

Vocabulary Manual

NuVoice® software version 2.08 or greater

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Unity Vocabulary Manual · 12/12/2017

Prentke Romich Company (PRC)

1022 Heyl Rd

Wooster, OH 44691

Telephone: (330) 262-1984 • (800) 262-1984

Fax: (330) 263-4829

E-mail Address: info@prentrom.com

Web Site Address: www.prentrom.com

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About PRC

Thank you for choosing a PRC device. We are excited to serve you and are always happy to help you with your device.

“Everyone deserves a voice.”

For 50 years, Prentke Romich Company (PRC) has been producing communication devices for those unable to speak either due to physical limitations or syndromes such as autism.

In 1966, Barry Romich, a freshman engineering student at Case Western Reserve University, and Ed Prentke, an engineer at Highland View Hospital in Cleveland, Ohio, formed a partnership, creating the Prentke Romich Company.

In 1969, we produced our first communication device, a typing system based on a discarded Teletype machine. Since then we’ve continued to grow, developing increasingly sophisticated speech-generating devices (SGDs).

Today we provide numerous devices and language programs to best fit the needs of our clients. We welcome you as you begin your journey with us.

Support & Training

At PRC, our commitment to you doesn’t end with the sale—that’s where it begins.

We are here to help, whether it’s product training or technical support.

Phone Numbers and Email:

- PRC toll-free: 800.262.1894 or info@prentrom.com
- Sales: 800.262.1933 or sales@prentrom.com
- Tech Support: 800.262.1990 or service@prentrom.com
- Ayuda en Español: 800.262.1884 x 1417 o espanol@prentrom.com
- Regional Consultants: 800.848.8008 or info@prentrom.com
- PRC Funding: 800.268.5224 or funding@prentrom.com

For technical support, we are available Monday-Friday, 8 a.m. – 7 p.m. ET. Your call will be answered by the first available technical service representative (TSR).

On Saturday and Sunday, we are available from 1 p.m. – 5 p.m. ET. A remote technician, a person who uses a PRC product, will return your call. Remote technicians are fully trained and happy to assist you.

For additional support options, visit the Support page of the PRC website at <http://www.prentrom.com/support/contact>.

To find live online, on-demand, and in-person product training and implementation classes, see <https://www.prentrom.com/education/>.

What is Unity?

The Unity language system is a unique, research-based, and efficient way to organize the English language on an Augmentative Alternative Communication (AAC) device. It is the original core word system that provides maximum flexibility, as well as communication and educational supports. The Unity language system is designed for people of all ages who communicate by touching the screen with a finger or selecting with their eyes, a head mouse, joystick or switch. Unity allows someone to start at early first words and grow to sophisticated adult communication.

With the Unity language system, you have:

- Key options - 4, 8, 15, 28, 36, 45, 60, 84, and 144
- Easy access to core words, nouns, and routine messages
- Consistent motor plans for words
- Two versions:
 - 1-hit – simple language, hundreds of words, limited word endings
 - Sequenced – complex communication, thousands of words with all words endings
- Word Finder – tells you where a word is located
- Vocabulary Builder™ – temporarily limits the amount of vocabulary appearing on the display
- Activity Sets – pre-made Vocabulary Builder sets designed to use during routine activities
- Pages for remote controls and computer access
- Data logging – a tool to help measure and maximize use

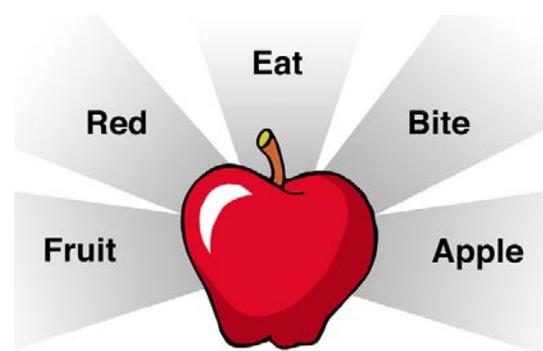
Individuals with apraxia, cerebral palsy, autism, Down syndrome, RETT syndrome, and other diagnoses that involve receptive or expressive language deficits are candidates for the Unity language system.

The Unity language system is the most established AAC language system in the industry, is used by tens of thousands of people using AAC and has been translated into more than a dozen languages.

Guiding Principles

There are four major guiding principles at Unity's foundation.

- A priority is placed on providing access to **single words**; however, there are pre-programmed phrases and sentences as well.
- A priority is also placed on providing access to **core vocabulary** (the words that are statistically used the *most* frequently); however, there are many fringe words (the words that are statistically used the *least* frequently—primarily nouns) too.
- Individuals who use Unity develop **motor plans for words** because the location of vocabulary remains constant. With Unity, you feel more like you are typing on a keyboard rather than flipping through pages of a book or searching in file folders. Motor planning for words allows for automaticity and speed to develop.
- The Unity language system is a Minspeak application program (MAP). Minspeak is a unique method of representing language in which vocabulary is encoded using unique 2 to 3 icon sequences that are selected from a **small, fixed set of icons**. Each icon has a **broad range of concepts/words associated with it**. For example, look at the apple icon. The words fruit, red, eat, bite, and apple can all be associated with the apple.



Versions

Unity has two primary parameters.

- The number of keys on the screen: 4, 8, 15, 28, 36, 45, 60, 84, and 144
- The version: 1-hit or Sequenced

There are versions of Unity 1-hit from 4 to 144 keys.

There are versions of Unity Sequenced from 28 to 144 keys.

When telling someone about the version of Unity being used, state the number of keys and then the version. For example, Shawn is using *Unity 84 Sequenced* or Janet is using *Unity 28 1-hit*.

In addition, there is a phrase-based communication page set with 15 keys called *15 Phrase*.

Who Uses What?

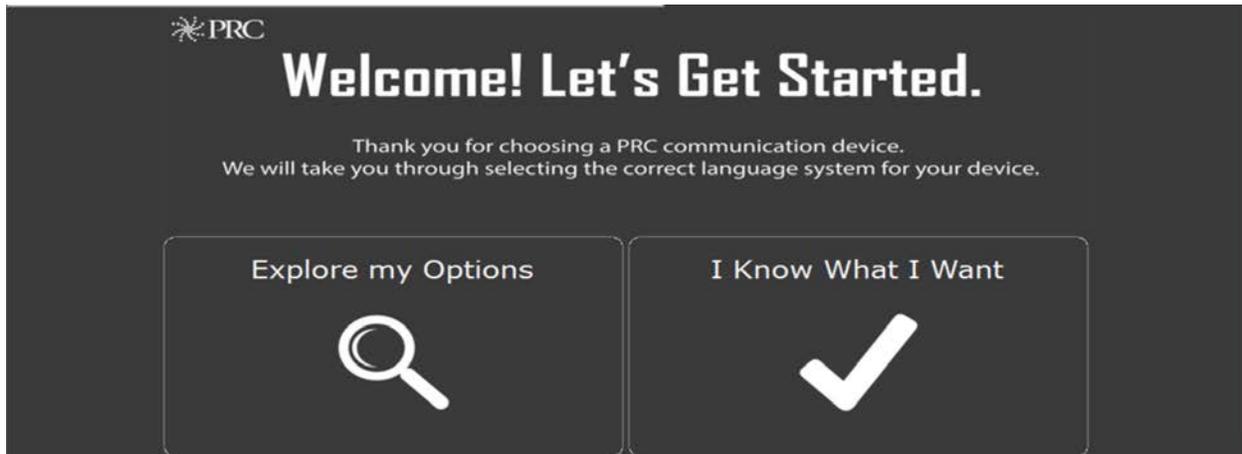
The best way to determine what version of Unity is appropriate for an individual is to complete a thorough AAC evaluation.

In general, select the smallest key-size that the individual can access easily and efficiently. Note that a greater number of keys (60, 84, or 144) is not necessarily harder. The more real estate there is for representing vocabulary, the more easily and efficiently that vocabulary can be organized. The most popular version of Unity is 84 Sequenced.

Once the number of keys has been determined, the next decision is 1-hit or Sequenced. To learn more about each version, see “Unity 1-hit” on page 11 and “Unity Sequenced” on page 17.

The Exploration Wizard

When you first turn on an Accent™ device configured with Unity, you will encounter a software license agreement. Following that is an Exploration Wizard. The Exploration Wizard is designed to give you an overview of the contents of the device. In addition, it allows you to quickly load your language program if you already know what you want.



An Accent device configured with Unity comes with three Unity-based language systems.

- Unity
- LAMP Words for Life™
- CoreScanner™

This vocabulary manual only covers Unity. For more information on LAMP Words for Life or CoreScanner, see the following:

<https://www.prentrom.com/support/lamp-words-of-life>

<https://www.prentrom.com/support/corescanner>

To help you determine the optimal number of keys for Unity, complete the target practice exercises. From the home screen of the Exploration Wizard:

1. Select **Explore my Options**.
2. Select **Unity**.
3. Select **Target Practice/ Decide Key Size**.
4. Here you will find a variety of target practice activities including moving targets as well as static (stationary) targets. In addition, you will find information about *Look To Learn* and games for individuals using the NuEye™ or NuPoint™ access methods.

Once you have settled on a number of keys and a version of Unity (1-hit or Sequenced), use the load feature in the Exploration Wizard to load the version of Unity you want.

Switching and Replacing User Areas

If you have left the Exploration Wizard and need to switch to or load a new vocabulary, do the following.

To switch to a different vocabulary/ user area:

1. Select the **Tools** key  and then **Toolbox** .
2. Select **User Area Menu**. Select **Switch User Area**.
3. Select the User Area (1-6) to switch to and wait until the device returns you to the User Area Menu screen. Select **OK**.
4. From the toolbox, select **Go to Home** (blue key).

To load a new vocabulary:

1. Select the **Tools** key  and then **Toolbox** .
2. Select **User Area Menu**. Select **Replace User Area**.
3. Select a User Area (1-6) to replace.
4. Select **Pre-Defined Vocabularies**.
5. Select **English**.
6. Select the appropriate folder.
7. Select the vocabulary you want.
8. By selecting **Yes**, the current user area will be erased and replaced with the vocabulary you selected. Type the word “**replace**”. Select **OK**.
9. Once complete, answer **Yes** or **No** to “Switch to this user area now?” Select **OK** and then **Go to Home**.

Unity 1-hit

About Unity 1-hit

Unity 1-hit provides access to hundreds of words which can be spoken in isolation or combined to create simple phrases. In addition, there is a keyboard with word prediction and next word prediction for spelling thoughts as well as areas to store phrases and sentences. Unity 1-hit provides emerging communicators with early first words that are spoken immediately when the screen is touched. It has options with 4 to 144 keys on the screen. Fewer keys means less vocabulary; however, regardless of the number of keys, all Unity 1-hit vocabularies are organized and behave similarly. So once you are familiar with a version of Unity 1-hit, for instance Unity 60 1-hit, you can apply that same knowledge to the other 1-hit vocabularies.



Unity 28 1-hit



Unity 60 1-hit

Any version of Unity 1-hit can be temporarily simplified by using the software feature hide/show keys. Speech-Language Pathologists often use hide/show keys to first introduce the device to a client. For instance, an emerging communicator who can easily access 60 keys might need to start with only 8 of those words showing on the screen. To learn how to hide/show keys, see “Temporarily Limiting Vocabulary by Hiding and Showing Keys” on page 15.



Unity 28 1-hit with keys hidden



Unity 60 1-hit with keys hidden

Unity 1-hit is appropriate for individuals who need immediate auditory feedback (the spoken word) from the device. Those who typically use Unity 1-hit often have very limited attention spans or are highly distractible. In addition, those with significant visual impairment often start out on Unity 1-hit. However, not everyone starts at Unity 1-hit—many begin at Sequenced—and often those who do eventually transition to Sequenced as the need for additional vocabulary grows.



Unity 28 1-hit



Unity 60 1-hit

Core, Activity Row, and Pages

As pictured on the previous page, the home screen has three main areas.

- Core** All or most of the keys
- Activity Row** The top row in 60, 84, and 144
- Pages** The link to pages is found in the top right corner

In the **Core** area you will find:

1. A set of core words that are spoken immediately when touched
 - The ellipsis (...) following a core word indicates the top row will change to a set of words associated with that core word. For example, select “eat...” and a row of foods appears.
 - If a label is in all CAPS it means that key links to a group of words. For example, NAMES links to an area where people in the person’s life can be added.
2. A link to a keyboard for spelling your thoughts (in 45, 60, 84, and 144)
3. The Clear key (bottom left)

The **Activity Row** contains phrases/sentences, device tools, a link to categories of nouns, and pages.



In addition, once you select a core key, the activity row will change into a row of words related to that core key. For example, if you select the apple for eat, the following will appear.



In **Pages** you will find sets of pages for:

- Accessing either the internal computer on the device or an external computer
- Controlling household electronics such as a television
- Making a phone call or sending a text message via Bluetooth® to a cell phone
- Participating in math
- Reading and writing
- Engaging during leisure and fun
- Adding your own content (blank pages)

For more information on pages, see “Using Pages” on page 34.

Hands-on Practice!

With the device in front of you and set to a version of Unity 28 to 144 1-hit, find and say the following practice words and phrases. To load a version of 1-hit, see “Switching and Replacing User Areas” on page 10.

Single words:

- Pronouns
 - I
 - You
- Verbs
 - Go
 - Stop
 - Eat
 - Turn
- Adjectives
 - Good
 - Bad
 - More
- Drink
 - Like
 - Play

Two-word combinations:

- Verb + Object
 - Eat pretzel
 - Drink water
 - Play game
 - Go home
- Pronoun + Verb
 - I eat
 - I play
 - You stop
 - You help
- Question + X
 - What that?
 - What like?
 - What do?
- Don't + Verb
 - Don't want
 - Don't like
 - Don't do
 - Don't go

Three-word combinations:

- Pronoun + Verb + Object
 - I eat pretzel.
 - I drink water.
 - You go home.
 - You play game.
- Questions
 - What do you like?
- Pronoun + Don't + Verb
 - I don't want
 - I don't like
 - You don't do
 - You don't go

Adding New Words with Icons or Photos

Typically additional vocabulary (such as names of people, places, favorite foods, and wants) needs to be added to the system. Most of the time you will be adding to or editing the activity row (top row) or a page. For example, after you select the apple for “eat”, customize the top row with the individual’s favorite foods. MY FOOD leads to a page where you can add the individual’s favorite foods.



Following are directions on how to add new words.

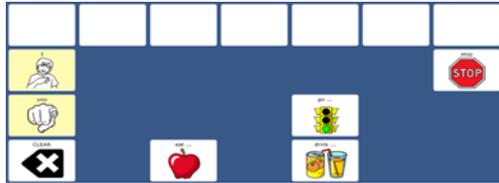
1. Be sure you are looking at the key you want to edit. Select the **Tools** key  and then **Setup Key** .
2. Select the key you want to edit.
3. Select **Change Icon**. Then do one of the following:
 - A. Select **Spell Icon to Find**. Spell what you are looking for. Select **OK**. Touch the icon you want.
 - B. Plug a USB flash drive with photos on it into the device. Select **Import Icon**. If the content of the flash drive is showing, touch the photo you want to import. If not, select **Up Folder** to navigate to the flash drive, and then touch the photo you want. Select **OK** and **OK**. Select **Cancel**. The photo will be placed on the key and in the imports folder of the icon dictionary.
 - C. Search for an icon by category.
4. Look to see if the “text to speak” is correct. If not, select **Spell Message or Define Key Function** to type text that will appear in the display and be spoken. *Be sure to add a space after the last character.* Select **OK**.
5. Check to see if the label is correct. If not, select **Change Label**, type a new label, and select **OK**.
6. Select **OK**.

Taking a Photo

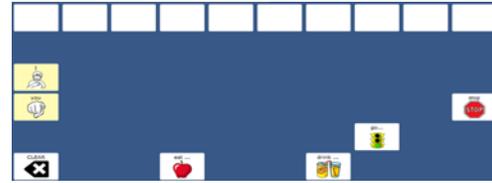
1. Select the **Tools** key  and then **Toolbox Shortcuts** .
2. Select **Camera**.
3. Frame the picture. Select **Take Picture**.
4. Select **Save as Icon** to use the photo for an icon on a single key. Select **Rename Icon** and then select **Clear Display**. Type a name, select **OK**, **OK**. Put the picture in a category or select **Cancel** to have it go to the imports folder.
5. The photo is now in the icon dictionary and ready to be used on a key.
6. Select **OK** and then select **Go to Home**.

Temporarily Limiting Vocabulary by Hiding and Showing Keys

There are times when you may want to temporarily limit the amount of vocabulary displayed on the screen. For example, an individual can easily access 60 keys, but to first introduce the device only 8 words will be showing.



Unity 28 1-hit with keys hidden



Unity 60 1-hit with keys hidden

To do this:

1. Select the **Tools** key  and then **Hide/Show Keys** .
2. Select the keys to hide or select **Hide All**.
3. If you selected **Hide All**, select individual keys to show by touching them. They brighten.
4. Select the text area (the bar across the top of the screen) to exit.
5. To show all keys, select **Show All** after step 2.

Creating a New Activity for 60, 84, or 144 1-hit

New activities are typically created to house quick messages in the top row. For example, a *compliments activity* may be created and populated with compliments to say to friends at school. To create a new activity in 60, 84, or 144 1-hit (there are no activities in 45 or below), do the following:

1. Select the **Tools** key  and then **Toolbox** .
2. Select **Create Activity**.
3. Spell the name of the new activity. Select **OK**.
4. Select an icon for the activity.
5. Touch a blank key in the activity. A red box will appear around the key.
6. Select **Change Icon** to search for an icon.
7. Select **Spell Message or Define Key Function** to type text that will appear and be spoken in the display. Be sure to add a space after the last character. Select **OK**.
8. **Change Label** if needed. Select **OK**.
9. When finished, select **OK** (or touch the next key to be set up). Select **Go to Home** (blue key).

Hiding an Activity for 60, 84, or 144 1-hit

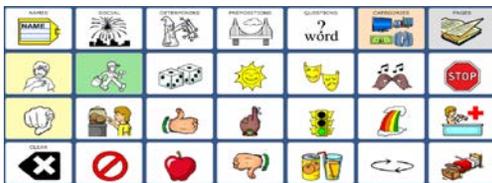
Conversely, sometimes activities need to be hidden because they are not necessary. To hide an existing activity do the following.

1. Be looking at the activity you want to hide. Select the **Tools** key  and then **Setup Key** .
2. Select the activity you wish to “hide”.
3. Select **Hide** on the right side of this screen.
4. If you don’t see the activity you need, scroll through by selecting **More Items**.
5. When you are finished, select **OK**.

Unity Sequenced

About Unity Sequenced

Unity Sequenced provides access to thousands of words and adult grammar and syntax. Individuals can communicate with single words, short phrases, and simple and complex sentences. In addition, a keyboard is available with word prediction and next word prediction for spelling thoughts as well as areas to store phrases and sentences. Unlike 1-hit, most words are spoken using two to three keystrokes per word; however, the benefit of this is access to robust vocabulary and all word endings. Unity Sequenced has options from 28 to 144 keys on the screen. Fewer keys means less vocabulary; however, regardless of the number of keys, all Unity Sequenced vocabularies are organized and behave similarly. So once you are familiar with a version of Unity Sequenced, for instance Unity 60 Sequenced, you can apply that same knowledge to the other Sequenced vocabularies.



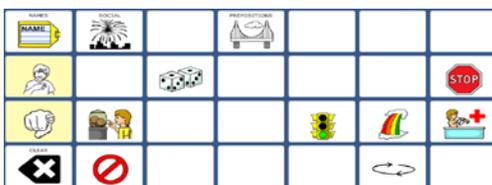
Unity 28 Sequenced



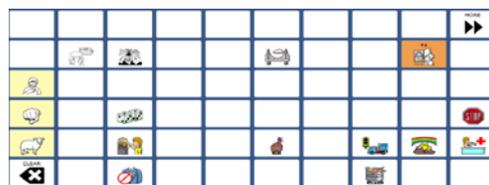
Unity 60 Sequenced

Any version of Unity Sequenced can be temporarily simplified by using the software feature Vocabulary Builder™. Vocabulary Builder temporarily reduces the amount of vocabulary available. For instance, when first introducing the device to an emerging communicator who can easily access 84 keys, thousands of words are reduced to a small subset, say 10. Thus making learning early words easy.

Unity Sequenced is appropriate for individuals who can tolerate selecting two and three keys to say a word and who need access to a rich vocabulary now or in the foreseeable future. Many who start out using Unity Sequenced do so with the help of Vocabulary Builder. However, most eventually graduate from that support. Start out at early first words and build toward mature language use.



Unity 28 Sequenced with Vocabulary Builder



Unity 60 Sequenced with Vocabulary Builder

As pictured on the next page, the home screen has three main areas.

- Core** All or most of the keys
- Activity Row** The top row in 60, 84, and 144
- Pages** The link to pages is found in the top right corner

In the **Core** area you will find:

1. A set of core icons that lead a family of words associated with that icon
 - For example, select the apple and find the words *eat*, *hungry*, *food*, and *specific foods*.
 - Select the juice and find the words *drink*, *thirsty*, *beverage*, and *specific drinks*.
2. A link to a keyboard for spelling your thoughts (in 45, 60, 84, and 144)
3. The clear key (bottom left)



Unity 28 Sequenced



Unity 60 Sequenced

The **Activity Row** contains phrases/sentences, device tools, a link to categories of nouns, and pages.



In addition, once you select a core key, the activity row will change into a row of words related to that core key. For example, if you select the apple for eat, the following will appear.



In **Pages** you will find sets of pages for:

- Accessing either the internal computer on the device or an external computer
- Controlling household electronics such as a television
- Making a phone call or sending a text message via Bluetooth to a cell phone
- Participating in math
- Reading and writing
- Engaging during leisure and fun
- Adding your own content (blank pages)

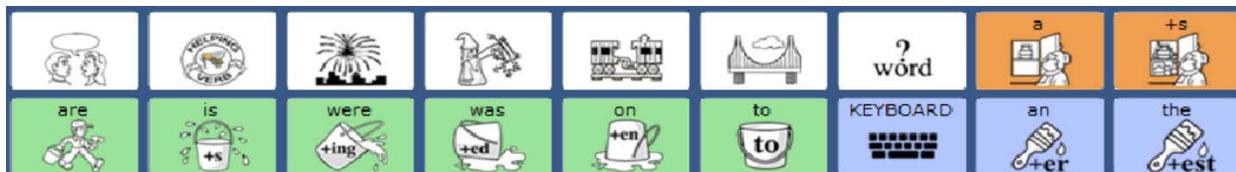
For more information on pages, see “Using Pages” on page 34.

The Five Patterns

Examples in this section are from Unity 84 Sequenced, the most popular version.

Unity Sequenced is organized in layers. The top layer is always the starting point. This allows for the pattern of a word to remain consistent.

The top layer in 60, 84, and 144 has several high-frequency words that can be said with 1-hit, indicated by lower case labels on the keys. In 84, these are: are/is/were/was/on/to/a/an/the. The +S key adds an “s” to the end of the last word on the display (for example, for plurals).



Hands-on Practice!

With the device in front of you and set to Unity 60, 84, or 144 Sequenced, find and say the sequenced words. To learn how to load a version of Unity Sequenced, see “Switching and Replacing User Areas” on page 10.

Words are organized into five patterns. Each pattern typically covers one or more parts of speech.

- Pattern 1: Verbs, adjectives, and category nouns
- Pattern 2: Nouns
- Pattern 3: Pronouns
- Pattern 4: Pronoun phrases
- Pattern 5: Parts of Speech: Helping Verbs, Interjections, Determiners, Conjunctions, Prepositions, Question Words, Adverbs

Pattern 1: Verbs, adjectives, and category nouns

1. Start with any colored icon in the CORE area (for example, APPLE, JUICE). When you select it, get more words associated with the icon (in this case, words related to eating or drinking).



2. Colors are important on the second layer.

GREEN = verb **BLUE** = adjective **ORANGE** = category noun

Hands-on Practice!

With the device in front of you and set to a version of Unity Sequenced, find and say the following words. All of these practice words can be found in Unity 60, 84, and 144. Some of these words can be found in 45 or below.

To learn how to load a version of Unity Sequenced, see “Switching and Replacing User Areas” on page 10.

If you can’t find a word use Word Finder. See “Using Word Finder” on page 33.



Start with the . Find and say:

Verbs: eat, eats, eating, ate, eaten, to eat, taste

Adjectives: hungry, hungrier, hungriest, delicious

Adverb: hungrily

Noun category: food, foods

Nouns: apple, pizza, cookie



Start with the . Find and say:

Verbs: drink, drinks, drinking, drank, drunk, to drink, swallow

Adjectives: thirsty, thirstier, thirstiest, full

Adverb: thirstily

Noun category: beverage, beverages

Nouns: juice, milk, lemonade



Start with the . Find and say:

Verbs: sleep, sleeps, sleeping, slept, to sleep, nap

Adjectives: tired, more tired, most tired

Adverb: tiredly

Noun category: furniture

Nouns: bed, table, chair



Start with the . Find and say:

Verbs: color, colors, coloring, colored, to color, paint

Adjectives: pretty, prettier, prettiest, cute

Adverb: prettily

Noun category: color, colors

Nouns: red, white, blue

Pattern 3: Pronouns

1. Subject pronouns (for example, I/ you/ it):

Select the corresponding yellow pronoun two times.



2. Object pronouns (for example, me/ him/ them):

Select the pronoun key then the present.



3. Possessive adjectives (for example, my/ his/ their):

Select the pronoun key then nametag.



4. Reflexive pronoun (for example, myself/ itself/ themselves):

Select the present then pronoun (I give a present to myself)



5. Possessive pronoun (for example, mine/ his/ ours):

Select the nametag then the pronoun (I put a nametag on it and it's mine).



Hands-on Practice!

With the device in front of you and set to a version of Unity Sequenced find and say the following words.

To learn how to load a version of Unity Sequenced, see “Switching and Replacing User Areas” on page 10.

If you can’t find a word, use Word Finder. See “Using Word Finder” on page 33.

Pronouns: we, us, our, ourselves, and ours

Pronouns: they, them, their, themselves, and theirs

Two word combinations:

I eat.

You drink.

He sleeps.

She colors.

They walk.

Stop it.

Call me.

Help us.

My turn

Your turn

Three word combinations:

I like it.

I love you.

You do it.

Read to me.

Make it go.

Pattern 4: Pronoun phrases

1. Positive statements (for example, I can/ you like):

Select the pronoun key then the phrase to the right. The pattern will be consistent across pronouns (for example, “I can” and “you can” have the same second hit)

I can:   I can

You like:   you like

2. Negative statements (for example, I can't/ you don't like):

Select the pronoun key, then the NOT, and then the negative phrase.

I can't:    I can't

You don't like:    you don't like

3. Pronoun questions (for example, can I?/do you like?):

Select a corresponding core icon and then move to the left and select a pronoun.

Can I:   can I

Do you like:   do you like

4. Negative pronoun questions (for example, can't I?/ don't you like?):

Select a corresponding core icon, select the NOT to indicate negation, then select a pronoun.

can't I:    can't I

don't you like:    don't you like

Pattern 5: Parts of Speech: Helping Verbs, Interjections, Determiners, Conjunctions, Prepositions, Question Words, Adverbs

These words start with the black and white icons in the second row.

1. HELPING VERBS: Start with . These words help a main verb. Words like *can/ will/ should*.
2. INTERJECTIONS: Start with . These words pop into conversation like fireworks pop into the sky. Words like *awesome/ yuk/ hello*.
3. DETERMINERS: Start with . The wizard is using his wand to point to *this/ that/ these/ those*.
4. CONJUNCTIONS: Start with . Conjunctions join words together like the trains are joined together. Words like *and/ but/ because*.
5. PREPOSITIONS: Start with . The cloud can go *over/ under/ through* the bridge.
6. QUESTION WORDS: Start with . Words like *who/ what/ when/ where/ why*.
7. ADVERBS: Start with . Words like *very/ again/ ready*.

Adding New Words with Icons or Photos

Typically, additional vocabulary (such as names of people, places, favorite foods, and wants) needs to be added to the system. Most of the time you will be adding to or editing the activity row (top row) or a page. For example, after you select the apple and then the snacks subcategory, add the individual's favorite snacks. Some icons have a My Categories page. For example, select the green light (go) to find My Places.



To add new words:

1. Be sure you are looking at the key you want to edit. Select the **Tools** key  and then **Setup Key** .
2. Select the key you want to edit.
3. Select **Change Icon**. Then do one of the following:
 - A. Select **Spell Icon to Find**. Spell what you are looking for. Select **OK**. Touch the icon you want.
 - B. Plug a USB flash drive with photos on it into the device. Select **Import Icon**. If the content of the flash drive is showing, touch the photo you want to import. If not, select **Up Folder** to navigate to the flash drive, and then touch the photo you want. Select **OK** and **OK**. Select **Cancel**. The photo will be placed on the key and in the imports folder of the icon dictionary.
 - C. Search for an icon by category.
4. Look to see if the “text to speak” is correct. If not, select **Spell Message or Define Key Function** to type text that will appear in the display and be spoken. *Be sure to put a space after the last character.* Select **OK**.
5. Check to see if the label is correct. If not, select **Change Label**, type the new label, and select **OK**.
6. Select **OK**.

Taking a Photo

1. Select the **Tools** key  and then **Toolbox Shortcuts** .
2. Select **Camera**.
3. Frame the picture. Select **Take Picture**.
4. Select **Save as Icon** to use the photo for an icon on a single key. Select **Rename Icon** and then select **Clear Display**. Type a name, select **OK**, **OK**. Put the picture in a category or **Cancel** to have it go to the imports folder.
5. The photo is now in the icon dictionary and ready to be used on a key.
6. Select **OK** and then select **Go to Home**.

Activity Sets

Select an activity to temporarily limit the vocabulary to a set of words related to that activity. Each set contains a variety of parts of speech such as verbs, adjectives, prepositions, and interjections. The words in each set allow an individual to request the activity, talk during that activity, and end it. The activities are broken up into three categories: At Play, At Home, and At School. Typically, someone cannot speak throughout a day with words from a single activity set. Use these sets as a starting point.

To change to a different set:

1. Select the **Tools** key .
2. Select **Vocabulary Builder**.
3. Select the set you want.

To add another set of words to an existing set:

1. Select the **Tools** key .
2. Select **Vocabulary Builder**.
3. Select the category of the set you would like to merge: **At play**, **At home**, or **At school**.
4. Select **Merge Activity Set** .
5. Select the activity to merge.

For example, to have words for bubbles and cars at the same time, first load the bubbles set, and then merge in the cars set. Merge always adds to your existing set.

To show all words:

1. Select the **Tools** key .
2. Select **Vocabulary Builder**.
3. Select **Show All Words**.

There are two ways to create your own sets: **Spell to Make a Set** and **Build Your Own**.

Spell to Make a Set

With this method you are simply typing a list of words you would like the system to reveal.

1. Select the **Tools** key .
2. Select **Vocabulary Builder**.
3. Select **Spell to Make a Set**.
 - A. If you are not currently using VB, select **Mask All**.
 - B. If you are currently using VB and want to add a few more words, go to step 5.
4. Make sure the list to the right is tan by tapping it.

5. Select **Spell to Unmask**.
6. Type word(s) to unmask using commas to separate words.
7. Select **OK** when finished.
8. On the left side are all of the words that will be available. There may be some words that are listed twice. That is because the word is stored in different locations. If so, you can remove an unwanted sequence by selecting it and then selecting **Mask**.
9. When finished select **OK**.

Use Masking on the Fly (MOTF)

MOTF is another way to quickly make a set of words. Use this method if you know where the word(s) is located in Unity. Select icon sequences to unmask words.

1. Select the **Tools** key .
2. Select **Vocabulary Builder**.
3. Select **MOTF** .
 - A. If you are **not** currently using VB, select **Mask All**.
 - B. If you **are** currently using VB and want to add a few more words, go to step 4.
4. Select the sequence(s) needed for the word(s) you wish to unmask. For example:



5. Select the text area (grey bar at the top) to exit.

MOTF – Using the Navigate Function

Use the **Navigate** function to unmask words in activity subcategories (for example, foods – fruit) or to make the function on a key active (for example, Go Back, More).

1. Follow the example below to navigate into subcategories to select a word such as “banana”:
 - 1.1 Once in **Masking on the Fly**, select the apple from the core area, and then select the subcategory **Fruit**.
 - 1.2 Select **Navigate** and touch the Fruit category again.
 - 1.3 Select **banana**.



2. Select the text area (grey bar at the top) to exit.

Build Your Own Set

With this method you are combining pre-made sets to make your own unique set to use during an activity or for everyday use.

1. Select the **Tools** key .
2. Select **Vocabulary Builder**.
3. Select **Build Your Own**.
4. Select a set of words. For example, **First Words 50**.
5. Add additional sets of words by selecting **Tools, Vocabulary Builder, Build Your Own, and Merge Set** .

Save a Set

1. Have your set created and in use.
2. Select the **Tools** key .
3. Select **Vocabulary Builder**.
4. Select **Build Your Own**.
5. Select **Save My Set**. Type a name for your set.
6. Select **OK twice**.

Load a Set

1. Select the **Tools** key .
2. Select **Vocabulary Builder**.
3. Select **Build Your Own**.
4. Select **Load My Set**. Select the set to load.
5. Select **OK twice**.

Creating a New Activity for 60, 84, or 144 Sequenced

New activities are typically created to house quick messages in the top row. For example, a *compliments activity* may be created and populated with compliments to say a friend at school. To create a new activity in 60, 84, or 144 1-hit (there are no activities in the top row in 45 or below), do the following:

1. Select the **Tools** key  and then **Toolbox** .
2. Select **Create Activity**.
3. Spell the name of the new activity. Select **OK**.
4. Select an icon for the activity.
5. Touch a blank key in the activity. A red box will appear around the key.
6. Select **Change Icon** to search for an icon.
7. Select **Spell Message or Define Key Function** to type text that will appear and be spoken in the display. Be sure to add a space after the last character. Select **OK**.
8. Select **Change Label** if needed. Select **OK**.
9. When finished, select **OK** (or touch the next key to be set up). Select **Go to Home** (blue key).

Hiding an Activity for 60, 84, or 144 Sequenced

Conversely, sometimes activities need to be hidden because they are not necessary. To hide an existing activity, do the following.

1. Be looking at the activity you want to hide. Select the **Tools** key  and then **Setup Key** .
2. Select the activity you wish to “hide”.
3. Select **Hide** on the right side of this screen.
4. If you don’t see the activity you need, scroll through by selecting **More Items**.
5. When you are finished, select **OK**.

Showing or Hiding Labels

1. Select the **Tools** key  and then **Toolbox** .
2. Select **Feedback Menu**.
3. Locate **Show Category Labels** (first column). If set to:

First Categories	Labels will appear on the home screen
Mid-Sequence Categories	Labels will appear on the second layer (default)
Both	Labels will appear on the home screen and second layer
None	Labels will not appear on the home screen or second layer

Turning Embellished Icons On or Off

By default, the icons on the second layer change. To keep the core icons consistent all the time, do the following:

1. Select the **Tools** key  and then **Toolbox** .
2. Select **Feedback Menu**.
3. Select **NO** under Embellished Icons.

	MY FOOD	BREAKFAST	LUNCH	FRUIT	VEGETABLE	MEAT & SEA	ITALIAN & M	ASIAN & ME	CONDIMENT	SNACKS	DESSERT &
									food	foods	hungrily
		eat	eats	eating	ate	eaten	to eat	hungry	hungrier	hungriest	anywhere
				anyone	anyhow				any more		anyway
		anything	GROW	BITE	any time	CHEW			any day		anybody
					DELICIOUS	CRUNCHY				FEED	
CLEAR			MEAL					FRESH	TASTE		

Embellished icons YES – notice the icons on the grey keys are different

	MY FOOD	BREAKFAST	LUNCH	FRUIT	VEGETABLE	MEAT & SEA	ITALIAN & M	ASIAN & ME	CONDIMENT	SNACKS	DESSERT &
									food	foods	hungrily
		eat	eats	eating	ate	eaten	to eat	hungry	hungrier	hungriest	anywhere
				anyone	anyhow				any more		anyway
		anything	GROW	BITE	any time	CHEW			any day		anybody
					DELICIOUS	CRUNCHY				FEED	
CLEAR			MEAL					FRESH	TASTE		

Embellished icons NO – notice the icons are the core icons

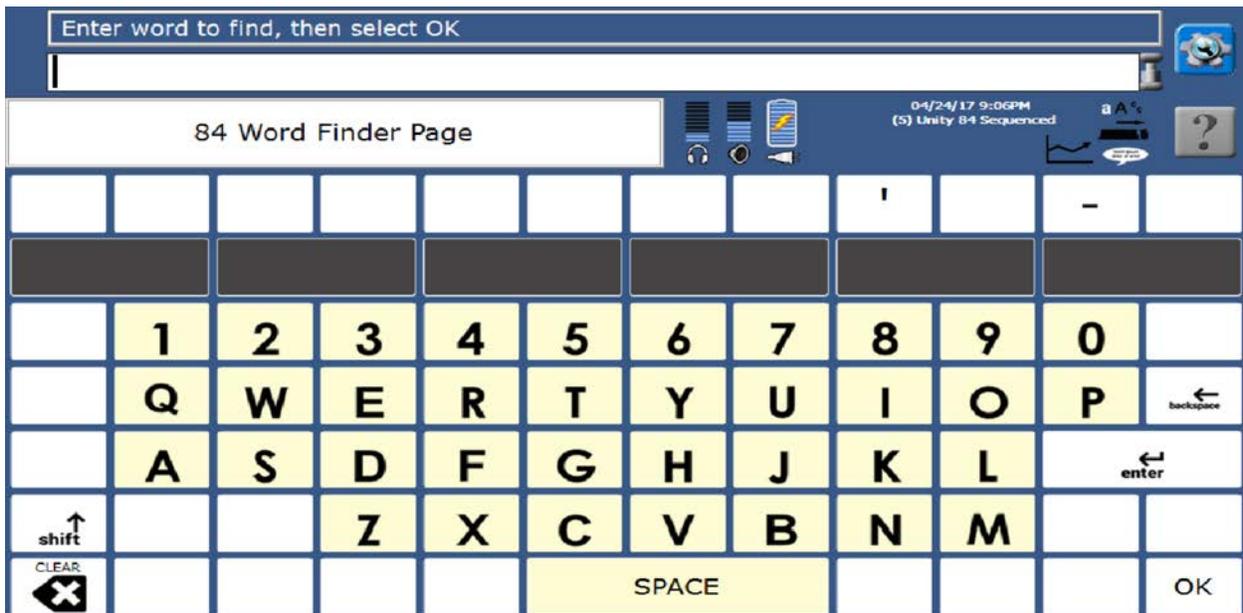
Using Word Finder

WORD FINDER

If you do not know where a word is located in Unity, use Word Finder. Word Finder is located in the Device activity, on the keyboard, or in pages (depending on the version of Unity you are using).



Simply type the word you are looking for and select **OK**. Word Finder will then show you where it is. If it is not a pre-stored word in Unity, Word Finder will indicate *no matches found*.



Using Pages

Pages are located in the top right corner of Unity. Not all versions of Unity have the same number of pages. Versions with fewer keys have fewer options. In Pages, you will find sets of pages for:

- Accessing either the internal computer on the device or an external computer
- Controlling household electronics such as a television
- Making a phone call or sending a text message via Bluetooth to a cell phone
- Participating in math
- Reading and writing
- Engaging during leisure and fun
- Adding your own content (blank pages)

	Computer A →		INTERNAL C 	EXT WINDO 	EXT MAC 	COMP ACCESS OFF 	COPY ALL 	REMOTES 	PHONE 			
	Math row →		COUNTING 	MATH 2+2=4	MEASUREME 	MONEY 	CLOCK 					BLANK 1
												BLANK 2
	Read & Writ →		BOOKS 	PHONICS ā ā ē ē	WORD FAMI -at cat hat	NOTEBOOK 						BLANK 3
												BLANK 4
CLEAR 	Leisure & Fu →		PHOTO ALB 	SONGS 	MP3 PLAYER 	RIDDLES 	KNOCK KNO 	WHACK A M 			OK	BLANK 5

Making and Linking New Pages

If you need additional blank pages do the following.

1. Be looking at the key that will link to the new page. Select the **Tools** key and then **Setup Key** .
2. Select the key that will link to the new page.
3. Select **Change Icon** to search for an icon.
4. Select **Spell Message or Define Key Function**.
5. Select **Clear Display**. Select **Page Link**.
6. Decide if you want your page to automatically close after a key is selected (“close”) or remain open (“open”).
 - A. Find and select the page you want to link if it is already created.
 - B. If the page is not already created, select **Create New Page**, type the name of the page, and select **OK**. Choose a keyboard size (to format a new page like an already existing page, select **Create Page from Template**). Select **OK**.
7. Select **Change Label** to change the label. Labels for page links are typically in all CAPS in Unity.
8. Select **OK**.

Toolbox Shortcuts

The more commonly used items in the toolbox can be found in **Toolbox Shortcuts**.

1. Select the **Tools** key .

2. Select Toolbox Shortcuts .



Go To Wizard	Return to the Exploration Wizard.
Camera	Take a photo.
Clock Menu	Set the clock.
Access Method	Set or adjust the Access Method. <i>See details below.</i>
Lock (key hidden upon shipment)	After the initial password is set, use this key to automatically lock the toolbox. <i>See details below.</i>
Unlock	After you enter the password, use this key to automatically unlock the toolbox.
Choose Voice	Set or adjust the voice. <i>See details below.</i>
Pronunciation	Correct the pronunciation of a word. <i>See details below.</i>
WIFI	Connect to Wi-Fi (for integrated devices only).
Save to USB	Create a backup to be saved on a USB flash drive. <i>See details below.</i>

Choosing an Access Method

There are a variety of ways individuals make selections in Unity.

- Touch with a finger, stylus etc.
- Mouse or joystick
- NuPoint (using your head as a mouse)
- NuEye (using your eyes as a mouse)
- 1 and 2 switch scanning

To set the access method:

1. Select the **Tools** key  and then **Toolbox Shortcuts** .
2. Select **Access Method Menu**.
3. Settings for the current access method will appear. By default the access method is set to touch.
4. To change the access method, select **Choose Different Access Method**.

For specific information on adjusting each access method, see the following Quick Reference Guides.

For touch:

<https://www.prentrom.com/support/accent/downloads/quick-reference-guides/download-touch-access-quick-reference>

For NuPoint:

<https://www.prentrom.com/support/nupoint/download-nupoint-quick-reference>

For NuEye:

<https://www.prentrom.com/support/nueye/download-nueye-quick-reference-2>

For 1 and 2 switch scanning:

<https://www.prentrom.com/support/accent/downloads/quick-reference-guides/download-1-switch-2-switch-scanning-quick-reference>

Setting a Lock Password

1. Select the **Tools** key  and then **Toolbox** .
2. Select **Maint Menu**.
3. Select **Disable Toolbox**.
4. Select **Change Disable Toolbox Password**.
5. Enter a password. Select **OK**.

To unhide the Lock key:

1. Select the **Tools** key  and then **Toolbox** .
2. Select **User Area Menu**.
3. Select **Modify User Keys**.
4. Select the **Lock** key.
5. Select **Show**. Select **OK, OK, OK**.

Choosing a Voice

1. Select the **Tools** key  and then **Toolbox Shortcuts** .
2. Select **Choose Voice**.
3. Select **Change Voice**.
4. Select the voice you want. Wait for it to load. To listen to the voice, select **Test Speech**.
5. Use the additional keys to adjust the pitch, rate, etc. of the voice. Select **OK** and **Go to Home**.

Correcting the Pronunciation of a Word

1. Select the **Tools** key  and then **Toolbox Shortcuts** .
2. Select **Pronunciation**.
3. Choose either **Main Voice** or **Prompt Voice**.
4. Select **Add Pronunciation**.
5. Enter the correct spelling of the word. Select **OK**.
6. Enter the “phonetic spelling” of the word. To test the pronunciation, select the message window.
7. Select **OK** and then **OK**.
8. From the toolbox, press **Go to Home** (blue key).

Backing up an Individual's Vocabulary

1. Insert your flash drive into a USB port on the device.
2. Select the **Tools** key  and then **Toolbox Shortcuts** .
3. Select **Save to USB**.
4. Select **Save One User Area** and then the user area you want to back up, or select **Save Entire Device Contents**.
5. Make sure the pre-set folder is the USB flash drive. If so, select **OK**. If not, select **Choose different folder** and navigate to the USB flash drive. Then select **OK**. Type the file name and date (xx-xx-xx).
6. Select **OK** and wait for the memory transfer to complete. Select **OK, OK**, and then **Go to Home**.
7. To load a backup file:
 - 7.1 Follow steps 1 through 3 and then choose **Load One User Area** or **Load Entire Device Contents**. This process will replace what currently exists in the user area or entire device.
 - 7.2 If loading one user area, choose a user area to load into.
 - 7.3 Select the backup file on the USB drive.
 - 7.4 Wait for the memory transfer to complete. Select **OK**.
 - 7.5 If asked "Switch to this User Area now?" answer **Yes** or **No**. Then **OK** and **OK**.

Using Your Device to Access a Computer

In Pages there are sets of pages to control the device's internal computer as well as pages to control another laptop or desktop (external computer).

Many funding sources require that an Accent with Unity be shipped as a dedicated communication device. This means that access to some of the extended features is limited. To use your device to control a computer, the device needs to be unlocked by purchasing an Integrated Feature Pack (IFP). An IFP provides access to the following: internal computer access, external computer access, infrared remotes (IR), MP3, reminders, and calculator. For more information on purchasing an IFP, contact Sales at (800) 262-1933 or sales@prentrom.com

Connecting to Wi-Fi

1. Select the **Tools** key  and then **Toolbox** .
2. Select **Maint Menu**.
3. Select **Hardware Diagnostics**.
4. Select **Network Setup**. The desktop will appear.
5. Find and select this icon  in the top right corner of the screen. Connect to an available Wi-Fi network. The Wi-Fi network may be password protected.
6. Select this icon  in the top left of the screen to return to Unity.

The next two sections discuss internal computer access and external computer access.

Internal Computer Access

To find pages that interface with your device's internal computer, select the Internal Computer key in

Pages 

	Computer A →	INTERNAL C 	EXT WINDO 	EXT MAC 	COMP ACCESS OFF 	COPY ALL 	REMOTES 	PHONE 		
	Math row →	COUNTING 	MATH 2+2=4	MEASUREME 	MONEY 	CLOCK 				BLANK 1
										BLANK 2
	Read & Writ →	BOOKS 	PHONICS ā ā ē ē	WORD FAMI -at cat hat	NOTEBOOK 					BLANK 3
										BLANK 4
CLEAR 	Leisure & Fu →	PHOTO ALB 	SONGS 	MP3 PLAYER 	RIDDLES 	KNOCK KNO 	WHACK A M 		OK	BLANK 5

Choose a program; the navigation keys to control that program will appear on the bottom of the screen.



How does internal computer access work?

The Internal Computer pages help an individual control various third party programs such as WordPad, Gmail™, Facebook®, Twitter™, and YouTube™. Each set of pages contains keys with keyboard shortcuts. Keyboard shortcuts are strings of keyboard commands that can be put together to control a program without a mouse. For example, Ctrl + c is a keyboard shortcut to copy text. Most third party programs have keyboard shortcuts. Some programs have better keyboard shortcuts than others.

Screen Controls

Use these keys to perform common screen tasks. 



- Activate** Makes the top window active.
- Zoom in, Zoom Out, and Reset Zoom** Enlarge targets or make them smaller.
- Resize window** Makes sure the entire window sits above the row(s) of controls.
- Toggle** Allows you to toggle between open windows/programs.
- Minimize/maximize/close** The active window

Setting up Third Party Programs

Some of the third party programs require initial setup to work with Unity. Follow the directions below for each program you want to use. If a program is not listed, it means that it does not require any initial setup.

Firefox®

Set your default web browser to Firefox.

1. From the desktop, select the **Windows** icon  in the top left corner.
2. Select **Settings**.
3. Select **System**.
4. Select **Default Apps**.
5. Scroll down and select **Web browser**.
6. Select **Firefox**.
7. Close **Windows**.
8. Select the **Home** key to return to the directory.

Mouseless Browsing

Mouseless Browsing (MLB) is an add-on in Firefox that allows you to browse the Web entirely with the keyboard. The basic principle is to add small boxes with unique IDs (numbers) behind every link and/or form element. Type the ID to trigger the corresponding action—for example, following a link, pressing a button, or selecting a text field.

To use Mouseless Browsing:

1. Select the **Mouseless** key .
2. Wait until a web page loads, **enter the number** that corresponds to the link you'd like to activate, and select **Enter**.

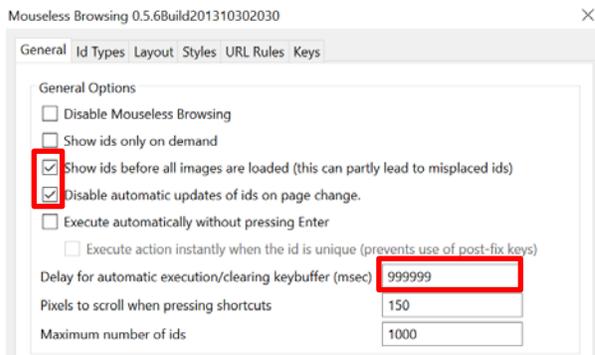


All new devices will have Mouseless Browsing set up with the recommended settings. If you are using an older device or if Mouseless Browsing stops working (populating web pages with IDs/numbers), see the following:

<https://www.prentrom.com/support/accent/fix-mouseless-browsing-firefox>

Recommended Settings for Mouseless Browsing

1. Open Firefox, select the **three lines**  in the upper right corner, and select **Add-ons**.
2. On the left side, select **Extensions**.
3. Under Mouseless Browsing, select **Options**.
4. Select **Restore Defaults** at the bottom of the settings window.
5. Make the three changes highlighted in red in the image below, and then select **OK**.



6. Close and reopen Firefox and begin using it.

Gmail

If you have a non-Gmail account you'd like to access, you can link this account to your new Gmail account. To do this follow these instructions from the Gmail support website:

<https://support.google.com/mail/answer/21289?hl=en>

To avoid having to enter your username and password each time, you can choose to remain logged into Gmail.

Make sure keyboard shortcuts are turned on.

1. Log into Gmail and select the **grey Gear**  in the upper right corner.
2. Select **Settings**.
3. Scroll down and ensure **Keyboard shortcuts** are **on**.
4. Select **inbox** at the bottom of the screen to get out of this menu.

Make sure pop ups are allowed in Firefox.

1. The first time you try to compose an email using the Gmail pages, you should be prompted to allow pop-ups from Gmail. Select **Allow pop-ups for mail.google.com**.
2. If you missed this opportunity, from a Firefox window, select the **Open Menu button** , located in the top right corner of the browser. Select **Options**. Select the **Content tab**. Uncheck **Block pop-up windows**. You can close out of this tab.

Facebook

Download and install the Mozilla Firefox Add-on **Facebook Extended Shortcuts**. To do this:

1. Open this link in Firefox: <https://addons.mozilla.org/>.
2. Search for the add-on **Facebook Extended Shortcuts**.
3. Select **Facebook Extended Shortcuts** .
4. Select the yellow button **Add to Firefox**.
5. Select **Install**. You can close out of this tab.

Kindle™

Download **Kindle for Windows** here: <http://www.amazon.com/gp/kindle/pc/download/>

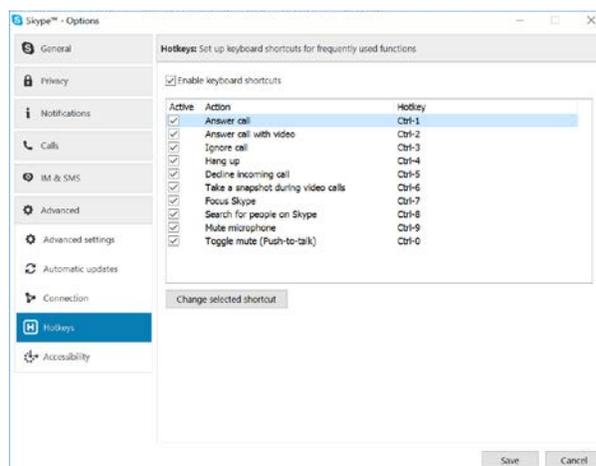
Create an Amazon account. Do this at: <http://www.amazon.com>

Skype®

Be sure to download **Skype for Windows Desktop**, not the Skype App. Download it here: <https://support.skype.com/en/faq/FA34565/upgrade-now-to-skype-for-windows-desktop>

Set up Skype keyboard shortcuts as follows:

1. Open Skype and select **Tools** and then **Options**.
2. Select **Advanced**.
3. Select **Hotkeys**.
4. Select **Enable Keyboard Shortcuts**.
5. Deselect all active boxes. Then, one at a time, select each box and select **Change selected shortcut**. See the list below for each action's Hotkey value. Enter each value as follows:



6. When you are finished, select **Save**.

External Computer Access

Your device can act as a mouse and keyboard for another computer. This can be done via the USB cable that came with your device or via a Bluetooth adapter from PRC.

For directions on connecting your device to an external computer, see the following [video](#) on the PRCAccess YouTube Channel.

To find pages that interface with the external computer, select either the **Ext Windows key** or **Ext Mac key** (depending on the type of external computer) in Pages .

	Computer A →	INTERNAL C 	EXT WINDO 	EXT MAC 	COMP ACCESS OFF 	COPY ALL 	REMOTES 	PHONE 		
	Math row →	COUNTING 	MATH 2+2=4 	MEASUREME -at 	MONEY 	CLOCK 				BLANK 1
										BLANK 2
	Read & Writ →	BOOKS 	PHONICS ā ā ē ē 	WORD FAMI -at cat hat 	NOTEBOOK 					BLANK 3
										BLANK 4
CLEAR 	Leisure & Fu →	PHOTO ALB 	SONGS 	MP3 PLAYER 	RIDDLES 	KNOCK KNO Clock work 	WHACK A M 		OK	BLANK 5

- Type with Core** Use Unity to type into a program such as Word
- Type with Keyboard** Use a traditional keyboard to type into a program
- ?!123** Find symbols and numbers here
- Mouse** Turns your device into a mouse for a computer
- Windows Commands** Find common Windows commands here
- Web Browser Commands** Find common web browser commands here
- Favorite Websites** Find favorite websites here
- Comp Access OFF** Turn OFF external computer access

TYPE WITH CORE	TYPE WITH KEYBOARD	?!123	MOUSE	WINDOWS COMMANDS	WEB BROWSER COMMANDS	FAVORITE WEBSITES					COMP ACCESS OFF
	FIREFOX 	EMAIL 	FACEBOOK 	YOU TUBE 	TWITTER 	WORDPAD 	ITUNES 	SKYPE 	KINDLE 	FOLDERS 	
				Undo 	Redo 	START MENU	Esc	Delete	Home	End	
	COMMANDS 	COMMANDS 	Function Keys 	Toggle Window 	RESTORE/N 	MAXIMIZE 	Minimize All Programs 	ZOOM IN +	ZOOM OUT -	RESET ZOO 	
	↑ shift	print 	SCREEN CA 	VOLUME CO 	Close Program 	↑ up	Activate Center Window 	Tab Left ←	↵ Enter	Tab Right →	
	CAPS LOCK 	Windows La 	SAVE AS 	CUT COPY & PASTE 	← left	↓ down	→ right	Tab x5	Alt	Ctrl	

Using Your Device as a Remote Control

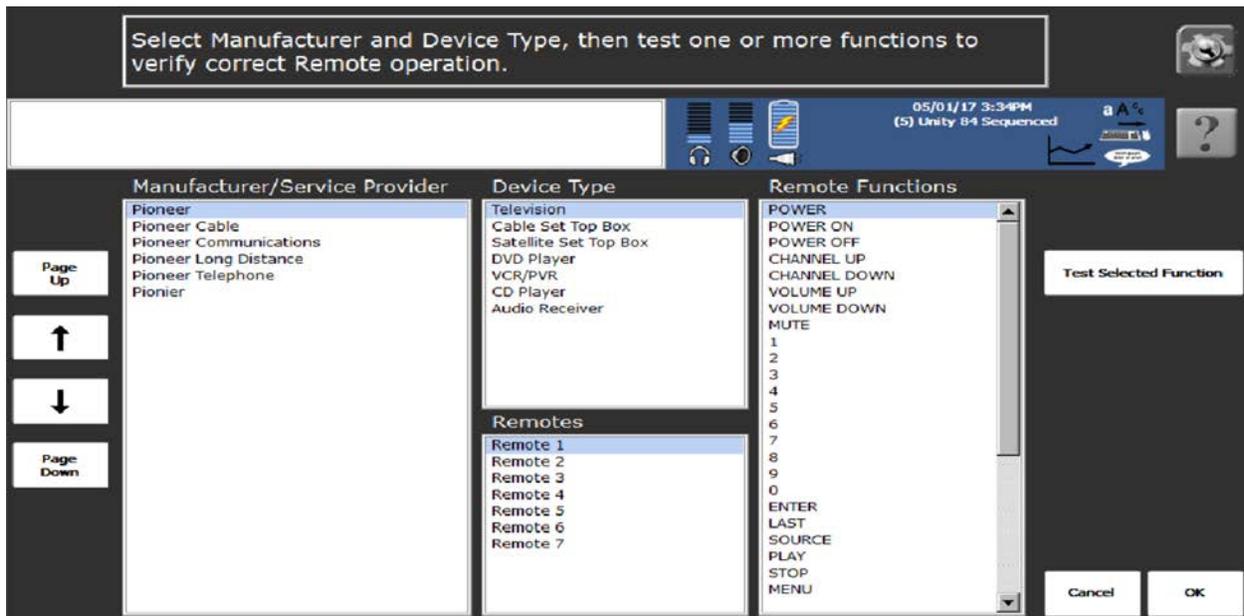
You can use your Accent device to control your TV and other IR-accessible equipment in your home. For this feature to work, you must first teach your device the remote-control signals you are planning to use. There are two ways to do this:

- Using preprogrammed devices
- Programming devices manually

Using Preprogrammed Devices

The Accent device contains a large number of remote control signals for various manufacturers' technology. For example, it houses seven different remote controls for Pioneer televisions. If one of the remotes matches the technology in your home, you simply have to tell the Accent to use that specific remote. Following is an example of how to do this for a television. However, the process is the same if you want to set up other IR devices.

1. Select the **Tools** key  and then **Toolbox** . Select the **IR SETUP MENU**.
2. Use the down arrow to highlight TV (or other device).
3. Select the **Modify Selected Device**.
4. Look to the right. Select **Replace with Preprogrammed Device**.
5. Spell the name or partial name of the manufacturer of the TV (for example, Pioneer) and select **OK**.
6. Select **Manufacturer/Service Provider** (for example, Pioneer) and **Device Type** (for example, Television) from the lists provided.



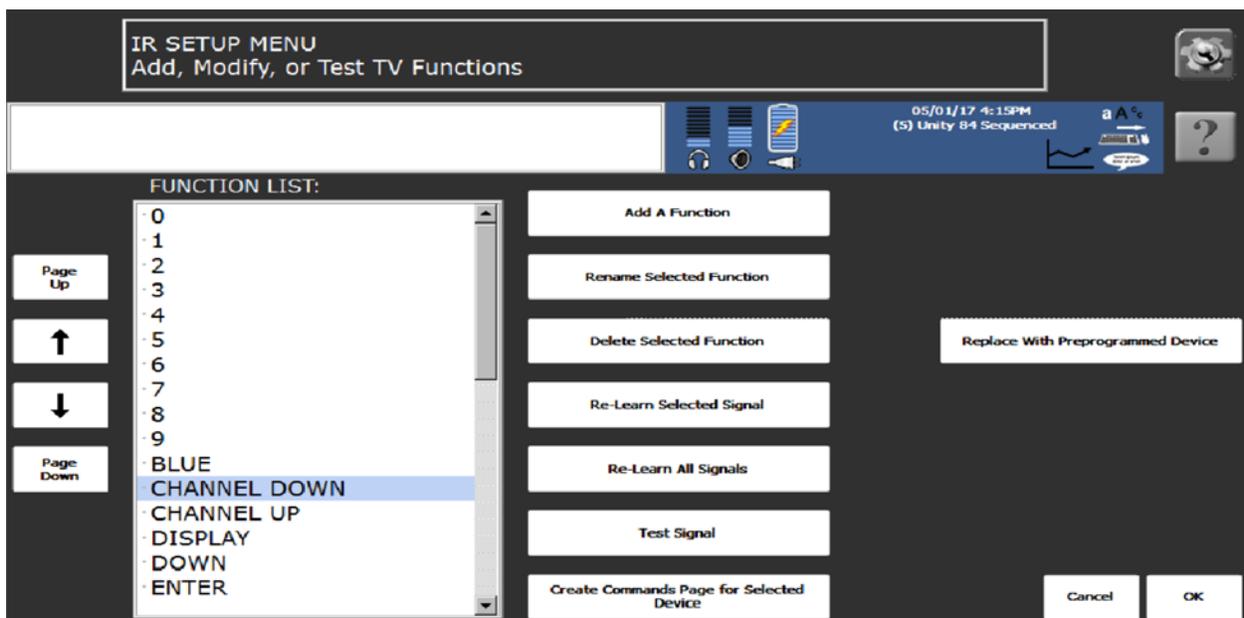
7. Starting with Remote 1, check to see if it matches the remote you are trying to mimic. To do this:
 - 7.1 Point the PRC device at the television.
 - 7.2 Select a Remote Function (for example, Power) and then select **Test Selected Function**. If the television performs that function (for example, turns on), you have a match.
 - 7.3 Test one more Remote Function this way. If the test works, then you're finished. If the test does not work, test all other remotes on the list in the same way.
 - 7.4 Once you find a match, select **OK**. Then select **No** to indicate that you do not want to create a page. Select **OK** three more times. In the Remotes section of Unity, the TV1 page should now control the television.

If none of the remotes match, you will need to manually teach your PRC device the remote signals. There are also situations where you need to manually teach the device a few signals not taken care of by the preprogrammed device. For example, you may use a preprogrammed device to control a majority of your television; however, you use a different remote to control the volume and power. In those cases, you need to manually teach your device the IR signals for those functions. See the next section, "Programming Devices Manually".

Programming Devices Manually

The following is an example of how to manually teach your device remote control signals for a television. However, the process is the same if you want to set up other IR devices. You will need the television's remote control with fresh batteries.

1. Select the **Tools** key  and then **Toolbox** . Select the **IR SETUP MENU**.
2. Use the down arrow to highlight TV (or other device).
3. Select **Modify Selected Device**.
4. Use the arrow keys to highlight a function that you want your device to learn (for example, channel down).



-
5. It is now time to teach your device this signal (for example, channel down). To do this, hold the television's remote eight inches away from your device's IR area and have your finger on the correct button on the remote (for example, channel down).
 6. On your device, select **Re-learn Selected Signal**.
 7. Tap the button on the remote control (for example, channel down). Your device will beep when it has learned the signal.

Note: If your device has trouble learning the signal, select **Yes** to try again. Try holding the remote closer to the IR Area.



Tip! When you have successfully stored a signal, a small dot will appear to the left of the function.

8. When the signal is learned, test it by pointing the device's IR area toward the television. Select **Test Signal**.
9. Repeat steps 4 through 8 for each function you want the device to learn.
10. When you are finished, exit by selecting **OK** three times.
11. In the Remotes section of Unity, the TV1 page should now control the television.

Note: Teaching IR signals to your device may not work with all remote controls due to the large variation in IR signal types available.

Important! Do not place any labels or stickers over the IR area. This will block the signals.

Using Remote Controls

After you have taught your device the necessary remote control signals, in Pages , select **Remotes**.

	Computer A →		INTERNAL C 	EXT WINDO 	EXT MAC 	COMP ACCESS OFF 	COPY ALL 	REMOTES 	PHONE 		CORE 
	Math row →		COUNTING 	MATH 2+2=4 	MEASUREME 	MONEY 	CLOCK 				BLANK 1
	Read & Writ →		BOOKS 	PHONICS ā ä ē ē 	WORD FAMI -at cat hat 	NOTEBOOK 					BLANK 2
											BLANK 3
											BLANK 4
CLEAR 	Leisure & Fu →		PHOTO ALB 	SONGS 	MP3 PLAYER 	RIDDLES Qna Ho 	KNOCK KNO Knock 	WHACK A M Whack em 		OK	BLANK 5

Navigate to the page that corresponds to your programmed IR device. The keys on the Remotes page should now work to control your TV/IR device.

BACK ←											CORE CORE →
	POWER 	NBC	ABC	CBS	FOX	CNN	TNT	USA	HBO	HISTORY	
SOURCE	VOLUME UP 	1	2	3	channel ▲	◀	▶	▶▶	DISCOVERY		
MENU	VOLUME DO 	4	5	6	channel ▼	EXIT	RECORD ●	ENTER	DISNEY		
INFO	MUTE 	7	8	9	LAST	■	↑		NICK		
GUIDE		A	B	0	C	D	←	↓	→		

The buttons with network labels on them (such as CNN) need to be programmed with the channel appropriate to your TV provider.

Example: Program CNN to Channel 1036

- From the page where you want to program this channel, select the **Tools** key  and then **Setup Key** .
- Select the key labeled **CNN**.
- Select **Spell Message or Define Key Function**.
- Select **Insert Tool**.
- Select **More Items** on the bottom of the screen. Then, select **IR**.
- Select either **TV**.
- Select the first number in the channel sequence. In this case, "1".
- Repeat steps 4 through 7 for each number in the channel.
- Select **OK** twice.

Using Your Device to Make Calls/Text via Bluetooth

The Accent can be paired to a cell phone via Bluetooth. Most phones support transmitting speech via Bluetooth. Only some phones support transmitting text via Bluetooth.

Recommendation: Test any phone prior to purchasing. We suggest you take the communication device to the mobile phone retailer and test the phone you want by sending and receiving a text message (SMS) and making and receiving a call. *PRC is not responsible for incompatible phones or signed phone contracts.*

To learn how to pair a cell phone to an Accent device, see the following support article.
<https://www.prentrom.com/support/accent/pair-configure-bluetooth-cell-phone-accent-2>

After the device is paired to the cell phone, in Pages , select **Phone**.

	Computer A →	INTERNAL C 	EXT WINDO 	EXT MAC 	COMP ACCESS OFF 	COPY ALL 	REMOTES 	PHONE 		CORE →
	Math row →	COUNTING 	MATH 2+2=4	MEASUREME 	MONEY 	CLOCK 				BLANK 1
										BLANK 2
	Read & Writ →	BOOKS 	PHONICS ā ā ē ē	WORD FAMI -at cat hat	NOTEBOOK 					BLANK 3
										BLANK 4
	CLEAR 	Leisure & Fu →	PHOTO ALB 	SONGS 	MP3 PLAYER 	RIDDLES 	KNOCK KNO 	WHACK A M 	OK	BLANK 5

- Volume Up/Down** Adjust volume of device
- Speech On/Off** Turn Speech ON when placing a call
- Pair Phone** Leads to the menu for pairing via Bluetooth
- Phone Dial Pad** Place calls or add contacts
- Phone Send/End** Answer or hang up a call
- Phone Send Text Message** Send a text
- Phone Text Messages** Read and manage texts

	VOLUME DO 	VOLUME UP 	SPEECH ON 	SPEECH OFF 	PAIR PHONE 	PHONE DIAL PAD	PHONE SEND/END	PHONE SEND TEXT MESSAGE	PHONE TEXT MESSAGES		CORE →
Start call... →	Hi!	Hi, this is...	I use a communication device to	Please give me extra time to put	May I talk to...						
Questions... →	How are you?	What are you up to?	How's the family?	Any news?	Anything else?						
Comments... →	yes	no	please	thank you	good	okay	bad	not much	been busy	LOL	OMG
End call... →	I have to go now.	Nice talking to you.	Thanks for calling.	Have a nice day.	Call me.	Text me.	Talk to you soon.	I love you.	bye		
Message... →	Please give me a call...	Please let him know I called.	Please let her know I called.	My phone number is...							
CLEAR 						Call PRC	Call PRC Service			CANCEL	OK

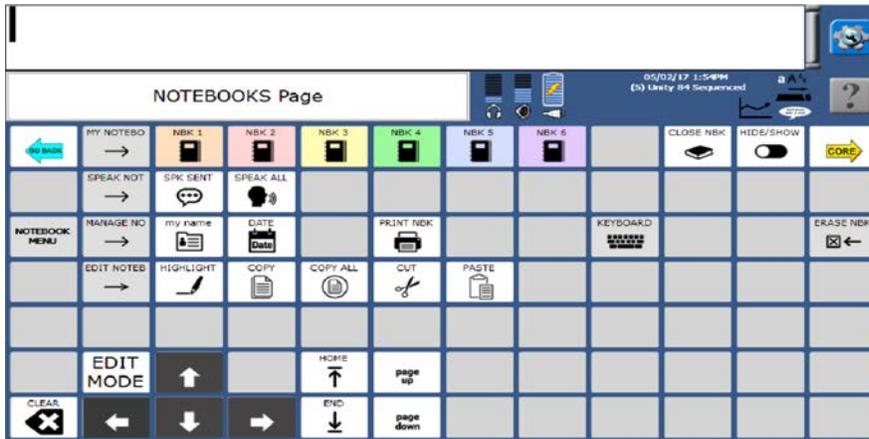
Note: To use Unity to compose a text message (rather than spelling on a keyboard), you will need to unhide the **Go To Core** key on the storing keyboard.

To unhide this key:

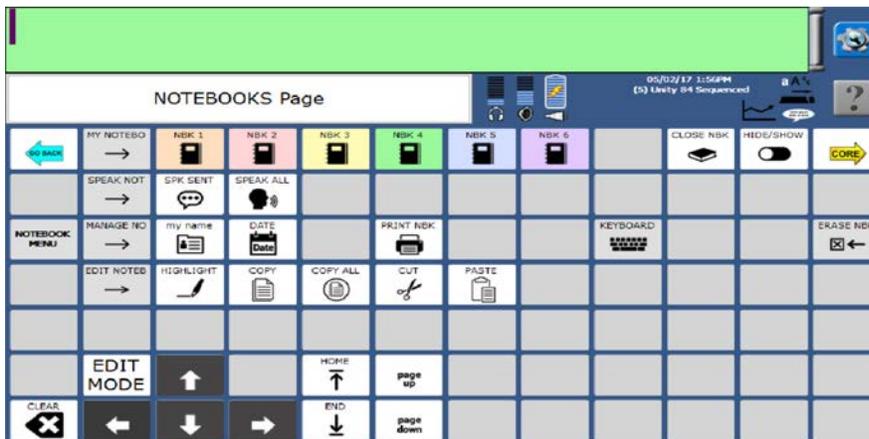
1. Select the **Tools** key  and then **Toolbox** . Select the **PAGE MENU**.
2. Select **Spell Page Find**.
3. Type STORING.
4. Select the **STORING KEYBOARD** page.
5. Select the **Tools** key  and then the **Setup Key** .
6. Select **Hide/Show Keys**.
7. Select **Go To Core**.
8. Select the text area (black bar across the top of the screen).
9. Select **Go To Core**.

Writing in a Notebook

In pages  you will find Notebooks . A notebook is a place to save what you speak or write.



There are six blank notebooks of differing colors numbered 1 to 6. When you open one of the notebooks, the message window will change to that color. Below, Notebook 4 is opened because the message window is green.



Once a notebook is opened, start writing either in Unity or from the keyboard. When a notebook is open, **the clear key does not work**. This is to ensure that large amounts of text don't get deleted in one key stroke.



Close NBK closes the notebook when you finish writing in it. You will be asked if you want to save the changes. Answer **Yes** or **No**.



Hide/Show quickly hides a notebook if you need to speak to someone while you are writing.



Erase NBK erases the contents of an opened notebook. You will be asked to confirm that you want to erase the notebook.



Print NBK sends the contents of a notebook to another software program that can receive text (such as a Word document or the body of an email). Then you can print the text from that program. This key will work when using internal or external computer access.

Additional editing tools are available on the Notebooks page.

Photo Albums

In Pages  you will find Photo Albums . Import favorite pictures here. Below is the My Pets photo album.



To add your own pictures:

1. Be looking at the page where you want to add your own photo.
2. Select the **Tools** key  and then the **Setup Key** .
3. Select a key in the photo area.
4. Select **Change Visual Scene**.
 - If you are using an image already stored in the software, select **Choose Scene**.
 - If you are using an image from a flash drive, select **Import Scene**. If the content of the flash drive is showing, touch the image you want to import. If not, select **Up Folder** to navigate to the flash drive and touch the image you want.
5. Select **OK**.
6. Select **Set Scene Keys**. Touch the key that will act as the top left corner of the scene and then the key that will act as the bottom right corner of the scene.
7. Select **OK**.
8. Select **Choose Next Key to Define**.
9. Select a blank key outside the photo or a key within the photo to program messages about the photo.

Note: Additional information on visual scenes can be found at this link:
<https://www.prentrom.com/support/creating-visual-scene-page-2>

LEARN: Additional Training Options

For additional product training and AAC implementation classes, visit

https://www.prentrom.com/education/education_overview

In addition, watch video tutorials on our YouTube channel, PRCaccess.

<https://www.youtube.com/PRCaccess>

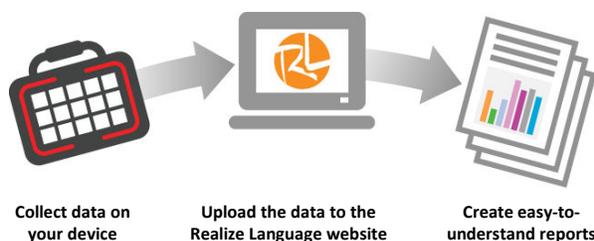
TEACH: Therapy Materials at the AAC Language Lab

Find a wealth of Unity related resources, lesson plans, games, books, and therapy materials at

<https://aaclanguagelab.com/>

ACCELERATE: Analyzing Language Development with Realize Language

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



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

Using the Realize Language Website

Realize Language is a subscription-based online service that organizes and analyzes information and presents the results in easy-to-understand graphic formats that provides valuable insights into each person's language development. Each new Accent device comes with two free one-year subscriptions to Realize Language. Looking for details in the shipping box.

With this service you can:

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

To learn more, go to the Realize Language website: <https://realizelanguage.com/info/>

To view or download the *Realize Language Starter's Guide*, go to <https://realizelanguage.com/info/support>

For Customer Support:

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

If you have a problem with your device, call PRC technical support at 1-800-262-1990 or email service@prentrom.com.

Turning on Data Logging on Your Device

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

1. Select the **Tools** key  and then **Toolbox** .
2. Select **Review Vocab Menu**.
3. Select **Data Logging ON**.

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

Manually Uploading Data to Realize Language for Analysis

Upload data collected for a person to the Realize Language website for analysis.

1. Plug a USB flash drive into your device.
2. Select the **Tools** key  and then **Toolbox** .
3. Select **Review Vocab Menu**.
4. Select **Data Analysis**.
5. Select **Save Data Log to File**.
6. Set where the file should be saved (that is, the flash drive). The current location will be in blue lettering. If set to the flash drive, select **OK Use Pre-set Folder**. If not, navigate to the flash drive using **Choose Different Folder**. Select **OK**.
7. Type a name for the file. Select **OK**.
8. Select **OK** four more times.
9. The data log is now saved onto the flash drive. It can either be opened on a computer or uploaded to the Realize Language website.

Automatically Uploading Data to the Realize Language Website for Analysis

Upload data collected for a person to the Realize Language website for analysis.

1. Select the **Tools** key  and then **Toolbox** .
2. Select **Review Vocab Menu**.
3. Select **Data Analysis**.
4. Select **Realize Language Account**.
5. Enter your Realize Language email address and your Realize Language password.
6. If you have already added the name of the person who will be using the device to your Realize Language Account, it will appear in the users list. Select the name. If you have more than one person in your Realize Language account, make sure you choose the right one.
7. If you have *not* already added the name of the client using the device to your Realize Language account, select **Create Person** at the bottom of the screen and type the name. Then select **OK**. You will now see this name the next time you open your account on the Realize Language website.
8. Your device is now linked to your Realize Language account. New data is uploaded automatically via Wi-Fi every 24 hours. When there isn't an active Wi-Fi connection, the software continues logging and performs an upload as soon as a Wi-Fi link is available.

Clearing Usage Data

To clear usage data for the current person:

1. Select the **Tools** key  and then **Toolbox** .
2. Select **Review Vocab Menu**.
3. Select **Clear All Logged Data**. The data will be gone forever. However, if it was uploaded to the Realize Language website, it will remain there.

To contact PRC for operational or technical support

Phone 1-800-262-1990

Email service@prentrom.com