



Words For Life™

User's Guide



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Chat Editor DVD

Chat Editor, owned by Saltillo Corporation

Saltillo grants permission for the use of Chat Editor on each computer used to exchange data with the Chat Fusion device.

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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 Saltillo Corporation 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 Saltillo Corporation 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 wireless device use.

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

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

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

Cords and straps are potential strangulation hazards. Please consider this prior to placing these items with device users.

Small parts could present a choking or other hazard.

Do not use the device if the screen is cracked or broken.

Saltillo Corporation assumes no responsibility for any loss or claims by third parties which may arise through the use of this product.

Saltillo Corporation assumes no responsibility for any damage or loss caused by the deletion of data as a result of malfunction repairs or battery replacement. Be sure to back up all important data on other media (computer) to protect against its loss.

Implantable Medical Devices

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.

Persons who have such devices:

- Should ALWAYS keep the mobile device more than six (6) inches from their implantable medical device when the mobile device is turned ON;
- Should not carry the mobile device in a breast pocket;
- Should turn the mobile device OFF immediately if there is any reason to suspect that interference is taking place
- Should read and follow the directions from the manufacturer of your implantable medical device. If you have any questions about using your wireless mobile device with an implantable medical device, consult your health care provider.

Table of Contents

Welcome to Chat Fusion Words For Life	11
What's Included	12
Chat Fusion 10 Device Features	13
Chat Fusion 10: Front View	13
Chat Fusion 10: Left Side Features.....	14
Chat Fusion 10: Right Side Features.....	15
Using Menu, Back, and Home	16
Charging the Device Battery using the Standard Charger	17
Charging the Device Battery using the Wireless Charger	19
Checking Battery Status.....	22
Checking Battery Status Using Menus	22
Checking Battery Status Using a Button	22
Turning the Device On and Off	23
Controlling Volume	24
Adjusting, Removing, or Reattaching the Stand	25
Adjusting the Stand.....	25
Removing the Stand.....	26
Reattaching the Stand.....	26
Removing the Handle	27
Removing or Replacing the Device Frame	28
Replacing the Wheelchair Mounting Plate	30
Attaching a Strap.....	31
Using the Touchscreen	32
Using the Stylus.....	32
Cleaning and Disinfecting Your Device	33
Routine Cleaning and Disinfecting	33
Disinfecting a Device for Use by Multiple Clients	33
Using the Home Screen	34
Using the Status Bar.....	34
Adding Shortcuts.....	35
Opening and Closing the Application	35
Using Words For Life	36

Using the Speech Display Bar (SDB)	36
Changing Functional SDB Settings	37
Changing SDB Style Settings	37
Using Application Menus.....	38
Choosing a Vocabulary File	39
Exploring Vocabulary Files	40
Installing, Setting up, and Using Chat Editor	41
Installing Chat Editor.....	41
Configuring Chat Editor.....	42
Enabling Speech in Chat Editor	43
Opening Chat Editor.....	43
Using Vocabulary Files with Chat Editor	43
Device and Editor Differences.....	44
Setting Chat Editor's Screen Orientation	44
Using Chat Editor to Create Instructional Materials	45
Turning Edit Mode On	46
Creating a Customized Vocabulary File	47
Creating a Copy using the Device in Edit Mode	47
Creating a Copy from the Device Library	47
Creating a Copy using Chat Editor.....	47
Using Vocabulary Builder	48
Modifying Button Text	49
Displaying the Button Text to Edit	49
Editing the Button Text.....	50
Using Images with No Text	50
Adding or Modifying a Button Image.....	51
Finding an Image from the Device Library	51
Searching for an Image in the Device Library.....	52
Creating Your Own Image	52
Using an Existing Image	53
Transferring Images.....	54
Hiding Buttons	55
Hiding a Button	55
Hiding or Showing Multiple Buttons	56
Saving Hidden Button Settings.....	56

Hiding and Showing Button Images	56
Modifying Button Styles	57
Modifying a Button Style	57
Modifying Button Color Saturation.....	58
Modifying a Page Button Style.....	58
Modifying a Vocabulary Button Style	59
Overriding a Button Style.....	59
Modifying a Button Arrow Link.....	60
Adding or Modifying a Button Action	61
Available Button Actions	62
Using Navigate, Visit, and Jump to Page.....	65
Copying Buttons	66
Copying and Pasting a Button	66
Copying and Reusing the Same Button.....	66
Copying and Pasting a Button Style	66
Using a Button in Multiple Places	66
Prioritizing Buttons	67
Rearranging Buttons	67
Resizing a Button	67
Creating a Page	68
Creating a New Page.....	68
Creating a Copy of a Page	68
Creating a Page from a Template	68
Copying a Page from a Different Vocabulary File	69
Animating Page Transitions	69
Adding a Grid to Pages.....	69
Creating a Visual Scene.....	70
Create a Linking Button.....	71
Create a Visual Scene Page	72
Add a Transparent Button to the Visual Scene Page	74
Modify a Button's Actions.....	77
Alternative: Create the Scene and then the Linking Button	78
Create a Visual Scene with Buttons Surrounding the Image.....	79

Using Keyboards.....	80
Choosing a Different Keyboard.....	80
Linking a Button to a Keyboard.....	80
Working with Gestures.....	81
Turning Gestures On or Off.....	81
Creating a Gesture for a Page	81
Creating a Gesture for All Pages	82
Working with Speech	82
Selecting a Synthesizer and Voice.....	82
Adding a Pause between Words	83
Adding Words to the Pronunciation Dictionary.....	83
Configuring Speech Modes	84
Adding Acapela Vocal Smileys	85
Adding a Sound	85
Adding an Exclamation	85
Finding a Vocal Smiley	85
Example: Add a Smiley Face and Laugh Sound to a Button	86
Setting Access Options	87
Activating Buttons on Touch or Release	87
Setting a Time for Button Activation.....	87
Setting a Time to Prevent Selection of a Button Twice.....	88
Setting up a Beep when a Button is Pressed.....	88
Setting up a Visual Indication when a Button is Selected	88
Changing Device Orientation Settings.....	89
Changing Orientation Settings	89
Using Orientation Tilt with the SDB	90
Setting up Switch Scanning.....	91
Configuring Switches	92
Setting up Touchscreen Scanning	92
Selecting the Scan Pattern	93
Using Linear Scan Mode.....	94
Using Row/Column Scan Mode	95
Using Block Scan Mode.....	96
Using Flow Scan Mode.....	97
Optimizing Block and Flow Scans.....	98

Configuring Speech Display Bar (SDB) Scans.....	99
Configuring Empty Area Scans	100
Setting Scan Timing.....	100
Configuring Re-scans.....	100
Setting Activation Delay.....	101
Turning on Auto Restart.....	101
Setting Auditory Prompts	101
Choosing a Voice.....	103
Configuring Custom Scan Patterns.....	104
Opening the Scan Editor	104
Working with Groups and Subgroups	105
Using the Scan Editor Menu Options	106
Creating a Custom Scan Pattern	109
Deleting a Custom Scan Pattern from One Page.....	112
Deleting a Custom Scan Pattern from All Pages.....	113
Setting up Headpointing.....	114
Mounting the ChatPoint Unit.....	114
Viewing Tracking Status	115
Configuring Headpointing Settings	115
Turning Headpointing On or Off	117
Using Target Dots.....	117
Setting Dwell Time	118
Setting Horizontal Adjustment.....	118
Setting Vertical Adjustment	119
Refining Horizontal and Vertical Adjustment.....	119
Configuring Pointer Visual Effects.....	120
Setting the Pointer's Opacity	121
Setting the Pointer's Color	121
Setting the Pointer's Size	122
Setting the Pointer's Shape.....	122
Hiding the Pointer.....	122
Showing or Hiding Headpointing Popup Menus.....	123
Configuring the Rest Area.....	124
Configuring the Advanced Headpointing Settings	126
Setting Smoothing	127

Setting the Dwell Method	128
Dwell Method: Normal	129
Dwell Method: Clicker-Picker.....	130
Dwell Method: Sir Dragalot	131
Dwell Method: Tick-Talk	132
Setting Secondary Dwell Time	133
Turning Averaging On or Off.....	133
Showing or Hiding Averaging Details	133
Positioning the User and the ChatPoint Unit.....	134
Positioning the User.....	134
Positioning the ChatPoint Unit.....	134
Cleaning the ChatPoint Unit	134
Configuring Visual Effects for Scanning or Headpointing.....	135
Using Word Finder.....	136
Setting up Word Finder.....	136
Finding Specific Words.....	138
Using Text Options	139
Adding, Modifying, and Deleting Abbreviations	139
Enabling Word Prediction	140
Enabling Automatic Capitalization	140
Restricting Access.....	141
Blocking Access to Application Settings	141
Blocking Access to the Operating System and Apps	141
Blocking Access to Application Settings, the Operating System, and Apps	142
Creating and Loading Profiles	143
Creating a Profile	143
Loading a Profile	143
Deleting a Profile	144
Restoring Default Profile Settings	144
Changing Languages and Voices	144
Changing Display Settings.....	144
Setting the Date and Time	145
Changing Date and Time Settings	145
Creating a Date/Time Button.....	145
Adding Audible Feedback	146

Analyzing Language Development.....	147
Using the Realize Language Website	147
Creating a Privacy Password	148
Turning Data Logging On or Off	148
Uploading Data for Analysis.....	149
Configuring Data Uploading.....	150
Selecting a Person	151
Setting up Automatic Data Uploads.....	152
Initiating an Immediate Data Upload.....	152
Saving Data to a File to Analyze Manually	152
Clearing Usage Data.....	154
Changing or Removing Your Privacy Password	155
Taking Pictures	156
Updating the Application	157
Backing up and Restoring Vocabulary Files	158
Backing up a Library in the Editor	158
Backing up a Library on the Device	158
Restoring a Library to the Editor	159
Restoring a Library to the Device	159
Transferring Vocabulary Files	160
Copying Vocabulary Files from the Device to the Editor.....	161
Copying Vocabulary Files from the Editor to the Device.....	161
Troubleshooting	162
Clearing and Restoring Customizations.....	163
Removing Downloaded Apps and Files	164
Index.....	165

Welcome to Chat Fusion Words For Life

This user's guide offers step-by-step instructions for setting up and using your Chat Fusion™ Words For Life™ device. Additional information and support are available.

Support articles can be found on the Saltillo website:

<http://saltillo.com/support/>

Training opportunities can be found on the Saltillo website:

<http://saltillo.com/webinars>

For Realize Language™ website support:

support@realizelanguage.com

What's Included

The following were included in your Chat Fusion package.

Your Chat Fusion Device



Battery Charger – Wireless



Battery Charger – Standard



Additional Items

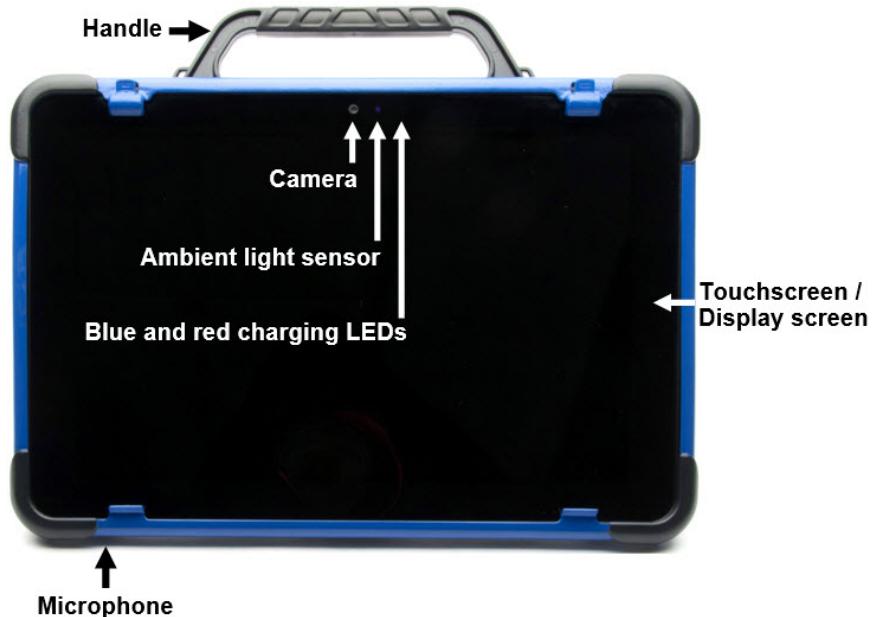
- Extra Device Frame
- Screwdriver
- USB Cable
- Stylus
- Chat Editor Install DVD
- Chat Fusion Recovery Disc
- Chat Fusion Words For Life User's Guide

Note: We suggest that you keep your packaging materials.

Chat Fusion 10 Device Features

This section identifies some basic features of the device and indicates where to find additional information.

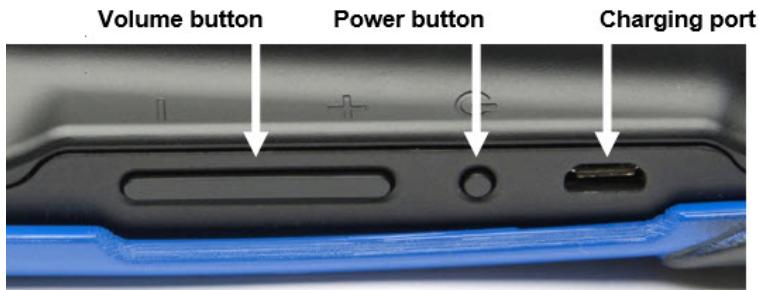
Chat Fusion 10: Front View



For information on:	See:
Understanding the charging LEDs	Charging the Device Battery using the Standard Charger on page 17 or Charging the Device Battery using the Wireless Charger on page 19
Removing the handle	Removing the Handle on page 27
Using the screen	Using the Touchscreen on page 32
Using the camera	Taking Pictures on page 156

Chat Fusion 10: Left Side Features

The left side of the device (when viewed from the front) contains the volume button, power button, and charging port.



For information on:	See:
Adjusting the volume	Controlling Volume on page 24
Using the power button	Turning the Device On and Off on page 23
Using the standard charger	Charging the Device Battery using the Standard Charger on page 17

Chat Fusion 10: Right Side Features

The right side of the device (when viewed from the front) contains two switch jacks and a headphone jack.



For information on: See:

Setting up switches [Configuring Switches](#) on page 92

Using headphones Audio Output Device under [Setting Auditory Prompts](#) on page 101

Using Menu, Back, and Home

The Chat software provides icons along the bottom of the display for configuring settings, navigating to previous pages or menus, and opening the Home screen.

While running the Chat software, **Menu** allows you to determine which vocabulary files to use, which augmentative options are enabled, how and when to speak messages, and how a wide variety of other options are configured.

Back navigates to the previous page or previous menu.

Home takes you to the Home screen.

Menu, **Back**, and **Home** are implemented differently according to device. Depending on which device you have, you may see any of the following:

Menu icon	
Back icon	or
Home icon	or

Charging the Device Battery using the Standard Charger

The standard battery charger plugs into the charging port on your Chat Fusion.



When to charge your Chat Fusion:

We suggest charging the battery each night. If you cannot plug in the charger overnight, it is best to power off the device to conserve battery charge. When the battery charge is 10% or less, the red charging LED flashes, indicating the battery needs charging.

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

How to charge your Chat Fusion:

1. Plug the charger into an electrical outlet—a surge protector is recommended.
2. Plug the charger cable into the charging port on the side of the device, next to the power button.



While the battery is charging:

During charging, the Chat Fusion's red charging LED is illuminated.

When the battery is fully charged, the blue charging LED is illuminated.



When the battery is fully charged:

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

Charging the Device Battery using the Wireless Charger

The wireless charger allows you to charge your Chat Fusion without plugging in a charger cable every time you charge the device.



 **Charge your device in a well-ventilated area.**

Keep the charger connected to an electrical outlet or surge protector. Then, any time the device needs charging, simply place the device on the charging pad and it will begin to charge.

You can charge the device battery with the charger stand open and the unit sitting upright or with the stand closed and the unit lying flat.



When to charge your Chat Fusion:

We suggest charging the battery each night. If you cannot plug in the charger overnight, it is best to power off the device to conserve battery charge. When the battery charge is 10% or less, the red charging LED flashes, indicating the battery needs charging.

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

How to charge your Chat Fusion:

1. Plug the wireless charger's power cable into an electrical outlet—a surge protector is recommended.
2. Plug the other end of the power cable into the power jack on the top edge of the charger. The charger's left LED will glow amber.



When the charger is plugged in, the charger's left LED will glow amber.

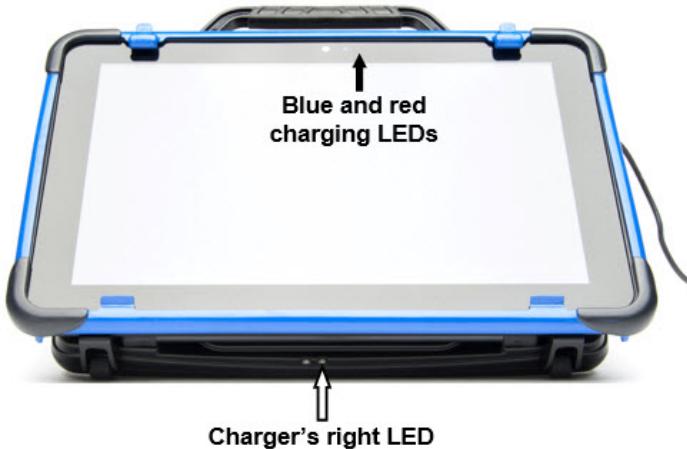
Note: After you connect the charger the first time, you can keep it connected. Then, any time the device needs charging, simply place the device on the charging pad and it will begin to charge.

3. Position the Chat Fusion device's stand against the back of the device.
Note: If a wheelchair mounting plate is attached to the back of the device, leave it in place.
4. Center the device on the charger with the back of the device against the charger. Charging should begin automatically.



While the battery is charging:

The charger's right LED should glow blue. If the LED does not glow blue, adjust the position of the device in the charger until the LED glows blue.



The Chat Fusion's red charging LED is illuminated. When the battery is fully charged, the blue charging LED is illuminated.

When the battery is fully charged:

1. Remove the device from the charger.
2. If you want the charger ready for immediate use the next time you charge the device, leave the charger plugged into the electrical outlet or surge protector.

Note: If you prefer, you can unplug the charger after each charge.

3. Tap the Chat Fusion's power button to turn the display on.

Checking Battery Status

You can check the battery status of the device by navigating menus or by having a button on a vocabulary page that checks the status.

Checking Battery Status Using Menus

You can check the battery status of the device by navigating menus.

Choose **Menu > Settings > System > About Device**. The screen will show the battery charging status and charge level.

Checking Battery Status Using a Button

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

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

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

Turning the Device On and Off

The power button is located on the side of the device between the volume button and charging port.



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

Press and hold the power button.

To turn your device off for storage:

1. Press and hold the power button.
2. At the prompt, choose **Power off**.
3. Choose **OK** to confirm.

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

To turn the screen on and off for daily use:

When using the device on a daily basis, tap the power button quickly (do not hold it) to turn just the screen on and off.

To change the screen timeout setting:

The screen is set up to power down automatically after a specified period of no activity. To change the period of delay between the last key press or screen touch and the automatic screen timeout:

Choose **Menu > Settings > System > Display Settings > Screen Timeout** and choose the appropriate setting.

To wake the screen:

Three methods are available to wake the screen after tapping the power button to put the device to sleep or allowing the device to power down automatically after a timeout.

- Tap the power button quickly
- Tap anywhere on the touchscreen
- Press a switch plugged into the device

To use the touchscreen to wake the screen, you must first enable Touch Wake-up. Choose **Menu > Settings > System > Display Settings**. Then tap **Touch Wake-up** to insert a checkmark.

Controlling Volume



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

The volume button is located on the side of the device, next to the power button. Press the ends of the button to increase or decrease volume.

Press this end to decrease volume

Press this end to increase volume



In addition to using the volume button, you can add volume controls to buttons within vocabulary pages. For details, see [Adding or Modifying a Button Action](#) on page 61.

Adjusting, Removing, or Reattaching the Stand

Use the stand to position the device for easy viewing of the screen. If you do not plan to use the stand, you can remove it.

Adjusting the Stand

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

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



3. Lift the support away from the back of the device until the legs latch into place.



Removing the Stand

If you do not want to use the stand, you can remove it from the back of the device.

1. Position the stand so that it is not latched in place.
2. Squeeze near the end of one leg with your fingers until the small peg disengages from the holder.
3. Pull the leg up until it is completely out of the holder.



4. Repeat steps 2 and 3 for the other leg.

Note: Be sure to store the stand in a safe location in case you want to reattach it later.



When the stand is removed, it becomes a potential hazard for choking or for poking the eye.

Reattaching the Stand

If you remove the stand, you can reattach it easily at any time.

1. Squeeze near the end of one leg of the stand with your fingers.
2. Push the leg into the holder until the small peg snaps into place.
3. Repeat for the other leg.

Removing the Handle

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



Remove these screws



The handle and screws are potential choking hazards. Store them in a safe location.

Removing or Replacing the Device Frame

Your device shipped with a device frame attached. If you want to remove or replace the frame, follow these instructions. Use the small screwdriver that was included in your Chat Fusion package.

Removing the Device Frame

1. Insert the tip of the screwdriver into the slot of a corner tab that attaches the frame to the device.



2. Carefully pull the tab away from the device until you can slide the corner of the frame off the device.

Important! Pull the tab only as much as necessary to detach the corner. If you pull too far, you could break the tab.

3. Once the corner is detached, pull the frame off the device completely.

Note: If you are replacing the device frame, proceed to [Attaching the Replacement Device Frame](#).

Attaching the Replacement Device Frame

After removing the original device frame, you are ready to attach the replacement device frame.

1. Insert a corner of the device into the corresponding corner of the keyguard frame. Then push a corner on the same side of the device into the frame.



2. Push a corner on the opposite side of the device into the corresponding corner of the frame.



3. With three corners in the frame, insert the tip of the screwdriver into the tab of the fourth corner of the frame.
4. Pull the tab away from the device until you can slide the corner of the frame onto the device.

Replacing the Wheelchair Mounting Plate

Your device shipped with the wheelchair mounting plate installed.

If you need to replace the mounting plate, follow these instructions.



1. Place the device face-down on a flat surface. Be careful not to scratch the display.
2. Remove the three screws from the old mounting plate and remove the plate from the back of the device.
3. Orient the plate so that the additional hole for the holding pin is in the upper left.



4. Align the three tapered holes in the new mounting plate with the three threaded holes on the back of the device.



5. Insert and tighten the screws.



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

Attaching a Strap

For hands-free transport, you can attach a strap to the handle on your Chat Fusion.



Simply attach the connectors on the ends of the strap to the holders on the handle.



Using the Touchscreen

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

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

Note: To clean the touchscreen, see [Routine Cleaning and Disinfecting](#) on page 33. If your device will be used by more than one client, see [Disinfecting a Device for Use by Multiple Clients](#) on page 33.

Using the Stylus

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



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



The stylus is a potential hazard for choking or for poking the eye.

Cleaning and Disinfecting Your Device

If your device will only be used by one client, routine cleaning and disinfecting should be sufficient. If, however, multiple clients will be using the device, take additional measures to clean and disinfect the device after it has been used by one client before allowing it to be used by another client.

Routine Cleaning and Disinfecting

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

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

Disinfecting a Device for Use by Multiple Clients

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

First Step: Put on protective gloves

Next Step: Clean the device and accessories

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

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

Next Step: Disinfect the device and accessories

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

Final Step: Wipe the touchscreen

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

Using the Home Screen

The home screen allows you to place shortcuts, widgets, and other items to customize the device to your needs.

To display the home screen, touch **Home** on the device screen.

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

Using the Status Bar

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

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

Adding Shortcuts

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

To add a shortcut to a widget:

1. Press and hold on an empty area of the home screen. A menu will open.
2. Tap the **Widgets** shortcut. Available widgets will be displayed.
3. Press and hold on the widget for which you are creating the shortcut. The shortcut is placed on the home screen automatically.

To remove a shortcut:

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

Opening and Closing the Application

From the home screen or Apps folder, tap the Chat Fusion shortcut.

When the application is open, touching **Home** will minimize the application and display the operating system's home screen.

To close the application, press and hold **Back** and confirm by choosing **Yes**.

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

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

Using Words For Life

Words For Life is intended for individuals who have difficulty using their natural voice. Words For Life is designed for individuals with Autism, Down syndrome, ALS, apraxia, stroke, or other conditions that affect a person's ability to use natural speech.

Using the Speech Display Bar (SDB)

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

The Speech Display Bar (SDB) displays text for the buttons you choose.

To delete the last word on the SDB, tap **x** once. To clear all words, press and hold **x**.



Tapping on the SDB can speak all text generated.

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

Holding the SDB generates a menu of additional options.

Changing Functional SDB Settings

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

Option	Description
Tap to Speak	This option toggles the option for the SDB to speak when chosen or not
Tap to Expand	This option toggles the option for the SDB to expand when chosen or not
Enable Menu	This option toggles the SDB context menu on or off.
Enable Clear SDB (X)	This option either hides or displays the X on the far right of the SDB. The X deletes a word when tapped or clears the entire SDB when held.

Changing SDB Style Settings

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

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

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

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

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

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

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

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

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

Using Application Menus

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



In Edit Mode



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

Note: Chat Editor displays the menus at the top of the screen.

Option	Description
Edit Mode	Turn editing on or off
Settings	Customize application features
Library	View the vocabulary files
Help	View help and other information
Pages	View a list of pages
Edit Page	Edit the current page
Edit Vocabulary	Edit the current vocabulary
More	View additional options
Hide Mode	Turn Hide Mode on or off

Choosing a Vocabulary File

Words For Life provides a variety of pages that have different button layouts. Each set of pages, or vocabulary set, is called a vocabulary file.

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

When choosing a vocabulary file, consider the following:

- The user's access capabilities
- The user's current and potential cognitive capabilities
- The potential effect of screen orientation on the user
- The user's ability to work better with pictures or symbols
- The vocabulary's ability to be customized

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

Screen orientation

Some individuals may work best with pages displayed in landscape orientation, while others may do better in portrait orientation.

Visual issues

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

Customization

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

Exploring Vocabulary Files

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

 LAMP 84 Full
Original
 LAMP 84 One Hit
Original
 LAMP 84 Transition
Original
 LAMP 84 Transition_Copy
User Vocabulary

Icon	Description
	The vocabulary file that is currently open.
	An original vocabulary file that cannot be modified or deleted. To customize a vocabulary file, make a copy of it and customize the copy.

Installing, Setting up, and Using Chat Editor

Chat Editor is a supplemental program that runs on a Windows desktop or laptop computer. It allows you to customize vocabulary files.

Although customizing is also possible on the device itself, the Editor allows the family and/or professionals to customize the vocabulary when the device is not present.

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

Installing Chat Editor

This process installs Chat Editor on your computer and creates desktop shortcuts to the “Chat Editor” application and the “Chat Editor Import” folder.

1. Insert the Chat Editor DVD in your computer’s disc drive.
2. You should see a Chat Editor Installer screen (this may take a few moments). If you do not see the Installer screen, navigate to your CD through Windows Explorer and choose **setup.exe**.
3. The CD Installer screen provides a choice of three applications to load.
4. Choose **Install/Update Chat Editor**.
5. If you want the device to be able to use synthetic speech and you have a compatible sound card (you probably do), choose **Microsoft Voices for SAPI 5.1**.

Note: Microsoft Voices provides a voice for Chat Editor to use. If you already have a desktop application on your computer from a ChatPC, you will not need to install Microsoft Voices again.

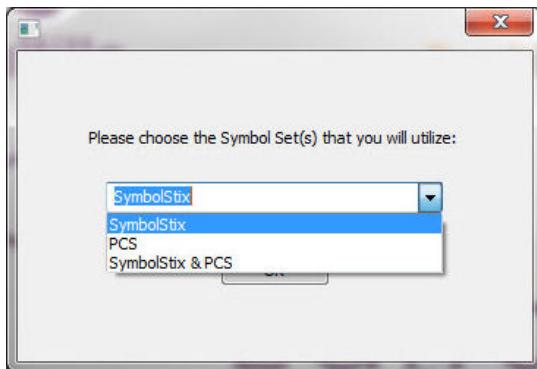
6. To be able to transfer files to the device, choose **Install Device Driver**.
7. Choose **Install**.
8. Follow the on-screen instructions.
9. When the installation process is complete, remove the CD from the drive. The CD is not needed to run the Editor.

Configuring Chat Editor

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

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

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



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

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

Enabling Speech in Chat Editor

Note: When you install Chat Editor on a computer that had Chat Editor installed previously, speech will be enabled.

When you install Chat Editor on a computer that did not have Chat Editor installed previously, the following message will be displayed:

Speech is currently disabled.

Please connect a Chat Fusion device to this computer to enable speech.

Choose **OK** to close the message.

To enable speech in Chat Editor, simply connect a USB cable between your computer and your device. Test the Editor to verify that speech is now working and then disconnect the cable. Speech will now be enabled whenever you use the Editor; you will not need to re-connect the cable.

Opening Chat Editor

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

Using Vocabulary Files with Chat Editor

The Chat Editor Library contains the same vocabulary files as the device.

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

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

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

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

Device and Editor Differences

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

Dialog boxes will appear slightly different and a couple of the options are modified for the computer. The Editor displays menus at the top of the screen, and Chat Fusion displays them on the bottom.

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

Setting Chat Editor's Screen Orientation

You can use the Chat Fusion device in portrait or landscape orientation. To set Chat Editor's screen orientation to match the device, choose **Settings > View**.

Using Chat Editor to Create Instructional Materials

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

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



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

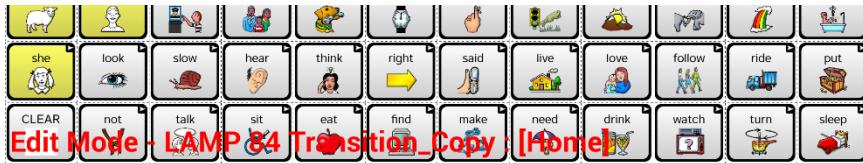
Notes on Capturing Button Sequences

If you need to try several sequences to find the one you want, turn off **Capture Selections**. Once you decide what you want to capture, turn **Capture Selections** back on. If you make a mistake, select **Clear** and start capturing the sequence again. Keep in mind that Clear removes **all** captured content from the Button Capture window.

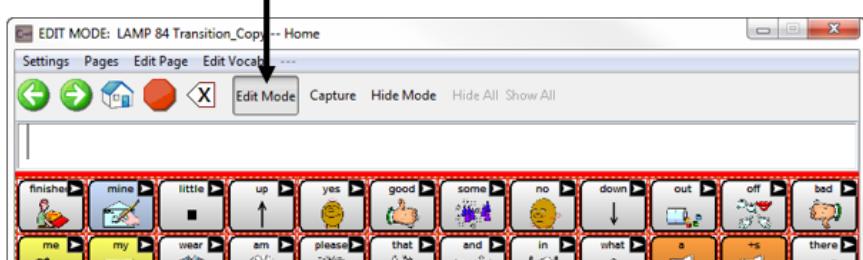
Turning Edit Mode On

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

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



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



Important! Before you start editing a vocabulary file:

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

Creating a Customized Vocabulary File

The original vocabulary files cannot be modified. This maintains the original, default vocabularies in case they may be needed at a later time. To create your own customized vocabulary file:

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

Creating a Copy using the Device in Edit Mode

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

Creating a Copy from the Device Library

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

Creating a Copy using Chat Editor

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

Using Vocabulary Builder

Vocabulary Builder is a tool that allows you to limit the amount of vocabulary available, while keeping the motor plan for words consistent. Vocabulary Builder assists one step at a time as you introduce small sets of vocabulary within the language system. Ultimately, it reduces the vocabulary load in both the teaching and learning process.

To build a list:

1. Choose **Menu**.
2. Choose **Vocabulary Builder**.
3. Choose **Menu**. Choose **New**. (If a list has already been stored, select **Menu** and then select **New** to add a new list.)
4. Name the list and select **Done**.
5. Type the word to show, and tap to check it.
6. To show another word, touch  on the keyboard as many times as necessary to clear the first word and then type the next word.
7. When you are finished, choose **Save**.
8. Choose **Yes** to enable this list now; choose **No** to save it for later use.
9. Choose **Back** until you reach the home page.

To use a saved list:

1. Choose **Menu**.
2. Choose **Vocabulary Builder**.
3. Choose the list you want to use.
4. Choose **Enable**.
5. Choose **Back** until you reach the home page.

To disable a list:

1. Choose **Menu**.
2. Choose **Vocabulary Builder**.
3. Choose the enabled (checked) list.
4. Choose **Disable**.
5. Choose **Back** until you reach the home page.

To edit a list:

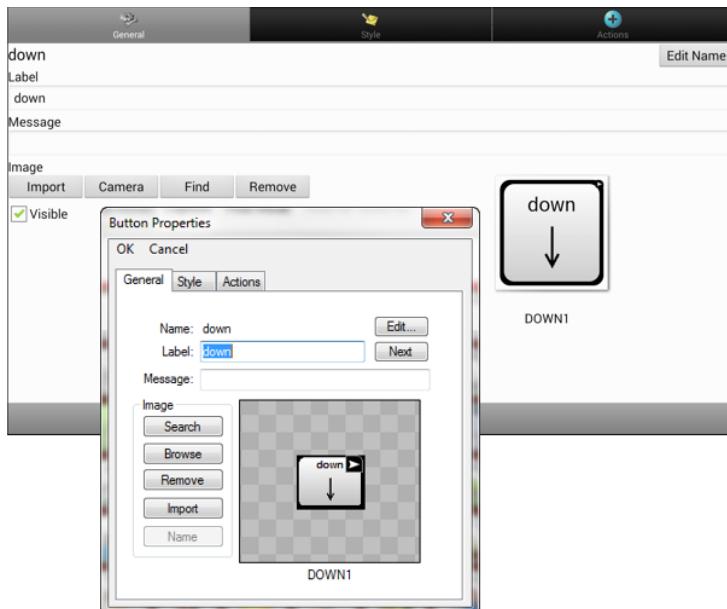
1. Choose **Menu**.
2. Choose **Vocabulary Builder**.
3. Choose the list to edit.
4. Choose **Edit**.
5. Add, modify, or delete words as necessary.
6. Choose **Save**. (If the edited list is not enabled, you will be asked if you want to enable it now.)
7. Choose **Back** until you reach the home page.

Modifying Button Text

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

Displaying the Button Text to Edit

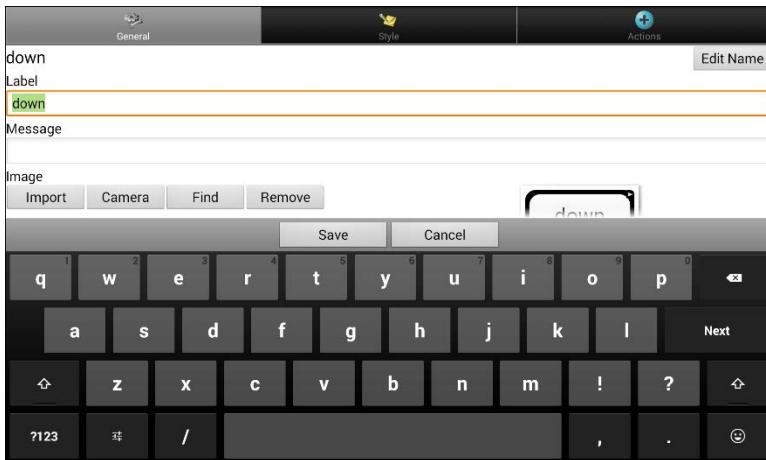
Choose **Menu > Edit Mode**. Then press and hold on the button. (Right-click if you are using the Editor.) A menu will open. Choose **Edit Button** to display the Button Properties.



Editing the Button Text

In Chat Editor, click in the Label or Message box and enter your new text. In Chat Fusion, do the following:

Tap in the Label or Message box to display the keyboard.



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

Using Images with No Text

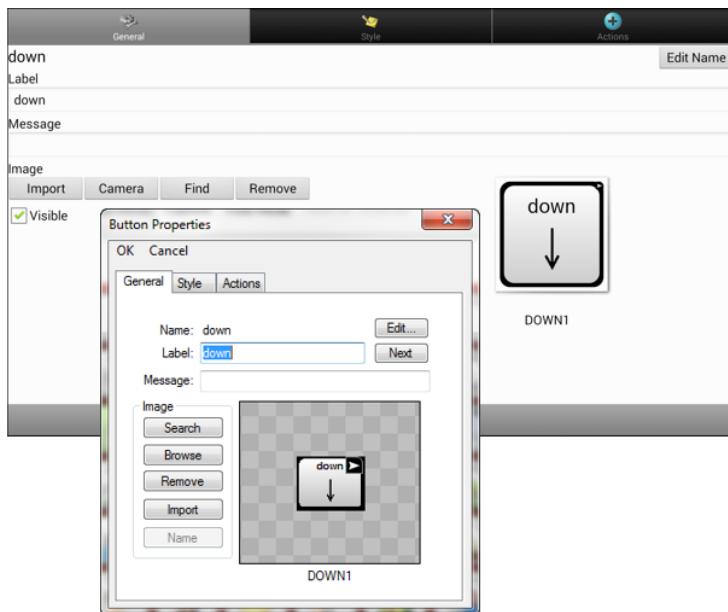
Don't enter a label in the Label box. If you decide not to use labels, we suggest expanding the image to fill the entire button area. To do this:

Choose **Menu > Settings > Style > Fill**.

For information on adding images to buttons, see [Adding or Modifying a Button Image](#).

Adding or Modifying a Button Image

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



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

Finding an Image from the Device Library

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

Searching for an Image in the Device Library

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

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

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

Creating Your Own Image

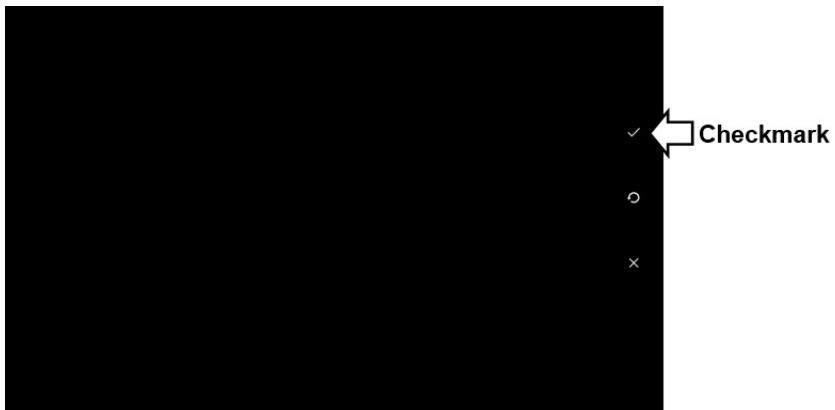
1. Choose **Menu > Edit Mode**.
2. Press and hold on the button. A menu will open.
3. Choose **Edit Button** to display the Button Properties.



4. From the Button Properties, choose **Camera**.



5. Tap the Camera button. A checkmark will be displayed with the image.



6. Tap the checkmark. The keyboard opens.
7. Enter a name for the image and choose **Save**.

Using an Existing Image

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

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

To import an image:

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

If you are using the device, choose **Photos** and choose the appropriate image. If you are using the Editor, locate and select the image and then choose **Open**.

3. Once you have selected the image, choose **Save**. The image will appear on the button.

Transferring Images

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

1. Attach the device to your computer using the USB cable provided.
2. Give the device a moment to connect to the computer. The device screen will display “Transfer Mode”, and the computer will display a window with several options.
3. Click **Open device to view files**. The computer will view the device as an external drive.
4. Copy the appropriate images from the computer to your device’s **Pictures** folder or from the device to the appropriate folder on the computer.
5. Unplug the USB cable.

Hiding Buttons

It may be useful to hide some of the buttons when initially presenting a vocabulary to the device user. Presenting all buttons at once may be overwhelming. Hiding some of the buttons will allow the device user to more easily focus on specific vocabulary being presented.

Hiding a button does not delete the associated information. The information can be viewed again when appropriate. You can hide a single button or multiple buttons.

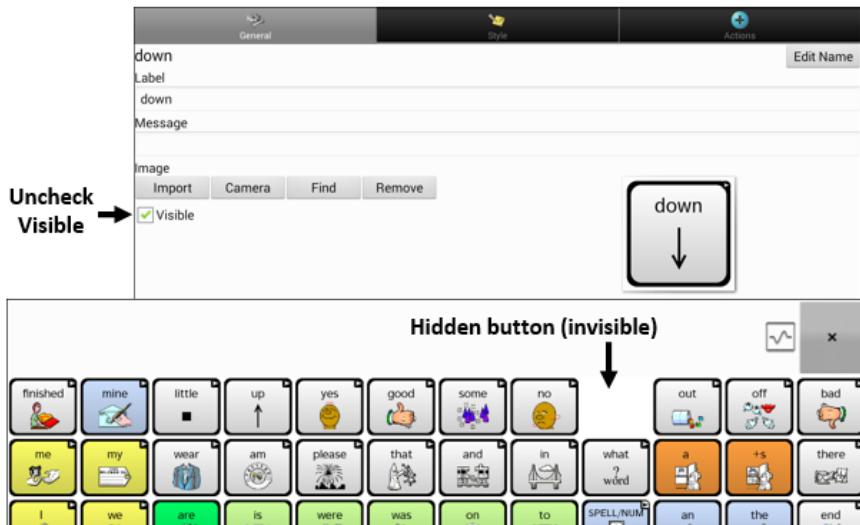
Hiding a Button

To hide a single button on your device:

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

Note: Unchecking the **Visible** box makes a button invisible in standard mode and disables the button action automatically.

5. Choose **Save**.



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

Hiding or Showing Multiple Buttons

Choose **Menu > Edit Mode > Hide Mode**. You now have three options:

Option	Description
Hide a button	Choose buttons one by one to hide or show.
Hide all buttons	Choose Hide All to hide all buttons on the current page.
Show all hidden buttons	Choose Show All to show all buttons that had previously been hidden on the current page.

To exit Hide Mode, choose **Menu > Hide Mode**.

Saving Hidden Button Settings

If you hide buttons to work on a particular curriculum and would like to save those settings for your next session, choose **Menu > Settings > Input** > and check **Show Hidden Buttons**.

The device or Editor will remember all of the currently hidden buttons.

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

Hiding and Showing Button Images

To hide or show all button images, turn button images off or on for the entire vocabulary file.

Choose **Menu > Settings > Style > Show Button Images**.

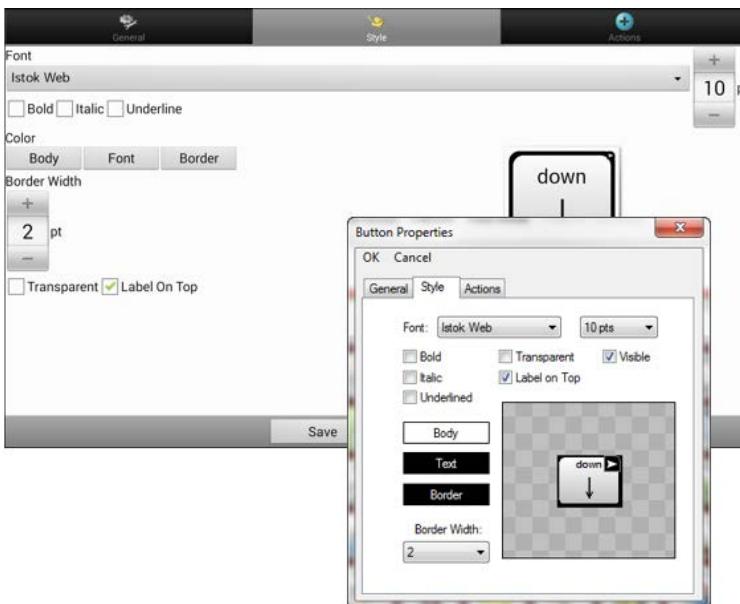
Modifying Button Styles

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

Modifying a Button Style

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

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



5. Use the pull-down lists to select the font color, body color, border color, font, size, shape, and border width for the button.
6. Check **Label on Top** to define the label position.
7. Check **Bold**, **Italic**, or **Underlined** to modify label text.
8. If you want to create a visual scene in which the location speaks but the button itself does not appear, choose **Transparent**.
9. When you finish making changes, choose **Save**.

Modifying Button Color Saturation

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

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

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

1. To increase saturation, tap +.
2. To decrease saturation, tap -.
3. Choose **OK**.

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

Modifying a Page Button Style

The Button Style Override menu offers the ability to modify all buttons on a page.

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

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

Modifying a Vocabulary Button Style

The Button Style Override menu offers the ability to modify all buttons in an entire vocabulary file at one time.

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

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

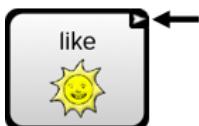
Overriding a Button Style

This option is typically used only when the style for an entire page or entire vocabulary file has been set, but you can make an exception for one particular button.

1. Choose **Menu > Edit Mode**.
2. Press and hold on the button you want to modify. (Right-click if you are using the Editor.) A list of button options appears.
3. Choose **Button Style Override**. The Button Properties screen opens to the Button tab.
4. Check the style options you want to change.
5. Choose **Save**.

Modifying a Button Arrow Link

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



To resize a linking arrow:

1. Choose **Menu > Settings > Style**.
2. Under “Modifiers”, choose **Size**. The Select a Size menu opens.
3. Choose Smallest, Small, Normal, Large, or Largest.

If you are using the Editor, select **Settings > Style > Button Style**. The Button Style menu window opens. Under Button Modifiers, select the size you want and select **OK**.

To hide a linking arrow:

1. Choose **Menu > Settings > Style**.
2. Under “Modifiers”, choose **Size**. The Select a Size menu opens.
3. Choose **Hide**.

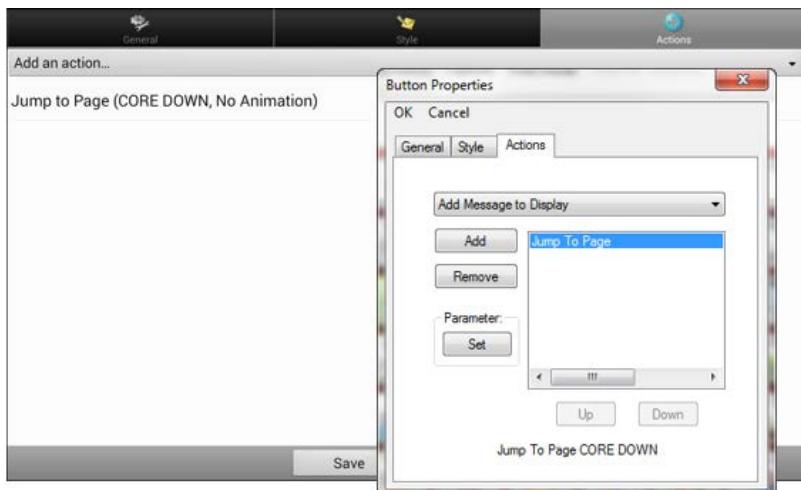
If you are using the Editor, select **Settings > Style > Button Style**. The Button Style menu window opens. Under Button Modifiers, select **No Show** and select **OK**.

Adding or Modifying a Button Action

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

To add or modify a button's action:

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



6. Choose the action you want.
7. Remove any existing action that is not appropriate.
8. For some actions, you will be prompted for additional steps. For example, if you choose a linking action such as **Navigate** or **Visit**, you will be asked to choose the page to link the button to.
9. Choose **Save**. (Click **OK** if you are using the Editor.)

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

Available Button Actions

Button Name	Description
No Action	Performs no action
Add Message to Display	Inserts text from the button's message box into the display, but the words are not spoken
Add Time/Date to Display	Displays the current date and time in the Speech Display Bar (SDB)
Apply Modifier	A modifier key is a special key on a keyboard that modifies the normal action of another key. (Caps Lock, Ctrl, Functions, Num Lock, Shift)
Backspace key	Deletes the last character in the display
Battery Status	Displays the current battery status in the SDB
Cancel Visit	Clears all remaining visits
Clear All Modifiers	Releases any Shift, Caps, Ctrl or Num Lock modifiers.
Clear Display	Clears the text in the SDB
Clear Last Word	Deletes the last word in the SDB
Data Logging On/Off	Toggles data logging on and off
Find Word	Finds the path to a word you are looking for. When you tap a button and then tap Find Word, the path to the word is displayed in the SDB.
Grammar Action	Changes the existing word to the chosen grammatical form, add -ed, add -en, add -er, add -est, add -ing, Add -s
Help Signal	Triggers a loud attention-getting sound
Jump to Page <small>(see also Using Navigate, Visit, and Jump to Page)</small>	Takes you to a new page for a single hit and then takes you back and does not remember any unused visits

Button Name	Description
Load Display	Recalls text that had been saved and adds it to the display
Navigate (see also Using Navigate, Visit, and Jump to Page)	Takes you to a new page and leaves you there
Navigate back	Returns to the previously accessed page
Navigate to home	Takes you to the home page
Open Android Application	Opens a specific Android application. (not functional with a closed/dedicated system)
Play audio	Plays audio files. These are recordings of someone speaking or sounds.
Record Audio	Records audio files. These are recordings of someone speaking or sounds.
Play Library Audio	Plays audio files from the audio library
Play Library Video	Plays video files from the video library
Repeat Last Spoken	Repeats the last spoken message
Save Display	Saves the text currently showing on the display for later use.
SDB - Copy Text	Copies all text in the SDB and places a copy in the Clipboard
SDB - Paste Text	Adds text from the Clipboard to the SDB
SDB - Share Text	Copies all text from the SDB to the chosen social network

Button Name	Description
Select Profile	Changes Settings to match the saved set of settings that was saved as a profile
Speak	Pronounces the SDB content
Speak Label Only	Speaks the label
Speak Last Sentence	Speaks the sentence
Speak Message Only	Speaks the message, but doesn't display the text
Speech Message	Types the button message in the SDB and pronounces it
Static Character Prediction	Displays the most probable character in compliance with the current character displayed in the SDB, the assigned prediction order, and the static character list used by the dictionary compiler. You can adjust the prediction order.
Static Word Prediction	Displays the most probable word in compliance with the current characters displayed in the SDB, the assigned selected prediction order, and the static word list used by the dictionary compiler (up to 60,000 words). The prediction order can be adjusted.
Stop	Stops the speech or audio file currently playing
Store Text to Button	Stores text currently in the SDB to the next chosen button
Toggle Mute / Unmute	If the device is currently speaking a long message, selecting this button will not stop the speech but will stop the speech from being spoken aloud. Selecting the button again lets the text be heard.

Button Name	Description
Visit (see also Using Navigate, Visit, and Jump to Page)	Takes you to a new page for a single hit and then takes you back and remembers if you did not use up the visit
Visit Exception	If you have one button on a Visit page that you don't want to return to the previous page, use a Visit Exception action to leave it on the page for one additional hit.
Volume Down	Turns down the volume.
Volume Up	Turns up the volume.

Using Navigate, Visit, and Jump to Page

Action	Description
Navigate	Navigate takes you to a new page and leaves you there.
Visit	Visit takes you to a new page for a single hit and then takes you back and remembers if you did not use up the visit. For example, if you visit the Describer page and then navigate to the Spelling keyboard from the Describer page, the system will remember the unused visit and go back after you type a single letter on the keyboard page.
Jump to Page	Jump to Page takes you to a new page for a single hit and then takes you back and does not remember any unused visits. For example, if you jump to the Describer page and then navigate to the Spelling keyboard from the Describer page, the system will not remember anything and will leave you on the keyboard page that you navigated to.

Copying Buttons

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

Copying and Pasting a Button

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

1. Press and hold on the button you want to copy.
2. Choose **Copy**.
3. Press and hold on the location for the new button.
4. Choose **Paste**.

Copying and Reusing the Same Button

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

1. Press and hold on the button you want to copy.
2. Choose **Copy**.
3. Press and hold on the new location.
4. Choose **Use Same Button**.

Copying and Pasting a Button Style

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

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

Using a Button in Multiple Places

A button can be used in multiple pages.

1. Choose **Menu > Edit Mode**.
2. Press and hold on an empty location.
3. Choose **Add Button from Library**.
4. Choose the page on which the button resides.
5. Choose the button to use.

Prioritizing Buttons

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

Rearranging Buttons

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

Resizing a Button

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

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

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

Creating a Page

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

Creating a New Page

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

Creating a Copy of a Page

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

Creating a Page from a Template

1. Choose **Menu > Pages > Menu > New from template**.
2. Choose the appropriate template and choose **OK**.
3. Give the page an appropriate name and choose **Save**.

Copying a Page from a Different Vocabulary File

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

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

Animating Page Transitions

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

Adding a Grid to Pages

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

Creating a Visual Scene

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

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

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

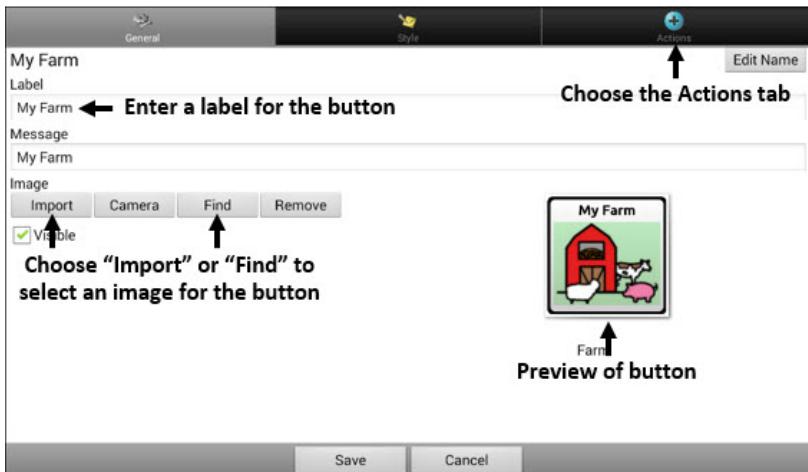
Before you get started: Make sure the image you want to use for the scene is on your device. You could use an image from the Chat library, use the device's camera to take a picture, or copy an image from your computer to the device. If you plan to use a sound that is not already available on the device,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

Note: For information on copying files from your computer to the device, see [Transferring Images](#) on page 54.

Create a Linking Button

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

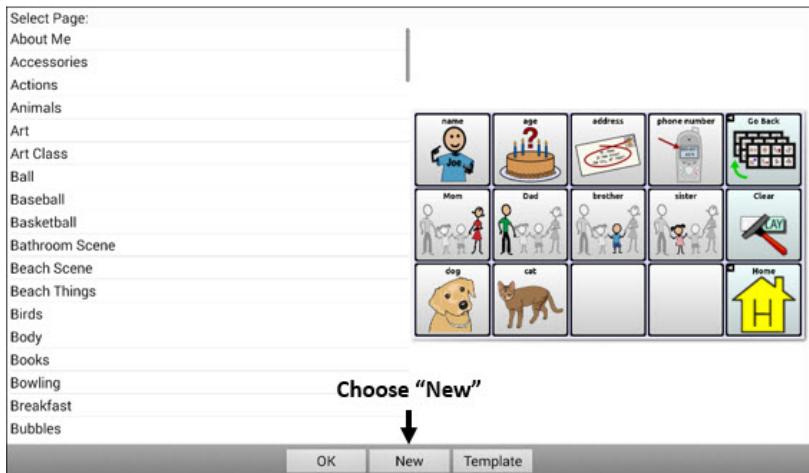
Note: This image could be the same one you plan to use for the visual scene page. This will make it obvious to the user where the button will lead. In this example, a simple farm image was imported. The same image will be used for the background of the visual scene page.



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

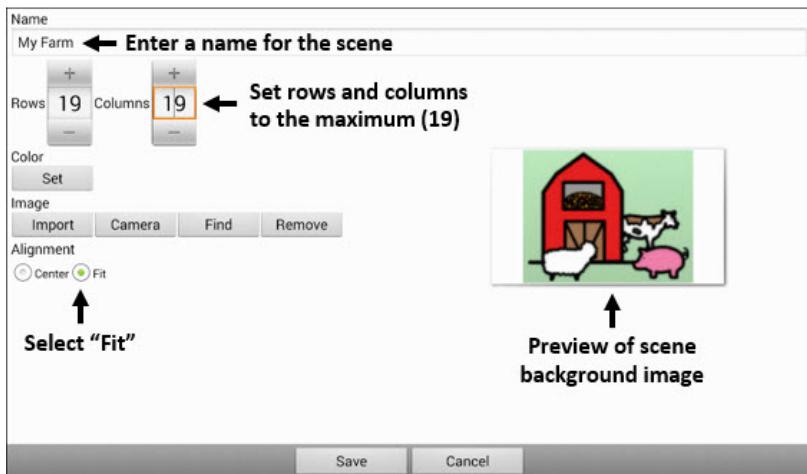
Create a Visual Scene Page

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



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

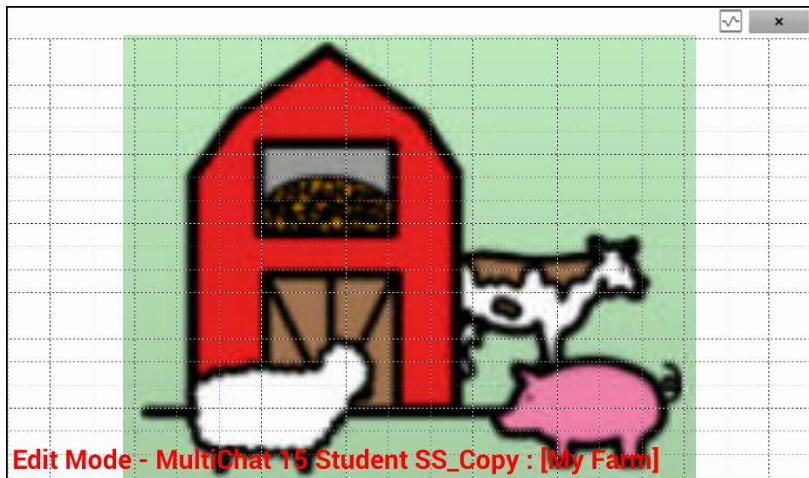
7. Under Alignment, select **Center** or **Fit**. Fit will stretch the image to fill the page. If you stretch the image, the aspect ratio will not change, so it might not totally fill the page.



8. Choose **Save**, choose **No Animation** and **Save**, and choose **Save** again.
9. Now you're ready to add your first transparent button to the image. Proceed to [Add a Transparent Button to the Visual Scene Page](#).

Add a Transparent Button to the Visual Scene Page

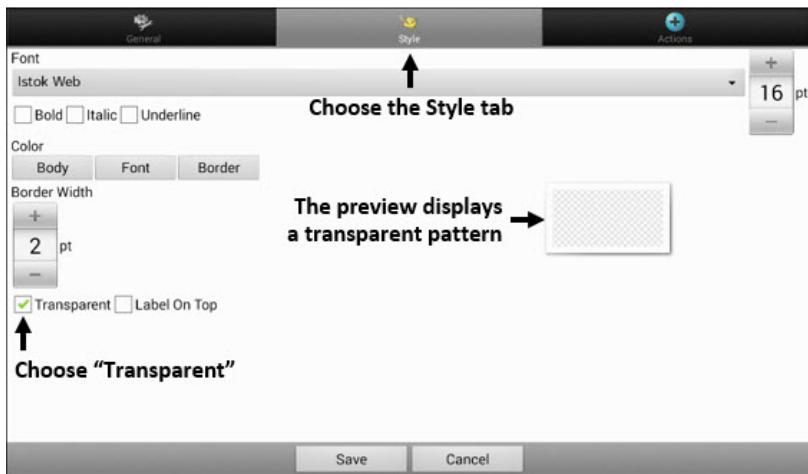
In Edit Mode, the page created in [Create a Visual Scene Page](#) appears as follows:



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

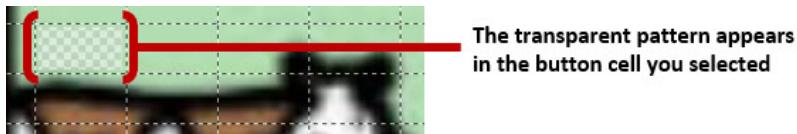
1. Press and hold the button cell located above and to the left of the cow. A list of button options will appear.
2. Choose **Create Button** to display the Button Properties.
3. Enter a message in the Message box. In this example, enter **cow**.
*Note: Because you don't want anything to appear on top of the image, do **not** type a label.*
4. Choose the **Style** tab. The button style properties will be displayed.

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



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

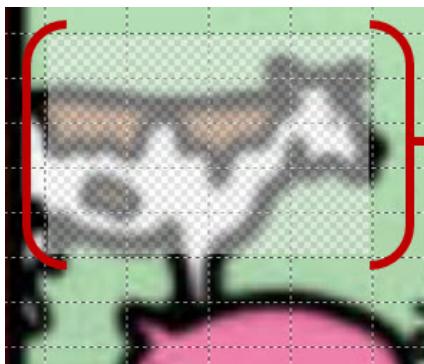
- To add a sound for the cow, choose the **Actions** tab and select **Play Audio**. A list of options will be displayed. Select either **Import from file** or **Choose existing recording**.
- To add navigation (for example, to a page about dairy food), select **Navigation** from the list of actions. A list of pages will be displayed. Select the page you want (in this example, **Dairy**) and choose **OK**. Then choose **No Animation** and **Save**.
- Choose **Save**. The checkerboard transparent pattern will appear in the button cell you selected.



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



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



The transparent pattern shows the area the button will cover

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

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

Modify a Button's Actions

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

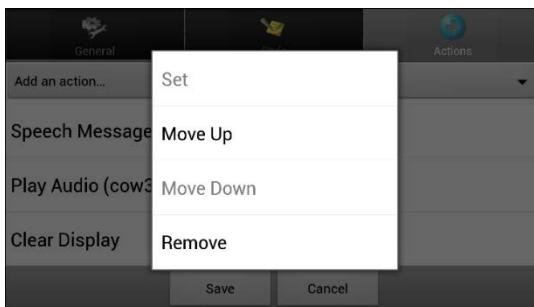
To remove the Navigate action:

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

To add an action and change the order of actions:

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

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



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

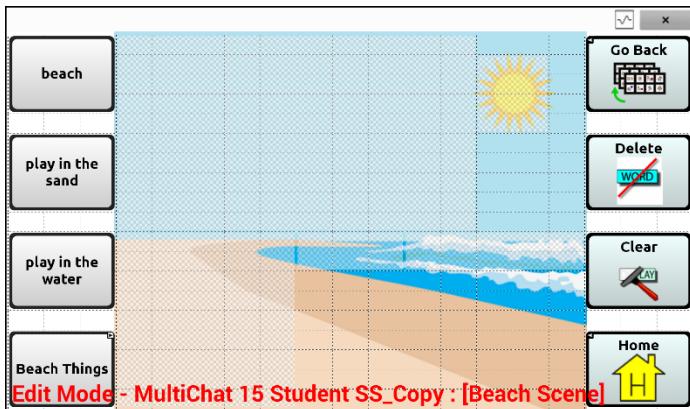
Alternative: Create the Scene and then the Linking Button

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

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

Create a Visual Scene with Buttons Surrounding the Image

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



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

1. Choose **Menu > Edit Mode**.
2. Navigate to a page that includes the button you want to copy.
3. Press and hold the button and choose **Copy Button**.
4. Navigate to your visual scene page.
5. Press and hold the location to which you want to paste the button.
6. Choose **Paste Button**.

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

Using Keyboards

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

Choosing a Different Keyboard

If the keyboard you want is not in the current vocabulary listing, you can choose a keyboard from the Template options. If the keyboard you want is not included in your page listing or the template options, see [Copying a Page from a Different Vocabulary File](#) on page 69. If you want to set up a key for quick access to a different keyboard, see [Linking a Button to a Keyboard](#).

Linking a Button to a Keyboard

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

Working with Gestures

A gesture is a motion that can be made to the screen to trigger a specific action. An example of a gesture might be a “swipe down” on the screen that would clear the text from the Speech Display Bar. A gesture can apply a particular page (see [Creating a Gesture for a Page](#)), or it can be applied to all pages in a vocabulary file (see [Creating a Gesture for All Pages](#)).

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

Turning Gestures On or Off

Because gestures might not benefit a particular individual, the Settings menu provides an On/Off option.

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

To turn gestures on or off:

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

Creating a Gesture for a Page

To create a gesture for a single page:

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

Creating a Gesture for All Pages

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

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

Working with Speech

When you select a speech synthesizer, you can select from a variety of voices to speak individual characters, words, phrases, or sentences. You can select exactly what and when you want to speak.

Selecting a Synthesizer and Voice

To access the available voices, choose **Menu > Settings > Speech Output > Voice > Synthesizer**. Select a synthesizer from the Synthesizer menu. Then choose **Voice Settings** to select a voice. The Acapela™ and Ivona™ synthesizers provide lists of voices from which to choose.

Select a voice and choose the **Test** button to hear a sample of the voice you selected. When you are satisfied with the voice you selected, choose **Save**.

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

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

Adding a Pause between Words

You can force a specified speech delay between individual words.

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

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

Adding Words to the Pronunciation Dictionary

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

To add a word to the pronunciation dictionary:

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

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

Configuring Speech Modes

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

Setting	Description
Character	The voice speaks after every character
Word	The voice speaks after every word
Sentence	The voice speaks after every sentence
Auto Clear	Clears the Speech Display Bar automatically after a sentence or message has been spoken and the next text is chosen
Speech Off	Toggles all speech off and on

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

Adding Acapela Vocal Smileys

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

Adding a Sound

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

Adding an Exclamation

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

Finding a Vocal Smiley

To find the list of Acapela Vocal Smiley commands:

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

Important! The language you select must match the language of the voice you are using.

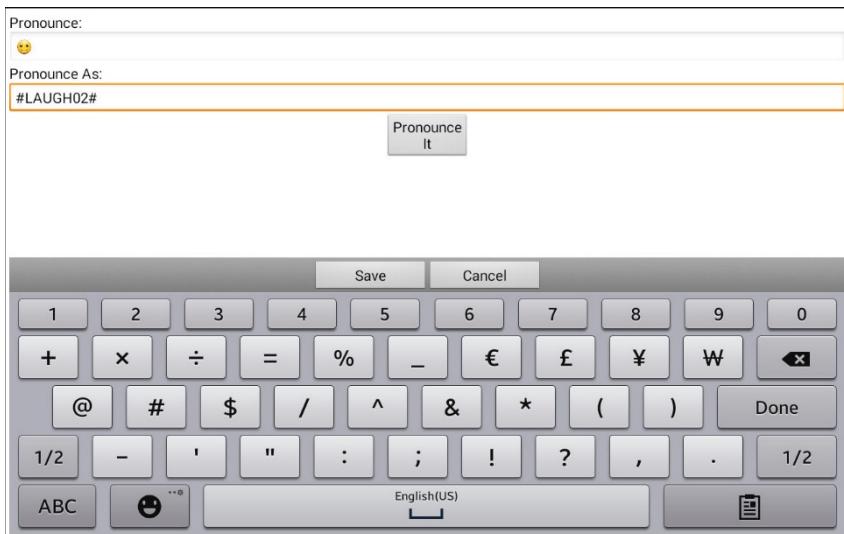
3. Select the specific Vocal Smiley you want.

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

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

For example, you could use a smiley face symbol. Note that you may need to go to **Settings > Keyboards** and add the Emoji keyboard so that you can type emoticon symbols. Once the button is set up with the emoticon and speech message, go to Pronunciations and add a pronunciation for the smiley face emoticon. Enter a command such as **#LAUGH02#** for the pronunciation.

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



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

Setting Access Options

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

Four options are available for configuring the touchscreen; Activate on Release, Activate on Touch, Acceptance Time, and Release Time.

Activating Buttons on Touch or Release

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

Activate on Release toggles between activating the screen immediately upon touch or upon release.

To set buttons to activate on release, choose **Menu > Settings > Input > Timing > Activate on Release**. A green checkmark shows that the option is selected.

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

Setting a Time for Button Activation

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

1. Choose **Menu > Settings > Input > Timing**.
2. Choose **Acceptance Time**.
3. Choose **Enable**.
4. Choose **Time** and set the time value.

Setting a Time to Prevent Selection of a Button Twice

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

1. Choose **Menu > Settings > Input > Timing**.
2. Choose **Release Time**.
3. Choose **Enable**.
4. Choose **Time** and set the time value.

Setting up a Beep when a Button is Pressed

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

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

Setting up a Visual Indication when a Button is Selected

Some people may benefit from a visual indication when a button is selected. The Input menu provides an option to toggle the visual indication on or off.

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

Changing Device Orientation Settings

The Chat Fusion device allows the screen to rotate automatically when the device is tilted. This can be quite handy or a nuisance for some users. The application allows you to change orientation settings and use orientation tilt with the Speech Display Bar (SDB).

Changing Orientation Settings

Depending on the button layout, one orientation may be more helpful than another. For example, WordPower42 seems to work better in a landscape layout, but WordPower24 works better in a portrait layout.

To Allow Orientation to Change when You Tilt the Device:

Choose **Menu > Settings > Input > Tilt > Action**. Then choose **Auto Change Orientation**.

To Lock the Orientation:

The orientation setting can be locked to keep the screen from adjusting automatically when tilted.

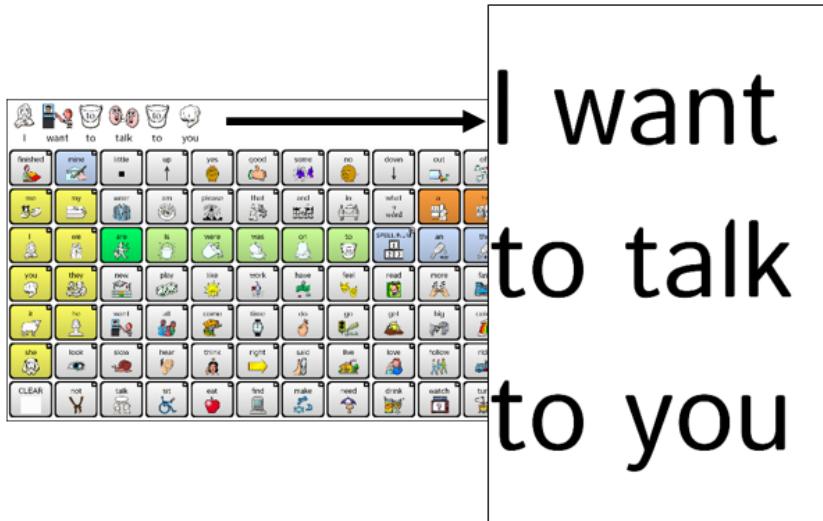
Choose **Menu > Settings > Input > Tilt > Action > No Action > Preferred Orientation**. Then select **Portrait** or **Landscape**.

Using Orientation Tilt with the SDB

In a quiet environment, using voice output might not be appropriate but communication is still needed. The tilt feature offers an Expand option that displays expanded text to the communication partner. This might also be of value in an extremely loud environment. To set the tilt option, choose **Menu > Settings > Input > Tilt > Action**.

Option	Description
Expand and Speak	When the device is tilted, the text in the speech display bar will fill the screen and be spoken.
Expand Only	When the device is tilted, the text in the speech display bar will fill the screen and no sound will be made.
Auto Change Orientation	The screen will shift orientation automatically when the device is tilted.
No Action	The screen will be locked in the current orientation.

If you select **Expand and Speak** or **Expand Only**, you can expand the Speech Display Bar for easier viewing by tilting the device.



Tilting the device back will redraw the vocabulary page.

Setting up Switch Scanning

As an alternative to directly selecting each button on the screen, the application offers single switch and two switch scanning. To access the options for customizing a scanning technique, choose **Menu > Settings > Input > Scanning**.

Setting	Description
Enable Scanning	Turns scanning on or off. You must turn scanning on to access the other settings.
Switch Access	Defines the selection method (Touchscreen Only, One Switch, One Switch + Touchscreen, or Two Switch), and allows you to turn auto scanning on or off.
Auditory Prompts	Defines audio feedback during scanning. You can set the speaker or an earphone as the audio output device, adjust earphone volume, turn a scanning beep on or off, set a button prompt, and set the voice pitch and rate.
Patterns	Sets the scanning pattern to linear, row/column, block, or flow and turns on or off scanning of the Speech Display Bar and empty button areas. If you want to customize scan patterns for the user, see Configuring Custom Scan Patterns on page 104.
Scan Timing	Defines the scanning speed and the number of rescans, and turns activation delay and auto restart on or off.

Configuring Switches

To use an external switch, plug the switch into either switch jack A or switch jack B on the side of the device.

Switch jack A Switch jack B



You can choose to have scanning activate automatically, or you can choose to either hold the switch or step to each location. With Auto Scan off, a switch activation is required to move the scan through each button, one at a time.

1. To enable scanning, choose **Menu > Settings > Input > Scanning > Enable Scanning**.
2. Choose **Switch Access > Switch Configuration**.
3. Choose the selection method: Touchscreen Only, One Switch, One Switch + Touchscreen, or Two Switch.
4. To set scanning to activate without holding a switch, choose **Switch Access > Auto Scan**.
5. To find other switch scanning options, choose **Back**.

Setting up Touchscreen Scanning

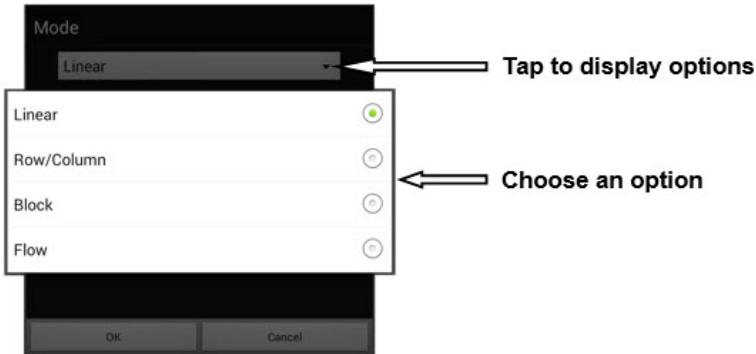
There are times when a user is not capable of activating specific areas on the screen. For example, maybe the user does not have the pointing skills to hit one button. Using the touchscreen to scan allows the user to tap anywhere on the screen to initiate a scan of the buttons. In this scenario the device screen acts as a single switch.

1. Choose **Menu > Settings > Input > Scanning > Enable Scanning**.
2. Choose **Switch Access > Switch Configuration**.
3. Choose **Touchscreen Only**.
4. Configure other settings as appropriate.

Selecting the Scan Pattern

To select the scanning mode:

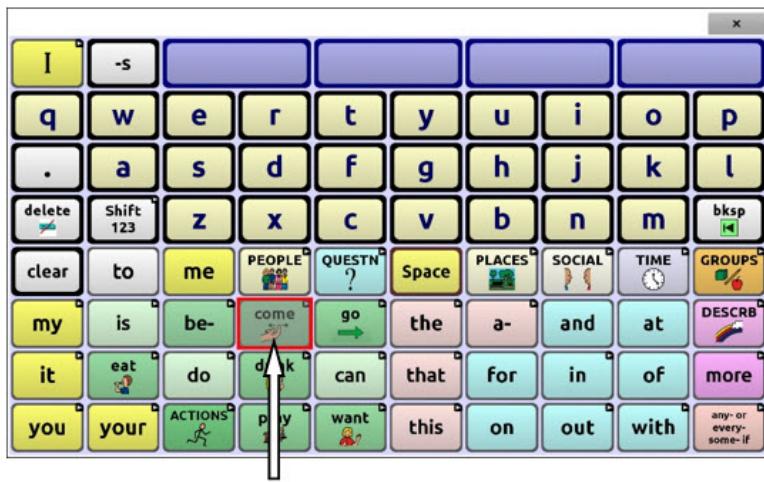
1. Choose **Menu > Settings > Input > Scanning > Patterns > Mode**. The Mode window will be displayed.
2. Tap the arrow  to the right of the currently selected mode. A menu of mode options will be displayed.



3. Choose Linear, Row/Column, Block, or Flow.
4. If you select Block or Flow, see [Using Block Scan Mode](#) on page 96 or [Using Flow Scan Mode](#) on page 97 for details.
5. Choose **OK**.

Using Linear Scan Mode

A linear scan steps through the buttons from left to right beginning in the first row. When the button you want is highlighted, activate your switch.

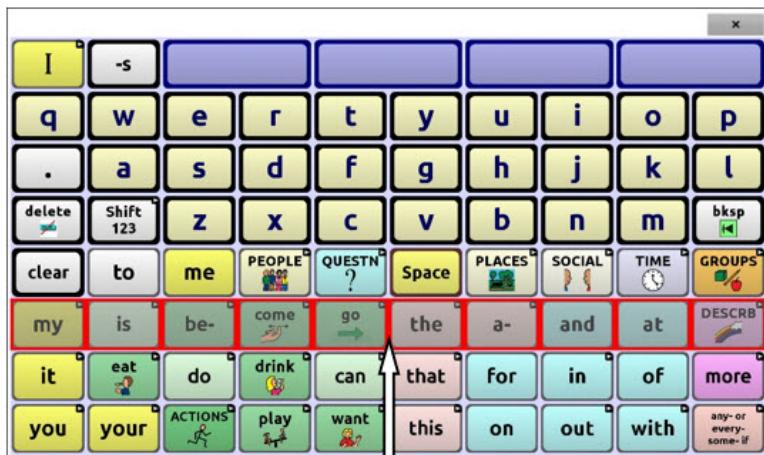


Button highlighted

To change the way a button is highlighted, see [Configuring Visual Effects](#) on page 135.

Using Row/Column Scan Mode

A row/column scan highlights each row of buttons beginning with the top row and move down the screen. When the row that contains the button you want is highlighted, activate your switch.



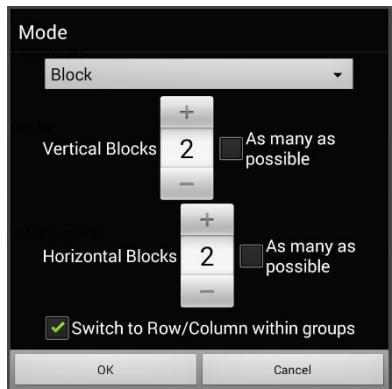
Row highlighted

The scan will then step through the buttons from left to right across the row. When the button you want is highlighted, activate your switch.

Using Block Scan Mode

If you select **Block**, the Mode window will open.

To increase the number of columns or rows in a block, tap **+**; to decrease the number, tap **-**; or select “As many as possible”.

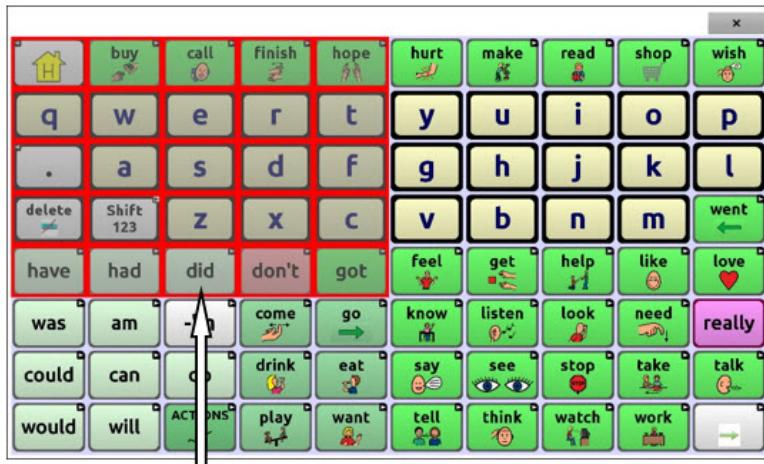


If you want a scan to switch to Row/Column mode after a block is selected, choose “Switch to Row/Column within groups”.

If you want to scan by blocks only, leave “Switch to Row/Column within groups” unselected.

When you finish setting block options, choose **OK**.

A block scan highlights blocks of buttons. The blocks are defined by the settings in the Mode window. When the block that contains the button you want is highlighted, activate your switch.

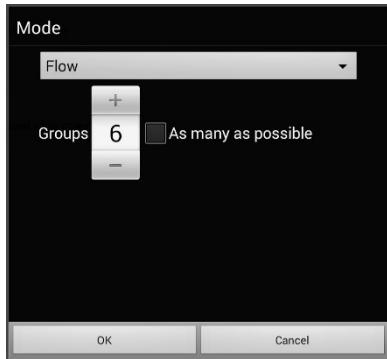


The scan will then highlight smaller blocks, rows, or columns within the block, depending on your settings. When the button you want is highlighted, activate your switch.

Using Flow Scan Mode

Flow scanning is provided as a scanning option for individuals who do not require consistency within a scan pattern.

If you select **Flow**, the Mode window will open.



To increase the number of groups in a flow, tap **+**.

To decrease the number of groups, tap **-**.

Or select “As many as possible”.

When you finish setting flow options, choose **OK**.

A flow scan highlights groups of buttons that flow from one row into the next. The flows are defined by the settings in the Mode window. When the flow that contains the button you want is highlighted, activate your switch.

Optimizing Block and Flow Scans

Scan Optimization only works in Block Scan Mode and Flow Scan Mode. To optimize block and flow scans, choose **Menu > Settings > Input > Scanning > Patterns**. Then turn on **Scan Optimization**.

When Scan Optimization is turned on, blocks or flows are scanned in the most efficient way on each page.

If you turn Scan Optimization off, blocks or flows will be scanned the same way on all pages.

With Scan Optimization turned on: Flow finds the lowest average # of scanning steps for every button on a page. Visualize the page layout in one straight line. For example, if you break the buttons on a page into 6 equal groups, it takes 5 scanning steps just to get to the 6th group. Flow adjusts the groups so the initial one is larger, spreading the groups over the page to average the number of scanning steps over the entire page more equally.

With Scan Optimization turned off: Flow scans equal groups of buttons on every page. Visualize the page layout in one straight line. For example, if you break the buttons on a page into equal groups, the same number of buttons will be scanned in each group.

Configuring Speech Display Bar (SDB) Scans

To include the SDB in scans:

Selecting the SDB speaks the current text. Turn scanning of the Speech Display Bar on or off by choosing **Menu > Settings > Input > Scanning > Patterns > Scan SDB**.

To include the SDB Clear button (X) in scans:

Turn scanning of the Speech Display Bar's Clear button (X) on or off by choosing **Menu > Settings > Input > Scanning > Patterns > Scan Clear Button**.

When Scan Clear Button is turned on, the SDB is scanned as follows:

1. When the scan reaches the SDB, the entire SDB is highlighted.



I want to watch tv X

2. *With the SDB highlighted:* If the user presses the switch, the text is highlighted and spoken.



I want to watch tv X

3. *With the SDB highlighted:* If the user does nothing, the Clear Button is highlighted.



I want to watch tv X

4. *With the Clear Button highlighted:* If the user presses the switch, the last word in the display is cleared. If the user does nothing, X on the Clear Button automatically changes to ◀.



I want to watch tv ◀

5. *With the Clear Button showing ▶:* If the user presses the switch, all the text is cleared. This is the equivalent of pressing and holding the Clear Button.

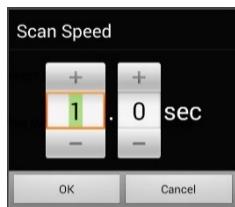
Configuring Empty Area Scans

Turn scanning of empty button areas on or off by choosing **Menu > Settings > Input > Scanning > Patterns > Skip Empty Areas**. When selected, scanning will skip over an area without a button or a button that only has a speech message action but no text.

Setting Scan Timing

Scan speed is the amount of time it takes for your device to move from one button, row, or column to the next in a scan. The default scan speed is one second. At this setting, it takes one second from the time one key is highlighted until the next key is highlighted.

To change the scan speed, choose **Menu > Settings > Input > Scanning > Scan Timing > Scan Speed**. The Scan Speed window opens.



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

Configuring Re-scans

Select the number of times you want your device to scan the page automatically. Once you reach the set number of re-scans, the scan will stop until a switch is activated again.

To set the number of re-scans, choose **Menu > Settings > Input > Scanning > Scan Timing > Number of Re-scans**. The Number of Re-scans window opens.



To increase the number of re-scans, tap +.
To decrease the number of re-scans, tap -.
Or use the keyboard to enter the exact setting you want.
Choose **OK**.

Setting Activation Delay

This option gives you a chance to change your mind when you have selected a button. The option is set to your scanning speed automatically.

For example, let's say your activation delay is set to one second (1.0). You scan to and select a button, then realize it is not the button you want. You have one second to activate your switch again to "de-select" the button and then scan to a new button.

To set the activation delay, choose **Menu > Settings > Input > Scanning > Scan Timing > Activation Delay**. The Activation Delay window opens.



To increase the delay, tap +.

To decrease the delay, tap -.

Or use the keyboard to enter the exact setting you want.

Choose **OK**.

Turning on Auto Restart

This option allows you to restart a scan cycle automatically after an activation. To turn on auto restart, choose **Menu > Settings > Input > Scanning > Scan Timing > Auto Restart**.

Setting Auditory Prompts

This option enables audio feedback during scanning. To set auditory prompts, choose **Menu > Settings > Input > Scanning > Auditory Prompts**.

Enable Auditory Prompts

Scanning with auditory prompting turned on provides not only a visual cue, but also an auditory cue to indicate where the scan is currently.

To enable auditory prompts, choose **Menu > Settings > Input > Scanning > Auditory Prompts > Enable Auditory Prompts**.

If you are scanning, simply activate your switch. To retrieve a message, activate the switch again after you hear the prompt.

Audio Output Device

Choose **Menu > Settings > Input > Scanning > Auditory Prompts > Audio Output Device**. Choose either **Speaker** or **Earphone**. You can hear prompts through the device's speaker. You can also plug stereo headphones into the headphone jack on the side of the device.



This allows you, but not others, to hear the prompts. If you are using headphones, choose the **Earphone** option.

Earphone Volume

If you select **Earphone** as the audio output device, use this option to set how loud the prompt is when using an earphone or headset. If you need to change the volume level, slide your finger along the Earphone Volume bar or tap the bar at a specific point. Then choose **OK**.



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

Scanning Beep

If you prefer to hear a beep instead of an auditory prompt when you scan a key, choose **Menu > Settings > Input > Scanning > Auditory Prompts > Scanning Beep**.

Button Prompt

Note: Scanning Beep must be turned off to access this option.

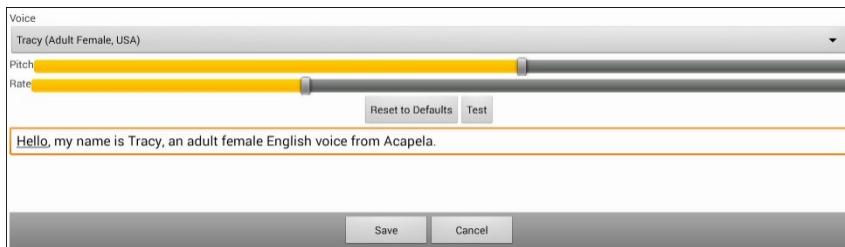
The Button Prompt option determines whether the label or message is spoken as the button prompt. To change the setting, choose **Menu > Settings > Input > Scanning > Auditory Prompts > Button Prompt** and select either **Speak Label** or **Speak Message**.

Row or Group Prompts

Since these prompts may be specific to each page, use Scan Editor to name the rows or groups for prompting. For details, see [Opening the Scan Editor](#) on page 104.

Choosing a Voice

When choosing a voice to use for the auditory prompts, it can be helpful to choose a different voice than the one the system uses for speaking messages. To change the voice, choose **Menu > Settings > Input > Scanning > Auditory Prompts > Voice Settings**.



Note: Pitch is available as an option only if Acapela is selected as the synthesizer.

Tap the arrow to the right of the currently selected voice to open a list of voices. Choose the voice you want. If necessary, adjust the voice's pitch or talking speed:

1. Slide your finger along the Pitch or Rate bar or tap a bar at a specific point.
2. Tap **Test** to make sure that you selected the pitch or rate you want.
3. If not, adjust the setting and tap **Test** again.
4. When the voice is set the way you want, tap **Save**.

Note: If you want to name an auditory prompt for a row or group, see [Configuring Custom Scan Patterns](#) on page 104.

Configuring Custom Scan Patterns

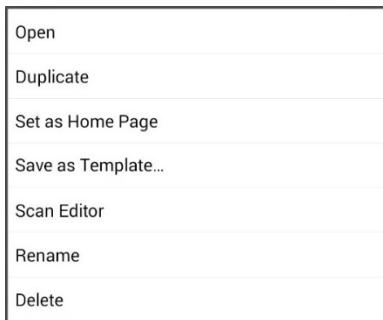
Use the Scan Editor to create and save custom scan patterns for the user. You can set up a scan pattern for all pages in a vocabulary, then set up different patterns for specific pages, such as keyboard pages.

Note: If you also want to set up visual effects for the user, see [Configuring Visual Effects for Scanning or Headpointing](#) on page 135.

Opening the Scan Editor

To access the Scan Editor:

1. Go to a vocabulary page.
2. Choose **Menu > Edit Mode > Pages**.
3. Choose a page. The following menu will open:

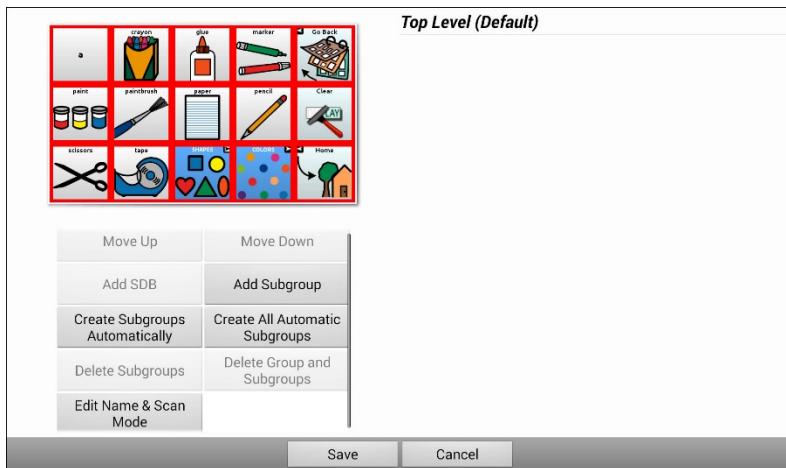


4. Choose **Scan Editor**. The following prompt will be displayed:



5. Select either **All pages** or **Just this page**. The Scan Editor will open at the default top level.

6. **Top Level (Default)** is selected and the Scan Editor menu options appear in the lower left corner.



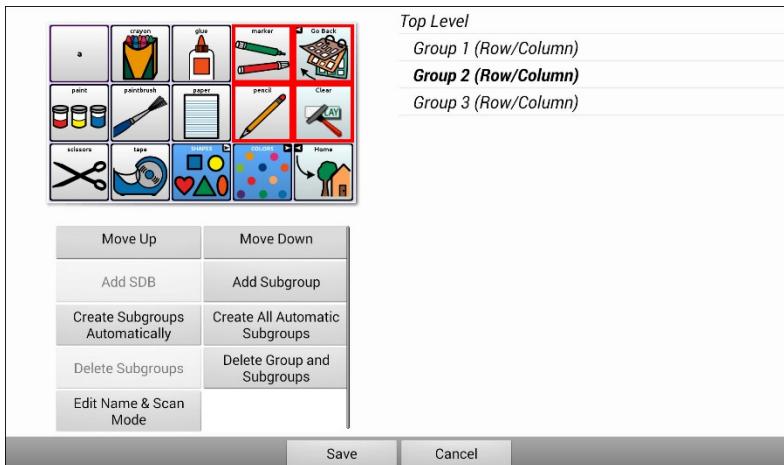
Working with Groups and Subgroups

The Scan Editor allows you to set up groups and subgroups of buttons for scan patterns on a page. For example, a group could be a collection of three rows of buttons eight columns wide. Within that group could be a subgroup of two rows of buttons four columns wide. Within that subgroup could be a subgroup of one row of buttons two columns wide.

Using the Scan Editor Menu Options

For an easy way to get started, select **Create Subgroups Automatically** or **Create All Automatic Subgroups**. A list of groups will appear under “Top Level”.

From the list of groups, select the group you want to include in the scan. When you select a group, its name will appear in bold and the corresponding group of buttons in the preview screen will be highlighted.

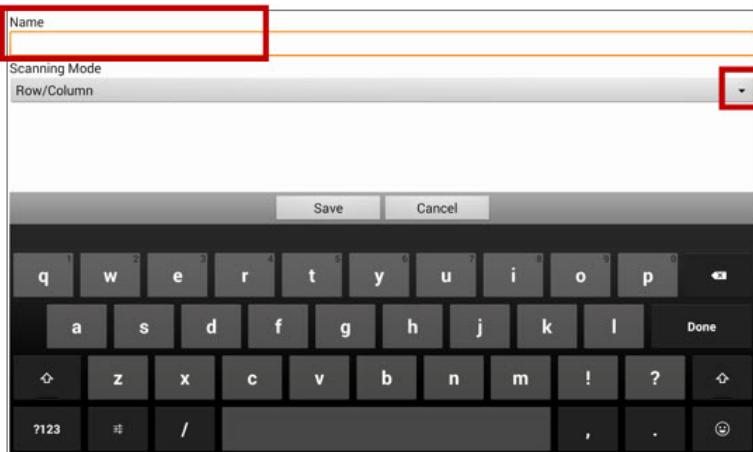


Note: The number of groups listed is controlled by the scan mode setting:
Menu > Settings > Input > Scanning > Patterns > Mode.

Edit Name & Scan Mode

The name is what will be spoken as the auditory prompt. You can modify the name and scan mode of the selected group or subgroup.

1. Select **Edit Name & Scan Mode**.
2. Tap in the Name field and enter the new name.



3. If you want to change the scan mode, tap the arrow and select the scan mode you want: Default, Linear, Row/Column, Block, or Flow.

Note: The scan mode that is selected by default is set in **Menu > Settings > Input > Scanning > Patterns > Mode**.

4. Choose **Save**.

Move Up/Move Down

Rearrange your scan groups by selecting groups and subgroups and moving them up or down in the group list.

1. Select a group or subgroup you want to move.
2. Tap **Move Up** or **Move Down**.
3. The selected group or subgroup will move up or down one position in the list.
4. Repeat steps 1 through 3 for any other groups or subgroups you want to move.

Add SDB

Add the Speech Display Bar SDB) to the group list.

1. Tap **Top Level**.
2. Tap **Add SDB**.
3. “Speech Display Bar” appears at the bottom of your group list.
4. Either leave “Speech Display Bar” where it is or tap **Move Up** as many times as necessary to move the SDB to the top of the list or wherever else you want it.

Add Subgroup

Add a subgroup to the selected group.

1. Tap the group.
2. Select **Add Subgroup**.
3. The subgroup will appear below the group or subgroup.

Group 3 (Row/Column)

Group 4

Group 1 (Default)

Group 5 (Row/Column)

Create Subgroups Automatically

Add subgroups to the selected group or subgroup automatically. This option creates one level of subgroups. The number of subgroups is controlled by the scan mode setting: **Menu > Settings > Input > Scanning > Patterns > Mode**.

1. Tap the group you want to expand.
2. Select **Create Subgroups Automatically**.
3. The subgroups will be listed below the group or subgroup.

Create All Automatic Subgroups

Add the maximum number of subgroups to the selected group or subgroup automatically. This option creates multiple levels of subgroups. The number of subgroups is controlled by the scan mode setting: **Menu > Settings > Input > Scanning > Patterns > Mode**.

1. Tap the group you want to expand.
2. Select **Create All Automatic Subgroups**.
3. The subgroups will be listed below the group or subgroup.

Delete Subgroups

Delete all the subgroups for the selected group.

1. Tap the group you want to delete.
2. Select **Delete Subgroups**.
3. All subgroups for the group will be deleted.

Delete Group and Subgroups

Delete the selected group and all its subgroups or delete the selected subgroup and all its subgroups.

1. Tap the group you want to delete.
2. Select **Delete Group and Subgroups**.
3. The group and its subgroups or the subgroup and its subgroups will be deleted.

Creating a Custom Scan Pattern

1. Go to a vocabulary page.
2. Choose **Menu > Edit Mode > Pages**.
3. Choose a page. The following menu will open:



4. Choose **Scan Editor**. The following prompt will be displayed:

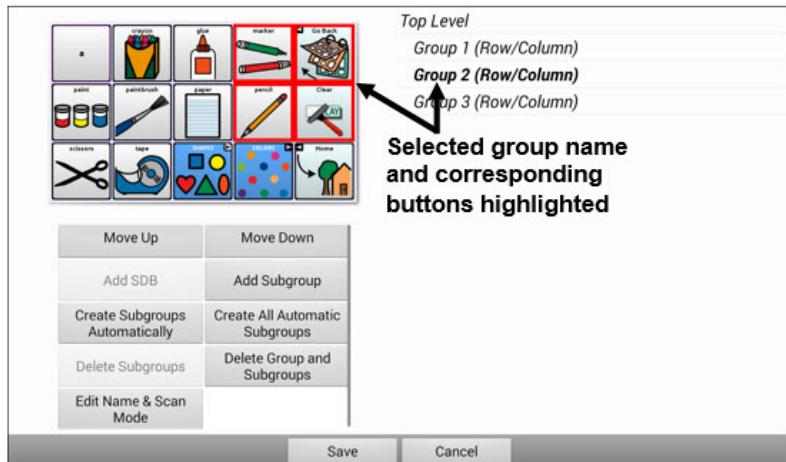


5. Select either **All pages** or **just this page**. The Scan Editor will open at the default top level.

6. **Top Level (Default)** is selected and the Scan Editor menu options appear in the lower left corner.
7. Choose **Create Subgroups Automatically**. A list of groups will appear under “Top Level”.

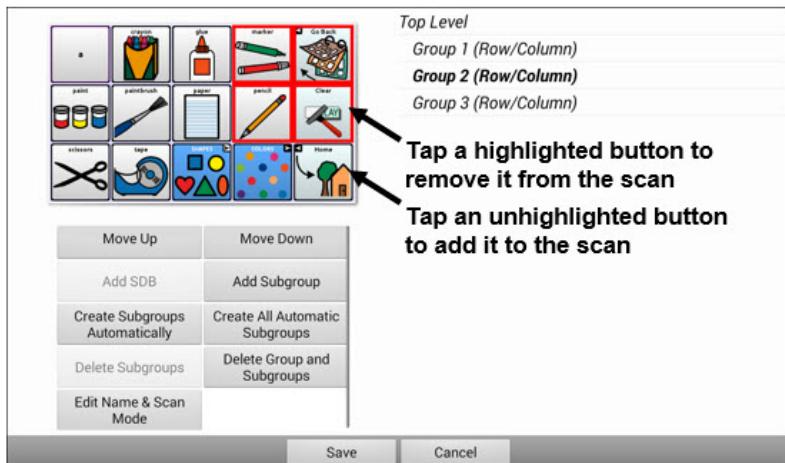
Note: The number of groups listed is controlled by the scan mode setting: **Menu > Settings > Input > Scanning > Patterns > Mode**.

8. From the list of groups, select the group you want to include in the scan. When you select a group, its name will appear in bold and the corresponding group of buttons in the preview screen will be highlighted.



9. Select the menu option you want. For example, you could change the group's name and scan mode or add one or more subgroups.
10. When you create the basic scan pattern you want, you can refine it.

Example: Tapping a highlighted button on the preview screen will remove it from the scan pattern. Tapping an unhighlighted button will add it to the scan pattern.



11. Choose **Menu**. Two menu options are displayed: Set as Default and Delete Scan Pattern & Quit. Choose **Set As Default**. The following prompt will be displayed:

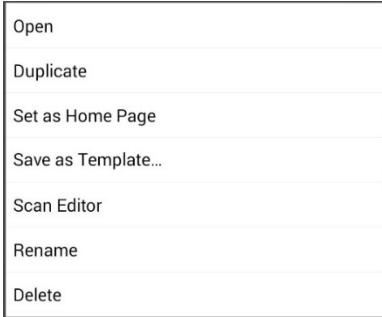
Setting this scan pattern as the default will overwrite the scan patterns of other pages. Are you sure you wish to continue?

12. Choose **Yes** to confirm that you want to use this pattern.
13. Choose **Save**. The scan pattern you created will be applied to all pages in the vocabulary.

Deleting a Custom Scan Pattern from One Page

If you no longer need a custom scan pattern that you applied to a page, follow these steps to delete it.

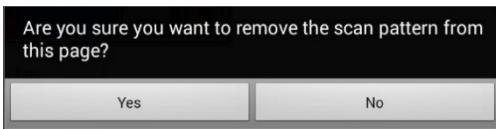
1. Choose **Menu > Edit Mode > Pages**.
2. Choose the page that has the custom scan pattern. The following menu will open:



3. Choose **Scan Editor**. The custom scan pattern will be displayed.
4. Choose **Menu**. An additional menu will open.



5. Choose **Delete Scan Pattern & Quit**. A confirmation prompt will be displayed.



6. Choose **Yes**.

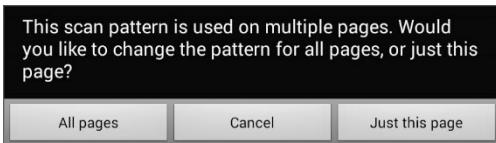
Deleting a Custom Scan Pattern from All Pages

If you no longer need a custom scan pattern that you applied to all pages, follow these steps to delete it.

1. Choose **Menu > Edit Mode > Pages**.
2. Choose any page in the vocabulary that has the custom scan pattern. The following menu will open:



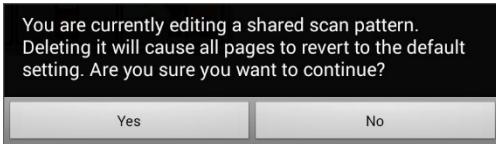
3. Choose **Scan Editor**. The following prompt will be displayed.



4. Choose either **All Pages**. The custom scan pattern will be displayed.
5. Choose **Menu**. An additional menu will open.



6. Choose **Delete Scan Pattern & Quit**. A confirmation prompt will be displayed.



7. Choose **Yes**.

Setting up Headpointing

Note: Information on headpointing only applies if you purchased the ChatPoint product.

ChatPoint allows individuals who are unable to use their hands to use small head movements to control where the pointer moves on the screen. The ChatPoint unit mounted on your device translates these head movements into pointer movements and activations/selections on the screen.

Mounting the ChatPoint Unit

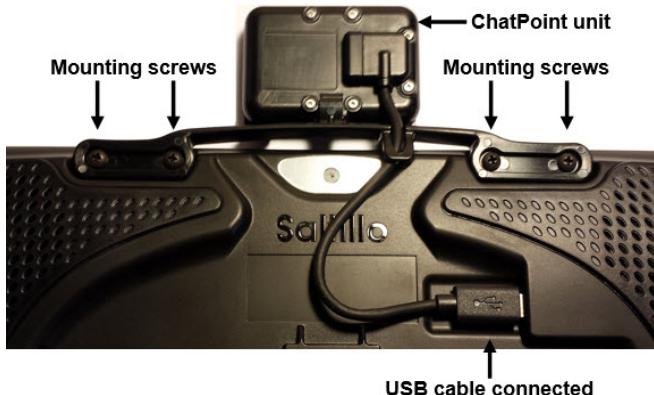
Follow these instructions to attach the ChatPoint unit to your device.

1. Remove the device handle by removing the four screws.

Important! You will use these screws to fasten the ChatPoint unit to the device.



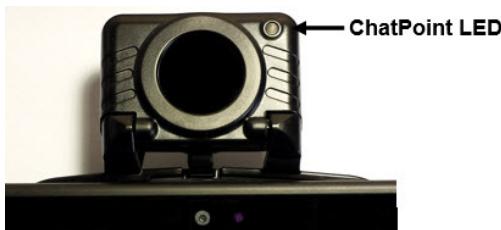
2. Align the connector and screw holes on the ChatPoint unit with the screw holes on the top edge of the back of the device.
3. Insert and tighten the four screws to secure the unit to the device.
4. Plug the unit's USB cable into the USB port on the back of the device.



5. ChatPoint is ready to set up for use.

Viewing Tracking Status

The LED on the front of the ChatPoint unit indicates the current tracking status. **Red** indicates that the ChatPoint unit is on, but is not tracking. **Green** indicates that the unit is tracking.



Configuring Headpointing Settings

After you mount the ChatPoint unit, you are ready to modify settings to suit the individual who will be using it. You will modify the settings using the Chat software that is installed on your device.

Important! Because headpointing depends on an individual's head movement capabilities, these instructions only cover the setup basics. You may need to refine your settings several times. We suggest changing one setting at a time.

To access the headpointing settings, choose **Menu > Settings > Input > Headpointing**. The Headpointing Settings screen will be displayed.

The screenshot shows a list of configuration options for headpointing:

- Enable Headpointing**: Toggles headpointing on/off. A checked checkbox is shown to the right.
- Dwell Time**: The time required to make an activation. A right-pointing arrow is to the right.
- Horizontal Adjust**: The amount of head movement required to move the pointer across the screen. A right-pointing arrow is to the right.
- Vertical Adjust**: The amount of head movement required to move the pointer up and down the screen. A right-pointing arrow is to the right.
- Pointer Visual Effects**: Adjust visual effects of the pointer. A right-pointing arrow is to the right.
- Popup Menus**: Show or hide the popup menus. A right-pointing arrow is to the right.
- Rest Area**: An inactive area surrounding the last activation point that allows you to rest before moving to your next activation. A right-pointing arrow is to the right.
- Advanced**: Advanced settings. A right-pointing arrow is to the right.

Setting	Description
Enable Headpointing	Turn headpointing on. For details, see Turning Headpointing On or Off on page 117.
Dwell Time	The time required to make an activation. For details, see Setting Dwell Time on page 118.
Horizontal Adjust	The amount of head movement required to move the pointer across the screen. For details, see Setting Horizontal Adjustment on page 118.
Vertical Adjust	The amount of head movement required to move the pointer up and down the screen. For details, see Setting Vertical Adjustment on page 119.
Pointer Visual Effects	Visual effects set up for the pointer to help the user identify selected items. These effects include opacity, color, size, shape, and showing or hiding the pointer. For details, see Configuring Pointer Visual Effects on page 120.
Popup Menus	Show or hide the top and bottom headpointing popup menus. The top menu allows you to pause or reactivate headpointing and toggle the pointer between pointing and dragging. The navigation (bottom) menu provides quick access to Menu , Home , and Back . For details, see Showing or Hiding Headpointing Popup Menus on page 123.
Rest Area	An inactive area surrounding the last activation point. This area allows the user to rest before moving to the next activation. For details, see Configuring the Rest Area on page 124.

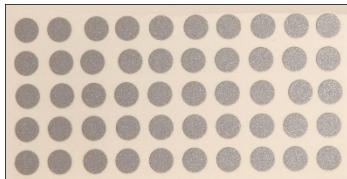
Setting	Description
Advanced	Most users will not benefit from changing the advanced settings. These settings control smoothing, dwell method, secondary dwell time, averaging, and graphical representations of averaging. For details, see Configuring the Advanced Headpointing Settings on page 126.

Turning Headpointing On or Off

From the Headpointing Settings screen, choose **Enable Headpointing** to turn headpointing on. A green checkmark appears to the right of **Enable Headpointing**. To turn headpointing off, choose **Enable Headpointing** to remove the checkmark.

Using Target Dots

A package of pressure-sensitive, reflective target dots was included with your ChatPoint. Peel a dot from the sheet and press the dot onto the user's forehead or eyeglass frame.



ChatPoint calculates how light reflects off the dot to detect the user's head movement. The on-screen pointer moves with the user's head movements.

Setting Dwell Time

Dwell time is the time required to make an activation. For example, if dwell time is set to 1 second and the user leaves the pointer on a button for 1 second, ChatPoint activates that button automatically.

To set the dwell time, choose **Dwell Time** from the Headpointing Settings screen. The Dwell Time window opens.



To increase the value, tap +.
To decrease the value, tap -.
Or use the keyboard to enter the exact setting you want.
Choose **OK**.

Setting Horizontal Adjustment

Horizontal Adjustment is the amount of head movement required to move the pointer across the screen. Change the Horizontal Adjustment value to compensate for trouble the user has selecting buttons horizontally. The higher you set the value, the less head movement the user needs to move the pointer on the screen horizontally.

To set the horizontal adjustment, choose **Horizontal Adjustment** from the Headpointing Settings screen. The Horizontal Adjustment window opens.



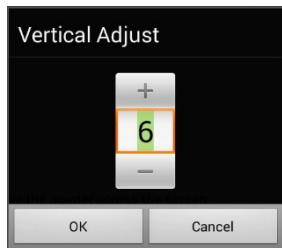
To increase the value, tap +.
To decrease the value, tap -.
Or use the keyboard to enter the exact setting you want.
Choose **OK**.

Note: The higher you set the horizontal adjustment number, the faster the pointer will appear to move across the screen.

Setting Vertical Adjustment

Vertical Adjustment is the amount of head movement required to move the pointer up and down the screen. Change the Vertical Adjustment value to compensate for trouble the user has selecting buttons vertically. The higher you set the value, the less head movement is necessary to move the pointer on the screen vertically.

To set the vertical adjustment, choose **Vertical Adjustment** from the Headpointing Settings screen. The Vertical Adjustment window opens.



To increase the value, tap +.

To decrease the value, tap -.

Or use the keyboard to enter the exact setting you want.

Choose **OK**.

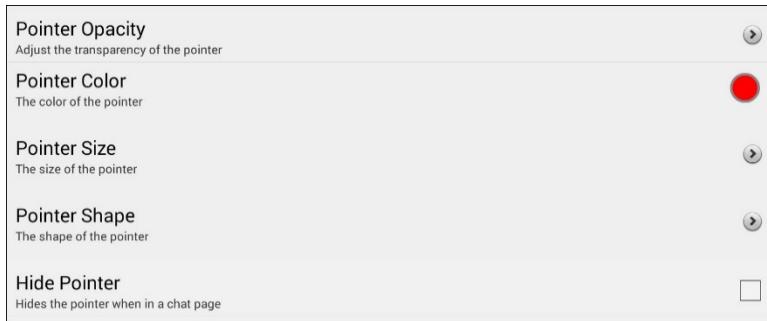
Refining Horizontal and Vertical Adjustment

You may need to fine-tune both horizontal and vertical adjustment to meet the user's needs. Have the user move his or her head left and right and up and down to try to place the pointer in each corner of the screen.

- If the user has trouble reaching the right or left edges, increase the horizontal adjustment value.
- If the user has trouble reaching the top or bottom edges increase the vertical adjustment value.
- If a slight head movement to the left or right moves the user off the edges of the screen, decrease the horizontal adjustment value.
- If a slight head movement up or down moves the user off the top and bottom edges, decrease the vertical adjustment value.
- If the user has trouble positioning the pointer in the corners of the screen, increase the horizontal adjustment and vertical adjustment values.
- If the user makes large head movements and loses the pointer, decrease the horizontal adjustment and/or vertical adjustment values.
- If the user makes small head movements, increase the horizontal adjustment and vertical adjustment values.

Configuring Pointer Visual Effects

The pointer moves with the user's head movement. The visual effects you set up for the pointer will help the user identify selected items. To access the pointer visual effects settings, choose **Pointer Visual Effects** from the Headpointing Settings screen. The Pointer Visual Effects screen will be displayed.

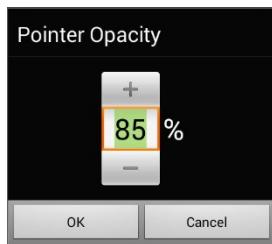


Setting	Description
Pointer Opacity	The pointer's degree of transparency, determining how clearly underlying images show through. For details, see Setting the Pointer's Opacity on page 121.
Pointer Color	The color of the pointer. For details, see Setting the Pointer's Color on page 121.
Pointer Size	The size of the pointer. For details, see Setting the Pointer's Size on page 122.
Pointer Shape	The shape of the pointer, either a shrinking dot or an arrow. For details, see Setting the Pointer's Shape on page 122.
Hide Pointer	Hide or show the pointer. For details, see Hiding the Pointer on page 122.

Setting the Pointer's Opacity

Pointer Opacity allows you to set the pointer's percentage of transparency, which determines how clearly the underlying image will show through the pointer. Increasing the opacity percentage makes the pointer more opaque, allowing less of the underlying image to show through.

To set the pointer's opacity percentage, choose **Pointer Opacity** from the Pointer Visual Effects screen. The Pointer Opacity window opens.



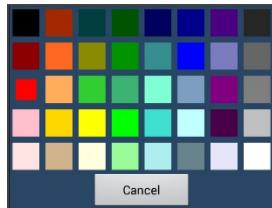
To allow less of the underlying image to show through, tap +. To allow more of the underlying image to show through, tap -.

Or use the keyboard to enter the exact setting you want.

Choose **OK**.

Setting the Pointer's Color

Pointer Color allows you to set the color of the pointer. To set the pointer's color, choose **Pointer Color** from the Pointer Visual Effects screen. The Pointer Color window opens.

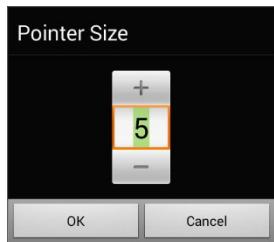


Tap a color in the color selection window.

The selected color appears in the circle to the right of Pointer Color on the Pointer Visual Effects screen.

Setting the Pointer's Size

Pointer Size allows you to set the size of the pointer. To set the pointer's size, choose **Pointer Size** from the Pointer Visual Effects screen. The Pointer Size window opens.



To increase the size, tap +.

To decrease the size, tap -.

Or use the keyboard to enter the exact setting you want.

Choose **OK**.

Setting the Pointer's Shape

Pointer Shape allows you to set the pointer as either a shrinking dot or an arrow.

To set the pointer's shape, choose **Pointer Shape** from the Pointer Visual Effects screen. The Pointer Shape window opens.



Choose either **Shrinking Dot** or **Arrow**.

Choose **OK**.

Hiding the Pointer

When Hide Pointer is turned on, the pointer is not visible.

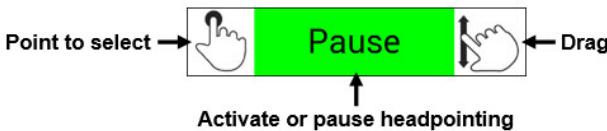
Showing or Hiding Headpointing Popup Menus

To show or hide the top and bottom headpointing popup menus, choose **Popup Menus** from the Headpointing Settings screen. The **Popup Menus** screen will be displayed.

Show Top Popup Menu	<input checked="" type="checkbox"/>
Show Navigation Popup Menu	<input type="checkbox"/>

To pause headpointing or toggle the pointer's function:

When **Show Top Popup Menu** is turned on, the top popup menu slides down when the user moves the pointer off the top of the screen in the center. This menu allows you to pause or reactivate headpointing and toggle the pointer between selecting and dragging.



Green indicates that headpointing is active. When the user selects **Pause**, the field turns red and displays Paused. Selecting **Paused** turns the field green and displays Active, and then Pause.

To set the pointer to select or drag, choose the applicable icon.

To Quickly Access Menu, Home, and Back:

When **Show Navigation Popup Menu** is turned on, the bottom popup menu slides up when the user moves the pointer off the bottom of the screen in the center. The menu provides quick access to **Menu**, **Home**, and **Back**.

Configuring the Rest Area

The rest area is an inactive area surrounding the last activation point. This area allows the user to rest before moving to the next activation. To access the rest area settings, choose **Rest Area** from the Headpointing Settings screen. The Rest Area screen will be displayed.



To show the rest area:

Choose **Show Rest Area** to insert a checkmark. The rest area will be indicated by a circle.

To set the size of the rest area:

Note: If Use Button as Rest Area is turned on, the Rest Area Size setting will not adjust the size of the rest area within the Chat software vocabulary pages. It will only adjust the size of the rest area within the operating system.

Choose **Rest Area Size** from the Rest Area screen. The Rest Area Size window opens.



To increase the size, tap +.

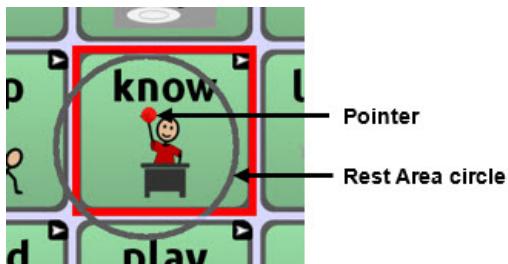
To decrease the size, tap -.

Or use the keyboard to enter the exact setting you want.

Choose **OK**.

To use a Chat software button as the rest area:

To use the last button activated in the Chat software as the rest area, choose **Use Button as Rest Area** to insert a checkmark. To leave the rest area, the user simply moves the pointer out of the rest area circle.



Configuring the Advanced Headpointing Settings

Most users will not benefit from changing the advanced settings. Some of these settings may be more useful for games or other apps. To access these settings, choose **Menu > Settings > Input > Headpointing**. The Headpointing Settings screen will be displayed. Choose **Advanced**. The advanced headpointing settings will be displayed.

Smoothing	Increases to compensate for minor shakiness or tremors	
Dwell Method	Choose between dwell methods	
Secondary Dwell Time	The time allowed to choose between tap, drag, and long press in advanced Dwell Methods	
Averaging	Use if having trouble staying on a single button	<input type="checkbox"/>
Show Averaging Details	Turn this on if you're just totally curious how averaging works	<input type="checkbox"/>

Setting	Description
Smoothing	Compensates for minor shakiness or tremors to reduce accidental button activations. For details, see Setting Smoothing on page 127.
Dwell Method	One of four dwell types, useful for normal operations, frequent click operations, frequent drag/swipe operations, or click-only operations. For details, see Setting the Dwell Method on page 128.
Secondary Dwell Time	The time allowed to choose among tap, drag, and long-click when an advanced pointer is active. For details, see Setting Secondary Dwell Time on page 133.
Averaging	Helps users who have trouble staying on a single button. For details, see Turning Averaging On or Off on page 133.
Show Averaging Details	Turns on graphical representations of how averaging works. For details, see Showing or Hiding Averaging Details on page 133.

Setting Smoothing

Smoothing compensates for minor shakiness or tremors to reduce accidental button activations. The number you select tells your device how far you must move out of one button location before a second button is activated. If you select a smoothing number higher than "1", ChatPoint will "lag behind" any head movements the user makes. The higher the number you select, the further into a button's area you must move before the button will become highlighted.

In effect, smoothing creates a box that surrounds the average horizontal and vertical values defined by where the individual is pointing. The lower the value, the smaller the box, requiring less movement to change the pointer's position. The higher the value, the larger the box, requiring greater movement to change the pointer's position. To access the smoothing setting:

1. Choose **Menu > Settings > Input > Headpointing**. The Headpointing Settings screen will be displayed.
2. To set the smoothing value, choose **Advanced > Smoothing**. The Smoothing window opens.



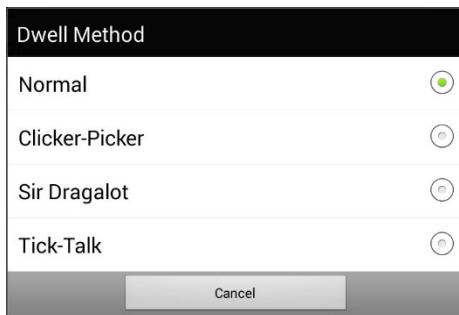
To increase the value, tap +.
To decrease the value, tap -.

Or use the keyboard to enter the exact setting you want.

3. Choose **OK**.

Setting the Dwell Method

Dwell Method allows you to select the type of dwell that best meets the user's needs. Choose **Menu > Settings > Input > Headpointing**. The Headpointing Settings screen will be displayed. Then choose **Advanced > Dwell Method**. The Dwell Method menu opens.

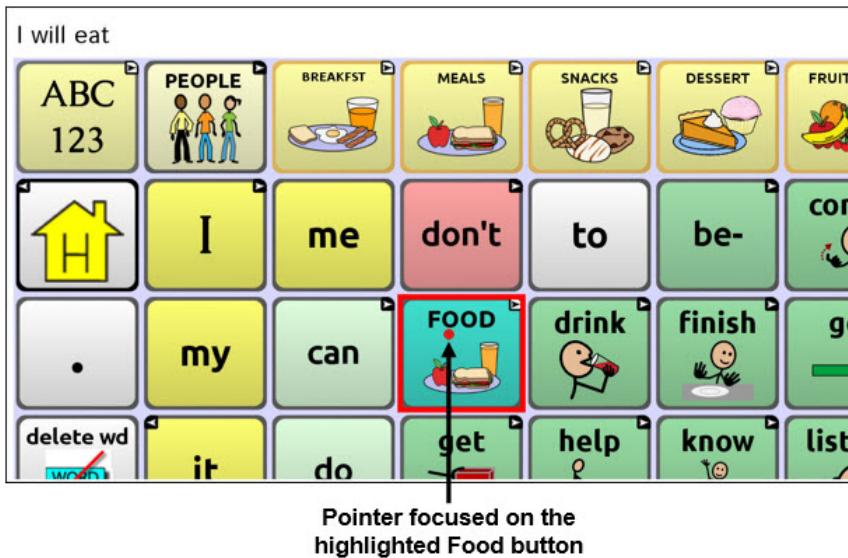


The available dwell methods are Normal, Clicker-Picker, Sir Dragalot, and Tick-Talk. Most users will use the Normal dwell method. Each dwell method displays a graphical representation on the screen to assist the user in making selections. This graphical element works in sync with the dwell time you set. (See [Setting Dwell Time](#) on page 118.)

Dwell Method: Normal

Normal is the default dwell method, and it will work best for most users. Normal features a colored dot that shrinks when focused on a button and, after the specified dwell time, selects that button. The button on which the pointer is focused is highlighted to help the user verify that the correct button will be selected.

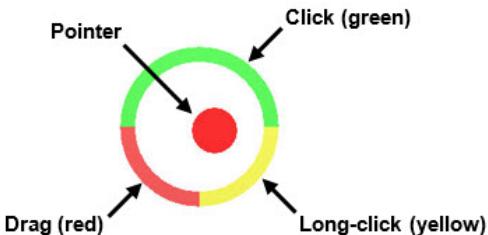
In this example, the pointer is focused on the Food button and, in sync with the specified dwell time, has shrunk to the size at which the button will be activated. Note that the Food button is also highlighted.



Dwell Method: Clicker-Picker

The dwell method Clicker-Picker is click-oriented. This method is most useful for frequent click operations. For example, the user may find this method useful when playing a game app.

When the user first aims the pointer, it is at maximum size and it shrinks according to the specified dwell time. When the pointer reaches its minimum size, a three-section cursor is displayed. The three sections represent click, long-click, and drag.

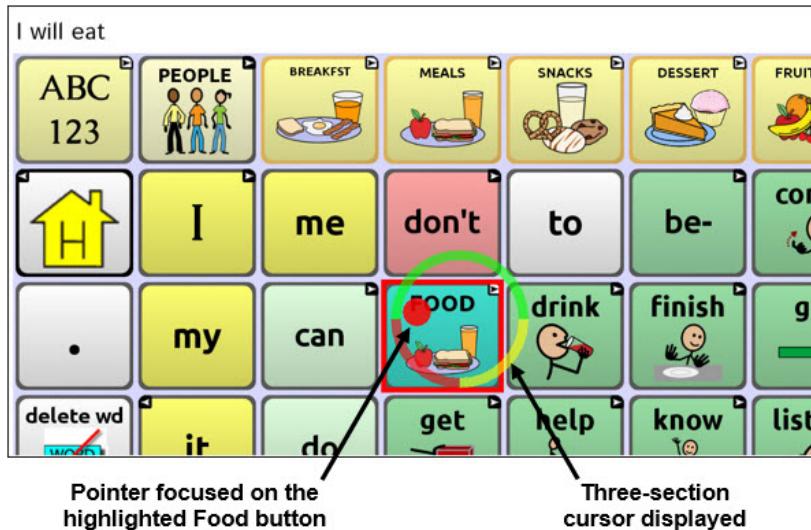


Section	How to Use
Click	Focus on a button and move the pointer over the top (green) section to make a selection.
Long-click	Focus on a button and move the pointer over the lower-right (yellow) section to activate additional functionality.
Drag	Focus on a button and move the pointer over the lower-left (red) section to change the pointer to a drag cursor . Grab the button and move it where you want it. Hold the drag cursor within the specified area for the specified secondary dwell time until drag mode ends, leaving the button in the new location.

Note: For information on secondary dwell time, see [Setting Secondary Dwell Time](#) on page 133.

The button on which the pointer is focused is highlighted to help the user verify that the correct button will be selected.

In this example, the pointer is focused on the Food button and, in sync with the specified dwell time, has shrunk to the size at which the three-section cursor is displayed. Note that the Food button is also highlighted.



Dwell Method: Sir Dragalot

The dwell method Sir Dragalot is drag-oriented. This method is most useful for frequent drag/swipe operations. As the user focuses the pointer on a button, the pointer changes as follows:

Pointer	How it Performs
●	When the user first aims the pointer, it is at maximum size and it shrinks according to the specified secondary dwell time.
○	As the pointer remains over the target, it begins to grow until it reaches full size and makes an activation.
+	When the pointer moves outside the target, drag mode is activated.

Note: The Sir Dragalot dwell method cannot be used if the Arrow pointer shape is selected. For information on selecting the pointer shape, see [Setting the Pointer's Shape](#) on page 122. For information on secondary dwell time, see [Setting Secondary Dwell Time](#) on page 133.

Dwell Method: Tick-Talk

The dwell method Tick-Talk is click-only. This method is most useful when long-click and drag operations are not needed. The button on which the pointer is focused is highlighted to help the user verify that the correct button will be selected.

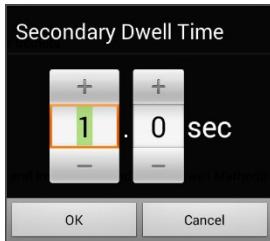
Pointer	How it Performs
	When the user first aims the pointer, it is at maximum size and it shrinks according to the specified dwell time.
	As the pointer shrinks and the specified dwell time is reached, the pointer changes to a timer and the secondary dwell time controls the pointer. If the user moves the pointer off the button while the timer is displayed, a click is performed and the button is activated. When the secondary dwell time is reached without moving off the button, the pointer changes back to its original shape.
	After returning to its original shape, the pointer again shrinks. When it reaches its minimum size, a click is performed and the button is activated.

Note: The Tick-Talk dwell method cannot be used if the Arrow pointer shape is selected. For information on selecting the pointer shape, see [Setting the Pointer's Shape](#) on page 122. For information on secondary dwell time, see [Setting Secondary Dwell Time](#) on page 133.

Setting Secondary Dwell Time

Secondary Dwell Time allows you to set the time allowed to choose among tap, drag, and long-click when an advanced pointer is active. This setting is available only with the dwell methods Clicker-Picker, Sir Dragalot, and Tick-Talk. To access the Secondary Dwell Time setting:

1. Choose **Menu > Settings > Input > Headpointing**. The Headpointing Settings screen will be displayed.
2. To set the secondary dwell time value, choose **Advanced > Secondary Dwell Time**. The Secondary Dwell Time window opens.



To increase the value, tap +.

To decrease the value, tap -.

Or use the keyboard to enter the exact setting you want.

3. Choose **OK**.

Turning Averaging On or Off

Turn on Averaging if the user has trouble staying on a single button. For example, when the pointer moves back and forth between two buttons, ChatPoint will select the button on which the pointer spends more time.

Choose **Menu > Settings > Input > Headpointing**. The Headpointing Settings screen will be displayed. To turn on averaging, choose **Advanced > Averaging**.

Showing or Hiding Averaging Details

Turn on Show Averaging Details only if you want to see graphical representations of how averaging works. Most users will have no need for this setting.

Positioning the User and the ChatPoint Unit

After setting up ChatPoint, familiarize yourself with how to position the user, position the unit, and clean the unit.

Positioning the User

The closer the user is to the system, the faster the pointer will move on the screen. The optimal distance is 18 to 24 inches. It is recommended that the user sit parallel to the screen, or as nearly parallel as possible.

Hint: As much as possible, avoid positioning the user in front of reflective objects or in areas in which there may be movement behind the user. These could be “distractions” to the system.

Positioning the ChatPoint Unit

The ChatPoint unit is adjustable. Grab the unit at the top and move it forward or back until you find the position that works best for the user.



Cleaning the ChatPoint Unit

When you need to clean the ChatPoint unit, wipe it with a damp, lint-free cloth. Do **not** use cleaning solvents or immerse the unit in water or any other liquid.

Configuring Visual Effects for Scanning or Headpointing

Visual effects are used with scanning or headpointing to help the user identify selected items. To access the visual effects settings, choose **Menu > Settings > Input > Visual Effects**.

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

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

Using Word Finder

Use the Word Finder feature to find the path to specific words. If you need to know if a word is included, use this feature to find where the word is stored.

Setting up Word Finder

There are two ways to use this feature: Set up a button or set up Word Finder as a menu item.

Setting up a Button

You can set up a button to initiate a word search.

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

Note: Tap the **Find Word** button again to stop Word Finder.

Setting up Word Finder as a Menu Item

An alternative to using a button is to set up Word Finder as a menu item. In Settings there is an option to turn Word Finder on or off.

Choose **Menu > Settings > Word Finder > Show Menu Item**.

If you choose to turn this feature on, a Word Finder menu item will appear at the bottom edge of the screen for quick access.



Setting the Display Time for Word Finder Results in the SDB

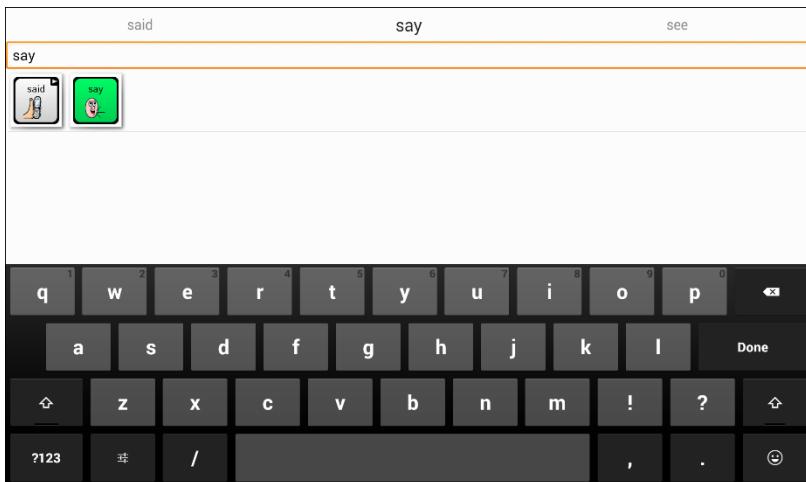
To set the amount of time each Word Finder result is displayed in the Speech Display Bar, choose **Menu > Settings > Word Finder > Flip Interval**. The current interval will be displayed.

1. To increase the interval, tap + or type a higher number.
2. To decrease interval, tap – or type a lower number.
3. Choose **Done** and then choose **OK**.

Finding Specific Words

When you want to find where a word is used:

1. Either tap the **Word Finder** button you created or choose the **Word Finder** menu item. A keyboard will open.
2. Type the word in the colored box. Uses of the word will appear above the colored box and one or more paths to the word will appear below the colored box.



3. Tap **Done** to close the keyboard and view the paths to the word.

Note: To view the paths to one of the other words that are displayed above the colored box, tap the word. The path to that word will appear below the colored box.

Using Text Options

Abbreviation Expansion, Word Prediction, and Automatic Capitalization provide additional tools for alternate message formulation.

Adding, Modifying, and Deleting Abbreviations

Abbreviations can be used instead of writing the entire word. Some abbreviations have been provided in the application. Those abbreviations cannot be modified or deleted.

To view the existing abbreviation library:

Choose **Menu > Settings > Abbreviations**.

To add a new abbreviation:

1. Choose **Menu > Settings > Abbreviations > Menu > New**.
2. Enter the abbreviation to be used.
3. Tap **Next**.
4. Enter the text to be displayed and spoken.
5. Choose **Save**.

To use the abbreviation, open the keyboard page and type the abbreviation, followed by a period. The abbreviation should expand automatically.

To modify an abbreviation:

1. Press and hold on the entry.
2. Choose **Edit** and make appropriate changes.
3. Choose **Save**.

To delete an abbreviation:

1. Press and hold on the entry.
2. Choose **Delete**.
3. Choose **Yes** to confirm.

Enabling Word Prediction

The application uses a static word prediction dictionary. North American English and British English dictionaries have been provided on the device.

To turn word prediction on or off:

1. Choose **Menu > Settings > Text > Prediction**.
2. Choose **Enable** to insert a checkmark.

To disable word prediction, choose **Enable** to remove the checkmark.

To select the word prediction dictionary:

1. Choose **Menu > Settings > Text > Prediction > Dictionary**.
2. Choose **American English** or **British English**.

Enabling Automatic Capitalization

To enable automatic capitalization:

1. Choose **Menu > Settings > Text**.
2. Choose **Automatic Capitalization** to insert a checkmark.

To disable automatic capitalization, choose **Automatic Capitalization** to remove the checkmark.

Restricting Access

When you want to prevent the user from changing application settings, accessing operating system features, or using apps, you can do any of the following: Block access to application settings; block access to the operating system and apps; block access to application settings AND the operating system and apps.

Blocking Access to Application Settings

You can “lock” the application settings to prevent the user from changing them.

To lock application settings:

1. Choose **Menu > Settings > Menu Lock**.
2. Enable **Menu Lock**.
3. Enter a password and choose **Save**.
4. Choose **Menu > Lock**.

To unlock application settings:

Choose **Menu > Unlock**. Enter your password and choose **OK**.

Note: If you forget the password, enter **BOSCO** to overwrite the existing password.

Blocking Access to the Operating System and Apps

Not everyone will benefit from having access to the operating system and apps. You can make your Chat Fusion a “closed” device—that is, the end user will only be able to access the application.

To hide access to the operating system and apps:

1. Choose **Menu > Settings > System**.
2. Enable **Kiosk Mode**.
3. Choose **Back** to exit the menu.
4. Press and hold the power button on the edge of the device.
5. Choose **Power off**.
6. Choose **OK** to shut down the system.
7. Power the device back on. Your Chat Fusion will be a “closed” device.

To restore access to the operating system and apps:

Choose **Menu > Settings > System > Kiosk Mode**. Then uncheck **Kiosk Mode**. Your Chat Fusion will be an “open” device.

Blocking Access to Application Settings, the Operating System, and Apps

To lock application settings:

1. Choose **Menu > Settings > Menu Lock**.
2. Enable **Menu Lock**.
3. Enter a password and choose **Save**.
4. Choose **Menu > Lock**.

To hide access to the operating system and apps:

1. Choose **Menu > Settings > System**.
2. Enable **Kiosk Mode**.
3. Choose **Back** to exit the menu.
4. Press and hold the power button on the edge of the device.
5. Choose **Power off**.
6. Choose **OK** to shut down the system.
7. Power the device back on. Your Chat Fusion will be a “closed” device, and access to application settings will be “locked”.

To restore access to application settings, the operating system, and apps:

1. Choose **Menu > Unlock**.
2. Enter the appropriate password and choose **OK**.

Note: If you forget the password, enter **BOSCO** to overwrite the existing password.

3. Choose **Menu > Settings > System > Kiosk Mode**.
4. Uncheck **Kiosk Mode**.

Creating and Loading Profiles

Profiles provide a snapshot of the current settings of the system to be saved for easy access at a later time. You can save multiple profiles to be used when needed. Creating multiple profiles allows you to switch between groups of settings. A button action is also provided to allow you to change settings by using a button without navigating the menus.

Creating a Profile

1. Choose **Menu > Settings > Profiles > New**.
2. Give your profile a name (for example, morning settings).
3. Make all of the setting changes that you want associated with this profile. This includes the vocabulary file, settings, language, etc.
4. Choose **Menu > Settings > Profiles > Save**.
5. Your new profile has been created with all current settings.

To create a second profile (for example, afternoon settings), repeat these steps, making new settings changes to associate with this new profile.

Loading a Profile

You can load profiles by navigating menus or by choosing a button.

To load a profile using menu options:

Choose **Menu > Settings > Profiles > Load**. Choose the appropriate profile.

To load a profile using a button action:

1. Choose **Menu > Edit Mode**.
2. Press and hold the button. (Right-click if you are using the Editor.)
3. Choose **Edit Button**.
4. Add a label, message, and icon as needed.
5. Choose the **Actions** tab, and then choose **Add an action** to open a menu.
6. Choose **Select Profile**.
7. Choose the appropriate profile.
8. Choose **Save** twice.

If you create multiple profiles and load them using a button action, you can switch between profiles without navigating the menus.

Deleting a Profile

Choose **Menu > Settings > Profiles > Delete**. Choose the profile to delete from the list.

Restoring Default Profile Settings

At any time, you can restore the default settings. Choose **Menu > Settings > Profiles > Load**. Then choose **Load Default Settings**.

Changing Languages and Voices

You can change languages and voices.

1. Choose **Menu > Settings > Language**.
2. Choose the appropriate language.
3. Changing the language provides alternative voices.
4. For details on changing the voice, see [Selecting a Synthesizer and Voice](#) on page 82.

Changing Display Settings

The screen brightness and timeout settings can be set in Display Settings. Choose **Menu > Settings > System > Display Settings**.

Setting	Description
Brightness	Brightness provides a slide bar for manually setting the brightness or an option to have the system automatically set the brightness. If you prefer the device to adjust the brightness automatically, check the Automatic Brightness option.
Screen Timeout	Screen Timeout determines the amount of time it takes for the screen to turn off automatically after a period of inactivity. Options range from 15 seconds to 1 hour.
Touch Wake-Up	<i>When Touch Wake-Up is turned on:</i> You can wake the device by touching the screen or pressing a switch plugged into the device.

Note: Touching the screen or pressing a switch will wake the device only if you tapped the power button to put the device to sleep or if the device powered down automatically after a timeout. If you shut down the device by holding the power button and choosing Power Off from the menu, tapping the screen or pressing a switch will not power the device on.

When Touch Wake-Up is turned off: Tapping the screen or pressing a switch will not wake the device. You can only wake the device by tapping the power button quickly.

Show Recents	When turned on, Show Recents adds the Recent Apps icon to the navigation bar along the bottom of the display. When you tap this icon, shortcuts to apps you recently used are displayed.
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Setting the Date and Time

You can set the date and time from the Settings menu, and you can create a button that speaks and displays the current date and time.

Changing Date and Time Settings

Choose **Menu > Settings > System > Date and Time**. Then set the date, time zone, time, and the appropriate date and time formats.

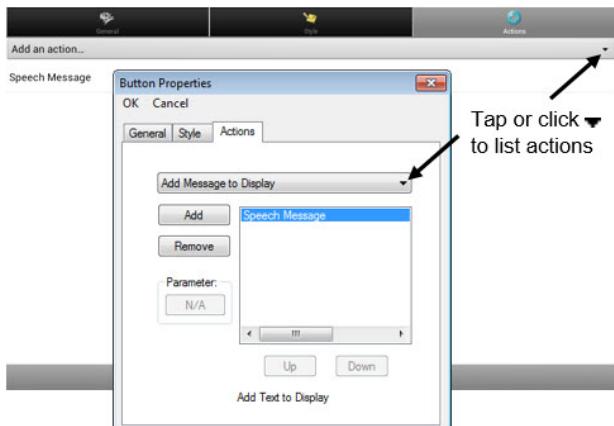
Creating a Date/Time Button

Note: Be sure that the Date and Time setting is correct before creating a date/time button. See [Changing Date and Time Settings](#).

To create a button that displays and speaks the current date and time:

1. Choose **Menu > Edit Mode**.
2. Press and hold the button you want to modify. (Right-click if you are using the Editor.)
3. Choose **Edit Button** to display the Button Properties.
4. Choose the **Actions** tab.

5. Tap or click the arrow ▾ to open a list of actions.



6. From the list of actions, choose **Add Time/Date to Display**.
7. Remove any existing actions for the button that do not apply.
8. Choose the **General** tab and add a label or/and symbol.
9. Choose the **Style** tab and set the appropriate style.
10. Choose **Save**.

When you choose the button, it should speak and show the date and time in the Speech Display Bar.

Adding Audible Feedback

The application provides options to add sounds for menu navigation and button presses.

To add an audible click when you navigate between application menus, choose **Menu > Settings > System > Sound Settings > Audible Selection**.

To add beeps for button presses, choose **Menu > Settings > Input > Beep on Button Press**.

Analyzing Language Development

You can use the data logging capabilities of your device to collect information on a person's language development. Then you can upload that information to the Realize Language website.



This process allows you to monitor, measure and maximize the person's use of the device.

Using the Realize Language Website

Realize Language is a subscription-based online service that organizes and analyzes information and presents the results in easy-to-understand graphic formats that provides valuable insights into each person's language development. With this service you can

- Track the person's communication development over time
- Compare different aspects of communication automatically
- Create a detailed summary of performance
- Share information with others
- Quickly create reports that anyone can understand

To learn more, go to the Realize Language website:

<https://realizelanguage.com/info/>

To view or download the Realize Language Starter's Guide, go to

<https://realizelanguage.com/info/support>

For Customer Support

If you have a problem with the Realize Language website, email support@realizelanguage.com

Creating a Privacy Password

Data logging provides the option to create a privacy password to protect the data you collect against unauthorized access.

1. Choose **Menu > Settings > Data Logging**. The first time you use Data Logging, the following message will appear:

Data logging collects personal communication. You may now set up a privacy password to protect your communications from being shared without your permission.

2. Choose **Continue** to close the message and open a keyboard for creating a privacy password.
3. Enter a password and choose **Next**.
4. Enter the password again to confirm it and choose **Save**. The Data Logging menu will open.

Turning Data Logging On or Off

When data logging is turned on, your device collects language usage data which you can upload to the Realize Language website for web-based analysis or save to a file to analyze manually.

From the Data Logging menu, select **Data Logging**. A green checkmark will appear to indicate that data logging is turned on.

Data Logging	<input checked="" type="checkbox"/>
Enables collection of language usage	
Realize Language™	▶
Saves logged data to Realize Language	
Save Data to File	▶
Saves collected data to local file	
Clear Log	▶
Clears logged usage data	
Change Privacy Password	▶
Changes the password used to protect personal communications	

Note: To turn data logging off, select **Data Logging** to remove the green checkmark.

When data logging is turned on, the data logging icon appears in the Speech Display Bar.



Important! If you plan to use the Realize Language website to analyze data, set up a person before you start collecting data.

Uploading Data for Analysis

After you turn data logging on, your device will start collecting usage data. Your next step is to upload that data to the Realize Language website for analysis. You can initiate uploads manually any time or choose to allow data to upload automatically every 24 hours.

Note: Data logging and data uploading (collection) operate independently. If you turn off data logging, data collected since the last upload can still be uploaded manually or automatically as long as a network connection is available. If you disable data uploading, you can still collect data for analyzing manually.

Configuring Data Uploading

Note: You must be connected to WiFi to upload data.

1. Choose **Realize Language** from the Data Logging menu. The first time you select Realize Language, the following message will appear: "Access to personal communication requires authorization. Please enter your privacy password." Choose **OK**. A keyboard will open, prompting you to enter your privacy password.
2. Enter your privacy password and choose **OK**. Another keyboard will open, prompting you to enter your Realize Language account email address and Realize Language account password.

Realize Language email:

Realize Language password:

Reset Password

3. Enter your Realize Language account email address and choose **Next**. The highlight moves to the Realize Language Password field.
4. Enter your Realize Language account password and choose **OK**. The device will be connected to the Realize Language website, and the Account/Upload screen will be displayed.

Realize Language™ Account
dwb@prentrom.com (Active)

Person

Auto Upload
Periodically upload communication history to Realize Language™

Upload Now
Last uploaded: July 13, 2015 7:20 AM

5. The screen will display your Realize Language account email address; the currently selected person (the person with whom collected data will be associated) or a warning icon if no person is selected; the Auto Upload checkbox; and the Upload Now button with the date and time of the last data upload.
6. At this point you can select a person, set up automatic data uploads, or initiate uploads yourself.

Selecting a Person

A warning icon  following “Person” indicates that no person is selected. If you collect data before selecting a person, that data will be associated with a “default user”. The best practice is to select a person immediately.

1. From the Account/Upload screen, choose **Person**. The Person list will be displayed.



2. Select the person with whom you want to associate data. The following message will appear.

Logged data exists that is not associated with a person. Do you want it associated with [person]?

3. Choose **Yes**. The name you select will appear under “Person”, and a checkmark will replace the warning icon.

Hint: At any time, you can choose **Person** to open the Person list and select a different person.

Setting up Automatic Data Uploads

From the Account/Upload screen, select **Auto Upload** to insert a checkmark. Data collected since the last upload will upload immediately, and data will continue to upload automatically every 24 hours.

To set a specific upload time, deselect Auto Upload and then select it again at the time of day you want data uploaded. For example, if you want data to upload automatically at 5:00 each day, select **Auto Upload** at 5:00 on any given day. From that point, data will be uploaded at 5:00 each day.

Note: When you want to analyze data before the automatic upload time, you can choose **Upload Now** at any time.

Note: If you want to initiate all data uploads yourself, leave this option unselected and use Upload Now each time you want to upload data.

Initiating an Immediate Data Upload

Any time you want to upload data immediately, choose **Upload Now**. Data collected since your last upload will be uploaded immediately. The button label will change to “Uploading” while the upload is in progress. When the upload is complete, “Upload Completed” will appear near the bottom of the screen.

Note: You can use Upload Now even if Auto Upload is selected.

Saving Data to a File to Analyze Manually

Save usage data to a file when you want to analyze it manually instead of uploading it to the Realize Language website for analysis.

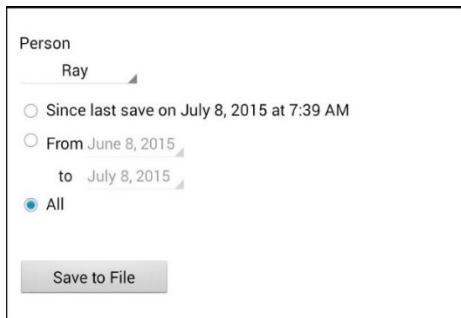
To save data to a file:

1. From the Data Logging menu, choose **Save Data to File**. The following prompt will appear.

Access to personal communication requires authorization. Please enter your privacy password.

2. Choose **OK**. The keyboard will be displayed with the cursor in the Password field.
3. Enter your privacy password and choose **OK**.

The Save to File screen shows the current person under “Person”. To create a file for a different person, select the list box arrow and select a different person.



4. Select an option: “Since last save on”, “From / to”, or All.
5. Choose **Save to File**. The following message will appear: “Data logging collects personal communication. Do you want to save personal communication?”
6. Select Yes. “File Saved” will appear near the bottom of the screen.
7. You can then view the file on your device or computer.

To view the file on your device:

If you have an app that can read text files, navigate to the file on your device. The path to the file varies by type of device.

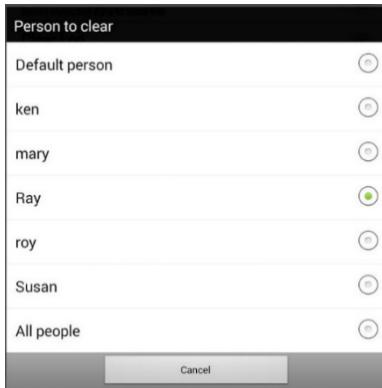
To view the file on your computer:

1. Connect a USB cable between your device and the computer. Give the device a moment to connect to the computer. The device screen will display “Transfer Mode”, and the computer will display a window with several options.
2. Click Open device to view files.
3. Locate the file by navigating to the **ChatPC** folder, and then the **log** subfolder. The filename will begin with the person’s name, followed by the date and time.
4. View the file by opening it in a program installed on the computer.

Clearing Usage Data

To clear usage data for a person:

1. Choose **Clear Log** from the Data Logging menu. The Person to Clear window will be displayed.



2. Choose the person whose usage data you want to clear.

Note: A green dot will appear to the right of the person who is selected currently. You can choose that person, a different person, or **All People**.

3. When you select a person, the following confirmation prompt will appear: "Clear log for [person]?"
4. Choose **Yes**.

Changing or Removing Your Privacy Password

By default, each time you save data to a file, you enter a password.

Entering a password helps ensure privacy—only you will be able to view the data. You can change this privacy password as often as you want, or you can eliminate the need for a privacy password.

To change your privacy password:

This procedure changes your data logging password only. It does *not* change your Realize Language account password.

1. Choose **Change Privacy Password** from the Data Logging menu.
2. Enter your old privacy password and choose **Next**.
3. Enter your new privacy password in the New Password field and choose **Next**.
4. Enter your new privacy password again in the Confirm Password field and choose **Next**.
5. Choose **Save**.

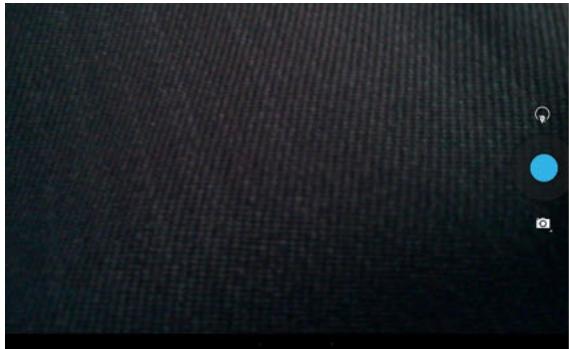
To remove your privacy password:

If you prefer not to enter a password each time you save data to a file, use this procedure. Keep in mind, however, that you will also lose the privacy protection a password provides.

1. Choose **Change Privacy Password** from the Data Logging menu.
2. Enter your old privacy password and choose **Next**.
3. Leave the New Password field blank and choose **Next**.
4. Leave the Confirm Password field blank and choose **Next**.
5. Choose **Save**.

Taking Pictures

From the home screen or Apps folder, tap the **Camera** shortcut .



To take a picture:

1. Using the display as a viewfinder, aiming the lens at the subject.
2. A white circle will appear in the center of the display. This circle shows the area of focus.
3. To change the focus, tap another area of the display. The circle will move to that area.
4. When the image looks the way you want it, tap the **Camera** button.

To use additional features:

Tap the icon above the Camera button to open secondary levels of icons that allow you to switch between the front and rear cameras, change a variety of settings such as exposure and lighting, and activate additional features.

Tap the icon below the Camera button to control the type of shot you want: single shot, video, or panoramic.

Updating the Application

Note: You must be connected to WiFi to download updates automatically. Be sure to check for available software updates on a regular basis.

Downloading and Installing Updates Automatically

The “Allow WiFi Download” and “Auto Install” options are selected by default on your device. Leave both options selected. To verify that the options are selected are selected:

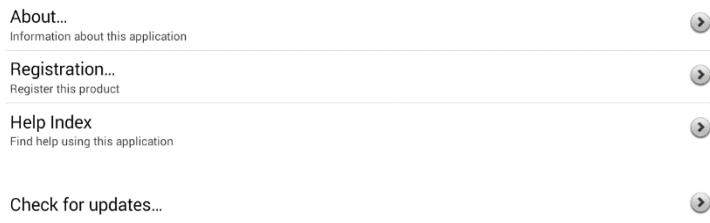
1. Choose **Menu > Help > Check for Updates > Menu.**



2. If either option is not selected, select the box to insert a green checkmark.

To check for, download, and install updates:

1. Choose **Menu > Help.** The Help screen will be displayed.



2. Choose **Check for Updates.** A screen will show “Check Now” along with the current software version, when you last checked for updates, and the date and time of the last update.
3. To check for available updates, choose **Check Now.**
4. When the system finds one or more updates to install, a window will give you the option to install the update software or cancel.
5. Choose **Install.** “Installing” will be displayed below a progress bar while the installation is in progress.

Note: The number of updates to install can vary. When prompted, follow the on-screen instructions.

6. When the installation is complete, the screen will show “The Update Completed Successfully”.

Alternative #1: Download Updates Automatically and Install Them Manually

Note: You must be connected to WiFi to download updates automatically.

Leave “Allow WiFi Download” selected, but de-select “Auto Install”. To do this, choose **Menu > Help > Check for Updates > Menu**.

Update files will download automatically, but will not be installed. The next time you restart the device, “Check Now” will be displayed on the screen. Choose **Check Now** and then select the update.

Alternative #2: Download and Install Updates Manually

De-select both “Allow WiFi Download” and “Auto Install”. Choose **Menu > Help > Check for Updates**. Choose **Check Now** and select the available update(s).

Backing up and Restoring Vocabulary Files

It’s important to back up your vocabulary files to guard against losing changes you made. If a problem occurs, you can then restore the backed up file to your device or the Editor.

Note: When you perform a backup, you will overwrite your existing backup file.

Backing up a Library in the Editor

1. Click **Library**.
2. Click **Backup**.
3. Type **Yes** to proceed.
4. Click Continue.

Backing up a Library on the Device

1. Choose **Menu > Library**.
2. Choose **Menu > Backup**.
3. Choose **Yes** to proceed.
4. When the backup is complete, choose **OK**.

Restoring a Library to the Editor

1. Click **Library**.
2. Click **Restore**.
3. Type **Yes** to proceed.
4. Click Continue.

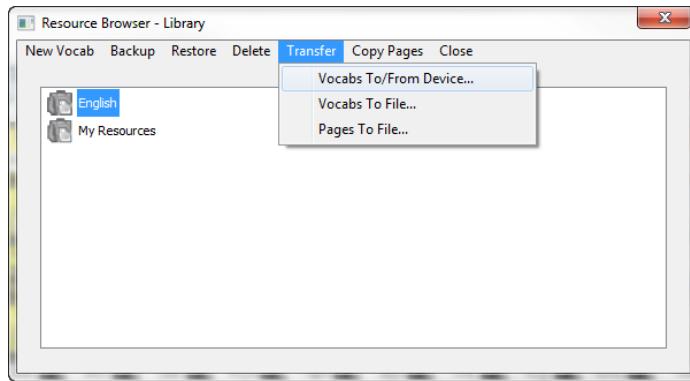
Restoring a Library to the Device

1. Choose **Menu > Library**.
2. Choose **Menu > Restore**.
3. Choose **Yes** at the overwrite prompt.
4. Choose **Yes** at the restart prompt.
5. When the restore is complete, choose **OK** to restart the device.

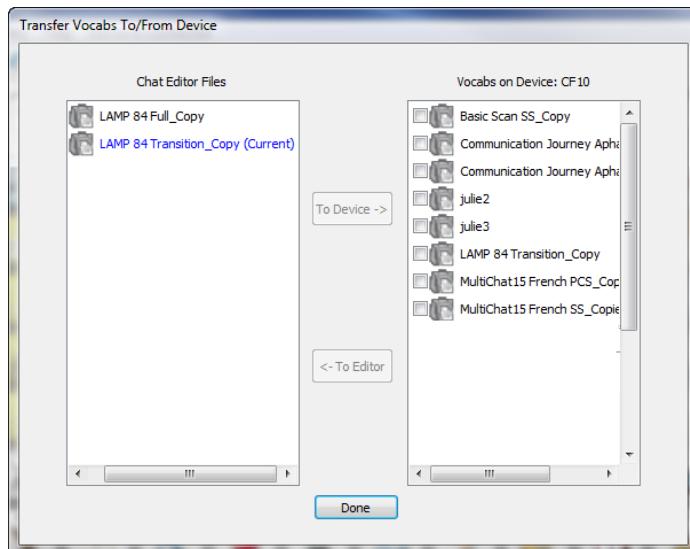
Transferring Vocabulary Files

To transfer vocabulary files between the device and the Editor:

1. Start Chat Editor.
2. Attach a USB cable to the device and to the computer that is running the Editor. The device screen will display “Transfer Mode”.
3. In the Editor, select **Library** to open the Resource Browser.
4. From the Resource Browser, select **Transfer**, and then select **Vocabs To/From Device**.



5. From the Transfer screen you can copy customized vocabulary files from the device to the Editor or from the Editor to the device.



Copying Vocabulary Files from the Device to the Editor

From the Transfer screen, select the vocabulary file or files you want to transfer from the device to the computer and click the **To Editor** button.

When the transfer is complete, the name of the file should be listed in the Chat Editor section of the Transfer screen. Click **Done**.

If you are finished transferring files, disconnect the USB cable from the device and the computer. Return to the application.

Copying Vocabulary Files from the Editor to the Device

From the Transfer screen, select the vocabulary file or files you want to transfer from Chat Editor to the device and click the **To Device** button.

When the transfer is complete, the name of the file should be listed in the Vocab on Device section of the Transfer screen. Click **Done**.

If you are finished transferring files, disconnect the USB cable from the device and the computer. Return to the application.

Troubleshooting

The device no longer produces sound

Airplane Mode may be turned on or sound may be turned off.

To make sure Airplane Mode is turned off, press and hold the device's power button. If Airplane Mode shows "Airplane mode is ON", tap **Airplane Mode** to turn it off.

To make sure sound is turned on, press and hold the device's power button. If Silent Mode shows "Sound is OFF", tap **Silent Mode** to turn sound on.

Can't find the Library menu

If the Library menu is not displayed, exit Edit Mode.

Resetting the device

Try a soft reset by cycling power with the device's power button. A hard reset is **not** recommended.

No Speech

Check the volume control on the edge of device. If that is not the problem, choose **Menu > Settings > Speech Output** and make sure Speech Off is not checked.

No speech and messages are not going to the Speech Display Bar

This can be caused if a dwell time has been added. To check the timing, choose **Menu > Settings > Input > Timing** and check to see if an Acceptance or Release time has been set.

The device is in the wireless charger, but the battery is not charging

Verify that the wireless charger is plugged into an electrical outlet or surge protector. If you are using a surge protector, make sure it is turned on.

Verify that the wireless charger's right LED is glowing blue. If the left LED is glowing amber, the charger is plugged in, but the device is not positioned correctly in the charger. Adjust the position of the device in the charger until the right LED turns blue.

Clearing and Restoring Customizations

Although most devices are purchased with one end user, there are times that devices are shared among more than one person. This can occur when systems are used in schools or libraries. In these cases, the vocabulary and settings will need to be cleared between device users.

Clearing Custom Vocabulary

1. Choose **Menu > Library > Menu > Delete**.
2. Check each file in the list (the list contains only custom files).
3. Choose **Delete**.
4. Choose **Yes** to confirm. Only the Saltillo-provided default vocabulary files should be available.

Restoring the Default Application Settings

1. Choose **Menu > Settings > Profiles > Load**.
2. Choose **Load Default Settings**.
3. Manually set up the appropriate synthesizer and voice by choosing **Menu > Settings > Speech Output > Voice**.

Removing Downloaded Apps and Files

If you suspect that the device user may have downloaded new apps that should be deleted from the system, visit our Support site for details on removing these items.

App/File	How to Remove
Images	Images can be removed manually by choosing the Gallery App, pressing and holding on each image, and choosing to delete them.
Music	Music that has been added to the device can be removed by going to the Music app, pressing and holding on the song, and choosing to delete it.
Videos	A video that has been added to the device can be removed by going to the Video app, pressing and holding on the video, and choosing to delete it.

Index

A

Abbreviations 139
Acapela Vocal Smileys 85
Access
 Blocking access to settings 141
 Blocking settings 141
 Restoring access to settings 142
Accessibility
 Activating buttons on touch or release 87
 Options 87
 Preventing double selection of button 88
 Setting button activation time 87
 Setting up a button beep 88
 Setting up a button visual indication 88
Accessories 12
Actions
 Adding or modifying button actions 61
 List of available button actions 62
Activation delay 101
Airplane Mode
 Turning on and off 162
Analyzing data manually 152
Application
 Blocking access to settings 141
 Menus 38
 Opening/closing 35
 Restoring access to settings 141
Apps
 Adding shortcuts to apps 35
 Removing downloads 164

Audible feedback 146
Auditory prompts
 Setting 101
 Using device speaker 102
 Using headphones 102
Auto restart scanning 101
Automatic capitalization 140
Automatic uploads 152
Averaging
 Headpointing 133
Averaging Details
 Headpointing 133

B

Back icon 16
Backing up vocabulary files 158
Battery
 Charging 17, 19, 22
 Status 22
 Troubleshooting 162
Button sequences
 Capturing in Chat Editor 45
Buttons
 Activating buttons on touch or release 87
 Adding Acapela Vocal Smileys 85
 Adding or modifying actions 61
 Changing label/message 49
 Copying and pasting 66
 Hiding 55, 56
 Hiding all button images 56
 Hiding multiple buttons 56
 List of available actions 62
 Modifiers 60
 Modifying color saturation 58

Modifying styles 57, 58, 59	Cleaning the unit 134
Moving images to and from device 54	Clicker-Picker dwell method 130
Overriding a style 59	Dwell method 128
Preventing double selection 88	Dwell time 118
Prioritizing 67	Horizontal adjustment 118
Rearranging 67	Mounting 114
Resizing 67	Normal dwell method 129
Setting activation time 87	Pointer visual effects 120
Setting auditory prompts 103	Popup menus 123
Setting up a beep 88	Positioning the unit 134
Setting up a visual indication 88	Positioning the user 134
C	Rest area 124
Camera 156	Secondary dwell time 133
Capitalization	Settings 115
Automatic 140	Sir Dragalot dwell method 131
Charger	Smoothing 127
Standard 17	Target dots 117
Wireless 19	Tick-Talk dwell method 132
Charging the device battery 17, 19, 162	Tracking status 115
Chat Editor	Turning headpointing on/off 117
Capturing button sequences 45	Vertical adjustment 119
Configuring 42	Cleaning and disinfecting
Differences from device 44	Cleaning the ChatPoint unit 134
Enabling speech 43	Routine 33
Opening 43	Use by multiple clients 33
Overview 41	Clicker-Picker dwell method
Using vocabulary files with 43	Headpointing 130
Chat Fusion	Closing the application 35
Package contents 12	Controlling volume 24
ChatPoint 114	Copying
Advanced settings 126	Copying vocabulary files from device to Editor 161
Averaging 133	Copying vocabulary files from Editor to device 161
Averaging Details 133	Copying and pasting buttons 66
	Customer support 11

Realize Language	147	Charging	17, 19, 22
Customizing		Chat Fusion	10 features 13
Clearing custom vocabulary files	163	Controlling volume	24
Creating a custom scan pattern	109	Customer support	11
Creating a customized vocabulary file		Differences from Chat Editor	44
47		Moving images to and from	54
Creating custom scan patterns	104	Package contents	12
Deleting a custom scan pattern from		Turning on/off	23
all pages	113	Device Frame	
Deleting a custom scan pattern from		Removing or Replacing	28
one page	112	Disinfecting device	
Using Scan Editor	104, 109	Routine	33
Customizing a scan pattern	109	Use by multiple clients	33
D		Display	
Data logging		Adjusting brightness	144
Changing privacy password	155	Adjusting horizontal calibration	144
Clearing a data log	154	Adjusting screen timeout	144
Creating a privacy password	148	Changing settings	144
Managing Realize Language account		Downloads	
152		Removing	164
Overview	147	Dwell methods	
Removing privacy password	155	Headpointing	128
Saving data to a file	152	Dwell time	
Selecting a person	151	Headpointing	118
Turning on data logging	148	Secondary dwell time in	
Uploading data	149	headpointing	133
Data uploads		E	
Automatic	152	Earphones	
Configuring	150	Setting volume	102
Immediate	152	Edit Mode	
Deleting a custom scan pattern from		Turning on/off	46
all pages	113	Emoticons	
Deleting a custom scan pattern from		Adding Acapela Vocal Smileys	85
one page	112		
Device			
Changing orientation	89		

F

- Feedback
 - Adding audible feedback 146
- Frame
 - Removing or Replacing 28

G

- Gestures
 - Changing page applicability 81
 - Editing or removing 81
 - For all pages 82
 - For single page 81
 - Overview 81
- Groups and subgroups
- Scanning 105

H

- Handle
 - Removing 27
- Headphones
 - Auditory prompts 102
 - Setting volume 102
- Headpointing 114
 - Advanced settings 126
 - Averaging 133
 - Averaging Details 133
 - Cleaning the ChatPoint unit 134
 - Clicker-Picker dwell method 130
 - Dwell method 128
 - Dwell time 118
 - Horizontal adjustment 118
 - Mounting ChatPoint 114
 - Normal dwell method 129
 - Pointer visual effects 120
 - Popup menus 123

Positioning the unit 134

Positioning the user 134

Rest area 124

Secondary dwell time 133

Settings 115

Sir Dragalot dwell method 131

Smoothing 127

Target dots 117

Tick-Talk dwell method 132

Tracking status 115

Turning on/off 117

Vertical adjustment 119

Visual effects 135

Home icon 16

Home screen

Adding shortcuts 35

Status bar 34

Using 34

Horizontal adjustment

Headpointing 118

Refining 119

I

- Images
 - Moving to and from device 54
- Importing
 - Images 53
- Instructional materials
 - Capturing button sequences 45
 - Creating with Chat Editor 45

K

- Keyboards
 - Options 80
- Kiosk Mode

Hiding access to the operating system and apps	141, 142	P	
Restoring access to the operating system and apps	142	Package contents	12
L		Pages	
Language		Adding a grid	69
Changing	144	Animating transitions	69
Language development		Copying	68
Analyzing	147	Copying from different vocabulary	69
M		Create a visual scene	page 72
Menu icon	16	Creating	68
Menu Lock		Creating from template	68
Locking application settings	141, 142	Password	
Unlocking application settings	141, 142	Changing privacy password	155
Menus		Removing privacy password	155
Headpointing popup menus	123	Pointer visual effects	
Locking	141, 142	Color	121
Unlocking	141, 142	Headpointing	120
Using application menus	38	Hiding	122
N		Opacity	121
Normal dwell method		Shape	122
Headpointing	129	Size	122
O		Popup menus	
Opening the application	35	Headpointing	123
Orientation		Positioning the unit	
Changing device orientation	89	Headpointing	134
Changing settings	89	Positioning the user	
Orientation tilt with the SDB	90	Headpointing	134
Setting in Chat Editor	44	Profiles	
		Creating	143
		Deleting	144
		Loading	143
		Restoring settings	144
		Pronunciation	
		Adding Acapela Vocal Smileys	85
		Adding words to dictionary	83

R

- Realize Language
 - Customer support 147
 - Managing your account 152
 - Overview 147
 - Selecting a person 151
 - Uploading data 149
- Rest area
 - Headpointing 124
- Restoring vocabulary files 158
- Restricting access 141

S

- Saturation
 - Modifying button color saturation 58
- Saving data to a file 152
- Scan Editor 104
 - Creating a custom scan pattern 109
 - Deleting a custom scan pattern from all pages 113
 - Deleting a custom scan pattern from one page 112
- Scan Editor menu 106
- Scanning
 - Activation delay 101
 - Adding a beep 102
 - Auto Restart 101
 - Block 96
 - Clear button 99
 - Creating a custom scan pattern 109
 - Creating custom patterns 104
 - Deleting a custom scan pattern from all pages 113
 - Deleting a custom scan pattern from one page 112
- Empty areas 100
- Flow 97
- Groups and subgroups 105
- Linear Scan 94
- Options 91
- Rescans 100
- Row/Column 95
- Scan Editor 104, 109
- Scan Editor menu 106
- SDB 99
- Setting auditory prompts 101
- Setting patterns 93
- Switch scanning 91
- Timing 100
- Using the touchscreen 92
- Visual effects 135
- Screen
 - Features 36
- SDB See Speech Display Bar
- Secondary dwell time
 - Headpointing 133
- Settings
 - Blocking access 141
 - Blocking access to all settings 142
 - Configuring headpointing settings 115
 - Creating profiles 143
 - Headpointing advanced settings 126
 - Restoring access 141, 142
- Shortcuts
 - Adding 35
 - Adding shortcuts to apps 35
 - Adding shortcuts to widgets 35
 - Removing 35
- Silent Mode
 - Turning on and off 162

Sir Dragalot dwell method	Configuring 92
Headpointing 131	Options 91
Smoothing	Synthesizer
Headpointing 127	Selecting a synthesizer 82
Sound	
Turning on and off 162	
Speaker	Target dots
Auditory prompts 102	Headpointing 117
Speech	Technical support 11
Adding a delay between words 83	Template
Adding Acapela Vocal Smileys 85	Creating page from template 68
Configuring speech modes 84	Text options
Overview 82	Abbreviations 139
Selecting a synthesizer 82	Automatic capitalization 140
Selecting a voice 82	Word prediction 140
Troubleshooting 162	Tick-Talk dwell method
Speech Display Bar	Headpointing 132
Adding Acapela Vocal Smileys 85	Tilt
Changing settings 37	Orientation tilt with the SDB 90
Changing style options 37	Time and date 145
Configuring for scanning 99	Touchscreen
Screen Features 36	Cleaning 32
Stand	Disinfecting 32
Adjusting 25	Stylus 32
Reattaching 26	Using 32
Removing 26	Using to scan 92
Status bar 34	Tracking Status
Strap	ChatPoint 115
Attaching 31	Troubleshooting
Stylus	Airplane Mode 162
Using with touchscreen 32	Battery charging 162
Support	Silent Mode 162
Operational or Technical 11	Sound 162
Switch scanning 91	Speech 162
Switches	

U

Updates

- Automatic updates 157
- Download from website 157

Uploads

- Automatic 152
- Immediate 152

V

Vertical adjustment

- Headpointing 119
- Refining 119

Visual effects

- Pointer visual effects 120
- Scanning and headpointing 135

Visual scene

- Add a transparent button to a visual scene 74
- Create a linking button 71
- Create a visual scene 70
- Create a visual scene page 72
- Create a visual scene with buttons surrounding the image 79
- Create the scene and then the linking button 78
- Modify a button's actions 77

Vocabulary Builder 48

Vocabulary files

- Backing up and restoring 158
- Clearing custom files 163
- Copying from device to Editor 161
- Copying from Editor to device 161

Creating gestures 82

- Customizing 47
- List of available files 40
- Modifying button styles 59
- Removing downloads 164

Transferring between device and Editor 160

Vocabulary Files

Choosing 39

Vocal Smileys 85

Voice

- Adding Acapela Vocal Smileys 85
- Changing 144
- Selecting a voice 82
- Setting auditory prompts 103

Volume

Controlling 24

W

Wheelchair mounting plate

Replacing 30

Widgets

Adding shortcuts to widgets 35

Word Finder 136

Word prediction 140

Words For Life

Screen 36

Who it is intended for 36