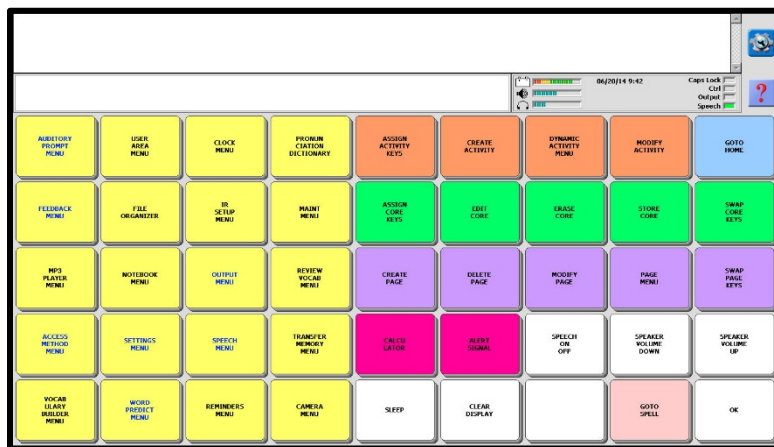


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NuVoice®



Software Manual

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Electronic Interference Information

This device complies with Part 15 of the FCC Rules. Operation is subject to 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.

Warning! Changes or modifications to this product which are not authorized by Prentke Romich Company could exceed FCC limits and negate your authority to use this product.

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. You can determine whether this product is causing interference in your radio or television by turning this product off. If the interference stops, it was probably caused by this product or one of its accessories. You can attempt to correct the interference by using one or more of the following measures:

- Turn the television or radio antenna until the interference stops.
- Move this product to one side or the other of the television or radio.
- Move this product farther away from the television or radio.
- Plug this product into an outlet that is on a different circuit from the television or radio; that is, this product should be controlled by different circuit breakers/fuses from the television or radio.
- If necessary, contact a Prentke Romich Company service technician for assistance.

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations. Cet appareil numérique de la classe B respect toutes les exigences du Règlement sur le matériel brouiller du Canada.



Warnings

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

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

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.

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A minimum separation of six (6) inches should be maintained between a handheld wireless mobile device and an implantable medical device, such as a pacemaker or implantable cardioverter defibrillator, to avoid potential interference with the device.

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- 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.*

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Contents

Acknowledgements	2
End User Licensing Agreement	3
Getting Started	13
Display Areas	15
Status Area – Classic Skin	16
Status Area – Skin 1/Skin 2	17
The Toolbox	19
To Go to the Toolbox	19
The Tools Menu	20
The Help Button	20
Single Function Keys	21
Special Single Function Keys	22
Go To Home	22
Go To Spell	22
Calculator	22
Alert Signal	24
The Alarm Tool	24
Vocabularies	25
Auditory Prompts Menu	26
Auditory Prompts Off/On	26
Using a Label or Content for a Prompt	26
Use Earphone Off/On	27
Volume (Auditory Prompts Menu)	28
Category Prompt	28
Erasing Prompts	28
User Area Menu	30
Switch User Area	30
Spelling Keyboard: QWERTY/User Defined	30
Storing Keyboard: QWERTY/User Defined	31
Modify User Keys	31
Rename User Area	31
Replace User Area	32
Copy a User Area	32
Copy Pages/Activities	32
Change All Occurrences of an Icon	33
Templates	33
Expand a User Area or Page	34
Change Communication Language	35
Change Home Location	35
Copy All Abbreviation Expansions	35
Copy All Sequences Beginning with Selected Icon	35
Erase All Sequences Beginning with Selected Icon	35
Restart Resumes at	35
Change Number of Toolbox Locations	35

Clock Menu	36
Pronunciation Dictionary.....	37
Managing Pronunciations for a Voice.....	37
Manage Pronunciations Menu Options.....	37
Add Pronunciation.....	37
Page Up/Page Down/Arrows.....	38
Find Word	38
Edit Pronunciation	38
Delete Pronunciation.....	38
Test Pronunciation.....	38
Advanced Options (Pronunciations).....	38
Feedback Menu	39
Earphone Volume	39
Backlight Intensity	39
Activation Beep and Scan Beep	40
Show Category Labels	40
Embellished Icons	40
Icon Message Labels: Top or Bottom.....	40
Show Selections By: Icon or Icon Name.....	40
Spell One Word.....	40
Auto Spell.....	40
Speak When Spelling	41
Bass and Treble (Feedback Menu).....	41
Text Size.....	41
Raspberries On/Off	41
External Speaker: On/Off.....	41
Icon Prediction: Grey/White/Blank/Off.....	41
Icon Tutor On-the-Fly.....	43
Icon Tutor View Delay.....	43
Icon Tutor View Count	43
Background and Text Colors	43
Bluetooth Speaker Menu (Feedback Menu).....	44
Skin Options.....	44
Text Area Options	46
File Organizer Menu	47
Copy a Vocabulary File.....	47
Move a Vocabulary File.....	48
Delete a Vocabulary File	48
IR Setup Menu.....	49
Using Your Device as a Remote Control	49
Teach Remote Control Signals to Your Device.....	50
Add a Preprogrammed Device.....	51
Add a Device	52
Select a Device	52
Delete Selected Device	52
Rename Selected Device.....	52
Modify Selected Device	52

Add a Function	53
Select a Function.....	53
Rename Selected Function	53
Delete Selected Function	53
Re-Learn Signals.....	54
Create Commands Page for Selected Device.....	55
Replace with Preprogrammed Device	55
Load Default IR Devices	56
Create a Page for your New Device	56
Add a New Device to your Remotes Page	57
Using the X10.....	57
Maintenance Menu	58
Disable Toolbox	58
Power Management	60
Hardware Diagnostics	60
System Information Box	61
Erase All Vocabulary	61
Reset to Factory Defaults.....	61
Enable Icon Set Menu	61
Error Reporting	61
Battery Menu.....	61
Enable Integrated Device.....	62
Built-in Devices	62
Enter a New Feature Code.....	62
Activate.....	63
Updating NuVoice.....	63
Windows Updates.....	64
Activate.....	65
English / Español.....	65
Change Product Configuration	65
MP3 Player Menu.....	66
MP3 Player Menu Options.....	66
Creating and Using Playlists.....	68
Music Tools	69
Importing Sound Files to Store in Your Vocabulary	69
Add a Sound File to a Key	70
Notebook Menu	71
The Notebook Workspace	71
New Notebook.....	72
Notebook Text/Background Color	72
Close a Notebook.....	72
Save Notebook.....	72
Open a Notebook.....	72
Delete a Notebook.....	73
Rename a Notebook	73
Save a Notebook.....	73
Load a Notebook.....	73

Print a Notebook.....	74
To Print a Notebook to the Internal Computer	74
Lock a Notebook	74
Copy a Notebook from One Area to Another	75
Output Menu.....	75
Output.....	75
Output Destination	76
Output Mode	76
Auto Line Feed	76
Character Pacing.....	76
Output Method.....	76
Keyboard Layout.....	76
Host Computer Type.....	77
Calibrate Mouse.....	77
Bluetooth Output Method.....	77
Change Computer Access Home.....	77
Review Vocabulary Menu.....	78
Review	78
Expanded Vocabulary Search	78
Review to Display (Review Vocabulary Menu)	78
Review to Display & Speaker (Review Vocabulary Menu).....	79
Review to File (Review Vocabulary Menu)	79
Data Logging On/Off	79
Data Analysis.....	79
Save Data Log to File.....	80
Clear Data Log - 0 Bytes	81
Search Icon Tutor	81
Tutor Auto-Update and Update Icon Tutor	81
Icon Tutor Advanced Settings	82
Access Method Menu	82
Choose Different Access Method	82
Touch Method	82
1-Switch Scanning Methods	83
2-Switch Scanning Methods	84
Highlight Settings (1-Switch/2-Switch)	85
Set Custom Switch Times (1-Switch/2-Switch)	86
Modify Scan Patterns (1-Switch/2-Switch)	86
Example: Modify Scan Pattern.....	88
Connect Freedom Switch® / Disconnect ALL Freedom Switch®	90
Joystick Methods	90
Mouse/USB Joystick Method.....	91
NuPoint Method	91
Eyegaze Method	91
Pause/Resume (Eyegaze).....	91
Calibrate Now	92
Eyegaze Positioning	92
Eye Track Status.....	92

Track Status Box.....	92
Track Status Size	92
Manage Eyegaze Profiles	93
Customize Eyegaze Settings.....	93
Copy Current Settings to All Areas.....	94
Calibration Settings.....	95
Tracking Settings.....	97
Reset Eyegaze Settings to Default	97
Shared Access Options.....	97
Settings Menu	104
Save Your Settings	105
Store the "Use Settings" Keys in Your Vocabulary.....	105
Speech Menu.....	106
Select a Voice for Synthesized Speech.....	106
Change Voice	106
Test Speech.....	106
Speech Rate	106
Average Pitch	107
Pitch Range	107
Bass (Speech Menu)	107
Treble (Speech Menu)	107
Add Pronunciation (Speech Menu).....	107
Manage Pronunciations (Speech Menu)	107
Auditory Prompt Voice	107
Change Voice (Auditory Prompt Voice)	107
Test Speech (Auditory Prompt Voice).....	107
Speech Rate (Auditory Prompt Voice)	107
Average Pitch (Auditory Prompt Voice)	107
Pitch Range (Auditory Prompt Voice)	108
Bass (Auditory Prompt Voice).....	108
Treble (Auditory Prompt Voice).....	108
Add Pronunciation (Auditory Prompt Voice).....	108
Manage Pronunciations (Auditory Prompt Voice).....	108
Transfer Memory Menu	109
Memory Transfer using a USB Flash Drive.....	109
Save an Area or Device Contents.....	109
Load an Area or Device Contents.....	110
Import Icons or Scenes	111
Load Icons from MTI File.....	112
Save Pages and Activities (Transfer Memory Menu)	112
Load Pages and Activities.....	113
Save/Load an IR Device.....	114
Save/Load Contacts	115
Vocabulary Builder Menu	116
Vocabulary Builder Menu Options.....	117
Vocabulary Builder Advanced Options	118
About Sequence Sets	120

Create a Sequence Set	120
Example: Create a Sequence Set	121
Word Lists	124
Using Word Lists	124
Import New Word List	126
Vocabulary Masking on the Fly	126
About Vocabulary Masking on the Fly	126
Using Vocabulary Masking on the Fly	127
Using the Mask Keys in the Status Display Area	127
Example: Using Vocabulary Masking on the Fly	128
Word Prediction Menu	131
Word Prediction On/Off	131
Dictionary	132
Predict in Minspeak	132
Add a Word	132
Delete a Word	133
Selection Area	133
Letter Case	133
Word Prediction Window	133
Word Prediction Keys	133
Color	134
Computer Command for Delete	134
Increase a Word's Frequency Value	134
Review to Display (Word Prediction Menu)	134
Review to File (Word Prediction Menu)	135
Load Default PRC Dictionary	135
Abbreviation Expansion Menu	135
Spell and Select Words	137
Reminders Menu	139
New Reminder	139
Edit Reminder	140
Delete Reminder	140
Camera Menu	140
The Built-In Camera(s)	141
Using the Camera Menu	141
Using Text Editing Keys	143
Key Mode ON/OFF	143
Scroll Keys	143
Ext. Chars (Extended Characters)	143
Home	143
End	143
Arrow Keys	144
Edit Mode	144
Page Up	144
Page Down	144
Delete Character	144

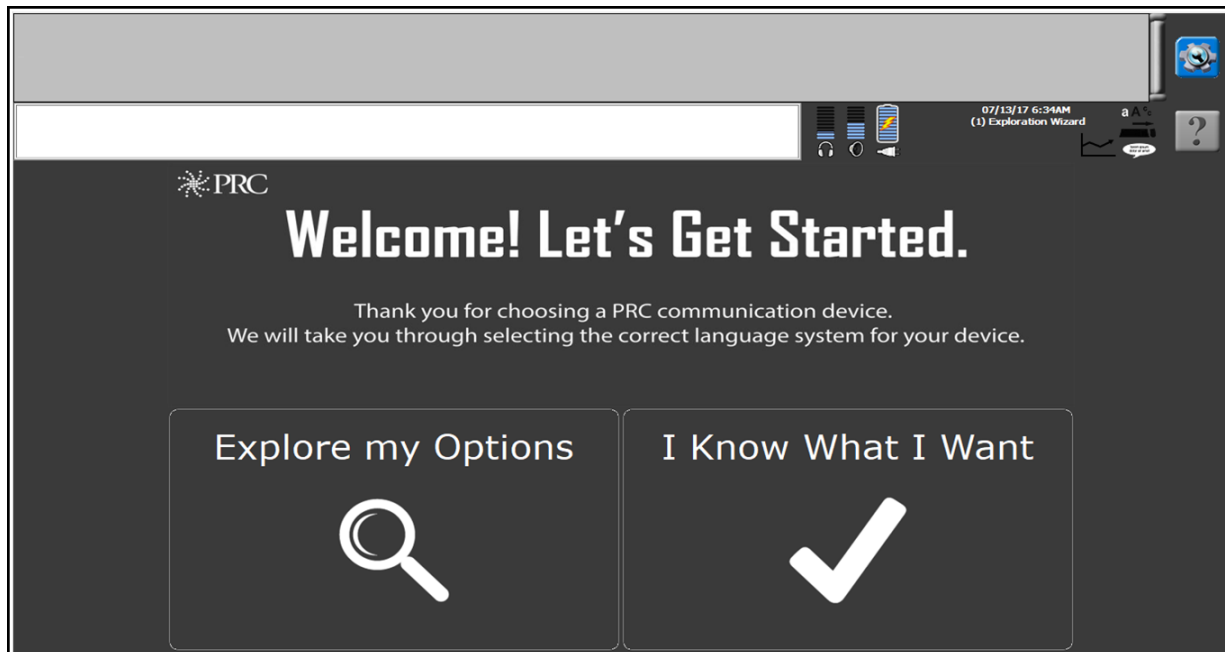
Block Mark	144
Edit Menu	145
Basic Storing	146
Recorded and Synthesized Speech	146
Store a Recorded Message: Basic Steps	147
Erase a Recorded Message	147
Store a Synthesized Speech Message: Basic Steps	148
Edit a Synthesized Speech Message	149
Erase a Synthesized Speech Message	149
About Storing and Assigning Tools	149
Store a Tool: Basic Steps	150
Using the Mid-Sequence Category Tool	151
Replace the Tools in the Tools Menu.....	152
About NuVoice Macros	153
Create and Store a NuVoice Macro	153
Erase a NuVoice Macro	154
Using the Page Menus	154
About Creating and Modifying Pages	155
Create Page and Modify Page Menu Options.....	155
Create Page: Start-Up	155
Modify Page: Start-Up	156
Create Page/Modify Page Storing Options	156
Type of Message (Page)	156
Spell Message or Define Key Function (Page).....	156
Change Label (Page).....	156
Change Icon (Page)	156
Change Key Color (Page).....	157
Hide/Show Keys	157
Using Hide Keys to Create Pagelets	158
Copy this Assignment to	158
Copy Pages.....	158
Swap Page Keys	158
Store Category Prompt	159
Clear Key Contents.....	159
Modify Scan Pattern	159
Change Visual Scene	159
Create a Scene Page	159
Add Links to other Pages on a Scene Page	161
Rename Page	161
Key-Mode Static Rows/Key-Mode Scroll Rows.....	161
Choose a Custom Key Size	161
Choose Next Key to Define	162
OK/Cancel	162
The Page Menu	162
Delete Page	162
Store Text Area Tool	162
Quick Steps for Linking Pages	163

Working with Core Keys in the Toolbox	164
Store a Recorded Core Message	164
Erase a Recorded Core Message	164
Store a Synthesized Speech Message	165
Erase a Core Synthesized Speech Message	165
Assign Core Keys	165
Erase the Tool and Restore the Original Icon	166
Store a Tool Under an Icon Sequence	166
Store a NuVoice Macro under an Icon Sequence	167
Assign a NuVoice Macro to a Core Key	168
Erase a NuVoice Macro	168
Swap Core Keys	169
Hide Core Vocabulary Keys	169
Link a Core Icon Sequence to a Page	170
Store a Single Page Under an Icon Sequence	170
Working with Activities	171
Activity Row	171
Set Activity Template	171
Create a New Activity	172
Dynamic Activities	173
Erase a Dynamic Activity Link	174
Deleting Dynamically Linked Sequences	174
Review All Dynamic Activities	174
Modify an Existing Activity	175
Modify Main Activity Options	175
Options for Modifying an Item within an Activity	177
Link an Activity to a Page or to another Activity	178
Link a Page to an Activity	179
Assign Activity Keys	179
Store a Tool in an Activity	180
Icon Tutor Key in the Activity Row	180
Working with Color	181
Advanced Color Options	181
Create a Custom Color	183
Bluetooth Cell Phone	184
About Bluetooth Cell Phones	184
Pair and Configure your Bluetooth Cell Phone	184
Configuration Menu Options	185
Bluetooth Icons Visible in the Status Display Area	186
Using the Dial Pad	187
To Make a Call	188
To Answer a Call	188
Add Contacts	188
Add an Incoming Number	189
Saving Your Contacts List	189
Using the Phone Directory Page	189
Store a Phone Number in the Directory	189

Send a Text Message	190
Read a Text Message	190
Auto-Delete TXT Messages	190
Listen-to-Calls-With	191
Using a Microphone to Speak	191
Adjusting Caller and Listener Volume	191
Using a Computer	192
About Computer Use	192
Computer Tools	192
Mouse Tools.....	193
Sending Text to the Computer Application	194
Internet Access Information	195
Creating and Modifying Manual Boards	195
Create a Manual Board	195
Select a Template	195
Add Text and Graphics.....	195
Modify a Manual Board	198
Copy a Manual Board.....	198
View a Manual Board Graphic	199
Delete a Manual Board	199
Appendices.....	199
Insertable Tools List (IT)	199
Next-Mouse-Right-Click Tool	215
Output Macro Tool	216
Computer and Mouse Commands	217
PC Keyboard Keys	217
PC Keypad Keys.....	217
Mac Keyboard Keys	218
Mac Keypad Keys	218
Mouse Button Commands.....	219
Mouse Cursor Movement Commands.....	219
GoTo Commands	220
The Joystick Adapter	220
RealSpeak Speech Tips.....	221
American English Phonemes	221
British English Phonemes	223
Australian English Phonemes	225
Additional RealSpeak Speech Tips	227
DECtalk Speech Tips.....	229
Words with Alternate Pronunciations	229
Abbreviations Recognized by DECtalk Speech.....	230
English Vowel Phonemes.....	233
English Consonant Phonemes	233
How DECtalk Speech Handles Numbers	234
Troubleshooting.....	236
Index	237

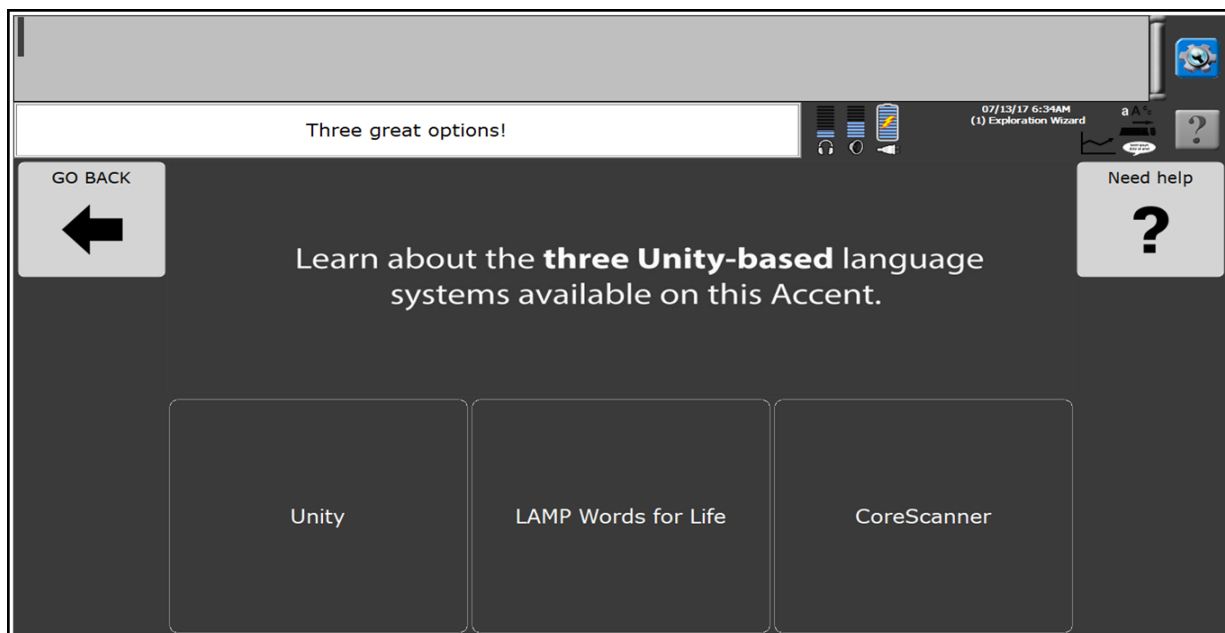
Getting Started

When you use NuVoice® for the first time, the Exploration Wizard opens.

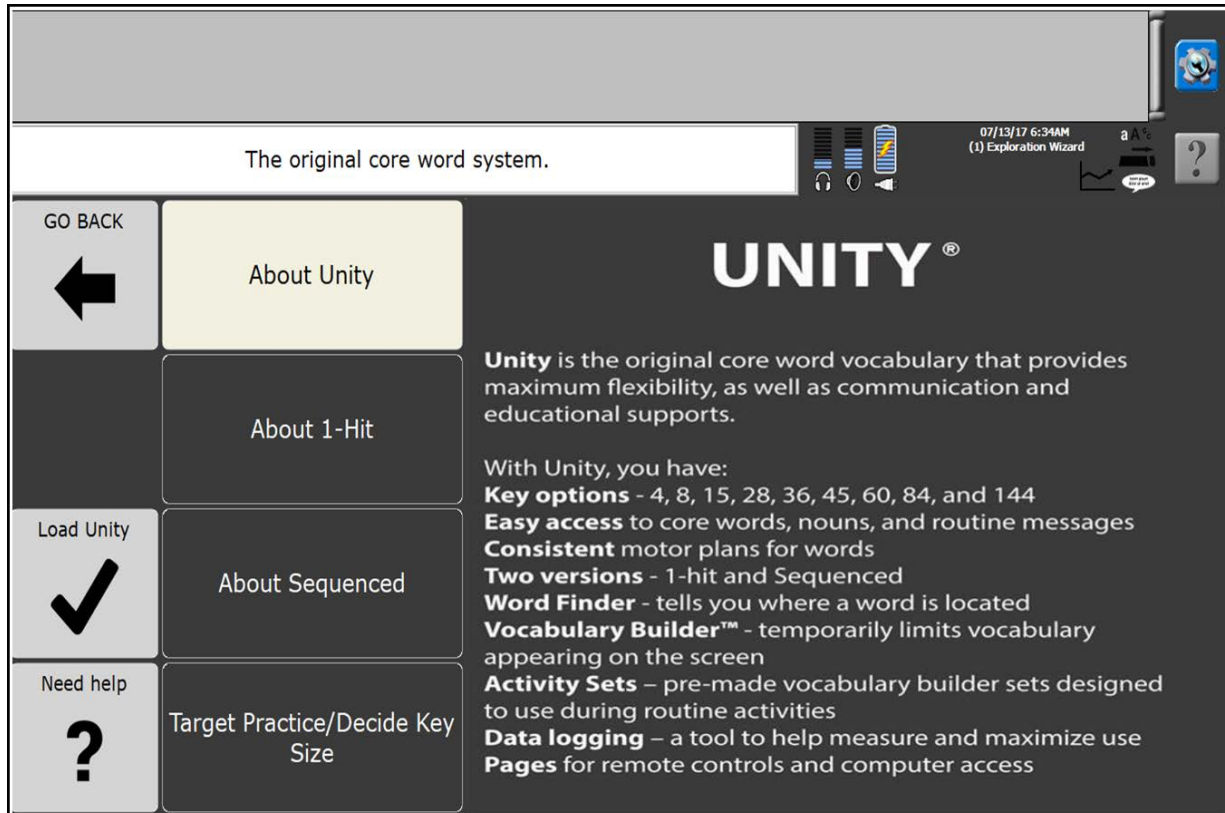


If you know what vocabulary you want to use with NuVoice, select **I Know What I Want**. Then select a language system (Unity®, for example) and a specific vocabulary (60 1-Hit, for example).

To see the setup options, select **Explore my Options**. The first options screen provides access to information on the Unity-based language systems.



Select a language system to view detailed information. For example, selecting **Unity** displays the following screen.

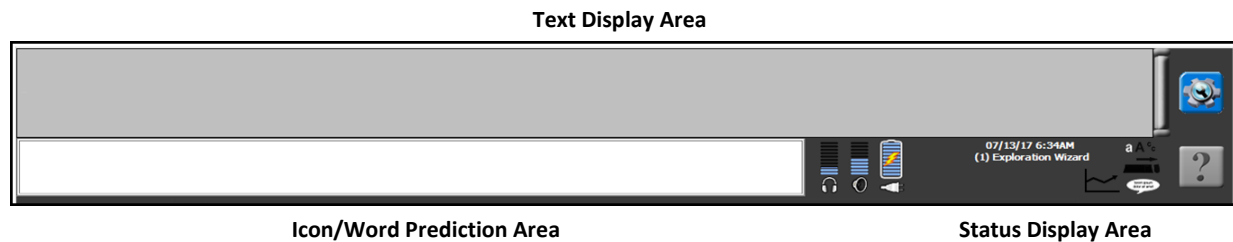


Choose a category to view additional information, “target” specific access methods and key sizes, or load a vocabulary.

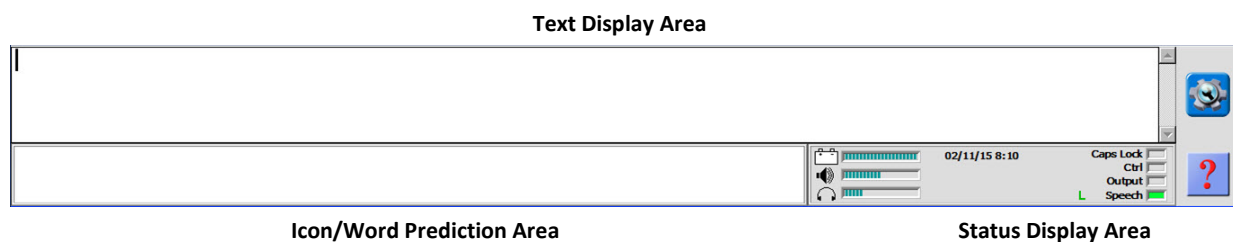
Display Areas

Your device has three main display areas besides the touchscreen: the text display area, the icon or word prediction display area, and the status display area. You have a choice of three user interface designs, or “skins”: Skin 1, Skin 2, or Classic. To change the skin at any time, select **Feedback Menu**, select **Skin Options**, and use the arrows to change the Display Skin setting to **Classic** to **Skin 1** or **Skin 2**.

Skin 1 or Skin 2



Classic Skin



Text Display Area

This is where you will see messages you have retrieved, text that you have typed, or any system directions that may be associated with the work you are doing. If you touch the text display area, your device will speak any text that is visible.

Icon or Word Prediction Area

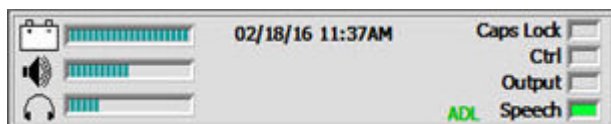
If you are using a Unity® vocabulary, any icons you select will appear in this area. When word prediction is turned on and you are using a spelling keyboard or page, you will see predicted words in this area.

Status Area

The status area provides information about your device. If you want to change the skin, select **Feedback Menu**, select **Skin Options**, and change the Display Skin setting to **Classic**, **Skin 1**, or **Skin 2**.

Status Area – Classic Skin

The status area provides information about your device. If you want to change the skin, select **Feedback Menu**, select **Skin Options**, and change the Display Skin setting from Classic to **Skin 1** or **Skin 2**.



Classic – Battery

Indicator	Meaning
Mostly green lines in the bar graph	Full battery
Only red and yellow lines in the bar graph	Low battery. You cannot store when the battery is low. Plug in the charger.
Red lines fill up the bar graph and a warning beep sounds	Dead battery. If you do not plug in the charger, your device will eventually shut down and you will not be able to use it until you charge the batteries.

Classic – Speaker Volume

Indicator	Meaning
Only a few lines in the bar graphs	Low speaker volume
Lines fill the bar graphs	Full speaker volume

Classic – Headphone Volume

Indicator	Meaning
Only a few lines in the bar graphs	Low headphone volume
Lines fill the bar graphs	Full headphone volume

Classic – Date and Time

Go to the Toolbox, select **Clock Menu**, and set the date and time.

Classic – Caps Lock

When you select the **Caps** or **Caps Lock** key on your spelling keyboard, the Caps Lock indicator in the status area will light. All the letters you type will be in capitals.

Classic – Ctrl

When this key is lit, you are sending <CONTROL> commands to a computer.

Classic – Output

When you turn Output on in the **Output Menu**, the Output indicator is illuminated.

Indicator Color	Meaning
Yellow	Using an internal computer
Blue	Connected to an external computer with a Bluetooth® adapter
Red	Connected to an external computer with a USB cable

Note: This option may not be available to you.

Classic – Speech

When this indicator is illuminated, Speech is turned on. Your device will speak anything that appears in the text display area. To toggle Speech on or off, select the **Speech On/Off** key in the Toolbox.

Classic – ADL Icon

When you see the **ADL** icon, Automatic Data Logging (ADL) is turned on in the Review Vocabulary Menu, enabling data logging.

Status Area – Skin 1/Skin 2

The status area provides information about your device. If you want to change the skin, select **Feedback Menu**, select **Skin Options**, and change the Display Skin setting from Skin 1 or Skin 2 to **Classic**.



Skin 1/Skin 2 – Headphone Volume

Indicator	Meaning
Only a few lines showing	Low headphone volume
Lines about half-way up the display	Medium headphone volume
Lines fill up the graphic display area	Full headphone volume

Skin 1/Skin 2 – Speaker Volume

Indicator	Meaning
Only a few lines showing	Low speaker volume
Lines about half-way up the display	Medium speaker volume
Lines fill up the graphic display area	Full speaker volume

Skin 1/Skin 2 – Battery Status

The status area will display blue lines and a plug. The plug indicates the battery charger is plugged in and, since the lines fill the battery icon, the batteries are full.

If the charger is not plugged in, the lines will be red and yellow. If they are low on the indicator, you will hear a warning beep. Plug in your charger. You cannot store when the batteries are low. If the batteries get too low you will hear the warning tone several times and your device will shut down. You will not be able to use it until you plug in the charger.

Skin 1/Skin 2 – Date and Time

Go to the Toolbox, select **Clock Menu**, and set the date and time. The name of the vocabulary you are currently using appears under the date and time. Your device displays this automatically.

Skin 1/Skin 2 – Lowercase letter “a”

The following icons are visible when you are using your spelling keyboard or page.

Icon	Meaning
lowercase “a”	Indicates that the Shift key is turned off.
Shift	When Shift is turned on, you will see a capital “A” that flashes until you select a letter. Then you will see the lowercase “a” again.
Caps Lock	When Caps Lock is turned on, you will see a steady capital “A”.
Shift/Caps Lock	If you select Shift while Caps Lock is turned on, a lowercase “a” will flash until you select a letter.
<control>	If you send a <control> character to a computer, you will see two “c’s” on a diagonal.

Skin 1/Skin 2 – Keyboard and Mouse

The keyboard and mouse are displayed when your Output is turned on and you are using the internal computer. If you are using an external computer, you will see an arrow above the keyboard. If you are using an external computer with a Bluetooth adapter, there will be a blue arrow above the keyboard.

Skin 1/Skin 2 – Speech Bubble

When you see the Speech bubble, Speech is turned on. Your device will speak anything that appears in the text display area. To toggle Speech on or off, select the **Speech On/Off** key in the Toolbox.

Skin 1/Skin 2 – ADL Icon

When you see the ADL icon, Automatic Data Logging (ADL) is turned on in the Review Vocabulary Menu, enabling data logging.

The Toolbox

The **Toolbox** contains all the menus and system tools you need to configure your device so it fits your specific needs. Menus in your Toolbox allow you to store your own messages, modify the vocabulary you are using, set up an access method and, in general, make your device look and work the way you want it to. Depending on your device and/or the vocabulary you are using, certain menus and tools may not be available in your Toolbox.

To Go to the Toolbox



1. Select the **Tools** key to the right of the text display area. The Tools menu slides out from the left side of your screen.



2. Then select the **Toolbox** key from the Tools menu.

Hint: You can also select the **Tools** key twice to open the Toolbox. Alternatively, you can press the Tools key on the front of your device *twice* to open the Toolbox. Press it *once* to display the Tools menu.



The Toolbox keys are grouped by color according to the type of function they perform.

Key Color	Function
Yellow	System menus
White	Single function keys
Magenta, Pink, Blue	Special function keys (no menu)
Purple	Page menus
Orange	Activity menus; these keys are available only with Unity vocabularies
Green	Core menus; these keys are available only with Unity vocabularies

The Tools Menu

When you select the **Tools** key, the Tools menu slides out from the left side of your screen.



Selecting a key here means that you do not need to open the Toolbox to select it. They are shortcut keys.

The keys can be modified. This means you can assign any tool you want to any of the keys. This example shows a Tools menu with several user-assigned keys.

Toolbox Key



The Toolbox key opens the Toolbox. (You can also select the **Tools** key twice to go directly to the Toolbox.)

Toolbox Pull-Down Menu Key



When you select the Toolbox pull-down menu key, the Toolbox pull-down menu opens. The menu contains shortcuts to some of the Toolbox menus and options. You can disable the pull-down menu by going to the Toolbox, selecting **Maint Menu**, and selecting **Disable Toolbox**. Under Pulldown Menu Button, select **Disable**. The pull-down menu will be of most benefit to support staff and the AAC team.

To modify or replace a Tools Menu key:

If you discover that you would rather have a different tool or tools assigned to any of these keys or if you want a completely different key, you can change or delete a pre-assigned tool and store the one you want. See [Modify User Keys](#) or [Replace the Tools in the Tools Menu](#).

The Help Button



The **Help** button is located to the right of the status display. When you want information about a key or menu, select the Help button and then select the key you want. If you are in an open menu in the Toolbox, you can select the Help button, and then select the option you want information about. To find information by using the table of contents, index, or search function, select the Help button twice.

The Help button is disabled by default. To enable it, go to the Toolbox and select **Maint Menu**. Select **Disable Toolbox** and then select **Enable** under “Help Button”.

Single Function Keys

Speech On/Off

In the Toolbox, select the **Speech On/Off** key to toggle Speech on or off. Check the status display. When Speech is on, the green indicator next to **Speech** is lit and your device will speak any text in the text display area.

Speaker Volume



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

1. Find the white Speaker Volume Up and Speaker Volume Down keys in the Toolbox.
2. Select the **Speaker Volume Down** key. Look at the status display area. As you select the **Speaker Volume Down** key, the lines in the graph next to the picture of a speaker disappear. The fewer lines there are in the graph, the lower the volume of the speaker.
3. Now select the **Speaker Volume Up** key. The lines return to fill up the graph.
4. You can test the volume by touching on the text display area. Your device will speak any text that is in the text display area and you can adjust the volume to your preference.

Use the Feedback menu to do the following:

- Turn an **External Speaker** on or off.
- Adjust the volume for headphones by using **Earphone Volume** arrows.
- Change the **Scan Beep** or **Activation Beep** volume.

Clear Display

Select this key to clear all text from the text display area.

OK (Toolbox)

When you select this key in the Toolbox, your device will return you to the location you were at before you entered the Toolbox.

Special Single Function Keys

The Toolbox includes a row of keys that allows you to do the following:

- Return to your Core, Home location, or spelling keyboard
- Use a calculator
- Sound an alert or alarm

Go To Home

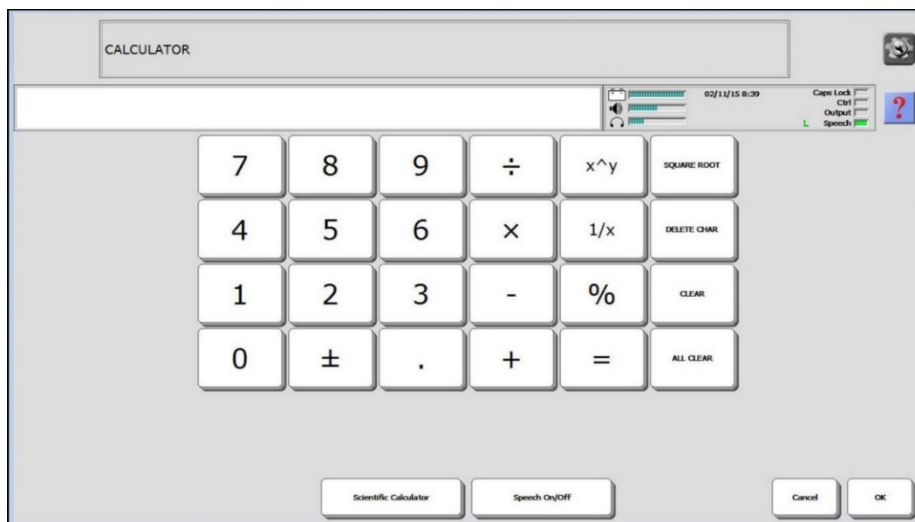
Depending on the vocabulary you are using, this key will take you to your Core or to your Home Spelling keyboard.

Go To Spell

Depending on the vocabulary you are using, this key will take you to the spelling page or to your spelling keyboard.

Calculator

The calculator works just like many other calculators on the market. This example shows the regular calculator.



Key	Function
Square Root	Provides the square root of the number you entered
Delete Char	Deletes the last character you entered
Clear	Clears the current entry
All Clear	Clears an entire problem. Always select the All Clear key before starting any new problem.
Scientific Calculator	Allows more advanced/technical problem-solving.
Speech On/Off	Toggles calculator speech on or off. When Speech is turned on, the calculator speaks numbers and functions as you select them, along with the answers.
OK	Exits the calculator, returns you to the location you were at before you selected the calculator, copies the answer to your last problem , and displays the answer in the text display area.
Cancel	Exits the calculator <i>without</i> copying an answer. You can also select the All Clear key to clear the problem and then select OK or the Cancel key.

If you make a mistake: Select the **Clear** or **Delete Char** key to clear the last entry. Select the **All Clear** key to clear the entire problem and to start over.

Note: If you do not want your device to speak the problems, turn speech off—Select **Speech On/Off** in the Toolbox to toggle the Speech indicator off in the status display.

Example: An Addition Problem

1. Go to the Toolbox and select **Calculator**.
2. Select the **All Clear** key.
3. Select **2+2**.
4. Select the = key. The number **4** appears in the display area.

Each time you select a new key, the screen clears and the latest number is added to the screen. When you select the = key, the answer to the problem is visible in the display.

Example: A Square Root Problem

1. Go to the Toolbox and select **Calculator**.
2. Select the **All Clear** key.
3. Select **4**.
4. Select the **Square Root** key. The number **2** appears in the display area.

Additional Examples of Calculator Functions

Function	Problem	Keys to Select (Your device produces answers)
Power	$2^4 = 16$	2 x ^ y 4 =
Reciprocal	Reciprocal of 5 $\frac{1}{5} = 0.2$	5 1/x
Square Root	$\sqrt{9} = 3$	9 SQUARE ROOT
Factorial	$5! = 120$	5 n!
Exponential	$e^3 \approx 20.8553692319$	3 e ^ x
Natural logarithmic	$\ln(e) = 1$	L e ^ x ln
Logarithm base 10	$\log_{10}(10) = 1$	10 log
Number π	$\pi = 3.141592653$	Pi
Sine	$\sin\left(\frac{\pi}{2}\right) = 1$	pi ÷ 2 = sin
Cosine	$\cos(\pi) = -1$	Pi cos
Tangent	$\tan\left(\frac{\pi}{3}\right) \approx 1.732050806782$	Pi ÷ 3 = tan

Alert Signal

There will probably be times when you will need to get someone's attention for assistance. The Alert Signal tool is just for this purpose. When you select **Alert Signal**, your device plays a series of tones that are designed to get someone's attention. The beeps are not like any other beeps the device makes when it is in regular use. The tones do not signify “emergency”, but they do indicate a need for assistance.

Important! The Alert Signal tool is designed to bring assistance and should **only** be used for that purpose. Overusing Alert Signal reduces the importance of the beeps to those who hear them.

The Alarm Tool

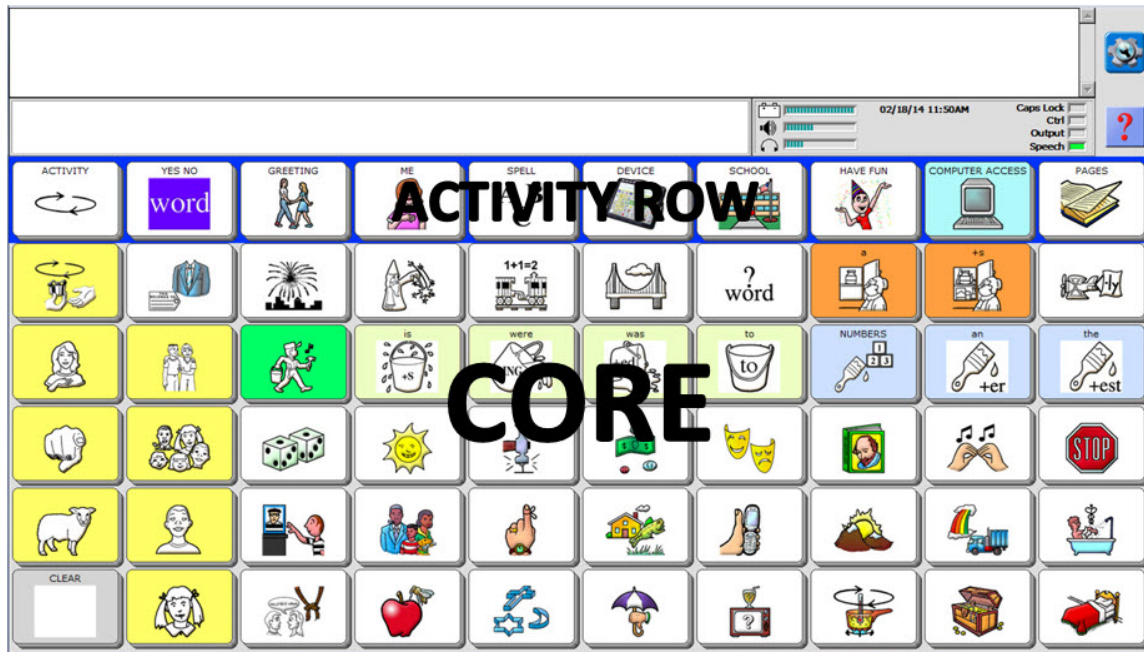
Your device also has an **Alarm** tool. The alarm is loud, disruptive, and startling and is designed to bring you immediate help. It is not pre-stored on any pages, but is an insertable tool that can be added to a key on a page. If you plan to store the alarm on any pages, take care to place it where it cannot be easily activated by accident.

Important! Because the alarm is designed to bring you help immediately, it should be used **only** in emergencies and should **never** be used as a joke.

Vocabularies

When you purchased your PRC communication device you also selected one or more language systems to use with it, such as Unity®, LAMP Words for Life®, CoreScanner™, Essence®, or WordPower™. Within each language system there are many built-in vocabularies to choose from which are pre-populated with commonly used words, phrases, and sentences. Use your vocabulary to communicate.

For example, the Unity vocabularies store two kinds of vocabulary: **Core** vocabulary and **activity row** vocabulary. The activity row vocabulary is in Row 1. Core Vocabulary is stored in the remaining rows.



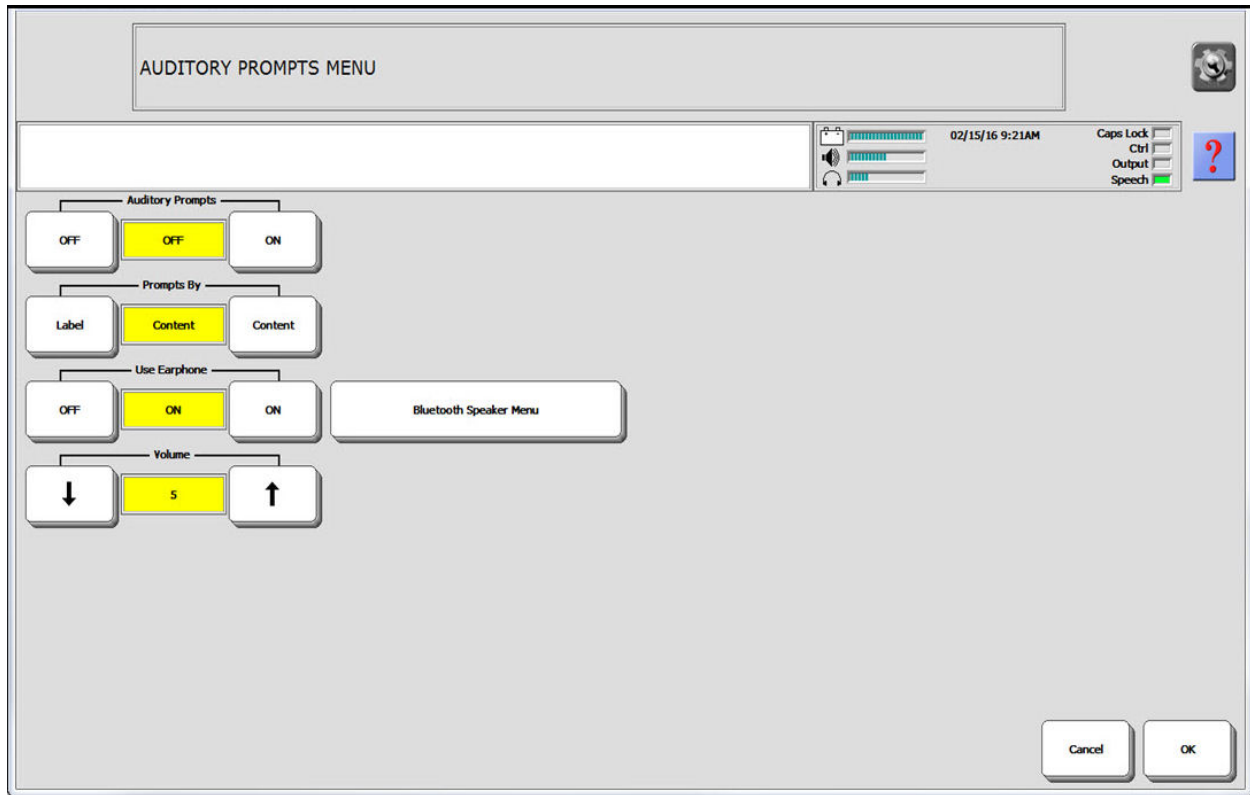
In general, Core vocabulary is made up of words that you use every day to make sentences. Pronouns, verbs, and words like, “it,” “and,” “about,” and “the” can be found here. Core vocabulary is stored under icon sequences and can be accessed with one, two, or three-hit sequences.

Activity row vocabulary generally contains single-hit vocabulary that is more specialized than your Core vocabulary. Activities can be centered on a theme such as “School” or “Greetings”. Activities contain words that can help you create complete sentences on topics you want to talk about.

Core vocabulary is very important. Many of the Core icons and messages are consistent throughout the Unity vocabularies. Once you become familiar with your Core vocabulary, you will be able to communicate easily and rapidly in any situation. For this reason, ***we recommend that you rarely, if ever, customize your Core.***

Auditory Prompts Menu

Auditory prompts can help you learn the locations of keys in your vocabulary. Depending on the kind of prompt you select, you can select a key and hear the name of the key, the message the key contains, or the category of the row or column the key is in. Go to the Toolbox and select **Auditory Prompt Menu**.



Auditory Prompts Off/On

When auditory prompts are turned on, your device speaks the **label** of any key you select. You must **press and hold** a key to hear the auditory prompt. If you are scanning, activate your switch to hear the prompt. To retrieve a message, select the key or activate your switch again after you have heard the prompt.

Using a Label or Content for a Prompt

You can use a prompt's label or content (message) for a prompt. When the content is too long to use as a prompt, you can use a marker to limit the content used by the prompt.

Prompts By

Use the Prompts By option to select a prompt's label or content (message) to use for a prompt.

Option	Description
Label	This is the label (or name) that has been assigned to a specific key. If you changed a label during the storing process, the prompt will be whatever you changed the label to.
Content	This option tells your device to speak whatever message is stored with a particular key. If no message is stored, the key label is spoken.

Using a Prompt Marker with a Content Prompt

Sometimes the contents of a message may be too long to be a helpful prompt. For example, the message may be a song, in which case you would not want the content prompt to be the singing of the whole song. To avoid this, when you assign a content prompt to a long message, do the following:

1. Use **Edit Core**, **Modify Page**, or **Modify Activity** in the Toolbox.
2. Select the key or sequence that contains the message.
3. Select the **Spell message** key.
4. Move the cursor to the **end** of the message.
5. Select **Insert Tool**.
6. Select the **Prompt Marker** tool.
7. Type the prompt you want to use, such as the name of the song. Your device will speak only the text that follows the Prompt Marker. The prompt will not be displayed.

Use Earphone Off/On

You can hear prompts through the device's speaker. You can also plug stereo headphones into the headphone jack on your device. **Use Earphone** allows you, but not others, to hear the prompts. If you are using headphones, turn **Use Earphone** on. If you want to use both headphones and a speaker at the same time, you must have a headphone Y adapter. This type of adapter is available at most electronic stores. Use a 3.5 mm stereo splitter adapter. When Use Earphone is turned on, the Bluetooth® Speaker Menu key is displayed.

Bluetooth Speaker Menu (Auditory Prompts Menu)

The Bluetooth Speaker Menu allows you to pair (connect) your device with Bluetooth speakers, disconnect pairing, or turn the Bluetooth beep on or off. When you select **Bluetooth Speaker Menu**, the following options are displayed.

Paired Devices (Bluetooth Speaker Menu)

This key will show you the Bluetooth speakers you have been paired to, up to a maximum of 16 devices. If you disconnect from a speaker and then later decide you want to use it again, you can select this key and select the speaker you want from the menu. The device will re-connect to the speaker automatically.

Pair to Speaker (Bluetooth Speaker Menu)

To pair your device with a Bluetooth speaker:

1. With the Bluetooth Speaker Menu open, turn your speaker on and hold down the "pair" button on your speaker.
2. In the Bluetooth Speaker Menu, select the **Pair with Speaker** key.
3. When the connecting light on your speaker begins to flash, release the "pair" button.
4. You may see a "Please Wait" box on your screen. In a few seconds you will see the name of your Bluetooth speaker in the Bluetooth Status box in the menu. You are now paired with your speaker.

Disconnect (Bluetooth Speaker Menu)

Select this key when you want to disconnect from your Bluetooth speaker.

Bluetooth Beep Output (Bluetooth Speaker Menu)

When this option is turned on, a listener will be able to hear the beeps that occur as you make selections on your device. When this option is turned off, no beeps will be heard as you make selections.

Volume (Auditory Prompts Menu)



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

Use the arrow keys to increase or decrease the volume of auditory prompts through the device speakers or earphones.

Category Prompt

Important! Category prompts are used only if you are scanning.

Category prompts should help you locate where you are on the keyboard; for example, "Row 1 Column 1" or "Row 3 Column E". In some cases, you may have a number of similar messages stored in one row or column. In this case, you might want the prompt to say something like, "Row 1, School".

You can also store a **Block Prompt** that tells you what the block of keys are that you are scanning.

Category prompts always go with the first key in a row or a column. If the key you selected for a category prompt is appropriate, **Store a Category Prompt** appears in the menu.

You can use the **Assign Core Keys** menu to create category prompts for Core vocabulary keys. Use the **Modify Activity** and **Modify Page** menus to assign Category Prompts to activity rows or pages.

Erasing Prompts

To Erase a Category Prompt

1. In the Toolbox, select **Assign Core Keys**, **Modify Page**, or **Modify Activity**.
2. If you are modifying a page or activity, select that page or activity and then select the key that has the prompt you want to erase. If you are in your Core, select the key that contains the prompt you want to erase.
3. Select **Store Category Prompt**.
4. Select the type of prompt you created.
5. Select **Clear Display**.
6. Select **OK**.

To Erase a Label Prompt

1. In the Toolbox, select **Assign Core Keys**, **Modify Page**, or **Modify Activity**.
2. If you are modifying a page or activity, select the page or activity that contains the key that has the prompt you want to erase. If you are in your Core, select the key that has the prompt you want to erase.
3. Select the **Rename Icon** key or **Change Label**.
4. Select **Clear Display** from your spelling keyboard to erase the name of the label. The current name disappears from the text display area. If you do not want to add a different label to the icon, select **OK**.

Note: If you want a new label, type the label text and then select **OK**.

To Erase a Content Prompt

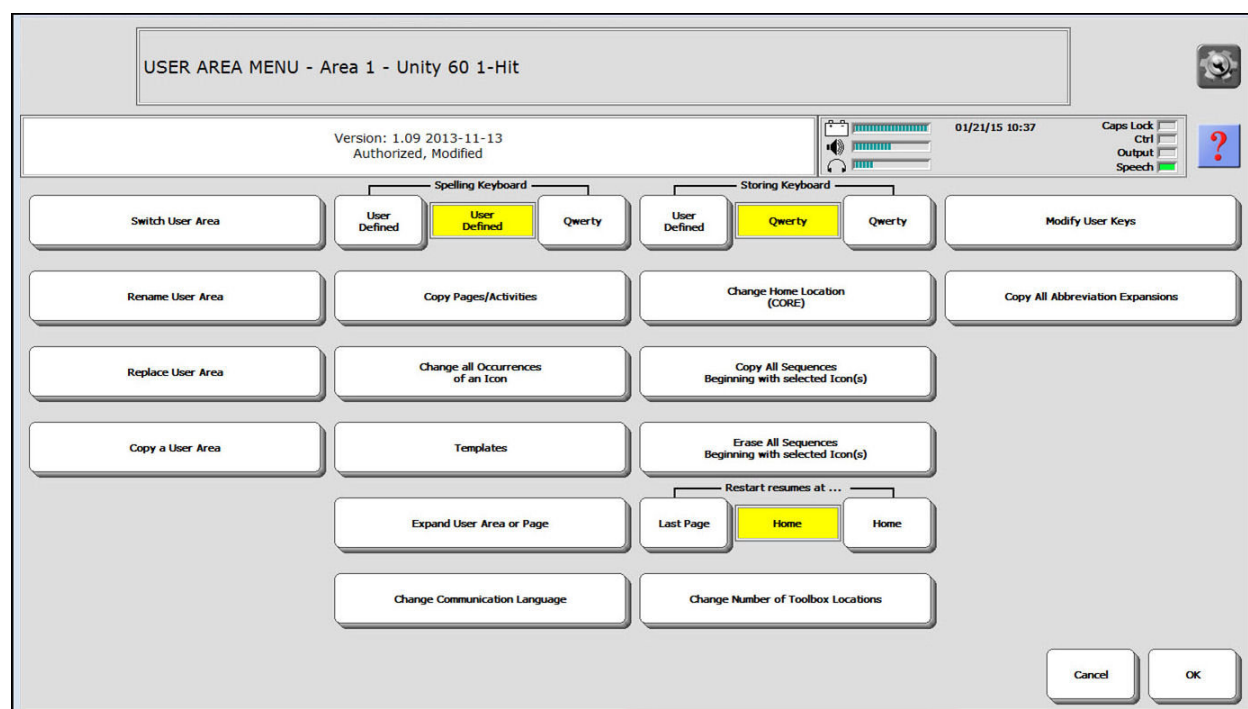
Important! When you delete a **Content Prompt**, you are deleting the *message* that was stored under that icon sequence.

1. In the Toolbox, select **Assign Core Keys**, **Modify Page**, or **Modify Activity**.
2. If you are modifying a page or activity, select the page or activity that contains the key that has the prompt you want to erase. If you are in your Core, select the key that has the prompt you want to erase.
3. Select **Spell Message** and then select **Clear Display** from your spelling keyboard to erase the message.
4. Select **OK**.

User Area Menu

Your device has six different user areas. Some or all of these areas will contain different pre-stored vocabularies. The user area you select will contain the vocabulary you want to use. It will also remember the access method you are using, the synthesized voice you have selected, and some settings you make in some of the Toolbox menus.

A user area is like your home base. If more than one person is using the device, each person can have his or her own area. A single user can load different vocabularies into different areas and use them in specific situations. Each area can have its own access method. When you first use your device, you can select a user area, number of keys, and a keyboard from the Exploration Wizard. After that, you will use the User Area Menu to switch between vocabularies. When you open the User Area Menu, the area and vocabulary you are currently using are displayed in the text display area. Go to the Toolbox and select **User Area Menu**.



Switch User Area

Switch User Area allows you to easily switch from one user area to another. You will see a list of all the user areas with the vocabularies and key sizes that are stored with them. When you are first learning about your device, this is a good option to use to try out different vocabularies and key sizes. When you select this option, you will see a list of the available vocabularies. When you select a vocabulary, your device will make the switch and return you to the first screen of the User Area Menu. You can select **OK** to exit the menu, or you can continue to choose other options.

Spelling Keyboard: QWERTY/User Defined

Spelling Keyboard defines your spelling page. Depending on the vocabulary you are using, your spelling keyboard may be your Home page, or you will select it from your Home or Core page whenever you want to spell words. If you select **Go to Spell** in the Toolbox, you will see the default QWERTY spelling page. If you select the spelling keyboard (often labeled as the **ABC** key) you will see a spelling page that has been designed to go with the vocabulary you are using. User Defined allows you to replace the default keyboard with a keyboard of your choice. When you select **User Defined**, a message box will tell you what the current spelling page is and ask if you want to change it. If you select **Yes**, a menu of pages will include some different spelling pages. Select the spelling page you want.

Storing Keyboard: QWERTY/User Defined

When you are storing messages in one of the storing menus, you are taken to a page with a QWERTY keyboard where you are asked to spell the message you want to store. If you do not want to use the QWERTY keyboard, **Storing Keyboard** allows you to change this keyboard.

For **Storing Keyboard**, select **User Defined**. A message box will tell you what the current storing keyboard is and ask if you want to change it. Answer **Yes** to change it. A menu of pages will include some different keyboards. Select the keyboard you want for your storing keyboard.

Modify User Keys

This menu allows you to store a different tool on a key in the Tools menu.

1. Select **Modify User Keys**. The keys from the Tools menu are displayed.
2. Select the key you want to change or select a blank key to define.
3. Select **Enter Assignment** to open your storing keyboard.
4. Select the **Delete Character** key on your storing keyboard to delete the current key assignment.
5. Select the **Insert Tool** key on your storing keyboard.
6. Select the tool you want. The tools are listed alphabetically. Use **More Items** and **Previous Items** to find the key you want. Select **OK** when you are finished.
7. Change the icon, label, and/or key color if you want.
8. Change the key size, if you want by selecting **Choose a Custom Key Size** and then selecting the number of rows and columns.
9. Select either **Hide** or **Show** under Hide/Show this Key.
10. Select **OK** to save your work and exit the menu.

Note: If you make a mistake, select **Clear Key Contents** and start over.

Rename User Area

The default name for your user area is the name of the vocabulary you are using. Rename User Area allows you to change the name.

1. Select **Rename User Area**. The six user areas will be listed.
2. Select the user area you want to rename.
3. Enter the new name you want to use.
4. Select **OK**.

Replace User Area

Important! When you replace the vocabulary in your user area with a different one, your device clears the user area and then places the new vocabulary in it. Any custom vocabulary (messages and words that you have added to your current vocabulary) will be lost if you replace your user area.

Note: If you want to save your vocabulary, perform a Memory Transfer before replacing the area.

Follow these steps only if you want to completely replace one vocabulary on your device with another.

1. Go to the Toolbox and select **User Area Menu**.
2. Select **Replace User Area**. Then select the vocabulary you want to replace.
3. Select the vocabulary type **Pre-defined Vocabulary**.
4. If you have a language choice, select your language.
5. Select the vocabulary category. Then select the specific vocabulary you want.
6. Select **Yes** in the message box to continue.
7. On the keyboard page, type **replace** and select **OK**.
8. A message box will ask "Switch to this User Area now?"
 - To switch to the new vocabulary immediately, select **Yes**.
 - To remain in your current vocabulary, select **No**. When you are ready to switch to the new vocabulary, select **Switch User Area** from the User Area Menu and select the new vocabulary.
9. Select the **OK** button twice to return to the vocabulary screen.

Copy a User Area

You can copy a user area and place it in another area. Both areas would have the same vocabulary, but each area could have its own access method. One area might be set up for school situations and another for when the user is at home. Select the area you want to copy **from** and then select the area you want to copy **to**. If you change your mind, select the **Cancel** key.

Copy Pages/Activities

You can copy pages or activities in one user area to another user area. Select **Copy Pages/Activities** and select one of the four choices displayed: **Copy Selected Activities**, **Copy All Activities**, **Copy Selected Pages**, or **Copy All Pages**.

Copy Selected Pages

1. If you want to copy only certain pages, select **Copy Selected Pages**.
2. Select the user area where you want the pages to be copied to.
3. Select the pages you want to copy. The page(s) you select will turn gray. Continue to select specific keys until you have selected all you want.
4. Select **OK** when you are finished.
5. Answer **Yes** to continue copying or **No** to cancel.

Copy All Pages

1. If you want to copy all the pages in a user area, select **Copy All Pages**.
2. Select the user area where you want to copy the pages to.
3. Answer **Yes** to continue the copying or **No** to cancel.

If you copy activities instead of pages, follow the same basic instructions. However, you may need to adjust the activities in the activity row if you expanded into an area. They may not be in the position you are used to due to the size of the new area, especially if they were locked. To fill in (compress) blank keys in activities, select **Rearrange Activity Keys** from the **Modify Activities** menu. Select **Yes** for **Fill in Empty Keys**.

Note: If you copy pages, you may need to make similar adjustments.

Change All Occurrences of an Icon

Change All Occurrences of an Icon allows you to change the icon on a key so that the new icon is used wherever that key might occur. Your device will change the icon automatically. When you select this key, you are asked to select the icon you want to change. Then select the icon you want to change to. A message box will ask if you want to continue with the change. Select **Yes** to continue or **No** to cancel. Your device changes the icon and tells you how many occurrences of the icon were changed.

Templates

Each default vocabulary in your device has a template you can work from when creating a page (or an activity). It is generally labeled by the number of keys in your vocabulary, such as **60 TEMPLATE** or **84 TEMPLATE**.

Templates contain a few essential keys placed where they always appear on the regular vocabulary screen. These might be the Home key, the More key, the Back key, etc. If you do not want to use the default template, you can select any page created previously to use as a template.

The current template will always be the default template for your user area, unless you have changed the template to something else. On most default templates some keys have already been defined for you. All the other keys on the template are blank.

When you select **Templates**, you will see **Set Page Template**. Depending on your vocabulary, you may also see **Set Activity Template**.

Set Page Template

1. Select **Set Page Template**. A message box will tell you what the current template is and ask if you want to change it.
2. If you want to use a different template, select **Yes**.
3. A screen will list all the pages for the user area you are using.
4. Select any page to use as a template.
5. Select **OK**. The page you select becomes your default page template.

Set Activity Template

1. Select **Set Activity Template**. A message box will tell you what the current template is and ask if you want to change it.
2. If you want to use a different template, select **Yes**.
3. A screen will list all the activities for the user area you are using.
4. Select any activity to use as a template.
5. Select **OK**. The activity you select becomes your default page template.

Expand a User Area or Page

Perhaps you have become extremely good at using a particular vocabulary. Now you would like to move up to a vocabulary with more keys on it, yet you don't want to lose the keys you are used to. **Expand User Area or Page** in the User Area Menu allows you to place a smaller vocabulary into a larger one.

1. From the User Area Menu, select **Expand User Area or Page**
2. Select **Expand User Area** or **Expand a Page**.

Expand User Area

1. Select the user area you want to expand. This will probably be your current user area.
2. Select the number of key locations (grid size) you want to expand to.
3. Select **OK**.
4. A message box will ask if you want to expand all pages to XX locations. If you want every page (and activity) in your vocabulary to be expanded, select **Yes**. Select **No** if you only want the Core or Home page expanded.
5. A message will tell you when the expansion is complete.
6. Select **OK**. The next time you go to your Home or Core page it will be expanded. If you expanded all pages and activities, all will be expanded. Now you will only have to assign the blank keys.

Note: If, after you have expanded an area, you decide you do not want the expansion, you can return to your original user area by selecting **Replace User Area** in the User Area Menu.

Expand a Page

Expand a Page only expands one page. Everything else in your user area will remain unchanged.

1. Select **Expand a Page**. A list of all the pages in your user area is displayed.
2. Select the page you want to expand.
3. If you want a page from a different area, switch to that area first, and then select **Expand User Area or Page**. Select the page you want.
4. Select the size to expand to and select **OK**. The page you selected is expanded.

Change Communication Language

Select the language you want to use for communication.

Note: If Change Communication Language is greyed out, no other languages are available.

Change Home Location

Change Home Location allows you to change where you go when you select the **Home** key. The default Home location for your vocabulary is listed in parentheses on the key.

To Change to a Different Location

1. Select the **Change Home Location** key. A message box will ask if you want the default location to be the Home location.
2. Select **No**.
3. A list of all the pages in your user area will be displayed.
4. Select the page you want to use for your new Home location.

Note: You can change back to the default Home location at any time by selecting **Change Home Location** again and selecting **Yes** in the message box.

Copy All Abbreviation Expansions

Abbreviation expansions are part of word prediction and belong to a specific user area. If you switch to a new user area and you want the abbreviation expansions from your old area to be part of the new area, select **Copy All Abbreviation Expansions**.

Copy All Sequences Beginning with Selected Icon

Copy All Sequences allows you to copy all sequences beginning with the same icon or icon sequence and store them under another sequence. For example, you might copy all sequences that begin with **APPLE** (or APPLE plus another icon) and store them under **JUICE** (or JUICE plus another icon). Now you can access all the APPLE messages under APPLE or JUICE.

Erase All Sequences Beginning with Selected Icon

Erase All Sequences allows you to go back and erase the *original* sequences once you have copied them. For example, if you copied all sequences that begin with **APPLE** (or APPLE plus another icon) and stored them under **JUICE** (or JUICE plus another icon), you can erase the original sequences under APPLE (or APPLE plus another icon). If you erase the original sequences, you will only be able to access those messages by selecting JUICE (or JUICE plus another icon).

Restart Resumes at ...

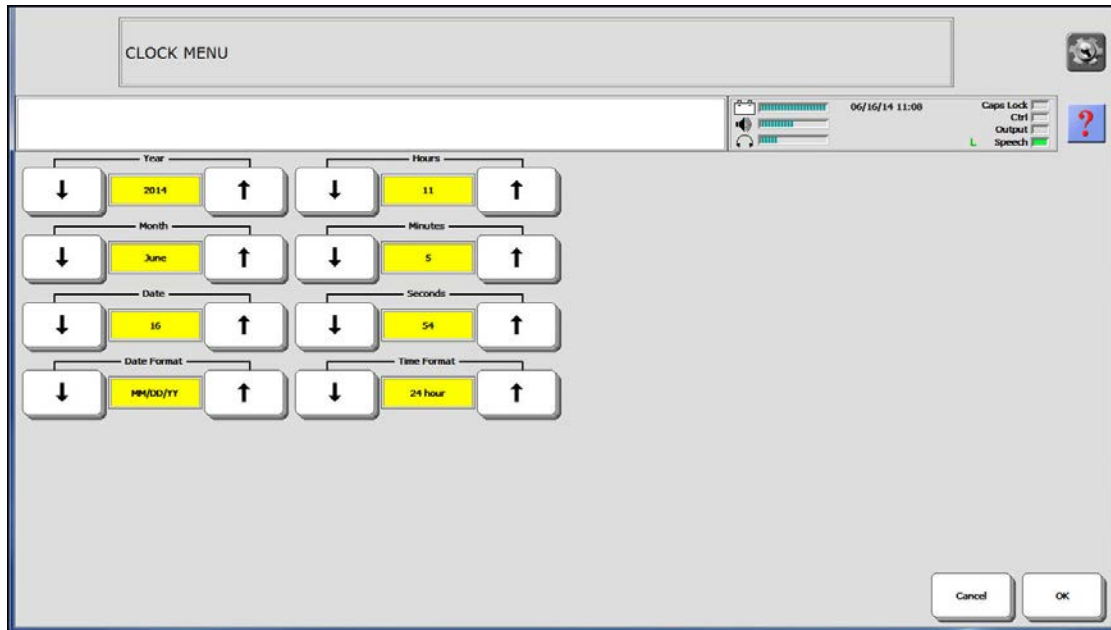
Use **Restart Resumes at** to determine whether the system will start up from the Home location or the page you left off at when the device was shut down.

Change Number of Toolbox Locations

Change Number of Toolbox Locations allows you to change the number of keys in the Toolbox by changing the Toolbox grid size. Use the arrows to increase or decrease the grid size. Available numbers are 45, 60, 84, and 144. The default is 45. When you increase the number, rows and columns of keys are added to the bottom and right side of the Toolbox.

Clock Menu

The Clock Menu sets your device's internal clock. The time is displayed in the status area of your display. Go to the Toolbox and select **Clock Menu**. When you finish setting the date and time, select **OK** to save your settings and exit the menu. Select **Cancel** only if you want to exit the menu without saving your changes.



Year (Clock)

Use the arrow keys to set the correct year.

Month (Clock)

Use the arrow keys to set the correct month.

Date (Clock)

Use the arrow keys to set the correct date.

Date Format (Clock)

Use the arrow keys to switch the date format between MM/DD/YY and DD/MM/YY.

Hours (Clock)

Use the arrow keys to set the correct hour.

Minutes (Clock)

Use the arrow keys to set the correct minute.

Seconds (Clock)

Use the arrow keys to set the correct second.

Time Format (Clock)

Use the arrow keys to switch the time format between 12 hour and 24 hour.

Pronunciation Dictionary

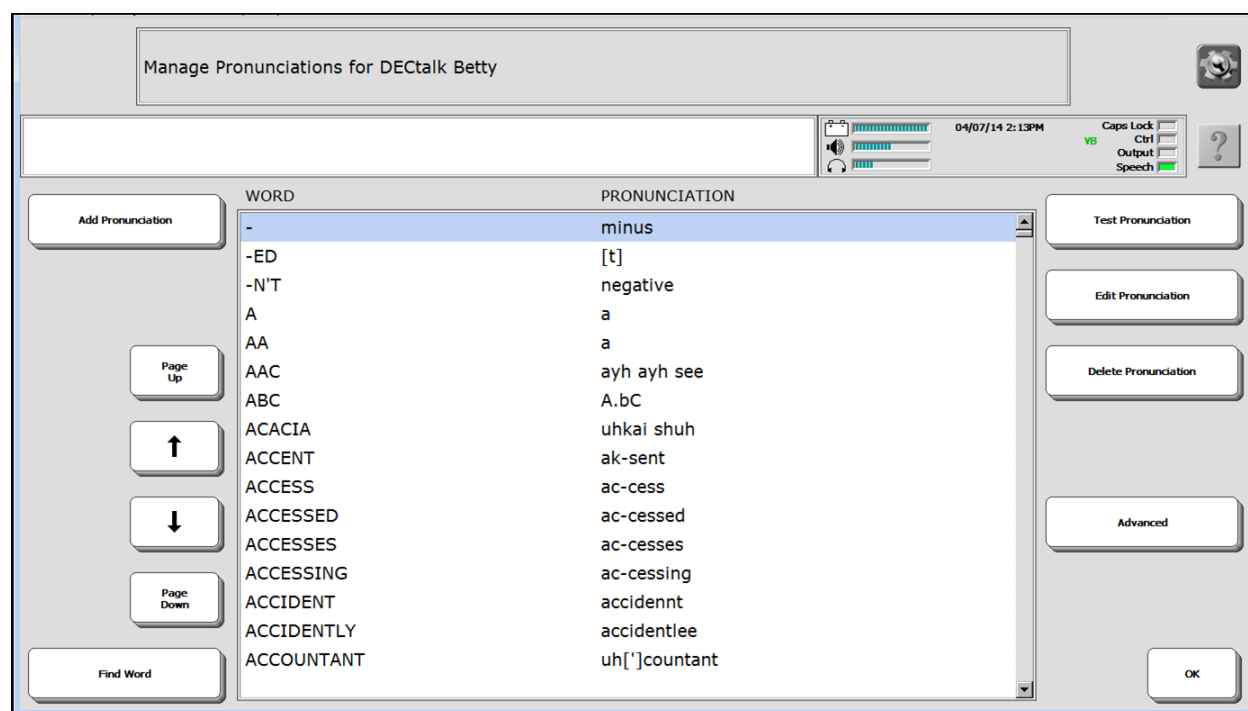
The Pronunciation dictionary is used to correct speech pronunciations for words your device does not know how to pronounce correctly. Your device will correctly pronounce most of the words that you will use, but it may run into trouble with proper nouns like the names of cities and people's names. When you add a word to the speech dictionary you are teaching your device to pronounce it correctly.

You can review all words that are in the dictionary. A review can help you decide to modify words that are not pronounced correctly and delete words that you no longer need in the dictionary.

The Pronunciation dictionary is *separate from* the Word Prediction dictionary. To open the pronunciation dictionary, go to the Toolbox and select **Pronunciation Dictionary**.

Managing Pronunciations for a Voice

When you select **Pronunciation Dictionary** from the Toolbox, the following question will appear: “Manage Pronunciations for MAIN or PROMPT voice?” If you select **Main Voice**, the Manage Pronunciations menu will be displayed for the voice currently selected for use in most areas of the application. If you select **Prompt Voice**, the Manage Pronunciations menu will be displayed for the currently selected prompt voice.



Manage Pronunciations Menu Options

The Manage Pronunciations menu options allow you to add, modify, delete, and test pronunciations for a voice. Advanced options allow you to copy, load, delete, and review all the pronunciations for the voice.

Add Pronunciation

Add Pronunciation allows you to add the pronunciation of a word for the currently selected voice. When you select this option, the keyboard opens. Enter the correct spelling of the word and select **OK**. Then enter the pronunciation of the word and select **OK**.

Page Up/Page Down/Arrows

Use the up and down arrow keys to move through the list of pronunciations one word at a time. Use the **Page Up** and **Page Down** keys to move through the list more quickly by groups of words.

Find Word

Use the Find Word key to quickly find a specific word in the list of pronunciations. When you select this option, the keyboard opens. Enter the word (or a few letters of the word) and select **OK**.

Edit Pronunciation

Modify the pronunciation of a word for the currently selected voice. Select the word from the list and then choose **Edit Pronunciation**. The keyboard displays the current pronunciation. Enter your changes and select **OK**. Use **Test Pronunciation** to hear how the word sounds. You may need to modify certain words several times to get the pronunciation right.

Delete Pronunciation

This option allows you to remove a pronunciation from the currently selected voice. Select the word from the list, select **Delete Pronunciation**, and choose **Yes** to confirm.

Test Pronunciation

Use Test Pronunciation to hear how a word sounds. Select the word from the list and select **Test Pronunciation**. If the word is not pronounced correctly, use **Edit Pronunciation** to correct it.

Advanced Options (Pronunciations)

Advanced Options allow you to copy, load, delete, and review all pronunciations for a voice.

Copy Pronunciations to Another Voice

This option allows you to copy the current list of pronunciations to another voice. When you select this option, a list of available voices is displayed. Select the voice to which you want to copy the pronunciations.

Load Default Pronunciations (All Voices)

This option allows you to load the default pronunciations for all available voices.

Delete All Pronunciations (This Voice)

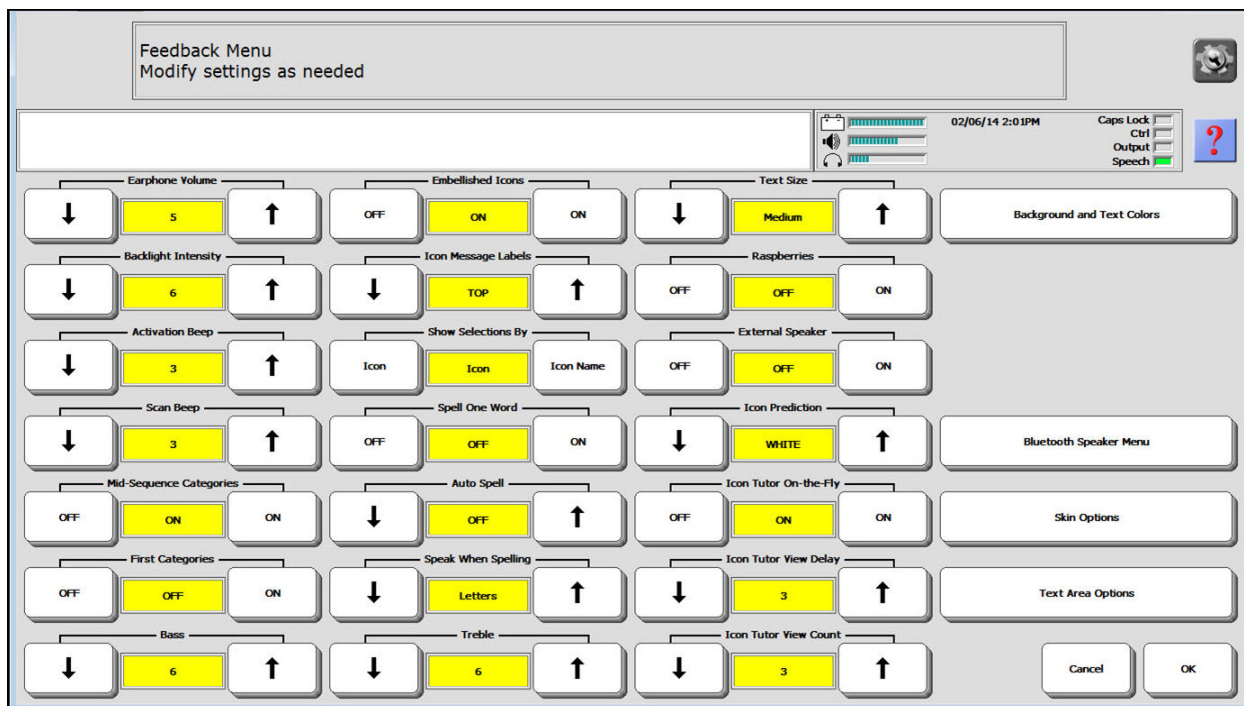
This option allows you to delete the *entire list* of pronunciations for the currently selected voice.

Review to File (Pronunciations)

This option allows you to view the pronunciations for the currently selected voice to a file. When you select the option, you can use a preset folder or select a different one.

Feedback Menu

The Feedback Menu options give you information about what your device is doing and sometimes about what you are doing on the device. Some of the menu options you may never use; some you will set to your liking and leave them that way; and some you may change from time to time. Available options vary according to the vocabulary you are using. Go to the Toolbox and select **Feedback Menu**.



Earphone Volume



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

When you have earphones plugged into your device, use **Earphone Volume** to increase or decrease the volume.

Backlight Intensity

Use the up and down arrow keys to change the backlight intensity. The intensity of the backlight changes as you change the setting so that you can see the difference on your device. The highest intensity is 6; the lowest is 0; the default is 3. The higher the backlight intensity, the more energy it will draw from your device's batteries. To help conserve battery power, you can tell your device to dim and/or turn the backlight off after a set number of minutes if you are not using your device.

Activation Beep and Scan Beep



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

By default, these beeps are turned on. Use the Up arrow key to increase the volume or use the Down arrow key to decrease the volume. If you do not want to hear a beep when you select a key or scan to a key, keep using the Down arrow key until Off is displayed.

Show Category Labels

Show Category Labels allows you to label keys within a sequence. If you select **First Categories**, **Mid-Sequence Categories**, or **Both**, you will see category names at the top of the keys in your vocabulary before you make your first selection. If you select **None**, no labels will be displayed.

Embellished Icons

An embellished icon is one that has been partially changed from the original Unity icon. If you have modified (or embellished) the final icon in any sequence, you can choose to have the embellished icon displayed in your vocabulary instead of the original icon.

Icon Message Labels: Top or Bottom

Icon Messages Label refers to the label assigned to a key in your vocabulary. **Top** means the label on your icon will be at the top of the key. **Bottom** means the label on your icon will be at the bottom of the key.

Show Selections By: Icon or Icon Name

If you select **Icon**, the picture of any icon you select from your vocabulary will be displayed in the icon display area of your device. If you select **Icon Name**, the default name of any icon you select from your vocabulary will be displayed in the icon display area along with the icon.

Spell One Word

When Spell One Word is turned on: When you are using your spelling keyboard and decide that you want to return to your vocabulary, you can type any word on your spelling keyboard, select the **Space** key after the word, and your device will automatically return you to your vocabulary.

Note: Spell One Word does not work with word prediction.

Auto Spell

When Auto Spell is turned on and you select an *empty* sequence in your Core, your device automatically switches to your spelling keyboard. It also displays the spelling characters that the icons you selected represent. You can type a completed word. Go to your vocabulary when you have finished spelling.

Note: If **Spell One Word** is also turned on, you can select a space to return to your vocabulary automatically.

Speak When Spelling

Option	Description
Letters	Your device will speak each letter you enter on your spelling keyboard.
Words	Your device will speak each whole word you enter on your spelling keyboard.
Letters and Words	Your device will speak each letter in a word and then speak the whole word as you enter them on your spelling keyboard.

Bass and Treble (Feedback Menu)

Bass and Treble allow you to adjust the bass and treble settings for sound.

Text Size

Text Size allows you to change the size of the text in the text display area. You can choose from Largest, Larger, Large, Medium, Small, and Smallest.

Raspberries On/Off

Raspberries controls the error beep. You will hear it if you try to do something your device does not allow you to do. By default, this option is turned off.

External Speaker: On/Off

If you have amplified stereo speakers plugged into your device, turn **External Speaker** on.

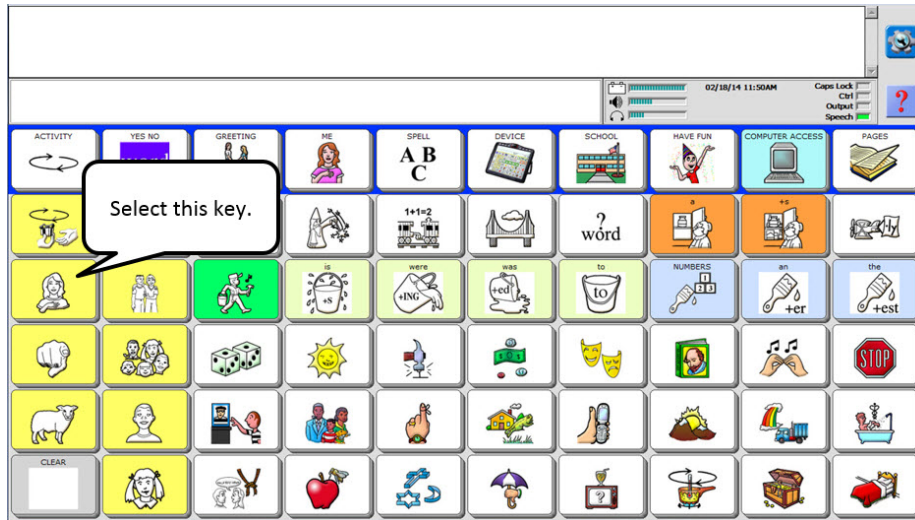
Icon Prediction: Grey/White/Blank/Off


Note: Icon Prediction is available only with Unity vocabularies.

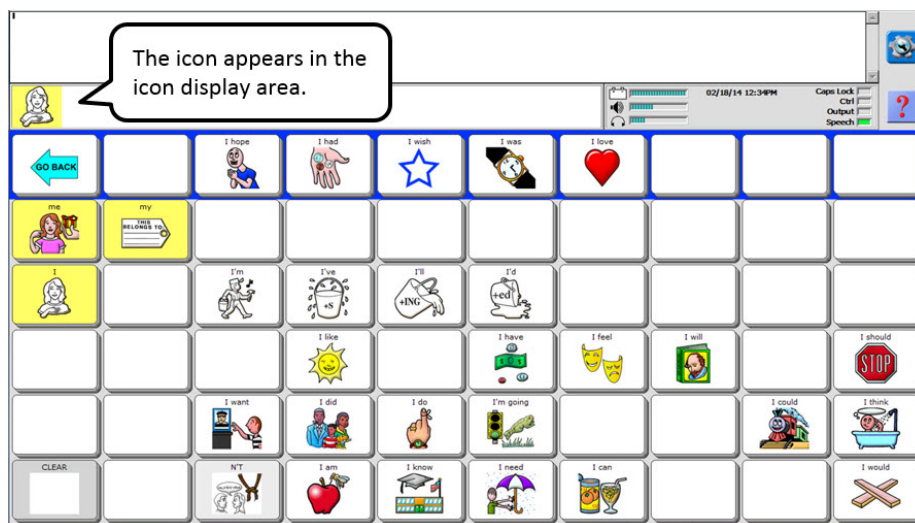
Icon Prediction helps you learn where messages are stored on your vocabulary. When Icon Prediction is turned on and you select an icon from your vocabulary, your device highlights the keys that you can select to produce a message. You will not be able to select unhighlighted keys. Icon Prediction is always turned on unless you turn it off in the **Feedback Menu**.

Color	Meaning
Grey	Turns unpredicted keys grey, but you can still see an outline of the icons on the keys.
White	Turns unpredicted keys white. You can still see the keys but you see nothing on them.
Blank	Makes the entire unpredicted key disappear. You cannot tell where the key was.
Custom Color	Allows you to customize a color for unpredicted keys.

If you turn Icon Prediction off, no keys will be highlighted and all keys in your vocabulary will always be visible.



Press the  key. The icon for the key you selected will appear in the icon display area, and some keys on the Core will go blank.



If you select one of the keys with an icon on it, its icon will appear in the icon display area and the device will speak the message that is stored under the sequence you just selected. Once a message is spoken, the device returns to showing all the icons. When you press a key again, some keys will remain bright and some will turn blank.

If you press a blank key, you will see the icon that belongs to that key in the Icon Display Area but no message will be spoken. The Core resets and all keys become bright again.

Note: You can turn Icon Prediction off in the **Feedback Menu** in the Toolbox. You can also select to have the non-predicted keys turn white or grey instead of blank.

Icon Tutor On-the-Fly

Note: Icon Tutor On-the-Fly is available only with Unity vocabularies.

When Icon Tutor On-the-Fly is turned on, you can spell a word and find out if it is stored under a sequence in your vocabulary.

1. Go to your Spelling keyboard.
2. Spell a word and select a space or punctuation mark.
3. If the word is stored in your vocabulary, your device will display the sequence(s) for it in the Word Prediction window.

Icon Tutor View Delay

Note: Icon Tutor View Delay is available only with Unity vocabularies.

Use Icon Tutor View Delay with **Icon Tutor On-the-Fly** turned on. When Icon Tutor On-the-Fly finds a word in your vocabulary and displays its sequence(s), use this option to select the length of time (in number of seconds—1-10) you would like to see the sequence(s) displayed.

Icon Tutor View Count

Note: Icon Tutor View Count is available only with Unity vocabularies.

Use Icon Tutor View Count with **Icon Tutor On-the-Fly** turned on. This option allows you to select the number of sequences (1-5) you would like to see displayed.

Background and Text Colors

When you select **Background and Text Colors**, three keys are displayed: Workspace Background and Text Colors, Notebook Background and Text Color, and Marked Text Background and Text Colors. For example, for your regular work you may have a white text display area with black text (default). When you are in a notebook, you might choose a green background area with yellow text. You may choose red for the color you use when you highlight words.

Workspace Background and Text Colors

This option allows you to choose custom colors for your workspace (the text display area when you are not in a notebook).

Notebook Background and Text Color

This option allows you to choose custom colors for your notebooks.

Marked Text Background and Text Colors

This option allows you to choose custom colors for highlighted text.

Bluetooth Speaker Menu (Feedback Menu)

The Bluetooth Speaker Menu allows you to pair (connect) your device with Bluetooth speakers, disconnect pairing, or turn the Bluetooth beep on or off. When you select **Bluetooth Speaker Menu**, the following options are displayed.

Paired Devices (Bluetooth Speaker Menu)

This key will show you the Bluetooth speakers you have been paired to, up to a maximum of 16 devices. If you disconnect from a speaker and then later decide you want to use it again, you can select this key and select the speaker you want from the menu. The device will re-connect to the speaker automatically.

Pair to Speaker (Bluetooth Speaker Menu)

To pair your device with a Bluetooth speaker:

1. With the Bluetooth Speaker Menu open, turn your speaker on and hold down the "pair" button on your speaker.
2. In the Bluetooth Speaker Menu, select the **Pair with Speaker** key.
3. When the connecting light on your speaker begins to flash, release the "pair" button.
4. You may see a "Please Wait" box on your screen. In a few seconds you will see the name of your Bluetooth speaker in the Bluetooth Status box in the menu. You are now paired with your speaker.

Disconnect (Bluetooth Speaker Menu)

Select this key when you want to disconnect from your Bluetooth speaker.

Bluetooth Beep Output (Bluetooth Speaker Menu)

When this option is turned on, a listener will be able to hear the beeps that occur as you make selections on your device. When this option is turned off, no beeps will be heard as you make selections.

Skin Options

The "skin" is the way your display looks—the vocabulary pages, menus, message boxes, etc. When you select **Skin Options**, the following options are displayed.

Display Skin

Choices are **Classic**, **Skin 1**, and **Skin 2**. The default is **Classic**. Use the arrow keys to switch between skins.

Key Visual Feedback

When Key Visual Feedback is turned on, a key's colors are briefly inverted when you select it. For example, when you select a key that has black text on a white background, the text turns white and the background turns black.

Key Padding

Key Padding sets the amount of space around and between keys. To add space, use the arrow keys to select a padding value between 1 and 20.

Key Shading

When Skin 1 or Skin 2 is selected, you can control the 3-D effect of keys. To set the 3D effect, use the arrows under Key Shading to change the percentage.

Activity Background Color

If you want to customize the background color of the activity keys, select **Activity Background Color** to open the color screen. Then select the color you want.

Main Background

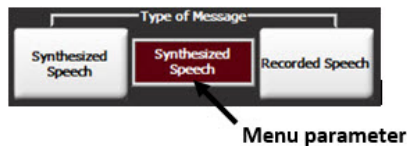
If you want to customize the background color of the Core vocabulary keys, Toolbox keys, and Tools menu, select **Custom** under Main Background to open the color screen. Then select the color you want. If you decide to return to the default color, select **Skin Default**.

Menu Background

When Skin 1 or Skin 2 is selected, you can customize the background color of menus. Select **Custom** under Menu Background to open the color screen. Then select the color you want. If you decide to return to the default color, select **Skin Default**.

Menu Parameter Background

When Skin 1 or Skin 2 is selected, you can customize the background color of menu parameters.



Select **Custom** under Menu Parameter Background to open the color screen. Then select the color you want. If you decide to return to the default color, select **Skin Default**.

Message Box Background

When Skin 1 or Skin 2 is selected, you can customize the background color of message boxes. Select **Custom** under Message Box Background to open the color screen. Then select the color you want. If you decide to return to the default color, select **Skin Default**.

Status Area Background

When Skin 1 or Skin 2 is selected, you can customize the background color of the status area. Select **Custom** under Status Area Background to open the Color screen. Then select the color you want. If you decide to return to the default color, select **Skin Default**.

Copy these settings to all areas (Skin Options)

Selecting this key allows you to copy your skin changes to all the user areas in your device.

Text Area Options

When you receive your device from the factory, it is set up so that it speaks whatever text is displayed in the text display area. When you select **Text Area Options**, two options are displayed: Change Text Area Function and Speak Recorded Messages.

Change Text Area Function

Selecting this option takes you to your spelling keyboard. The tool «SPEAK DISPLAY», appears in the text display area. You can change the tool by selecting **Insert Tool** and then selecting the tool or tools you want. For example, you might want your device to speak everything on the display and then clear the display. To do this you would do the following:

1. Select **Delete Character** to delete «SPEAK DISPLAY».
2. Select **Insert Tool**.
3. Select the tool «**SPEAK ALL**».
4. Select **Insert Tool** again.
5. Select the tool «**CLEAR DISPLAY**».
6. Select **OK** to save your work and exit.

Note: If you decide not to change anything, select the **Cancel** key to exit without saving any work.

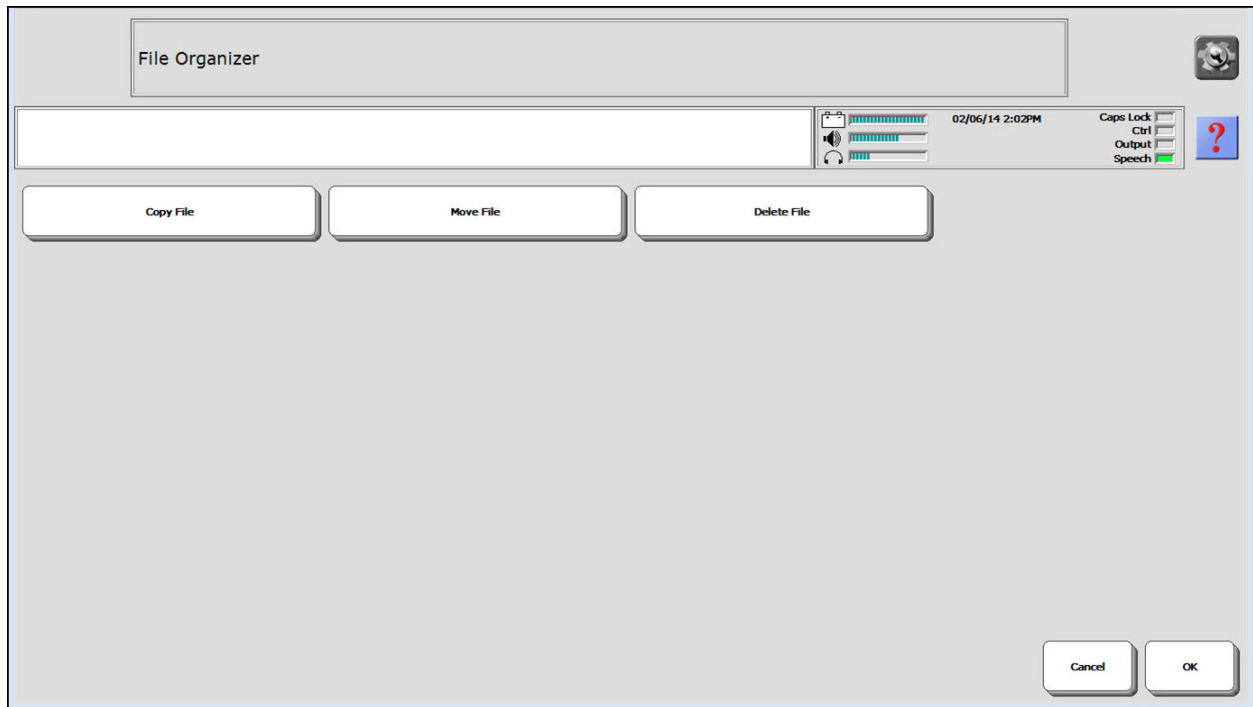
Speak Recorded Messages

If you want recorded messages that appear in the text display area to be spoken, turn **Speak Recorded Messages** on.

File Organizer Menu

The File Organizer menu allows you to copy and move vocabulary files from one memory device to another or move vocabulary files between folders on the same device. You can also delete vocabulary files.

Go to the Toolbox and select **File Organizer**. Three options are displayed: Copy File, Move File, and Delete File.



Copy a Vocabulary File

To copy a vocabulary file from one memory device another so that it is available on both devices:

1. Insert your USB flash drive into your device.
2. Go to the Toolbox and select **File Organizer**.
3. Select **Copy File**.
4. Select the memory device that has the file you want to copy.
5. Select the files to copy. You can open any folder and select files from the folder.
6. When you finish selecting files, select **OK**.
7. Select the destination for the files (i.e., the other storage device).
8. If you have a folder on the destination memory device that you want to store the files in, select it, then select **OK**. Otherwise, just select **OK**.
9. Select **Yes** in the message box if you want to continue. Or select **No** to stop.
10. The files will be copied. Depending on the number and size of files, this could take a few minutes. The files will be on both memory devices.

Move a Vocabulary File

To move a vocabulary file from one memory device to another:

1. Insert your USB flash drive into your device.
2. Go to the Toolbox and select **File Organizer**.
3. Select **Move File**.
4. Select the memory device that has the file you want to move.
5. Select the files to move. You can open any folder and select files from the folder.
6. When you finish selecting files, select **OK**.
7. Select the destination for the files (i.e., the other storage device).
8. If you have a folder on the destination memory device that you want to store the files in, select it, then select **OK**. Otherwise, just select **OK**.
9. Select **Yes** in the message box if you want to continue. Or select **No** to stop.
10. The files will be transferred. Depending on the number and size of files, this could take a few minutes. The files will no longer be on the original memory device.

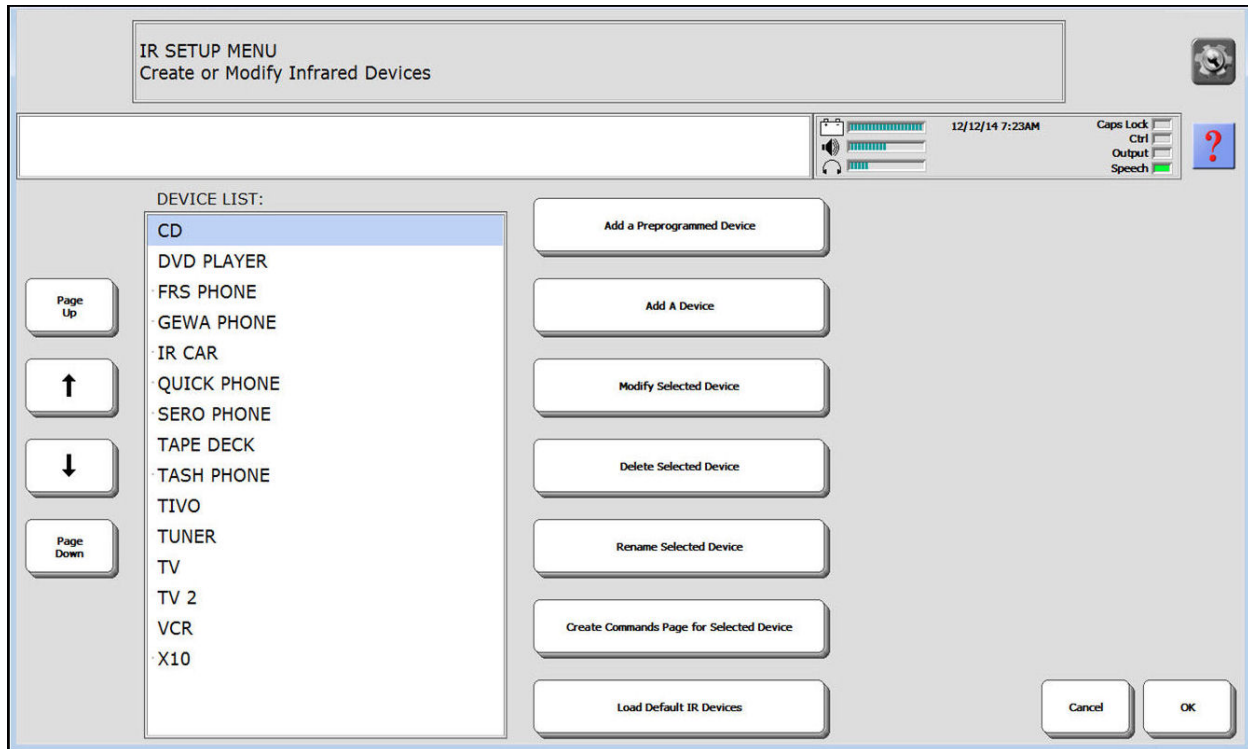
Delete a Vocabulary File

To remove a vocabulary file from a memory device:

1. Insert your USB flash drive into your device.
2. Go to the Toolbox and select **File Organizer**.
3. Select **Delete Files**.
4. Select the memory device that has the files you want to delete.
5. Select the files to delete. You can open any folder and select files from the folder.
6. When you finish selecting files, select **OK**. The files will be erased from the memory device you selected.

IR Setup Menu

Important! When using infrared in a medical or other closed environment, check with authorities to make sure infrared will not interfere with other equipment. Do not use it with any product that is not medically approved. Go to the Toolbox and select **IR Setup Menu**.



Using Your Device as a Remote Control

With its built-in infrared (IR), your device can learn infrared signals for any device you own that has a remote control. This includes a TV, CD player, DVD player, toys, etc.

Your vocabulary has a **Remotes** activity or page which contains the basic functions for a number of remote control devices. These pages already have pre-stored commands and icons or pictures on them. You will use the IR Setup Menu to tell your device which signals it is going to learn so it knows where to store them. The IR area is on the back of your device, at the top.

*To **teach** a remote-control signal to your device:* turn your device so that the back is facing you and point your remote control at the IR area.

*To **send** an IR signal from your device:* make sure the back of your device is facing in the general direction of the device you want to send the signal to.

Important! Save Entire Device Contents

When you finish storing all the remote-control signals that you want to use, we **highly recommend** that you perform a memory transfer to save your device's memory to a USB flash drive or the internal hard drive. Should your device ever lose its memory, all your remote-control signals will be lost and you will need to reconfigure everything.

Use **Save Entire Device Contents**, *not* "Save One User Area". The IR signals will not be saved unless you select **Save Entire Device Contents**.

Hints for Storing IR Signals

Hint #1: Before you begin to store any signals, make sure the remote control you are going to use is at hand. During the signal storing process, your device will tell you to aim your remote control at the IR area and then press the button on the remote that will send the signal you want your device to learn. Hold the remote control 6 to 8 inches away from the IR area. Your device will beep when it accepts the signal.

Hint #2: If your device has trouble learning the signals, try holding the remote closer to the IR area—1 to 2 inches instead of 6 to 8 inches.

Teach Remote Control Signals to Your Device

1. Go to the Toolbox and select **IR Setup Menu**.
2. Use the Device List arrow keys to select the device whose signals you want to teach.
3. With the name of the device highlighted, select **Modify Selected Device**.
4. Use the function arrow keys to select the function that you want your device to learn.
5. Get your remote control ready. Know which button you want to press on the remote. Hold the remote 6 to 8 inches away from your device's IR area.
6. On your device, select **Re-Learn Selected Signal**.
7. Press the function key on the remote control. Your device will beep when it has learned the signal.

Note: If your device has trouble learning the signals, try holding your remote closer to the IR area.

8. If you are near the device you want to be controlled, you can test the signal. Point your device's IR area toward the device you are testing and select **Test Signal**.
9. Repeat steps 4 through 8 for each function you want your device to learn.
10. You can exit by selecting **OK** twice, or you can select another device and continue to teach signals.

Re-Learn All Signals: an Alternative Method for steps 4 through 8

Instead of teaching the signals one by one, you can select **Re-Learn All Signals**. This allows you to teach all the signals for a device at one time. Your device steps you through each function automatically. You will want to have your remote control ready and know where all the function buttons are on it before you select **Re-Learn all Signals**.

Hint: When you have successfully stored the signals for a device, a small dot will appear beside the name of that device on the main screen of the IR Setup Menu. A dot will also appear beside the functions that have signals stored for them. You will see these dots when you are using the function screen of the IR Setup Menu.

Add a Preprogrammed Device

Perhaps you buy a new remote-control appliance, or maybe you want to program signals for other TVs in your house. You will need to add the new devices to your IR Setup Menu. Add a Preprogrammed Device allows you to add a device by using the manufacturer name.

1. From the IR Setup Menu, select **Add a Preprogrammed Device**.

2. Enter a name for the device and select **OK**.

3. Enter the name or part of the name of the device manufacturer and select **OK**.

Note: To open a list of all available manufacturers, select **OK** without entering a name.

4. Select a manufacturer from the Manufacturer/Service Provider list. Applicable device types, remotes, and remote functions will be listed in the Device Type and Remote Functions lists.

5. Select the type and function you want.

6. Select **Test Selected Function**.

7. If the function tests satisfactorily, select **OK**.

8. A message box will ask if you want to create a commands page for the device.

9. If you select **Yes** to create a commands page, a message box will display "Not enough keys for xx functions. Create 15 locations anyway?"

- If you select **No**, the Commands Page will display the appropriate standard grid size automatically. For example, if the message was "Not enough keys for 35 functions. Create 15 locations anyway?", **36** would be selected automatically. If that size will work for you, select **OK**.
- If you select **Yes**, the Create Commands Page displays a selected grid size of 15 and allows you to change the number of locations to 4, 8, 28, 36, 45, 60, 84, or 144. Select the number you want and select **OK**.
- If you need a different number of locations, select the **Choose a Custom Grid Size** key. The Choose Keyboard Size page allows you to select the number of rows and columns you want. Select the numbers you want and select **OK**.

10. A message box will display "Successfully created IR Commands Page for" the device name and ask if you want to modify the device now.

11. If you select **Yes**, the command page for the device will be displayed. Select the key you want to modify. The "Choose Type of Message, then Create Message" page will be displayed.

12. Modify the key as needed and select **OK**. The IR Setup Menu will be displayed, allowing you to modify, delete, or rename the device.

Add a Device

If you choose not to use the manufacturer name to add a device, use Add a Device instead of Add a Preprogrammed Device.

1. From the IR Setup Menu, select **Add a Device**.
2. Spell the device name and select **OK**.
3. Spell the name of the first function you are going to teach to your device and select **OK**.
4. Hold the remote control 6 to 8 inches away from your device's IR area and press the remote-control function you are adding.
5. Continue to add functions and teach signals or exit the IR Setup Menu.

Once you have added the new device and its functions and taught your device the new signals for the functions, you must decide how you want to store these signals so that you can use them. To create a commands page for the device, see [Create Commands Page for Selected Device](#).

Select a Device

Use the Device List to select a device you want to modify, delete, or rename.

Use the Page Up, Page Down, and arrows keys to select the device you want from the Device List. Page Up selects the first device on the list. Page Down selects the last device on the list. The arrow keys select the next device on the list. You can also select a device on the list directly.

Delete Selected Device

You can delete devices from the IR Setup Menu.

To Delete a Device

1. From the IR Setup Menu, select the device you want to delete.
2. Select the **Delete Selected Device** key.
3. Select **Yes** to delete, or **No** if you change your mind.

Rename Selected Device

You can rename a device from the IR Setup Menu.

1. From the IR Setup Menu, select the device you want to rename.
2. Select the **Rename Selected Device** key.
3. Spell the new name, and then select **OK**.

Modify Selected Device

When you select **Modify Selected Device** from the IR Setup Menu, the following options are available for the device you selected on the first screen: Add a Function, Rename Selected Function, Delete Selected Function, Re-Learn Selected Signal, Re-Learn All Signals, and Test Signal, and Create Commands Page for Selected Device.

Add a Function

1. From the IR Setup Menu, select the device to which you want to add a function.
2. Select **Modify Selected Device**.
3. Select **Add a Function**.
4. Type the name of the function you want to add. Select **OK**.
5. Hold the remote control 6 to 8 inches away from your device's IR area and press the remote-control function you are adding.
6. Test the signal.
7. Continue to add functions or select **OK** to exit the menu.

Select a Function

Use the Function List to select a function you want to rename, delete, or modify. Use the Page Up, Page Down, and arrows keys to select the function you want from the Function List. Page Up selects the first function on the list. Page Down selects the last function on the list or the moves to the next page of functions. The arrow keys select the next function on the list. You can also select a function on the list directly.

Rename Selected Function

You can rename any function in the IR Setup Menu.

1. From the IR Setup Menu, select the device that has the function you want to rename.
2. Select **Modify Selected Device**.
3. Use the arrow keys to select the function you want to rename.
4. Select **Rename Selected Function**.
5. Spell the new function name.
6. Select **OK**. The new name automatically replaces the old one wherever you have it stored.

Delete Selected Function

You can delete any function from the IR Setup Menu.

1. From the IR Setup Menu, select the device you want.
2. Select **Modify Selected Device**.
3. Use the arrow keys to select the function you want to delete.
4. Select **Delete Selected Function**.
5. Select **Yes** in the message box, or **No** if you change your mind.
6. Select **OK**.

Re-Learn Signals

Suppose you need to buy a new remote control for your TV. You will need to teach the new signals to your device.

Re-Learn Selected Signal

Use this option to allow a device to re-learn a specific signal. From the Toolbox, select **IR Setup Menu**, and select the device that needs to re-learn a signal. Select **Modify Selected Device**, select the function to re-learn, and select **Re-Learn Selected Signal**.

Re-Learn All Signals

Use this option to allow a device to re-learn all signals.

Test Signal

Select **Test Signal** after you have taught your device a signal to verify that it has been learned correctly.

To Relearn Signals

1. Go to the Toolbox and select **IR Setup Menu**.

Note: You do not need to create a new device. You can use the old TV for your device and teach it the new signals.

2. Select the device that needs to re-learn a signal.
3. Select **Modify Selected Device**.
4. Select the function to relearn.
5. Select **Re-Learn Selected Signal**.
6. Hold the remote control's IR window 6 to 8 inches away from your device's IR area and press the function key on the remote that you want to learn.
7. Test the signal.
8. Repeat steps 4 through 8 until you have taught your device all the new signals. The new signals will automatically replace the old signals whether they are on the remote-control pages or stored under icon sequences.

Note: Depending on the remote that you are using, you may need to hold it closer to your device's IR area—only 1 to 2 inches away rather than 6 to 8 inches.

Create Commands Page for Selected Device

Create Commands Page for Selected Device allows you to create a page of commands to use for a device.

1. From the IR Setup Menu, select **Create Commands Page for Selected Device**.
2. A message box will display “Not enough keys for xx functions. Create 15 locations anyway?”
3. If you select **Yes** to create a commands page, a message box will display “Not enough keys for xx functions. Create 15 locations anyway?”
 - If you select **No**, the Commands Page will display the appropriate standard grid size automatically. For example, if the message was “Not enough keys for 35 functions. Create 15 locations anyway?”, **36** would be selected automatically. If that size will work for you, select **OK**.
 - If you select **Yes**, the Create Commands Page displays a selected grid size of 15 and allows you to change the number of locations to 4, 8, 28, 36, 45, 60, 84, or 144. Select the number you want and select **OK**.
 - If you need a different number of locations, select the **Choose a Custom Grid Size** key. The Choose Keyboard Size page allows you to select the number of rows and columns you want. Select the numbers you want and select **OK**.
4. A message box will display “Successfully created IR Commands Page for” the device name and ask if you want to modify the device now.
5. If you select **Yes**, the command page for the device will be displayed. Select the key you want to modify. The Choose Type of Message, then Create Message page will be displayed.
6. Modify the key as needed and select **OK**. The IR Setup Page for the device will be displayed. Add, modify, or test functions for the device as needed.

Replace with Preprogrammed Device

Replace with Preprogrammed Device allows you to replace the selected device with a preprogrammed device.

1. Select **Replace with Preprogrammed Device**.
2. Enter the name or part of the name of the device manufacturer and select **OK**.

Note: To open a list of all available manufacturers, select **OK** without entering a name.
3. Select a manufacturer from the Manufacturer/Service Provider list. Applicable device types, remotes, and remote functions will be listed in the Device Type and Remote Functions lists.
4. Select the type and function you want.
5. Select **Test Selected Function**.
6. If the function tests satisfactorily, select **OK**.
7. A message box will ask if you want to create a commands page for the device.
8. If you select **Yes** to create a commands page, a message box will display “Not enough keys for xx functions. Create 15 locations anyway?”
 - If you select **No**, the Commands Page will display the appropriate standard grid size automatically. For example, if the message was “Not enough keys for 35 functions. Create 15 locations anyway?”, **36** would be selected automatically. If that size will work for you, select **OK**.
 - If you select **Yes**, the Create Commands Page displays a selected grid size of 15 and allows you to change the number of locations to 4, 8, 28, 36, 45, 60, 84, or 144. Select the number you want and select **OK**.
 - If you need a different number of locations, select the **Choose a Custom Grid Size** key. The Choose Keyboard Size page allows you to select the number of rows and columns you want. Select the numbers you want and select **OK**.

9. A message box will display “Successfully created IR Commands Page for” the device name and ask if you want to modify the device now.
10. If you select **Yes**, the command page for the device will be displayed. Select the key you want to modify. The “Choose Type of Message, then Create Message” page will be displayed.
11. Modify the key as needed and select **OK**. The IR Setup Page for the device will be displayed. Add, modify, or test functions for the device as needed.

Load Default IR Devices

Important! If you select Load Default IR Devices, only the default devices will appear on the Device List and all devices and signals you created *will be deleted*.

If you select the **Load Default IR Devices** key, a message box will display “Are you sure you want to erase all IR devices and signals”.

- If you select Yes, all devices and signals you created will be deleted, leaving only the default devices.
- If you want to keep your devices and signals, select **No**.

Create a Page for your New Device

As an alternative to using the Create Commands Page for Selected Device key from the IR Setup Menu, you can create a page for a device using the Create Page key in the Toolbox and copy an existing TV remote page to work from. For example, if you want to set up an older device, you could copy a page you already have set up for a similar device.

1. Go to the Toolbox and select **Create Page**.
2. Spell the name for the new page (for example, TV3) and select **OK**.
3. Select **Copy from an existing page**.
4. Select the page you want to copy—in this example, copy the **TV2** page.
5. Select a key to define; for example, Power.
6. Choose **Spell Message or Define Key Function**.
7. Replace the current function.

Replace	«IR(TV2,POWER)»«PROMPT-MARKER»power
With	«IR(TV3,POWER)»«PROMPT-MARKER»power

To replace the current function:

- 7.1 Use **Delete Character** to delete the function «IR(TV2,POWER)».
 - 7.2 Select **Insert Tool**.
 - 7.3 Select **More Items** until you see the **IR** key, and then select it.
 - 7.4 Select **TV3**, select **Power**, and then select **OK**.
8. Select **Choose Next Key to Define** and repeat these steps until you have stored all the functions for TV3.
 9. Select **OK** when you are finished.

Add a New Device to your Remotes Page

This section uses TV3 as an example.

1. Go to the Toolbox and select **Modify Page**.
2. Select the Remote Control page where you want to add a TV3 link; for example, VCR.
3. Choose a key on the VCR page to add TV3.
4. Select **Spell Text for Message**.
5. Select **Insert Tool**.
6. Select **More Items** until you see Set Page. Select it.
7. Select **More Items** until you see the TV3 page. Select it.
8. Select an icon and a label for the key.
9. Select **OK** when you finish.
10. Repeat these steps for each Remote Control page to which you want to add the TV3 link.

If your vocabulary has an activity row, you can store your new device and its functions in your **Remotes** activity using the **Modify Activity** menu in the Toolbox. You can also store them under icon sequences using the **Store Core** key in the Toolbox.

Note: Remember to save your device memory after you store remote control signals. Use **Save Entire Device Contents** in the Transfer Memory Menu.

Using the X10

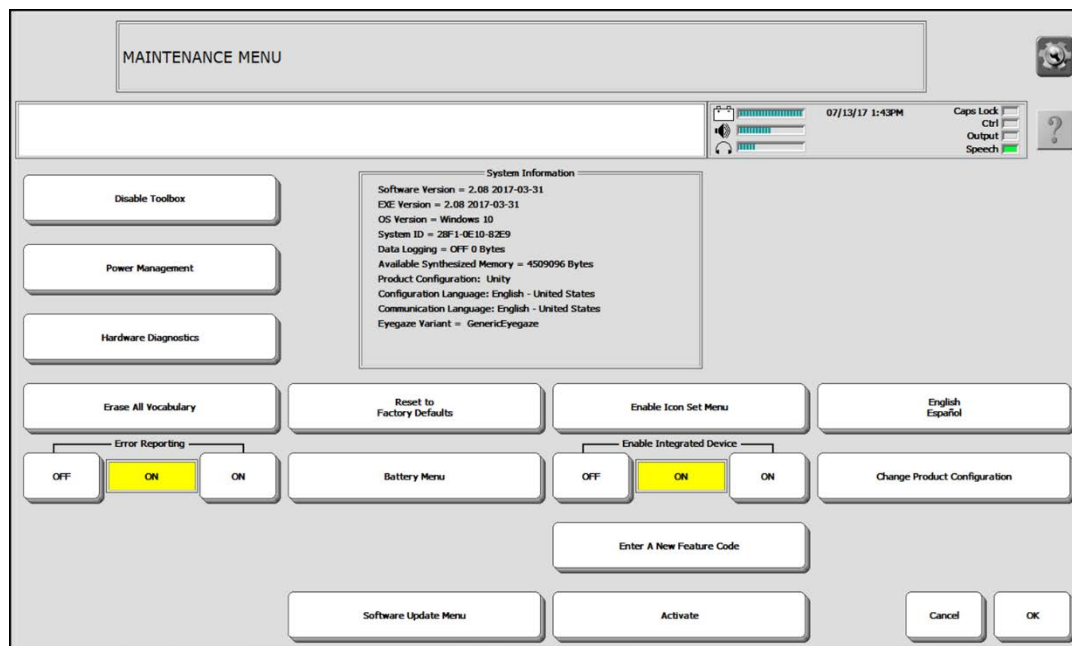
The X10 consists of a Command Center and various modules for appliances, lamps, wall switches, etc. You plug an appliance into a module and use your communication device to turn the appliance on and off.

Plug the Command Center and a module into electrical outlets. Plug the appliance you want to control into the module. Set the House Code to "A" on both the module and the Command Center. Select one of the numbers (1-16) to represent the appliance.

An X10 page is available in your device that contains the 16 On-Off commands. Go to the Toolbox, select **Modify Page**, and choose **X10**. Select the key that corresponds to your appliance number. The command for that number is already stored. You can change the icon on your key or add a different label. You can get to your X10 page from the **Remotes** activity.

Maintenance Menu

The Maintenance Menu contains options related mostly to your device system. You will not use these options frequently, but may need to set one or two of them now and then to customize your device or check on and fix a system problem you may be having. Available options vary according to the device you are using. Go the Toolbox and select **Maint Menu**.



Disable Toolbox

When you disable the Toolbox, you can still use your vocabulary to speak, but the use of the Tools key is severely limited. Only certain keys in the Tools menu and the Toolbox will work. If you also disable the Tools key, you cannot access Toolbox menus to change settings.

Note: To change settings while the Toolbox is disabled, see [Create Toolbox Disable Override](#) on page 59.

When you select **Disable Toolbox**, the following options are displayed: Toolbox, Tools Key, Change Toolbox Disable Password, Create Toolbox Disable Override, On-Screen Tools Key, Help Button, and Pulldown Menu Button.

Toolbox: Enable/Disable

The default is **Enable**.

The first time you set Toolbox to Disable:

1. Set **Toolbox** to **Disable**. You will be prompted to create a password.
2. Type the password you want to use and select **OK**.
3. Select the **Tools** key.
4. From the Tools menu, select the **Toolbox** key. You will be able to use some of the tools and menus in the Toolbox, but not all of them.
5. Select **Maint Menu**, select **Disable Toolbox**, and turn **Toolbox Disable** off. This puts your device back into normal use mode.

Note: As long as the system remains disabled, you cannot go from Core or your Home page to the Toolbox without entering your password.

Tools Key: Enable/Disable

The **Tools Key** options are only available when you have disabled the Toolbox. When the Tools key is disabled, you cannot access the Toolbox or use the Toolbox menus. The default is **Enable**.

Note: All devices have an on-screen Tools key. Some devices may also have a Tools key on the front of the device. When you disable the Tools key, both the on-screen Tools key and the Tools key on the front of the device are disabled.

Change Toolbox Disable Password

The first time you disable the Toolbox, you create a password. If you want to change your password, select **Change Toolbox Disable Password**, spell a new password, and select **OK**. As long as the Toolbox remains disabled, you cannot go from Core or your Home page to the Toolbox without entering your password.

Create Toolbox Disable Override

Once you have created a Toolbox Disable Override, you can use it to modify settings while the Toolbox and Tools key are disabled. You will need a USB flash drive and your device Toolbox and Tools key must be enabled.

1. Insert the USB flash drive into one of the USB ports on your device.
2. Go to the Toolbox and select **Maint Menu**.
3. Select **Disable Toolbox**.
4. Select **Create Toolbox Disable Override**.
5. When the override is completed you will see a message box telling you the override was successfully created on Removable Drive x (whatever the drive is on your device). Select **OK**.
6. Remove the USB flash drive and label it so you will remember that it contains your Toolbox Disable Override.

Now when you want to modify settings while the Toolbox is disabled, insert this flash drive into your device and begin to use the device as you normally do.

On-Screen Tools Key

On-Screen Tools Key is only available when you also have a Tools key on your device. The default is **Enable**. This option allows you to disable the on-screen Tools key located to the right of the text display area on your device.

Help Button

The default is **Disable**. This option allows you to enable the Help button located to the right of the status area. For an explanation of how to use the Help button, see [The Help Button](#) on page 20.

Pulldown Menu Button

The default is **Enable**. This option allows you to disable the pull-down menu located in the Tools menu without having to disable the Tools key.

Power Management

Options are available for managing device power settings. Default configurations for the power button vary for different devices.

I/O Function

The options are Sleep, Hibernate, Shutdown, and Disable. The options operate as follows when selected.

Option	Description
Sleep	When Sleep is selected, your device will go to sleep when you press the power button. Press the button again to “wake” the device. In Sleep mode, the device uses only a small amount of battery energy and will come back up more quickly than after a shutdown. The device will also return you to where you were before it went to sleep. Select this mode if you won’t be using the device for a relatively short amount of time (less than an hour, for example). Sleep is the default setting.
Hibernate	When Hibernate is selected, your device will hibernate when you press the power button. Press the button again to “wake” the device. In Hibernate mode, the device virtually shuts down, thus saving even more battery energy than Sleep mode. The device will take longer to come back up than it would in Sleep mode, but it will come up faster than after a shutdown. The device will also return you to where you were before it went to sleep. Select this mode if you won’t be using the device for a prolonged amount of time (more than a few hours, for example).
Shutdown	When Shutdown is selected, your device will shut down completely when you press the power button. In this state, your device uses almost no battery energy. It also will take your device longer to come back up when you turn it back on.
Disable	When you select Disable, the power button is disabled. If you select this option, once you turn your device on, it will not turn off again. This option does <i>not</i> save battery energy.

Shutdown

The Shutdown key allows you to completely shut down your device. When you select this key, a message box asks “Are you sure?” Select **Yes** only if you want to shut down your device completely.

Restart

The Restart key provides a way to restart your device. You should rarely have to use this option.

Auto Backlight Off

Auto Backlight Off allows you turn the device’s backlight off or set an amount of time for the backlight to turn off automatically. If you select **Off**, the backlight will never be on. Selecting Off or a low number of minutes helps conserve battery power.

Auto Sleep

Auto Sleep will put your device to sleep automatically after the amount of time you set passes. If you set **Auto Sleep** to **Off**, your device will never go to sleep.

Hardware Diagnostics

If you have problems with your device and call the PRC Service Department, you may be asked to check some items in this menu. Generally, you should not need to use Hardware Diagnostics. If for some reason you cannot get to **Phone Configuration** from your Phone page or activity, you can select **Phone Configuration** from **Hardware Diagnostics** as an alternative way to configure your cell phone.

System Information Box

Use the System Information box to check for information about your device's system. You can find system version information, whether data logging is turned on or off, how much synthesized memory you have left, etc. You may need to give the information in the System Information box to a service representative if you call in with a problem.

Erase All Vocabulary

If you select **Erase All Vocabulary**, the system erases *all its memory* and resets itself to *blank* user areas. You must go to the **User Area Menu** and re-load original vocabulary into each area. If you only want to return your device to its original state, select **Reset to Factory Defaults**.

Reset to Factory Defaults

If you want to return your NuVoice to its original state, select **Reset to Factory Defaults**. All of your user areas will be reset exactly the way they were when you received the device from PRC. If you want to keep your vocabulary changes or eyegaze calibration, perform a memory transfer before you select Reset to Factory Defaults. See [Transfer Memory Menu](#) for information on memory transfers.

Enable Icon Set Menu

Enable Icon Set Menu shows you the different icon sets that are available in your device. Icon sets are an option that you purchase. When you purchase a device with Unity, LAMP Words for Life, CoreScanner, Essence, or WordPower, the correct icon set is part of your purchase. The icons will be turned on and ready to use when you receive your device. If you decide to purchase an icon set later, call the PRC Sales Department. You will receive a key code. When you select the new icon set from the menu, you will be asked to enter the key code before you can turn the icon set on and use it.

Error Reporting

Your device reports any system errors that occur by describing the error in a red box on your display screen. You will also see a box on your display that asks you to write down what happened and report it to PRC. You are given instructions for continuing.

Battery Menu

Battery Menu displays the status of your batteries and allows you to put your device in Shipping Mode. You may be asked for battery information should you need to call the PRC Service Department about your batteries.

Controller Information

This section shows if a charger is present and the current charge level.

Battery Information

Your device can have four possible batteries. Batteries 1 and 2 are under the battery doors in the back of your device. These run the NuVoice system software. Battery 3 is an extra external battery that you purchase separately from PRC. Battery 4 is an internal battery in the tablet. Select the **Previous Battery** and **Next Battery** buttons to check on the state of your batteries.

Enter Shipping Mode

If you ever need to ship your device somewhere, or if you are not going to use it for a lengthy period of time, **always** put the device in Shipping Mode. This will conserve your batteries and prevent accidental activations during transit that could harm your device.

When you select **Enter Shipping Mode**, a message box will ask if you want to enter Shipping Mode now. To enter Shipping Mode, select **Yes**. Or select **No** to cancel. If you answer **Yes**, unplug the battery charger. A message box will also remind you to unplug the charger. Once the charger is unplugged, your device will enter Shipping Mode.

Low Battery Volume

When the device batteries are low, a warning tone will sound alerting you to plug in the charger. Use the Low Battery Volume arrow keys to raise or lower the volume of this tone.

Enable Integrated Device

You will use **Enable Integrated Device** if you originally purchased a “dedicated” device (without the use of the internal computer) and later you purchase the use of the internal computer. You will receive a password from the PRC Sales Department which you must enter into your device before the integrated functions will become active. To enter the password, select **Enable Integrated Device**, enter the password, and exit the menu.

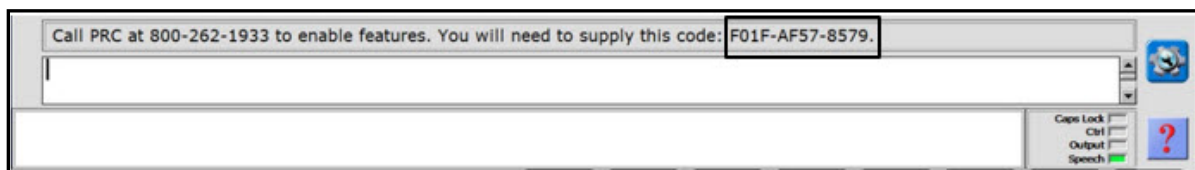
Built-in Devices

If you want to use a rear-facing camera with a Windows application, you must turn the camera on in Built-in Devices.

Enter a New Feature Code

To use any optional features that you did not purchase at the time you ordered your device, such as an additional vocabulary or the integrated feature pack, you must call the PRC Sales Department (800-262-1933) to purchase the feature.

1. Select **Enter New Feature Code**. A message box will tell you that the Feature Code can be loaded from a file or typed and ask if you want to load the new code from a file.
2. Since you do not have a feature code yet, select **No**. Your spelling page will be displayed. Notice the code in the text display area.



3. Call the PRC number shown in the display.
 - Tell them you want to enable a new feature and give them the code you see in your display.
 - PRC will give you the feature code you need to enable the feature you want. You can have them give it to you over the phone so you can write it down or e-mail it as a file you can download, or you can ask them to type it into an e-mail where you can copy and paste it into the text display area.
4. When you receive the code, go to the Toolbox, select **Maint Menu**, select **Enter a New Feature Code**, and supply the code you received from PRC.

Activate

If a problem with your device requires you to restore Windows, use **Activate** to activate the software when the restore process is complete.

Updating NuVoice

The Software Update Menu allows you to manage NuVoice software updates. When NuVoice software updates are available, they are placed on the PRC website as downloadable files. The easiest way to download these files is through a wireless connection.

Set up a Wireless Connection

You can set up your device for a Wi-Fi connection. *PRC is not responsible for the setup of your Wi-Fi network.* You must have access to a local Wi-Fi network. In the Accent, Wi-Fi is always turned on.

Note: If you have a dedicated device, a Wi-Fi connection will allow you to update your NuVoice software via the Internet, but will not provide access to the Internet or an Internet browser.

1. Go to the Toolbox and select **Maint Menu**.
2. Select **Hardware Diagnostics**.
3. Select **Network Setup**.
4. Select **Connect or disconnect** from the Network Setup menu.
5. Select the network you want to connect to. You may need to enter a password.
6. Select **Connect** and follow the on-screen directions.
7. Exit from all menus.

Update via a Wireless Connection

To perform this type of update, your device must be connected to a Wi-Fi network.

Note: If you have a dedicated device, a Wi-Fi connection will allow you to update your NuVoice software via the Internet, but will not provide access to the Internet or an Internet browser.

Some updates take longer than others. You won't know how long the update will take, so we recommend that you plan downloads for when you will not need to use your device and can keep an eye on the download progress. You are given several chances to stop before the download actually begins.

1. Verify that you have a wireless connection.
2. Go to the Toolbox and select **Maint Menu**.
3. Select **Software Update Menu**.
4. Select **Internet Update**.
5. A message box will inform you that some updates can take a long time and ask if you want to continue. Select **Yes** (or No to quit).
6. If there is an update for your device, another message box will ask if you want to download and install it. Select **Yes** (or No to quit).
7. Another message box will ask if you want to continue and install the update. Select **Yes** (or No to quit).
8. You will see a screen that shows you all the files that will be downloaded. The screen will disappear when the update is finished.
9. Select **OK** to exit from the Maintenance Menu.

Update via a USB Flash Drive

Some updates take longer than others. You won't know how long the update will take, so we recommend that you plan downloads for when you will not need to use your device and can keep an eye on the download progress. You are given several chances to stop before the download actually begins.

1. Insert your USB flash drive into the computer to which you will download the software update.
2. Go to the PRC website www.prentrom.com.
3. Select **Support**.
4. Under "Downloads", select **Software Updates**.
5. Select the small box to the left of your device name.
6. Select the software update you want to download to your computer's desktop.
7. Turn on your device and plug in the battery charger.
8. Copy the downloaded software update from your computer desktop to your USB flash drive.
9. Remove the USB flash drive from your computer and insert it into your device.
10. On the device, select **Maint Menu** from the Toolbox.
11. Select **Software Update Menu**.
12. Select **USB Update**. The update process will begin.
13. When the update process is finished, remove the USB flash drive from your device.
14. Once your device is running the new software, you can unplug the battery charger.

Windows Updates

When Windows updates become available, they will appear in the Windows Update Status area. When no updates are available, "No Updates Available" will be displayed.

How Updates Install

Use this option to determine how Windows updates will be installed. Available settings are Automatic, Download and Notify, and Never.

Setting	Description
Automatic	Updates will be downloaded and installed automatically.
Download and Notify	Updates will be downloaded automatically and you will be notified that updates are ready to be installed.
Never	Updates will never be downloaded or installed automatically.

Install Windows Updates

When one or more Windows updates appear in the Windows Update Status area, select **Install Windows Updates** to install them.

Activate

Activate is only visible if you had to restore your Windows operating system. If for some reason you need to re-install Windows, you will be asked to select **Activate**. Selecting this key installs an unregistered copy of Windows on your device. You have 30 days to register the application, and you will receive automatic reminders on your device until the 30 days elapse. If you do not register within 30 days, you will no longer be able to use Windows.

English / Español

Use this key to set the device setup language to either English or Spanish.

Change Product Configuration

Use Change Product Configuration to switch between configurations quickly. When you select **Change Product Configuration**, the vocabularies loaded on your device are listed. The currently configured vocabulary shows “(Current Configuration)” under its name. When you select one of the other vocabularies, a message box will ask “Are you sure you want to erase everything?”

- If you want to change the current configuration, select **Yes**.
- If you want to keep the current configuration, select **No**.

MP3 Player Menu

Warning! PRC reminds you that music files fall under the jurisdiction of all applicable copyright laws.

To play music files on your device, you must have songs stored on a USB flash drive, an SD card, or the internal hard drive if you have that option. While music is playing, you may use your device as you normally would. If your device has an internal computer, you may also use Windows Media Player to listen to music.

Go to the Toolbox and select **MP3 Player Menu**.



MP3 Player Menu Options

Repeat: OFF/1/All

Repeat determines which songs will repeat.

If you select:	This will happen:
Off	No songs will repeat.
All	An entire playlist, or all the songs on a flash drive, will repeat.
1	The song that is currently playing will repeat until you select Stop , Next , or Previous .

Play

Your device will play songs that you have currently selected. Unless you select **Stop**, music will continue to play until all the songs on the playlist have been played. You can pause a song by selecting **Play** while the song is playing.

Stop

Select **Stop** to stop listening to music. The music stops completely. To continue listening, select **Play**. The music will start at the beginning.

Playlist

Playlist allows you to create one or more playlists. It will also play any playlist that is selected.

Previous (MP3)

Select **Previous** to listen to the song before the one currently playing.

Next (MP3)

Select **Next** to listen to the song that follows the one currently playing.

Shuffle

If you turn **Shuffle** on, your device will play the songs on your playlist in random order.

Speech Break: Pause/Stop/Off

Speech Break determines what happens when you start speaking while listening to music.

If you select:	This will happen:
Pause	Music will pause while you speak. When you stop speaking, the music will resume automatically.
Stop	Music will stop completely while you speak. To continue listening when you stop speaking, select Play . The music will start at the beginning.
Off	Music will continue to play while you speak. Off means "No speech break".

Earphones (MP3)

Turn **Earphones** on if you have earphones plugged into the device.

EQ Volume

EQ Volume equalizes the volume level between different sound files. It also lowers the sound volume when you want to speak while music is playing. **EQ Volume** works independently of your device's speech volume control.

Bass (MP3)

Bass adjusts the bass sound levels.

Treble (MP3)

Treble adjusts the treble sound levels.

The following options allow you to search for and select songs you saved on removable media (USB flash drive) and then copied to your device or hard drive.

Select Playlist to Play

Select Playlist to Play allows you to search for playlists on your hard drive, USB flash drive, or SD card.

Select Folder to Play

Select Folder to Play allows you to search through folders on your hard drive, USB flash drive, or SD card for songs to play.

Select File(s) to Play

Select File(s) to Play allows you to select files from your hard drive, USB flash drive, or SD card for songs to play.

Creating and Using Playlists

To create a playlist, any music must be turned off (select **Stop**).

1. Insert the USB flash drive containing the songs you want into the device.
2. Select **Playlist**. The Playlist screen is displayed.
3. Select **Create New Playlist**. If there are no playlists yet, the screen remains the same.
4. Select **Add MP3**.
5. The **File Browser** is displayed. The top of the screen shows the storage device you are using and the kinds of sound files that are on it. If the files you want are displayed, select the ones you want. There may be more than one screen of songs to look at. Make sure the box is checked on each file you select. If you want all the songs, select the **Select All** key at the bottom of the screen. If you have songs in other folders, select **Up Folder**.
6. When you finish selecting songs, select **OK**. You will see your playlist.

Note: In some PRC devices you may see a message box telling you that a certain song may not play and asking if you want this to be fixed. If you respond **Yes**, your device will make sure the song is playable on your device. This generally involves shortening the information that is included in the song's "tag". The song itself is not changed in any way. If you reply **No** to the message, the song may or may not play as it is.

7. Use the **Up** and **Down** arrows to highlight a song on the playlist. Use the **Move Up** and **Move Down** keys to re-order the placement of the highlighted song in the list. Use **Remove MP3** to delete a song from the playlist. **Page Up** and **Page Down** allow you to navigate through the pages in your list if you have more than one page.
8. Select **Save Playlist**.
9. Spell a name for the playlist and select **OK**. The playlist is saved on the storage device you have been using.
10. Your playlist is displayed. Select **OK**.
11. The MP3 Player menu is displayed. Underneath the **Playlist** button you should see "Loaded Playlist" with the name of your playlist. If you have more than one playlist, you can select **Playlist** and then choose **Select Playlist** to load a different playlist. Select **OK**. Select **Play** and listen to your music.

To Add Music to an Already Created Playlist

1. Make sure the playlist you want to add to is loaded but not playing.
2. Select **Playlist**.
3. Select **Add MP3**.
4. Select the songs you want to add and then select **OK**.
5. The songs should now be visible on your playlist.
6. Select **OK** to save the list.

Music Tools

These are the insertable tools for listening to music that you can store in your vocabulary. Some of these tools may already be stored on a Music page or as part of an MP3 activity.

MP3-Play Drive

Allows you to select the USB flash drive to listen to music when the drive is inserted into your device.

MP3-Play File

Allows you store a link to one song under a key or sequence. For example, you might have a song you are really crazy about at the moment. You could store the Play File Tool, select the song you want to link to, and then select the key or sequence you used to hear the song as often as you wanted

MP3-Play Playlist

Allows you store a link to an entire playlist under a key or sequence. For example, you might have a playlist you are really crazy about at the moment. You could store the **Play Playlist** tool, select the playlist you want to link to, and then select the key or sequence to hear the playlist as often as you wanted

MP3-Play-Pause

This option allows you to pause a song, then go back to it.

MP3 Player Menu (Store on Key)

Use this option to store the MP3 player menu on a key for easy access.

MP3-Prev

Select this option to listen to the song before the one currently playing.

MP3-Stop

Select this option to stop listening to music.

Importing Sound Files to Store in Your Vocabulary

Use a USB flash drive to import sound files.

You can import **mp3**, **wav** and **wma** sound files into your device and store them with a key or (if your device allows it) a sequence. You can then select the key or sequence and hear the sound you stored.

When you store sound files to a key or sequence, they are stored as speech.

This means that they act exactly as if you had recorded and stored them as vocabulary messages. For example, if you store a three-minute song under a key or (if your device allows it) a sequence, you cannot use your device for anything else until the song is finished. In this case, it would be wiser to listen to the song using the **MP3 Player** menu or to store one of the music tools that allows you to link to songs, than to store them on your communication screens.

Some sounds, though, are fun to have stored: laughter, clapping, animal noises, etc. They don't take up much memory, and they make conversation interesting.

If you have songs stored in various places (your device, a USB flash drive, or an SD card), you can use the File Organizer menu to organize them.

Add a Sound File to a Key

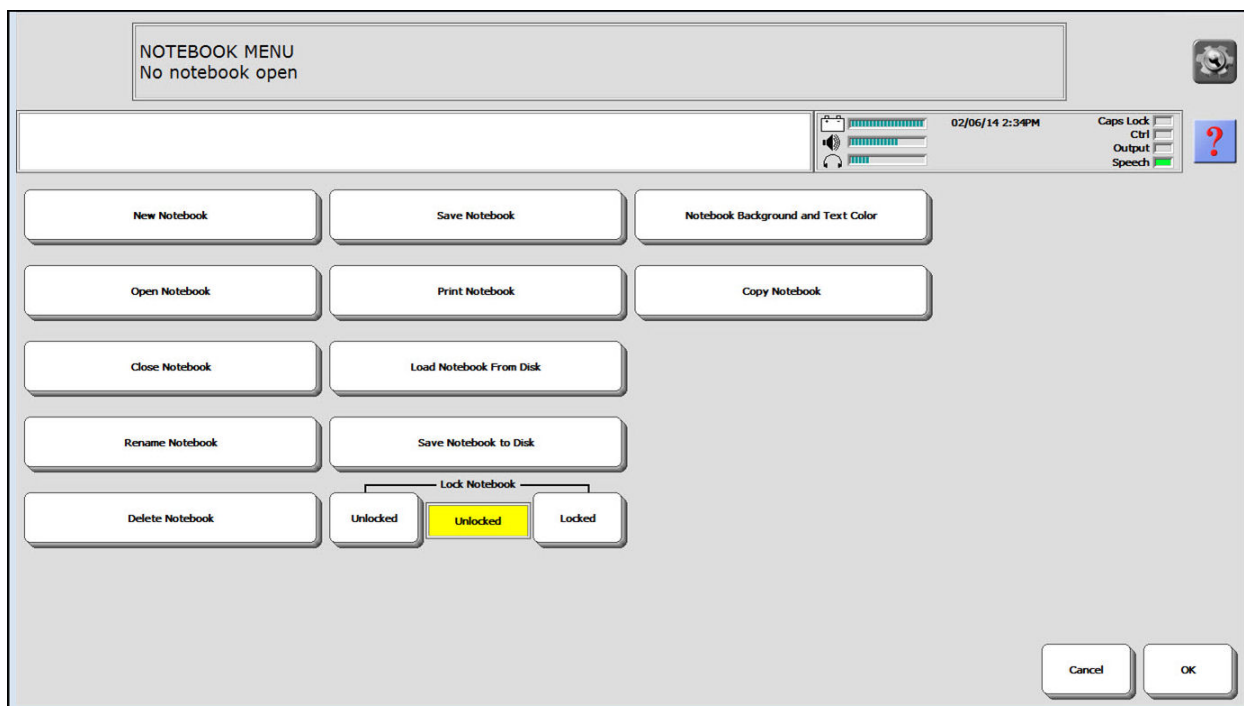
To Add a Sound File to a Key

1. Insert your USB flash drive into to your device.
2. Go to the page where you want to store the sound file.
3. Select the **Tools** key on the front of the device. Then select the **Setup** key from the menu.
4. Select the key where you want to add the file.
5. You can select a key that already has a message and just add the sound file to the message.
6. For Type of Message, select **Recorded Speech**.
7. Select **Import Sound File**.
8. The sound files on your removable drive are listed. Select the file you want or select a different folder that contains the file you want. Select **OK**.
9. When the sound file has been transferred, your device returns you to the menu where you can label your key.
10. Select **Listen to Recording** to listen to the file you imported.
11. Select **OK** when you are finished.

Notebook Menu

Use notebooks when you are going to create large amounts of text. Notebooks are ideal for storing speeches and reports, keeping a journal, etc. Notebooks are unique to a user area. A notebook in one user area cannot be accessed from another user area. Notebooks are a different color. When you are in a notebook, the text display area changes color. This is to remind you that you are in a notebook. Notebooks can take up a lot of memory. If you find your device is running out of memory, look at your notebooks to see if you can delete any.

To get started with notebooks, go to the Toolbox and select **Notebook Menu**.



The Notebook Workspace

When you are working in a notebook and you fill the text display area, notice that the top line of text disappears from the screen so you can see the bottom line of text. This is called "scrolling". Any text that scrolls off the display goes into the notebook workspace. The workspace will keep all of your text until it is full. Then it won't allow you to add any more text to that Notebook. The notebook workspace can hold approximately 30,000 text characters. If you select **Save Notebook** or shut your device off, the notebook will be saved.

Editing or Erasing the Contents of the Notebook Workspace

You can edit or erase the Notebook workspace by editing or erasing the Notebook's contents. To retrieve text that has scrolled into the workspace, use the arrow keys to move the cursor up on the display. Text that is in the workspace will begin to appear on your display. When you see the text that you want to edit, stop moving into the workspace and begin editing by using the **Edit Menu** and **Edit Mode** keys.

Note: **Clear Display** does not work in a notebook.

New Notebook

A new notebook is a notebook that has never been used before. It has no text and no title. When you select **New Notebook**, you are asked to spell a name for your notebook. Spell the name and select **OK** to exit. Notice that the text display area is now a different color. This tells you that you are using an open notebook.

Notebook Text/Background Color

When you select **Notebook Background and Text Color**, you can change the color of the notebook background and/or the notebook text. **Background Color** and **Text Color** are options under “Text/Background”, located at the bottom of the color screen next to the color chart.

Note: If you change colors, we recommend that you always select notebook colors that are different from your regular text display area colors.

Close a Notebook

When you finish with a notebook, close it by selecting **Close Notebook** in the Notebook Menu. If you have not saved your notebook or have made changes to it without saving them, your device will ask you if you want to save the notebook before closing. Answer **Yes** to save it or **No** to close it without saving any new text you may have entered. When you close your notebook, the display area goes from the notebook color to white. This reminds you that you are no longer using your notebook.

You may find yourself trying to do something on your device that you do all the time but suddenly it won't work. Check to see if you have a notebook open. If you do, close the notebook. You should now be able to use your device as always.

Save Notebook

When you are using a notebook, you will want to save your work regularly. **Save Notebook** allows you to save the notebook. You can select **Save Notebook** any time a notebook is open. In some vocabularies, **Save Notebook** is a key on your notebook page; on other vocabularies you must select **Save Notebook** from the Notebook menu in the Toolbox. Your device saves your notebook and then returns you to it automatically.

Open a Notebook

If you want to open a particular notebook, select **Open Notebook** in the Notebook Menu. When you select **Open Notebook**, a list of all your notebooks is displayed. Select the notebook you want to open.

Note: You may find yourself trying to do something on your device that you do all the time but suddenly it won't work. Check to see if you have a notebook open. If you do, close the notebook. You should now be able to use your device as always.

Delete a Notebook

Notebooks take up a lot of memory space. Deleting notebooks that you no longer need helps to free up memory and keep your notebook list manageable.

1. Select **Delete Notebook** to open a list of your notebooks.
2. Select the notebook you want to delete.
3. Select **OK**.
4. A message will warn that you are going to delete a notebook. If you want to continue, select **Yes**. If you decide not to delete the notebook, select **No**.
5. If you answered **Yes**, the notebook is automatically deleted and will no longer be an option in the Open Notebook list.

Rename a Notebook

You may decide to rename a notebook at some time. Perhaps it contains a format you like or information that you can re-use for another project. **Rename Notebook** allows you to do this.

1. Select **Rename Notebook** to open a list of your notebooks.
2. Select the notebook you want to rename.
3. Delete the old name and type the new name.
4. Select **OK**. The notebook is now renamed.

Save a Notebook

1. If you are saving to a USB flash drive, insert it into your device.
2. Select **Save Notebook to Disk**.
3. Select the notebook you want to save.
4. Instructions tell you where your notebook will be saved. This will usually be your removable media drive. If this is OK, select **OK Use this folder**. If you want to select a different folder to save it to, select **Choose different folder**.
5. If you want to change the name of the notebook, you can do it here. Select **OK**. The notebook is saved as a **.txt** file.

Load a Notebook

1. If you are loading from a USB flash drive, insert it into your device.
2. Open (or browse to) the folder that contains the notebook you want to load.
Note: Your notebooks are .txt files.
3. Select the notebook to load.
4. If you want to keep the notebook name, select **OK**. If you want to change the notebook name, type a new name and then select **OK**.
5. Your notebook is loaded. You can open it by selecting **Open Notebook**.

Print a Notebook

Make sure you have a blank word processing document open on your computer.

1. Select **Open Notebook** to open the notebook you want to print.
2. Go to the Toolbox and select **Output Menu**.
3. Set **Output** to **On**.
4. Set **Output Destination** to **External**.
5. Set **Output Method** to **Bluetooth**.
6. Set **Output Mode** to **Immediate**.
7. Set **Auto-Line Feed** to **On**.
8. Select **OK**.
9. Select **Print Notebook** from your notebook activity, page, or the Notebook menu.

You can also save your notebook to a USB flash drive, download it onto your computer, open it in Word, and then print it from your computer.

To Print a Notebook to the Internal Computer

Make sure you have a blank word processing document open on the internal computer.

1. **Open** the notebook you want to print.
2. Go to the Toolbox and select **Output Menu**.
3. Set **Output** to **On**.
4. Set **Output Destination** to **Internal**.
5. Set **Output Mode** to **Immediate**.
6. Set **Auto-Line Feed** to **On**.
7. Select **OK**.
8. Select **Print Notebook** from your notebook activity, page, or the Notebook menu.

Lock a Notebook

You can lock a notebook so that other people can look at it but not write in it or change anything that is already written. To lock a Notebook:

1. Make sure the notebook you want to lock is already open.
2. Select **Lock Notebook** until **Locked** appears in the box.
3. Select **OK**.

If later you open a notebook and discover that you can't write in it, open the **Notebook Menu** and check to see if the notebook is locked. If it is, select **Unlocked**, then return to your open notebook.

Copy a Notebook from One Area to Another

Copy Notebook allows you to copy a Notebook from one area to another area.

1. Select **Copy Notebook**.
2. Select the notebook you want to copy.
3. Select the area where you want the notebook copy to go.
4. Select **OK** to exit.

Output Menu

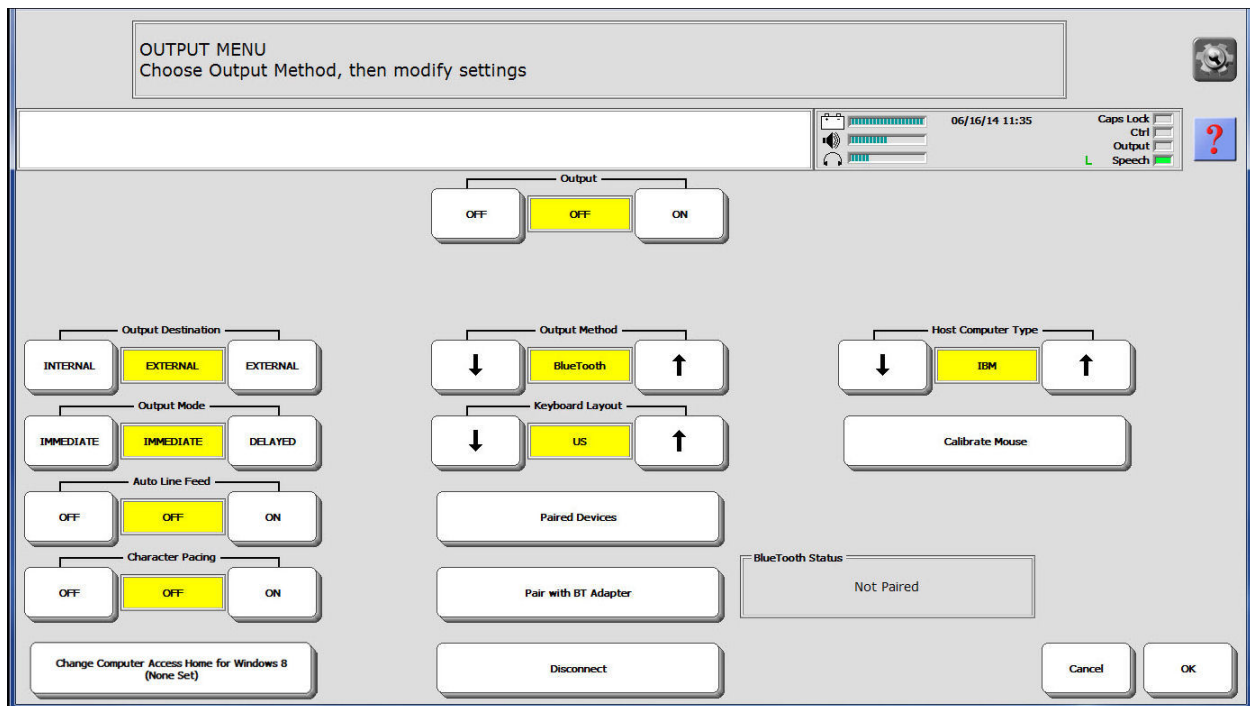
You will use the Output menu if your device has an internal computer or if you are connected to an external computer via the PRC Bluetooth adapter or a mini-USB cable.

Note: Depending on your device, your Output menu may not have all the options discussed in this section.

Note: Your vocabulary's Computer Access pages have keys assigned either to turn output on and off automatically or to allow you to turn output on and off without going to the Toolbox when you are using a computer.

You can always check to see whether output is on or off by looking at the Output indicator in the status display area on your device. When the indicator is illuminated, output is on; otherwise it is off.

To display the Output Menu, go to the Toolbox and select **Output Menu**.



Output

Turn **Output** on when you are using the internal computer or when you are connected to an external computer that can receive information from your device. Your vocabulary's computer access pages have keys assigned either to automatically turn output on and off or allow you to do it without going to the Toolbox when you are using a computer. When you turn Output on, the Output indicator in the status area is illuminated.

Output Destination

Select **Internal** if you have a device with an internal computer. Select **External** if you are connected to an external computer via the Bluetooth wireless adapter or mini USB cable.

Output Mode

Output mode determines whether information is sent from your device as soon as you enter it or after a delay.

If you select:	This will happen:
Immediate	Information will be sent from your device to the computer or printer as soon as you enter it.
Delayed	You will need to select Clear Display before text will be sent from your device to a computer.

Auto Line Feed

If your printer does not automatically add lines at carriage returns when it prints, turn **Auto Line Feed** on. This tells the printer to start a new line when it sees a carriage return.

Character Pacing

When **Character Pacing** is turned on, the rate at which individual characters are sent from your device to a computer is slowed down. You may need to turn Character Pacing on if you are sending large groups of text at one time (for example, complete sentences).

Output Method

Depending on your device, you may not see all the options described in this section.

Bluetooth

Use **Bluetooth** to connect to an external computer with a PRC Bluetooth wireless adapter. Depending on your communication device, this may be the only option you can use. When Bluetooth is selected, the following are displayed: Paired Devices, Pair with BT Adapter, Disconnect, and Bluetooth Status. For details, see [Bluetooth Output Method](#).

USB

If **USB** is available, you can select it if you are connecting to an external computer with a mini-USB cable.

IrDA

If **IrDA** is available, you can select it if you are connecting to an IrDA device.

Keyboard Layout

Keyboard Layout allows you to select the keyboard layout that applies to the country you are in.

Host Computer Type

If you are sending information to an external computer, use **Host Computer Type** to select the kind of computer that will receive the information, **MAC** or **IBM** (PC). If you are using the internal computer, Host Computer Type doesn't apply.

Calibrate Mouse

If you are using an external computer and your mouse is not going where you want it to go on the screen, select **Calibrate Mouse**. The Calibrate Mouse screen will direct you how to use the Large Move Down, Small Move Down, Large Move Right, and Small Move Right keys to calibrate the mouse to work with your screen.

Bluetooth Output Method

See the hardware manual for your device to learn how to set up and pair your PRC Bluetooth adapter. When **Output Method** is set to **Bluetooth**, you will see the following options:

Paired Devices (Output Menu)

Lists the devices you have paired with at other times.

Pair with BT Adapter (Output Menu)

Select this option to pair your device with a PRC Bluetooth adapter.

Disconnect (Output Menu)

Unpairs your current Bluetooth device.

Bluetooth Status (Output Menu)

This box will show "Paired" when you are connected or "Not Paired" when there is no connection.

Change Computer Access Home

When you select this key, you can set up a home page or activity to contain computer access commands for one version of Windows and another for a different version of Windows. In your vocabulary, you can create a key that uses the tool to take you to the page or activity you have set.

When you select **Change Computer Access Home**, the following prompt appears: "Do you want Computer Access Home to be an Activity or Page?"

If you select:	This will happen:
Page	A list of available pages will be displayed. Select the page you want to use for Computer Access Home.
Activity	A list of available activities will be displayed. Select the activity you want to use for Computer Access Home.

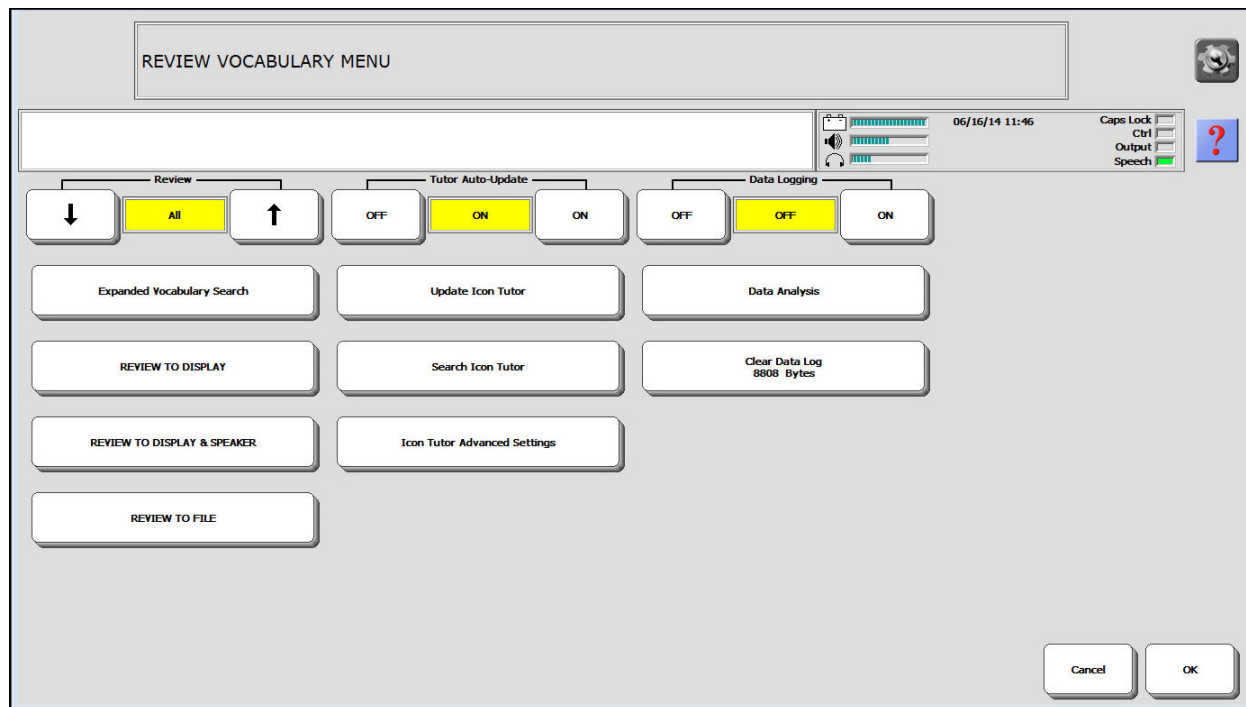
When you select a page or activity, the button label will show the selection you made.

When you select **Change Computer Access Home**, NuVoice will check to see which version of Windows is running and set the applicable page or activity.

Review Vocabulary Menu

The Review Vocabulary Menu allows you to review the vocabulary you have stored in your device. A vocabulary review **does not** review words in the dictionary.

To display the Review Vocabulary Menu, go the Toolbox and select **Review Vocab Menu**.



Review

Use **Review** to determine whether the review includes all vocabulary or only vocabulary in activities, Core, or pages.

Expanded Vocabulary Search

When you select **Expanded Vocabulary Search**, you can type a word or phrase and NuVoice will search to see if that word or phrase is stored. If it finds the word or phrase, it will list where the word or phrase is stored. To make a search, type the word or phrases and select **OK**.

The word or phrase must be stored on a key. Your device will not search notebooks, reminders, or the Speech or Word Prediction dictionaries. For example, if you enter the word "hi", your device will find and list where it is stored. If you have "Hi, Joe", "Hi, Carol", "Hi, Group" stored on keys, you must type "Hi, Joe" into your search.

You can also search for stand-alone phrases. For example, let's say "Come back" is stored in a number of places. You can enter "Come back" as your search and your device will show you where to find it. However, if "Come back" is part of a larger sentence, your device will not find it. You must type the entire sentence, not just the phrase.

Review to Display (Review Vocabulary Menu)

Review to Display allows you to review vocabulary on your device display.

Review to Display & Speaker (Review Vocabulary Menu)

Review to Display & Speaker allows you to review vocabulary on your device display and hear it spoken through your device speakers.

Review to File (Review Vocabulary Menu)

When you select **Review to File**, the screen shows the pre-set (default) folder in which the review will be saved.

OK Use Pre-Set Folder (Review Vocabulary Menu)

If you want to save the vocabulary review in the pre-set folder, select **OK Use pre-set folder**.

Choose Different Folder (Review Vocabulary Menu)

If you want to save the review in a different folder, select **Choose different folder**. This option also allows you to save a vocabulary review to a USB flash drive.

Data Logging On/Off

Data logging refers to the Language Activity Monitoring (LAM) capabilities of your device. A clinician or teacher can use these capabilities to analyze individuals' language activities. This can be helpful for clinical intervention, outcomes measurement, and research. Data Logging must be turned on for the device to record any language activity data.

1. Go to the Toolbox and select **Clock Menu**.
2. Verify that the year, month, and date are correct.
3. Go to the Review Vocabulary Menu and turn **Data Logging** on.

Data Analysis

Data Analysis allows you perform either a Web-based analysis using the Realize Language™ website or a manual data analysis.

Realize Language Account

To conduct a Web-based data analysis using your Realize Language account, do the following:

1. In the Review Vocabulary Menu, select **Data Analysis** and then select **Realize Language Account**. The keyboard will be displayed, prompting you to enter your account email address and password.
2. Enter your account email address and select **OK**.
3. Enter your account password and select **OK**.
4. NuVoice will connect you to the server and display the Realize Language Account menu.

Create Person

Use the Create Person key to set up a user for whom you want to collect, upload, and analyze data.

1. In the Realize Language Account menu, select **Create Person**.
2. Enter the device user's name and select **OK**.
3. A key with the person's name will be displayed on the Realize Language Account screen.
4. Select the person's key. Data collected on your device will be uploaded to this person.
5. Create additional persons as needed.

Creating Multiple Persons: When you create multiple persons, selecting a person's key will make that person active, meaning that data will be collected and uploaded for that person.

Changing the Person: When one person is active and you select a different person's key, the following message will appear: "Changing the person will result in the log being cleared; upload current log to previous person first?" To upload data collected for the previous person, select **Yes**. After the data is uploaded, the selected person will become active. If you select **No**, data collected for the previous person will be lost.

Sync Data Log Now

When you want to upload collected data for a person to the Realize Language server immediately, select **Sync Data Log Now**. When the data has been uploaded, "Upload Successful!" will appear. Select **OK** to close the message.

Sync Automatically

If you want collected data to be uploaded to the Realize Language server automatically at regular intervals, turn **Sync Automatically** on.

Change Credentials

The Change Credentials key allows you to change your Realize Language account email address and password.

Save Data Log to File

To analyze data manually, do the following:

1. Select **Save Data Log to File**. A screen will show the folder in which the data will be saved.
2. Select **OK** to use that folder or select **Choose Different Folder**.
3. When the keyboard is displayed, enter a name for the data and select **OK**. A message will confirm where the data will be saved.

Save Data Log to File

Once you have accumulated some language data, you need to save it to your USB flash drive.

1. Insert the USB flash drive.
2. In the device, go to the Toolbox, select **Review Vocab Menu**, select **Review to File**, select **Choose Different Folder**, and select the **Removable Media** folder.
3. If you are asked to select a folder to save the logged data in, select one or create one and select **OK**.
4. Spell a name for this data and select **OK**. A message box will tell you that the data is saved. Select **OK**.
5. When the log is saved, remove the USB flash drive from your device.
6. Return to the **Review Vocabulary Menu** and select **Clear Data Log**. This erases the data you just saved.

Note: If you want to accumulate more data, make sure Data Logging is turned on.

7. Insert your USB flash drive into your computer and copy or move the data logging file to your computer.

About the Logged Data

When you look at the data log, the first thing you see is the year, month, and date of this particular log. The next item you notice is the time stamp. Time is presented in a 24-hour format. Following the time Stamp is the source of language event. Source codes are in capital letters. The following source codes are currently valid:

Code	Description
ACT	Activity Row
CTL	Control – supplies information on non-language key activations a person makes
PAG	Page
SEM	Semantic Compaction – Minspeak® and Unity
SPE	Spelling
WPR	Word Prediction
DWP	Derivative from Word Prediction

Any characters spaced more than 0.2 seconds apart are considered separate language events. For additional information on Language Activity Monitoring (LAM) and data logging, go to <http://aacinstitute.org/language-sample-collection-in-aac/>

Clear Data Log - 0 Bytes

You can tell if data is available to be analyzed by looking at the Clear Data Log key. If a number appears on the key (for example, 8808 Bytes), data is available. If you want to clear the log completely, select **Clear Data Log** and select **Yes**. If no number appears on the key, turn **Data Logging** on and have the person generate some data. Then save the data to your USB flash drive. You can then download the data log file from the USB flash drive onto your computer and save it as a word processing document.

Search Icon Tutor

Note: Search Icon Tutor is available only with Unity vocabularies.

Use Search Icon Tutor to help you find sequences for specific words.

1. Go to the Toolbox and select **Review Vocabulary Menu**.
2. Select **Search Icon Tutor** from the Review Vocabulary Menu.
3. Your Spelling keyboard is displayed. Spell the word you want to search for.
4. Select **OK**. The Matching Sequences page displays all sequences in which the word is used. You can write down the sequences for later use.

Tutor Auto-Update and Update Icon Tutor

Note: Tutor Auto-Update and Update Icon Tutor are available only with Unity vocabularies.

Your device automatically sets **Tutor Auto-Update** on or off according to the vocabulary you are using (not all vocabularies use icon sequencing). In most cases there will be no reason to change this setting. However, if you find that the automatic updating of your icon tutor is taking a very long time, you can turn this option off. If you manually turn **Tutor Auto-Update** off and then make changes to your vocabulary, you must select **Update Icon Tutor** to save your changes. Any new searches will include the updated changes.

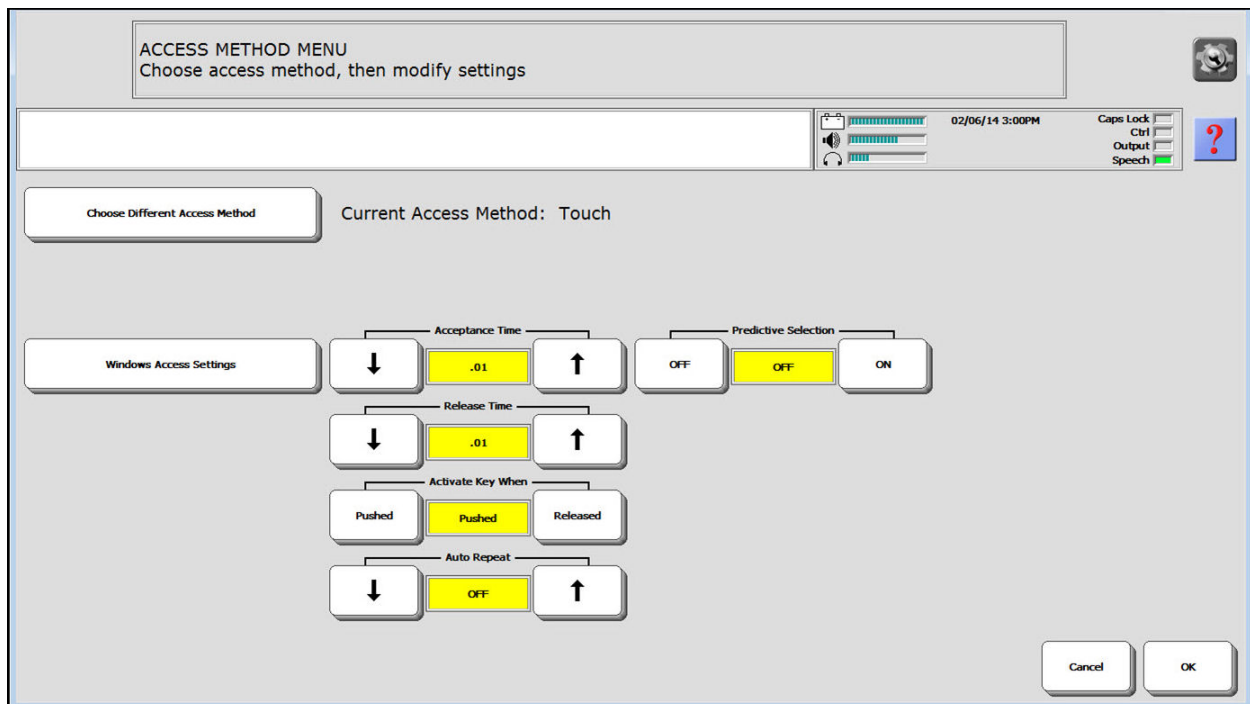
Icon Tutor Advanced Settings

The Icon Tutor Advanced Settings provide a way to streamline an Icon Tutor update by excluding those pages and activities that don't generate vocabulary.

Access Method Menu

An access method is the method you use to control your device—touch, switch, NuPoint™ (headpointing), joystick, or eyegaze. Select an access method and then customize that method for your personal use by selecting the options you want.

To display the Access Method Menu, go to the Toolbox and select **Access Method Menu**.



Choose Different Access Method

Choose Different Access Method allows you to select Touch, 1 Switch, 2 Switch, NuPoint/Joystick, or Eyegaze for your access method.

Note: For explanations of menu options that are common to multiple access methods, see [Shared Access Options](#), beginning on page 97.

Touch Method

When **Touch** is selected, you touch keys on the screen to select them. Refer to the hardware manual for your device for important information about your touchscreen.

1-Switch Scanning Methods

Use a single switch to scan to any key on the screen. Choose to scan by rows and columns or by columns and rows. Plug a single switch (or a dual switch using only the SELECT side) into either the switch A or switch B jack on your device. You can also use a Bluetooth switch for 1-switch scanning. See the directions that came with your Bluetooth switch. When you select **1-Switch** as an access method, you will see a screen that contains a number of ways to scan with one switch. If you are unsure how you want to use the 1 Switch method, we **highly recommend** that you try out the different 1-switch techniques to find the one that suits you best. Below are brief descriptions of the techniques.

Auto Scan

Your device scans the keyboard automatically.

Hold Scan

You must press and hold your switch to scan the keyboard.

Step Scan

You must activate your switch each time you want to move to a new position on the keyboard.

Linear Scan

Linear Scan allows you to step through the keys in your vocabulary moving from left to right across the rows or from top to bottom down each column. You must activate your switch to move the scan.

Row/Column

The scan highlights each row of keys beginning with the top row and moving down the screen. When the row that contains the key you want is highlighted, activate your switch. The scan will highlight the separate columns in the row you selected, moving from left to right across the screen. When the key you want is highlighted, activate your switch. The device beeps when your key is accepted.

Column/Row

The scan highlights the columns first instead of the rows, moving from left to right across the screen. When the scan reaches the column that contains the key you want, activate your switch. The scan begins to highlight each key in that row. When the key you want is highlighted, activate your switch. The device beeps when your key is accepted.

Quarter Row/Column; Quarter Column/Row

The scan divides the vocabulary page into quarters. When the scan reaches the quarter you want, activate your switch. The rows or columns in that quarter are scanned. Select the row or column you want. Individual keys are then scanned. Select the key you want. You can select Auto, Hold, or Step to scan.

Note: For explanations of the remaining menu options, see [Shared Access Options](#).

2-Switch Scanning Methods

Dual or 2-switch scanning uses a dual switch or two single switches to scan left, right, up, and down to any key on the keyboard. Plug two single switches or a dual switch into either the switch A and/or switch B jacks on your device. You can also use a Bluetooth switch for 2-switch scanning. See the directions that came with your Bluetooth switch.

Auto Scan Directed

Your device automatically scans the keyboard. Change directions by activating your switch.

Hold Scan Directed

You must press and hold your switch to scan the keyboard. Change directions by releasing and then pressing and holding your switch.

Step Scan

You must activate your switch each time you want to move to a new position on the keyboard.

Linear Scan

Linear Scan allows you to step through the keys in your vocabulary moving from left to right across the rows or from top to bottom down each column. You must activate your switch to move the scan.

Row/Column

The scan highlights each row of keys beginning with the top row and moving down the screen. When the row that contains the key you want is highlighted, activate your switch. The scan will highlight the separate columns in the row you selected, moving from left to right across the screen. When the key you want is highlighted, activate your switch. The device beeps when your key is accepted.

Column/Row

The scan highlights the columns first instead of the rows, moving from left to right across the screen. When the scan reaches the column that contains the key you want, activate your switch. The scan begins to highlight each key in that row. When the key you want is highlighted, activate your switch. The device beeps when your key is accepted.

Quarter Row/Column; Quarter Column/Row

The scan divides the vocabulary page into quarters. When the scan reaches the quarter you want, activate your switch. The rows or columns in that quarter are scanned. Select the row or column you want. Individual keys are then scanned. Select the key you want. You can select Auto, Hold, or Step to scan and you select to have an extra hit at the end of your selections.






Note: For explanations of the remaining menu options, see [Shared Access Options](#).

Highlight Settings (1-Switch/2-Switch)

The Highlight Settings option is available for both the 1-Switch and 2-Switch scanning methods. This option provides visual feedback when a key is activated. Feedback is displayed by highlighting the key with a colored outline or colored fill. When you select the Highlight Settings key, the Highlight Settings Menu opens. The Highlight Settings Menu displays the options Highlight Style, Outline Width, Outline Color, and Fill Color. It also provides a preview of how a key will look with a particular style of highlight applied to it.

Highlight Style

Highlight Style allows you to select the style of visual feedback applied to a key. Use the arrow keys to choose one of the available selections: Outline, Invert, Outline and Invert, Fill, or Outline and Fill.

Option	Description	Example
Outline	The key is outlined in the selected Outline Color and width of the selected Outline Width. Fill Color is not available when this option is selected.	
Invert	The key's colors are inverted. For example, white appears as black. Outline Color and Fill Color are not available when this option is selected.	
Outline and Invert	The key is outlined in the selected Outline Color and width of the selected Outline Width and is also inverted. Fill Color is not available when this option is selected.	
Fill	The key is filled with the selected Fill Color. Outline Color is not available when this option is selected.	
Outline and Fill	The key is outlined in the selected Outline Color and width of the selected Outline Width and is also filled with the selected Fill Color.	

Outline Width

Outline Width allows you to select the thickness of the outline when you select one of the outline options. Use the arrow keys to choose one of the available selections: Very Thin, Thin, Medium, Thick, or Very Thick.

Outline Color

Outline Color allows you to select the color of the outline when you select one of the outline options. Selecting the Outline Color key opens the Highlight Outline Color menu. From the menu, select a color area in the large box and then use the color bar and arrows to the left of the box to “fine tune” the color. You can also adjust hue, saturation, and luminosity and save the color.

Fill Color

Fill Color allows you to select the color of the key fill when you select one of the fill options. Selecting the fill Color key opens the Highlight Fill Color menu. From the menu, select a color area in the large box and then use the color bar and arrows to the left and right of the box to “fine tune” the color. You can also adjust hue, saturation, and luminosity and save the color.

Set Custom Switch Times (1-Switch/2-Switch)

Set Custom Switch Times allows you to set custom values for acceptance time and release time for up to five switches. To set custom times for a switch, do the following:

1. Select **Set Custom Switch Times**. The Set Custom Switch Times menu is displayed.
2. Turn **Use Custom Times** on.
3. Select the **Select Switch** key.
4. Select the switch you want to set.
5. Set the acceptance and release times.
6. Select **OK**.

Modify Scan Patterns (1-Switch/2-Switch)

When you select **Modify Scan Patterns**, the Modify Scan Patterns menu displays four keys: Modify Home Scan Pattern, Modify Page Scan Pattern, Modify Default Scan Pattern, and Use Default Scan Pattern Everywhere.

Modify Home Scan Pattern

When you select this key, the Modify Home Scan Pattern menu allows you to modify the scan pattern set up for your home page.

Modify Page Scan Pattern

When you select this key, a list of pages is displayed. Select the page for which you want to modify the scan pattern.

Modify Default Scan Pattern

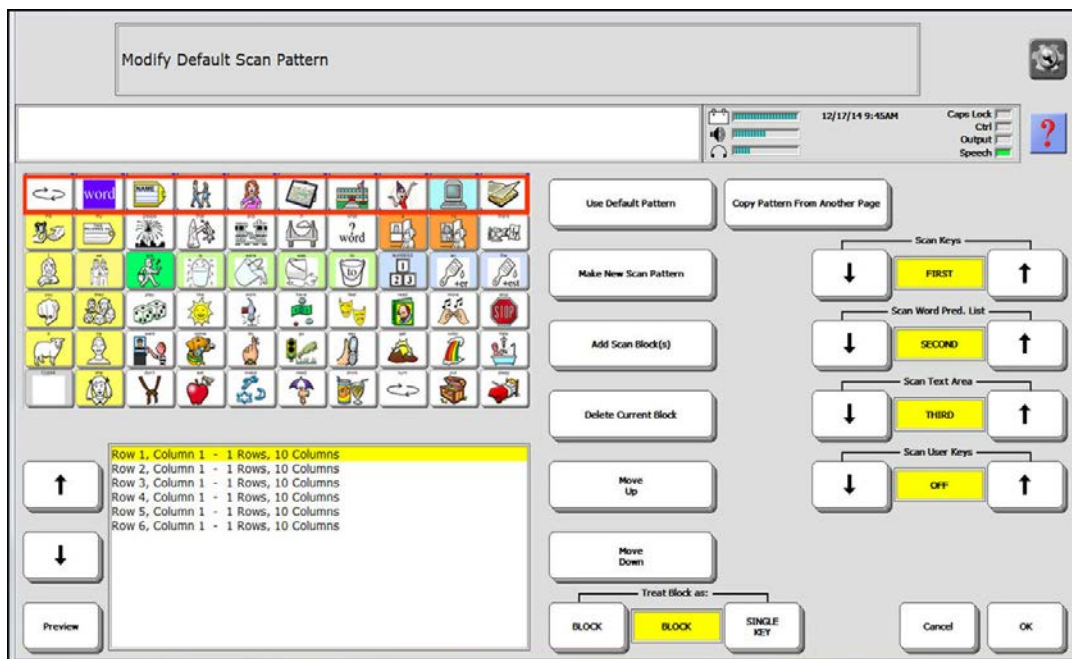
When you select this key, the Modify Default Scan Pattern menu allows you to modify the default scan pattern.

Use Default Scan Pattern Everywhere

Use key only if you want to delete *all* your current customized scan patterns and replace them with the default scan pattern. You can use the pre-set default scan pattern or you can modify the default scan pattern to your own liking and then use it everywhere. When you select **Use Default Scan Pattern Everywhere**, a message warns that all custom scan patterns will be deleted and asks if you want to continue. If you select **Yes**, you will lose all your customized scan patterns.

The Modify Scan Pattern Menus

The Modify Home Scan Pattern, Modify Page Scan Pattern, and Modify Default Scan Pattern menus are similar to the following example:



The top left quarter of the page shows the preview area. When you select **Preview** at the bottom left, you'll see a real-time preview of what the current scan looks like. Just below the preview, the scan pattern list shows each step in the scan pattern. Use the arrow keys to select a specific step. The menu options to the right of the preview area and scan pattern list allow you to modify or replace the scan pattern.

Use Default Pattern

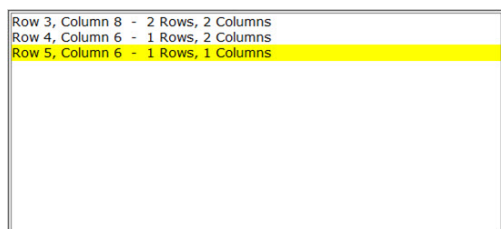
If you want to delete your current customized scan pattern and replace it with the default scan pattern, select **Use Default Pattern**.

Make New Scan Pattern

Select the top left location and then select the bottom right location for the scan block. The area defined by your selections will be outlined. Select the text area to return to the Modify Scan Pattern screen. The preview area will display the outline and the box below the preview area will show the first step in your new scan pattern.

Add Scan Block(s)

Select **Add Scan Block(s)** to add steps to a scan pattern. One of the more powerful uses of customizable block scanning is with scenes. Because each scene is likely to contain different key elements in a variety of positions, you might want to scan each specific element rather than use a regular row/column approach. For example, you can create a scan pattern that highlights individual items. You can now scan through each item in turn, or change the scan order by using the list.



Remember, each block here corresponds to an item.

Delete Current Block

If you want to remove a step in a scan pattern, use the arrow keys to select the scan block from the scan pattern list and then select **Delete Current Block**.

Move Up/Move Down (1-Switch/2-Switch)

To change the order of steps in a scan pattern, use the arrow keys to select a scan block from the scan pattern list and then use the **Move Up** and **Move Down** keys to move that block up or down in the list.

Treat Block As

Use the Treat Block As option to treat a scan block as either a block or a single key. The difference is based on what exactly a “block” is. Technically, it is a group of keys that can be scanned as a whole but then scanned, key by key, within the block. If you have defined a block, your scan will highlight it as such, but when you hit your switch to select, the scan will operate as row/column, column/row, or linear within the block, depending on your scan setting.



The default **Block** settings means that if you select the block, you can scan within it to specific keys. If you switch to **Single Key**, when you select the block, it will act as a large, single key and will do whatever is stored in the top-right location. This is how you can scan blocks within blocks.

Copy Pattern from Another Page

Use Copy Pattern from Another Page to create a new scan pattern by copying one from another page. This allows you to use a specific pattern over and over again. When you select this key, a list of pages will be displayed. Select the page you want to copy the scan from. It will be displayed in the preview area.




Scan Keys/Scan Word Pred. List/Scan Text Area/Scan User Keys

Another way to modify the scan pattern is to set the order in which the keys, text display area, and word prediction window are scanned. The settings are interdependent. For example, if you changed **Scan Keys** to Second, **Scan Word Pred. List** would change to First.

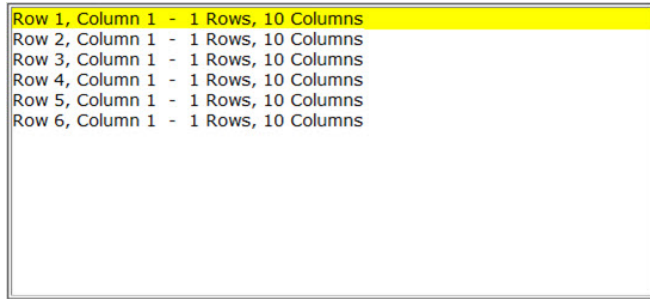
Using the default settings, the scan will highlight the Core and activity keys first, stepping through each assigned block; then it will highlight the word prediction window and, if selected, scan through the word list; next it highlights the text window, which speaks any text if selected. Last, it will scan the user-defined keys if that option is turned on.

Example: Modify Scan Pattern

Custom scanning is a good tool to use with visual scene pages. Let’s look in detail at one example. We will use the **1 Switch Auto Scan, Row/Column** access method. If you are not set up for this, do the following:

1. Go to the Toolbox and select **Access Method Menu**.
2. Select **Choose Different Access Method**.
3. Select **1 Switch**, select **1 Switch Auto Scan, Row/Column**, and select **OK**.
4. Go to your Core and select the **Pages** key , select the **Books** key , and select the **Goldilocks** key .
5. Select the **Tools** key and then **Setup Key**.
6. Select any key. (If you have a USB mouse plugged into your device, right-click and select **Setup**.)
7. Select the **Modify Scan Pattern** key.

The top left quarter of the page shows the Preview screen. When you select **Preview** at the bottom left, you'll see a real-time preview of what the current scan looks like. Just below the preview is a box that shows each step in a scan pattern.



In this example, the first scan starts at *Row 1 Column 1* and highlights a single row and 10 columns. The next step is to move to *Row 2 Column 1* and highlight one row and 10 columns. This happens all the way through to Row 6. This is a typical single switch row/column scan pattern. We are going to change it to suit our page.

1. Select the **Make New Scan Pattern** key from the menu.
2. To start our custom scan, select the **Goldilocks** key.
3. We want this to be a single scan, not a block scan, so select the **Goldilocks** key again. The **Goldilocks** key is now outlined in red. This will be your first scan.
4. Now select the **top left corner key** in the scene. Then select the **bottom right corner key** in the scene. The scene is now outlined in red and will be your second scan.
5. Select each of the three **story** keys on the far right side of the page. Make each one an individual scan. That is, select each story key *twice*.
6. Next, select the **Next Page** key twice.
7. Select the **Go Back** key twice.
8. Select the text display area to return to the Modify Page Scan menu.
9. Select the **Preview** key to see how your scan works. Notice that the scan box now names the rows and columns you have selected.
10. If you want to change the order of the scans (rows/columns), you can use the up and down arrows to move between scan blocks, then the **Move Up** and **Move Down** keys to determine which block goes where. The scan starts from the top of the list and goes down.
11. When you are happy with your scan, select **OK** to exit the menu.

Connect Freedom Switch® / Disconnect ALL Freedom Switch®

The Connect Freedom Switch key allows you to connect (pair) one or more Freedom Switches to NuVoice on a device. You can connect multiple switches. The Disconnect All Freedom Switch key allows you disconnect (unpair) **all** Freedom Switches previously connected.

You can also use Freedom Switch along with other access methods. For example, if you are using a NuPoint module or a joystick, you could connect a Freedom Switch to provide additional access.

To connect a Freedom Switch to NuVoice on a device:

1. In NuVoice, select **Access Method Menu**.
2. If switch scanning is not already selected, select **Choose Different Access Method**, select **1 Switch** or **2 Switch**, and select a specific switch scanning method.

Note: To use Freedom Switch with another access method, select **NuPoint/Joystick** and then **Joystick Auto Scan**, **Joystick Hold Scan**, **Mouse/USB Joystick**, or **NuPoint**.

3. The Access Method Menu will show the access method you selected.
4. Turn on the Freedom Switch.
5. From the Access Method Menu, select **Connect Freedom Switch**. The following message will be displayed:
Freedom Switch is ON. Hit the switch to pair it with NuVoice.
6. **Within 10 seconds**, press the Freedom Switch.

Note: If you do not press the switch within 10 seconds of seeing the message, the switch will not connect to NuVoice.

7. For each additional switch you want to connect, repeat steps 4 through 6.

To disconnect all Freedom Switches from NuVoice on a device:

If you want to disconnect (unpair) **all** Freedom Switches from NuVoice on a device, select **Disconnect ALL Freedom Switch**.

Important! If multiple switches are connected, you cannot disconnect only one. Selecting the Disconnect ALL Freedom Switch key disconnects ALL previously connected switches.

Joystick Methods

A joystick allows you to scan up, down, right, left, and diagonally. You must have a Y-adapter for a manual joystick. This plugs into the Switch A and B ports on your device. The other end plugs into your joystick. This adapter is available from PRC. If you plan to buy an adapter from another source, see [The Joystick Adapter](#) for adapter specifications.

Joystick Auto Scan

Nudge your joystick. Your device will automatically scan your vocabulary beginning in the direction you moved the joystick.

Joystick Hold Scan

You must hold your switch to scan your vocabulary. Release it to stop the scan.

Mouse/USB Joystick Method

You can plug a USB mouse or USB joystick into any of the USB ports on your device. Once the mouse or joystick is plugged in, make sure you have selected the **Mouse/USB Joystick** option in the Access Method Menu.

NuPoint Method

The NuPoint access method provides a complete array of settings. For details, see [Shared Access Options](#), beginning on page 97.

Eyegaze Method

Important! See the *NuEye™ User's Guide* for complete information about setting up your eyegaze system.

For explanations of menu options that are common to multiple access types, see [Shared Access Options](#).

Pause/Resume (Eyegaze)

Use **Pause/Resume** to stop eyegaze while you make adjustments to the settings, or when you need to look longer at a screen or menu. When you finish, use **Pause/Resume** to restart eyegaze. When eyegaze is paused, the Eye Track Status box is **red**. When eyegaze is tracking, the Eye Track Status box is **green**.

To pause eyegaze, use one of the following methods:

Method 1 – Eyegaze option in the Access Method menu.

With **Eyegaze** selected in the Access Method menu, select **Pause/Resume**. Gaze at (or select if you are able) the **Pause/Resume** option to set or release Pause.

Method 2 – Touch the Track Status Box

When the Track Status box is visible on your display, you can touch it to pause eyegaze. Touch it again to resume eyegaze. You must touch the box; you cannot gaze at it. If the Track Status box is not visible, go to the Eyegaze option and turn **Eye Track Status** on.

Method 3 – Front Panel of Device

Gaze directly at the front panel of your device until **Pause** or **Resume** is selected. You will see “Pause” or “Resume” on your screen.

Method 4 – Disable Pointer Insertable Tool

Assign the insertable tool **Disable Pointer** to a key. Select the key to set **Pause**. Select it again to set **Resume**. See the **Store/Assign Tools** chapter in your device Help screens for information about assigning tools to keys.

Calibrate Now

Select **Calibrate Now** to start the calibration process. A solid colored screen will appear, followed by a sequence of stimulus points. Have the person focus on the center of each point with his or her eyes as it moves across the screen. When the calibration is complete, the system will return to the Eyegaze Access Method Menu and be ready for use. Default calibration settings will be used unless you change them in **Calibration Settings**.

To Cancel a Calibration:

If you have a Tools key on your device, press it to cancel a calibration. If your device does not have a Tools key, you can finish the calibration and then perform another, more accurate, one. You can also stop looking at the display and wait for the calibration to time out.

Eyegaze Positioning

When you select **Eyegaze Positioning**, you will see what the eyegaze system and the Track Status box are seeing. This key will be of most use to the person aligning and setting up the eyegaze system. When positioning is correct, two very small dots appear near each of the user's pupils. The Track Status box will show two white circles.

Tracking Status Graphics

When Tracking Status Graphics is turned on, two small white ovals show the positioning of the user's eyes and positioning dots appear on the outer edges of the Track Status box to indicate correct or incorrect positioning. These dots assist in correcting the positioning. When Tracking Status Graphics is turned off, only the two small ovals appear.

Eye Track Status

When Eye Track Status is turned on, a small Track Status box covers the Help button to the right of the status area on your device. The Track Status box contains two circles that represent how the system is seeing your eyes. This can be a useful tool in helping you to see that the system is tracking your eyes correctly.

You can pause the eyegaze system by touching the **Track Status box**. Touch it again to un-pause the system. If Eye Track Status is turned on and you are using the eyegaze system, the Track Status box is **green**. If you pause the eyegaze system, the Track Status box turns **red**.

Track Status Box

You can pause and resume the eyegaze system by touching the Track Status box. Touch it again to un-pause the system. If Eye Track Status is turned on and you are using the eyegaze system, the Track Status box is **green**. If you pause the eyegaze system, the Track Status box turns **red**.

Track Status Size

Track Status Size controls the size of the Track Status box. Select either **Small** or **Large**.

If you select:	This will happen:
Small	The Track Status box will be displayed in the upper right corner of the screen, next to the text display area.
Large	The Track Status box will be approximately triple in size and will be displayed on the left side of the screen.

Manage Eyegaze Profiles

An eyegaze profile consists of a combination of the eyegaze settings you have selected from the Customize Eyegaze Settings Menu and the actual data from the calibration you performed. There are also several pre-defined profiles that you can select from when you first set up your eyegaze system. You can also create and save profiles of your own.

Load Eyegaze Profile

Load Eyegaze Profile allows you to load a saved profile into a user area (or globally, if that is what was selected as the Eyegaze Calibration option). You can also load a profile that you saved to a USB flash drive. To do this, the flash drive must be inserted in your device.

Save Current Settings and Calibration to a Profile

A calibration profile consists of a combination of your eyegaze settings and actual calibration data. Save Current Settings and Calibration to a Profile allows you to save a calibration profile to the default **Profiles** location in your device or to a USB flash drive. For example, if you started with a pre-defined profile but found you had to customize the settings so they worked better for you, you can save those new settings and calibration using this option. Once your profile is saved you can select **Load Eyegaze Profile** to load the saved profile as one of your defined profiles.

Therapists or teachers working with multiple clients using one device might want to save the calibration profiles of their clients. Instead of recalibrating every time they work with a client, they can just load the client's profile into a user area (or globally if that was selected as the Eyegaze Calibration option).

Note on Resetting to Defaults: If you need to reset your device to the factory default settings (by selecting **Reset to Factory Defaults** from the Maintenance Menu) or reset your eyegaze settings (by selecting **Reset Eyegaze Settings to Default** from the Customize Eyegaze Settings Menu) and you want to keep your settings and calibration, you must save your calibration profile to a USB flash drive **before** you reset the device. Then use **Load Eyegaze Profile** to load it back in.

Delete Eyegaze Profile

Delete Eyegaze Profile allows you to delete any profiles that you no longer use.

Pause/Resume (Eyegaze Profile)

Pause/Resume allows you to pause eyegaze so you can read the options and then resume when you are ready.

Customize Eyegaze Settings

The Customize Eyegaze Settings menu provides options that allow you to customize your eyegaze settings.

Selection Type (Eyegaze Only): Auto/Blink/Switch

Auto

When **Auto** is selected, a key is selected automatically when the user looks at it. Auto is the default setting. When you select **Auto**, Dwell Time is displayed as a supporting option.

Dwell Time

Dwell Time is the amount of time the eyes must focus on a key for the system to recognize a selection. The default dwell time is .90 seconds. At this setting, when the user focuses on a key for 0.9 seconds, the system selects that key automatically. Use the Dwell Time arrow keys to adjust the setting to the user's needs.

Blink

When **Blink** is selected, the user can blink to make a selection. When you select **Blink**, Minimum Blink Duration and Maximum Blink Duration are displayed as supporting options. Use the Duration arrow keys to adjust the settings to the user's needs. The system will ignore blinks that are of shorter or longer duration than your settings.

Minimum Blink Duration (Eyegaze)

Minimum Blink Duration is the minimum amount of time the user's eyes must be closed during a blink for the system to recognize a selection. The default minimum setting is .30. We suggest you try using the default before changing the setting. If you need to change the setting, the minimum duration should be long enough that the user's normal blinks do not activate a key.

Maximum Blink Duration (Eyegaze)

Maximum Blink Duration is the maximum amount of time the eyes must be closed during a blink for the system to recognize a selection. The default maximum setting is .80. We suggest you try using the default before changing the setting. If you need to change the setting, the maximum duration should be long enough that the user finishes a blink before the maximum time has accumulated. You do not want to make your maximum duration time so long that if the user's head turns away from the screen and then back again, the system sees that as a selection.

Switch

Switch allows you plug in and use a switch to make selections. The user uses his or her eyes to move the cursor and the switch to make selections. To use this method, the user must be able to maintain his or her focus on a target and activate a switch at the same time. Because this method has no time requirement for focusing on the target, the user can look at the target for as long as he or she wants and activate the switch when ready to make a selection.

Acceptance Time (Eyegaze)

When you select **Switch**, Acceptance Time is displayed as a supporting option. Use the Acceptance Time arrow keys to adjust the setting to the user's needs. Acceptance time is the amount of time the user must hold on the switch before the system recognizes a selection. The default setting is .01.

Predictive Selection (Eyegaze)

When Predictive Selection is turned on, selections that do not produce messages are turned off; nothing will happen. Only selections that contain or are part of actual stored messages will work.

Auto Repeat (Eyegaze)

Auto Repeat lets you choose how fast an item will repeat itself when selected continuously.

Copy Current Settings to All Areas




Copy Current Settings to All Areas copies all your eyegaze settings *except the actual calibration* to all the user areas in your device. When you select this option, a message box will ask "Copy current eyegaze settings to all areas?" Select **Yes** to use your settings in every area or select **No** to keep your settings in your current area only.

Calibration Settings

If you aren't getting good calibration results using the defaults (out of the box), select **Calibration Settings** to refine the settings and then try again.

Stimulus Type: Point/Point 2/Cross/Image

A stimulus is the item your eyes focus on as the item moves around the display during calibration. Use the Stimulus Type options to set the stimulus you want to use. When you select a stimulus, a box to the right of the Select Background Color and Select Pointer Color keys allows you to see what the stimulus looks like. You can change the color of point, point2, and cross using **Select Pointer Color**.

If you select:	This will happen:
Point 	The point stimulus will be a solid dot of color.
Point 2 	The point 2 stimulus will be a solid dot of color with the inverted color in the center.
Cross 	The cross stimulus will be a small cross.
Image	<p>You will be able to select an icon or other image to use as a stimulus. When you select Image, you will see an additional option, Change Image. Use this option if you decide you want a different image. When you select Change Image, a message box will ask "Use Icon?"</p> <p>If you select Yes to "Use icon?", you are taken to the Icon Categories page where you can select the icon you want to use. The image shows up on your Calibration Settings screen to remind you what image you have selected.</p> <p>If you select No to "Use icon?", your drives and folders will be displayed. You can select any image you already have stored on your device or you can import an icon stored on a USB flash drive (the flash drive must be inserted in your device).</p>

Stimulus Size

Increase or decrease the size of the point, cross, or image. The default is 30. Available sizes range from 10 to 400. For the best calibration results you want the stimulus to be as small as the user's eyes can easily follow. The smaller the stimulus, the more accurate the calibration.

Active Eye: Both/Left/Right

Select which of the user's eyes will be recognized during the calibration process.

Option	When to Select
Both	If both of the user's eyes work normally
Both, Use Left Both, Use Right	If both of the user's pupils can be seen but one of the user's eyes is more controlled than the other. Choose the side which is more controlled.
Right Only Left Only	If one eye is completely obstructed.

Stimulus Speed

Change the speed at which the stimulus will move around the display during calibration. Fast is the default. Available speeds are Very Fast, Fast, Medium, Slow, and Very Slow.

Stimulus Sound

Select a sound to play when a calibration point is completed. Once a sound plays, the stimulus will move to the next location. Standard Beep is the default. You can also select other sounds that will be previewed when you select them. If you do not want a stimulus sound, select **No**.

Keyboard Step-through

If the user loses attention during the calibration process, Keyboard Step-through allows you to control when the stimulus advances to the next calibration point. Select either **Yes** or the default setting of **No**.

If you select:	This will happen:
Yes	You can manually step through each calibration point. Plug in a USB keyboard and use the keyboard's spacebar to step through the calibration.
No	Calibration will proceed automatically through the calibration points.

Calibration Points

Calibration Points determines the number of stimulus points using during calibration. The available settings are 0, 1, 2, 5, and 9; the default is 5. The more points the user has to follow, the more accurate the calibration will be.

Calibration Area

Calibration Area determines the percentage of the screen used during calibration. The higher the percentage, the greater the precision of the calibration. At the default calibration area (100%), some of the calibration points will be at the very edges of the screen and may be difficult for the user to see or focus on. If you find this to be true for the user, decrease the calibration area. This will move the calibration points in from the edges. Select the down arrow key to decrease the area in increments of five (95%, 90%, etc.). Keep in mind that reducing the calibration area decreases precision.

Select Background Color

To change the calibration background color, you can create, preview, and save custom colors. Use a color that best matches the background color of your communication environment. For example, if you selected black as the background color in your vocabulary, you should choose a black background when you calibrate.

Select Pointer Color

Change the calibration stimulus color for point, point2, and cross. Options are available to create, preview, and save custom colors.

Eyegaze Calibration: Global/Per User Area

If you want the calibration to apply to the current user area only, select **Per User Area**. If multiple users will use the same device, Per User Area will allow you to create a separate calibration for each user. If you want your calibration to be used in all six user areas, select **Global**.

Validate After Calibration

Validation is the process that verifies that the calibration obtained from the user is accurate. The validation process requires the user to look at four additional stimulus points on the screen. The process also assigns a value to the accuracy of validation. The lower the number, the more accurate the calibration. When Validate After Calibration is set to **Yes**, the validation process will occur immediately after calibration.

Validation Results

Select Text or Graphic to determine whether you view validation information in text or graphic format.

Show Last Validation Results

Displays the results of the most recent calibration.

Validate Now

Validate Now allows you to perform a validation at any time.

Tracking Settings

The Tracking Settings help to adjust the speed and smoothness of pointer/cursor movements. If you have set up the eyegaze system and aren't satisfied with the smoothness of the pointer movements, try changing the settings using this option.

Smoothing

When you select a number in the Smoothing option, the eyegaze system will continually average the last X number of eye movement signals it receives. This helps to refine pointer movements. The lower the number of samples the closer the cursor follows the actual gaze-point. The higher the number of samples the more the cursor lags behind the actual gaze-point. If the pointer/cursor is very jumpy, increase the number of samples. The higher you increase this number, the smoother (but slower) the pointer movement will be. Selectable numbers range from 2 to 45.

Filter Method

The available filtering methods for tracking are Stream, Snap, Group, Stream + Snap, and Stream + Group. Stream is the default.

Fixation Window X/Fixation Window Y

These two options refer to the point at which the user stops looking at the screen in general and begins to fixate on the area where he or she wants to make a selection.

Think of the fixation area as a window that contains the key the user wants. This window can be either large or small. Fixation Window X is the horizontal axis and Fixation Window Y is the vertical axis of that window. The defaults give you a very small window. The smaller the fixation area (or window), the more precise the user's movements can be. However, if the user's gaze is very jittery, a larger window will be needed. If the defaults are not working, experiment with these two options to see if they help.

Reset Eyegaze Settings to Default

Select **Reset Eyegaze Settings to Default** only if you want to start over with the default settings.

Shared Access Options

The following options are used by multiple access types.

Acceptance Time

This is the amount of time it takes for your device to accept a location you have selected and to select the key. The device beeps when your key is accepted. For example, if you set acceptance time for .50 seconds, you must touch the key or hold your switch for ½ second before the key will be selected and the device beeps.

Note: If you are using a 1-switch scanning method that includes **hold**, the acceptance time will begin when you **release** your switch.

Release Time

This is the amount of time it takes you to release a key and be able to select another key. For example, if you set the release time to 1 second, you must wait one second after you stop touching a key or release your switch before you can select the same key or a new key.

Activate Key When: Pushed or Released

This option determines whether keys are selected when touched or released. **Pushed** means your device will select a key when you touch it. **Released** means your device will select a key when you stop touching it.

Auto Repeat

Auto Repeat lets you choose how fast a key will repeat itself when you hold it down.

Predictive Selection

Predictive Selection generally works best with Unity vocabularies. When Predictive Selection is turned on, keys that do not produce messages are turned off. If you touch or scan to them, nothing will happen. Only keys that contain or are part of actual stored messages will work.

Scanning Speed

This is the amount of time it takes for your device to move from one key, row, or column to the next in a scan. The default scanning speed is one second. This means it takes one second from the time one key is highlighted until the next key is highlighted.

Activation Delay

Activation Delay gives you a few seconds to change your mind when you have selected a key. This is automatically set to your Scanning Speed. For example, let's say your scanning speed is set to one second (1.0). You scan to and select a key, then realize it's not the key you want. You have one second to activate your switch again to "de-select" the key and then scan to a new key.

Scan Auto Restart

When **Scan Auto Restart** is turned on, a new scan will automatically start once you have made a key selection. If it is turned off, you must activate your switch to start a new scan.

Number of Rescans

Select the number of times you want your device to automatically scan your vocabulary. The default is 3 times, then the scan will stop until you activate a switch to start it again.

Use Screen as Switch

Selecting **Use Screen as Switch** tells the device to let you use the display screen as a switch. Tap the screen to make selections. **Use Screen as Switch** does not work in the Toolbox.

Bluetooth Switch

See the Bluetooth Switch and adapter mini-manual for complete information. Once you have your access method options selected, set the Bluetooth switch to the default Switch Mode; plug in an extra switch if you need one; select **Bluetooth Switch** from the Access Method menu. Press the **Pair** button on the Bluetooth switch, then select the **Pair with Switch** button on your device screen. You will see a box on your device screen telling you when the pairing is complete and the device and switch are connected.

Selection Type

Manual means you must activate a separate switch to make a selection. **Auto** means that when your Acceptance Time has passed, your device will automatically make your selection for you.

Cancel Time

If you are in the middle of a scan, get distracted, and forget to activate your switch to make a selection, the scan will stop and the highlighting will disappear after the Cancel Time has passed. If you need a lot of time between switch activations, you can set the Cancel Time to a very long time before the scan stops.

Pointer Settings

About the Cursor

When the cursor is turned on (default) it works exactly as a mouse cursor does, except that it follows your eye movements rather than the movements of your hand. The cursor shows you where you are, or where you are going, on your display screen.

Show Cursor

The cursor on your device is a hand. If you turn the cursor off, you will no longer see the hand. If you have a USB mouse plugged into your Accent, you will see the hand (cursor) whether **Show Cursor** is turned on or off.

Cursor Size

Small is the default. You can change it to Medium or Large.

Cursor Color

Use the Cursor Color key to change the color of the hand.

About the Pointer

The Pointer tells you what particular object you are focusing on and selects that object if you dwell on it.

Pointer Color

Change the color of your pointer to whatever you want.

Pointer Type

When you focus your gaze on a key, a circle or square appears over the key to let you know that's where your focus is. If you dwell on the key long enough (Acceptance Time), it will be selected. If you select **None**, you will not see a pointer and you will have no feedback concerning where your eyes are focused or what you might be selecting on the screen.

Pointer Size

You can make the circle or square larger or smaller.

Pointer Mode

Pointer Mode determines whether the pointer will change size or remain the same size when selected. **Animated** means that the circle or square pointer will shrink while the key is selected. It's an easy way to tell you have hit your target. **Static** means that the circle or square pointer will stay the same size while the key is selected.

Pointer Border

Pointer Border puts a darker border around the perimeter of your circle or square. You can select the thickness of the border.

Pointer Transparency

The maximum setting, 90% transparency, means that your circle or square is almost clear. You can barely tell it is on a key. The minimum setting, 0% transparency, means the pointer is completely opaque. You cannot see through it to read any text that might be on a key.

Highlight Keys

Highlight Keys tells your device to place a red border around the key that you point to. This may help to make the selected key easier to see. When you turn Highlight Keys on, the Highlight Settings key becomes active, allowing you to define how keys are highlighted.

Highlight Settings

Highlight Settings provides visual feedback when a key is activated. Feedback is displayed by highlighting the key with a colored outline or colored fill. When you select the Highlight Settings key, the Highlight Settings Menu opens. The Highlight Settings Menu displays the options Highlight Style, Outline Width, Outline Color, and Fill Color. It also provides a preview of how a key will look with a particular style of highlight applied to it.

Highlight Style: Highlight Style allows you to select the style of visual feedback applied to a key. Use the arrow keys to choose one of the available options:

If you select:	This will happen:
Outline	The key will be outlined in the selected Outline Color and width of the selected Outline Width. Fill Color is not available when this option is selected.
Invert	The key's colors will be inverted. For example, white will appear as black. Outline Color and Fill Color are not available when this option is selected.
Outline and Invert	The key will be outlined in the selected Outline Color and width of the selected Outline Width and will also be inverted. Fill Color is not available when this option is selected.
Fill	The key will be filled with the selected Fill Color. Outline Color is not available when this option is selected.
Outline and Fill	The key will be outlined in the selected Outline Color and width of the selected Outline Width and will also be filled with the selected Fill Color.

Outline Width: Outline Width allows you to select the thickness of the outline when you select one of the outline options. Use the arrow keys to choose one of the available selections: Very Thin, Thin, Medium, Thick, or Very Thick.

Outline Color: Outline Color allows you to select the color of the outline when you select one of the outline options. Selecting the Outline Color key opens the Highlight Outline Color menu. From the menu, select a color area in the large box and then use the color bar and arrows to the left of the box to “fine tune” the color. You can also adjust hue, saturation, and luminosity and save the color.

Fill Color: Fill Color allows you to select the color of the key fill when you select one of the fill options. Selecting the fill Color key opens the Highlight Fill Color menu. From the menu, select a color area in the large box and then use the color bar and arrows to the left of the box to “fine tune” the color. You can also adjust hue, saturation, and luminosity and save the color.

Off-Screen Keys Settings

Off-Screen Keys Settings allows you to turn the off-screen keys on or off, set key sizes, and set key colors.

Off-Screen Pause Key

When Off-Screen Pause Key is turned on, you can pause or resume tracking by gazing just above the top edge (middle) of the screen. “Paused” or “Active” will be displayed on the screen.

Off-Screen Pause Key Size

Sets the size of the off-screen Pause key. Use the arrow keys to select Thick, Medium, or Thin. You can also select Off.

Off-Screen Tools Key

When Off-Screen Tools Key is turned on, you can select the Tools key by gazing just beyond the left edge of the screen.

Off-Screen Tools Key Size

Sets the size of the off-screen Tools key. Use the arrow keys to select Thick, Medium, or Thin. You can also select Off.

Off-Screen Tools Key Color

Allows you to create a custom color for the off-screen Tools key. Select an area in the large color box to select a basic color and then use the other options to refine the color. The color bar and arrows to the left of the box adjust luminosity (brightness). The four arrows to the right of the color box move the cursor in the box in increments of five. Hue, Saturation, and Luminosity can be controlled through these four arrows or adjusted in increments of one with the arrows that come with each option. If you create a color that you want to save, select the **Save New Custom Color** key. Then select one of the **Custom Color** keys to store it under.

Right Off-Screen Keys

When Right Off-Screen Keys is turned on, you can access the off-screen keys by gazing just beyond the right edge of the screen.

Right Off-Screen Key Size

Sets the size of the right off-screen key. Use the arrow keys to select Thick, Medium, or Thin. You can also select Off.

Right Off-Screen Key Color

Allows you to create a custom color for the right off-screen key. Select an area in the large color box to select a basic color and then use the other options to refine the color. The color bar and arrows to the left of the box adjust luminosity (brightness). The four arrows to the right of the color box move the cursor in the box in increments of five. Hue, Saturation, and Luminosity can be controlled through these four arrows or adjusted in increments of one with the arrows that come with each option. If you create a color that you want to save, select the **Save New Custom Color** key. Then select one of the **Custom Color** keys to store it under.

Bottom Off-Screen Keys

When Bottom Off-Screen Keys is turned on, you can access the off-screen keys by gazing just beyond the bottom edge of the screen.

Bottom Off-Screen Key Size

Sets the size of the bottom off-screen key. Use the arrow keys to select Thick, Medium, or Thin. You can also select Off.

Bottom Off-Screen Key Color

Allows you to create a custom color for the bottom off-screen key. Select an area in the large color box to select a basic color and then use the other options to refine the color. The color bar and arrows to the left of the box adjust luminosity (brightness). The four arrows to the right of the color box move the cursor in the box in increments of five. Hue, Saturation, and Luminosity can be controlled through these four arrows or adjusted in increments of one with the arrows that come with each option. If you create a color that you want to save, select the **Save New Custom Color** key. Then select one of the **Custom Color** keys to store it under.

Activate Text Area

This option works with the NuPoint, Joystick, Mouse/USB Joystick, and Eyegaze methods. When turned on, this option allows you to gaze or point at the text display area of your device to activate it. If Speech is turned on, your device will speak any text that is in the text display area.

Averaging

Averaging helps you to cut down on accidental key activations caused by involuntary head movements. The number you select tells your device how far you must move out of one key location before a second key is selected. This generally means that when you cross the centerline between one key and the next key, the first key will become un-highlighted and the second key will be highlighted. If you select an averaging number higher than “1”, you are telling the NuPoint signal to “lag behind” any head movements you make. The higher the number you choose, the further into the next key’s area you must move before the second key will become highlighted.

Windows Access Settings

Windows Clicks

Use the arrow keys to turn Windows Clicks on or off.

Magnify Window Clicks

When **Magnify Windows Clicks** is turned on, you can select an area in your Windows application and it will appear in a magnified box. This makes it easier for you to select the options you want in your application.

Magnification Factor

Magnification Factor allows you to set how you want an area to be magnified—2 times larger (2x), 3 times larger (3x), 4 times larger (4x), or 5 times larger (5x).

Magnification Area

Magnification Area allows you to select the size of the area you are magnifying by number of pixels. Selections range from 64 x 64 to 256 x 256. We recommend that you select different numbers for Magnification Factor and Magnification Area and try them out in an application on your device. You'll then have a good idea of what works for you.

The pattern for using magnification:

1. (1) Click on the option or menu you want or select it with your access method.
(2) Click it again to open or select it.
2. (1) Click on the option or menu you want.
(2) Click it again to open it.
3. Continue in this manner until you have performed the action you want.

Magnify Windows Keyboard

When Magnify Windows Keyboard is turned on, the on-screen Windows keyboard is magnified to make it easier to select keys. Magnify Windows Keyboard is only available when Auto-Hide Windows Keyboard is turned off.

Auto-Hide Windows Keyboard

Auto-Hide Windows Keyboard hides the on-screen Windows keyboard automatically when you aren't using it. When Auto-Hide Windows Keyboard is turned off, Magnify Windows keyboard is available.

Windows Selection Type

Select the Windows Selection Type option that works best when you are working in Windows applications. The available options are Same, Auto, Blink, and Switch.

If you select:	This will happen:
Same	The type you selected for the NuVoice application is used when you are working in Windows applications. If you find that you need to use a different type, select one of the other options—Auto, Blink, or Switch.
Auto	Windows Dwell Time is available.
Blink	Minimum Blink Duration and Maximum Blink Duration options are available.
Switch	Acceptance Time is available.

Windows Dwell Time

When the selected dwell time has passed, the key you are looking at is selected automatically. The default dwell time is 1.0 second. If you need the time to be faster or slower, use the arrow keys to adjust the time.

Minimum Blink Duration (Windows)

Use the arrow buttons to set the minimum blink duration. The duration should be long enough that your normal blinks do not activate anything.

Maximum Blink Duration (Windows)

Use the arrow buttons to set the maximum blink duration. The duration should be long enough that you finish your blink before you reach your maximum time. You do not want to make your maximum duration time so long that if you turn your head away from the screen and then turn it back, the system sees that as an activation.

Acceptance Time (Windows)

This is the amount of time it takes to accept a location you have selected. Use the arrow keys to set the acceptance time for Windows only. For example, if you set acceptance time for .50 seconds, you must hold your switch for ½ second before the item is selected when working in a Windows application.

Windows Access Inner Radius

Available settings range from 2 to 32. As you increase the setting, the Windows Access Outer Radius will automatically change as necessary to always be equal to or greater than the inner radius setting.

Windows Access Outer Radius

Available settings range from 2 to 32. As you decrease the setting, The Windows Access Inner Radius will automatically change as necessary to always be equal to or less than the outer radius setting.

Mouse Post-select

When **Mouse Post-select Settings** is turned on, the Mouse-Post Select menu opens if you select a key in a Windows application. From the menu you can select the action you want to perform.

Mouse Post-Select Settings

Configuration

Configuration allows you to arrange the four Mouse Post-Select Menu buttons. **Box** arranges the buttons in a 2x2 box with two buttons in the top row and two buttons in the bottom row. **Vertical** arranges the four buttons vertically. **Horizontal** arranges the four buttons horizontally.

Button Size

You can choose the size of the four menu buttons: Tiny, Small, Medium, Large, or Huge.

Font Size

Each button has some text on it telling you what the button will do. The default font size is 12. You can adjust the text size incrementally from 8 to 32.

Post-select Button 1, 2, 3, 4

Select one of these four buttons to set up your mouse button. Then you configure the button's type, icon, text, and colors.

Type

Select what you want the button to do: **Left Click**, **Right Click**, **Double Click**, **Click & Hold**, **Hide/Show NuVoice** (this will hide your NuVoice application in your task bar), **Hide/Show User-Defined Keys** (this action will show or hide the Tools menu). You can also select None if you do not want to use a particular post-select button. Notice that there are two **preview** keys on the screen. These will change as you make selections.

Change Icon (Post-select Button)

Takes you to the Icon Categories page where you can select an icon.

Change Text (Post-select Button)

Allows you to change the label on the button.

Normal Text Color (Post-select Button)

Allows you to change the color of the text on your buttons.

Hover Text Color (Post-select Button)

Allows you to change the color of button text when you hover over a key before selecting it.

Normal Button Color (Post-select Button)

Allows you to change the color of the normal button.

Hover Button Color (Post-select Button)

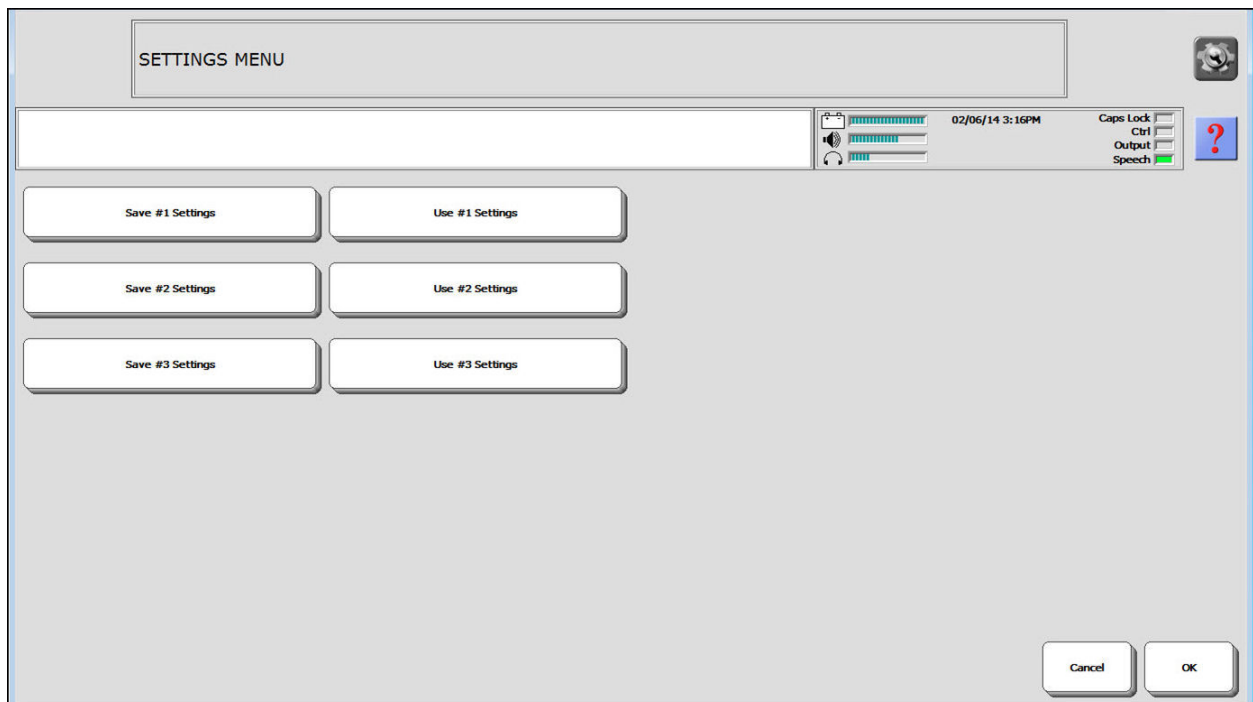
Allows you to change the normal button color when you hover over a key before selecting it.

Restore Defaults (Post-select Button)

Allows you to return to all the original settings in this menu.

Settings Menu

The Settings menu allows you to reuse saved groups of settings. To display the Settings Menu, go to the Toolbox and select **Settings Menu**.



Save Your Settings

Depending on the vocabulary you are using, you may be asked to select from three previously created Settings choices as part of a **setup wizard**. If you want to change any of those choices, or if your vocabulary does not offer that option, use the Settings Menu.

The Settings Menu allows you to set up to three different groups of settings and then save the settings for each group under a key or an icon sequence. The settings you select from the Toolbox menus with **blue** titles can be saved.

For example, you may want to set up more than one access method in an area. Perhaps an individual uses the Touch method in the morning when he or she is fresh, but likes to use a switch in the afternoon or evening when he or she begins to tire. You can save the settings for up to three different setups.

To Save Settings:

1. Select the settings you want in the menus listed above.
2. Go to the Toolbox and select **Settings Menu**.
3. Select a **Save Settings** key. For example: **Save #1 Settings**.
4. The question "Are you sure you want to save settings under #1?" is displayed.
5. Select **Yes**.
6. Select **OK**.

When you want to use one of your settings, open the **Settings Menu** and select the **Use Settings** key that you want.

Store the "Use Settings" Keys in Your Vocabulary

Depending on the vocabulary you are using, pre-stored **Use Settings** keys may be part of your setup wizard. If they are not part of a setup wizard, you can copy your **Use Settings** keys and store them under keys or icon sequences on your vocabulary. When you do this, you do not need to go to the Toolbox each time you want to change to different settings. You can also assign your settings to a specific key using one of the **Assign Key** menus. Use the **Save Settings** procedure first.

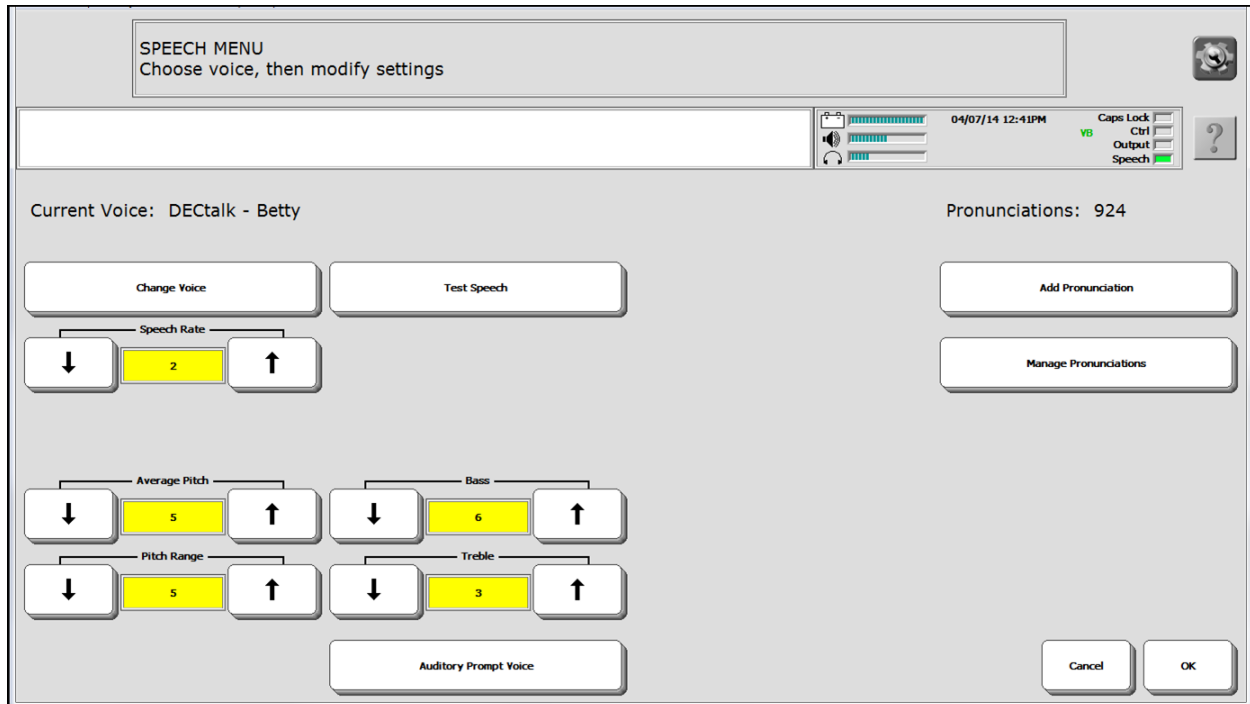
Hint: You can plug a USB mouse and/or keyboard into the USB ports on your device. When the keyboard is plugged in, you can use it for storing. You must be in **Store Core** or **Edit Core** for the text to appear in your device's text display area. When the mouse is plugged in, move the cursor to the key you want. Click the mouse to select the key.

Speech Menu

The Speech menu is available for synthesized speech. From it you can choose the voice that you want your device to use for speaking messages. You can choose a different voice for auditory prompts. Other options allow you to refine the voice. Go to the Toolbox and select **Speech Menu**.

Hint: You can listen to a voice by choosing **Test Speech** and selecting the voice you want. When you decide on the voice, use the options to modify it and then choose **Test Speech** again to hear how the modified voice sounds.

Recommendation: We recommend that you try the options with their default settings first. **Write the default settings down before you make any changes.** This way you can always return to the original voice.



Select a Voice for Synthesized Speech

Use the Speech Menu options to choose the voice that you want your device to use for speaking messages. Options are available to change the voice and set the speaking rate, pitch, pitch range, and bass or treble. Settings vary by the voice you select. Once you set the options, you can test the voice and make changes if necessary.

Change Voice

Select **Change Voice** and select the voice your device will use to speak everything except auditory prompts. Remember that this will be the person's voice. When people hear this voice, even if they can't see the person, they will know it's him or her.

Test Speech

Any time you change a Speech Menu option, you can select **Test Speech** to hear the changes you have made.

Speech Rate

How fast or slowly words are spoken. When the rate is too fast, words cannot be easily understood; when it is too slow, listeners get restless and bored.

Average Pitch

Average Pitch allows you to change how high or low a voice sounds.

Pitch Range

Pitch Range is the amount of variation (or inflection) there is in the voice's pitch during speech. A pitch range of 0 produces a boring monotone; a pitch of 9 produces wildly inflected speech as if you were very afraid or very excited. A good pitch range is one where words can be easily understood but are also interesting to listen to.

Bass (Speech Menu)

Bass allows you to tweak the quality of the selected voice's lower register. The default is 6, or mid-range bass.

Treble (Speech Menu)

Treble allows you to tweak the quality of the selected voice's upper register. The default is 3, or lower-range treble.

Add Pronunciation (Speech Menu)

Add Pronunciation allows you to add the pronunciation of a word for the currently selected voice. When you select this option, the keyboard opens. Enter the correct spelling of the word and select **OK**. Then enter the pronunciation of the word and select **OK**.

Manage Pronunciations (Speech Menu)

Manage Pronunciations allows you to work with pronunciations for the currently selected voice. All current pronunciations are listed on this screen. You can add, modify, delete, or test a pronunciation. Advanced options allow you to copy, load, delete, and review pronunciations. For details, see [Manage Pronunciations Menu Options](#).

Auditory Prompt Voice

Use the Auditory Prompt Voice menu options to choose the voice that you want your device to use for auditory prompts only. Options are available to change the voice and set the speaking rate, pitch, pitch range, and bass or treble. Settings vary by the voice you select. Once you set the options, you can test the voice and make changes if necessary. If you use auditory prompts, select a voice from this menu that is *different from* the person's main voice to speak the prompts.

Change Voice (Auditory Prompt Voice)

Select **Change Voice** to select the voice used for auditory prompts only.

Test Speech (Auditory Prompt Voice)

Any time you change a Speech Menu option, you can select **Test Speech** to hear the changes you have made.

Speech Rate (Auditory Prompt Voice)

How fast or slowly words are spoken. When the rate is too fast, words cannot be easily understood; when it is too slow, listeners get restless and bored.

Average Pitch (Auditory Prompt Voice)

Average Pitch allows you to change how high or low a voice sounds.

Pitch Range (Auditory Prompt Voice)

Pitch Range is the amount of variation (or inflection) there is in the voice's pitch during speech. A pitch range of 0 produces a boring monotone; a pitch of 9 produces wildly inflected speech as if you were very afraid or very excited. A good pitch range is one where words can be easily understood but are also interesting to listen to.

Bass (Auditory Prompt Voice)

Bass allows you to tweak the quality of the selected voice's lower register. The default is 6, or mid-range bass.

Treble (Auditory Prompt Voice)

Treble allows you to tweak the quality of the selected voice's upper register. The default is 3, or lower-range treble.

Add Pronunciation (Auditory Prompt Voice)

Add Pronunciation allows you to add the pronunciation of a word for the currently selected voice. When you select this option, the keyboard opens. Enter the correct spelling of the word and select **OK**. Then enter the pronunciation of the word and select **OK**.

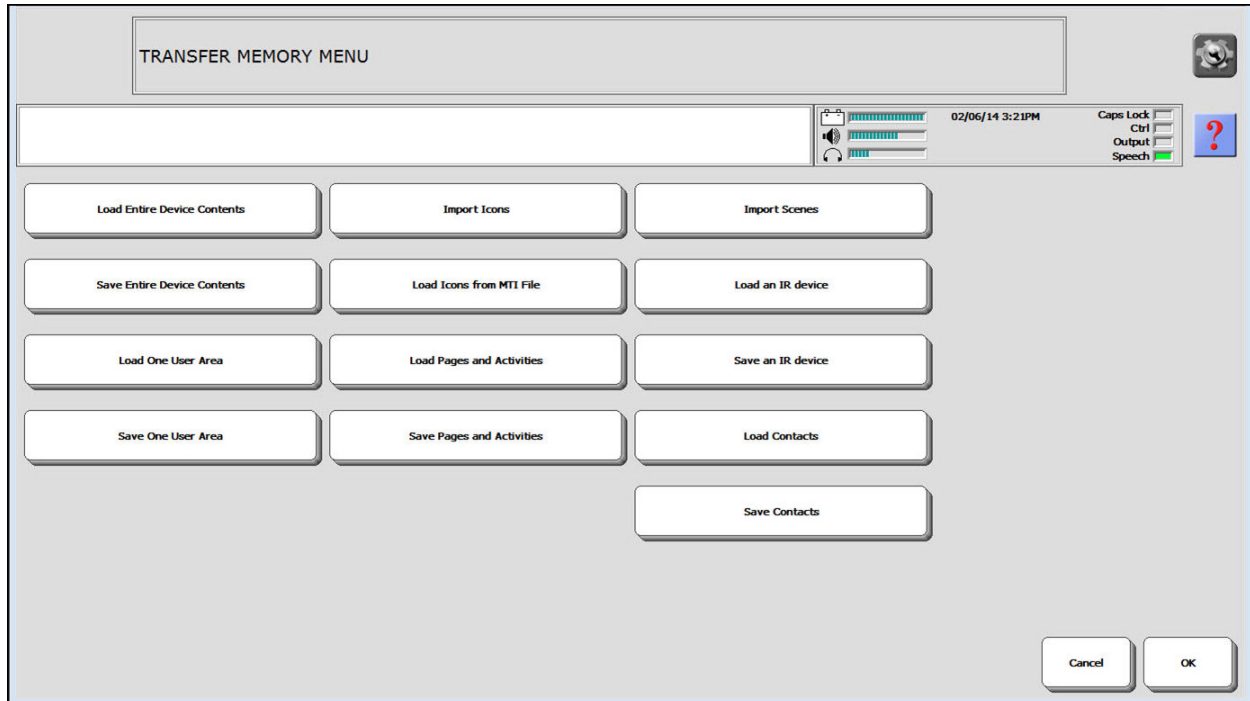
Manage Pronunciations (Auditory Prompt Voice)

Manage Pronunciations allows you to work with pronunciations for the currently selected voice. All current pronunciations are listed on this screen. You can add, modify, delete, or test a pronunciation. Advanced options allow you to copy, load, delete, and review pronunciations.

Transfer Memory Menu

Memory back-ups of your device vocabulary are very important. When you spend time and effort creating or modifying an area, you do not want to lose your work. Backing up your vocabulary should become a normal part of maintaining your device. Use the Transfer Memory Menu to save your device's memory; import icons; load icons from another .mti file; load or save a page; import scenes; or store files in a folder. To display the Transfer Memory Menu, go to the Toolbox and select **Transfer Memory Menu**.

Important! For vocabulary backups (saving vocabulary in an area or in the entire device), you must save the memory to a USB flash drive. You may **not** save vocabulary backups on your device's hard drive.



Memory Transfer using a USB Flash Drive

To load or save your device vocabulary, insert a USB flash drive into a USB port on your device. In an emergency, you can back up your device vocabulary on the device's internal Secure Digital (SD) card.

Save an Area or Device Contents

"Save" means to back up an area or the entire device onto your USB flash drive. The information will be saved to a memory transfer interface (MTI) file.

Save One User Area

1. Insert your USB flash drive into your device and then go to the Toolbox and select **Transfer Memory Menu**.
2. Select **Save One User Area** and select the area you want to save.
3. The message "MTI File will be saved in this pre-set folder" will appear. The pre-set folder will be displayed below the message. Make sure your USB flash drive is the pre-set folder. If it is not, select **Choose Different Folder** and select the USB flash drive. Select **OK**.

4. Type a name for the .mti file, select **OK**, and wait for the memory transfer to finish.
5. When “Memory Transfer Complete” appears, select **OK**.
6. Select **OK** to close the Transfer Memory Menu.

Save Entire Device Contents

1. Insert your USB flash drive into your device and then go to the Toolbox and select **Transfer Memory Menu**.
2. Select **Save Entire Device Contents**.
3. The message “MTI File will be saved in this pre-set folder” will appear. The pre-set folder will be displayed below the message. Make sure your USB flash drive is the pre-set folder. If it is not, select **Choose Different Folder** and select the USB flash drive. Select **OK**.
4. Type a name for the .mti file, select **OK**, and wait for the memory transfer to finish.
5. When “Memory Transfer Complete” appears, select **OK**.

Load an Area or Device Contents

“Loading” means you are transferring an area or the contents of a device saved in an .mti file from your USB flash drive **back into** your device.

Note: If you are using a USB flash drive, make sure it is inserted in your device.

Load One User Area

1. Select **Load One User Area** and then select the area you want to load the file into. A list of all the files on your USB flash drive will be displayed.
2. Select the area .mti file you want. A message will tell you when the transfer is complete.

Load Entire Device Contents

1. Select **Load Entire Device Contents** and then select the location you want to load to files to. A list of all the files on your USB flash drive will be displayed.
2. Select the device contents .mti file. A message will tell you when the transfer is complete.

Loading Files onto your Computer

Read the directions that came with your USB flash drive. In some cases, you may need to load a driver. Your storage device directions will tell you.

Import Icons or Scenes

To import icons or scenes to your device, they must be stored on your USB flash drive. Your device will import many graphic formats.

Import Icons

If you want your picture to fit a vocabulary key, select **Import as Icon**. When you select this option, your device will save your graphic as both an icon and a scene.

1. Insert your USB flash drive into your device.

Note: When you insert the USB flash drive, you will probably see a message box for "Removable Disk," asking you what you want to do. Unless you are familiar with this message box and know what you want, **we recommend you do nothing and just close the box or select Cancel.**

2. Go to the Toolbox and select **Transfer Memory Menu**.
3. Select **Import Icons**. You will see a list of all the icons stored on your USB flash drive.
4. Select each icon you want to import or use **Select All**.
5. Select **OK**. You will see the imported icons and several options which are described below.
6. Your device will place the graphic in an Imports category folder automatically. If you also saved the graphic as a scene, a copy will be saved to the scenes pages on your device.
7. The Transfer Memory Menu will be displayed. Select **OK** to exit. From now on, when you are in a storing menu and select **Change Icon**, you will see an Imports folder on the Icon Categories pages. You will find any pictures you have imported in this folder.

Import Scenes

If you want to use your picture for a scene page, select **Import as Scene**. When you select this option, your device will save your graphic as both an icon and a scene.

1. Insert your USB flash drive into your device.

Note: When you insert the USB flash drive, you will probably see a message box for "Removable Disk," asking you what you want to do. Unless you are familiar with this message box and know what you want, **we recommend you do nothing and just close the box or select Cancel.**

2. Go to the Toolbox and select **Transfer Memory Menu**.
3. Select **Import Scenes**. You will see a list of all the scenes stored on your USB flash drive.
4. Select the scene(s) that you want to import, or use **Select All**.
5. Select **OK**. You will see the imported scene(s) and several options which are described below.
6. Your device will place the graphic in an Imports category folder automatically. If you also saved the graphic as a scene, a copy will be saved to the scenes pages on your device.
7. The Transfer Memory Menu will be displayed. Select **OK** to exit. From now on, when you are in a storing menu and select **Change Scene**, you will go to the scenes pages where you can select your scene.

Load Icons from MTI File

Perhaps you know someone who has a PRC communication device with a lot of imported icons on it that you like. This friend saves her device vocabulary, which includes the imported icons, as an .mti file and e-mails it to you. You can load the imported icons from the .mti file into your device without loading your friend's vocabulary, too.

1. Save the .mti file from your friend on a USB flash drive.
2. Insert the USB flash drive into your device.
3. Go to the Toolbox and select **Transfer Memory Menu**.
4. Select **Load Icons from MTI File**.
5. If you don't see the file you want, select the **Up Folder** button to choose a different file or folder. Select the .mti file you want to load.
6. Your device loads the imported icons into the **Imports** Category folder. When you are in a storing menu and choose **Change Icon**, you can select this folder.

Save Pages and Activities (Transfer Memory Menu)

Save a Page

1. Insert your USB flash drive into your device.
2. Go to the Toolbox and select **Transfer Memory Menu**.
3. Select **Save Page and Activities**.
4. A list of options will be displayed. Select the option you want.
5. Select the page you want to save.
6. You will see where your page will be saved. Select **OK** or choose a different folder.
7. Spell a name for the file you are saving. You might want to include "page" in the name to distinguish it from other .mti files. Your page will be saved as an .mti file.
8. Select **OK** to exit.

Save an Activity

1. Insert your USB flash drive into your device.
2. Go to the Toolbox and select **Transfer Memory Menu**.
3. Select **Save Page and Activities**.
4. A list of options will be displayed. Select the option you want.
5. Select the activity you want to save.
6. You will see where your activity will be saved. Select **OK** or choose a different folder.
7. Spell a name for the file you are saving. You might want to include "activity" in the name to distinguish it from other .mti files. Your activity will be saved as an .mti file.
8. Select **OK** to exit.

Save Multiple Pages

1. Select each page you want to save individually or choose **Select All** to select all the pages.
2. Select **OK**.
3. You will see where your pages will be saved. Select **OK** or choose a different folder.
4. Spell a name for the file you are saving. You might want to include "pages" in the name to distinguish it from other .mti files. Your pages will be saved as an .mti file.
5. Select **OK** to exit.

Save Multiple Activities

1. Select each activity you want to save individually or choose **Select All** to select all the activities.
2. Select **OK**.
3. You will see where your activities will be saved. Select **OK** or choose a different folder.
4. Spell a name for the file you are saving. You might want to include "activities" in the name to distinguish it from other .mti files. Your activities will be saved as an .mti file.
5. Select **OK** to exit.

Save Pages and Activities (Menu)

1. Select each page you want to save individually or choose **Select All** to select all the pages.
2. Select **OK**.
3. Select each activity you want to save individually or choose **Select All** to select all the activities.
4. Select **OK**.
5. You will see where your pages and activities will be saved. Select **OK** or choose a different folder.
6. Spell a name for the file you are saving. You might want to include "pages" and "activities" in the name to distinguish it from other .mti files. Your pages and activities will be saved as an .mti file.
7. Select **OK** to exit.

Load Pages and Activities

If you are using a Unity vocabulary, these instructions work for both pages and activities.

1. Insert your USB flash drive into your device.
2. Go to the Toolbox and select **Transfer Memory Menu**.
3. Select **Load Pages and Activities**.
4. A list of files on your USB flash drive will be displayed.
5. Select the item you want to load.
6. The transfer will take place.
7. Select **OK** to exit.

Save/Load an IR Device

Example: Perhaps you and a friend each buy the same TV. Your friend adds the TV and configures the new TV signals into her device before you do. Your friend can save the configuration as an .mti file and give it to you to load into your device so you don't have to set it up yourself.

Save an IR Device

1. Insert your USB flash drive into your device.
2. Go to the Toolbox and select **Transfer Memory Menu**.
3. Select **Save an IR Device**.
4. You will see a page that contains all your IR devices. Select the one you want to save.
5. You will see the “Save” window from your USB flash drive. Your IR device is ready to be saved as an .mti file. If you want to change the name of the file, do so now.

Important! Do **not** change the .mti part of the file name.

6. Select **Save**.
7. Select **OK** to exit.

Load an IR Device

1. Insert your USB flash drive into your device.
2. Go to the Toolbox and select **Transfer Memory Menu**.
3. Select **Load an IR Device** to display the prompt “Do you want to replace an existing device?”
4. If you want the device to replace one that is already in your device, select **Yes** and then select the device you want to replace.
5. If you do not want to replace an existing IR device, select **No**.
6. Select the .mti file that contains the device command and signals you want to load and then select **Open**.
7. Select **OK** to exit.

Save/Load Contacts

Save all the phone contacts in your device to a USB flash drive.

Save Contacts

1. Insert your USB flash drive into your device.
2. Go to the Toolbox and select **Transfer Memory Menu**.
3. Select **Save Contacts**.
4. The "Save" window from your USB flash drive will open. Your phone contacts will be saved as an .mti file. Type a name for your file so you will remember what it is.

Important! Do *not* change the .mti part of the file name.

5. Select **OK**.
6. A message box will tell you when the transfer is complete. Select **OK**.
7. Select **OK** to exit the Transfer Memory Menu.

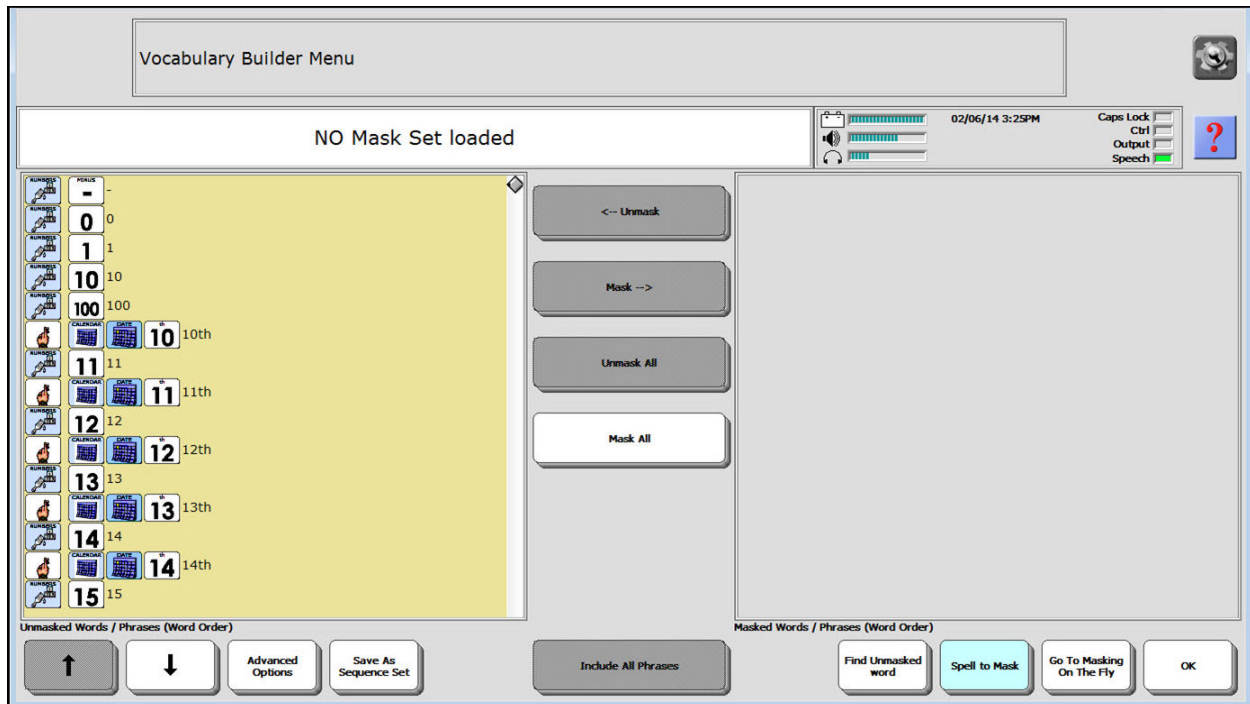
Load Contacts

1. Insert the USB flash drive that has your saved contacts on it into your device.
2. Go to the Toolbox and select **Transfer Memory Menu**.
3. Select **Load Contacts**.
4. A message box will warn that if you load contacts, all your current contacts will be erased. If you have added contacts since your last save, you may not want to load an earlier list. In that case select **No**. If you want to continue, select **Yes**.
5. You will see a list of all the .mti files on your USB flash drive. Select the file you want.
6. A message box will tell you when the transfer is complete. Select **OK**.
7. Select **OK** to exit the Transfer Memory Menu.

Vocabulary Builder Menu

Note: The Vocabulary Builder Menu is used only with Unity vocabularies.

The Vocabulary Builder Menu allows you to mask (hide) or unmask vocabulary words, phrases, and sequences. Use this menu to import, load, merge, rename, and back up word lists and sequence sets, save word lists, and select a menu style. Go to the Toolbox and select **Vocabulary Builder Menu**.



Notice that all the vocabulary in your user area is in the Unmasked Words/Phrases pane. Use the menu's **Advanced Options** submenu to turn Vocabulary Builder on or off.

Vocabulary Masking on the Fly allows you to mask and unmask all your vocabulary keys—words, phrases, sequences, tools, activities, activity keys, page keys, etc. Vocabulary Masking on the Fly does *not* allow you to import, load, merge, rename, back up word lists or sequence sets or save word lists. You cannot select a menu style or turn Vocabulary Builder on or off. **Vocabulary Builder** and **Vocabulary Masking on the Fly** work only with sequences that start with Core vocabulary icons or from the main activity row.

Note: For active control of your entire vocabulary, you should use **Vocabulary Masking on the Fly**. For maintenance of your sequence sets and word lists, you should use the **Vocabulary Builder Menu**.

Vocabulary Builder Menu Options

Unmasked Words/Phrases (Word Order)

The Unmasked Word/Phrases pane displays the currently selected word list or specific words you select for a sequence set. You can mask specific words (move them to the Masked Words/Phrases pane) by selecting **Mask** or **Mask All**.

Masked Words/Phrases (Word Order)

The Masked Word/Phrases pane displays words from the current word list to which you applied **Mask** or **Mask All**. You can search for specific words in the pane by using **Find Unmasked Word** or **Spell to Mask**, or by scrolling through the pane. You can unmask specific words (move them to the Unmasked Words/Phrases pane) by selecting **Unmask** or **Unmask All**.

Unmask

Selecting **Unmask** moves highlighted words and sequences from the Masked Words/Phrases pane list to the Unmasked Words/Phrases pane.

Mask

Selecting **Mask** moves highlighted words and sequences from the Unmasked Words/Phrases pane to the Masked Words/Phrases pane.

Unmask All

Selecting **Unmask All** moves all words and sequences from the Masked Words/Phrases pane to the Unmasked Words/Phrases pane. This option clears all masking in your user area.

Mask All (Vocabulary Builder Menu Options)

Selecting **Mask All** masks everything in your user area including page keys, activities, and keys within activities, Core, etc. All words and sequences move from the Unmasked Words/Phrases pane to the Masked Words/Phrases pane. Only basic tools will be visible. The basic tools are: Choose Activity, Go Back (Close Activity), More Items, OK, Delete Character, Delete Word, Delete Icon, Clear Display, and Go To Home. To unmask a basic tool, you must hand-select each basic tool key individually.

Include All Phrases

Selecting **Include All Phrases** searches the Masked Words/Phrases pane for phrases made up of words in the Unmasked Words/Phrases pane. It will move these phrases from the Masked Words/Phrases pane to the Unmasked Words/Phrases pane. For example, if "I", "can", and "not" are in the Unmasked Words/Phrases pane, **Include All Phrases** will find and unmask phrases like "I can" and "I can not".

Find Unmasked Word

Selecting **Find Unmasked Word** allows you to type a partial or entire word or phrase to find. You can only find one word or phrase at a time. If Vocabulary Builder finds an exact match it highlights it. Otherwise, it takes you to the first word that starts with what you typed. This word is not highlighted.

Note: Make sure you have selected to sort your list by **Words**—“(Word Order)” should be visible below the two panes.

Spell to Mask

Selecting **Spell to Mask** allows you to type a single word or phrase or multiple words and phrases. Separate multiple words and phrases with commas. This option automates the process of locating, selecting, and moving sequences from one pane to the other.

Go to Masking on the Fly

Selecting **Go to Masking on the Fly** turns on Masking on the Fly.

OK (Vocabulary Builder Menu)

Selecting **OK** closes the Vocabulary Builder Menu.

Save As Sequence Set

Selecting **Save As Sequence Set** allows you to save words and sequences in the Unmasked Words/Phrases pane as a sequence set. When you next load this sequence set, you will see only those words and sequences you have selected.

Advanced Options

Selecting **Advanced Options** opens the Vocabulary Builder Advanced Options menu. For complete information, see [Vocabulary Builder Advanced Options](#).

Vocabulary Builder Advanced Options

When you select **Advanced Options** from the Vocabulary Builder Menu, the Vocabulary Builder Advanced Options menu opens. From this menu you can turn Vocabulary Builder on or off; load, merge, delete, and rename sequence sets; load, merge, delete, rename, and back up word lists; import a word list; and save words in the Unmasked Words/Phrases pane as a word list.

Vocabulary Builder

This option turns Vocabulary Builder on or off. Select **On** if you want your vocabulary to be masked when you leave the Vocabulary Builder Menu. Select **Off** if you want your complete vocabulary to be visible.

Note: When you leave this menu, your work will be saved, but it will only take effect when Vocabulary Builder is turned on.

Display

Set word lists to display as either words only or words with icons.

Words Only

When you select **Words Only**, lists in the Unmasked Words/Phrases pane and Masked Words/Phrases pane are displayed as words in alphabetical order; no icons are visible.

Icons & Words

When you select **Icons & Words**, lists in the Unmasked Words/Phrases pane and Masked Words/Phrases pane are displayed as both words and icons.

Sort List by

Set word lists to be sorted in the Unmasked Words/Phrases pane and Masked Words/Phrases pane alphabetically by words or by first icons or last icons.

If you select:	This will happen:
Words	When you select Words, lists in the Unmasked Words/Phrases pane and Masked Words/Phrases pane are sorted alphabetically.
First Icons	When you select First Icons, lists in the Unmasked Words/Phrases pane and Masked Words/Phrases pane are grouped by their starting icons and the icons' placement in your Core.
Last Icons	When you select Last Icons, lists in the Unmasked Words/Phrases pane and Masked Words/Phrases pane are grouped by their ending icons and the icons' placement in your Core.

Vocabulary Builder Style

Set the display style of Vocabulary Builder menus.

Windows style

Selecting **Windows style** sets Vocabulary Builder menus to look like Windows-style menus.

PRC style

Selecting PRC style sets Vocabulary Builder menus to look like PRC device-style menus.

Use Sequence Sets

Selecting **Use Sequence Sets** opens the Vocabulary Builder Sequence Sets menu. From this menu you can load, merge, delete, and rename sequence sets.

Load Sequence Set

Selecting **Load Sequence Set** replaces everything currently in the Unmasked Words/Phrases pane with the sequence set you have selected.

Merge Sequence Set

Selecting **Merge Sequence Set** adds words or sequences to the words or sequences already in the Unmasked Words/Phrases pane.

Delete Sequence Set

Selecting **Delete Sequence Set** deletes a sequence set from its user area.

Rename Sequence Set

Selecting **Rename Sequence Set** allows you to give a sequence set a new name.

Use Word Lists

Selecting **Use Word Lists** opens the Vocabulary Builder Word Lists menu. From this menu you can load, merge, delete, rename, and back up word lists.

Load Word List

Selecting **Load Word List** replaces everything currently in the Unmasked Words/Phrases pane with the word list you have selected.

Merge Word List

Selecting **Merge Word List** adds words to the words already in the Unmasked Words/Phrases pane.

Delete Word List

Selecting **Delete Word List** deletes any word list you select. Once deleted, a word list is no longer available anywhere in the device.

Rename Word List

Selecting **Rename Word List** allows you to rename any word list.

Backup Word List

Selecting **Backup Word List** allows you to back up a list to your USB drive.

Import New List

Selecting **Import New List** allows you to import a new word list from a USB flash drive or, if you are using PASS, from a computer.

Save As Word List

Selecting **Save As Word List** allows you to save any words in the Unmasked Words/Phrases pane as a word list in the “.txt” file format. When you next open this list, you will see the words you selected and all the sequences that are possible for those words. When you select **Save As Word List**, the Spelling keyboard is displayed. Enter a name for the word list and select **OK**.

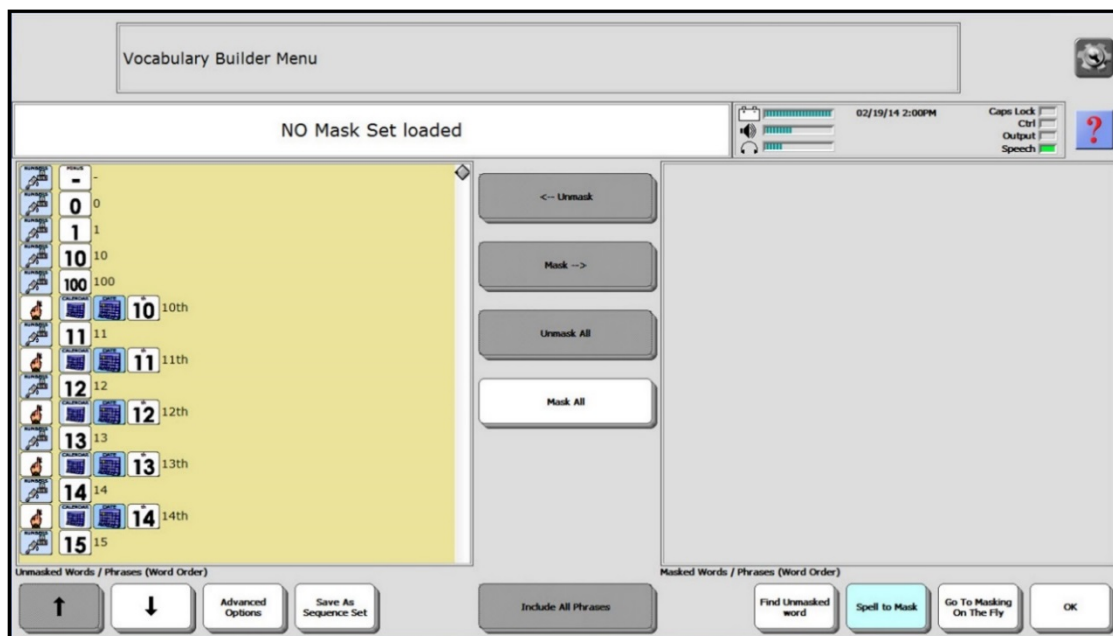
About Sequence Sets

The power of Vocabulary Builder lies in sequence sets. Sequence sets are lists of targeted words with their icon sequences. These sets can be based on different activities (e.g. meal time or field trip), categories of words (e.g. colors or names) or words used during an academic subject (e.g. reading or science).

Your device already has a number of sequence sets that you can use, but you may want to create your own custom sequence set. This can be tailored to meet an individual's specific communication needs.

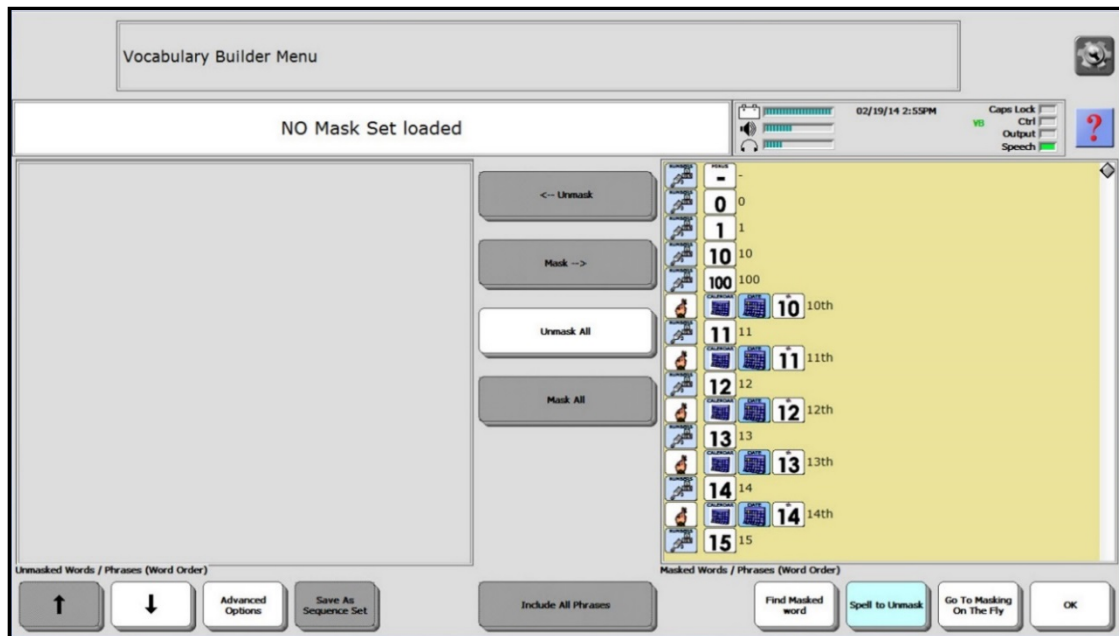
Create a Sequence Set

Notice that in this example all the vocabulary in your user area is in the Unmasked Words/Phrases pane.



Since we only want a few words from this vocabulary for our sequence set, let's move all the vocabulary to the **Masked Words/Phrases** pane. Then we can select only the sequences we want and move those back to the Unmasked Words/Phrases pane.

Select the **Mask All** button. The Unmasked Words/Phrases pane is empty, and all your words and icons are now in the Masked Words/Phrases pane.



We are going to find the words/phrases we want and unmask them. It is easier to do this when the words and phrases are in alphabetical order (word order).

To make sure what order your vocabulary is in, do one of the following:

- Check the label below the Masked Words/Phrases pane and the Unmasked Words/Phrases pane. The words in parentheses () tell you how the vocabulary is sorted. Make sure **Word Order** is displayed.
- Select the **Advanced Options** key and check the option selected under **Sort List by**. Make sure **Words** is selected.

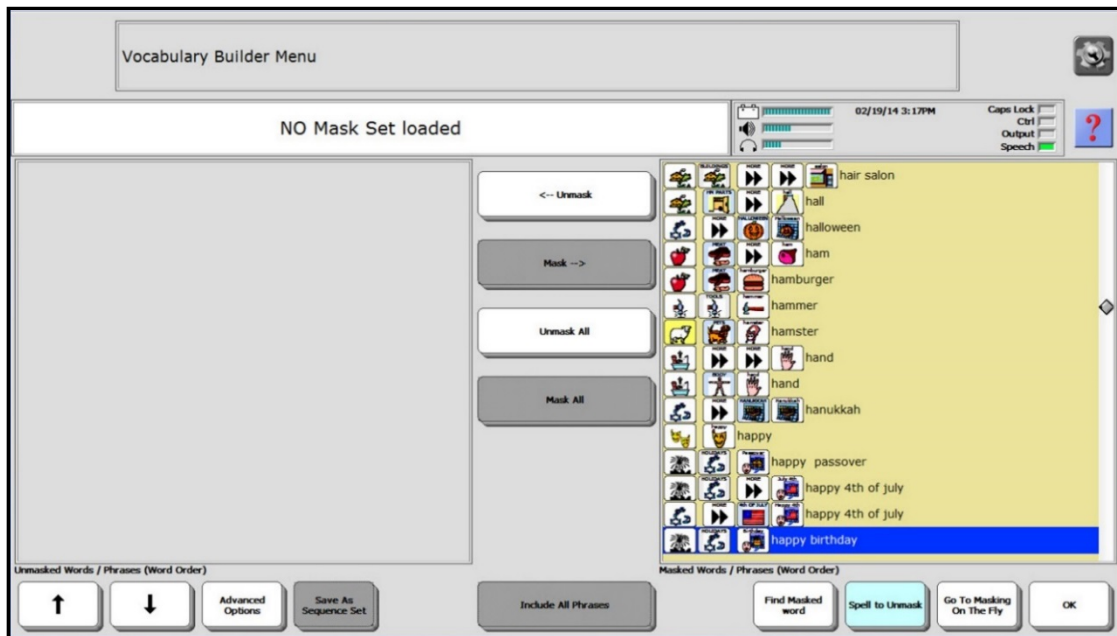
There are a number of different ways to select the words you want for your Set. Let's try them all so that next time you will be able to pick the one you prefer.

Example: Create a Sequence Set

In this example, we're going to create a "Birthday Party" sequence set.

1. Find the first word or phrase to the sequence set—in this example, "happy birthday". Use either of the following methods.
 - Select the **Find Masked Word** key below the Masked Words/Phrases pane to open the Spelling keyboard. Spell the word or phrase and select **OK**.
Note: You don't need to type the entire word. A few letters will at least get you to the vicinity of the word you are looking for. Then you can use your arrow keys.
 - Use the scroll bar to the right of the Masked Words/Phrases pane to scroll down to the word or phrase. Then select it.

- Using either method, the word or phrase (in this example, “happy birthday”) and its sequence are highlighted in the Masked Words/Phrases pane.



- Select the **Unmask** button. The phrase “happy birthday” and its sequence now appear in the Unmasked Words/Phrases pane.



- Add another word to the sequence set—in this example, "party".
 - Select the **Find Masked Word** key below the Masked Words/Phrases pane to open the Spelling keyboard. Spell the word **party** and select **OK**.
 - Use the scroll bar to the right of the Masked Words/Phrases pane to scroll down to the word **party**. Then select it.
- The word “party” and its sequence are highlighted in the **Masked Words/Phrases** pane.

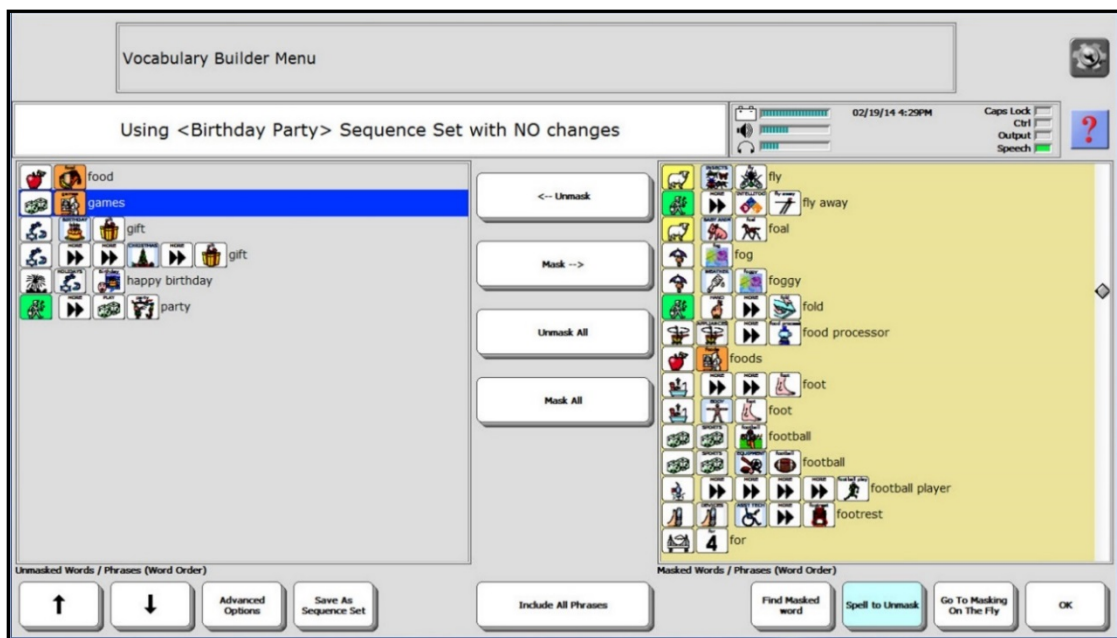
6. Select the **Unmask** button. The word “party” and its sequence now appear in the Unmasked Words/Phrases pane, along with “happy birthday” and its sequence.
7. To add several words at once, select **Spell to Unmask** to open the spelling keyboard.

Note: This is similar to **Find Masked Word**, but with **Spell to Unmask** you can include more than one word. The sequences for the words you decide to use are placed in the Unmasked Words/Phrases pane automatically.

8. Spell the words you want for your sequence set—in this example, “gift”, “food”, and “games”. Separate the words with a comma.
9. Select **OK** when you have finished spelling words.
10. The words you entered and their sequences appear in the **Unmasked Words/Phrases** pane, along with “happy birthday”, “party”, and their sequences.

By using **Spell to Unmask**, you were able to unmask a group of words at once. You didn’t need to enter them one-by-one and you didn’t need to move them from the Masked Words/Phrases pane to the Unmasked Words/Phrases pane.

11. When the Unmasked Words/Phrases pane contains all the words and their sequences that you want to have in your sequence set, select **Save As Sequence Set**. The spelling keyboard is displayed.
12. Enter a name for the sequence set and select **OK**. In this example, the name “Birthday Party” was entered for the sequence set.



13. Click **OK** to exit the Vocabulary Builder Menu.
14. Once you have saved your sequence set, go to the **Transfer Memory Menu** in the Toolbox and save the user area you are using to a USB drive. This saves and keeps your sequence set safe.

When a Word has More the One Sequence

All of the sequences for a word will appear in the **Unmasked Words/ Phrases** pane. In some cases, there may be more than one sequence for a word. Highlight the sequence(s) you don't want and select the **Mask** button so that you are left with only the sequence you want. You are left with a sequence set (targeted words and their individual sequences) in the Unmasked Words/Phrases pane.

Note: If you select the **Include All Phrases** button, Vocabulary Builder will search through the Masked Words/Phrases pane for any masked phrases made up of the words in the Unmasked Words/Phrases pane. It will automatically move these masked phrases to the Unmasked Word/Phrases pane. For example: if you have "Thank" and "you" as single selections in your Unmasked Words/Phrases pane, you can select **Include All Phrases** and Vocabulary Builder will put the phrase, "Thank you" in your Unmasked Words/Phrases pane.

Word Lists

Both word lists and sequence sets are templates that you can load and modify. They save you the trouble of searching the vocabulary lists to mask/unmask sequences. In most circumstances, you will probably never use word lists. However, established word lists such as Dolch, Benajee, etc. or a list created by someone else can sometimes be a good starting point for creating a sequence set. See [Import New Word List](#).

Using Word Lists

1. Go to the Toolbox and select **Vocabulary Builder Menu**.
2. Make sure "Word Order" appears below each pane.
3. Select **Advanced Options** to open the Vocabulary Builder Advanced Options menu.
4. Select **Use Word Lists** to open the Vocabulary Builder Word Lists menu.
5. Select **Load Word List** to open the Choose Word List to Load menu, which shows all the word lists in your device.
6. Select the word list you want.

For this example, select the **Colors** word list. The Vocabulary Builder Advanced Options menu shows "Using <Colors> Word List".

7. Make any changes to the menu settings you want.
8. Click **OK**. The Vocabulary Builder Menu is displayed with the Colors word list loaded.

A Reminder about Sequence Sets

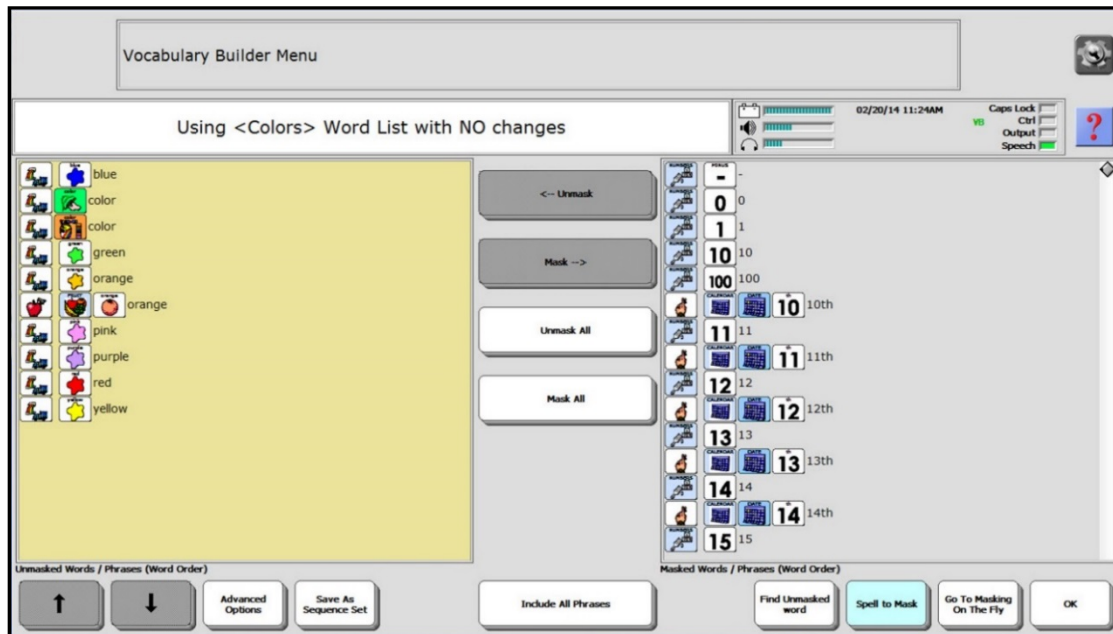
When you load a sequence set you will see only the specific sequences that were saved in the set.

You can load a word list into the Vocabulary Building system; merge a new word list into the current unmasked words and phrases; delete one of the word lists; rename a word list; or back up a word list.

All word lists are accessible from *all* user areas. When you import a word list, it is available anywhere in the device. When you delete a word list, it is no longer available anywhere.

A Look at the Colors Word List in the Vocabulary Builder Menu

Let's look at the Colors word list in the Unmasked Words/Phrases pane.



You are looking at all the **Color** sequences in your user area that match the words that were in the word list. Many words have multiple sequences to choose from. Notice that "Color" and "Orange" are represented twice. "Orange" is represented once as a Color and once as a Fruit. Since this list is going to contain only colors, select the sequence for the fruit Orange and then select **Mask**. You can also mask the "color" sequence you don't want to use.

Each time you load a word list, you will need to go through it to eliminate unwanted words/sequences. Once you have only the sequences you want in your list:

1. Select **Save As Sequence Set**.
2. Name your sequence set or keep the original name if it already has one.

Note: If you keep the original name, any changes you have made will overwrite the original sequence set.

3. Select **OK**.

Saving the list as a sequence set means you do not need to clean out the sequences you don't want each time you open it.

Import New Word List

You, or someone else, may have created a word list that you want to import and use. If you are importing it into your device, you must have it stored on a USB flash drive. Plug the USB drive into your device.

1. Go to the Toolbox and select **Vocabulary Builder Menu**.
2. Make sure “Word Order” appears below each pane.
3. Select **Advanced Options** to open the Vocabulary Builder Advanced Options menu.
4. Select **Import New List**.
5. Select the drive on which your list is stored.
6. Select the file or files you want to import.
7. Click **OK** to display the Spelling keyboard with the prompt “Enter a Word List name, then OK”.
8. Enter a name and click **OK** for each file. Each imported file is now available from the Choose Word List to Load menu.

Remember: Sequence sets cannot be imported, but they can be created and saved by starting with a word list. Sequence sets can only be used in the user area in which they were created, but word lists can be used in any area.

Vocabulary Masking on the Fly

To use Vocabulary Masking on the Fly, **Vocabulary Builder** must be turned on in the Vocabulary Builder Advanced Options menu.

1. Go to the toolbox and select **Vocabulary Builder Menu**.
2. Select **Advanced Options**.
3. Under Vocabulary Builder, select **On**.

About Vocabulary Masking on the Fly

Vocabulary Masking on the Fly allows you to mask and unmask all your vocabulary keys—words, phrases, sequences, tools, activities, activity keys, page keys, etc. Vocabulary Masking on the Fly does not allow you to import, load, merge, rename, or back up word lists or sequence sets or save word lists. You cannot select a menu style or turn Vocabulary Builder on or off.

Note: For active control of your entire vocabulary, you should use **Vocabulary Masking on the Fly**. For maintenance of your sequence sets and word lists, you should use the **Vocabulary Builder Menu**.

Vocabulary Masking on the Fly allows you to mask keys while you are using your Core. Masked keys mean you can simplify a large vocabulary so that a user only has to see and learn a few words at a time. As a person gains skill, more words can be added.

Vocabulary words and tools can be masked from sight, but when they are unmasked and become visible, they are in their original places on the Core. This enhances motor learning and eliminates the problems caused by transitioning from one vocabulary to another. Vocabulary Masking works only with sequences that start with Core vocabulary icons or from the main activity row.

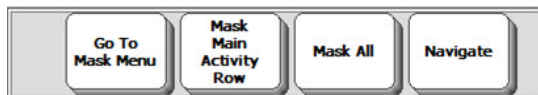
Note: If you want to mask words in a single-hit vocabulary, use **Hide/Show Keys**.

Using Vocabulary Masking on the Fly

In most PRC devices the Vocabulary Masking on the Fly tool is in the Tools menu. Go to your Core, select the **Tools** key on the front of the case, then select the **Vocabulary Masking on the Fly** key.



Using the Mask Keys in the Status Display Area



Go To Mask Menu

The **Go To Mask Menu** key opens the Vocabulary Builder Menu.

Mask Main Activity Row

The **Mask Main Activity Row** key masks the activity row. It does **not**, however, mask keys **within** activities. When you are in a specific activity, you can mask/unmask those keys individually. For example, let's say you have masked the main activity row, but you decide you want to be able to use the Yes, No, and Maybe keys in the **Yes/No Word** activity.

1. Select the **Yes/No Word** activity to unmask it.
2. Select the **Navigate** key.
3. Select the **Yes/No Word** activity. You see the keys inside the activity.
4. Select the keys you want to mask or unmask.

Note: Keys **within** activities are automatically masked or unmasked when you use **Mask All** or **Unmask All**.

Mask All (Vocabulary Masking on the Fly)

The **Mask All** key masks all keys except "basic tool" keys such as Clear, Go Back, more, etc.

Navigate

The **Navigate** key allows a masked key that you select to function the way it is supposed to. When you are in Vocabulary Masking on the Fly you may want to navigate through pages and activities, use the Go Back or the More Items keys, etc., without masking or unmasking keys along the way to your goal. The **Navigate** key allows you to do these things. If you select the **Navigate** key, you will see directions that remind you which keys you can select in order to **Navigate** through your Core.

Note: To exit an activity, select the **Navigate** key and then select the **Activity** key.

Example: Using Vocabulary Masking on the Fly

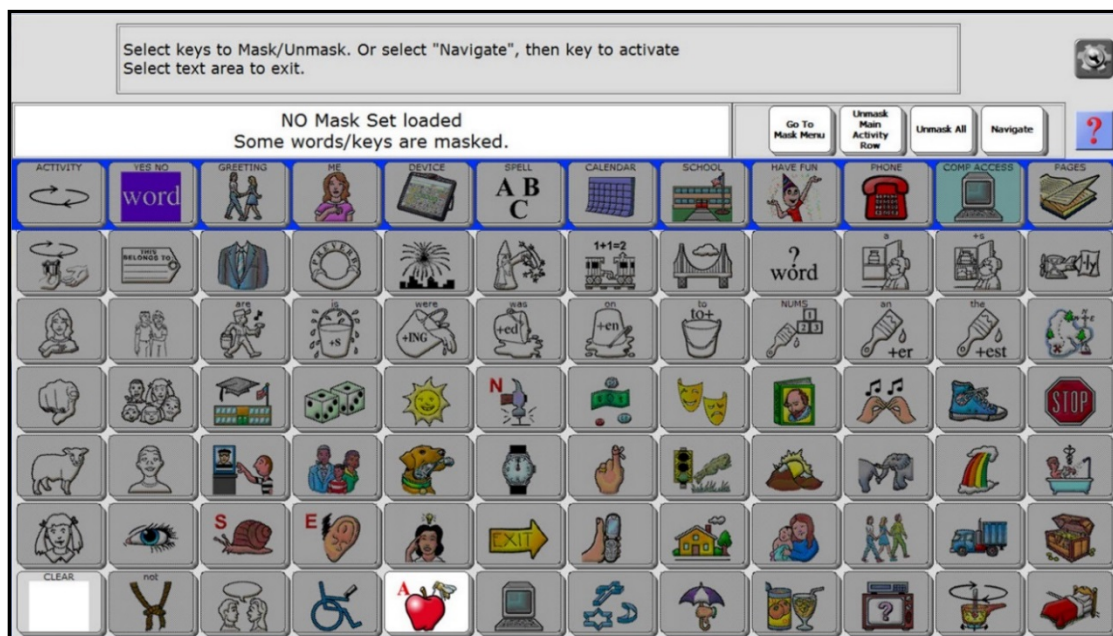
When you select the **Vocabulary Masking on the Fly** key, all your Core keys are visible; nothing is masked. Let's change this so that only the "eat" sequence and the Clear key are visible. Start by selecting the **Mask All** key. All keys are now masked except the **Clear** key.

Note: Basic tool keys are not automatically masked when you select the **Mask All** key. You must hand-select each basic tool if you want it masked.

Unmask the "eat" sequence, using either of the following methods.

Method #1: When you know the sequence for the word you want

Select the **Apple** key. . Then select the **Eat** key. . The Apple key is now unmasked.



Method #2: When you are unsure about the sequence for the word you want

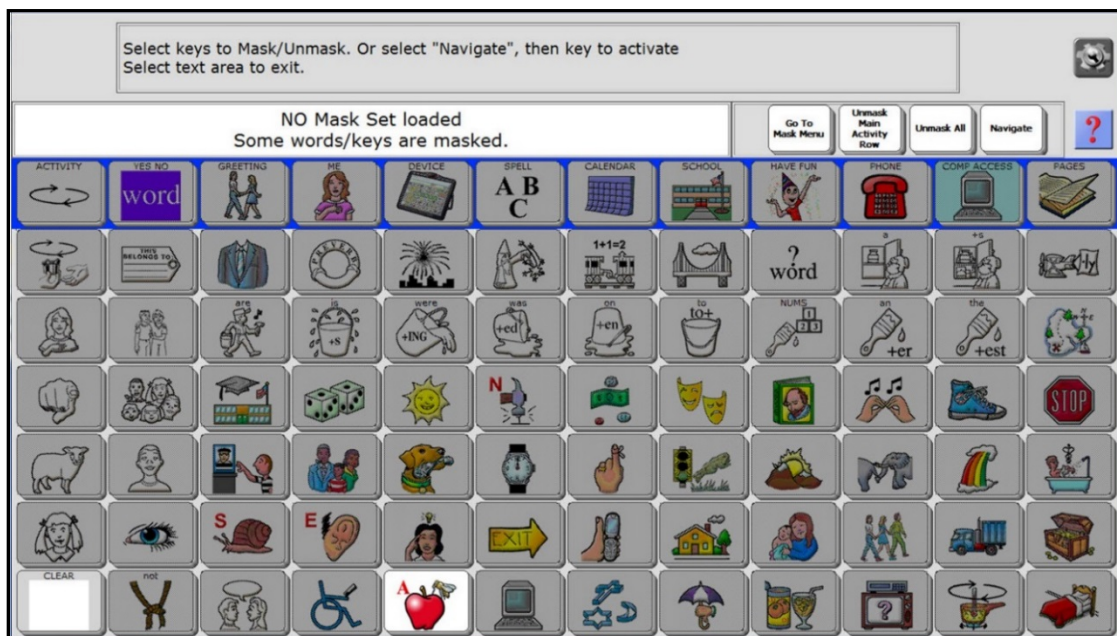
1. Select the **Go to Mask Menu** button. In this example, all our vocabulary is currently masked. You see it listed in the Masked Words/Phrases pane on the right.
2. Make sure "Word Order" appears below the pane. This alphabetizes your vocabulary words.
3. Now let's find the "eat" sequence, using any of these methods: Use the scroll bar to the right of the Masked Words/Phrases pane; select Find Masked Word; or select Spell to Unmask. For this example, we'll select **Find Masked Word**.
4. The Spelling keyboard opens. Enter **eat**.

5. Select **OK**. The sequence for the word “eat” is highlighted in the Masked Words/Phrases pane on the right.
6. We want this sequence to be visible so select **Unmask**.
7. “Eat” is now in the Unmasked Words/Phrases pane.



Note: If you use the **Spell to Unmask** key, your device will complete this step for you.

8. We are not finished setting up our masking yet, so select **Return to Masking on the Fly**. On the Vocabulary Masking on the Fly screen, only the **Clear** key and the **Apple** key—the “eat” sequence apple + eat—are visible.



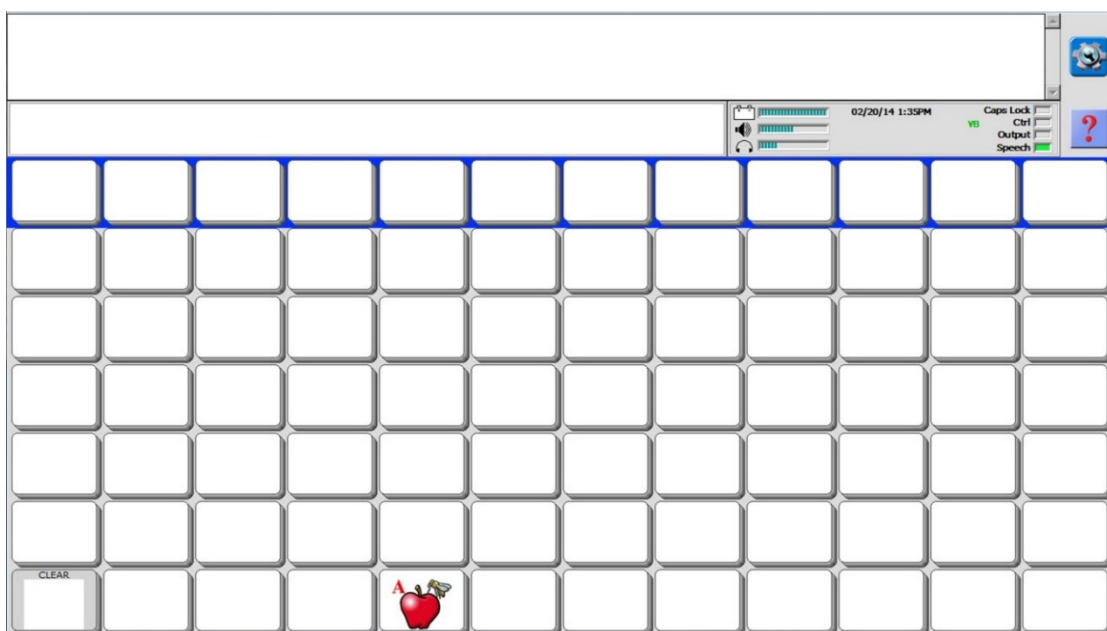
Example: Adding a Sequence

The "eat" sequence contains a dynamic activity. Let's look at it.

1. Select the **Apple** key. The Food dynamic activity opens in the top row.



2. The activity is masked but the **Go Back** and **More** keys are visible because they are basic tools and are not automatically masked. However, they are pretty useless right now since everything else in the activity is masked, so let's mask those tools, too.
3. Select the **Go Back** key and then select the **More** key. They are now masked.
4. To return to where you started, select the **Navigate** key in the status display area and then select the masked **Go Back** key. Your Core is displayed, with only **Apple** and **Clear** visible.
5. Select **OK** or select the text display area to exit Vocabulary Masking on the Fly. The display will appear similar to this:



6. Select the **apple** key. The “eat” key appears.

7. Select the **eat** key.

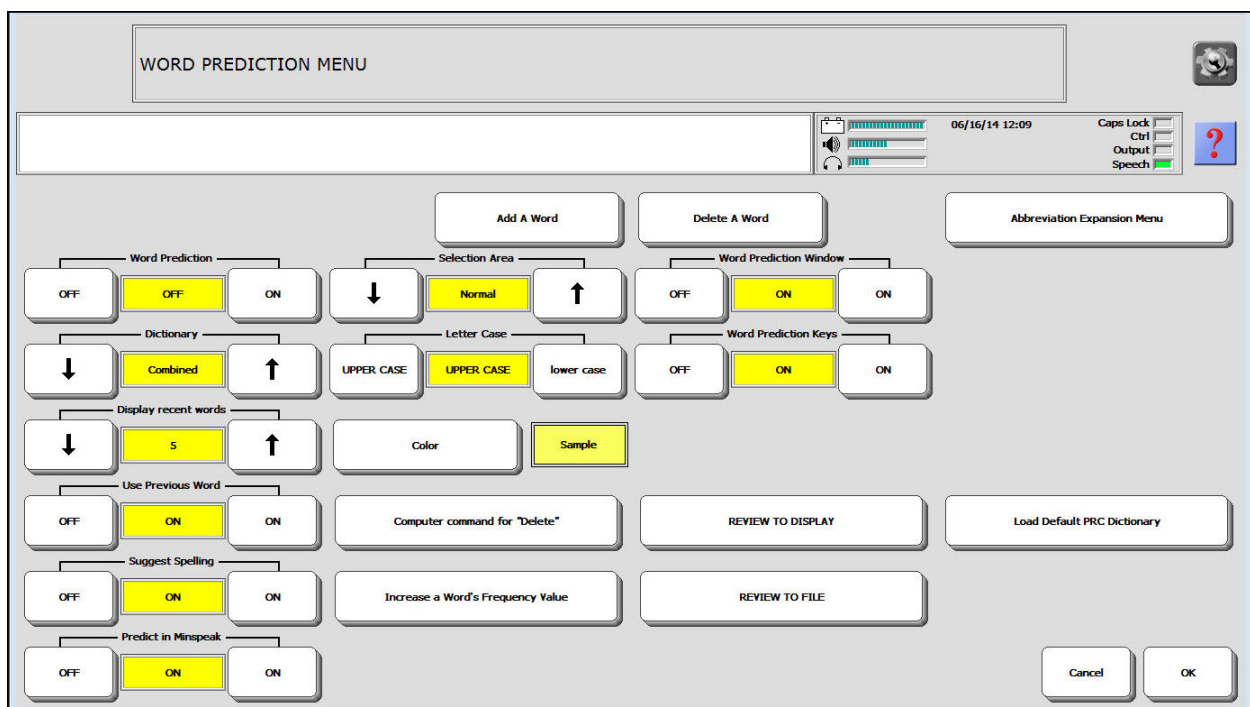
Note: When this sequence is learned, you can use **Vocabulary Masking on the Fly** to add more sequences.

Word Prediction Menu

Word prediction helps improve a person's ability to communicate by reducing the amount of time spent in spelling out long and/or seldom used words. Your device has two word prediction systems. The **PRC** word prediction system predicts words based on *how often* (frequency) or *how recently* (recency) you have used the word. The **WordQ™** system predicts words based on words that are *most likely to follow* the word you just typed.

Use your Core vocabulary when words are *fewer than* six letters in length. With words *longer than* six letters, you can save time by selecting the predicted word in the window.

Depending on the vocabulary you are using, some of the options described in this section may not be available in your Word Prediction Menu. To display the Word Prediction Menu, go to the Toolbox and select **Word Prediction Menu**.



Word Prediction On/Off

Use **Word Prediction** to turn Word Prediction on or off. You can also turn it on or off using the appropriate key in your activity row or on your spelling keyboard.

Dictionary

Use **Dictionary** to allow the PRC and WordQ™ dictionaries—or both—to work with Word Prediction.

If you select:	This will happen:
Combined	Both the PRC and WordQ dictionaries will work together to predict words, and you will be able to set three display options: Display Recent Words, Use Previous Word, and Suggest Spelling. Words you used most recently will be predicted first and then the words most likely to follow the word you typed or selected.
WordQ	You will be able to set two display options: Use Previous Word and Suggest Spelling. By default, both of these options are turned on.
PRC	You will be able to set one display option: Display Recent Words. Word Prediction will keep track of and predict all the applicable words that you have used most recently. Once the most recently used words are displayed, the words will be displayed in the order of most frequently used.

Display Recent Words

Select the number of recently used words that you would like to see on the display. When you begin to spell a word, your device will display the 5 (or whatever number you have selected) most recently used words that begin with the letter(s) you have typed. The rest of the words on the display will be the most frequently used words that begin with the letter(s) you have typed.

If you set the number to "0", the words that appear in the Word Prediction Window will be the words that you use most frequently, but not necessarily the most recently used words.

Use Previous Word

*When **Use Previous Word** is turned on:* When you select a predicted word, WordQ will then display the words that are most likely to follow it. This may save you from having to start typing another word.

*When **Use Previous Word** is turned off:* When you select a predicted word, WordQ will not predict another word until you begin to type what you want.

Suggest Spelling

Turn **Suggest Spelling** on if you want WordQ to try to predict the word you want when you have misspelled it.

Predict in Minspeak

Use **Predict in Minspeak** to turn Minspeak word prediction on or off.

Add a Word

This option allows you to add words to the dictionary.

1. Go to the Toolbox and select **Word Prediction Menu**.
2. Select **Add a Word**.
3. Enter the root of the word you want to add. For example, enter the word **abominate**.

Note: A root word has no prefix (letters in front of the word) or suffix (letters at the end, such as "es", "ing", etc.).

4. The display asks you to enter a word with similar word endings (that is, a word used the same way in sentences and with the same kind of endings as the word you entered). Type a similar word. For this example, type **terminate**. "Terminate" appears in your Word Prediction window so you can select it. Select **OK**.

5. You will see a box containing the word you want to add with all its endings.
 - If most of the endings are correct for the way you want to use your word, select **Yes**. The new word will be entered into the dictionary.
 - If the endings aren't right, select **No**, type a new "similar word", and try again.

Delete a Word

This key allows you to delete a word from the dictionary.

1. Select **Delete a Word**.
2. Type the word you want to delete.
3. Select the word in the word prediction window.
4. Select **OK**. The word will be deleted.

Selection Area

Setting	Description
Normal	Predicted words are visible in the area below the regular text display area. You select a word by pressing on it.
Large	If the Normal area is too small for easy use, select Large . This allows you to select a word by pressing on it in the word prediction area or by pressing on the space above the word in the text display area.
Fixed	Fixed indicates that your device is placing your word choices on a fixed grid. You can select anywhere on the word to activate it.

Letter Case

Letter Case allows you to display predicted words in UPPER CASE or lower case.

Word Prediction Window

Word Prediction Window allows you to turn off (hide) or turn on (display) the word prediction window. When you turn this option off, the Selection Area option becomes inactive.

Word Prediction Keys

Word Prediction Keys allows you to turn off (hide) or turn on (display) the word prediction keys.

Color

The words in the Word Prediction window can be highlighted in any color. The background area can be a different color.

In **Text/Background**, select **Background Color** or **Text Color** to open the color screen. Select an area in the large color box to select a basic color and then use the other options to refine the color. The color bar and arrows to the left of the box adjust luminosity (brightness). The very top of the color bar is always white and the very bottom of it is always black. The four arrows to the right of the color box move the cursor in the box in increments of five. Hue, Saturation, and Luminosity can be controlled through these four arrows or adjusted in increments of one with the arrows that come with each option.

If you create a color that you want to save, select the **Save New Custom Color** key. Then select one of the **Custom Color** keys to store it under. If you select a Custom Color key where you have already stored a color, the new color will take the place of the older color.

Computer Command for Delete

You will only use **Computer Command for Delete** if you are using a computer emulation program that has a command for delete that is different from your device's default command. The default "delete" command is: <ESC>BACKSPACE. If the delete command for your computer is different, select **Computer Command for Delete** and type the keyboard emulation command that your program uses. Then select **OK**.

Note: PC and Mac computer keyboard and keypad names are listed in the Computer and Mouse Commands appendix.

When Word Prediction is turned on and Output Mode is set to Immediate in the Output Menu, any characters you type are sent to the display and to the computer monitor. When you select a word from the Word Prediction window, the characters that you spelled are deleted from your device display and are replaced by the word that you want. These spelled characters must also be deleted from your computer display. Because your device sends the Delete command for each character that is to be erased from your computer, it is important that it knows the correct command.

Note: The computer Delete command must be used to delete one character at a time. **Delete Word** will not work correctly.

Increase a Word's Frequency Value

Word Prediction also keeps track of how often a word is used. The more a word is used, the closer it gets to the front of the predicted words line. If you have a word you use a lot and you don't want to wait for it to appear at the front of the line, select Increase a Word's Frequency Value to open the spelling keyboard. Type the word and click **OK**. The word you type will move to the front of Word Prediction choices.

Review to Display (Word Prediction Menu)

Review to Display sends the vocabulary to the display screen. When you select this key, your device tells you to enter the beginning letters of the words you want to review. If you want to review all the words that begin with a particular letter, type that letter and select **OK**. If you want to see more specific words, type more letters. If you want to look at the entire vocabulary, do not type anything. Just select **OK**.

Review to File (Word Prediction Menu)

Review to File allows you to save the vocabulary review in a file on a USB flash drive or on your device. When you select **Review to File**, the screen shows the pre-set (default) folder in which the review will be saved. Select **OK Use pre-set folder** or **Choose different folder**.

Load Default PRC Dictionary

When you receive your device, the default PRC dictionary is already loaded into it. You can add words to, and delete words from, this dictionary. If you make many changes to the dictionary and then decide you want the original PRC dictionary loaded back into your device, select **Load Default PRC Dictionary**.

Note: When you load the original dictionary back into your device, all of the changes you have made to your current dictionary will be lost.

To save your current PRC dictionary:

Go to the Toolbox, select **Transfer Memory Menu**, and select **Save Entire Device Contents**. You cannot make changes to the WordQ dictionary. Any words you add go into the PRC dictionary.

Abbreviation Expansion Menu

The Word Prediction Menu includes options for expanding abbreviations. Select **Abbreviation Expansion Menu**. From the Abbreviation Expansion Menu you can add, delete, and review abbreviations.

Abbreviation Expansion On/Off

When **Abbreviation Expansion** is turned on, you can enter new abbreviations and their corresponding expanded text.

Add an Abbreviation

Depending on the vocabulary you are using, your key names may be slightly different or unavailable.

1. Select **Add an Abbreviation**. The text display area will be blank.
2. Enter the letters for your abbreviation. In this example we used "idk".
3. Select **OK**. The display asks you to "Enter the text to substitute".
4. Enter the word or words for your expanded abbreviation. In this example, we want "idk" to stand for "I don't know."
5. Select **OK**. You will return to the Abbreviation Expansion Menu. Now when you enter "idk", your device will display and speak, "I don't know."

Delete an Abbreviation

To delete an abbreviation and its expansion, do the following:

1. Select the **Delete an Abbreviation** key.
2. Type the abbreviation you want to delete.
3. Select **OK**. The abbreviation and its expansion will be deleted.

Delete All Abbreviations

If you select the **Delete All Abbreviations** key, a message box will ask “Delete all abbreviation expansion entries?” Select **Yes** *only* if you want to delete **all** of your abbreviations and their expansions. If you decide not to delete all abbreviations, select **No**.

Review Abbreviations

You can review abbreviations and their expansions. Perhaps you want to check out the abbreviations that begin with specific letters or maybe you just want to see a list of all your abbreviations. You can review abbreviations on your display screen or you can review them on the display screen and also hear them spoken.

Review Method

The review methods **Step** and **Auto** determine how you go through pages of abbreviations

If you select:	This will happen:
Step	You must activate a switch or touch the screen to move from page to page.
Auto	Your device will change pages for you automatically after a pre-set amount of “looking” time has passed.

Review to Display (Abbreviation Expansion Menu)

Review to Display sends abbreviations to the display screen. When you select this key, your device tells you to enter the beginning letters of the abbreviations you want to review. If you want to review all the abbreviations that begin with a particular letter, type that letter and select **OK**. If you want to see more specific abbreviations, type more letters. If you want to look at all the abbreviations, do not type anything. Just select **OK**.

Review to Display & Speaker (Abbreviation Expansion Menu)

Review to Display & Speaker works the same way as Review to Display except that your device will speak the entries on each page.

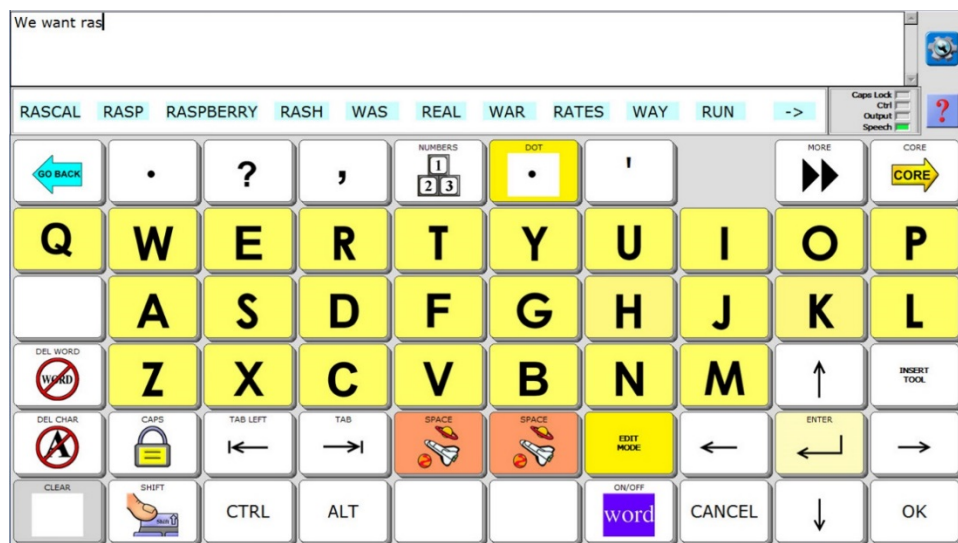
Review to File (Abbreviation Expansion Menu)

Review to File allows you to save the abbreviation review in a file on a USB flash drive.

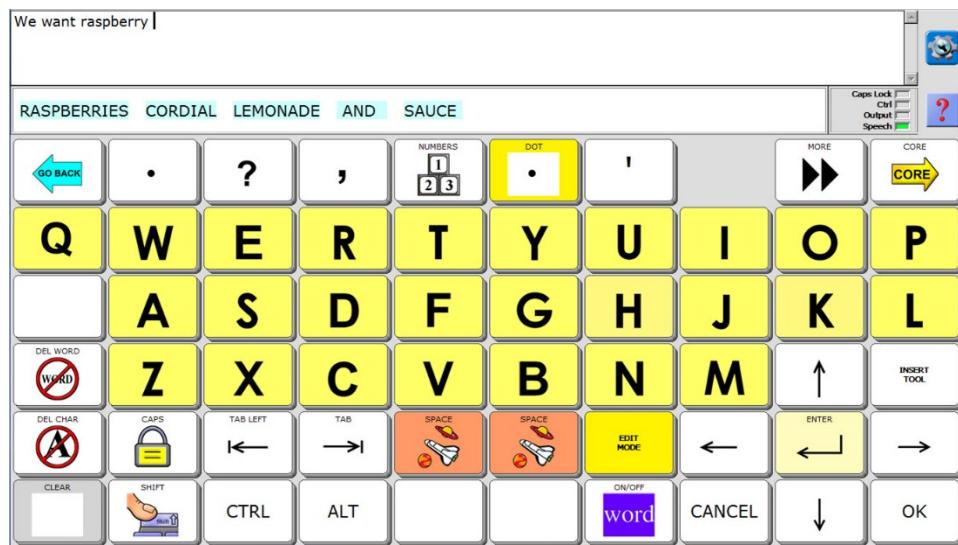
Spell and Select Words

Turn word prediction on from the Word Prediction Menu in the Toolbox or your activity row. From the Toolbox or from the Core, select your Spelling keyboard. Then from the keyboard, begin to spell a word.

Watch the display as you spell. Words appear in the Word Prediction window beneath the text display area. These are words your device is predicting that you might want from the letters you have spelled. To select a word from the Word Prediction window, press on the word. If you are scanning, select your switch when the word you want is highlighted.

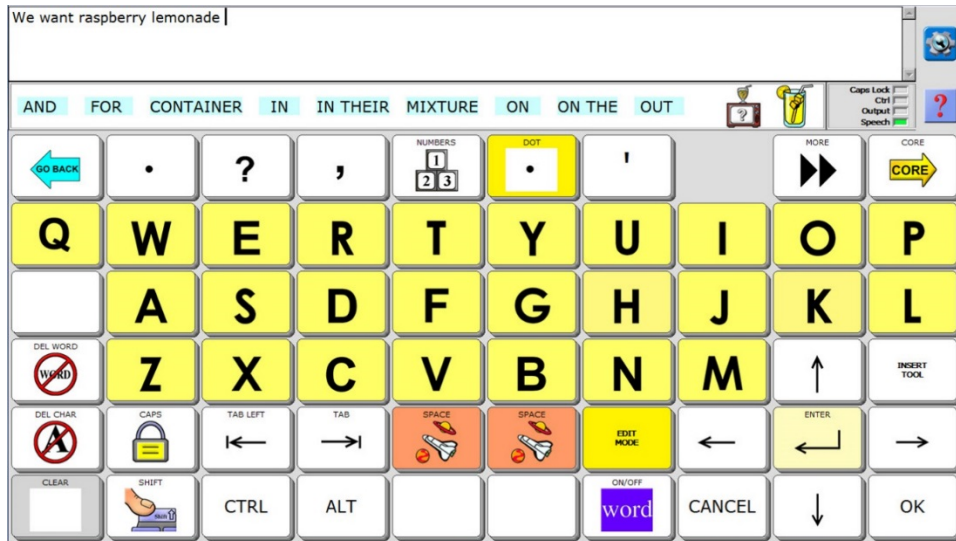


Note: If you are scanning, you may need to switch to a Scanning Spell page or select the **Scan Word Prediction** key if that key is available on your spelling page.



One of two things happens when you select a word.

- The word you selected appears in the text display area and the Word Prediction window disappears.
or
- More words are displayed. They may be words derived from the word you selected or they may be words that might be associated with the word you selected. You can select one of these words or you can continue to spell and watch more words come up in the Word Prediction window.



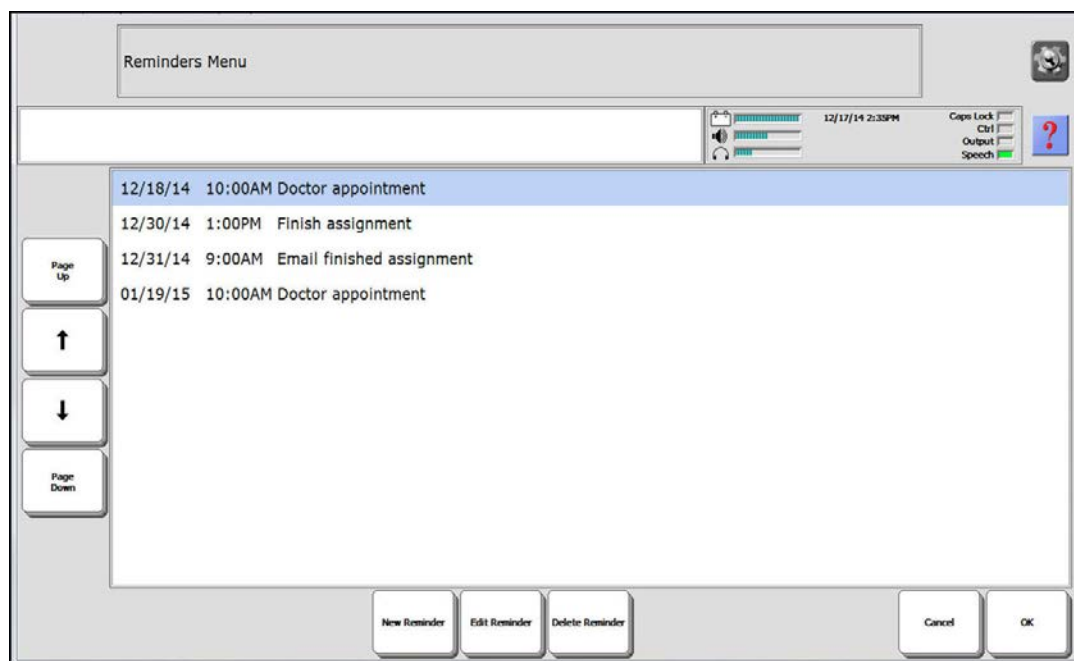
You can continue to spell words and select them from the Word Prediction window as long as you want.

Icon Tutor On-the-Fly is an option in the **Feedback Menu**. When this option is turned on, Icon Tutor On-the-Fly will show you any sequences in which your predicted word is stored.

Recommendation: We recommend that you learn your **Core vocabulary** before you begin to rely on word prediction. When you are familiar with your Core vocabulary, you will find that communication is more spontaneous and interactive than it is when you are using word prediction. Word prediction is a tool that should be used to enhance your Core vocabulary, never replace it.

Reminders Menu

The Reminders Menu allows you to set up, modify, and delete reminders of events such as meetings and appointments. To display the Reminders Menu, go to the Toolbox and select **Reminders Menu**.



New Reminder

You can set your device to remind you when you have a meeting scheduled, a birthday you want to remember, an appointment, etc.

Add a Reminder

1. Select the **New Reminder** key at the bottom of the screen.
2. Type the title for the reminder. For example, **Mon. Mtg.**
3. Select **OK**.
4. Select the month and day you want. The key in **red** is the current day and date. If you want the current date, just select the red key. Use the arrow keys to the left of the screen to change the month.
5. Enter the time of your appointment. Check that the **AM/PM** key is marked correctly. When you have entered the numbers, select **OK**.
6. Select how often you want to be reminded. For our example, if your appointment is every Monday, select **Weekly**.

All of the options except Once will give you another option similar to Number of Days Between Reminders or Number of Weeks Between Reminders. Select the number you want. Select **OK**.

7. Select a reminder sound key then select **Preview** to listen to it. Select **OK** when you finish. Your reminder has been set up.

Note: Depending on how often you want to be reminded, you can **Dismiss** a reminder or select **Snooze** to be reminded again.

Note: If you have the same activity scheduled two nights a week (for example, a class every Tuesday and Thursday) you must enter the same reminder for each day the activity is scheduled.

Edit Reminder

1. Go to the Toolbox and select **Reminders Menu**.
2. Use the keys to the left of the screen to scroll through your reminders.
3. When the reminder you want to edit is highlighted, select **Edit Reminder**.
4. Use the keys on the Edit screen to edit the reminder.
5. Select **OK** when you are finished.

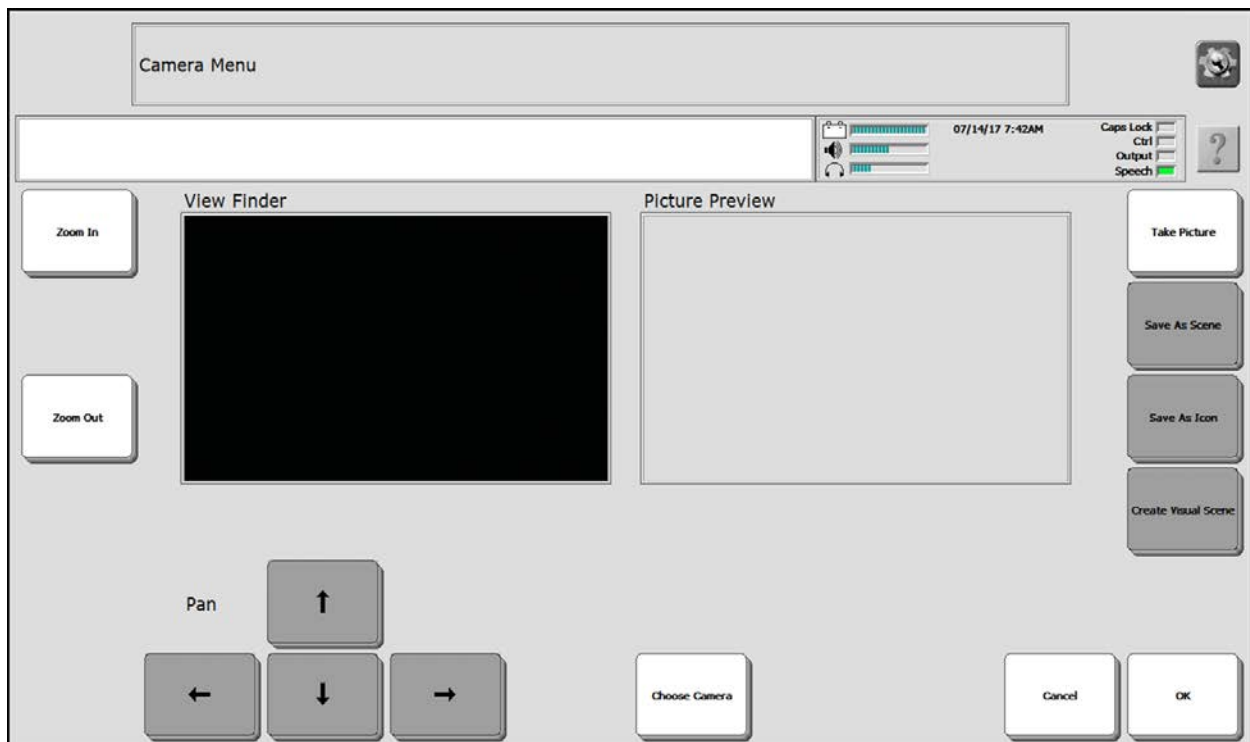
Delete Reminder

1. Go to the Toolbox and select **Reminders Menu**.
2. Use the keys on the left side of the screen to scroll through your reminders.
3. When the reminder you want to delete is highlighted, select **Delete Reminder**.
4. A message box will ask if you want to delete the reminder. Select **Yes** to continue.
5. Select **OK** when you are finished.

Camera Menu

The Camera Menu allows you to take pictures to use as icons and visual scenes. These icons and scenes help personalize an individual's communication. For example, a picture of the individual's mom could be used as an icon on a "Mom" key. This would help the individual specify his or her mom, as distinguished from moms in general.

To display the Camera Menu, go to the Toolbox and select **Camera Menu**.



The Built-In Camera(s)

Depending on your device, you may have one built-in camera, two built-in cameras, or no cameras. If your device has two built-in cameras, one is usually front-facing (from the front of the device) and one is usually rear-facing (from the back of the device). For best results with any camera, your device should be upright on its stand, mounted on a table stand, or mounted on a wheelchair. If your device is lying flat, the camera lens will not be able to view much.

Using the Camera Menu

Go to the Toolbox and select **Camera Menu**. The Camera Menu may take a few second longer to open than other Toolbox menus.

View Finder

When the Camera Menu opens, you will see a picture in the View Finder. This will show whatever the camera lens is pointing at.

Choose Camera

If your device has more than one camera, use the **Choose Camera** key to select from a list of cameras available in your device.

Note: Your device may only have one camera or no camera.

Zoom In

When you select the **Zoom In** key, you can bring specific objects or areas of the picture into closer focus. Once you select **Zoom In**, the **Pan** keys also become available to use.

Pan

Use the **Pan** keys to move up, down, and sideways in the picture.

Note: As you zoom-in, you will lose resolution. Eventually the picture will become very grainy.

Zoom Out

Zoom Out allows you to return to the original picture. When you have the picture you want in the View Finder, select the **Take Picture** key.

Take Picture

Once you have framed your picture in the View Finder, select **Take Picture** to capture the image.

Picture Preview

The **Picture Preview** frame shows you the picture you just took, and the option buttons on the right are active. If you like the picture you can select **Save as Scene**, **Save as Icon**, or **Create Visual Scene**. If you don't like the picture you can take another one. The new picture will replace the old one in Picture Preview frame. You can also select **Cancel** or **OK**. Both options will exit the menu without saving any pictures.

Save as Scene

If you select **Save as Scene**, the "Visual Scene Options" menu will be displayed. You can name your picture; rotate it left or right; or import it as an Icon if you decide not to use it as a scene. When you are satisfied with the picture, select **OK**. The picture is now included in your Visual Scene picture pages. You can find it when you create or modify a page. Select **Change Visual Scene** from the **Create Page** menu or **Modify Page** menu.

Import as Icon (Camera Menu)

If you want your picture to fit a vocabulary key, select **Import as Icon**. When you select this option, your device will save your graphic as both an icon and a scene.

Rotate Left

Rotate the picture to the left.

Rotate Right

Rotate the picture to the right.

Rename Scene

Give the scene a new name.

Save as Icon

If you select **Save as Icon**, the Icon Options menu will be displayed. You can name your picture and rotate it left or right. When you are satisfied with the picture, select **OK**. The new icon is now included in the Imports folder on your Icon Categories pages. You can find it when you select **Change Icon** from any storing menu.

Import as Scene (Camera Menu)

If you want to use your picture for a scene page, select **Import as Scene**. When you select this option, your device will save your graphic as both an icon and a scene.

Rename Icon

Give the icon a new name.

Maintain Aspect Ratio

“Aspect Ratio” refers to the ratio between the width and height of the picture. **Yes** maintains the ratio you currently see; **No** stretches out the picture. Generally, you will want to set **Maintain Aspect Ratio** to **Yes**.

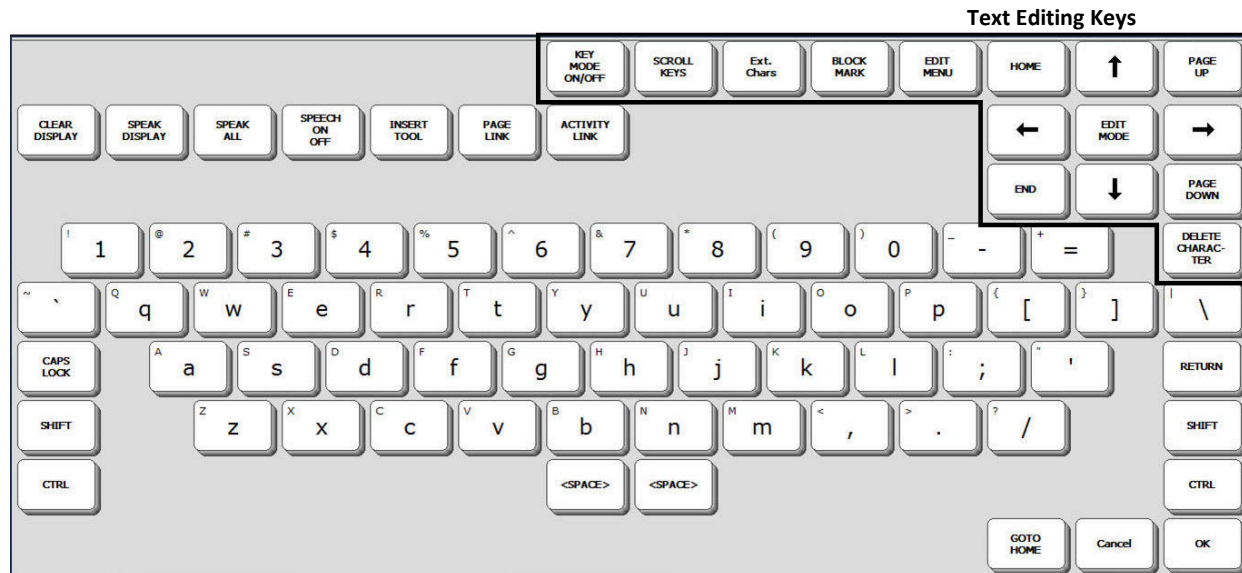
Create Visual Scene

When you select **Create Visual Scene**, your device will automatically do the following:

- Use the default template for your user area
- Create and name a scene page and add the picture to this new page
- Set the size of the scene
- Open the new scene page so you can start defining keys
- Save your picture automatically in the Change Visual Scene menu pages

Using Text Editing Keys

Text editing keys are the keys on spelling and storing pages. They can be very helpful when you are working with a lot of text.



Key Mode ON/OFF

Use this key with the internal computer. When Key Mode is turned on, you can see both your Windows application and your vocabulary at the same time. Your vocabulary screen is reduced to four or two rows.

Scroll Keys

When **Key Mode** is turned on, **Scroll Keys** allows you to scroll through your vocabulary so you can see the entire page.

Ext. Chars (Extended Characters)

Opens a page with special character keys such as accented letters, symbols, etc.

Home

Moves the cursor to the front of the current line of text.

End

Moves the cursor to the end of the current line of text.

Arrow Keys

Move the cursor in the direction the arrow is pointing—up, down, left, or right. Use the arrows to navigate through text or through items such as icon categories and activities.

Edit Mode

Determines how far the arrow keys move the cursor through text—sentence-by-sentence, word-by-word, or character-by-character. When you select **Edit Mode**, “Character Mode”, “Word Mode”, or “Sentence Mode” will appear.

Page Up

Moves the cursor to the top of the current page.

Page Down

Moves the cursor to the bottom of the current page.

Delete Character

Deletes the last text character in the current line of text.

Block Mark

Allows you to highlight text to cut or copy, and then paste.

1. Use the arrow keys to move the cursor to the beginning of the text you want to highlight.
2. Select **Block Mark**.
3. Use the arrow keys to move the cursor to the end of the text to be highlighted. As you move the cursor, the text it passes through will be highlighted.
4. When the text is highlighted, select **Edit Menu** and select the option you want for your highlighted text.

Note: To **un-highlight** text you are marking, select **Block Mark** again.

Note: You can use **Edit Mode** to highlight by words or sentences rather than characters.

Edit Menu

Opens the Edit Menu, which allows you to cut, copy, and paste highlighted text; undo the most recently entered text; and find and replace text.

Cut, Copy, and Paste, Highlighted Text

1. Highlight the text to be cut or copied.

Note: To learn how to highlight text, see [Block Mark](#).

2. Select **Edit Menu** to display the Edit Menu.
3. Select either **Cut Text** or **Copy Text**.

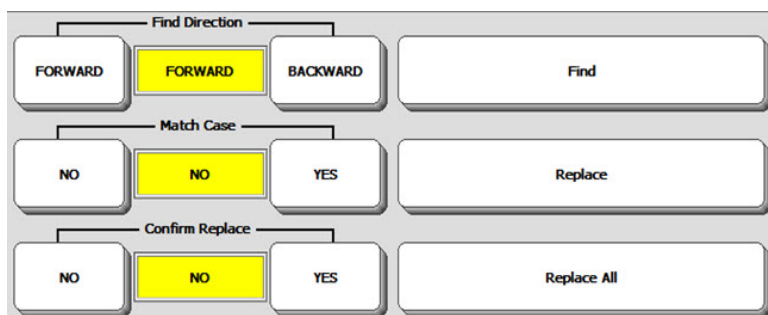
Note: When you cut or copy text, you can paste it into its original document or somewhere else. If you do not paste cut text somewhere, it will eventually be lost. Copied text is not deleted from its original place.

4. To paste the cut or copied text, place your cursor where you want the text to go and select **Paste Text** from the Edit Menu.

Note: To clear the most recently entered text, select **Undo Text**.

Find and Replace Text

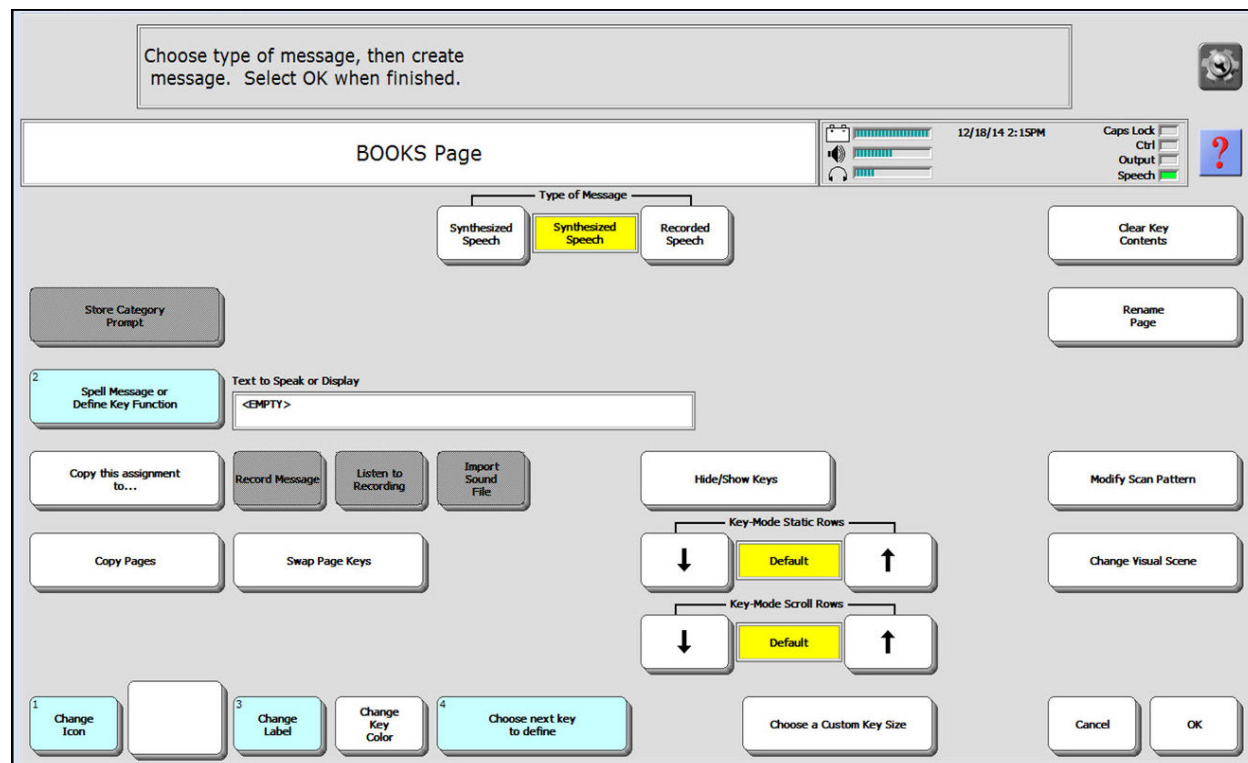
Select **Edit Menu** to display the Edit Menu. Select **Find and Replace** to display the Find and Replace Menu.



Setting	Description
Find Direction	Search for text forward or backward from your current location
Match Case	If you select Yes , only words that match the case (capitalization) of the text that you enter will be found.
Confirm Replace	If you select Yes , a confirmation prompt will appear before text is replaced.
Find	Selecting Find opens the keyboard. Enter the text you want to find and select OK .
Replace	Selecting Replace opens the keyboard. Enter the text you want to find and select OK . Then enter the text you want to replace and select OK . The first occurrence of the text you entered will be replaced.
Replace All	Selecting Replace All opens the keyboard. Enter the text you want to find and select OK . Then enter the text you want to replace and select OK . All occurrences of the text you entered will be replaced.

Basic Storing

You can add messages, graphics, and system tools to your device by using the storing menus. Depending on the vocabulary you are using, storing menus are part of the Activity, Core, and Page menus in the Toolbox. The storing menus look similar to the following:



In the storing menus, the blue keys with the small numbers 1, 2, 3, and 4 in the upper left corners are the basic keys to use. You do not need to use them in their numbered order.

For information about all the options in the various storing menus, see the chapter about the menu you are using (for example, pages, activities, Core, etc.). The following pages give you the *basic procedures* for storing messages and tools and assigning keys, *regardless of the vocabulary you are using*.

Recorded and Synthesized Speech

Your device allows you to store messages in two kinds of speech—recorded and synthesized. Each time you store a message, you can select which kind of speech you want to use.

Recorded Speech

This is speech that someone records into your device, just like recording something into a tape recorder.

Synthesized Speech

This is speech that your device produces from words that are typed into it. Synthesized speech uses the main voice (or auditory prompt voice) you selected from the Speech Menu in the Toolbox.

A Note about Storing in Core: If you are using a Unity vocabulary, PRC recommends that you do **not** change your Core. If you must store something on your Core, store it under an icon sequence rather than a single key.

Store a Recorded Message: Basic Steps

Activities and Core are available in Unity vocabularies only.

Page/Activity

1. Go to the page or activity where you want to add a message.
2. Select the **Tools** key on the front of the device, select the **Setup** key from the menu, and select the key you want to use.

Core

1. Select **Store Core** in the Toolbox, or select the **Tools** key on the front of the device, then the **Setup** key from the menu.
2. Select the icon sequence you want to use for your message and select **OK**.

Page/Activity/Core – You are now in the storing menu.

3. For Type of Message, select **Recorded Speech**. The Record Message, Listen to Recording, and Import Sound file keys become active.
4. If you want a message to be displayed in the text display area, select **Spell Message or Define Key Function**, type the message, and select **OK**.
5. Select **Record Message**. Another Record Message key is displayed along with a Microphone Volume key.
6. Press and hold the **Record Message** key and speak your message. As soon as you finish speaking, release the Record Message key.
7. Select **Listen to Recording**. If the message is too loud or too soft, you can select **Record Message**, change the microphone volume, and then re-record your message.
8. When you are satisfied with the message, you can select **Change Label** to add a label that helps you remember the message.
9. You can select **Change Icon** to add an icon that helps you remember the message.
10. You can select **Next Key to Define** and store another message.
11. You can select **OK** to save your work and exit the menu.
12. You can select any of the other options and continue to work on your current key.

Note: In the storing menus, the blue keys with the small numbers 1, 2, 3, and 4 in the upper left corners are the basic keys to use. You do not need to use them in their numbered order.

Erase a Recorded Message

To erase a recorded message, simply record over the message that is already there.

Page/Activity

1. Go to the page or activity that has the message you want to erase.
2. Select the **Setup** key.
3. Select the key that contains the message.
4. Select **Record Message** and record over the old message.

Note: You can select **Clear Key Contents** to erase everything that is stored with a key (message, icon, any tools, etc.).

Core

1. Select **Erase Core** in the Toolbox.
2. Select the sequence of the message you want to erase.
3. Select **OK**.
4. A warning box will ask if you are sure you want to erase the sequence. Select **Yes** to erase or **No** to keep the message.

Note: You can also record over the message by selecting **Store Core** in the Toolbox.

5. Select the sequence you want to record over.
6. Select **Recorded Speech** for the Type of Message.
7. Select **Record Message** and make a new recording.

Store a Synthesized Speech Message: Basic Steps

Page/Activity

1. Go to the page or activity where you want to add a message.
2. Select the **Tools** key on the front of the device, select the **Setup** key, and select the key on the page or activity you want use.

Core

1. Select **Store Core** in the Toolbox, or select the **Tools** key on the front of the device, and then the **Setup** key from the menu.
2. Select the icon sequence you want to use for your message and select **OK**.

Page/Activity/Core – You are now in the storing menu.

3. For the Type of Message, select **Synthesized Speech**.
4. Select **Spell Message or Define Key Function**.
5. Spell your message and then select **OK**.
6. Select **Change Label** to add a label that helps you remember the message.
7. Select **Change Icon** to add an icon that helps you remember the message.
8. Select **Next Key to Define** and store another message. You can select **OK** to save your work and exit the menu. You can select any of the other options and continue to work on your current key.

Note: In the storing menus, the blue keys with the small numbers 1, 2, 3, and 4 in the upper left corners are the basic keys to use. You do not need to use them in their numbered order.

Edit a Synthesized Speech Message

Page/Activity

1. Go to the page or activity where the message is stored.
2. Select the **Tools** key on the front of the device, select the **Setup** key, and select the key on the page or activity you want to edit.

Core

1. Select the **Tools** key twice to go to the Toolbox.
2. Select the **Edit Core** key and then select the icon sequence you want to edit.

Page/Activity/Core – You are now in the storing menu.

3. For the Type of Message, select **Synthesized Speech**.
4. Select **Spell Message or Define Key Function**.
5. Use the **Delete Character**, **Arrows**, and /or **Edit Mode** keys to edit the message.
6. Touch on the text display area at any time to listen to the message.
7. Select **OK**.
8. If you want to add a recording, change the label or key color, or change the icon, do it now.
9. When you finish, select **OK**.

Erase a Synthesized Speech Message

1. For a page or activity, go to the activity or page where the message is stored.
2. Select the **Tools** key on the front of your device and then select the **Setup** key from the menu. *OR*, if the page you selected has a **Setup** key stored on it, you can select that.
3. Select the key where the message is stored.
4. Select **Delete Character** to delete the stored message. *OR*, select **Clear Key Contents**.
5. Select **OK** when you are finished.

Note: If you select **Clear Key Contents** and then change your mind, immediately select the **Undo Clear** key.

Note: If you make changes and then decide you want the original key settings back, select **Cancel** instead of OK when you exit the menu.

About Storing and Assigning Tools

Tools tell your device to perform some kind of function, such as go to a specific location, turn speech off, or open a menu. You can assign tools to activity keys and Core keys; you can also store them wherever you are allowed to store messages.

When you want to assign or store a tool, use the **Insert Tool** key on the storing keyboard. When you use **Insert Tool**, you are telling your device to do two things: (1) to show you the All Tools List and (2) to insert a tool from the list to the key or icon sequence you have chosen in your vocabulary.

Insert Tool is only active when you are in a storing menu (this includes the Assign Core Keys, Store Core, Create and Modify Activity, and Create and Modify Page menus). If you try to select **Insert Tool** when you are not in a storing menu, nothing will happen. If you are assigning multiple tools and text to an icon sequence or a key, you must select **Insert Tool** before each tool that you want to copy.

Store a Tool: Basic Steps

For a Page

1. Go to the page you want.
2. Select the **Tools** key on the front of the device.
3. Select the **Setup** key from the menu. *OR*, if the page you selected has a **Setup** key stored on it, you can select that page. *OR*, select **Modify Page** from the Toolbox, select the page you want, and then select the key you want.

For an Activity


1. Select the **Tools** key on the front of the device.
2. Select the **Setup** key from the menu. *OR*, if the page you selected has a **Setup** key stored on it you can select that page. *OR*, select **Modify Activity** from the Toolbox, select the activity you want, and then select the key you want.
3. In your activity row, select the activity where you want to store a tool. Next, select **Modify Item Within Activity**. Then select the key within the activity where you want to add a tool.

For Pages and Activities

4. Select **Spell Message or Define Key Function**.
5. On your spelling screen, select **Insert Tool**.
6. The first page of the All Tools List will be displayed. The tools will be arranged alphabetically. Select **More Items** to see more tools.
7. Select the tool you want to add.
8. Select **OK**. The tool is added.
9. Use Change Icon, Change Label, etc. until you have finished.
10. Select **Next Key to Define** or **OK** to exit the menu.







Using the Mid-Sequence Category Tool

This feature allows you to label keys within a sequence. Although it is called **Mid-Sequence Category**, you can use it in sequences of any length. Let's look at a specific example using Unity 144.







All food vocabulary starts with the  icon and a second Core icon represents a sub-category. So, the following examples show five categories of food.

		FRUIT
		SEAFOOD
		MEAT

Using **Mid-Sequence Category**, it is possible to add a label to the second icon in the sequence.

	 FRUIT	FRUIT
	 SEAFOOD	SEAFOOD
	 MEAT	MEAT

You can also add a category label to the first icon of a sequence.

 FOOD	 FRUIT	FRUIT
 FOOD	 SEAFOOD	SEAFOOD
 FOOD	 MEAT	MEAT

Finally, the **Mid-Sequence Category** feature lets you change the icon.

 FOOD	 FRUIT	FRUIT
 FOOD	 SEAFOOD	SEAFOOD
 FOOD	 MEAT	MEAT

Storing a Mid-Sequence Category

This feature is just a special type of **Store** operation. You use it by using the **Mid Seq Category** key instead of a **Store** key. This means that the first thing you have to do is make sure you have the **Mid Seq Category** tool assigned to a key or sequence on your Core. Once you have assigned it, here is the procedure for storing FRUIT in the APPLE + FLOWERS + ICON set.

1. Select your **Mid Seq Category** key.
2. The prompt **Enter a partial sequence** appears.
3. Select the keys to get to the one you want to label – in this case APPLE + FLOWERS.
4. Select **OK** at the top of the page.
5. You see the prompt **Modify key as needed, then select OK**, and the actual key;
6. Select **Change Label**, type FRUIT, then hit the **OK** button.
7. Select the **OK** button at the bottom of the page and the operation is complete.

Replace the Tools in the Tools Menu

When you select the **Tools** key, a menu with various keys in it is displayed. These keys have frequently used tools pre-assigned to them. If you find that you would rather have different tools in this menu, you can replace the original tools with the ones you want.

Store a New Tool to a Tools Menu Key


1. Go to the Toolbox and select **User Area Menu**.
2. Select **Modify User Keys**. The keys from the Tools menu are displayed.
3. Select the key you want to change.
4. Select **Enter Assignment** to open your storing keyboard.
5. Select the **Clear** key on your storing keyboard to delete the current key assignment.
6. Select **Insert Tool** on your storing keyboard.
7. Select the tool you want. The tools are listed alphabetically. Use **More Items** and **Previous Items** to find the key you want. Select **OK** when you are finished.
8. Change the label, icon, and/or color of the key if you want.
9. Select **OK** to save your work and exit the menu.

Note: If you make a mistake, select **Clear Key Contents** and start over.

About NuVoice Macros

A NuVoice macro is a set of instructions that tell your device to do something. When you store more than one tool in the same place or when you store tools and text together, you are making a macro. NuVoice macros are often used as shortcuts for tasks that normally require a number of key activations. If your vocabulary allows icon sequences, you can store macros under icon sequences. You can also assign macros to keys. For information on storing macros under icon sequences, see [Store a NuVoice Macro under an Icon Sequence](#) on page 167. For information on assigning macros to keys, see [Assign a NuVoice Macro to a Core Key](#) on page 168.

Here's an example of a stored macro:



```
◀SET-PAGE<PHONE DIRECTORY>▶ ◀PROMPT-MARKER▶phone book
```

When you select the **Phone Directory** key, the directions in this macro tell your device to open and stay on the Phone Directory page ◀SET-PAGE<PHONE DIRECTORY>▶ and then speak “phone book” ◀PROMPT-MARKER▶ (if Auditory Prompts are turned on in the Feedback Menu).

Create and Store a NuVoice Macro

If you are using Unity, you can also store NuVoice macros under icon sequences or assign them to keys.

1. Go to the page where you want to add a macro to a key.
2. Select the **Setup** key.
3. Select a blank key.
4. Make sure **Type of Message** is set to **Synthesized Speech**.
5. Select **Spell Message or Define Key Function**.
6. Select the **Insert Tool** key.
7. Find the tool you want to insert and select it.
8. If you want to add another tool, select **Insert Tool** and select the second tool.

Note: If you want the device to speak some text, but you do not want to see all the directions for your key in the text display area of your device screen, select **Insert Tool** and then select the **Prompt Marker** tool. This tells your device to speak whatever follows but not to speak anything that comes before it.

9. Type any text you want the device to speak.
10. Select **OK**.
11. Change the picture, label, and color on your key if you like.
12. Select **OK** when you are finished.

Erase a NuVoice Macro

You erase a NuVoice macro the same way you erase a stored message.

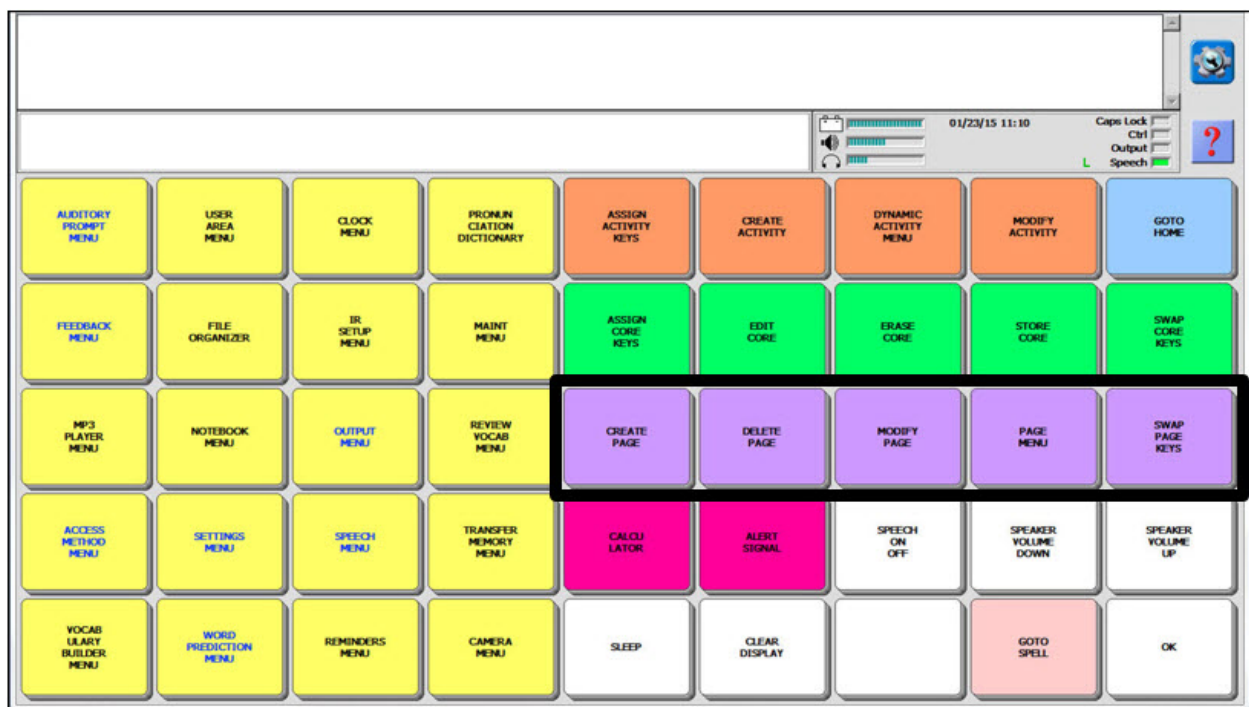
1. Go to the page where the macro is stored.
2. Select the **Tools** key on the front of the device and then select the **Setup** key. Or, if the page you selected has a Setup key on it, select that key.
3. Select the key where the macro is stored.
4. Select the **Delete Character** key to delete the stored macro. *OR*, you can select the **Clear Key Contents** key.
5. Select **OK** when you are finished.

Note: If you select **Clear Key Contents** and then change your mind, **immediately** select the **Undo Clear** key.

Note: If you make changes and then decide you want the original key settings back, select **Cancel** instead of **OK** when you exit the menu.

Using the Page Menus

The page menus allow you to create, modify, hide, and delete pages. Access page menus by selecting the appropriate page key from the Toolbox.



About Creating and Modifying Pages

Pages are created for single topics where you can talk about something for longer than one message. Your device already has many pages stored in it. You can modify these pages or you can create and modify your own pages. You can create pages for all keyboard sizes. Each key on the page is selected once.

Perhaps you would like a page that allows you to play a game or read a book or discuss a favorite topic. Each key on the page can be dedicated to a single move or a single page in a book or your thoughts on a special topic. You can make a scene page where each key explains part of a picture scene.

You can use a **template** based on another page you really like. You can **copy** a page you like and then modify it. You can create a brand new page.

Once you have created a page, your device places it in the page menu in the Toolbox automatically. You can link pages with other pages in your device.

When you create a brand new page, you will use the Create Page menu in the Toolbox. To modify or change a previously created page, use the Modify Page menu or the **Setup** key.

You can find the **Setup** key by selecting the **Tools** key. Select the **Setup** key from the menu. Depending on your vocabulary, you may also have a Setup key pre-stored on various pages.

Create Page and Modify Page Menu Options

When you create a new page, you must name it and select a template, another page, or the number of key locations you want to use. Once you perform these steps, the **Create Page** and **Modify Page** menus are the same. When you modify a page, you are changing something on a page that has already been created. To create a new page, you can do either of the following:

- Select **Create Page** from the Toolbox.
- Create a page on the fly by creating a page link and selecting **Create New Page** when asked to select the page to go to.

To modify a previously created page, you can select **Modify Page** from the Toolbox or you can go to the page where you want to make changes, select the **Tools** key on the front of your device, and then select the **Setup** key or, if your page already has a Setup key on it, you can select that key.

Create Page: Start-Up

Name Your Page

Spell a name for your page and select **OK** to exit the spelling keyboard.

Create Page from Template

If you select **Create Page from Template**, you will see either the default template for your user area or a template you set up from the User Area Menu.

Copy from an existing page

If you want to copy the format of a previously created page, select **Copy from an existing Page** and then select the page you want to copy.

Grid Size

If you do not want to use a template, you can select the number of keys you want in your grid. The fewer the keys in the grid, the larger the keys will be. Available selections are 4, 8, 15, 24, 32, 45, 60, 84, and 144. When you have selected a grid size, select **OK** to see a blank page in the grid size you selected.

Choose a Custom Grid Size

If you want to create a page with a number of keys not available from Grid Size, select **Choose a Custom Grid Size**. Two options will be displayed: Number of Rows and Number of Columns.

Number of Rows

Use the arrow keys to select the number of rows of keys you want on the page. Numbers range from 1 to 9.

Number of Columns

Use the arrow keys to select the number of columns of keys you want on the page. Numbers range from 1 to 16.

Modify Page: Start-Up

If you select **Modify Page** from the Toolbox, the names of all the pages in your device will be listed. Select the page you want to work on. Alternatively, on your device go to the page you want to work on, select the **Tools** key on the front of your device, and then select the **Setup** key. Or, if the page you selected has a Setup key on it, you can select that key.

Create Page/Modify Page Storing Options

Once you have finished creating a page or going to the page you want to modify, the storing options for Create Page and Modify Page are the same.

Type of Message (Page)

- | | |
|---------------------------|--|
| Synthesized Speech | Your device speaks the messages you type into it. |
| Recorded Speech | You record messages into your device as you would a tape recorder. |

Spell Message or Define Key Function (Page)

If you select **Synthesized Speech**, type any text that you want your device to speak and then select **OK**. If you are recording something, you can select **Spell Message or Define Key Function** to type any text that you want to have displayed in the text display area. An example of the key you are working on appears in the middle of the row of keys in the lower left corner of your screen.

Change Label (Page)

Select this key to change the label on your key. A label can contain up to 32 letters. If you want a blank label, type two spaces instead of a word.

Change Icon (Page)

Select **Change Icon** to add or change the picture on your key. You will see the Icon Category pages. Each Category contains all the icons that pertain to that category. Use **More Items** and **Previous Items** to search the categories and icons. **Spell Icon to Find** allows you to spell an icon name (or a guess at a name) and let your device search for a similar icon.

Change Key Color (Page)

Select **Change Key Color** to change the color of your key.

Hide/Show Keys

Hide/Show Keys and Hide All are also available in the Create Page menu and Modify Page menu. You may find on some pages that there are keys you don't use, or keys that you don't need or want to use right away. You can hide any keys you don't need and turn them back on (or "show" them) later if you want them.

To Hide Keys

1. Go to the page where you want to hide keys.
2. Depending on your vocabulary, select the Setup key if your page has one or select the Tools key on the front of the device and then select the **Setup** key from the menu.
3. You will see the Hide/Show Keys key in the status display area.



4. Select the **Hide/Show Keys** key.
5. Select a key to hide. It will turn grey. Brightly lit keys are not hidden.
6. Hidden keys remain fully functional and will work as usual if you show them again.
7. If you select a key to hide and then change your mind, just select it again to show it.
8. You can use **Hide All** and **Show All** to hide all the keys in your vocabulary or to show them all if you hid them earlier.



9. When you finish hiding keys, touch the text display area to exit Hide/Show mode.
10. On your page, hidden keys will be blank. They will not work if you select them.

To turn the key(s) back on: Repeat these steps to show the keys or select the **Show All** option. Select the text display area to exit the menu.

Using Hide Keys to Create Pagelets

Sometimes, when setting up special pages on a device, you may find yourself copying a particular page over and over again just to change a few icons on that page. What if you could simply change some keys on a page temporarily and then go back to your original page? Essentially, that's what pagelets do. A pagelet replaces a small number of keys on a parent page by allowing a small group of keys to "sit on top" of the parent page. This makes it easier to set up page functions.

What you do is set up the keys you *want* to see, then use **Hide Keys** to hide all the blank keys you *don't want* to see. When you then link to this pagelet, only the unhidden keys are seen; the hidden keys become transparent and you can "see" through to the underlying parent page keys. Everything else stays the same except for the pagelet keys.

Copy this Assignment to

Use this option to copy any key's assignment and store it on another key. The assignment that is copied is the assignment for the key you are working on. You can see the key's assignment in the **Spell Message or Define Key Function** display box in the storing menu.

1. Select **Copy this assignment to**. You will return to the page you are working on.
2. Select the key(s) on which you want to store the assignment.
3. Select the text display area to exit and return to the storing menu.

Copy Pages

You can copy some or all of the pages (or activities) in one user area to another user area.

Swap Page Keys

You can move keys around on a page selecting **Swap Page Keys** in the storing menu or by selecting **Swap Page Keys** in the Toolbox and then selecting the page you want. If your vocabulary has a Core, you can move Core keys by selecting **Swap Core Keys** key in the Toolbox and going to your Core.

If you use Swap Page Keys or Swap Core from the Toolbox:

1. Select the page to go to, or go to Core if you are using a Unity vocabulary.
2. Select the key you want to start the swap.
3. Select the key you want to swap with.
4. The keys are swapped. You can continue to swap keys.
5. When you are finished, touch the text display area to exit.

If you select Swap Page Keys in the Pages storing menu:

1. Select the key you want to start the swap.
2. Select the key you want to swap with.
3. The keys are swapped. You can continue to swap keys.
4. When you are finished, select the text display area to exit.

Note: If you swap keys by mistake, select the text display area to return to the storing menu or the Toolbox. Select **Swap Page Keys** from the menu or the Toolbox and repeat the steps above until you have your keys placed where you want them.

Store Category Prompt

If the key you have selected is in the first row or the first column of keys, you can add a Category prompt to identify the key. Store Category Prompt will not be active unless you are working on a key that is appropriate for a Category prompt.

Clear Key Contents

If You Are Not in a Storing Menu

Go to the page (or activity if your device offers activities) that contains the key you want. Select the **Tools** key and then select the **Setup** key. Now select the key you want to use on your page or activity.

If You Are in a Storing Menu

Select the **Clear Key Contents** key and select **OK** when you are finished.

Note: If you clear the key contents and then change your mind, **immediately** select the **Undo Clear** key.

Note: If you make changes and then decide you want the original key settings back, select **Cancel** instead of OK when you exit the menu.

Modify Scan Pattern

Modify Scan Pattern allows you to make changes to the default scan pattern. You can select the Preview key from the Modify Page Scan Pattern menu to see the scan move as you create it. You may want to use Modify Scan Pattern for selected pages, especially with scenes.

Note: You can also modify a scan pattern by opening the Access Method Menu, selecting a scanning method, and then selecting **Modify Scan Patterns**. For details, see [Modify Scan Patterns \(1-Switch/2-Switch\)](#).

Change Visual Scene

Change Visual Scene is best used by the therapy team. You must be using the **Touch** access method.

A scene page is a special page you make that has a picture superimposed over the keys on the page. You create keys that tell about the picture or various items in the picture. You create and work with scenes much the same way you do with any other page.

Your device already has many scene pictures stored in it that you can choose. You can also import your own pictures to use. Selecting **Import Scenes** in the Transfer Memory Menu allows you to import a scene to your device.

Create a Scene Page

A scene is a special page you can make that has a picture superimposed on the keys on the page. You create and work with scenes much the same way as you do with any other page.

Import Your Own Scenes

You can import your own pictures so they will be available for you to use.

1. Save your pictures to your USB flash drive.
2. Insert the USB flash drive into one of the USB ports on the device.
3. Go to the Toolbox and select **Transfer Memory Menu**.
4. Select **Import Scenes**.

Create a Scene Page

1. Go to the Toolbox and select **Create Page**.
2. Spell a name for your page and select **OK**.
3. Do one of the following:
 - To create a page or scene similar to one you already have, select **Copy from another Page**.
 - To start with a blank page (no keys defined), select the **Grid Size** you want to use.
 - To work from a page that has the regular page keys already defined, select **Create Page from Template**. The default template is the appropriate one for your user area and key size.
 - To use a different template, go to the Toolbox, select **User Area Menu**, and select **Templates**.
4. Select **Create Page from Template**.
5. Select any key on the page.
6. Select **Change Visual Scene**. The Visual Scene Settings page is displayed.
7. Select **Choose Scene**. It may take a few seconds for the scenes pages to appear.

Note: You can also import scenes here from your USB flash drive. Select **Import Scenes** instead of **Choose Scene**.
8. All of the pre-stored scenes as well as any scenes you have imported will appear on these pages. Use **More Items** to scroll through the pages.
9. Select the picture you want to use for your visual scene and select **OK**.

Note: You can also delete scenes you no longer want to use.
10. Notice that the picture covers all the keys in the preview pane. You can choose your own size for the picture so that it covers only the keys you want it to cover. Select **Set Scene Keys**.
11. Select the area you want the picture to cover by selecting a top left corner key and a bottom right corner key. The preview pane shows you how your page will look with the scene on it.

Note: Leave rows around the edges visible so you can insert some messages.
12. You can select **Set Scene Keys** again to change the scene, you can select **Remove Scene**, or you can select **Choose Scene** to choose a different scene.
13. If you want to be able to see the keys under the graphic, set **Transparency** to more than 0%.
14. Select **OK** when you are finished.
15. Select **Choose next key to define** and begin to set up the keys just as you would on any other page.

You can set up keys that are covered by the scene as well as those that aren't. You might add messages that help explain things in the picture or teach new vocabulary about the picture. You might set up a key that takes you to another page or activity that relates to the scene.

Other things you can do:

- Add a sound effect to a key by either recording a sound or importing a sound file. Change the Type of Message to **Recorded Speech**.
- Define a scan just for this page by selecting **Modify Scan Pattern**.

Add Links to other Pages on a Scene Page

You can put a link to another page on a scene page.

1. Go to the scene page you want to add a link to.
2. Set **Type of Message** to **Synthesized Speech**.
3. Select **Spell Message or Define Key Function**.
4. Select **Page Link**. A message box will ask if you want the current page or the previous page displayed after selecting a page.
5. Select the page you want to link to your scene page.
6. *Optional:* Change the label, icon, color, etc.
7. Select **OK** when you are finished.

Rename Page

Select **Rename Page** to give the page a name or rename it. Follow the directions in the text display area.

Key-Mode Static Rows/Key-Mode Scroll Rows

Key-Mode Static Rows and **Key-Mode Scroll Rows** only apply to devices with an internal computer.

For some computer applications, your vocabulary has been set up to go to a half-screen or smaller size (Key mode). This allows you to see both your computer application and part of your vocabulary computer page. In Key mode you can choose to use Scroll keys to scroll through the rows of your vocabulary, or you can choose to use the only the rows you can see. Both Key mode and Scroll keys are insertable tools.

Key-Mode Static Rows

The arrow keys let you set the number of rows in your vocabulary that will be visible. If you set it to two, then only two rows appear on the bottom of the screen when you are in Keyboard Mode. You cannot scroll to any more rows.

Key-Mode Scroll Rows

The arrow keys let you set the number of rows in your vocabulary that you can scroll through. For most computer pages, **Scroll Rows** is the default.

Using Key-Mode Static Rows and Key-Mode Scroll Rows Together

These settings can be used together. For example, one static row and two scroll rows equal three rows on the screen. The top row will be static while the bottom two rows will scroll to the next two rows on the screen. This ability to set pages with different row numbers can be helpful when you are creating special pages to drive specific Windows applications.

Choose a Custom Key Size

Use this option to set a key size to your specifications.

Number of Rows

Use the arrow keys to select the number of rows you want. Numbers range from 1 to 3.

Number of Columns

Use the arrow keys to select the number of columns you want. Numbers range from 1 to 9.

Choose Next Key to Define

Select **Choose Next Key to Define** if you want to continue to define keys on your new page.

OK/Cancel

Select **OK** to exit the menu and save your work. Or select **Cancel** to exit the menu without saving your work.

The Page Menu

The Page menu contains a list of all the pages in your device. Any time you want to go to a specific page, you can open the Page menu and select the page you want to go to. Use **More Items** and **Previous Items** to step through the pages in the menu. If you know the name of the page you want or have an idea of what it's called, you can select **Spell Page to Find**. Type the first few letters or the whole name, select **OK**, and your device will either show you the page you want or present you with a list of page names you might want.

If you would prefer not to go to the Toolbox every time you want to open a page, you can store the Page menu under a key.

You can also store a specific page under a key. To do this, you must use **Insert Tool** and then select the **Set Page** or **Set Page Temporary** tool when you store the sequence. **Set Page** takes you to your new page and lets you stay there. **Set Page Temporary** takes you to the new page, allows you to make one selection on that page, and then returns you to your original page.

You can also store the Page menu or a single page under an icon sequence if you are using Unity.

Delete Page

To delete an entire page from your device, use the **Delete Page** key in the Toolbox. Once a page has been deleted it is no longer available in your device.

1. Select **Delete Page**. The Page menu is displayed.
2. Select the page you want to delete.
3. A warning box asks you if you are sure. Answer **Yes** to continue.

Store Text Area Tool

Your device has a tool that allows you to copy any text in the text display area and paste it straight to a key so you can reuse it. You do not need to go through the storing procedure to add the text to a key. With Unity, this is an insertable tool labeled **Store Text Area**.

Use Save Text/Store Text Area

1. Type something into your text display area that you want to store.
2. Go to the page, Core, or activity where you stored the Store Text Area tool or there is a Save Text key.
3. Select the **Store Text Area** or **Save Text** key or sequence.
4. Select the key where you want to store the text. The text in the text display area is now stored on that key.

Quick Steps for Linking Pages

Add a Link to One Page that will take you to another Page

1. Go to the page where you want to put your link.
2. Select the **Setup** key from the Tools menu, or your page may already have a Setup key you can select.
3. Select a blank key on the page where you want to put the link.
4. Select **Spell Message or Define Key Function**.
5. Select **Page Link** on your spelling keyboard.
6. A message box appears.
 - If you select **Yes**, you will be able to go to your linked page, make one selection on it, and then return automatically to your original page.
 - If you select **No**, you will be able go to your linked page and stay there.
 - If you are unsure which option you want, select **Yes**.
7. All the pages in your area will be listed. Find and select the page you want to link to.
8. Select **OK**. You can now select a picture for the key, a label, etc.
9. Select **OK** when you have finished.

Working with Core Keys in the Toolbox

From the Toolbox, you can store, erase, assign, swap, and hide core keys.

Store a Recorded Core Message

1. Go to the Toolbox and select **Store Core**.
2. Select the icon sequence you want to use for your message and select **OK**. You are now in the storing menu.
3. In the **Type of Message** option, select **Recorded Speech**.
4. If you want the message to be displayed in the text display area, select **Spell Message or Define Key Function**, type the message and select **OK**.
5. Select **Record Message**.
6. Press *and hold* the **Record Message** key and speak your message. As soon as you finish speaking release the **Record Message** key.
7. Select **Listen to Recording**. If the message is too loud or too soft you can select **Record Message**, change the **Microphone Volume**, and then re-record your message.
8. When you are satisfied with the message, you can select **Change Label** to spell a label that helps you remember the message.
9. You can select **Change Icon** to add an icon that helps you remember the message.

When you select **Change Icon** you see the Icon Categories page. Select a category, then select an icon. If you know the name of the icon you want, or you have an idea of a name, use **Spell Icon to Find** to type the name. Your device will display a name or names for you to select.
10. You can select any of the other options and continue to work on your current key.
11. You can select **Next Key to Define** and store another message.
12. Select **OK** to save your work and exit the menu.

Note: In the storing menus, the blue keys with the small numbers 1, 2, 3, and 4 in the upper left corners are the basic keys to use. You do not need to use them in their numbered order.

Erase a Recorded Core Message

1. Go to the Toolbox and select **Erase Core**.
2. Select the icon sequence of the message you want to erase.
3. Select **OK**.
4. A warning box asks you if you are sure you want to erase the sequence. Select **Yes** to erase the message or **No** if you change your mind.

You can also erase a recorded message by recording over it.

1. Select **Store Core** in the Toolbox.
2. Select the sequence you want to record over.
3. Select **Recorded** in the Type of Message option.
4. Select **Record Message** and make a new recording.

Store a Synthesized Speech Message

1. Select **Store Core** in the Toolbox
2. Select the icon sequence you want to use for your message and select **OK**. You are now in the storing menu.
3. In the **Type of Message** option, select **Synthesized Speech**.
4. Select **Spell Message or Define Key Function**.
5. Spell your message and select **OK**.
6. Select **Change Label** to spell a label that helps you remember the message.
7. Select **Change Icon** to add an icon that helps you remember the message.

When you select **Change Icon** you see the Icon Categories page. Select a category, then select an icon. If you know the name of the icon you want, or you have an idea of a name, use **Spell Icon to Find** to type the name. Your device will display a name or names for you to select.

8. You can select any of the other options and continue to work on your current key.
9. Select **Next Key to Define** and store another message.
10. Select **OK** to save your work and exit the menu.

Note: In the storing menus, the blue keys with the small numbers 1, 2, 3, and 4 in the upper left corners are the basic keys to use. You do not need to use them in their numbered order.

Erase a Core Synthesized Speech Message

1. Go to the Toolbox and select **Erase Core**.
2. Select the icon sequence you want to erase.
3. Answer **Yes** to erase or **No** if you decide to keep the message.

Erasing a Dynamic Activity Link

- If you say **Yes** to erase and the sequence you want to erase is also linked to a dynamic activity, you will see a new box asking if you want to unlink from the dynamic activity.
- If you say **Yes** to unlink, the last icon in your sequence will disappear from your Core and you will no longer be able to access that particular sequence or its dynamic activity.
- If you say **No**, you do not want to unlink, the sequence itself will be erased, but the last icon in your sequence will remain visible and you will continue to be able to access its dynamic activity.

Assign Core Keys

Note: When you assign a tool to a Core key, you can no longer use that key in a sequence. The tool replaces the icon.

1. Select **Assign Core Keys** in the Toolbox.
2. In your Core, select the key to which you want to assign a tool.
3. In **Assign Key As**, select the **Tool** option.
4. Select **Enter Assignment**.

5. Select the **Insert Tool** key and then select the tool you want to assign.
6. Select **OK**.
7. The name of the tool appears as the label of the Core key. You can change the Icon and label or use any of the other options in the menu.
8. Select **OK**. From now on, whenever you select this key from your Core, it will perform the function of the tool you assigned to it. You will no longer be able to create or retrieve sequences that use the icon associated with the key.

Erase the Tool and Restore the Original Icon

Select **Icon** in the **Assign Core Keys** menu screen to erase a tool from a Core key and restore the original icon. Select **Clear Key Contents** to clear everything from the key.

To erase the tool and restore the Icon:

1. Go to the Toolbox and select **Assign Core Keys**.
2. Select the key on your Core that contains the tool you want to erase.
3. Select **Icon** in the **Assign Key As** box.
4. The original icon is restored.
5. Select **OK**.

To clear the entire contents of the key so it becomes a blank key:

1. Go to the Toolbox and select **Assign Core Keys**.
2. Select the key whose contents you want to erase.
3. Select the **Clear Key Contents** key.
4. Select **OK**. The key is now blank. It has neither an icon nor any contents.

Store a Tool Under an Icon Sequence

You can store a tool under an icon sequence instead of assigning one to a key. This way you do not lose a Core key.

1. Go to the Toolbox and select **Store Core**.
2. Select the icon sequence you want to use.
3. Select **Spell Message or Define Key Function**.
4. Select **Insert Tool**.
5. Select the tool you want and then select **OK**.
6. Change the last icon of your sequence and/or change the label if you want.
7. Select **OK** to exit the menu.
8. When you select the sequence, you will select the tool you just stored.

To erase the sequence:

1. Go to the Toolbox and select **Erase Core**.
2. Select the icon sequence you stored the tool under.
3. Select **OK**.
4. Select **Yes**.
5. Select **Go To Core**.

Store a NuVoice Macro under an Icon Sequence

A NuVoice macro is a set of instructions that tell your device to do something. When you store more than one tool in the same place or when you store tools and text together, you are making a macro. NuVoice macros are often used as shortcuts for tasks that normally require a number of key activations. For general information on NuVoice macros, see [About NuVoice Macros](#) on page 153.

Example: The Alert Signal Tool

The Alert Signal tool is in your Toolbox but you may not be in the Toolbox when you need some assistance. Let's store the Alert Signal and add the words "Please help." under an icon sequence on your Core.

1. Go to the Toolbox and select **Store Core**.
2. Select the icon sequence you want to use to store the macro under and select **OK**.
3. In the **Type of Message** box select **Synthesized Speech**.
4. Select **Spell Message or Define Key Function**. Your Spelling keyboard is displayed.
5. Select the **Insert Tool** key.
6. The first page of the All Tools list is displayed. The tools are arranged alphabetically on the screen. Select the **Alert Signal** tool.
7. Type **Please help!** and select **OK**.
8. *Optional:* Change the last icon in the sequence and the label.
9. Select **OK** on the storing screen.
10. Check the status display area to make sure Speech is turned on.

Note: To turn speech on, select **Speech On/Off** in the Toolbox to toggle the Speech indicator on in the status display.

11. Select the Core sequence you stored the macro under. Your device should play the Alert Signal and speak, "Please help!"

Assign a NuVoice Macro to a Core Key

When a tool or a NuVoice macro is assigned to a key, that key can no longer be used as part of a message sequence. *The tool replaces the key's icon.*

To assign tools and directions (NuVoice Macros) to a Core key:

1. Go to the Toolbox and select **Assign Core Keys**.
2. The Toolbox returns you to your Core. Select the key you want to use to store the macro under.
3. Select **Tool** in the **Assign Key As** box.
4. Select the **Enter Assignment** key. Your spelling keyboard is displayed.
5. Select the **Insert Tool** key.
6. The first page of the All Tools list is displayed. The tools are arranged alphabetically on the screen. Select the **Call** tool.
7. Type **Please help!** and select **OK**.
8. You can change the last icon in the sequence and the label if you wish.
9. Select **OK** on the storing screen.
10. Check the status display area to make sure Speech is turned on.

Note: To turn speech on, select **Speech On/Off** in the Toolbox to toggle the Speech indicator on in the status display.

11. In your Core, select the key you stored the macro under. Your device should play the Call signal and speak, "Please Help!"

Erase a NuVoice Macro

To erase a NuVoice macro that has been stored under an icon sequence:

1. Go to the Toolbox and select **Erase Core**.
2. Select the icon sequence you stored the macro under.
3. Select **OK**.
4. Select **Yes**.
5. Select **Go To Core**.

To erase a NuVoice macro that has been assigned to a Core key:

1. Go to the Toolbox and select **Assign Core Keys**.
2. The Toolbox returns you to your Core. Select the key you assigned the macro to.
3. Erase the macro or clear the key's contents.
 - To erase the macro and restore the original icon: Select **Icon** in the **Assign Key As** option.
 - To clear the key of everything: Select **Clear Key Contents**.
4. Enter a **New Assignment** or select **OK** to leave the key empty.

Swap Core Keys

You can move keys around in Core by using **Swap Core Keys**. When you swap keys, the entire key, including any sequences that might be stored under it, is swapped.

To swap two keys:

1. Go to the Toolbox and select **Swap Core Keys**.
2. Select the first key you want to swap.
3. Now select the key you want to swap the first key with.
4. Continue to swap keys as needed.
5. To exit and save your work, select **OK**.

Note: If you want to exit Swap Keys *before* you have completed an operation, select the text display area. This is the same as using a **Cancel** key.

Hide Core Vocabulary Keys

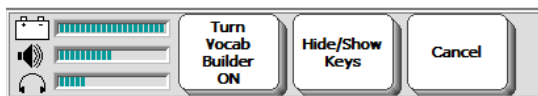
Hide Keys works with single hit vocabulary. Use **Vocabulary Masking on the Fly** or the **Vocabulary Builder Menu** to hide multiple-key sequences. If you are just beginning to learn about your vocabulary, you might want to use only a few keys on your Core. You can hide all the keys that you don't need. When you are ready to learn about more keys, you can turn the hidden keys back on ("show" them) and see them in your Core.

When you hide a key, you are telling it to quit working. You won't even see the icon in your Core. If you select the space where the icon/key used to be, nothing will happen. In effect, you are turning the key off so that you can't use it.

To hide Core keys:

You must be using a single-hit (1-Hit) vocabulary.

1. Go to your Core and select the **Setup** key.
2. Select the **Hide/Show Keys** option.



3. Select the key or keys you want to hide. When you select a key, it will turn gray.
4. You can hide activities as well as Core keys.
5. If you change your mind after you have selected a key, just select it again. It will return to its active state. You can also use the **Show All** key in the Status Area.
6. When you have finished, click **OK** or select the text display area to exit.
7. Your Core will be displayed. Notice that the keys you have hidden are no longer visible.

To turn the key(s) back on: Repeat these steps or select the **Show All** option. Then click **OK** or select the text display area to exit.

Link a Core Icon Sequence to a Page

If, instead of setting up a message under an icon sequence on your Core, you want to link the sequence to a page you have already created, follow the steps below.

1. Select **Store Core** in the Toolbox.
2. Select the icon sequence you want to use, then select **OK**.
3. Select **Synthesized Speech** from Type of Message.
4. Select **Spell Message or Define Key Function**.
5. Select **Page Link** on the spelling keyboard.
6. A message box asks “Do you want the linked page to close after you select a key?”
7. Select **Yes** or **No**.
 - If you select **Yes**, you can go to the page that you linked your sequence to, make one selection from the linked page, and then automatically return to your original screen.
 - If you select **No**, you will go to the linked page and remain on that page.
8. A list of all the pages in your device will be displayed. Select the page you want to link to.
9. Select **OK**.
10. Select **Change Label** to change the label.
11. Select **OK**. Now when you select the sequence you should go to the page you just linked to.

Store a Single Page Under an Icon Sequence

To store a specific page under an icon sequence:

1. Select **Store Core** in the Toolbox.
2. Choose the icon sequence you want to use and then select **OK**.
3. Select **Synthesized Speech** from Type of Message.
4. Select **Spell Message or Define Key Function**.
5. Spell any text you want to store.
6. Select **Insert Tool**.
7. Select **Set Page** or **Set Page Temporary** tool.
 - **Set Page** means you will go to the page and stay there.
 - **Set Page Temporary** means you will go to the page, stay there for one activation, and then return to wherever you were working.
8. Choose the page you want from the **Page** menu.
9. Select **OK**.
10. Select **OK** again.

To store an entire page menu under an icon sequence:

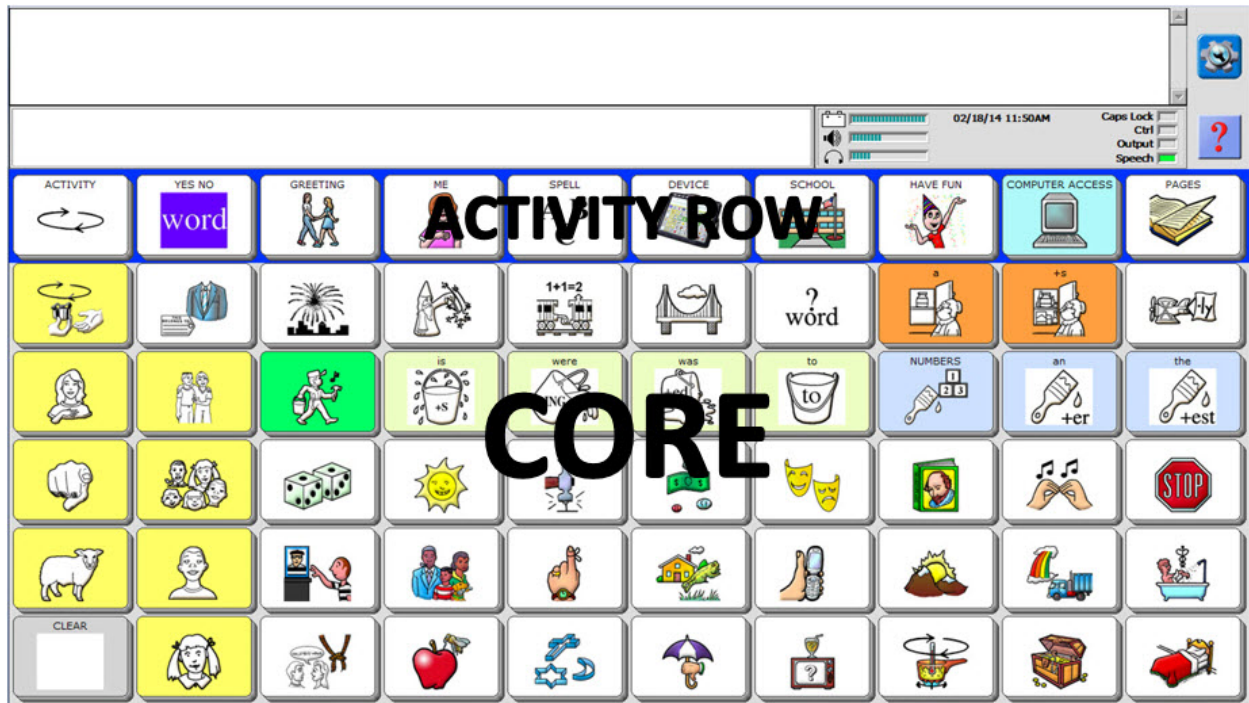
Change step 7 to **Page** menu and delete steps 8 and 9.

Working with Activities

You can create, delete, and modify activities and link them to pages.

Activity Row

The top row of your Core is always the activity row. Each activity allows you to access words that are focused on a particular theme. Each vocabulary has its own activities.



Activities contain single-hit vocabulary that enhances your vocabulary rather than duplicating or replacing it. You can create your own activities for areas of your life where you would like to be able to participate in conversation quickly and easily. You might want an activity for conducting banking transactions, one for a class at school or a hobby. You can add and delete activities as your interests change.

Most vocabularies have more than one row of pre-stored activities. Select the key with the circling arrows on it to see more activities.

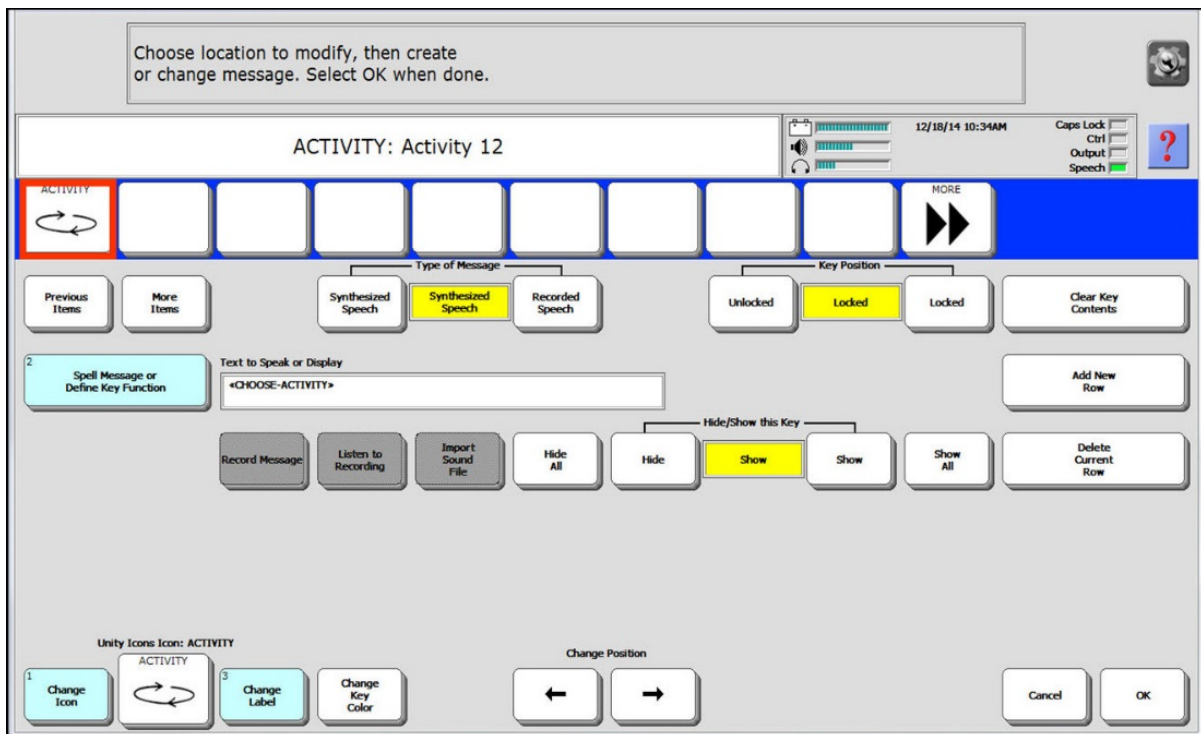
Set Activity Template

Each vocabulary has a default template you can work from when creating an activity. It is generally called **Blank or Template**. This will contain some essential keys such as More, Back, Core, OK, etc., placed where they are always placed in the regular vocabulary. If you would prefer to select your own template, you can choose from any of the activities in your vocabulary. The Set Activity Template option is in the User Area Menu.

Create a New Activity

You can create your own activities and add them to your activity row.

1. Go to the Toolbox and select **Create Activity**.
2. Spell a name for your new activity and select **OK**.
3. Choose an icon for the activity from one of the icon categories. If you do not want an icon, select **No Icon** or **Cancel**. You have just defined the key you will see in your activity row.
4. A screen opens that allows you to set up how your activity functions. The first key in the activity is highlighted in red. Notice that some keys are automatically defined for you in a new activity. The template below has already defined the **Activity** key and the **More** key.



Note: The blue keys with the small numbers 1, 2, and 3 in the upper left corners are the basic keys to use. You do not need to use them in their numbered order.

5. Select a **blank** key to define. The red highlight box moves to the key you selected.



6. Select the **Change Icon** key near the bottom the screen.
7. Select an icon to go with your key.
8. When you select an icon, your device automatically inserts the icon name as a text label for the icon in the Text to Speak or Display box. This saves you some typing if this is what you want your device to speak. If not, change the icon label later or select a different icon.
9. To add a message to your key, select **Synthesized Speech** or **Recorded Speech** under Type of Message.

10. Select **Spell Message or Define Key Function**.

- If you selected **Recorded Speech**, spell any text to go with the key and then select **Record Message** and record your message.
- If you selected **Synthesized Speech**, spell your message and/or define the key function.

11. Select **OK** when you have finished recording or typing.

12. If you want a different label, select **Change Label**. Type a new label for your key. Select **OK**.

13. You can **Hide** or **Show** any of the keys in the activity.

14. Use **Change Key Color** to change the color of your key. (You could make all the keys in this activity the same color.)

15. Select the next key you want to define and repeat these steps.

16. When you have completed defining keys in your activity, select **OK**. Then go to your Core and test the activity.

Note: If you make a mistake when you are defining a key, select **Clear Key Contents** and start over.

Dynamic Activities

You make an activity dynamic by linking it to an icon sequence and turning it on in the **Dynamic Activity Menu**. Once the activity becomes a dynamic activity, you can be in any other activity, go to the new activity, speak a message, and return automatically to the first activity.

1. Go to the Toolbox and select **Dynamic Activity Menu**.

2. Turn Dynamic Activities **On**.

3. Set Activity Persistence to **Temporary** or **Permanent**.

- Temporary means you can make one selection in the dynamic activity and then return to your original activity. In most cases you will want Temporary so you do not stay in the dynamic activity.
- Permanent means you will remain in the dynamic activity.

4. Select **Add Dynamic Activity**.

5. Choose an icon or icon sequence to store and then select **OK**.

6. From the list, select the activity you want to make dynamic.

7. Select **OK** when you are finished.

Test the Dynamic Activity

1. Open any activity.

2. Select the icon you selected in the procedure above.

3. The activity you wanted opens. Select an icon in the activity.

4. The word is spoken and you return to your original activity.

Erase a Dynamic Activity Link

To erase a dynamic activity link:

1. Go to the Toolbox and select **Dynamic Activity Menu**.
2. Select **Delete Dynamic Activity**.
3. Select the icon sequence for the dynamic activity you want to erase. Select **OK**.
4. Answer **Yes** if you are ready to delete the activity.
5. Select **OK** to exit the menu.

Note: This action erases the link to the activity, not the actual activity.

To erase an entire activity:

1. Go to the Toolbox and select **Modify Activity**.
2. Select **Delete Activity**.
3. Select **Yes** from the message box.

Note: Within the activity itself, you can use the Delete Message option to delete just the message for that key.

Deleting Dynamically Linked Sequences

Sometimes a sequence contains both a message and a dynamic activity link. You can delete the contents of the sequence but leave the dynamic activity link intact, or you can also erase the link to the dynamic activity. When you attempt to erase the contents of a sequence that is also linked to a dynamic activity, a message box will ask you confirm: "This sequence is linked to Dynamic Activity < >. Do you want to unlink it?" Select **Yes** to erase the link or **No** to keep it.

Review All Dynamic Activities

1. Go to the Toolbox and select **Dynamic Activity Menu**.
2. Select one of the **Review** options.
3. Your device shows you the dynamic activities. You see the sequence for the activity and the activity name.
4. Select **More Items** if you have more than one page of dynamic activities.
5. Select **Cancel** when you are finished.
6. Select **OK** to exit.

Modify an Existing Activity

When you modify an existing activity, you can modify the main activity key (the one you see in your activity row) and you can modify the keys within the activity. Go to the Toolbox and select **Modify Activity**. Select the activity you want to modify. If you want to modify keys within the activity, select **Modify Item Within Activity**.

To modify the main activity key:

1. Go to the Toolbox and select **Modify Activity**.
2. Select the activity you want to modify.
3. The menu provides options to modify a key in your activity row as well as make changes to the entire activity row.

Alternative method:

1. Select the **Tools** key on the front of the case.
2. Select the **Setup** key from the menu.
3. Select an activity. The Modify Activity menu is displayed.

Note: If you select an activity **first** and then select the **Setup** key from the **Tools** menu, you will see the **Modify Item Within an Activity** screen.

Modify Main Activity Options

Go to the Toolbox and select **Modify Activity**. Then select the activity you want to modify. The menu allows you to modify keys in an activity row, not the keys within a specific activity.

Previous Items

If you have more than one row of activities, this will show you rows that come before the one you are currently looking at.

Next Items

If you have more than one row of activities, this will show you the rows that come after the one you are looking at.

Store Category Prompt

Note: Category prompts are for scanning only.

You can add a category prompt to the main activity key that tells what the activity is about.

Rearrange Activities

Use **Rearrange Activity Keys** to move the More Items key, fill in empty keys, or set locked keys to remain in position or move.

Move More Items Key: NO/Left/Right

This option allows you to move the More Items key from the right side of the row to the left side of the row, which is generally more convenient when you are scanning.

Fill In Empty Keys: YES/NO

If you have blank keys here and there in an activity, this option will compress them and put all the non-blank keys first so they are easy to access.

Locked Keys Stay Locked: YES/NO

If you decide to fill in empty keys, any locked keys will not move. If you want them to move, select **Yes**.

Make Changes to All Activities

Select this option when you want changes you have made in this menu to occur in all your activities. For example, if you move More Items, you will probably want it moved in all your activities.

Make Changes to Selected Activities

Select this option when you want changes you have made in this menu to occur in specific activities only. For example, you may only want filled in keys on a few activities.

Copy Activities

This key allows you to copy **Selected Activities** to a different user area. You can also copy **All Activities** to a different user area.

Change Icon (Main Activity Option)

Selecting **Change Icon** takes you to the Icon Categories page, where you can select an icon.

Change Label (Main Activity Option)

Selecting **Change Label** takes you to your spelling page, where you can type a new label.

Change Key Color (Main Activity Option)

Selecting **Change Key Color** takes you to the color chart, where you can select a different color.

Change Position (Main Activity Option)

Use **Change Position** to change the position of a key in the activity row.

Activity Background Color

Use **Activity Background Color** to change the background color of the entire activity row.

Hide/Show Activity

Selecting Hide or Show under Activity allows you to hide or show any activity. To hide an activity, select the activity and then select **Hide**. The activity turns dark grey and becomes inactive. To make an activity active again, select the hidden activity and then select **Show**. The activity will turn bright and be ready to use. The **Previous Items** and **More Items** options will often show you many hidden activities.

Hide All Activities

Selecting **Hide All Activities** hides all the activities in your activity row.

Delete Activity

Use **Delete Activity** to delete an entire activity.

Options for Modifying an Item within an Activity

The **Modify Item Within an Activity** screen is a basic storing screen with a few additions that relate specifically to activities.

Previous Items (Activities)

If you have more than one row of activities, this option will show you rows that come before the one you are currently looking at.

Next Items (Activities)

If you have more than one row of activities, this option will show you the rows that come after the one you are looking at.

Type of Message (Activities)

Select **Synthesized Speech** to type a message your device will speak. Select **Recorded Speech** to have someone record a message into your device.

Record Message (Activities)

When you select **Recorded** in the Type of Message option, the Record Message key becomes active. Press and hold the **Record Message** key and record your message. Release the key when you finish recording.

Listen to Recording (Activities)

When you record a message, press this key to hear how the recording sounds.

Import Sound File (Activities)

This option allows you to store a sound file on a key.

Spell Message or Define Key Function (Activities)

If you selected **Synthesized Speech**, type a message for your device to speak. You can also enter tools and text that tell your device to perform some action. If you selected **Recorded Speech**, you can type any text that you would like to have displayed while the recording is speaking.

Change Icon (Activities)

This option takes you to the Icon Categories page, where you can select an icon.

Change Label (Activities)

A label can contain up to nine (9) letters. If you want a blank label, enter a **space** instead of a word.

Change Key Color (Activities)

This takes you to the color chart where you can select a new key color.

Change Position (Activities)

This allows you to change the key's position in the row.

Key Position: Lock/Unlocked (Activities)

Select **Lock** to keep the key fixed in its place in the row. Select **Unlock** to allow a key to be shuffled in your activity row. Keys you select a lot will move toward the front of the activity for easier access.

Recommendation: Lock the **Go Back** and **More Items** keys so that they do not shuffle.

Hide/Show This Key

Selecting **Hide/Show This Key** allows you to hide or show individual keys in the activity. To hide a key, select the key you want to hide in the activity and then select the **Hide** option. To show a key, select the key you want to show in the activity and then select the **Show** option.

Note: You can also be in your Core, select the **Tools** key on the front of the case, and select the **Setup** key from the menu. The **Hide/Show Keys** button will appear in your status area. Select the keys you want to hide or show. You can select keys from the activity row as well as Core. Select **OK** or select the text display area to exit.

Show All (Activities)

Select **Show All** to show any hidden keys in your activity.

Clear Key Contents (Activities)

Select **Clear Key Contents** to completely clear a key of its contents. As soon as you select this key it changes to **Undo Clear Key**, which allows you to replace the key contents in case you change your mind. For **Undo Clear Key** to work, you must select it right after you have cleared the key. If you make any other key selections, Undo Clear Key will not work.

Add New Row (Activities)

Add a new row of blank keys to your activity.

Delete Current Row (Activities)

Delete the current activity row.

Link an Activity to a Page or to another Activity

You can link your activity to a page or to another activity. This means you can press a key in an open activity that will take you to another activity or to a page that have already created.

To link an activity to another activity:

If you are creating a new activity: Select **Create Activity** in the Toolbox, spell the name of the activity, and select an icon.

If you want to link an activity you have already created: Select **Modify Activity** in the Toolbox and select the activity you want to link. Then select **Modify Item Within Activity**.

1. Select the key inside the activity in which you want to store the link.
2. Select the **Spell Message** key.
3. Instead of spelling a message, select the **Activity Link** key on the Spelling keyboard.
4. You will see all the activities that are available. Select the one you want to link to.
5. Select **OK**.
6. Choose an icon for your key, label it, etc.
7. Select **OK** to save your changes and exit the menu.

Link a Page to an Activity

1. Go to the activity you want to link.
2. Select **Modify Item Within Activity**.
3. Select the **Tools** key on the front of the case.
4. Select the **Setup** key from the menu.

or

1. Go to the Toolbox and select **Modify Activity**.
2. Select the activity in which you want to put the link to a page.
3. Select Modify Item within Activity option.
4. Select the Spell Message key.
5. Instead of spelling a message, select the **Page Link** key on the Spelling keyboard.
6. A message box will ask “Do you want the linked page to close after you select a key?” Select either **Yes** or **No**.

If you select:	This will happen:
Yes	You will be able to go to your linked page, make one selection from it, and return automatically to your original activity or page. If you are unsure what you want, we suggest you select Yes .
No	You will go to the linked page and stay there.

7. A list of pages will be displayed. Select the page you want to link to.
8. Select **OK**.
9. Choose an icon for the key, label it, etc.
10. Select **OK** to save your changes and exit the menu.

Assign Activity Keys

Use **Assign Activity Keys** in the Toolbox to assign a tool to your activity row. Assigning a tool to your activity row can be useful if you need an empty key on your Core. For example, perhaps you want to assign a tool that you use frequently to a key on your Core, but you have no blank keys. You decide if you could just move **Clear Display** to the activity row, you could assign your new tool to the key where **Clear Display** used to be. **Assign Activity Keys** lets you do this.

Assigning a tool to a key in the activity row is like adding a key to the row. You select a position in the row that includes an activity, assign the tool to it, and your device places the tool where the activity was and moves the activity one place to the right in the row.

Note: Assign Activity Keys will not allow you to assign a tool to a key *within* an activity. Use the Create Activity or Modify Activity menus for that. Use the **Spell Message** or **Define Key Function** and the **Insert Tool** keys.

To assign a tool to a key in the activity row:

1. Select **Assign Activities Keys** in the Toolbox. The first row of available activities is displayed.
2. Select the key to which you want to assign a tool.
3. In **Assign Key As** select the **Tool** option.
4. Select **Enter Assignment**.

5. Select the **Insert Tool** key and then select the tool you want to assign.
6. Select **OK**.
7. Select any of the other options you want.
8. Select **OK**. You will see the tool in your activity row.

Note: If at some later time you decide you want the activity back in its original place, simply open **Assign Activities Keys**, select the tool, and then select the **Activity** option. The tool key will disappear and the activity key will return to its original place in the row.

Note: Use **Assign Core Keys** to assign a tool to a Core key.

Store a Tool in an Activity

If you want to store a tool or a macro on a key *within* an activity, follow these steps.

1. Go to the activity you want. Select **Modify Item Within Activity**. Select the **Tools** key on the front of your case and then select the **Setup** key.

As an alternative, you can select **Modify Activity** from the Toolbox.

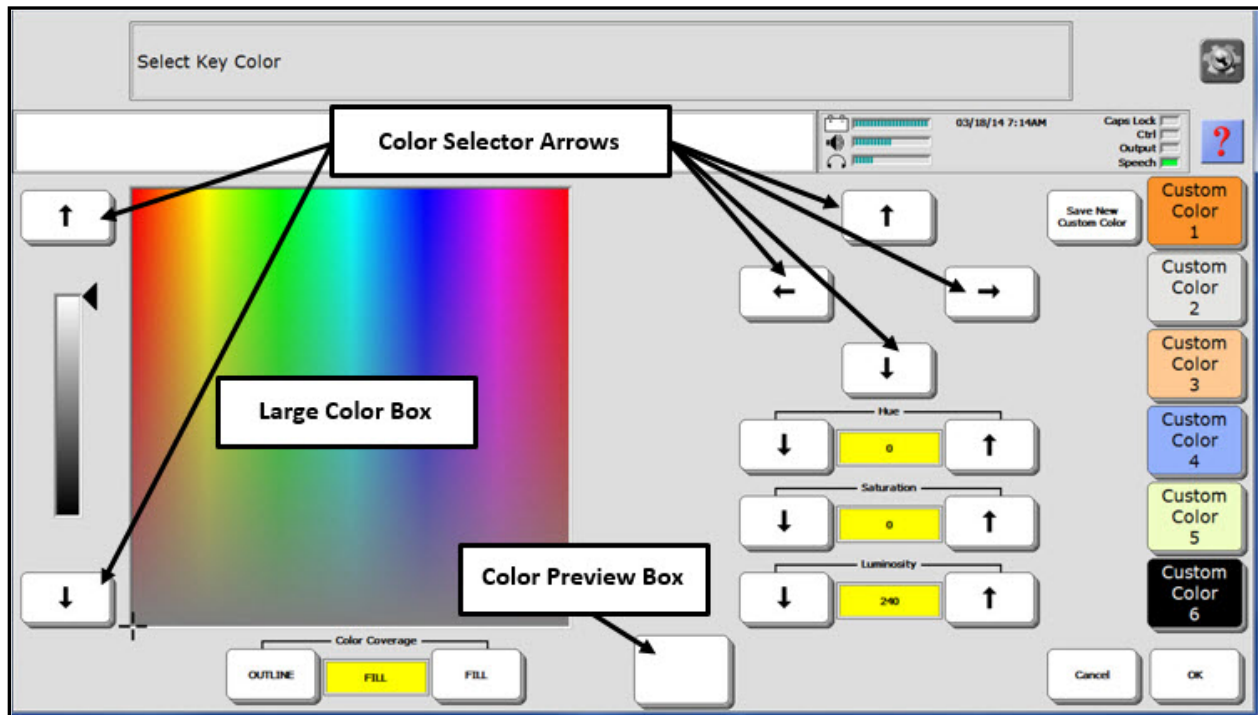
2. In your activity row, select the activity in which you want to store a tool.
3. Select **Modify Item Within An Activity**.
4. Select the key within the activity in which you want to add a tool.
5. Select **Spell Message or Define Key Function**.
6. On your spelling screen, select the **Insert Tool** key.
7. You see the first page of the All Tools list. The tools are arranged alphabetically. Select **More Items** to see more tools.
8. Select the tool you want to add.
9. Select **OK**. The tool is added.
10. You can use **Change Icon**, **Change Label**, etc. until you have finished.
11. Select **Next Key to Define** or **OK** to exit the menu.

Icon Tutor Key in the Activity Row

All of the Unity vocabularies have an **Icon Tutor** key in the activity row. In some vocabularies it is in the device **Tools** activity. When you select this key, you can search the Icon Tutor without having to go to the **Review Vocabulary Menu**. Just type the word you are looking for and select **OK**.

Working with Color

When you create or modify a page, change notebook colors, etc. you can create custom colors by varying such factors as hue, saturation, and luminosity. For example, selecting the **Change Key Color** key opens the Select Key Color screen, allowing you to select a color. If you want to use a custom color, select the **Advanced Colors** key to display a screen similar to the following:



Advanced Color Options

The following options allow you to create custom colors to apply to keys, notebooks, etc.

Color Coverage

Use the Color Coverage option, when available, to either fill an item with color or apply a colored outline to the item. This option is not available on all color screens. For example, this option is available when you change key colors, but not when you change notebook colors.

Text/Background

When available, the Text/Background option appears below the Luminosity option. Use the Text/Background option to apply color to either the area behind the text or the text itself. This option is not available on all color screens. For example, this option is available when you change notebook colors, but not when you change key colors.

Color Selector Arrows

Use the Up and Down arrows to the **right** of the large color box to change hue. Use the Left and Right arrows to change saturation. As you use the arrows, the pointer in the large color box moves to the color currently selected. Use the Up and Down arrows to the **left** of the color box to adjust the lightness and darkness of the selected color. As you use the arrows, the pointer between the arrows moves up and down the lightness/darkness scale to show you the relative lightness or darkness.

Hue

Hue changes the basic, undiluted color—red, orange, yellow, green, blue, etc. As you use the Up and Down color selector arrows, the hue value changes automatically. If you know the specific hue you want, use the Hue arrows to select the value.

Saturation

Saturation adjusts the brightness of the color. As you use the Left and Right color selector arrows, the saturation value changes automatically. If you know the specific degree of saturation you want, use the Saturation arrows to select the value.

Luminosity

As you use the Lightness/Darkness arrows to make the selected color lighter or darker, the Luminosity value changes automatically. If you know the specific degree of luminosity you want, use the Luminosity arrows to select the value.

Large Color Box

As you move the color selector arrows or adjust hue, saturation, and luminosity values, the pointer in the large color box moves to the color currently selected.

Color Preview Box

As you move the color selector arrows or adjust hue, saturation, and luminosity values, the color preview box displays the color currently selected. This box is not available on all color screens. For example, this box is available when you change key colors, but not when you change notebook colors.

Workspace Preview

When available, the Workspace Preview box appears below the large color box. As you move the color selector arrows or adjust hue, saturation, and luminosity values, the Workspace Preview box displays the color currently selected. This option is only available when you change workspace colors.

Notebook Preview

When available, the Notebook Preview box appears below the large color box. As you move the color selector arrows or adjust hue, saturation, and luminosity values, the Notebook Preview box displays the color currently selected. This option is only available when you change notebook colors.

Marked Text Preview

When available, the Marked Text Preview box appears below the large color box. As you move the color selector arrows or adjust hue, saturation, and luminosity values, the Marked Text Preview box displays the color currently selected. This option is only available when you change background and text colors for marked text.

Activity Row Background Color Preview

When available, the Activity Row Background Color Preview box appears below the large color box. As you move the color selector arrows or adjust hue, saturation, and luminosity values, the Activity Row Background Color Preview box displays the color currently selected. This option is only available when you change an activity row's background color.

Save New Custom Color

To save a color you create to apply to other items, select **Save New Custom Color** and then select **Custom Color 1**, **Custom Color 2**, **Custom Color 3**, **Custom Color 4**, **Custom Color 5**, or **Custom Color 6**. The background color of the Custom Color key you select will change to the new color.

Custom Color 1 - 6

To save a color you create to apply to other items, select **Save New Custom Color** and then select **Custom Color 1**, **Custom Color 2**, **Custom Color 3**, **Custom Color 4**, **Custom Color 5**, or **Custom Color 6**. The background color of the Custom Color key you select will change to the new color.

Note: If you select a Custom Color key that already stores a color, the new color will replace the older color.

Create a Custom Color

Use the following basic procedure to create a custom color.

1. Depending on where you are creating the color, select **Fill** or **Outline** color coverage or **Background Color** or **Text Color**.
2. Use the Up and Down color selector arrows to the **right** of the large color box to select the hue you want.
3. Use the Left and Right color selector arrows to the **right** of the large color box to select the degree of saturation you want.
4. Use the Up and Down arrows to the **left** of the color box to adjust the lightness and darkness (luminosity) of the selected color.

Note: Alternatively, if you know the custom color values you want, select the values from the Hue, Saturation, and Luminosity options.

5. When the color you want is displayed in the preview box, select **Save New Custom Color**.
6. Select **Custom Color 1**, **Custom Color 2**, **Custom Color 3**, **Custom Color 4**, **Custom Color 5**, or **Custom Color 6**. The background color of the Custom Color key you select will change to the new color.
7. Select **OK**.

Bluetooth Cell Phone

Your device has an internal Bluetooth module that will allow you to pair with Bluetooth devices such as a cell phone (see below), speaker (see page 44), switch (see pages 83 and 84), or headset (see page 191).

About Bluetooth Cell Phones

Note: You can only pair with **one** Bluetooth device at a time unless you ordered a second Bluetooth module at the time you purchased your device.

Note: To pair with the Bluetooth module, you must have a Bluetooth cell phone.

A list of compatible cell phones is available at several links on the PRC website www.prentrom.com. This list is always changing as new phones are added and old ones are discontinued.

Please Read these important notes about using a Bluetooth cell phone and your device!

With some phones there is the possibility that you will hear static and buzzing from your device when you make a call. This is **not** a problem with your device. It is due to your phone software and PRC cannot fix this.

Not all phones support Bluetooth text messaging, so do not expect that your phone will. Look for "Text Messaging Supported" in the Bluetooth Status box when you pair your device and phone. If you do not see this message, text messaging is not supported.

When using a phone, your device and your phone should be within 10 feet of each other for best results.

Pair and Configure your Bluetooth Cell Phone

1. From your Phone page or activity row, select the **Phone Dial Pad** key.
2. Select the **Phone Configuration** key. The Phone Configuration menu will be displayed.
3. **On your phone**, go to the "Bluetooth" menu. To find this menu you may have to read the manual that came with your phone.
4. Put your phone in "discoverable" mode.

Note: On your phone, "Discoverable mode" may be labeled "discoverable" or "paired" or "find me" or something else entirely. Different Bluetooth cell phones call the pair button different things. If you are unsure which option to select, look at the instructions that came with your cell phone.

5. **On your device**, select the **Pair to Phone** key. Your phone will display a message asking you to enter a passcode.
6. **On your phone**, enter four zeroes: **0000**. **You must use this passcode**. Then select **OK** or the button on your phone that accepts your selections and exits.

When your cell phone is paired with your device you will see "Paired" or "Connected" in the Bluetooth Status box in the Phone Configuration menu. You will also see Bluetooth cell phone icons in the status display area of your device.

Configuration Menu Options

Text Messaging (BT Configuration Menu)

If your cell phone supports Bluetooth text messaging, you will see "Text Messaging Supported" in the Bluetooth Status box. If you do not see this message, your phone will not support Bluetooth messaging.

The following options are also available from the Phone Configuration menu on your device. To access the menu, go to the Toolbox, select **Maint Menu**, select **Hardware Diagnostics**, and select **Phone Configuration**.

Paired Devices (BT Configuration Menu)

Paired Devices allows you to view all the Bluetooth cell phones you have been paired with.

Disconnect (BT Configuration Menu)

Disconnect allows you to disconnect (or "unpair") from the phone you are currently using.

Ringer Menu (BT Configuration Menu)

Ringer Menu allows you to set the standard tones for Ringer and Notify Message and test the ringer volume.

Headphone Level (BT Configuration Menu)

If you have trouble hearing the person talking to you, select a higher number for this option. If the person's voice is too loud, turn this option down.

Note: This option may be labeled "Input Volume" in your phone's configuration menu.

Microphone (BT Configuration Menu)

By default, the Microphone option is turned off. To use your device's built-in microphone, select **Built-in**.

Mic Level (BT Configuration Menu)

If the other person is having trouble hearing you, select a higher number for this option. If the other person says your voice is too loud, turn this option down.

Note: This option may be labeled "Output Volume" in your phone's configuration menu.

Bluetooth Beep Output (BT Configuration Menu)

When Bluetooth Beep Output is turned on, the person you are talking to will be able to hear your device beep as you make message selections. If you turn it off, the listener will not hear anything while you select your messages.

Listen to Calls with (BT Configuration Menu)

There are several ways you can listen to callers: use the internal speakers; plug headphones into the connector on the side of your device and/or pair with Bluetooth headphones; or use the internal speakers in combination with headphones. On the Phone Dial Pad, select **Phone Configuration**. **Listen to calls with** allows you to select the option(s) you want to use.

Auto-Delete TXT Messages (BT Configuration Menu)

Auto-Delete TXT Messages keeps your phone from filling up with text messages. If you turn **Auto-Delete TXT Messages** on, your device will delete text messages from your phone once they are read and stored on your device.

Bluetooth Icons Visible in the Status Display Area



The green figure to the left of the cell phone indicates the battery charge. A blue phone indicates you are not using the phone.



The green phone indicates that you are talking on the phone.



This icon indicates that you are making or receiving a call.

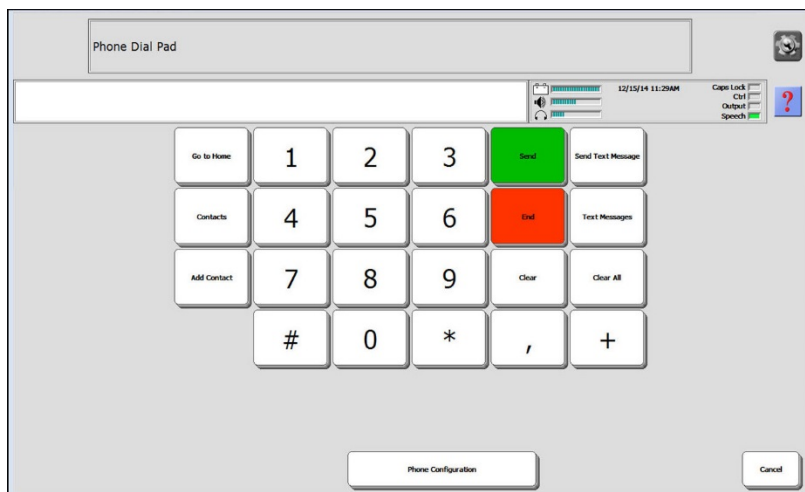
Using the Dial Pad


With some phones you may hear static and buzzing from your device when you make a call. This is **not** a problem with your device. It is due to your phone software and PRC cannot fix this.

Not all phones support Bluetooth text messaging, so do not expect that your phone will. Look for "Text Messaging Supported" in the Bluetooth Status box when you pair your device and phone. If you do not see this message, text messaging is not supported.

When using a phone, your device and your phone should be within 10 feet of each other for best results

The **Phone Dial Pad** is available from your **Phone** activity or from the Phone Directory on your Phone page.



To make a call, your phone must be paired with your device and this icon  must be visible in the status display area. Before using the phone, check to make sure you have enough battery power available and some active signal bars showing.



If you have the Display Skin set to **Skin 1** or **Skin 2** for your device, you will see these icons:



Your phone is paired and ready



Battery strength




Signal strength


The **Cancel** key will take you back one page.

If you select the **Phone Dial Pad** from your Phone Directory page, when you finish using the Phone Dial Pad you can select the **Cancel** key to return to the **Directory** page.

To Make a Call

1. Enter the number you want by selecting the keys on the number keypad.
2. Select the **Send** key.
3. While the phone is ringing you can select the **Go to Core** or **Home** key so you are ready to talk when someone answers. If you are using the Phone page you will find some conversational messages on the page.

- While you are on the phone, you will see this icon  in the status display area.

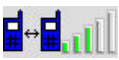

- If you are using the **Skin 1** or **Skin 2** you will see this icon .

4. When the call has ended, select the **End** key on the Phone Dial Pad. The icon in the status display area will

switch to  or .

Note: Use commas when you dial phone numbers that contain extensions. For example: 3302621984,123. If a number contains more than one extension, use commas between each extension.

To Answer a Call

When you hear the phone ring or see the  or  icon in the status display area:

1. Select **Send** from the Phone Dial Pad or **Phone Send/End** from the Phone Directory page.
2. Use the Phone page, Core, or your spelling keyboard to talk.
3. When the call has ended select **End** on the Phone Dial Pad or **Phone Send/End** from the Directory.

Note: The Phone Directory contains a Phone Send/End key which allows you to answer and hang up without having to use the Phone Dial Pad.

Add Contacts

You can add contacts two different ways: from the **Phone Dial Pad** or from the **Directory** page.

To Add a Contact:

1. Select the **Add Contact** key.
2. Type the phone number you want to add. Do not use spaces or hyphens.
3. Select **OK**.
4. Type the name of the contact and select **OK**.
5. Return to the **Phone Dial Pad**.
6. Select the **Contacts** key. You should see a key labeled with the contact name. You will see a number of keys if you have entered lots of contacts.
7. Select a contact to dial.
8. Return to the **Phone Dial Pad**.
9. Select the **Send** key to dial your number.

Add an Incoming Number

When you receive a call, the caller's number will be displayed in the text display area. You can add this number to your **Contacts**.

1. When you receive a call and know it is a number you want to add, go to the Phone Dial Pad.
2. Select the **Add Contact** key. You will see a storing keyboard with the number on it.
3. Select **OK**.
4. Enter a name to go with the number and select **OK**.
5. Select the **Contacts** key. Your new entry will be listed.

Saving Your Contacts List

If you want to save your contacts list to a USB flash drive, you must use the **Transfer Memory Menu**. Select either the **Save Contacts** key or **Save Entire Device Contents** key.

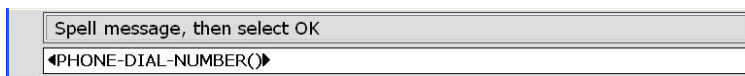
Note: Your Contacts list will **not** be saved if you select **Save One User Area**.

Using the Phone Directory Page

You can also store phone numbers in the **Phone Directory**. The PRC Service phone number and the PRC main phone number have been stored for you. Use the **Name** keys to store numbers. If you are using a Unity vocabulary, look for the Phone Directory key on your Phone page and/or in your Phone activity.

Store a Phone Number in the Directory

1. Select the **Phone Directory** key.
2. Select the **Tools** key on the front of the device or select the **Setup** key if your vocabulary offers it.
3. Select a **Name** key to modify.
4. Select **Spell Message or Define Key Function**.



5. Select **Clear Display**. You cannot add a number in the parenthesis here.
6. Select **Insert Tool**.
7. Use **More Items** until you see the Phone Dial Number tool. Select it.
8. Enter the phone number you want and then select **OK**.



9. Select **OK** to keep the number and exit your spelling page.
10. Use **Change Label** and/or **Change Icon** and type a name/add a picture for your key so you can remember what number is stored there.

Send a Text Message

Not all phones support Bluetooth text messaging, so do not expect that your phone will. Look for "Text Messaging Supported" in the Bluetooth Status box when you pair your device and phone. If you do not see this message, text messaging is not supported.

To send and receive text messages, use the **Phone Dial Pad** or store the **Phone Send Text Message** and **Phone Text Messages** tools in your vocabulary or under icon sequences.

To Send a Text Message:

1. Use the **Phone Dial Pad** to dial the number you want. If you have stored the number in your Contacts, select it from there.
2. Select the **Send Text Message** key.


Note: If the number is stored in your Phone **Directory**, and not in your Contacts, select it from the **Directory** and then select the **Phone Send Text Messages** key.

3. The spelling keyboard is displayed.
4. Type the message you want to send.

Note: If you did not type a number from the Phone Dial Pad, the display will show **Phone Number/Address**. Enter the number now and select **OK**. (Ignore the "Address" part. You cannot enter an address at this time.) Then enter your message.

5. Select **OK** when you have finished. A message box will tell you when your message has been sent.

Read a Text Message

When you receive a text message, an envelope icon  will appear in the status display area of your device screen near the other phone icons.

To Read a Text Message:

1. Select the **Text Messages** key on the Phone Dial Pad or the **Phone Text Messages** key on your Phone Directory page.
2. A screen shows you any new text messages and all your saved text messages. The keys display the first few words of the message stored under them.
3. Select the key that contains the message you want to read. The entire message is displayed.
4. You can **Reply** to the message; **Delete** the message; or select **Cancel** to save the message.

Auto-Delete TXT Messages

Auto-Delete TXT Messages is available from the Phone Configuration menu. If you turn **Auto-Delete TXT Messages** on, your device will delete text messages from your phone once they are read and stored on your device. **Auto-Delete TXT Messages** keeps your phone from filling up with text messages. To delete a text message from your device, you must use the **Delete** message option.

Listen-to-Calls-With

There are several ways you can listen to callers: use the internal speakers; plug headphones into the connector on the side of your device and/or pair with Bluetooth headphones; or use the internal speakers in combination with headphones. On the Phone Dial Pad, select **Phone Configuration**. **Listen to calls with** allows you to select the option(s) you want to use.

Speakers

You will hear your caller through your device's internal speakers.

Headphones wired & BT

You can plug headphones into your device and listen to a caller through them. Or you can pair with Bluetooth headphones and listen to the caller through those headphones. You can also plug in headphones and pair with Bluetooth headphones. This way, two people can listen to a conversation.

Speakers & Headphones

You can listen using the internal speakers, plugged in headphones, and/or Bluetooth headphones in any combination. To connect with Bluetooth headphones, go to the Toolbox, select **Feedback Menu**, and select **Bluetooth Speaker Menu**.

Headphone Level

If you are using headphones, set **Headphone Level** to a level that is comfortable for you to listen to.

Using a Microphone to Speak

You can use your device's internal microphone, a Bluetooth headset microphone, or both, to speak on the phone if you are able to do this.

Using a Microphone

The **Phone Configuration** menu includes microphone options. Use the arrow keys to select the option you want—**Built-in**; **BT Headset**, or **Built-in & Headset**. Adjust **Mic Level** to make the volume louder or softer.

Note: If the volume is too loud, you will hear feedback noise.

To connect with the Bluetooth headphones/headset, go to the Toolbox, select **Feedback Menu**, and select **Bluetooth Speaker Menu**.

Adjusting Caller and Listener Volume

You can adjust the input and output volume of your calls in the **Phone Configuration** menu.

Input Volume



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

If you have trouble hearing the person who is talking to you, adjust the input volume higher. If the person's voice is too loud, adjust the input volume lower.

Output Volume

If the other person is having trouble hearing you, set the output volume higher. If the other person says your voice is too loud, adjust the output volume lower.

Using a Computer

Depending on your device, you can connect to an external computer by using a PRC Bluetooth Wireless Adapter and/or by using a mini-USB cable.

About Computer Use

In the Output Menu, set Output to **On**, Output Destination to **External**, and Output Method to **Bluetooth** or **USB**.

See the hardware manual for your device to learn about pairing your device and computer with the Bluetooth Wireless Adapter and/or connecting with a USB cable.

If your device has an internal computer, you can use it by setting Output to **On** and Output Destination to **Internal** in the Output Menu.

Your vocabulary has a number of computer pages already set up for you. These contain access to various computer programs, e-mail, the Internet, etc. There are also Mouse pages with keys set up for mouse movements.

You can find the computer and mouse pages by selecting the computer icon in your vocabulary. Depending on the vocabulary you are using, the computer icon may be in your activity row and/or on your Pages page or on your spelling keyboard.

Computer Tools

You can use the following insertable tools to create your own computer pages or to modify commands on already created computer pages. Use **Insert Tool** on your storing keyboard to store any of these tools.

Click Magnify Off

This tool turns magnification off.

Click Magnify On

This tool turns magnification on.

Click Magnify On/Off

This tool toggles magnification on and off.

IBM Marker/Mac Marker

Use these tools together. Perhaps you use a PC at work and a Mac at home. Often a Mac and a PC have a key that does the same thing, but it is called something different on each computer (for example, Mac <DELETE> command or PC <BACKSPACE> command). When you store computer emulation commands, you can store **Insert Tool**, **IBM Marker**, and the specific PC key command; then add **Insert Tool**, **Mac Marker**, and the specific Mac key command. Store both of these commands under the same icon sequence or key. When you select this sequence or key, your device will select the correct command for the computer you are using.

Key Mode On

This tool is available for devices with internal computers. If you are working in Windows, you can turn **Key Mode** on to reduce your vocabulary so that you see only the number of rows you designate. This allows you to see both your computer application and your vocabulary page.

Key Mode Off

Key Mode Off returns your vocabulary page to full screen size.

Key Mode On/Off

Key Mode On/Off toggles between the two actions.

Hide/Show NuVoice

This tool is available for devices with an internal computer. It is already stored in the Tools menu. Select it to minimize your vocabulary so that all you see on your device is the computer application you are using. To bring your vocabulary back onto your display screen, select the Tools button on the front of the device. Then select this key in the Tools menu. You can also store this key in your vocabulary.

Output Macro

This tool presents you with a list of commonly used serial macros (previously created computer commands) that you can choose from.

Output Marker

When you insert this tool, it tells your device that any text that follows the Output Marker should be sent to your computer but not be displayed or spoken on your device. For example, the command «OUTPUT MARKER»ESC page up tells your device to execute the computer command “page up” but not to speak the text you typed in the command.

Output Menu

This tool stores the entire Toolbox Output Menu on a key or in a sequence. When you select a key or sequence, you will see the Output Menu on your display. You can select your settings without going to the Toolbox.

Output Off, Output On, Output On/Off

You can turn computer output on or off by storing each tool to an individual key or sequence or you can store the Output On/Off tool to a key or sequence and toggle between On and Off.

Run Program

You can add programs or single files to blank keys in your activity row or a page and tell your communication device to open and run them by storing them with the Run Program tool. Below are examples of Run Program commands.

Command	Program Run
«RUN-PROGRAM»("%ProgramFiles%\Adobe\Reader 11.0\Reader\AcroRd32.exe")	Adobe® Reader®
«RUN-PROGRAM»("%ProgramFiles%\Internet Explorer\iexplore.exe")	Microsoft Internet Explorer®
«RUN-PROGRAM»("%ProgramFiles%\Windows Media Player\wmplayer.exe")	Microsoft Windows Media Player

For the names of the individual keys on PC and Macintosh keyboards and keypads, see [Computer and Mouse Commands](#). If you create or customize your own commands you **must** use these names.

Mouse Tools

Mouse Button

When you select this tool to insert, you will see several mouse button actions to choose from, such as, Left Down, Right Up, L Dbl-Click, etc. For example, the command «MOUSE-BUTTON(Left Click)» produces a left-mouse-click.

Mouse Go

This tool allows you to move a mouse. When you store this tool, you select the mouse speed and the direction you want the mouse to move. The mouse moves in that direction until you tell it to stop. For example, the command «MOUSE-GO<Up Rt,1>»«WAIT-ANY-KEY»«MOUSE-STOP» tells the mouse to move Up Right, at the speed of 1 (slowly), continue to move until you select any key on your vocabulary page, then stop.

Mouse Move

This tool allows you to store mouse movements from a list of movements. You can specify the extent and direction the mouse moves each time you select this key. For example, the command «MOUSE-MOVE(LG Up Rt)» causes your mouse cursor to make a large move up right. Select the key again to make another large move up right.

Mouse Set

This tool allows you to store mouse movements from a list of specific movements that tell the mouse to go somewhere specific and stay there—upper left corner, center, menu left, menu down, etc. For example, the command «MOUSE-SET(Middle Rt)» places your mouse cursor on the right middle edge of your display screen.

Next Mouse Click Double

This command tells your mouse to double-click on your next selection.

Next Mouse Click Hold

This command tells your mouse to hold on your next selection. You can then drag and drop, etc.

Next Mouse Click Right

This command tells your mouse to right-click on your next selection. For example, if you select this key, then select a key in your vocabulary, you will see a small context menu for that particular key. This menu is produced by a right-mouse-click.

Mouse Command Examples

Command	Mouse Action
«MOUSE-GO(Lt,5)»«WAIT-ANY-KEY» «MOUSE-STOP»	Move left, at the speed of 5 (moderately), continue to move until you select any key on your vocabulary page, then stop
«MOUSE-BUTTON(Left Click)»	Left click
«MOUSE-MOVE(Ndg Up Lft)»«PROMPT-MARKER»nudge up left	Nudge the cursor up left and speak “Nudge up left” (if auditory prompts are turned on)

Note: In the **Computer Commands Appendix** you will find **Mouse Button** and **Mouse Movement** commands. Should you want to create or customize your own mouse movements and you find that your device’s insertable tools are not exactly what you want, use the commands in this appendix.

Sending Text to the Computer Application

When **Output** is turned on and you have a Windows program open, any text you produce will be sent to the current active Windows program—if you have a word processor open, text will go to the word processor; if you have a spreadsheet open, data will go to the spreadsheet; and if you have an e-mail program open, you will write in your e-mail document.

If you want to stop and talk to someone without having your words show up in an e-mail or a document, turn **Output** off. Now you can talk, and any text in the text display area will not go to your internal computer. When you are ready to return to the computer, turn **Output** back on.

The computer pages in your vocabulary include keys that will turn Output on or off so that you don’t need to go to the Toolbox to do it.

To check at any time whether output is on or off, look at the status display area on your device. There is an **Output** indicator: a **yellow** light means you are using the internal computer (if your device has one). A **blue** light means you are using an external computer with a Bluetooth adapter. No light means that output is off.



Internet Access Information

PRC is not responsible for the setup of wireless networks.

If your device has an internal computer, you must have an internet connection to use the internet. Whether you have internet access on your home computer, or have never had internet access but want it now, call an internet service provider for information on setting up an internet connection for your communication device.

If you have internet service for a home computer, your communication device will be the same as a second computer—desktop or laptop.

For more information, see the hardware manual for your device.

Creating and Modifying Manual Boards

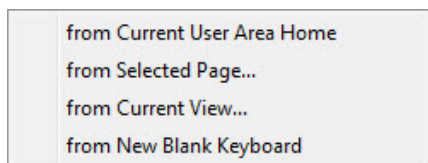
When you are teaching someone how to use the device, you may find it useful to use PASS to create low-tech manual communication boards. Manual boards can help an individual learn how to use the device to communicate more efficiently. For example, you could make a board showing your core overlay and use it to share with all the people who are working with an individual. Or you could click on the picture of “JUICE” to see lots of *drink*-related words and then print those words as a manual board. PASS allows you to create such boards from existing pages or from scratch.

Create a Manual Board

You can create a manual board from a user area, a page, a view, or from scratch using one of the available templates that range in size from 4 locations to 144 locations.

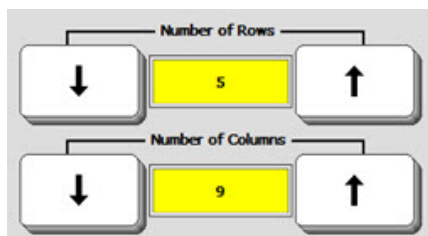
Select a Template

To create a board based on a user area, page, or view, go the user area, page, or view you want to use. In PASS, select **Manual Boards** and then select **Create**. A list of options is displayed. Select one of the “from” options.

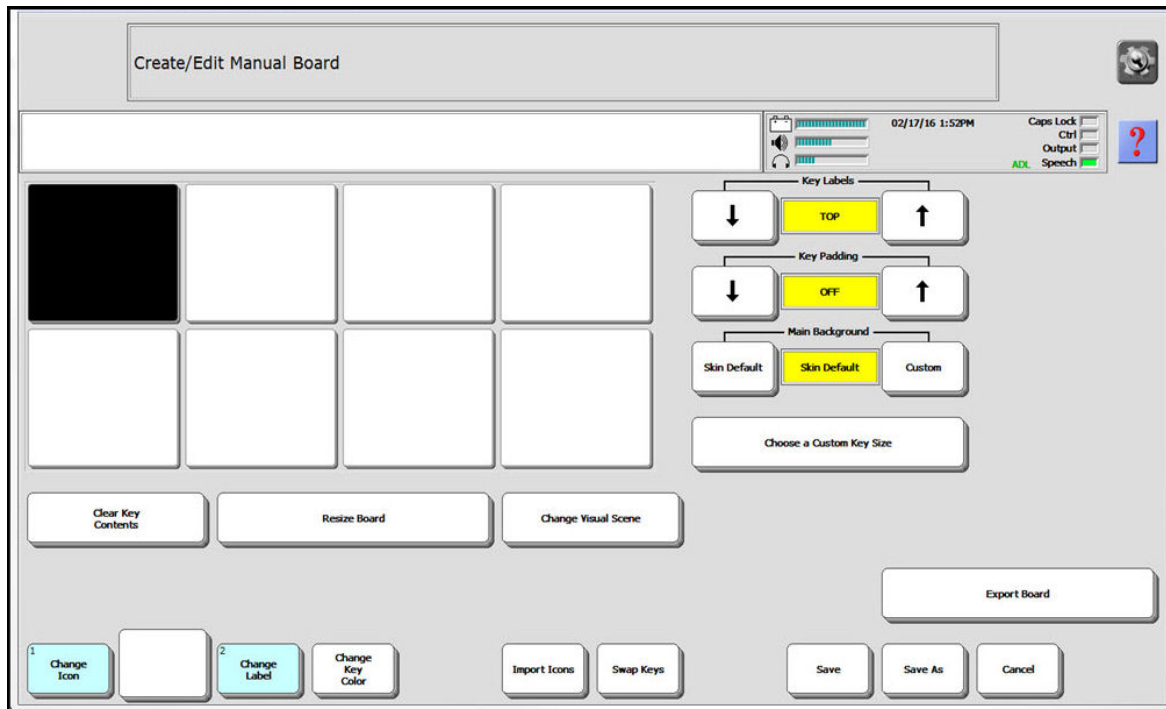


Add Text and Graphics

For this example, select **from New Blank Keyboard**. Row and Column options will be displayed.



Use the arrows to set the number of rows and columns you want and select **OK**. The Create/Edit Manual Board screen will open.



Key Labels (Manual Board)

Position labels on the keys by selecting **Top** or **Bottom**. If you don't want to add labels, select **Off**.

Key Padding (Manual Board)

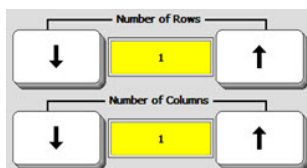
Set the amount of space around and between keys. To add space, use the arrow keys to select a padding value between 1 and 20. If you don't want extra space around the keys, select **Off**.

Main Background (Manual Board)

Set the background color for the keys. Choices are **Skin Default** or **Custom**. If you select **Custom**, the color screen opens, allowing you to create a custom background color.

Choose a Custom Key Size (Manual Board)

To change the size of a particular key, select the key you want to resize, select **Choose a Custom Key Size**, and use the arrow keys to change the number of rows and/or columns for that key. You can resize more than one key, but the resized keys must be able to fit within the available space.



Clear Key Contents (Manual Board)

If at any time you want to abandon the changes you made to the keys, select **Clear Key Contents**. The key label will change to "Undo Clear Key", allowing you to restore your changes.

Resize Board (Manual Board)

If you decide you want the board to contain more locations or fewer locations, select **Resize Board** and use the arrows to increase or decrease the number of rows and/or columns.

Change Visual Scene (Manual Board)

To create a background scene or modify the existing scene, select **Change Visual Scene** to open the Modify Visual Scene Settings menu.

1. Using the **Transparency** arrows, set the degree of transparency you want for the scene, choosing from a range of 0% to 100%.
2. Select **Choose Scene** and select an existing scene or select **Import Scenes** and import a picture as a new scene. The scene will be displayed in the scene preview box.
3. Select **Set Scene Keys** and select the keys on which you want the scene to appear. You will be prompted to select the top left location on which the scene should begin and then the bottom right location on which the scene should end. Your choices will be shown in the yellow box to the right of Set Scene Keys, and the changes will be reflected in the scene preview box.
4. Select **OK**.

Note: If you are dissatisfied with the scene, select **Remove Scene**.

Change Icon (Manual Board)

To add or change an icon, select **Change Icon**, select an icon category, select an icon, and select **OK**.

Note: If you prefer to import icons of your own, select **Import Icons** instead.

Change Label (Manual Board)

To add or change a label, select **Change Label**, spell a label name, and select **OK**.

Change Key Color (Manual Board)

To apply or change a key color, select **Change Key Color**, select a pre-defined key color, and select **OK**.

Note: If you want to apply a custom color, select **Outline** or **Fill** under Color Coverage and/or click **Advanced Colors** and create a custom color.

Import Icons (Manual Board)

To import your own icons to apply to the board, select **Import Icons**, select an image file, and select **OK**.

Swap Keys (Manual Board)

To exchange the positions of two keys—that is, move each key to the location of the other—select **Swap Keys**, select the first key, and then select the key you want to move to first key's location. The second key you select will be located where the first key was originally and the first key will be located where the second key was originally.

Save/Save As (Manual Board)

When the board looks how you want it to, select **Save**, select the pre-set folder or a different folder to store the board, spell a name for the board, and select **OK**.

Note: If you want to save the board under a different name, click **Save As**, spell a different name, and select **OK**. This is a good way to make a copy of any existing board. For details, see [Copy a Manual Board](#).

Export Board (Manual Board)

To format the board, select **Export Board** to open the Export Board menu. From this menu you can set the board's size, save the board as a device page, or display the board as an image.

Save as Device Page

The board will be exported as a page displayable on your device. Spell a name for the page and select **OK**. The page will be selectable from the Page menu.

Graphic Size

Using the arrows, select a size for the board, based on product or based on half sheet or full sheet.

Display Board Graphic

The board will be exported as a .jpg image. Name the image and select **OK**. The image will open in Microsoft Paint or any program you have that will open .jpg files.

Modify a Manual Board

To make changes to a board you already created:

1. In PASS, select **Manual Boards** and then select **Edit**. The Select Manual Board File to Edit screen opens.
2. Select the file you want to modify. The Create/Edit Manual Board screen displays the board.
3. Modify the board as needed.
4. Select **Save**.

Copy a Manual Board

When you want to create a board that is similar to one you already created, first make a copy of the original. Then you will only need to make changes instead of creating a new board from scratch. Here are two ways to make a copy.

Copy a Board using "Save As"

1. In PASS, select **Manual Boards** and then select **Edit**. The Select Manual Board File to Edit screen opens.
2. Select the file you want to modify. The Create/Edit Manual Board screen displays the board.
3. Modify the board as needed.
4. Select **Save As** and select a folder to store the new board.

Note: If you select **Save**, you will overwrite the existing board.

5. Spell a name for the new board and select **OK**.

Copy a Board to a Different Folder

1. In Pass, select **Manual Boards**, select **Transfer**, and then select **Save Board(s)** or **Load Board(s)**.
2. Browse to the folder that contains the board you want to copy.
3. For a document, select both the .brd and .rtf files. For a graphic, select the .bmp file.
4. Select **Open**. The Browse for Folder window opens.
5. Select the destination folder by browsing to an existing folder or creating a new one.
6. Select **OK**. The selected file(s) will be copied to the destination folder.

Note: The files in the destination folder will be copies. The original files will still be in the original folder. If you are only making a backup copy, you do not need to do anything else. If you made a copy to use as the basis of a new board, rename the board files in the destination folder to avoid confusing which board is which in the future.

View a Manual Board Graphic

In PASS, select **Manual Boards** and then select **Open Board Graphic**. The Select Manual Board Graphic screen lists available graphics. Select the graphic you want to view. It will open in Microsoft Paint or any program you have that will open graphic files.

Delete a Manual Board

To delete a board you no longer need:

1. In PASS, select **Manual Boards** and then select **Delete**. The Select Manual Board File to Delete screen opens.
2. Select the file you want to delete. A confirmation prompt appears.
3. Click **Yes** to confirm.

Appendices

These appendices contain descriptions of all the insertable tools; reference information on the next-mouse-right-click tool and output macro tool; computer and mouse commands; joystick adapter specifications; RealSpeak™ and DECTalk™ speech tips; and basic troubleshooting information.

Insertable Tools List (IT)

Depending on the device you are using, some of these tools may not be available to you.

To store any of these tools in your vocabulary, you must be in a storing menu. Select the **Spell Message or Define Key Function** key, then select **Insert Tool** on your storing keyboard. The All Tools List will appear and you can select the tool(s) you want to insert.

ABBREVIATION EXPANSION OFF (IT)

Turns abbreviation expansion off

ABBREVIATION EXPANSION ON (IT)

Turns abbreviation expansion on

ABBREVIATION EXPANSION ON/OFF (IT)

Toggles abbreviation expansion on and off

ACCESS METHOD MENU (IT)

Allows you to select the method you want to use to control your device and the options you want to use with the method

ACTIVATE KEY (IT)

Tells your device to select a particular key. This tool is usually used as part of a NuVoice macro.

ACTIVITY LINK (IT)

Allows you to add an activity link

ADL MARKER (IT)

The Automatic Data Logging tool can be assigned to a key that normally would not be logged as an activation by data logging. For example, if a user selects **Clear Display**, this action is not logged by data logging. The clinician can add the **ADL Marker** tool to the **Clear Display** key assignment, "<ADL MARKER>clear display", and data logging will show "clear display" when that key is selected.

ALARM (IT)

Allows you to store the Alarm wherever you want it

ALERT SIGNAL (IT)

Emits a series of tones designed to get someone's attention

APPLY SETTING (IT)

Allows you to store one or more settings on a key; for example, store color schemes without using the Settings menu

ARROW DOWN (IT)

Stores the Down arrow

ARROW LEFT (IT)

Stores the Left arrow

ARROW RIGHT (IT)

Stores the Right arrow

ARROW UP (IT)

Stores the Up arrow

ASSIGN ACTIVITY KEYS (IT)

Allows you to assign a tool in an activity row

ASSIGN CORE KEYS (IT)

Allows you to assign one or more tools and text to a key in your vocabulary

AUDITORY PROMPT MENU (IT)

Allows you to have the entire Auditory Prompts Menu assigned to a key or sequence

AUDITORY PROMPTS OFF (IT)

Turns auditory prompts off

AUDITORY PROMPTS ON (IT)

Turns auditory prompts on

AUDITORY PROMPTS ON/OFF (IT)

Turns auditory prompts on or off or toggles between the two actions

BACKLIGHT INTENSITY DOWN (IT)

Turns the backlight down

BACKLIGHT INTENSITY UP (IT)

Allows you turn the backlight intensity up

BEEP OFF (IT)

Turns the activation beep off

BEEP ON (IT)

Turns the activation beep on

BEEP ON/OFF (IT)

Turns the feedback beep on or off or toggles between the two actions

BLOCK MARK (IT)

Allows you to highlight a block of text

BROWSE ICONS (IT)

Acts as a "read-only" icon browser and allows you to look at the icons that are available in your system rather than having to start a storing procedure and then use **Change Icon**. When you select an icon in the Icon Browser, your device will speak the icon's name.

CALCULATOR (IT)

Assigns the calculator to a key or sequence

CALIBRATE EYEGAZE (IT)

Stores calibrate eyegaze in an icon sequence or assigns it to a key to calibrate the eyegaze system

CAMERA MENU (IT)

Stores the entire Camera Menu under a key or sequence

CAMERA OFF (IT)

Turns the rear-facing camera off

CAMERA ON (IT)

Turns the rear-facing camera on

CAMERA ON/OFF (IT)

Allows you to toggle the rear-facing camera on or off

CANCEL (IT)

Allows you to cancel an action. You would most likely use this tool when you are creating work pages.

CAPS LOCK (IT)

Allows you to type using all capital letters. Select it again to turn Caps Lock off. When Caps Lock is in use, the "Caps" box in the status area turns green.

CAPS OFF (IT)

Turns Caps Lock off. This can be assigned as a separate key.

CAPS ON (IT)

Turns Caps Lock on. This can be assigned as a separate key.

CC HP MODE OFF (IT)

Turns CCHP Mode off on a NuPoint module.

CC HP MODE ON (IT)

Turns CCHP Mode on and manually centers NuPoint at its current position and does not allow for adjustments by moving off the sides of the device

CHOOSE ACTIVITY (IT)

Cycles through available activities in the activity row or resets the open activity to the main activity row

CLEAR DISPLAY (IT)

Removes all text and prompts from the display and text buffer

CLICK MAGNIFY OFF (IT)

Turns the magnification off

CLICK MAGNIFY ON (IT)

Turns magnification on

CLICK MAGNIFY ON/OFF (IT)

Turns the magnification on or off as a toggle key

CLOCK MENU (IT)

Allows you to set the time and date, which are then displayed in the status area

CLOSE ACTIVITY (IT)

Allows you to get out of a dynamic activity when **Persistence** is set to **Permanent** and returns you to original activity. In Unity vocabularies this function is part of the **Go Back** key.

CLOSE NOTEBOOK (IT)

Allows you to close and open a notebook without going to the Notebook Menu

CLOSE PAGELET (IT)

Allows you to close a pagelet you are using

COPY BLOCK (IT)

Allows you to copy a block of highlighted text and paste it into another location or application

CREATE ACTIVITY (IT)

Allows you to create an activity for your activity row

CREATE PAGE (IT)

Allows you to create a page

CTRL (IT)

Provides access to the 32 ASCII control codes. Control codes are displayed with a character on the display. This tool shuts off after one control code is generated. If the location selected isn't a letter of the alphabet, the tool remains active until an alphabetic character is selected.

CUT BLOCK (IT)

Allows you to cut a block of highlighted text to paste into another location or application

DELAY (IT)

Allows you to insert a delay in a NuVoice macro and set the delay value

DELETE CHARACTER (IT)

Removes the character to the *left* of the cursor

DELETE ICON (IT)

Deletes the last icon you selected. You can select a new icon or re-select the deleted one if you want.

DELETE LAST SELECTION (IT)

Removes any text that you brought up on the display when you selected your last (previous) selection. If the previous selection was a tool, **Delete Last Selection** does nothing.

DELETE PAGE (IT)

Allows you to delete any page you have created

DELETE WORD (IT)

Removes the word or group of letters to the left of the cursor up to the next space or punctuation mark. If the character to the left of the cursor is a space, **Delete Word** removes the space.

DISABLE POINTER (IT)

Allows you to pause/stop making selections with a mouse or eyegaze. Select this tool again to re-enable your mouse or eyegaze system.

DISPLAY MESSAGE (IT)

Allows you to create a message and insert it on a key. Any time the user selects that key, the message appears in the text display area.

DYNAMIC ACTIVITY MENU (IT)

Allows you to add a dynamic activity, delete a dynamic activity, and review all dynamic activities

EAR VOLUME DOWN (IT)

Turns earphone volume down

EAR VOLUME UP (IT)

Turns earphone volume up

EDIT CORE (IT)

Allows you to edit core vocabulary sequences

EDIT MENU (IT)

Allows you to cut, copy, edit, and replace text in your document

EDIT MODE (IT)

Allows you to move through text by sentence, word, or character

END (IT)

Moves the cursor to the end of the current line or page

ERASE CORE (IT)

Erases sequences stored in your core vocabulary

EXIT THEME (IT)

By itself, exits a theme temporarily; insert it twice to permanently exit a theme

EYEGAZE TRACK STATUS (IT)

Turns the NuEye Track Status Box off or on

FEEDBACK MENU (IT)

Allows you to change the feedback your device gives you

FILE ORGNIZER (IT)

Allows you to move files from one memory storage device to another and move files to different folders on a storage device

FIND AND REPLACE (IT)

Allows you to find and replace a word

GO BACK PAGE (IT)

Allows you to return to the previous page

GO BACK PAGE HERE (IT)

Allows you to return to a specific page

GOTO COMPUTER ACCESS HOME (IT)

Allows you to set up a home page or activity to contain computer access commands for Windows 7 and another for Windows 8.

GOTO HOME (IT)

Takes you from the screen you are currently using to your Home page

GOTO SPELL (IT)

Takes you from the screen you are currently using to the Spelling keyboard

GOTO TOOLBOX (IT)

Takes you from the screen you are currently using to the Toolbox screen

HIDE/SHOW KEYS (IT)

Allows you to hide specific keys and redisplay them later

HIDE/SHOW NOTEBOOK (IT)

Allows you to hide the notebook you are working in and retrieve it later

HIDE/SHOW NUVOICE (IT)

Allows you to hide NuVoice and reopen it later

HOME (IT)

Moves the cursor to the beginning of the current line or page

IBM MARKER (IT)

Use this tool in conjunction with the **Mac Marker** tool. Perhaps you use a PC at work and a Mac at home. Often a Mac and a PC have a key that does the same thing but call it something different (e.g. Mac <DELETE> command or PC <BACKSPACE> command). When you store computer emulation commands, you can store **Insert Tool**, **IBM Marker**, and the specific PC key command; then add **Insert Tool**, **Mac Marker**, and the specific Mac key command. Store both these commands under the same icon sequence. When you select this sequence, your device will select the correct command for the computer you are using.

ICON TUTOR (IT)

Helps you locate sequences where specific words are used

INSERT DATE (IT)

Allows you to insert the current date into a notebook, etc. Assign this tool to a key or under a sequence.

INSERT TIME (IT)

Allows you to insert the current time into a notebook, etc. Assign this tool to a key or under a sequence.

INSERT TOOL (IT)

Allows you to store tools or text and tools under icon sequences or assign them to keys. Select this tool before each tool that you want to store. Then select the tool you want to store.

INTELLI-TOOLS BUTTON (IT)

When you select this tool, you are asked to type the name of the IntelliTools button that you want to store. Your device will automatically insert the macro for that button.

IR (IT)

Allows you to store remote control commands

IR SETUP MENU (IT)

Allows your device to learn infrared signals for any appliance you own that has a remote control

KEY MODE OFF (IT)

When you are using Windows, turns Key Mode off so you can see your entire vocabulary page

KEY MODE ON (IT)

When you are using Windows, turns Key Mode on so your vocabulary page goes to half screen (or smaller). You can see 2-4 rows of your vocabulary page and your Windows application.

KEY MODE ON/OFF (IT)

When you are using Windows, allows you to toggle your NuVoice software from "full" to "2-4 rows" so you can see your Windows application and your vocabulary page

LANGUAGE (IT)

Allows you to set the device setup language

LOAD SEQUENCE SET (IT)

Use this tool with Vocabulary Builder to load sequence sets

LOAD USER AREA (IT)

Allows you to load a user area, with the vocabulary and key size stored with it

MAC MARKER (IT)

Use this tool in conjunction with the **IBM Marker** tool. Perhaps you use a PC at work and a Mac at home. Often a Mac and a PC have a key that does the same thing but call it something different (e.g. Mac <DELETE> command or PC <BACKSPACE> command). When you store computer emulation commands, you can store **Insert Tool**, **IBM Marker**, and the specific PC key command; then add **Insert Tool**, **Mac Marker**, and the specific Mac key command. Store both these commands under the same icon sequence. When you select this sequence, your device will select the correct command for the computer you are using.

MAINT MENU (IT)

Allows you to rest your device, change language systems, lock your device, update software, check your battery status, etc.

MERGE SEQUENCE SET (IT)

Use this tool with Vocabulary Builder to merge sequence sets

MID SEQ CATEGORY (IT)

Allows you label keys within a sequence

MODIFY ACTIVITY (IT)

Allows you to make changes to an activity that has already been created

MODIFY PAGE (IT)

Allows you to make changes to a page that has already been created

MORE ITEMS (IT)

Allows you to access more items in an activity

MOUSE BUTTON (IT)

Use this tool with keyboard mouse emulation commands

MOUSE GO (IT)

Allows you to move a mouse cursor whether you are using the Mouse page or not. When you store these tools, you select the mouse speed and direction you want. The mouse moves in that direction until you tell it to stop.

MOUSE MOVE (IT)

Allows you to store mouse movements from a list of movements which are relative to your current mouse position; e.g., large movement, very large movement, small movement, etc. The mouse moves in increments.

MOUSE SET (IT)

Allows you to store mouse movements from a list of specific movements; e.g., upper left corner, bottom right corner, middle top, etc. The mouse moves to a specific location.

MOUSE STOP (IT)

Allows you to move a mouse cursor whether you are using the Mouse page or not. When you store these tools, you select the mouse speed and direction you want. The mouse moves in that direction until you tell it to stop.

MP3 EQ VOLUME DOWN (IT)

Equalizes the volume level between different sound files. Also lowers the sound volume when you want to speak. This is separate from your device's speech volume control.

MP3 EQ VOLUME UP (IT)

Equalizes the volume level between different sound files. Also turns up the MP3 player volume. This is separate from your device's speech volume control.

MP3 NEXT (IT)

Allows you to listen to the song that follows the one currently playing

MP3 PLAY FILE (IT)

Allows you to store one music file under a key or sequence so you can play it from your vocabulary

MP3 PLAY FOLDER (IT)

Allows you to store one music folder under a key or sequence so you can play it from your vocabulary

MP3 PLAY PLAYLIST (IT)

Allows you to store one playlist under a key or sequence in your vocabulary

MP3 PLAY/PAUSE (IT)

Allows you to pause a song, then go back to it

MP3 PLAYER MENU (IT)

Inserts the MP3 Player Menu in your vocabulary for easy access

MP3 PREVIOUS (IT)

Allows you to listen to the song before the one currently playing

MP3 STOP (IT)

Stops the music that is currently playing

NEXT MOUSE CLICK DOUBLE (IT)

Tells your mouse to double-click on your selection

NEXT MOUSE CLICK HOLD (IT)

Allows your mouse to hold on something—you can then drag and drop, etc.

NEXT MOUSE CLICK RIGHT (IT)

This tells your device to interpret the next mouse click as a right-click. If you select this key and then press a key on your device, a small, context-sensitive menu for that key will appear.

NOTEBOOK MENU (IT)

Allows you to access all the Notebook Menu options

OK (IT)

Tells your device to save what you have done and return to the previous page. You will probably need this key on any activities or pages you set up.

OPEN NOTEBOOK (IT)

Allows you to open a notebook from a list of your notebooks

OUTPUT EXTERNAL (IT)

Creates a key that allows you to generate an external computer message.

OUTPUT INTERNAL (IT)

Creates a key that allows you to generate an internal computer message.

OUTPUT MACRO (IT)

Opens a list of various computer command macros to choose from. Select the one you want to insert

OUTPUT MARKER (IT)

Enables text that follows an output marker to be sent out the serial port, but not displayed or spoken on your device

OUTPUT MENU (IT)

Allows you to set up your device so that it will work with a computer, printer, remote control, or memory transfer

OUTPUT OFF (IT)

Turns output off

OUTPUT ON (IT)

Turns output on

OUTPUT ON/OFF (IT)

Allows you to toggle between turning output on or off

PAGE DOWN (IT)

Moves the cursor down one page

PAGE LINK (IT)

Allows you to insert a page link

PAGE MENU (IT)

Gives you access to any pages you have created

PAGE UP (IT)

Moves the cursor up one page

PASTE BLOCK (IT)

Allows you to paste a block of copied or cut text into a location or application

PHONE DIAL NUMBER (IT)

Allows you to create a "phone book" page of frequently called numbers. Store this tool under a key or sequence.

PHONE DIAL PAD (IT)

Allows you to dial and receive calls, use text messaging, etc. This dial pad applies to the phone card option. This is the most complete of the phone tools.

PHONE SEND TEXT MESSAGE (IT)

Allows you to send text messages to other phones without using the dial pad

PHONE SEND/END (IT)

Allows you to answer and end calls without using the dial pad. You cannot dial a call. Store this tool under a key or sequence.

PHONE TEXT MESSAGES (IT)

Allows you to view a menu of your text messages without using the dial pad

PLURAL (IT)

When you select this tool, the word to the left of the cursor will be made plural.

PRINT NOTEBOOK (IT)

Allows you to print a notebook from your vocabulary

PROMPT MARKER (IT)

For use with Category Prompts: If a stored message is too long or otherwise inappropriate for a prompt, scroll to the end of the message, select **Insert Tool**, select **Prompt Marker**, and type the text you want to use for a prompt. The prompt is spoken but not displayed on the screen or added to the regular stored text.

PRONUNCIATION DICTIONARY (IT)

Allows you to enter words into a pronunciation dictionary so that your device will pronounce them correctly

RANDOM CHOICE (IT)

Allows you to choose random items from a page you have selected. To see examples of **Random Choice**, select the **Pages** page; select the **Games** key; select the **Random Choice** key; select any key. You can select **Modify Page** to see the storing instructions.

REMINDERS MENU (IT)

Allows you to store the Reminders Menu on a key or sequence

REVIEW VOCAB MENU (IT)

Allows you to review all the vocabulary in your device. You can print it out or see it on the display.

ROLL DICE (IT)

This tool allows you to play dice games that use from one to six dice. When you select **Roll Dice**, a number will appear on the display indicating the dice roll. Select **Roll Dice** again. A different number will appear. The number will not be spoken.

RUN PROGRAM (IT)

Allows you to tell your device what computer application you want to run. Use it when storing your own applications.

SAVE CHANGES (IT)

Allows you to save changes without turning your device off. You might want to store this tool if you are setting up a lot of vocabulary pages and want to save your work periodically.

SAVE NOTEBOOK (IT)

Allows you to save the notebook you are currently using

SCAN WORD LIST (IT)

Select this key each time you want to scan the words in the Word Prediction list. When you do not select this key, the scan will skip over the list.

SCROLL KEYS (IT)

When your vocabulary is minimized, this tool allows you to scroll through it so that you can access all the keys in it.

SET 1 ICON THEME (IT)

Sets a 1 Icon theme when you are storing

SET 2 ICON THEME (IT)

Sets a 2 icon theme when you are storing

SET ACTIVITY (IT)

Allows you to go to a specific activity

SET HOME PAGE (IT)

Allows you to set a page as your home page

SET PAGE (IT)

Allows you to go to a specific page and stay there for more than one activation

SET PAGE TEMPORARY (IT)

Takes you to a specific page for one selection and then returns you to where you were. This tool can be added to Core vocabulary, activities, or pages.

SET PAGELET (IT)

Links to a pagelet you have made

SET PAGELET TEMPORARY (IT)

Takes you to a specific pagelet for one selection and then returns you to where you were

SET SEQUENCE CATEGORIES BOTH (IT)

Allows you to set both the first key and a key within a sequence

SET SEQUENCE CATEGORIES FIRST (IT)

Allows you to set the first key in a sequence

SET SEQUENCE CATEGORIES MID (IT)

Allows you to set a key within a sequence

SET SEQUENCE CATEGORIES NONE (IT)

Allows you to set no keys in a sequence

SET THEME HERE (IT)

When you are part way through a sequence and select this tool, it sets a theme at that point in the sequence. Assign this tool to a key.

SET USER SPELL PAGE (IT)

Allows you to set the spell page you want to use

SETTINGS 1 (IT)

Recalls a group of previously saved settings

SETTINGS 2 (IT)

Recalls another group of previously saved settings

SETTINGS 3 (IT)

Recalls a third group of previously saved settings

SETTINGS MENU (IT)

Allows you to save settings and change between settings. Use this tool with Settings 1, Settings 2, and Settings 3.

SETUP KEY (IT)

Allows you to modify/assign keys without going to the Toolbox. Press the **Tools** key on the case to see this tool.

SHIFT (IT)

When this is set, the next character you select will be an uppercase letter. The second character you select will be in lowercase. When you select **Shift**, the "Shift" box in the status area will turn on.

SHUTDOWN (IT)

Completely shuts down your device. When you use this tool, it will take your device longer to boot up when you press the power button.

SING (IT)

Shows you a list of all the songs that were pre-stored into your device and allows you to select a song

SLEEP (IT)

Puts your device in "sleep" mode. Activate a key or switch to wake the device back up.

SMART PUNCTUATION (IT)

Allows you to insert a punctuation key that already has all the "smart" instructions. You don't need to create the instructions.

SPEAK ALL (IT)

Instructs your device to speak all of the text in the text area of the display and in the buffer. (When you type, letters and words will move off the screen to make room for new letters and words. Words that are no longer on the screen will have moved to the "text buffer." You can use the arrow keys to bring them back onto the display screen.) Clearing the display or turning the device off clears the buffer. This tool works whether speech is turned on or off.

SPEAK DATE (IT)

Instructs your device to speak the current date if the date and time have been set in the Clock Menu

SPEAK DISPLAY (IT)

Instructs your device to speak everything that is visible in the text display area. This tool works whether speech is turned on or off.

SPEAK LAST SELECTION (IT)

Instructs your device to speak the last stored message you selected or the last spelling characters you put on the display. This is helpful if you need to repeat yourself so that someone listening can understand you better, or to get someone's attention. This tool works whether speech is turned on or off.

SPEAK NEXT SENTENCE (IT)

Use this tool to speak the next sentence when you want to control the speech pace. It tells your device to speak a sentence and then wait until you have selected **Speak Next Sentence** before continuing and speaking the next sentence.

SPEAK NOTEBOOK (IT)

Select this tool when you have a notebook open that you want spoken all at once. Your device will begin at the beginning and continue on to the end.

SPEAK SENTENCE (IT)

Instructs your device to speak the message that contains the cursor. This is helpful if you want to hear how something you are working on sounds before you store it. It is also useful if you are going to give a speech or presentation. People seem to understand synthesized speech better when they hear it one sentence at a time until they are used to listening to it. This tool works whether speech is turned on or off.

SPEAK TIME (IT)

Instructs your device to speak the time if the current date and time have been set in the Clock Menu

SPEAK WORD (IT)

Instructs your device to speak the last word you typed on your Spelling keyboard, or the last word you brought up in Minspeak® mode. If you are typing you can turn speech off (so you don't have to listen to your device speak each letter) and type the word. Then you can select this key and the word you typed will be spoken.

SPEAKER VOLUME DOWN (IT)

Turns your device's internal speaker volume down

SPEAKER VOLUME UP (IT)

Turns your device's internal speaker volume up

SPEECH MARKER (IT)

Marks the beginning of text in a sequence that is to be spoken but not displayed

SPEECH MENU (IT)

Allows you to insert the Speech Menu in a NuVoice macro

SPEECH OFF (IT)

Turns speech off in your device. Nothing will be spoken unless you select one of the "Speak" tools.

SPEECH ON (IT)

Turns speech on in your device. Any messages you select or letters you type will be spoken. When speech is turned on, the Speech indicator in the status area illuminates.

SPEECH ON/OFF (IT)

Toggles speech on and off

SPELL HOME (IT)

Toggles between your Core or Home page and your Spelling page

START SCAN (IT)

Allows you to start a scan manually (e.g., if you have turned **Auto-Scan** off)

STORE CORE (IT)

Allows you to store core vocabulary messages under icon sequences

STORE TEXT AREA (IT)

Allows you to store text in the text display area directly to a key

SWAP CORE KEYS (IT)

Allows you to swap Core vocabulary keys

SWAP PAGE KEYS (IT)

Allows you to swap keys on any pages you use

SWITCH USER AREA (IT)

Allows you to switch back and forth between user areas. Assign to a key or a sequence.

TEXT MARKER (IT)

Marks the beginning of text in a sequence that is to be displayed but not spoken

TEXT SPEECH MARKER (IT)

Marks the end of the text in a sequence where a **Speech Marker** and/or **Text Marker** has been used. Any text that comes after the Text and Speech Marker will be both displayed and spoken.

TRANSFER MEMORY MENU (IT)

Allows you to save the device's memory, transfer memory from one device to another, and import graphics

UNDO (IT)

Performs the same functions as the Undo Text button in the Edit menu on the QWERTY Spelling page; deletes the last thing you did for up to 20 text changes

USER AREA MENU (IT)

Gives you access to the menu's options from a key or icon sequence

VOCABULARY BUILDER MENU (IT)

Gives you access to Vocabulary Builder from a key or icon sequence

VOCABULARY BUILDER OFF (IT)

Turns Vocabulary Builder off

VOCABULARY BUILDER ON (IT)

Turns Vocabulary Builder on

VOCABULARY BUILDER ON/OFF (IT)

Allows you to toggle Vocabulary Builder on and off

VOCABULARY MASKING ON THE FLY (IT)

Gives you access to the Vocabulary Masking on the Fly options

VOICE CLEAR TEMPORARY (IT)

Allows you to switch back to the original voice after using Voice Set Temporary

VOICE SET TEMPORARY (IT)

Allows you to switch to a different voice temporarily. To switch back to the original voice, use Voice Clear Temporary.

WAIT ANY KEY (IT)

Pauses a NuVoice macro until a key is selected

WINDOWS CLICKS OFF (IT)

Allows you to turn the magnification option off when you are using the internal computer

WINDOWS CLICKS ON (IT)

Allows you to turn the magnification option on when you are using the internal computer

WINDOWS CLICKS ON/OFF (IT)

Allows you to toggle window clicks on and off

WORD PREDICTION KEY (IT)

Allows you to assign the word prediction function to a specific key

WORD PREDICTION KEYS OFF (IT)

Allows you to turn word prediction keys on

WORD PREDICTION KEYS ON (IT)

Allows you to turn word prediction keys off

WORD PREDICTION KEYS ON/OFF (IT)

Allows you to toggle word prediction keys on and off

WORD PREDICTION MENU (IT)

Allows you to turn word prediction on and off, add words to the word prediction dictionary, delete words, etc.

WORD PREDICTION OFF (IT)

Turns word prediction off

WORD PREDICTION ON (IT)

Turns word prediction on

WORD PREDICTION ON/OFF (IT)

Toggles word prediction on and off

WORD PREDICTION WINDOW OFF (IT)

Hides the word prediction window

WORD PREDICTION WINDOW ON (IT)

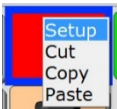
Displays the word prediction window

WORD PREDICTION WINDOW ON/OFF (IT)

Toggles the word prediction window between hidden and displayed

Next-Mouse-Right-Click Tool

Next-Mouse-Right-Click in PASS



A feature in the PASS software allows you to right-click with the mouse to speed up selecting functions. When you let the mouse pointer hover over a key, right-clicking the mouse brings up a small, context-sensitive menu. Move the cursor to highlight the function you want and then click the mouse.

Setup

Setup is context-sensitive, so the menus that open depend on where your key is.

- If you use Setup on a Core key, you open up the Assign Core Key menu.
- If you use Setup while selecting a sequence, you open in the storing a sequence page.
- If you use Setup with an activity *label* key, you open the Modify Activity menu.
- If you use Setup with an activity key *within* an activity, you open the Modify Item Within Activity page.
- If you use Setup on a page key, you open the Modify Page menu for that page.

Cut

Cut acts like Clear Key Contents in standard Toolbox menus. If you accidentally cut something, you can use Paste to put back the deleted item, so long as you do it immediately. If you are cutting something that is linked to a dynamic activity, you will see a warning box asking if you want to delete the link also.

Undo Cut

Undoes your last cut. This option is visible once you have cut something.

Copy

Takes the contents of the cell and allows you to paste it elsewhere.

Paste

Takes the current copied item and pastes it into another location. Some items will not copy/paste across modalities. For example, you can't copy a Core key and paste it into a page.

Next-Mouse-Right-Click in your Device

1. Select the **Tools** key on the case.
2. Select the **Next-Mouse-Right-Click** key from the menu.
3. In your vocabulary, select the key you want. You will see the mini-menu options.

Output Macro Tool

The most common computer control commands have been added to your device as insertable tools so you no longer have to type an entire string of characters to generate the command. You can just insert the correct tool for the command.

When you use any storing procedure, you can use the **Output Macro** button after using the **Insert Tool** key. **Output Macro** opens up a page with a list of all the computer control commands. For example, if you select the **Alt** key, you will see the following:

```
«OUTPUT-MARKER»<ESC>,hold,alt.«PROMPT-MARKER»alt
```

A command may sometimes include elements you don't need. In this example, the command includes a prompt marker, which you may want to delete if it doesn't serve your needs. However, it is much easier to delete one or two elements than to type the entire string.

If you do not see the command you want, you can create it yourself. All the PC and Mac keyboard commands are listed in the Computer and Mouse Commands appendix.

Computer and Mouse Commands

Use the commands in this section if you are creating or customizing your own computer commands and your device's insertable tools do not produce the action you want. The key names correspond to individual keys on a PC or Mac keyboard. Enter these names exactly as they are written, including the period, when you are storing computer commands for the keyboard keys.

The <esc> command that begins each key name is created by activating **Ctrl** (Ctrl key and left bracket key) on your storing keyboard. When you select this sequence, you will see a small left arrow on your display.

Mouse Commands follow the Keyboard and Keypad Commands.

Note: Some of these commands are already listed and ready to store in your device if you use the Output Macro tool. On your storing page, select **Insert Tool, Output Macro**, and then the command you want from the list.

PC Keyboard Keys

<esc>backspace.	<esc>capslock.	<esc>delete.	<esc>down.
<esc>end.	<esc>enter.	<esc>esc.	<esc>f1.
<esc>f2.	<esc>f3.	<esc>f4.	<esc>f5.
<esc>f6.	<esc>f7.	<esc>f8.	<esc>f9.
<esc>f10.	<esc>f11.	<esc>f12.	<esc>home.
<esc>insert.	<esc>left.	<esc>pagedown.	<esc>pageup.
<esc>pause.	<esc>print.	<esc>right.	<esc>scroll.
<esc>tab.	<esc>up.	<esc>,hold,alt.	<esc>,hold,control.
<esc>,hold,shift			

Specify a right or left key by placing "r" or "l" in front of the key name. For example, to hold the left shift key: <esc>,hold,lshift.

PC Keypad Keys

<esc>kp0.	<esc>kp1.	<esc>kp2.	<esc>kp3.
<esc>kp4.	<esc>kp5.	<esc>kp6.	<esc>kp7.
<esc>kp8.	<esc>kp9.	<esc>kpdel.	<esc>kpdown.
<esc>kpend.	<esc>kpenter.	<esc>kpins.	<esc>kpleft.
<esc>kpminus.	<esc>kppgdn.	<esc>kpplus.	<esc>kpright.
<esc>kpslsh.	<esc>kpstar	<esc>kpup.	<esc>kpnumlock
<esc>kpsysreq			

Mac Keyboard Keys

The <esc> command that begins each key name is generated by selecting the **CTRL** key and the ([) **left bracket** key on your storing keyboard. Then type the key name/command you want to store.

<esc>backspace.	<esc>capslock.	<esc>delete.	<esc>end.
<esc>esc.	<esc>f1.	<esc>f2.	<esc>f3.
<esc>f4.	<esc>f5.	<esc>f6.	<esc>f7.
<esc>f8.	<esc>f9.	<esc>f10.	<esc>f11.
<esc>f12.	<esc>f13.	<esc>f14.	<esc>f15.
<esc>help.	<esc>home.	<esc>insert.	<esc>left.
<esc>pagedown.	<esc>pageup.	<esc>pause.	<esc>print.
<esc>return.	<esc>right.	<esc>right.	<esc>scroll.
<esc>tab.	<esc>up.	<esc>,hold,command.	<esc>,hold,control.
<esc>,hold,option.	<esc>.,hold,shift.	<esc>,hold,alt.	

When you use a modifier key such as <CTRL>, <ALT>, <OPTION>, <SHIFT>, or <COMMAND>, typing the word “hold” in front of the key name causes the key to be held down automatically until one additional character is entered.

Typing the word “combine” in front of the key name allows you to combine several modifier keys.

Mac Keypad Keys

<esc>kp0.	<esc>kp1.	<esc>kp2.	<esc>kp3.
<esc>kp4.	<esc>kp5.	<esc>kp6.	<esc>kp7.
<esc>kp8.	<esc>kp9.	<esc>kpclear.	<esc>kpdel.
<esc>kpdown.	<esc>kpend.	<esc>kpenter.	<esc>kpequal.
<esc>kphome.	<esc>kpins.	<esc>kpleft.	<esc>kpminus.
<esc>kppd.	<esc>kpgdn.	<esc>kpgup.	<esc>kpplus.
<esc>kpright.	<esc>kpslash.	<esc>kpstar.	<esc>kpup.
<esc>kpnumlock.	<esc>kpreset.		

Mouse Button Commands

Use the following commands if you are creating or customizing your own mouse commands, and your device's insertable tools do not produce the action you want.

Command	Action
<esc>,click.	Clicks mouse button on Mac and left button on PC mouse
<esc>,click,right.	Clicks right button on 2-button mouse
<esc>,click,left.	Clicks left button on 2-button mouse
<esc>,dblclick.	Double clicks mouse button on Mac and left button on PC mouse
<esc>,dblclick,right.	Double clicks right button on 2-button mouse
<esc>,dblclick,left.	Double clicks left button on a 3-button mouse
<esc>esc,moulock.	Locks mouse button on Mac and left button on PC mouse
<esc>,moulock,right.	Locks right button on 2-button mouse
<esc>,moulock,left.	Locks left button on a 2-button mouse
<esc>,mourel.	Releases all mouse buttons that were locked
<esc>,mourel,right.	Releases right button on a 2-button mouse
<esc>,mourel,left.	Releases left button on a 2-button mouse

Mouse Cursor Movement Commands

These commands move the mouse cursor a specific distance on the screen.

The first number is the horizontal movement.

Horizontal plus (+) numbers move the mouse to the right.

Horizontal minus (-) numbers move the mouse to the left

The second number is the vertical movement.

Vertical plus (+) numbers move the mouse downward.

Vertical minus (-) numbers move the mouse upward.

The mouse moves **diagonally** when both horizontal and vertical numbers are sent.

Command	Mouse Cursor Movement
<esc>,move,+5,0.	Moves 5 pixels to the right
<esc>,move,-5,0.	Moves 5 pixels to the left
<esc>,move,0,+5.	Moves 5 pixels down
<esc>,move,0,-5.	Moves 5 pixels up
<esc>,move,+10,+10.	Moves 10 pixels diagonally down and to the right
<esc>,move,-10,+10.	Moves 10 pixels diagonally down and to the left
<esc>,move,-10,-10.	Moves 10 pixels diagonally up and to the left
<esc>,move,+10,-10.	Moves 10 pixels diagonally up and to the right
<esc>,moureset.	Resets the mouse and sends the cursor to upper left corner of the screen.

GoTo Commands

You may need to set the **Mouse Speed** (internal or external computer) to "tablet" or "slow". Use: **Start > Control Panel > Mouse > Pointer Options > Pointer Speed**

GoTo commands send the mouse to an **assigned location** on the screen. These commands always start from the **upper left corner** of your screen. The assigned location is given with horizontal and vertical number values, like those in the mouse cursor commands.

Since a GoTo command always starts in the upper left corner of the screen, the command always uses positive numbers. Because GoTo commands always start in the upper left corner, you need to use the **<esc>,moureset.** command as the first mouse command. This puts the cursor in the upper left corner.

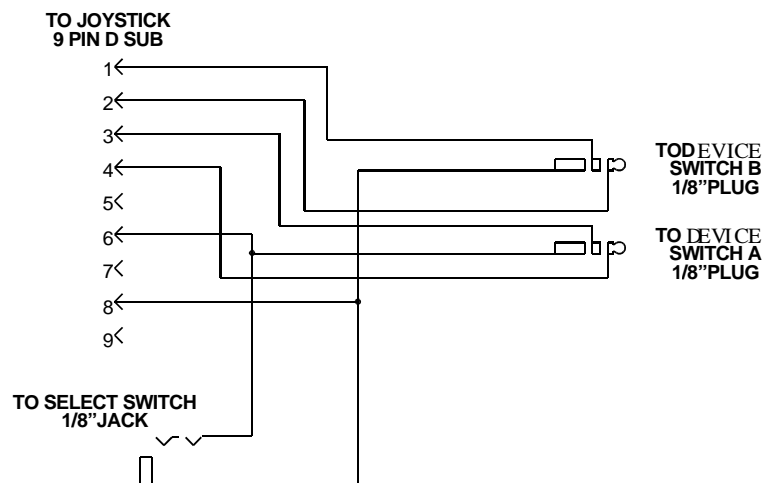
GoTo numbers will vary with computers. You need to experiment with your computer and mouse to determine where a specific set of numbers, such as those in the example below, will send the mouse. A GoTo command will not work correctly if you send the mouse past the edge of the screen.

Command	Mouse Cursor Movement
<esc>,moureset.	Resets mouse and sends it to upper left corner of screen
<esc>,goto,+100,+150.	Mouse moves to a specific location on the screen

The Joystick Adapter

To use a joystick with your device you must have an adapter to plug into your device and your joystick. The schematic below shows you the adapter specifications. You can also call the PRC Service Department and ask about the availability of Joystick adapters, (800)-262-1990.

JOYSTICK ADAPTER CABLE



RealSpeak Speech Tips

RealSpeak, AT&T Natural Voices, and Acapela speech use the Speech Application Program Interface (SAPI). The following directions should work for all three synthesizers. You can change the pronunciation of words, alter the rate at which words are spoken in a sentence, add pauses to sentences and tell RealSpeak to spell words out rather than pronounce them. To do these things you must use certain tags that tell RealSpeak what you want it to do. In the following pages you will learn how to use these tags. You will also learn how RealSpeak handles numbers and you will find phoneme charts to use for entering correct pronunciation.

Pronouncing Words Correctly

RealSpeak may not pronounce some words, especially nouns such as names of people or places, correctly. To teach the correct pronunciation of any word, you must enter it phonetically using a specific tag. This tag is shown below.

`<pron sym="phonetic string"/>`

Using this tag, you can enter words phonetically into the Speech Dictionary or into messages that you are storing.

Important Note! Phonemes must always be separated by spaces.

For example: the phonetic spelling of "bed" is B EH D. The phonetic spelling of "about" is AX B A + UH T. You must add a space between each phoneme. Phoneme tables and instructions are available for three English language variations: American English (page 221); British English (page 223); and Australian English (page 225).

Note: The following RealSpeak tips and tables are used by permission of Nuance Communications, Inc.

American English Phonemes

Enter any phonetic word with this tag: `<pron sym="phonetic text"/>`

Phoneme	Example	Phonetic Spelling
aa	father	1 f aa - dh ax r
ae	cat	k ae t
ah	cut	k ah t
ao	dog	d ao g
aw	foul	f aw l
ax	ago	ax - 1 g ow
ay	bite	b ay t
b	big	b ih g
ch	chin	ch ih n
dh	then	dh eh n
eh	pet	p eh t
er	fur	f er
ey	ate	ey t
f	fork	f ao r k
g	gut	g ah t
h	help	h eh l p
ih	fill	f ih l
iy	feel	f iy l
jh	joy	jh oy
k	cut	k ah t

Phoneme	Example	Phonetic Spelling
l	lid	l ih d
m	mat	m ae t
n	no	n ow
ng	sing	s ih ng
ow	go	g ow
oy	toy	t oy
p	put	p uh t
r	red	r eh d
s	sit	s ih t
sh	she	sh iy
t	talk	t aa k
th	thin	th ih n
uh	book	b uh k
uw	too	t uw
v	vat	v ae t
w	with	w ih dh
y	yard	y aa r d
z	zap	z ae p
zh	pleasure	1 pleh - zh ax r

The table below shows various symbols (period, comma, etc.) that can be used to guide pronunciation as you enter phonetic text.

Symbol	Meaning	Phonetic Use	Spoken as
- (Hyphen)	Syllable boundary	h eh - 1 l ow !	Hello!
! (Exclamation mark)	Sentence ender	h eh - 1 l ow !	Hello!
&	Word boundary	h eh - 1 l ow & , h aw & ao r & y uw ?	Hello, how are you?
, (Comma)	Sentence ender	h eh - 1 l ow & , h aw & ao r & y uw ?	Hello, how are you?
. (Period)	Sentence ender	h eh - 1 l ow .	Hello.
? (Question mark)	Sentence ender	h eh - 1 l ow ?	Hello?
_ (Underscore)	Silence	h eh - 1 l ow _ h aw & ao r & y uw ?	Hello..... How are you?
1	Primary stress	h eh - 1 l ow	
2	Secondary stress	Ax - 2 f r ih - k ax - n ay - 1 z ey - sh ax n	Africanization

A Note about Text and Speech Markers: If you are storing a message and enter a phonetically spelled word, also enter the correctly spelled word and use the Text and Speech Marker tools so your device will speak the word correctly and show the correct word on the display, but will hide the phonetic pronunciation.

British English Phonemes

Enter any phonetic word with this tag: <pron sym="phonetic text"/>

Phoneme	Example	Phonetic Spelling
i	beat	s1 b i t
ih	bit	s1 b ih t
eh	bed	s1 b eh d
ae	map	s1 m ae p
o	go	s1 g o
q	pot	s1 p q t
aa	car	s1 k aa
ah	but	s1 b ah t
ao	bought	s1 b ao t
uh	book	B uh k
u	boot	s1 b u t
ax	about	ax s1 b a + uh t
er	turn	s1 t er n
i + ax or iyx	here	s1 h i + ax or s1 h iyx
eh + ax or ehx	there	s1 dh eh + ax s1 dh ehx
u + ax or uax	poor	s1 p u + ax or s1 p uax
e + i or ei	bait	s1 b e + i t or s1 b ei t
ao + i or oi	boy	s1 b ao + i or s1 b oi
a + i or ai	buy	s1 b a + i or s1 b ai
a + uh or au	down	s1 d a + uh n or s1 d au n
p	pan	s1 p ae n
t	tan	s1 t ae n
k	can	s1 k ae n
b	boy	s1 b ao + ih
d	day	s1 d e + IH
g	got	s1 g q t
gt	eat	s1 gt i t
f	fine	s1 f a + ih n
th	thin	Si th ih n
s	sin	s1 s ih n
sh	shine	s1 sh a + ih n
v	vine	s1 v a n
dh	that	s1 dh ae t
z	zone	s1 z o + uh n

Phoneme	Example	Phonetic Spelling
zh	vision	s1 v ih zh ax n
h	head	s1 h eh d
j	you	s1 j u
w	wit	s1 w ih t
r	ride	s1 r a + ih d
l	let	s1 l eh t
m	my	s1 m a + ih
n	no	s1 n o + uh
ng	song	s1 s q ng
t + sh	church	s1 t + sh er t + sh
d + zh	jungle	s1 d + zh ah ng g ax l

Symbol	Meaning	Phonetic Use	Spoken as
_! (underscore exclamation mark)	Sentence ender	h eh s1 l o _!	Hello!
_& (underscoreand)	Word boundary	h eh s1 l o _&_, h au _& aa r _& j u _?	Hello, how are you?
_, (underscorecomma)	Sentence ender	h eh s1 l o _&_, h au & aa r _& j u _?	Hello, how are you?
_. (underscoreperiod)	Sentence ender	h eh s1 l o _.	Hello.
_? (underscorequestion mark)	Sentence ender	h eh s1 l o _?	Hello?
_s (underscore)	Silence	h eh s1 l o __s h au & aa r & j u ?	Hello..... How are you?
S1 or s1	Primary stress	h eh s1 l o	Hello
S2 or s2	Secondary stress	Ax - 2 f r ih - k ax - n ay - 1 z ey - sh ax n	Africanization

A Note about Text and Speech Markers: If you are storing a message and enter a phonetically spelled word, also enter the correctly spelled word and use the Text and Speech Marker tools so your device will speak the word correctly and show the correct word on the display, but will hide the phonetic pronunciation.

Australian English Phonemes

Enter any phonetic word with this tag: <pron sym="phonetic text"/>

Phoneme	Example	Phonetic Spelling
i	beat	s1 b i t
ih	bit	s1 b ih t
eh	bed	s1 b eh d
ae	map	s1 m ae p
o	go	s1 g o
q	pot	s1 p q t
aa	car	s1 k aa
ah	but	s1 b ah t
ao	bought	s1 b ao t
uh	book	b uh k
u	boot	s1 b u t
ax	about	ax s1 b a + uh t
ix	roses	S1 r o + uh z ix z
er	turn	s1 t er n
i + ax or iyx	here	s1 h i + ax or s1 h iyx
eh + ax or ehx	there	s1 dh eh + ax or s1 dh ehx
u + ax or uax	poor	s1 p u + ax or s1 p uax
e + i or ei	bait	s1 b e + i t or s1 b ei t
ao + i or oi	boy	s1 b ao + l or s1 b oi
a + i or ai	buy	s1 b a + i or s1 b ai
a + uh or au	down	s1 d a + uh n or s1 d au n
p	pan	s1 p ae n
t	tan	s1 t ae n
k	can	s1 k ae n
b	boy	s1 b ao + ih
d	day	s1 d e + IH
g	got	s1 g q t
gt	eat	s1 gt i t

Phoneme	Example	Phonetic Spelling
f	fine	s1 f a + ih n
th	thin	s1 th ih n
s	sin	s1 s ih n
sh	shine	s1 sh a + ih n
v	vine	s1 v a n
dh	that	s1 dh ae t
z	zone	s1 z o + uh n
zh	vision	s1 v ih zh ax n
h	head	s1 h eh d
j	you	s1 j u
w	wit	s1 w ih t
r	ride	s1 r a + ih d
l	let	s1 l eh t
m	my	s1 m a + ih
n	no	s1 n o + uh
ng	song	s1 s q ng
t + sh	church	s1 t + sh er t + sh
d + zh	jungle	s1 d + zh ah ng g ax l

You can use this chart of various symbols (period, comma, etc.) to guide pronunciation as you enter phonetic text.

Symbol	Meaning	Phonetic Use	Spoken as
_! (underscoreexclamationmark)	Sentence ender	h eh s1 l o + uh _!	Hello!
_& (underscoreand)	Word boundary	h eh s1 l o + uh _& _ h au _& aa r _& j u _?	Hello, how are you?
_, (underscorecomma)	Sentence ender	h eh s1 l o + uh _& _ , h au & aa r _& j u _?	Hello, how are you?
_. (underscoreperiod)	Sentence ender	h eh s1 l o + uh _.	Hello.
_? (underscorequestionmark)	Sentence ender	h eh s1 l o + uh _?	Hello?
_s (underscore)	Silence	h eh s1 l o + uh __s h au _& aa r _& j u _?	Hello..... How are you?
S1 or s1	Primary stress	h eh s1 l o + uh	Hello
S2 or s2	Secondary stress	s1 l eh k s ih s2 k q n	Lexicon

A Note about Text and Speech Markers: If you are storing a message and enter a phonetically spelled word, also enter the correctly spelled word and use the Text and Speech Marker tools so your device will speak the word correctly and show the correct word on the display, but will hide the phonetic pronunciation.

Additional RealSpeak Speech Tips

Producing a Long "A" in the Middle of a Sentence

Usually an "A" by itself in the middle of a sentence is pronounced as "uh," but there may be times when you want it to be pronounced as a long "A" ("ayee"). To achieve this, type the capital letter "A" and then add a punctuation mark immediately following it:

A, A? A! (A ;

This will change the inflection of the sentence somewhat, but it will produce a long "A". For example: Give me an A! Give me a B.

RealSpeak and Numbers

Most numbers are pronounced as you think they should be.

Cardinal Numbers

Cardinal numbers up to 15 digits are pronounced as full numbers. Numbers with more than 15 digits are pronounced digit by digit. For example: 2,345,789 is pronounced as two million three-hundred-forty-five thousand, seven-hundred-eighty-nine. 005 is pronounced as zero zero five.

Numbers from 1,100 through 9,999 are pronounced as full numbers when a comma is used. When no comma is used, the number is treated as a year. For example: the number, 1,999, is pronounced *one-thousand-nine-hundred and ninety-nine*. The year 1999 is pronounced *nineteen-ninety-nine*.

Exception: The years 2000-2029 are pronounced as cardinal numbers, (e. g., *two-thousand-sixteen*). At 2030 they begin to be pronounced as years (e.g., *twenty-thirty*).

Telephone Numbers

Telephone numbers are pronounced digit by digit. To have the numbers pronounced as groups, add a space, a slash or a hyphen between the groups. Area codes must be in parentheses. For Example: (330) 262 1984 or (330)/262/1984. Both of these are spoken as: *Area Code 330, two six two, one nine eight four*.

International and mobile (or cell) numbers are usually read correctly assuming you have used the correct spacing. For example: +22 (1343) 465-586 is pronounced: plus twenty two one three four three four six five five eight six; 011 44 (1733) 370 470 is pronounced: zero one one forty-four one seven three three three seven zero four seven zero.

Entering Math Problems

For math problems to be pronounced correctly, you must space the numbers correctly. For example: $5 - 3 = 2$ must be entered as:

5 -3 = 2 (5 space -no space3 space= space2)

4 + 5 = 9 is entered as

4 +5 = 9 (4 [space +no space5 space= space9)

With multiplication, use the "x" or the *

For Example: $2 * 8 = 16$ or $2x8 = 16$. In either case your device will speak "x" or "asterisk", not "times". Do not put spaces between the multiplication sign and the numbers. Add a space before and after the "equals" sign.

Division is not available unless you have a "division" sign that you can assign to a key or sequence; otherwise, you must enter the words "divided by" with spaces, as in: 4 divided by 2 = 2.

Fractions are usually spoken correctly

For example: 5/9 is spoken as five ninths; 3/2 is spoken as three over two; 223/845 is spoken as two hundred twenty three over eight hundred forty five.

Bank account, Social Security, credit card numbers

To have these types of numbers pronounced correctly, use hyphens between groups of numbers. Do not put spaces before or after the hyphen. For example: 1234-5678-9123-4004 is pronounced as: one two three four (pause) five six seven eight (pause) nine one two three (pause) four zero zero four.

Dates

Depending on your country, dates are read as month/day/year (America) or day/month/year (Britain, Australia). Separate numbers with the date with slashes or hyphens. Do not add spaces. For example: 5/15/06 is pronounced as: *May fifteenth two-thousand-six* in American English. 15-5-06 is pronounced: *the fifteenth May two-thousand six* in British and Australian English.

Currencies

RealSpeak correctly handles the currency symbols \$, £, ¥, and the most common currency abbreviations. The Euro symbol is also supported. You can find this symbol on the QWERTY spell page. Press the Ext. Chars. key to find the Euro symbol. For example: \$40.00 is pronounced *Forty dollars*. £125 is pronounced *One hundred twenty five pounds*. ¥60 is pronounced *60 yen*. €20 is pronounced *Twenty Euros*.

Abbreviations

The RealSpeak dictionary contains most common abbreviations. Some abbreviations can be spoken in more than one way, so RealSpeak looks for the context in which they are written. The abbreviation, "St." could be pronounced as *Saint* or *Street*. If "St." is followed by a capital letter, it is pronounced as *Saint*. If not, it is pronounced as *street*. Similarly, the abbreviation "Dr." could be pronounced as *Doctor* or *Drive*. If it is followed by a capital letter, it's pronounced *Doctor*. If not, it is pronounced, *Drive*. For example: Dr. Johnson's St. is pronounced, *Doctor Johnson's Street*. St. John's Dr. is pronounced *Saint John's Drive*. Dr. Johnson lives on St. Peter's St. is pronounced, *Doctor Johnson lives on Saint Peter's Street*.

Acronyms and initialisms

Acronyms are abbreviations formed by combining the first letters of a group of words. They are pronounced as words. For example: NATO (nay toe), UNESCO (you ness coe)

Initialisms are abbreviations formed by combining the first letter of each part of a group of words. Initialisms are spelled. For example: API (ay pee eye), FBI (eff bee eye), EC (ee cee)

DECtalk Speech Tips

Sometimes a word has two different pronunciations. For instance, the word "record" can be pronounced as it is in this sentence, "We kept a REcord of how many people attended the museum opening." The word can also be pronounced as it is in this sentence, "Our speech teacher let us reCORD our voices on a tape recorder."

The way a word is most often spoken is the way your device will pronounce the word. In this case, if you type "record" it is pronounced "REcord." If you want the alternate pronunciation for the word, select the **Ctrl** key and then the **Space** key. Type the word you want and add a space after it.

If you store a word using Ctrl Space, every time you retrieve that word your device will speak the alternate pronunciation of the word.

Note: We recommend that you do **not** store alternate pronunciations in the Dictionary, since they are the less frequently used pronunciations of words.

The next few pages contain a list of words that have alternate pronunciations which DECTalk speech already knows. There is also a list of all the abbreviations that you can use which DECTalk speech knows how to pronounce.

The last part of this appendix explains how your device and the DECTalk speech board handle numbers.

Words with Alternate Pronunciations

abstract	console	implant	predicate	rerun remake
abuse	construct	import	predominate	research
addict	contest	imprint	present	retake
advocate	contract	incense	proceed	rewrite
affix	contrast	incline	produce	segment
alternate	converse	increase	progress	separate
animate	convert	insert	project	subject
annex	convict	insult	protest	sublet
appropriate	coordinate	interchange	read	subordinate
associate	defect	intimate	rebel	suspect
attribute	deliberate	invalid	recall	syndicate
august	desert	lead	recap	suspect
bass	digest	live	recess	tear
close	discharge	miscount	record	torment
combat	dove	misuse	recount	transform
combine	duplicate	moderate	refill	transport
compact	elaborate	object	refresh	upset
compound	estimate	overrun	refund	use
compress	excuse	perfect	refuse	wind
conduct	exploit	permit	reject	wound
content	export	pervert	relapse	
conflict	extract	polish	relay	

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Abbreviations Recognized by DECTalk Speech

Abbreviation	Word
All-in-1	All in one
All-in-one	All in one
Apr.	April
Assoc.	Associates
Aug.	August
Av.	Avenue
Ave.	Avenue
bldg.	building
Blvd.	Boulevard
CH.	Chapter
Ch.	Chapter
cm.	centimeters
Cms	centimeters
Co.	Company
COD	See-oh-dee
contd.	continued
Corp.	Corporation
Ctr.	Center
CTRL	Control
cu.	cubic
Dec	DEC (as in DECTalk)
Dist.	District
deg.	degrees
Dept.	Department
doz.	dozen
Dr.	Doctor (when followed by a name)
Dr.	Drive (when preceded by a name)
e.g.	ee gee (not “for example”)
ESC	escape
esp.	especially
est.	ee ess tee
etc.	et cetera
ext.	extension
Feb.	February
fig.	figure
flt.	flight
FOB	freight on board
fn.	footnote
Fr.	Father
Fri.	Friday
ft.	feet (not “foot”)

Abbreviation	Word
Ft.	Fort (not “Foot”)
Gen.	General
gm.	grams
Gov.	Governor
hrs.	hours
i.e.	Eye ee (not “that is”)
Inc.	Incorporated
Intl.	International
Jan	January
Jr.	Junior
Jul.	July
Jun.	June
kg	kilograms
kgs	kilograms
km.	kilometers
lb.	pounds
lbs.	pounds
Ltd.	Limited
Mar.	March
mg.	milligrams
mgs.	milligrams
misc.	miscellaneous
ml.	milliliters
Mon.	Monday
Mr.	mister
Mrs.	missus
Ms.	Miz
msde.	merchandise
msec.	milliseconds
msecs.	milliseconds
mss.	manuscripts
Mt.	Mount
Nov.	November
Oct.	October
oz.	ounces
ozs.	ounces
Pl.	plural
pp.	pages
ppd.	Post paid
Pres.	President
Rd.	Road
recd.	received
Rep.	Representative

Abbreviation	Word
Rev.	Reverend
rists	ris-tis
rists/e	Ris-tis-ee
Rte.	route
Sat.	Saturday
Sen	Senator
Sep.	September
Sept.	September
sq.	square
Sr.	Senior
St.	Saint (when followed by a name)
St.	Street (when preceded by a name)
Sun.	Sunday
Thu.	Thursday
Thurs.	Thursday
Tue.	Tuesday
Tues.	Tuesday
Univ.	University
USA	You-ess-aye
Vol.	Volume
vs.	versus
yds.	yards

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Producing a Long "A" in the Middle of a Sentence:

Usually an "A" by itself in the middle of a sentence is pronounced as "uh," but there may be times when you want it to be pronounced as a long "A" ("ayee"). To achieve this, type the capital letter "A" and then add a punctuation mark immediately following it:

A, A? A! (A ;

This will change the inflection of the sentence somewhat, but it will produce a long "A".

English Vowel Phonemes

Phoneme Symbol	Example
aa	f a ther
ae	b a t
ah	b u t
ao	b ou ght
aw	b ou t
ax	a bou t
ay	b i te
eh	b e t
ey	b a ke
R-Colored Diphthongs	
ar	b ar
er	b ear
ir	b eer
or	b or e
ur	p oor
el	bott le
en	butt on
rr	butt er

English Consonant Phonemes

Phoneme Symbol	Example
b	b in
ch	ch in
d	d ebt
dh	th is
f	f in
g	g ive
hx	h ead
jh	g in
k	c at
l	l et
m	m et
n	n et
nx	si ng

Phoneme Symbol	Example
dx	ri d er, wri t er
lx	be l l
rx	o r ation
tx	La t in
p	p in
r	r ed
s	s it
sh	sh in
t	t est
th	th in
v	v est
w	w est
z	z oo

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How DECtalk Speech Handles Numbers

1998 is a year. 1,998 is a big number. 1998 (no comma) is spoken as "nineteen-ninety-eight." 1,998 (with a comma) is spoken as "one-thousand-nine-hundred-and-ninety-eight." Any four-digit number is spoken as a year unless you add a comma after the first digit. Commas are not necessary if a number contains more than four digits (e.g., 10,375). Numbers containing up to 9 digits are pronounced correctly.

Examples of Entering Math Problems:

When you enter math problems, they must be spaced correctly for DECtalk speech and your device to pronounce them correctly.

For example: $5 - 3 = 2$

Enter this problem in the following manner:

5 (space) -3(no space between "-" and "3" but add a space after "3") =(space) 2.

The problem looks like this when it is entered:

5 _-3 _= 2 ("_" indicates a space)

Examples of Spacing for Other Math Problems:

2*8 _= 16; 1*2 _= 2 ("*" indicates "times" but your device speaks "asterisk".)

2 _+8 _= 10

1 1/2 must be entered as 1&_1/2

(1/2 can be entered by activating "1" the "forward slash" key "2".)

Examples of Entering Dates:

DECtalk speech does not recognize dates if you enter them this way: 6-8-2017 or 11/20/17

Enter dates in the following format for them to be spoken correctly: 6-Aug-2017 or 20-Nov-2017

These dates are spoken as "August 6, twenty-seventeen" and "November 20, twenty-seventeen".

Other speech synthesizers in your device may speak these numbers a little differently.

Example of Entering a Phone Number:

Phone numbers must be entered by placing spaces and commas as shown below:

1_1_6,_2_6_2,_1_9_8_4 or 2_6_2,_1_9_3_3

Troubleshooting

If you have a problem that is not described here, go to the Troubleshooting section of the hardware manual for your device. If a problem persists, call the PRC Service Department at 800-262-1990. Outside the U.S., call your local distributor.

PRC Service Disclaimer: The PRC Service Department is not responsible for lost vocabulary on devices returned for service. Before you return a device to PRC for servicing, back up your vocabulary on a USB memory device.

When you select a key or keys, your device makes a "raspberry" noise:

A dynamic activity is stored under the key(s) but it is hidden. Open the **Dynamic Activity** menu to see if something is stored at this location. If you see the sequence but the activity is listed as "unknown" you may have deleted the activity at some other time. You must either add the activity, or delete the sequence by activating the **Delete Dynamic Activity** key in the Dynamic Activity menu and then selecting the key or sequence you stored the activity under.

Your device won't activate a key you have selected:

Your touchscreen may be dirty or greasy from fingerprints. Thoroughly clean and dry the screen. Follow the Clean Your Display instructions in the Troubleshooting section of the hardware manual for your device.

Auto-repeat won't work when you are using "Activate Key When = Released":

The key is selected after you have released it and after the **Release Time** has expired. If you have set a long Release Time you must wait for it to expire before the key will begin to repeat.

You are using your Core vocabulary but you keep getting error beeps and/or things are not working correctly:

You probably have a Windows program open and Output turned on. Go to the Toolbox and select **Output Menu**. Make sure the Output option is turned off. If you frequently use the internal computer and encounter problems with NuVoice, always check the Output Menu first. When the Output option is turned on, anything you do using NuVoice and vocabularies will be sent to the computer. If you forget you have Output turned on, some things you do in NuVoice may affect the Windows program and cause problems.

Your device is not producing any audio—you cannot hear messages:

The volume may be muted in your device or in Windows.

First: Check the status display area on your device screen to make sure lines are visible in the Volume bar graph. If not, select the **Volume Up** key in the Toolbox until you see some lines in the bar graph. Then select a message and see if it's spoken so that you can hear it.

If that doesn't work: Open the Feedback Menu and make sure the External Speaker option is turned off.

If that doesn't work: Open the Windows **Start** menu. Select **Control Panel**. Select the category that includes the Sound options. Select the **Volume** tab. Make sure the Mute box is unchecked.



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

About High-Efficiency Fluorescent Lights and the Use of Infrared:

There is a compatibility problem between many infrared controls and high-efficiency fluorescent lights. If you are using your device in a room that has high-efficiency fluorescent lighting, the infrared, including computer access, remote control commands, etc., may not work. Turn the lights off and the IR will work fine.

Index

1

1-Switch Scanning Methods 83

2

2-Switch Scanning Methods 84

A

Abbreviation Expansion Menu 135
Abbreviations Recognized by DECTalk Speech 230
About Bluetooth Cell Phones 184
About Computer Use 192
About Creating and Modifying Pages 155
About NuVoice Macros 153
About Sequence Sets 120
About Storing and Assigning Tools 149
About Vocabulary Masking on the Fly 126
Access Method Menu 82
Activate 63, 65
Activation Beep and Scan Beep 40
Activity Row 171
Add a Device 52
Add a Function 53
Add a New Device to your Remotes Page 57
Add a Preprogrammed Device 51
Add a Sound File to a Key 70
Add a Word 132
Add an Incoming Number 189
Add Contacts 188
Add Links to other Pages on a Scene Page 161
Add Pronunciation 37
Add Pronunciation (Auditory Prompt Voice) 108
Add Pronunciation (Speech Menu) 107
Add Text and Graphics 195
Additional RealSpeak Speech Tips 227
Adjusting Caller and Listener Volume 191
Advanced Color Options 181
Advanced Options (Pronunciations) 38
Alert Signal 24
American English Phonemes 221
Appendices 199
Arrow Keys 144
Assign a NuVoice Macro to a Core Key 168
Assign Activity Keys 179
Assign Core Keys 165
Auditory Prompt Voice 107
Auditory Prompts Menu 26
Auditory Prompts Off/On 26
Australian English Phonemes 225
Auto Line Feed 76
Auto Spell 40
Auto-Delete TXT Messages 190
Average Pitch 107
Average Pitch (Auditory Prompt Voice) 107

B

Background and Text Colors 43
Backlight Intensity 39

Basic Storing 146
Bass (Auditory Prompt Voice) 108
Bass (Speech Menu) 107
Bass and Treble (Feedback Menu) 41
Battery Menu 61
Block Mark 144
Bluetooth Cell Phone 184
Bluetooth Icons Visible in the Status Display Area 186
Bluetooth Output Method 77
Bluetooth Speaker Menu (Feedback Menu) 44
British English Phonemes 223
Built-in Devices 62

C

Calculator 22
Calibrate Mouse 77
Calibrate Now 92
Calibration Settings 95
Camera Menu 140
Cancel Key 162
Category Prompt 28
Change All Occurrences of an Icon 33
Change Communication Language 35
Change Computer Access Home 77
Change Home Location 35
Change Icon (Page) 156
Change Key Color (Page) 157
Change Label (Page) 156
Change Number of Toolbox Locations 35
Change Product Configuration 65
Change Visual Scene 159
Change Voice 106
Change Voice (Auditory Prompt Voice) 107
Character Pacing 76
Choose a Custom Key Size 161
Choose Different Access Method 82
Choose Next Key to Define 162
Classic – Automatic Data Logging Icon 17
Classic – Caps Lock 16
Classic – Date and Time 16
Classic – Headphone Volume / 16
Classic – Speaker Volume / 16
Clear Data Log - 0 Bytes 81
Clear Key Contents 159
Clock Menu 36
Close a Notebook 72
Color 134
Computer and Mouse Commands 217
Computer Command for Delete 134
Computer Tools 192
Configuration Menu Options 185
Connect Freedom Switch® / Disconnect ALL Freedom Switch® 90
Copy a Manual Board 198
Copy a Notebook from One Area to Another 75
Copy a User Area 32
Copy a Vocabulary File 47
Copy All Abbreviation Expansions 35
Copy All Sequences Beginning with Selected Icon 35
Copy Current Settings to All Areas 94
Copy Pages 158
Copy Pages/Activities 32

Copy this Assignment to 158
Create a Custom Color 183
Create a Manual Board 195
Create a New Activity 172
Create a Page for your New Device 56
Create a Scene Page 159
Create a Sequence Set 120
Create and Store a NuVoice Macro 153
Create Commands Page for Selected Device 55
Create Page and Modify Page Menu Options 155
Create Page/Modify Page Storing Options 156
Create Page: Start-Up 155
Creating and Modifying Manual Boards 195
Creating and Using Playlists 68
Customize Eyegaze Settings 93

D

Data Analysis 79
Data logging 61
Data Logging On/Off 79
DECTalk Speech Tips 229
Delete a Manual Board 199
Delete a Notebook 73
Delete a Vocabulary File 48
Delete a Word 133
Delete Character 144
Delete Page 162
Delete Pronunciation 38
Delete Reminder 140
Delete Selected Device 52
Delete Selected Function 53
Deleting Dynamically Linked Sequences 174
Dictionary 132
Disable Toolbox 58
Display Areas 15
Dynamic Activities 173

E

Earphone Volume 39
Edit a Synthesized Speech Message 149
Edit Menu 145
Edit Mode 144
Edit Pronunciation 38
Edit Reminder 140
Embellished Icons 40
Enable Icon Set Menu 61
Enable Integrated Device 62
End 143
English / Español 65
English Consonant Phonemes 233
English Vowel Phonemes 233
Enter a New Feature Code 62
Erase a Core Synthesized Speech Message 165
Erase a Dynamic Activity Link 174
Erase a NuVoice Macro 154, 168
Erase a Recorded Core Message 164
Erase a Recorded Message 147
Erase a Synthesized Speech Message 149
Erase All Sequences Beginning with Selected Icon 35
Erase All Vocabulary 61
Erase the Tool and Restore the Original Icon 166

Erasing Prompts 28
Error Reporting 61
Example: Create a Sequence Set 121
Example: Modify Scan Pattern 88
Example: Using Vocabulary Masking on the Fly 128
Expand a User Area or Page 34
Expanded Vocabulary Search 78
Ext. Chars (Extended Characters) 143
External Speaker: On/Off 41
Eye Track Status 92
Eyegaze Method 91
Eyegaze Positioning 92

F

Feedback Menu 39
File Organizer Menu 47
Find Word 38
Freedom Switch 90
fully 157

G

Getting Started 13
Go To Home 22
Go To Spell 22
GoTo Commands 220

H

Hardware Diagnostics 60
Hide Core Vocabulary Keys 169
Hide/Show Keys 157
Highlight Settings (1-Switch/2-Switch) 85
Home 143
Host Computer Type 77
How DECTalk Speech Handles Numbers 234

I

Icon Message Labels: Top or Bottom 40
Icon Prediction: Grey/White/Blank/Off 41
Icon Tutor Advanced Settings 82
Icon Tutor Key in the Activity Row 180
Icon Tutor On-the-Fly 43
Icon Tutor View Count 43
Icon Tutor View Delay 43
Import Icons or Scenes 111
Import New Word List 126
Importing Sound Files to Store in Your Vocabulary 69
Increase a Word's Frequency Value 134
Insert Tool 31, 149, 152
Insertable Tools List (IT) 199
Internet Access Information 195
IR Setup Menu 49

J

Joystick Methods 90

K

Key Mode ON/OFF 143
Keyboard Layout 76
Key-Mode Static Rows/Key-Mode Scroll Rows 161

L

- Letter Case 133
- Link a Core Icon Sequence to a Page 170
- Link a Page to an Activity 179
- Link an Activity to a Page or to another Activity 178
- Listen-to-Calls-With 191
- Load a Notebook 73
- Load an Area or Device Contents 110
- Load Default IR Devices 56
- Load Default PRC Dictionary 135
- Load Icons from MTI File 112
- Load Pages and Activities 113
- Lock a Notebook 74

M

- Mac Keyboard Keys 218
- Mac Keypad Keys 218
- Maintenance Menu 58
- Manage Eyegaze Profiles 93
- Manage Pronunciations (Auditory Prompt Voice) 108
- Manage Pronunciations (Speech Menu) 107
- Manage Pronunciations Menu Options 37
- Managing Pronunciations for a Voice 37
- Memory Transfer using a USB Flash Drive 109
- Modify a Manual Board 198
- Modify an Existing Activity 175
- Modify Main Activity Options 175
- Modify Page: Start-Up 156
- Modify Scan Pattern 159
- Modify Scan Patterns (1-Switch/2-Switch) 86
- Modify Selected Device 52
- Modify User Keys 31
- Mouse Button Commands 219
- Mouse Cursor Movement Commands 219
- Mouse Tools 193
- Mouse/USB Joystick Method 91
- Move a Vocabulary File 48
- MP3 Player Menu 66
- MP3 Player Menu Options 66
- Music Tools 69

N

- New Notebook 72
- New Reminder 139
- Next-Mouse-Right-Click Tool 215
- Notebook Menu 71
- Notebook Text/Background Color 72
- NuPoint Method 91

O

- OK Key 162
- OK/Cancel 162
- Open a Notebook 72
- Options for Modifying an Item within an Activity 177
- Output 75
- Output Destination 76
- Output Macro Tool 216
- Output Menu 75
- Output Method 76
- Output Mode 76

P

- Page Down 144
- Page Up 144
- Page Up/Page Down/Arrows 38
- Pair and Configure your Bluetooth Cell Phone 184
- Pause/Resume (Eyegaze) 91
- PC Keyboard Keys 217
- PC Keypad Keys 217
- Pitch Range 107
- Pitch Range (Auditory Prompt Voice) 108
- Power Management 60
- Predict in Minspeak 132
- Print a Notebook 74
- Pronunciation Dictionary 37

Q

- Quick Steps for Linking Pages 163

R

- Raspberries On/Off 41
- Read a Text Message 190
- RealSpeak Speech Tips 221
- Recorded and Synthesized Speech 146
- Re-Learn Signals 54
- Reminders Menu 139
- Rename a Notebook 73
- Rename Page 161
- Rename Selected Device 52
- Rename Selected Function 53
- Rename User Area 31
- Replace the Tools in the Tools Menu 152
- Replace User Area 32
- Replace with Preprogrammed Device 55
- Reset Eyegaze Settings to Default 97
- Reset to Factory Defaults 61
- Restart Resumes at ... 35
- Review 78
- Review All Dynamic Activities 174
- Review to Display & Speaker (Review Vocabulary Menu) 79
- Review to Display (Review Vocabulary Menu) 78
- Review to Display (Word Prediction Menu) 134
- Review to File (Review Vocabulary Menu) 79
- Review to File (Word Prediction Menu) 135
- Review Vocabulary Menu 78

S

- Save a Notebook 73
- Save an Area or Device Contents 109
- Save Data Log to File 80
- Save Notebook 72
- Save Pages and Activities (Transfer Memory Menu) 112
- Save Your Settings 105
- Save/Load an IR Device 114
- Save/Load Contacts 115
- Saving Your Contacts List 189
- Scroll Keys 143
- Search Icon Tutor 81
- Select a Device 52
- Select a Function 53
- Select a Template 195
- Select a Voice for Synthesized Speech 106

- Selection Area 133
- Send a Text Message 190
- Sending Text to the Computer Application 194
- Set Activity Template 171
- Set Custom Switch Times (1-Switch/2-Switch) 86
- Settings Menu 104
- Shared Access Options 97
- Show Category Labels 40
- Show Selections By: Icon or Icon Name 40
- Single Function Keys 21
- Skin Options 44
- Software version 61
- Speak When Spelling 41
- Special Single Function Keys 22
- Speech Menu 106
- Speech Rate 106
- Speech Rate (Auditory Prompt Voice) 107
- Spell and Select Words 137
- Spell Icon to Find 164, 165
- Spell Message or Define Key Function (Page) 156
- Spell One Word 40
- Spell Page to Find 162
- Spelling Keyboard: QWERTY/User Defined 30
- Status Area – Classic Skin 16
- Status Area – Skin 1/Skin 2 17
- Store a NuVoice Macro under an Icon Sequence 167
- Store a Phone Number in the Directory 189
- Store a Recorded Core Message 164
- Store a Recorded Message: Basic Steps 147
- Store a Single Page Under an Icon Sequence 170
- Store a Synthesized Speech Message 165
- Store a Synthesized Speech Message: Basic Steps 148
- Store a Tool in an Activity 180
- Store a Tool Under an Icon Sequence 166
- Store a Tool: Basic Steps 150
- Store Category Prompt 159
- Store Text Area Tool 162
- Store the "Use Settings" Keys in Your Vocabulary 105
- Storing Keyboard: QWERTY/User Defined 31
- Swap Core Keys 169
- Swap Page Keys 158
- Switch User Area 30
- System Information Box 61

T

- Teach Remote Control Signals to Your Device 50
- Templates 33
- Test Pronunciation 38
- Test Speech 106
- Test Speech (Auditory Prompt Voice) 107
- Text Area Options 46
- Text Size 41
- The Alarm Tool 24
- The Built-In Camera(s) 141
- The Help Button 20
- The Joystick Adapter 220
- The Notebook Workspace 71
- The Page Menu 162
- The Toolbox 19
- The Tools Menu 20
- To Answer a Call 188
- To Go to the Toolbox 19

- To Make a Call 188
- To Print a Notebook to the Internal Computer 74
- Touch Method 82
- Track Status Box 92
- Track Status Size 92
- Tracking Settings 97
- Transfer Memory Menu 109
- Treble (Auditory Prompt Voice) 108
- Treble (Speech Menu) 107
- Troubleshooting 236
- Tutor Auto-Update and Update Icon Tutor 81
- Type of Message (Page) 156

U

- Update via a Wireless Connection 63
- Updating NuVoice 63
- Use Earphone Off/On 27
- User Area Menu 30
- Using a Computer 192
- Using a Label or Content for a Prompt 26
- Using a Microphone to Speak 191
- Using Hide Keys to Create Pagelets 158
- Using Text Editing Keys 143
- Using the Camera Menu 141
- Using the Dial Pad 187
- Using the Mask Keys in the Status Display Area 127
- Using the Mid-Sequence Category Tool 151
- Using the Page Menus 154
- Using the Phone Directory Page 189
- Using the X10 57
- Using Vocabulary Masking on the Fly 127
- Using Word Lists 124
- Using Your Device as a Remote Control 49

V

- View a Manual Board Graphic 199
- Vocabularies 25
- Vocabulary Builder Advanced Options 118
- Vocabulary Builder Menu 116
- Vocabulary Builder Menu Options 117
- Vocabulary Masking on the Fly 126
- Volume (Auditory Prompts Menu) 28

W

- Windows Updates 64
- Word Lists 124
- Word Prediction Keys 133
- Word Prediction Menu 131
- Word Prediction On/Off 131
- Word Prediction Window 133
- Words with Alternate Pronunciations 229
- Working with Activities 171
- Working with Color 181
- Working with Core Keys in the Toolbox 164