



Touch Access Quick Reference Guide

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STEP 1 – SET ACCESS METHOD TO TOUCH

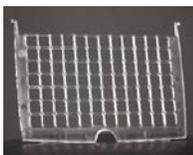
1. Select **Tools**, then **Toolbox**.
2. Select **Access Method Menu**.
3. Select **Choose Different Access Method**.
4. Select **Touch**.

STEP 2- KEYGUARDS AND TOUCHGUIDES

Attach any recommended keyguards or TouchGuides to the device. See the instructions that came shipped in the box. If no keyguards or TouchGuides, go to step 3.

Keyguards: A keyguard fits in a frame and isolates each key to help increase accuracy and speed. Keyguard holes are typically square. A keyguard can be flipped up from the bottom.

TouchGuides: A TouchGuide lays flat on the screen and isolates each key to help increase accuracy and speed. TouchGuide holes are rounded. TouchGuides cannot be flipped up.



Keyguard



TouchGuide

STEP 3 - OBSERVE PERFORMANCE

Observe the user's performance while using the factory defaults and any recommended keyguards or TouchGuides. This information will help you decide if adjustments to the touch screen are necessary. Note any difficulties.

STEP 4 – ADJUST SETTINGS

There are a variety of settings that can be adjusted to change how and when the screen reacts when touched. The following is an explanation of settings available in the Access Method Menu.

ACCEPTANCE TIME [DEFAULT = .01]

Acceptance time is the amount of time you need to touch the key until it activates (.01 to 5.0). Typically, the acceptance time is increased if miss hits are observed.

RELEASE TIME [DEFAULT = .01]

Release time is the amount of time the key will remain depressed (.01 to 5.0). Subsequent selections on the key will be ignored. Typically, the release time is increased if double hits on the same key are observed.

Tip: When acceptance or release time needs to be adjusted, increase the time by .10 and then observe performance. If miss hits or double hits are still occurring, adjust the time again by .10. Do this until the setting is just right for the person.

ACTIVATE KEY WHEN [DEFAULT = Pushed]

Pushed: A key will activate when pushed.

Released: A key will activate when the finger (or stylus etc.) is taken off the key. This allows a user to drag a finger across the screen and release when the desired key is reached.

AUTO REPEAT

[Default = OFF] When turned ON, a user can select the same key multiple times by maintaining touch on the key for the selected period of time (without having to move off of the key and then back to it again). This is especially helpful when using Unity® Sequenced or LAMP Words for Life™ Transition/Full vocabularies. Adjust with the arrows. A typical auto repeat time matches your dwell time.

PREDICTIVE SELECTION

[Default = ON] When turned ON, if the user selects a blank key nothing will happen. Blank keys are inactive. This is especially helpful when using Unity Sequenced or LAMP Words for Life Transition/Full vocabularies.

WINDOWS® ACCESS SETTINGS

Windows Clicks

ON allows for mouse clicks in Windows.

Magnify Windows Clicks

ON provides an on-screen magnification pane in Windows with a click. Magnification is helpful when accessing small targets.

1. **Magnification Factor:** Ranges from 2 to 5 times magnification. Use the arrows to adjust magnification power.
2. **Magnification Area:** Ranges from 64 x 64 to 256 x 256. Use the arrows to adjust magnification pane size.

ADDITIONAL SETTINGS IN THE TOOLBOX

VISUAL FEEDBACK

Provides an inverted flash when a key is selected.

1. Select **Tools**, then **Toolbox**.
2. Choose **Feedback Menu**.
3. Choose **Skin Options**.
4. Turn **Key Visual Feedback** ON/OFF.

KEY PADDING

Provides additional space around each key.

1. Select **Tools**, then **Toolbox**.
2. Choose **Feedback Menu**.
3. Choose **Skin Options**.
4. Set **Key Padding** (1-20). The larger the number the more space around each key.