

Liberator II
Operator's Manual

Appendix

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* = Includes new information

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All Tools List

The Liberator's All Tools List

⦿ Note:

To see the All Tools List: Open the Toolbox. Activate STORE [P1]. Activate FUNCT. INSERT [K1]. Begin to spell the name of a tool **or** type the letter "x". Activate ENTER.

■ Remember:

To store tools or to insert tools into a macro you must *first* activate FUNCTION INSERT.

The All Tools List

ACTIVATE-KEY

Places the specified key X into the key buffer as though it had been activated.

ADD-DICTIONARY-WORD

This function and Selection #1 in the Dictionary Menu both allow you to ADD A WORD to the Dictionary. Spell the word correctly and activate ENTER. Then spell the word the way you want it to be pronounced. Activate SPEAK DISPLAY to hear the pronunciation as you have spelled it, and edit the spelling until you are satisfied with the pronunciation. Then activate STORE.

ALT

When used in conjunction with another TOOL, and possibly also with the CONTROL Key, this Tool modifies the next character or function. When this key is activated, the Control/Alt LED on the Status Panel will blink once per second. If both the CONTROL and ALT keys are activated at the same time, the Status Panel LED blinks twice per second.

ASPIRATION

Sets the aspiration (breathiness) of the voice to the level of X Decibels for the remaining duration of the phrase in which the function appears.

ASSIGN-KEY-MENU

This Menu allows you to assign Tools or Spelling characters to a key, move Icons from one key to another and move an entire key (including Icon, Spelling and Minspeak assignments and any messages) from one place to another. Every time you activate the ASSIGN KEY MENU you must next activate the key where you want to make a Spelling or Tool assignment or whose Icon you want to change/move.

(Assign Key Menu, cont'd.)

To add a Spelling character to a key, activate Menu Selection #1., activate the Spelling character(s) you want to assign and then activate STORE. The character(s) will be assigned to the key in Spell Mode.

When you select MINSPEAK Icon from the Menu you can restore the original Icon to the key or change the key's assigned Icon. This Menu Selection allows you to move Icons anywhere on the keyboard. You can choose Icons from your Overlay, from a Menu of Unassigned Icons or from a Menu of all Icons.

To add a Tool to a key in Minspeak mode, activate Menu Selection #3. From the Toolbox, first activate Clear Display to get rid of any old assignment to that key. Then activate Function Insert followed by the Tool you want to assign. The name of this Tool will appear on the screen surrounded by black triangles. Then activate Store. When you add a Tool to a key it replaces the Icon for that key.

You can also assign Tools which are not visible in the Toolbox. First, go to the ALL TOOLS LIST in *Appendix* manual and decide which tool you want to assign and note how the name of that Tool is spelled. In this case, after you activate Function Insert, begin to spell the name of the Tool you want to assign (you will only have to spell 1 or 2 letters so spell slowly). If a Menu appears, select the tool you want. Activate Store as before.

When you activate Menu Selection #4, you can copy the current Spelling assignment to Minspeak mode, or vice versa (Menu Selections #1 and #2); you can assign a new Tool(s) or Spelling Character(s) to both modes (Menu Selection #3); or you can erase the assignments in both modes from the key (Menu Selection #4).

AUDIO-EARPHONE, AUDIO-SPEAKER, AUDIO-SPEAKER-EARPHONE

These functions will directly set the Audio Feedback Mode to SPEAKER-ONLY, EARPHONE-ONLY, or SPEAKER-AND-EARPHONE. The current mode is displayed on screen 3 of the Feedback Menu.

AUX-PORT-OFF, AUX-PORT-ON

When requested, the PRC service department can modify the Liberator to control certain other auxilliary devices (there is a fee for such services). There are three port pins which can be set HIGH with <AUX-PORT-ON> or LOW with <AUX-PORT-OFF>. Each function must be followed with a digit from 1 to 3 specifying the port pin.

BAUD-RATE-SET, BAUD-RATE-TOGGLE

Baud rate is the speed at which data is sent from the Liberator and received from the output device. You must match the baud rate of Liberator to that of the output device. The function <BAUD-RATE-SET(x)> will change the baud rate to the rate x that you select from a menu when INSERTing this function. You may also change the Liberator's baud rate from the OUTPUT MENU by selecting #3 until you have stepped to the desired baud rate. The function <BAUD-RATE-TOGGLE> will change the baud rate to the next valid value, just as if you had selected #3 in the OUTPUT MENU.

BEEP

Activates the direct selection activation beep.

BLOCK-COPY

Copies a block of highlighted text and inserts it at the current cursor location.

BLOCK-DELETE

Deletes the block of highlighted text (if one exists).

BLOCK-MARK

You can highlight a block of text by moving the cursor (using the Arrow keys) to the beginning of the text that you want to highlight, activating BLOCK MARK, moving the cursor to the end of the text that you want to highlight, and then activating BLOCK MARK again. After the second activation, the text you marked will remain highlighted

until you mark a different block or until you cancel the block markers by activating <BLOCK-MARK> twice in a row without moving the cursor. <CONTROL><BLOCK-MARK> clears all existing block markers before setting one at the cursor position.

BLOCK-MENU

The BLOCK OPERATIONS MENU allows you to mark a block of text in order to highlight it, move a block of highlighted text, copy highlighted text and delete highlighted text. In each case you must first highlight the text to be copied, moved or deleted. Once the text is highlighted, choose the appropriate Menu Selection in the BLOCK OPERATIONS MENU. The four choices in this menu are equivalent to the functions <BLOCK-MARK>, <BLOCK-MOVE>, <BLOCK-COPY>, and <BLOCK-DELETE>. The menu is set up so that you will immediately exit the menu after selecting an operation, without having to select #5. This menu can also be accessed from the EDIT MENU, Screen 2, #3.

#1. Set Block Marker at Cursor

Activating this selection sets the first block marker at the cursor location. At the bottom of the Display Screen the prompt "NOW MARKING BLOCK" will appear.

(Block Mark, cont'd.)

If this selection is activated twice without moving the cursor, the message "BLOCK MARKERS HAVE BEEN CANCELLED" will appear on the Display Screen. If the cursor was moved since Set Block Marker was last activated, and Set Block Marker is activated again, the message "BLOCK HAS BEEN MARKED" will appear. The marked block will be highlighted.

#2. Move Block

When this selection is activated, the highlighted block is moved from its original location to the cursor location. The old highlighted block is deleted.

(Editing & Notebook, 14)

#3. Copy Block

When a highlighted block of text is copied, it is duplicated at another location in the Notebook or Workspace.

Highlight the desired text, then move the Text cursor to where

you want the copied text to go. Activate COPY BLOCK. The text will appear where

you placed the text cursor. This does not move or change the original text. The newly copied block of text becomes the currently highlighted text.

#4. Delete Block

When you delete a block of highlighted text, you completely remove it from the Workspace or Notebook. When you activate Delete Block, the highlighted text is completely erased and is not recoverable.

BLOCK-MOVE

Moves a highlighted block of text from its original position to the current cursor location.

CALCULATOR

This function opens the Liberator's four-function calculator. You can add, subtract, multiply, and divide. You can speak the complete problem or just the answer, print the problems on a printer, and copy answers to the workspace or a Notebook.

The cursor shows you where your entries will go. Clear the Display after each problem. When you are finished using the Calculator, activate the CALCULATOR key again to close the Calculator. Activating <STORE> in the Calculator copies the current result (shown at the lower left of the screen) to a one-number memory. Activating <ESCAPE-STORAGE> recalls the number from memory in the calculator, and <CONTROL><ESCAPE-STORAGE> will copy the number to the workspace or a Notebook. Activating <ALT> before <CALCULATOR> when exiting will set the "Calculator Alarm". When set, the SIREN will be triggered the next time <CALCULATOR> is activated to prevent its unauthorized use during tests.

CALL, CALL-TIMED

When you activate this Tool, the Liberator emits a series of tones designed to attract someone's attention. You can change the tones to personalize them in the FEEDBACK MENU, Screen 5, Selection #1. Use CALL in ordinary or non-emergency situations. <CALL-TIMED(x)> activates the Call Signal for the number of seconds specified.

CAPS-OFF, CAPS-ON, CAPS-ON/OFF

These functions control the CAPS LOCK status. When CAPS LOCK is ON, all of the letters you type thereafter will be capitalized. The CAP/SHIFT lamp on the Status Panel will stay lit until CAPS LOCK is turned OFF. <CAPS-ON/OFF> will alternately turn CAPS LOCK on, then off.

CHAR/LINE

Sets the number of characters per line for an external printer to the specified value. Set this to 0 for "Unlimited" length. This can also be set from the OUTPUT MENU, Screen 1, #4.

CHECK-PRONUNCIATION

Allows you to check pronunciation of a word in the dictionary. Also available from the Dictionary Menu, #2.

CHOOSE-PREDICTED-WORD

When Word Prediction is active, this function will select one of the words displayed by the predictor. The function must be immediately followed by a single digit from 1-9, which determines which word slot is selected. Display slots are numbered by columns, starting at the top of the leftmost column. Select this function in the Word Prediction Menu, screen 2, option #3.

CLEAR-BUFFER

Deletes the entire contents of the workspace. The text is completely erased and is no longer accessible.

CLEAR-DISPLAY

Activate this to remove all text and Icon names from the Display. The text is still present in the Liberator's Workspace (or Notebook), but it is simply shifted "above" the display. This previously displayed text may be accessed by using the editing Tools to move the cursor back up into the text using the Left or Up Arrow tools.

CLOSE-NOTEBOOK

Closes the currently active notebook if open, returning you to the Workspace. If you are already in the Workspace, nothing changes.

CLOSE-TOOLBOX

Closes the Toolbox, returning you to the Custom overlay (whether the keyguard is raised or not). If the Toolbox is already closed, nothing changes.

CONTROL

Activating <CONTROL> can change what the next key activated will do. The behavior of some functions will be affected, or the next character typed will generate a "control character" (which may be sent to a computer, for example). When <CONTROL> has been activated, the CTRL/ALT lamp on the Status Panel will stay lit until the next character or function is activated.

COPY

Copies the highlighted block of text into the Cut Buffer. Leaves the original highlighted block of text where it is. This is just like the "Copy" operation in most word processors.

COPY-LAST-SELECTION

This will copy the text generated by the last selection to the current cursor location (see <SAVE-LAST-SELECTION>).

CUT

Copies the highlighted block of text into the Cut Buffer. Deletes the original highlighted block of text. This is just like the “Cut” operation in most word processors.

DATE-DISPLAY

Inserts the current day and date at the cursor using a 3-letter abbreviation for the day and numbers (xx/xx/xxxx) for the date. <ALT><DATE-DISPLAY> uses full names for days and months in the text inserted.

<CONTROL><DATE-DISPLAY> uses 3-letter abbreviations for days and months in the text inserted.

DEL-CHARACTER

Activate DELETE CHARACTER to delete the character (letter, number, punctuation mark) to the left of the text cursor. This is just like a “Backspace” key.

DEL-ICON

Activate DELETE ICON to delete the Icon to the left of the Icon Cursor. Delete Icon does not erase a message if one was recalled. It just erases the Icon from the Display. <ALT><DEL-ICON > cancels any active theme (same effect as <NO-THEME>). <CONTROL><DEL-ICON> clears any active theme for one selection (same effect as <EXIT-THEME>).

DEL-LAST-SELECTION

DELETE LAST SELECTION applies to only the LAST Icon and/or text that was put up on the display. It is used to correct activating the wrong key. If an Icon was activated and a message was recalled, <DEL-LAST-SELECTION> will delete BOTH the Icon name and the message that was displayed. However, if there is any highlighted text (whether it is visible on the screen or not!), the highlighted text will be deleted, since any highlighted text always defaults to being the “Last Selection” for the Liberator.

If you have Auto-spell mode turned On, and you accidentally hit a key that you did not intend to, you can hit <ALT> followed by <DEL-LAST-SELECTION> to “un-do” the effects of any unintended keystroke when using Auto-Spell mode. You will probably want a macro consisting of these two functions (<ALT><DEL-LAST-SELECTION>) assigned to a key on your User Overlay if you plan on using Auto-Spell mode.

DEL-WORD

Activate DELETE WORD to erase the word in which the cursor appears, or to the left of the cursor if it is on a space. The space following a word is regarded as being part of the word. Thus, if the cursor is on the space following a word, activating DELETE WORD will cause that word to be deleted, and the cursor will be positioned on the space following the word further to the left. Repeated activations of DELETE WORD will thus delete words moving to the left. If the cursor is on one of the letters of a word, that word will be deleted and the cursor will appear on the first letter of the word to the right. In this case, repeated activations of DELETE WORD will delete words moving to the right.

DELAYED-SERIAL-OUT

Sets the Serial Output Mode to DELAYED. Any text you generate is sent out the serial port as it scrolls off the top of the display. This is especially useful when using Word Prediction, since text is often generated that is later replaced by a selected word. With DELAYED Serial Output, only the final text will be sent out the port.

DICTIONARY-MENU

(Speech Dictionary, not Word Prediction Dictionary)

When the Liberator mispronounces a word you can add it to the Dictionary, spelling it the way you want it pronounced. Once a word is in the Dictionary, it will always be pronounced correctly.

1. Add Words to the Dictionary

Choose Selection #1 to add a word to the Dictionary. Spell the word correctly and activate ENTER. Now spell the word the way you want it to be pronounced. Activate SPEAK DISPLAY to hear the pronunciation as you have spelled it. When you are satisfied with the pronunciation, activate STORE.

2. Check / Change Word's Pronunciation

Correctly spell in the word you want to hear/change. Activate ENTER. You can either hear the word pronounced or change its pronunciation.

3. List Words or Macros in Dictionary

You can list the words in the Dictionary which begin with a specific letter(s) or you can list all the Dictionary entries. You can view the words on the Display Screen, print them out on a printer, or view them on the screen while they are printing. Since Named Macros are also stored in the Dictionary, you can also list those the same way.

4. Erase Words from Dictionary

You can remove words that were previously added to the dictionary.

DIFFERENT-NOTEBOOK

When you activate <OPEN/CLOSE NOTEBOOK> to open a Notebook, the Liberator will always open the last Notebook you were using. The <DIFFERENT-NOTEBOOK> function allows to select a different Notebook, the same as Selection #2 in the NOTEBOOK MENU. If the Notebook that is open has changed, you will be asked if you want to save it under the original sequence. Answer YES to save it under the same Icon Sequence or NO to select a new Icon Sequence for the changed version (this is just like the "Save As" function in most word processors). Then you will be

asked to select the Notebook to be opened. Depending on the setting for "Choose Notebooks" on Screen 2 of the NOTEBOOK MENU, you can either select the Icon sequence of the Notebook to open, or choose it from a Menu of Notebook titles. Activate the Icon sequence and then activate ENTER. To open a new unused Notebook, just activate ENTER without activating any Icons.

DISABLE-HEADPOINTER

Causes input from the Head Pointer to be ignored until the Head Pointer Re-Enable Location has been activated.

DISPLAY-OFF

Turns the Liberator's display off so that generated text will not be seen on the Display.

DISPLAY-ON

Turns the Liberator's display back on (following the use of <DISPLAY-OFF>) so that generated text will again be seen on the Display as well as spoken and/or sent out the serial port.

DOWN

Moves the cursor DOWN one line, one screen, to the end of the workspace, to the next bookmark in a Notebook, or to perform a Replace operation, depending upon the setting of Edit Mode. <CONTROL><DOWN> moves the icon cursor to the end of the icon buffer.

EDIT-MENU

The EDIT MENU allows you to do a number of editing operations.

EDIT MENU (Screen 1):

#1. Copy

This selection allows you to copy highlighted text from a notebook or workspace into the "Cut Buffer", where it will be saved until another Copy or Cut operation is performed. You can then use Paste to put the copied text into another notebook or workspace.

#2. Cut

This selection deletes the highlighted text from the workspace or notebook and copies it to the Cut buffer. You can then use Paste to put the cut text into another notebook or workspace.

#3. Paste

This selection will insert the contents of the Cut buffer at the cursor position in the current notebook or workspace. You can do as many Paste operations with the same Cut Buffer contents as you like. The contents of the Cut buffer will not change until another Cut or Copy operation is done.

#4. Search and Replace Operations

This menu allows you to set Search and Replace parameters. It also allows 'global' replacements, that is, replacements of ALL occurrences of a word or text string in the workspace or notebook with another text string.

EDIT MENU (Screen 2):

#1. Bookmark Operations

This menu allows setting, and jumping to, the two bookmarks. Bookmarks are markers you can set to allow you to return to a particular place in a notebook. Note that bookmarks are used in notebooks ONLY.

#2. Set Edit Mode

This menu allows you to select a new Edit Mode.

(Edit Menu, Cont'd.)

#3. Block Operations

This menu is the original Editing Menu. It still has all the Set Block Marker, Move, Copy, and Delete Block functions it had before. See the Help Screen for BLOCK-MENU for more information.

EDIT-MODE, EDIT-MODE-SET

The EDIT MODE Tools determine what the Arrow keys do. The EDIT-MODE tool steps through the editing modes as seen below. EDIT-MODE-SET directly sets the editing mode. You can choose from NORMAL, WORD/SCREEN, SENTENCE/START-END, PARAGRAPH/BOOKMARK, and SEARCH/REPLACE modes. NORMAL editing mode means the Arrow keys move the cursor one character to the left or right, or one line up or down.

If you activate EDIT MODE once, the bottom line on the Display Screen shows you are in WORD/SCREEN mode. Activating the Right and Left arrow moves the cursor one word to the right or left. Activating the Up and Down arrow moves the cursor one screen up or down.

If you activate EDIT MODE twice, the bottom line of the Display Screen shows you are in SENTENCE/START-END mode. Activating the Right and Left arrow moves the cursor one sentence right or left. Activating the Up and Down arrow moves the cursor to the beginning or end of the Workspace or Notebook.

If you activate EDIT MODE three times, the bottom line of the Display Screen shows you are in PARAGRAPH/BOOKMARK mode. Activating the Up or Down arrow causes the Display Screen to jump to the first or second bookmark. Activating the Left or Right arrow caused the Display Screen to move backward or forward one paragraph.

If you activate EDIT MODE four times, the bottom line of the Display Screen shows you are in SEARCH/REPLACE mode. Activating the Left or Right Arrow keys causes Liberator to begin a search for the Search Item entered in Selection #4 of the EDIT MENU. If the item is found, the Display Screen jumps to it. If the Search item is not found, an error beep will sound. Activating the Up or Down Arrow keys begins a search for the Search Item in order to Replace it: if the Search Item is found, it is deleted, and replaced by the Replace Item. The Replace Item is also entered in Selection #4 of the EDIT MENU. If you activate any Tool or key other than BLOCK-MARK, Edit Mode will return to NORMAL.

ENTER

Terminates entry of an Icon sequence or text string. Also, when you have completed selecting an Icon sequence, activating <ENTER> will repeat the activation of whatever is stored under that sequence.

ESCAPE-STORAGE

Activate ESCAPE STORAGE at any time to stop storing, no matter where you are in the process. You can also activate it whenever you are prompted by the Liberator to activate STORE to avoid actually storing what you have typed. <CONTROL><ESCAPE-STORAGE> inserts the saved result from the calculator at the current cursor position.

EXIT-THEME

Activating <EXIT-THEME> once allows you to speak a single message stored under Icons that are not part of your Theme. Once the message is spoken you will return automatically to your 1 or 2 Icon Theme. Activating <EXIT-THEME> twice in a row will permanently exit the Theme. After a theme has been cleared, you may return to that previously active theme by activating <ALT><EXIT-THEME>.

FEEDBACK-MENU

The FEEDBACK MENU allows you to change the feedback you get from the Liberator. This generally applies to the way things look and sound. There are nine Menu Screens with many different options to help you personalize your Liberator. Enter the Menu and activate #9 or the HELP function to get detailed HELP for each screen of the menu.

FUNCTION-INSERT

When you activate the <STORE> Tool, or when you are making a new Key assignment in the Assign Key Menu, you are in "STORE mode". Whenever you are in STORE mode, in addition to typing text, you can use <FUNCTION-INSERT> to insert a Tool or special function into the item being STORED. You can create any combination: one or more Tools only; text only; or any mixture of text and Tools. Activate FUNCTION INSERT whenever you want to insert a Tool in the item. After you activate FUNCTION INSERT, you will either:

- (1) activate the actual Tool that you want to insert (either in the Toolbox or in the User overlay), or
- (2) spell the first 1 or 2 letters of the name of the Tool (as found in the Appendix - All Tools List), and then pick the name of the Tool from a menu of Tools that begin with those letters. Whenever you are in this menu, you can activate the <HELP> tool (or menu selection #9), then select the Tool from the menu for which you would like Help information.

You can also activate <ALT><FUNCTION-INSERT> to copy the contents of another sequence into the item you are creating (including all the functions in that sequence). <CONTROL><FUNCTION-INSERT> allows you to insert extended ASCII characters in STORE Mode.

GLOBAL-SEARCH/REPLACE

Begins a complete Search (start-to-end of work area) for the Search Item, replacing each Search Item with the Replace Item when found. If Confirm is ON, Liberator will ask before replacing. If Case Sensitivity is ON, Liberator will look for an EXACT MATCH in upper- and lower-case letters. This will Find and REPLACE EVERY OCCURANCE of the Search Item in the work area!

HELP

HELP is intended to provide concise information about a TOOL or task. To get HELP on any TOOL in the Toolbox, open the Toolbox, activate HELP and then activate the TOOL.

If you are in a menu and want HELP on a menu selection, stay in the Menu and either activate the HELP function or choose menu selection #9.

At the top of some of the screens there will be a reference in parentheses. This directs you to the section and page number in the manual where you can find a more detailed explanation.

To see a list of various Help Topics, activate HELP twice in a row, then choose #2 from the Menu, then select the Topic.

When you are in STORE mode, you can get HELP on any Liberator function. Just hit FUNCTION INSERT, then spell the first one or two letters of the FUNCTION name, then hit ENTER. A menu of FUNCTIONs will appear. Select #9 or the HELP tool, then the menu selection of the FUNCTION for which you want help information.

ICON

Places the specified icon into the Icon buffer. If more than one icon is specified when selecting this Tool for a FUNCTION INSERT, <CONTROL><DEL-ICON> is automatically inserted before the icon activations so that the Icon buffer will be cleared before the icons are put in.

IMMEDIATE-SERIAL-OUT

Sets the Serial Output Mode to IMMEDIATE. Any text you generate is sent out the serial port immediately.

JUMP-TO-BOOKMARK-1, JUMP-TO-BOOKMARK-2, JUMP-TO-NEXT-BOOKMARK

When you are in a Notebook, these functions will jump to one of the two "bookmark" positions previously set with one of the <SET-BOOKMARK> functions. <JUMP-TO-NEXT-BOOKMARK> will alternate between the two bookmarks.

KEYBOARD-LAYOUT-MENU

Screen 1 of the Keyboard Menu enables you to set the number of locations to 8, 32, or 128, or automatically switch between layouts according to the type of keyguard that is installed. You can change the Acceptance or Release Times, as well as the name that is associated with the keyboard. Screen 2 allows you to reset the keyboard parameters to their original default values.

LAST-SELECTION-ONLY

Sets the Display Mode to LAST SELECTION ONLY, so that each time any text is recalled, the display is cleared so that only the last sequence of text recalled will be visible on the display.

LEFT

Moves the cursor LEFT one character, one word, one sentence, one paragraph, or performs a Search operation backwards from the cursor, depending upon the setting of Edit Mode. <CONTROL><LEFT> moves the icon cursor one icon to the left in the icon buffer.

LIBERATOR-OFF

Turns the Liberator off as though the off button had been pressed.

MACRO

Executes the specified macro (named "XXX"). Note that macros can "call" other macros (if you do any programming, you can think of them as subroutines). You can create a named Macro using the Macro Recorder. Hit <ALT><STORE> to begin recording, perform whatever actions you want the Macro to do, then hit <ALT><STORE> again. This will take you into the Macro Assignment Menu, where you can create a Named Macro from Screen 2, #3. You can also enter this Menu without recording a Macro by just hitting <ALT><STORE> twice in a row.

When a named <MACRO(XXX)> is included in phrase with one or more <MINSERT>s, it will be executed after all the <MINSERT>s preceding it have been filled, but before any following <MINSERT>s are filled. You can tell the Liberator to wait until all <MINSERT> processing is finished before executing a macro by inserting the <ALT> function first (i.e. by inserting <ALT><MACRO(XXX)> into the phrase with <MINSERT>s).

MAINTENANCE-MENU

Opens the Maintenance Menu, which can also be entered from Screen 4, #3 of the System Function Menu. This menu manages various aspects of the Liberator's hardware, such as the battery, and to run tests of the system. Refer to the Help screens in the menu itself for more information.

MATH-SCRATCH-PAD

Opens the Math Scratch Pad. If it is already open, this will close it.

MENU-MACRO

This will bring up the Menu Macro named "XXX", and allow you to make menu selections as with any other menu. Menu Macros can be created from Screen 3 of the Macro Assignment Menu (see <MACRO>).

MINSERT

Minserts allow you to put "blanks" into a message that you will fill in when you speak the message. Begin to store a message. Activate MINSERT wherever a Minsert is to appear.

SHORT MINSERTS: Short Minserts are generally one-word Minserts. Short Minserts are stored by just activating MINSERT. You may retrieve one Icon Sequence or spell one word to fill in a short Minsert when the message is retrieved.

LONG MINSERTS: Long Minserts can contain more than one sequence or word. Long Minserts are stored by activating <ALT><MINSERT>. When you retrieve your message, you may activate as many sequences or spell as many words as you wish to fill in the long Minsert. When you are done filling a Long Minsert, you will need to activate the <MINSERT> function to go on to the next Minsert in the sentence, or to speak it if all Minserts have been filled.

MINSPEAK-MODE

Sets the communication mode to MINSPEAK.

MUSIC

Anything following the <MUSIC> function should be defined as a “tune” (please refer to the manual to see how to define a tune). To enter music in the middle of a stored sequence use MUSIC before and after the tune definition.

NO-THEME

Clears the current theme if one exists.

NOTEBOOK-MENU

The Notebook Menu allows you to switch between different notebooks; to save, print, or erase notebooks; to load notebooks from or save them to computer files using the Memory Transfer Interface; and to determine how you will select a different notebook. See the manual or the Help in the menu for details.

NOTEBOOK-SELECT-BY-ICONS, NOTEBOOK-SELECT-FROM-MENU, NOTEBOOK-SELECT-ICONS-THEN-MENU

These functions allow you to directly set the mode for “Choose Notebooks” found on Screen 3 of the Notebook Menu. These control whether notebooks are selected only by entering their icon sequence, or by choosing from a Menu of Notebook titles. You can also combine the two methods, selecting one or more icons to limit which notebooks appear in the menu.

OPEN-NOTEBOOK

Takes you out of the Workspace, and opens the last Notebook selected from the Notebook Menu.

OPEN-TOOLBOX

Takes you out of the Custom overlay, and opens the Toolbox. When the Toolbox is opened, The Toolbox status light (LED) will turn on. The keyboard will activate the Toolbox functions even if the keyguard is down.

OPEN/CLOSE-NOTEBOOK

Toggles you back and forth between the Workspace and the last Notebook selected from the Notebook Menu. The Workspace is a large “Memo Pad” that holds just over 2,000 characters. As it fills up, the oldest page keeps getting “torn off and thrown away”. There is only one Workspace, but there can be many different Notebooks. Text is never “thrown away” from a Notebook unless you deliberately erase it. As you fill up more and more large Notebooks, you will eventually run out of memory. You can use the Memory Transfer Interface program to save your Notebooks on a computer disk, then erase the ones you don't need in the Liberator right now. To erase the Workspace (“throw away” ALL the pages of the “Memo Pad”), use the <CLEAR-BUFFER> function.

OUTPUT-MENU

Controls how the Liberator's serial port functions, and what information is to be transmitted or received over it. Please refer to the manual or the Help for the menu itself.

PAPER-FEED

Advances the paper through the internal printer for 6 lines without printing anything.

PASTE-BLOCK

Pastes the block (previously Cut or Copied into the Cut buffer) at the cursor location. You can paste the contents of the Cut buffer as many times as you like.

PAUSE

Evaluates the following numeric expression as an integer value N, and pauses the execution of the current macro for N/64 seconds. If no expression is specified, the default is to pause for one second.

PICK-1-ICON-THEME

Switches you to a 1 Icon Theme and allows you to pick the Icon for your Theme at the time this Tool is activated.

PICK-2-ICON-THEME

Switches you to a 2 Icon Theme and allows you to pick the Icons for your Theme at the time this Tool is activated.

PITCH, PITCH-VARIANCE

Sets the Pitch Level or the Pitch Variance of the voice to the specified values x. These values must be within the valid ranges for the voice you are using. These settings only apply to the text following these tools in a macro.

PRINT

Prints all text in the workspace that has scrolled off the top of the display that has not been printed yet. If a marked block exists, you will be asked whether or not you wish to print the marked text instead. <ALT><PRINT> will perform a continuous paper feed through the internal printer as long as the key with the <PRINT> function is held

down. Similarly, <CONTROL><ALT><PRINT> performs a printer test. These last two options are only available when using the keyboard.

PRINT-LAST-SELECTION

Prints the last text object generated and sent to the display. If a marked block exists, it is always treated as the last selection and is printed.

PRINTER-EXTERNAL, PRINTER-INTERNAL, PRINTER-OFF

Set the printer mode (displayed in the Output Menu) to OFF (no automatic printing), to EXTERNAL (use a printer connected to the serial port), or INTERNAL (use the internal printer on the Liberator).

PROMPT-CONTENTS

Sets the Auditory Prompt Type to MESSAGE CONTENTS. In this mode, if the activation of a key recalls a stored sequence, the auditory prompt for that key is determined by the contents of the stored sequence. Otherwise, the auditory prompt is the prompt defined in the ASSIGN KEY MENU.

PROMPT-KEY-DEFINITION

Sets the Auditory Prompt Type to KEY DEFINITION. In this mode, the auditory prompt for a key is always the prompt defined in the ASSIGN KEY MENU.

PROMPT-MARKER

Marks text in a sequence that is to be used as part of an auditory Content prompt, as well as being displayed and spoken when the sequence is recalled.

PROMPT-ONLY-MARKER

Marks text in a sequence that is to be used ONLY as part of an auditory Content prompt, and not displayed or spoken when the sequence is recalled.

REFRESH-SCREEN

Normally, the Liberator's display is updated only after each macro has finished executing, and the Liberator is waiting for the next keystroke. If a macro is written such that it waits for a keypress at some point, it may be necessary to insert the <REFRESH-SCREEN> function BEFORE the function that waits for a keystroke. This will cause the display to be refreshed so that it shows any text generated up to that point in the macro. <SCREEN-OFF> stops the Liberator from updating the LCD screen or the LED matrix until <SCREEN-ON> is executed.

RENAME-ICON

The Rename Icon Menu allows you to change an Icon's name. It also allows you to change an Icon into a One-Shot Icon or a Dependent Icon, or to change an Icon back into an Ordinary Icon again. See the Menu Help for more information.

REVIEW-MEMORY-MENU

This menu generates reports (either to the display or to a printer), about the contents of the Liberator vocabulary (Minspeak sequences, Icons, Key Assignments, or a Complete Area). Screens 2 and 3 allow you to define and manage your Minspeak vocabulary based on assigning Minspeak sequences to one of up to 64 different "modules", or groups of sequences. You can also manage and track the number of times each Minspeak sequence has been accessed.

RIGHT

Moves the cursor RIGHT one character, one word, one sentence, one paragraph, or performs a Search operation forward from the cursor, depending upon the setting of Edit Mode. <CONTROL><RIGHT> moves the icon cursor one icon to the right in the icon buffer.

SAVE-NOTEBOOK

Saves the current notebook.

SCROLL

Sets the LCD screen Display Mode to SCROLLING, so that the screen scrolls up as needed one line at a time as text fills up the display screen.

SEARCH-CASE-OFF, SEARCH-CASE-ON

Turns case-sensitivity for Search and Search and Replace operations ON and OFF. When case-sensitivity is ON, Liberator will look for an EXACT MATCH of upper- and lower-case letters. When it is OFF, letters will be regarded as matching whether they are upper- or lower-case.

SEARCH-FORWARD, SEARCH-REVERSE

Begins a search from the current cursor position and moving either Forward (to the END of the work area) or Backward (to the START of the work area) for the current Search Item.

SEARCH/REPLACE-CONFIRM, SEARCH-REPLACE-NO-CONFIRM, SEARCH/REPLACE-FORWARD

Turn Search and Replace Confirmation ON and OFF. When ON, Liberator will ask each time it finds the Search Item before replacing it during ANY Replace operation.

FORWARD and REVERSE begins a search from the current cursor position (moving either FORWARD to the END of the work area or REVERSE to the START) to find the next occurrence of the current Search Item. When found, the Search Item is replaced with the Replace Item (after asking for confirmation if confirmation is turned ON).

SEARCH/REPLACE-SWAP

Exchanges the current Search and Replace items.

SELECTION-TECHNIQUE-MENU

This Menu allows you to choose the Selection Technique (Switch(es), Keyboard, Head Pointer, etc.) to be used. The "Keyboard" Selection Technique is the default Technique. When you have chosen a Technique from the Menu, you can then adjust the parameters that apply to the Technique. Finally you must set up the Technique by activating any switches that are needed. To choose a Selection Technique (other than the Keyboard), activate Selection #1. Choose #2 to select the specific options for the Technique. Choose #3 to set up any switches to be used. To use something other than the Keyboard, you must choose the Technique from Selection #1. The Keyboard is always active, however, so that someone who can use the Keyboard may do so even if you do

not use it. Once you have set up your switch you must lower your keyguard before you can use the switch, unless you have set the option "Scan in Toolbox" to ON.

SEND-ASCII-CHAR

Sends the ASCII character you specify out the serial port.

SEND-LAST-SELECTION

Sends the last text object generated out the serial port. Since a marked block is always regarded as the last selection, if a marked block exists, it will be sent out the port.

SERIAL-MARKER

Text that follows a <SERIAL-MARKER> is sent out the Serial port but not Displayed or Spoken. Text following <CONTROL><SERIAL-MARKER> is sent only if Serial Output is currently turned ON. The text to be sent out the serial port includes all following text up to the end of the macro or until another inserted function is found. However, if the next function is either a <MACRO(xxx)> or a function to recall the value of a User-defined or temporary Variable, the text generated by the functions will be included as part of the serial text sent.

SERIAL-OFF, SERIAL-ON, SERIAL-ON/OFF

<SERIAL-ON> sets the Serial Output Mode to its last active setting (either DELAYED or IMMEDIATE). Generated text is automatically sent out the serial port to an output device when Serial Output is turned ON. <SERIAL-OFF> turns Serial Output OFF, and <SERIAL-ON/OFF> toggles between ON and OFF.

SERIAL-PACE-TIME

Sets the character pacing delay to the specified time (the time is specified in units of 1/64 seconds). The system will delay this long between EACH CHARACTER sent out the serial port.

SET-1-ICON-THEME, SET-2-ICON-THEME

Without prompting the operator to pick any icons, these two functions automatically set the theme to the one- or two-icon theme selected when these functions were STORED.

SET-BOOKMARK-1, SET-BOOKMARK-2

Set Bookmarks 1 or 2 to the current cursor location. These functions apply only when in a Notebook.

SET-SEARCH-ITEM, SET-REPLACE-ITEM

Allow you to enter a new Search and Replace Items for Search and Replace operations.

SHIFT

Shifts the next character generated to upper case. After the <SHIFT> function is activated, the CAP/SHIFT lamp on the Status Panel will blink.

SIREN, SIREN-TIMED

When <SIREN> is activated, the Liberator emits a very loud, piercing series of tones designed to attract immediate attention. You can change the Siren tones in the Feedback Menu, Screen 5, #1, to personalize them. Use the Siren only in an emergency situation. <SIREN> emits the tone for 5 seconds, and <SIREN-TIMED(x)> for the number of seconds specified when the function is stored.

SPEAK-DISPLAY

This causes the Liberator to speak any text that is on the Display, whether the Speech is turned ON or OFF. <CONTROL><SPEAK-DISPLAY> will only speak the display if Speech is turned ON.

SPEAK-LAST-SELECTION

<SPEAK-LAST-SELECTION> speaks the last text generated, whether the Speech is turned ON or OFF. Since a marked block is always regarded as the last selection, if a marked block exists, it will be spoken. <CONTROL><SPEAK-LAST-SELECTION> will only speak the last selection if Speech is turned ON.

SPEAK-NOTEBOOK

Speaks the entire contents of the Notebook selected when this tool is executed. You cannot speak part of a Notebook using this Tool. To do that, you must use the <OPEN-NOTEBOOK> tool, highlight the text in the Notebook that you want spoken and then use the <SPEAK-LAST-SELECTION> tool. <CONTROL><SPEAK-NOTEBOOK> speaks only if speech output is currently ON.

SPEAK-NOW

Normally, the Liberator speaks text only after each keystroke has been processed, and the Liberator is waiting for the next keystroke. If a macro is written such that it waits for a keypress at some point, it may be necessary to insert the <SPEAK-NOW> function BEFORE the function that waits for a keystroke. This will cause any text generated up to that point to be spoken aloud at that point in the macro.

SPEAK-SENTENCE

<SPEAK-SENTENCE> speaks the “sentence” in which the cursor is located, whether the Speech is ON or OFF. This may be either a whole message or only part of a message, depending on what text has been generated. A “return” character is also treated as a sentence boundary. <CONTROL><SPEAK-SENTENCE> speaks only if Speech Output is currently ON.

SPEAK-SPELLING-LETTERS, SPEAK-SPELLING-LETTERS-WORDS, SPEAK-SPELLING-OFF, SPEAK-SPELLING-WORDS

These functions allow you to directly set the mode for “Speak when Spelling” found on Screen 7 of the User Feedback Menu. These control what is spoken when you are in Spell mode and speech is turned ON. <SPEAK-SPELLING-OFF> sets the system so that nothing will be spoken. <SPEAK-SPELLING-LETTERS> sets it so that each letter will be spoken as it is selected. <SPEAK-SPELLING-WORDS> sets it so that nothing will be spoken until the word is finished (i.e. a space or punctuation mark is selected), and then the entire word will be spoken. <SPEAK-SPELLING-LETTERS-WORDS> sets it so that each letter will be spoken as well as the entire word when completed.

SPEAK-WORD

Speaks the word in which the cursor is currently positioned. <CONTROL><SPEAK-WORD> speaks only if speech output is currently ON.

SPEECH-MARKER

Marks the start of text in a sequence that is to be spoken but not displayed or sent out the serial port. This includes all text up to the next inserted function or the end of the sequence.

SPEECH-MENU

The Speech Menu defines how each of the four different voices used in the Liberator will sound:

1. Main Voice - the voice used to speak the messages you generate.
2. Auditory Prompt Voice - used to speak the names of keys when using auditory scanning
3. Menu Voice - used to speak Menus and of System prompts

Once you have selected which voice to modify, you enter a series of Menu Screens offering the options for each voice. You can first choose any of the nine default DECTalk voices to define each voice, then choose different options to fine-tune the way voice sounds.

SPEECH-OFF

Turns the Speech Output OFF. <CONTROL><SPEECH-OFF> prevents text included in the same sequence from be spoken whether Speech Output is ON or OFF.

SPEECH-ON

Turns the Speech Output ON. <CONTROL><SPEECH-ON> causes text included in the same sequence to be spoken whether Speech Output is ON or OFF.

SPEECH-ON/OFF

Toggles the Speech Output ON and OFF.

SPEECH-RATE

Sets the speech rate to the specified value of x words per minute. The maximum value is 550. The changed speech rate only applies to the text that follows this tool in a macro.

SPELL-MODE

Sets the communication mode to SPELLING.

SPELL/MINSPEAK

This Tool toggles between Spell Mode and Minspeak Mode. In Spell mode you can type letters, numbers and punctuation marks onto the Display - each key you hit will generate whatever is assigned to that key in Spell mode. Note that you automatically switch to Spell mode when storing messages.

In MINSPEAK mode you activate Icon Sequences to retrieve messages you have already stored under those sequences. When you are in MINSPEAK the Minspeak lamp on the Status Panel is lit. When you are in Spell mode, the lamp is out. When you are in MINSPEAK, an Icon cursor (>) appears on the next to the last line of the Display Screen. There are also two dark bars on either side of the last two lines of the Display Screen. When you are in Spelling, you see only the text cursor at the top of the screen. When you activate the SPELL/MINSPEAK key, the bottom line on the Display Screen will prompt, "System is now in SPELL Mode" or "System is now in MINSPEAK Mode". If "Spell-One-Word" mode is turned ON in screen 3 of the Feedback Menu, you will first see the prompt "Ready to spell ONE WORD (Spell mode)" before locking into Spell mode (if you activate SPELL/MINSPEAK twice in a row).

SPLIT-BAUD-SET

Sets the receive baud rate for split serial port operation to the specified baud rate x.

SPLIT-BAUD-TOGGLE

Sets the receive baud rate for split serial operations to the next valid value (same as selecting #3 in Output Menu, screen 3).

SPLIT-PORT-OFF, SPLIT-PORT-ON, SPLIT-PORT-ON/OFF

These functions control whether the Liberator uses different baud rates for transmitting and receiving. This can be used with a special Y-cable that allows data to be sent to one device and received from another, using separate baud rates for each. This feature is not available when using a selection technique which uses the serial port. When this feature is disabled, the receive rate is the same as the transmit rate.

START-SCAN, STOP-SCAN

<STOP-SCAN> stops the current scanning selection technique. <START-SCAN> can then be used to restart the scanning technique.

STORE

To store vocabulary and messages:

1. Activate STORE
2. Spell the text you want to store, also using <FUNCTION-INSERT> to add tools if desired (see below).
3. Activate STORE again
4. Select the Icon Sequence under which the text is to be stored
5. Activate ENTER

If you hit STORE when there is text on the display, that text will become the text that is stored. You can hit <CLEAR-DISPLAY> before or after hitting STORE to get rid of any text on the display. If you hit STORE twice in a row (with the display cleared), a Menu will appear. You can choose to EDIT or ERASE an existing stored message from this Menu. See the manual references for different examples of storing.

Hitting <CONTROL><STORE> allows you to select a specific vocabulary module for the item being stored.

<ALT><STORE> is used to record and store Macros. Hitting <ALT><STORE> twice in a row will take you into the Macro Assignment Menu without recording a Macro.

<STORE> with <FUNCTION INSERT>:

When you activate the <STORE> Tool, or when you are making a new Key assignment in the Assign Key Menu, you are in "STORE mode". Whenever you are in STORE mode, in addition to typing text, you can use <FUNCTION-INSERT> to insert a Tool or special function into the item being STORED. You can create any combination: one or more Tools only; text only; or any mixture of text and Tools. Activate FUNCTION INSERT whenever you want to insert a Tool in the item.

(Store, cont'd.)

After you activate FUNCTION INSERT, you will either:

- (1) activate the actual Tool that want to insert (either in the Toolbox or in the User overlay), or
- (2) spell the first 1 or 2 letters of the name of the Tool (as found in the Appendix - All Tools List), and then pick the name of the Tool from a menu of Tools that begin with those letters. Whenever you are in this menu, you can activate the <HELP> tool (or

(Store with Function Insert. cont'd.)

menu selection #9), then select the Tool from the menu for which you would like Help information.

You can also activate <ALT><FUNCTION-INSERT> to copy the contents of another sequence into the item you are creating (including all the functions in that sequence). <CONTROL><FUNCTION-INSERT> allows you to insert extended ASCII characters in STORE Mode.

SWITCH-SETTINGS-MENU

This menu sets the Accept and Release times for external switches used with the Liberator. See the Menu Help for more information.

SYSTEM-FUNCTIONS-MENU

This Menu contains each of the other Menus in the Toolbox. If you want access to all the Menus, find it difficult to get into and out of the Toolbox and don't have enough room to move each individual Menu onto your Custom Overlay, you can assign <SYSTEM-FUNCTIONS-MENU> to an Icon Sequence or a key on your Custom Overlay, and have access to all the Menus. When you activate any Menu Selection in the System Function Menu, the designated Menu will open.

TEXT-AND-SPEECH-MARKER

Marks the end of text in a sequence that has been marked using a <TEXT-MARKER>, <SPEECH-MARKER>, or <SERIAL-MARKER>. Any text following the <TEXT-AND-SPEECH-MARKER> is to be BOTH displayed (and possibly sent out the serial port) AND spoken.

TEXT-MARKER

Marks the start of text in a sequence that is to be displayed (and possibly sent out the serial port) but not spoken. This includes all text up to the next inserted function or the end of the sequence.

THEMES-MENU

Allows you to set up a one- or two-icon theme, to clear out any theme, or to set up a "generalized" theme, with icons specified at the start and/or at the end of each icon phrase.

TIME-DISPLAY

Inserts the current time at the cursor. <CONTROL><TIME-DISPLAY> includes the seconds count in the text inserted.

TONE-OFF, TONE-ON, TONE-ON/OFF

The beep that is heard when a key is activated is turned ON, OFF, or toggled between ON and OFF.

TOOLBOX

This Tool "opens the Toolbox" if it is closed, and closes it if it is open. The Toolbox may also be opened in one of two other ways: (1) By raising the keyguard up from a fully closed position, the Liberator will detect this and automatically open the Toolbox; (2) By pressing and holding the ON button and activating key [I1] at the same time. To close the Toolbox: (1) lower the keyguard back down until its magnets stick to the Liberator case, or (2) activate the OPEN/CLOSE TOOLBOX key. When you are in the Toolbox, the "Toolbox" light on the Status Panel will be lit. If you activate this Tool

from your Custom Overlay and then want to close the Toolbox, you must activate location [D1], where the <TOOLBOX> function is located on the Toolbox's overlay.

TOUCH-TONE, TOUCH-TONE-PAUSE

Generates standard telephone touch tones that can be used to dial a telephone (DTMF tone pairs). The tones are generated based on the string of characters immediately following the <TOUCH-TONE> function. Valid tones are 0-9, A-D, *, and #. The letter P pauses for the length of one digit. The characters “() -” and the space may be intermixed with the tones for formatting numbers. The tone sequence is terminated by a period. The maximum number of tones that may follow this function is 64. If no valid tones follow this function, a prompt is displayed and up to 39 tones may be entered. These tones are dialed immediately when enter is pressed.

<TOUCH-TONE-PAUSE> generates standard touch tones the same as <TOUCH-TONE>, but waits for a key activation before dialing the following sequence. The key beep will be turned off for this key activation so that it does not interfere with the number being dialed.

TRANSFER-MEMORY-MENU

The Memory Transfer Interface programs (MTI-5 and MTI-6) allows you to save the Liberator's memory onto a diskette of an IBM-compatible or Macintosh computer. If at some point your Liberator does lose its memory, you can restore it from the disk in a few minutes. The <TRANSFER-MEMORY-MENU> is where you control operations on the Liberator when saving or loading memory from a computer disk (or another Liberator).

TUTOR-ACTIVE-MODULES, TUTOR-ALL-MODULES, TUTOR-OFF

These functions allow you to set the mode for the Icon Tutor feature (found on Screen 7 of the Feedback Menu). It can be turned OFF, or set to display the icon sequence only for words contained in Active vocabulary modules. It can also be set to work for All sequences, even those contained in Inactive modules.

UP

Moves the cursor UP one line, one screen, to the start of the workspace, to the previous bookmark in a Notebook, or to perform a Replace operation, depending upon the setting of Edit Mode. <CONTROL><UP> moves the icon cursor to the start of the icon buffer.

USER-AREA-MENU

This menu allows you to switch between different User Areas, create a new User Area, or rename an existing one. See the Menu Help for more details.

VOICE

Sets the voice to be used for the text following this function within a message to the specified DECtalk voice.

VOLUME

Sets the Volume of the voice to be used for the text following this function within a message to the specified value x (in Decibels). This value must be within the valid range for the voice you are using.

WAIT-ANY-KEY

Pauses execution of the macro until any key is activated. <CONTROL><WAIT-ANY-KEY> pauses execution until any key is activated and then processes that key normally.

WAIT-ANY-SWITCH

Pauses execution of the macro until any switch is closed.

WAIT-FOR-KEY

Pauses execution of the macro until the specified key x is activated.

WAIT-KEY-OR-SWITCH

Pauses execution of the macro until any key is activated or any switch is closed. <CONTROL><WAIT-KEY-OR-SWITCH> also waits until any key or any switch is activated. However, if a key is activated, that key is then processed normally.

WATCH-CLEAR

Resets accumulated and lap timers to 0 if the stopwatch is not running.

WATCH-LAP

Sets the lap timer to the current accumulated time. If the lap timer is already set, it is cleared.

WATCH-START

Starts accumulating time on the stopwatch.

WATCH-START/STOP

Starts accumulating time on the stopwatch.

WATCH-STOP

Stops accumulating time on the stopwatch.

WORD-PREDICTION-MENU

This enters the main menu for controlling and configuring the Word Prediction System. See the Menu Help for more details.

WORD-PREDICTION-OPTIONS-MENU

This directly enters the sub-menu that is entered from selection #1 (Adjust Current Settings) on Screen 1 of the Word Prediction Menu. It has options for configuring certain aspects of the interface to the Word Prediction System. See the Menu Help for more details.

WORD-PREDICTION-WINDOW-OFF, WORD-PREDICTION-WINDOW-ON, WORD-PREDICTION-WINDOW-ON/OFF

These functions turn the Word Prediction System ON, OFF, and toggle it ON and OFF, respectively. When Word Prediction is ON, the Icon buffer will only use the bottom line of the LCD, instead of the bottom two lines. The next one to three lines above that will be used for the Word Prediction Window, depending on the configuration of how many prediction slots were selected when the System was installed or modified.

<ALT> and <CONTROL> Commands

Use <ALT> and <CONTROL> Commands Along with a Tool to Produce Special Actions in the Liberator

Below is a list of the <ALT> and <CONTROL> commands that you can use with a tool to tell the Liberator to produce some special action. If you are connected to a keyboard emulator you can also send any <CONTROL> commands that a computer might require. See your computer manual for these commands.

<CTRL><EDIT MODE>

Clears the Edit Mode. This is the same as <EDIT-MODE-SET(NORMAL)>

<CTRL><ARROW-KEY>

Moves the icon cursor as described:

<CTRL>-<UP> = moves the icon cursor to the start of the buffer.

<CTRL>-<DOWN> = moves the icon cursor to the end of the buffer.

<CTRL>-<LEFT> = moves the icon cursor one icon to the left

<CTRL>-<RIGHT> = moves the icon cursor one icon to the right

<CTRL><BLOCK-MARK>

Forces the setting of the first block mark.

<CTRL><DELETE-ICON>

Clears the theme for one selection (same as EXIT THEME)

<ALT><DELETE-ICON>

Returns you to the current theme.

<CTRL><ALT><DELETE-ICON>

Clears any theme you are in. When you activate this you are no longer in a theme.

<ALT><DELETE-LAST-SELECTION>

Tells the Liberator to un-do the effects of any unintended keystroke when using Auto- Spell Mode. You will probably want a macro of this function assigned to a key on your custom overlay if you plan to use Auto-Spell Mode.

<ALT><SPELL-MINSPEAK>

Sets the Minspeak alarm if it is activated when you are in Minspeak mode.

<CTRL><FUNCTION-INSERT>

When you are in STORE mode this allows you to enter a menu and select an extended ASCII character.

<ALT><FUNCTION-INSERT>

When you are in STORE mode, this allows you to recall a string i.e., a macro) and then insert that string with any embedded functions into the macro you are storing.

<CTRL><ESCAPE-STORAGE>

Inserts the saved result from the Calculator at the current cursor position (see page 211 in the *Advanced Function* manual for details).

<ALT><ESCAPE-STORAGE>

Turns off the Macro Recorder (without saving any macro) if the Macro Recorder is On.

<ALT><STORE>

Turns on the Macro Recorder.

<ALT><STORE-<ALT>-<STORE>

Enters the Macro Assignment Menu without recording a macro.

<ALT><CALCULATOR>

Sets the Calculator alarm if activated when you are already in the Calculator.

<CTRL><DISPLAY-ON>

Turns the display of text back ON for the remainder of the macro in which it is found (until the next user selection).

<CTRL><DISPLAY-OFF>

Turns the display of text OFF for the remainder of the macro in which it is found (until the next user selection).

<CTRL><DATE-DISPLAY>

Uses three-letter month and day abbreviations.

<ALT><DATE-DISPLAY>

Uses full names for months and days.

<CTRL><TIME-DISPLAY>

Displays the time, including seconds.

<CTRL><SERIAL-ON>

Turns the serial output back ON (in whatever the last active serial mode was) for the remainder of the macro in which it is found (until the next user selection).

<CTRL><SERIAL-OFF>

Turns the serial output back OFF (in whatever the last active serial mode was) for the remainder of the macro in which it is found (until the next user selection).

<CTRL><ALT><PRINT>

Sends test text to the internal printer.

<ALT><PRINT>

Performs a paper feed on the internal printer as long as the PRINT key is held down.

<CTRL><Any SPEAK-xxx Function>

Performs the normal <SPEAK-xxx> function ONLY if Speech is currently turned On. the SPEAK functions are <SPEAK DISPLAY>, <SPEAK NOTEBOOK>, <SPEAK WORD>, etc.

<CTRL><SEND-LAST-SELECTION>

Sends the last selection out the serial port ONLY if serial port is currently turned ON.

<ALT><SEND-LAST-SELECTION>

Send the last selection out the serial port ONLY if serial port is currently turned OFF.

<CTRL><SPEECH-ON>

Turns Speech back ON for the remainder of the macro in which it is found (until next user selection).

<CTRL><SPEECH-OFF>

Turns Speech OFF for the remainder of the macro in which it is found (until the next user selection).

<CTRL><CHOOSE-PREDICTED-WORD>

Immediately speaks a selected root form without waiting to see if a derived form is subsequently selected (which will also be spoken).

<ALT><MINSERT>

This is a "long" Minsert where you can insert multiple items.

<ALT><SHIFT>

This activates the SHIFT key only if CAP-LOCK is not On (that is, it will NOT shift a letter to lower case when CAP-LOCK is On).

<ALT><EXIT-THEME>

Restores the previously active theme if no theme is currently active, or exits the current theme if one is active. Repeated <ALT>-<EXIT-THEME> toggles back and forth between No Theme and last active theme.

<CTRL><SPACE>

Tells the Liberator to speak the less common (alternate) pronunciation of a word.

<CTRL><WAIT-ANY-KEY>

Pauses execution until any key is activated and then processes that key normally.

<CTRL><WAIT-ANY-KEY-OR-SWITCH>

Waits until any key or switch is activated and then processes that key normally.

Morse Code Definitions

Default Morse Code Definitions in the Liberator

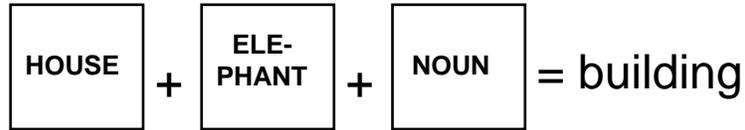
SPACE	••---	j/J	•----
!	•-••-	k/K	-•-
"	•-•---	l/L	•-••
#	--•-•	m/M	--
%	----•-	n/N	-•
&	-•-••	o/O	---
'	•-----•	p/P	•-••
(••-••	q/Q	--•-
)	••-•-	r/R	•-•
*	•••-•	s/S	•••
+	•-•••	t/T	-
,	--••---	u/U	••-
-	-••••-	v/V	•••-
.	•-•-•-	w/W	•--
/	-••-•	x/X	-••-
0	-----	y/Y	-•---
1	•-----	z/Z	--••
2	••-----	{	-••-••
3	•••-----		•-•-••
4	••••-	}	-••-•-
5	•••••	~	•-•-•-
6	-••••	DEL	-----
7	--•••	SHIFT	••••-•
8	----••	CONTROL	•-•-••
9	-----•	ALT	•-•-••
:	----•••	DELETE-	
;	-•-•••	CHAR	•-•-
<	-•-•-•	DELETE-	
=	-•••-	WORD	•-•-•-•-
>	-•-----	DELETE-	
?	••-•-••	ICON	----•
`	-••-•-•-	SPELL/	
a/A	•-	MINSPEAK	•••-••
b/B	-•••	STORE	•••-••
c/C	-•-•		(STR)
d/D	-••	SPEAK-	
e/E	•	DISPLAY	•••-•- (SK)
f/F	••-•	SIREN	•••-••• (SOS)
g/G	--•	CALL	--•-•-•-•-•
h/H	••••		(QRZ)
i/I	••	ENTER	•-•-•-•-
			(ENTER)
		KEY A1	•-•-•-•-
			(A1)

KEY A2	• - • • - - - -	KEY E3	• • • • - - -
	(A2)	KEY E4	• • • • • -
KEY A3	• - • • • - - -	KEY E5	• • • • • •
	(A3)	KEY E6	• - • • • •
KEY A4	• - • • • • -	KEY E7	• - - • • •
	(A4)	KEY E8	• - - - • •
KEY A5	• - • • • • •	KEY F1	• • - • • - - - -
	(A5)	KEY F2	• • - • • • - - -
KEY A6	• - - • • • •	KEY F3	• • - • • • • - -
	(A6)	KEY F4	• • - • • • • • -
KEY A7	• - - - • • •	KEY F5	• • - • • • • • •
	(A7)	KEY F6	• • - • - • • • •
KEY A8	• - - - - • •	KEY F7	• • - • - - • • •
	(A8)	KEY F8	• • - • - - - • •
KEY B1	- • • • • - - - -	KEY G1	- - • • - - - - -
	(B1)	KEY G2	- - • • • - - - -
KEY B2	- • • • • • - - -	KEY G3	- - • • • • - - -
	(B2)	KEY G4	- - • • • • • -
KEY B3	- • • • • • • - -	KEY G5	- - • • • • • •
	(B3)	KEY G6	- - • - • • • •
KEY B4	- • • • • • • • -	KEY G7	- - • - - • • •
	(B4)	KEY G8	- - • - - - • •
KEY B5	- • • • • • • • •	KEY H1	• • • • • - - - -
	etc.	KEY H2	• • • • • • - - -
KEY B6	- • • • • - • • • •	KEY H3	• • • • • • • - -
KEY B7	- • • • • - - • • •	KEY H4	• • • • • • • • -
KEY B8	- • • • • - - - • •	KEY H5	• • • • • • • • •
KEY C1	- • - • • - - - - -	KEY H6	• • • • - • • • •
KEY C2	- • - • • • - - - -	KEY H7	• • • • - - • • •
KEY C3	- • - • • • • - - -	KEY H8	• • • • - - - • •
KEY C4	- • - • • • • • -	KEY I1	• • • - - - - - -
KEY C5	- • - • • • • • •	KEY I2	• • • • - - - - -
KEY C6	- • - • • - • • • •	KEY I3	• • • • • - - - -
KEY C7	- • - • • - - • • •	KEY I4	• • • • • • - - -
KEY C8	- • - • • - - - • •	KEY I5	• • • • • • •
KEY D1	- • • • • - - - - -	KEY I6	• • - • • • •
KEY D2	- • • • • • - - - -	KEY I7	• • - - • • •
KEY D3	- • • • • • • - - -	KEY I8	• • - - - • •
KEY D4	- • • • • • • • -	KEY J1	• - - - • - - - -
KEY D5	- • • • • • • • •	KEY J2	• - - - • • - - -
KEY D6	- • • - • • • • •	KEY J3	• - - - • • • - -
KEY D7	- • • - - • • • •	KEY J4	• - - - • • • • -
KEY D8	- • • - - - • • •	KEY J5	• - - - • • • • •
KEY E1	• • - - - - -	KEY J6	• - - - - • • • •
KEY E2	• • • - - - -		

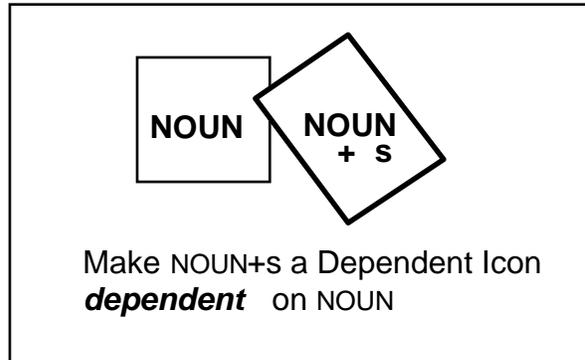
KEY J7	• - - - - - • • •	KEY P2	• - - • • • - - - -
KEY J8	• - - - - - • •	KEY P3	• - - • • • • - - -
KEY K1	- • - • - - - - -	KEY P4	• - - • • • • • -
KEY K2	- • - • • - - - -	KEY P5	• - - • • • • • •
KEY K3	- • - • • • - - -	KEY P6	• - - • - • • • •
KEY K4	- • - • • • • -	KEY P7	• - - • - - • • • •
KEY K5	- • - • • • • •	KEY P8	• - - • - - - • •
KEY K6	- • - - - • • • •		
KEY K7	- • - - - - • • •		
KEY K8	- • - - - - - • •		
KEY L1	• - • • • - - - - -		
KEY L2	• - • • • • - - - -		
KEY L3	• - • • • • • - - -		
KEY L4	• - • • • • • • -		
KEY L5	• - • • • • • • •		
KEY L6	• - • • - • • • • •		
KEY L7	• - • • - - • • • •		
KEY L8	• - • • - - - • • •		
KEY M1	- - - • - - - - -		
KEY M2	- - - • • - - - -		
KEY M3	- - - • • • - - -		
KEY M4	- - - • • • • -		
KEY M5	- - - • • • • •		
KEY M6	- - - - • • • • •		
KEY M7	- - - - - • • • •		
KEY M8	- - - - - - • • •		
KEY N1	- • • - - - - - -		
KEY N2	- • • • - - - - -		
KEY N3	- • • • • - - - -		
KEY N4	- • • • • • - - -		
KEY N5	- • • • • • •		
KEY N6	- • - • • • • •		
KEY N7	- • - - - • • • •		
KEY N8	- • - - - - • • •		
KEY O1	- - - - • - - - - -		
KEY O2	- - - - • • - - - -		
KEY O3	- - - - • • • - - -		
KEY O4	- - - - • • • • - -		
KEY O5	- - - - • • • • •		
KEY O6	- - - - - • • • • •		
KEY O7	- - - - - - • • • •		
KEY O8	- - - - - - - • • •		
KEY P1	• - - • • - - - - -		

Dependent Icons

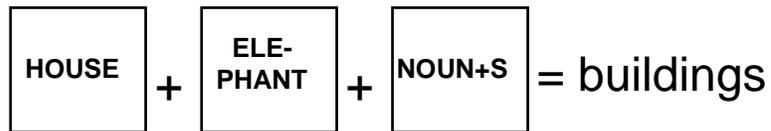
About Dependent Icons



This sequence is already stored



Then activate



About Dependent Icons

The Contents of Sequences That Contain Dependent Icons are *Dependent* on the Contents of Other Icon Sequences

Summary:

Dependent icons are made to be dependent on the contents of other icon sequences. They can be used to make nouns plural or to conjugate verbs. Because of this they greatly reduce the amount of time you spend storing vocabulary into the Liberator.

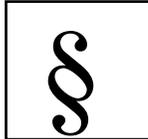
Let's say you have an icon representing NOUN and an icon representing NOUN+s (plural nouns) on your overlay. Let's also say you have stored all your most commonly used nouns under icon sequences which end with the icon: NOUN. For example, HOUSE - ELEPHANT - NOUN = building. If you wanted a separate icon sequence for "buildings", traditionally you would have to store "buildings" under another sequence which ended with the icon: NOUN+s (Words Strategy) or NOUN PL (Plural) (Unity). For example, HOUSE+ELEPHANT+NOUN PL = buildings. This means that after you have stored all the nouns you use under icon sequences, you have to store all those same nouns as plurals!

With the Liberator you can make NOUN PL *dependent* on NOUN. This means that an icon sequence ending with NOUN PL is dependent on an identical sequence which ends with NOUN. When you make NOUN PL a dependent icon and then activate the sequence HOUSE ELEPHANT NOUN PL, the Liberator will look to see what is stored under HOUSE ELEPHANT NOUN, see "building" and automatically add an "s" to it. Your display would show "buildings". This saves you hours of storing. You can do the same thing with verbs by making icons such as VERB+ed and VERB+ing *dependent* on sequences that contain the icon:VERB. You store all of the regular verbs you want to use and the Liberator will do the conjugating for you.

On the Unity Sample Overlay NOUN PL and VERB+ED have already been made into dependent icons. If you want to follow the steps on the next page to create a dependent icon, you can create one *on your own overlay* (not the sample overlay).

Make a Dependent Icon

1. Go to RENAME ICON MENU
2. Activate option #4.
3. Select the icon you want to be the Dependent Icon.



4. Select the icon you want the Dependent Icon to be dependent on. Activate:

**FUNCT.
INSERT**

Activate "I" to see
the ALL TOOLS LIST

Select ICON;
select #1
(Assigned Icon);
select NOUN

5. Type in the instructions about what the dependent Icon is supposed to do when you activate that key.



6. Activate STORE when you have finished.

Creating a Dependent Icon

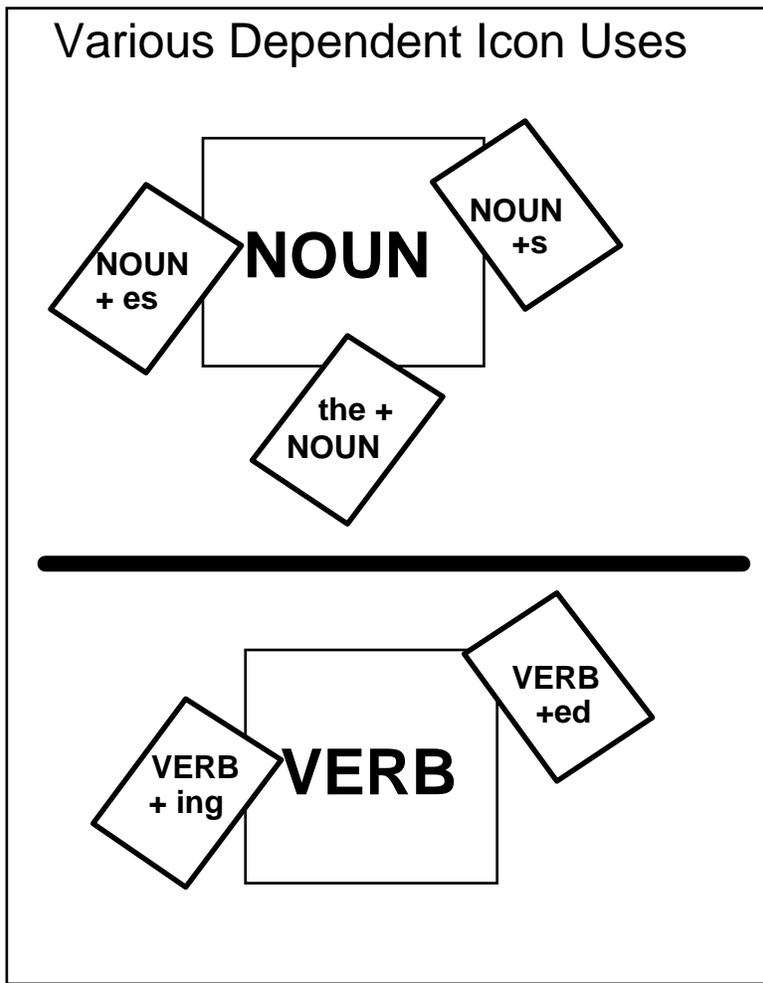
Go to the RENAME ICON MENU to Make a Dependent Icon

In this example we are assuming you have an icon named NOUN and an icon named NOUN PL (or NOUN+s) on your overlay . We are also assuming that you added a space after the nouns you stored under sequences. You want to make NOUN PL a dependent icon so that when you activate a sequence such as HOUSE ELEPHANT NOUN PL the Liberator will display "buildings". You will choose NOUN PL from your overlay to become the dependent icon and then you will type in instructions that tell the Liberator what to do when the NOUN PL key is activated.

1. Activate the RENAME ICON MENU.
2. Activate option #4.
3. Activate the icon on your overlay that you want to make a dependent icon. In this case you would activate the icon: NOUN PL
4. Tell the Liberator which icon you want NOUN PL to be *dependent on*, in this case, NOUN. Since you are now in STORE mode you must use FUNCTION INSERT to insert the icon: NOUN.
 1. Activate FUNCTION INSERT
 2. Activate the "I" key.
 3. Activate option #1 (Icon).
 4. Activate option #1 (Assigned Icons) because the icon: NOUN is assigned to your Overlay.
 5. Activate ENTER.
 5. <ICON(NOUN)> appears on the display.
 6. Activate FUNCTION INSERT (you may have to re-open the Toolbox).
 7. Activate DELETE CHARACTER.
 8. <DEL-CHARACTER> appears on the Display.
 9. Activate the "s" key.
 10. Activate SPACE. This completes the definition of the dependent icon, NOUN+s
 12. Activate STORE.

To return a dependent icon to a regular icon, activate option #2 in the RENAME ICON MENU.

Various Dependent Icon Uses



Dependent Icons With Regular Nouns
and Verbs

Some Notes and Exceptions About Dependent Icons

You can create dependent icons for many different circumstances. You could have a dependent icon that automatically adds "the" before a noun (e.g.the HOUSE) or one that adds "es" to nouns (HOUSES). Dependent icons cut down on the amount of time you spend programming your Liberator as well as making your conversation as precise and correct as possible.

Irregular nouns (or verbs), however, must be programmed separately.

Suppose you have the noun "woman" stored under the sequence WOMAN NOUN. Remember, you have made NOUN+s a dependent icon, so if you activate WOMAN and NOUN+s the Liberator will display "womans" instead of "women". You would have a hard time writing directions to make a dependent icon work with irregular verbs and nouns because they do not follow a standard format. Because of this you will have to store irregular plurals like "women" under separate icon sequences.

For example, using the regular storage process, you could store the noun, "women", under WOMAN and NOUN+s. When you store "women" under WOMAN and NOUN+s, NOUN+s is not used as a dependent icon. It is simply part of an icon sequence which represents "women".

**More About Themes
with a 128 Location Overlay**

Using Themes with a 128 Location Overlays

This appendix goes into a few of the uses of Theme tools with 128, 32 and 8 location overlays. There are often different uses depending on whether you are a facilitator (i.e., professional, parent, programmer, etc.) or the person using the Liberator II. Because of this, the appendix is divided into two categories: "Facilitator" and "You."

128 Location Overlays

Facilitator

A facilitator may want to explore vocabulary in a device to prepare to teach it to someone else.

For example, let's say you want to teach the icon sequences for "colors." "Color" sequences all begin with the  [RAINBOW] icon. You may want to prepare by quickly reviewing the icons used to represent each color and then pulling the icon cards you want to use to teach the sequences. To review the vocabulary, you have three options:

- select the entire icon sequence for each color
- select PICK 1 ICON THEME, then select the RAINBOW icon. This tells the Liberator to hold down the first icon of the sequence.
- set a Generalized Theme

When you set a Theme, it is not necessary to keep selecting the repeated icon (or icons if you select PICK 2 ICON THEME). Once the Theme is set, just activate the "extra" icon(s) to review vocabulary.

A facilitator may want to set a Theme in order to see what icons have already been used to represent words in a category. This makes it easy to add a word to the category and select a sequence for it.

For example, to add the word "teal" (your client's favorite color) to the "colors" category, you would select SET 1 ICON THEME and then select RAINBOW. Now, use Icon Prediction to see the icons that are already used to represent colors (these icons are lit). With your client's input, select the most appropriate icon to represent "teal" from the icons that are unpredicted (not lit).

Facilitators can use Theme tools to PICK or SET icons that contain specialized topics such as:

- books—to expose clients to reading activities
- songs—to provide opportunities to sing at home, church or school
- prepared presentations—for use at work or school
- computer access or environmental control.

You

You can use Theme tools to explore the messages that are pre-stored under specific categories or topics in your new vocabulary program.

You can use SET 1 ICON THEME or SET 2 ICON THEME to store a series of messages that you only use in a specific situation.

For example, when you do your banking, you may say the same routine conversation. You can place your "banking" messages under an icon sequence and set a 1 or 2 Icon Theme. This way you can communicate your transaction with a single keystroke.

You may use PICK 1 ICON THEME or PICK 2 ICON THEME to see which icons are used to represent words in a particular category. When you pick your theme, all of the "used" icons will be lit (if you have Icon Prediction turned On). You can decide on icons for any new words you want to add to the category by choosing icons that are not lit.

You may want to PICK or SET icons that contain topics that are important to your job and lifestyle. These might include:

- books to read to your children
- songs to sing at home, church or school
- prepared presentations for work or school

Facilitator and You

Some Limitations with Theme Tools and a 128 Location Overlay

There are some potential disadvantages to using Themes with a 128 location overlay which you should keep in mind when you plan the purpose and use of Themes in your system:

The PICK or SET Theme tools can limit you to only those messages in the theme. For example, if you are in your "banking" theme and an unexpected question arises, the only way you can answer it is to exit the Theme, answer the question and then re-enter the Theme. Before you PICK or SET a "conversational" Theme, think about how spontaneous in your conversation you are going to need or want to be. Is the spontaneity of the conversation going to be more important to you than the speed of using a single keystroke? Do you want or need the freedom to create sentences that represent your personality or is speed more important? In some cases, the former may be true, in which case you probably would not want to use a Theme. In cases where speed was more important, a Theme would be appropriate.

When you PICK or SET a Theme, you may limit your ability to practice the motor pattern for recalling the word. For example, in Unity/128, RAINBOW SUN ADJ will recall "yellow." If you SET or PICK a Theme to practice "colors", you will recall "yellow" as a *single* keystroke, SUN, and not as RAINBOW SUN ADJ. Research shows that to become automatic in a motor pattern—like a person may be when driving a car—the pattern needs to be practiced *consistently*. If you select SUN every time you want "yellow" you are losing time practicing the motor pattern for RAINBOW SUN ADJ. This means you are also losing time becoming automatic at recalling your vocabulary. Also, if you learn a motor pattern in one way and then change it, it can be difficult to relearn. Imagine a typist learning to type by using a standard keyboard and then being asked to use a keyboard with a slightly different layout. It will take awhile for the typist to learn the new layout. In the same way, when you learn the word "yellow" as SUN and then later have to relearn it as RAINBOW SUN ADJ, it can take more time.

Why Become Automatic with a Vocabulary?

You may be wondering why it is important to become automatic with your vocabulary. When a motor pattern becomes automatic—like walking, talking, driving, reading, typing—you don't have to think about it anymore. You just do it and your energy can be directed toward other things. When you begin to learn the vocabulary in your Liberator, it will take some time and some energy, just like learning any other motor pattern. The more consistent you are about learning, the more automatic you will become at recalling vocabulary. Once you begin to see that you are becoming automatic at recalling vocabulary, you will also notice that your energy is going into your conversations and interactions instead of your device.

**Some Examples of Recorded and Named Macros to Store in
the Liberator**

A Named Macro to Speak the Time

Open the Toolbox

Activate CLEAR DISPLAY

Activate ALT STORE

Activate FUNCTION INSERT

Type: Ti

Activate BLOCK MARK

Activate EDIT MODE

Activate the LEFT ARROW (=) until the entire time is highlighted;
the cursor should be blinking over the first number of the time.

Activate BLOCK MARK

Activate CTRL

Activate SPEAK LAST SELECTION

Activate FUNCTION INSERT

Type: WA

Activate option #4 (WAIT-ANY-KEY-OR-SWITCH)

Activate DELETE LAST SELECTION

Activate DELETE LAST SELECTION

Activate DELETE CHARACTER

Activate ALT

Activate STORE

Activate option #7 to go to screen 2

Activate option #3 (Store Recorded Macro as Named Macro)

Type: SPEAK TIME (the name of your macro)

Activate ENTER

If the name is correct, activate "Y"

Edit the macro if you wish

Activate STORE

To Store the Macro:

Open the Toolbox

Activate CLEAR DISPLAY

Activate STORE

Activate FUNCTION INSERT

Type: M

Activate option #1 (MACRO)

Type: the beginning letters of the macro you want to store
for example: to store the SPEAK TIME macro, type "sp"

Activate ENTER

Activate the option that corresponds to the macro you want to store

Edit the macro if you wish

Activate STORE

Select an icon sequence

Activate ENTER

A Named Macro to Display the Date

Open the Toolbox

Activate CLEAR DISPLAY

Activate ALT STORE

Activate FUNCTION INSERT

Type: Da

Activate ENTER; you see the date on the screen

Activate ALT STORE

Activate option #7 to go to screen 2

Activate option #3 (Store Recorded Macro as Named Macro)

Type: DISPLAY DATE (the name of your macro)

Activate ENTER

If the name is correct, activate "Y"

Edit the macro if you wish

Activate STORE

Store the macro as shown on page 64.

A Named Macro to Turn The Scanning Beep Off

Open the Toolbox

Activate CLEAR DISPLAY

Activate ALT STORE

Activate the FEEDBACK MENU

Activate 7 7 7 7 (to get to screen 5)

Activate option #1 (Listen to/Change System Beeps)

Activate 7

Activate option #3 (Scan Step Beep)

Activate option #2 (Edit Definition of SCAN BEEP)

Activate CLEAR DISPLAY

Activate SPACE [H8, I8 or J8] (no definition for beep, thus, silence)

Activate STORE

Activate 555 (to exit menus)

Activate ALT STORE

Activate option #7 to go to screen 2

Activate option #3 (Store Recorded Macro as Named Macro)

Type: SCAN BEEP OFF (the name of your macro)

Activate ENTER

If the name is correct, activate "Y"

Edit the macro if you wish

Activate STORE

Store the macro as shown on page 64.

A Named Macro to Turn the Scanning Beep On

Open the Toolbox

Activate CLEAR DISPLAY

Activate ALT STORE

Activate the FEEDBACK MENU

Activate 7 7 7 7 (to get to screen 5)

Activate option #1 (Listen to/Change System Beeps)

Activate 7

Activate option #3 (Scan Step Beep)

Activate option #3 (Go Back to Default SCAN BEEP)

Activate 555 (to exit menus)

Activate ALT STORE

Activate option #7 to go to screen 2

Activate option #3 (Store Recorded Macro as Named Macro)

Type: SCAN BEEP ON (the name of your macro)

Activate ENTER

If the name is correct, activate "Y"

Edit the macro if you wish

Activate STORE

Store the macro as shown on page 64.

A Named Macro for the Slang Pronunciation of "NOT"

Open the Toolbox and activate CLEAR DISPLAY

Activate ALT STORE

Activate FUNCTION INSERT

Type: Sp

Activate SPEECH MARKER from the menu.

Activate [{SHIFT [B8] then [N6]}

Type: N50,140

Activate > [B7]

Type: AA

Activate < [A7]

Type: 400,140

Activate > [B7]

Type: T

Activate] (SHIFT [B8] then [D6]}

Activate FUNCTION INSERT

Type: Te

Activate TEXT MARKER from the menu

Type: NOT!

Activate ALT STORE

Activate option #7 to go to screen 2

Activate option #3 (Store Recorded Macro as Named Macro)

Type: NOT! (the name of your macro)

Activate ENTER

If the name is correct, activate "Y"

Edit the macro if you wish

Activate STORE

Store the macro as shown on page 64.

Troubleshooting

Troubleshooting Tips

Use the Status Panel

If something isn't working correctly on the keyboard, **always check the Status Panel first**. Look to see if you are in a Notebook, Theme or the Toolbox by mistake. Make sure you are using the correct keyboard.

ESCAPE STORAGE

If you make a mistake in any storing process, you can activate ESCAPE STORAGE to exit what you are doing. This will cancel the storage process and return you to Spelling or Minspeak. If you are working from your overlay, activate the ESCAPE STORAGE key on your overlay; if you are in the Toolbox, activate the ESCAPE STORAGE key in the Toolbox.

Masked Sequences

Use **Icon Prediction** to find longer icon sequences that hide shorter ones. Erase or re-store the longer sequences.

Menus

Use Menu Option #5 (Exit)

If you have problems within a menu, activate option #5 (Exit) and start over.

Error Beep

If you are activating keys and getting an "error beep", activate option #5 (Exit) and try again. Do this whether you think you are in a menu or not.

When You Activate Keys, Wrong Things Appear on the Display

If you activate the number keys, 1-5, or the Y and N (Yes and No) keys, but wrong things appear on the display:

Open the feedback menu in the Toolbox, go to Screen 2 and make sure that option # 1 (Menu Choices) is set to DIRECT LETTER/NUMBER, **not** QUADRANT SELECTION.

Toolbox

Opening and Closing the Toolbox

If you are lifting the keyguard to move between the Toolbox and your custom overlay, but you have trouble getting the correct responses from your custom overlay:

When you lower the keyguard, make sure it is securely connected to the magnets on the edges of the Toolbox. You should see "Toolbox is closed" on the display when the keyguard has been lowered properly. The Toolbox light in the Status Panel should be **out** when the Toolbox is closed.

If you open the Toolbox by activating the OPEN/CLOSE TOOLBOX tool or by raising the keyguard and you do not see the "Toolbox is open" prompt on the display:

Press and hold the ON button on the front of the Liberator and activate key [I1]. The Toolbox light in the Status Panel should light and "Toolbox is open" should be visible on the display.

Working from the Toolbox

Sometimes when you are working in the Toolbox, you are instructed to select an icon sequence from your custom overlay and activate STORE or ENTER. If you activate STORE or ENTER and you see a prompt that displays an icon name and [EMPTY], or otherwise indicates that you have made a mistake, go back into the Toolbox and activate STORE or ENTER from there. When you are working from the Toolbox, unless STORE and ENTER have been copied to *exactly the same keys on your custom overlay as they are in the Toolbox*, you must use the Toolbox keys.

If the Internal Printer is not Working

Make sure the printer ribbon is secure. Press down on the ribbon housing until it clicks into place.

If the ribbon seems loose, put your finger on the small screw on the left side of the ribbon housing and turn the screw clockwise. This should tighten the ribbon so that it is against the paper.

Make sure the paper is feeding **straight** as it goes through the printer.

If it isn't, remove the paper, re-roll it until it is even on both sides of the roll and then feed it back through the printer.

When feeding paper into the printer it helps if the paper has a **very straight edge**. It may be necessary to cut the top edge of the paper with scissors so that the edge is straight and clean before you begin to feed it through the printer.

Check the OUTPUT MENU to make sure the settings are correct for the internal printer.

If You Are Using an External Printer:

Always check the OUTPUT MENU menu to make sure you have set it correctly for an external printer.

Make sure the Liberator and printer baud rates match.

Make sure you are connected correctly to the printer. See the **CONNECTING TO OTHER DEVICES** chapter in the *Advanced Functions* manual

Serial printers may work with the Liberator if you have a Serial-to-Parallel converter.

Computer Control Characters

You can find the correct control characters to send from the Liberator to the computer use in the manual that came with your computer emulator.

Battery Charger

Over time, you may find that when the battery charger is plugged in, the battery charging light does not come on consistently. Look in the battery jack hole on the left side panel of the

liberator. You can see the silver prong that the battery charger connects to. Insert a kitchen knife or a small screwdriver in the small slit between the divided prongs and spread the prongs apart slightly. Plug the charger back in. The charger should fit snugly over the prongs. If the light still down not come on, you may have to take the charger to an electronics store and ask a clerk to measure the voltage. The output should be between 15 volts and 17 volts.

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