
Operator's Manual

for

AlphaTalkerTM II

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CE

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⚡ELECTRONIC INTERFERENCE INFORMATION

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. You can determine whether this product is causing interference in your radio or television by turning this product off. If the interference stops, it was probably caused by this product or one of its accessories. You can attempt to correct the interference by using one or more of the following measures:

- Turn the television or radio antenna until the interference stops.
- Move this product to one side or the other of the television or radio.
- Move this product farther away from the television or radio.
- Plug this product into an outlet that is on a different circuit from the television or radio; that is, this product should be controlled by different circuit breakers/fuses from the television or radio.
- If necessary, contact a Prentke Romich Company service technician for assistance.

Changes or modifications to this product which are not authorized by Prentke Romich Company could exceed FCC limits and negate your authority to use this product.

Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouiller du Canada. This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

CE ENVIRONMENTAL INFORMATION: Use: 0° - 45° C; Storage: (-20°) - 50° C; 95% maximum relative humidity @ ambient temperatures less than 40° C.



Attention! Consult accompanying documents prior to use.

Not intended to be an emergency call device or a sole communication device.

When operated in a medical environment, do not use with any product that is not medically approved.



Before you continue:

TURN THE ALPHATALKER II ON

To conserve the AlphaTalker II's batteries, the entire unit was turned OFF at the factory before shipping. **To use it, you must turn the AlphaTalker II ON.**



TO TURN THE ALPHATALKER II ON:

1. Lift the small lid on the top right corner of the AlphaTalker II to open the Control Panel.
2. Press *once* on the key labeled **ON/OFF/I/O** (**not** the button labeled SELECT ON/OFF). You will see four lights flicker in the top row of the keyboard. All is well—this indicates that the AlphaTalker II is performing a memory check. It does this every time it is turned On. ➡ If a memory card was installed at the factory, three rows of lights will flash.
3. The AlphaTalker II is now ON.
4. Close the lid.

CAUTION



STOP AND READ



We recommend
that you turn the AlphaTalker II OFF
before you plug anything into
or unplug anything from
the back panel—
this includes switches, headpointers, and
especially the battery charger.

Do not insert or remove a memory card
until *after* you have turned the AlphaTalker
II OFF.

Following this recommendation helps to prevent static discharge
and to preserve the AlphaTalker II's memory by safeguarding its
electronic circuits.

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KEYBOARD EMULATION

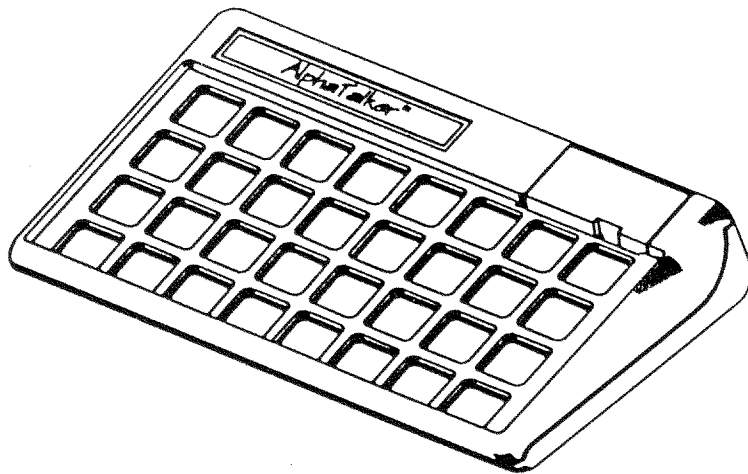
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General Information about the AlphaTalker II



The AlphaTalker II

What is the AlphaTalker II?

Summary:

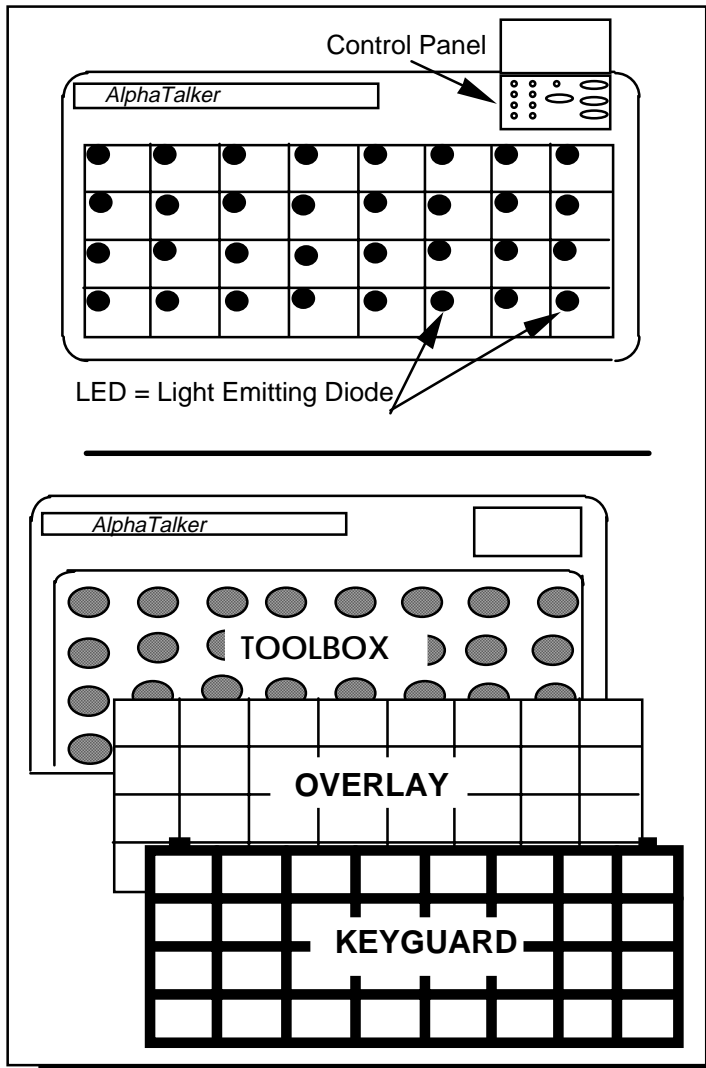
The AlphaTalker II is an introductory augmentative communication aid that uses the Minspeak visual language system for storage and retrieval of messages.

The AlphaTalker II is a communication aid meant to introduce users to augmentative communication in general and to a low cost communication aid which uses Minspeak, specifically.

The AlphaTalker II is designed to be as easy to use as possible. It is limited in part by its memory (6.5 minutes of standard or 11.5 minutes of extended speech) and because of this the Minspeak system used is geared more for beginners than advanced communicators. Nonetheless, the AlphaTalker II has been engineered for the diverse community of people who need a communication aid.

The AlphaTalker II has all the functions that will help AAC users to develop interactive communication skills at their own pace. It will meet the communication needs of cognitively impaired clients and/or young children, but you may find that by using the AlphaTalker II with Minspeak some people will improve their language and communication skills enough that they grow beyond the limits of the device. These people may want to move up to a more powerful communication device in order to use a more advanced Minspeak vocabulary system.

The Operator's Manual should be used to set up your AlphaTalker II. You will find explanations for every function the AlphaTalker II can perform and instructions on how to use the functions. After the initial set-up, keep the manual handy as a reference.



Front of the AlphaTalker II

What's on the Front of AlphaTalker II

Control Panel Door—the small door on the upper right corner of the AlphaTalker II opens to reveal the Control Panel.

Control Panel—this area contains the most often used functions and selection techniques. Use the buttons on the right side of the panel to store, record, review and erase messages. Choose a selection technique, an overlay, etc., from the left side of the panel.

Microphone—the recording microphone is under the small round grill near the center of the Control Panel.

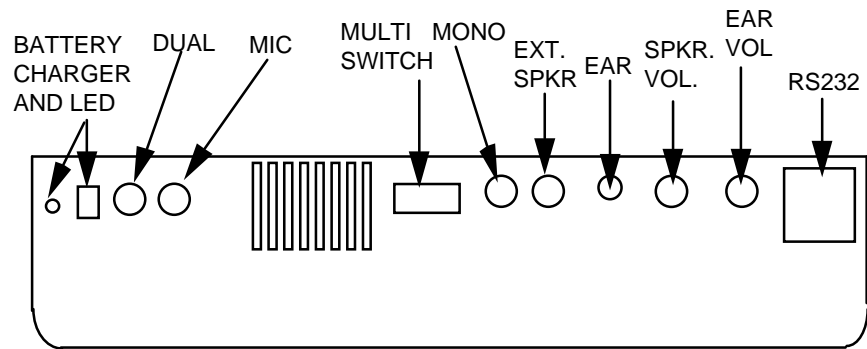
Keyboard and LEDs (Light Emitting Diodes)—the AlphaTalker II comes with a 32 location keyboard, Unity vocabulary and overlay. Activate the keys by pressing on them, by using a single or dual switch or by using a headpointer. When a key is activated its LED lights and you hear a beep.

Keyguard—the keyguard fits over the keyboard and outlines the keys on the keyboard. It is made of durable plastic. Remove the keyguard by lifting up on the bottom right or left corner.

Overlay Protector—the overlay protector is a thin piece of vinyl that fits on top of the overlay and helps to protect it from spills, crumbs, etc. Place the keyguard on top of the overlay protector.

Overlay—the overlay fits underneath the overlay protector, on top of the keyboard. To change the overlay lift up the keyguard, remove the overlay protector and replace the overlay with a new one. Place the overlay protector and keyguard back down over the overlay.

Toolbox—Remove the keyguard, overlay protector and overlay to see the Toolbox. The Toolbox contains various 'tools' (or functions) which you can change to increase the AlphaTalker II's usefulness to you. The keys with text on them are the "tools."



⚠ Warning!

Do not plug an earphone into the EXTERNAL SPEAKER jack. This could cause damage to your hearing.

Connectors On the Top Panel of the AlphaTalker II

What's on the Top Panel of AlphaTalker II

Battery Charging Jack and LED—plug the battery charger that came with the AlphaTalker II in here. When it is plugged in, the LED (Light Emitting Diode) lights. (See the next page for an explanation of the battery lights.) When the batteries get low the AlphaTalker II says, "Batteries are low" so you will know to plug in the charger.

Dual (or stereo) Jack—plug a dual switch or a headpointer in here. If you are using two single switches, plug one single switch in here and the other one in the MONO jack.

External Microphone Jack—plug an external microphone in here.

Multi-Switch (DB-9)—plug a Remote Switch Box into this connector.

Mono Jack—plug a single switch in here or, if you are using two single switches, plug one switch in here and the other switch into the DUAL jack.

External Speaker Jack—plug an external speaker in here.

External Earphone Jack—plug an external earphone in here.

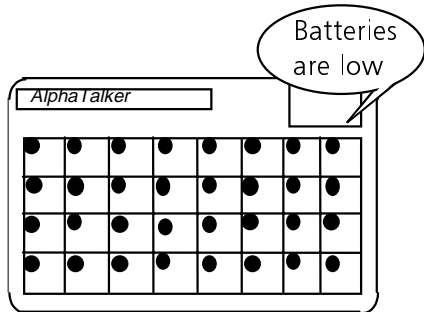
Speaker Volume Control—rotate this up or down to control the loudness or softness of the internal speaker. p Both the ear and speaker volume knobs can be removed from the outside of the case and mounted to the inside if you prefer. See **APPENDIX F**.

Ear Volume Control—rotate this up or down to control the volume you hear if you are using an earphone.

RS-232—plug in any RS-232 (serial) cable here. The cable used for memory transfer and keyboard emulation plugs in here.



GET IN THE HABIT



LOW BATTERIES =
NO STORING NO ERASING

If you use the AlphaTalker II everyday,
CHARGE IT OVERNIGHT
EACH NIGHT.

BATTERY CHARGER LIGHT INDICATES:

SOLID RED LED	batteries are dead
QUICK FLASHING LED	batteries are fast-charging
SLOW FLASHING LED	batteries are trickle-charging

Trickle-charge means the batteries are full
but the charger may remain plugged in.

If the batteries go dead:
the AlphaTalker II will not lose its memory .

Charging the Batteries

Charge the Batteries Regularly

Summary:

Charge the AlphaTalker II's batteries on a regular basis, such as overnight every night if the device is used everyday.


The AlphaTalker II should run for about 10 hours of normal use before you will need to charge the batteries. If you use the device everyday, we recommend that you charge it overnight so that it is ready to use the following morning. Charge the batteries for approximately 8 hours. **The AlphaTalker II will not lose its memory, even if the batteries go dead.**

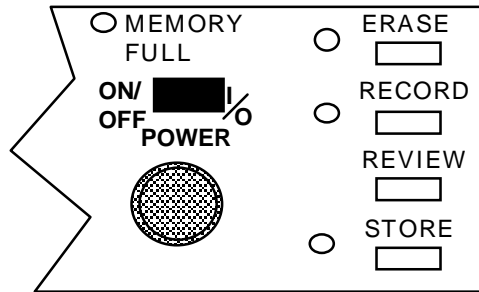
When the batteries are low the AlphaTalker II speaks, "Batteries are low." You hear this warning at the end of any spoken message and when you try to store or erase messages. If you continue to speak messages, the "Batteries are low" reminder is spoken at the end of each message. You will not be able to store or erase until you plug in the battery charger.

When the battery charger is plugged in, the battery charging LED lights/flashes to indicate one of three battery states:

1. A **solid light** means the AlphaTalker II batteries are dead.
2. If the LED is **flashing quickly** (every 1/2 second), the AlphaTalker II is fast-charging.
3. If the LED is **flashing slowly** (once every 2 seconds), the AlphaTalker II is trickle-charging. This means the batteries are full but you may keep the charger plugged in if you wish.

For more battery information, see the TROUBLESHOOTING section in this manual and the AlphaTalker section of the *MTI Manual*.

 **Warning!** You **must** use the correct battery charger with the AlphaTalker. Using an unauthorized battery charger may damage the batteries. In North America use only the battery charger with the part number, BCPS-1. In CE Standard countries use only the battery charger with part number, BCPS-UK-2.



To Turn the AlphaTalker II Completely Off

Press the POWER ON/OFF button in the Control Panel.

When the device has been turned off in the Control Panel, **nothing** in the device will work.

Turn the device back **ON** by going to the control Panel and pressing the **POWER** button again.

Turn the AlphaTalker II Completely Off
by Using the POWER (ON/OFF/I/O) Button

Turn the AlphaTalker II Completely Off by Activating the POWER ON/OFF Key in the Control Panel

Summary:

The POWER ON/OFF key in the Control Panel turns the AlphaTalker II On or Off. When you press this key, the device turns *completely* Off. This conserves battery energy.

The key in the Control Panel that is labeled POWER (ON/OFF/I/O) is the POWER key for the AlphaTalker II. You can turn the AlphaTalker II's system *completely* Off by pressing the POWER key. You will hear a descending two-toned beep when you turn the device Off or a rising two-toned beep when you turn it On. Each time you turn the device On, 4 LEDs on the top row of the keyboard flicker. This takes only a second or so and is normal.

The AlphaTalker II comes with the AUTO POWER DOWN tool set to On in the Toolbox. This means that the AlphaTalker II automatically powers down after two (2) minutes if you do not make any key or switch activations. You can also turn the AlphaTalker II Off from the Control Panel even when the AUTO POWER DOWN tool is On. If you turn the AUTO POWER DOWN tool to Off, however, the AlphaTalker II will never go Off unless you turn it Off from the Control Panel.

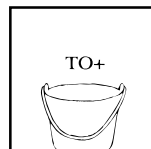
If you are not going to use the AlphaTalker II for a considerable length of time, turn it OFF from the Control Panel. This helps to save the batteries.

Any time the AlphaTalker II is turned Off from the Control Panel it must be turned back On from the Control Panel. Turning the AlphaTalker II OFF from the Control Panel will *not* cause the device to lose its memory.

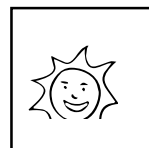
Icon Examples



I want



to have



fun!

What is Minspeak?

Minspeak Allows You to have a Larger Vocabulary and Makes the Vocabulary Easier to Access

Summary:

Minspeak is a vocabulary organization system that allows you to store a large number of messages that can be accessed with only a few key activations. The Minspeak system makes it easy to remember which locations you must activate to speak your messages.

The AlphaTalker II uses a patented system called Minspeak to help you communicate.

Minspeak is a means of coding vocabulary to a small set of icons (pictures) which are rich in meaning. Minspeak's use of icons taps into a person's natural tendency to associate multiple meanings to pictures. By coding a large vocabulary of words, phrases and whole messages using this small set of icons, Minspeak offers many advantages:

- it is logical in how it represents a person's language;
- it is learnable because it easily fits into a person's natural ability to associate many meanings with one picture;
- it promotes language development by providing a rich vocabulary of words that you can combine into sentences;
- because the small set of icons remains the same on every overlay, you can, with practice, learn to automatically recall your vocabulary;
- it promotes further language development by offering many opportunities for language-learning experiences.

These advantages lead to the ultimate benefit of Minspeak—it allows for and promotes independent, effective communication.

Icon Association

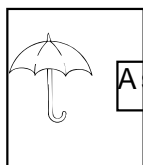
Vocabulary word = WHERE?



QUESTION WORD



WANTED = who



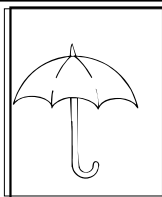
Associations for this icon might be:

WEATHER

UMBRELLA

UNDER

SHELTER



RAIN





WHETHER

Icon Associations

An Example of Icon Associations


Minspeak uses **icon combinations** to represent a vocabulary. Suppose you want to store the word, "Where." Minspeak allows you to choose several icons to represent the word. If you choose a two icon sequence, you can speak the word with only two key activations. This results in a 60% savings in key activations over spelling out the word.

Minspeak also makes it easy for the user to remember which locations he/she must activate to speak a message. Here is where the power of the icons becomes apparent. When storing a message you pick icons that will remind you of its contents. With the word

"who", you might choose the sequence,  WORD plus  . In this case the icons were chosen because  WORD represents a question and  represents a person who you may or may not know.

You will notice that in the future when you want to speak the word "who" you can simply activate the icons you chose while storing the message. Not only does this require fewer activations, but with practice it will become automatic to recall. If the association of "where" with the map of an island is not understood to start with, there is a good teaching activity built into this kind of Minspeak sequence to help a person understand and to create a rewarding language experience.

Minspeak icons are rich in meaning. The meanings associated with the icons can be the meanings you learn from your vocabulary program and they can also have very individual meanings. For

instance, the icon,  might be used in different sequences to mean 'umbrella', 'weather', 'under', 'rain', 'whether', or any number of other things that the icon makes you think of.

b



The "rules" your vocabulary program uses;

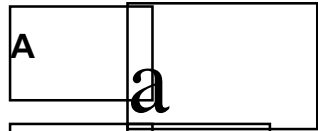
Possible associations for each icon;

Potential categories;

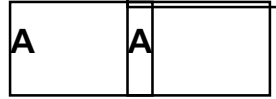
Combining icons for a wide range of messages.

Icons should be:

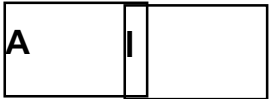
easy to LEARN
easy to REMEMBER
easy to TEACH



Food



Apple



Hungry

Choosing Your Own Icons

About Selecting Your Own Minspeak Icons to Represent a Message

Summary:

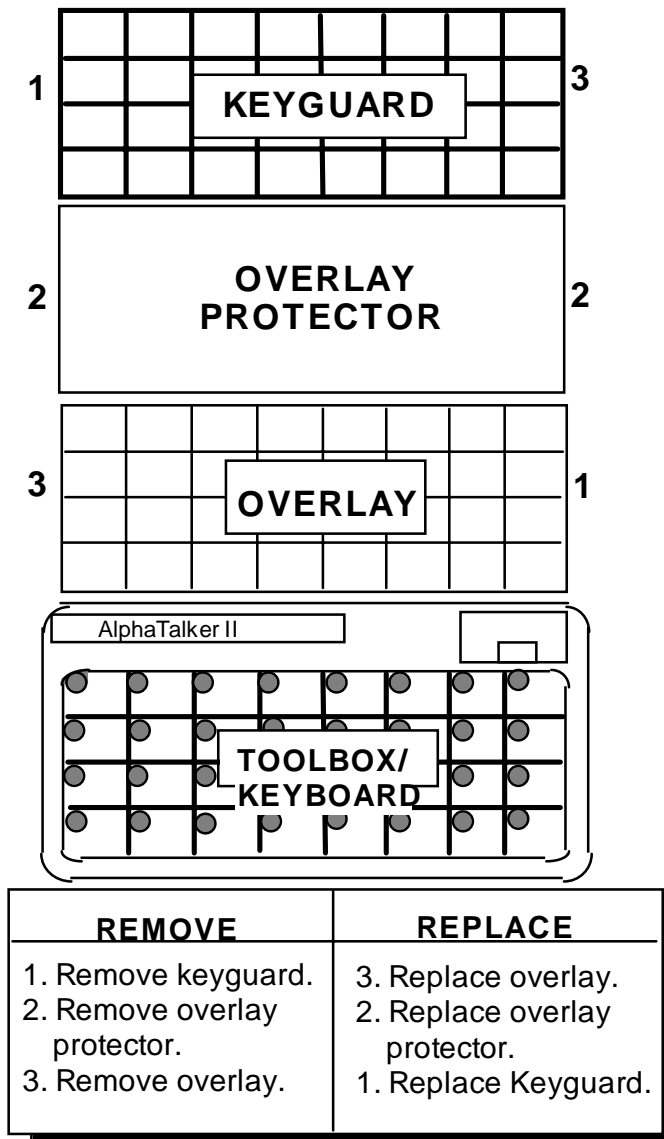
When choosing icons for messages consider the "rules" for your vocabulary program; the associations an icon may have; the category your message may belong in; how easy the association between icon and word is to learn, to remember and to teach; what icons might be combined to represent a wide range of messages.

An overlay is in place on your device. This overlay is based on the Unity vocabulary for AlphaTalker. This means that you have lots of words, phrases and messages already stored in your device. It is important, however, that you learn how to choose icons for any messages you want to store yourself.

A big consideration in choosing icons sequences is that they are logical, easy to learn and easy to remember.

If you are using a vocabulary program you will want your own sequences to work the same way as the sequences work in your program. To achieve this you need to understand the "rules" of your vocabulary program. Spend a little time thinking about multiple associations for icons. This will help you to understand how various icons can be combined to represent a word. Also spend some time thinking about what kind of 'category' your message might fit into. Organizing a vocabulary into categories is something human beings do naturally. Having a vocabulary program that is stored in the same way can help you learn and remember your sequences more easily. Consider, too, how "teachable" an icon or an icon sequence is.

If you are not using a vocabulary program, you will want to achieve the same goals, i.e., logical sequences that are easy to learn and remember. To achieve this you will want to devise a good system for storing vocabulary. Picking icons is part of this system.



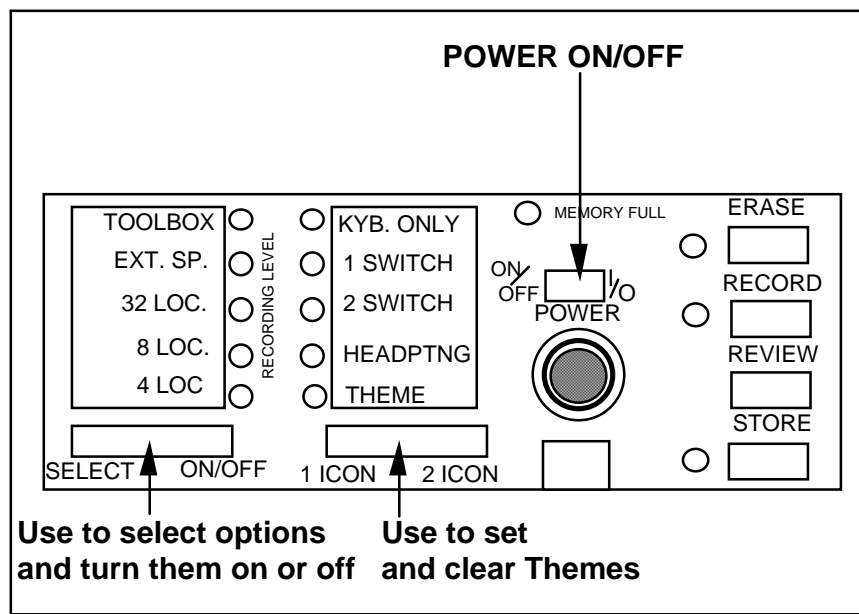
Changing an Overlay

How to Change an Overlay

Your Unity overlay is divided into 32 squares. If you ordered an 8 or 4 location kit your overlays will have 8 or 4 squares. You also received two icon sticker sheets and some extra overlays. You can use the extra overlays if you want to create a special overlay for specific use, such as a Scanning overlay.

How to Change an Overlay

Remove the keyguard by lifting up on the bottom edge and pulling it toward you. Remove the overlay protector and the overlay from the keyboard. What you see now is the Toolbox keyboard. Place the new overlay **face up** on the Toolbox keyboard and place the overlay protector on top of the overlay. Place the keyguard back on the AlphaTalker II. You may have to hold the overlay and overlay protector with your fingers so that they don't slip while you put the keyguard on. See page 65 for instructions about changing an 8 or 4 location overlay.



The AlphaTalker Control Panel

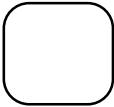

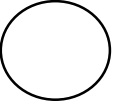
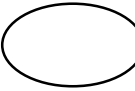


About the Control Panel and the Toolbox


Summary:


You use the Control Panel to store and record messages, and to choose an overlay and selection technique. You use the Toolbox to make changes in the AlphaTalker II's settings.

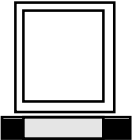
You will use the Control Panel and the Toolbox to set up the AlphaTalker II the way you want it to be set up. You can find the Control Panel by lifting the lid on the upper right corner of the AlphaTalker II. The left side of the Control Panel lists the selection techniques and type of overlay you can choose (4, 8, or 32 location) and allows you to open the Toolbox. Press the SELECT side of the SELECT/ON/OFF button to step through the different options. The light next to each option flashes as you step to it. Press the ON/OFF side to turn the option On or Off. If the LED *lights* when you press the ON/OFF side, the option is On (or selected for use); if the light *goes out*, the option is Off (or is no longer in use). The lights that are lit right now indicate that these options are ON and were turned on at the factory.

The Toolbox is *underneath* the keyguard and overlay. Just lift up on the keyguard until it separates from the AlphaTalker II and then remove the overlay protector and overlay. What you see is the Toolbox. The keys with text on them are "tools" to help build the AlphaTalker II into the best communication device for you. You can only activate keys in the Toolbox when the Toolbox is turned ON. You turn it On by pressing SELECT in the Control Panel until you have stepped to TOOLS. Then press the ON/OFF side. The TOOLS light goes On. When you are using the Toolbox *you must use direct selection by pressing on the keys*. When you are finished using the Toolbox, go to the Control Panel and press SELECT. When the TOOLS light starts to blink, press the ON/OFF side. The TOOLS light goes out which indicates that the Toolbox is closed.

	scanning and direct key selection		computer functions
	auditory prompt keys		key feedback
	valid key selections		system functions

 Press SET SCANNING SPEED or SET ACCEPTANCE TIME, then press any of the keys with a **clock** in the upper right corner next to a number.

 Any Toolbox choice with a **light bulb** next to it is the default. This means that it was turned ON at the factory and the key's light will be lit.

 Press SET BAUD RATE, then press any of the keys with a **computer** in the upper right corner next to a number.

All other Toolbox keys toggle ON or OFF.

How to "Read" the Toolbox

Learn How to "Read" the Toolbox

Summary:

When the Toolbox is open, some LEDs will be lit. These indicate that certain options are turned ON. You can change these options by pressing the keys and turning options On or Off.

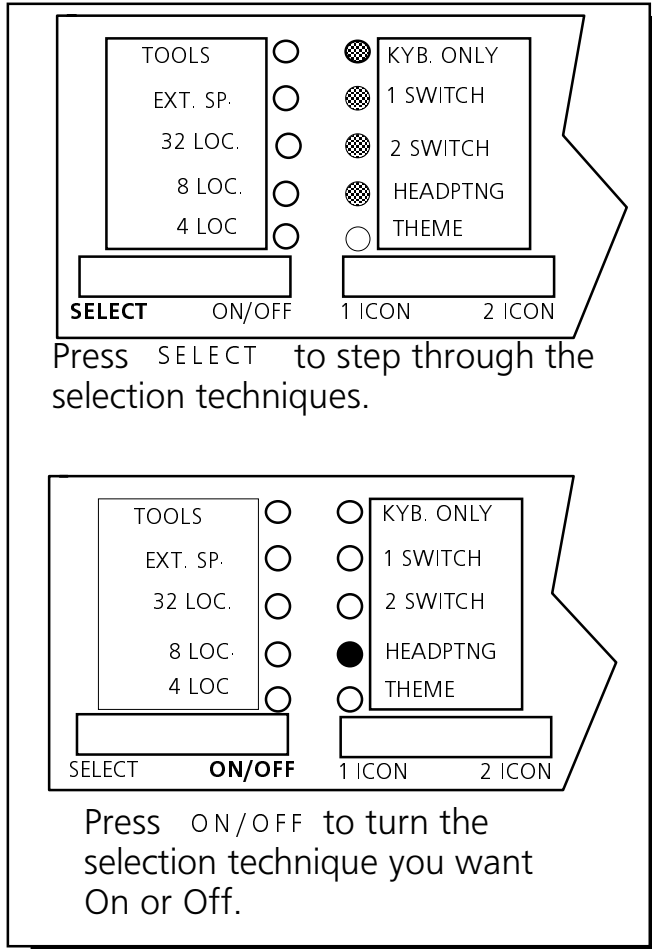
When you turn the Toolbox ON, some of the LEDs light. LEDs that are lit indicate that these options are defaults (pre-set at the factory) and are ON. If there are two choices listed on a key, the text on the top line is always the default. The default option also has a small light bulb icon next to it. If there are two choices listed on a key and no light is lit, that means the second (or bottom) option is in use and the default is turned Off. Keys that have only a single choice will be either Off (light out) or On (light On).

The top two rows of keys also have numbers in the top right corner of each key. These numbers indicate different scanning speed and acceptance time choices in seconds. The small clock icon by the numbers and on the SET SCANNING SPEED and SET ACCEPTANCE TIME keys tells you that the numbers are used with these two keys. (You will learn about these two options later in the manual.)

Four keys in the bottom row also have numbers on them and a small computer icon. You will use these four keys when you are connected to a computer. The numbers indicate different baud rates (the speed at which information travels from the AlphaTalker II to the computer). You can choose the baud rate you want by selecting the key with the number on it that you want. (You will learn about baud rate later in the manual.)

The Toolbox is easy to use. You just turn it On, (in the Control Panel), press the keys you want to use, and turn it Off.

Selection Techniques



Selection Techniques Are in the Control Panel

What is a Selection Technique?

Summary:

Use the Control Panel and the Toolbox to choose the Selection Technique you want to use to control the AlphaTalker.

Selection Technique refers to the method you decide to use to control the AlphaTalker II. You can order 8 and 4 location keyboards for all selection techniques.

Keyboard (Direct Selection)—the keyboard consists of 32 keys on the front of the AlphaTalker II. Press on the keys to activate them.

Headpointer (Direct Selection)—the keys on the AlphaTalker II are activated by the light gathering technique of Prentke Romich Company's Optical Headpointer (OH-AT). A headpointer plugs into the DUAL connector on the back of the AlphaTalker II.

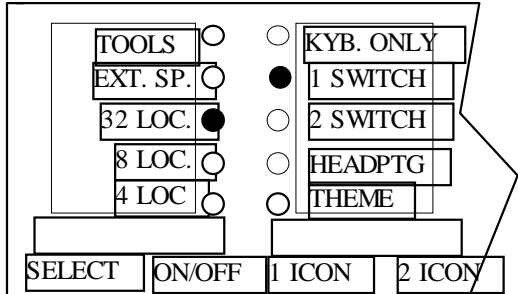
Single Switch Scanning—Use a single switch to scan to any key on the keyboard. Choose to scan by rows and columns or by columns and rows. Plug a single switch into the MONO jack on the back of the AlphaTalker II.

Dual Switch Scanning—use a dual switch or two single switches to scan left, right, up and down to any key on the keyboard. Plug a dual switch into the DUAL connector on the back of the AlphaTalker II. Plug two single switches into the MONO and DUAL jacks .

Remote Switch Box—plug up to eight single switches into the remote switch box. Each switch represents a particular key or set of keys on the keyboard. Plug the remote switch box itself into the MULTI connector on the back of the AlphaTalker II.

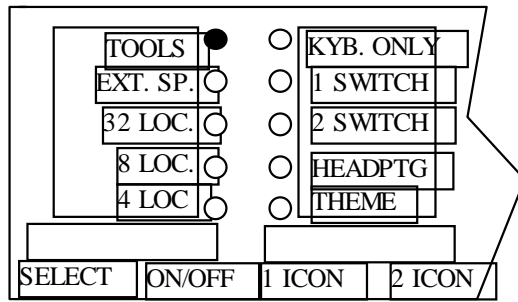
Choose a selection technique from the Control Panel. Choose options for your selection technique from the Toolbox.

**Plug switches or headpointer
into the proper connector
on the back of the AlphaTalker II**



Press **SELECT** to step to the option you want.

Press **ON/OFF** to the option you want On or Off. The LED next to the option will light.



Open the Toolbox:

if you want to make any Toolbox selections such as:


- Circular Scan
- Scan Mode 2
- Set Scanning Speed
- Set Acceptance Time

Making Your Selection Technique

Make a Selection Technique Choice in the Control Panel

Summary:

Lift the small lid on the top right corner of the AlphaTalker II. Pressing the SELECT side of the SELECT ON/OFF key until the LED next to the technique you want to use flashes. Then press the ON/OFF side of the key.

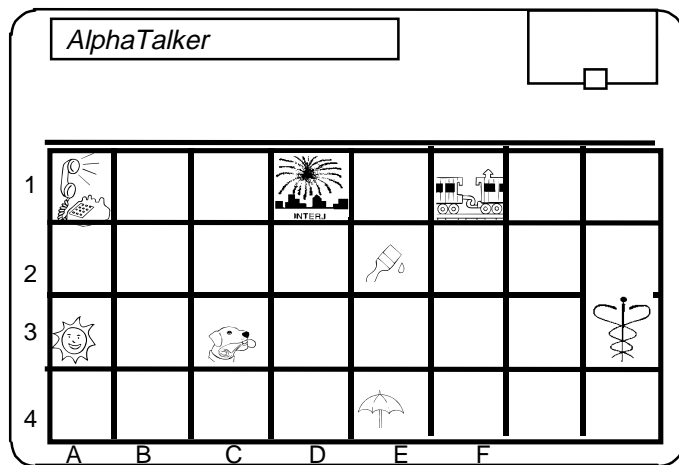
 **All selection techniques** require analysis of positioning to prevent repetitive stress injuries.

Once you have decided which selection technique you want to use, you must tell the AlphaTalker II by selecting the technique from the Control Panel. Lift the lid on the upper right corner of the AlphaTalker II to see the Control Panel. From the left side of the Control Panel you can choose a selection technique, an overlay and open the Toolbox. By pressing the SELECT side of the SELECT ON/OFF key you can step through all these options. The LED flashes for each option you step to. Press the ON/OFF side to turn the option On. The LED lights when you press the ON/OFF side of the button.

To Choose A Selection Technique

1. Plug your switch or headpointer into the correct jack on the back of the AlphaTalker II.
2. Open the Control Panel door.
3. Activate the SELECT side of the key to step through the different selection techniques. When you step to a location the LED next to it flashes.
4. Activate the ON/OFF side of the key when you reach the selection technique you want to use. When the LED stays lit the technique is On.

You can fine tune some techniques by selecting different options in the Toolbox.



KEYBOARD
as a Selection Technique
Press keys to make a selection

Step to **KEYBOARD** in the Control Panel.
Activate the **ON/OFF** side of the **SELECT ON/OFF** button.

Even if you choose a different selection technique, you can still use the keyboard

The Keyboard is the Default Selection Technique

The Keyboard as the Selection Technique

Summary:

If you choose the Keyboard for your selection technique, you must be able to press on the keys with your finger or some kind of "point and press" device.

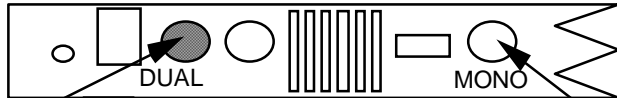
The keyboard and the headpointer are the quickest selection techniques. With the keyboard you make direct selections simply by pressing on the keys you want with your finger (or with the eraser end of a pencil or some "point and press" device). You can use the keyboard with the 32, 8 or 4 location overlays. The default key acceptance time is .01 second.

The keyboard is the default selection technique for the AlphaTalker II. This means that when you receive your AlphaTalker II you can use it right away. Just turn it On and then press the keys on the keyboard.

After two (2) minutes, if no key selections are made, the AlphaTalker II 'powers down' (turns off). To turn it back on, just activate a key or a switch. You can change this automatic power down function by turning the AUTO POWER DOWN key to Off in the Toolbox. When this function is turned Off, the AlphaTalker II will not power down, but will stay On until you turn it off manually by pressing the ON/OFF/I/O key in the Control Panel.

You *must* use the keyboard (not a switch or headpointer) when you are in the *Toolbox* and you must press the individual keys to activate them. No matter what selection technique is chosen, the keyboard is always available for use.

Back of AlphaTalker II



Plug in Headpointer here

If also using a single switch, plug it in here

In the Control Panel, activate SELECT and step to HEADPTNG. Activate ON/OFF.

HEADPOINTING

WITH AUTO POWER-DOWN ON (default)

You can have a single switch plugged into the MONO connector on the back of the AlphaTalker II.

If no activations are made after 2 minutes the AlphaTalker II turns Off.

Activate the switch once to turn AlphaTalker II back On.

WITH AUTO POWER DOWN OFF

The AlphaTalker II will not power down at all unless you go to the Control Panel and activate the **ON/OFF** button.

Headpointing as a Selection Technique

Headpointing as a Selection Technique

Summary:

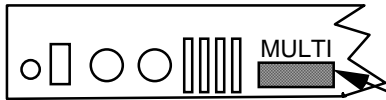
Plug the Headpointer into the connector labeled DUAL on the back of the AlphaTalker II. Select "Headpointer" from the Control Panel. "Auto Power Down" is the default (the device turns Off after 2 minutes if no activations are made). Plug a single switch into the MONO connector to wake device back up.

Plug the headpointer cable into the jack labeled DUAL on the back of the AlphaTalker II. You can use the Headpointer with the 32, 8 and 4 location overlays.

If you select **HEADPOINTING**, you must point the headpointer at the key you want. After the "acceptance time" passes (1 second default), the key is activated. You can set a different acceptance time in the Toolbox. After 2 minutes, if no selections are made, the AlphaTalker II powers down. To wake it back up, you must have a single switch plugged into the MONO jack on the back of the AlphaTalker II. Activate this switch once (or any key on the keyboard) to turn the unit back on.

To avoid using the single switch you can go to the Toolbox and activate the AUTO POWER DOWN key *once*. This turns the automatic power-down function Off (the light goes out). The AlphaTalker II then stays on until you turn it off manually by pressing the ON/OFF/I/O key in the Control Panel.

➡ when AUTO POWER DOWN is turned Off, the AlphaTalker II does not turn off by itself. You must turn it off in the Control Panel using the ON/OFF/I/O button. If you forget to turn the device off when you have finished using it, the batteries will drain. Keep the battery charger plugged in or post a note in a handy place that will remind you to turn the AlphaTalker II off when you have finished using it.



Plug in REMOTE SWITCH BOX here
 Plug up to 8 single switches into the Remote box

	A	B	C	D	E	F	G	H
1	S-1		S-2		S-3		S-4	
2								
3	S-5		S-6		S-7		S-8	
4								

With a 32 Location Set-up

	A	B	C	D	E	F	G	H
1	SWITCH 1		SWITCH 2		SWITCH 3		SWITCH 4	
2								
3	SWITCH 5		SWITCH 6		SWITCH 7		SWITCH 8	
4								

With 8 Location Set-up

	A	B	C	D	E	F	G	H
1	SWITCH 1 or 2				SWITCH 3 or 4			
2								
3	SWITCH 5 or 6				SWITCH 7 or 8			
4								

With a 4 Location Set-up

Remote Switch Option

Remote Switch Option

Summary:

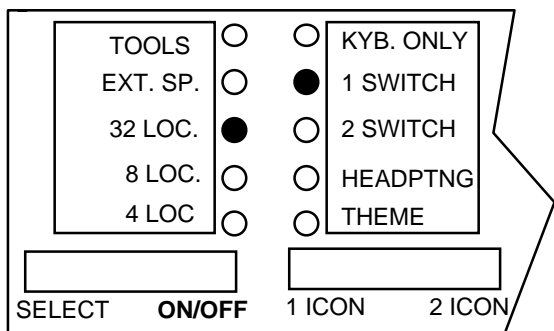
Plug the Remote Switch Box into the AlphaTalker II. Plug up to eight single switches into the remote switch box. Each switch represents a key or set of keys on the AlphaTalker II's keyboard. You can use the Switch box with 32, 8 or 4 location keyboards. The remote switch box is an option that can be ordered from PRC.

(If you are not familiar with location codes such as "C-1" or "B-4, please read page 65 for an explanation of using location codes.)

You can plug up to 8 single switches into the AlphaTalker II's remote switch box. Each switch corresponds to a specific key on the AlphaTalker II. If you use the 32 Location Overlay with 8 single switches, each switch represents the upper left key in a block of four keys. For example, Switch 1 corresponds to key A-1, Switch 2 corresponds to key C-1, Switch 3 corresponds to key E-1, etc. Each time you activate Switch 1, for example, the results are the same as if you had activated the top left key (A-1) on the AlphaTalker II itself.

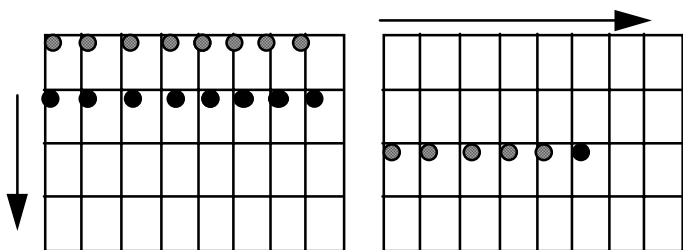
If you use an 8 Location Overlay, each switch corresponds to one 8 Location Overlay key. If you activate Switch 1 you will hear whatever you have stored at location A-1 in 8 Location mode.

If you use the 4-Location Overlay and remote switches, each switch corresponds to one 4 Location Overlay key. For example, if you plug Switch 5 in and activate it, you get the same results as if you had activated key A-3 on the AlphaTalker II. In 4 Location Overlay you may use Switch 1 or Switch 2 for location A-1 (A-D), Switch 3 or Switch 4 for location E-1 (E-H), Switch 5 or Switch 6 for location A-3 (A-D) and Switch 7 or Switch 8 for location E-3 (E-H).

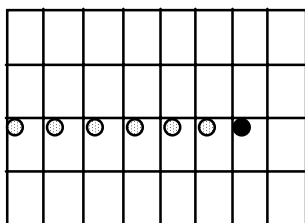


SINGLE SWITCH—SCAN MODE 1

32 Row/Column



1. Activate your switch. Scan proceeds down the rows.
2. Activate your switch. Scan proceeds across the columns.



3. When the scan reaches the key you want, activate your switch.

Single Switch—Scan Mode 1

Single Switch—Scan Mode 1

Summary:

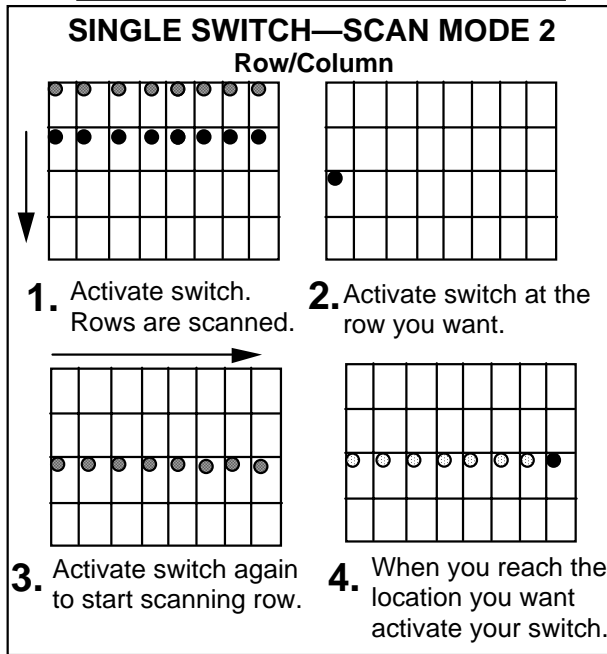
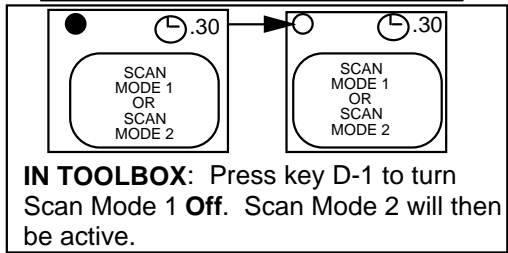
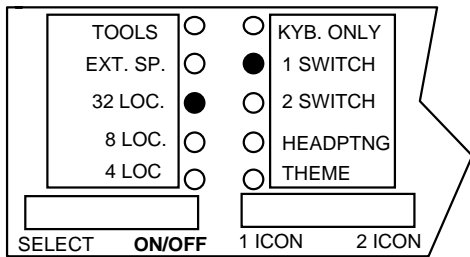
Plug a single switch or a dual switch (use only the SELECT side) into the connector labeled MONO on the top of the AlphaTalker II. The default scan is automatic and the default scanning rate is 1 second.

Scan with a single switch or use the SELECT side of a dual switch. Plug the switch into the connector labeled MONO on the back of the AlphaTalker II. Use Row/Column or Column/Row scanning with the 32 location overlay. Row/Column is the default. Choose to scan automatically or to press and hold a switch until you come to the location you want. The default is AUTO. The default for Scanning Speed is 1 second. The default for Acceptance Time is .01 second. All of these options are in the Toolbox.

Open the Control Panel and press SELECT to step to 32 LOC. Activate the ON/OFF side. The LED lights. Activate SELECT again and step to 1 SWITCH. Activate the ON/OFF. You are now in 32 Location Row/Column Automatic Scan. (You cannot use STEP with a 32 location overlay.)

Activate your switch. The LEDs on the top row of the keyboard light, then the second row, etc. Each time a row lights, you hear a beep. When the row you want is lit, activate your switch to select it. The LEDs in the row you selected move from left to right through the columns in the row. When the key you want is lit, activate your switch. If a message has been stored in the location you selected, the AlphaTalker II speaks the message, then returns to scanning down the rows.

If you do not make any switch activations the AlphaTalker II scans the rows or columns three times and then stops. To begin another scan you, activate your switch. (See page 49 for a discussion of **Single Switch—Scan Mode 1** using an 8 or 4 location overlay.)



Single Switch—Scan Mode 2

Single Switch—Scan Mode 2

Summary:

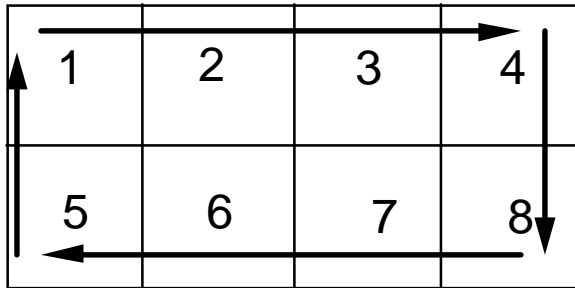
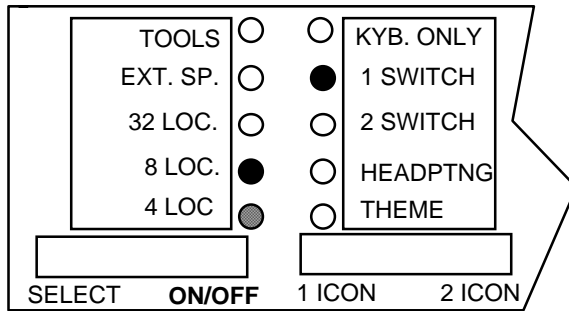
Scan Mode 2 involves 4 switch activations rather than 3. You can select this style in the Toolbox. Use this technique with a 32 location overlay only.

Scan Mode 2 is an alternative single switch scanning technique. This technique involves four switch activations instead of three as in Scan Mode 1. You can select SCAN MODE 2 in the Toolbox. Select 1 SWITCH in the Control Panel.

The first switch activation causes the top row to light. The scan continues automatically down the rows. When it reaches the row you want, activate and release your switch. The scan stops at the row you have chosen and the light at Column A lights. Press the switch again and the scan proceeds across the row. When the scan reaches the key you want, press the switch to activate the location.

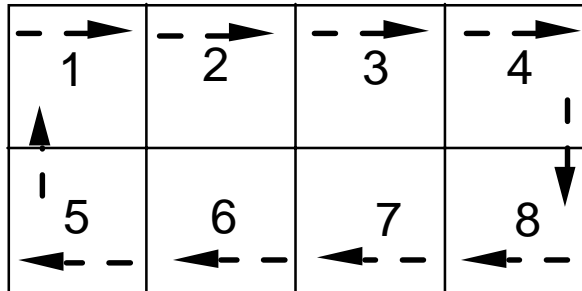
Scan Mode 2 has the same options as Scan Mode 1, i.e., hold or auto and column/row instead of row/column.

You cannot use this selection technique with an 8 or 4 location overlay. You must select Single Switch with Circular/Linear Step or Circular/Linear Scan with an 8 or 4 location overlay.



Automatic Circular Scan

You must activate switch to **stop** the scan.



Step Scanning

You must activate a switch to move from one location to the next

8 and 4 Location Circular Scan or Step

Single Switch—Scan Mode 1 with 8 or 4 Locations

Summary:

Use these switch techniques with the 8 and 4 location overlays only. To step, activate your switch each time you want to move. Circular means the scan goes from left to right on top and from right to left on the bottom.

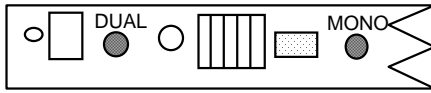
If you are going to use a single switch with an 8 or 4 location overlay, you can choose Circular or Linear and Step or Scan modes. CIRCULAR and SCAN are the defaults. Select LINEAR and STEP in the Toolbox. Select 1 SWITCH in the Control Panel.

Circular: The scan moves from **left to right** along the top row and then from **right to left** on the bottom row (circular motion).

Linear: The scan moves from **left to right** on both the top and bottom rows (in two lines).

Scan: Activate your switch. The AlphaTalker II beeps and the top left block of keys lights. The scan moves automatically from left to right across the top row and from right to left across the bottom row (circular) or automatically from left to right on both the top and bottom rows (linear). The scan moves at the scanning speed (which can be set in the Toolbox). When the scan reaches the key you want, activate your switch. If no key is selected, the scan circles the overlay three times, then stops. Activate your switch to start a new scan. You can choose HOLD (in the Toolbox) in which case you press and *hold* your switch until you come to the key you want and then release it.

Step: You must activate your switch to start the scan and then activate it each time you want to move to a new key. The AlphaTalker II automatically selects a location when the activation delay has passed.



Plug **DUAL** switch in
DUAL connector
OR
2 single switches in
MONO and DUAL
Select **2 SWITCH** in the
Control Panel.

2 SWITCH—SCAN MODE 1
32 Location

First activation of Switch #1 starts scan of middle column from top to bottom

Second activation of Switch #1 reverses scan from bottom to top

First activation of Switch #2 starts scan of row from left to right

Second activation of Switch #2 reverses scan from right to left

TAP switch to select a location

Dual or 2 Switch—Scan Mode 1

2-Switch—Scan Mode 1

Summary:

Use two single switches or one dual switch to scan up, down, left and right. Plug single switches into the MONO and DUAL connectors. Plug a dual switch into the DUAL connector. After each activation, the scan returns to the center of the keyboard.

2-Switch—Scan Mode 1, 32 Location:

With 2-Switch Scanning use either two single switches or one dual switch. With two single switches, plug one switch into the connector marked MONO and the other switch into the connector marked DUAL. If you have a dual switch, plug it into the connector marked DUAL. Select 2 SWITCH in the Control Panel. Scan Mode 1 is the default.

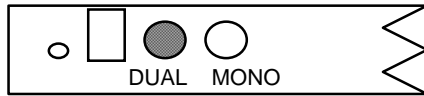
2 Single Switches (Auto)—"Auto" is the default. Each switch alternates the direction of the scan between up/down and left/right. The first activation of switch #1 starts the scan of the middle column from top to bottom. Press the switch again and the scan reverses. The first activation of switch #2 starts the scan across the rows from left to right. Push the switch again and the scan reverses. Press and *hold* the switch to start scans; *tap* the switch with a short hit to activate a location that is lit.

Dual Switch—See above. The SELECT side of your switch scans left/right and the ON/OFF side scans up/down.

Auto or hold and column/row instead of row/column are available with 2-switch scanning. *STEP is not available with a 32 location overlay.*

2 Switch—Scan Mode 1, 8 or 4 Location

Choose "Auto" or "Hold" ("Auto" is the default) and "Circular" or "Linear" scan. (See page 49 for a description of Circular and Linear scans.) With 2 switches in 8 or 4 locations, one switch scans forward and one switch scans backward.



Plug **DUAL** switch in DUAL connector
 OR
 2 **single switches** in MONO and DUAL
 Select 2 **SWITCH** in the Control Panel
 Turn Off Scan Mode 1 in the Toolbox

2 SWITCH—SCAN MODE 2

1
 Activate Switch 1 to start scan of rows from top to bottom.
 (Hold switch down or flick switch to move.)

2
 Activate Switch 2 to select row.

1
 Activate Switch 1 to start column scan.
 (Hold switch down or flick switch to continue scan.)

2
 Activate Switch 2 when you reach the location you want

2-Switch—Scan Mode 2

2-Switch—Scan Mode 2

Summary:

Switch 1 starts scan. Switch 2 selects row or column. Switch 1 scans row or column. Switch 2 selects location.

Plug two single switches into the MONO and DUAL jacks. Switch 1 is in the DUAL jack. Switch 2 is in the MONO jack. If you have a dual switch, plug it into the DUAL jack. With a PRC dual switch, the SELECT side of the switch is Switch 1 and the ON/OFF side of the switch is Switch 2.

Use 2-Switch Scan Mode 2 with the 32 location overlay. Select 2 SWITCH in the Control Panel. Turn on the Toolbox in the Control Panel and then turn Scan Mode 1 *Off* in the Toolbox. This makes Scan Mode 2 active. Turn the Toolbox Off in the Control Panel.

Press Switch 1 to start the scan. The lights in the top row or first column light up. To move the scan to the next row or column, either hold Switch 1 down until the row or column you want is lit, or press and release the switch each time you want to move to a new row or column.

When you reach the row or column you want, press switch 2. Then press and hold Switch 1 to scan across or down, or press and release the switch until you reach the key you want.

When you reach the location you want, press switch 2.

You can set scanning speed and activation delay in the Toolbox.

Stepping or pressing and holding the switch are the only scanning choices with Scan Mode 2. *Automatic scan is not a choice.*

1



	A	B	C	D	E	F	G	H
1								
2								
3								
4								

2

	A	B	C	D	E	F	G	H
1								
2								
3								
4								

Scanning Speed is the amount of time it takes to scan from one key to the next.

Scan Speed Default = 1 sec.

From  to  = 1 second

Scanning Speed

Scanning Speed Can Be Changed in the Toolbox

Summary:

Scanning speed is the amount of time it takes the AlphaTalker II to move from one key to the next in a scan. As the AlphaTalker II scans, it beeps and lights the LED at each key. Change the scanning speed in the Toolbox.

Scanning Speed refers to the time it takes for the AlphaTalker II to move from one key to the next key in a scan. As each key is scanned its LED lights up and the AlphaTalker II beeps. The default scanning speed is 1 second. You can choose a different scanning speed if you want to. You may want to use a very slow scanning speed to start with, perhaps 5 seconds between beeps—that is, it will take the AlphaTalker II five seconds from the time one LED lights and the AlphaTalker II beeps to the time the next LED lights and the device beeps. Or you can choose a very fast speed such as one tenth of a second between beeps.

You can change the scanning speed in the Toolbox. Remember, the Toolbox is **underneath** the keyguard and overlay. To see it you must *lift the keyguard and overlay off the AlphaTalker II*.

In the Toolbox you can see numbers in the upper right corners of the *first two rows of keys* beginning with the key at A-1 (.01) and ending with H-2 (5.0). These numbers tell you the different scanning speeds and acceptance times. All of these numbers have a small clock icon beside them. There is a key labeled SET SCANNING SPEED that also has a clock icon. The clock tells you that the number keys and the SET SCANNING SPEED key go together. Turn to page 59 to learn how to set the scanning speed.

	A	B	C	D	E	F	G	H
1								
2								
3								
4								

	A	B	C	D	E	F	G	H
1								
2								
3								
4								



= key scanned or pointed to



= same key accepted and activated
after acceptance time has passed.

Default acceptance time =.01 second

Acceptance Time

Acceptance Time Can Be Changed in the Toolbox

Summary:

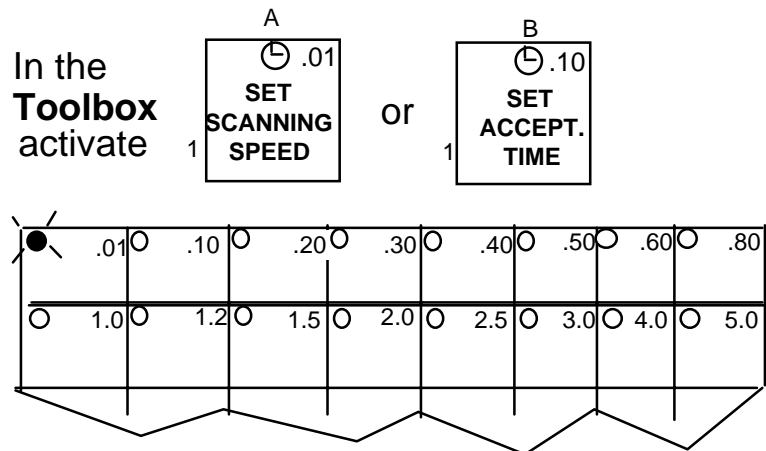
In scanning, the Acceptance Time determines how long you must maintain contact with a switch before the AlphaTalker II accepts a location and makes a key activation. In Headpointing, Acceptance Time determines the amount of time it takes between the time the LED lights up to the time the AlphaTalker II accepts the location and activates the key.

Acceptance Time determines the amount of time it takes for the AlphaTalker II to accept a location and activate the key. If you are scanning, the acceptance time is the amount of time you must **maintain contact** with your switch before the key you have scanned to is accepted. If you are using the headpointer, acceptance time is the amount of time it takes between the time the LED for the key you have pointed to lights up and the time the AlphaTalker II takes to beep/flash that the location has been activated. The default acceptance time is .01 second for scanning and 1.0 second for headpointing.

If one-tenth of a second seems too fast or one second seems too slow for you, you can change the delay in the Toolbox. The Toolbox is **underneath** the keyguard and overlay. To see it you must *lift the keyguard and overlay off the AlphaTalker II*.

In the Toolbox you can see numbers in the upper right corners of the first two rows of keys beginning with the key at A-1 (.01) and ending with H-2 (5.0). These numbers indicate different scanning speeds and acceptance times. All of these numbers have a small clock icon beside them. There is a key labeled SET ACCEPTANCE TIME that also has a clock icon. This indicates that the numbers and this particular key go together. Turn the page to learn how to set the acceptance time.

In the Control Panel, open the Toolbox.

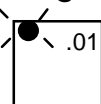


All the lights go out on the keys that have numbers on them.

The current Scanning Speed or Acceptance Time flashes.



Press the key which contains the Scanning Speed or Acceptance Time you want.



If you want to keep the current speed, do nothing. The key will time-out in five seconds and the current speed will be kept.

Set a Scanning Speed and an Acceptance Time in the Toolbox

Set a Scanning Speed and Acceptance Time in the Toolbox

Summary:

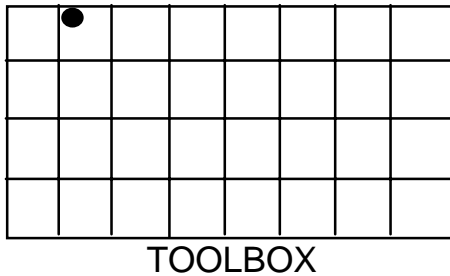
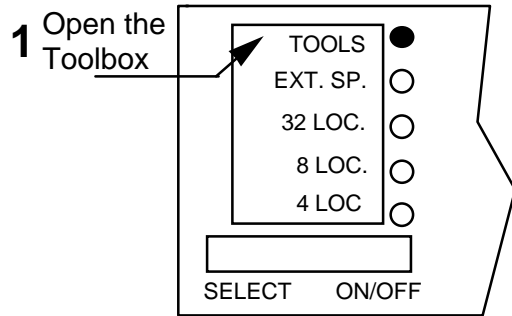
Remove the keyguard and overlay from the AlphaTalker II. Turn TOOLS On, activate SET SCANNING SPEED or SET ACCEPTANCE TIME. Activate a speed or time. Turn TOOLS Off and replace the overlay and keyguard.

To use the Toolbox you must *remove the keyguard and overlay*. Pull up on the keyguard and then remove the overlay. In the Toolbox, you must press the keys. You cannot use an optical headpointer or switches. When you have turned the Toolbox Off, you will automatically return to whatever overlay and selection technique you were using before you entered the Toolbox.

To use the keys in the Toolbox, you must turn the Toolbox On. Go to the Control Panel and press SELECT to step to TOOLS. Activate the ON/OFF side. The Toolbox is ON when the LED next to it is lit.

To Change the Scanning Speed/Acceptance Time

1. Remove the keyguard and overlay.
2. Turn TOOLS On in the Control Panel.
3. Activate the key labeled SET SCANNING SPEED or SET ACCEPTANCE TIME. All the LEDs on the keyboard *go out except* the current scanning speed or acceptance time which flashes. (If you want this speed, do nothing.)
4. Look at the numbers in the upper right corner of keys A-1 through H-2. Each number represents a scanning speed or acceptance time. Activate the key you want.
5. The light for the key you activate flashes for a few seconds. When it goes out the LEDs all return to normal.
6. Turn the Toolbox Off by pressing SELECT. When the TOOLS LED flashes, press the ON/OFF side. Replace the overlay and keyguard.



Activation Delay

Activation Delay gives you time to change your mind and activate your switch again before a key you have selected is activated.

The delay is always the same as the scanning speed.

Press ACTIVATION DELAY key (A-2) to turn delay ON.

Activation Delay Lets You
 Change Your Mind

Activation Delay Gives You a Chance to Change Your Mind Before a Key is Activated

Summary:

With Activation Delay turned On, you can scan to a key, select it and then change your mind and begin to scan again before the key is activated. Activation delay is automatically set to your scanning speed.

Activation Delay gives you a few seconds to change your mind when you are scanning and have selected a key. When Activation Delay is turned On you can scan to a key, select it, and then if you change your mind, you can hit your switch again to keep the key from being activated.

The amount of delay is automatically set at whatever your scanning speed is. If your scanning speed is set to 1 second, then once you select a key you have 1 second in which to change your mind and "de-select" the key by hitting your switch again. If you go to the Toolbox and turn Activation Delay Off, any key you select will be activated with no delay. The tool can only be turned On or Off.

The default setting for Activation Delay is OFF.

The Activation Delay tool is key A-2.

	A	B	C	D	E	F	G	H
1								
2								
3								
4								

<p>LOCATION E-3</p> <p>Column - E</p> <p>Row - 3</p>

Location Code on a
32 Location Overlay

Your 32 Location Overlay/Keyguard

Summary:

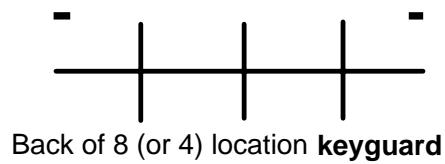
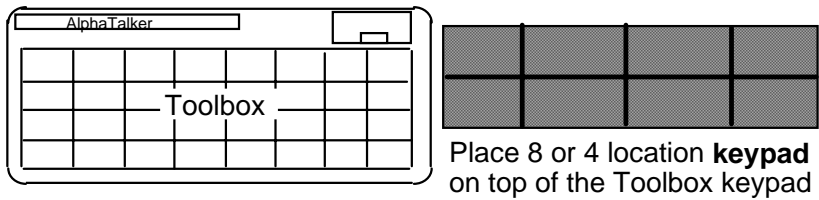
The default overlay for the AlphaTalker II is the 32 Location Overlay. This means there are 32 single key locations to choose from.

Your AlphaTalker II comes with the 32 location keyboard, overlay, overlay protector and keyguard. The 32 location keyboard has 32 keys arranged in 4 rows and 8 columns. The top row is Row-1, the second row is Row-2, the third row is Row-3 and the bottom row is Row-4. The columns are labeled with letters of the alphabet, so the far left column is Column-A, the next column is Column-B and so on. The column on the far right of the keyboard is Column-H.

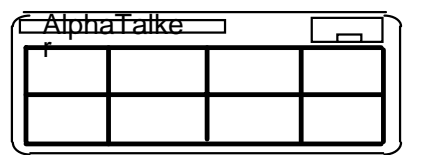
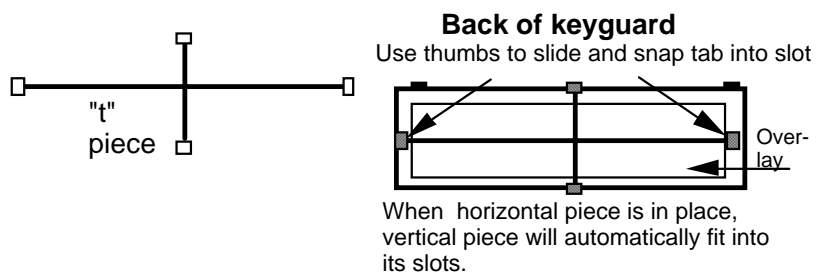
You can indicate the position of any key by giving its letter/number (or number/letter) combination. For instance, the key in the upper left corner of the keyboard is A-1; the key in the bottom right corner is H-4; a key near the middle of the keyboard is D-3.

If you turn Auditory Prompts On (see pages 103-105), the AlphaTalker II speaks the letter/number designation for each location. Letter/numbers are also spoken when sequences are being reviewed.

See the next page for instructions about 8 and 4 location overlays.



Place the overlay protector on the keyguard. Place the 8 or 4 location overlay *face down* on top of the overlay protector.



Turn the keyguard over and put it back on the AlphaTalker.

Changing an 8 or 4 Location Overlay

8 and 4 Location Overlays/Keyguards

The 8 or 4 Location Kit contains an 8 or 4 Location keypad, overlay, overlay protector, keyguard and a thin T-shaped piece of plastic. When you select 8 LOC or 4 LOC from the Control Panel, this makes a block of keys on the keyboard act as a single location. With 8 Location, for instance, the block of four keys in the upper right corner acts as *one* key. The key in the top left corner of an 8 Location Overlay is A-1, the key in the top right corner is D-1. On a 4 location overlay, the key on the top left is A-1, then next across is B-1.

To place the 8 or 4 location kit on your AlphaTalker II, remove the 32 location keyguard, overlay and overlay protector. What you see is the Toolbox keypad. *Place the 8 or 4 location keypad on top of the Toolbox keypad.*

When you insert or remove the "t" piece (as described below), do it *gently* or you will rip your overlay. We suggest that you practice a few times **without** the overlay protector and overlay on the keyguard.

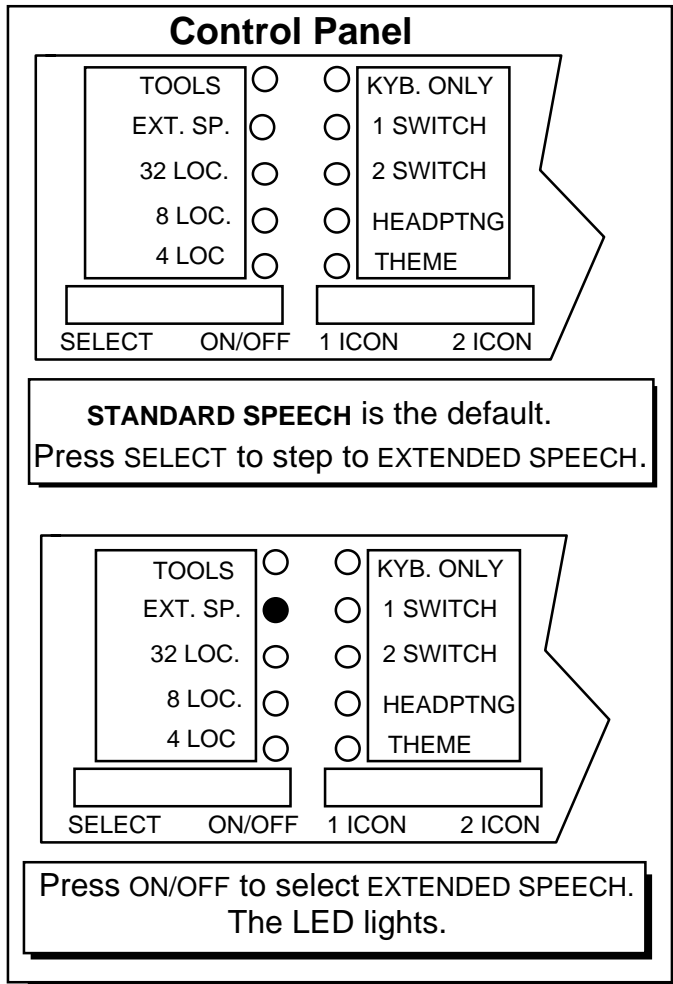
On a flat surface, place the *8 location keyguard face down in front of you*. Place the overlay protector on the keyguard. Place the *8 location overlay face down* on top of the overlay protector (see note in box, above). Hold the "t" piece so that its flat side is down.

Take one of the tabs on the horizontal bar and position the edges of the tab even with the edges of its slot. Tip the tab (and whole "t" piece) up so that the tab edges are at an angle to the slot. Place your thumbs on the either side of the tab and place your fingers so they can grip the case. Slide the tab into the slot. You will hear and feel a "click" when the tab snaps into the slot. Repeat this procedure for the other tab on the horizontal bar. When these two

tabs are in place, the tabs on the vertical bar will automatically fit into their slots. The "t" piece holds the overlay in place.

Turn the keyguard over. You should see the overlay underneath the overlay protector. Slide the tabs at the top of the keyguard into their holes on the AlphaTalker II and lower the keyguard down until the magnets snap into place. Remember to select 8 or 4 LOC from the Control Panel.

Storing Procedures



Select Standard or Extended Speech

Choosing Standard or Extended Speech Can Save Memory

Summary:

AlphaTalker II has 6.5 minutes of higher quality Standard speech or 11.5 minutes of lower quality Extended speech. The default is Standard speech. Select Extended speech from the Control Panel.

The AlphaTalker II has two speech settings for recording messages, Standard or Extended speech. Standard speech is the default. Messages recorded in Standard speech sound a little better when they are spoken by the AlphaTalker II than messages recorded in Extended speech. However, Standard speech takes up more space than Extended speech. You can record 6 1/2 minutes of Standard speech or 11 1/2 minutes of Extended speech.

You can record some messages in Standard speech and some in Extended, if you like. You might record messages that are used mainly around family in Extended speech and store messages that are used mostly in public/social situations in Standard speech. Using both Standard and Extended speech will give you somewhere between 6 1/2 and 11 1/2 minutes of speech. However, you must select either Standard or Extended speech *before* you record a message; selecting either afterwards will have no bearing on how the message sounds.

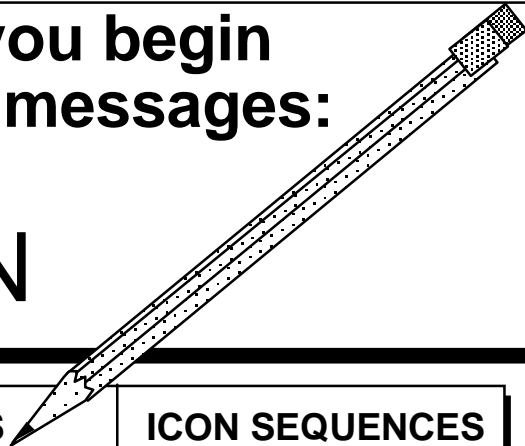
You can record virtually thousands of messages; however, a *single* message cannot be longer than two minutes of Standard speech or 4 minutes of Extended speech.

To switch from Standard to Extended speech:

Open the Control Panel and press SELECT to step to EXT. SPEECH. Press the ON/OFF side. When the LED *lights* you are in Extended speech. Repeat the process to return to Standard speech (the LED *goes out*)

**Before you begin
to store messages:**

PLAN



MESSAGES	ICON SEQUENCES
<p>Plan messages which are necessary useful fun Write them</p>	<p>Select icon sequences for each message which help you to remember the message. Write them</p>
<p>Examples: Help!. What?. Surprise! What I want to say isn't in my AlphaTalker</p>	<p>Examples: MEDICAL VERB ? WORD ? WORD INTERJ RAINBOW KNOT PHONE</p>
<p>Select STANDARD or EXTENDED SPEECH</p>	

Plan What You Are Going to Record

Before You Begin to Store, Know What You Want to Say

Summary:

Decide what you want to say and select the icon sequence you want to use before you store the message. The green LEDs in the Control Panel indicate a clear recording.

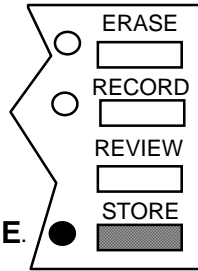
You can store any spoken message (words, phrases or sentences) into the AlphaTalker II memory. You can store messages under sequences of up to three icons or under a single key.

Before you store, plan both the message *and* the icon sequence or key you want to use. You may want to write them down. This helps to save on the amount of time you must hold down the RECORD key. The longer you hold the RECORD key down, the more memory is used. If you absentmindedly hold the RECORD button down for three minutes, the AlphaTalker II's memory will fill up. You will not be able to record any more messages until you erase that location.

The **microphone** is located in the Control Panel. Direct your voice toward the microphone. When you record a message, some of the LEDs on the left side of the Control Panel light up. These lights act as a **recording level**. If the red lights in the middle of the column are lit, your recording should be good. A red light at the top means that you are speaking too loudly. A red light at the bottom means that you are speaking too softly. If red LEDs at the top or the bottom of the two rows are lit when you record, you may want to re-record your message.



You can connect an external microphone to the correct connector on the back of the AlphaTalker II. Prentke Romich makes a remote microphone that fits the AlphaTalker II's connector. You can also go to an electronic equipment store and ask for a remote microphone that will fit a 3.5 millimeter mono jack.

Store a Message

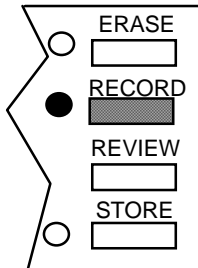


1 Activate **STORE**.

2 Press **icons** to store message under.

	A	B	C	D	E	F	G	H
1								
2								
3								
4								

3 Press and **hold RECORD** while you speak message into microphone.



4 Press the **icons** you selected or press **REVIEW** to test message.

Store Your Messages

Store Your Message

Summary:

Activate STORE in the Control Panel (LED lights). Activate the icon sequence to store message under. Press and hold the RECORD key while you speak the message. Release the RECORD key when you end the message.

Before you store, know what it is you want to say and have the icons you want to use already in mind. If you want to use Extended speech, turn that option on in the Control Panel, now.

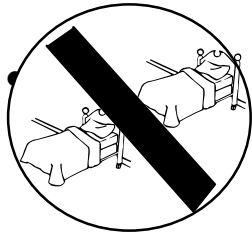
To Store a Message:

1. Activate the STORE in the Control Panel.
2. Activate the icon sequence or the key where you want to store the message.
3. Press and hold the RECORD key and speak your message.
Release the RECORD key as soon as you have finished speaking.
4. Activate the REVIEW button *once*. If you are satisfied with the recording, continue to store new messages or retrieve already stored messages.
5. If, after pressing REVIEW, you are not satisfied with the recording, press the ERASE button. Choose the icon sequence you stored the sequence under. Press ERASE again. The AlphaTalker II will beep. Press ERASE again. The message is erased. Record a new message exactly as described above.

Once you have stored a message at a location, the LED for the first key in the sequence (or a single key) lights and remains lit. This is called Icon Prediction and it reminds you that the icon is the beginning of a message sequence. Please read pages 97-99 for information about **ICON PREDICTION** and **PREDICTIVE SELECTION**. The default for Icon Prediction is On. You can turn it Off in the Toolbox.

Storing Tips

- To hear a message you just recorded, press **REVIEW**.
- To erase a message, press **ERASE**, press the icon sequence, then press **ERASE ERASE**.
- If you are in STORE mode and you want to exit before you have recorded anything, press STORE again.



Do **NOT** select the same two icons in a row.

Storing Tips

Some Storing Tips

Summary:

Below are some troubleshooting tips if you run into any problems while storing messages.

If, when you press the RECORD key the AlphaTalker II emits an error beep (a long beep), it means that you selected an icon sequence or key that has already been used for another message.

You can then:

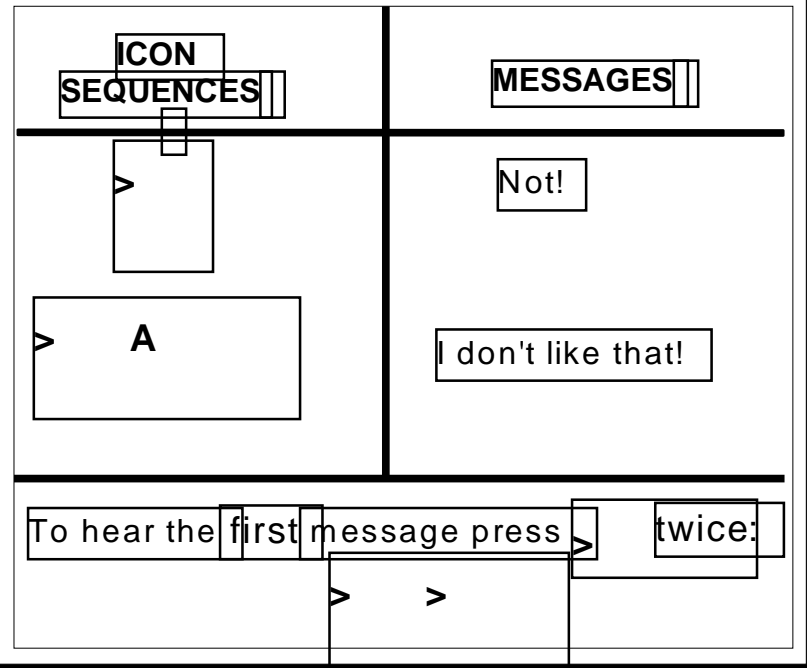
1. Press the sequence to hear what message is already stored under that sequence.
2. If you want to erase the message, press ERASE. Choose the icon sequence you want to erase. Press ERASE again. The device beeps once. Press ERASE again. The message is erased. Press STORE, select new icons, press and hold RECORD and record the new message.
3. If you hear the warning and know you want to keep the message, just press STORE again. The message is saved and you have exited the STORE mode.

If you press the STORE button and then make a mistake while selecting an icon sequence or a key, just press STORE again to exit the STORE mode. (The LED will go out.)

When choosing a sequence, **do not select the same icon twice in a row**. If this happens the AlphaTalker II emits an error beep, all the LEDs light, and you will automatically exit the STORE mode.

See the next page to find out what to do if you store a sequence that hides (masks) a sequence you stored earlier.

When an icon sequence for one message is also the beginning of an icon sequence for another message, you must tell the AlphaTalker II which message to speak:














When A Message is 'Hidden',
Tell the AlphaTalker II Which Message
to Speak

When a Longer Icon Sequence Hides a Shorter Sequence, Select the Last Icon in the Shorter Sequence Twice to Hear the Message

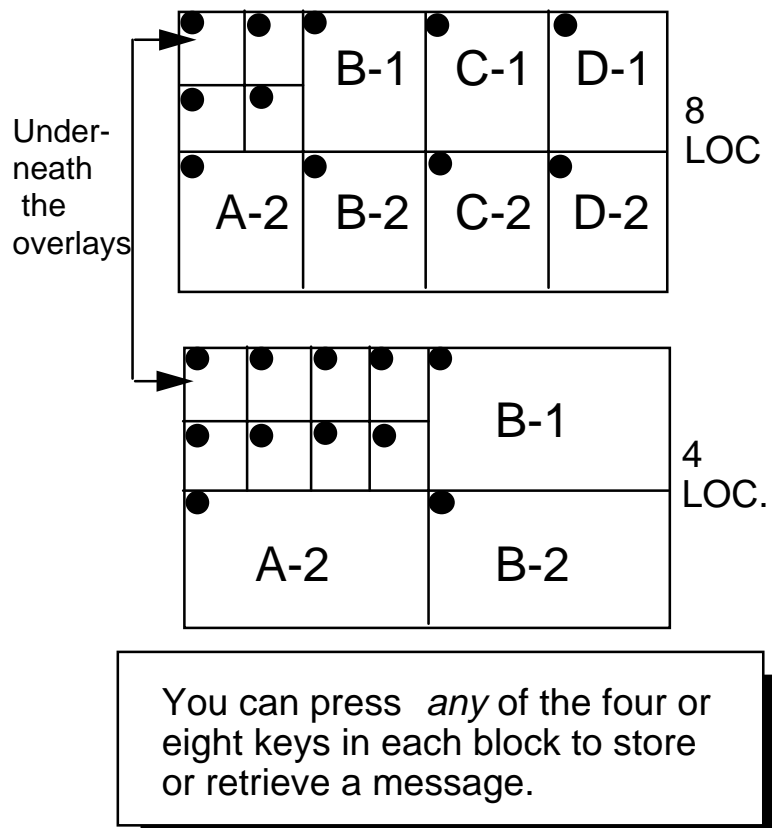
Summary:

If an icon sequence for one message is also the beginning of a sequence for another stored message, select the last icon in the shorter sequence twice.

Once a message is stored into the AlphaTalker II, you can speak it at any time by selecting the icon sequence (or single icon) that it was stored under. However, if an icon sequence for one stored message also happens to be the **beginning** of a sequence for a different stored message, the AlphaTalker II cannot be sure which message you want to speak. For example, suppose you have the message "Not!" stored under the  (KNOT) icon. And suppose you stored the message, "I don't like that." under   (KNOT APPLE). When you activate , the AlphaTalker II does not know whether you want to speak the message stored under KNOT or whether you want to add APPLE and speak the message, "I don't like that."

In cases like this when you want to speak the *shorter* sequence, activate the last icon *twice*—in this case  . If you use Icon Prediction (see page 97-99) the  icon is lit. If you activate  once, the light stays lit and the  icon lights. You can then select either message by activating  again or by activating .

ⓘ Important Note: We recommend that you try **not** to mask messages!



Storing and Retrieving Messages in 8 or 4 Locations

Storing and Retrieving Messages in 8 or 4 Locations

Summary:

Go to the Control Panel and switch to 8 or 4 Location. Any key in each block can be pressed for storing or retrieving the message in that block.

To store or retrieve messages in either 8 or 4 Locations, you must first switch to the Location Mode that you want in the Control Panel. Press the SELECT side of the SELECT ON/OFF button and step to either 8 LOC. or 4 LOC. Press the ON/OFF side. If you ordered the 8 or 4 Location kit, you should put the correct keypad, overlay and keyguard on the keyboard.

You will see that 8 Location Mode has eight blocks of four keys each. In each block all four LEDs light up. 4 Location Mode has four blocks of eight keys each. In each block all eight LEDs light up.

You can store your message under an icon sequence by pressing *any* of the 4 or 8 keys in the blocks you want to use. To retrieve the message, you can press *any* key in each block of the icon sequence you stored the message under.

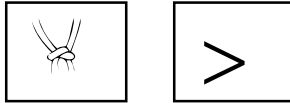
You can store vocabulary in 32, 8 or 4 locations; however, if you are in 32 Location Mode and you want to access 8 or 4 Location Mode vocabulary, you must switch from 32 Location to the Location Mode that has the vocabulary you want. Conversely, if you are in 8 or 4 Location Mode and you want to access 32 Location Mode vocabulary, you must switch to 32 Location.

To ERASE a Message

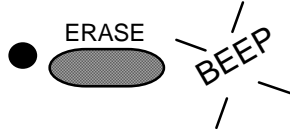
1. Press ERASE in the Control Panel.



2. Select the icon sequence of the message you wish to erase.



3. Press the ERASE button in the Control Panel.



4. When you hear the long *beep* press ERASE **again**.
The message is now erased.

To Erase a Tool

1. Press ERASE.
2. Press the key or sequence where you stored the tool.
3. Press ERASE.
4. Press ERASE again.

Erase a Message or a Tool

Erase a Message or a Tool

Summary:

You can erase messages, tools and bad recordings.

You will erase messages when the MEM. FULL light goes on, or if you want to re-record a message that didn't sound right. You can also erase tools that you no longer want from your overlay.

To Erase a Message or Tool:

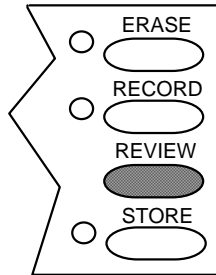
1. Activate ERASE in the Control Panel.
2. Activate the icon sequence or tool you want to erase.
3. Activate ERASE. The AlphaTalker II emits a warning beep.
4. Activate the ERASE key again to confirm that you want to erase the sequence. The message is erased. Any Content Prompts are also erased with the sequence.
5. If you decide you do not want to erase a sequence after you have heard the warning beep, **do not** press the ERASE key the second time. Instead, press any key in the Control Panel *except ERASE* to exit the erasing procedure.

➡ The ERASE LED **lights** when the AlphaTalker II is erasing. You may not even notice the LED because the erasing will happen so quickly; other times you will see that the LED is lit for a longer time. Don't worry, this is normal. Some messages take longer to erase than others.

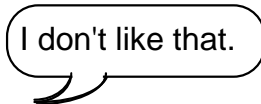
If you want to erase a message, or an icon sequence while you are STORING, see **STORING TIPS** on page 75. To learn how to erase the entire contents of the AlphaTalker II, see page 91 (**ZORRO the AlphaTalker II**).

Review Messages

1. Press the REVIEW button in the Control Panel.



2. Listen to the Message



3. Press REVIEW again to hear the next message.

To Erase a Message you are Reviewing

1. Listen to the message.
2. Press ERASE.
3. Choose the icon sequence.
4. Press ERASE again.
5. Hear a beep.
6. Press ERASE again.

Review a Message

Review Your Messages

Summary:

You can listen to any stored messages by pressing the REVIEW button on the Control Panel. Activate the REVIEW button each time you want to step to the next message.

At some time you may want to review the messages that you stored in your AlphaTalker II—perhaps to find out if there are any messages that are no longer used with any frequency so you can erase them and store new ones.

To Review the Messages You Have Stored in the AlphaTalker II:

1. Open the Control Panel and press REVIEW.
2. The AlphaTalker II begins the review by speaking the last message that was stored (or spoken).
3. Press REVIEW to hear the next message. The AlphaTalker II speaks the message stored at A-1 if there is one. Press the REVIEW button again and it speaks the message at A-2, etc.
4. Along with speaking each message, the AlphaTalker II also speaks the key location of each message. If a message is stored under more than one icon, each key location is spoken.
5. When you are not pressing the REVIEW button, you can use the AlphaTalker II just as you normally would.

If you hear a message you don't want to keep: press ERASE; choose the icon sequence of the message; press ERASE ERASE.

1 ICON THEME

INTERJ

"Interjections-short fun

Message

Icon Sequence

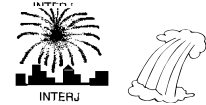
Hello



Ouch



Surprise



Another Example



APPLE

"food related

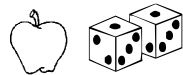
Message

Icon Sequence

apple



pear



salad




1 and 2 Icon Themes



About Themes

Summary:

"Theme" tells the AlphaTalker to automatically "hold down" the same first icon or first two icons for any sequences you enter into the theme.

With Minspeak you can organize vocabulary (words, phrases and sentences) by category, topic or situation. This helps you remember where messages are stored. You are also building strong language skills because you are learning to categorize, store and recall vocabulary.

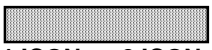
For example, the icon  [INTERJ] represents the category, "interjection". Short, fun words and phrases can be stored using

INTERJ plus one other icon.  and  can represent the word "Ouch." The graphic on the facing page shows you an "Interjection" category. To add new words to this category, you would store them using the INTERJ icon for your *first* icon. This helps you remember that each message is an interjection word. The second icon you use can help you remember the specific word or phrase.


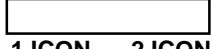
A **1 ICON THEME** makes this kind of storing easy. In the Control Panel press the 1 ICON side of the 1 ICON/2 ICON key. Activate the icon on your overlay that you want to use for the theme. In our example, the theme, or *first* icon, is INTERJ. Once you select INTERJ as your theme icon, you don't have to select it again. As long as you remain in your theme, you only have to activate the *second* icon to store or retrieve messages.

A **2 ICON THEME** works the same way. Any messages you store in a 2 ICON THEME will all have the same first two icons. You select the third icon in the sequence.

To Set a Theme

- KYB. ONLY
 1 SWITCH
 2 SWITCH
 HEADPTNG
 THEME

1 ICON 2 ICON
Press either side
to set a theme.
2. Activate one or two icons on your overlay to use as your theme.
3. Activate any key on the keyboard. Now you can begin to store in your theme.

To Clear a Theme

- KYB. ONLY
 1 SWITCH
 2 SWITCH
 HEADPTNG
 THEME

1 ICON 2 ICON
Press here
to clear a theme
- KYB. ONLY
 1 SWITCH
 2 SWITCH
 HEADPTNG
 THEME

1 ICON 2 ICON
Theme is cleared

3. When a theme is cleared, you can either use your AlphaTalker II without a theme; or you can press the 1 ICON or 2 ICON key again and select a new theme.

Set and Clear a Theme

To Set a Theme and Clear a Theme

To Set a Theme:

1. Press either the 1 ICON side or the 2 ICON side of the 1 ICON 2 ICON key in the Control Panel. The THEME LED lights.
2. If you want a 1 ICON THEME, activate the key on your overlay that you want to use for the theme. If you want a 2 ICON THEME, activate the two keys on your overlay that will be the theme. From now on the icon or icons you selected will be the *first* or first *two* icons in any sequence you store. You only need to press the second and/or third icons for each message you store while you are in this theme. (The AlphaTalker II emits an error beep if you press more than two icons when a theme is set.)
3. Once you have pressed the icon you are going to use for your theme, *press any key on the keyboard*. You are now ready to store using your theme.

➡ When you are in a Theme the THEME LED lights to remind you that you are in a Theme.

Clearing a Theme

When you have finished storing or retrieving messages in one theme and want to use a different one, or use no theme, you must clear out the current theme first.

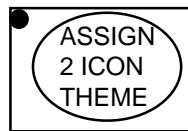
To Clear a Theme

1. Press the 1 ICON side or 2 ICON side of the key in the Control Panel. The THEME LED goes out.
- 2a The theme is now cleared. You can return to using the AlphaTalker II as usual with no theme or
- 2b Activate the 1 ICON or 2 ICON side of the key again to set a new theme.
- 2c Activate an icon or two icons on your overlay for a new theme if you selected to do 2b.

Copy the 1 ICON THEME Key or 2 ICON THEME Key from the Toolbox to Your Overlay

Turn the Toolbox On in the Control Panel.
Press STORE in the Control Panel.

Press the ASSIGN 1 ICON THEME key
or
the ASSIGN 2 ICON THEME key
in the Toolbox.



On your **overlay**, press the location
where you want the THEME key to go.

Hear 3 quick beeps (beep beep beep)

The THEME key is now copied onto your overlay.

In the Control Panel, turn the Toolbox Off.

Copy a THEME Key from the Toolbox to Your Overlay

Copy the ASSIGN 1 ICON THEME and/or the ASSIGN 2 ICON THEME Tools to Your Overlay

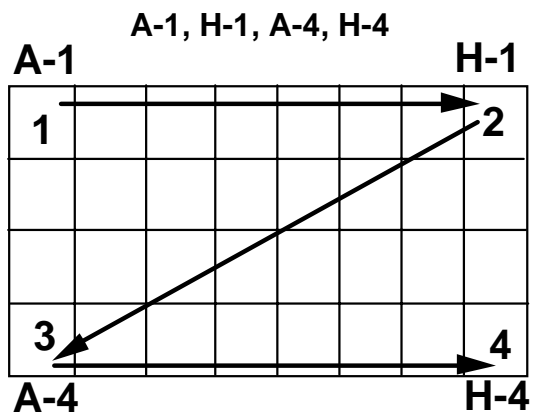
If you would like to have a 1 ICON THEME or 2 ICON THEME key on your overlay, you can copy them from the Toolbox to your overlay. Once they are copied on your overlay, you use them the same way you use the 1 ICON 2 ICON key in the Control Panel. That is, you just activate the key on your overlay where you copied ASSIGN 1 ICON THEME or ASSIGN 2 ICON THEME and then select the icon(s) you want to use for your theme. To clear a theme, just activate the 1 or 2 ICON THEME key again.

To Copy a THEME Key to Your Overlay:

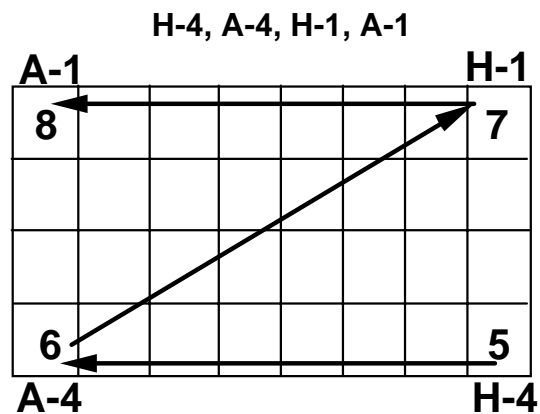
1. Press SELECT in the Control Panel and step to TOOLS. Press the ON/OFF side to open the Toolbox.
2. Press STORE in the Control Panel.
3. The three keys in the Toolbox that you can copy to your overlay light up. Press the THEME key you want to copy (ASSIGN 1 ICON THEME or ASSIGN 2 ICON THEME).
4. Press the key on your overlay where you want to put the THEME key. (Icon Prediction allows you to see where you have blank keys. No LEDs will be lit at the blank keys.)
5. You hear three quick beeps. This tells you that the THEME key has been copied onto your overlay.
6. Turn the Toolbox Off in the Control Panel. (Press SELECT. When the TOOLS light flashes, press the ON/OFF side.)

When you copy a key from the Toolbox to your overlay you can still use the key in the Toolbox if you want, as well as the key on your overlay.

1. Select TOOLS in the Control Panel.
2. Press ERASE. Hear beep.
3. Activate the following keys **in this order**:



4. Activate the same 4 keys only **backwards**:



5. Hear the double beep. Activate ERASE. again. **Memory is erased.**

Zorro the AlphaTalker II

Erase the Entire Contents of the AlphaTalker II by "Zorroing" the Device

Summary:

Use the forward-reverse 'Zorro' pattern to erase all the AlphaTalker II's memory at one time. Activate A-1, H-1, A-4, H-4, H-4, A-4, H-1, A-1. The AlphaTalker II beeps to ask you to verify. Select **ERASE** to verify.

What if you want to erase all the messages in the device and you don't have a lot of time (or patience) for erasing them one by one? You can erase everything in the AlphaTalker II's memory at once by "Zorroing" the device.

To erase all the memory you must be in the Toolbox, you must press ERASE in the Control Panel, and then you must activate a special key sequence. The keys are (in the following **exact** order):

A-1, H-1, A-4, H-4, H-4, A-4, H-1, A-1

When the sequence is activated correctly the AlphaTalker II beeps twice. Activate **ERASE** again to verify that you want to erase memory. The memory is then erased.

To Zorro the AlphaTalker II:

1. Remove the keyguard and overlay.
2. Press SELECT in the Control Panel and step to TOOLS. Press the ON/OFF side.
3. Press ERASE. Hear a beep.
4. Activate the following keys **in the order shown**: A-1 H-1 A-4 H-4 H-4 A-4 H-1 A-1.
5. When you hear the double beep, activate ERASE again.
6. Wait for the ERASE LED to go out, then return to the Control Panel and turn the Toolbox Off (press SELECT, then the ON/OFF side.)

Toolbox Tools

SOME USEFUL TOOLS

ICON PREDICTION

PREDICTIVE SELECTION

AUDITORY PROMPTS
(key, content or category prompts)

SCANNING SPEED

SYSTEM LOCK

MEMORY TRANSFER

Use the tools in the Toolbox to personalize
your AlphaTalker II.

Use Tools to Change Settings
to Your Liking

More Tools in the Toolbox Allow You to Change the AlphaTalker II's Settings

Summary:

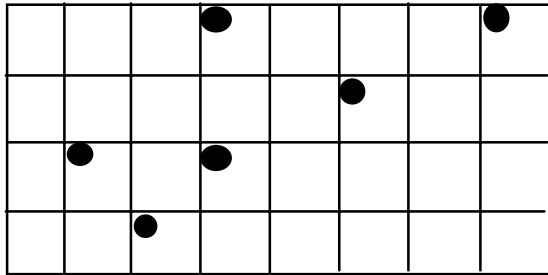
The Toolbox contains other tools besides the selection technique tools. These other tools allow you to change different AlphaTalker II settings.

By now you have probably used the Toolbox to set up your selection technique. You know that the Toolbox is underneath the keyguard and overlay on your AlphaTalker II and that you turn the Toolbox On by stepping to TOOLS in the Control Panel and pressing the ON/OFF side of the button. Once you are in the Toolbox, all the keys with text on them are "tools" which allow you to change the AlphaTalker II's different settings so that you can tailor the device to your individual needs.

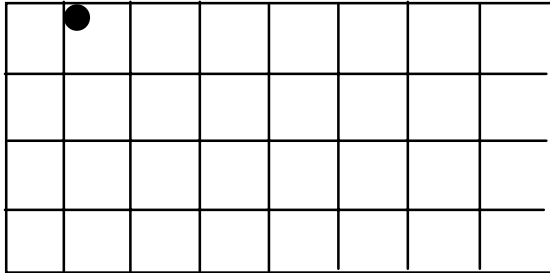
On page 31 you learned how to "read" the Toolbox. Any key that has a choice of options on it has a small light bulb beside the default option (the option on top). The LED is lit when a default is in use. If a key only has one choice, the LED is lit when the tool is turned On. For example, SCAN MODE 1 is the scanning default. This LED is lit when you first receive your AlphaTalker II. If you switch to SCAN MODE 2, the light goes out. The LED for AUDITORY PROMPTS ON/OFF is not lit when you receive the AlphaTalker II because the default is OFF. If you turn AUDITORY PROMPTS on, the LED lights.

The following pages describe each of the Toolbox tools that you have not learned about already, and how to use them.

Icon Prediction



Icons that begin messages are lit.
Select an icon.



Possible icons for next selection
are lit. Select an icon.

Activate the icon that is lit.

AlphaTalker II speaks the message.

Icon prediction works the same way
whether there are two or three icons
in a sequence.




Icon Prediction

Icon Prediction Lets You Know Where You Have Messages Stored

If you have stored a message or two, you have probably noticed that some LEDs on the keyboard remain lit even if you aren't scanning or pressing them. These lights are telling you that the keys they designate are possible selections for messages. In this way Icon Prediction helps you to remember where you have messages stored. Icon Prediction ON is the default.

For example, let's say you have the message, "Leave me alone!"

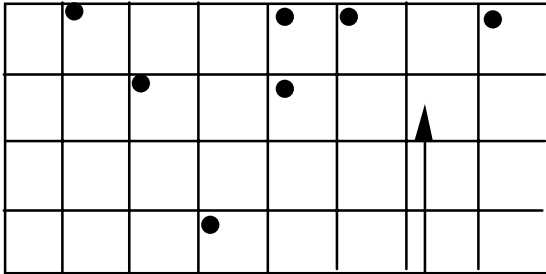
stored under the icons,  (SENTENCE)  (YOU).

The LED for the icon  is lit. If you activate this icon, the LED for  lights. Activate  and the message is spoken.

Before you select any keys, all the icons that begin icon sequences where messages are stored are lit. Once you activate a key, only those icons which are possible selections for the next icon in a sequence are lit. When you select one of these keys, only the icons which are possible selections for the third icon in a sequence are lit (this is usually only *one* icon). Once the third icon (or whatever the last icon in a sequence is) is selected, the AlphaTalker II speaks the message and Icon Prediction will return to lighting all the icons that begin icon sequences where messages are stored.

You can turn Icon Prediction Off in the Toolbox. Remove the keyguard and overlay. In the Control Panel, press SELECT. Step to TOOLS. Press the ON/OFF side of the SELECT button. Activate the ICON PREDICTION key in the Toolbox. It toggles between On and Off. The first activation turns it Off (the light goes out). The next activation turns it On and the LED lights.

Predictive Selection



If you select this key — it will not work and nothing will happen. Only lighted keys will work.

With Predictive Selection On, when you select a key that is **not** lit, the key will not work.

Predictive Selection helps you to make correct selections.

Predictive Selection works for all selection techniques.

Predictive Selection

Predictive Selection Lets You Scan to Where Messages Are Stored

Summary:

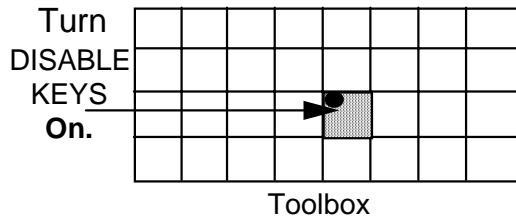
When this is turned On, only those keys where messages are stored are active.

When Predictive Selection is turned On, only keys where messages are stored are active. This means that if you are using KEYBOARD or HEADPOINTING and you activate a key where no message has been stored, the key will not do anything—it won't even beep or light. If you are scanning, the AlphaTalker II will *only* scan to keys that have messages stored under them.

If you turn Icon Prediction On along with Predictive Selection the AlphaTalker II lights only those icons where messages are stored and you will be able to see which keys are active (all the keys with lighted LEDs). These lighted icons are the only keys on the keyboard that can produce a response. This means that if you are scanning, the AlphaTalker II scans only the lighted keys. If you are using direct selection (headpointing or the keyboard) you will only be able to select lighted keys. Unlighted keys will not work.

To Turn Predictive Selection On:

1. Remove the keyguard and overlay from the AlphaTalker II.
2. Go to the Control Panel and activate SELECT. Step to TOOLS. Activate the ON/OFF side to turn the Toolbox On.
3. Activate PREDICTIVE SELECTION (D-3).
4. Return to the Control Panel and turn the Toolbox Off (press SELECT, then the ON/OFF side).
5. Replace the overlay and keyguard.



DISABLE KEYS

1. When DISABLE KEYS is On, all the lights in the Toolbox will light.
2. Press the key you want to disable. Its light will go **out**.
3. If you change your mind, you can just press the key again to re-enable it.
4. Repeat Step #2 until you have disabled all the keys you want to.
5. Activate any key in the Control Panel to exit the Toolbox.
6. Activate SELECT, then ON/OFF to turn the Toolbox Off.



A Good Idea:

If a key on your overlay is not working, open the Toolbox. If the DISABLE KEYS LED is lit, it means you have some disabled keys. Check to see if the key on your overlay has been disabled.

How to Use the DISABLE KEYS Tool

DISABLE KEYS ON/OFF—This Tool Allows Any Key On the Keyboard To Be Disabled (or not usable)

Summary:

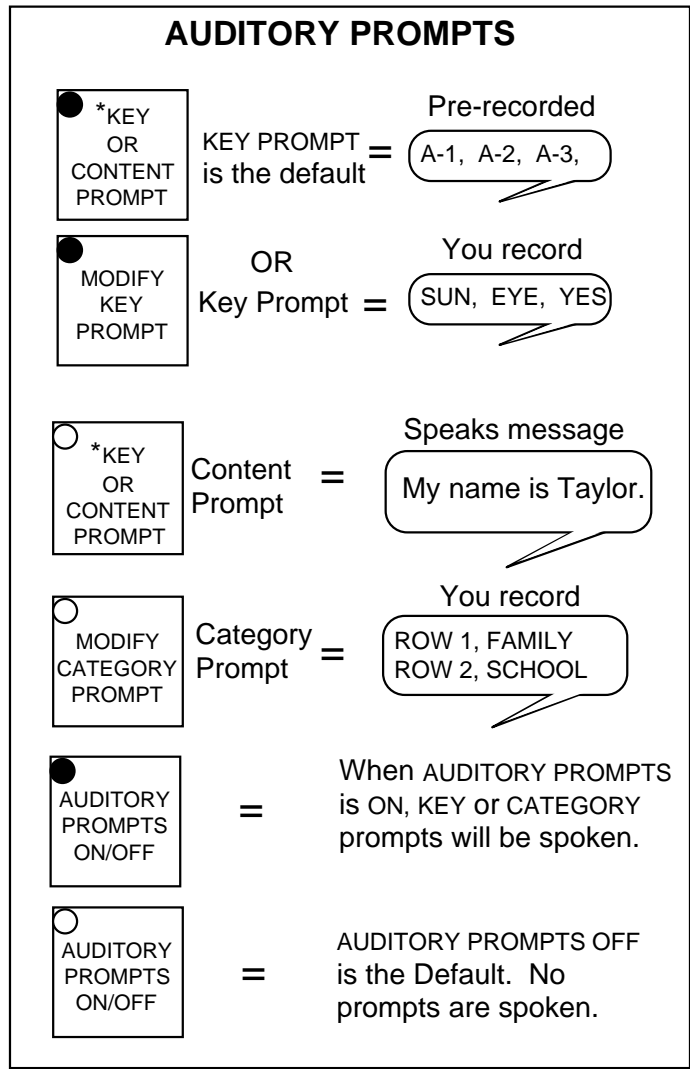
This tool allows you to turn off specific keys. Select DISABLE KEYS. Select the individual keys you want to disable. Select the ON/OFF side of the SELECT ON/OFF button in the Control Panel to exit.

When a key is disabled, nothing will happen if it is activated.

To Disable a Key:

1. Remove the keyguard and overlay. Turn the Toolbox On in the Control Panel by pressing SELECT and stepping to TOOLS. When the LED flashes, press the ON/OFF side.
2. Go to the Toolbox and activate the DISABLE KEYS tool. All the keys which are currently *enabled* (usable) will *light up*.
3. Activate the first key you wish to disable. Its LED goes out. If you change your mind, activate the key again. Its light will re-light and it will be usable. Continue until you have disabled all the keys you want.
4. To stop disabling keys go to the *Control Panel* and activate any key in the Control Panel to get out of the Toolbox. *Do not* activate the DISABLE KEYS tool to quit disabling keys. The AlphaTalker II will just think that it is a key you want to disable.
5. Now activate SELECT. When the TOOLS LED starts to flash, activate the ON/OFF side to close the Toolbox.

If a key on your overlay isn't working, open the toolbox. If the DISABLE KEYS tool is lit, you may have disabled the key that won't work. Try turning it back on in the Toolbox, following the steps above.



AUDITORY PROMPTS ON Lets You Hear Key, Content or Category Prompts

Create Auditory Prompts for Individual Keys

Summary:

Assign a spoken prompt to any key by using the Auditory Prompt tool. You can use prompts with an earphone.

You can assign spoken prompts to individual keys or to rows and columns of keys. Spoken prompts are an aid to learning key locations. You can hear the prompts through the regular speaker or you can plug an earphone into the jack labeled EAR on the top of the AlphaTalker II. The EAR VOLUME knob controls the earphone volume .

KEY PROMPT/CONTENT PROMPT Tool—KEY PROMPT is the default. With AUDITORY PROMPTS ON, whenever you press a key you hear pre-recorded location codes (e.g., "A-1", "C-3") or any individual key prompts you have recorded such as icon names (e.g., "SUN", "LOVE").

With CONTENT PROMPT, you hear any message that is stored when the last icon of a sequence is activated. You do not record content prompts—the prompt becomes whatever message is already stored.

MODIFY KEY PROMPT—Use this tool to record a prompt for each key, such as "SUN", "LOVE", etc. You can also erase and review prompts.

MODIFY CATEGORY PROMPTS—Use this tool to record, erase or review a category prompt for a row or column of keys. For example, suppose Row 1 contains mostly family information (family icons, family messages); you might record a prompt that says, "Row 1, Family". Row 2 might be "Row 2, School". You can also erase or review prompts. When Auditory prompts are turned ON, the AlphaTalker II speaks these category prompts. If you are scanning, you can record prompts for both rows and columns.

**KEY
OR
CONTENT
PROMPT**

KEY PROMPT:

is the default. AlphaTalker II speaks pre-recorded location codes (e.g., "G-1" or "C-4") when a key is activated.

CONTENT PROMPT:

when this is On, the AlphaTalker II will speak, for a prompt, any message stored under the key you activate.

AUDITORY PROMPTS

To Start Modifying Keys, ALWAYS

- A. Open the Toolbox in the Control Panel
- B. Activate the MODIFY KEY (or CATEGORY) PROMPT tool

To RECORD

press STORE; press key where you want new prompt to go; press and hold RECORD; speak prompt; release RECORD.

To ERASE

press key to be erased; press ERASE; hear beep; press ERASE again.

To REVIEW

press key to be reviewed, listen, press next key.

To Quit Modifying Keys, ALWAYS

Go to the Control Panel and activate ON/OFF side of SELECT ON OFF key.
All the LEDs in the Toolbox will light.
Activate SELECT and ON/OFF to exit the Toolbox.

**AUDITORY
PROMPTS
ON/OFF**

Auditory Prompts must be ON in order to hear any prompts.

The default is OFF

Modify Auditory Prompts

Modifying Auditory Prompts

To Modify a Key or Category Prompt, Always:

- A. Remove the keyguard and overlay. Open the Toolbox from the Control Panel.
- B. Activate the MODIFY KEY (or CATEGORY) PROMPTS tool. The lights in the Toolbox all go *out*.

To Record a Prompt:

1. Activate the STORE key in the Control Panel.
2. Activate the key you want to record a prompt for.
3. Press and hold the RECORD button while speaking the prompt for that key. Release the RECORD button.
4. Repeat these steps for each key you want to prompt.

To Erase a Prompt:

1. Push and hold the key whose prompt you want to erase. Listen to the prompt.
2. Activate ERASE in the Control Panel.
3. When you hear the beep, activate ERASE again.
4. Repeat these steps to continue erasing prompts.

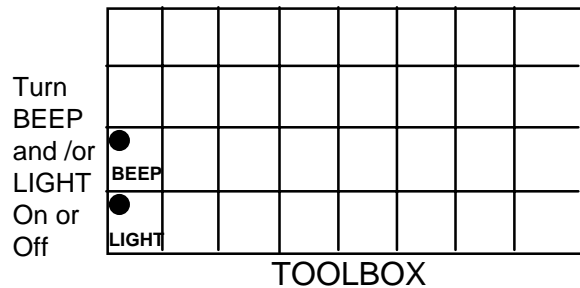
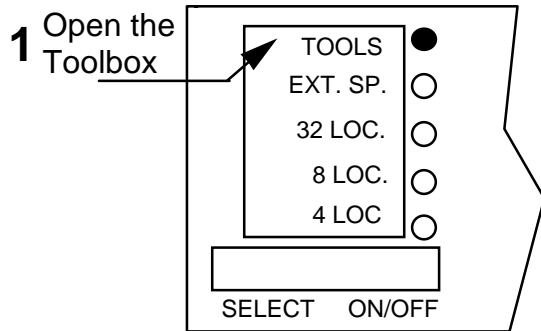
To Review a Prompt:

1. Activate the key whose prompt you want to hear.
2. Activate the next key whose prompt you want to hear

When You Are Done Modifying Key Prompts, Always:

- C. Activate ON/OFF in the Control Panel. This takes you out of the Modify Keys mode.
- D. Activate SELECT and then ON/OFF to turn the Toolbox Off.

AUDITORY PROMPT ON/OFF—The default for this key is OFF. To hear *any* prompts you must turn this tool On. When you have prompts ON and are using the keyboard or headpointer, press and hold a key (or wait until the activation delay has passed) until you hear the prompt. Press the key again to select it and hear the message (if any) for that key. If you are scanning, just scan to the key. The prompt will be spoken automatically. Then press your switch to select the key.



TYPES OF FEEDBACK

BEEP = Hear a beep each time you press or scan keys.

LIGHT = LEDs light each time you press or scan keys.

You may choose to have both the Beep and the Light turned ON.

Press a Key and Hear a Beep/See a Light

Change the Feedback You Hear/See When You Activate Keys on the Keyboard

Summary:

You can change the feedback you hear by turning the beep On or Off. You can also turn the light On or Off.

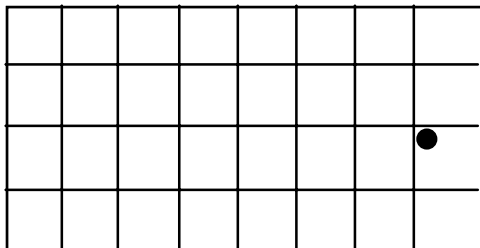
The AlphaTalker II is pre-set to beep when you press a key or scan the rows and columns. The LED associated with each key also lights up when a key is pressed or scanned. There may be times when you don't want the beep (such as in a library) but you want the light on. Or perhaps you want the beep but not the light. You can turn these feedback cues On or Off in the Toolbox.

To Change the Feedback Cues:

1. Remove the keyguard and overlay. Step to TOOLS in the Control Panel. Press the ON/OFF side to turn the Toolbox On.
2. Press the FEEDBACK BEEP tool (A-3) or FEEDBACK LIGHT Tool (A-4). The first press turns the key Off. Press again to turn the key On.
3. Press SELECT and then the ON/OFF side to turn the Toolbox Off.

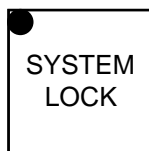
LOCK THE SYSTEM

1. Open the Toolbox in the Control Panel.



Toolbox

2. Press **SYSTEM LOCK** key (H-3).



3. Close the Toolbox. The LED goes out and the System is locked.

TO TURN THE SYSTEM BACK ON

1. Press SELECT to turn TOOLBOX LED On.
2. Press ON/OFF to open the Toolbox.
3. Press SYSTEM LOCK (H-3) to turn System back On.

Close Toolbox in Control Panel.

Lock the AlphaTalker II's System

SYSTEM LOCK Allows You to Lock the Control Panel and the Toolbox

Summary:

Lock the Control Panel and the Toolbox by pressing the SYSTEM LOCK key in the Toolbox.

Once you get the AlphaTalker II set up the way you want it, you probably won't want someone else's curious fingers pressing the keys and inadvertently erasing messages, changing settings or wasting memory by holding down the RECORD button by mistake.

You can lock the Control Panel and the Toolbox so that none of the keys (except ON/OFF/I/O and TOOLS) can be used.

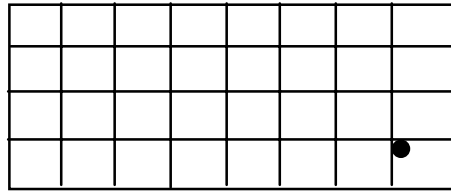
To Lock the AlphaTalker II System

1. Remove the keyguard and overlay. Press SELECT in the Control Panel and step to TOOLS. Press the ON/OFF side.
2. In the Toolbox, press the SYSTEM LOCK key (H-3). The LED lights. (If you decide not to lock the system, you can just press SYSTEM LOCK again to turn the tool Off.)
3. Return to the Control Panel and activate SELECT, then the ON/OFF side. This turns the Toolbox Off. The system is now locked. The only key in the Control Panel or Toolbox that reacts if pressed is the SELECT key. If pressed it only lights the TOOLS light. The keyboard can still be used for communication, however.

To Turn the System Back On:

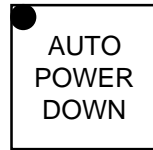
1. Press SELECT. The Toolbox LED lights.
2. Press the ON/OFF side.
3. Press LOCK in the Toolbox.
4. Press SELECT.
5. Press the ON/OFF side to turn the Toolbox Off.

1. Open the Toolbox in the Control Panel.

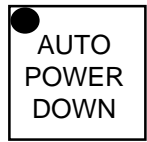


TOOLBOX

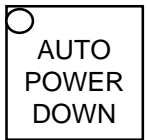
2. Press **AUTO POWER DOWN** key (H-4) to turn **AUTO POWER DOWN Off**



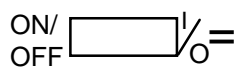
3. Close the Toolbox.



= AlphaTalker II **goes Off after 2 minutes** if no key activations are made (this is the default).



= AlphaTalker II **never goes Off** unless you turn it Off in the **Control Panel**.



= If system is turned Off using the Control Panel ON/OFF/I/O key then,



it must be turned back on using the Control Panel ON/OFF/I/O key.

You Can Turn AUTO POWER DOWN to Off

AUTO POWER-DOWN Tells the AlphaTalker II to Power Down Automatically After 2 Minutes

Summary:

When this tool is On the AlphaTalker II automatically powers down (turns off) after 2 minutes if no activations are made. Activate a key or switch to turn it back ON.

The AlphaTalker II is programmed to power down (go Off) if no activations are made after 2 minutes. This is a way to help conserve the batteries. When the AlphaTalker II powers down it still monitors some of its systems, so some battery energy is being used.

The AUTO POWER-DOWN tool defaults to On. This means the LED was lit when you received your AlphaTalker II. When the device powers down, you can power it back up (turn it On) simply by activating any key on the keyboard or by activating a single or dual switch.

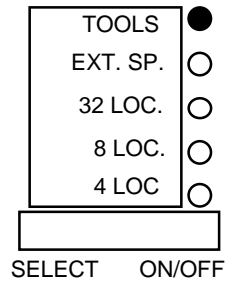
If you turn the AUTO POWER-DOWN tool to OFF in the Toolbox, the AlphaTalker II will never turn Off automatically. The only way to turn it Off or back On is by activating the ON/OFF/I/O key in the Control Panel (see page 19).

To Turn AUTO POWER DOWN to OFF:

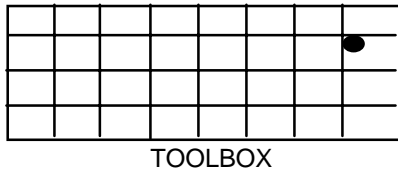
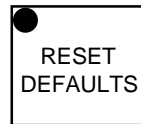
1. Remove the keyguard and overlay. Step to TOOLS in the Control Panel. Press the ON/OFF side to turn the Toolbox On.
2. Press AUTO POWER DOWN in the toolbox. The LED goes out.
3. Press SELECT and then the ON/OFF side in the Control Panel to turn the Toolbox Off.
4. To turn AUTO POWER DOWN back On, repeat these steps.

Reset Defaults

1. Open the Toolbox

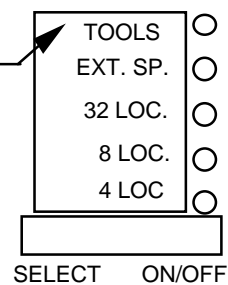


2. Press **RESET DEFAULTS** key (H-2)



Defaults are automatically reset.

3. Close the Toolbox
(Light Off)



Reset Defaults in the Toolbox

Reset All the Defaults to their Original Values

Summary:

You can return all of the AlphaTalker II's settings back to their defaults at one time by pressing RESET DEFAULTS.

You may discover that you have made a lot of changes in the AlphaTalker II's original settings. Perhaps you have changed selection techniques and/or many of the selection technique options. Perhaps you have disabled a number of keys or changed the auditory feedback and now you wish you had all the original settings back.

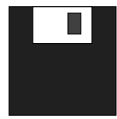
Instead of changing all these settings by hand, you can activate the RESET DEFAULTS tool and the AlphaTalker II will automatically reset to all of the original settings. This can save a lot of time and frustration.

To Reset the AlphaTalker II to its Default Settings:

1. Remove the keyguard and overlay. Step to TOOLS in the Control Panel using the SELECT button. Press the ON/OFF side to turn the Turn the Toolbox On .
2. Activate the RESET DEFAULTS (H-2)key in the Toolbox.
3. Turn the Toolbox Off in the Control Panel by pressing SELECT. When the LED flashes, press the ON/OFF side.

Keyboard Emulation

Floppy Disk



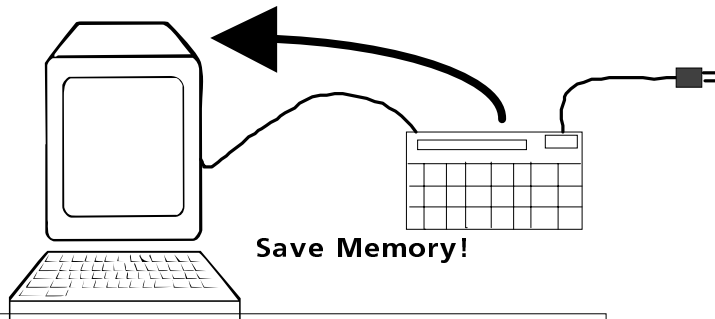
Director



DECIDE

1. Which games do you want to use?
What word processor?
Do you want to run an ECU?

What computer or ECU commands will you need to emulate?



ALWAYS

2. Save the vocabulary in the AlphaTalker onto a computer disk or your hard drive using the MTI. Do this **before** you create or modify an emulation overlay.

Before You Begin Keyboard Emulation

About Keyboard Emulation

Summary:

Use a keyboard emulator (like the T-TAM) with your AlphaTalker to control a computer. You can also use it with Environmental Control Units like the DIRECTOR.

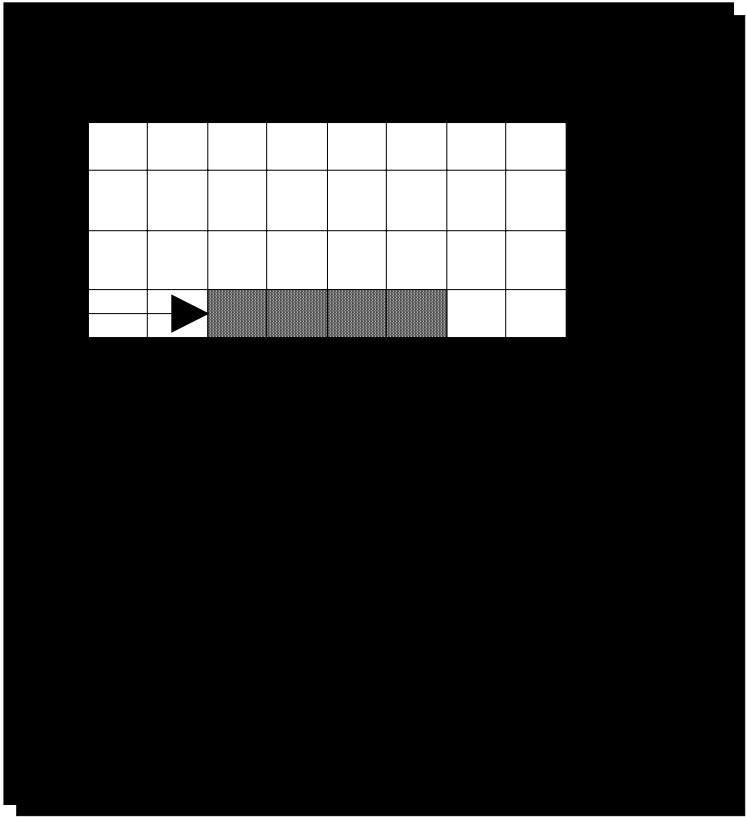
Keyboard Emulation allows you to set up the AlphaTalker II keyboard so that it functions like a computer keyboard and therefore allows you to use a computer. It also lets you use the AlphaTalker II to run environmental control units (ECU's) like the Director or the Control-1. You must have the MTI software and a keyboard emulator like the T-TAM or an ECU in order to use Keyboard Emulation. Once you have created an overlay you will not have to use the MTI unless you want to go back and modify the original overlay or create a new one.

Notes:

If you have an Apple computer you have to create the emulation overlay on a Macintosh or IBM computer. Once the overlay is created you will load it into the AlphaTalker II and can then connect the T-TAM, the Apple and the AlphaTalker II and use the emulation overlay.

When you are using Keyboard Emulation you cannot store or speak messages. You must turn the Keyboard Emulation tool OFF in order to use the AlphaTalker II for speaking.

Before you begin to create an emulation overlay, know what the computer (or ECU) commands are that you want to put on the overlay. The next step is to *save the vocabulary in the AlphaTalker II first*. Use the MTI to SAVE MEMORY. Once the memory has been saved press F10 or click on "Return to Beginning" to return to the beginning screen. (See the AlphaTalker section of the *MTI Manual* for MTI instructions; emulation instructions begin on page 121 of this manual.)



Set the Baud Rate

Set the Baud Rate from the Toolbox

Summary:

The default baud rate is 57600. Baud Rate keys are marked with a "computer" icon. Baud rates for a computer and AlphaTalker must match.

When the AlphaTalker II and a computer are connected, they send information to each other through their serial ports. How fast the information travels from one serial port to the other is called the Baud Rate. The baud rate can be slow (300) or it can be very fast (57600). The important thing is that **the baud rate for your emulator and the baud rate for the AlphaTalker II must be the same.**

The default baud rate for the AlphaTalker II is 57600. If you try a Memory Transfer and it doesn't work, first look in the operator's manual for your computer to find out the computer's baud rate. You change the AlphaTalker II's baud rate to match the computer's.

To Change the Baud Rate:

1. Remove the keyguard and overlay. Press SELECT in the Control Panel and step to TOOLS. Press the ON/OFF side to turn the Toolbox On.
2. Press SET BAUD RATE in the Toolbox. All the LEDs in the Toolbox go out *except the current baud rate*. This also flashes.
3. Notice the numbers in the top right corners of keys C-4, D-4, E-4 and F-4. Each of these numbers is a baud rate. If you want the current baud rate (where the LED is lit) just activate that key. If you want a different baud rate, activate the key with the number on it that you want.
4. When you select a baud rate, that LED flashes for a few seconds. When the light goes out, you can continue to use the Toolbox or you can go to the Control Panel and turn the Toolbox Off by pressing SELECT and then the ON/OFF side



**See the Reminders on the facing page
for important keyboard emulation
information!**

Hints for Successful Keyboard Emulation

➤ **Always** save the AlphaTalker's vocabulary *first*.

➤ Once you save the emulation overlay, you must **load** it into the AlphaTalker. Use the MTI.

➤ When you are ready to use the emulation overlay, set the AlphaTalker's baud rate to the same rate that your emulator uses.

➤ **About Entering Emulation Commands:**

You must type the overlay commands in the language that your keyboard emulator or ECU understands. For example, all keyboard emulator manuals tell you that to program an "UP" key, you must press the ESCAPE key on the computer, type UP and then type a period(.).

The DIRECTOR manual tells you that you must start each command with NULL (CTRL@) ESC and then continue with specific instructions until you end with a period. (On those Macintosh's which do not have a Control key you must use the • (Command) key.)

For more information about entering commands correctly, read the manual that came with your emulator or ECU.

➤ **8 and 4 Location Emulation Overlays:**

With an 8 or 4 Location emulation overlay, you must program your instructions into the **upper left corner key** in each block of keys.

➤ When you are using keyboard emulation you cannot speak or store messages. You must turn KEYBOARD EMULATION Off in the Toolbox before you can speak or store. You can assign the KEYBOARD EMULATION tool to a key on your overlay if you would like to have it handy. ➤ Remember, if you assign KEYBOARD EMULATION to a key, you cannot assign an emulation command to that key when you are creating your emulation.

Keyboard Emulation Steps

IBM

- 1 Save the AlphaTalker II memory. Use the MTI and **SAVE MEMORY** in the Toolbox.
- 2 After the memory transfer, press <F10> on computer keyboard.
- 3 Press <F9> (Keyboard Emulation) on the computer keyboard.
- 4 Select the file you want to use for emulation. (Use the vocabulary file you just saved.)
- 5 Type the commands you want to use onto the emulation overlay on the computer.
- 6 Press <F5> to save the overlay.
- 7 Load the overlay (with AlphaTalker II vocabulary) back into the AlphaTalker II using the MTI and **LOAD MEMORY** in the Toolbox.
- 8 Disconnect the MTI cable and connect your keyboard emulator or Environmental Control Unit.
- 9 Turn **KEYBOARD EMULATION** On in the **Toolbox** and select the correct **BAUD RATE**.
- 10 Now you can use the AlphaTalker II to run a computer or an ECU.

U

Note:

With an 8 or 4 Location emulation overlay you must program instructions into the **upper left corner** key in each block of keys

Keyboard Emulation-IBM

Remove the keyguard and overlay. Use the MTI program, **to save the AlphaTalker II's vocabulary first** (see the *MTI Manual*), then:

1. Press F9 on the computer keyboard (DOS, 3.1) or select Keyboard Emulation (Windows).
2. Select the file you want to use for emulation (we suggest you use the just saved vocabulary file).
3. Create the emulation overlay. Select squares on the computer screen by pressing the arrow keys on the computer keyboard. Type the directions you want the key to contain. You may type up to 63 characters per key, but only a few of them will show on the overlay squares.
4. When you have finished, you can exit the program without saving the emulation (practice) or you can save the emulation by pressing F5.
5. **Load the saved emulation back into the AlphaTalker II.** Turn the Toolbox On. Activate LOAD MEMORY (F4) and follow the directions on your computer screen.
6. When the file is loaded, exit the MTI program, disconnect the MTI cable and connect your keyboard emulator or ECU to the AlphaTalker II and the computer (see the emulator manual).
7. Turn the Toolbox On in the Control Panel. **Activate BAUD RATE in the Toolbox and then the baud rate that your emulator uses (usually 300 or 1200).** Turn KEYBOARD EMULATION (D4) ON. Make sure the program you want to use is running on your computer or in the case of an ECU, that the ECU is turned On.

➡ With an 8 or 4 location emulation overlay you must program instructions into the **upper left corner key** in each block of keys.

Keyboard Emulation Steps Macintosh

- 1 Save the AlphaTalker's memory. Use MTI-MAC and SAVE MEMORY in the Toolbox.
- 2 After the memory transfer, click on "Return to beginning".
- 3 Click on "Keyboard Emulation"
- 4 Select the file you want to use for or type in new name. (Use the vocabulary file you just
- 5 Click on the key (s) you want to use. Type the emulation commands you want to
- 6 Click on "Save" or "Cancel"
- 7 Load the overlay (with AlphaTalker vocabulary) back into the AlphaTalker using the MTI-6 and LOAD MEMORY (F4) in the AlphaTalker **Toolbox**.
- 8 Disconnect the MTI cable and connect your keyboard emulator or Environmental Control Unit.
- 9 Turn KEYBOARD EMULATION On in the Toolbox and select the correct BAUD RATE.
- 10 Now you can use the AlphaTalker II to run a computer or an ECU



Note:

With an 8 or 4 Location emulation overlay you must program instructions into the **upper left** key in each block of keys

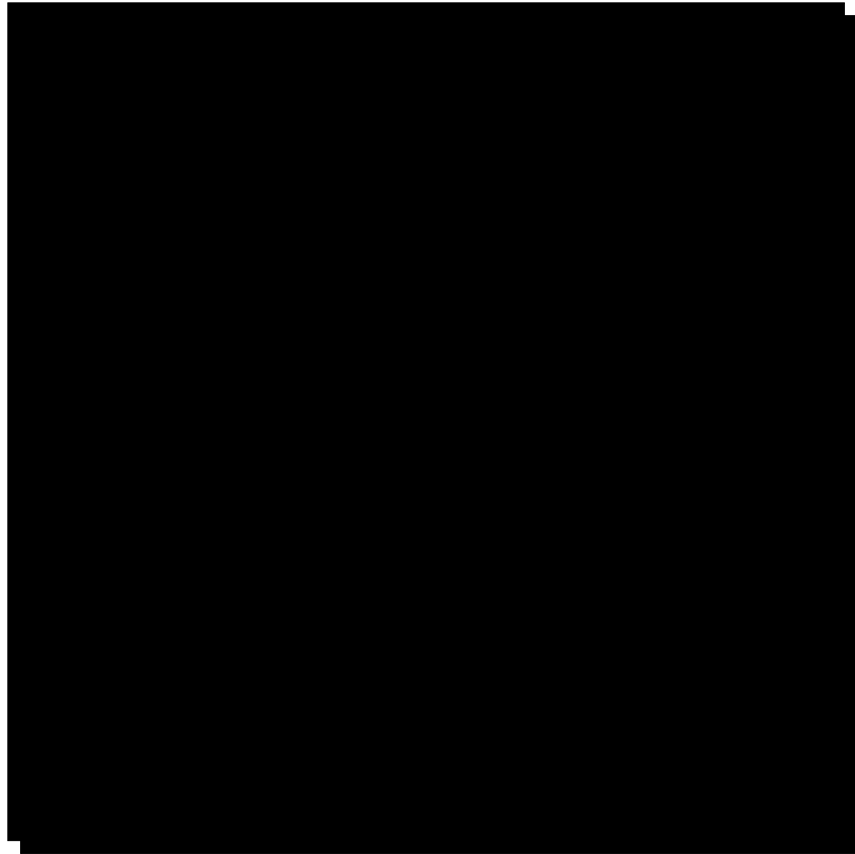
Keyboard Emulation—Macintosh

Remove the keyguard and overlay. Boot up the MTI program.

Always save the AlphaTalker II's vocabulary first (see the *MTI Manual*), then click on "Return to beginning".

1. Click on 'Keyboard Emulation'.
2. Click on the file you want to use (use the vocabulary file you just saved) and type in a name for the file, if asked. Press <RETURN>.
3. Select keys on the computer screen by clicking on them. Type the directions you want the key to contain. You may type up to 63 characters per key, but only a few of them will show on the overlay squares.
4. When you have finished, you can exit the program without saving the emulation ("Cancel") or you can save the emulation by clicking on "Save".
5. Once you save the emulation, **load it back into the AlphaTalker II**. Turn the Toolbox On. Activate LOAD MEMORY (F4) and follow the directions on your computer screen.
6. When the file is loaded, exit the MTI program, disconnect the MTI cable and connect your keyboard emulator or ECU to the AlphaTalker II and the computer (see the emulator manual).
7. Turn the Toolbox On in the Control Panel. **Activate BAUD RATE (C4) in the Toolbox and then the baud rate that your emulator uses (usually 300 or 1200)**. Turn KEYBOARD EMULATION (D4) ON. Make sure the program you want to use is running on your computer or in the case of an ECU, that the ECU is turned On.

➡ With an 8 or 4 location emulation overlay you must program instructions into the **upper left corner key** in each block of keys.



Copy the ASSIGN KEYBOARD EMULATION Key
from the Toolbox to Your overlay

Copy the ASSIGN KEYBOARD EMULATION Key from the Toolbox to Your Overlay

If you would like to have the KEYBOARD EMULATION tool on your regular AlphaTalker II overlay, you can copy the ASSIGN KEYBOARD EMULATION key (G4) from the Toolbox to your overlay. Once this key is copied on your overlay, you use it the same way you use the KEYBOARD EMULATION tool in the Toolbox. That is, you just activate the key on your overlay where you copied ASSIGN KEYBOARD EMULATION to put the AlphaTalker II into keyboard emulation. To exit keyboard emulation you just activate the key again.

When you copy a key from the Toolbox to your overlay you can still use the key in the Toolbox if you want, as well as the key on your overlay.

To Copy the ASSIGN KEYBOARD EMULATION Key to Your Overlay:

1. Press SELECT in the Control Panel and step to TOOLS. Press the ON/OFF side to open the Toolbox.
2. Press STORE in the Control Panel.
3. The three keys in the Toolbox that you can copy to your overlay light up. Press the ASSIGN KEYBOARD EMULATION key.
4. Press the key on your overlay where you want to put ASSIGN KEYBOARD EMULATION. (Icon Prediction allows you to see where you have blank keys. No LEDs will be lit at the blank keys.)
5. You hear three quick beeps. This tells you that the keyboard emulation key has been copied onto your overlay.
6. Turn the Toolbox Off in the Control Panel. (Press SELECT. When the TOOLS light flashes, press the ON/OFF side.)

Appendixes

1. Open the Toolbox in the Control Panel.
2. Press SYSTEM INFORMATION (F-3) in the Toolbox.

	A	B	C	D	E	F	G	H
1								
2								
3								
4								

*2 minutes, 17 seconds
record time remaining.*

AlphaTalker							

Appendix A: System Information Tells You How Much Recording Time is Left

Appendix A: Activate SYSTEM INFORMATION to Find Out How Much Recording Time Is Left

Summary:

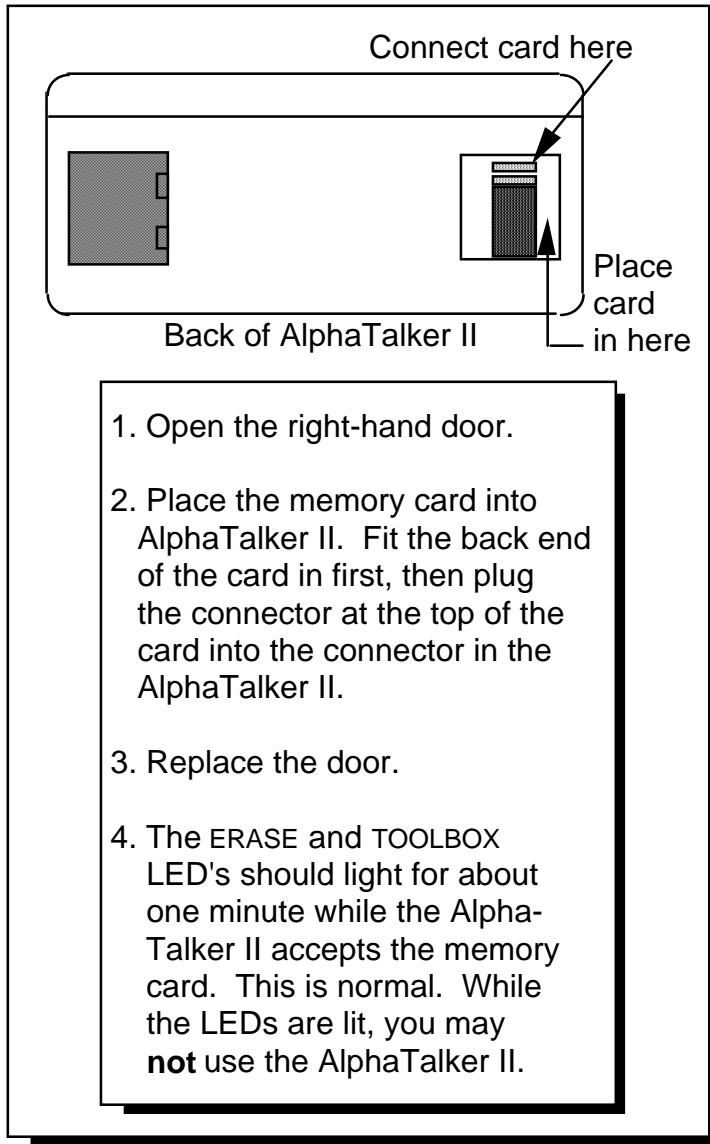
Activate the SYSTEM INFORMATION tool to hear the AlphaTalker II speak the amount of time (memory) left to be used for recording. The amount of recording time left is given for whichever speech mode you are currently in (Standard or Extended).

The SYSTEM INFORMATION tool is programmed to speak the amount of recording time (memory) that is left in the AlphaTalker II. The AlphaTalker II can figure out how much memory is left whether you are using just the internal memory or both the internal memory and a memory card (see next page for information about memory cards). For example, if you are using only the internal memory in Standard speech and you activate SYSTEM INFORMATION the AlphaTalker II might say, "5 minutes 17 seconds record time remaining." If you have added a memory card to the AlphaTalker II, you might hear, "15 minutes, 8 seconds record time remaining."

The AlphaTalker II tells you the remaining amount of recording time in whichever speech mode you are currently using. If you are using Extended speech, you hear the amount of recording time left for Extended speech and if you are using Standard speech, you hear the amount of recording time left for recording in Standard speech.

If you activate the key a second time, the AlphaTalker II tells you the software version it is using.

This tool helps you to plan what, and how many, messages you might want to store (or erase).



Appendix B: Add Memory With a Memory Card

Appendix B: A Memory Card Adds More Memory to the AlphaTalker II

A memory card gives you 14.5 minutes more of Standard speech or 25 minutes more of Extended speech. You can order a memory card from PRC.



WARNING!

Before you add a Memory Card you must: **UNPLUG THE BATTERY CHARGER** and **TURN THE ALPHATALKER II OFF** using the ON/OFF/I/O key in the Control Panel.

Place the AlphaTalker II face down in front of you. On the back of the device you see two doors. Remove the door on the **right**. The memory card goes inside this space. The connector on the end of the memory card fits the connector you can see inside the AlphaTalker II. You may want to slide the back end of the card in first and then plug the connectors together. Make sure the memory card fits tightly into the connector. Replace the door. Plug the battery charger back in if necessary and turn the AlphaTalker II back ON using the ON/OFF/I/O button in the Control Panel. When the TOOLBOX and ERASE lights go out, you may use the AlphaTalker II.

When the memory card is installed, any new vocabulary you record will go *where there is the most memory space*—this will most likely be in the memory card. However, some new vocabulary may be stored into the AlphaTalker II's original memory if there is room.

In practical terms this means that if you remove the memory card after you have stored new vocabulary you can't be certain what vocabulary will remain in the AlphaTalker II's internal memory and what vocabulary will leave if you remove the memory card.

Add an External Speaker Earphone Microphone

SPEAKER: must fit a 3.5 millimeter mono jack
must be an 8 ohm speaker

EARPHONE: must fit a 2.5 millimeter mono jack

MICROPHONE: must fit a 3.5 millimeter mono jack

Appendix C: Connect an External Microphone, Speaker and/or Earphone

⚠ Warning!

Do not plug an earphone into the EXTERNAL
SPEAKER jack.

This could cause damage to your hearing.

Appendix C: Adding an External Microphone, Speaker and/or Earphone

Summary:

You can connect an external microphone, an external speaker and/or and external earphone to the AlphaTalker II.

You can connect an external microphone, speaker and/or earphone to the AlphaTalker II. Their connectors must fit into the following jacks on the back of the AlphaTalker II:

External Microphone jack: 3.5 millimeter, mono

External Speaker: use an 8 ohm speaker; jack is a 3.5 millimeter
mono

Earphone jack: 2.5 millimeter, mono.

Prentke Romich Company makes a remote microphone which will fit the AlphaTalker II's microphone jack. You can order this from PRC. You can also ask at various electronic supply or electronic equipment stores for microphones, speakers and earphones which might be compatible with the AlphaTalker II jacks.

STORE

1. Select standard or extended speech.
2. Press STORE.
3. Press icon sequence.
4. Press RECORD, speak message, release RECORD.

REVIEW

1. Press and release the REVIEW button.
2. Last message stored or spoken will be reviewed.
3. Press REVIEW to hear the next message.

ERASE

1. Press ERASE.
2. Press icon sequence of the message you want to erase.
3. Press ERASE.
4. Hear the warning beep.
5. Press ERASE again and the message will be erased.
6. If you decide not to erase after you hear the warning beep, press any key in the Control Panel *except* ERASE to exit erase mode.

Appendix D: STORE, ERASE and REVIEW at a Glance

Appendix D: STORE, REVIEW and ERASE at a Glance

TO STORE

1. Select Standard or Extended speech in Control Panel.
2. Press the STORE button.
3. Press the icon sequence you want to use.
4. Press and hold the RECORD button and speak the message.
Release the RECORD button as soon as you have finished speaking.
5. Press the REVIEW button to test the message.
If you don't like the recording, see the ERASE instructions.

TO REVIEW

1. Press and release the REVIEW button in the Control Panel.
2. AlphaTalker II speaks the last message stored or spoken and the location code of the message.
3. Press REVIEW to listen to the next message.
4. Press the ERASE button when you have heard a message if you want to erase it.

TO ERASE

1. Press ERASE in the Control Panel.
2. Press the icon sequence of the message you want to erase.
3. Press ERASE.
4. You hear a beep. Press ERASE again. The message is erased.
5. If, after hearing the warning beep you decide not to erase, press any key in the Control Panel *except* ERASE to exit Erase mode.

Appendix E: Troubleshooting Tips

Cleaning the AlphaTalker II

Regular Cleaning:


To keep the AlphaTalker II clean, wipe the device with a *damp* (not wet) cloth. Do not get water or soap into the speaker or microphone. The overlay protector can also be cleaned with a damp sponge or a window cleanser such as Windex.[®] Clean the keyguard in hot, soapy water.

Disinfecting:

To disinfect your equipment, mix ¼ cup vinegar with 1 cup water. Wipe all equipment with a cloth dampened in this mixture. Allow the equipment to air dry.

Batteries

The AlphaTalker II will speak "Batteries are low" when the batteries are low. This will be spoken at the end of any messages you speak. You can plug in the battery charger and continue to use the AlphaTalker II. See page 17 for more battery information.

 Remember to use only the battery charger that came with your DeltaTalker (see page 17).

Replacing the Battery Pack

An AlphaTalker II battery pack must be ordered from the Prentke Romich Company.

The battery pack is under the *left door* on the back of the AlphaTalker II. Remove the door and unplug the battery pack from the battery connector. Remove the battery pack. You may find unplugging the pack somewhat difficult. You might want to

remove the pack itself first and then pull firmly on the wires to disconnect the pack from the connector. Replace it with the new battery pack. We suggest you place the end of the battery pack with the wires coming out of it in first. Bring the wires under the battery pack so that the pack is lying on top of the wires. This keeps the wires out of the way. Plug the new pack in.



Remember:

The NiCad battery pack must be disposed of properly. **If your community/state has recycling regulations, the battery pack must be recycled.**

Troubleshooting Problems and Possible Solutions

Problem: You have activated the ON/OFF side of the SELECT ON/OFF key in the Control Panel but the Control Panel lights are still on and no lights are lit on the keyboard.

Solution: Any time you activate the ON/OFF side of the SELECT ON/OFF key in the Control Panel you must *activate any key on the keyboard* to make the icon prediction LEDs light up *or* you can wait the few seconds it takes for the Control Panel to time out. The icon prediction lights will come on automatically.

Problem: You try to retrieve 32 location messages while you are using an 8 or 4 location keyboard and nothing is happening.

Solution: If you are in 8 or 4 location mode you can only retrieve 8 or 4 location messages. To retrieve 32 location mode messages you must go to the Control Panel and change to 32 Location. The AlphaTalker II does not allow you to access the messages in a location mode which is different from the one you are currently using.

Problem The keyboard is not responding.

Solution Predictive Selection is turned On and there are no messages stored, so no keys are active. Either store some messages or turn Predictive Selection Off.

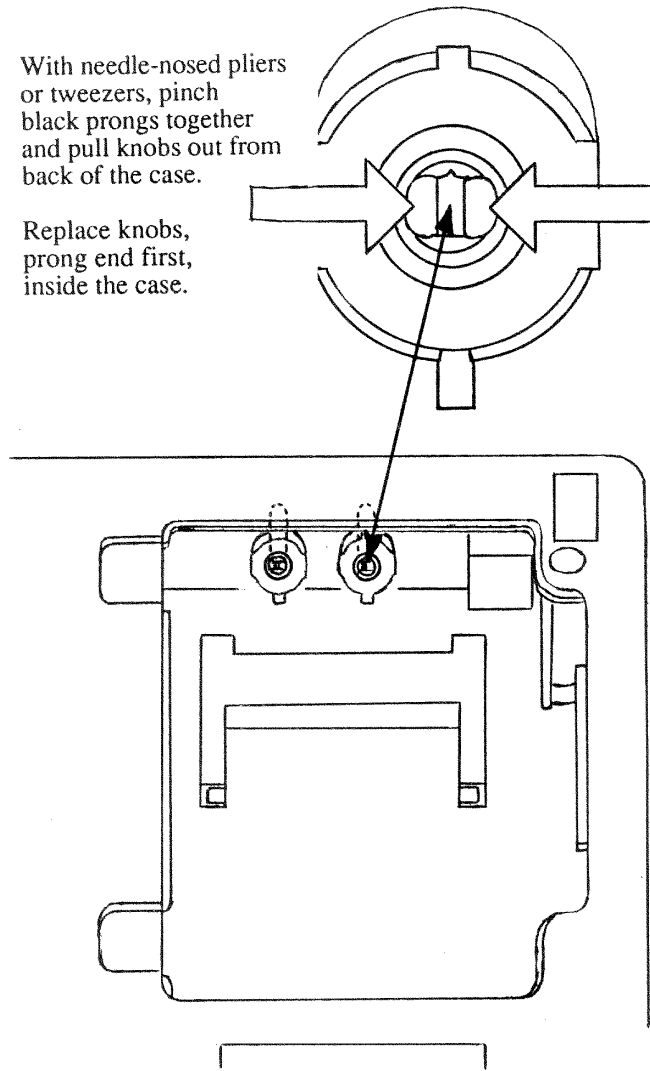
Solution KEYBOARD EMULATION is turned On but the AlphaTalker won't speak. Turn KEYBOARD EMULATION Off and the AlphaTalker II will talk again.

Problem The MTI is not transferring or your keyboard emulation is not working.

Solution Make sure the baud rates between the computer or the keyboard emulator and the AlphaTalker II match. Be especially careful to check the baud rates of the emulator and AlphaTalker II because the MTI can use one baud rate while the emulator will use a slower one and you may forget to change over to the emulator baud rate.

With needle-nosed pliers or tweezers, pinch black prongs together and pull knobs out from back of the case.

Replace knobs, prong end first, inside the case.



Appendix F: Re-Position the Volume Knobs Inside the Case

Appendix F: Reposition the Volume Knobs from the Outside to the Inside of the Case

If you wish, you can remove the volume knobs which stick out on the back of the AlphaTalker II and reposition them *inside* the case.

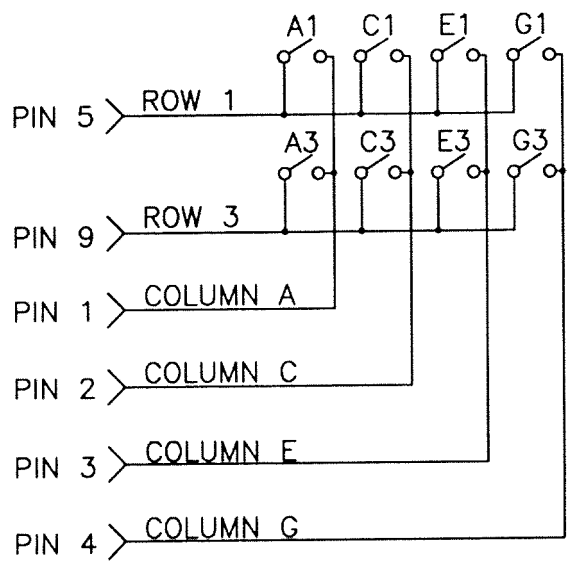
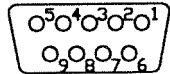
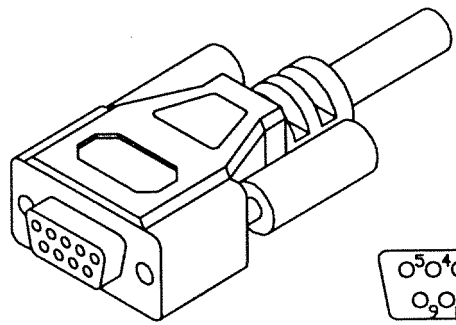
To do this, turn the AlphaTalker II face down on a flat surface and remove the door on the right.

Look into the opening, over the Memory Card holder, at the inside of the back panel. On this panel you will see two white circles with two small black prongs in the middle. These are the volume knob holders.

With a pair of tweezers or needle-nosed pliers, squeeze together the small black prongs of one of the knobs while pulling on the knob from the outside of the case. When the prongs squeeze together you will be able to pull the knob out of the case. Repeat this process with the other volume knob.

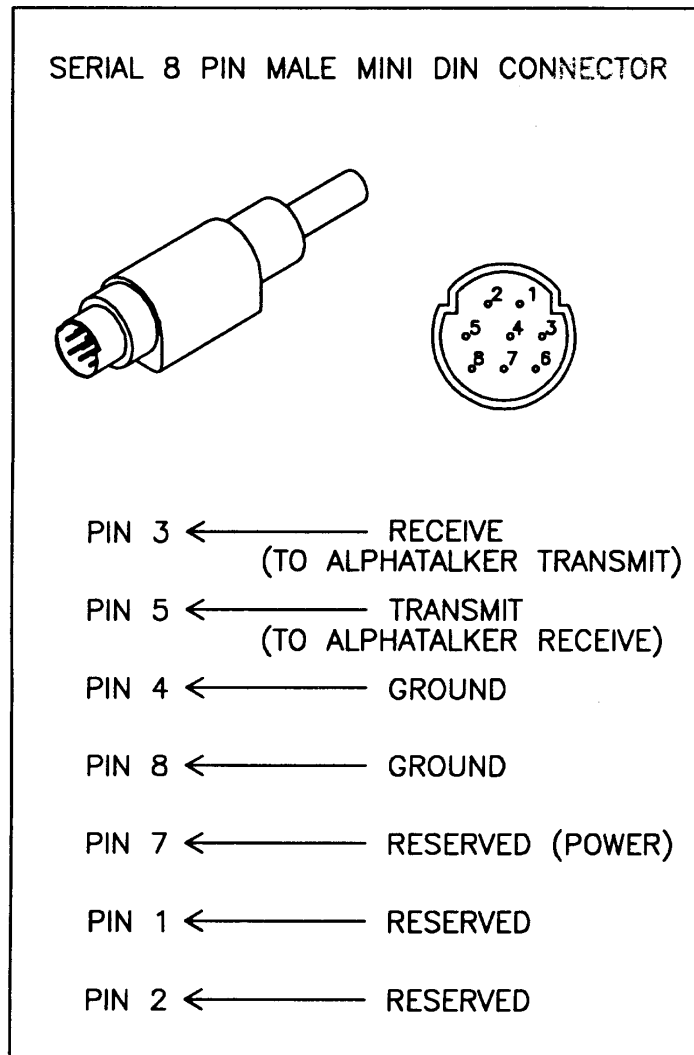
Now, turn the knob around and push the prong end of each knob into those same holes from the *inside* of the case. If the knobs do not fit right away, just turn them until they slide into the holes. The knobs are now secure on the inside of the case. To use them you will have to open the door and turn them from inside the case.

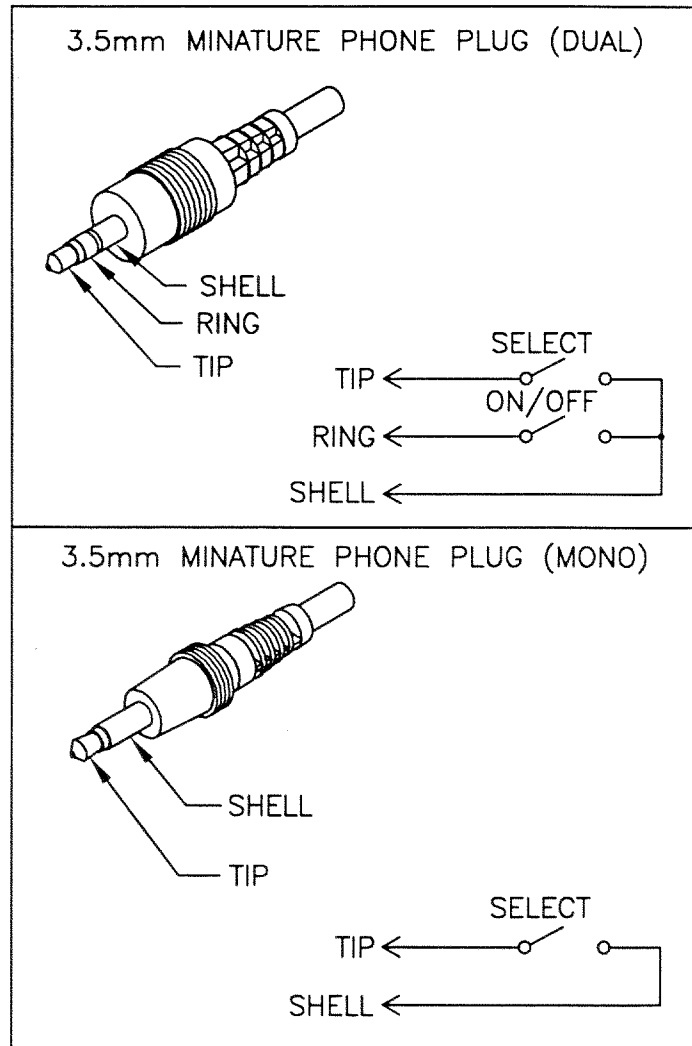
MULTI-SWITCH 9 PIN FEMALE D CONNECTOR



Appendix G: Technical Information

Appendix G: Technical Information





Appendix G: Technical Information

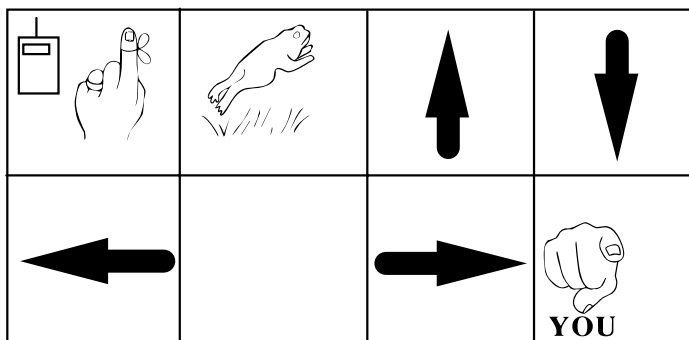
Appendix H: An Example of a 32 Location Emulation Overlay for Writing a Story

A Story Writing Emulation for a 32 Location Overlay

ONCE UPON A TIME	THE	LIKED TO	EAT	SCARE	LITTLE CHILDREN	BIG, FAT, JUICY WORMS	DELETE
LITTLE BOY	HE	LIVED	NEXT DOOR	IN CLOSET	HID	RAN	■
LITTLE GIRL	SHE	WAS	NICE	MEAN	JUMPED	CANT HURT	RETURN
BIG MONSTER	AND	SAID	WHY MEAN?	FRIEND	EAT YOU	GO AWAY	THE END

Appendix I: An Example of an 8 Location Emulation Overlay for a Game

A 4 Location Emulation Overlay for a Game



CLICK (space) UP ARROW DOWN ARROW

LEFT ARROW RIGHT ARROW RETURN

The following computer access codes were assigned to every key within each Key Location on the overlay. The assignments may be edited using your MTI disk. Choose AlphaTalker on the MTI and then click on KEYBOARD EMULATION. Open the emulation file on your MTI. Use the computer keyboard to change the codes.

Key 1: ← ,click.

Key 2: (space)

Key 3: ← up.

Key 4: ← down.

Key 5: ← left.

Key 6: (empty)

Key 7: ← right.

Key 8: ← ret.

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