



Liberator

A Prentke Romich Company

Liberator Rugged 7 with Chat Software

User's Guide v2.8.0

Serial numbers LR7-400 and above

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Saltillo grants permission for the use of Chat Editor on each computer used to exchange data with the NOVA chat (LR7) device.

 **Attention! Consult accompanying documents.**

Warnings

This device 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.

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

Liberator Pty Ltd 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.

Contents

Welcome to Liberator Rugged 7	10
What's Included.....	11
LR7 Device Features	12
Turning LR7 On & Off	13
Charging the LR7	14
Checking Battery Status	15
Controlling the Volume	16
Adjusting the Stand.....	17
Remove/Add Handle.....	17
Attaching a Strap	18
Using the Touchscreen	19
Cleaning your Device	19
Using a Stylus	19
Using the Android Home Screen (non-dedicated devices).....	20
Opening and Closing the Chat Application (non-dedicated devices)	21
Using the Chat application screen.....	22
Using the Speech Display Bar (SDB)	23
Changing Functional SDB Settings	23
Changing SDB Style Settings	24
Using the Chat Application Menus.....	25
Choosing a Vocabulary File.....	26
Exploring Vocabulary Files.....	26
Available Vocabulary Files.....	27
WordPower.....	27
4-Basic.....	29
Basic Scan.....	29
Communication Journey: Aphasia	30
Essence	31
MultiChat 15	31
myCore.....	31
myQuickChat.....	31
Spelling.....	32
VocabPC.....	32
Chat Editor	33

Installing Chat Editor.....	33
Configuring Chat Editor	34
Enabling Speech in Chat Editor.....	35
Opening Chat Editor	35
Using Vocabulary Files with Chat Editor.....	35
Device and Editor Differences	36
Using Chat Editor to Create Instructional Materials.....	37
Creating a Customized Vocabulary File	39
Turning Edit Mode On	40
Change Button Label/Message	41
Displaying the Button Text to Edit.....	41
Editing the Button Text.....	41
Adding or Modifying a Button Image	42
Finding an Image from the Device Library.....	43
Searching for an Image in the Device Library	43
Creating Your Own Image.....	44
Using an Existing Image	45
Transferring Images	45
Creating and Using a Camera Button	46
Setting up the Button Action	46
Taking a Picture for Your button	46
Deleting Photos	47
Hiding Buttons	48
Hiding a Single Button	48
Hiding or Showing Multiple Buttons.....	49
Saving Hidden Button Settings	49
Hiding and Showing Button Images.....	49
Modifying Button Styles	50
Modifying a Button Style	50
Modifying Button Colour Saturation	51
Modifying a Page Button Style	51
Modifying a Vocabulary Button Style	52
Overriding a Button Style	52
Modifying a Button Arrow Link.....	53
Adding or Modifying a Button Action.....	54
Available Button Actions	55

Using Navigate, Visit, and Jump to Page	57
Copying Buttons	58
Prioritizing Buttons	59
Rearranging Buttons	59
Resizing a Button	59
Creating a Page	60
Creating a New Page.....	60
Creating a Copy of a Page	60
Creating a Page from a Template	60
Copying a Page from a Different Vocabulary File	61
Animating Page Transitions	61
Adding a Grid to Pages.....	61
Creating a Visual Scene	62
Create a Linking Button	62
Create a Visual Scene Page	63
Add a Transparent Button to the Visual Scene Page	65
Modify a Button's Actions	68
Alternative: Create the Scene and then the Linking Button.....	69
Create a Visual Scene with Buttons Surrounding the Image	70
Using Keyboards	71
Working with Gestures.....	72
Turning Gestures On or Off	72
Creating a Gesture for a Page	72
Creating a Gesture for All Pages	73
Working with Speech	74
Selecting a Synthesizer and Voice	74
Adding a Pause between Words.....	74
Adding Words to the Pronunciation Dictionary	74
Configuring Speech Modes	75
Adding Acapela Vocal Smileys	76
Adding a Sound.....	76
Adding an Exclamation	76
Finding a Vocal Smiley	76
Example: Add a Smiley Face and Laugh Sound to a Button	76
Setting Access Options	78
Activating Buttons on Touch or Release.....	78

Setting a Time for Button Activation	78
Setting a Time to Prevent Selection of a Button Twice	79
Setting up a Beep when a Button is Pressed	79
Setting up a Visual Indication when a Button is Selected	79
Changing Device Orientation Settings	80
Changing Orientation Settings	80
Using Orientation Tilt with the SDB	81
Switch Scanning	82
Setting up Touchscreen Scanning	82
Selecting the Scan Pattern	83
Configuring Visual Effects for Scanning	84
Using Word Finder	85
Setting up Word Finder as a Button	85
Setting up Word Finder as a Menu Item	85
Setting the Display Time for Word Finder Results in the SDB	86
Finding Specific Words	86
Setting up and Using Word Prediction	87
Selecting the Type of Word Prediction	87
Choosing the Default Dictionary	88
Adding Words using the Add Words Screen	88
Adding Words by Entering them in the Vocabulary	89
Requiring Review of New Prediction Words	89
Reviewing New Words for Prediction	90
Excluding Words from Prediction	91
Importing Predictions	92
Deleting Prediction Words	93
Using Abbreviation Expansion & Automatic Capitalisation	95
Adding, Modifying, and Deleting Abbreviations	95
Enabling Automatic Capitalization	95
Restricting Access	96
Enabling Menu Lock	96
Locking the Device	96
Unlocking the Device	96
Blocking Access to the Operating System and Apps	97
Creating a Kiosk Mode Password	97
Enabling Kiosk Mode	97

Disabling Kiosk Mode.....	98
Resetting Your Passwords.....	98
Creating and Loading Profiles	99
Changing Languages and Voices	100
Changing Display Settings.....	101
Adjusting Audible & Haptic Feedback	101
Setting the Date and Time	102
Analysing Language Development	103
Creating a Privacy Password	104
Turning Data Logging On or Off	104
Uploading Data for Analysis.....	105
Configuring Data Uploading.....	105
Selecting a Person.....	107
Setting up Automatic Data Uploads	108
Initiating an Immediate Data Upload	108
Saving Data to a File to Analyse Manually.....	109
Clearing Usage Data.....	110
Changing or Removing Your Privacy Password	111
Updating the Chat Application.....	112
Updating the Chat Editor.....	112
Backing Up and Restoring Vocabulary Files	113
Transferring Vocabulary Files	114
Troubleshooting	116
The device no longer produces speech	116
No Speech and the message is not going to the Speech Display Bar when pressing buttons	116
Can't Find the Library Menu	116
Resetting LR7	116
Clearing and Restoring Customizations	117
Removing Downloaded Apps and Files	117
Care and Maintenance	118
Warranty	118
Appendix A: Advanced Grammar Features.....	119

Welcome to Liberator Rugged 7

The Liberator Rugged 7 with Chat (LR7) combines the advantages of a fully rugged Android tablet and operating system with the well-known Chat software from Saltillo to create a powerful communication device. This manual offers step by step instructions for setting up and using your LR7 device. Additional information support are available.

Contact Liberator for Training, Operational or Technical Support:

Liberator Pty Ltd
265 Gilbert Street, Adelaide SA 5000
info@liberator.net.au
www.liberator.net.au
Ph (08) 8211 7766

Support articles & webinars can also be found on the Saltillo website:

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

For Realize language website support:

support@realizelanguage.com

What's Included

The following were included in your LR7 package.







Chat Editor Install USB Memory Stick

Chat Editor is used for programming from a PC and for backing up custom files.

LR7 Device Features



Side buttons:

-  Menu: Tap to display menus that allow you to select a vocabulary file, enable or disable augmentative options, set how and when to speak messages, and configure a wide variety of additional options.
-  Recent apps (functional in non-dedicated devices): Displays recently used apps.
-  Home: Tap to go to the home screen.
-  Back: Tap to return to the previous screen or menu. Press and hold to display an option to restart the application.

Turning LR7 On & Off

Turning your Device On (from complete power down)

Press and hold the Power Switch.

Turning your Device Off (for storage)

Press and hold the Power Switch. Once you feel a vibration, let go.

At the prompt, touch Power off on the screen.

Choose OK to confirm you want the device off.




Power button

Daily Use - Turn just the Screen On & Off

Tapping the Power Switch quickly turns just the screen on and off. This is the suggested way of use when using the device on a daily basis. We suggest tapping (not holding) the power switch to turn off the screen. Tap the power switch to wake up the screen.

The screen is set up to automatically power down after a specified amount of time 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** > **Screen Timeout** and choose the appropriate setting.

Charging the LR7

You received a battery charger in the box with your LR7. Plug the charger into a wall outlet (surge protector recommended).

Open the rubber water /dust protection plug on the right side of the LR7 and plug the micro USB connector into the connector socket.



We suggest charging the LR7 each night. The process should include:

1. Tap the power button to turn off the display
2. Plug in the charger to the LR7
3. Plug the other end of the charger into a wall outlet

Next morning:

1. Unplug the LR7
2. Unplug the charger from the wall outlet (optional)
3. Tap the power button to turn the display on

Checking Battery Status

You can check the battery status of the device and amplifier 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 for the device.

Checking Battery Status Using a Button

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

To create a button that checks the battery status of both the device and the amplifier, create a button on a vocabulary page that contains the action “Battery Status”. This must be done in Edit Mode. See [Turning Edit Mode On](#).

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**.

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


For additional information on creating a button action, see [Adding or Modifying a Button Action](#).

Controlling the Volume

Volume controls are located on the top edge of the LR7. Pressing the left side of the button adjusts the volume in one direction and pressing the right side does the opposite.



Volume controls can also be added to buttons within the vocabulary pages. See [Adding or Modifying a Button Action](#).

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

Adjusting the Stand

An optional stand was provided in your box. The amplifier itself provides a slight angle for seeing the screen when sitting on a flat surface. If an additional angle is needed, the stand can be added to the back of the amplifier.

The stand is intended to be a break-away stand to avoid pinching. It is secured to the device with a tension fit. Expand the sides of the stand and put into holes provided on the side of the case.




Remove/Add Handle

The handle was included on your device when shipped.

To remove the handle:

1. Remove the stand, if in place
2. Remove a screw from each side
3. With some tension, extend the sides out around the casing.

 *The stand and screws from handle could be a potential choking hazard.*

Attaching a Strap

If you want to carry your LR7 with a shoulder strap, attach the two loops provided with the strap to the silver brackets on the back of your device.

Do not clip the strap directly to the LR7 holders without using the loops, as this may damage the device.

⚠️ *The loops are a potential choking hazard. Use with caution.*

Step 1



Feed the end of the loop through the hole in the case.

Step 2



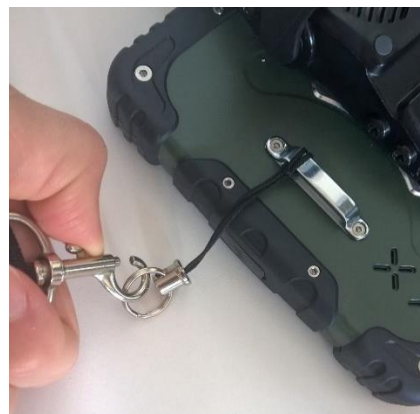
Thread the metal ring through the loop.

Step 3



Pull the metal ring to tighten the loop.

Step 4



Clip the shoulder strap to the metal ring.


Step 5: Repeat steps 1-4 for the other loop & end of shoulder strap.

Using the Touchscreen

Your LR7 comes with a capacitive touchscreen. It responds best to a light touch from the pad of your finger.

Cleaning your Device

If you wish to clean the screen of your device, turn the device off, wipe with a soft, lint-free cloth slightly dampened with water or diluted window cleaning fluid. *Do not spray or splash liquid directly on the device.* To disinfect the case, moisten a clean cloth in a mixture of one part water and one part vinegar. *Do not use vinegar and water on the display.*

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

Using a Stylus

A compatible stylus is available for the LR7. If you prefer to use your own stylus, be sure it is compatible with a capacitive touchscreen.



Note: The stylus we offer has an opening on the end for attaching to you or your device. Find a chain, string or lanyard commercially that matches your personal style.

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

Using the Android Home Screen (non-dedicated devices)

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

To display the home screen, press Home on the device.

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 Chat 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 applications. You can add shortcuts as you need them.

To add a shortcut to an app or widget:

1. Press and hold on an empty area of the home screen. A menu opens.
2. Tap the **Apps** shortcut. The Apps tab is displayed. If you want to add a widget, choose the **Widgets** tab.
3. Press and hold on the item for which you're 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**.


Shortcuts: We have provided shortcuts to the Chat software and the camera for your ease.

Opening and Closing the Chat Application (non-dedicated devices)

To open Chat application from the home screen, choose the NOVA chat shortcut.



When the Chat application is open, pressing Home  along the edge of the screen will minimize the application and show the Android home page (if the device is locked, this button will have no action).

To fully close the Chat application, push and hold Back  and confirm by choosing Yes.

Using the Power switch to turn off the LR7 will also close all open applications on the Android device.

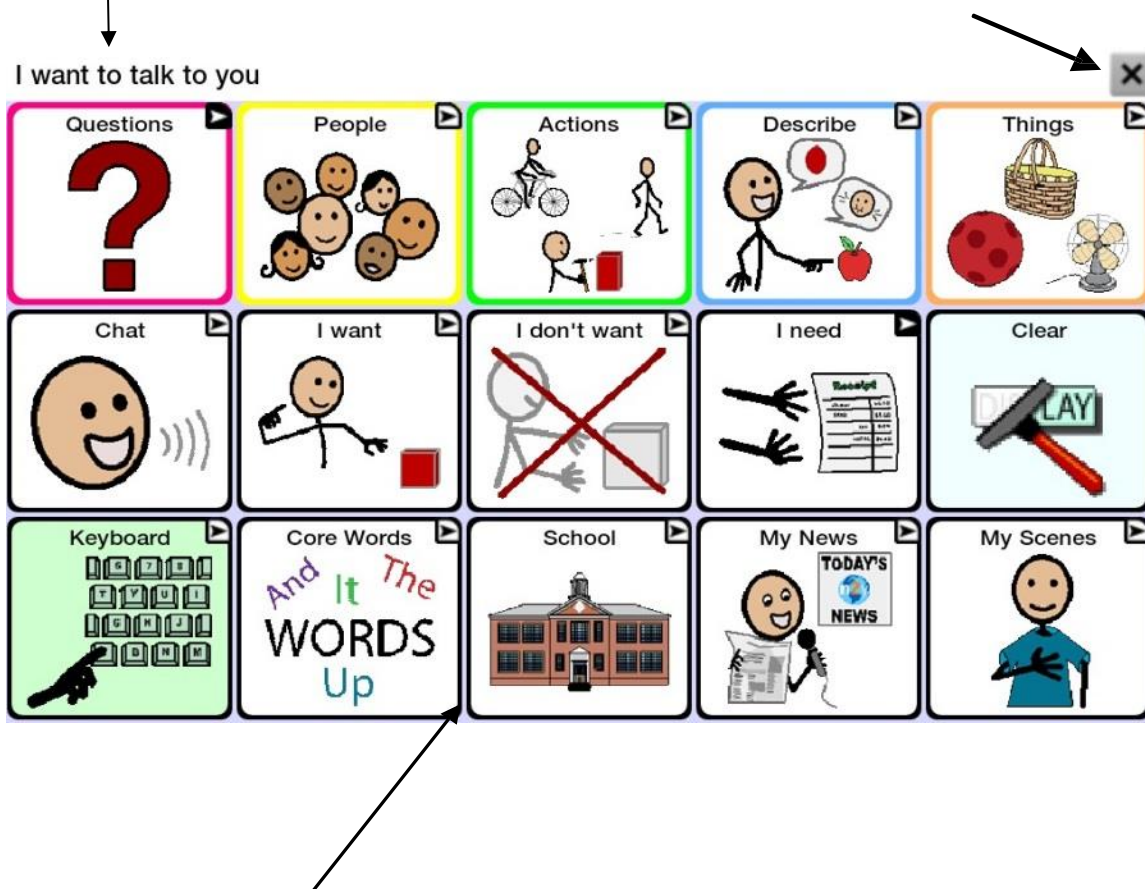
Using the Chat application screen

The main screen of the Chat application displays the first page of the Vocabulary File that has been selected. This page will look slightly different depending on which vocabulary file has been loaded.

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

To delete the last word on the SDB, tap **X** once.

To clear all words, press and hold **X**.



A small arrow in the upper corner of a button indicates that the button links to another page. For information on resizing or hiding an arrow, see [Modifying a Button Arrow Link](#).

Using the Speech Display Bar (SDB)


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

Tapping on the SDB can speak all text generated.

Tapping the **X** will delete the last word.


Pressing and holding the **X** will clear the entire display. 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 colour
- text colour

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.

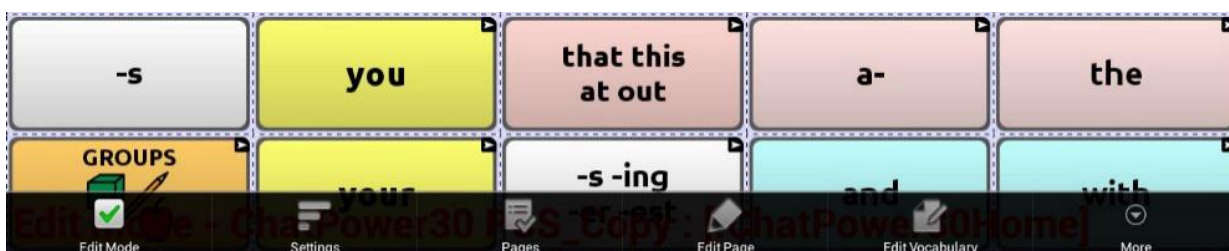
Using the Chat Application Menus

The Menu, Home and Back button icons only illuminate when you tap them.

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 device 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

Choosing an appropriate vocabulary file is imperative to the success of the device user. Liberator suggests that a qualified speech-language pathologist, teaching staff, parents, and device user are all part of the decision process of choosing an appropriate vocabulary file. Consider the features of each vocabulary file (e.g. button size & number, symbols, screen orientation, available vocabulary, need for customisation, etc.) when choosing an appropriate option.

Exploring Vocabulary Files

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

	4-Basic PCS Original
	4-Basic SS Original
	ChatPower48 PCS_Copy User Vocabulary
	Essence Original
	MultiChat 15 Adolescent PCS Original
	MultiChat 15 Adolescent PCS_Copy User Vocabulary
	MultiChat 15 Adolescent SS Original
	MultiChat 15 Adolescent SS_Copy User Vocabulary
	MultiChat 15 Adult PCS Original
	MultiChat 15 Adult SS Original
	MultiChat 15 Student PCS Original
	MultiChat 15 Student SS Original

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

Available Vocabulary Files

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

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

WordPower

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

WordPower20 Simply

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

WordPower25 Touch & Scan

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

WordPower42

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

WordPower42 Basic

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

WordPower48

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

WordPower60

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

WordPower60-Basic

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

WordPower80

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

WordPower108

WordPower108 is the newest WordPower™ vocabulary option. It consists of a large number of high-frequency words on the main page, resulting in fast communication and quick access to core words. Word completion and logical next words are used, and the “grammar” function provides morphological endings to verbs, nouns, and adjectives.

WordPower108 with Keyboard

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

4-Basic

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

Basic Scan

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

The Basic Scan file encompasses various communicative functions (greeting, directing, protesting, commenting, requesting, sharing information). Page navigation is used to support language formulation. In addition, some vocabulary is hidden and can be gradually uncovered to scaffold learning. The Basic Scan file is meant to provide a framework and example of where to begin with an emerging communicator who is using auditory and/or visual scanning as a means to access communication.

Basic Scan does not provide access to a comprehensive vocabulary. Specific items within each category can and should be modified to meet the unique needs of individuals.

Communication Journey: Aphasia

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

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

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

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

Essence

Essence is specifically designed for adults with acquired speech disorders. The home page of Essence contains a spelling keyboard in addition to quick links to pages of commonly used phrases for communication with those you regularly interact with in your family and community. Other pages contain commonly used vocabulary that may be needed for a visit to the doctor, using public transportation, going out to eat, etc. Each page is completely customizable to meet the specific vocabulary needs of each individual.

MultiChat 15

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

myCore

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

myQuickChat

myQuickChat is an introductory communication system geared toward child and adult AAC users with complex communication needs.

myQuickChat is available for both children and adults in 4, 8, and 12 locations, each with an identical 16-location Support Master Home Page.

myQuickChat was created to offer a high frequency, phrase-based communication system in an easy to use yet engaging format. The progressive system offers a variety of topics for everyday needs and conversation and provides AAC users immediate and more successful communication exchanges within a variety of settings.

Spelling

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

VocabPC

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

Chat Editor

Chat Editor is a supplemental program that runs on a Windows Desktop or laptop computer. It allows you to customise vocabulary files. Although customising is also possible on the device itself, the Editor allows the family and/or professionals a way to customize vocabulary for the device user when the device is not present.

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

Installing Chat Editor

Important! With software release 2.0, we replaced NOVA chat Editor with Chat Editor. If you have used NOVA chat Editor in the past, it will no longer work with 2.0 files or newer.

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

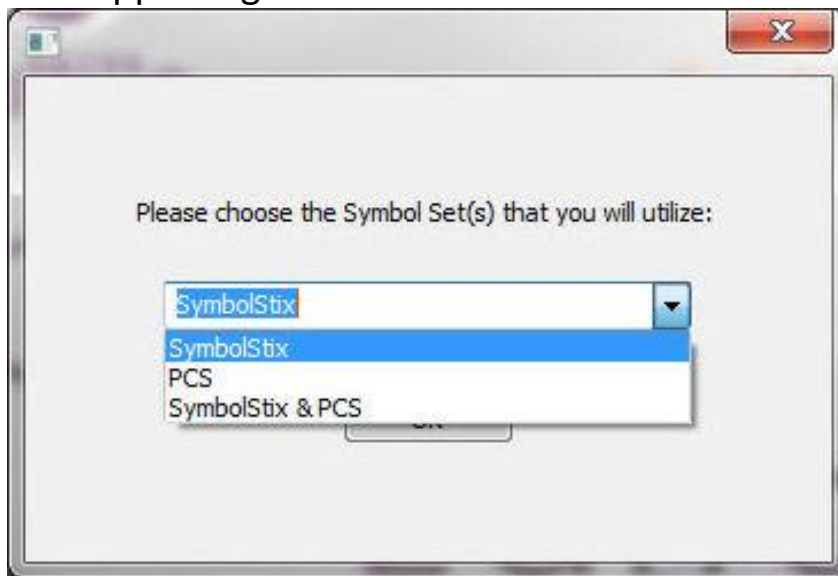
1. Insert the Chat Editor USB into your computer.
2. You should see a Chat Editor Installer screen (this may take a few moments). If you do not see the installer screen, need to navigate to your USB through Windows Explorer and choose **setup.exe**.
3. The USB Installer screen provides a choice of three 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. **Choose Install.**
7. Follow the on-screen instructions.
8. When the installation process is complete, remove the USB. The USB 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 Nova Chat 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. See [Available Vocabulary Files](#).

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

You cannot modify the "Original" vocabulary files. If one of the files would be appropriate for the device user, make a copy of it and customize the copy. See [Creating a Customized Vocabulary File](#).

The device user's vocabulary file can be created using 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 device 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.

Orientation

You can use the 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.


Creating a Customized Vocabulary File

The Saltillo-provided (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**.

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.

Change Button Label/Message

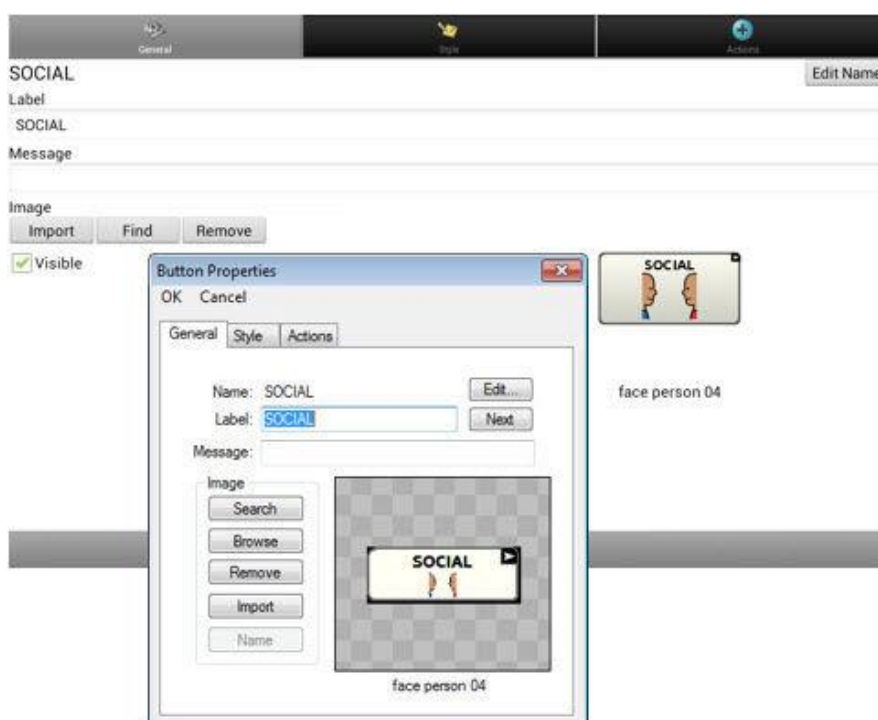
You can modify the label or message text for any button, or you can remove the text and fill the button with an image.

Displaying the Button Text to Edit


Choose **Menu**  > **Edit Mode**. 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

Tap the Label (what is written on the button) or Message (what will appear in the SDB) box to display the keyboard. (In Chat Editor, click the Label or Message Box). Enter your new text. If you tap the Label box, choose **Next** to move to the Message Box. Choose **Save** to apply your changes to the button.




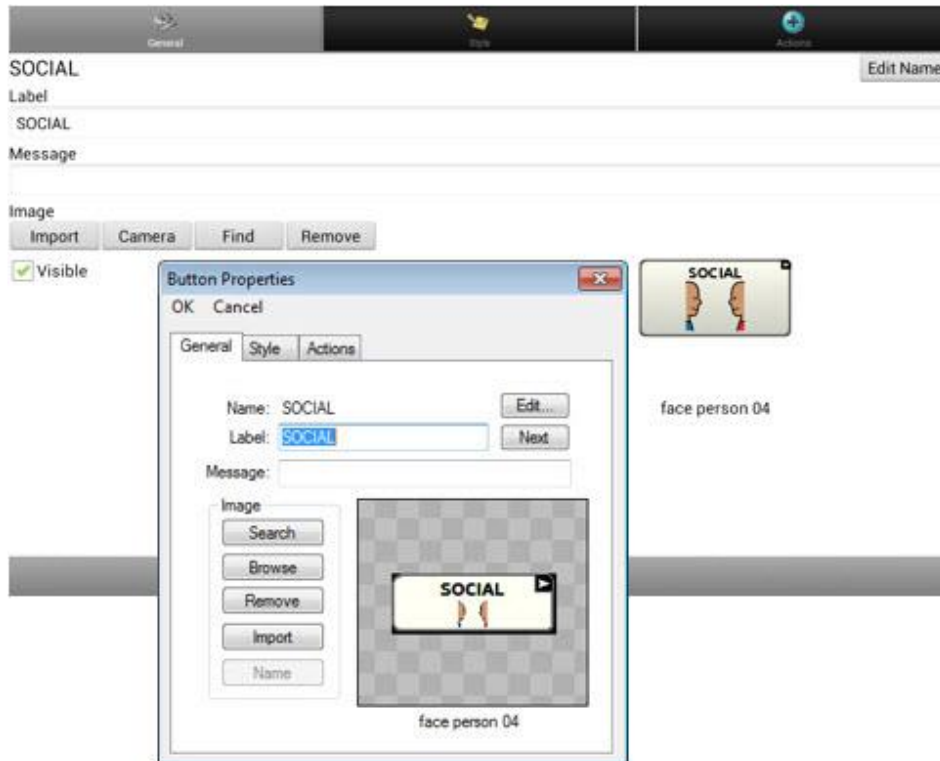
Using Images with No Text

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.



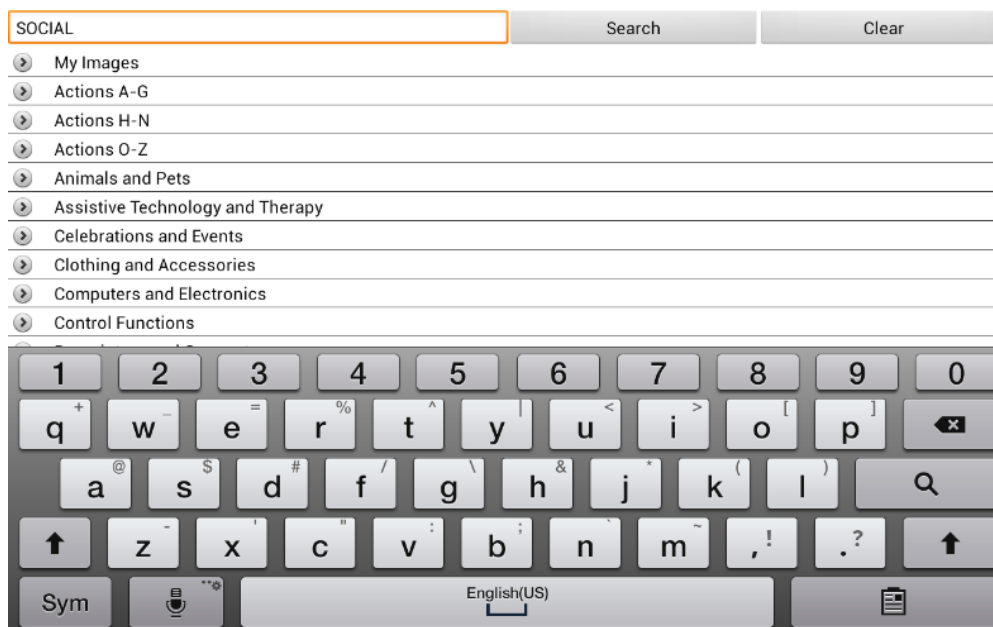
Choose **Find** (on device) or **Search/Browse** (in Editor) to look for a picture that exists in the library.

Choose **Import** to bring a new picture into the library (in Editor – choose files from your computer; on device – choose from saved images and photos).

You can also use the **Camera** function to take your own image (on device).

Finding an Image from the Device Library

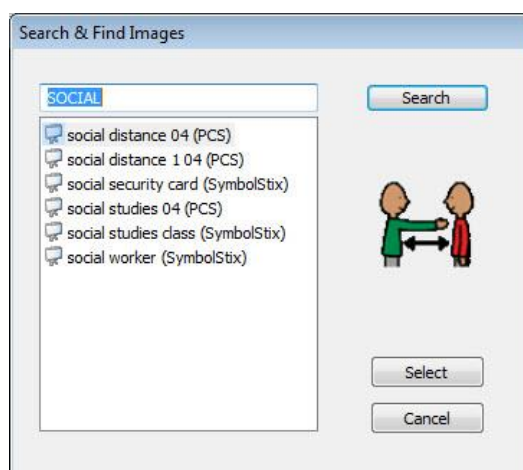
From the Button Properties, choose **Find** (device) or **Browse** (Editor) to open a list of categories.



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

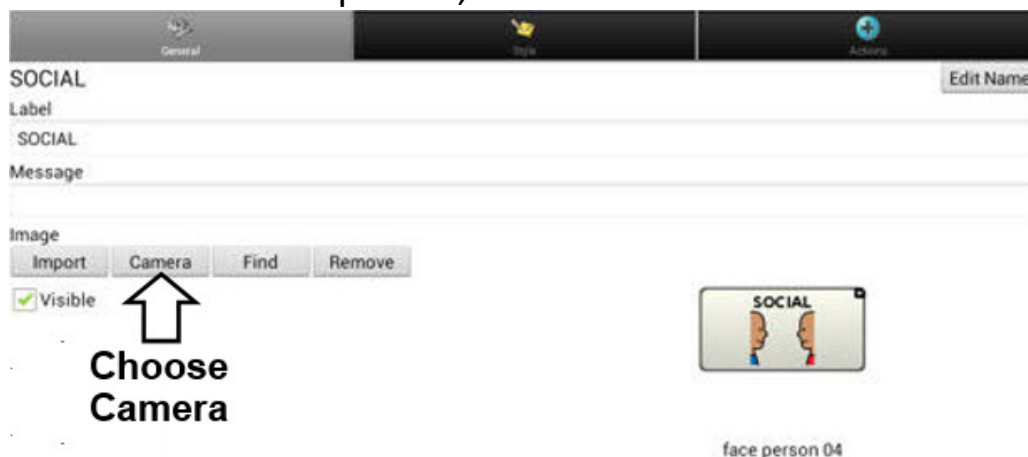
From the Button Properties, choose **Find** (device) or **Search** (Editor), and enter text to search for images with the label name.



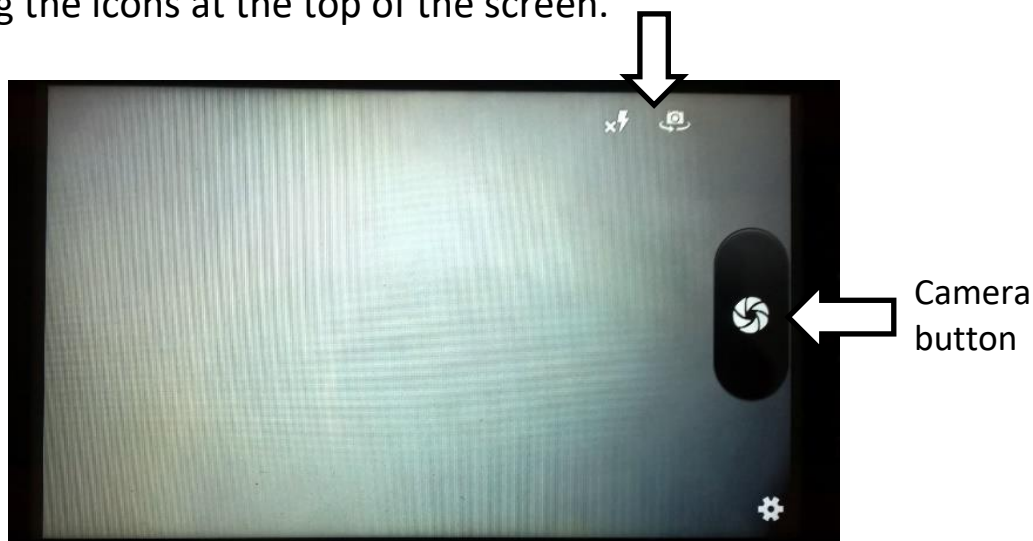
Choose the image you want and press **Select**. The image will be displayed in the Button Properties. Choose **Save**. If you don't find the appropriate image, enter a new item in the text box, choose **Search**, and choose a different image.

Creating Your Own Image

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



5. You can choose from the front or rear camera, and turn flash on and off, using the icons at the top of the screen.



Tap the Camera button to take a picture.

Note: The Camera button may look slightly different on your device. On some devices, a checkmark will be displayed above the Camera button. Tap the checkmark to open a keyboard.

On other devices, Save and Discard buttons will be displayed. Tap the Save button to open a keyboard.

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

Using an Existing Image

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

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

To import an image:

1. From the Button Properties, choose **Import**.
2. Select the image you want. If you are using the device, choose **Photos** and choose the appropriate image. If you are using the Editor, locate and select the image and then choose **Open**.
3. Once you have selected the image, choose **Save**. The image will appear on the button.

Transferring Images

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

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

Creating and Using a Camera Button

You can create a button that allows you to take a picture that will be displayed on the button automatically every time you tap the button. The picture will also be added to the Gallery app or the Pictures folder in Gallery. Each time you press the button, a new image from the camera will replace the existing image on the button. An image will appear on the button until you press the button again.

Hint: To view the image on a larger scale, increase the size of the button and remove the button label.

Setting up the Button Action

1. Go to the page with the button location you want.
2. Choose **Menu > Edit Mode**.
3. Press and hold the button. A menu will open.
4. Choose **Edit Button** to display the Button Properties.
5. Add a label and message.
6. Scroll down to “Button Actions” and tap **Add** to open the list of actions.
7. Scroll down the list and select **Take Photo**.
8. The Take Photo action will be added to the button’s actions.
9. Choose **Save**.

Taking a Picture for Your button

1. Tap the new button to activate the camera.
2. Take a picture of the object or person.
3. Save the photo.
 - On some devices, a checkmark will be displayed. Tap the checkmark to open a keyboard.
 - On other devices, Save and Discard buttons will be displayed. Tap the **Save** button to open a keyboard.
4. Enter a name for the photo and choose **Save**. “Photo saved to Button” will appear.
5. The photo will appear as the image on the button.

Note: If the button previously displayed an image, the new image will replace it. The image will also be available in the Gallery app or the Pictures folder in Gallery.

Deleting Photos

To delete photos, do either of the following:


- Choose Gallery or the Pictures folder, select the photo, and tap the Delete icon.
- Power off your device off and power it back on. Then connect the device to your computer, go The Pictures folder, and delete the photo using Explorer from the computer.

Hiding Buttons

There may be times when you wish to hide some of the buttons when using the vocabulary on the device. Hiding a button does not delete the associated information. The information can be viewed and made visible again at any time. You can hide a single button or multiple buttons.

Hiding a Single 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 automatically disables the button action.

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:


- Choose buttons one by one to hide or show.
- Choose **Hide All** to hide all buttons on the current page.
- 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 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.

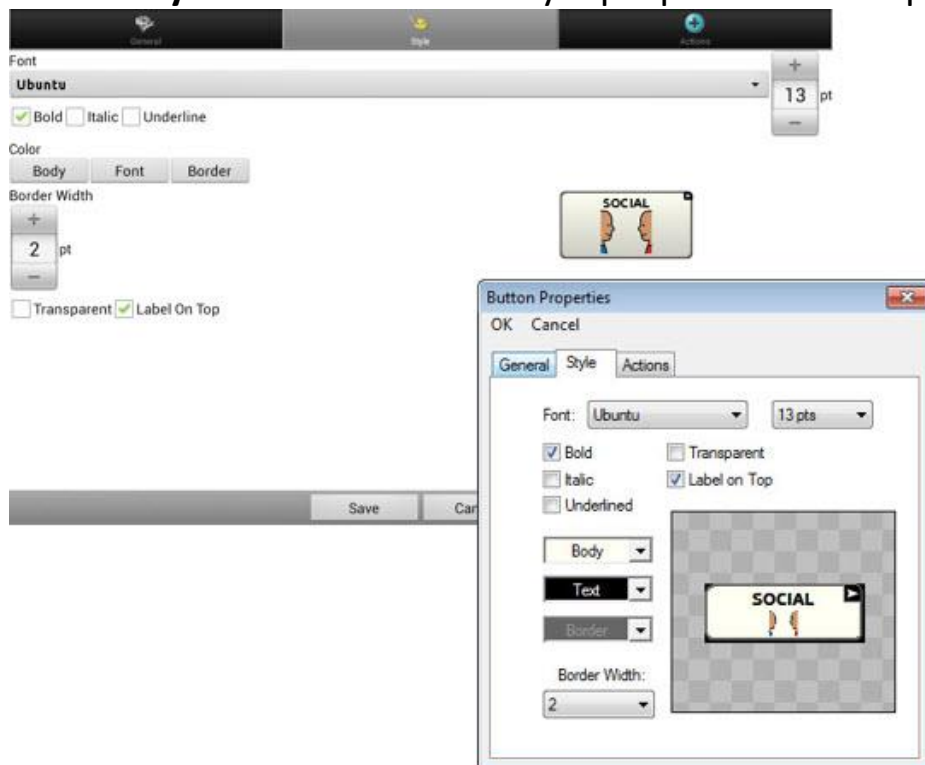
Choose **Menu**  > **Settings** > **Style** > **Show Button Images**.

Modifying Button Styles

You can modify styles and colour 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. Button styles can be modified only while in Edit mode.

Modifying a Button Style


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 colour, body colour, border colour, 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 Colour Saturation

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

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


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

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

To adjust the colour 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**.

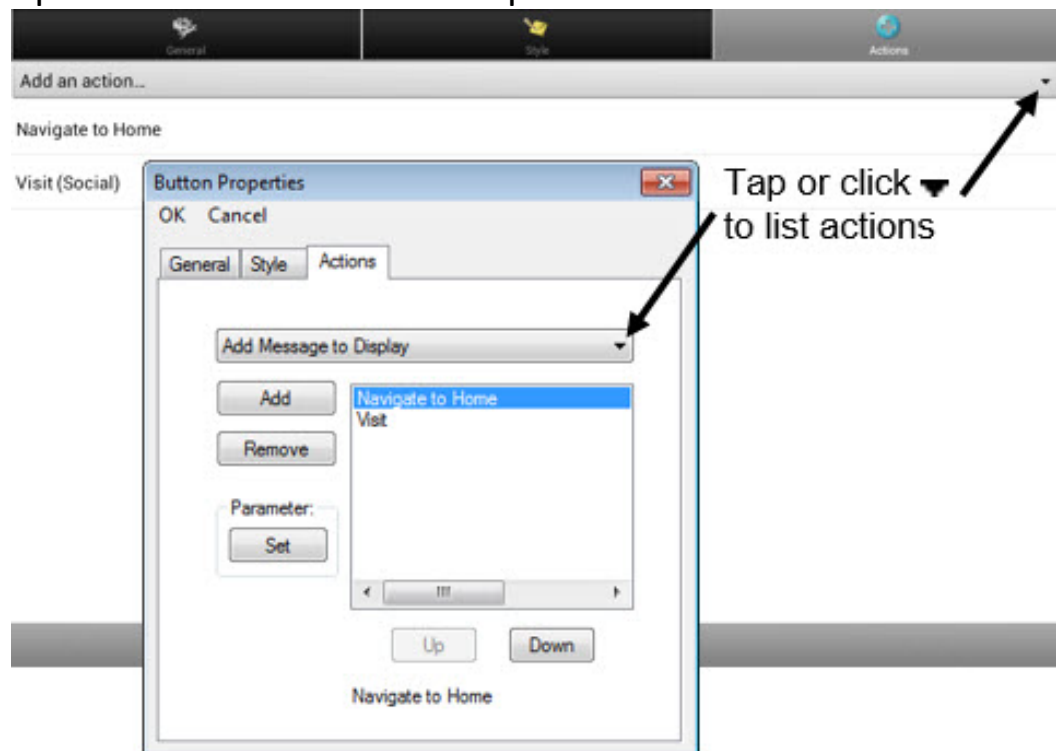
If you are using the Editor, select **Settings** > **Style** > **Button Style**. The Button Style menu window opens. Under Button Modifiers, select **No Show** and select **OK**.

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 list 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 Grammar Property	Identifies a word as an adjective, noun or verb. See Appendix A: Advanced Grammar Features on page 97.
Apply Grammar State	Applies a grammar rule to a word. See See Appendix A: Advanced Grammar Features on page 97.
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
Character Prediction	Sets the prediction order (1-10) for character prediction buttons on a keyboard page.
Clear All Modifiers	Releases any Shift, Caps, Ctrl or Num Lock modifiers
Clear Display	Clears the text in the SDB
Clear Grammar State	Clears a grammar rule that has not been applied to a word. See Appendix A: Advanced Grammar Features on page 97.
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	Takes you to a new page for a single hit and then takes you back and does not remember any unused visits
Load Display	Recalls text that had been saved and adds it to the display
Navigate	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)

Button Name	Description
Play audio	Plays audio files. These are recordings of someone speaking or sounds.
Play Library Audio	Plays audio files from the audio library
Play Library Video	Plays audio files from the video library
Record Audio	Records audio files. These are recordings of someone speaking or sounds.
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
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
Stop	Stops the speech or audio file currently playing
Stop Library Audio	Stops audio files from the audio library
Stop Scan	Stops a scan
Store Text to Button	Stores text currently in the SDB to the next chosen button
Take Photo	Activates the camera so you can take pictures that will appear on a button and will also be saved with other images on the device.
Toggle Mute / Unmute	If the device is currently speaking a long message, selecting this button will not stop the speech but will stop the speech from being spoken aloud. Selecting the button again lets the text be heard.
Visit	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.
Word Prediction	Sets the prediction order (1-10) for word prediction buttons on a keyboard page.

Using Navigate, Visit, and Jump to Page

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

This device allows you to copy a button, copy and reuse the same button, copy a button style, and use a button in multiple places. This must be done in Edit Mode.

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

1. To copy only the appearance (colour, 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

1. 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 processes are done with Edit Mode On.


Rearranging Buttons

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

Resizing a Button

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

If 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 most 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 the following methods.



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 colour of the page, choose **Set** and choose a colour 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 library.
7. Centre the image or stretch it 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**. 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 67.

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.

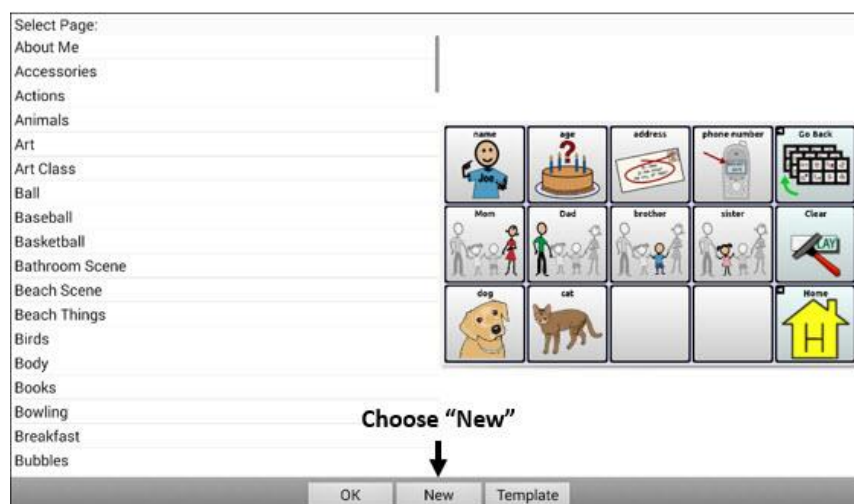
Note: This image could be the same one you plan to use for the visual scene page. This will make it obvious to the user where the button will lead. In this example, a simple farm image was imported. The same image will be used for the background of the visual scene page.



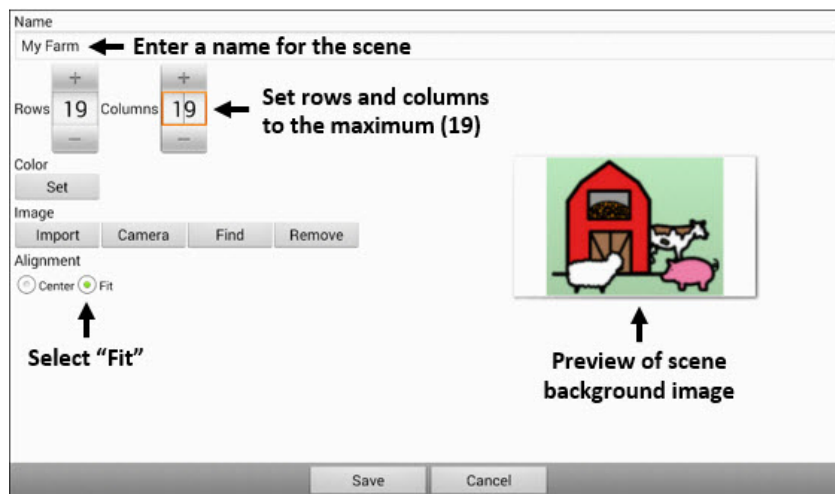
5. Enter a label for the button. In this example, the button is named My Farm.
6. Now you're ready to create the visual scene. Leave the Button Properties displayed and proceed to Create a Visual Scene Page.

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.

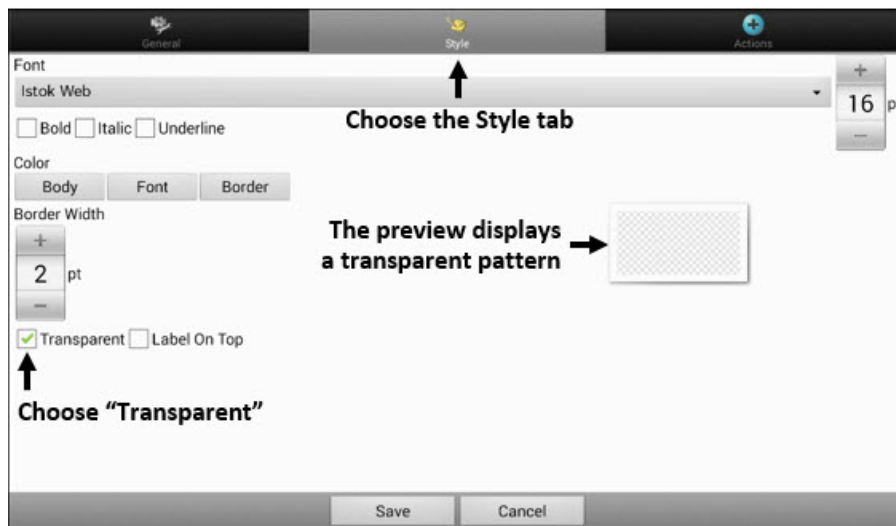
Add a Transparent Button to the Visual Scene Page

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



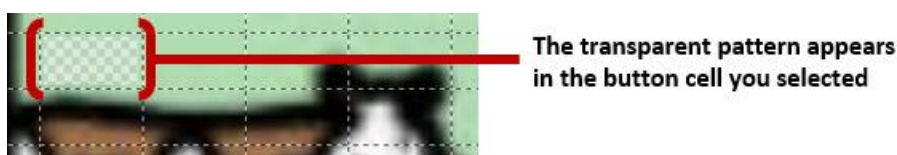
You could create a button that speaks the name of an animal, makes a sound, and/or navigates to another vocabulary page. This button will act as a hotspot when touched. For this example, create a button that will display and speak “cow”, play a “moo” sound, and navigate to a page about dairy food.

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



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

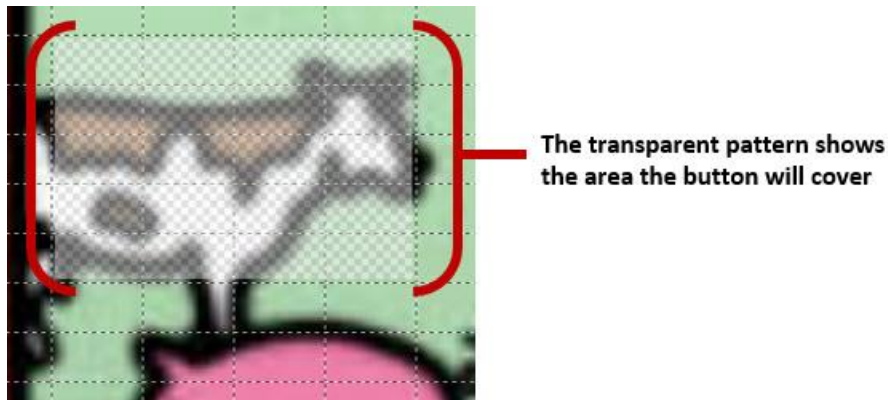
6. To add a sound for the cow, choose the **Actions** tab and select **Play Audio**. A list of options will be displayed. Select either **Import from file** or **Choose existing recording**.
7. To add navigation (for example, to a page about dairy food), select **Navigation** from the list of actions. 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**.
8. Choose **Save**. The checkerboard transparent pattern will appear in the button cell you selected.



9. 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.



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.

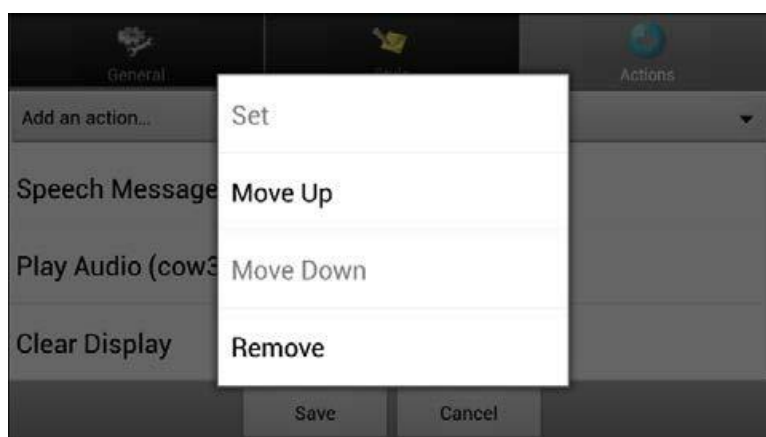
To remove the Navigate action:

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**.

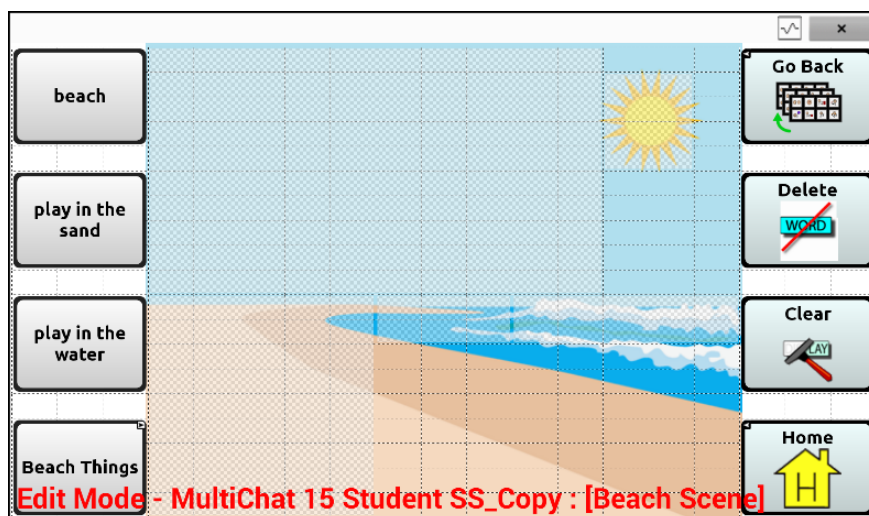
Alternative: Create the Scene and then the Linking Button

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](#).

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 or it can be applied to all pages in a vocabulary file.

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



Turning Gestures On or Off

We understand that gestures might not benefit all of our customers, so the 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.


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

Creating a Gesture for a Page

1. 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, 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 is displayed.

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

Adding Words to the Pronunciation Dictionary

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

To add a word to the pronunciation dictionary:

1. Choose **Menu**  > **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 the application 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:

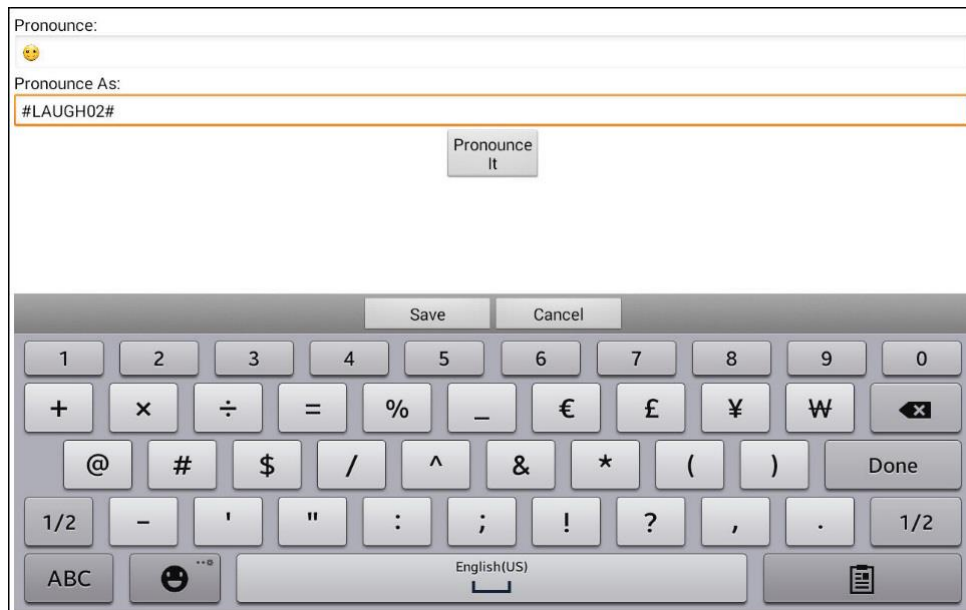
1. Go to <http://www.acapela-group.com/doc/Vocal%20smileys/excla.html>
2. Click the link to the appropriate language.
Important! The language you select must match the language of the voice you are using.
3. Select the specific Vocal Smiley you want.

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 who use the LR7 may have trouble reliably selecting individual buttons or keys due to tremors or lack of fine movement control. To assist these individuals, we've included several different methods of "filtering" user input to make selections more reliable.

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.

Note: For additional options, see [Adjusting Audible and Haptic Feedback](#).


Changing Device Orientation Settings

The LR7 allows the screen to rotate automatically when the device is tilted. This can be quite handy or a nuisance for some. The application allows you to change orientation settings and use orientation tilt with 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 automatically adjusting when tilted.

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

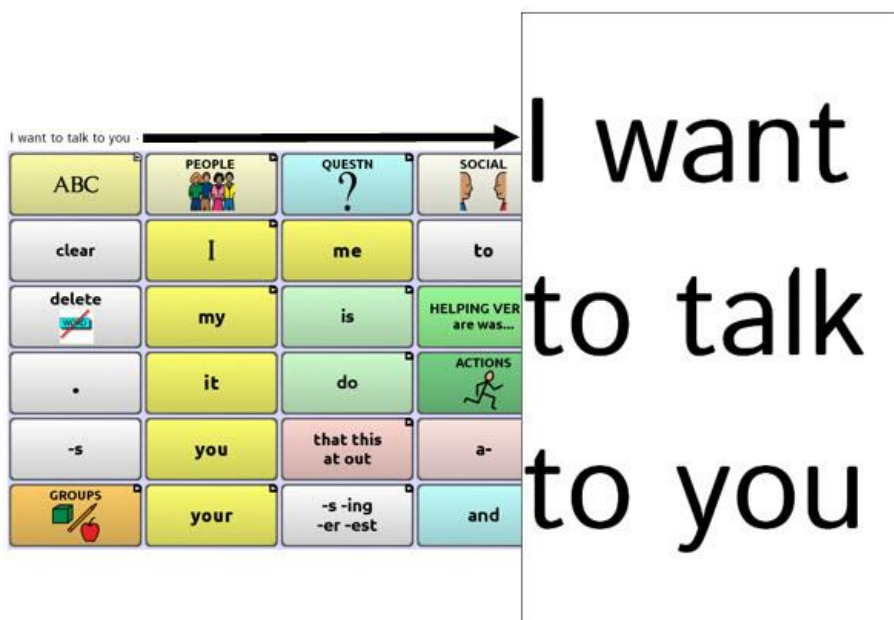
Using Orientation Tilt with the SDB

We know there are times that using the voice output might not be appropriate but communication is still needed. This might be a library or church setting. The tilt option offers an Expand option of the Speech Display Bar to offer the communication partner an expanded version of the text. This might also be of value in an extremely loud environment.

To set the tilt options, choose **Menu**  > **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. For information on using and customizing the Speech Display Bar, see [Using the Speech Display Bar](#).


Switch Scanning

****Switch Scanning is only available on the LR7 using the screen as a single switch ****

Options for customizing a scanning technique are in the **Menu**  > **Settings > Input > Scanning menu.**

Setting up Touchscreen Scanning


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.

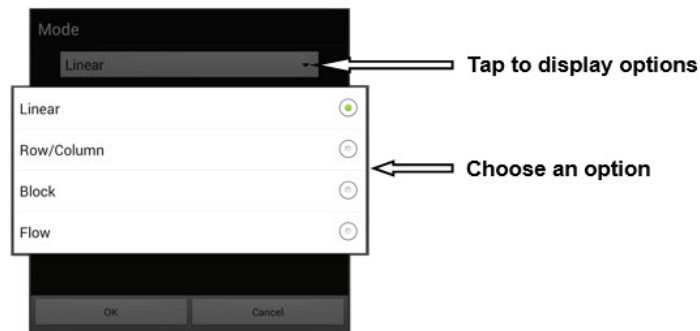
1. Choose **Menu**  > **Settings > Input > Scanning > Enable Scanning.**
2. Choose **Switch Access > Switch Configuration.**
3. Choose **Touchscreen Only.**
4. Configure other settings as appropriate.

Scan Settings	Description
Enable Scanning	Turns Scanning On or Off. You must turn scanning on to access other settings.
Switch Access	Defines the Selection method (Touchscreen will be the only option on the LR7) 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	Defines the scanning patterns, whether it scans Speech Display Bar, or if it Skips Empty Keys.
Scan Timing	Defines the Scanning Speed, the number of rescans and the Activation Delay.

Selecting the Scan Pattern

To select the scan 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. Choose **OK**.

For more information on setting up scanning on your Liberator Rugged or NOVA chat device, please see <http://saltillo.com/support/category/scanning>.

Configuring Visual Effects for Scanning

Visual effects are used with scanning 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 Colour	When Outline is turned on, Outline Colour allows you to set the colour 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 colour 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 Colour	When Overlay is turned on, Overlay Colour allows you to set the colour of the overlay. Tap a colour in the colour selection window. The selected colour appears in the circle to the right of Overlay Colour.
Invert Colours	When Invert Colours is turned on, the colours of the active area are reversed. Dark areas become light, light areas become dark, and colours 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.
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.

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

Setting up Word Finder as 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 list arrow to open a list of actions.
6. Choose the action **Find Word**.
7. Choose **Save**.

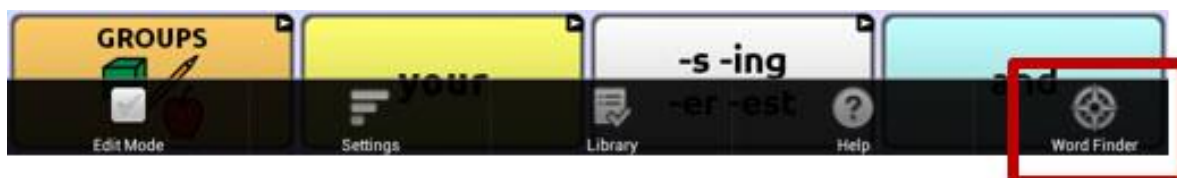
Note: Tap the **Find Word** button again to stop Word Finder.

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

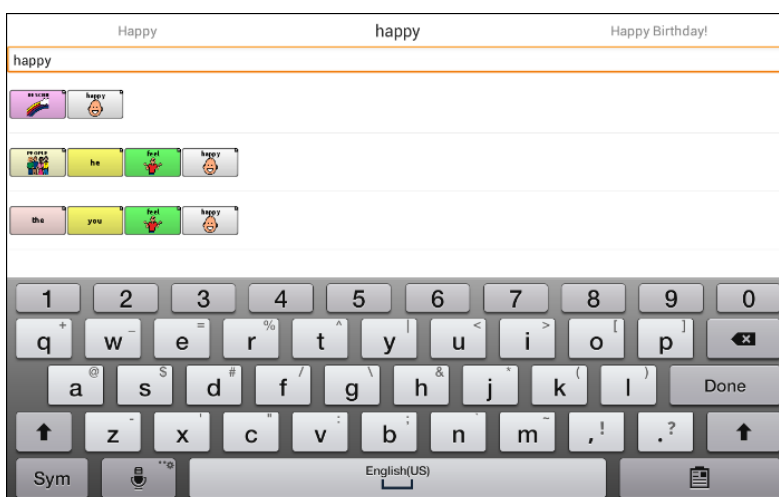
To set the amount of time each Word Finder result is displayed in the Speech Display Bar, Choose **Menu**  > **Settings** > **Word Finder** > **Flip Interval**. The current interval is displayed.

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

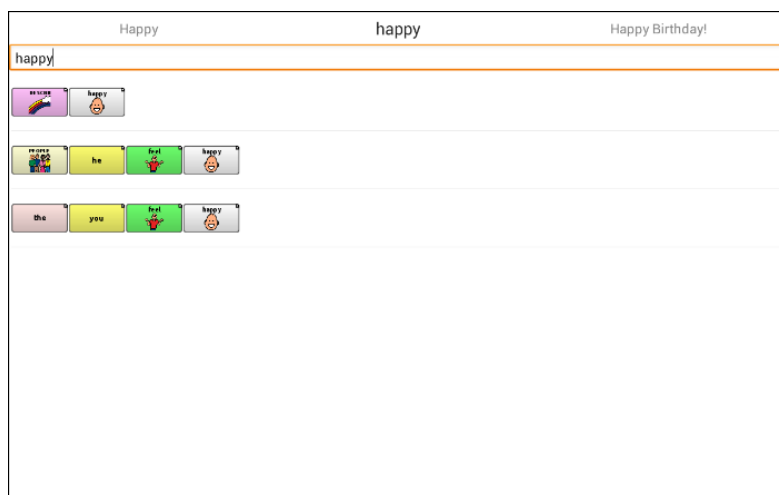
Finding Specific Words

When you want to find where a word is used, either tap the **Word Finder** button or choose the **Word Finder** menu item.

Type the word in the coloured box.



Tap **Done**. The paths to the word will be displayed.



Setting up and Using Word Prediction

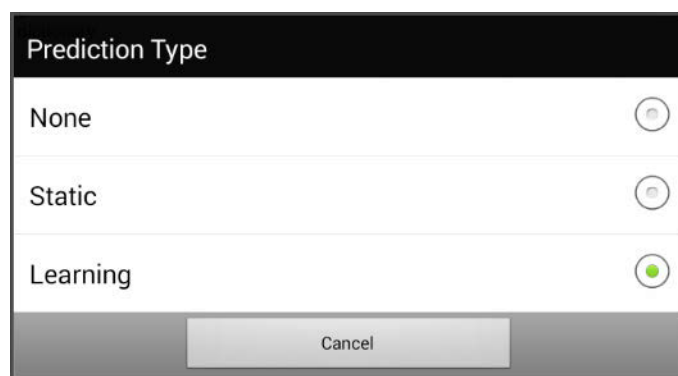
Word prediction helps improve your ability to communicate by “predicting” a word you intend to speak, thereby reducing the number of letters you need to enter.

When you enter the first letter on the keyboard, the Chat software displays a list of words beginning with that letter. As you enter more letters, the list is updated. When the word you want is displayed, you can choose it with a single tap to appear in the Speech Display Bar (SDB). The Chat software then predicts the next word you want to enter.

Two types of word prediction are available—static and learning. Static word prediction predicts words based on the default word prediction dictionary. This allows consistent motor planning for an individual. Learning word prediction predicts words based on words that accumulate as you continue to select words, allowing the word prediction dictionary to “learn” them. Words are predicted not only from the dictionary, but also from new words you add to the dictionary.

Selecting the Type of Word Prediction

You can choose the type of word prediction to use—static or learning—or you can choose to disable word prediction. Choose **Menu > Settings > Text > Prediction > Type**. The Prediction Type window opens.



Type	Description
None	If you choose None , word prediction is disabled.
Static	If you choose Static , the Chat software uses the default word prediction dictionary you choose and the settings that apply to learning word prediction are grayed out. See Choosing the Default Dictionary.
Learning	If you choose Learning , the Chat software uses the default word prediction dictionary, allows you to add words to the dictionary, and makes the settings that apply to learning word prediction available to you.

Choosing the Default Dictionary

The default is the word prediction dictionary that will be used as the basic source of words for predicting. For static word prediction, all words will come from the dictionary. For learning word prediction, words you select will be added to this dictionary. North American English and British English dictionaries are available.

Choose **Menu > Settings > Text > Prediction > Default Dictionary**. The Dictionary window opens. Choose **American English** or **British English**.

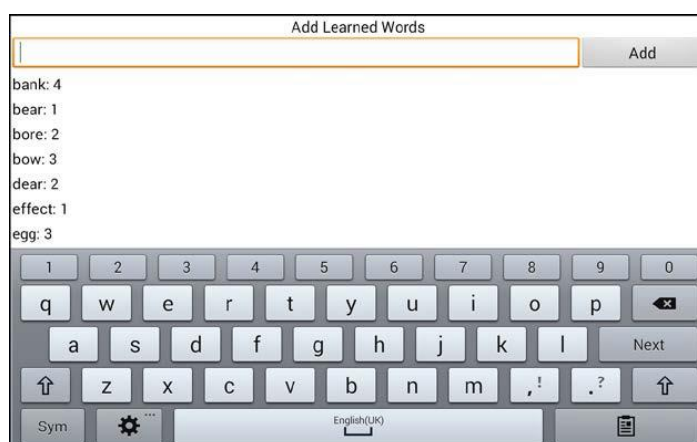
Adding Words using the Add Words Screen

Use the Prediction Add Words screen to add words directly to the learning word prediction dictionary.

This screen accumulates an alphabetical list of all words you added from all sources—a vocabulary keyboard, the Add Words screen, or an imported text file. Each word is followed by its “count”, that is, the number of times it was entered for learning prediction. This list provides an easy way to review your learning prediction dictionary.

To add a word:

1. Choose **Menu > Settings > Text > Prediction > Add Words**. The Add Learned Words screen opens.
2. Enter the word you want to add.
Note: As you enter letters or other characters, the display will be limited to words that begin with those letters or characters.
3. Choose Add. The word will be added to the list.



4. Repeat steps 2 and 3 for each word you want to add.
Note: To add a large number of words at a time, see Importing Predictions.

To review your learning prediction dictionary:

Choose **Menu > Settings > Text > Prediction > Add Words**. The Prediction Add Words screen opens.

Either scroll through the list or enter letters in the text field to jump to specific locations in the list.

Adding Words by Entering them in the Vocabulary

In your vocabulary, choose the keyboard button to display the keyboard. Then enter a word that you want to add to the prediction dictionary, followed by either a space or a punctuation mark. Repeat for each word you want to add.

If Review Required is turned off: The words you entered can now be predicted.

If Review Required is turned on: Proceed to Reviewing New Words for Prediction.

Note: To add a large number of words at a time, see Importing Predictions.

Requiring Review of New Prediction Words

You can require that new words entered from the keyboard in a vocabulary be reviewed before they are added to the word prediction dictionary.

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

To disable required review of new words, choose **Review Required** to remove the checkmark.

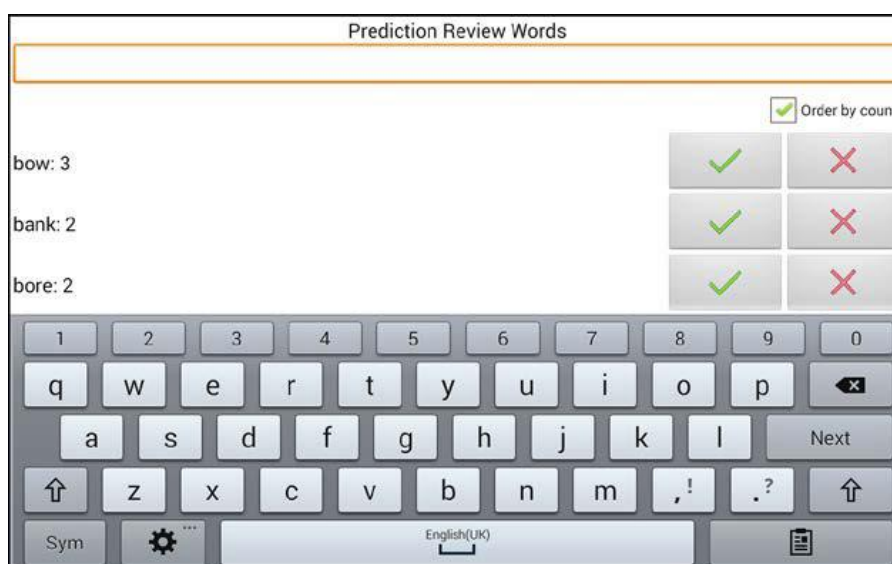
Reviewing New Words for Prediction

The Review Words setting opens the screen from which you can review words before they are added to the word prediction dictionary. Only words entered from the keyboard in a vocabulary will be reviewed. Words added from the Add Words Menu or an imported text file will **not** be reviewed.

Choose **Menu > Settings > Text > Prediction > Review Words**. The Prediction Review Words screen lists new words for review.

Each word is followed by its “count”, that is, the number of times it was entered for prediction.

Either scroll through the list or enter letters in the text field to jump to specific locations in the list. To list words in order by frequency of use, select **Order by count**.



To add the word to the word prediction dictionary, choose the checkmark. If you do not want to add the word to the word prediction dictionary, choose the X icon.

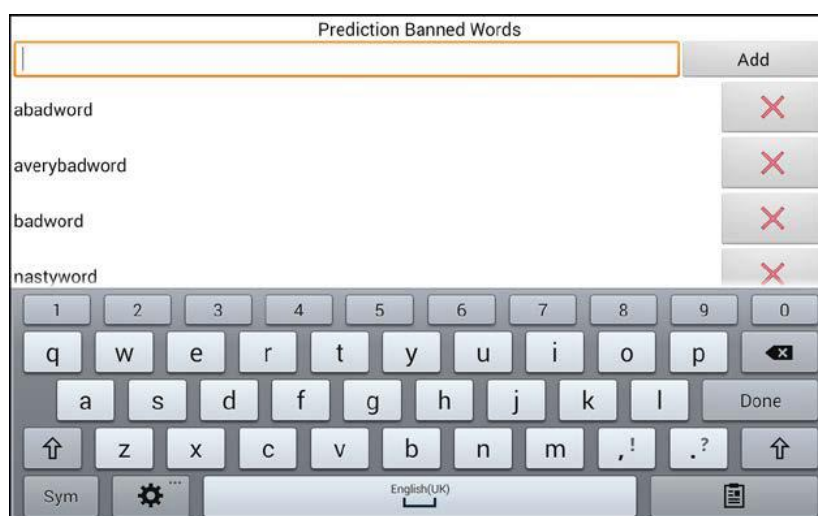
Excluding Words from Prediction

Use the banned words list to prevent specific words from being predicted.

To add a word to the banned words list:

1. Choose **Menu > Settings > Text > Prediction > Banned Words**.
2. The Prediction Banned Words screen opens.
3. Enter a word you want to add to the list.

Note: As you enter characters, the display will be limited to words that begin with those characters. This may save you from trying to add a word that is already on the list.



4. Choose **Add**. The word will be added to the list, followed by an X icon.

When the list of words is long, either scroll through the list or enter letters in the text field to jump to specific locations in the list.

To remove a word from the banned words list:

Choose the X icon for the word you want to remove.

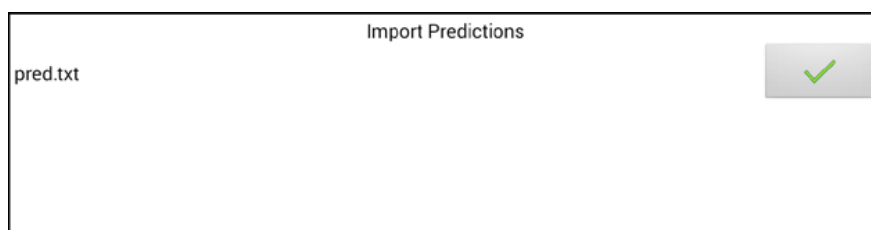
Importing Predictions

You can import words for learning prediction from a text file (.txt). The text can be in the form of individual words, sentences, or paragraphs.

1. Create a text file by either of these methods:

Copy and paste	Copy the text you want from your source file and paste it into any text editor (Microsoft Notepad, for example). <i>If you copy and paste paragraphs:</i> Separate each sentence by pressing Enter or Return . <i>If you copy and paste individual words:</i> Separate each word by pressing Enter or Return .
Save As	Use Save As from your source file application to save the document as a text file. Then remove the text you don't want to add to learning prediction. For example, if you use Microsoft Word, select Save As and select Plain Text (*.txt) from the "Save as type" drop-down menu. <i>If your text is in paragraphs:</i> Separate each sentence by pressing Enter or Return . <i>If your text consists of individual words:</i> Separate each word by pressing Enter or Return .

2. Connect a USB cable between your device and the computer.
3. Using Explorer from the computer, copy the text file to **My Files > ChatPC > prediction > import**.
4. After you copy the file, return to the Chat software and choose **Menu > Settings > Text > Prediction > Import Predictions**.
The Prediction Import screen displays the text file you created with a checkmark to the right.

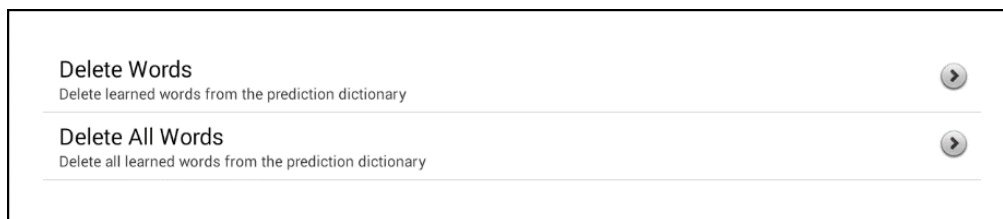


5. Choose the checkmark. The filename will disappear from the screen, and the words in the file will be added to the word prediction dictionary.
6. To quickly confirm that the words were added, choose **Menu > Settings > Text > Prediction > Add Words**. The words in the file should be listed on the Add Words screen.

Deleting Prediction Words

You can delete individual learned words or all learned words from the word prediction dictionary.

Choose **Menu > Settings > Text > Prediction > Delete Learned Words**. Two Delete options are displayed.

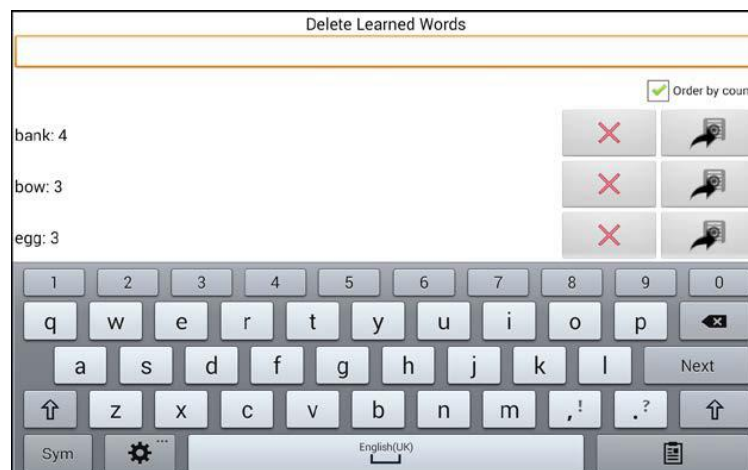


- To delete individual learned words, choose **Delete Words**.
- To delete all learned words, choose **Delete All Words**.

To delete individual learned words:

Choose **Delete Words**. The Delete Learned Words screen lists words that can be deleted.

When the list of words is long, either scroll through the list or enter letters in the text field to jump to specific locations in the list. To list words in order by frequency of use, select Order by count.



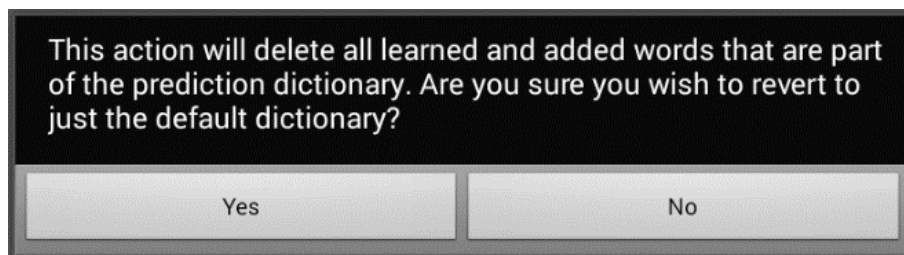
For any word you want to delete from the word prediction dictionary, choose the X icon.

To move a word to the list of banned words, choose the  icon.

To delete all learned words:

Important! If you make this choice, *all* words that you added for prediction will be deleted.

1. Choose **Delete All Words**. The following message will be displayed.



2. Choose **Yes**. All words that you added for prediction will be deleted, and only the default dictionary will be available for word prediction.

Using Abbreviation Expansion & Automatic Capitalisation

Abbreviation Expansion and Automatic Capitalization provide some additional tools for alternate message formulation.



Adding, Modifying, and Deleting Abbreviations

Abbreviations can be used instead of writing the whole 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 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:

- To prevent the user from accessing application settings, enable Menu Lock.
- To prevent the user from accessing operating system settings and apps (if you have a non-dedicated or “unlocked” device), enable Kiosk Mode.
- To prevent the user from accessing application settings, operating system settings, and apps, enable both Menu Lock and Kiosk Mode.

Enabling Menu Lock

To block the user’s access to the menu bar, enable Menu Lock.

1. Choose **Menu > Settings**.
2. Enable **Menu Lock**. A Password prompt will be displayed with a keyboard.
3. Enter a password, confirm the password, and choose **Save**.

Locking the Device

Choose **Menu > Lock**. The following prompt will be displayed: Enable Kiosk too?

- To lock the device and enable Kiosk mode, choose **Yes**.
- To lock the device without enabling Kiosk mode, choose **No**.

Unlocking the Device

If Kiosk Mode is not enabled:

1. Choose **Menu > Unlock**. The Password prompt will be displayed with a keyboard.
2. Enter the Menu Lock password and choose **OK**.

If Kiosk Mode is also enabled:

1. Choose **Menu > Unlock**. The Password prompt will be displayed with a keyboard.
2. Enter the Menu Lock password and choose **OK**. The following prompt will be displayed: Disable Kiosk too?

- To unlock the device and disable Kiosk mode, choose **Yes**. You will be prompted to enter your Kiosk Mode password. (See Creating a Kiosk Mode Password.)
- To unlock the device and leave Kiosk mode enabled, choose **No**.

Blocking Access to the Operating System and Apps

Not everyone will benefit from having access to the operating system and apps. To make your device a “closed” device that will only allow the end user to access the application, enable Kiosk Mode.

Important! If the Kiosk Mode option is not available, you have purchased a dedicated or “locked” device.

Creating a Kiosk Mode Password

If you want to require a password to disable Kiosk Mode, do the following *before* you enable Kiosk Mode.

1. Choose **Menu > Settings > System > Kiosk Mode**.
2. Choose **Require Password**. A Password prompt will be displayed with a keyboard.
3. Enter a password, confirm the password, and choose **Save**.

Enabling Kiosk Mode

To block the user’s access to the operating system and apps, enable Kiosk Mode.

1. Choose **Menu > Settings > System > Kiosk Mode**.
2. Enable **Kiosk Mode**. The following prompt will be displayed: Lock menu too?
 - To enable Kiosk Mode and Menu Lock, choose **Yes**.
 - To enable Kiosk Mode and leave Menu Lock disabled, choose **No**.

Disabling Kiosk Mode

If Menu Lock is not enabled:

1. Choose **Menu > Settings > System > Kiosk Mode**.
2. Disable **Kiosk Mode**.

If Menu Lock is also enabled:

1. Choose **Menu**. The Unlock menu option will be displayed.
2. Choose **Unlock**.
3. Enter the Menu Lock password. The following prompt will be displayed: Disable Kiosk too?
4. To disable Menu Lock and Kiosk Mode, choose **Yes**.

Note: If you set a Kiosk Mode password, you will be prompted to enter the password.

Resetting Your Passwords



If you forget your Menu Lock password, enter **BOSCO** to overwrite the existing password.

If you set a Kiosk Mode password and you forget it, enter **bazinga** to overwrite the existing password.

Creating and Loading Profiles

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

Creating a Profile

1. Choose **Menu**  > **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**.

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](#).

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.

Adjusting Audible & Haptic Feedback

The LR7 provides an option to have an audible and/or vibration sensation when a button is activated. The vibration sensation option setting is called Haptic Feedback.

To add haptic or audible feedback:

Choose **Menu**  > **Settings** > **System** > **Sound Settings**.

Audible Selection provides an audible click when navigating through Chat menus.

Haptic Feedback vibrates to indicate screen touches.


To add button clicks for vocabulary page activations:

Choose **Menu**  > **Settings** > **Input** > **Beep on Button Press**.

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

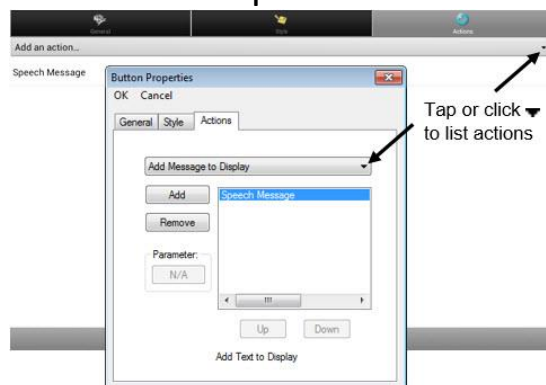
Choose **Menu**  > **Settings** > **System** > **Date and Time**. Then set the date, time zone, time, and the appropriate date and time formats.

Creating a Date/Time Button

Note: Be sure that the Date and Time setting is correct before creating a date/time button.

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 list 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.

Analysing 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 organises and analyses 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 progress and communication development over time
- Compare different aspects of communication automatically
- Create a detailed summary of performance
- Share information with others
- Quickly create reports that anyone can understand

To learn more, go to the Realize Language website:

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

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


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

For Customer Support 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:

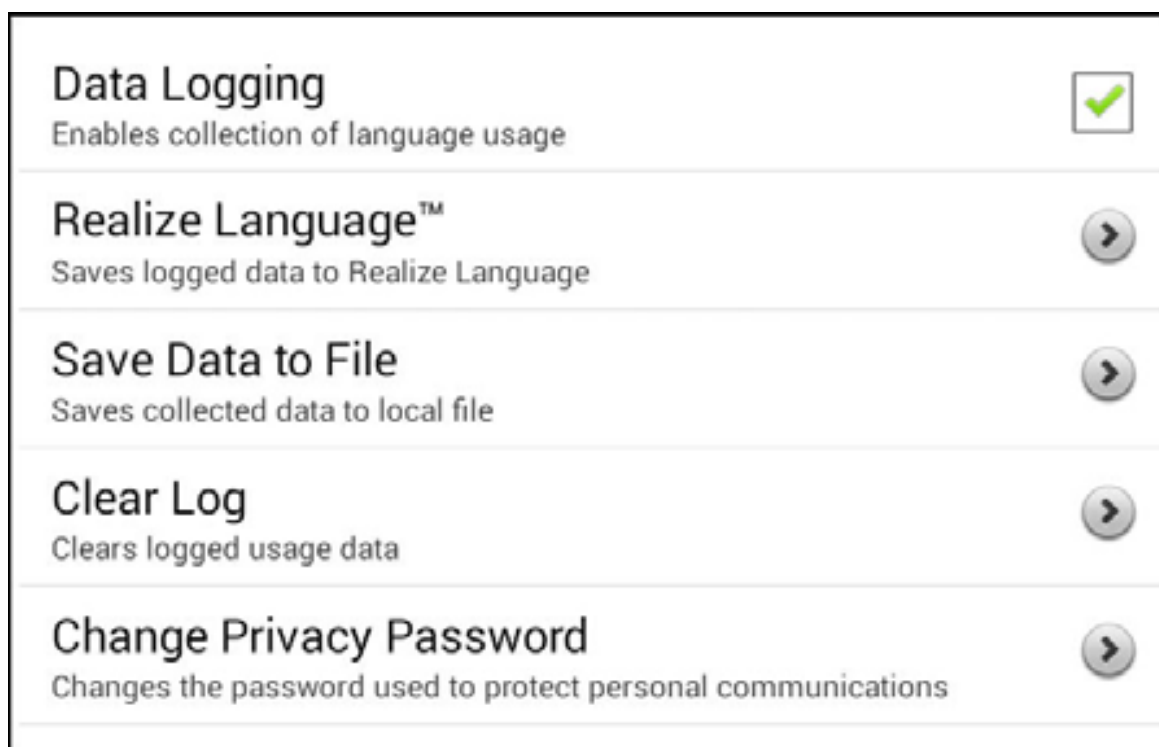
Data logging collects personal communication. You may now set up a privacy password to protect your communications from being shared without your permission.

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 analyse manually.

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



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

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



Important! If you plan to use the Realize Language website to analyse 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.

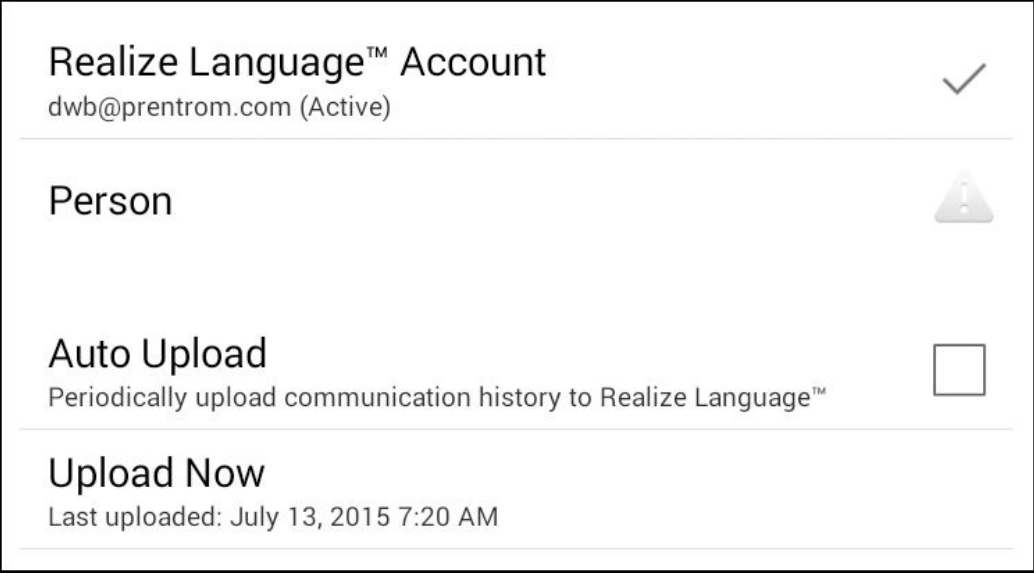
Note: Data logging and data uploading (collection) operate independently. If you turn off data logging, data collected since the last upload can still be uploaded manually or automatically as long as a network connection is available. If you disable data uploading, you can still collect data for analysing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

Configuring Data Uploading

Note: You must be connected to WiFi to upload data. If you have a dedicated or “locked” device, see [Saving a Data File to Analyse Manually](#).

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

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



The screenshot shows a mobile application interface for a Realize Language account. It features four main sections, each with a title and a corresponding icon on the right. The first section, 'Realize Language™ Account', shows the email 'dwb@prentrom.com' as 'Active' with a green checkmark icon. The second section, 'Person', has a warning triangle icon. The third section, 'Auto Upload', includes a description 'Periodically upload communication history to Realize Language™' and an unchecked checkbox. The fourth section, 'Upload Now', shows the last upload date and time as 'July 13, 2015 7:20 AM'.

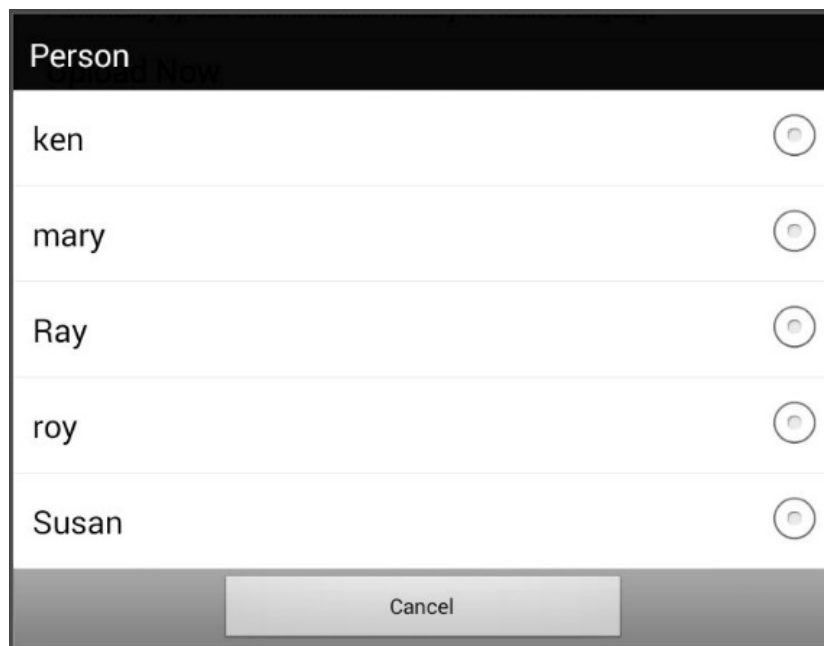
Realize Language™ Account	✓
dwb@prentrom.com (Active)	
Person	⚠
Auto Upload	<input type="checkbox"/>
Periodically upload communication history to Realize Language™	
Upload Now	
Last uploaded: July 13, 2015 7:20 AM	

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 analyse 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 Analyse Manually

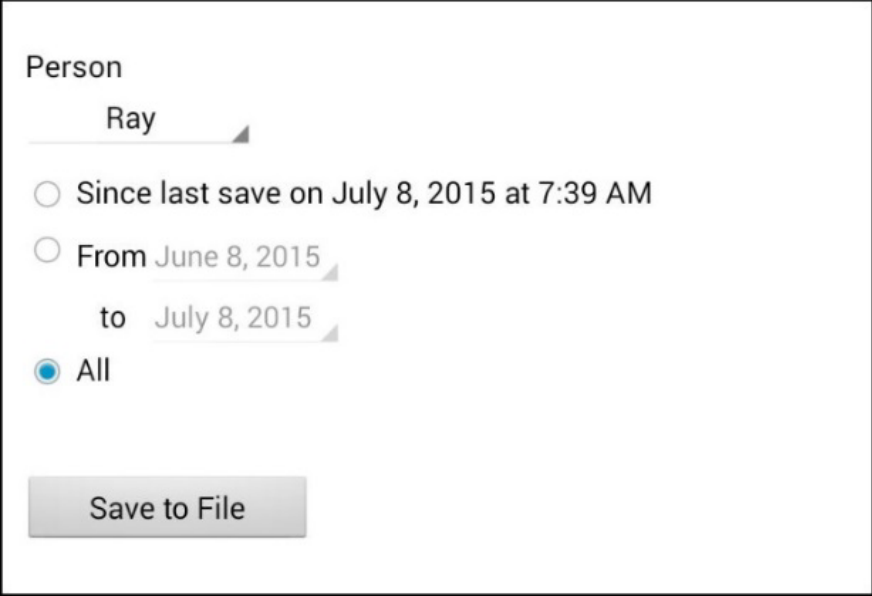
Save usage data to a file when you want to analyse it manually instead of uploading it to the Realize Language website for analysis. You can also use this process to transfer data when you cannot connect to WiFi or have a dedicated device.

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.



Person

Ray

☐ Since last save on July 8, 2015 at 7:39 AM

☐ From June 8, 2015 to July 8, 2015

☒ All

Save to File

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.
5. This log file can be saved to your computer, then manually uploaded into your online Realize Language account.

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**.

Updating the Chat Application

Please contact Liberator for support to update your Liberator Rugged device, as the process may differ depending on the software version you are currently running, and whether your device is dedicated or non-dedicated.

You can check your device software version by selecting **Menu**  **> Help > About.**

Updating the Chat Editor

To update Chat Editor, select **Help > Check online for new version.**

You can check your Chat Editor software version by selecting **Help > About.**

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

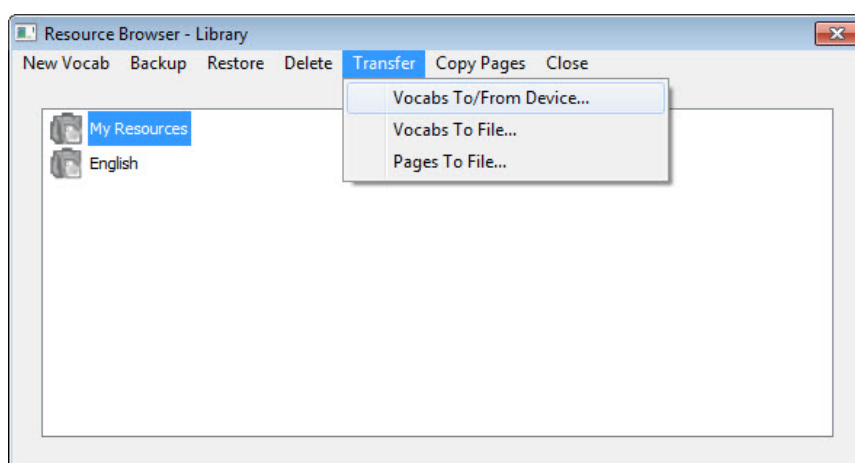
1. Choose **Menu**  > **Library**.
2. Choose **Menu**  > **Restore**.
3. Choose **Yes** at the overwrite prompt.
4. Choose **Yes** at the restart prompt.
5. When the restore is complete, choose **OK** to restart the device.

Transferring Vocabulary Files

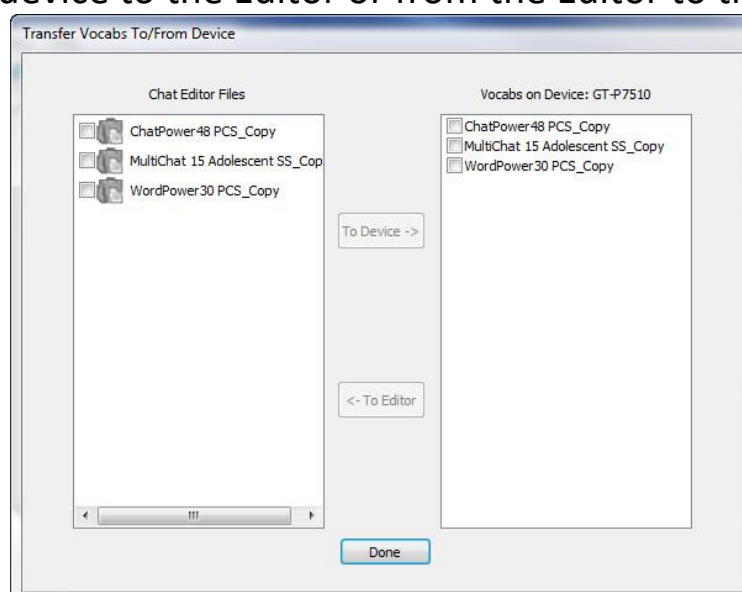
Note: For successful transfers, your device and Editor should be running the same software version.

To transfer vocabulary files between the device and the Editor:

1. Start Chat Editor.
2. Attach a USB cable to the device (part of your LR7 charger) 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.

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.


Troubleshooting

The device no longer produces speech

Try each of these options:

- Check the volume control on the edge of device.
- Choose **Menu**  > **Settings** > **Speech Output** and make sure Speech Off is not checked.
- In your vocabulary, there may be a 'Device Tools' section under the 'Groups' page, with a Speech/On Off button – ensure speech has not been turned off this way. This button can be hidden if required.
- Choose **Menu**  > **Settings** > **Speech Output** and check whether the device is speaking after every character, word, sentence or none.
- Choose **Menu**  > **Settings** > **Speech Output** > **Voice** > **Synthesizer**, and ensure that a synthesizer has been selected.

No Speech and the message is not going to the Speech Display Bar when pressing buttons

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

Can't Find the Library Menu

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



Resetting LR7

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



Clearing and Restoring Customizations

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

Clearing Custom Vocabulary

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

Restoring the Default 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, contact Liberator for details on removing these items. You can also follow these steps on a non-dedicated device:

Images can be removed manually by choosing the Gallery App, pressing and holding on each image, and choosing to delete them.

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 that have 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.

Care and Maintenance

Your LR7 device is intended for use in normal communication situations. Your device is waterproof when all socket covers are in place but still use caution when using it around water. As with most electronic devices, you should never use LR7 when you are actually in the water (for example, a pool or bath).

When charging the LR7, use only the AC charger that came with the device.

The batteries for the LR7 are not field replaceable, therefore the system will need to be returned to Liberator (Australia) for servicing and repairs.

Replacement and repair of any electronic components of your device should only be done by qualified service personnel.

Warranty

Liberator warrants the LR7 device to be free from defect in material and workmanship under normal use for a period of one year from date of purchase.

If a replacement is necessary, the replacement device may be a new or re-conditioned device of equal or comparable value to your product.

Appendix A: Advanced Grammar Features

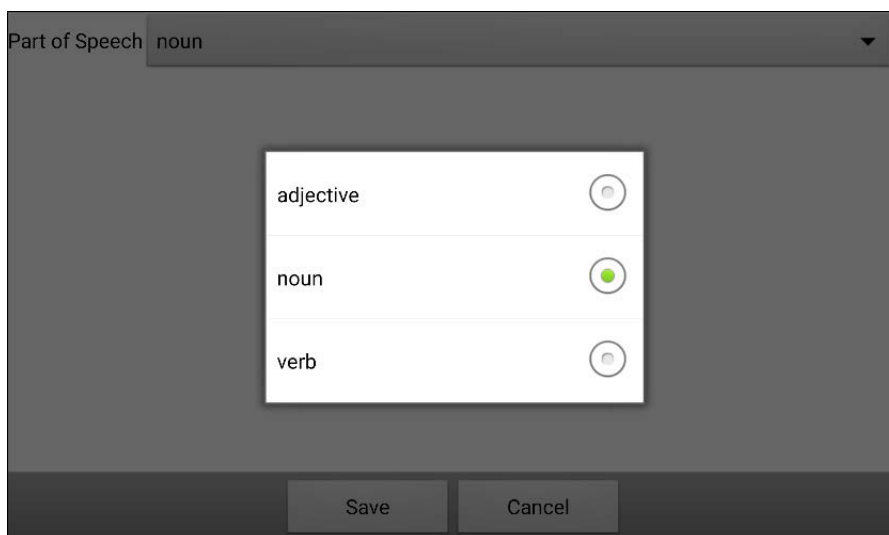
The features explained in this appendix are intended for persons with extensive knowledge of grammar. The functionality described here was intended to support pre-morphing. The current Grammar Actions are still intended as a good solution for post-morphing. For languages such as German, pre-morphing is much more important.

These features are also more beneficial with certain vocabularies. For example, WordPower vocabularies already provide buttons for adding endings to words (for example, an -est button for adjectives).

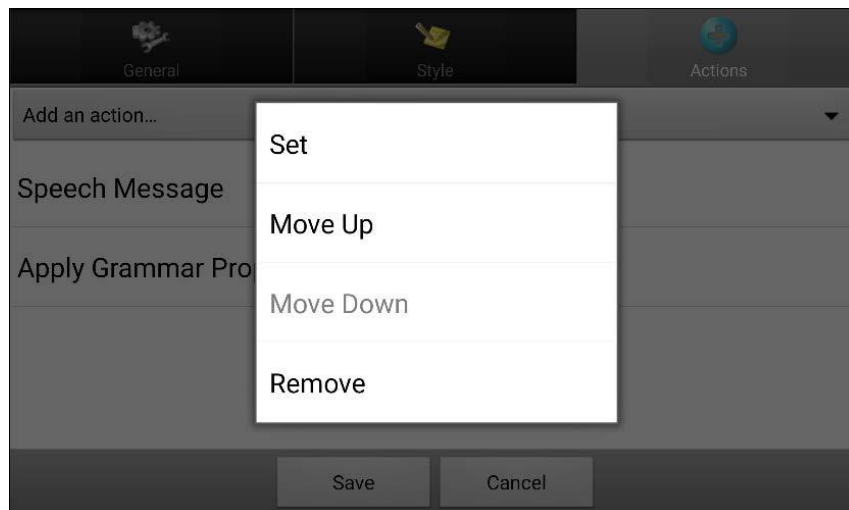
Setting up grammar actions involves identifying words as a part of speech and setting up a button to apply a grammar rule applicable to that part of speech. In this appendix, we're going to identify two buttons, "video game" and "computer game", as nouns and then create a button that will pluralize nouns.

Identifying Parts of Speech

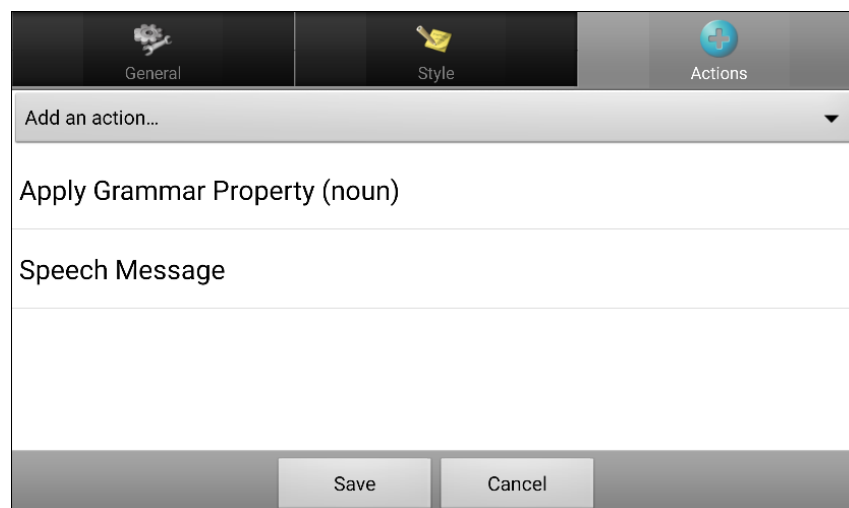
1. Navigate to a page of "things" (nouns).
2. Choose **Menu > Edit Mode**.
3. Press and hold a "thing" button (for example, video game), choose **Edit Button**, and choose the **Actions** tab.
4. Tap the "Add an action" list box arrow to open the list of actions.
5. Select **Apply Grammar Property**. The Part of Speech window will open.
6. Tap the "Part of Speech" list box arrow. A menu will list adjective, noun, and verb options.



7. Select the applicable part of speech. In this example, **noun** was selected.
8. Choose **Save**. In this example Apply Grammar Property (noun), will appear at the bottom of the list of actions defined for the button. **Important!** The grammar property must appear first in the list of actions. You'll need to move it to the top of the list.
9. Tap **Apply Grammar Property (noun)**. A menu will open.



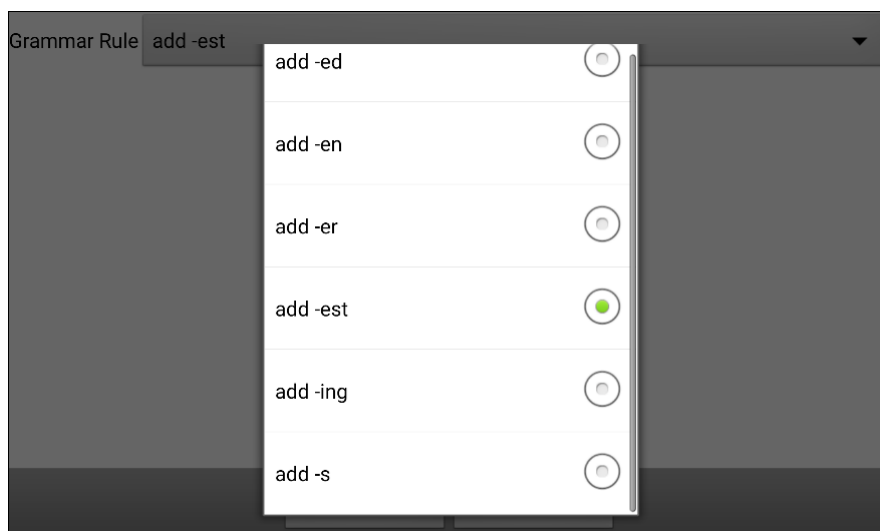
10. Choose **Move Up**. In this example, Apply Grammar Property (noun) will move up to the top of the list of actions.



11. Choose **Save**.
12. Repeat steps 3 through 11 for the remaining “thing” buttons on the page. In this example, you would repeat the steps for the “video game” button.

Creating a Grammar Rule Button

1. Press and hold the button you want to set up as a pluralize button, choose **Edit Button**, enter a label for the button (for example “-s”), and choose the **Actions** tab.
2. Tap the “Add an action” list box arrow to open the list of actions.
3. Select **Apply Grammar State**. The Grammar Rule window will open.
4. Tap the “Grammar Rule” list box arrow. A list of options will be displayed.

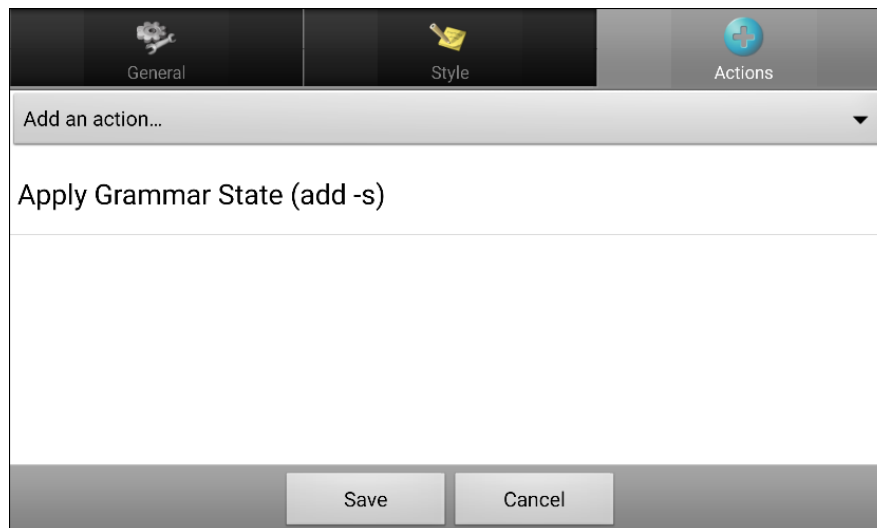


These options perform as follows:

Option	Application
add -ed	verb simple past tense
add -en	verb past perfect participle
add -er	adjective comparative
add -est	adjective superlative
add -ing	verb present participle/gerund
add -s	noun plural

5. Select the applicable option. In this example, **add -s** was selected.
6. Choose **Save**. In this example, Apply Grammar State (add -s) will appear in the list of actions defined for the button.

7. Remove any other actions that were already on the list.



8. Choose **Save**. In this example, a button labeled “-s” is now available to pluralize all words identified as nouns.



Using Dynamic Grammar Labels

The setting Dynamic Grammar Labels displays on button labels the changes that will be made to words when grammar rules are applied.

Important! If you are working with a person learning language, it is best not to turn on Dynamic Labels. The grammar features can create invalid words that will show up with dynamic labeling turned on.

If you are working with a literate adult, you may be able to take advantage of the benefits of dynamic labels. To turn on dynamic labels, choose **Menu > Settings > Text > Dynamic Grammar Labels**.

Example: Dynamic Grammar Labels turned off:

When the “-s” grammar rule key is chosen, “video game” and “computer game” remain unchanged even though either word will be pluralized when selected.



Example: Dynamic Grammar Labels turned on:

When the “-s” grammar rule key is chosen, “video game” and “computer game” change to “video games” and “computer games”, showing how either word will change when selected.



Using Your Grammar Rule Button

Place the grammar rule button on a page of applicable items. For example, place a pluralize button on a page of things (nouns). If you tap your pluralize button and then choose a thing, you will need to tap the pluralize button again before pluralizing another thing.

1. In the Speech Display Bar (SDB), enter the words you want to speak **up to** the game you want to pluralize. In this example, “I want to play” was entered.



2. Tap your “-s” button.

If Dynamic Grammar Labels is turned off: There will be no change to the button labels.

If Dynamic Grammar Labels is turned on: The letter “s” will be added to the “video game” and “computer game” labels.



3. Choose the game button you want. In this example, “computer game” was chosen. Whether dynamic Grammar Labels is turned on or off, the SDB will display “I want to play computer games”.



Clearing a Grammar Rule

You may find it useful to create a Clear Grammar State button.

If you tap the pluralize button and decide you don’t want to pluralize a word on the current page, you can move to another page of things, select a noun from that page, and that noun will be pluralized.

If, however, you tap the pluralize button and decide you don’t want to pluralize any word, the software will pluralize the next noun you select unless you clear the pluralize state. In this case, after you tapped the pluralize button and then changed your mind, you would navigate to your Clear Grammar State button and tap it. From that point forward, nouns won’t be pluralized until you tap your pluralize button.

To create a button for clearing the current grammar state:

Go to the button you want to use, and in Edit Mode give the button a label, select the **Actions** tab, select the action **Clear Grammar State**, and choose **Save**. This button will now clear any grammar state that has been activated.

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