Supplementary Documents

Accent Devices

Liberator

A PRC-Saltillo Company

Some useful tips for the Accent device

1. Shut down and charge your device every night.
o *Settings - Shutdown*

2. Maintain battery charge levels above 25% all the time.
o *Settings - Toolbox - Maint Menu - Battery Menu*

3. Put device to sleep when not in use.

4. Back up your vocabulary files and data files regularly to avoid any loss.
o *Insert USB - Toolbox - Transfer memory menu - save one user area - select 'current area' - choose different folder - select USB - name file - press 'ok'*

5. Contact Liberator immediately for technical support on 02 9124 9945. We welcome all your questions.

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Liberator

Accent 800, 1000 & 1400 Quick Reference Guide

Applies to Software Version 2.06 or higher Liberator Support: (02) 9124 9945

support@liberator.net.au

liberator.net.au

Power/Sleep button

Tools key
(On the display)

Tools key (on front of device)

Most of the operations covered on this guide pertain to all language systems: Unity®, UNIDAD®, LAMP Words for Life®, CoreScanner™, WordPower™, and Essence®. Exceptions are noted.

Tools Key (pictured above)

The Tools key reveals a set of User Keys, , such as the Toolbox, Shutdown and Setup key. The Toolbox and Setup keys are commonly used.

POWER/SLEEP BUTTON

The power/sleep button is on the top of the device.
1. To power on the device, press and hold the power/sleep button.
2. To wake/sleep the device, press the power/sleep button.
3. The device should be restarted weekly. *

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4. To restart, select **Tools**, **Toolbox**, **Maintenance Menu**, **Power Management**, **Restart**, and then **Yes**.

    * Recommended: Restart once per week; put to sleep daily. The device may wake up from sleep if using NuEye or if Windows updates are set to install automatically. To preserve the charge overnight, either connect the charger or shut down the device completely. See step 5.

5. If you don't plan to use the device, want to store/transport it in a bag or receive an error message, it is recommended to shut down the device completely. To do this, select **Tools**, **Shutdown**, and then **Yes**.

CHANGING USER AREAS
1. Select **Tools**, 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, press **Go to Home** (blue key).
5. Please note that **Replace User Area** provides more user area choices and will *overwrite* an existing user area.

CHANGING THE VOICE
1. Select **Tools**, and then **Toolbox**.
2. Select **Speech Menu**.
3. Select **Change Voice**.
4. Select the desired voice. 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**.

PRONUNCIATION DICTIONARY
"Teach" the device to pronounce a word correctly.
1. Select **Tools**, and then **Toolbox**.
2. Select **Pronunciation Dictionary**.
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).

DISABLING THE TOOLBOX

To *disable* the toolbox:
1. Select **Tools**, and then **Toolbox**.
2. Select **Maintenance Menu.**
3. Select **Disable Toolbox** and select **Disable** under Toolbox. You must enter a password and select **OK** to disable the toolbox.
4. Remember your password. (see "Create Toolbox Disable Override" below)
5. Select **OK**, **OK**, and then **Go to Home** (blue key).

To *enable* the toolbox:
1. Select **Tools.**
2. Enter your password and select **OK**.
3. Select **Toolbox.**
4. Select **Maintenance Menu.**
5. Select **Disable Toolbox** and select **Enable** under Toolbox.
6. Select **OK**, **OK**, and then **Go to Home** (blue key).

Additional *options*
1. Select **Tools**, **Toolbox**, **Maintenance Menu**, and **Disable Toolbox**.
2. **Create Toolbox Disable Override:** Select this option and then insert a USB flash drive. An override file will be placed on the flash drive. Select **OK**. The device will "unlock" anytime this USB flash drive is inserted into the device (without the need to enter a password).
3. Enable or Disable **On-Screen Tools Key**, **Help Button**, and/or **Pulldown Menu Button**.

MODIFY USER KEYS

The user keys appear after you select the **Tools key**.
1. Select **Tools**, and then **Toolbox**.
2. Select **User Area Menu**.
3. Select **Modify User Keys**.
4. Select the key you want to modify.
5. Select **Enter Assignment, Clear Display**, and then **Insert Tool**.
6. Select the tool you want to insert. Select **OK**.
7. To change the icon and label, select **Change Icon** and **Change Label**.
8. Select **OK**, **OK**, and then **Go to Home** (blue key).

    Note: Select **Clear Key Contents** if you want no tool assigned to a User Key.

TEMPORARILY LIMITING VOCABULARY

There are two ways to temporarily limit the number of words appearing on the screen. For example, you only want 8 words when first introducing the device to a child.

1. HIDING/SHOWING KEYS

Use hide/show on a page or in a Unity 1-hit vocabulary.

1. Select **Tools**, and then select **Setup Key**.
2. Select **Hide/Show Keys** at the top right corner of the screen.
3. Select the keys to hide or select **Hide All**.
4. If you selected **Hide All**, select individual keys to "show" by touching them. They brighten.
5. Select the text display area to exit.
6. To show all keys, select **Show All** after step 2.

2. VOCABULARY BUILDER

Use Vocabulary Builder on a Sequenced or Full vocabulary (such as Unity 60 Sequenced or LAMP WFL Full).

For Unity: Video and Quick Reference Guide
For LAMP WFL: Video and Quick Reference Guide

EDITING A KEY

1. Be sure you are looking at the key you want to edit. Select **Tools**, and then **Setup Key**.
2. Touch the key you want to edit.
3. Select **Change Icon**. Then do one of the following:
   A. 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 new label and **OK**.
6. Select **OK** or **Choose Next Key to Define**.

TAKING A PHOTO

1. Select **Tools,** and then **Toolbox**.
2. Select **Camera Menu**.
3. Frame the picture. Select **Take Picture**.
4. Do either of the following (most common **B. Save as Icon**):
   A. Select **Save as Scene** to use this photo for a visual scene that spans multiple keys. Select **Rename Scene**, and then select **Clear Display**. Type a name, select **OK**, **OK.**
   B. Select **Save as Icon** to use this photo for an icon on a single key. Select **Rename Icon** and then select **Clear Display**. Type a name and select **OK**. Select **OK** again. The photo will automatically be placed in the Imports folder. *Note:* When changing an icon, your photos will be in the category called Imports.
5. Select **OK** and then select **Go to Home**.

CREATING A NEW ACTIVITY
(Unity language system ONLY)

1. Select **Tools**, 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 put 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). **Go to Home** (blue key).

HIDING ACTIVITIES
(Unity language system ONLY)

1. Select **Tools**, then **Setup Key**.
2. Select the activity you wish to "hide".
3. Choose **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**.

CREATING and LINKING PAGES

1. Be looking at the key that will link to the new page. Select **Tools**, 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**.

VOCABULARY BACK UP

1. Insert your flash drive into a USB port.
2. Select **Tools**, and then **Toolbox**.
3. Select **Transfer Memory Menu**.
4. Select **Save One User Area** and then the user area you want to back up or **Save Entire Device Contents**.
5. Make sure the pre-set folder is a USB drive. If so, select **OK**. If not, select **Choose different folder** and navigate to the USB 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 in a backup file:
   a. Follow steps 1-3 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.
   b. If loading one user area, choose a user area to load into.
   c. Select the backup file on the USB drive.
   d. Wait for the memory transfer to complete. Select **OK**.
   e. If asked "Switch to this User Area now?" answer yes or no. Then **OK** and **OK.**

INTERNET SOFTWARE UPDATES *

1. The device must be connected to a Wi-Fi network.
2. Select **Tools**, and then **Toolbox**.
3. Select **Maintenance Menu**, and then **Software Update Menu**.
4. Select **Internet Update** and follow the prompts.

* Internet updates only apply to versions 1.08 and higher.

Liberator

Unity® Vocabulary Quick Reference Guide

Find your states consultant at:
liberator.net.au

Unity

…is a way to organize the English language that is unique to PRC devices. It is primarily based on the single words we say most often. It grows from early first words to adult language. It has two versions: 1-hit and Sequenced.

4/8/15/28/36/45/60/84/144

The numbers refer to the number of keys that are on the screen. Don't assume that versions with fewer keys on the home screen are easier. Work with a speech pathologist, AAC Specialist, and/or PRC Regional Consultant to help you decide where to start.

Core Vocabulary

These are words that are most commonly used in English—they are used regardless of situation, communication partner, or age/ disability of the communicator. Core vocabulary lets individuals get their message across.

Core Keys

In Unity 28/36/45 1-hit or Sequenced, the entire home screen is core with a few exceptions. In Unity 60/84/144 1-hit or Sequenced, everything but the top row is core.

Fringe Vocabulary

Generally, consists of nouns that are used less frequently and vary according to a situation. Fringe words might be different when we are talking about a basketball game than when we are doing an art project. Fringe vocabulary is found in the activity row.

Activity Row

In Unity 28/36/45 1-hit or Sequenced, the activity row (top row) appears after you select a core key. It houses nouns. In Unity 60/84/144 1-hit or Sequenced, the activity row (top row) appears on the home screen as well as after you select a

core key. Home screen activities house quick phrases and tools. Fringe words appear after you select a core key.

Unity 4/8/15*/28/36/45/60/84/144 1-hit

The core keys in these vocabularies speak immediately when selected, and the activity row changes to nouns/ words that may follow that core word. The only word ending is plural "s". This vocabulary can be simplified by using hide and show.
* There is an extra area called 15 phrase. It is for simple phrase-based communication.

Unity 28/36/45/60/84/144 Sequenced

The core keys in these vocabularies do not speak immediately when selected, but rather lead to other words associated with that icon. Thousands of words are pre-programmed, and all word endings are represented. This is a robust vocabulary that gives access to adult forms of grammar. This vocabulary can be greatly simplified (using Vocabulary Builder) for beginning communicators.

VISUALIZING UNITY SEQUENCED

(Examples from Unity 84 Sequenced – the most popular version)

1. 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.
2. The top layer 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.


3. The +s key adds an "*s/es*" to the end of the last word on the display (e.g., for plurals).
4. The KEYBOARD key goes to a keyboard for spelling your thoughts.

> **TIP**: You can search for a word using **WORD FINDER**. Word Finder is located in different places depending on the version of Unity you are using. It will either be in the top row , on the keyboard or in pages .
> Select . Type the word you want to find. Select **OK**. Select **Guide Me**. If the word is not in Unity, it will tell you "*No matches found*".

UNITY PATTERN #1: VERBS, ADJECTIVES, CATEGORY NOUNS

1. Start with any colored icon in the Core area (e.g., APPLE). When you select it, get more words associated with that icon (in this case, words related to eating: *eat, hungry, food*).

2. Colors are important on the 2nd layer.
   a. GREEN = verb
   b. BLUE = adjective
   c. ORANGE = category noun
3. Placement is also important on the 2nd layer. Try another icon (e.g., JUICE), and notice the verbs, adjectives, and category nouns are always in the same place (*drink, thirsty, beverage*).
4. Usually there is a 3rd layer. There are additional verbs, adjectives, and nouns associated with the core icon. For example, the words *bite*, *chew*, *taste*, *feed*, *delicious*, *crunchy* and *fresh* are also associated with the APPLE. You can tell there is a 3rd layer because the 2nd key is grey with a label in all caps.

> **TIP**: Please do not think someone has to graduate through the levels of Unity. Beginning communicators can start at Unity 84 Sequenced and use Vocabulary Builder to initially limit the number of words available.

> **TIP**:
> **Learn**: Register for a variety of live online **AAC implementation classes** at…
> www.prentrom.com/training/go/implementation_classes
>
> **Teach**: Find a vast library of **therapy materials** at…
> www.AACLanguageLab.com
>
> **Accelerate**: Monitor **progress** and **language growth**…
> www.realizelanguage.com

UNITY PATTERN #2: NOUNS

Nouns are found in the activity row (top row) after you select a core icon.

	sentences
	school
	games
	jokes
	jobs/tools
	money
	feelings/actors
	reading material
	instruments /music
	sports
	family/people
	animals
	time
	accessories
	places
	nature
	colors/art supplies
	body parts/ toiletries
	technology
	rooms
	medical
	vehicles
	toys/containers
	clothes
	food
	computer
	holidays/shapes
	weather/negative

	drinks
	TV
	dishes/ large appliances
	furniture/linens

UNITY PATTERN #3: PRONOUNS (are yellow)

1. Subject pronouns (e.g., *I/ you/ it*): Select the corresponding yellow pronoun 2 times.

2. Object pronouns (e.g., *me/ him/ them*): Select the pronoun key then the present.

3. Possessive adjectives (e.g., *my/ his/ their*): Select the pronoun key then nametag.

4. Reflexive pronoun (e.g., *myself/ himself/ themselves*): Select the present then pronoun.

5. Possessive pronoun (e.g., *mine/ his/ theirs*): Select the nametag then the pronoun.

UNITY PATTERN #4: PRONOUN PHRASES

1. **Positive pronoun statements**: Select the pronoun key and then the phrase to the right.

   I can:

   You like:

2. **Negative pronoun statements**: Select the pronoun key, then NOT, and then the negative phrase.

   I can't:

   You don't like:

3. **Pronoun questions**: Start with the corresponding core icon and then move to the left to get the pronoun question.

   Can I:

   Do you like:

4. **Negative pronoun questions**: Start with the corresponding core icon, then NOT, and then the pronoun.

   Can't I:

   Don't you like:

UNITY PATTERN #5: GRAMMAR WORDS (Interjections, Determiners, Conjunctions, Prepositions, Question Words, Adverbs)

These words start with the black and white icons in the 2nd row.

1. HELPING VERBS: Start with [icon]. These words help a main verb. Words like *can/ will/ should*.

2. INTERJECTIONS: Start with [icon]. These words pop into conversation like fireworks pop into the sky. Words like *awesome/ yuck/ hello*.

3. DETERMINERS: Start with [icon]. The wizard is using his wand to point to *this/ that/ these/ those.*

4. CONJUNCTIONS: Start with [icon]. Conjunctions join words together like the trains are joined together. Words like *and/ but/ because.*

5. PREPOSITIONS: Start with [icon]. The cloud can go *over/ under/ through* the bridge.

6. QUESTION WORDS: Start with [icon]. Words like *who/ what/ when/ where/ why*.

7. ADVERBS: Start with [icon]. Words like *very/ again/ ready*.

Vocabulary Builder (VB) for Unity
Quick Reference Guide

Software version 2.08 or higher

Find your local consultant:
liberator.net.au
support@liberator.net.au

' **Toolbox**

' **Setup key**

' **Vocabulary Builder**

User Keys

To access the User Keys above, select **Tools** in the top right-hand corner of the screen.

Unity is a way to organize vocabulary and language on PRC devices. It was created to both follow and enable language development.

Vocabulary Builder is a therapeutic tool designed to teach new vocabulary within **Unity 28, 36, 45, 60, and 84 Sequenced**. The strategy of *masking* vocabulary allows support staff to teach a small amount of vocabulary on the device while keeping learned motor plans constant.

VB ON

VB OFF

TURN VOCABULARY BUILDER ON/OFF

1. Select **Tools** .
2. Select **Vocabulary Builder**.
3. Select **Vocab Masking ON** or **Show All Words (OFF)**.

When Vocabulary Builder is turned ON, will appear in the status area.

Select **Show All Words** to quickly bring back all vocabulary.

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 **Tools** .
2. Select **Vocabulary Builder**.
3. Select your desired set.

To add another set of words to an existing set:

1. Select **Tools** .
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 your desired 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.

BUILD YOUR OWN SET

With this method you are combing pre-made sets to make your own unique set.

1. Select **Tools** .
2. Select **Vocabulary Builder**.
3. Select **Build Your Own**.
4. Select a set of words. For example, **First Words 50**.
5. Then add additional sets of words (for example from categories—foods, animals, and colors) by selecting **Tools**, **Vocabulary Builder**, **Build Your Own**, and

   Merge Set . Then select the set to merge. Repeat this step for every set you would like to merge.
6. When complete, see **Saving a Set** on page 2.

SPELL TO MAKE A SET

1. Select **Tools** .
2. Select **Vocabulary Builder**.
3. Select the **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 4.
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 the words.
7. Select **OK** when finished.
8. On the left-hand 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 select **Mask**.
9. When finished select **OK**.
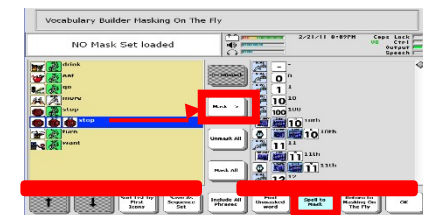
MASKING ON THE FLY (MOTF)

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 **Tools** .
2. Select **Vocabulary Builder**.
3. Select **MOTF** MASKING ON THE FLY .

    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:

   + = eat

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":
   a. Once in **Masking on the Fly**, select the apple from the core area, and then select the subcategory **Fruit**.
   b. Select **Navigate** and touch the Fruit category again.
   c. Select **banana**.
2. Either continue unmasking more vocabulary or select the text area (grey bar at the top) to exit.

SAVING A SET

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

LOADING A SET

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

TIP:

Learn: Register for a variety of live online **AAC implementation classes** at…
www.prentrom.com/training/go/implementation_classes

Teach: Find a vast library of **therapy materials** at…
www.AACLanguageLab.com

Accelerate: Monitor **progress** and **language growth**…
www.realizelanguage.com


Additional TIPS!

MERGE WORD FINDER

To add Word Finder to any set, simply select **Merge Word Finder**.

MERGE KEYBOARD

To add a keyboard for spelling to any set, simply select **Merge Keyboard**.

ACTIVE SIDE WHEN SPELLING

When changing between spelling and MOTF, or when adding additional words to an existing set, you may notice the tan background changes sides. Be sure the list you are searching always has the *tan* background. Touch the side to make it tan/active.

TAN=Active Side
Search for words depends on side that is active or tan.
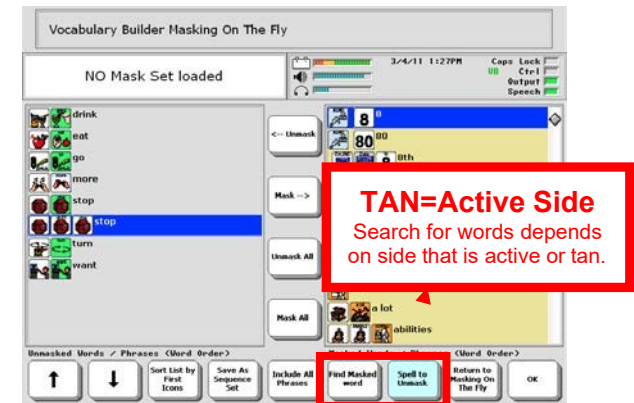
INCLUDING ALL PHRASES

When the set contains some pronouns and some preverbs (I, you, want, like), the **Include All Phrases** button will automatically capture any phrases that can be made from the words selected.

LAMP Words for Life™ (WFL) Vocabulary Quick Reference Guide

Liberator device support: www.liberator.net.au
LAMP Approach Training: www.aacandautism.com

Terms you need to know:

Core Vocabulary – Words that are most commonly used in English – they are used regardless of situation, communication partner, or age/ disability of the communicator. Individuals must have access to core vocabulary in order to get their message across!

Fringe Vocabulary – Generally nouns that vary according to the situation. Fringe words might be different if we are talking about a basketball game versus doing an art project. They might also be different from communicator to communicator.

LAMP Words for Life Vocabulary Files

A vocabulary level DOES NOT need to be mastered before transitioning to the next vocabulary level. The decision on where to start will be influenced by factors such as ability to attend to sequenced steps, need for immediate reinforcement, and access to vocabulary. Always start at the highest level where the user demonstrates a moderate level of success.

One-Hit – 82 pre-stored words that require selecting one button to hear the word. Also, includes "mom" and "dad" which are routinely used by beginning communicators, but require selecting two buttons before the word is spoken.

Transition – 205 frequently occurring words. Offers more vocabulary and introduces verb tensing. Most words require selecting two buttons before a word is spoken; however, these motor patterns are easy to follow.
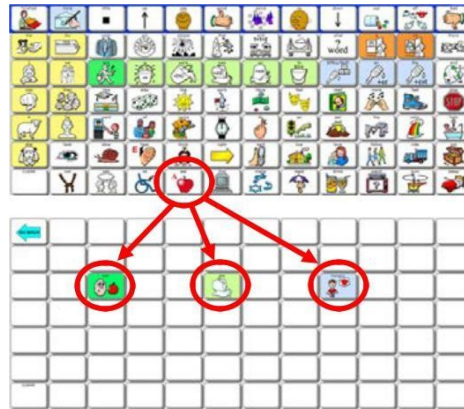
Full – Access to thousands of words by selecting three or less buttons offers robust vocabulary and full grammar.

TIP: Vocabulary Builder™ is an excellent tool to temporarily limit the number of words available on the display. It allows an individual to focus on a small set of target words while maintaining consistent motor patterns for those words. Use it during teaching moments, but remember to allow ample time for access to all vocabulary for independent exploration and learning!

Guiding principles of LAMP WFL language system:

1. A word-based program. A priority is placed on core vocabulary with access to fringe.
2. One motor plan per word allows for the development of quick effortless communication. No repeating words based on category; homonyms not present until the full level.
3. No motor plan changes as language develops. Motor plans can grow but not change.
4. At the LAMP 84 full level, EVERY word can be accessed in 3 hits or less.
5. At the full level, the initial core word appears as a label on the first button.
6. No carrier phrases – You do not have to hear a word to get a word
7. First 4-5 spaces on the second row are empty in the transition and full levels. Storing personalized words here allows for the motor plan for these words to remain constant across levels.
8. No triple hits on one icon. No double hits on an icon before going to a third icon.

Organizational Structure:

LAMP WFL is based on Unity®, the language system in PRC devices. However, there are some differences based on LAMP principles. The rules governing the language structure are for the benefit of the individual teaching the language. We recommend that words be **taught** by emphasizing the motor pattern. The basic structure is described below:

1. LAMP WFL is organized in layers. The top layer or home screen is *always* the starting point. This allows for the pattern of a given word to remain consistent.
2. The home screen of LAMP WFL has several high-frequency words that can be said with 1-hit. These are: a/is/were/was/to/an/the.
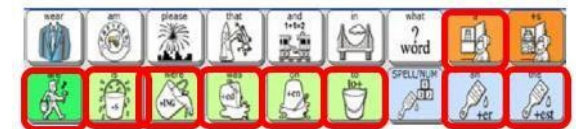
3. The +s button adds an "s" to the end of a word to make it plural.
4. The SPELL/NUM key goes to a keyboard.

VERBS, ADJECTIVES, CATEGORY NOUNS

1. Select any icon on the home screen (for example, eat). When selected, you gain access to another layer with words related to that icon (in this case, words related to eating such as "eat," "hungry", and "food").

2. Colors are important!
   a. GREEN = verb
   b. BLUE = adjective
   c. ORANGE = category noun
   d. YELLOW = pronouns
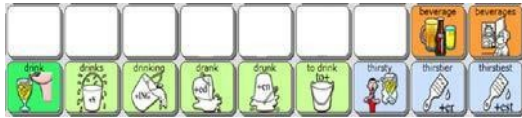
3. Placement is important in the 2nd layer! Try another icon (for example, play), and notice the verbs, adjectives, and category nouns are color-coded and always end in the same place.

4. Sometimes there will be a 3rd layer. After you push "eat", you not only see the word "eat" at the verb location, you also see "GROW," "BITE," and "CHEW." You can tell there is a third layer because the 2nd button is in all caps. Choosing one of these buttons will take you to a third layer with forms of that word.

PRONOUNS

1. Pronouns can be found on the left-hand side of the screen.

2. Pronouns are color-coded yellow.

3. At the full level, you have the option to reduce keystrokes by using pronoun phrases.

To follow the LAMP approach, we recommend that pronoun phrases not be used until the person can access each word individually, particularly if there are auditory processing concerns. So initially, instead of teaching the phrase "I want," teach each word separately "I" + "want".

GRAMMAR WORDS (Interjections, Determiners, Conjunctions, Prepositions, Question Words, Adverbs)

These words start with the black and white icons on the 2nd row.

1. INTERJECTIONS: Start with . These words pop into conversation like fireworks pop into the sky (for example, awesome/ yuk/ hello).

2. DETERMINERS: Start with . The wizard is using his wand to point to "this/ that/ those/ these".

3. CONJUNCTIONS: Start with . Conjunctions join words together like the trains are joined together (it also gives us some quick access to numbers/ math words) – for example, and/ but/ because.

4. PREPOSITIONS: Start with . The cloud can go over/ under/ through the bridge.

5. QUESTION WORDS: Start with . Words like who/ what/ when/ where/ why.

6. ADVERBS: Start with . Words like very/ ever/ ready.

NOUNS

Nouns are typically found in the top two rows after pushing an icon on the home screen. In the transition and full vocabularies, the first four to five buttons on the second row are blank. These buttons are for storing favorite items. If a word is stored in the transition level, it should be stored in the same location in the full level to maintain consistent motor patterns.

	names
	body parts
	clothing
	subjects/grades
	games/ toys
	jobs/ tools
	money
	feelings
	things you read
	music players
	sports
	family
	animals
	time
	stores/community
	nature/ places
	colors/art supplies
	toiletries/sick
	rooms/ buildings
	people
	vehicles
	food
	holidays/shapes
	weather
	drinks
	TV
	dishes/appliances
	furniture/ linens

TIP: Search for a word using **WORD FINDER.** Type a word and it will show you how to say it in LAMP WFL.

Liberator

LAMP Vocabularies Reference Guide
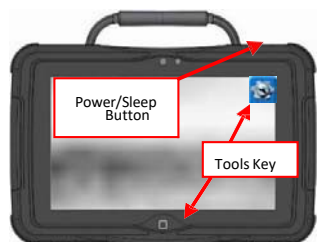
THINGS TO KNOW:
OK will save menu changes;
Cancel will escape out of menus;
Go to Home in toolbox will exit to the vocabulary.

POWER/SLEEPBUTTONS

1. To power on the device, press and hold the button.
2. To wake the device from sleep mode, press power/sleep button.
3. The device should be restarted weekly. *To restart, select **Tools, Toolbox, Main Menu, Power Management, Restart, Yes.**
   *Recommended: restart once per week; put to sleep daily or if storing for extended period shut down the device: Tools, Shutdown, Yes.

LOADING LAMP WORDS FOR LIFE VOCABULARIES

1. Select **Tools>Toolbox>User Area Menu**.
2. Select **Replace User Area** and select the area to replace. NOTE: replacing a user area will *OVERWRITE* the existing area. Be sure the area is saved, if there is content you don't want to lose!
3. Select **Pre-defined Vocabularies>English>LAMP WFL.**
4. Select either **1-Hit, Transition, or Full** and answer **YES**.
5. Type the word **replace** and select **OK**. Answer **YES** if prompted to switch to this user area.
6. Select **OK** through the menus to access vocabulary.

CHANGING THE VOICE

1. Select **Tools>Toolbox>Speech Menu**.
2. Select **Change Voice**.
3. Select the desired voice. Wait for it to load. To listen to the voice, select **Test Speech**.
4. Adjust rate, volume, bass, treble, as needed.

PRONUNCIATIONDICTIONARY

"Teach" the device to pronounce a word correctly.

1. Select **Tools>Toolbox>Pronunciation Dictionary**.
2. Choose **Main Voice**.
3. Select **Add Pronunciation**.
4. Enter the correct spelling of the word. Select **OK**.
5. Enter the "phonetic spelling" of the word. To test the pronunciation, touch the message window. Select **OK**.

VOCABULARY BACK UP

1. Insert USB flash drive into USB port.
2. Select **Tools>Toolbox>Transfer Memory Menu**.
3. Select **Save One User Area** followed by the area you want to save or **Save Entire Device Contents**.
4. Make sure the pre-set folder is the USB drive and select **OK**. If not, select **Choose Different Folder** and navigate to the USB drive. Select **OK** and type the name for the file.
5. Select **OK** and wait for the transfer. Select **OK** when finished.

DISABLING THE TOOLBOX

To *disable* the toolbox:
1. Select **Tools>Toolbox>Maintenance Menu.**
2. Select **Disable Toolbox** and "**Disable**" under Toolbox. Enter a password and select **OK** to disable the toolbox.
3. Remember your password. (See "Create Toolbox Disable Override" below).

To *enable* the toolbox:
1. Select **Tools.**
2. Enter your password and select **OK**.
3. Select **Toolbox.**
4. Select **Maintenance Menu.**
5. Select **Disable Toolbox** and **Enable** under Toolbox.

Additional Options:
1. Select **Tools**, **Toolbox**, **Maintenance Menu**, and **Disable Toolbox**.
2. **Create Toolbox Disable Override:** Select this option and then insert a USB flash drive. Override will be placed on the flash drive. Select **OK**. The device will "unlock" anytime this USB drive is plugged into the device without the need to enter a password.
3. Enable or Disable **On-Screen Tools Key**, **Help Button**, and/or **Pulldown Menu Button**.

TAKING A PHOTO

1. Select **Tools>Toolbox>Camera Menu**.
2. Frame the picture and select **Take Picture**.
3. Select **Save as Icon**.
4. Select **OK** followed by **Cancel**.

Note: The above steps will place the picture in the **Imports** category when you select Change Icon (See #2b under Setup Key).

SETUP KEY

1. Be sure you're looking at the key you want to edit. Select **Tools** followed by **Setup Key**. Touch the key to edit.
2. Select **Change Icon** (#1) and either:
   a. **Spell Icon to Find**: spell the start letters for the icon and select **Ok**. Touch the icon you want.
   b. **Select by Category**: Look through the categories for icon. NOTE: camera pictures are in Imports.
3. Look to see if "Text to Speak" is correct. If not, select **Spell Message or Define Key Function** (#2) to type text that will appear in the text area and be spoken. Be sure to put a space after the last character. Select **OK.**
4. Check to see if the label is correct. If not, select **Change Label** (#3), type the new label, and select **OK**.
5. Select **OK** to exit or **Choose Next Key to Define** (#4).

CREATING and LINKING PAGES

1. Be sure you're looking at the key you want to link to the new page. Select **Tools,** followed by **Setup Key,** and key to link to new page.
2. Select **Change Icon** to search for an icon.
3. Select Spell Message or Define Key Function.
4. Select **Clear** followed by **Page Link** and **CLOSE.**
5. If the page is already created, find and select it from the menu; if it is not already created, select **Create New Page**, type the name for the page, and select **OK** and choose a keyboard size 84. Select **OK two times**.
6. Select **Change Label** to change the label on the key. Labels for page links are typically in all CAPS. Select **OK.**
7. Select **OK** to exit when finished.

Vocabulary Builder for LAMP WFL
Accent 800, 1000, 1200, or 1400 (ver. 2.04 or higher)
**LAMP 84 One Hit, Transition, Full Vocabularies**

Vocabulary Builder is a therapeutic tool designed to teach new words within the LAMP vocabulary. The strategy of "masking" vocabulary allows a small amount of vocabulary to be taught on the device while keeping learned motor plans constant.

Tools Key*

Toolbox

Vocabulary Builder Menu

Vocabulary Builder On/Off
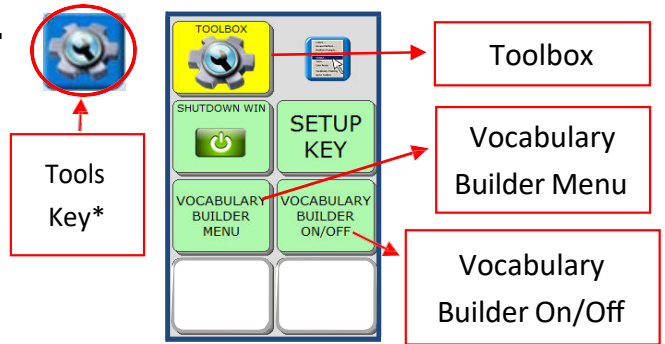
Turn Vocabulary Builder On/Off

When Vocabulary Builder is ON, a **VB** will appear in the status display.

1. Select **TOOLS** key.
2. Select **TURN VOCABULARY BUILDER ON/OFF**.

OFF

ON
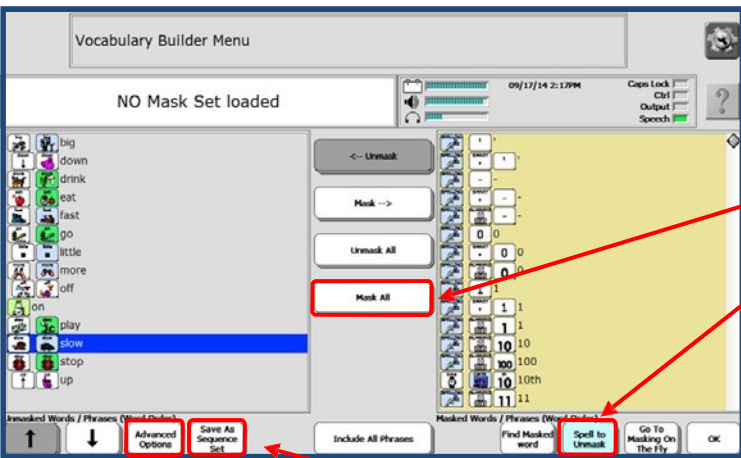
How to create a set of words:

1. Select **TOOLS** key.
2. Select **VOCABULARY BUILDER MENU**.
3. Select **MASK ALL**. **
4. Select **SPELL TO UNMASK**.
5. Type the word(s) to unmask using commas to separate words.
6. Select **OK**.
7. Select **OK** to exit VB Menu.

**Skip this step if you are adding words to an existing set.

Active Side When Spelling

When adding additional words to an existing set, make sure the right side has a tan background. Tap the right side to turn it from gray to tan.

Remember to follow the child's lead!

Use sequence sets to isolate words you intend to teach in structured or one-on-one activities. Add or change words frequently as the activity changes and turn Vocabulary Builder on/off as needed during unstructured time so the individual has an opportunity to independently explore. Remember to choose words that can easily generalize from one activity to another.

Saving Sequence Sets
If you intend to keep Sequence Sets you have built, you need to SAVE them!!

1. Select **TOOLS** key.
2. Select **VOCABULARY BUILDER MENU**.
3. Select **SAVE AS SEQUENCE SET**.
4. Type the name for the Sequence Set.
5. Select **OK 2 times**.

Loading Sequence Sets
After creating a Sequence Set, it can be retrieved from the VOCABULARY BUILDER MENU.
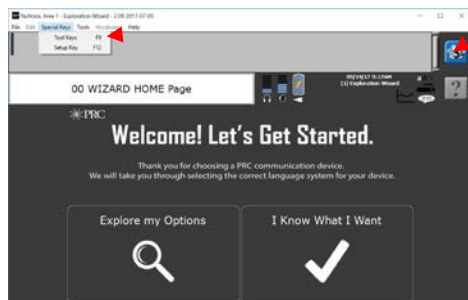
1. Select **TOOLS** key.
2. Select **VOCABULARY BUILDER MENU**.
3. Select **ADVANCED OPTIONS**.
4. Select **USE SEQUENCE SETS**.
5. Select **LOAD SEQUENCE SET**.
6. Choose desired set.
7. Select **OK 2 times.**

Tools Key

PASS™ Quick Reference Guide

Software Version 2.09 or greater

PASS (PRC **A**pplication and **S**upport **S**oftware)
PASS demo software for PRC products allows you to create, modify, and save vocabularies, then load them into your communication device. You can also use PASS to create support materials, such as smart charts, manual boards, and vocabulary lists. With PASS, AAC support professionals and family members can practice or work on a client's device contents without needing to have the device present.

Download PASS software for Accent at
https://www.prentrom.com/support/PASS/download-nuvoice-pass-software

System Requirements
Windows Vista®, Windows® 7, Windows 8, Windows 8.1 or Windows 10.

Note: This is a desktop application and will not run on Windows RT or in the "Tiles" on Windows 8 or Windows 8.1.

Most operations and programming in the PASS software are exactly the same as on a PRC device. However, there are a few differences and some other features. This Quick Reference Guide covers PASS-related topics that are not covered in the Accent Quick Reference Guides and other language system support materials.

To learn how to add words, activities, and pages to a vocabulary, refer to your device/language system-specific Quick Reference Guide.

Tools Key (to modify device)
This key provides access to the user keys, such as the Toolbox and Setup key.

LOADING LAMP WORDS FOR LIFE® (WFL) OR OTHER VERSIONS OF UNITY® INTO PASS
If you are in the Exploration Wizard, follow the prompts on the screen to load your desired vocabulary. If not:
1. Select the **Tools** key and then **Toolbox**.
2. Select **User Area Menu**. Select **Replace User Area**.
3. Select a User Area (1-6) that you want to replace with a version of LAMP WFL or Unity.
4. Select **Pre-Defined Vocabularies**.
5. Select **English**.
6. Select the desired LAMP WFL (or Unity, etc.) folder.
7. Select the desired LAMP WFL (Unity, etc.) version (1-hit, transition, or full).
8. By selecting **Yes**, the current user area will be erased and replaced with your desired vocabulary. 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**.

CONFIGURING PASS TO CORESCANNER™, UNIDAD®, ESSENCE®, OR WORDPOWER™
1. Select the **Tools key**, select the **Toolbox**, and then select **Main Menu**.
2. Select **Change Product Configuration**.
3. Select your desired product configuration. All six current user areas will be erased and replaced.
4. Select **Yes** to confirm the replacement.
5. Select **OK** twice.

SAVING A VOCABULARY ON A DEVICE/PASS
1. Insert your flash drive into the USB port on the back of the device or computer (for PASS).
2. Select the **Tools** key and then **Toolbox**.
3. Select **Transfer Memory Menu**.
4. Select **Save One User Area** and touch the user area you want to back up or **Save Entire Device Contents**.
5. Make sure the pre-set folder is a USB drive. If so, select **OK**. If not, select **Choose Different Folder** and **Up Folder** to navigate to the USB drive. It may be marked "Removable media". Select **OK**. Type the file name and date (xx-xx-xx).

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6. Select **OK** and wait for the memory transfer to take place. Once complete, select **OK**, **OK**, and then **Go to Home**.

LOADING A VOCABULARY INTO YOUR DEVICE/PASS
1. Insert your flash drive into the USB port on your device or computer (for PASS).
2. If loading into PASS, open the PASS software. If loading into a device, go to step 3.
3. Select the **Tools** key and then **Toolbox**.
4. Select **Transfer Memory Menu**.
5. **A.** Select **Load One User Area** and touch the user area (1-6) you want to load the vocabulary into. Please note, the existing user area will be erased/replaced with the new one.
   B. Select **Load Entire Device Contents**, if you are loading a file that contains the entire contents of a device.
6. If you see the file you want to load already on the screen, select it. Otherwise use **Up Folder** to navigate to the USB flash drive. Select the file you want to load.
7. Wait for the memory transfer to take place. Once complete, select **OK.** Answer **Yes** or **No** to "Switch to this user area now?"
8. Select **OK**, **OK**, and then **Go to Home**.

TAKING A SCREEN CAPTURE
Use the **Screen Capture** tool to take a snapshot of any screen and print it so you can use it as a low-tech communication board.

To use the Screen Capture Tool:
1. Navigate to the screen you want to print.
2. Select the **Tools** menu at the top of PASS.
3. Highlight the **Screen Capture** feature and click.

Screen Capture

4. Name your file and designate where you want the file saved on your computer.
5. Select **Save**.

6. You will now see a Paint Program or equivalent editing software open with your page displayed.
7. Format and print.

## WRITE WITH ICONS (WWI)
FOR UNITY AND LAMP WFL ONLY

Write with Icons allows you to type words and see them displayed as icon sequences. WWI works with **Unity** and **LAMP WFL.** For example, if your PASS is in a user area with Unity 84 Sequenced, WWI will display icon sequences for words in Unity 84 Sequenced. People use Write with Icons to make support materials such as flash cards, target vocabulary lists, and adapted classroom materials.

To use **Write with Icons:**
1. Select the **Vocabulary** Tab.
2. **Select Vocabulary Display Options.**
3. Select **Write with Icons (F11)**.
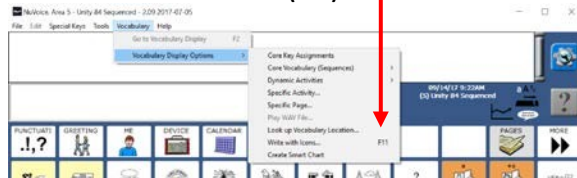
Note: If this is your *first time* using PASS, you will see a WWI setup screen. You can use this to change how WWI works (see WWI Preferences). To skip this screen in the future, uncheck the box marked "Show set-up at Write with Icons start-up". Select **OK**. The display will change to a tan background with WWI instructions on the top of the screen.
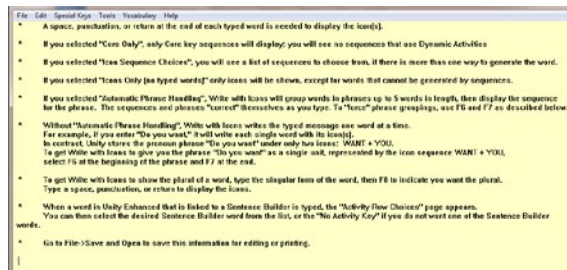
Now whatever you type will show up on the display with icon sequences. You must type a word and then **add** a **space**, **tab**, **return**, or **punctuation after it** to display the icon sequences.

To format and print your words and icon sequences, select **File**, then **Save and Open**. Name your file and designate where you want the file saved on your computer. Then select **Save**. Your words and icon sequences will open in a text document. Format and print. To stop using WWI, select **Vocabulary** and then **Return to Emulator**.
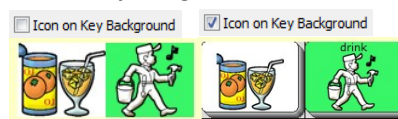
WRITE WITH ICONS PREFERENCES
To change WWI options, go to the **File Menu** and select **Preferences**.
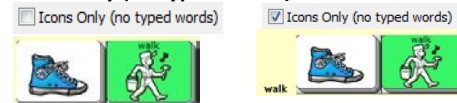
Instructions on Page:
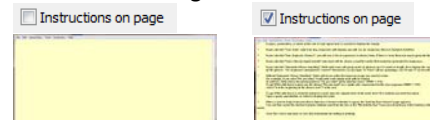
Icon on Key Background:

**Icons Only (no typed words):**

Icon Sequence Choices: With Icon Sequence Choices **ON**, you will be given choices if there is more than one way to say a word. Click on the sequence you want, and then select **OK**. With Icon Sequence Choices **OFF**, you will get the first choice on the list.
Automatic Phrase Handling: With Automatic Phrase Handling **OFF**, each word will show its sequence.
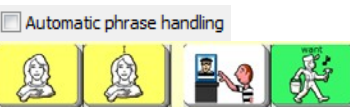
With automatic phrase Handling **ON**, the shortcut phrases will be displayed.
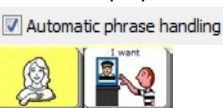
CREATING A SMART CHART
A "Smart Chart" is a support material created from a set of words using Vocabulary Builder. Vocabulary Builder is a therapeutic tool that allows you to temporarily limit the amount of vocabulary visible.

To learn more about Vocabulary Builder for Accent products, visit https://www.prentrom.com/training/courses/vocabulary_builder
For LAMP Word for Life, visit our PRCaccess channel on YouTube.

To create a **Smart Chart**:
1. Have Vocabulary Builder turned on with your desired set of words visible.
2. Select the **Vocabulary** menu at the top of PASS.
3. Select **Vocabulary Display Options**.
4. Select **Create Smart Chart**.
5. Your Vocabulary Builder set of words will be displayed as a list of words and icon sequences in Write with Icons.
6. Select **File**, then **Save and Open**. Name your file and designate where you want the file saved on your computer. Then select **Save**. Your words and icon sequences will open in a text document.
7. To turn your list into a chart, in Word, highlight all text and icons.
8. Select **Insert**.
9. Select **Table**.
10. Select **Convert Text to Table**.
11. Select **OK** and a chart will be automatically created.

LOOK UP ICON RATIONALES
1. Select the **Vocabulary** menu at the top of PASS.
2. Select **Vocabulary Display Options**.
3. **Select Core Key Assignments.**
4. Hover over an icon with your mouse or scroll down the page to view icon rationales.

Touch Access Quick Reference Guide for NuVoice® Software

Support: (02) 9124 9945
support@liberator.net.au
**www.liberator.net.au**

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.
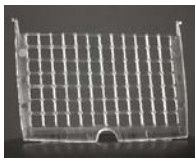
| Keyguard | TouchGuide |

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.

Realize Language is an online service that gives parents and professionals powerful ways to monitor, measure, and maximize a child's use of an Augmentative and Alternative Communication (AAC) speech device.

The Accent, NovaChat and Liberator Rugged devices can automatically collect data when being used. Realize language can analyse and present this data in a visual format.
Realize language can:

- Track progress and communication development over time
- Automatically compare different aspects of communication
- Create a detailed dashboard summary of performance
- Share information with everyone on the team
- Quickly create valuable reports that anyone can understand, even those with limited knowledge of AAC

Realize language has a free 30 day trial period which can be used during device trials:
https://realizelanguage.com/info/

Every new Liberator device purchase comes with a free 1-year subscription to Realize Language.

Contact your local Liberator consultant for assistance and guidance in using Realize.
https://liberator.net.au/liberator/contact-liberator