary, images of people will display the skin tone you selected.



Applying Random Skin Tones to Buttons in a Vocabulary

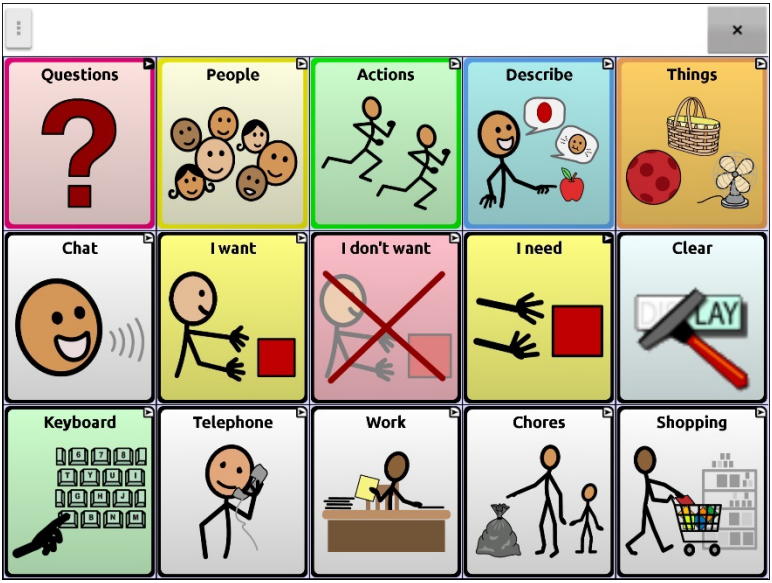
Use the Skin Tone feature to apply random skin tones to buttons in a vocabulary. The random skin tone pattern will apply to the current vocabulary only.

Note: This feature currently applies only to symbols from the SymbolStix symbols set that allow the skin tone to be changed.

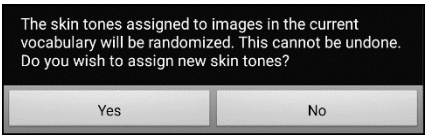


1. Choose **Menu** > **Edit Mode** > **Menu** > **Vocabulary Settings**.
2. Select **SymbolStix Settings**.
3. Select **Use Random Skin Tones**. A checkmark will appear.

4. Close the Vocabulary Settings and exit Edit Mode. Navigate through your vocabulary file and note how the images with skin tones have been randomized.



5. If you do not like how the images now appear, an option is available to re-randomize the images.
6. Choose **Menu** > **Edit Mode** > **Menu** > **Vocabulary Settings** and select **SymbolStix Settings**.
7. Select **Randomize Skin Tones**. The following message will appear.



8. Select **Yes**. "Skin tones have been randomized" will appear briefly.
9. Close the Vocabulary Settings and exit Edit Mode. As you navigate through your vocabulary, you will see that the random skin tone pattern has changed.

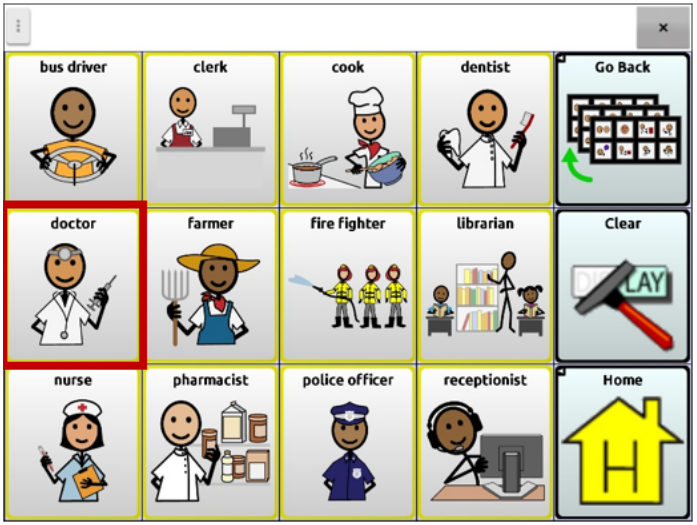
   Note: You can choose to re-randomize skin tone images as many times as you want, but once images have been re-randomized, you cannot return to a previous random pattern.

Changing the Skin Tone of a Specific Button's Symbol

Use the Skin Tone button option to change the skin tone on a specific button. This will change the skin tone for the button in that location only. It will not affect any other buttons in the vocabulary.

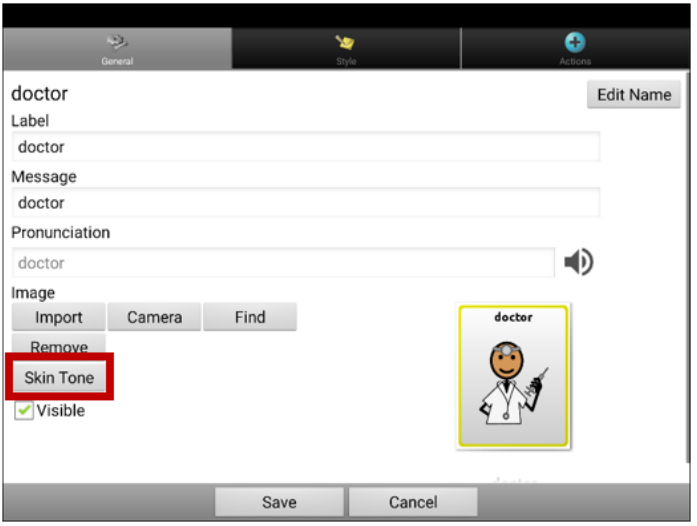
For information on changing the skin tone for an entire vocabulary, see "Setting a Skin Tone for an Entire Vocabulary File". For information on applying random skin tones to a vocabulary, see "Applying Random Skin Tones to Buttons in a Vocabulary".

Note: This feature currently applies only to symbols from the SymbolStix symbols set that allow the skin tone to be changed.



1. Choose **Menu** > **Edit Mode**.
2. Press and hold the button. A list of button options appears.

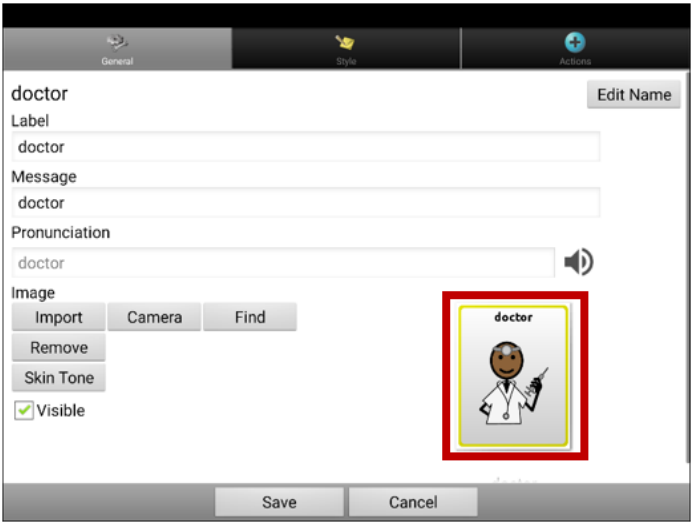
3. Choose **Edit Button** to display the Button Properties.



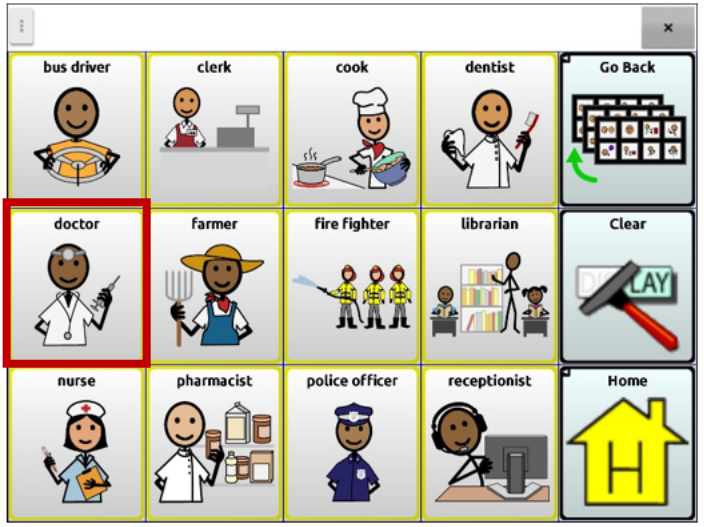
4. Select **Skin Tone**. The skin tone options will be displayed.

	Select the skin tone you want.
Use vocabulary setting	If the button has a skin tone set, it overrides the vocabulary skin tone setting within Vocabulary Settings. If you prefer to have this button match the vocabulary, choose **Use vocabulary setting**.
Cancel	If you decide not to change the skin tone on the button, select **Cancel**.

5. Select the skin tone you want. The selected skin tone will appear on the button preview.



6. Choose **Save**.
7. Choose **Menu** > **Edit Mode** to exit Edit Mode. The button will show the new skin tone.



Hiding Buttons

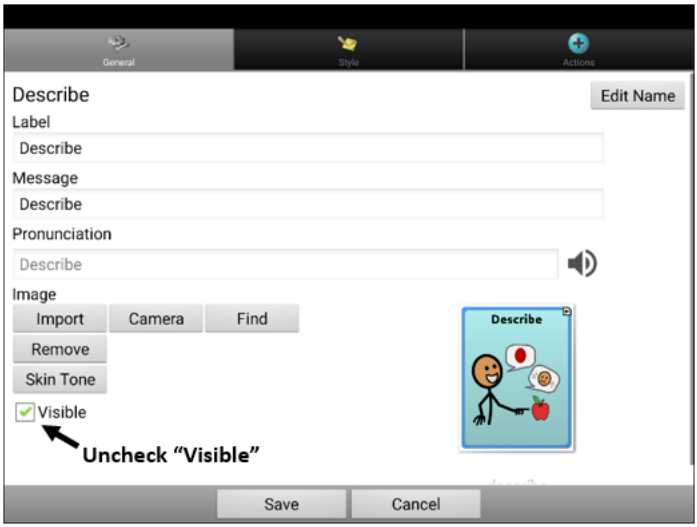
It may be useful to hide some of the buttons when initially presenting a vocabulary to the device user. Presenting all buttons at once may be overwhelming.

Hiding some of the buttons will allow the device user to more easily focus on specific vocabulary being presented. Hiding a button does not delete the associated information. The information can be viewed again when appropriate. You can hide a single button or multiple buttons.

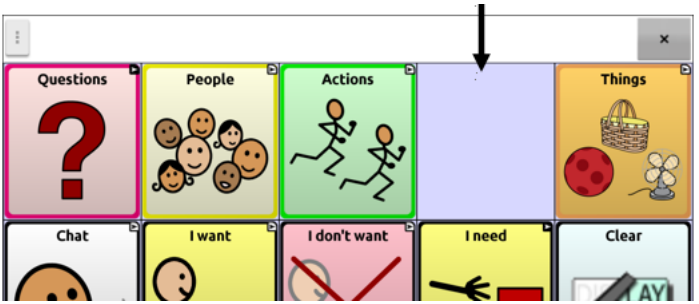
Hiding a Button

To hide a single button on your device:

1. Choose **Menu** > **Edit Mode**.
2. Press and hold the button to hide.
3. Choose **Edit Button** to display the Button Properties.
4. Uncheck the **Visible** box.



5. Choose **Save** and exit Edit Mode. The button is hidden and the button action is disabled automatically.



To hide a single button using the Editor, right-click, select **Edit Button**, choose the **Style tab**, and uncheck the **Visible** box.

Hiding or Showing Multiple Buttons

To choose buttons one by one to hide or show.

1. Choose **Menu** > **Edit Mode** > **Menu** > **Hide Mode**.
2. Select the buttons to hide. They will turn gray.
3. Choose **Menu** > **Hide Mode** to exit Hide Mode.
4. Choose **Menu** > **Edit Mode** to exit Edit Mode and hide the buttons.

To redisplay the buttons:

1. Choose **Menu** > **Edit Mode** > **Menu** > **Hide Mode**.
2. Select one or more of the gray buttons to redisplay them.
3. Choose **Menu** > **Hide Mode** > to exit Hide Mode.
4. Choose **Menu** > **Edit Mode** to exit Edit Mode and redisplay the buttons.

Hiding or Showing All Buttons

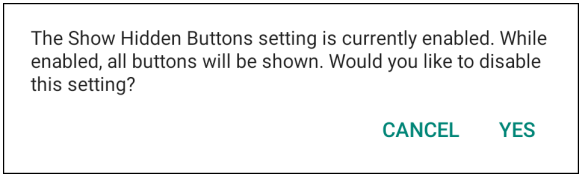
To hide all buttons on the current page, choose **Menu** > **Edit Mode** > **Menu** > **Hide Mode** > **Menu** > **Hide All**. Then choose **Menu** > **Hide Mode** > **Menu** > **Edit Mode**.

To show all buttons that had previously been hidden on the current page, choose **Menu** > **Edit Mode** > **Menu** > **Hide Mode** > **Menu** > **Show All**. Then choose **Menu** > **Hide Mode** > **Menu** > **Edit Mode**.

Saving Hidden Button Settings

If you hide buttons to work on a particular curriculum and would like to save those settings for your next session, choose **Menu > Application Settings > Input** and check **Show Hidden Buttons**. The device or Editor will remember all of the currently hidden buttons.

In case you forget that you already had hidden items previously, the Chat software displays a notification when the Show Hidden Buttons setting is turned on and you choose **Menu** > **Edit Mode** > **Menu** > **Hide Mode**.



- To disable the Show Hidden Buttons setting, select **Yes**. Hide Mode will be enabled. Buttons that are currently hidden will be displayed with a dark gray tint in Edit Mode and then hidden when you exit Edit Mode.
- To close the notification without changing your settings, select **Cancel**. Show Hidden Buttons will remain enabled, Hide Mode will remain disabled, and previously hidden buttons will be displayed.

To start where you left off during your last session, choose **Menu > Application Settings > Input >** and uncheck **Show Hidden Buttons**.

Hiding and Showing Button Images

If you prefer buttons to display the text labels only, with no images, choose **Menu** > **Application Settings** > **Style**. Then deselect **Show Button Images**. Buttons that have both labels and images will now display the labels only.

In some vocabularies, buttons that have images only (such as the Home and the Next and Back arrows) will retain their images.

In other vocabularies, buttons that have images only (such as some Home and Next and Back arrows) might not retain their images. To correct this, edit the button and add a space to the label.

To show all button images, choose **Menu** > **Application Settings** > **Style**. Then select **Show Button Images**.

Using Vocabulary Builder

Note: This feature is not available in all NovaChat models.

Vocabulary Builder is a therapeutic tool designed to teach new vocabulary by creating and managing word lists. Show only the words you want and the paths to get to them, and hide the rest. Vocabulary Builder assists one step at a time as you introduce small sets of vocabulary within the language system. Ultimately, it reduces the vocabulary load in both the teaching and learning process.

Vocabulary Builder allows you to create, rename, manage, and clear word lists based on the specific words provided in your vocabulary file. We have also provided default word lists that you can use. If you have multiple word lists, you can switch between them. When therapy is over, show all buttons and links on the page by simply disabling your list or turning Vocabulary Builder off.

Important! Turning Vocabulary Builder off after therapy is important to give the communicator access to all vocabulary for exploration and communication. For details, see "To turn Vocabulary Builder off and show all words".

Note: Vocabulary Builder is currently limited to vocabulary files that do not contain button sets. Therefore, it is not currently available in WordPower files.

To enable Vocabulary Builder:

1. Open the individual's custom vocabulary file.
2. Make sure Edit Mode is turned off.
3. Choose **Menu** > **Vocabulary Builder**. Vocabulary Builder is now enabled and available.
   Note: For information on how to enable an existing list, see "To use a list you previously created". For information on how to build a new list, see "To build a list using words in the vocabulary file".

To build a list using words in the vocabulary file:

1. Choose **Menu**.
2. Choose **Vocabulary Builder**.
3. Choose **New**.
4. Name the list and select **Save**.
5. Either scroll through the list and select the words you want or type the word and then select it.
6. To find another word, delete the current word and type the next word.
7. When you finish, choose **Save**. You will be asked if you want to enable the list.

   - Choose **Yes** to enable this list now; the list name will be displayed with a checkmark.
   - Choose **No** to save it for later use.
8. Choose **Back** until you reach the home page.

To use a list you previously created:

1. Choose **Menu**.
2. Choose **Vocabulary Builder**.
3. Choose the list you want to use (a list that is not preceded by a checkmark).

4. Choose **Enable**.
5. Choose **Back** until you reach the home page.

To use a list provided with Vocabulary Builder:

1. With the vocabulary file open, select **Menu**.
2. Select **Vocabulary Builder**.
3. Select **Menu** > **New from File**.
4. Tap the list you wish to use.
5. Choose **Yes** if you would like to enable this vocabulary list instead of the active list. Select **No** to save it for later use.

   Note: These lists may contain words not included in your vocabulary file.

To edit a list:

When the individual learns these words and you want to add more, turn on Vocabulary Builder and select the words you want to add.

1. Choose **Menu**.
2. Choose **Vocabulary Builder**.
3. Choose the list to edit.
4. Choose **Edit**.
5. Add, modify, or delete words as necessary.
6. Choose **Save**. (If the edited list is not enabled, you will be asked if you want to enable it now.)
7. Choose **Back** ⮌ until you reach the home page.

To turn Vocabulary Builder off and show all words:

1. Choose **Menu**.
2. Choose **Vocabulary Builder**.
3. Choose the enabled (checked) list.

4. Choose **Disable**.
5. Choose **Back** ⮌ until you reach the home page.

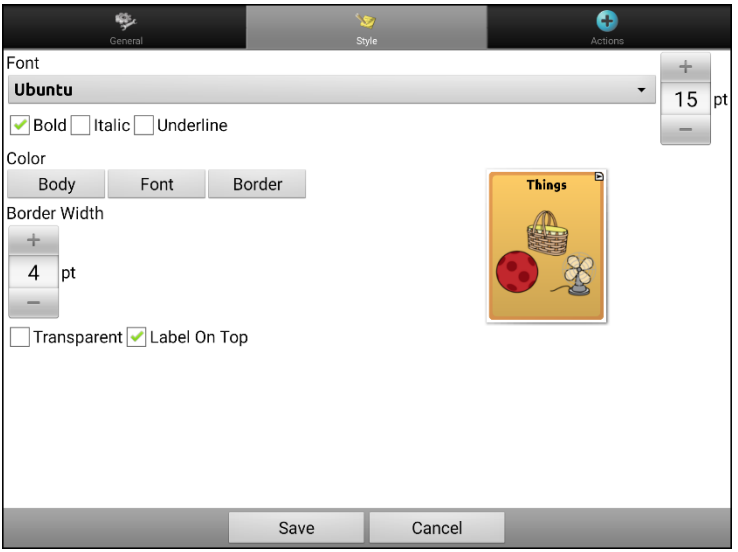
Modifying Button Styles

You can modify styles and color saturation for individual buttons, all buttons on a page, or all buttons in a vocabulary file. You can also override button styles set up for pages and vocabulary files for a single button.

Modifying a Button Style

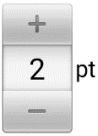
You can only modify a button's style in Edit Mode.

1. Choose **Menu** > **Edit Mode.**
2. Press and hold a button. (Right-click if you are using the Editor.) A list of button options appears.
3. Choose **Edit Button** to display the Button Properties.
4. Choose the **Style** tab. The button style properties are displayed.



Note: The preview box shows the changes you make.

5. Change the font, body color, font color, border color, font size, or border width.
   - Tap or click the Font list arrow to open a list of available fonts.
   - Tap or click **Body**, **Font**, or **Border** and select a color.
   - Select the font size or border width.



In the Chat software, tap **+** or **–** to adjust the size. Or tap the number to open a keyboard and enter a size.

Font size ranges from 6 to 150 pt. The default font size is 20 pt.

Border width ranges from 0 to 200 pt.

6. Select **Bold**, **Italic**, or **Underlined** to modify the label text.
7. Check **Label on Top** to define the label position.
8. If you want to create a visual scene in which the location speaks but the button itself does not appear, choose **Transparent**.
9. When you finish making changes, choose **Save**.

Modifying Button Color Saturation

Saturation (gradient fill) adds the appearance of depth to a button. To adjust the color saturation on the device:

Choose **Menu** > **Application Settings** > **Style** > **Enable**. Then choose **Saturation**.

The current saturation setting is displayed. Lower numbers add more background color to the buttons.

1. To increase saturation, tap **+** (the plus sign).
2. To decrease saturation, tap **–** (the minus sign).
3. Choose **OK**.

To adjust the color saturation in the Editor, choose **Settings** > **Style** > **Button Style**. Under “Gradient Fill”, verify that Saturation is selected, click the saturation percentage list box arrow to open a list of percentages, and select a higher or lower percentage. Then click **OK**.

Overriding a Vocabulary Button Style

You can modify the style of all buttons in a vocabulary file at one time.

1. Open the vocabulary file you want to modify.
2. Choose **Menu** > **Edit Mode**.
3. Press and hold anywhere on the page. (Right-click if you are using the Editor.) A list of button options appears.
4. Choose **Button Style Override**. The Button Properties screen opens to the Button tab.
5. Choose the **Vocabulary** tab.
6. Select the style options you want to modify, modify the setting for each selected option, and choose **Save**.

   If you are using the Editor, select an option you want to modify, select the **Edit** button for that option, modify the setting, and select **Done**. Do the same for any other options you want to modify. When you finish making changes, choose **OK**.

Overriding a Page Button Style

You can modify the style of all buttons on a page at one time.

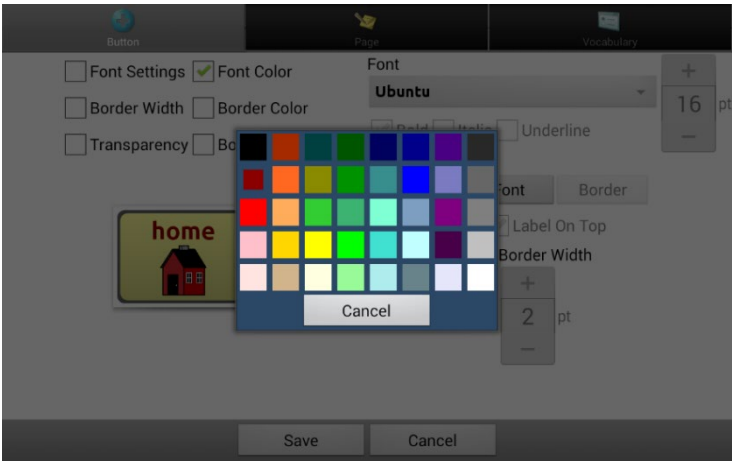
1. Display the page you want to modify.
2. Choose **Menu** > **Edit Mode**.
3. Press and hold anywhere on the page. (Right-click if you are using the Editor.) A list of button options appears.
4. Choose **Button Style Override**. The Button Properties screen opens to the Button tab.
5. Choose the **Page** tab.
6. Select the style options you want to modify, modify the setting for each selected option, and choose **Save**.

   If you are using the Editor, select an option you want to modify, select the **Edit** button for that option, modify the setting, and select **Done**. Do the same for any other options you want to modify. When you finish making changes, choose **OK**.

Overriding a Specific Button's Style

You can override a page style or vocabulary file style by changing one or more attributes of a specific button.

1. Choose **Menu** > **Edit Mode**.
2. Press and hold on the button you want to modify. (Right-click if you are using the Editor.) A list of button options appears.
3. Choose **Button Style Override**. The Button Properties screen opens to the Button tab.
4. Select the style options you want to change and make the changes. For example, if you select **Font Color**, choose **Font** and select a new color.



5. Choose **Save**.

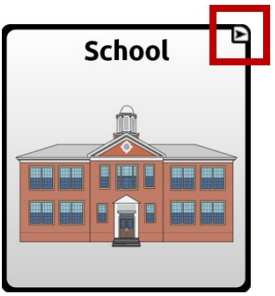
Copying and Pasting a Button Style

To copy only the appearance (color, font, etc.) of a button:

1. Press and hold the source button and choose **Copy Button**.
2. Press and hold the target button and choose **Paste Button Style**.

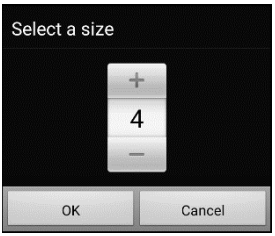
Modifying a Button Arrow Link

Linking buttons display a linking arrow in the upper right corner of the button. The arrow indicates that the button will take you to a different page. You can resize or hide the linking arrow.



To resize a linking arrow:

1. Choose **Menu** > **Application Settings** > **Style**.
2. Under "Navigation Icons", choose **Size**. The Select a Size menu opens.



3. To increase the size, tap **+**. To decrease the size, tap **–**.

   Note: If you select 0, linking arrows will not appear on buttons.

4. Choose **OK**.

If you are using ChatEditor:

To resize the button arrow links, select **Settings** > **Style** > **Button Style**. The Button Style window opens. Under "Navigation Icons", select the size you want and select **OK**.

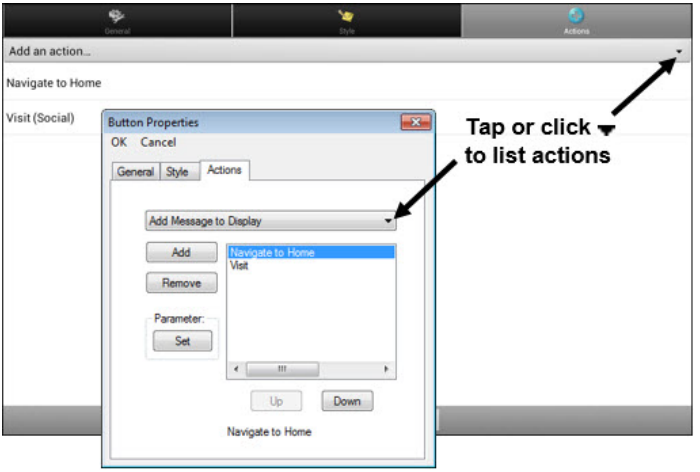
To hide the button arrow links, select **Settings** > **Style** > **Button Style**. The Button Style window opens. Under "Navigation Icons", select **No Show** and select **OK**.

Adding or Modifying a Button Action

A single button can perform a number of different actions. For example: different speaking options; adding grammatical endings to words; clearing the display; or backspacing.

To add or modify a button's action:

1. Choose **Menu** > **Edit Mode**.
2. Press and hold the button you want to modify. (Right-click if you are using the Editor.) A list of button options opens.
3. Choose **Edit Button**. The Button Properties are displayed.
4. Choose the **Actions** tab.
5. Tap or click the list arrow to open a list of actions.



6. Choose the action you want.
7. Choose **Save**. (Click **OK** if you are using the Editor.)

Additional Information on using Actions

To remove an existing action that is not appropriate, select the action to open a menu. Then select **Remove**.

To change the order of actions, select an action to open a menu. Then select **Move Up** or **Move Down**.

For some actions, you will be prompted for additional steps. For example, if you choose a linking action such as **Navigate** or **Visit**, you will be asked to choose the page to link the button to.

To perform no action, remove all actions from the button.

Available Button Actions

Action Name	Description
No Action	Performs no action
Add Message to Display	Displays the text of the button's message in the Speech Display Bar (SDB), but does not speak the words
Add Time/Date to Display	Displays the current date and time in the SDB
Apply Grammar Property	Identifies a word as an adjective, noun, or verb. See "Appendix A: Advanced Grammar Features" on page 303.
Apply Grammar State	Applies a grammar rule to a word. See "Appendix A: Advanced Grammar Features" on page 303.
Apply Modifier	Applies a modifier that you select to another button. A modifier is a special key on a keyboard that modifies the normal action of another key. (Caps Lock, Ctrl, Functions, Num Lock, Shift)
Backspace key	Deletes the last character in the display
Battery Status	Displays the current battery status in the SDB
Cancel Visit	Clears all remaining visits
Character Prediction	Sets the prediction order (1-10) for character prediction buttons on a keyboard page.
Clear All Modifiers	Releases any Shift, Caps, Ctrl or Num Lock modifiers.
Clear Display	Clears the text in the SDB
Clear Grammar State	Clears a grammar rule that has not been applied to a word. See "Appendix A: Advanced Grammar Features" on page 303.

Action Name	Description
Clear Last Word	Deletes the last word in the SDB
Computer Control - Command	Set up buttons on your device that will execute keyboard commands on an external computer. For details see “Appendix E: Using InputStick to Control Your Computer” on page 316.
Computer Control - On/Off	Choose to send or not send text to a computer. For details see “Appendix E: Using InputStick to Control Your Computer” on page 316.
Data Logging On/Off	Toggles data logging on and off
Done	Functions only when Send or Create Contact is displayed in the SDB. Done provides an alternative button that may be easier for the user to access than the Send or Create Contact buttons.
Find Word	Finds the path to a word you are looking for. When you tap a button and then tap Find Word, the path to the word is displayed in the SDB.
Grammar Action	Changes the existing word to the chosen grammatical form: add -ed, add -en, add -er, add -est, add -ing, add -s
Help Signal	Triggers a loud attention-getting sound
Jump to Page **(see also Using Navigate, Visit, and Jump to Page)**	Jump to Page takes you to a new page for a single hit and then takes you back to the page that has the jump to page button.

Action Name	Description
Load Display	Recalls text that had been saved and adds it to the display *Note:* If a person who uses scanning needs to use this button action, a profile can be set up to access the feature. For information on setting up a profile, see "Creating and Loading Profiles" on page 231.
Navigate **(see also Using Navigate, Visit, and Jump to Page)**	Takes you to a new page and leaves you there
Navigate Back	Returns to the previously accessed page
Navigate to Home	Takes you to the home page
Open Android Application	Opens a specific Android application ***Dedicated devices:*** This action is not available on dedicated devices. *Note:* If a person who uses scanning needs to use this button action, a profile can be set up to access the feature. For information on setting up a profile, see "Creating and Loading Profiles" on page 231.
Play Library Audio	Plays audio files from the audio library ***Dedicated devices:*** This action is not available on dedicated devices.
Play Library Video	Plays video files from the video library ***Dedicated devices:*** This action is not available on dedicated devices.
Play Recorded Speech	Plays recordings of someone speaking

Action Name	Description
Record Speech	Records someone speaking *Note:* If a person who uses scanning needs to use this button action, a profile can be set up to access the feature. For information on setting up a profile, see "Creating and Loading Profiles" on page 231.
Repeat Last Spoken	Repeats the last spoken message
Save Display	Saves the text currently showing on the display for later use *Note:* If a person who uses scanning needs to use this button action, a profile can be set up to access the feature. For information on setting up a profile, see "Creating and Loading Profiles" on page 231.
SDB - Copy Text	Copies all text in the SDB and places a copy in the Clipboard ***Dedicated devices:*** This action is not available on dedicated devices.
SDB - Paste Text	Adds text from the Clipboard to the SDB ***Dedicated devices:*** This action is not available on dedicated devices.
SDB - Share Text	Copies all text from the SDB to the chosen social network ***Dedicated devices:*** This action is not available on dedicated devices. *Note:* If a person who uses scanning needs to use this button action, a profile can be set up to access the feature. For information on setting up a profile, see "Creating and Loading Profiles" on page 231.

Action Name	Description
Select Profile	Changes Application Settings to match the saved set of settings that was saved as a profile
Speak	Speaks all the content in the SDB
Speak Label Only	Speaks the button's label, but doesn't display the text in the SDB
Speak Last Sentence	Speaks the last sentence in the SDB
Speak Last Word	Speaks the last word in the SDB without repeating all the words
Speak Message Only	Speaks the button's message, but doesn't display the text in the SDB
Speech Message	Speaks the button's message and displays the text in the SDB
Stop Library Audio	Stops audio files from the audio library ***Dedicated devices:*** This action is not available on dedicated devices.
Stop Scan	Stops a scan
Stop Speech	Stops the speech file currently playing
Store Text to Button	Stores the text currently displayed in the Speech Display Bar on the next button you choose
Take Photo	Activates the camera so you can take pictures that will appear on a button and will also be saved with other images on the device *Note:* If a person who uses scanning needs to use this button action, a profile can be set up to access the feature. For information on setting up a profile, see "Creating and Loading Profiles" on page 231.

Action Name	Description
Texting - Add Number as Contact	Adds a new contact from a received text message.
Texting - Compose Message	Creates a message to text to one of your contacts. This action is used on the Reply button. When you choose **Reply**, the action takes you to Home, with the "Enter the text to send" prompt and Send button in the SDB. If you want this action to take you to a different page—a keyboard, for example—add a "Navigate to" action.
Texting - Contact	Displays the name and phone number of the current contact. This action is used with the Texting Compose Message action.
Texting - Conversation Participants	Displays all the participants in a conversation.
Texting - Copy Text Message	Copies the selected text message to paste into a text message you want to send to someone else.
Texting - Delete Conversation	Deletes the selected conversation. *Note:* If you add this action, be sure to also add the Texting Navigate to Conversations action after it.
Texting - Delete Text Message	Deletes the selected text message.
Texting - Message Details	Displays the text, date, and time for the selected text message. *Note:* This action displays the date only if the message is older than one day.
Texting - Navigate to Contacts	Navigates to your list of contacts.

Action Name	Description
Texting - Navigate to Conversations	Navigates to your list of conversations.
Texting - Navigate to Message Details	Navigates to the text message details page, which displays the text, date, and time of the selected message. *Note:* This action displays the date only if the message is older than one day.
Texting - Navigate to Messages	Navigates to your list of messages for a contact.
Texting - Page Down	Pages down through a list of messages or a list of contacts when there are too many to fit on the screen at a time.
Texting - Page Up	Pages up through a list of messages or a list of contacts when there are too many to fit on the screen at a time.
Texting - Send SDB	Sends the current contents of the Speech Display Bar as a text message and clear the SDB. The list of messages for the contact is then displayed with the new message at the bottom of the list.
Texting - Speak Text Message	Speaks the currently selected text message.
Toggle Mute / Unmute	If the device is currently speaking a long message, selecting this button will not stop the speech but will stop the speech from being spoken aloud. Selecting the button again lets the text be heard.
Visit **(see also Using Navigate, Visit, and Jump to Page)**	Takes you to a new page for a single hit and then takes you back and remembers if you did not use up the visit

Action Name	Description
Visit Exception	If you have one button on a Visit page that you don't want to return to the previous page, use a Visit Exception action to leave it on the page for one additional hit.
Volume Down	Turns down the volume.
Volume Up	Turns up the volume.
Webhook	Adds a webhook action to a button.
Whiteboard	Enables drawing, collaborating, and sharing.
Word Prediction	Sets the prediction order (1-10) for word prediction buttons on a keyboard page.

Using Navigate, Visit, and Jump to Page

Action	Description
Navigate	Navigate takes you to a new page and leaves you there. You can edit a button to add animation to a page transition, change the order of actions, or remove an action. Select the action that appears below "Add an action" to open a menu. Choose the appropriate option and choose **Save**.
Visit	Visit takes you to a new page for a single hit and then takes you back and remembers if you did not use up the visit. Example: If you visit the Describer page and then navigate to the Spelling keyboard from the Describer page, the system will remember the unused visit and go back after you type a single letter on the keyboard page.
Jump to Page	Jump to Page takes you to a new page for a single hit and then takes you back to the page that has the jump to page button. Example: The jump to page button is located on the Stores page. If you jump to the Describer page and then navigate to the Spelling keyboard from the Describer page, the system will take you back to the Stores page after you type a single letter on the keyboard page.

Storing Text from the SDB on a Button

The button action **Store Text to Button** stores the text currently displayed in the Speech Display Bar on the next button you choose. You may find this to be a good alternative to choosing Edit Mode and using the Edit Button Properties to add text to a button.

Setting Up and Using the Store Text to Button Action

Use this procedure if you are using a vocabulary that does not include buttons that are already set up with the Store Text to Button action.

To add the action to a button:

1. Navigate to the button to which you want to add the action.
2. Choose **Menu** > **Edit Mode**.
3. Press and hold the button. A list of button options opens.
4. Choose **Edit Button**. The Button Properties are displayed.
5. Choose the **Actions** tab.
6. Tap or click the list arrow to open a list of actions.
7. Choose the action **Store Text to Button**.
8. Choose **Save**.

To store text from the SDB to a button:

1. Enter your text in the SDB.
2. Navigate to the page that contains the button to which you added the action.
3. Select the button. The text in the SDB will be saved and "SDB text copied" will appear briefly.
4. Choose the button on which you want to store the text. A confirmation prompt will appear:

   Note: The confirmation prompt warns that the text will be stored on the button so you do not accidentally overwrite text that you want to keep. If you do not want to paste the text on this button, select **No**.

   Note: When scanning is enabled, the confirmation prompt will not appear and the text will be saved automatically.

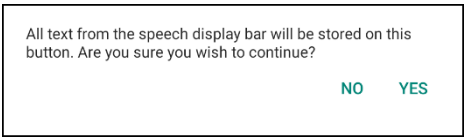
5. If you select **Yes**, the text will be pasted onto the button.

Example: Using the Store Text to Button Action

This example from the WordPower60 Basic vocabulary uses a button that is already set up with the Store Text to Button action.

1. Enter your text in the SDB.

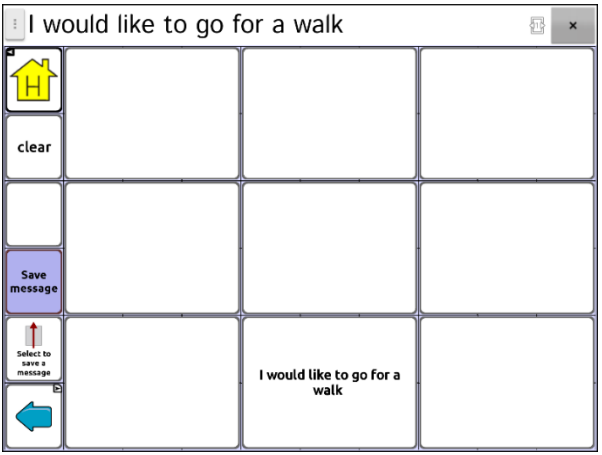
2. Choose **Groups** > **Stories & Scripts**.
3. Choose a story and select **Save Message**. The text in the SDB will be saved and "SDB text copied" will appear briefly.
4. Choose the button on which you want to store the text. A confirmation prompt will appear:



Note: The confirmation prompt warns that the text will be stored on the button so you do not accidentally overwrite text that you want to keep. If you do not want to paste the text on this button, select **No**.

Note: When scanning is enabled, the confirmation prompt will not appear and the text will be saved automatically.

5. If you select **Yes**, the text will be pasted onto the button.



Copying Buttons

The Chat software allows you to copy a button, copy and reuse the same button, copy a button style, and use a button in multiple places.

Copying and Pasting a Button

Buttons can be copied and pasted to new locations. If you modify a copy of a button, you will edit only the copy.

1. Go to the page that includes the button you want to copy.
2. Choose **Menu** > **Edit Mode**.
3. Press and hold on the button you want to copy.
4. Choose **Copy Button**.
5. Press and hold on the location for the new button.
6. Choose **Paste Button**.
7. Choose **Menu** > **Edit Mode** to exit Edit mode.

Copying and Reusing the Same Button

If you modify a button that is used in multiple locations, the button will also be modified automatically everywhere else it appears. You may want to use this technique on buttons that contain tools used on each page.

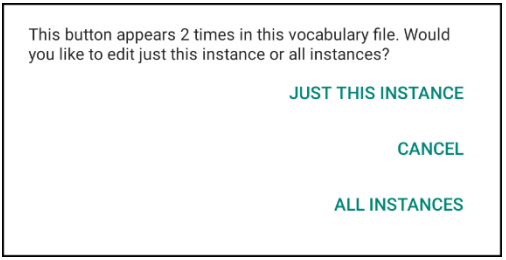
1. Go to the page that includes the button you want to copy.
2. Choose **Menu** > **Edit Mode**.
3. Press and hold on the button you want to copy.
4. Choose **Copy Button**.
5. Press and hold on the new location.
6. Choose **Use Same Button**.
7. Choose **Menu** > **Edit Mode** to exit Edit mode.

If you later need to modify one or more instances of this button, see “Modifying a Button that is Reused on Multiple Pages”.

Modifying a Button that is Reused on Multiple Pages

When you want to modify a button that was copied using the menu option Use Same Button, you can choose to modify that one instance of the button or all instances of the button.

1. Go to the page that includes the button you want to modify.
2. Choose **Menu** > **Edit Mode.**
3. Press and hold on the button you want to modify.
4. Choose **Edit Button**.
5. A prompt similar to the following will appear.



6. Choose an option.

   Just This Instance: The changes you make will be made to that one button only.

   Cancel: No changes will be made to any buttons.

   All Instances: The changes you make will be made to all appearances of the button in the current vocabulary.

7. When you select an option, the Button Properties window opens.
8. Make the changes you want and choose **Save**.
9. Choose **Menu** > **Edit Mode** to exit Edit mode.

Using a Button in Multiple Places

A button can be used in multiple pages.

1. Go to the page that includes the empty location you want to use.
2. Choose **Menu** > **Edit Mode**.
3. Press and hold on an empty location.
4. Choose **Add Button from Library**.
5. Choose the page on which the button resides.
6. Choose the button to use. It will appear in the location you chose.
7. Choose **Menu** > **Edit Mode** to exit Edit mode.

Prioritizing Buttons

Buttons can be prioritized by their position on the page or by their size. These procedures are performed with Edit Mode on.

Rearranging Buttons

You can quickly rearrange the layout of buttons on a page using “drag-and-drop swapping”. This procedure allows you to swap the contents of two buttons. Drag the first button over the top of the second button, then lift from the screen. The contents of the two buttons will be immediately swapped.

Resizing a Button

A button can be emphasized by making it larger than the others on a page.

If you are increasing the size of the button, the button will expand to the right or down. The button will draw over the buttons to the right or below it, rearranging buttons as needed. If the button is already in the far left or right column or the bottom row, move the button to the left or up to provide for additional space.

1. Choose **Menu** > **Edit Mode**.
2. Press and hold the button that you want to resize.
3. Choose **Change Button Size**.
4. Set the number of cells you want the button to fill both vertically and horizontally.
5. Choose **Save**.

Working with Button Sets

A button set is a group of buttons “stacked” in the same location. For example, consider how a keyboard works. When you press the Shift key, uppercase letter keys are available in the same key locations as, or “on top of”, lowercase letter keys. This is basically how a button set works.

For a detailed example, the Word Finder keyboard first displays the lowercase letter keys.

If you choose the arrow key ⇧, the uppercase letter keys are displayed in the same locations as, or on top of, the lowercase letter keys.

If you choose the **Sym** key, symbols are displayed in the same locations as, or on top of, the letter keys.

If you chose the 1/2 key, different symbols are displayed in the same locations as, or on top of, the previous symbol keys.

In each location, a lowercase letter, an uppercase letter, a symbol, and a different symbol are “stacked”. This is a button set. Button sets on a vocabulary page work the same way.

When you turn on Edit Mode and press and hold on the first button in a button set, the menu that opens includes the following button set options.

Copy ButtonSet	Copy ButtonSet copies the displayed button in a button set.
Paste ButtonSet	Paste ButtonSet pastes the copied button.
Use Same ButtonSet	When a button is used in multiple locations, Use Same ButtonSet pastes the copied button set to all locations of the button.
Edit ButtonSet	Edit ButtonSet allows you to change the modifier in a button set. Select the small arrow on the Modifier bar and select a different modifier.
Change ButtonSet Size	Change ButtonSet Size changes the size of the buttons “stacked” in the current location.
Remove ButtonSet	Removes the buttons “stacked” in the current location. When you select Remove ButtonSet, the following prompt appears: “Are you sure you want to remove this ButtonSet?” Choose **Yes**.
Add ButtonSet from Library	Adds an existing button set to the current location.

Creating a Page

Pages are levels of specific vocabulary linked together to create a vocabulary file specific to the device user. You can create a page by using any of these methods: Create a new page; create a copy of a page; create a page from a template; copy a page from a different vocabulary file.

Creating a New Page

1. Choose **Menu** > **Edit Mode** > **Pages**.
2. Choose **Menu** > **New Page**.
3. Give the page a descriptive name.
4. Select the number of rows and columns you need.
5. To change the background color of the page, choose **Set** and choose a color from the palette.
6. To add a background image to your page, choose **Import** to use an image stored on the device or choose **Find** to search for an image stored in the NovaChat library.
7. Select an alignment option. To center the image, select **Center**. To stretch the image to fill the page, select **Fit**. (If you stretch the image, the aspect ratio will not change, so it might not totally fill the page.)
8. Choose **Save**. A blank page will be created in your vocabulary file, ready for you to place buttons.

Creating a Copy of a Page

1. Choose **Menu** > **Edit Mode** > **Pages**.
2. Choose the page to duplicate. (Right-click on the page if you are using the Editor.)
3. Choose **Duplicate**.
4. Give the page a new name and choose **Save**.

Creating a Page from a Template

1. Select **Menu** > **Edit Mode** > **Pages** > **Menu** > **New from template**.
2. Select a template special page you created*. A keyboard opens.
3. Enter an appropriate name for the page and select **Save**.
4. Make changes to the page as needed.

   * For information on creating template special pages, see “Using a Special Page as a Template” on page 153.

Copying a Page from a Different Vocabulary File

You can copy one or more pages from a different vocabulary file to use in the current vocabulary file.

1. Choose **Menu** > **Pages** > **Menu** > **Import**.
2. Choose the vocabulary file that includes the page you want.
3. Check the appropriate page. To import multiple pages, check all the pages you want.
4. Choose **Import**.
5. Create a button to link to the new page or pages.

Animating Page Transitions

To add animation when you move from one page to another, choose **Menu** > **Application Settings** > **Style** > **Animate All** to insert a checkmark. To remove the animation, choose **Animate All** to remove the checkmark.

Adding a Grid to Pages

To add a wire-frame grid to pages, choose **Menu** > **Application Settings** > **Style** > **Show Grid** to insert a checkmark. To remove the grid, choose **Show Grid** to remove the checkmark.

Overriding a Page Style

You can override the style of the pages in a vocabulary file by changing the image alignment or background color for a specific page.

1. Choose **Menu** > **Edit Mode**.
2. Press and hold on any button on the page you want to modify. (Right-click if you are using the Editor.) A list of button and page options appears.
3. Choose **Page Style Override**. The Page tab displays Image Alignment and Background Color options.
4. Select the style options you want to change and make the changes. For example, if you select **Background Color**, choose **Color** and select a new color.
5. Choose **Save**.

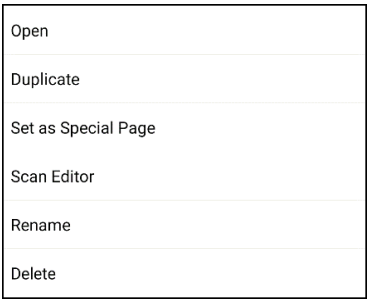
Working with Special Pages

You can set a vocabulary page as a special page. Your home page and texting pages are special pages. You can use special pages as follows:

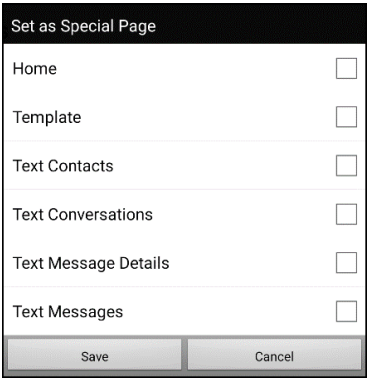
- Set any vocabulary page as your home page
- Set an imported texting pages as a special page
- Set a texting special page as your home page
- Use any vocabulary page as a template

Changing Your Home Page

1. Choose **Menu** > **Edit Mode** > **Pages** to open a list of available pages.
2. Scroll to the page you want to use as your home page.
3. Press and hold on the page name. A list of options appears.



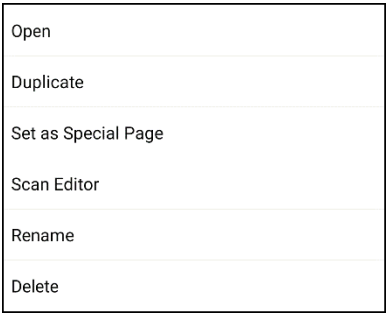
4. Select **Set as Special Page**. A list of Special Page options appears.



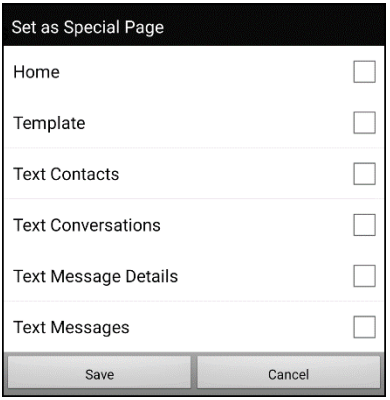
5. Select **Home**.
6. Choose **Save**. The home icon precedes the page name.
7. Choose **Back** to exit the list of pages.
8. Choose **Menu** > **Edit Mode** to exit Edit Mode.

Setting an Imported Texting Page as a Special Page

1. Choose **Menu** > **Edit Mode** > **Pages** to open a list of available pages.
2. Scroll to the text page name.
3. Press and hold on the page name. A list of options appears.



4. Select **Set as Special Page**. A list of Special Page options appears.



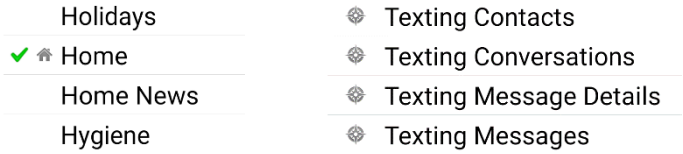
5. Select the applicable special page designation. For example, if the page name is “Texting Conversations”, select **Text Conversations**.
6. Choose **Save**. The texting special page icon precedes the texting page name.
7. Choose **Back** to exit the list of pages.
8. Choose **Menu** > **Edit Mode** to exit Edit Mode.

Note: For additional information on using special pages to add texting to a vocabulary file, see “Adding Texting to a Customized Vocabulary File” on page 273.

Setting a Special Page as Your Home Page

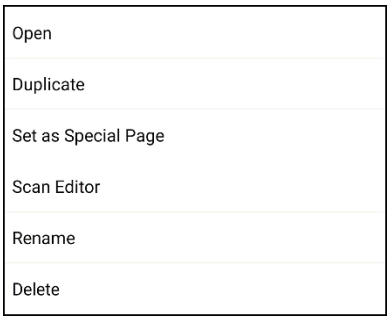
This example shows how to use a texting special page, Texting Conversations, as your home page.

1. Choose **Menu** > **Edit Mode** > **Pages** to open a list of available pages. An icon precedes the name of each special page in the list. For example, your home page and texting pages:

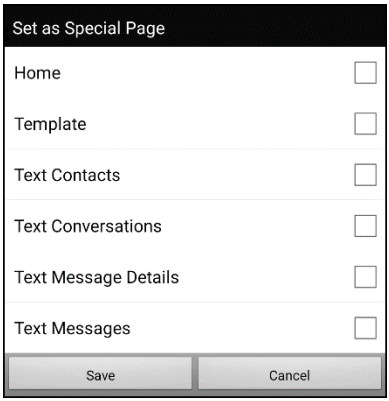


   Note: The checkmark ✔ indicates that this page is currently open in the application.

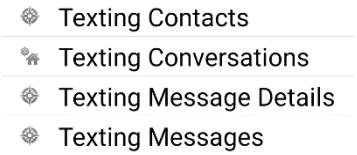
2. Scroll through the list of pages and then press and hold on the name of the page you want to use. A list of options appears.

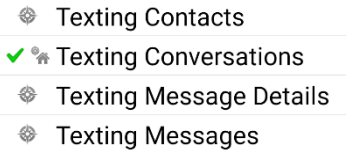


3. Select **Set as Special Page**. A list of Special Page options appears.



4. Select **Home** and select **Text Conversations**.
5. Select **Save**.
6. When you make a special page your home page, two icons precede the page name. If the page is currently open, a checkmark ✔ also appears. For example:



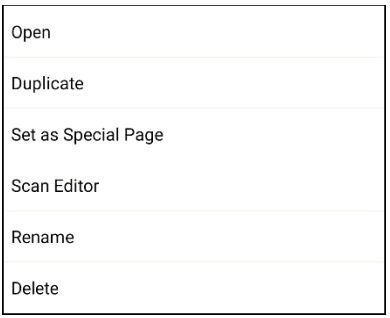


7. Choose **Back** to exit the list of pages.
8. Choose **Menu** > **Edit Mode** to exit Edit Mode.

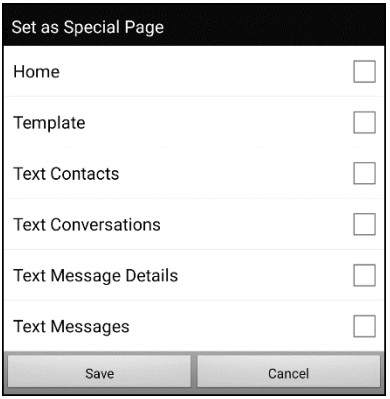
Using a Special Page as a Template

You can use a copy of an existing vocabulary page as a template to create new pages quickly.

1. Select **Menu** > **Edit Mode** > **Pages** to open a list of available pages.
2. Scroll to the page you want to use as a template.
3. Press and hold on the page name. A list of options appears.



4. Select **Set as Special Page**. A list of Special Page options appears.



5. Select **Template**.
6. Select **Save**. An icon precedes the page name.
7. Select **Back** to exit the list of pages.

To use the special page as a template:

1. Select **Menu** > **Edit Mode** > **Pages** > **Menu** > **New from template**.
2. Select the template special page you created. A keyboard opens.
3. Enter an appropriate name for the page and select **Save**.
4. Make changes to the page as needed.
5. When you finish, select **Menu** > **Edit Mode** to exit Edit Mode.

Creating a Whiteboard Page

Whiteboards can be used for drawing, collaborating, and sharing. To create a whiteboard page, create a new page that has a large button and select the Whiteboard button action.

Note: WordPower vocabularies already include a whiteboard page. Choose **Groups** > **School** > **Whiteboard**.

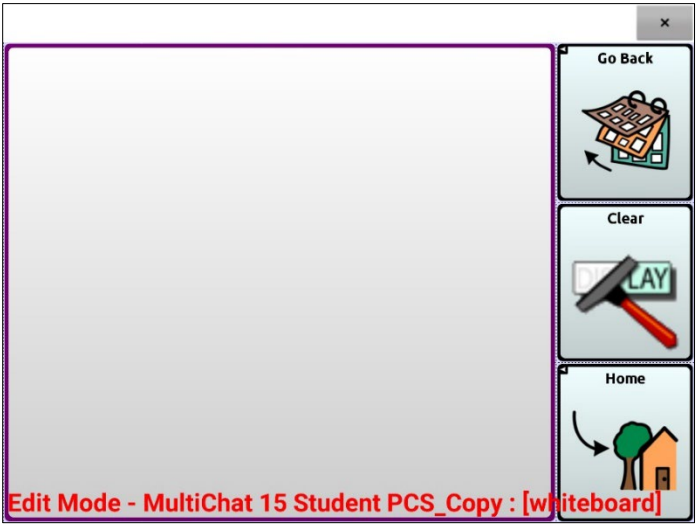
If your vocabulary doesn't include a Whiteboard page, use the following steps to create a new page.

1. Go to the page that you want to link to your whiteboard page.
2. Choose **Menu** > **Edit Mode**.
3. Press and hold the button you want to link to the whiteboard and choose **Edit Button**. The Button Properties will be displayed
4. Select an image for the button.
5. Enter a label for the button.
6. Choose the **Actions** tab and tap the list arrow ▼ to open a list of actions.
7. Choose **Navigate**.
8. Choose **Template** from the bottom of the screen.
9. Enter a name for the new page. For example: My Whiteboard.
10. Choose **Save**. "Navigate (My Whiteboard, No Animation)" will be displayed below "Add an action".

    Note: Speech Message may also be in the Action listing. If you don't want the button that links to Whiteboard to speak, choose **Speech Message** and then choose **Remove**.

11. Choose **Save** again.
12. Go to your new My Whiteboard page.
13. Push and Hold the upper left empty button and choose **Change Button Size** to enlarge the button to your preferred size by adding the appropriate numbers of vertical and horizontal cells.

Note: Don't overwrite the column of buttons that contains the Home and Go Back buttons. For example:



14. Choose **Save**.
15. Push and hold the large button, choose the **Actions** tab, and tap the list arrow ▼ to open a list of actions.
16. Scroll down the list and select **Whiteboard**. A message will warn that the Whiteboard action will remove all other actions on the button.

17. Choose **Yes** to close the message. Whiteboard will be displayed below “Add action”.
18. Choose **Save**.
19. Exit Edit Mode.
20. Your whiteboard is ready to use.

Tool	Description
	This tool toggles between the pencil and eraser. It defaults to pencil so drawing is possible immediately upon opening the page. When the eraser is chosen, instead of erasing anything you move it over, when tapping the screen it erases the last addition.
	Use the line thickness tool to make lines thick or thin. Simply tap the tool to change the size.
	Use the color tool to change the color of the next line you draw. Choose the tool to open a palette of colors. Tap the color you want.
	Tap the undo tool to undo your last addition. Tap undo multiple times to remove each addition.
	Use the erase all tool to erase your entire drawing and start over.
	Use the save tool to save your drawing to view or work on again later. When you select the tool, a window will show a default name with the date and time. Change the name as needed and choose Save. You can save as many drawings as you want.
	Use the restore tool to select a saved drawing to view or work on some more.

Creating a Visual Scene

You can create visual scenes that include any of the following:

- Hotspots on the image that speak
- Hotspots on the image that produce sounds
- Hotspots on the image that navigate to other vocabulary pages
- Buttons surrounding the image that speak or navigate to other pages

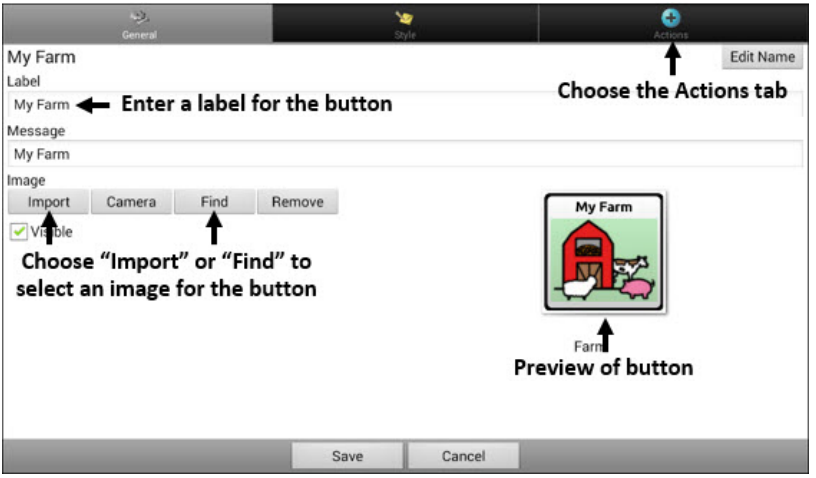
This section explains how to create a button that will take you to the visual scene, how to create a background image for the scene, and how to add hotspots and other buttons. You can create the visual scene on your device or use ChatEditor to create the scene and transfer it to your device.

Before you get started: Make sure the image you want to use for the scene is on your device. You could use an image from the Chat library, use the device's camera to take a picture, or copy an image from your computer to the device. If you plan to use a sound that is not already available on the device, search the Internet for the appropriate sound in .wav format, download the file to your computer, and copy it to your device.

Create a Linking Button

1. Go to the page that you want to link to your new scene.
2. Choose **Menu** > **Edit Mode**.
3. Press and hold the button you want to link to the visual scene and choose **Edit Button**. The Button Properties will be displayed
4. To select the image you want for the button, either choose **Import** to use an image stored on the device or choose **Find** to search for an image stored in the Chat library.

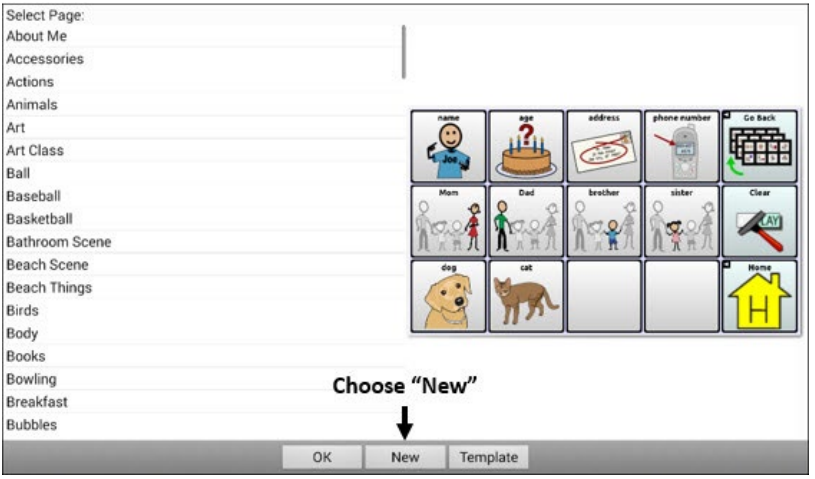
   Note: This image could be the same one you plan to use for the visual scene page. This will make it obvious to the user where the button will lead. In this example, a simple farm image was imported. The same image will be used for the background of the visual scene page.



5. Enter a label for the button. In this example, the button is named My Farm.
6. Now you're ready to create the visual scene. Leave the Button Properties displayed and proceed to "Create a Visual Scene Page".

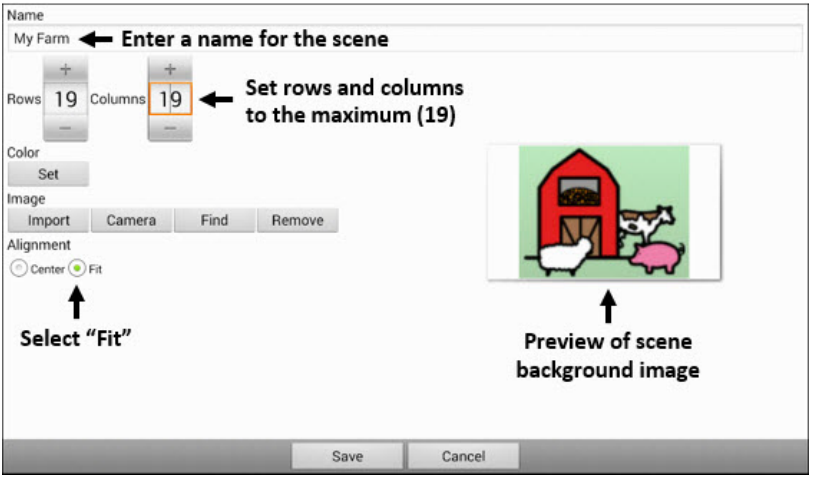
Create a Visual Scene Page

1. From the Button Properties, choose the **Actions** tab and tap the list arrow to open a list of actions.
2. Choose **Navigate**. A list of pages will open, allowing you to select the page to navigate to.
3. Because you haven't created the new page yet, choose **New** from the bottom of the screen.



4. Enter a name for the new page. In this example, the page is named My Farm.
5. Adjust the number of rows and columns, choosing the maximum number (19) for each. This will make it easier to create buttons that fit items in the image.
6. Choose **Import** or **Find** and select the background image for your page.

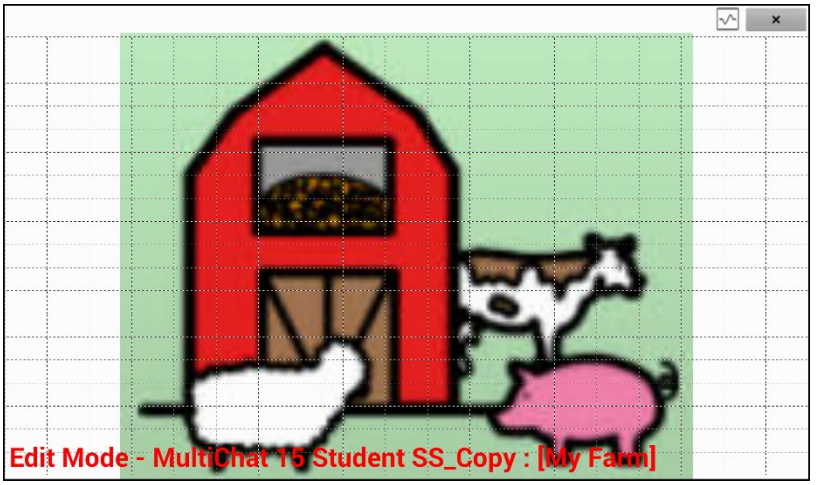
7. Under “Alignment”, select **Center** or **Fit**. Fit will stretch the image to fill the page. If you stretch the image, the aspect ratio will not change, so it might not totally fill the page.



8. Choose **Save**. “Navigate (My Farm, No Animation)” will be displayed below “Add an action”.
9. Choose **Save** again.
10. Now you’re ready to add your first transparent button to the image. Proceed to “Add a Transparent Button to the Visual Scene Page”.

Add a Transparent Button to the Visual Scene Page

In Edit Mode, the page created in Create a Visual Scene Page appears as follows:



You could create a button that speaks the name of an animal, makes a sound, and/or navigates to another vocabulary page. This button will act as a hotspot when touched. For this example, create a button that will display and speak “cow”, play a “moo” sound, and navigate to a page about dairy food.

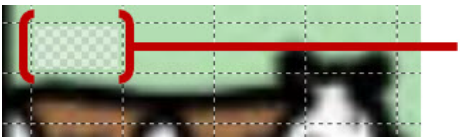
1. Press and hold the button cell located above and to the left of the cow. A list of button options will appear.
2. Choose **Create Button** to display the Button Properties.
3. Enter a message in the Message box. In this example, enter **cow**.

   Note: Because you don’t want anything to appear on top of the image, do ***not*** type a label.
4. Choose the **Style** tab. The button style properties will be displayed.

5. Choose **Transparent**. This will allow the image to show through the button. The image preview will display a checkerboard pattern to indicate transparency.

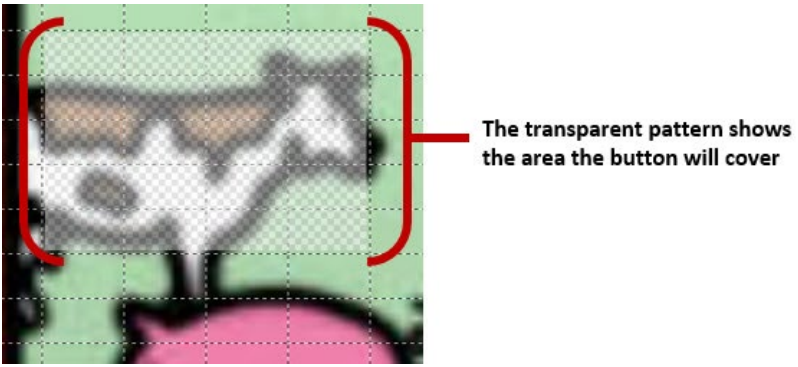
Note: If you do not want to add a sound or navigation, skip steps 6 and 7 and proceed to step 8.

6. To add a sound for the cow, choose the **Actions** tab and select **Play Audio**. A list of options will be displayed. Select either **Import from file** or **Choose existing recording**.
7. To add navigation (for example, to a page about dairy food), select **Navigate** from the list of actions. A list of pages will be displayed. Select the page you want (in this example, **Dairy**) and choose **OK**.
8. Choose **Save**. "Navigate (My Farm, No Animation)" will be displayed below "Add an action".
9. Choose **Save** again. The checkerboard transparent pattern will appear in the button cell you selected.



10. Press and hold the transparent button, choose **Change Button Size**, and adjust the vertical and horizontal cells. For example:

11. Choose **Save**. The transparent pattern will expand to the size you specified, showing the area the button will cover.



Note: You may need to change the button size several times to cover the area you want. Each time, simply press and hold on the button, choose **Change Button Size**, and adjust the vertical and horizontal cells.

12. Create, resize, and save additional transparent buttons for other areas in the image. For example, you could create a button that speaks “pig” and makes a pig sound, another button for the sheep, and a button that speaks “barn”.
13. When you finish, choose **Menu** > **Edit Mode** to exit Edit Mode.
14. As you tap each animal, the device will identify the animal and make the appropriate sound.

Modify a Button's Actions

In the example above, choosing the cow button would display and speak "cow", play a "moo" sound, and display a page about dairy food. If you decided to modify the button so that it would clear existing text from the Speech Display Bar (SDB), then display and speak "cow", play a "moo" sound, and remain on the same page, you would need to remove the Navigate action, add the Clear Display action, and change the order of actions.

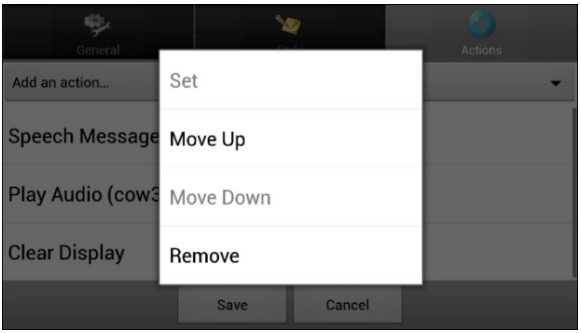
To remove the Navigate action:

1. In Edit Mode, choose **Edit Button** and choose the **Actions** tab to display the list of actions set up for the button.
2. Select **Navigate (Dairy, No Animation)** to open a menu.
3. Choose **Remove**. The Navigate action will disappear.
4. Choose **Save**.

To add an action and change the order of actions:

When you add an action, it appears last in the list of actions set up for the button. If you added Clear Display to the end of the list, "cow" would be cleared from the SDB. To clear the SDB first, so that "cow" remained displayed, you would need to change the order of the actions.

1. In Edit Mode, choose **Edit Button** and choose the **Actions** tab.
2. Select **Clear Display**. Clear Display will be added to the bottom of the list of actions set up for the button.
3. Select the **Clear Display** action to open a menu.



4. Choose **Move Up**. Clear Display will move up one position.
5. Choose **Clear Display** and **Move Up** again, so that Clear Display appears as the first action.
6. Choose **Save**.

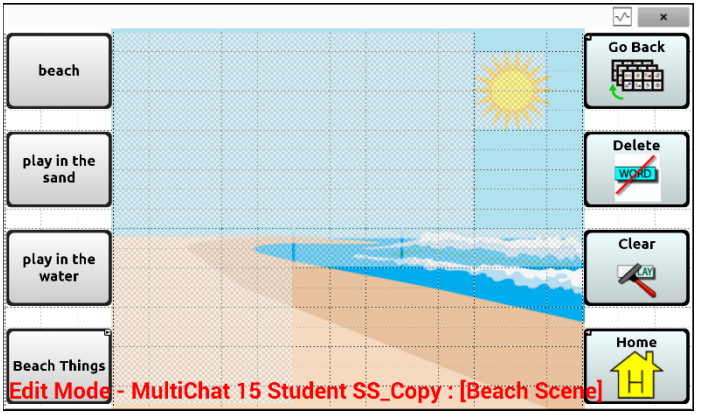
Alternative: Create the Scene and then the Linking Button

If you prefer to create your visual scene first, and then create the linking button, do the following:

1. Choose **Menu** > **Edit Mode** > **Pages**.
2. Choose **Menu** > **New Page**.
3. Enter a name for the page.
4. Choose the maximum number of rows and columns (19 each).
5. Choose **Import** or **Find** and add an image to the page.
6. Select **Center** or **Fit**. Fit will stretch the image to fill the page or most of the page.
7. Choose **Save**.
8. Add buttons to the page. To add buttons that act as hotspots, see "Add a Transparent Button to the Visual Scene Page".
9. When you finish adding buttons and have saved the page, go to the page that you want to link to your new scene and follow the procedure under "Create a Linking Button".

Create a Visual Scene with Buttons Surrounding the Image

You may prefer to create a visual scene with buttons outside the image instead of hotspots on the image.



Copy basic function buttons from other pages and paste them onto your visual scene page. The example above includes the Home, Clear, Delete, and Go Back buttons. To copy and paste a button:

1. Choose **Menu** > **Edit Mode**.
2. Navigate to a page that includes the button you want to copy.
3. Press and hold the button and choose **Copy Button**.

4. Navigate to your visual scene page.
5. Press and hold the location to which you want to paste the button.
6. Choose **Paste Button**.

Create additional buttons that will allow the user to tell a story about the scene. In the example above, buttons speak “Beach”, “Let’s play in the sand!”, and “Let’s play in the water!”, and another button navigates to a page of beach accessories.

Using Keyboards

A number of keyboards are available throughout the system. For example, WordPower files offer ABC and QWERTY options, MultiChat 15 provides a keyboard option for those using a keyguard, and each default file provides variations of keyboards to choose from.

You can select the specific keyboard you need or link a button to a keyboard.

Choosing a Different Keyboard

If the keyboard you want is not in the current vocabulary listing, you can choose a keyboard from the Template options.

If the keyboard you want is not included in your page listing or the template options, see “Copying a Page from a Different Vocabulary File” on page 148.

If you want to set up a key for quick access to a different keyboard, see “Linking a Button to a Keyboard”.

Linking a Button to a Keyboard

1. Edit the button to link to the new keyboard.
2. Choose the **Actions** tab.
3. Press and hold (highlight, if you are using the Editor) the existing Navigate action and choose **Set**. Or, if no Navigate action has been chosen, choose **Navigate** from the drop-down menu.
4. Choose the new keyboard from the page listing.
5. Choose **OK**. The button should navigate to the new keyboard.

Adding Acapela Vocal Smileys

Acapela-Group has created the capability of using Voice Sounds and Exclamations.

Adding a Sound

Sounds are produced by the speaker's voice for laughing, breathing, sneezing, coughing, or whatever sounds our voices can produce to mimic sounds we make in our daily lives. Sounds are always between two pound signs; for example: **#LAUGH02#** in capital letters and sometimes followed by numbers if there are more than one of the same kind. The children's voices have more sounds than adult voices.

Adding an Exclamation

Exclamations include a variety of letters and symbols. Type exactly what you see.

Finding a Vocal Smiley

To find the list of Acapela Vocal Smiley commands:

1. Go to http://www.acapela-group.com/doc/Vocal%20smileys/excla.html
2. Click the link to the appropriate language.

   Important! The language you select must match the language of the voice you are using.
3. Select the specific Vocal Smiley you want.

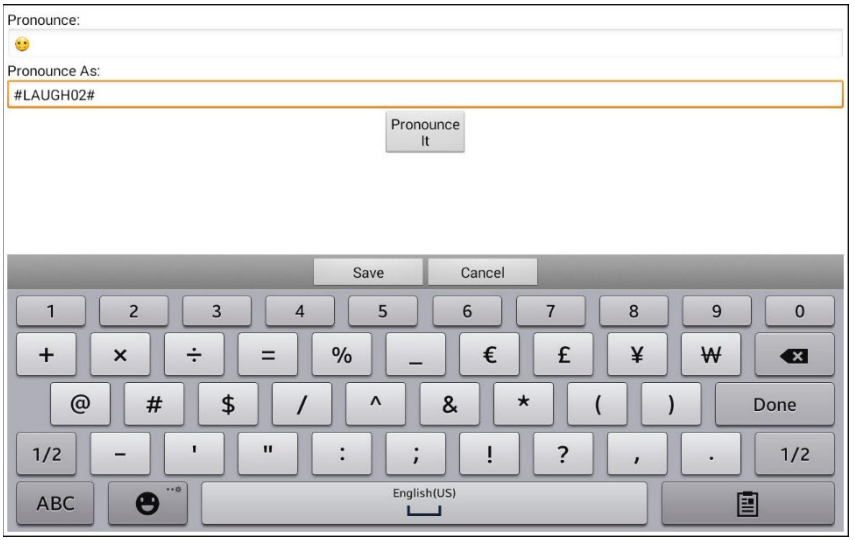
Example: Add a Smiley Face and Laugh Sound to a Button

A button can be set up with the command in the message. However, if you use the "speech message" action, the command appears in the Speech Display Bar (SDB), which isn't ideal. A better way may be to set up a button with an emoticon symbol in the message.

For example, you could use a smiley face symbol. Note that you may need to go to **Application Settings** > **Keyboards** and add the Emoji keyboard so that you can type emoticon symbols.

Once the button is set up with the emoticon and speech message, go to Pronunciations and add a pronunciation for the smiley face emoticon. Enter a command such as **#LAUGH02#** for the pronunciation.

The Pronunciation Editor can be found in **Application Settings** > **Speech Output** > **Voice** > **Pronunciations**. Choose **Menu** and **New**, Add the same Emoticon used on the button to the Pronounce box and add the command—for example, **#LAUGH02#**—to the Pronounce As box.



Now when you touch the button, the emoticon will appear in the Speech Display Bar and the laugh sound will be heard.

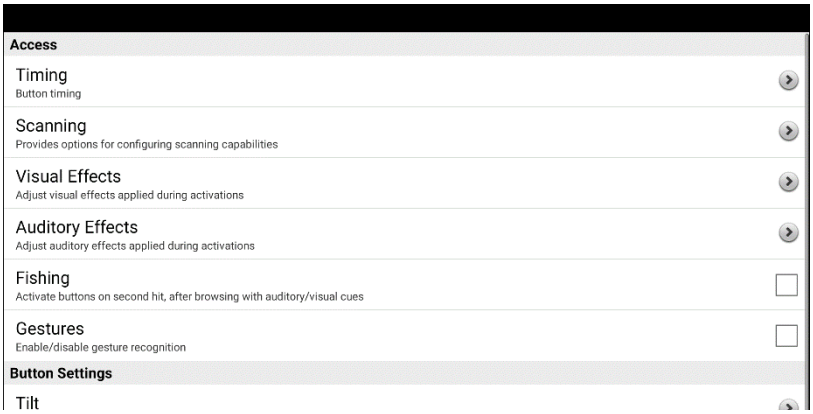
Note on Accessing Emoticons on a NovaChat 5 Device:

To access emoticons on a NovaChat 5 device, display the keyboard and then press and hold the Return key .

Setting Access Options

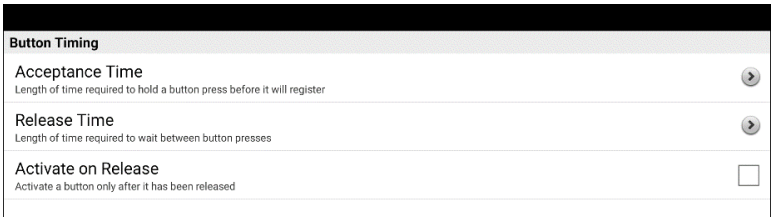
Some people may have trouble reliably selecting individual buttons or keys due to tremors or lack of fine motor control. To assist these individuals, the Chat software provides several different methods of "filtering" user input to make selections more reliable.

Choose **Menu** > **Application Settings** > **Input**. The Access settings will be displayed at the top of the screen. Explore the Input settings to identify the most useful combination of Access options.



Using the Timing Settings

Choose **Menu** > **Application Settings** > **Input** > **Timing**. Three options are available for configuring all access options: Acceptance Time, Release Time, and Activate on Release.



Note: Starting with Chat software release 2.26, Acceptance Time and Release Time affect the Speech Display Bar (SDB) as well as buttons.

Activating Buttons on Touch or Release

When you set **Activate on Release**, you can touch anywhere on the screen and drag your finger (or stylus) around until you are on the button you want. Releasing the button will select it.

Activate on Release toggles between activating the screen immediately upon touch or upon release. To set buttons to activate on release, choose **Menu** > **Application Settings** > **Input** > **Timing**. Choose **Activate on Release**. A green checkmark shows that the option is selected.

To set buttons to activate when you first touch the screen, tap **Activate on Release**. The green checkmark disappears, indicating that the option is not selected.

Setting a Time for Button Activation

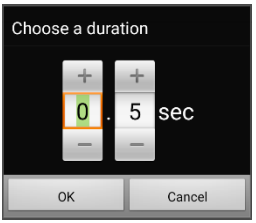
Note: Starting with Chat software release 2.26, Acceptance Time affects the SDB as well as buttons.

Acceptance time is the amount of time you must hold a button or switch to activate a button. Acceptance time ranges from 0 to 3 seconds. For example, if the acceptance time is set to 0.5, you must hold the button or switch for one-half second to make a selection.

When you set **Acceptance Time**, a button is not selected until you hold your finger on it for a certain period of time. You can set the **Acceptance Time** using the numeric control in the dialog.

1. Choose **Menu** > **Application Settings** > **Input** > **Timing**.
2. Choose **Acceptance Time**.

3. Choose **Enable**.
4. Choose **Time** and set the time value you want.



To increase the time, tap **+**. To decrease the time, tap **–**. Or use the keyboard to enter the exact time you want. Choose **OK**.

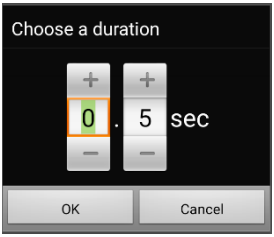
Setting a Time to Prevent Selection of a Button Twice

Note: Starting with Chat software release 2.26, Release Time affects the SDB as well as buttons.

Setting a **Release Time** helps prevent accidental selection of the same button twice. After a button selection, another button cannot be selected until the release time expires.

1. Choose **Menu** > **Application Settings** > **Input** > **Timing**.
2. Choose **Release Time**.

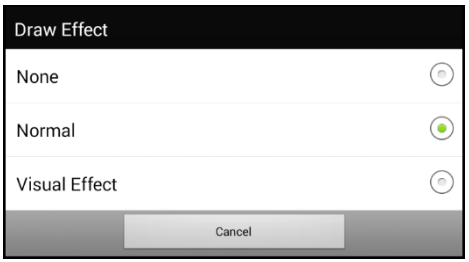
3. Choose **Enable**.
4. Choose **Time** and set the time value you want.

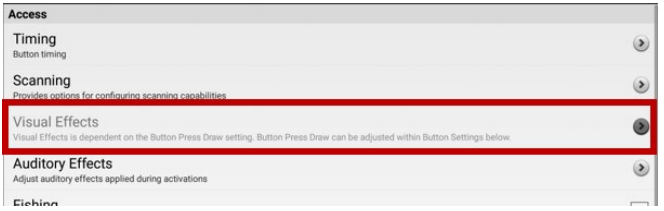


To increase the time, tap **+**. To decrease the time, tap **–**. Or use the keyboard to enter the exact time you want. Choose **OK**.

Setting up a Visual Indication when a Button is Selected

Some people may benefit from a visual indication when a button is selected. The Button Press Draw setting allows you to set the type of visual indication. Choose **Menu** > **Application Settings** > **Input** > **Button Press Draw**. The Draw Effect window provides three options: None, Normal, and Visual Effect.



Effect	Description
None	If you select **None**, no visual indication will appear when you select a button.
Normal	If you select **Normal**, you will be able to enable or disable a gradient fill to use as the style of visual indication when you select a button. Choose **Menu** > **Application Settings** > **Style**. Select **Enable** to turn on Gradient Fill. To add the appearance of depth, select **Saturation**, adjust the saturation level, and select **OK**.
Visual Effect	If you select **Visual Effect**, you can select from a variety of visual effects to use as the visual indication when you select a button. For details, see "Using Visual Effects". If you do not select Visual Effect, Visual Effects will not be selectable. The summary text below Visual Effects will explain that this option depends on the Button Press Draw setting. 

Using Visual Effects

Visual effects help you identify selected items. They provide feedback when you select a button, helping you better understand the relationship between buttons and their associated actions. Choose **Menu** > **Application Settings** > **Input** > **Visual Effects** to access the visual effects settings

Effect	Description
Outline	When Outline is turned on, an outline appears around the active area.
Outline Color	When Outline is turned on, Outline Color allows you to set the color of the outline.
Outline Width	When Outline is turned on, Outline Width allows you to set the width of the outline.
Translucent Overlay	When Translucent Overlay is turned on, a subtle trace of color appears over the active area.
Overlay Opacity	When Overlay is turned on, Overlay Opacity allows you to set how clearly the underlying image shows through the overlay. To allow less of the underlying image to show through, tap **+**. To allow more of the underlying image to show through, tap **–**. Then choose **OK**.
Overlay Color	When Overlay is turned on, Overlay Color allows you to set the color of the overlay. Tap a color in the color selection window. The selected color appears in the circle to the right of Overlay Color.
Invert Colors	When Invert Colors is turned on, the colors of the active area are reversed. Dark areas become light, light areas become dark, and colors are replaced by their opposites—black and white are reversed, red becomes green, yellow becomes blue, etc.
Magnify	When Magnify is turned on, the active area is magnified.

Effect	Description
Magnify Multiplier	When Magnify is turned on, Magnify Multiplier allows you to set the amount by which the active area is magnified. To increase the amount of magnification, tap **+**. To decrease the amount of magnification, tap **–**. Then choose **OK**.
Animate Effects	When Animate Effects is turned on, the visual effects visibly move or grow when an area becomes active. You must turn on one or more visual effects for Animate Effects to work.

Setting up an Auditory Effect when a Button is Selected

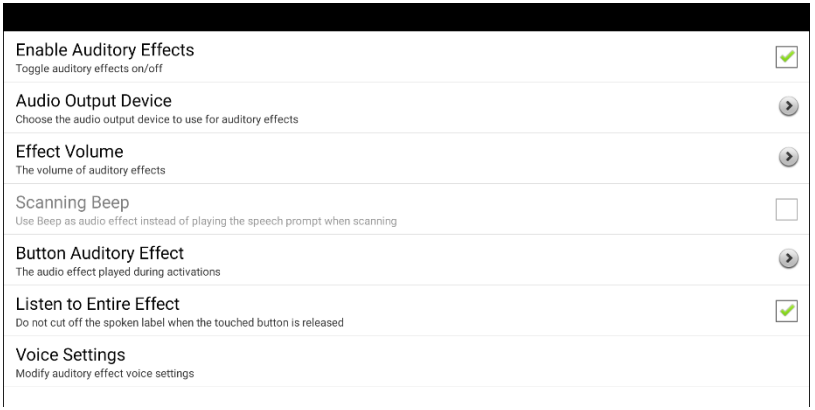
Some people may benefit from an auditory cue when a button is selected. The Input menu provides an option to toggle beeps on or off when a button is selected.

1. Choose **Menu** > **Application Settings** > **Input**.
2. Turn **Beep on Button Press** on or off.

Using Auditory Effects

Auditory effects (auditory prompts) are used to help the user identify selected items. They provide feedback when a button is selected, helping the user better understand the relationship between buttons and their associated actions.

To access the auditory effects settings, choose **Menu** > **Application Settings** > **Input** > **Auditory Effects**. Select **Enable Auditory Effects** to insert a checkmark.



Setting	Description
Enable Auditory Effects	Turn auditory effects on or off.
Audio Output Device	Select **Speaker** or **Earphone** for listening to auditory effects. For details, see "To hear effects from the device speaker or an earphone or headset".
Effect Volume	Adjust the volume of auditory effects. For details, see "To set the auditory effects volume".
Scanning Beep	Use a beep as the auditory effect instead of a speech prompt when scanning. *Note:* When Scanning Beep is selected, "Listen to Entire Effect" is not available.

Setting	Description
Button Auditory Effect	Choose to hear the button label or message used during button activations. See "To set what you hear when a button is activated".
Listen to Entire Effect	Some individuals may benefit from hearing the entire auditory effect while auditory Fishing is turned on but cannot physically maintain the button until it is heard. Turning "Listen to Entire Effect" on will play the entire message with just the tap of the button while auditory Fishing.
Voice Settings	Change the auditory effect voice settings. See "To select the voice for auditory effects".

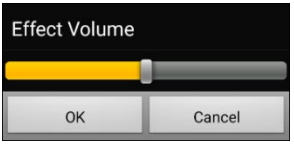
To hear effects from the device speaker or an earphone or headset:

Choose **Audio Output Device** to open a selection window. Select **Speaker** or **Earphone**.

To set the auditory effects volume:

Use the Effect Volume setting to set how loud the auditory effect is when using the device speaker or an earphone or headset. This allows you to set a volume level for auditory effects that is different from the volume level for speech.

1. Choose **Effect Volume** to open the Effect Volume window.



2. Slide your finger along the Effect Volume bar or tap the bar at a specific point.
   - To reduce volume, slide the bar to the left.
   - To increase volume, slide the bar to the right.
3. Choose **OK**.

Excessive volume or sound pressure level when using earphones or headphones can cause hearing loss over extended periods of time.

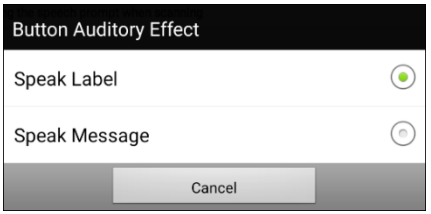
For scanning only: **To hear a beep when you scan a button:**

If you prefer to hear a beep instead of an auditory effect when you scan a button, select **Scanning Beep** to insert a checkmark.

To set what you hear when a button is activated:

Note: If Scanning Beep is selected, Button Auditory Effect will not be available. To enable Button Auditory Effect, de-select Scanning Beep.

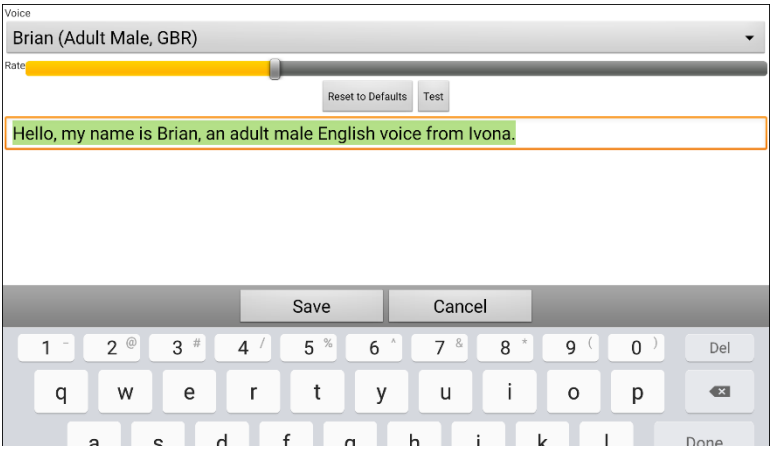
With Enable Auditory Effects selected, choose **Button Auditory Effect** to open a selection window. Select **Speak Label** or **Speak Message**.



- If **Speak Message** is selected and you activate a button that has no message, you will hear the label.
- If **Speak Label** is selected and you activate a button that has no label, you will hear the message.
- If you activate a button that has neither a message nor a label, you will hear a beep.

To select the voice for auditory effects:

1. With Enable Auditory Effects selected, choose **Voice Settings**. The Voice window opens.



2. Tap the arrow to the right of the currently selected voice to open a list of voices. Choose the voice you want. If necessary, adjust the voice's talking speed.
   - Slide your finger along the Rate bar or tap the bar at a specific point. To make the voice talk more slowly, slide the bar to the left. To make the voice talk faster, slide the bar to the right.
   - Tap **Test**. If the rate is too slow or too fast, adjust the setting and tap **Test** again.
3. When the voice is set the way you want, tap **Save**.

Using Visual and Auditory Effects to Locate a Button

An individual with visual or cognitive impairment or attention disorder may benefit from using visual and/or auditory effects (auditory prompts) to identify which button to select on a vocabulary page. These effects provide cues to help the user identify buttons.

Using your access technique, step through the buttons to see or hear visual or auditory cues.

For a person who does not use a keyguard:

A visually impaired person who does not use a keyguard would turn **Visual Effects** or **Auditory Effects** (depending on their vision abilities) on in the Access settings and turn **Activate on Release** on in the Timing settings. That person could then drag a finger across the screen until a visual or auditory cue indicates the button he or she wants. When the person releases the finger, the button would activate.

To turn Visual Effects or Auditory Effects on, choose **Menu** > **Application Settings** > **Input** and select **Visual Effects or Auditory Effects**. To turn Activate on Release on, choose **Menu** > **Application Settings** > **Input** > **Timing** and select **Activate on Release**.

Dragging a finger across the screen to make selections wouldn't be possible for a person who requires a keyguard, so we added Fishing,

For a person who uses a keyguard:

A person who uses a keyguard may prefer to turn Fishing on. Fishing is intended to support a visually impaired person who needs to use a keyguard. When Fishing is turned on, selecting a button a second time activates the button after you see or hear the appropriate visual or auditory cue.

To turn fishing on, choose **Menu** > **Application Settings** > **Input** and select **Fishing**.

Fishing was traditionally considered support for an individual with visual impairment who used a keyguard. We hope that our implementation of Fishing provides support for an individual with visual or cognitive impairment or attention disorder who might use a keyguard.

Working with Gestures

A gesture is a motion that can be made to the screen to trigger a specific action. An example of a gesture might be a "swipe down" on the screen that would clear the text from the Speech Display Bar.

A gesture can apply to a particular page (see "Creating a Gesture for a Page"), or it can be applied to all pages in a vocabulary file (see "Creating a Gesture for All Pages").

Important! Once you create a gesture for a page or all pages, the only way to change the page applicability is to delete the gesture and create a new gesture. For example: If you wanted to apply a gesture that works on a specific page to all pages in a vocabulary file, you would need to delete the existing gesture, and then create a new gesture for all pages.

Turning Gestures On or Off

We understand that gestures might not benefit all of our customers, so the Application Settings menu provides an On/Off option.

Important! Timing is not active when gestures are turned on. If the device user requires a Dwell Time for access, gestures are not recommended.

To turn gestures on or off:

1. Choose **Menu** > **Application Settings** > **Input** > **Gestures**.
2. Either check or uncheck the **Gestures** option.

Creating a Gesture for a Page

To create a gesture for a single page:

1. Open the page on which you want to create the gesture.
2. Choose **Menu > Edit Mode** > **Edit Page**.
3. Choose the **Gestures** tab at the top of the page.
4. Choose **Menu** > **New**.
5. Choose the type of gesture from the list box at the top of the screen. For example: One Finger Swipe Down.
6. Give your gesture a label; for example: "sw clears".
7. Tap **Add an action** and choose an action from the drop-down menu. For example: Clear Display.
8. Choose **Save** twice.
9. Test the gesture by performing it on the page it was set up on.

Creating a Gesture for All Pages

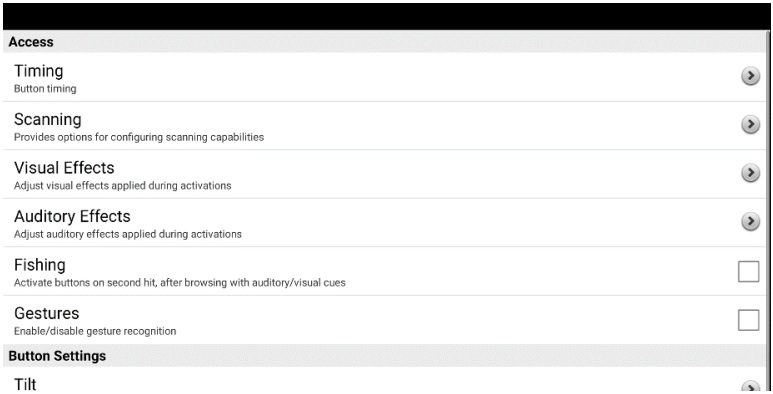
To create a gesture for all pages in a vocabulary file:

1. Open the vocabulary file.
2. Choose **Menu > Edit Mode** > **Edit Vocabulary** > **Gestures**.
3. Choose the gesture from the list. For example: “One Finger Swipe Down”.
4. Choose **Edit**.
5. Give your gesture a label; for example: “sw clears all”.
6. Tap **Add an action** and choose an action from the drop-down menu. For example: Clear Display.
7. Choose **Save** twice.
8. Test the gesture by performing it from any page within the vocabulary file.

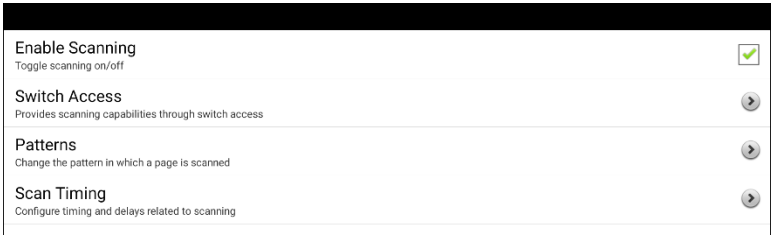
Setting up Switch Scanning

As an alternative to directly selecting each button on the screen, the application offers single-switch scanning and two-switch scanning. You can choose to have scanning activate automatically, or you can choose to either hold the switch or step to each location. With Auto Scan off, a switch activation is required to move the scan through each button, one at a time.

To access the options for customizing a scanning technique, choose **Menu** > **Application Settings** > **Input**. The “Access” settings will be displayed at the top of the screen.



Select **Scanning**. The scanning settings will be displayed.



Setting	Description
Enable Scanning	Turns scanning on or off. You must turn scanning on to access the other settings. *Note:* Some button actions require physical contact with the screen that a person who uses scanning may not be able to provide. We have avoided these button actions when scanning is turned on to maintain the person's independence: Record Speech, Load Display, Save Display, Open Android App, SDB - Share Text, or Take Photo.
Switch Access	Choose Switch Configuration or Auto Scan. **Switch Configuration** defines the selection method: One Switch or Two Switch. **Auto Scan** allows you to turn auto scanning on or off. When Auto Scan is turned on, scanning will activate without holding a switch. When Auto Scan is turned off, a switch activation is required to move the scan through each button, one at a time.
Patterns	Sets the scanning pattern to linear, row/column, block, or flow and turns on or off scanning of the Speech Display Bar and empty button areas. If you want to customize scan patterns for the user, see "Selecting the Scan Pattern" on page 189 and "Configuring Custom Scan Patterns" on page 199.
Scan Timing	Defines the scanning speed and the number of rescans and turns activation delay and auto restart on or off. See "Setting Scan Timing" on page 197.

To set scanning to activate without holding a switch, choose **Menu** > **Application Settings** > **Input** > **Scanning** > **Enable Scanning**. Then choose **Switch Access** > **Auto Scan**.

Setting up Wired Switches

1. Plug the switch into switch jack A or switch jack B on the device. If you are using two switches, plug a switch into each jack.

⚠ Cords and cables are potential entanglement or strangulation hazards. Please consider this prior to placing these items with device users.

2. To enable scanning, choose **Menu** > **Application Settings** > **Input** > **Scanning** > **Enable Scanning**.
3. To set up the switch or switches you connected to the switch jacks, select **Switch Access**. The switch access settings are displayed.

4. Choose **Switch Configuration** and choose the number of switches you plan to use.

If you selected **One Switch** in the Switch Configuration window, Switch 1 will be active and Switch 2 will be grayed out. If you selected **Two Switch**, both Switch 1 and Switch 2 will be active.

Note: When "(Left)" or "(Right)" appears in a Switch 1 or Switch 2 setting, it does not affect how you should set up the switch. It only refers to the internal technical configuration of the switch, which you can disregard.

5. To set up Switch 1, tap **Switch 1: ….** The prompt “Press any switch” will appear. Press the switch intended to start and stop the scan.
6. To set up Switch 2, tap **Switch 2: ….** The prompt “Press any switch” will appear. Press the switch intended to make your choice or activation.

   Note: To use the touchscreen as either Switch 1 or Switch 2, tap the touchscreen at the “Press any switch” prompt.
7. Adjust additional scan settings as necessary. See the remaining scanning sections of this user’s guide.

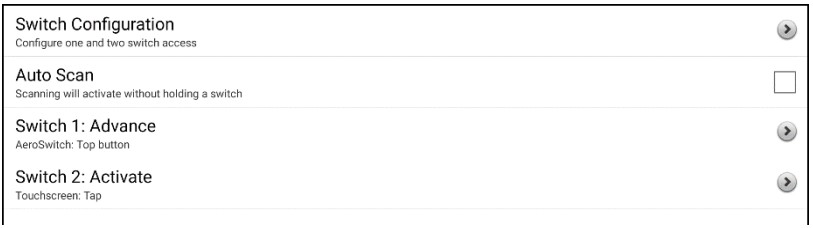
Setting up a Bluetooth (Wireless) Switch on a Device with Android 10 or Below

Bluetooth switches are typically set up as a keyboard. PRC-Saltillo has developed an AeroSwitch® that offers a proprietary Broadcast mode. See the switch setup instructions for the mode that is compatible with your device. If you use Broadcast mode, skip the pairing step and go directly to step 2.

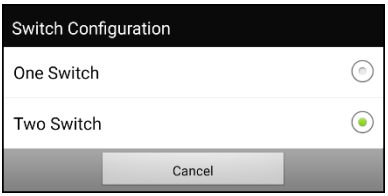
1. Pair the wireless switch with your device.

   Activate the pairing button on the switch. On the device, choose **Menu** > **Application Settings** > **System** > **Bluetooth Settings** > **Connect to Switch**. Then select the name of the switch.

   Note: Pairing is a timed process. When the name of your switch appears, select it quickly (usually within 10 seconds). If you do not select it quickly enough, you may need to back up one menu and choose **Connect to Switch** again and select the switch name again.
2. To enable scanning, choose **Menu** > **Application Settings** > **Input** > **Scanning** > **Enable Scanning**.
3. To set up one switch or two switches, select **Switch Access**. The switch access settings are displayed.



4. Choose **Switch Configuration** and choose the number of switches you plan to use.



   If you select **One Switch** in the Switch Configuration window, Switch 1 will be active and Switch 2 will be grayed out. If you select **Two Switch**, both Switch 1 and Switch 2 will be active.

   Note: When "(Left)" or "(Right)" appears in a Switch 1 or Switch 2 setting, it does not affect how you should set up the switch. It only refers to the internal technical configuration of the switch, which you can disregard.

5. To set up Switch 1, tap **Switch 1: ….** The prompt "Press any switch" will appear. Press the switch intended to start and stop the scan.
6. To set up Switch 2, tap **Switch 2: ….** The prompt "Press any switch" will appear. Press the switch intended to make your choice or activation.
7. Adjust additional scan settings as necessary. See the remaining scanning sections of this user's guide.

   Note: If you are using an Android 10 or higher device without an amplifier connected, open the Android settings and turn the Location setting **On**.

To disconnect (unpair) the keyboard switch:

1. Select **Menu** > **Application Settings** > **System** > **Bluetooth Settings** > **Connect to Switch**.
2. Select the name of the switch.

   Note: If the device is no longer present, see the switch instructions to remove any pairing.

Setting up a Bluetooth (Wireless) Switch on a Device with Android 11 or Higher

Bluetooth switches are typically set up as a keyboard. PRC-Saltillo has developed an AeroSwitch that offers a proprietary Broadcast mode. See the switch setup instructions for the mode that is compatible with your device. If you use Broadcast mode, skip the pairing step and go directly to step 2.

1. Pair the wireless switch with your device.
   - Ensure the switch is turned off.
   - Select the keyboard mode you'd like to use and turn the switch on.
   - Press and release the switch pairing button.
   - Go to the Android settings and select **Connection** > **Bluetooth**.
   - Select the name of the switch.
   - Select **Pair**.

   Note: Pairing is a timed process. When the name of your switch appears, select it quickly (usually within 10 seconds). If you do not select it quickly enough, you may need to back up one menu and choose **Connection** > **Bluetooth** again and select the switch name again.

2. To enable scanning, choose **Menu** > **Application Settings** > **Input** > **Scanning** > **Enable Scanning**.
3. To set up one switch or two switches, select **Switch Access**. The switch access settings are displayed.

4. Choose **Switch Configuration** and choose the number of switches you plan to use.

   If you select **One Switch** in the Switch Configuration window, Switch 1 will be active and Switch 2 will be grayed out. If you select **Two Switch**, both Switch 1 and Switch 2 will be active.

   Note: When "(Left)" or "(Right)" appears in a Switch 1 or Switch 2 setting, it does not affect how you should set up the switch. It only refers to the internal technical configuration of the switch, which you can disregard.

5. To set up Switch 1, tap **Switch 1: ….** The prompt "Press any switch" will appear. Press the switch intended to start and stop the scan.
6. To set up Switch 2, tap **Switch 2: ….** The prompt "Press any switch" will appear. Press the switch intended to make your choice or activation.
7. Adjust additional scan settings as necessary. See the remaining scanning sections of this user's guide.

   Note: If you are using an Android 10 or higher device without an amplifier connected, open the Android settings and turn the Location setting **On**.

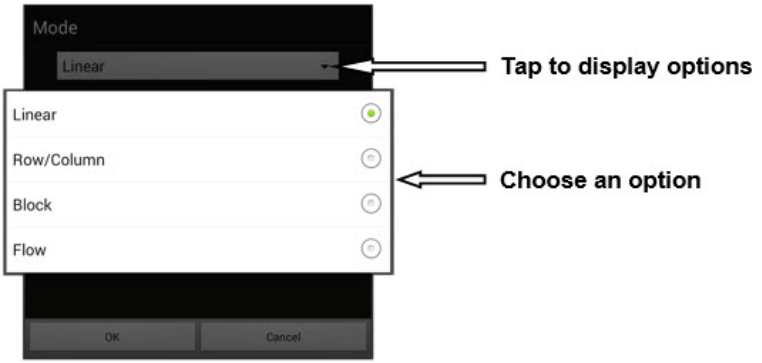
To disconnect (unpair) the keyboard switch:

1. Go to the Android settings and select **Connection** > **Bluetooth**.
2. Select the gear icon to the right of the switch name.
3. Choose **Unpair**.

Selecting the Scan Pattern

To select the scan mode:

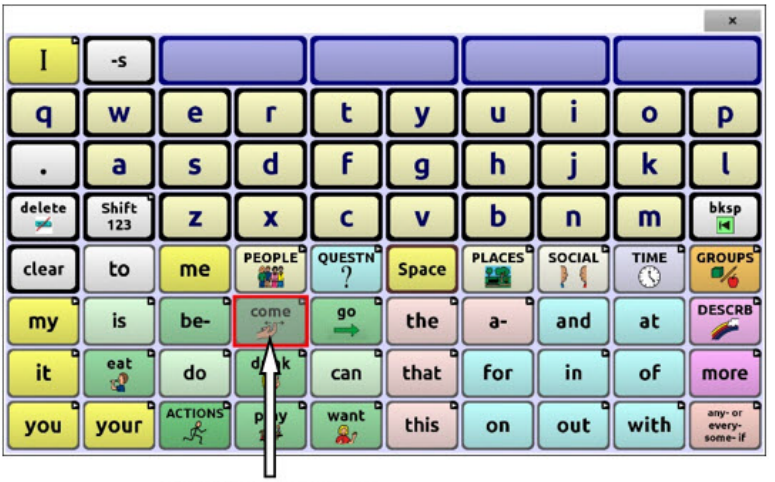
1. Choose **Menu** > **Application Settings > Input > Scanning > Patterns > Mode**. The Mode window will be displayed.
2. Tap the arrow ▼ to the right of the currently selected mode. A menu of mode options will be displayed.



3. Choose Linear, Row/Column, Block, or Flow.
4. If you select Block or Flow, see "Using Block Scan Mode" on page 193 or "Using Flow Scan Mode" on page 194 for details.
5. Choose **OK**.

Using Linear Scan Mode

A linear scan steps through the buttons from left to right beginning in the first row. When the button you want is highlighted, activate your switch.



To select linear scan mode, choose **Menu** > **Application Settings > Input > Scanning > Patterns > Mode**. Select **Linear** from the Mode window.

To change the way a button is highlighted, see "Using Visual Effects" on page 173.

Using Linear Step Scan Mode with a Single Switch

1. Verify that Enable Scanning is selected. Choose **Menu** > **Application Settings** > **Input** > **Scanning**. A checkmark should appear in the Enable Scanning checkbox.
2. Turn Auto Scan off. Choose **Switch Access** and verify that Auto Scan is not selected. With Auto Scan off, a switch activation is required to move the scan through each button, one at a time.
3. Set Activation Delay to a setting that works for you. For example, 2.0 seconds. Choose **Scan Timing** > **Activation Delay**. This determines how long you must stay off the switch before an activation takes effect.
4. Set the scan mode to Linear. Choose **Patterns** > **Mode** > **Linear** and choose **OK**.
5. Go to your vocabulary and step through each button by pressing the switch at each, then release the switch when you reach the button you want to activate.

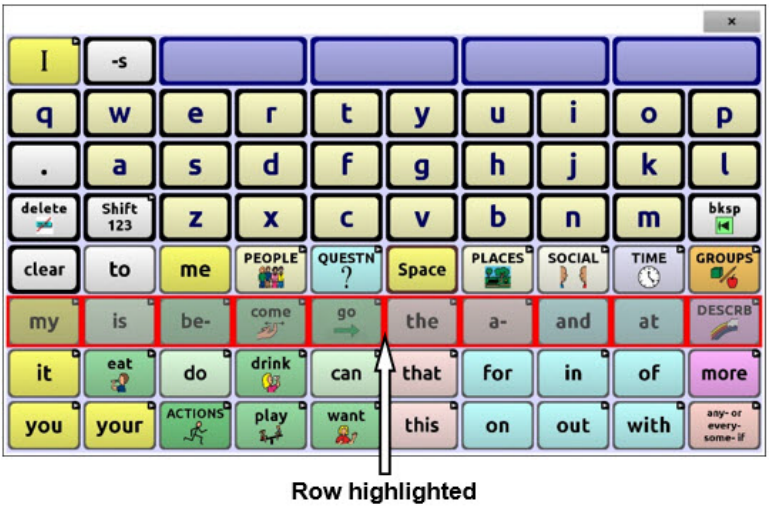
Using Linear Scan Mode with Two Switches

1. Verify that Enable Scanning is selected. Choose **Menu** > **Application Settings** > **Input** > **Scanning**. A checkmark should appear in the Enable Scanning checkbox.
2. Turn Auto Scan on or off, whichever is appropriate for the user. Choose **Switch Access** and select the Auto Scan checkbox to insert or remove a checkmark.

   Note: When Auto Scan is turned on, scanning will activate without holding a switch. When Auto Scan is turned off, a switch activation is required to move the scan through each button, one at a time.
3. Set the scan mode to Linear. Choose **Patterns** > **Mode** > **Linear** and choose **OK**.
4. Go to your vocabulary and choose switch A to step and switch B to make an activation.

Using Row/Column Scan Mode

A row/column scan highlights each row of buttons beginning with the top row and move down the screen. When the row that contains the button you want is highlighted, activate your switch.

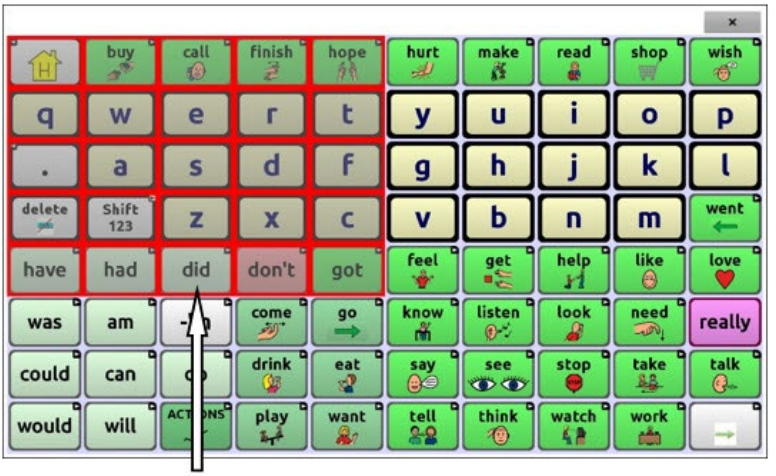


The scan will then step through the buttons from left to right across the row. When the button you want is highlighted, activate your switch.

To select row/column scan mode, choose **Menu** > **Application Settings > Input > Scanning > Patterns > Mode**. Select **Row/Column** from the Mode window.

Using Block Scan Mode

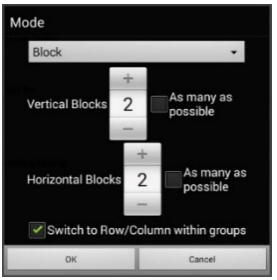
A block scan highlights blocks of buttons. The blocks are defined by the settings in the Mode window. When the block that contains the button you want is highlighted, activate your switch.



The scan will then highlight smaller blocks, rows, or columns within the block, depending on your settings. When the button you want is highlighted, activate your switch.

To select block scan mode, choose **Menu** > **Application Settings > Input > Scanning > Patterns > Mode**. Select **Block** from the Mode window. A new Mode window will open.

To increase the number of columns or rows in a block, tap **+**; to decrease the number, tap **–**; or select "As many as possible".



If you want a scan to switch to Row/Column mode after a block is selected, choose "Switch to Row/Column within groups".

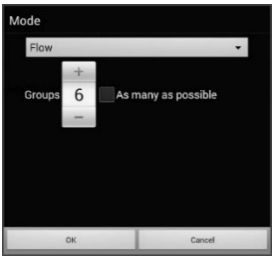
If you want to scan by blocks only, leave "Switch to Row/Column within groups" unselected.

When you finish setting block options, choose **OK**.

Using Flow Scan Mode

A flow scan highlights groups of buttons that flow from one row into the next. The flows are defined by the settings in the Mode window. When the flow that contains the button you want is highlighted, activate your switch. Flow scanning is provided as a scanning option for individuals who do not require consistency within a scan pattern.

To select flow scan mode, choose **Menu** > **Application Settings > Input > Scanning > Patterns > Mode**. Select **Flow** from the Mode window. A new Mode window will open.



To increase the number of groups in a flow, tap **+**. To decrease the number of groups, tap **–**. Or select “As many as possible”.

When you finish setting flow options, choose **OK**.

Optimizing Block and Flow Scans

Scan Optimization only works in Block Scan Mode and Flow Scan Mode. To optimize block and flow scans, Choose **Menu** > **Application Settings** > **Input > Scanning** > **Patterns**. Then turn on **Scan Optimization**.

When Scan Optimization is turned on, blocks or flows are scanned in the most efficient way on each page.

If you turn Scan Optimization off, blocks or flows will be scanned the same way on all pages.

With Scan Optimization turned on: Flow finds the lowest average # of scanning steps for every button on a page. Visualize the page layout in one straight line. For example, if you break the buttons on a page into 6 equal groups, it takes 5 scanning steps just to get to the 6th group. Flow adjusts the groups so the initial one is larger, spreading the groups over the page to average the number of scanning steps over the entire page more equally.

With Scan Optimization turned off: Flow scans equal groups of buttons on every page. Visualize the page layout in one straight line. For example, if you break the buttons on a page into equal groups, the same number of buttons will be scanned in each group.

Configuring Speech Display Bar (SDB) Scans

To include the SDB in scans:

Selecting the SDB speaks the current text. Turn scanning of the Speech Display Bar on or off by choosing **Menu** > **Application Settings** > **Input** > **Scanning** > **Patterns** > **Scan SDB**.

To include the SDB Clear button (✕) in scans:

Turn scanning of the Speech Display Bar's Clear button (✕) on or off by choosing **Menu** > **Application Settings > Input > Scanning > Patterns > Scan Clear Button**.

When Scan Clear Button is turned on, the SDB is scanned as follows:

1. When the scan reaches the SDB, the entire SDB is highlighted.

2. *With the SDB highlighted:* If the user presses the switch, the text is highlighted and spoken.

3. *With the SDB highlighted:* If the user does nothing, the Clear Button is highlighted.

4. *With the Clear Button highlighted:* If the user presses the switch, the last word in the display is cleared. If the user does nothing, ✕ on the Clear Button automatically changes to ◀.

5. *With the Clear Button showing ◀:* If the user presses the switch, all the text is cleared. This is the equivalent of pressing and holding the Clear Button.

Configuring Notification Scans

Turn scanning of notifications in the SDB on or off by choosing **Menu** > **Application Settings > Input > Scanning > Patterns > Scan Notifications**.

When Scan Notifications is turned on and a text message notification is scanned and selected, the conversations list opens.

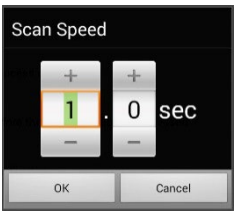
Configuring Empty Area Scans

Turn scanning of empty button areas on or off by choosing **Menu** > **Application Settings > Input > Scanning > Patterns > Skip Empty Areas**. When selected, scanning will skip over an area without a button or a button that only has a speech message action but no text.

Setting Scan Timing

Scan speed is the amount of time it takes for your device to move from one button, row, or column to the next in a scan. The default scan speed is one second. At this setting, it takes one second from the time one key is highlighted until the next key is highlighted.

To change the scan speed, choose **Menu** > **Application Settings** > **Input** > **Scanning** > **Scan Timing** > **Scan Speed**. The Scan Speed window opens.



To increase the time, tap **+**.
To decrease the time, tap **–**.

Or use the keyboard to enter the exact setting you want.

Choose **OK**.

Configuring Re-scans

Select the number of times you want your device to scan the page automatically. Once you reach the set number of re-scans, the scan will stop until a switch is activated again.

To set the number of re-scans, choose **Menu** > **Application Settings** > **Input** > **Scanning** > **Scan Timing** > **Number of Re-scans**. The Number of Re-scans window opens.

To increase the number of re-scans, tap **+**.
To decrease the number of re-scans, tap **–**.

Or use the keyboard to enter the exact setting you want.

Choose **OK**.

Note: You can set the number of re-scans whether Auto Scan is turned on or turned off.

Setting Activation Delay

This option gives you a chance to change your mind when you have selected a button. The option is set to your scanning speed automatically.

For example, let's say your activation delay is set to one second (1.0). You scan to and select a button, then realize it is not the button you want. You have one second to activate your switch again to "de-select" the button and then scan to a new button. To set the activation delay, choose **Menu** > **Application Settings** > **Input** > **Scanning** > **Scan Timing** > **Activation Delay**. The Activation Delay window opens.

To increase the delay, tap **+**.
To decrease the delay, tap **–**.

Or use the keyboard to enter the exact setting you want.

Choose **OK**.

Turning on Auto Restart

This option allows you to restart a scan cycle automatically after an activation. To turn on auto restart, choose **Menu** > **Application Settings > Input > Scanning > Scan Timing** > **Auto Restart**.

Configuring Custom Scan Patterns

Use the Scan Editor to create and save custom scan patterns for the user. You can set up a scan pattern for all pages in a vocabulary, then set up different patterns for specific pages, such as keyboard pages.

Note: If you also want to set up visual effects for the user, see "Using Visual Effects" on page 173.

Opening the Scan Editor

To access the Scan Editor:

1. Go to a vocabulary page.
2. Choose **Menu** > **Edit Mode** > **Pages**.
3. Choose a page. The following menu will open:

4. Choose **Scan Editor**. The following prompt will be displayed:

5. Select either **All pages** or **Just this page**. The Scan Editor will open at the default top level.

6. **Top Level (Default)** is selected and the Scan Editor menu options appear in the lower left corner.

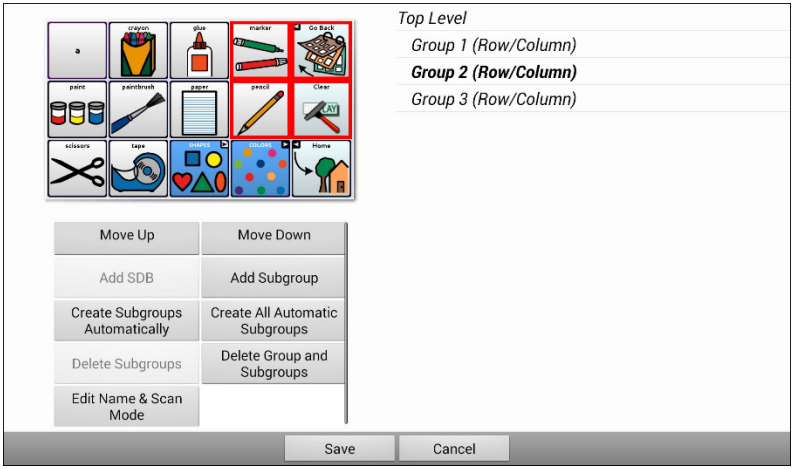
Working with Groups and Subgroups

The Scan Editor allows you to set up groups and subgroups of buttons for scan patterns on a page. For example, a group could be a collection of three rows of buttons eight columns wide. Within that group could be a subgroup of two rows of buttons four columns wide. Within that subgroup could be a subgroup of one row of buttons two columns wide.

Using the Scan Editor Menu Options

For an easy way to get started, select **Create Subgroups Automatically** or **Create All Automatic Subgroups**. A list of groups will appear under "Top Level".

From the list of groups, select the group you want to include in the scan. When you select a group, its name will appear in bold and the corresponding group of buttons in the preview screen will be highlighted.

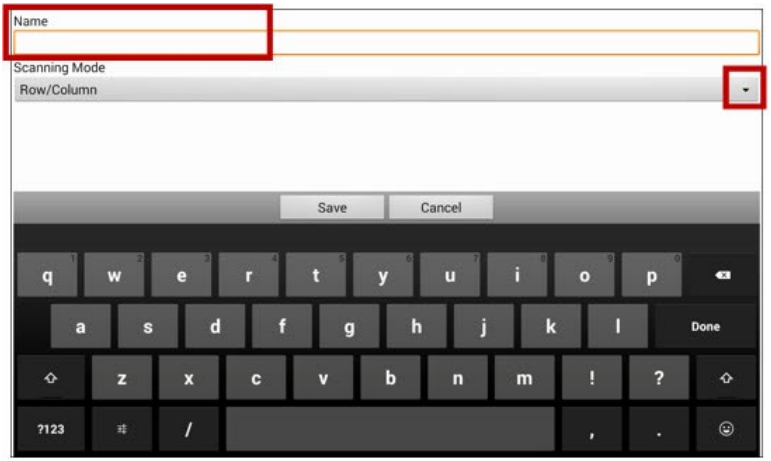


Note: The number of groups listed is controlled by the scan mode setting: **Menu** > **Application Settings > Input > Scanning > Patterns > Mode**.

Edit Name & Scan Mode

The name is what will be spoken as the auditory prompt. You can modify the name and scan mode of the selected group or subgroup.

1. Select **Edit Name & Scan Mode**.
2. Tap in the Name field and enter the new name.



3. If you want to change the scan mode, tap the arrow and select the scan mode you want: Default, Linear, Row/Column, Block, or Flow.

   Note: The scan mode that is selected by default is set in **Menu** > **Application Settings > Input > Scanning > Patterns > Mode**.

4. Choose **Save**.

Move Up/Move Down

Rearrange your scan groups by selecting groups and subgroups and moving them up or down in the group list.

1. Select a group or subgroup you want to move.
2. Tap **Move Up** or **Move Down**.
3. The selected group or subgroup will move up or down one position in the list.
4. Repeat steps 1 through 3 for any other groups or subgroups you want to move.

Add SDB

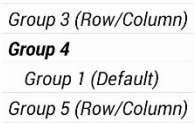
Add the Speech Display Bar SDB) to the group list.

1. Tap **Top Level**.
2. Tap **Add SDB**.
3. “Speech Display Bar” appears at the bottom of your group list.
4. Either leave “Speech Display Bar” where it is or tap **Move Up** as many times as necessary to move the SDB to the top of the list or wherever else you want it.

Add Subgroup

Add a subgroup to the selected group.

1. Tap the group.
2. Select **Add Subgroup**.
3. The subgroup will appear below the group or subgroup.



Create Subgroups Automatically

Add subgroups to the selected group or subgroup automatically. This option creates one level of subgroups. The number of subgroups is controlled by the scan mode setting: **Menu** > **Application Settings > Input > Scanning > Patterns > Mode**.

1. Tap the group you want to expand.
2. Select **Create Subgroups Automatically**.
3. The subgroups will be listed below the group or subgroup.

Create All Automatic Subgroups

Add the maximum number of subgroups to the selected group or subgroup automatically. This option creates multiple levels of subgroups. The number of subgroups is controlled by the scan mode setting: **Menu** > **Application Settings > Input > Scanning > Patterns > Mode**.

1. Tap the group you want to expand.
2. Select **Create All Automatic Subgroups**.
3. The subgroups will be listed below the group or subgroup.

Delete Subgroups

Delete all the subgroups for the selected group.

1. Tap the group you want to delete.
2. Select **Delete Subgroups**.
3. All subgroups for the group will be deleted.

Delete Group and Subgroups

Delete the selected group and all its subgroups or delete the selected subgroup and all its subgroups.

1. Tap the group you want to delete.
2. Select **Delete Group and Subgroups**.
3. The group and its subgroups or the subgroup and its subgroups will be deleted.

Creating a Custom Scan Pattern

1. Go to a vocabulary page.
2. Choose **Menu** > **Edit Mode** > **Pages**.
3. Choose a page. The following menu will open:

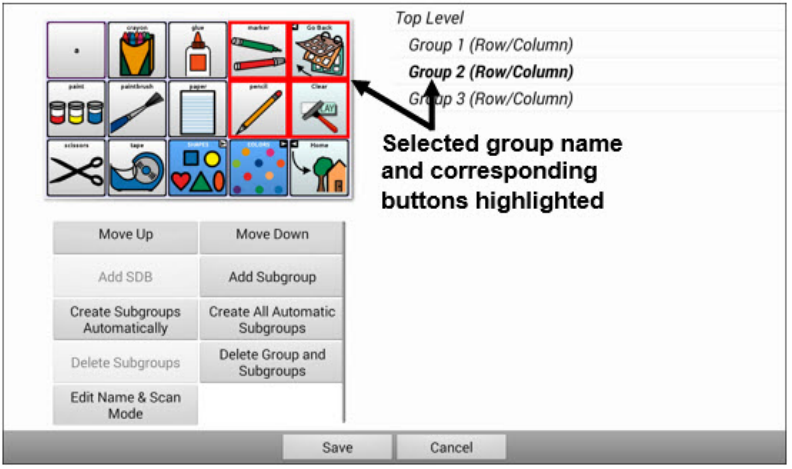
4. Choose **Scan Editor**. The following prompt will be displayed:

5. Select either **All pages** or **Just this page**. The Scan Editor will open at the default top level.

6. **Top Level (Default)** is selected and the Scan Editor menu options appear in the lower left corner.
7. Choose **Create Subgroups Automatically**. A list of groups will appear under "Top Level".

   Note: The number of groups listed is controlled by the scan mode setting: **Menu** > **Application Settings > Input > Scanning > Patterns > Mode**.

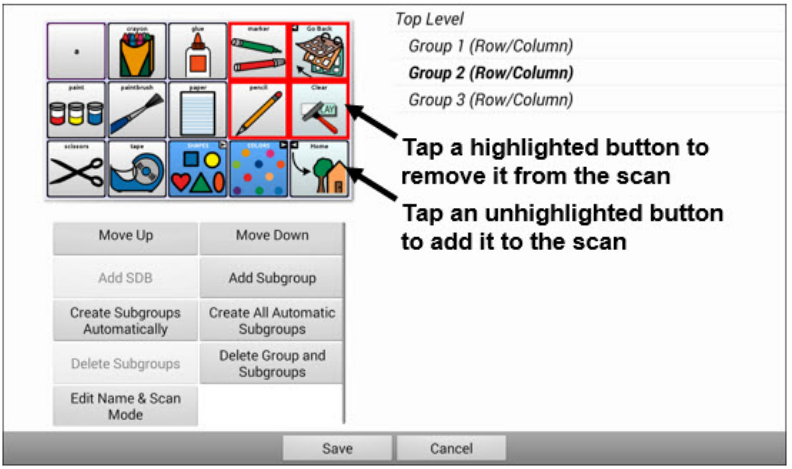
8. From the list of groups, select the group you want to include in the scan. When you select a group, its name will appear in bold and the corresponding group of buttons in the preview screen will be highlighted.



9. Select the menu option you want. For example, you could change the group's name and scan mode or add one or more subgroups.

10. When you create the basic scan pattern you want, you can refine it.

    Example: Tapping a highlighted button on the preview screen will remove it from the scan pattern. Tapping an unhighlighted button will add it to the scan pattern.



11. Choose **Menu**. Two menu options are displayed: Set as Default and Delete Scan Pattern & Quit. Choose **Set As Default**. The following prompt will be displayed:

    Setting this scan pattern as the default will overwrite the scan patterns of other pages. Are you sure you wish to continue?

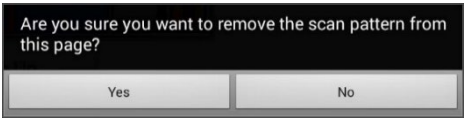
12. Choose **Yes** to confirm that you want to use this pattern.
13. Choose **Save**. The scan pattern you created will be applied to all pages in the vocabulary.

Deleting a Custom Scan Pattern from One Page

If you no longer need a custom scan pattern that you applied to a page, follow these steps to delete it.

1. Choose **Menu** > **Edit Mode** > **Pages**.
2. Choose the page that has the custom scan pattern. The following menu will open:

3. Choose **Scan Editor**. The custom scan pattern will be displayed.
4. Choose **Menu**. An additional menu will open.
5. Choose **Delete Scan Pattern & Quit**. A confirmation prompt will be displayed.



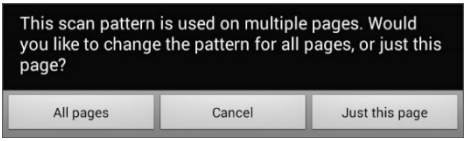
6. Choose **Yes**.

Deleting a Custom Scan Pattern from All Pages

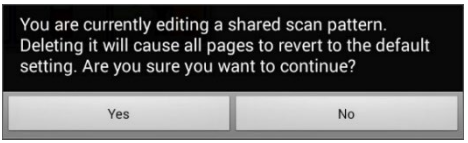
If you no longer need a custom scan pattern that you applied to all pages, follow these steps to delete it.

1. Choose **Menu** > **Edit Mode** > **Pages**.
2. Choose any page in the vocabulary that has the custom scan pattern. The following menu will open:

3. Choose **Scan Editor**. The following prompt will be displayed.



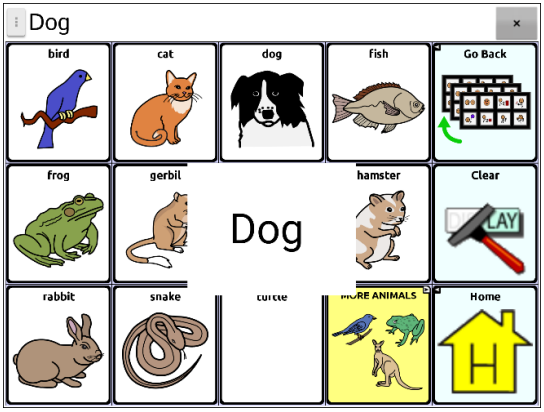
4. Choose **All Pages**. The custom scan pattern will be displayed.
5. Choose **Menu**. An additional menu will open.
6. Choose **Delete Scan Pattern & Quit**. A confirmation prompt will be displayed.



7. Choose **Yes**.

Setting up Button Message Pop-ups to Develop Literacy Skills

When the Button Message Pop-up feature is turned on, selecting a button that speaks will display a pop-up of the spoken word or phrase.

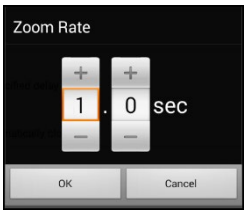
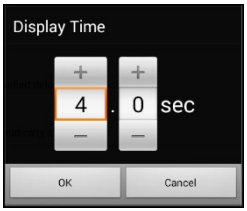


Some people may benefit from the display of an animated word along with the spoken word when a button is selected. A word in motion draws the user's visual attention to the word spoken by the button. When a button displays an image, the animated word helps the user associate the word with the image. Combining animated words with speech output promotes understanding and development of literacy skills.

A Button Message Pop-Up supports the transition from graphic symbols to literacy—a Transition to Literacy (T2L) feature. Please see Jessica Caron, Janice Light, Christine Holyfield & David McNaughton (2018) "Effects of dynamic text in an AAC app on sight word reading for individuals with autism spectrum disorder", *Augmentative and Alternative Communication*, 34:2, 143-154, DOI: 10.1080/07434618.2018.1457715

The Literacy menu provides options to set up and activate button message pop-ups. Choose **Menu** > **Application Settings** > **Literacy** > **Button Message Pop-Up**. The button message pop-up options are displayed.

Hint: You may want to create a profile with the Button Message Pop-Up setting turned on and a separate profile with the setting turned off. For example, when you want to spend some time working on a page of animated words or working on the literacy of core words, you could load the profile that has the setting turned on. For details on creating a profile, see "Creating and Loading Profiles" on page 231.

Option	Description
Button Message Pop-Up	When Button Message Pop-Up is turned on, selecting a button that speaks will display a pop-up of the spoken word or phrase.
Full-Screen	When Full-Screen is turned on, a pop-up fills the entire screen.
Zoom Rate 	To set how quickly a pop-up expands to its full size and then shrinks back into the button, select **Zoom Rate**. The Zoom rate window opens. To increase the rate, tap **+**. To decrease the rate, tap **–**. Or use the keyboard to enter the exact rate you want. Choose **OK**.
Timeout	When Timeout is turned on, a pop-up begins to shrink automatically after the specified Display Time is reached.
Display Time 	To set how long a pop-up remains displayed before it begins to shrink, select **Display Time**. The Display Time window opens. To increase the display time, tap **+**. To decrease the display time, tap **–**. Or use the keyboard to enter the exact display time you want. Choose **OK**.

Changing Device Orientation Settings

The NovaChat device allows the screen to rotate automatically when the device is tilted. This can be quite handy or a nuisance for some users. The application allows you to change orientation settings and use orientation tilt with the Speech Display Bar (SDB).

Changing Orientation Settings

Depending on the button layout, one orientation may be more helpful than another. For example, WordPower42 seems to work better in a landscape layout, but WordPower24 works better in a portrait layout.

To Allow Orientation to Change when You Tilt the Device:

Choose **Menu > Application Settings > Input > Tilt** > **Action**. Then choose **Auto Change Orientation**.

To Lock the Orientation:

The orientation setting can be locked to keep the screen from automatically adjusting when tilted.

Choose **Menu > Application Settings > Input > Tilt** > **Action** > **No Action** > **Preferred Orientation**. Then select **Portrait** or **Landscape**.

Using Orientation Tilt with the SDB

We know there are times that using the voice output might not be appropriate but communication is still needed. This might be a library or church setting. The tilt option offers an Expand option of the Speech Display Bar to offer the communication partner an expanded version of the text. This might also be of value in an extremely loud environment.

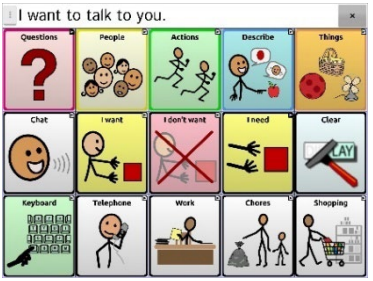
To set the tilt options, choose **Menu** > **Application Settings** > **Input** > **Tilt** > **Action**.

Option	Description
Expand and Speak	When the device is tilted, the text in the speech display bar will fill the screen and be spoken.

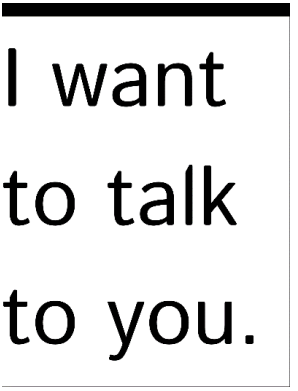
Option	Description
Expand Only	When the device is tilted, the text in the speech display bar will fill the screen and no sound will be made.
Auto Change Orientation	The screen will shift orientation automatically when the device is tilted.
No Action	The screen will be locked in the current orientation. No Action is the default setting.

If you select "Expand and Speak" or "Expand Only":

If you select **Expand and Speak** or **Expand Only**, you can expand the Speech Display Bar for easier viewing by tilting the device. The SDB fills the display when you tilt the device. For example:



The SDB appears above the vocabulary page



The SDB expands to fill the display when you tilt the device

Tilting the device back will redraw the vocabulary page.

For information on using and customizing the Speech Display Bar, see "Using the Speech Display Bar (SDB)" on page 82.

Finding a Word using the Word Finder Menu Item

When you don't know where a word is located in your vocabulary, use Word Finder to find the path to the word.

Important! This feature has limited functionality when you are working with vocabulary files that have button sets, including WordPower files.

Using the Word Finder Menu Item

By default, Word Finder is turned on and appears as a menu item. To use the menu item, simply choose **Menu** and select **Word Finder**.

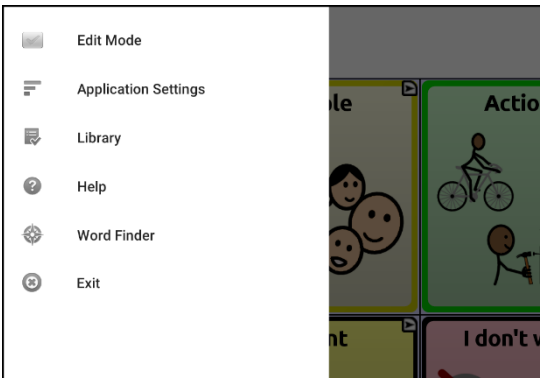
Hiding or Showing the Word Finder Menu Item

If you prefer not to have Word Finder appear on the menu, an option is available in Application Settings to turn the Word Finder menu item off.

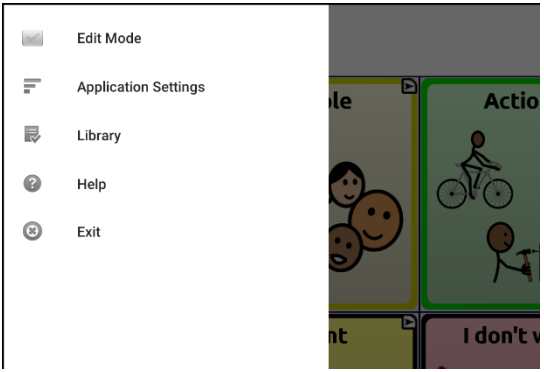
Choose **Menu** > **Application Settings** > **Word Finder** > **Show Menu Item**. A green checkmark appears, indicating that the option is turned on.

- To remove Word Finder as a menu item, select **Show Menu Item** to remove the checkmark. Word Finder will not appear on the menu.
- To turn the menu item back on, choose **Menu** > **Application Settings** > **Word Finder** > **Show Menu Item** and select the checkbox. A green checkmark will appear.

When Show Menu Item is turned on, Word Finder appears as a menu item.



When Show Menu Item is turned off, Word Finder does not appear as a menu item.



Finding a Word using a Button Action

When you don't know where a word is located in your vocabulary, use Word Finder to find the path to the word.

Important! This feature has limited functionality when you are working with vocabulary files that have button sets, including WordPower files.

Setting up a Button with the Find Word Action

You can set up a button to initiate a word search.

1. Choose **Menu** > **Edit Mode**.
2. Press and hold on the button you want to modify. (Right-click if you are using the Editor.) A list of button options appears.
3. Choose **Edit Button**. The Button Properties screen appears.
4. Choose the **Actions** tab.
5. Tap or click the list arrow to open a list of actions.
6. Choose the action **Find Word**.
7. Choose **Save**.

Note: After tapping the button and searching for a word, tap the button again to stop Word Finder.

Setting the Display Time for Word Finder Results in the SDB

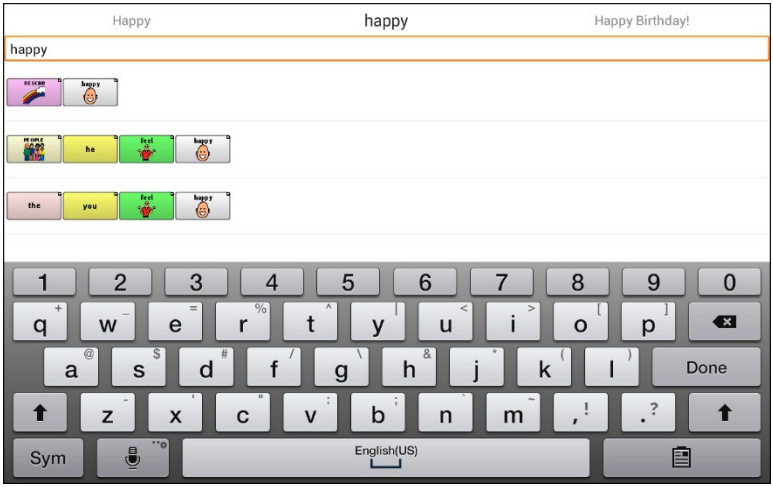
To set the amount of time each Word Finder result is displayed in the Speech Display Bar, Choose **Menu** > **Application Settings** > **Word Finder** > **Flip Interval**. The current interval is displayed. The default flip interval is 6 seconds.

1. To increase the interval, tap **+** (the plus sign) or type a higher number.
2. To decrease saturation, tap **–** (the minus sign) or type a lower number.
3. Choose **Done** and then choose **OK**.

Finding Specific Words

Word Finder does not find the path to buttons containing phrases—only to buttons containing single words. When you want to find where a word is used:

1. Either tap the **Word Finder** button you created or choose the **Word Finder** menu item. A keyboard will open.
2. Type the word in the colored box. Uses of the word will appear above the colored box and one or more paths to the word will appear below the colored box.



3. Tap **Done** to close the keyboard and view the paths to the word.

Note: To view the paths to one of the other words that are displayed above the colored box, tap the word. The path to that word will appear below the colored box.

Setting up and Using Word Prediction

Word prediction helps improve your ability to communicate by "predicting" a word you intend to speak, thereby reducing the number of letters you need to enter.

When you enter the first letter on the keyboard, the Chat software displays a list of words beginning with that letter. As you enter more letters, the list is updated. When the word you want is displayed, you can choose it with a single tap to appear in the Speech Display Bar (SDB). The Chat software then predicts the next word you want to enter.

Selecting the Type of Word Prediction

Three types of word prediction are available: Static, Learning, and Learning + Static. You can choose the type of word prediction to use, or you can choose to disable word prediction. Choose **Menu** > **Application Settings** > **Literacy** > **Prediction** > **Type**. The Prediction Type window opens.

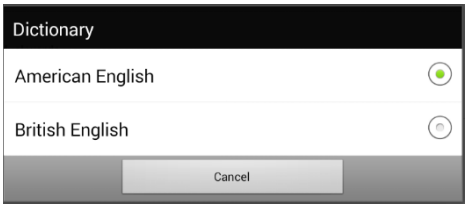
Type	Description
None	Word prediction is disabled.
Static	Word prediction uses the large word prediction dictionary. The settings that apply to learning are not available.
Learning	Word prediction includes the ability to learn, starting with an empty library. This option provides the ability to create a small, very specific dictionary. It is for someone who might benefit from fewer familiar words to choose from. The settings that apply to learning are available.

Type	Description
Learning + Static	Word prediction includes the ability to learn and add words to the large word prediction dictionary. The settings that apply to learning are available.

Choosing the Default Dictionary

The default is the word prediction dictionary that will be used as the basic source of words for predicting. For Static word prediction, all words will come from the dictionary. This allows consistent motor planning for an individual. For Learning + Static word prediction, words you select will be added to this dictionary. North American English and British English dictionaries are available.

Choose **Menu** > **Application Settings** > **Literacy** > **Prediction** > **Default Dictionary**. The Dictionary window opens. Choose **American English** or **British English**.



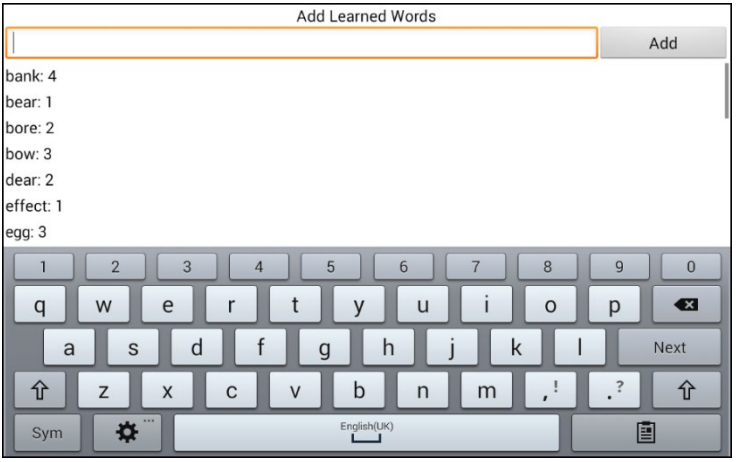
Adding Words using the Add Learned Words Screen

Use the Add Learned Words screen to add words directly to the learning word prediction dictionary. This screen accumulates an alphabetical list of all words you added from all sources—a vocabulary keyboard, the Add Learned Words screen, or an imported text file. Each word is followed by its "count", that is, the number of times it was entered for learning prediction. This list provides an easy way to review your learning prediction dictionary.

To add a word:

1. Choose **Menu** > **Application Settings** > **Literacy** > **Prediction** > **Add Words**. The Add Learned Words screen opens.
2. Enter the word you want to add.

   Note: As you enter letters or other characters, the display will be limited to words that begin with those letters or characters.
3. Choose **Add**. The word will be added to the list.



4. Repeat steps 2 and 3 for each word you want to add.

   Note: To add a large number of words at a time, see "Importing Predictions".

To review your learning prediction dictionary:

Choose **Menu** > **Application Settings** > **Literacy** > **Prediction** > **Add Words**. The Add Learned Words screen opens. Either scroll through the list or enter letters in the text field to jump to specific locations in the list.

Adding Words by Entering them in the Vocabulary

In your vocabulary, choose the keyboard button to display the keyboard. Then enter a word that you want to add to the prediction dictionary, followed by a space or a punctuation mark and a space. Repeat for each word you want to add.

If Review Required is turned off: The words you entered can now be predicted.

If Review Required is turned on: Proceed to "Reviewing New Words for Prediction".

Note: To add a large number of words at a time, see "Importing Predictions".

Requiring Review of New Prediction Words

You can require that new words entered from the keyboard in a vocabulary be reviewed before they are added to the word prediction dictionary.

1. Choose **Menu** > **Application Settings** > **Literacy** > **Prediction**.
2. Choose **Review Required** to insert a checkmark.

To disable required review of new words, choose **Review Required** to remove the checkmark.

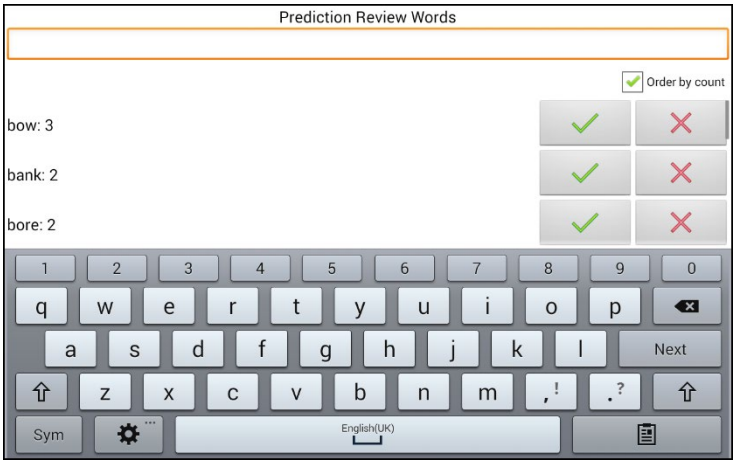
Reviewing New Words for Prediction

The Review Words setting opens the screen from which you can review words before they are added to the word prediction dictionary. Only words entered from the keyboard in a vocabulary will be reviewed. Words added from the Add Learned Words screen or an imported text file will ***not*** be reviewed.

Choose **Menu** > **Application Settings** > **Literacy** > **Prediction** > **Review Words**. The Prediction Review Words screen lists new words for review.

Each word is followed by its "count", that is, the number of times it was entered for prediction.

Either scroll through the list or enter letters in the text field to jump to specific locations in the list. To list words in order by frequency of use, select **Order by count**.



To add the word to the word prediction dictionary, choose the checkmark ✓. If you do not want to add the word to the word prediction dictionary, choose the X icon.

Excluding Words from Prediction

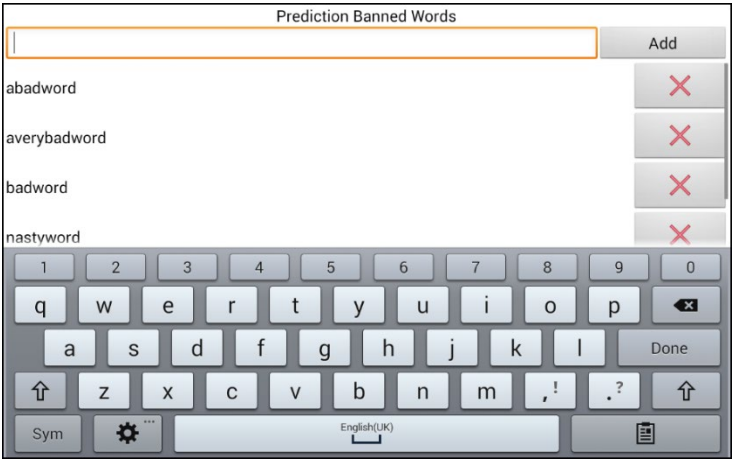
Use the banned words list to prevent specific words from being predicted.

To add a word to the banned words list:

1. Choose **Menu** > **Application Settings** > **Literacy** > **Prediction** > **Banned Words**.
2. The Prediction Banned Words screen opens.
3. Enter a word you want to add to the list.

   Note: As you enter characters, the display will be limited to words that begin with those characters. This may save you from trying to add a word that is already on the list.

4. Choose **Add**. The word will be added to the list, followed by the X icon.



   When the list of words is long, either scroll through the list or enter letters in the text field to jump to specific locations in the list.

To remove a word from the banned words list:

Choose the X icon for the word you want to remove.

Importing Predictions

You can add words by importing them for learning prediction from a text file (.txt). The text can be in the form of individual words, sentences, or paragraphs.

1. Create a text file by either of these methods:

   Copy and paste Copy the text you want from your source file and paste it into any text editor (Microsoft Notepad, for example).

   If you copy and paste paragraphs: Separate each sentence by pressing **Enter** or **Return**.

   If you copy and paste individual words: Separate each word by pressing **Enter** or **Return**.

   Save As Use Save As from your source file application to save the document as a text file. Then remove the text you don't want to add to learning prediction. For example, if you use Microsoft Word, select **Save As** and select **Plain Text (*.txt)** from the "Save as type" drop-down menu.

   If your text is in paragraphs: Separate each sentence by pressing **Enter** or **Return**.

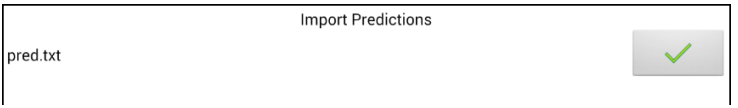
   If your text consists of individual words: Separate each word by pressing **Enter** or **Return**.

2. Connect a USB cable between your device and the computer.

   Note: If a message prompts you to allow access, you must tap **Allow** to proceed. For details, see "Appendix B: Connecting Your Device to a Computer for the First Time" on page 311.

3. Using Explorer from the computer, copy the text file to **My Files** > **ChatPC** > **prediction** > **import**.

4. After you copy the file, return to the Chat software and choose **Menu** > **Application Settings** > **Literacy** > **Prediction** > **Import Predictions**. The Prediction Import screen displays the text file you created with a checkmark ✓ to the right.

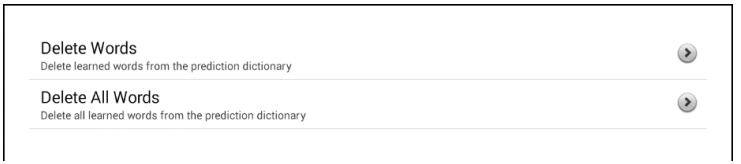


5. Choose the checkmark ✓. The filename will disappear from the screen, and the words in the file will be added to the word prediction dictionary.
6. To quickly confirm that the words were added, choose **Menu** > **Application Settings** > **Literacy** > **Prediction** > **Add Words**. The words in the file should be listed on the Add Learned Words screen.

Deleting Prediction Words

You can delete individual learned words or all learned words from the word prediction dictionary.

Choose **Menu** > **Application Settings** > **Literacy** > **Prediction** > **Delete Learned Words**. Two Delete options are displayed.

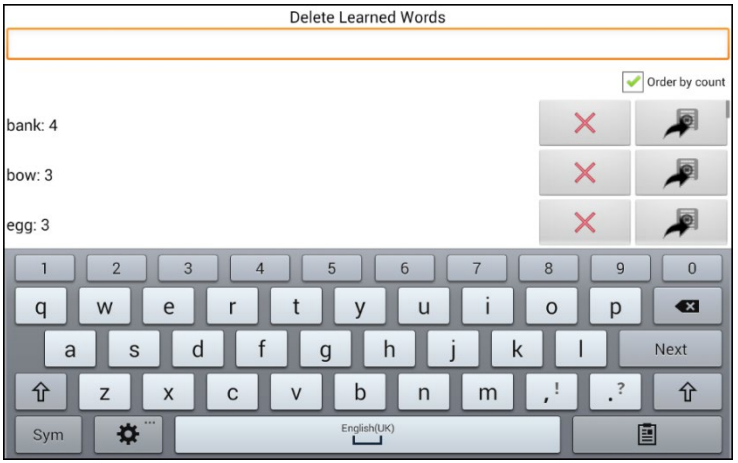


- To delete individual learned words, choose **Delete Words**.
- To delete all learned words, choose **Delete All Words**.

To delete individual learned words:

Choose **Delete Words**. The Delete Learned Words screen lists words that can be deleted.

When the list of words is long, either scroll through the list or enter letters in the text field to jump to specific locations in the list. To list words in order by frequency of use, select **Order by count**.



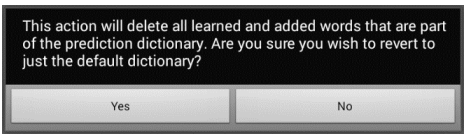
For any word you want to delete from the word prediction dictionary, choose the X icon.

To move a word to the list of banned words, choose the icon.

To delete all learned words:

Important! If you make this choice, ***all*** words that you added for prediction will be deleted.

1. Choose **Delete All Words**. The following message will be displayed.



2. Choose **Yes**. All words that you added for prediction will be deleted, and only the default dictionary will be available for word prediction.

Using Abbreviation Expansion

Abbreviations can be used instead of entering an entire word. Some abbreviations have been provided in the Chat software. Those abbreviations cannot be modified or deleted.

To view the existing abbreviation library:

Choose **Menu** > **Application Settings** > **Abbreviations**.

To add a new abbreviation:

1. Choose **Menu** > **Application Settings** > **Abbreviations** > **Menu** > **New**.
2. Enter the abbreviation to be used.
3. Tap **Next**.
4. Enter the text to be displayed and spoken.
5. Choose **Save**.

To use the abbreviation, open the keyboard page and enter the abbreviation, followed by a period. The abbreviation should expand automatically.

To modify an abbreviation:

1. Press and hold on the entry.
2. Choose **Edit** and make appropriate changes.
3. Choose **Save**.

To delete an abbreviation:

1. Press and hold on the entry.
2. Choose **Delete**.
3. Choose **Yes** to confirm.

Enabling Automatic Capitalization

To enable automatic capitalization:

1. Choose **Menu** > **Application Settings** > **Literacy**.
2. Choose **Automatic Capitalization** to insert a checkmark.

To disable automatic capitalization, choose **Automatic Capitalization** to remove the checkmark.

Non-Dedicated Devices: Restricting Access

Important! This section only applies to non-dedicated devices. For information on restricting access on a dedicated device, see "*Dedicated Devices:* Restricting Access".

When you want to prevent the user from changing application settings, accessing operating system features, or using apps, you can do any of the following: Block access to application settings; block access to the operating system and apps; block access to application settings AND the operating system and apps.

- To prevent the user from accessing application settings, enable Menu Lock.
- To prevent the user from accessing operating system settings and apps, enable Kiosk Mode.
- To prevent the user from accessing application settings, operating system settings, and apps, enable both Menu Lock and Kiosk Mode.

Enabling Menu Lock

To block the user's access to the menu bar, enable Menu Lock.

1. Choose **Menu** > **Application Settings > Menu Lock**.
2. Enable **Menu Lock**. A Password prompt will be displayed with a keyboard.
3. Enter a password, confirm the password, and choose **Save**.

Locking the Device

Choose **Menu** > **Lock**.

Unlocking the Device

If Kiosk Mode is not enabled:

1. Choose **Menu** > **Unlock**. The Password prompt will be displayed with a keyboard.
2. Enter the Menu Lock password and choose **OK**.

If Kiosk Mode is also enabled:

1. Choose **Menu** > **Unlock**. The Password prompt will be displayed with a keyboard.
2. Enter the Menu Lock password and choose **OK**.

Blocking Access to the Operating System and Apps

Not everyone will benefit from having access to the operating system and apps. To make your NovaChat device a “closed” device that will only allow the end user to access the application, enable Kiosk Mode.

Important! If the Kiosk Mode option is not available, you have a dedicated device with an operating system older than Android 5. You must purchase a key to unlock the system. Contact Saltillo technical support for details.

Creating a Kiosk Mode Password

If you want to require a password to disable Kiosk Mode, do the following *before* you enable Kiosk Mode.

1. Choose **Menu** > **Application Settings** > **System > Kiosk Mode**.
2. Enable **Kiosk Mode**.
3. Choose **Require Password**. A Password prompt will be displayed with a keyboard.
4. Enter a password, confirm the password, and choose **Save**.

Enabling Kiosk Mode

To block the user’s access to the operating system and apps, enable Kiosk Mode.

1. Choose **Menu** > **Application Settings** > **System > Kiosk Mode**.
2. Enable **Kiosk Mode**.

Disabling Kiosk Mode

If Menu Lock is not enabled:

1. Choose **Menu** > **Application Settings** > **System > Kiosk Mode**.
2. Disable **Kiosk Mode**.

If Menu Lock is also enabled:

1. Choose **Menu**. The Unlock menu option will be displayed.
2. Choose **Unlock**.
3. Enter the Menu Lock password.

Note: If you set a Kiosk Mode password, you will be prompted to enter the password.

Resetting Your Passwords

If you forget your Menu Lock password, enter **BOSCO** to overwrite the existing password.

If you set a Kiosk Mode password and you forget it, enter **bazinga** to overwrite the existing password.

Disabling the Power and Volume Buttons

If you need to disable the device power button and/or volume button, use the Android operating system to toggle interaction control.

1. Open the Android Settings and go to **Accessibility** > **Interaction and Dexterity** > **Interaction control** > **Interaction control shortcut**.
2. Turn on **Interaction control shortcut** and select the action you want to use to enter interaction control. For example: Side and Volume Up keys
3. Open the Chat software and quickly tap the **Side** and **Volume Up** keys. The following message appears: "Use Side and Volume up keys for accessibility? Use or Don't Use
4. Select **Use**.
5. With the Chat software running, quickly tap the **Side** and **Volume Up** keys.
6. Choose **Done**.

The Side Key will no longer work and the app will be locked into NovaChat.

To exit Interaction Control or to modify which buttons are available:

1. Tap the **Side** and **Volume Up** keys.
2. Choose **Options** in the upper right corner.
3. Turn on volume keys, for example
4. Tap the back arrow next to **Options**.
5. Choose **Done**.

Dedicated Devices: Restricting Access

Important! This section only applies to dedicated devices. For information on restricting access on a non-dedicated device, see "*Non-Dedicated Devices: Restricting* Access".

By default, the user will have access to the application settings and the advanced system settings, but will not have access to apps.

- To prevent the user from accessing application settings, enable Menu Lock.
- To prevent the user from accessing advanced system settings, enable Kiosk Mode.
- To prevent the user from accessing application settings and advanced system settings, enable both Menu Lock and Kiosk Mode.

Enabling Menu Lock on a Dedicated Device

To block the user's access to the menu bar, enable Menu Lock.

1. Choose **Menu** > **Application Settings > Menu Lock**.
2. Enable **Menu Lock**. A Password prompt will be displayed with a keyboard.
3. Enter a password, confirm the password, and choose **Save**.

Locking the Device

Choose **Menu** > **Lock**.

Unlocking the Device

If Kiosk Mode is not enabled:

1. Choose **Menu** > **Unlock**. The Password prompt will be displayed with a keyboard.
2. Enter the Menu Lock password and choose **OK**.

If Kiosk Mode is also enabled:

1. Choose **Menu** > **Unlock**. The Password prompt will be displayed with a keyboard.
2. Enter the Menu Lock password and choose **OK**.

Creating a Kiosk Mode Password

If you want to require a password to disable Kiosk Mode, do the following *before* you enable Kiosk Mode.

1. Choose **Menu** > **Application Settings** > **System** > **Kiosk Mode**.
2. Choose **Require Password**. A Password prompt will be displayed with a keyboard.
3. Enter a password, confirm the password, and choose **Save**.

Enabling Kiosk Mode

To block the user's access to advanced system settings, put the device in Kiosk mode

1. Choose **Menu** > **Application Settings** > **System > Kiosk Mode**.
2. Enable **Kiosk Mode**.

Disabling Kiosk Mode

If Menu Lock is not enabled:

1. Choose **Menu** > **Application Settings** > **System** > **Kiosk Mode**.
2. Disable Kiosk **Mode**.

If Menu Lock is also enabled:

1. Choose **Menu**. The Unlock menu option will be displayed.
2. Choose **Unlock**.
3. Enter the Menu Lock password.

Note: If you set a Kiosk Mode password, you will be prompted to enter the password.

Resetting Your Passwords

If you forget your Menu Lock password, enter **BOSCO** to overwrite the existing password.

If you set a Kiosk Mode password and you forget it, enter **bazinga** to overwrite the existing password.

Creating and Loading Profiles

Profiles provide a snapshot of the current settings of the system to be saved for easy access at a later time. You can save multiple profiles to be used when needed. Creating multiple profiles allows you to switch between groups of settings. A button action is also provided to allow you to change settings by using a button without navigating the menus.

Creating a Profile

1. Choose **Menu** > **Application Settings** > **Profiles** > **New**.
2. Tap the Name field to open a keyboard. Enter a name for the profile (for example, Morning Settings).

   Note: The name can include letters, numbers, and any symbols available on the keyboard.
3. Make all of the setting changes that you want associated with this profile. This includes the vocabulary file, settings, language, etc.
4. Choose **Menu** > **Application Settings** > **Profiles** > **Save**.
5. Your new profile has been created with all current settings.

To create a second profile (for example, afternoon settings), repeat these steps, making new settings changes to associate with this new profile.

Loading a Profile

You can load profiles by navigating menus or by choosing a button.

To load a profile using menu options:

Choose **Menu** > **Application Settings** > **Profiles** > **Load**. Choose the appropriate profile.

To load a profile using a button action:

1. Choose **Menu** > **Edit Mode**.
2. Press and hold the button. (Right-click if you are using the Editor.)
3. Choose **Edit Button**.
4. Add a label, message, and icon as needed.
5. Choose the **Actions** tab and choose **Add an action** to open a menu.
6. Choose **Select Profile**.
7. Choose the appropriate profile.
8. Choose **Save** twice.

If you create multiple profiles and load them using a button action, you can switch between profiles without navigating the menus.

Deleting a Profile

1. Choose **Menu** > **Application Settings** > **Profiles** > **Delete**.
2. Choose the profile to delete from the list.
3. Choose **Yes** at the confirmation prompt.

Restoring Default Profile Settings

At any time, you can restore the default settings.

1. Choose **Menu** > **Application Settings** > **Profiles** > **Load**.
2. Choose **Load Default Settings**.

Changing Display Settings

The screen brightness and timeout settings can be set in Display Settings. Choose **Menu** > **Application Settings** > **System** > **Display Settings**.

Setting	Description
Brightness	Brightness provides a slide bar for manually setting the brightness or an option to have the system automatically set the brightness. If you prefer the device to adjust the brightness automatically, check the Automatic Brightness option.
Screen Timeout	Screen Timeout determines the amount of time it takes for the screen to turn off automatically after a period of inactivity. Options range from 15 seconds to 1 hour. The default time is 10 minutes.

Setting the Date and Time

You can set the date and time from the Application Settings menu, and you can create a button that speaks and shows the date, time, or both in the Speech Display Bar (SDB).

Changing Date and Time Settings

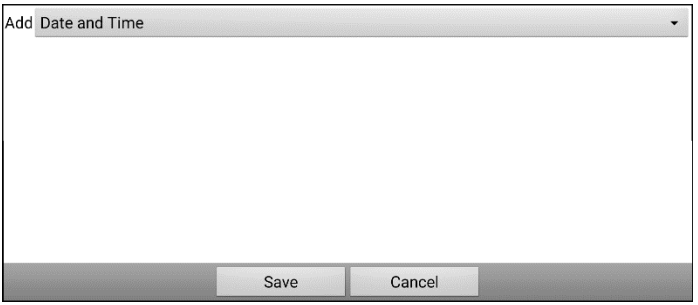
Choose **Menu** > **Application Settings** > **System** > **Date and Time**. Then set the date, time zone, time, and the appropriate date and time formats.

Creating a Date/Time Button

You can create a button that speaks and shows the date, time, or both in the Speech Display Bar (SDB).

1. Go to the page on which you want to create the button.
2. Select **Menu** > **Edit Mode**.
3. Press and hold the button you want to modify. (Right-click if you are using the Editor.)
4. Select **Edit Button**.
5. Add a button label and image.

   Optional: Select the **Style** tab and set the appropriate style.
6. Select the **Actions** tab.
7. Select the list arrow to open a list of actions.
8. Select **Add Time/Date to Display**. The Add Date and Time window opens.



9. Select the list arrow to list the date and time options.

10. Select **Date and Time**, **Date**, or **Time**. The option you select will appear after "Add".
11. Select **Save**. The current actions for the button will be listed.

    Optional: Remove any existing actions for the button that you do not want to include.

12. Select **Save**.

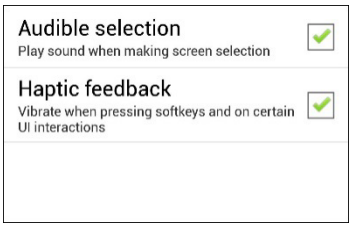
    When you select the button, it should speak and show the date, time, or both in the Speech Display Bar (SDB).

Adjusting Audible and Haptic Feedback

The application provides an option to have an audible and/or vibration sensation when a button is activated. The vibration sensation option setting is called haptic feedback.

To add haptic or audible feedback:

Choose **Menu** > **Application Settings** > **System** > **Sound Settings**.



Audible Selection provides an audible click when navigating through NovaChat menus.

Haptic Feedback provides a vibration sensation to indicate screen touches on NovaChat 5, NovaChat 8, and NovaChat 10 devices).

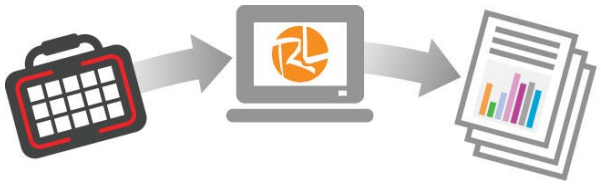
To add button clicks for vocabulary page activations:

Choose **Menu > Application Settings > Input** > **Beep on Button Press**.

Analyzing Language Development

Important! This section only applies to non-dedicated devices.

You can use the data logging capabilities of your device to collect information on a person's language development. Then you can upload that information to the Realize Language website.



This process allows you to monitor, measure and maximize the person's use of the device.

Using the Realize Language Website

The Realize Language online service is subscription-based. It organizes and analyzes information and presents the results in easy-to-understand graphic formats that provide valuable insights into each person's language development. With this service you can

- Track the person's progress and communication development over time
- Compare different aspects of communication automatically
- Create a detailed summary of performance
- Share information with others
- Quickly create reports that anyone can understand

To learn more, go to the Realize Language website: https://realizelanguage.com/info/

To view or download the Realize Language Starter's Guide, go to https://realizelanguage.com/info/support

For Customer Support:

If you have a problem with the Realize Language website, email support@realizelanguage.com

If you have a problem with your device, call Saltillo technical support at 1-800-382-8622 or email service@saltillo.com.

Creating a Privacy Password

Data logging provides the option to create a privacy password to protect the data you collect against unauthorized access.

1. Choose **Menu** > **Application Settings** > **Data Logging**. The first time you use Data Logging, the following message will appear:

   Data logging collects personal communication. You may now set up a privacy password to protect your communications from being shared without your permission.

2. Choose **Continue** to close the message and open a keyboard for creating a privacy password.
3. Enter a password and choose **Next**.
4. Enter the password again to confirm it and choose **Save**. The Data Logging menu will open.

Turning Data Logging On or Off

When data logging is turned on, your device collects language usage data which you can upload to the Realize Language website for web-based analysis or save to a file to analyze manually.

From the Data Logging menu, select **Data Logging**. A green checkmark will appear to indicate that data logging is turned on.

Note: To turn data logging off, select **Data Logging** to remove the green checkmark.

When data logging is turned on, the data logging icon appears in the Speech Display Bar.

Important! If you plan to use the Realize Language website to analyze data, set up a person before you start collecting data.

Uploading Data for Analysis

After you turn data logging on, your device will start collecting usage data. Your next step is to upload that data to the Realize Language website for analysis. You can initiate uploads manually any time or choose to allow data to upload automatically every 24 hours.

Note: Data logging and data uploading (collection) operate independently. If you turn off data logging, data collected since the last upload can still be uploaded manually or automatically as long as a network connection is available. If you disable data uploading, you can still collect data for analyzing manually.

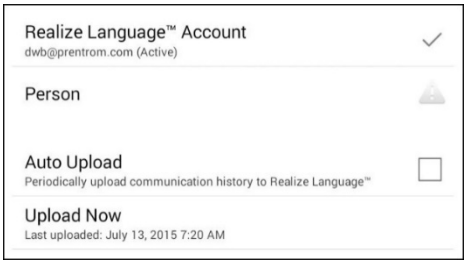
Configuring Data Uploading

Note: You must be connected to Wi-Fi to upload data. If you have a dedicated NovaChat 12 device, you will not be able to configure the device for data uploading.

1. Choose **Realize Language** from the Data Logging menu. The first time you select **Realize Language**, the following message will appear: “Access to personal communication requires authorization. Please enter your privacy password.” Choose **OK**. A keyboard will open, prompting you to enter your privacy password.
2. Enter your privacy password and choose **OK**. Another keyboard will open, prompting you to enter your Realize Language account email address and Realize Language account password.

3. Enter your Realize Language account email address and choose **Next**. The highlight moves to the Realize Language Password field.

4. Enter your Realize Language account password and choose **OK**. The device will be connected to the Realize Language website, and the Account/Upload screen will be displayed.



5. The screen will display your Realize Language account email address; the currently selected person (the person with whom collected data will be associated) or a warning icon if no person is selected; the Auto Upload checkbox; and the Upload Now button with the date and time of the last data upload.
6. At this point you can select a person, set up automatic data uploads, or initiate uploads yourself.

Selecting a Person

A warning icon following "Person" indicates that no person is selected. If you collect data before selecting a person, that data will be associated with a "default user". The best practice is to select a person immediately.

1. From the Account/Upload screen, choose **Person**. The Person list will be displayed.

2. Select the person with whom you want to associate data. The following message will appear.

   Logged data exists that is not associated with a person. Do you want it associated with [*person*]?

3. Choose **Yes**. The name you select will appear under "Person", and a checkmark will replace the warning icon.

   Hint: At any time, you can choose **Person** to open the Person list and select a different person.

   Important! If you choose **No**, you won't have another chance to associate the current data with a person. Your only option would be to save the data to a file to view on your device or a computer. See "Saving Data to a File to Analyze Manually".

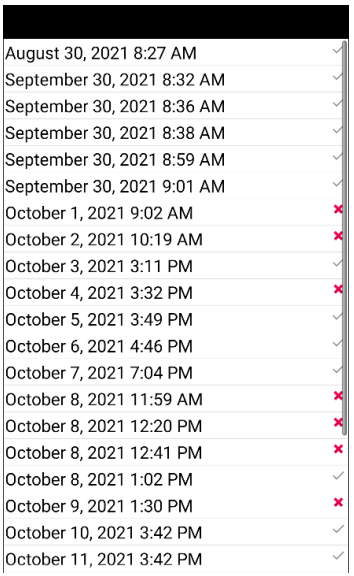
Setting up Automatic Data Uploads

From the Account/Upload screen, select **Auto Upload** to insert a checkmark. Data collected since the last upload will upload immediately, and data will continue to upload automatically every 24 hours.

To set a specific upload time, deselect Auto Upload and then select it again at the time of day you want data uploaded. For example, if you want data to upload automatically at 5:00 each day, select **Auto Upload** at 5:00 on any given day. From that point, data will be uploaded at 5:00 each day.

Note: When you want to analyze data before the automatic upload time, you can choose **Upload Now** at any time.

This option requires a consistent Wi-Fi connection. There may be days that you won't see logged information. To see what happened, choose **Menu** > **Application Settings** > **Data Logging** > **Realize Language** > **Previous Uploads**. This screen shows the status of each upload attempt. A checkmark indicates a successful upload to the Realize Language website; a red **X** indicates an attempt that failed.



Note: If you want to initiate all data uploads yourself, leave this option unselected and use Upload Now each time you want to upload data.

Initiating an Immediate Data Upload

Any time you want to upload data immediately, choose **Upload Now**. Data collected since your last upload will be uploaded immediately. The button label will change to “Uploading” while the upload is in progress. When the upload is complete, “Upload Completed” will appear near the bottom of the screen.

Note: You can use Upload Now even if Auto Upload is selected.

Saving Data to a File to Analyze Manually

Save usage data to a file when you want to analyze it manually instead of uploading it to the Realize Language website for analysis.

Note: For information on saving usage data to a USB flash drive, see “Saving Usage Data to a USB Flash Drive” on page 245.

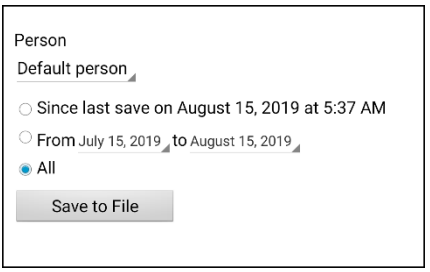
To save data to a file:

1. From the Data Logging menu, choose **Save Data to File**. The following prompt will appear.

   Access to personal communication requires authorization. Please enter your privacy password.

2. Choose **OK**. The keyboard will be displayed with the cursor in the Password field.
3. Enter your privacy password and choose **OK**.

   The Save to File screen shows the current person under “Person”. To create a file for a different person, select the list box arrow and select a different person.



4. Select an option: “Since last save on”, “From / to”, or All.

5. Choose **Save to File**. The following message will appear: “Data logging collects personal communication. Do you want to save personal communication?”
6. Select **Yes**. The Android explorer will open and let you choose where you want to save the file.
7. You can then view the file on your device or computer.

To view the file on your device:

If you have an app that can read text files, navigate to the file on your device. The path to the file varies by type of device.

To view the file on your computer:

1. Connect a USB cable between your device and the computer.

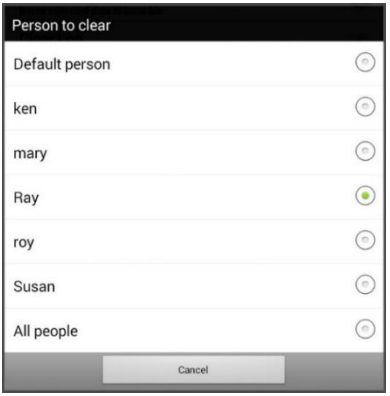
   Note: If a message prompts you to allow access, you must tap **Allow** to proceed. For details, see “Appendix B: Connecting Your Device to a Computer for the First Time” on page 311.

2. Give the device a moment to connect to the computer. The device screen will display “Transfer Mode”, and the computer will display a window with several options.
3. Click **Open device to view files**.
4. Locate the file by navigating to the location in which you saved the file. The filename will begin with the person’s name, followed by the date and time.
5. View the file by opening it in a program installed on the computer.

Clearing Usage Data

To clear usage data for a person:

1. Choose **Clear Log** from the Data Logging menu. The Person to Clear window will be displayed.



2. Choose the person whose usage data you want to clear.

   Note: A green dot will appear to the right of the person who is selected currently. You can choose that person, a different person, or **All People**.

3. When you select a person, the following confirmation prompt will appear: “Clear log for [*person*]?”
4. Choose **Yes**.

Changing or Removing Your Privacy Password

By default, each time you save data to a file, you enter a password. Entering a password helps ensure privacy—only you will be able to view the data. You can change this privacy password as often as you want, or you can eliminate the need for a privacy password.

To change your privacy password:

This procedure changes your data logging password only. It does ***not*** change your Realize Language account password.

1. Choose **Change Privacy Password** from the Data Logging menu.
2. Enter your old privacy password and choose **Next**.
3. Enter your new privacy password in the New Password field and choose **Next**.
4. Enter your new privacy password again in the Confirm Password field and choose **Next**.
5. Choose **Save**.

To remove your privacy password:

If you prefer not to enter a password each time you save data to a file, use this procedure. Keep in mind, however, that you will also lose the privacy protection a password provides.

1. Choose **Change Privacy Password** from the Data Logging menu.
2. Enter your old privacy password and choose **Next**.
3. Leave the New Password field blank and choose **Next**.
4. Leave the Confirm Password field blank and choose **Next**.
5. Choose **Save**.

Recovering from a Forgotten or Lost Privacy Password

If you forget or lose your Data Logging Privacy Password, follow these steps.

Important! This process will remove any currently logged data to ensure the device user's privacy.

1. Update the software to latest version: **Help** > **Check for Updates**.
2. Perform a User Backup to a USB flash drive: **Menu** > **Application Settings** > **System** > **User Backup/Restore** > **User Backup**
3. Reset your data to its initial state: **Menu** > **Application Settings** > **System** > **User Backup/Restore > Reset Data**
4. Perform a User Restore from the flash drive **Menu** > **Application Settings** > **System** > **User Backup/Restore** > **User Restore**
5. If needed, set up a new password within Realize Language: **Menu** > **Application Settings** > **Data Logging** > **Set Privacy Password**

Saving Usage Data to a USB Flash Drive

This procedure applies to dedicated devices and non-dedicated devices.

PRC-Saltillo provided a USB flash drive that is appropriate for your device. The other end plugs into your computer. The drive rotates in its holder for easy access to each.

USB 3.0 connector plugs into a computer.

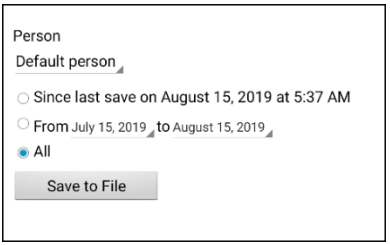
Micro-USB connector or USB-C connector plugs into your device.

1. Connect the USB drive to the USB port on your device.

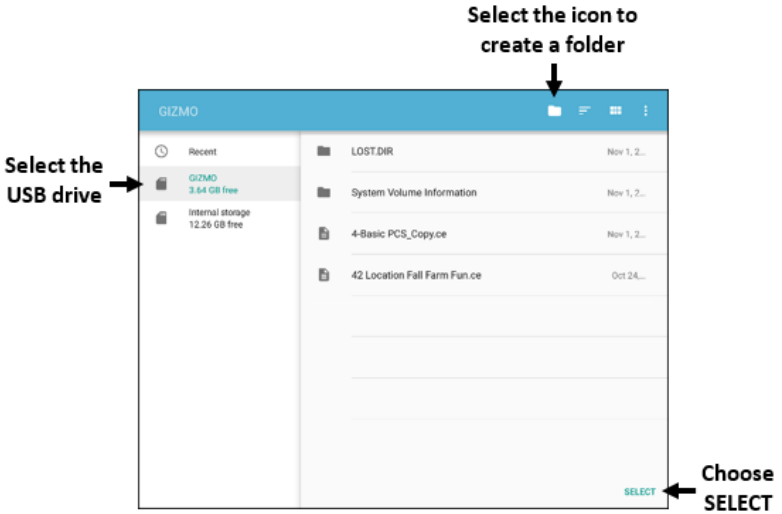
Note: If the device's file manager opens, use the device's **Back** arrow ⮌ to close it.

2. On the device, select **Menu** > **Application Settings** > **Data Logging** > **Save Data to File**.

   The Save to File screen shows the current person under “Person”. To create a file for a different person, select the list box arrow and select a different person.



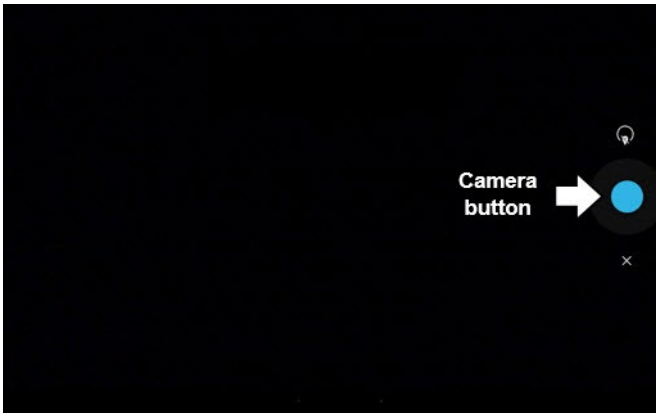
3. Select an option: “Since last save on”, “From / to”, or All.
4. Choose **Save to File**. Select the USB drive in the left pane of the window that opens.



5. If you want, select the folder icon and create a folder to store the file.
6. Choose **Select**. “File Saved” will appear briefly near the bottom of the screen.

Taking Pictures

From the home screen or Apps folder, tap the camera shortcut . Using the display as a viewfinder, compose your photo by aiming the lens at the subject. To take the photo, tap the camera button.



Note: The camera button may look different on your device.

Creating and Using a Camera Button

You can create a button that allows you to take a picture that will be displayed on the button automatically every time you tap the button. The picture will also be added to the Gallery app or the Pictures folder in Gallery. Each time you press the button, a new image from the camera will replace the existing image on the button. An image will appear on the button until you press the button again.

Hint: To view the image on a larger scale, increase the size of the button and remove the button label.

Setting up the Button Action

1. Go to the page with the button location you want.
2. Choose **Menu** > **Edit Mode**.
3. Press and hold the button. A menu will open.
4. Choose **Edit Button**. The Button Properties are displayed.
5. Add a label and image.
6. Choose the **Actions** tab.
7. Select the "Add an action" arrow to open a list of actions.
8. Scroll down the list and select **Take Photo**.

9. The Take Photo action will be added to the button's actions.
10. Choose **Save**.

Taking a Picture for Your button

1. Tap the new button to activate the camera.
2. Take a picture of the object or person.
3. Save the photo.
    - On some devices, a checkmark will be displayed. Tap the checkmark to open a keyboard.
    - On other devices, Save and Discard buttons will be displayed. Tap the **Save** button to open a keyboard.
4. Enter a name for the photo and choose **Save**. "Photo saved to Button" will appear.
5. The photo will appear as the image on the button.

    Note: If the button previously displayed an image, the new image will replace it. *On a non-dedicated device*, the image will also be available in the Gallery app or the Pictures folder in Gallery.

Deleting Photos

To delete photos *on a non-dedicated device*, do either of the following:

- Choose **Gallery** or the **Pictures** folder, select the photo, and tap the **Delete** icon.
- Turn off your device and turn it back on. Then connect the device to your computer, go to the **Pictures** folder, and delete the photo using Explorer from the computer.

Updating the Chat Software using Wi-Fi

Note: If you cannot update your device using Wi-Fi, you can download an update file from the Saltillo website. See "Updating the Chat Software from the Saltillo Website".

Be sure to check for available software updates on a regular basis.

Important! You must be connected to Wi-Fi to download updates automatically. To enable Wi-Fi, be sure that Kiosk Mode is disabled, choose **Home** > **Settings** > **WiFi**, and turn Wi-Fi on.

Downloading and Installing Updates Automatically

The "Allow WiFi Download" and "Auto Install" options are selected by default on your device. Leave both options selected. To verify that the options are selected:

1. Choose **Menu** > **Help** > **Check for Updates** > **Menu**.

2. If either option is not selected, select the box to insert a green checkmark.

To check for, download, and install updates:

1. Choose **Menu** > **Help**. The Help screen will be displayed.
2. Choose **Check for Updates**. A screen will show "Check Now" along with the current software version, when you last checked for updates, and the date and time of the last update.
3. To check for available updates, choose **Check Now**.
4. When the system finds one or more updates to install, "Download Now" will be displayed.
5. Choose **Download Now**. "Downloading" and then "Installing" will be displayed below a progress bar while the installation is in progress.

   Note: The number of updates to install can vary. When prompted, follow the on-screen instructions.
6. When the installation is complete, the screen will show "The Update Completed Successfully".

Alternative #1: Download Updates Automatically and Install Them Manually

Important! You must be connected to Wi-Fi to download updates automatically.

Leave “Allow WiFi Download” selected, but de-select “Auto Install”. To do this, choose **Menu** > **Help** > **Check for Updates** > **Menu**.

Update files will download automatically, but will not be installed. The next time you restart the device, “Check Now” will be displayed on the screen. Choose **Check Now** and then select the update.

Alternative #2: Download and Install Updates Manually

De-select both “Allow WiFi Download” and “Auto Install”. Choose **Menu** > **Help** > **Check for Updates**. Choose **Check Now** and select the available update(s).

Updating the Chat Software from the Saltillo Website

If you cannot update your device using Wi-Fi, use this method to update any NovaChat device. Please note that this is the only way to update a dedicated NovaChat 12 device.

Be sure to check for available software updates on a regular basis.

Important! Before starting an update from the website, be sure that Wi-Fi is turned off. Choose **Home** > **Settings** > **WiFi**, and turn Wi-Fi off.

1. On your computer, go to www.saltillo.com , choose **Support and Education**, and then **Downloads**.
2. Find your device on the Downloads page and select your language listed to the right of the device. A list of Software Update files will be displayed.
3. Select **I agree to the End User License Agreement**.
4. Scroll through the list of updates and select the applicable file. The file will start downloading. Depending on your internet connection, this could take several minutes.

5. When the download is complete, make sure the file is named **update.c4c**. If it is named something like “update(2).c4c”, rename it to **update.c4c**.
6. Connect the device to your computer using the USB cable provided with the device.
    - On the device screen, “Transfer Mode” will be displayed.
    - On your computer, a new window showing “Tablet” will open on top of the current screen. This window shows the connection to your device.
7. Double-click **Tablet** to display a list of folders.
8. Double-click the **ChatPC** folder.
9. Double-click the **Update** folder to open it.
10. On the computer screen, outside the connection window, go to the **Downloads** folder and right-click the file you downloaded.
11. Select **Copy**, go to the **Update** folder, and select **Paste**.
12. When the file finishes copying, disconnect the device from your computer.
13. The Chat software will load on the device.
14. In the Chat software, choose **Menu** > **Help** > **Check for Updates** > **Install Now**. The update process may take several minutes.
15. When an **Install** button appears during the update, select it.
16. When the installation is complete, the Chat software will load. The update is complete.

Backing Up Your Vocabulary Files

It's important to back up your vocabulary files to guard against losing changes you made. If a problem occurs, you can then restore the backed-up files to your device. How you back up your vocabulary files depends on the backup media you have access to.

If you have a USB drive:

Select specific vocabulary files and back them up to a USB drive. See "Backing Up Customized Vocabulary Files to a USB Drive" on page 252.

or

Back up and restore your vocabulary files with settings to a USB drive. See "Backing up and Restoring Your Vocabularies with Settings" on page 258.

If you have access to a computer:

Select specific vocabulary files and transfer them to a computer. See "Transferring Vocabulary Files between Your Device and ChatEditor" on page 256.

Backing Up Customized Vocabulary Files to a USB Drive

To keep customized vocabulary files safe, use the Import/Export feature. These terms refer to moving files in relation to your device: "export" indicates to move files ***from*** your device to another storage medium; "import" indicates to move files from another storage medium ***to*** your device.

- NovaChat 5, 8, and 10 devices: The Import/Export feature can back up vocabulary files to a USB drive or to a folder on the device.
- NovaChat 12 devices: The Import/Export feature can only back up vocabulary files to a USB drive.

The USB flash drive could be a choking hazard. Store it in a safe location when not in use.

To back up one or more vocabulary files to a USB flash drive:

PRC-Saltillo provided a USB flash drive that is appropriate for your device. The other end plugs into your computer. The drive rotates in its holder for easy access to each.

USB 3.0 connector plugs into a computer.

Micro-USB connector or USB-C connector plugs into your device.

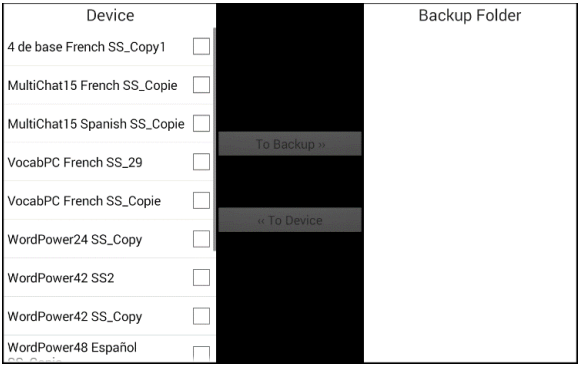
1. Connect the USB drive to the USB port on your device.

Note: If the device's file manager opens, use the device's **Back** arrow ⮌ to close it.

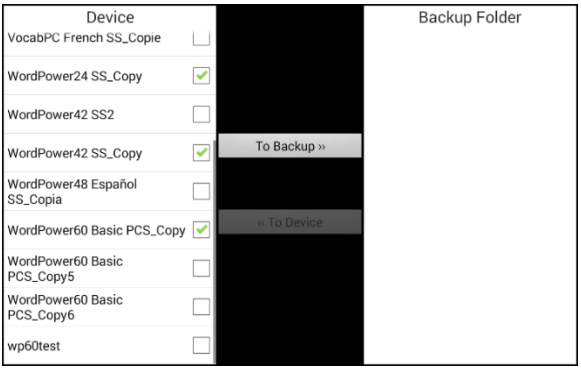
2. On the device, select **Menu** > **Library** > **Menu** > **Import/Export**.

   Note: A different file management screen may open. Depending on your device, select or navigate to the USB drive, choose the folder you want, and choose **Select** or **OK**.

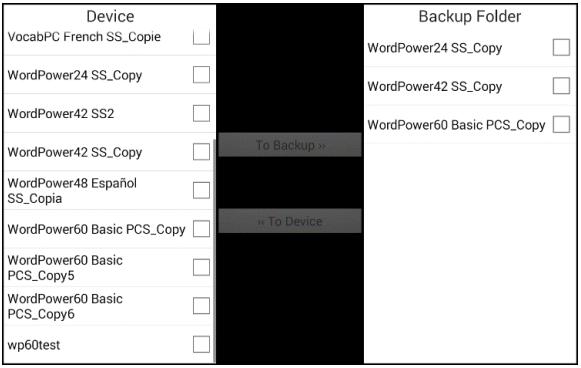
3. A window will list the customized files under "Device" on the left. Any files already on the USB drive are listed under "Backup Folder" on the right.



4. Select each file on the device that you want to copy to the USB drive.



5. Select **To Backup**, which is now highlighted. The files will be copied to the USB drive. When the files finish copying, they will be listed under “Backup Folder”.



6. Disconnect the USB drive from your device and store it in a safe location.

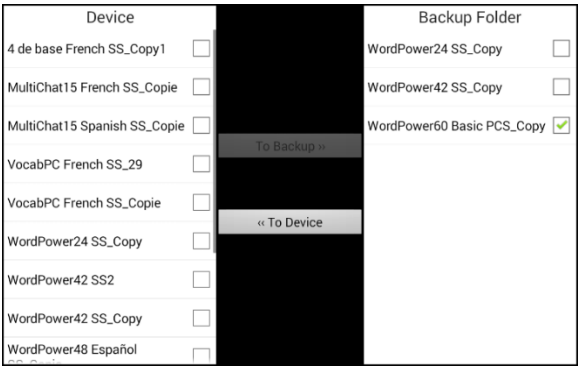
Restoring a Backed-up File

If you need to restore a backed-up file to your device, do the following:

1. Connect your USB drive to the USB port on your device.

   Note: If the device's file manager opens, use the device's **Back** arrow ⮌ to close it.
2. On the device, select **Menu** > **Library** > **Menu** > **Import/Export**.

   Note: A different file management screen may open. Depending on your device, select or navigate to the USB drive, choose the folder you want, and choose **Select** or **OK**.
3. A window will list previously backed-up files under "Backup Folder" on the right.
4. Select the file on the USB drive that you want to copy to the device.



5. Select **To Device**, which is now highlighted. The file will be copied to the device.

   Note: If the backed-up file has the same name as a file on your device, you will be asked if you want to overwrite the file on the device.

   - If you select **Yes**, the file will be overwritten as the file is copied to the device.
   - If you select **No**, the backup process will stop. Rename the file on the device and repeat steps 2 through 5.
6. When the file finishes copying, it will be listed under "Device".
7. Disconnect the USB drive from your device and store it in a safe location.

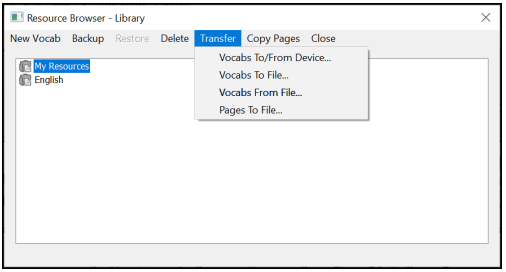
Transferring Vocabulary Files between Your Device and ChatEditor

If you have a computer, you can transfer vocabulary files between your device and the computer using ChatEditor.

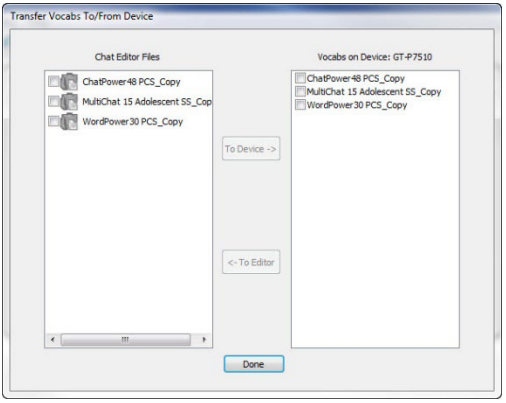
1. On the computer, start ChatEditor.
2. Attach a USB cable to the device and to the computer that is running the Editor.

   Cords and cables are potential entanglement or strangulation hazards. Please consider this prior to placing these items with device users.

   Note: If a message prompts you to allow access, you must tap **Allow** to proceed. For details, see "Appendix B: Connecting Your Device to a Computer for the First Time" on page 311.
3. The device screen will display "Transfer Mode".
4. In the Editor, select **Library** to open the Resource Browser.
5. From the Resource Browser, select **Transfer**, and then select **Vocabs To/From Device**.



6. From the Transfer screen you can copy customized vocabulary files from the device to the Editor or from the Editor to the device.



Copying Vocabulary Files from the Device to the Editor

From the Transfer screen, select the vocabulary file or files you want to transfer from the device to the computer and click the **To Editor** button. When the transfer is complete, the name of the file should be listed in the ChatEditor section of the Transfer screen. Click **Done**. If you are finished transferring files, disconnect the USB cable from the device and the computer.

Copying Vocabulary Files from the Editor to the Device

From the Transfer screen, select the vocabulary file or files you want to transfer from ChatEditor to the device and click the **To Device** button. When the transfer is complete, the name of the file should be listed in the Vocabs on Device section of the Transfer screen. Click **Done**. If you are finished transferring files, disconnect the USB cable from the device and the computer.

Restoring a Library of Vocabulary Files on Your Device

If you previously backed up a library of vocabulary files on your device, the library restore feature allows you to restore the files when necessary. However, if the device is damaged or lost, the backup is also lost. Keep in mind that when you restore any vocabulary files, you will overwrite any existing files with the same names.

With the implementation of User Backup/Restore, the Library > Backup feature has been removed. We have left the Restore option for now and removed the ability to create any further backups. Use User Backup/Restore from **Menu** > **Application Settings** > **System** > **User Backup/Restore** to ensure you have a complete backup of your NovaChat vocabularies and settings.

Restoring a Library to the Device

1. Choose **Menu** > **Library**.
2. Choose **Menu** > **Restore**.
3. Choose **Yes** at the overwrite prompt.
4. Choose **Yes** at the restart prompt.
5. When the restore is complete, choose **OK** to restart the device.

If you're working in ChatEditor, you can make a backup copy in the Editor. When you perform a backup, you will overwrite any existing backup file.

Backing up a Library in the Editor

1. Click **Library**.
2. Click **Backup**.
3. Type **Yes** to proceed.
4. Click **Continue**.

Restoring a Library to the Editor

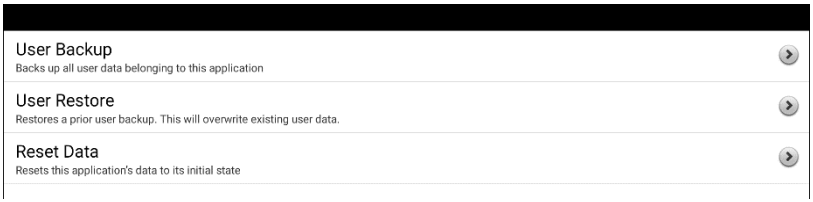
1. Click **Library**.
2. Click **Restore**.
3. Type **Yes** to proceed.
4. Click **Continue**.

Backing up and Restoring Your Vocabularies with Settings

You can back up and restore all user settings, including pronunciation exceptions, abbreviations, and learning word prediction and all profiles within vocabularies. As you set up your system, saving a user backup is recommended. You can then restore that data to the same device or a different device.

You might need to transfer settings with vocabularies when moving from a trial device to a purchased device or transferring from your device to a service loaner and back to your device.

To get started, choose **Menu** > **Application Settings** > **System** > **User Backup/Restore**. The User Backup/Restore menu opens.

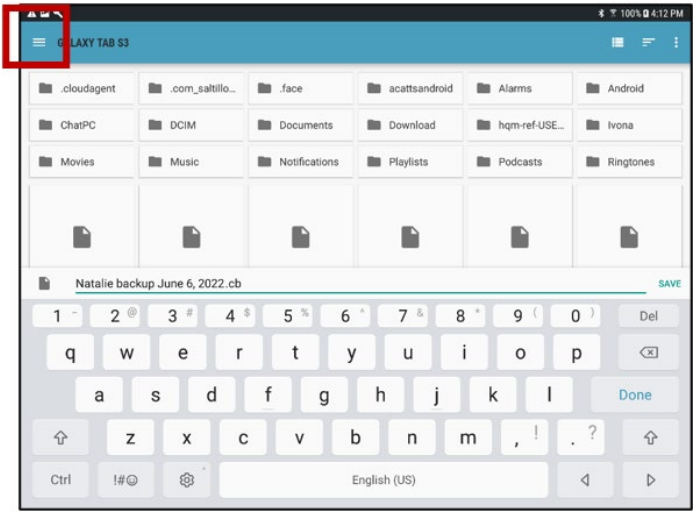


Backing up User Data to a USB Flash Drive

1. Insert the USB flash drive provided by Saltillo into your device's USB port.

   Note: If the device's file manager opens, use the device's **Back** arrow ⮌ to close it.

2. From the User Backup/Restore menu, select **User Backup**. A keyboard page will open with a default name for the backup.
3. Change the name as needed.
4. Choose **Save** from the keyboard page. The Android File Manager will open.



5. Click on the icon in the upper left corner. Be sure that the USB drive is selected.

Note: This is an example only. The backup screen is different on some devices.

6. Choose **Save** at the backup screen that shows the backup file name.

7. When "The backup completed successfully" appears, choose **OK** to close the message and remove the USB drive from the device.

Restoring User Data from a USB Flash Drive

Important! User Restore will overwrite existing user data on the device. Before using this option, verify that there is no unique information on the device that you need to keep.

1. Insert the USB flash drive provided by Saltillo into the USB port of the device to which you want to transfer the data. The device could be the original device from which you backed up the data or a different device to which you want to transfer the data.

   Note: If the device's file manager opens, use the device's **Back** arrow ⮌ to close it.

2. From the User Backup/Restore menu, select **User Restore**. A restore screen will be displayed. Select the USB drive if it isn't already selected.
3. Select the user backup file and choose **Save**. A message will appear: "Warning: Restoring a backup file will overwrite all user data, including custom vocabularies and settings. Continue?"
4. "Yes" and "No" options will be displayed. If you choose **Yes**, a "Please Wait" spinning wheel will be displayed.

   Important! When the "Please Wait" spinning wheel stops, you ***may*** see a screen that shows "This backup was created on a device with a different set of features enabled. Some settings and/or features will be unavailable. Do you wish to continue?" "Yes", "Details", and "No" options will be displayed.

   This message indicates that some features that were available on the first device are not available on your new device. If you choose **Details**, a list of missing licenses will be displayed. Then you will see "Do you want to continue with the restore? Depending on your needs, select **Continue** or **Cancel**.

5. When the restore process is complete, remove the USB drive from the device.

Backing up and Restoring Information to Cloud Storage

This section explains how to back up information from your NovaChat device to Google Drive™. These instructions apply to Dropbox™ as well.

Important! PRC-Saltillo has no control over third-party products. And we cannot be of assistance if you lose your password.

This is only one of a variety of backup options. For other available backup methods, see any of the following:

- Backing Up Your Vocabulary Files on page 252
- Backing up and Restoring Your Vocabularies with Settings on page 258
- Transferring Vocabulary Files between NovaChat Devices on page 263

Note: The following procedures work on non-dedicated NovaChat devices only.

To Back up Information:

1. Choose the Android Home button on your NovaChat device and go to **Apps**.
2. Find **Google Drive** and log in.
3. Close the Google Drive app and open the Chat software on your NovaChat device.
4. Choose **Menu** > **Application Settings** > **System** > **User Backup/Restore**.
5. Choose **User Backup**.
6. Give the backup file a unique name and select **Save**.
7. Find your **Google Drive** option (it should have your address tied to it).
8. Choose an appropriate location and select **Save**.

To Restore Backed-up Information:

1. Choose **Menu** > **Application Settings** > **System** > **User Backup/Restore**.
2. Choose **User Restore**.
3. Find your **Google Drive** option (it should have your address tied to it).
4. Choose the appropriate backup file.
5. Confirm that you understand all existing device data will be overwritten by choosing **Yes**.

6. Choose **OK** to confirm you know the system makes a backup of the current system in case you need it later.
7. The NovaChat device should be restored with backed up information.

Transferring Vocabulary Files between NovaChat Devices

There are two options for transferring custom vocabulary files from one NovaChat device to another.

- Use ChatEditor running on a Windows computer
- Use the USB flash drives that were included with the NovaChat devices

Transferring Vocabulary Files between Devices using ChatEditor

Transferring Files between the Device and ChatEditor

1. Start ChatEditor.
2. Choose the configuration you wish to open the file in or create a new configuration.
3. Attach the NovaChat device that contains the custom vocabulary to the computer.
4. In ChatEditor, choose **Library**, **Transfer**, and then **Vocabs To/From Device**.

Copying Files from the Device to ChatEditor

1. From the transfer screen, select the vocabulary file or files you wish to transfer from **Vocabs on Device** to the computer.
2. Click the **To Editor** button. The file name will be listed in **Chat Editor Files** when the transfer is complete.
3. Disconnect the cable from that NovaChat device.

Copying Files from Chat Editor to the Other NovaChat Device

1. Connect the cable to the NovaChat device that needs the custom vocabulary.

   Note: This NovaChat device may require a different USB cable—the one that was included in the package for this device.
2. From the transfer screen in ChatEditor, select the vocabulary file or files you wish to transfer from the ChatEditor to the device.
3. Click the **To Device** button.
4. Choose **Done** to Close the Transfer window in ChatEditor.
5. Disconnect the device from the computer.
6. On the NovaChat device, choose **Menu** and then **Library**, select the newly transferred file, and choose **Open**.

Transferring Vocabulary Files between Devices using a USB Flash Drive

You must have Chat software version 2.15 or higher to use this method.

PRC-Saltillo provided a USB flash drive that is appropriate for your device. The other end plugs into your computer. The drive rotates in its holder for easy access to each.

USB 3.0 connector plugs into a computer.

Micro-USB connector or USB-C connector plugs into your device.

1. Connect the USB drive to the USB port on your device.

   Note: If the device's file manager opens, use the device's Back arrow to close it.

2. On the device, select **Menu** > **Library** > **Menu** > **Import/Export**.

   Note: A different file management screen may open. Depending on your device, select or navigate to the USB drive, choose the folder you want, and choose **Select** or **OK**.

3. A window will list the customized files under Device on the left. Any files already on the USB drive are listed under Backup Folder on the right.

   To transfer files from your device to the USB drive:

   - Select each file on the device that you want to copy to the USB drive.
   - Select **To Backup**, which is now highlighted. The files will be copied to the USB drive. When the files finish copying, they will be listed under Backup Folder.

   To transfer files from the USB drive to your device:

   - Select each file on the USB drive that you want to copy to the device.
   - Select **To Device**, which is now highlighted. The file(s) will be copied to the device. When the files finish copying, they will be listed under Device.

4. When you finish transferring files, disconnect the USB drive from your device and store it in a safe location and/or copy the files from the USB drive to a computer for safe keeping.

Note: If the two NovaChat devices do not have the same USB connector, you will need to plug the USB drive that contains the vocabulary file into a computer, copy the vocabulary file to the computer, plug the other USB drive into the computer, and copy the vocabulary file to it.

Clearing Custom Vocabularies and Settings

Although most systems are purchased with one end user, there are times that devices are shared among more than one person. This can occur when systems are used in schools or libraries. In these cases, the vocabulary and settings will need to be cleared between device users.

Clearing Custom Vocabulary

If you only want to delete one or more custom vocabularies, use this procedure.

1. Choose **Menu** > **Library** > **Menu** > **Delete**.
2. Check each file in the list (the list contains only custom files).
3. Choose **Delete**.
4. Choose **Yes** to confirm.
5. Your device should now contain only the default vocabulary files.

Restoring the Default Settings

If you only want to restore the default Chat software settings, use this procedure.

1. Choose **Menu** > **Application Settings** > **Profiles** > **Load**.
2. Choose **Load Default Settings**.
3. Manually set up the appropriate synthesizer and voice by choosing **Menu** > **Application Settings** > **Speech Output** > **Voice**.

Deleting All Custom Vocabularies and Settings

Important! Use the Reset Data option only if you want to delete ***all*** your custom vocabularies and restore ***all*** Chat software settings to their defaults.

Reset Data is only available if you set up a Menu Lock password. If you have not set up a password, Reset Data will not be selectable. The summary text below Reset Data will explain that this option depends on the Menu Lock setting.

If you have not set up a Menu lock password:

1. Choose **Menu** > **Application Settings** > **Menu Lock**.
2. Enable **Menu Lock**. A Password prompt will be displayed with a keyboard.
3. Enter a password, confirm the password, and choose **Save**.
4. Proceed to "If you have set up a Menu lock password".

If you have set up a Menu lock password:

1. Choose **Menu** > **Application Settings** > **System** > **User Backup/Restore** > **Reset Data**.
2. *All* custom vocabularies will be deleted, and *all* Chat software settings will be restored to their defaults.

Note: Reset Data does ***not*** remove items saved within the operating system. To remove these items, attach a cable to your computer and, using Explorer from the computer, remove only items from the Gallery, Photos, Music, and Video areas.

Setting up and Using Texting

You can use your NovaChat device to send and receive text messages. Compose messages the same way you enter other text.

Use your device and phone safely while texting. Do not text while performing another task or activity.

Important! To use texting on your device, you must also have an Android phone with a texting plan available. See the phone manufacturer's manual for safe mounting and placement.

You will need to set up the AeroText™ app on that phone and establish a Bluetooth connection between the phone and the device. See "Installing the AeroText Application on Your Phone" and then "Connecting Your NovaChat Device to Your Phone".

Text messages on your mobile access device may incur a charge from your mobile access provider. Wireless carrier fees may apply.

Note: Images in this section are examples only. Texting pages vary by vocabulary. You can also modify texting pages the way you modify vocabulary pages—change colors, button text, button images, etc.

Installing the AeroText Application on Your Phone

1. On your phone, open your internet browser.
2. Go to https://www.prc-saltillo.com/texting. Check "I agree to the End User License Agreement" and then click the **Download AeroText** button.
3. When the download is complete, go to the app listing and then go to **Settings**.
4. Go to **Security**.
5. Find the setting **Unknown Sources** and turn it on. When a pop-up box appears, tap **OK**.

   Note: This step will vary with the device. If your device does not have the Unknown Sources setting, the setting will probably appear when you install the AeroText.apk file.
6. Tap on the home button at the bottom of the phone.

7. Tap **Apps** > **File Manager**.

   Note: This will be named differently depending on your brand of phone. If your phone does not have a file manager, Google Play has several to choose from. Choose the one that best fits your needs.

8. Find the **AeroText.apk** in the phone's download folder and tap on it.
9. Tap **Install**.

   Important! If your phone is running Android 14 or newer, choose **More details** > **Install anyway** on the Unsafe App Blocked screen.

10. If the Google Protect pop-up box appears, tap **Allow**.
11. When the AeroText.apk is installed, tap the home button.
12. *If your phone is running Android 14 or newer:* Go to the app listing and select **Settings**. Then select **Apps** > **Aerotext** > **Permissions** and allow each of the following:
    - Choose **Contacts** > **Allow** and tap the back arrow.
    - Choose **Files** > **Allow** and tap the back arrow.
    - Choose **Notifications** > **Allow** and tap the back arrow.
    - Choose **Phone** > **Allow** and tap the back arrow.
    - Choose **SMS** > **Allow** and tap the back arrow.
13. Tap **Apps** > **AeroText**.
14. If you see the message "An app wants to turn Bluetooth ON for this device", tap **Allow**. Or, if you see the message "This app was built for an older version of Android…", tap **OK**.
15. When AeroText opens, tap on **AeroText is not your SMS app** at the top.
16. Tap **Yes** on the "Change SMS App?" pop-up box. This will make AeroText the primary texting app on the phone.
17. To make AeroText discoverable for the NovaChat device:
    - Tap on the No Bluetooth Connection banner at the top.
    - When "An app wants to make your phone visible to other Bluetooth devices for 120 seconds" appears, tap **Allow**.
    - AeroText is now waiting for the device to connect to it.
18. Proceed to "Connecting Your NovaChat Device to Your Phone".

Connecting Your NovaChat Device to Your Phone

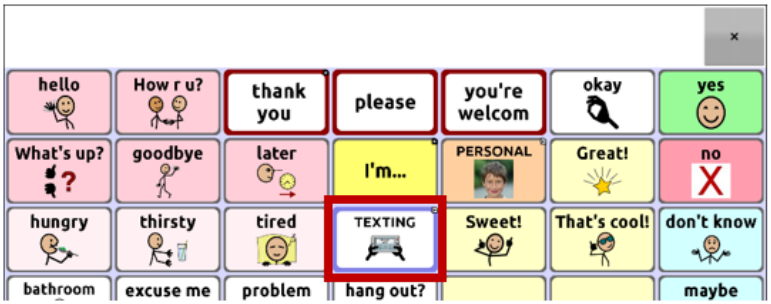
1. On your device, choose **Menu** > **Application Settings** > **System** > **Bluetooth Settings**.
2. Make sure that **Use with Phone** is turned on.

   Note: When you select **Use with Phone**, the following message will appear:

   Text messages on your mobile access device may incur a charge from your mobile access service provider. Wireless carrier fees may apply.

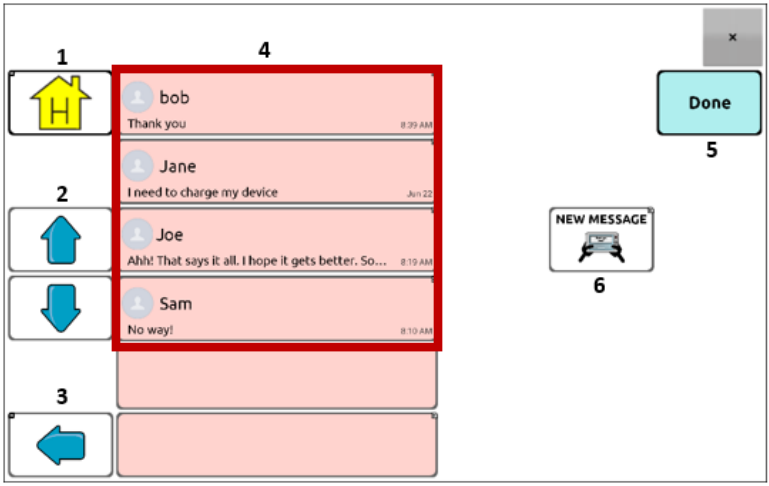
   Tap **OK** to proceed.

3. Choose **Connect to Phone**. The device will scan for available phones and list them on the screen.
4. Select your phone. “Connecting to device” will be displayed. When the device connects to the phone, “-Connected” will be displayed after the phone name at the top of the screen and a “Connected” message will appear briefly at the bottom of the display.
5. Use the device’s Back button (, , or) to go to the vocabulary’s home page and then navigate to the page that includes the Texting button. For example:



Note: The appearance and location of the Texting button depend on the vocabulary file you are using and where you choose to locate the button. See “Using Texting in a Default Vocabulary File” or “Adding Texting to a Customized Vocabulary File”.

6. The conversations stored on the phone will be listed on the texting conversations page.



Button	Description
1	Home button: Go to your home page.
2	Scrolling arrows: Scroll through your conversations.
3	Previous arrow: Go to the previous page.
4	Conversations list: Each conversation shows the first few words of the most recent message. To view the entire conversation, select the conversation to open the texting messages page.
5	Done: Functions only when Send or Create Contact is displayed in the SDB. Done provides an alternative button that may be easier for the user to access than the Send or Create Contact buttons.
6	New Message: Open your list of contacts, select a contact, and compose and send a message.

Using Texting in a Default Vocabulary File

The default WordPower and MultiChat vocabulary files all now include texting pages. If you want to use a default vocabulary, texting pages are already set up. Simply create a copy of the vocabulary file and customize the texting pages and other vocabulary pages as you want.

To go to texting in the default WordPower vocabularies, choose **Social** and select the **Texting** button on the Social page.

To go to texting in MultiChat 15, choose **Things**, choose **More Things**, and select **Texting** on the More Things page.

Copying the Done Button to a Different Page

Done provides an alternative button that may be easier for the user to access than the Send or Create Contact buttons. You may want to copy the button to your keyboard or another convenient page so you don't need to return to the Social or More Things page.

1. Choose **Menu** > **Edit Mode**.
2. Press and hold on the Done button.
3. Choose **Copy Button**.
4. Press and hold on the location for the new button.
5. Choose **Paste Button**.

Adding a Button with the "Done" Action to a Page

As an alternative to copying the Done button, you can create or modify a button on a page and assign the Done action.

1. Choose **Menu** > **Edit Mode**.
2. Press and hold the button you want to modify. A list of button options opens.
3. Choose **Edit Button**. The Button Properties window opens to the General tab.
4. Add a label and image.
5. Choose the **Actions** tab.
6. Tap or click the "Add an action" list arrow to open a list of actions.
7. Choose the **Done** action.
8. Choose **Save**.

Adding Texting to a Customized Vocabulary File

As you prepare to add texting pages to a customized vocabulary file, first consider the following:

- The vocabulary file's layout (number of buttons)
- The vocabulary file's symbol set (SymbolStix or PCS symbols)
- The page you want to use as the texting keyboard page—the Home page for choosing buttons or the spelling keyboard page (ABC).

To add texting:

1. Import the texting pages from the default vocabulary file that most closely matches the layout (number of buttons) of your customized vocabulary file.

   Important! Select a default file that also uses the same symbol set (SymbolStix or PCS symbols).

   For this example, assume your customized vocabulary file includes 60 buttons and the SymbolStix symbol set.

   Choose **Menu** > **Edit Mode** > **Pages** > **Menu** > **Import**.

2. Choose a default vocabulary file from which to import the texting pages. For this example, WordPower60 SS would be a close match.
3. When you select a vocabulary file, a list of pages is displayed.
4. Select each of the following (a checkmark will appear in the box after each page you select).
   - Texting Contacts
   - Texting Conversations
   - Texting Message Details
   - Texting Messages
5. Choose **Import**. The selected pages will be imported into your customized vocabulary.
6. Create a button in your customized vocabulary file that will take you to the texting pages.

   Suggestion: Use an empty button, possibly one on the Social page.

7. Edit the button: add a label, message, and/or image.
8. Select the **Actions** tab.
9. Remove **Speech Message**.

10. Select **Texting - Navigate to Conversations**.
11. Choose **Save**.
12. While still in Edit Mode, choose **Menu** > **Pages** and set each of the imported texting pages as a special page. Press and hold on a page name and select **Set as Special Page**. Then select the applicable special page designation:

    page name “Texting Contacts” > Set as Special Page > Text Contacts
    page name “Texting Conversations” > Set as Special Page > Text Conversations
    page name “Texting Message Details” > Set as Special Page > Text Message Details
    page name “Texting Messages” > Set as Special Page > Text Messages

13. Tap **Save** to save your changes and then choose **Back** to exit.

    Note: Your Home page will be your texting keyboard. If you want to use a different page for your texting keyboard page—a spelling keyboard page, for example—see “Using a Different Texting Keyboard Page”.

14. Choose **Menu** > **Edit Mode** to exit Edit Mode. Then navigate to the page that includes your Texting button. When you select the button, you’ll see that the texting pages are linked and working together.

Using a Different Texting Keyboard Page

By default, your Home page is your texting keyboard. If you want to use a different page for your texting keyboard page—a spelling keyboard page, for example—do the following:

1. In Edit Mode, choose **Menu** > **Pages** and then scroll to and tap **Texting Messages**.
2. From the popup menu, tap **Open**.
3. Press and hold the **Reply** button.
4. From the popup menu, tap **Edit Button**.
5. Tap the Actions tab and tap **Add an action**.
6. Scroll to and tap **Navigate**. A list of pages will appear.
7. Scroll to and tap the page you want to use as your texting keyboard page. A preview of the page will appear on the right side of the page.
8. Tap **OK**. The Navigate action will be displayed with the page name, followed by No Animation.
9. Select an animation or leave **No Animation** selected.

10. Choose **Save**.
11. Choose **Save** again.
12. Repeat steps 1 through 11 for the **Texting Message Details** page.
13. Change the texting keyboard destination for the Texting Contacts page by doing the following:
    - Touch and hold one of the “Contact” buttons.
    - Repeat steps 4 through 11.
14. When you finish, choose **Menu** > **Edit Mode** to exit Edit Mode. The page you selected is now your texting keyboard page.

Deactivating or Reactivating Texting

To deactivate texting on your device, choose **Menu** > **Application Settings** > **System** > **Bluetooth Settings**. Turn off **Use with Phone**.

To reactivate texting, choose **Menu** > **Application Settings** > **System** > **Bluetooth Settings**. Turn on **Use with Phone**.

Increasing the Size of the Speech Display Bar (SDB)

If you aren’t using a keyguard, you may want to increase the size of the SDB. This will not only increase the size of the area for composing text, but also increase the size of the Send button, making it easier to access.

To increase the size of the SDB, do one of the following:

- Choose **Menu** > **Application Settings** > **Style** > **Number of Lines**. In the Line window, select the number of lines that will increase the SDB and the Send button to the size that works best.
- Choose **Menu** > **Application Settings** > **Style** > **Font > Font Size**. In the Choose a size window, choose a number that will increase the SDB and the Send button to the size that works best.

Creating a Contact on Your Phone

To send a text to someone, you must first create a contact. You can create a contact on your phone or from a received message on your device.

The method of creating a contact on a phone varies by model. Enter the contact's name and phone number. Because you have a Bluetooth connection, the contacts you create on the phone will be displayed on the device when you choose **New Message**.

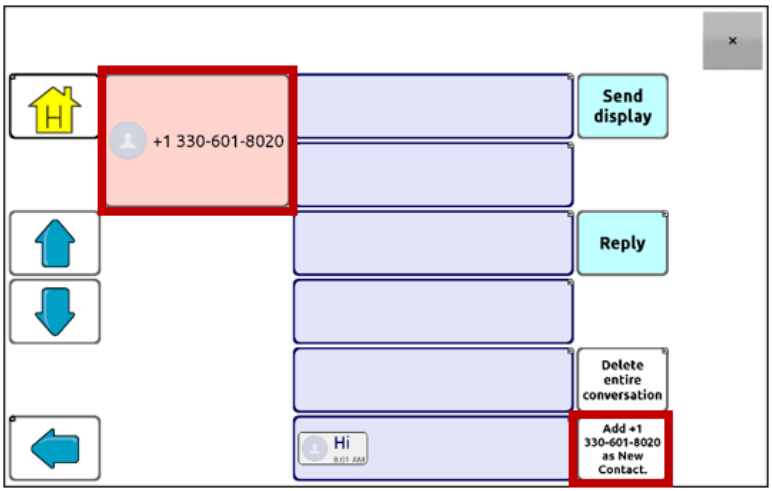
When you want to delete a contact, use your phone to delete it.

To learn how to add a contact from a message, see "Adding a Contact from a Received Message".

Adding a Contact from a Received Message

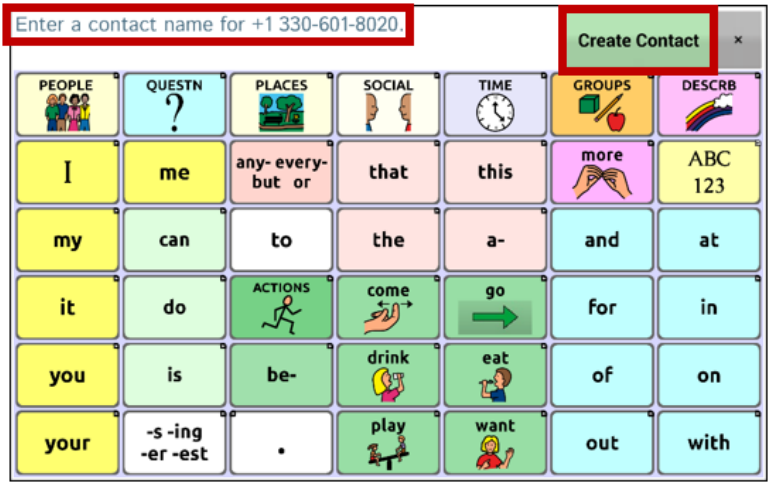
Use this procedure when you receive a message from someone you want to add as a contact.

1. From the texting conversations page, select the phone number of the person you want to add as a contact. The list of messages for that number will open with an additional "Add as New Contact" button. For example:

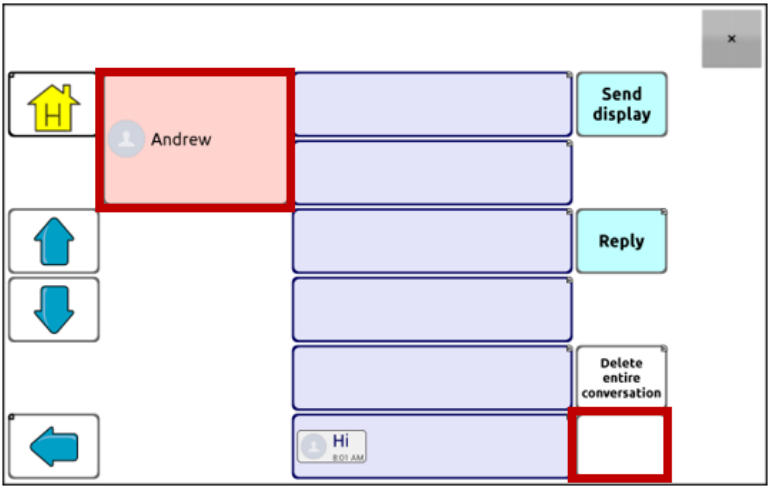


Note: The location of the Add as New Contact button varies by vocabulary file.

2. Choose the **Add as New Contact** button. The SDB will display an "Enter contact name" prompt and a Create Contact button.



3. Enter the contact's name in the SDB.
4. Choose the **Create Contact** button. The list of messages for the contact will be displayed with the new name in place of the phone number. The Add as New Contact button will be empty.

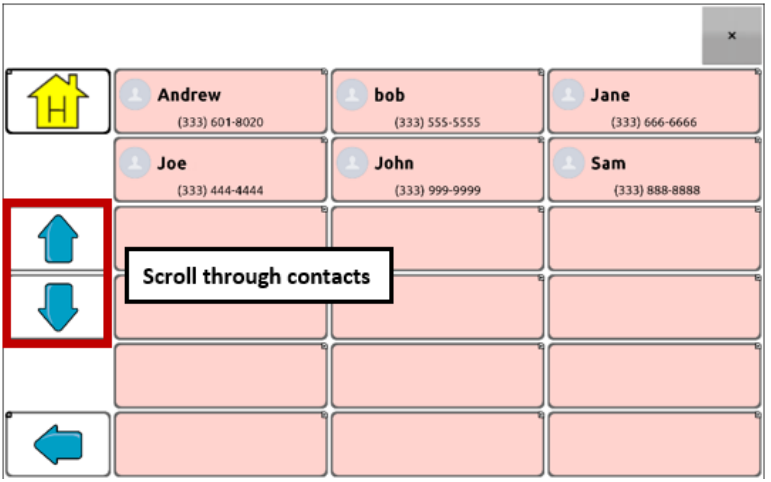


5. The new name will appear on the texting conversations page and the contacts list.

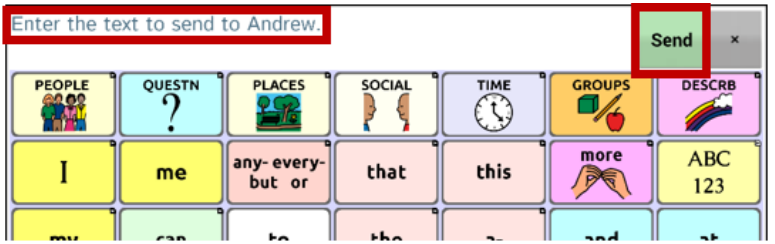
Composing and Sending a Message

You can use the texting pages that are set up in the vocabulary on your device. Or, if you want to customize the texting interface, see “Advanced Texting Setup” on page 288.

1. To send a message, choose the Texting button in your vocabulary. The texting conversations page opens.
2. Choose **New Message**. Your contacts list is displayed.

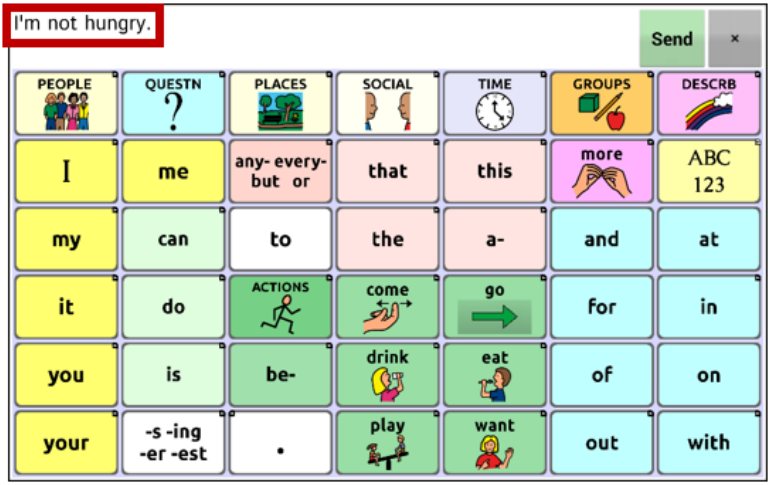


3. Select the contact you want you want to send the message to. The vocabulary home page (or the page you specified as your texting keyboard page) is displayed with an “Enter the text” prompt and a “Send” button located in the SDB.



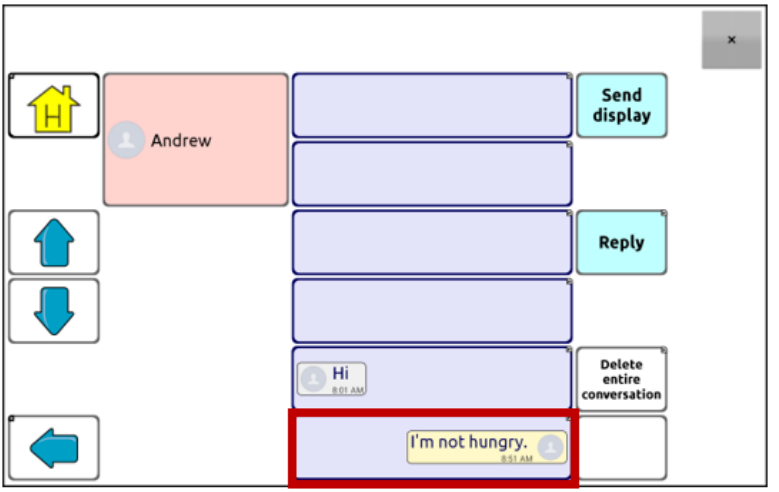
Hint: If you chose the wrong contact or don’t want to send a message for any other reason, press **Back** (, , or) several times until the “Enter the text” prompt disappears from the SDB.

4. Compose your message just as you would enter any text. The message appears in the SDB.



Hint: If you aren't using a keyguard, you may want to increase the size of the SDB. This will increase the size of the Send button, making it easier to access. To increase the size of the SDB, choose **Menu** > **Application Settings** > **Style** > **Number of Lines**.

5. Choose **Send**. The SDB is cleared and the list of messages for the contact is displayed. The message you sent is displayed at the bottom of the list.



Note: All text messages you sent to the contact and received from the contact in the current conversation are listed. Messages sent by you to the contact appear on the right; messages received from the contact appear on the left.

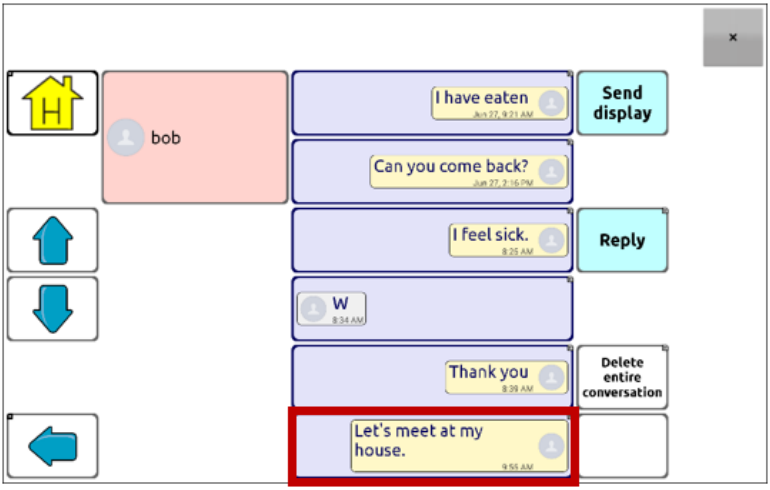
Feature	Description
Send Display	Send the current contents of the SDB as a text message and clear the SDB. The list of messages for the contact is then displayed with the new message at the bottom of the list.
Reply	Reply to the most recent message (at the bottom of the list). Click **Reply** to open the vocabulary home page (or the page you specified as your texting keyboard page) with a Send button in the SDB. Compose your message and choose **Send**.
Delete entire conversation	Delete the conversation, that is, the contact and all messages for that contact. ***Important!*** Deleting a conversation deletes all messages to or from the contact. You will not be able to undo the deletion.

Note: The message list only shows the first few words of each message. To view the entire message, select the message to open the text message details page.

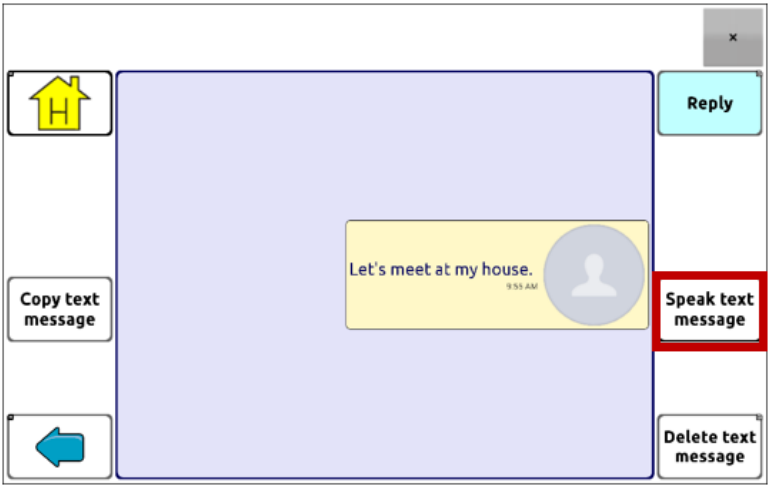
Speaking a Text Message

You can speak any text message in a conversation.

1. From the list of messages for a contact, select the message you want to speak.



2. When you select the message, the text message details page is displayed with additional buttons.

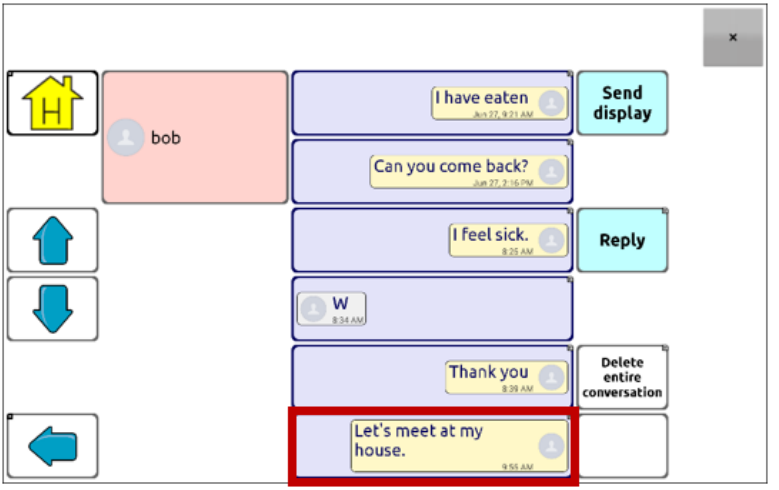


3. Choose **Speak Text Message**.

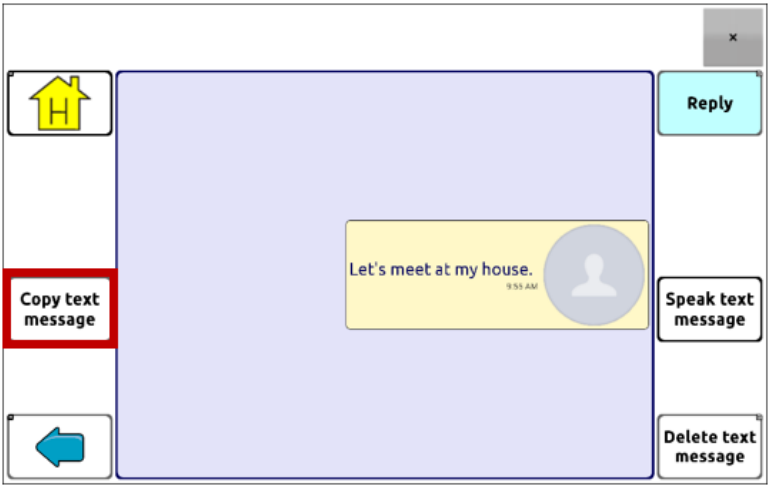
Copying a Text Message

You can copy a text message and paste it into a text message you want to send to someone else.

1. From the list of messages for a contact, select the message you want to copy.



2. When you select the message, the text message details page is displayed with additional buttons.



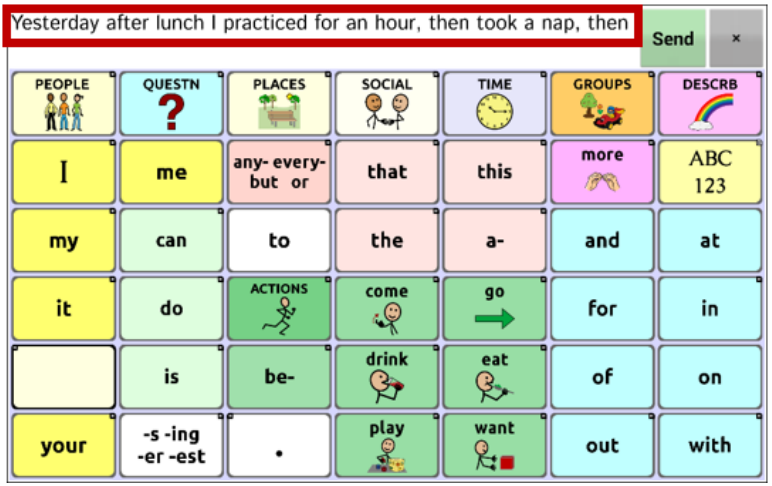
3. Tap **Copy text message**.

4. Move to the contact you want to send the message to.
5. Press and hold on the SDB. A menu will open.

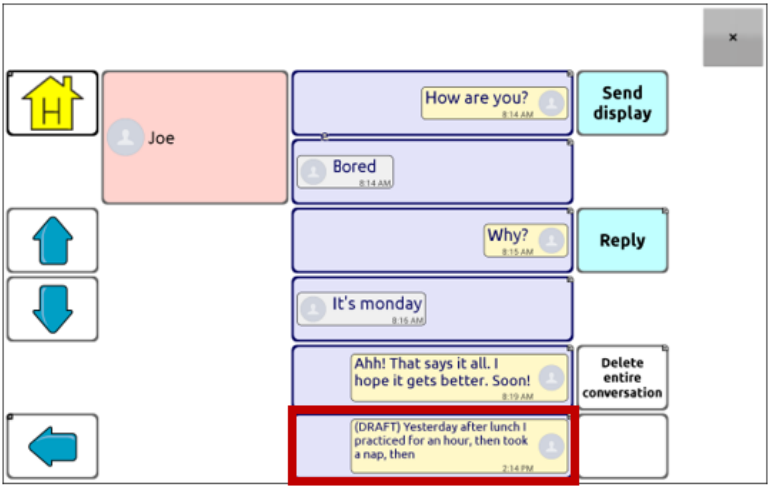
6. Choose **Paste**. The copied message will be copied to the SDB.
7. Tap **Send Display**.

Creating a Draft Message (to finish later)

If you start a text message and are interrupted or don't have time to finish it, you can create a draft to save the text you entered. For example:



To save this text, press **Back** (, , or) several times. A popup note, "Message saved as draft", will appear briefly near the bottom of the display, and your in-progress message will be preceded by "(DRAFT)".



To finish the message later, select the draft, add the remaining text, and choose **Send**.

The Role of Conversations when Creating a Message

You can be in a conversation before creating a text message. For example, if you have text in the SDB that you decide you want to text to someone, you can go to Texting and *choose an existing conversation*, and then choose **Send Display**.

However, you *cannot* go to Texting, choose **New Message**, choose a contact, and then choose **Send Display**.

If you don't have a conversation with someone currently and need to use **New Message**, you can only create a message after the contact has been selected.

Deleting Conversations and Messages

Important! Deleting a conversation permanently deletes all messages to or from the contact. If you want to retain the conversation, delete an individual message from the conversation using Delete Message.

To delete a conversation (all messages to and from a contact):

1. Select the conversation.
2. Select **Delete Entire Conversation**.
3. Are you sure you wish to delete this entire conversation containing … messages? Choose **Yes**.

To delete one or more individual messages:

1. Select the conversation.
2. Select the message you want to delete.
3. Select **Delete Text Message**.
4. Repeat steps 2 and 3 for each message you want to delete.

Note: To delete a contact, use your phone.

Using the Back icon with Texting

The Back icon (, , or ◁) has two handy uses when you're working with text messages.

If you start a text message and are interrupted or don't have time to finish it:

You can create a draft to save the text you entered. Press **Back** several times until a popup note "Message saved as draft" appears briefly near the bottom of the display. Your in-progress message will be preceded by "(DRAFT)", allowing you to finish the message later.

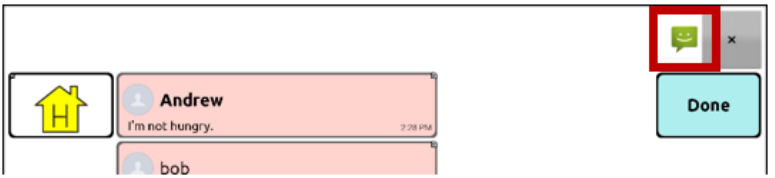
If you chose the wrong contact, or don't want to send a message for any other reason:

Press **Back** (, , or ◁) several times until the "Enter the text" prompt disappears from the SDB.

Viewing Notifications

Note: To make sure you see notifications, choose **Menu** > **Application Settings** > **Input**. In the Speech Display Bar section, verify that **Enable Notification Bar** is selected.

Notifications appear in the notifications area of the SDB. For example:



Icon	Indication
	You have one unread text message. Tap the icon. The message will appear at the bottom of the sender's list of messages.
	You have multiple unread text messages. Tap the icon. The messages will appear at the bottom of the sender's list of messages.
	Your phone is not connected to the device. If you tap the icon, you'll see a small popup note: "The phone is not connected." When you connect the phone, the icon will disappear.
	The version of AeroText installed on the connected phone is incompatible with the version of Chat software installed on your device and should be updated. *or* The version of Chat software installed on your device is incompatible with the version of AeroText installed on the connected phone and should be updated.
	AeroText is not set as the default SMS app on the connected phone. You can still send and receive messages, but texting functionality will be limited. For example, you won't receive new message notifications, messages won't be marked as read, and you won't be able to delete messages.

Advanced Texting Setup

If you want to modify the appearance and operation of the texting pages, you can edit buttons and select different actions just as you can on any vocabulary page.

Texting Actions

Action	Description
Done	Functions only when Send or Create Contact is displayed in the SDB. Done provides an alternative button that may be easier for the user to access than the Send or Create Contact buttons.
Texting - Add Number as Contact	Adds a new contact from a received text message.
Texting - Compose Message	Creates a message to text to one of your contacts. This action is used on the Reply button. When you choose **Reply**, the action takes you to Home, with the "Enter the text to send" prompt and Send button in the SDB. If you want this action to take you to a different page—a keyboard, for example—add a "Navigate to" action.
Texting - Contact	Displays the name and phone number of the current contact. This action is used with the Texting Compose Message action.
Texting - Conversation Participants	Displays all the participants in a conversation.
Texting - Copy Text Message	Copies the selected text message to paste into a text message you want to send to someone else.
Texting - Delete Conversation	Deletes the selected conversation. *Note:* If you add this action, be sure to also add the Texting Navigate to Conversations action after it.
Texting - Delete Text Message	Deletes the selected text message.

Action	Description
Texting - Message Details	Displays the text, date, and time for the selected text message. *Note:* This action displays the date only if the message is older than one day.
Texting - Navigate to Contacts	Navigates to your list of contacts.
Texting - Navigate to Conversations	Navigates to your list of conversations.
Texting - Navigate to Message Details	Navigates to the text message details page, which displays the text, date, and time of the selected message. *Note:* This action displays the date only if the message is older than one day.
Texting - Navigate to Messages	Navigates to your list of messages for a contact.
Texting - Page Down	Pages down through a list of messages or a list of contacts when there are too many to fit on the screen at a time.
Texting - Page Up	Pages up through a list of messages or a list of contacts when there are too many to fit on the screen at a time.
Texting - Send SDB	Sends the current contents of the Speech Display Bar as a text message and clears the SDB. The list of messages for the contact is then displayed with the new message at the bottom of the list.
Texting - Speak Text Message	Speaks the currently selected text message.

Adding a Webhook Event to a Button

Do you know about webhooks and would you like to use them with your device? Here's how the Chat software supports them. *Please note that this section requires a basic understanding of webhooks and programming skills.*

Important! You must be connected to Wi-Fi to use webhooks.

Terms Used in This Section

Term	Meaning
webhook	A webhook is an event that triggers an action.
webhook service/ provider	A webhook service is a web application for retrieving and storing data from a certain event.
webhook event	A webhook event is a web request via a URL that can contain additional information needed by the webhook service/provider. There are two parts to a webhook event: (1) the URL and (2) the payload in JSON format. The event is the piece that the Chat software sends. *Event example:* Create a document
URL	A URL is a website address. For webhooks, a URL is the address sent to trigger an event. Webhooks use the http protocol to communicate with the webhook service/provider.
payload	Additional instructions can be sent with the URL to perform the event. These additional instructions are referred to as a payload. *Note:* Not all events need a payload.

Term	Meaning

	Payload examples: Add content to your document (see “webhook event” above); format the content
	The webhook service/provider defines the payload. Here's what a small portion of a payload looks like when it's delivered to a webhook service:
	{
	"event_id": "LtWXD3crgy",
	"event_type": "form_response",
	"form_response": {
	"form_id": "lT4Z3j",
	"token": "a3a12ec67a1365927098a606107fac15",
	"submitted_at": "2018-01-18T18:17:02Z",

JSON	Webhooks must deliver responses (payloads) in JSON format, a language used by programmers. The Chat software provides an interface for these responses. The example under “payload” above is in JSON format.
placeholder	To simplify creating payloads, the Chat software provides two placeholders: (1) The content of the Speech Display Bar and (2) The button message (shown in the Message box, not the Label box). Placeholders must appear in these formats: ${SDB} and ${MESSAGE} The placeholders are not required. You can use either, both, or neither.

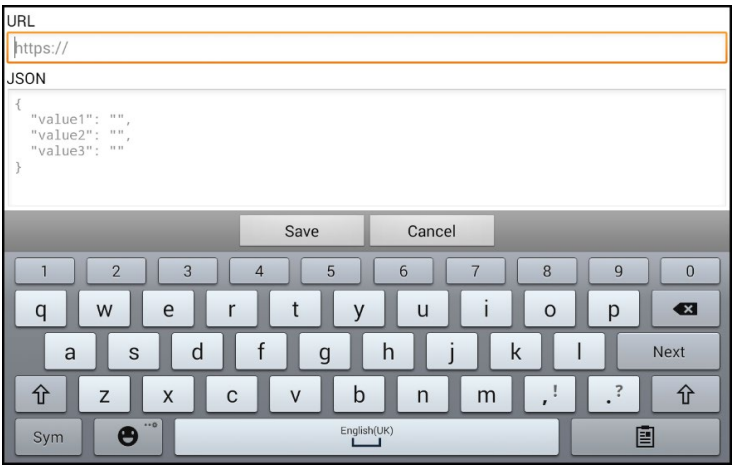
Adding a Webhook Event

You can create as many webhook buttons as you want, but you can only specify one URL for each button.

Examples of webhook events: send the latest weather report to your device; trigger a payment; send an alert when something happens; turn on a light; open a door; set a thermostat; operate a smart home device

Note: You can simplify programming webhooks by using ChatEditor, especially copying and pasting URLs and entering data in JSON format.

1. Choose **Menu** > **Edit Mode**.
2. Press and hold the button to which you want to add the webhook event.
3. Choose **Edit Button**.
4. Add a label and/or a message and image [standard language]
5. Select the **Actions** tab.
6. Tap or click the list arrow to open a list of actions.
7. Select **Webhook**. A keyboard with a URL prompt opens.



8. Enter the URL. This can be copied from the webhook service/provider site.
9. If your event requires a payload, tap below JSON and enter the data in JSON format that you want to send from the button.

   Note: Chat software provides two placeholders: (1) The content of the Speech Display Bar and (2) The message [in the Message box] contained on the button. The placeholders must appear as follows: ${SDB} and ${MESSAGE}

10. Choose **Save**.
11. Make sure you have an active Wi-Fi connection and choose the button you created.

Viewing Webhook Examples

For examples of how to use webhooks, go to the Saltillo website and view the articles listed below.

Webhook Example - Sending an Email

https://saltillo.com/support/article/webhook-example-sending-an-email-5

Webhook Example – Creating a Google Document

https://saltillo.com/support/article/webhook-example-creating-a-google-document-5

Troubleshooting

The device no longer produces sound. / The amplifier no longer produces sound. / The volume is limited to just the device's speakers.

Airplane mode may have been turned on, the device sound may be turned off, or the Bluetooth connection to the amplifier may be lost. How you check Airplane mode, device sound, and Bluetooth depends on the version of Android on your device. These options may not be available on your device.

Check the Airplane mode setting

Option #1: Go to the Android home page and swipe down from the top of the screen. On some devices, you may need to swipe down twice. If the Airplane mode icon shows that Airplane mode is turned on , tap the icon to turn Airplane mode off .

Option #2: Open the Android **Settings** and select **Airplane mode** in the left pane. If the setting in the right pane shows On, tap the setting to change it to Off.

Option #3: Press and hold the device's power button. If Airplane mode shows "Airplane mode is ON", tap **Airplane mode**. "Airplane mode is OFF" will appear.

Check the device Sound setting

Option #1: Go to the Android home page and swipe down from the top of the screen. On some devices, you may need to swipe down twice. If the Mute icon is displayed, tap the icon to change it to the **Sound** icon.

Option #2: Open the Android **Settings** and select **Sound** in the left pane. If the Sound mode setting in the right pane shows Mute, tap the setting and select **Sound**.

Option #3: Press and hold the device's power button. If Silent mode shows "Sound is OFF", tap **Silent mode** to turn sound on.

Check the device Bluetooth setting

Option #1: Go to the Android home page and swipe down from the top of the screen. On some devices, you may need to swipe down twice. The Bluetooth icon shows that Bluetooth is turned off . Tap the icon to turn Bluetooth on .

Option #2: Open the Android **Settings** and select **Bluetooth** in the left pane. The setting in the right pane shows Off. Tap the setting to change it to On.

Option #3: Press and hold the power button and tap **Airplane mode**. This takes the device out of Airplane mode and turns Bluetooth on.

The device doesn't connect to the amplifier

Verify that the connection is enabled by choosing **Menu** > **Application Settings** > **System** > **Bluetooth Settings** and verify that **Use with Amplifier** is selected.

If the connection was already enabled: Choose **Back** and choose **Yes** to confirm that you want to close the application. Then reopen the application.

If the device still doesn't connect: Choose Menu > Application Settings > System > Bluetooth Settings > Connect to Amplifier.

The device will list all available amplifiers. Each amplifier name includes the amplifier's serial number to help you identify it. Look for the serial number on the amplifier, and then find the amplifier name that includes that serial number in the list. Choose the amplifier you want to use. The device will connect to the amplifier you choose.

Can't Find the Library Menu

If the Library menu is not showing, exit Edit Mode.

Resetting the Device

If you need to reset the device, try a soft reset by cycling power with the device's power button. A hard reset is ***not*** recommended.

NovaChat 8.5: If the device is frozen, press and hold the Side key and Volume Down key at the same time for more than seven seconds to restart.

No Speech

Check the volume control on the edge of device. If that is not the problem, choose **Menu > Application Settings > Speech Output** and make sure Speech Off is not checked.

No Speech and the message is not going to the Speech Display Bar when pressing buttons

This can be caused if a dwell time has been added. To check the timing, choose **Menu** > **Application Settings** > **Input** > **Timing** and check to see if an Acceptance or Release time has been set.

No Speech in ChatEditor

When you install ChatEditor, the following message appears:

Speech is currently disabled.
Please connect a NovaChat/ChatFusion device to this computer to enable speech.

Choose **OK** to close the message. To enable speech in ChatEditor, simply connect a USB cable between your computer and your device. Test the Editor to verify that speech is working. Then disconnect the cable.

Symbols Do not Display in ChatEditor

When you install ChatEditor, the following message appears:

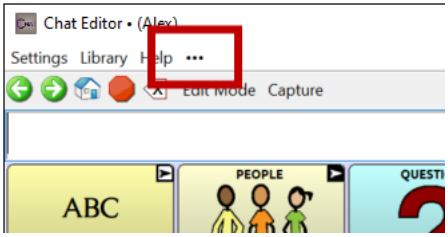
You must attach a PCS-configured NovaChat Device to enable and display PCS Symbols.
Click OK to continue.

Choose **OK** to close the message. To enable symbols in ChatEditor, simply connect a USB cable between your computer and your device.

Test the Editor to verify that symbols are displaying. Then disconnect the cable.

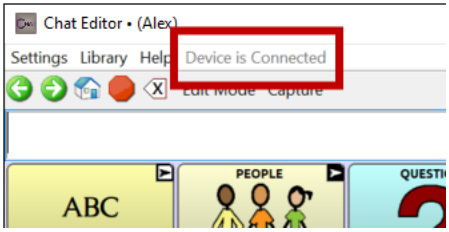
When I plug my device into the computer, it won't connect.

In ChatEditor, click the three dots to the right of "Help".



ChatEditor will check for any devices plugged into the computer and make the connection.

When the device connects, "Device is Connected" will appear in place of the three dots.



Note: If no device is plugged into the computer, the three dots will be displayed and a message will appear in a small window: "No NovaChat device is currently connected to this computer." Click **OK** to close the message. When you plug in the device, "Device is Connected" will appear in place of the three dots.

Texting conversations page doesn't show any conversations

Make sure the setting "Use with Phone" is turn on. On the device, choose **Menu** > **Application Settings** > **System** > **Bluetooth Settings**. Make sure that **Use with Phone** is selected.

A red dot appears in the SDB. What does it mean and how do I get rid of it?

This is a notification icon . It only appears on trial devices. Choose the icon to open a message.

Don't Forget! This is a trial device that must be returned to PRC-Saltillo. Have questions? Call 800-268-5224 to be connected with your PRC-Saltillo Consultant.

Read the message and select **OK**. This message will reappear every seven days until you complete and submit your funding/trial device paperwork. Service can step you through turning off the message if you need the dot removed prior to receiving your new device.

Icons show up in the SDB. What do they mean?

Icon	Indication
	Your phone is not connected to the device. If you tap the icon, you'll see a small popup note: "The phone is not connected." When you connect the phone, the icon will disappear.
	The version of AeroText installed on the connected phone is incompatible with the version of Chat software installed on your device and should be updated. *or* The version of Chat software installed on your device is incompatible with the version of AeroText installed on the connected phone and should be updated.
	AeroText is not set as the default SMS app on the connected phone. You can still send and receive messages, but texting functionality will be limited. For example, you won't receive new message notifications, messages won't be marked as read, and you won't be able to delete messages.
	The tablet battery level is low.
	The tablet battery level is critically low.
	The amplifier battery level is low.
	The amplifier battery level is critically low.

An error message is displayed while doing Chat software updates

Find the message in the table below and follow the instructions provided. If the problem persists, contact Saltillo technical support. Support contact information is available under “Welcome to NovaChat” on page 13.

Message	What to do
An intermediate operation failed. Please try again later	Try the operation again. If this message appears again, contact Saltillo technical support.
An unknown error has occurred. Please try again later.	Try the operation again. If this message appears again, contact Saltillo technical support.
No software found that can be updated.	Try the update again. If this message appears again, contact Saltillo technical support.
The installed software is erroneous. Please contact customer support.	The software did not install properly. Contact Saltillo technical support.
The repository configuration has errors. Please contact customer support.	There is a problem on the update server. Contact Saltillo technical support.
The update encountered an error from which it cannot recover. Please contact customer support.	During the update process, a temporary file that was needed to finish the update was deleted. Contact Saltillo technical support. As an alternative, go to **Home** > **Settings** and choose **Clear Data** under “Update Manager”. Then run the update again.
The update manifest is invalid. Please contact customer support	There is a problem on the update server. Contact Saltillo technical support.
The update was canceled	You may have tapped **Cancel** instead of **Install** on one of the update files. Try to install the update again.

Message	What to do
There is not enough space to complete the update.	Try an update via Wi-Fi connection or try deleting pictures, apps, and/or videos. An original NovaChat 5 device might not be able to update from a file, but an update via Wi-Fi will work.
Unable to download update. Please check your network connection.	Airplane mode may be turned on; Wi-Fi may be turned off or your Wi-Fi connection may not be set up; or some other problem is blocking network access. First, verify that Airplane mode is turned off. See “Check the Airplane mode setting” above. Be sure that you have a Wi-Fi connection and that it has a strong signal. Go to **Home** > **Settings** > **WiFi** and ensure a good connection is made to your network. If you still don’t have a connection, contact Saltillo technical support.
Unable to download update. Please register your software.	Your license is missing. Go to **Menu** > **Help** > **About** and note the Device ID. Then call Saltillo technical support and provide the device ID. Customer support will help you register the software again. If you already have your registration number, go to **Menu** > **Help** > **Registration** and enter the number.
Unable to download update. The active network is not permitted. Please check your update settings	Go to **Menu** > **Help** > **Check for Updates** > **Menu** and turn on **Allow WiFi Download** and **Auto Install**.

Message	What to do
Your device ID cannot be determined. Please turn off airplane mode and try again.	Turn Airplane mode off, reregister your software, and try the update again. To turn Airplane mode off, see “Check the Airplane mode setting” above. To reregister your software, go to **Menu** > **Help** > **About** and note the Device ID. Then call Saltillo technical support and provide the device ID. Customer support will help you register the software again. If you already have your registration number, go to **Menu** > **Help** > **Registration** and enter the number.
Your software is more current than the provided update. Please check the update file and try again.	Get the appropriate update and delete the old update from the Update folder.
Your software is up to date.	There is no need to run an update.

Care and Maintenance

Your device is intended for use in normal communication situations. It is not waterproof, so use extreme caution when using it around water. As with most electronic devices, you should *never* use the device when you are actually in the water (for example, a pool or bath).

For information on cleaning and disinfecting your device, see "Cleaning and Disinfecting Your Device" on page 55.

When charging the device, use only the AC charger that came with the device. The batteries for the device are not field replaceable, and the system will need to be returned to PRC-Saltillo (USA) for servicing.

Replacement and repair of any electronic components of your device should only be done by qualified service personnel. Please call 1-800-382-8622 or email service@saltillo.com to obtain a Return Authorization prior to sending any component to PRC-Saltillo.

Shipping address (USA customers):

PRC-Saltillo
Attn: (Insert RA # here)
1022 Heyl Road
Wooster, OH 44691

Non-USA customers: Contact your local distributor for repair details.

If you discard all or part of your device, dispose of all electronic components according to local regulations.

Customers in Europe need to follow the WEEE and European Battery Directive for details regarding disposal of components.

Appendix A: Advanced Grammar Features

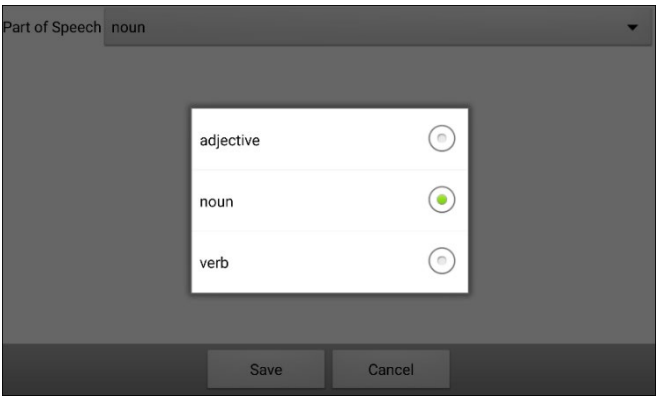
The features explained in this appendix are intended for persons with extensive knowledge of grammar. The functionality described here was intended to support pre-morphing. The current Grammar Actions are still intended as a good solution for post-morphing. For languages such as German, pre-morphing is much more important.

These features are also more beneficial with certain vocabularies. For example, WordPower vocabularies already provide buttons for adding endings to words (for example, an -est button for adjectives).

Setting up grammar actions involves identifying words as a part of speech and setting up a button to apply a grammar rule applicable to that part of speech. In this appendix, we're going to identify two buttons, "video game" and "computer game", as nouns and then create a button that will pluralize nouns.

Identifying Parts of Speech

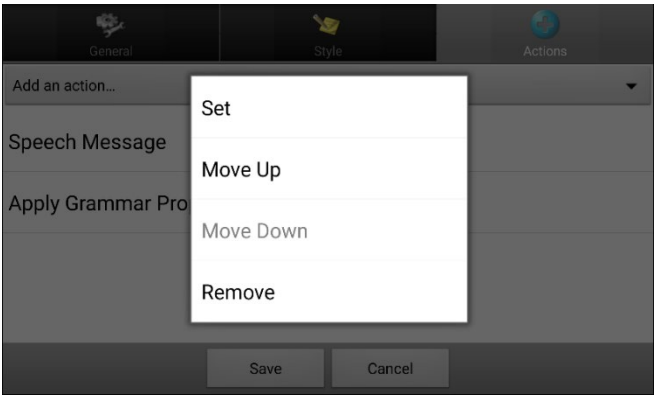
1. Navigate to a page of "things" (nouns).
2. Choose **Menu** > **Edit Mode**.
3. Press and hold a "thing" button (for example, video game), choose **Edit Button**, and choose the **Actions** tab.
4. Tap the "Add an action" list box arrow to open the list of actions.
5. Select **Apply Grammar Property**. The Part of Speech window will open.
6. Tap the "Part of Speech" list box arrow. A menu will list adjective, noun, and verb options.



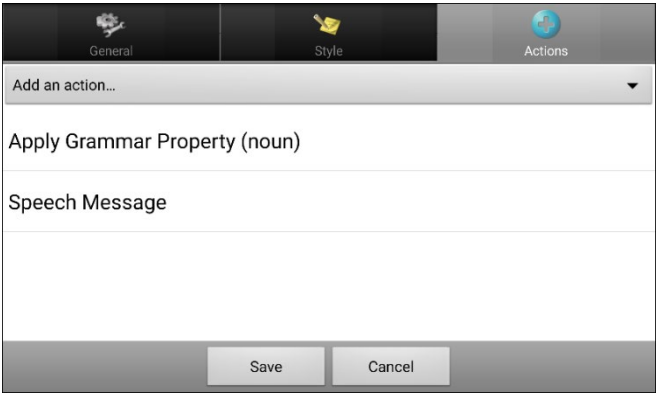
7. Select the applicable part of speech. In this example, **noun** was selected.
8. Choose **Save**. In this example Apply Grammar Property (noun), will appear at the bottom of the list of actions defined for the button.

   Important! The grammar property must appear first in the list of actions. You'll need to move it to the top of the list.

9. Tap **Apply Grammar Property (noun)**. A menu will open.



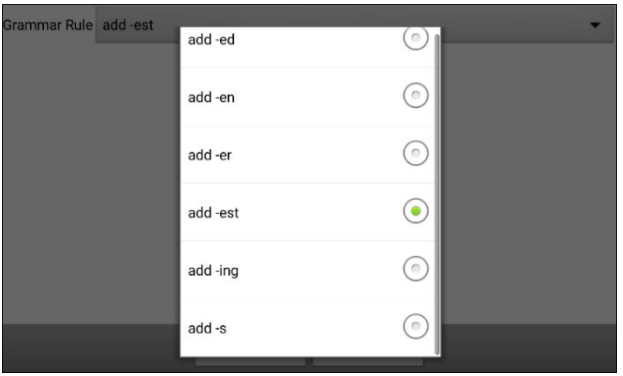
10. Choose **Move Up**. In this example, Apply Grammar Property (noun) will move up to the top of the list of actions.



11. Choose **Save**.
12. Repeat steps 3 through 11 for the remaining "thing" buttons on the page. In this example, you would repeat the steps for the "video game" button.

Creating a Grammar Rule Button

1. Press and hold the button you want to set up as a pluralize button, choose **Edit Button**, enter a label for the button (for example “-s”), and choose the **Actions** tab.
2. Tap the “Add an action” list box arrow to open the list of actions.
3. Select **Apply Grammar State**. The Grammar Rule window will open.
4. Tap the “Grammar Rule” list box arrow. A list of options will be displayed.

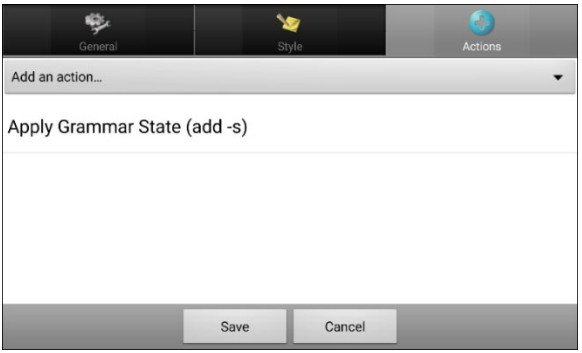


These options perform as follows:

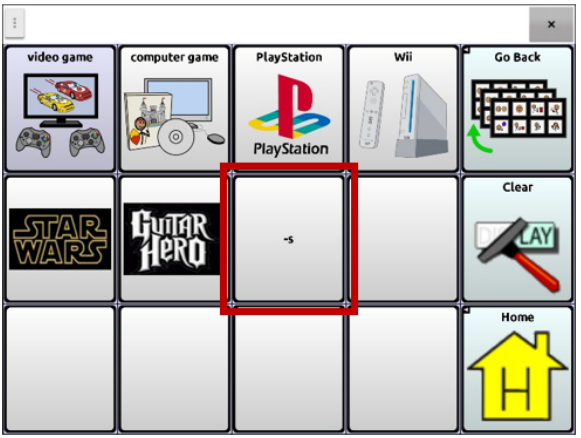
Option	Application
add -ed	verb simple past tense
add -en	verb past perfect participle
add -er	adjective comparative
add -est	adjective superlative
add -ing	verb present participle/gerund
add -s	noun plural

5. Select the applicable option. In this example, **add -s** was selected.
6. Choose **Save**. In this example, Apply Grammar State (add -s) will appear in the list of actions defined for the button.

7. Remove any other actions that were already on the list.



8. Choose **Save**. In this example, a button labeled “-s” is now available to pluralize all words identified as nouns.



Using Dynamic Grammar Labels

The setting Dynamic Grammar Labels displays on button labels the changes that will be made to words when grammar rules are applied.

Important! If you are working with a person learning language, it is best not to turn on Dynamic Labels. The grammar features can create invalid words that will show up with dynamic labeling turned on.

If you are working with a literate adult, you may be able to take advantage of the benefits of dynamic labels.

To turn on dynamic labels, choose **Menu** > **Application Settings** > **Literacy** > **Dynamic Grammar Labels**.

Example: Dynamic Grammar Labels turned off:

When the "-s" grammar rule key is chosen, "video game" and "computer game" remain unchanged even though either word will be pluralized when selected.

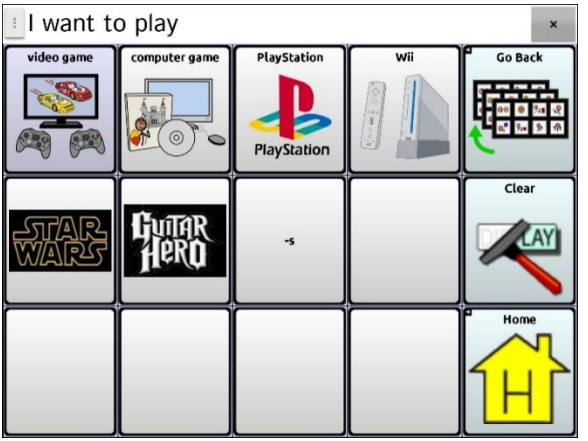
Example: Dynamic Grammar Labels turned on:

When the “-s” grammar rule key is chosen, “video game” and “computer game” change to “video games” and “computer games”, showing how either word will change when selected.

Using Your Grammar Rule Button

Place the grammar rule button on a page of applicable items. For example, place a pluralize button on a page of things (nouns). If you tap your pluralize button and then choose a thing, you will need to tap the pluralize button again before pluralizing another thing.

1. In the Speech Display Bar (SDB), enter the words you want to speak ***up to*** the game you want to pluralize. In this example, “I want to play” was entered.



2. Tap your “-s” button.

   If Dynamic Grammar Labels is turned off: There will be no change to the button labels.

   If Dynamic Grammar Labels is turned on: The letter “s” will be added to the “video game” and “computer game” labels.

3. Choose the game button you want. In this example, “computer game” was chosen. Whether dynamic Grammar Labels is turned on or off, the SDB will display “I want to play computer games”.

Clearing a Grammar Rule

You may find it useful to create a Clear Grammar State button.

If you tap the pluralize button and decide you don't want to pluralize a word on the current page, you can move to another page of things, select a noun from that page, and that noun will be pluralized.

If, however, you tap the pluralize button and decide you don't want to pluralize any word, the software will pluralize the next noun you select unless you clear the pluralize state. In this case, after you tapped the pluralize button and then changed your mind, you would navigate to your Clear Grammar State button and tap it. From that point forward, nouns won't be pluralized until you tap your pluralize button.

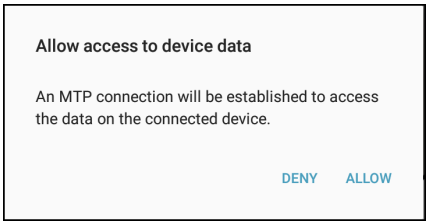
To create a button for clearing the current grammar state:

Go to the button you want to use, and in Edit Mode give the button a label, select the **Actions** tab, select the action **Clear Grammar State**, and choose **Save**. This button will now clear any grammar state that has been activated.

Appendix B: Connecting Your Device to a Computer for the First Time

On some models, when you connect your device to a computer for the first time to perform an update or transfer files, a message prompts you to allow access. You must tap **Allow** to proceed. You will need to repeat this procedure the first time you connect your device to a different computer.

1. Connect your USB cable to the device and the computer.
2. The app will restart and the “Allow access” message will appear.



3. Tap **Allow**.

Appendix C: Working with Apps

The features in this appendix apply to non-dedicated devices only. You cannot download, open, or delete apps on a dedicated device.

Using and Resetting the Active Key

Important! The Active key button does not function on a dedicated device.

Using the default Active key settings:

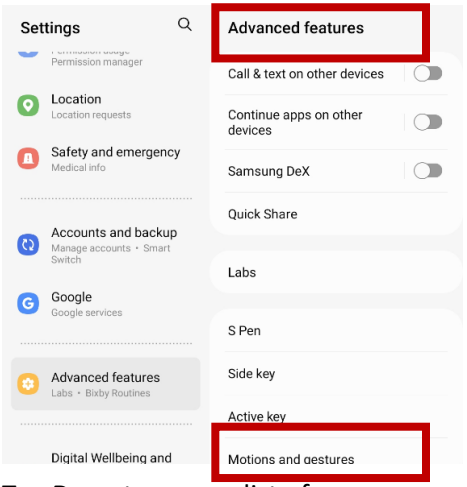
The Active key allows you to quickly open the NovaChat software or another favorite app. NovaChat software is the default setting for Press, and Calendar is the default setting for Press and Hold.

- Press the Active key button *once* to open the NovaChat software, no matter what other apps are running at that time.
- *Press and hold* the Active key button to open the Calendar app immediately.

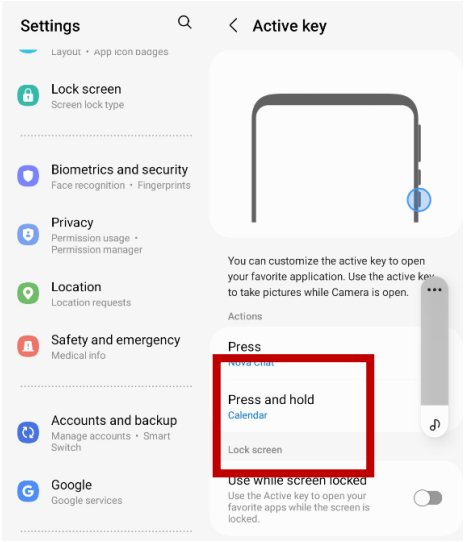
Changing the Active key settings:

For example, you might want to leave Press set to open NovaChat and change the calendar to open the camera or another app. Or you might want to change both Press and Press and Hold.

1. Go to the Android Settings.
2. Select **Advanced features** and select **Active key**.

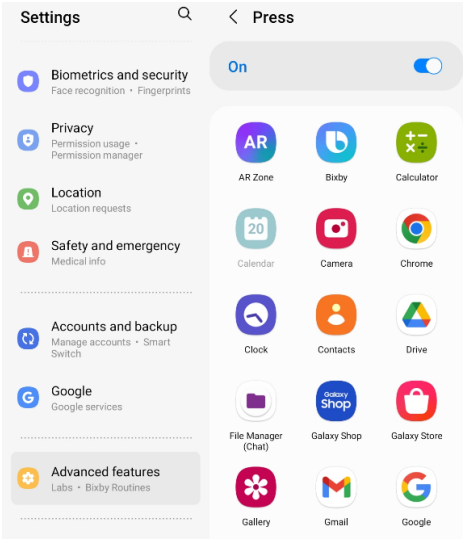


3. Tap **Press** to open a list of apps.



Note: “Use while screen locked” is turned off by default.

4. Tap **Press** to list the apps on your device.



5. Select the app you want to open when you press the Active key once.
6. Tap **Press and Hold** and select the app you want to open when you press and hold the Active key.

Removing Downloaded Apps and Files

Important! This section does not apply to dedicated devices.

If you suspect that the device user may have downloaded new apps that should be deleted from the system, contact Saltillo technical support for details or visit our Support site for details on removing these items.

Images can be removed manually by choosing the Gallery App and choosing to delete the images and image albums.

Photos taken with the device's camera can be removed by choosing the Photos app and choosing to delete them.

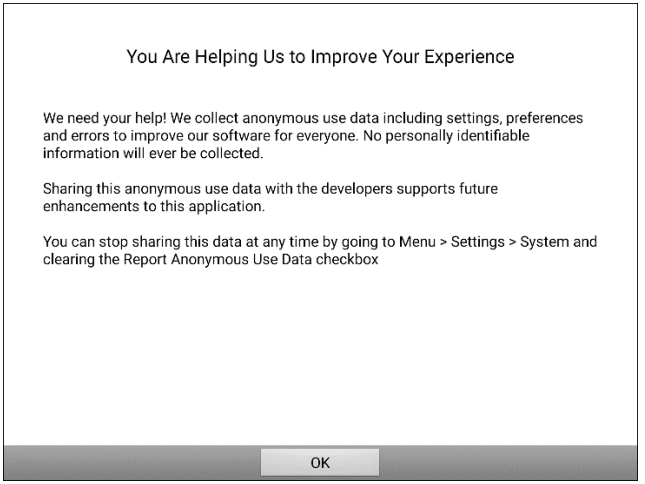
Music that has been added to the device can be removed by going to the Music app and choosing to delete each song.

Videos that have been added to the device can be removed by going to the Video app and choosing to delete each video.

Appendix D: Reporting Software Use Information Anonymously

Sharing use information with the Chat software developers allows them to improve the software for all users. Shared information includes such items as settings and error messages. This shared information is collected anonymously—it does ***not*** include any personally identifiable information.

When you install or update the Chat software to version 2.28, a window titled “You Are Helping Us to Improve Your Experience” will appear.



Read the information in the window and choose **OK**.

To stop sharing software usage information:

If you do not want to share your software usage information with developers, you can stop sharing at any time. Choose **Menu** > **Application Settings** > **System** and tap the **Report Anonymous Use Data** checkbox to remove the checkmark.

Appendix E: Using InputStick to Control Your Computer

Important! *This feature requires use of InputStick, a specific wireless USB receiver. Please note that InputStick is compatible with Android™ 5 and higher and is available for purchase from PRC-Saltillo. To purchase InputStick, go to* https://store.prc-saltillo.com/input-stick-20096

InputStick is a USB accessory that gives you wireless control over a Windows®-based PC or a Mac® or Chromebook™. The InputStick will connect your NovaChat 5, NovaChat 8, or NovaChat 10 device via Bluetooth, allowing you to access the web, create documents, send emails, watch videos, connect on social media, and more. It can be used with any access method, such as touch or scanning.

InputStick works as though it is part of your device and makes a seamless typing experience. Using your vocabulary and such features as word prediction for fewer hits makes creating schoolwork, email, or documents much more efficient.

As you select words from your vocabulary, they will appear in the Speech Display Bar (SDB) and in a document open on the computer. To make your job faster and easier, you can also set up vocabulary buttons to send keyboard commands to the computer.

Plugging the InputStick into the Computer

Plug the InputStick into a PC, Mac, or Chromebook. You do not need to set up anything on the computer.

The Input stick has a USB-A connector. If your computer has a USB-A port, simply plug the InputStick into the port.

InputStick

Example: InputStick plugged into a laptop computer's USB-A port

If your computer has a USB-C port, you will need a USB-A to USB-C adapter that is compatible with your computer. Plug the adapter's USB-C connector into the computer's USB-C port and connect the Input Stick to the adapter's USB-A port.

Connecting Your Device to the InputStick

The Input Stick communicates via Bluetooth. Your device and the InputStick must be within Bluetooth connection range of each other—approximately 32 feet (10 meters). The range may vary according to environmental factors such as metal wall supports or electromagnetic activity.

1. With the InputStick plugged into a computer, choose **Menu** > **Application Settings** > **System** > **Bluetooth Settings**. Choose **Use with InputStick**.
2. Your device will search for the InputStick and display "InputStick" with its Bluetooth device address.
3. Tap the InputStick. Three asterisks *** appear after the address. Your device and the computer are connected. For example: **InputStick (X0:00:XX:00:0X:XX)*****

   Note: To break the connection, tap the Bluetooth address again.

Additional Bluetooth Connection Information

Once you set the connection from your device to the InputStick, the device will continue to recognize the Input stick and reconnect automatically as long as the device and computer are within the Bluetooth connection range—approximately 32 feet (10 meters).

Even if you shut down either the device or the computer or unplug the InputStick from the computer, they will reconnect immediately when you restart the device or computer or plug the Input stick back in.

Using Multiple Computers

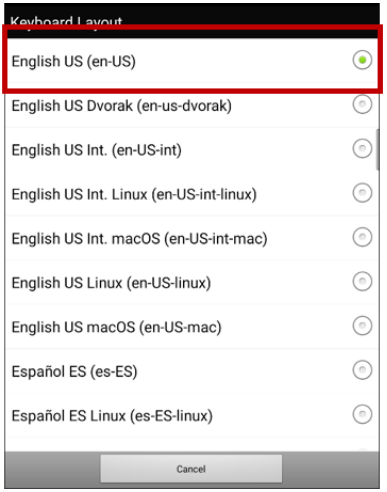
You could also unplug the InputStick from one computer and plug it into another computer. You could immediately type in a document on that computer. If you then unplugged the Input Stick and plugged it into a third computer or back into the first computer, you could type immediately.

Or, if you want to connect to two computers, use two InputStick receivers. However, the computers must be located far enough from each other to be outside the Bluetooth connection range—approximately 30 feet (10 meters). Otherwise, your device won't know which to connect to.

Selecting a Keyboard Layout

To tell your device the language of your computer keyboard, select a keyboard layout that allows your device to act as though it is a keyboard connected to the computer.

To select a keyboard layout, choose **Menu** > **Application Settings** > **System** > **Bluetooth Settings** > **Keyboard Layout.** A list of available keyboard layouts opens. Select a layout that matches the computer language. For example:



Understanding Connection Modes

Icons appear in the Speech Display Bar (SDB) notification area to indicate the current connection mode.

Icon	Mode	Description
	Connected and in computer mode	Text entered in the SDB will be sent immediately to the computer that has the InputStick attached.
	Connected and in communication mode	A Bluetooth connection has been established.
	Bluetooth disconnected and in computer mode	The connection between your device and the InputStick is turned off or broken, and text will not be sent beyond the SDB.

Toggling Computer Control On and Off

You can quickly connect and disconnect your device and the computer by using a button action. You can also toggle between talking and writing to your computer by tapping the icon in the Speech Display Bar (SDB).

Method	See …
Connect and disconnect your device and the computer	"Creating and Using a Computer Control On/Off Button"
Toggle between talking and writing to your computer	"Tapping the Icon in the SDB"

Creating and Using a Computer Control On/Off Button

Create a button in your vocabulary that you can tap anytime you want to quickly toggle the connection on or off.

To create the button:

Add the button action **Computer Control - On/Off** to a button in your vocabulary.

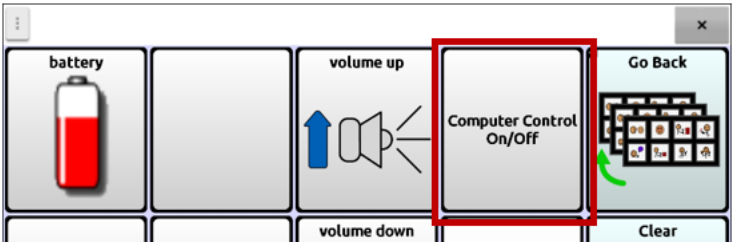
1. Choose **Menu** > **Edit Mode**.
2. Press and hold the button you want to modify. A list of button options opens.
3. Choose **Edit Button**. The Button Properties are displayed.
4. Add a label to the button.
5. Choose the **Actions** tab.
6. Tap the list arrow ▼ to open a list of actions.
7. Choose **Computer Control - On/Off**.
8. Choose **Save**.

For more information, see "Adding or Modifying a Button Action" on page 130.

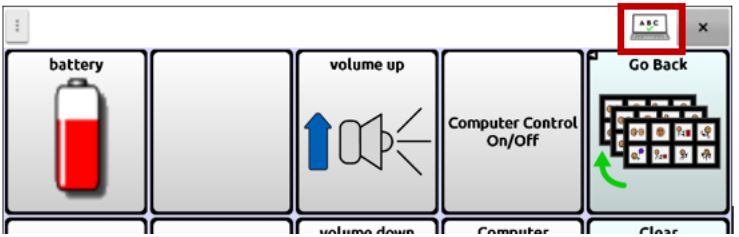
Hint: For convenience, you may want to place copies of your button in several frequently used locations in your vocabulary. (See "Copying Buttons" on page 142).

To use the button:

Tap the button you created.



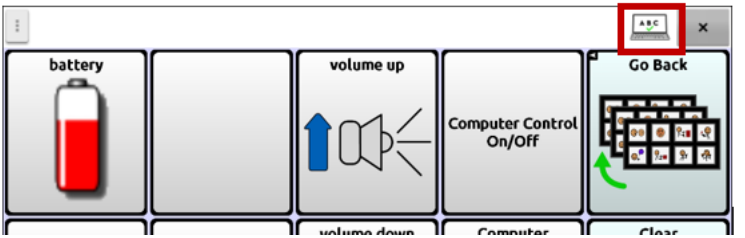
A message near the bottom of the screen will briefly show “Connecting” and then “Connected”. The icon will be displayed in the SDB.



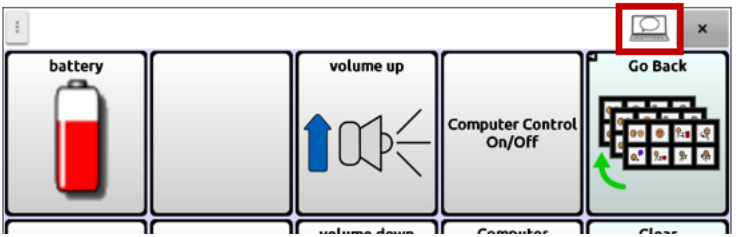
When you tap the button again, the icon in the SDB will disappear and a message near the bottom of the screen will briefly show “Disconnected”.

Tapping the Icon in the SDB

Tap the icon in the SDB to quickly toggle between talking and writing to your computer.



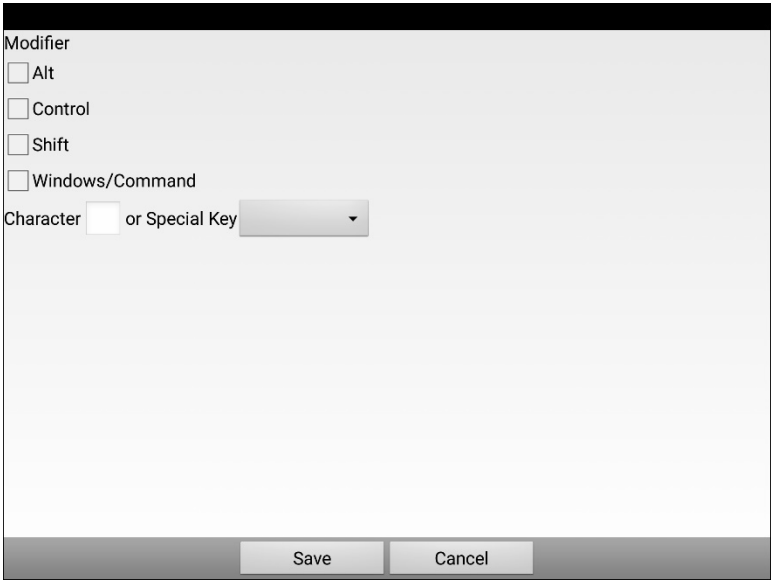
The next time you tap the icon, will appear.



Working with Computer Commands

Important! Be sure to create computer commands that will work with the computer. If you plan to use different computers at different times, you could set up a page of commands for one of them or label your command buttons to show which computer they apply to.

While editing a button, choose the button action **Computer Control - Command**. The Commands window will open. Enter commands as needed.



Modifiers and Characters

Enter combinations of Alt, Control, Shift, and Windows/Command (Windows/Mac) with characters. For example: Alt + E, Control + P, Ctrl + Shift + =, Windows/Command + C

Special Keys

To select a Special Key, tap the list arrow ▼ to open the list of special keys. When you select a key, the key name will be displayed after “Special Key”.

Available keys include Enter, Backspace, Tab, Caps Lock, FI-F12, Print Screen, Delete, paging and arrow keys, Number Lock, and number pad keys.

If you change your mind while editing, remove the special key currently selected (showing after "Special Key"), tap the list arrow, scroll to the top of list, and select the empty row.

For more details on setting up buttons, see "Modifying Button Text" on page 105, "Adding or Modifying a Button Image" on page 107, and "Adding or Modifying a Button Action" on page 130.

Changing a Command

To change a command that you previously assigned to a button, select the action and choose **Set**. The Commands window will open with the existing command set. Remove the existing command, enter the new command, and choose **Save**.

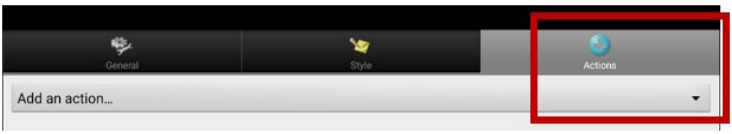
Example: Adding Computer Commands to Device Buttons

Use the button action **Computer Control - Command** to set up buttons on your device that will send keyboard commands to the computer.

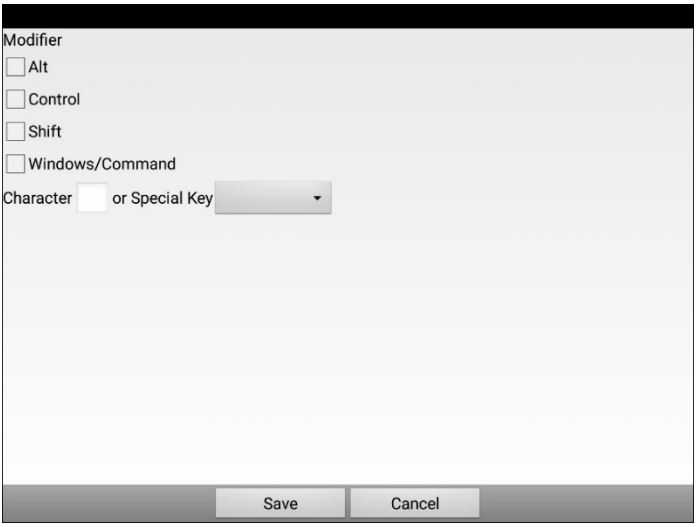
Note: Be sure to set up commands that are supported by the computer.

If you plan to set up multiple commands, follow these steps.

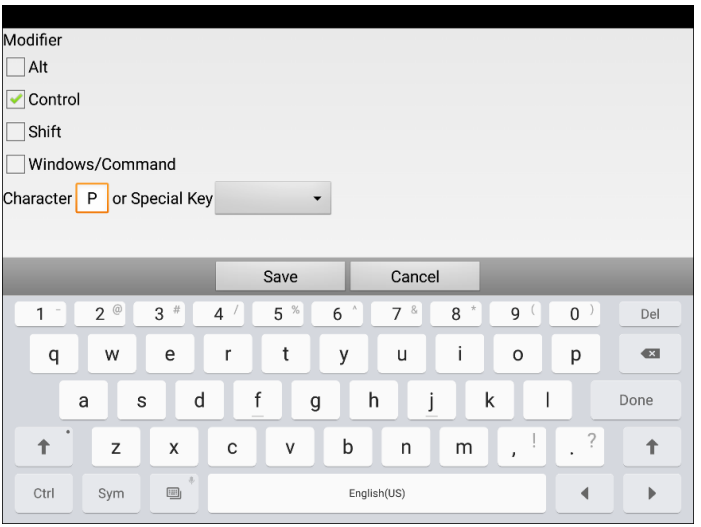
1. Choose **Menu** > **Edit Mode**.
2. Press and hold the button you want to use. A list of button options will open.
3. Choose **Edit Button**. The Button Properties will be displayed.
4. Add a label to the button.
5. Select an image for the button. For example, a picture of a printer.
6. Choose the **Actions** tab.
7. Tap the list arrow to open the list of actions.



8. Choose the action **Computer Control - Command**. The Commands window will open. Enter the commands you want to use by combining modifiers and characters or by selecting special keys. (For details, see “Working with Computer Commands” on page 324.)



9. For example, to print a Word document from a Windows-based PC, you would do the following:
   - Select **Control**.
   - Tap the Character box to open a keyboard and type the letter **P**.



- Choose **Save**. In this example, “Computer Control - Command (Control **+** P)” would appear below “Add an action”.

10. Choose **Save** again to save the command to the button.
11. Add keyboard commands to additional buttons as needed.
12. When you finish adding commands, exit **Edit Mode**.

Example: Entering Text in a Computer Document

1. On your device, go to the vocabulary page with the keys you added the actions to.
2. Open a document (Microsoft Word, e.g.) on the computer.
3. Confirm that the computer document is active—ready to receive text from your device. For example, the cursor should be blinking in document.
4. Begin entering words on the vocabulary page on your device. As the words appear in the Speech Display Bar, they will also appear in the computer document.

   Note: When backspacing or clearing text, the computer only recognizes tools it also has—for example, Backspace.

   - Choosing Backspace on your vocabulary page will backspace in the SDB and on the computer.
   - But your vocabulary page might include a Clear button. This is not a tool a computer recognizes. So, it will clear your SDB but not the text previously sent to the computer document.

5. To save the computer document, set up another button on your device with the computer’s Save command (e.g., Control + S).

   Note: Be sure to set up a command that works with your operating system

6. You can now print or distribute your document.

Appendix F: Compliance Information

Federal Communications Commission (FCC) Warning

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.

Changes or modifications to this device not expressly approved by PRC-Saltillo could void the user's authority to operate the equipment.

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 an experienced radio/TV technician for help.

Innovation, Science and Economic Development Canada (ISED) Warning

This device complies with Innovation, Science and Economic Development Canada license-exempt RSS standard(s). Operation is subject to the following two conditions: (1) This device may not cause interference, and (2) This device must accept any interference, including interference that may cause undesired operation of the device.

Le présent appareil est conforme aux Innovation, Sciences et Développement économique Canada (ISDE) applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes: (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

Canadian PMN

This product includes BGM220P22A.

FCC RF Radiation Exposure and SAR Statements

The NovaChat device has been tested for body-worn Specific Absorption Rate (SAR) compliance. The radio module has been evaluated under FCC Bulletin OET 65C (01-01) and found to be compliant to the requirements as set forth in CFR 47 Sections, 2.1093, and 15.247 (b) (4) addressing RF Exposure from radio frequency devices. This model meets the applicable government requirements for exposure to radio frequency waves. The SAR limit set by the FCC is 1.6 W/kg.

Wireless Communications Equipment

Wireless communications equipment such as wireless home network devices, mobile phones, cordless telephones and their base stations, and walkie-talkies can affect this device and should be kept a least six (6) inches away from the device.

Limitation of Intended Use, Third Parties, and Data Loss

- PRC-Saltillo does not warrant any functionality of this speech generating device outside the terms of its express warranty relating to the intended use of speech generation. PRC-Saltillo does not warrant any third-party software, nor is it responsible for any injury, damage or claims arising from the function or malfunction of any third-party technology, websites, products, and software. Additional uses may require further clinical determinations beyond the scope of an evaluation for speech generation devices.
- PRC-Saltillo assumes no responsibility for any loss or claims by third parties which may arise through the use of this product.
- PRC-Saltillo assumes no responsibility for any damage or loss caused by the deletion of data as a result of malfunction repairs or battery replacement. Be sure to back up all important data on other media (computer) to protect against its loss.

Device Intended Purpose

NovaChat is a speech generating device that augments communication for an individual with speech/language impairment. This device and its language programs give the user the ability to initiate conversation, seek information, state opinions, and share feelings. It can be hand-held, used with a table stand, or mounted to a wheelchair. It is accessed by using the touchscreen or a variety of available switch accessories. The device does not incorporate in any way medicinal substances, human blood or plasma derivatives, nor is it manufactured using tissues of animal origin.

Indications and Contraindications

Indication: NovaChat is a speech generating device that augments communication for an individual with speech/language impairment.

Contraindication: This device is not intended to be an emergency call device or sole communication aid.

Existing Application Risks

No existing application risks are known.

Expected Service Life

The expected service life of the device, battery charger, and accessories is five years. If you dispose of your device, battery charger, or accessories, please dispose of them in accordance with your local, state, and/or country electronic recycling laws.

Intended Operators

The individual using the device to communicate, the individual's communication partner, and/or the person changing device settings, maintaining software files, etc. are the intended operators of the device. The pictures and text in this document will help these operators achieve the intended use of the device.

Expected Position of Operators

In normal use, the device is expected to be within 12 to 14 inches of the individual's body. The distance will vary according to whether the device is hand-held or mounted on a wheelchair or table.

Special Skills, Training, or Knowledge Required

No special skills or training are required to operate or maintain the device. The pictures and text in this document will help the operators acquire the knowledge to achieve the intended use of the device.

Instructions for Use

- All functions of the device are safe for use by the user. For best results, follow the instructions in this manual.
- There is no need to turn the device or amplifier off when using the device on a daily basis. It is recommended to restart the device once per week and put it to sleep daily.
- To report any serious incident associated with the device, contact PRC-Saltillo and your national authority.
- For information on cleaning the device, see "Cleaning and Disinfecting Your Device".

Contact Information for Assistance

If you need assistance in setting up, using, or maintaining your device or if you need to report unexpected operation of the device or an unexpected event related to the device, please contact us by phone at 1-800-382-8622 or by email at service@saltillo.com.

Instructions for Storage

If you will be leaving the device in storage for a long period of time, turn the device and amplifier off. Devices in storage must be charged every six months.

Explanation of Symbols

This section explains the symbols that appear on PRC-Saltillo devices, accessories, or packaging.

Symbol	Explanation
	The device is Federal Communications Commission (FCC)-compliant.
	The device conforms to European Union health, safety, and environmental standards.
	The device conforms to the requirements of the UK MDR 2002.
	The device complies with Innovation, Science and Economic Development Canada license-exempt RSS standard(s).
	The entire device and accessories, excluding the adapter, are type BF applied parts. "Applied part" refers to the part of the device with which the user comes into physical contact when using it for its intended function.
	The device complies with applicable ACMA technical standards for telecommunications, radiocommunications, EMC, and EME.
	Caution! Use caution when operating the device to avoid undesirable consequences.
	The device emits generally elevated, potentially hazardous, levels of non-ionizing electromagnetic radiation.
	Recycle electronic equipment. Do not throw the device in the trash.
IP44	*NovaChat 5, 8, and 10:* The device is protected against solid objects over 1mm and water splashed in all directions.

Symbol	Explanation
	NovaChat 12: Keep dry. The device needs to be protected from moisture.
	The range of temperatures to which the device can be exposed while in use is 5°C to 40°C (41°F to 104°F). *Caution:* If the device has been stored in an environment in which the temperature range is different from "the range of temperatures to which the device can be exposed while in use", let the device stand for at least 30 minutes before using it. While in transport or storage, the range of temperatures to which the device can be exposed is -25°C (-13°F) without relative humidity control to 70°C (158°F) at a relative humidity up to 93%, non-condensing.
	The range of humidity to which the device can be exposed while in use is 15% to 93%, non-condensing.
	The range of atmospheric pressure to which the device can be safely exposed while in use, transport, or storage is 70 kPa to 106 kPa.
	Follow the instructions for use. Refer to the instruction manual.
	Consult the instructions for use.
	The device employs Bluetooth wireless technology.
#	The device model number.
SN	The device serial number.
	The date of manufacture of the device and the name and address of the manufacturer.
MD	Indicates a medical device.
EC REP	The authorized representative in the European Community.
UK REP	The responsible person in the United Kingdom.

Classifications: NovaChat 5, 8, 10, and 12

Protection against electrical shock	Class II / internally powered
Protection against solid objects over 1mm and water splashed in all directions	IP44 (NovaChat 5, 8, and 10)
Mode of operation	Continuous
Type of applied part	BF

Specifications: NovaChat 5

Weight	0.7 lbs.
Dimensions	6.8 in. x 3.7 in. x 0.95 in.
Battery life	10-12 hours, depending on individual usage and power settings
Software/operating system	Chat software/Android
Standard components	Tablet, amplifier, stand, battery charger, USB-C cable, USB-C flash drive, stylus
Accessories	Shoulder strap, waist belt, strap attachments, hand support

Specifications: NovaChat 8

Weight	2.1 lbs.
Dimensions	9.8" x 7.3" x 2.0"
Display	8 in. capacitive touch screen
Battery life	10-12 hours, depending on individual usage and power settings
Software/operating system	Chat software/Android
Standard components	Tablet, amplifier, handle, stand, wrap, battery charger, USB-C flash drive, stylus
Accessories	Keyguards, TouchGuides, USB cable, wheelchair mounting plate, backpack carrying case, shoulder strap, waist belt, strap attachments

Specifications: NovaChat 10 Active

Weight	2.70 lbs.
Dimensions	11.5 in. x 9.0 in. x 1.9 in. (including handle)
Display	11 in. capacitive touch screen
Battery life	10-12 hours, depending on individual usage and power settings
Software/operating system	Chat software/Android
Standard components	Tablet, amplifier, handle, stand, wrap, battery charger, USB-C cable, USB-C flash drive, stylus
Accessories	Keyguards, TouchGuides, wheelchair mounting plate, backpack carrying case, shoulder strap, waist belt, strap attachments

Specifications: NovaChat 10 Classic

Weight	2.75 lbs.
Dimensions	11.2 in. x 8.8 in. x 1.8 in. (including handle)
Display	11 in. capacitive touch screen
Battery life	10-12 hours, depending on individual usage and power settings
Software/operating system	Chat software/Android
Standard components	Tablet, amplifier, handle, stand, wrap, battery charger, USB-C cable, USB-C flash drive, stylus
Accessories	Keyguards, TouchGuides, wheelchair mounting plate, backpack carrying case, shoulder strap, waist belt, strap attachments

Specifications: NovaChat 12

Weight	2.85 lbs.
Dimensions	12 in. x 8.38 in. x 1.25 in.
Display	12.2 in. WQXGA TFT LCD touch screen
Battery life	10-12 hours, depending on individual usage and power settings
Software/operating system	Chat software/Android
Standard components	Tablet, amplifier, handle, stand, wheelchair mounting plate, wrap, battery charger, USB flash drive, stylus
Accessories	Keyguards, TouchGuides, USB cable, backpack carrying case, shoulder strap, waist belt, strap attachments

Operating Environment: NovaChat 5, 8, 10, and 12

Ambient temperature	5°C to 40°C (41°F to 104°F)
While charging, the maximum ambient temperature is 30°C.	
Relative humidity	15% to 93%, non-condensing
Atmospheric pressure	70 kPa to 106 kPa
The device needs to be protected from moisture during use.	

Transport and Storage Environment: NovaChat 5, 8, 10, and 12

While in transport or storage, the range of temperatures to which the device can be exposed is -25°C (-13°F) without relative humidity control to 70°C (158°F) at a relative humidity up to 93%, non-condensing.

Temperature Conditions for Direct Contact: NovaChat 5, 8, 10, and 12

At an ambient temperature of 40°C (104°F), the surface temperature of the back of the device can increase as much as 11°C (51.8°F) during charging to a temperature of 51°C (123.8°F). For this reason, minimize contact with the back of the device while the device is charging.

- ⚠ While the device is charging, touching the surface of the device with broken skin may aggravate a wound.
- ⚠ While the device is charging, infants or high-risk groups should not touch the surface of the device if there is a chance of burning the skin.
- ⚠ While the device is charging, minimize contact with the back of the device.

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