

Liberator II
Operator's Manual

Setting Up the Liberator II

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Setting Up the Liberator II

* = New Liberator II Functions

***UPDATE YOUR LIBERATOR WITH LIBERATOR II SOFTWARE AND ONE OF THE WORD PREDICTION DICTIONARIES**

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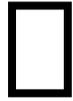
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Installing Liberator II Software



Please Read Before You Begin the Update

If You Ordered a New Liberator

New Liberators already have the Liberator II software and the Word Prediction Dictionary installed in them. If you want to see how Word Prediction works, turn to the **USING WORD PREDICTION** chapter in this manual (page 285). Use the Demonstration Overlay and the 128 keyguard that were on your Liberator when you unpacked it.

If You Already Have a Liberator and Are Going to Update it:

If you are updating an older Liberator and you want to use Word Prediction, you must install *both* the Liberator II software and one of the Word Prediction Dictionaries. If you do not want Word Prediction, just load the new Liberator II software. Do not load the Word Prediction Dictionary. This chapter tells you how to do the installation. When you have finished the installation go to the **USING WORD PREDICTION** chapter (page 285) to see how Word Prediction works.

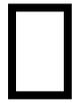
About the Update Instructions

All of the instructions that follow have very little explanation of what you are doing. We are just asking you to do it in order to complete your update. The chapter, **USING WORD PREDICTION**, at the end of this manual gives explanations for most of the actions you are taking. It also explains how all of this affects Word Prediction and offers you various alternatives.

If You Do Not Want To Work With Word Prediction Yet:

You can install and/or work with Word Prediction when you want to. If you prefer not to do it now, just load the Liberator II software and skip the "Loading Your Dictionary" part of this chapter (and the last chapter,

USING WORD PREDICTION). You can then go on to the other chapters in this manual to learn about setting up and using your Liberator.



Please Read Before You Begin the Update

Installing the Liberator II software and setting up Word Prediction is not difficult, but *it is time consuming*. It will take at *least* an hour to an hour and a half to install the software and set up Word Prediction.

The new Liberator II system software uses more memory than your current system software. The base system is now 64.3K (this is using all defaults and with one area created). You also load a Word Prediction Dictionary and this uses up memory space. Because of this, we have provided 4 Word Prediction Dictionaries of differing sizes: #1 = 42.7K; #2 = 94K; #3 = 131.4K; #4 = 170. You will select the one you want when you are instructed to load the Word Prediction Dictionary.

PA Note about Word Prediction Dictionaries:

Word Prediction dictionaries are intended to *enhance* your Minspeak vocabulary, not replace it. They contain "fringe" words, that is, words that you may not use as part of your regular vocabulary but which you would like to have available from time to time.

Find Out How Much Memory the Liberator is Using:

To see how much free memory space the Liberator has, open the Toolbox and activate USER AREA MENU [M2]. Activate 7 to go to the next screen. Activate 1. (Display current memory usage).

To Create More Memory Space:

Take the time to look at what you have in *each area*. Review your vocabulary. Erase all *unused* vocabulary and notebooks. If necessary, re-organize your areas/vocabulary. The more unused or seldom-used vocabulary you can get rid of, the more memory you will have.

When you have finished cleaning up your area(s), **back up your vocabulary**. Back up each user area as an *individual file*, instead of backing up the whole system. This makes it easier to make changes later if you need more space. For example, if you have Words Strategy in an area, you might save the area as WS 1.06. Instructions for backing up begin on the next page.

Use the MTI to Save Your Current Vocabulary—(IBM)

Before upgrading to Liberator II software, **save your current vocabulary on a computer disk**. If you are using more than one area, **save each area as an individual file**. Include the version number in your file name (e.g., WS 1.06). A new MTI was sent along and is included on your Word Prediction Dictionary disk. This would be a good time to update your MTI file.

To Save Your Vocabulary:

The computer and Liberator should be **Off**.

Plug the battery charger into the Liberator.

1. Plug the large end of the MTI cable into the serial port (COM1 or COM2) on your computer.
2. Plug the small end into the RS-232 connector on the left side panel of the Liberator.
3. Turn the computer on and go to the DOS prompt (i.e., C: >).

Note:

If you are using Windows 95, depending on the speed of your computer, the MTI may not work from the DOS prompt. Re-boot and go to MS-DOS mode.

4. Insert the MTI disk into the disk drive of your computer. Select the correct drive.

5. Type MTI and press RETURN.
6. Type L
7. Turn the Liberator On and open the Toolbox.
8. Open the TRANSFER MEMORY MENU [N2] in the Toolbox.
9. Select #3, "Save One User area".
10. Name the file, e.g., WS 1.06. Use the computer keyboard.
11. Press F1 to start the transfer.
12. When the transfer is complete, press F10.
13. Activate #5 (Exit) on the Liberator keyboard to exit the TRANSFER MEMORY MENU. If you are saving more than one area, repeat these steps.

Use the MTI to Save Your Current Vocabulary—(Macintosh)

Before upgrading to Liberator II software, **save your current vocabulary on a computer disk**. If you are using more than one area, **save each area as an individual file**. Include the version number in your file name (e.g., WS 1.06). A new MTI was sent along and is included on your Word Prediction Dictionary disk. This would be a good time to update your MTI file.

To Save Your Vocabulary:

The computer and Liberator should be **Off**.

Plug the battery charger into the Liberator.

1. Plug one end of the MTI cable into the connector that has the picture of a telephone handset above it on the back of your computer.
2. Plug the other end into the RS-232 connector on the left side panel of the Liberator.
3. **If you do not have a hard drive:** Insert the MTI disk into the floppy drive and turn the Mac On.
- 3a. **If you have a hard drive:** turn the Mac on. When it has booted up, insert the MTI disk into the floppy drive.
4. Open the MTI by double clicking on the MTI icon.
5. Click on "Liberator"
6. Turn the Liberator On and open the Toolbox.
7. Open the TRANSFER MEMORY MENU [N2] in the Toolbox.
8. Select #3, "Save One User area".
9. Name the file(s), e.g., WS 1.06. Use the computer keyboard.
10. Click on the CONTINUE box on the computer screen.
11. When the transfer is complete, click on EXIT TO BEGINNING on the computer screen. If you are saving more than one area, repeat these steps.
12. Click QUIT MTI on the computer screen.
13. Activate #5 (Exit) on the Liberator keyboard to exit the TRANSFER MEMORY MENU.



PASSWORD WARNING!

**You need a password in order to install the new software
on your Liberator.**

This is your password.

If there is no password written above,
you must call the Technical Services Department at
Prentke Romich Company:
1-800-262-1990.

Have the serial number of your Liberator available.

To find the serial number:
open the SYSTEM FUNCTION MENU; go to screen 4;
activate #3 (MAINTENANCE MENU); activate #1.



WARNING!

DO NOT turn the Liberator Off,
unplug the cable or remove the battery pack during an update!

Load Liberator II Software (IBM)

We recommend that you stay with your Liberator and computer during the update. If anything goes wrong, the computer screen or Liberator display will give you messages and you need to be there to see them.

Begin the Update:

1. If you haven't already, quit the MTI and remove the MTI disk from your computer. **Do not** unplug the MTI cable from your computer or Liberator. **Do not** unplug the battery charger.
2. Go to the DOS prompt (e.g., C:>) on your computer.
3. Insert the new **LSU-1** disk-1 into your floppy drive (Drive A or B).
4. On the computer, if necessary change to the drive you are going to use. For example, if the disk is in Drive B, type B: and press <RETURN>.
5. Type LSU-1 and press <RETURN>. You will see choices for updating the Liberator or exiting the program. The bottom of the screen will show, "Looking for Liberator."
- 5a. If you have 3.2 or lower DOS and you type LSU-1, you may see, "Bad command or file name." Type the following:
__LSU_1_ TT2ROM1.ABS
(underscoreunderscoreLSUunderscore1underscore space
TT2ROM1.ABS).
6. Open the Liberator Toolbox and activate SYSTEM FUNCTION MENU [L2].
7. Activate #7 (Next Screen) until you get to Screen 4.
8. Activate #2 (SETUP MENU).
9. Zorro the Liberator. Activate the following keys in this *exact* order:
A1 P1 A8 P8 P8 A8 P1 A1
10. Activate #2 (Choose System Setup Function).
11. Activate #2 (Load New Liberator Software).
12. Activate Y to continue
13. Go to your computer. If everything has been done correctly you will see, "Communications established" on the computer screen.
14. Press F1 to start the update.

15. Press F10.

16. Type your password *on the Liberator keyboard*. (The password is on page 16.) The update takes place automatically. During the update the computer will ask you to insert each remaining disk and press ENTER. The update will take some time.
17. When the update is complete you will see, "Update successfully completed" on the computer screen.
18. Press F10 to exit the update.
19. Press F6 to exit the program.
20. The IBM tells you that it needs a batch file. It is on Disk 1. Reinsert Disk 1 into your floppy drive. The computer will finish exiting the program.
21. The Liberator will start the new software.

Load the Liberator II Software (Macintosh)

■ ■ **WARNING!**

DO NOT turn the Liberator Off,
unplug the cable or remove the battery pack during an update!

We recommend that you stay with your Liberator and computer during the update. If anything goes wrong, the computer screen or Liberator display will give you messages and you need to be there to see them.

Begin the Update:

1. If you haven't already, quit the MTI program and remove the MTI disk from your computer. **Do not** unplug the MTI cable from your computer or Liberator. **Do not** unplug the battery charger.
4. Insert the new LSU-1 Disk 1 into your floppy drive.
5. In the Liberator Toolbox, activate SYSTEM FUNCTION MENU [L2].
6. Activate #7 (Next Screen) until you get to Screen 4.
7. Activate #2 (SETUP MENU).
8. Zorro the Liberator by activating the following keys in this *exact* order:
A1 P1 A8 P8 P8 A8 P1 A1
9. Activate #2 (Choose System Setup Function)
10. Activate #2 (Load New Liberator Software).
11. Activate Y to continue.
12. Go to your Mac.
13. Double click on the LSU-1 disk-1 icon to open it.
14. Double click on LSU-1 or UPDATE (whichever appears on your screen) to open the update program.
15. Type your password *on the Liberator keyboard*. (The password is on page 16.)

16. The Update takes place automatically. Insert the next disk when the display asks you to OR when the current disk is ejected. The update will take some time.
17. When the update is completed, the Liberator will beep. Click on EXIT TO BEGINNING on the Mac.
18. The Mac tells you to insert DISK 1, so insert DISK 1.
19. The update is completed. Quit the LSU-1 program and remove the disk from the Mac.
20. The Liberator will start running the new software.

Load the Word Prediction Dictionary (IBM)

1. If you haven't already, quit the LSU-1 program and remove the disk from your computer. **Do not** unplug the MTI cable from your computer or Liberator. **Do not** unplug the battery charger.
2. Go to the DOS prompt (e.g., C>).
3. Insert the Word Prediction Dictionary disk into the disk drive of your computer. Select the correct drive.
4. Type MTI and press <RETURN>.
5. Type L.
6. In the Liberator's Toolbox, open the **SYSTEM FUNCTION MENU** [L2].
7. Activate #6 (Final Screen).
8. Activate #1 (WORD PREDICTION MENU).
9. Activate #1 (Install Word Prediction System)

10. Press any key to continue.
11. Activate #6 to go to screen 2.
12. Activate #1 (Load Prediction Dictionary from File)
13. On your computer screen select the dictionary size that you want.
14. Activate F1.
15. Activate F10.

This transfer will take anywhere from 10-40 minutes depending on the size of the dictionary you are loading. If you have Automatic Shut-Off turned On, the Liberator screen may shut off during the transfer. This is OK. When the transfer is completed, just activate any key on the Liberator keyboard to turn the screen back On.

pNote:

Do not quit the program when the transfer is complete.

Load the Word Prediction Dictionary (Macintosh)

1. If you haven't already, quit the LSU-1 program and remove the disk from your computer. **Do not** unplug the MTI cable from your computer or Liberator. **Do not** unplug the battery charger.
2. Insert the Word Prediction Dictionary disk into the disk drive of your computer.
3. In the Liberator's Toolbox, open the **SYSTEM FUNCTION MENU** [L2].
4. Activate #6 (Final Screen).
5. Activate #1 (WORD PREDICTION MENU).
6. Activate #1 (Install Word Prediction System).
7. Press any key to continue.
8. Activate #6 to go to screen 2.
9. Activate #1 (Load Prediction Dictionary from File).
10. On your computer screen double click on the MTI icon to open the program.
11. Double click on "Liberator".
12. Double click on the dictionary size you want to use.
13. Click on CONTINUE.

This transfer will take anywhere from 10-40 minutes depending on the size of the dictionary you are loading. If you have Automatic Shut-Off turned On, the Liberator screen may shut off during the transfer. This is OK. When the transfer is completed, just activate any key on the Liberator keyboard to turn the screen back On.

pNote:

Do not quit the program when the transfer is complete.

Load Your Saved Vocabulary Back into the Liberator (IBM)

1. Activate F10 on the computer keyboard.
2. In the Liberator's Toolbox, open the TRANSFER MEMORY MENU [N2].
3. Activate #4 (Load one user area).
4. Select an area to load your vocabulary into.
- 4a. If you selected an area where nothing has been stored, go to step 5. If you selected an area that has something in it, activate #1 (Erase old vocabulary).
5. On the computer, select the vocabulary file that you saved earlier (e.g., WS 1.06).
6. When the transfer is complete, activate F10. If you are loading more than one area, repeat these steps.

pNote:

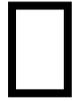
Do not quit the program when the transfer is complete.

Load Your Saved Vocabulary Back into the Liberator (Macintosh)

1. Click on RETURN TO BEGINNING on the computer keyboard.
2. In the Liberator's Toolbox, open the TRANSFER MEMORY MENU [N2].
3. Activate #4 (Load one user area).
4. Select an area to load your vocabulary into.
- 4a. If you selected an area where nothing has been stored, go to step 5. If you selected an area that has something in it, activate #1 (Erase old vocabulary).
5. On the computer, select the vocabulary file that you saved earlier (e.g., WS 1.06).
6. When the transfer is complete, click on EXIT TO BEGINNING. If you are loading more than one area, repeat these steps.

pNote:

Do not quit the program when the transfer is complete.



Please Read Before Continuing

Your original vocabulary is now re-loaded into your Liberator. If you have a Word Prediction MAP update file and want to merge it into your vocabulary, continue with this last step. (See the next page for more information about MAP update files.) This file sets up the Word Prediction selector keys for you. When you have finished loading this file, you will be able to see Word Prediction on your display and experiment with it.

If you prefer not to use Word Prediction now, you can stop here. The Liberator II software is ready to use. Exit from any menus on the Liberator and any program on your computer. Remove the MTI disk from your computer and disconnect the MTI cable.

When you are ready to try Word Prediction, come back to these two pages and complete the instructions.

About Merging an Update into Your Vocabulary

If you have Words Strategy, Words Strategy with MIKE, Unity or Unity with MIKE, we have made it easier for you to finish setting up Word Prediction. We have included a Words Strategy II overlay that is set up to use with Word Prediction. If you have Words Strategy with MIKE we have included a new sticker sheet for your overlay. The Unity and Unity with MIKE overlays have one change. You must place the WORD PREDICTION ON/OFF sticker (provided for you) on your overlay at location [O4]. Follow the Mac or IBM instructions on the next two pages to load and merge one of these files into your vocabulary.

¶If you are going to use the new Words Strategy II overlay, take a look at it. Notice that the SPELL/MIN and OPEN/CLOSE NOTEBOOK keys have been swapped. There are arrows at O1, P2, O3 and N2.

¶If you do not have Words Strategy or Unity, turn to the **USING WORD PREDICTION** chapter at the end of this manual. Follow the instructions for "Modifying Word Prediction" to set up your overlay.

Merge Your Updated MAP File with Your Vocabulary (IBM)

To Merge the Updated File:

1. Open the TRANSFER MEMORY MENU [N2].
2. Activate #4 (Load one user area).
3. Activate the area you just loaded your vocabulary into.
4. Activate #3 (Merge—replace old voc if conflict).
5. On the computer, select the file name that matches the MAP that you are using.
6. When the merge is completed, select F1, then F10, then F6 to exit.
7. In the Liberator Toolbox, open the USER AREA MENU [M2].
8. Activate #1 (Switch to Different User area).
9. Activate the area that you are working with.
10. Activate #5 (Exit.)

Turn to the last chapter in this manual, **USING WORD PREDICTION**, to find out all about what you have been doing here and how Word Prediction works

Merge Your Updated MAP File with Your Vocabulary (Mac)

To Merge the Updated File:

1. Open the TRANSFER MEMORY MENU [N2].
2. Activate #4 (Load one user area).
3. Activate the area you just loaded your vocabulary into
4. Activate #3 (Merge—replace old voc if conflict).
5. On the computer, click on the file name that matches the MAP you are using.
6. When the merge is completed, click on RETURN TO BEGINNING.
7. Click on EXIT.
8. In the Liberator Toolbox, open the USER AREA MENU [M2].
9. Activate #1 (Switch to different User area).
10. Activate the area that you are working with.
11. Activate #5 (Exit.)

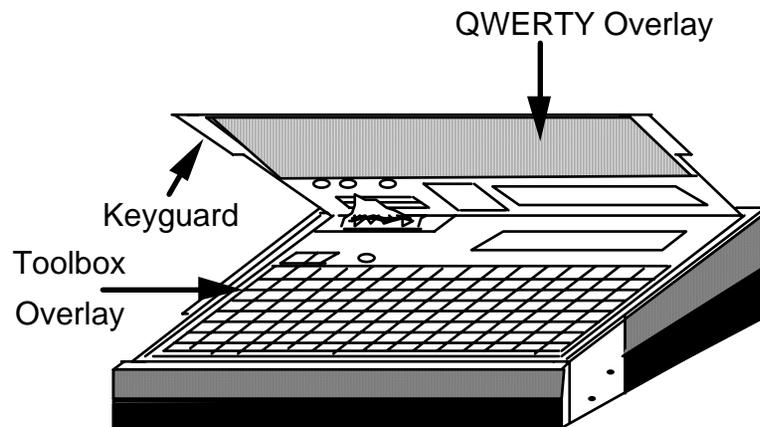
Turn to the last chapter in this manual, **USING WORD PREDICTION**, to find out all about what you have been doing here and how word prediction works.

The Toolbox

Find the Toolbox Overlay

Lift up on the keyguard until it remains open on its own.

The overlay you see underneath the keyguard is the Toolbox Overlay.



The Toolbox Overlay

Find the Toolbox Overlay Underneath the Overlay You are Using

Summary:

Lift up on the keyguard and the overlay you are using to expose the Toolbox overlay. The Toolbox overlay shows the tools that can be used to customize the Liberator.

The Toolbox overlay is located underneath the overlay that you normally use when operating the Liberator. To see the Toolbox overlay, simply lift up on the corner tabs of your keyguard until you can see the Toolbox overlay and the Toolbox lamp is lit on the Status Panel. Gently extend the keyguard until it remains open on its own.

You will notice that there are no icons on the Toolbox overlay. You also see that there are more functions such as THEMES MENU and MINSERT. These functions are called tools. Throughout the rest of this manual you will learn how to use the tools to make your Liberator more powerful.

Find the Toolbox Overlay:

Lift up on the keyguard and gently extend it until it remains open on its own. Look at the overlay over the keys. Notice the similarities and differences between the demonstration overlay and the Toolbox overlay. Notice that when you open the Toolbox, the TOOLBOX Status Lamp lights up.

Some of the Tools in the Toolbox

FUNCTION INSERT

FEEDBACK MENU

SELECTION TECHNIQUE MENU

OPEN/CLOSE NOTEBOOK

SPEECH MENU

TRANSFER MEMORY MENU

SIREN

OUTPUT MENU

PRINT

STORE

SCRATCHPAD

Some Toolbox Tools

Tools in the Toolbox Make the Liberator More Powerful

The Toolbox is a collection of tools and spelling characters. All tools and spelling characters that you see on the Toolbox overlay can always be found in the Toolbox. These "tools" are used to shape and modify the Liberator into a communication aid that best meets your needs.

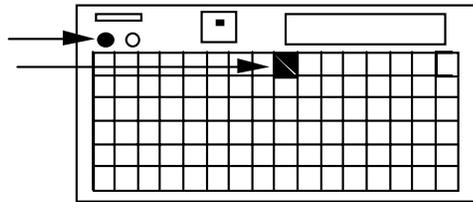
One of the ways the tools help you to customize the Liberator is that they can be used to change settings so that the Liberator is best suited to you, personally. For example, if you find that you have trouble pressing the keys on the keyboard, you can open the Toolbox and choose a different Selection Technique. In a similar manner, you can change many other things, such as the way text appears on the display, the way the speech sounds and so on.

Many of the tools in the Toolbox can be added to your overlay to make the Liberator more powerful. Once the tools have been added to the overlay, you can access them directly without opening the Toolbox. The tools in the Toolbox are the Liberator's most often used tools. There are other tools which are available for use, but they do not appear in the Toolbox. You can see a list of all the Liberator's tools in the **All Tools List** in the *Appendix* manual.

The remainder of this manual explains the operation of all the tools that you can find in the Toolbox. In addition, you will learn how to add the tools to your overlay.

If the Keyguard is Unavailable to You

To Open the Toolbox

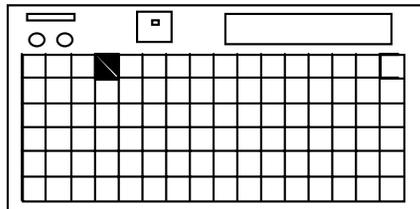


Press and HOLD the ON button
and activate I1 at the same time

R Important!

When the Toolbox is opened this way,
any keys you activate on your overlay
will be **Toolbox** keys, not regular overlay keys.

To Close the Toolbox



Activate D1 in the Toolbox

1 Helpful Hint: You can also copy the
OPEN/CLOSE TOOLBOX key from the Toolbox
to a key on your custom overlay. See the
PERSONALIZE YOUR OVERLAY chapter.

An Alternative Way to Open/Close the Toolbox

Open and Close the Toolbox When the Keyguard is Unavailable to You

Sometimes you may not be able to lift the keyguard to get to the Toolbox. When this happens, you can still use the Toolbox.

To Open the Toolbox Without Lifting the Keyguard:

1. Press the ON button
2. While still holding the ON button, activate key [I1]
3. Release both keys

Note:

You do **not** have to turn the Liberator OFF to do this. You can press ON and [I1] when the Liberator is already On.

When both keys are released the Status Lamp is lit beside the Toolbox label. The Liberator is telling you that you should now use the Toolbox overlay instead of the overlay you were using. At this point, any key that you activate will correspond to the key labels on the Toolbox overlay instead of the keys on your Custom overlay.

To Close the Toolbox Without Lowering the Keyguard:

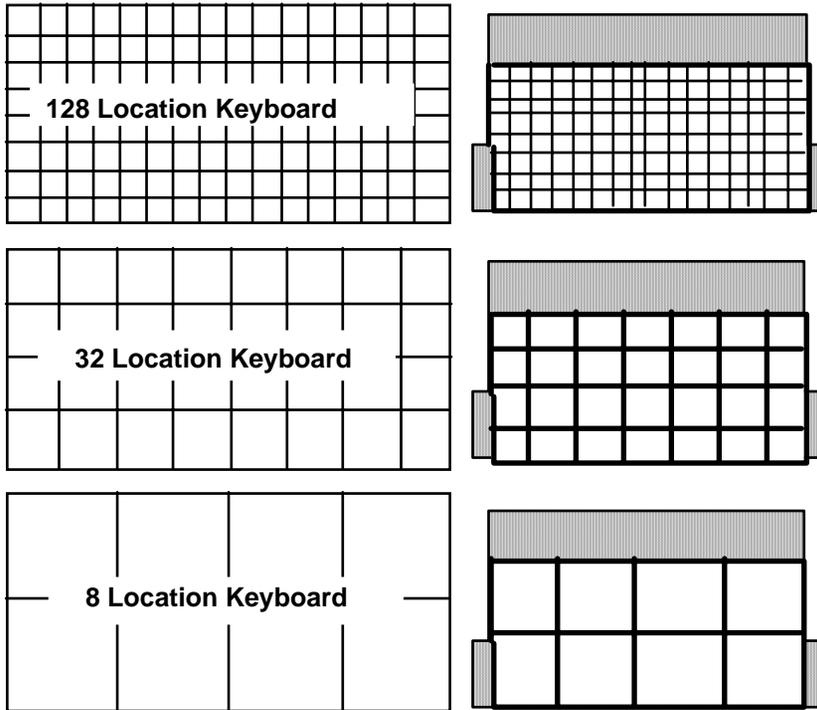
1. Activate the **OPEN/CLOSE TOOLBOX** key at location [D1] on your overlay.
2. When the Toolbox is closed, the Toolbox Status Lamp will go out and the area Status Lamp will light. A prompt on the display screen will read: "Toolbox is closed." You will now be using your **Custom overlay**.

Notes:

You can copy the **OPEN/CLOSE TOOLBOX** key from the Toolbox to a key on your Custom overlay. If this key is on your Custom overlay, you just activate it to open and close the Toolbox. See the **PERSONALIZE YOUR OVERLAY** chapter in this manual to find out how to add tools to your overlay.

Your Custom overlay is the overlay that you normally use in your area. It can be a MAP overlay or one that you have created yourself.

8/32/128 Locations



128,32,8 Location Keyboards and Keyguards

Attach the Correct Keyguard to your Liberator

Your Liberator comes with the standard 128 location keyboard and keyguard. This means there are 128 small keys on the keyboard. Each key represents one location. This is the keyboard and keyguard you have been using, and will continue to use, for all the practice work in this manual.

However, there are two other keyboard options: the 8 location keyguard and the 32 location keyguard. You may have ordered one of these options for the person who will be using the Liberator.

If you ordered an 8 or 32 location keyguard with your Liberator, you will notice that the 8 location keyguard has two small magnets on the back of the keyguard; the 32 location keyguard has one magnet on the back. When you attach one of the keyguards to your Liberator, the magnets signal the Liberator to automatically switch to either the 8 or 32 Location keyboard layout. You do not have to go into the KEYBOARD LAYOUT MENU in the Toolbox to tell the Liberator which keyboard layout to use. (There are, however, other options you can choose from in the KEYBOARD LAYOUT MENU. You will learn about these later in this chapter.)

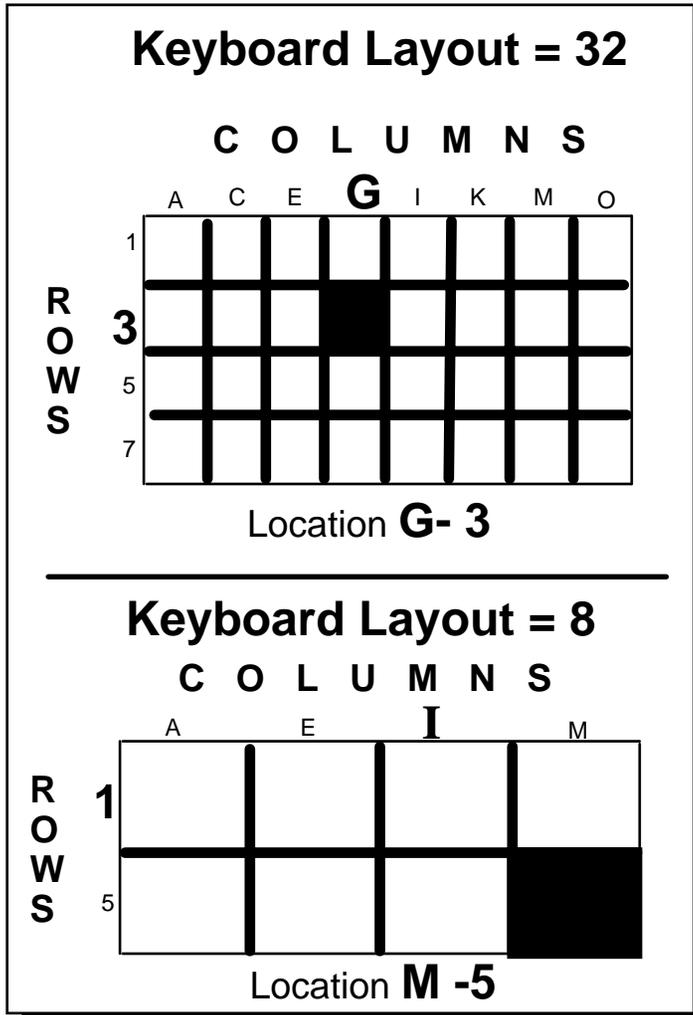
Choosing an 8 or 32 location keyboard layout makes blocks of keys act as one single location. The individual keys take on the identity of a larger location. In the 32 Location Keyboard layout, the keyboard is divided into 32 locations. Each location consists of a square of 4 keys. For example, the location in the upper right corner is made up of keys:[O1], [O2], [P1] and [P2].

The 8 Location Keyboard layout is divided into even larger locations. Each of the 8 locations consists of 16 keys.

Note:

8/32/128 LOCATIONS

To change a keyguard, remove the small peg at the top of the keyguard, slide the keyguard off its hinges (to the right) and then slide the new keyguard into place and replace the peg. With an 8 or 32 keyguard in place, all the user areas on the Liberator will be in either 8 or 32 Location.



Selecting 8 or 32 Locations in the

KEYBOARD LAYOUT MENU

If You Do Not Have an 8 or 32 Location Keyguard, Activate KEYBOARD LAYOUT MENU to Choose a 128, 32 or 8 Location Keyboard Layout

Summary:

If you do not have an 8 or 32 Location Keyguard, open the KEYBOARD LAYOUT MENU and activate Menu Selection 1 to select the correct Keyboard layout. The 8 Location layout is divided into 8 blocks of 16 keys. The 32 Location layout is divided into 32 blocks of 4 keys.

You can change the number of locations in an area by opening the Toolbox and activating KEYBOARD LAYOUT MENU [D2]. Menu Selection 1 allows you to change from an 8 to a 32 to a 128 Location Layout. Activate Menu Selection 1 until the location number you want to use is visible on the Display. Changing the keyboard layout this way only changes **direct access** (activation of keys with a finger or headpointer, for example) of the keyboard in the area you are using. A person who scans or uses another selection technique must set that technique to 8 or 32 in the SELECTION TECHNIQUE MENU. This is explained in the SELECTION TECHNIQUE chapter in this manual.

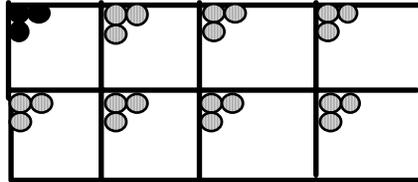
Choosing an 8 or 32 location keyboard layout makes blocks of keys act as one single location. The individual keys take on the identity of a larger location. In the 32 Location Keyboard layout, the keyboard is divided into 32 locations. Each location consists of a square of 4 keys. For example, the location in the upper right corner is made up of Keys:[O1], [O2], [P1] and [P2].

The 8 Location Keyboard layout is divided into even larger locations. Each of the 8 locations consists of 16 keys.

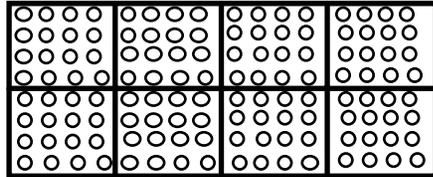
You will learn about the rest of the KEYBOARD LAYOUT MENU later in this chapter.

These 8 and 32 Location Overlays are Available

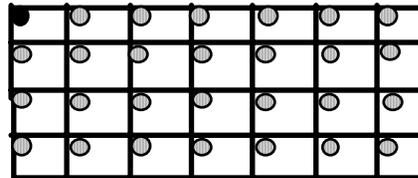
8 Location
24 Holes



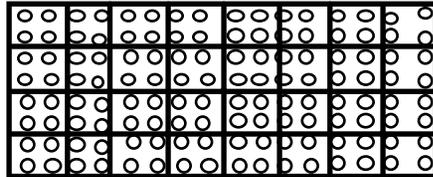
8 Location
128 Holes



32 Location with
32 Holes: Blank
Overlay



32 Location with
128 Holes



8 and 32 Location Overlays

Use the 8 or 32 Overlays With Your 8 or 32 Location Keyguard

Summary:

The 8 or 32 location keyguards come with their own overlays. Each overlay presents information to you in a slightly different way so that you can choose the overlay that is best suited to the person who uses the Liberator.

The Liberator provides you with an 8 and 32 demo overlay and vocabulary that you can try out before you decide which overlay to use.

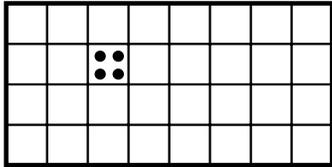
8 Location Blank Overlay with 24 holes: the lamps in the upper left corner of each square light up. The squares are blank.

8 Location Blank Overlay with 128 holes: All of the Liberator's keyboard lamps light up; the squares are blank.

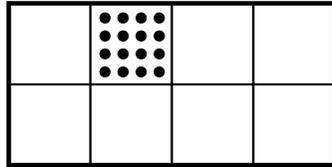
32 Location Blank Overlay with 32 holes: the lamp in the top left corner of each location lights up; the squares are blank. The lamps in the top left corner lights up.

32 Location Blank Overlay with 128 holes: all of the Liberators keyboard lamps light. The squares are blank.

Scanning

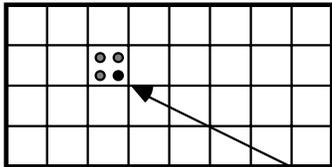


32 Location

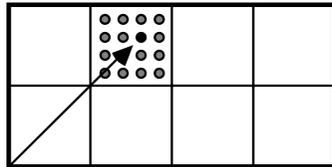


8 Location

Headpointing



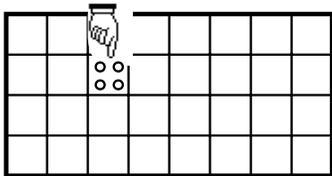
32 Location



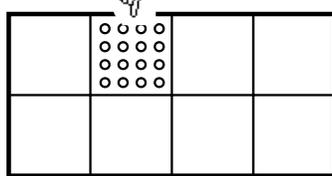
8 Location

You are pointing
to the brightly
lit lamp.

Keyboard



32 Location



8 Location

Press any key in the block

Selection Technique Considerations

Notes about Making Activations in the 8 and 32 Location Keyboard Layout

Summary:

In the 8 and 32 Location Keyboard layout, each block of 4 or 16 keys becomes a single location. When Scanning, all the lamps in a location are lit at one time.

Making activations on an 8 or 32 Location Keyboard layout is similar to making an activation on a 128 Location Keyboard layout. The main difference is that you have a larger area to activate. Below are some comments on using the 8 and 32 location keyboard layout with the different types of selection techniques.

Scanning - When you scan in an 8 or 32 Location Keyboard layout, the entire block of 4 or 16 lamps lights up at each location. Also, Row/Column Scanning is done slightly differently in the 8 Location Keyboard layout. Since the number of locations is so limited that conventional Row/Column Scanning is impractical, the first activation of the switch will start scanning, first through the top row and then through the bottom row. When the lights scan to the location that you want to select, activate the switch again to select the location and stop the scanning. To start the scanning again, activate the switch again, and so on. (See the **SELECTION TECHNIQUES** chapter for information about setting up 8 Location Linear and Circular Scanning.)

Keyboard - The only difference in using the Keyboard in the 8 or 32 Location Keyboard layout is that you have a choice of activating one of 4 or 16 keys rather than one specific key. If you order an 8 or 32 Location Keyguard, the 4 or 16 individual keys are combined into a single large key. This eliminates any dead spots between the keys and allows for consistent activations. This is set up in the **KEYBOARD LAYOUT MENU [D2]**.

Storing with 8 or 32 Overlays

1. **OPEN THE TOOLBOX**

2. Activate **STORE**



3. Spell the message

4. Activate **STORE**



5. **CLOSE THE TOOLBOX**

6. Pick the Icon Sequence

7. **OPEN THE TOOLBOX**

8. Activate **ENTER**



Storing with an 8 or 32 Overlay

Storing With an 8 or 32 Location Overlay

Summary:

Store from the Toolbox but pick icons from your 8 or 32 Location Overlay. Make sure the appropriate keyboard (8 or 32) has been selected before you begin to store.

Because you have a limited number of places in which you can store messages on an 8 or 32 location overlay, you probably won't assign a lot of tools to your 8 or 32 keys. This means you must store messages from the Toolbox.

To Store Messages from the Toolbox Using an 8 or 32 Location Overlay:

1. Open the Toolbox, Activate STORE, spell your message, activate STORE again.
2. Even though the prompt on the Liberator says "Closing Toolbox for Sequence selection", **close the Toolbox yourself by lowering the keyguard back down over the keyboard.**
3. Pick the icons you want for your sequence. (When you close the Toolbox yourself, you bring the 8 or 32 Location Overlay back into view. This makes it much easier to select the icons in the different locations.)
4. When you have chosen your icon sequence, **lift up the keyguard so that you are looking at the Toolbox.** Activate ENTER from the Toolbox.

```
----- Keyboard Layout Menu-----  
1. Keyboard Layout = 128 (8/32/128/Auto)  
2. Accept Time = .01 (.01-12.7)  
3. Release Time = .01 (.01-12.7)  
4. Reset to Default Values  
5. Exit  
   Modify keyboard setting or EXIT
```

Activate or

```
----- Change Keyboard Settings-----  
  
Current Acceptance Time = .01 sec.  
  
Type time then activate ENTER
```

Type in the new acceptance time or release time
and activate

Note:

If you decide **not** to change the acceptance or
release time, just activate **ENTER** without typing
anything.

Changing Keyboard Acceptance/Release Times

Change the Acceptance/Release Time of Your Keyboard; Reset the Defaults

Acceptance time is the amount of time it takes the Liberator to 'accept' a key once you have activated it.

Release time is how long the Liberator waits after a key has been released before you can activate that key a second time.

Sometimes you may find that time between when you activate a key on your keyboard and the time when the Liberator actually accepts the key and speaks it or puts it on the display screen is too long or too short for you. There also may be times when you don't want the Liberator to accept a second activation of a key too soon after you release that key.

You can change both the acceptance time and the release time of the keys on your keyboard by opening the KEYBOARD LAYOUT MENU [D2] and activating Menu Selection 2 or 3. Both these selections will display the current settings for acceptance and release time and the parameters for each.

After you select 2 or 3, you will be asked to type in the new acceptance or release time and then press ENTER. The new acceptance or release time will be displayed in the KEYBOARD LAYOUT MENU [D2].

If you want to re-set the keyboard to its original (pre-set) settings, open the KEYBOARD LAYOUT MENU and activate Menu Selection 4. The Liberator automatically resets the defaults. Activate 5 to exit the menu.

The keyboard defaults are: Auto, .01 seconds, .01 seconds.

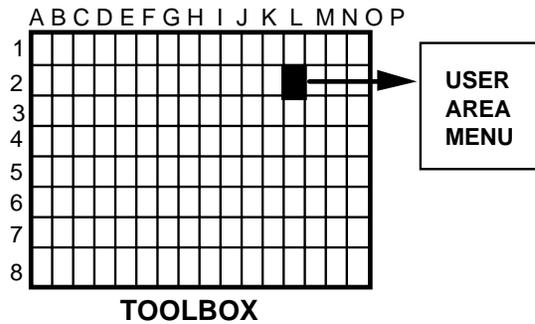
Create An Area

pPlease Read Before Continuing

Your Liberator was sent to you with Unity already loaded. This means that either three or four of your User Areas (depending on the Unity program you ordered) are already created and ready to use. You do not need the instructions in this chapter. At some point, though, you may want to look over the contents of this chapter in case you ever need to use the USER AREA MENU.

If for some reason you do not have Unity already installed in your Liberator, you will have to set up an area. In that case, you will need to read this chapter.

Open the Toolbox to find the USER AREA MENU [M2]



----- User Area Menu (Screen 1)-----

1. Switch to different User Area
 2. Create a new User Area
 3. Rename a User Area

 5. Exit Menu 6. Final Screen 7. Next Screen
- Select Use Area operation or EXIT

Activate 7

----- User Area Menu (screen 2)-----

1. Display Current Memory Usage
 2. Speak User Settings
 3. Print User Settings

 5. Exit Menu 6. Prev. Screen 7. First Screen
- Select User Area operation or EXIT

The USER AREA MENU

The USER AREA MENU Allows You to Select an area for Yourself

The Liberator's memory is divided into four separate areas. This means that four different people can use the Liberator and each person can have his/her own personal area. If only one person is going to use the Liberator, then that user can personalize all four areas to fulfill different requirements. The USER AREA MENU [M2] in the Toolbox gives you the different options you have to begin to personalize an area

Screen 1

Menu Selection 1 allows you to switch from the area you are currently using to another area.

Menu Selection 2 allows you to create a new area . When the Liberator is first sent to you from PRC, Areas 1, 2 and 3 are not created yet; Area-4 contains the on-screen tutorial and the Unity sample vocabulary. Since no other areas have been created you can't really switch to another area. First you have to create an area to switch to!

Menu Selection 3 allows you to rename a user area. If you always work in area 2 you might want area 2 to be named after you.

Screen 2

Menu Selection 1 allows you to see how much memory you have available in your Liberator.

Menu Selection 2 allows you to speak the settings for the area you are currently using.

Menu Selection 3 allows you to print the settings for the area you are currently using.

When you select an area, the lamp will light on the Status Panel next to the area that you are using. If you switch areas, a lamp beside the new area will light and the old area light will go out. You can always tell what area you are using by checking the Status Panel.

Switching User Areas

----- User Area Menu (Screen 1)-----

1. Switch to different User Area
2. Create a new User Area
3. Rename a User Area

5. Exit 6. Final Screen 7. Next Screen
Select Use Area operation or Exit

Activate

1

----- Select User Area Menu-----

- 1.<NO AREA CREATED>
- 2.<NO AREA CREATED>
- 3.<NO AREA CREATED>
4. Tutorial and Sample Vocabulary
5. Exit

Select the User Area operation or Exit

Activate

3

or

4

Toolbox

AREA

1	<input type="checkbox"/>	<input type="checkbox"/>	2
3	<input checked="" type="checkbox"/>	<input type="checkbox"/>	4

Toolbox

AREA

1	<input type="checkbox"/>	<input type="checkbox"/>	2
3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	4

Switching Areas

Switching from One User Area to Another

You can switch areas in the Liberator by opening the Toolbox and activating Menu Selection 1 on Screen 1 in the USER AREA MENU.

The example on the facing page explains what you will see if an area in the Liberator has already been created for you to switch to. (If no areas have been created yet and you activate 1, the Liberator will display a screen telling you that you have to create an area first. (See the next page for details on creating an area.)

When you switch areas, a lamp beside the new area will light and the previous area light will go out. You can always tell what area you are using by checking the Status Panel.

To Switch to a Different User Area:

1. Open the Toolbox.
2. Activate USER AREA MENU [M2].
3. The Select User Area Menu will show you which areas have been created.
5. Select one of the already created areas.
6. Answer YES to the prompt.
7. Activate #5 to exit.
8. Close the Toolbox.

Once you have selected an area from the menu, the Liberator will go to it automatically.

Create an Area

Activate USER ARE MENU [M2]
Activate #2 (Create a New User Area).

No User Area has been set up yet in
User Area 1

Do you wish to create a new Area?

Answer YES or NO

Answer "Y" and look at the different menus.

```
----- Set Up New User Area Menu-----  
1.Copy Overlay from Existing User Area  
2.Load Demo Overlay Configuration  
3.Load Blank Overlay Configuration  
  
5.Exit  
Select Source to Initialize New Area
```

Select option #2

```
--Choose Default Overlay for New Area----  
1.First Steps Tutorial Overlay  
2.First Steps Sample Overlay  
  
5.Exit  
Select Source to Initialize New Area
```

You will make choices from the menus
to create a new area.

Creating a New Area

About Creating Your Own Area

If this is the first time that your Liberator has been set up, you will have to create an area for yourself. The Liberator is shipped with only one area created—Area-4. Area-4 contains the First Steps Tutorial and the Demo vocabulary. We recommend that you set up another area for your personal use so that if someone wants to go through the tutorial they won't be using your personal area. Once you have created an area it will always be available in the Select User Area Menu.

Begin to create your own area by choosing Menu Selection 2 from the USER AREA MENU [M2]. The prompt that you see tells you that no User Area has been set up yet in Area 1 (the Liberator creates areas in order from 1-4) and asks if you want to create an area there. If you answer Yes you see the Set Up New User Area Menu. This menu allows you to Copy an Overlay from an Existing area; load a Default Overlay Configuration; or load a Blank Overlay Configuration. Once you make a menu selection you can choose to load a vocabulary into your area if you wish.

When you have finished creating your own area you simply exit the USER AREA MENU, close the Toolbox and your area is ready for use. On the Status Panel, the Status Lamp next to the area you are using will be lit.

----- User Area Menu-----

1. Switch to different User Area
2. Create a new User Area
3. Switch to SINGLE-User Area
4. Rename a User Area
5. Exit

Make a selection or EXIT menu

Activate

2

No User Area has been set up yet in
User Area 1

Do you wish to create a new Area?

Answer YES or NO

Activate

Y

Begin to Create a New Area

Begin to Create a New Area

Open the USER AREA MENU and tell the Liberator that you want to create a new area.

1. Open the USER AREA MENU [M2].
2. Activate Menu Selection 2.
3. Activate Y to answer YES.

Choose an Overlay to Use

```
----- Set Up New User Area Menu-----  
1.Copy Overlay from Existing User Area  
2.Load Demo Overlay Configuration  
3.Load Blank Overlay Configuration  
  
5.Exit  
Select Source to Initialize New Area
```

Select **2**

```
--Choose Default Overlay for New Area----  
1.First Steps Tutorial Overlay  
2.First Steps Sample Overlay  
  
5.Exit  
Select Source to Initialize New Area
```

Select **2**

Choose an Overlay to Use

Decide Which Overlay You Want to Load

When you answer YES to create a new area, the Liberator wants you to select an overlay to use in your new area. When you create an area you will load an overlay into it.

You can choose to copy an overlay that already exists in a user area.
Read about this option later in this chapter.

You can choose to have the Liberator load a Demo overlay configuration.

The Liberator provides you with a demonstration overlay to help you start to set up your area. A Demo overlay contains messages which are stored under sequences that match the icons on the overlay. This gives you a base from which you can begin to create your own vocabulary and messages. Loading a demo overlay and vocabulary can save you quite a bit of time when you are first setting up an area.

You can choose to tell the Liberator to load a Blank overlay configuration.

A blank overlay has no icons or spelling characters on it. It only contains the default icon names for a 128 location overlay. You might want to select this option sometime when you want to create a very specialized overlay.

A new Overlay will be initialized for
User Area 1
using the default set-up for a
128 Location Sample Overlay

Is this OK?

Activate Y

Please wait....
while a new user area is created

A sample vocabulary will be
loaded into User Area 1
that goes with the default icons for
a
128-Location Sample Overlay.
Is this OK?
Answer YES to load demo vocabulary

Please wait....
while demo vocabulary is added

----- User Area Menu-----
1. Switch to different User Area
2. Create a new User Area
3. Switch to SINGLE-User Area
4. Rename a User Area
5. Exit
Make a selection or EXIT menu

Load the Overlay and Vocabulary

Load the Overlay and Vocabulary You Have Selected

Now tell the Liberator to create the new area by loading the overlay and vocabulary you want to use.

Select the Area you want to use, the overlay and vocabulary. Follow the menu prompts to create the area.

----- Set Up New User Area Menu-----

- 1.Copy Overlay from Existing User Area
- 2.Load Demo Overlay Configuration
- 3.Load Blank Overlay Configuration
- 4.
- 5.Exit

Select Source to Initialize New Area

Activate

3

A new overlay will be initialized for
User Area-1
using a BLANK OVERLAY for set-up.

Is this OK?

Create a Blank Area

Creating a Blank Area

Summary:

If you do not want to load an existing overlay into your area, you can load a "Blank" overlay. A Blank overlay does not contain any spelling characters or tools. It does contain the default icon names for the 128 key locations on a Blank overlay.

Perhaps you want to create your own overlay instead of using an already existing one. You can do this if you activate Menu Selection 3 from the Set Up New User area Menu. Menu Selection 3 loads a Blank Overlay into your area. The overlay is a 128 Location Overlay but it does not contain any tools or spelling characters and the icons are the default icons for a 128 Location Overlay. (Default icons have names that correspond to their placement on the keyboard rather than picture names. For example, the default icon name for icon [C6] on the Blank Overlay is "ICON C6" rather than "APPLE" as it is on the 128 Location Overlay.)

This allows you to assign the tools, spelling characters and icons to the keys you want. You will learn how to assign things to keys in the **PERSONALIZE YOUR OVERLAY** chapter.

No User Area has been set up yet in
User Area 2

Do you wish to create a new Area?

Answer YES or NO

Activate

Y

----- Set Up New User Area Menu-----

- 1.Copy Overlay from Existing User Area
- 2.Load Demo Overlay Configuration
- 3.Load Blank Overlay Configuration
- 4.
- 5.Exit

Select Source to Initialize New Area

Activate

1

----- Set Up New User Area Menu-----

- 1.Robert's regular overlay
- 2.<NO AREA CREATED>
- 3.<NO AREA CREATED>
- 4.First Steps Sample Vocabulary
- 5.Exit

Select Area Overlay to Copy to

Select the area you want to copy.

Copy an Area

Copy An Area

Summary:

When an area has been created you can copy it to a new area. When you copy an area, you do **not** copy vocabulary.

When you copy an area, you do **not** copy the area's vocabulary. You must install a Demonstration Vocabulary or enter your own vocabulary into the new area.

To Copy an Existing area into A New area:

1. Activate USER AREA MENU, then activate option #2 (Create a new User area).
2. Answer YES to the Prompt.
3. Activate option #1 (Copy Overlay from Existing User area).
4. Choose the area from those listed that you want to copy.
5. Answer YES to the prompt (or NO if you change your mind). The Liberator will automatically copy the area.

```
----- User Area Menu-----  
1. Switch to different User Area  
2. Create a new User Area  
3. Rename a User Area  
  
5. Exit Menu  
   Select an operation or EXIT
```

Activate

3

```
----- Rename User Area Menu-----  
1. User Area 1  
2. User Area 2  
3. (NO AREA CREATED)  
4. User Area 4  
5. Exit  
   Select Area Rename or Exit
```

Activate

1

```
Enter the name (up to 35 letters and  
spaces) that you wish to assign to the  
area you selected.
```

```
Enter new Area name, then hit ENTER
```

Rename a User Area

You Can Rename an Area

So far, we have referred to the different areas in the Liberator as Area-1, Area-2, Area-3, etc. But once you create an area you can call it anything you want!

If you are one of four people using the Liberator, you might want to name your personal area after yourself. Or, if you are the only person using your Liberator, you may have created different areas for different parts of your life. You may have an area for computer use and an area for school, for instance. You can give each area a separate name to help you remember which one is which.

Once you assign a name to an area, that area will be referred to by its name until you change the name or erase the area.

To Rename a User area:

1. Open the Toolbox and activate USER AREA MENU [M2].
2. Activate Menu Selection 3.
3. Select area to re-name.
4. Spell the name that you want to assign to your area (using from 1-35 letters and spaces).
5. Activate ENTER [N1].
6. Answer YES to the prompt.
7. Exit the Menu

pNote:

Screen 2, option #1 of the **USER AREA MENU** allows you to see how much memory you have used in your Liberator and how much memory is left to use.

The SETUP MENU Allows You to Make Changes in Your area Without Having to Create a New Area

Summary:

The SETUP MENU is a special menu that you can use if you want to load a new overlay into your area or return your area to all its default settings or original key assignments. This menu is hidden from regular use because: 1) You will not use it very often; and 2) If you don't know how to use this menu correctly, you can lose the entire contents of your Liberator.

There may be times when you want to load a different overlay or vocabulary into your User area without creating another area. Or you may want to restore your area to its original overlay, vocabulary and default settings. The SETUP MENU allows you to do these things.

You may have noticed that there is no key labeled SETUP MENU in your Toolbox. This is because you cannot activate a key and automatically enter the SETUP MENU as you can with other Menus. The SETUP MENU has a number of options which, if used incorrectly, can cause you to lose the contents of your User area and/or the entire contents of the Liberator. Since this could be a disastrous event for you, you won't want someone to be able to easily activate the SETUP MENU and mistakenly erase everything in your Liberator! For this reason the SETUP MENU is "hidden" You must first activate the SYSTEM FUNCTION MENU [L2] and then activate a special key sequence to enter the SETUP MENU.

This special key sequence is called the "Zorro Pattern". To learn how to enter the SETUP MENU using the "Zorro Pattern" key sequence, turn the page!

```

-----System Function Menu (screen 4)-----
1.USER AREA MENU
2.SETUP MENU
3.MAINTENANCE MENU
4.
5. Exit Menu 6.Prev. Screen 7.Last Screen
Choose a Menu

```

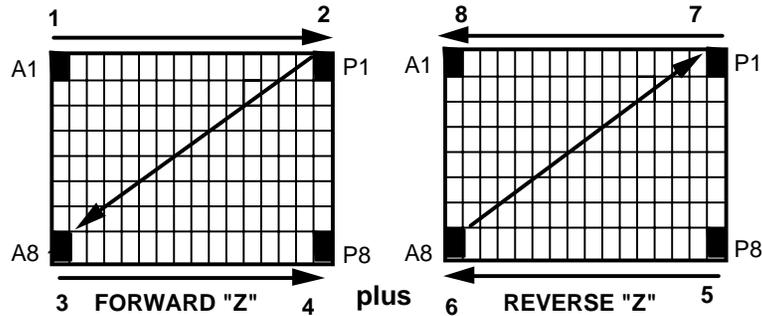
Activate **2**

```

Enter the Zorro pattern now to enter
the Setup Menu...

Press any other key to exit

```



```

----- SETUP MENU-----
1.Work on Setting Up a Specific Area
2.Choose System Setup Function
5.Exit
Choose the type of setup action desired

```

Enter the SETUP MENU Using the
"Zorro" Method

Enter the SETUP MENU Using the "Zorro Pattern"

Summary:

To enter the Set-Up Menu use the 'Zorro' pattern. The 'Zorro' pattern consists of activating the following keys while the Toolbox is open: [A1], [P1], [A8], [P8], [P8], [A8], [P1], [A1].

Remember, the SETUP MENU is hidden from easy access in order to avoid the accidental loss of your Liberator's contents. To enter the SETUP MENU you must know the "Zorro Pattern". The directions for entering the SETUP MENU are as follows:

To Open the SETUP MENU

1. Open the Toolbox.
2. Activate SYSTEM FUNCTION MENU [L2].
3. Go to Screen 4.
4. Activate option #2 (SETUP MENU).
5. When the prompt asks you to "Enter the Zorro pattern" **activate the following keys in the order they are given here:**
A1, P1, A8, P8, P8, A8, P1, A1

Notice that you create a forward and reverse "Z" when you activate these keys—the "Zorro pattern."

6. If you enter the "Zorro Pattern" correctly you will see a screen asking if you want to modify one area or the whole Liberator. Activate Menu Selection 1 (to modify an area), then activate the area you want to modify. You will see the SETUP MENU on the Liberator's Display Screen
7. If you do not enter the "Zorro Pattern" correctly, the Liberator simply keeps returning you to the SYSTEM FUNCTION MENU until you enter the pattern correctly.

pNote:

CREATE AN AREA

Once you have picked an area and are in the SETUP MENU, if you decide to change to a different area, you must re-enter the SETUP MENU and pick the new area.

```
----- Set Up User Area Menu-----  
1. Area 1  
2. Area 2  
3. Area 3  
4. Area 4  
5. Exit  
  
Select the Area you want to modify
```

Select the Area where you want to return to default settings.

```
-----Area Setup Menu -----  
1.Restore Default Settings  
2.Load Overlay Configuration  
3.Load Vocabulary  
4.Erase Memory  
5.Exit  
  
Choose the Setup You Wish to Perform
```

Activate **1**

```
CAUTION!!!  
  
The Liberator will return AREA 1  
to its default Settings.  
  
Are you SURE this is OK?  
  
Answer YES or NO
```

Activate **Y** or **N**

If you answered YES, the Liberator automatically restores the default settings.

If you answered NO, the Liberator returns to the first screen.

Return to Default Settings

Return Your Area to its Default Settings

You can return an area's settings to their defaults (how they were set when you received your Liberator) by using the SETUP MENU.

To Return to the Default Settings:

1. Activate SYSTEM FUNCTION MENU [L2], then activate option #2 on Screen 4 (SETUP MENU).
2. Enter the SETUP MENU using the Zorro Pattern.
3. Activate Menu Selection 1 then select the area you want to modify.
4. Activate Menu Selection 1 (Restore Default Settings).
5. Answer YES to the prompt.
6. The Liberator automatically restores the default settings in your area.

Enter the SET UP MENU.
Select Menu Selection 1.
Select the Area you want.

```
----- AREA Setup Menu-----  
1.Restore Default Settings  
2.Load Overlay Configuration  
3.Load Demo Vocabulary  
4.Erase Memory  
5.Exit  
Select the setup you wish to perform
```

Select an option from the Menu

If you choose #1, Liberator loads default settings.
If you choose #2, you must choose an Overlay to copy.
If you choose #3, you must choose a vocabulary to copy
No matter which option you choose, the Liberator.
will WARN you that you are about to change an Area.

Load a New Overlay/Vocabulary
into an Already Created Area

Load a New Overlay and/or Vocabulary into an Already Created Area

Summary:

You can load a different overlay and/or vocabulary into your area from the SETUP MENU without having to create a new area. You can also re-load the overlay/vocabulary you have been using. This gives you all the original default key and icon settings for that overlay/vocabulary.

When you use the USER AREA MENU, you can create an area but you cannot go back and change overlays or vocabulary once the area has been created. You **can** change overlays and vocabulary by using the SETUP MENU.

The SETUP MENU allows you to load a new overlay into an area you have already created. You can also re-load the overlay you originally started with which will reset all the key assignments to their default settings. You load or re-load an overlay from the SETUP MENU the same way you do from the USER AREA MENU.

You can also load a new vocabulary or re-load the vocabulary you started with originally. When you return to the original default vocabulary or install a new vocabulary the Liberator asks you if you want to erase the vocabulary which is already in the area before the new vocabulary is loaded. If you answer YES, any vocabulary which is **not** part of the vocabulary to be loaded will be erased. If you answer NO, the new vocabulary will merge with the vocabulary that is already in your area.

pNote:

Resetting the key assignments for the overlay in your area **does not** affect any vocabulary you have stored there.

Erase an Area or Part of an Area

1. Activate SYSTEM FUNCTION MENU [L2].
2. Go to screen 4 and activate #2.
3. Enter the Zorro pattern:
A1, P1, A8, P8, P8, A8, P1, A1
4. Activate #1 (...setting up a specific area...)
5. Select the area you want to erase.
6. Activate #4 (Erase).
7. Select what you want to erase from the area:
the whole area
Minspeak sequences
Notebooks.
8. When you see the warning, activate Y to continue, N to quit before erasing.

Erase an Area or Part of an Area

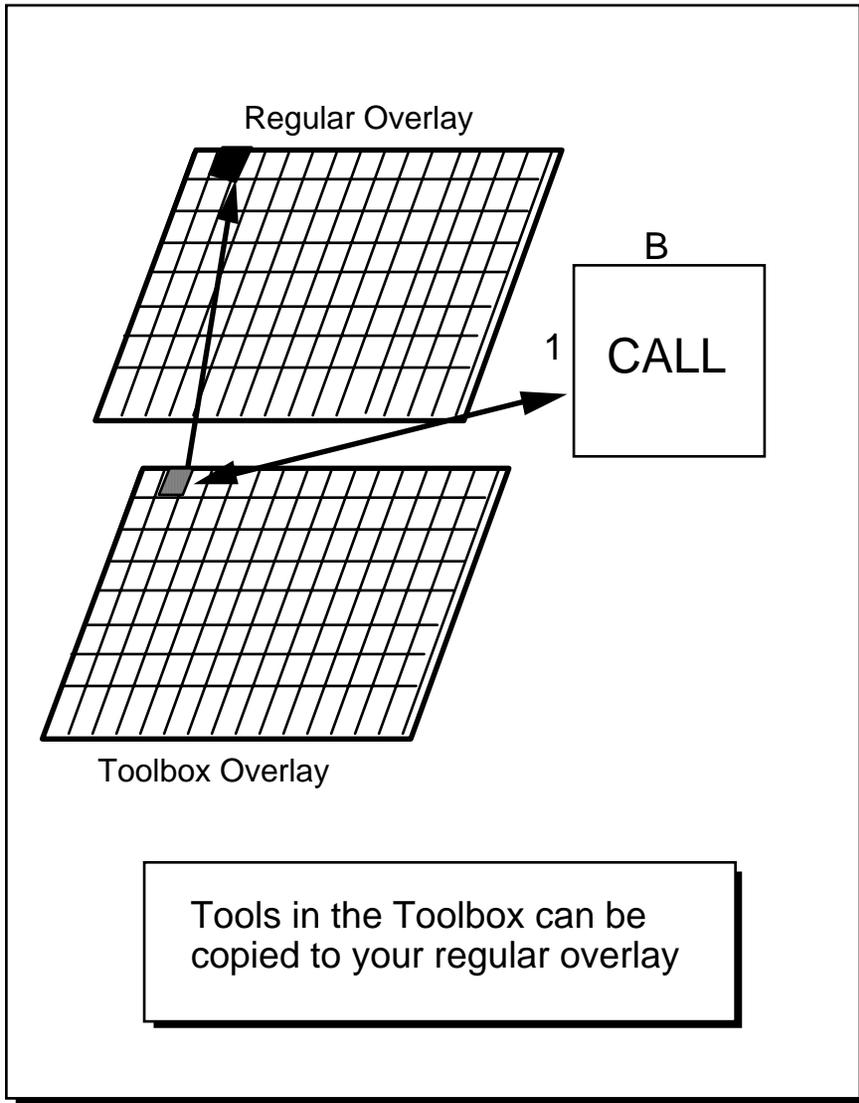
Erasing an Area

At some point you may want to erase an area or part of an area. Perhaps you need more memory, or perhaps you want a new area and all four areas are already in use. You erase an area from the SETUP MENU.

To Erase an Area:

1. Activate SYSTEM FUNCTION MENU [L2].
2. Go to screen 4 and activate option #2.
3. Enter the SETUP MENU using the Zorro Pattern:
A1, P1, A8, P8, P8, A8, P1, A1.
4. Activate #1.
5. Activate the area you want to erase.
6. Activate #4.
7. Select what you want to erase: the complete area, Minspeak sequences or Notebooks.
8. Answer YES to the prompt or NO if you change your mind.
71. The Liberator automatically erases the area .

Personalizing Your Overlay



Adding Tools to the User area

The Toolbox Contains Many Tools Which Can Be Added To a User Area

In **THE TOOLBOX** chapter, you were introduced to the Toolbox. You learned that the Toolbox contains a number of tools that can be used to customize your Liberator. Just as a carpenter uses a saw, a hammer and other hand tools to build a house, you will use the Liberator's tools to build the Liberator into a communication aid that best meets your needs.

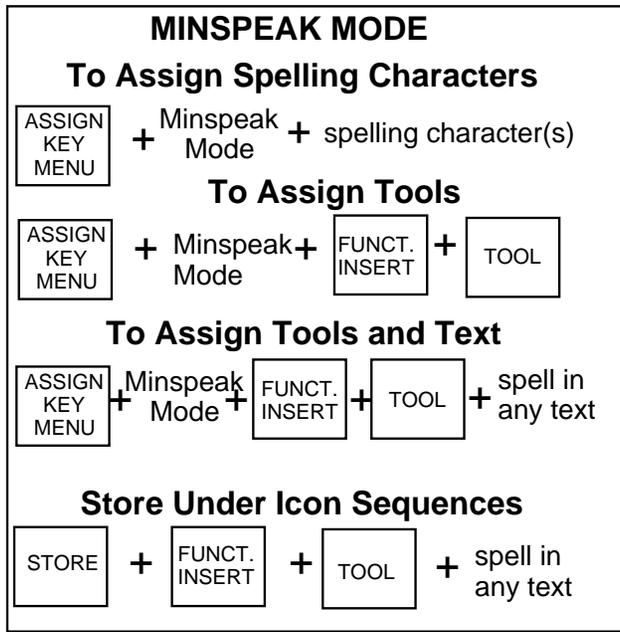
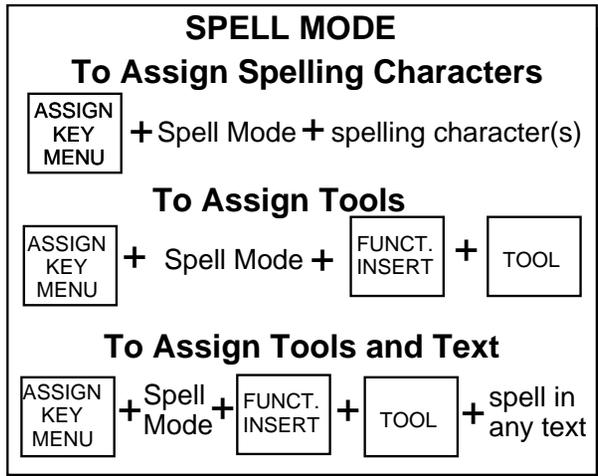
Look at a copy of the Toolbox overlay. (The Toolbox overlay can be revealed by lifting up on the keyguard and your overlay until you can see the Toolbox. All the keys along the top and sides of the overlay that have words printed on them, such as STORE, EDIT MODE, CALCULATOR, DELETE CHARACTER are tools.

Tools cannot be taken out of the Toolbox, but they can be *copied* into an area. This means that, although a tool has been copied to a user area, it can still be found in the Toolbox. When you copy tools you must use the FUNCTION INSERT key which is a special key that tells the Liberator which function you want to copy (insert). (All of the tools are 'functions' in computer jargon.)

You will decide which tools to move into your area. Much of the rest of this manual explains how the tools work and what purpose they serve. Before you move a tool into your user area, you will want to read the description of what the tool does and decide whether you need it in your area.

pNote:

The **All Tools List** in the *Appendix* manual contains a list of all the tools in the Toolbox as well as many more tools which are available for use but which are not visible in the Toolbox.



Different Ways to Personalize Each Key

Personalizing Your Overlay

If you want to assign something to a key that you can access while you are in SPELL mode:

To assign **spelling characters** to a key in SPELL mode

Use ASSIGN KEY MENU [A2] plus the spelling character(s) that you want to assign to the key.

To assign **tools** to a key in SPELL mode:

Use ASSIGN KEY MENU [A2] plus FUNCT. INSERT [K1] plus the tool you want to assign to the key.

To assign **tools and text** to a key in SPELL mode:

Use ASSIGN KEY MENU [A2] plus any spelling characters or instructions and remember to use FUNCT. INSERT [K1] before any tool. You can assign text and tools in any order.

If you want to assign something to a key that you can access while you are in MINSPEAK mode:

To assign **spelling characters** to a key in MINSPEAK mode:

Use ASSIGN KEY MENU plus the spelling character(s).

To assign **tools** to a key in MINSPEAK mode:

Use ASSIGN KEY MENU [A2] plus FUNCT. INSERT [K1] plus the tool you want to assign.

To assign **tools and text** to a key in MINSPEAK mode:

Use ASSIGN KEY MENU [A2] plus the text (spelling character and or instructions); remember to use FUNCT. INSERT [L1] before any tool. You can assign text and tools in any order.

If you want to assign spelling characters, tools or tools and text to an icon sequence:

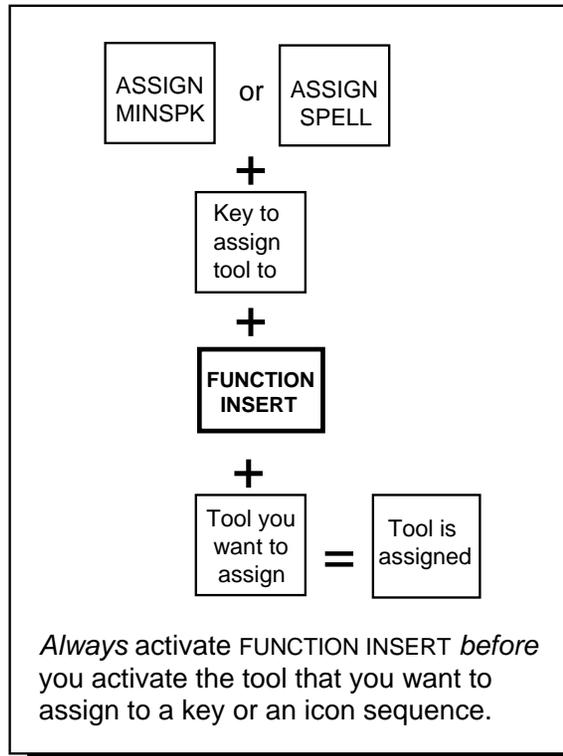
Use STORE [P1] plus the spelling characters/instructions and remember to use FUNCT. INSERT [K1] before any tool. You can assign text and tools in any order.

To move a key from one location to another location:

Use SWAP KEY.

To change the name of an icon that is assigned to a key:

Use RENAME ICON.



□ **Note:**

All tools and menus are **always** available in the Toolbox.

When you "move" a tool from the Toolbox to your overlay the Liberator only **copies** the tool and moves the **copy** to the overlay. The original tool remains in the Toolbox.

Use FUNCTION INSERT When You Assign a Tool
from the Toolbox to Your Overlay

Use FUNCTION INSERT to Assign a Tool to a Key

Summary:

You must activate FUNCTION INSERT *before* you activate the tool in the Toolbox that you want to move to your overlay.

You can assign tools from the Toolbox to your overlay. You can even assign a combination of tools and text to the same key or you can store tools or tools and text under an icon sequence. To assign a tool to a key or to store it in a sequence you must use the FUNCTION INSERT key [K1] in the Toolbox.

FUNCTION INSERT is a helper tool that you *must* use any time you want to move a tool from the Toolbox to your Custom overlay or to store it under a sequence. When you use FUNCTION INSERT you are telling the Liberator to *copy* a tool in the Toolbox and assign the copy to the key you have chosen on your Custom overlay.

Tools tell the Liberator to *do* something—like DELETE a CHARACTER or turn the SPEAKER VOLUME UP. Even the menu tools tell the Liberator to do something each time you select an option. When you activate a tool, something happens. Before you can move a tool from the Toolbox to your overlay, you must tell the Liberator that you don't want it to do what the tool says, you just want it to assign the tool to a key or a sequence. FUNCTION INSERT tells the Liberator that you want it to assign a specific tool somewhere, not perform the tool's function.

When you assign a tool from the Toolbox to your overlay, you can assign it using ASSIGN SPELL, ASSIGN MINSPEAK or you can store it under an icon sequence. You must always activate FUNCTION INSERT *before* you activate the tool you want to move.

Assign a Tool to a Key

Activate: ASSIGN KEY MENU [A2] in the Toolbox

Activate the key *on your regular overlay* that you want to change.

For example: [O5]

Activate the option you want: Spelling, Minspeak, or both

For example: #4 (both modes)

Decide whether you want to copy an assignment from one mode to another or whether you want to make a new assignment. Activate the option you want,

For example: #3

Activate FUNCTION INSERT [K1]

Activate the tool in the toolbox that you want to assign to your key,

For example: CALL [B1].

Activate STORE [P1]

The tool is now assigned to key [O5] in both Spelling and Minspeak.

Continue to assign tools by activating #6
or
activate #5 to exit.

Assign a Tool to a Key

Assign a Tool to a Key

You can assign a tool to Spelling, to Minspeak or to both Spelling and Minspeak. Some tools are handy to have in both Minspeak and Spelling, e.g., SIREN, STORE; some tools are better in just one mode or the other, e.g., DELETE CHARACTER is necessary only in Spelling. *Mark each key on your overlay with the tool that you are assigning to it.*

To Assign a Tool to a Key:

1. Open the Toolbox and activate ASSIGN KEY MENU [A2].
2. Close the Toolbox and activate the key *on your Custom overlay* where you want the tool to go. (If you make a mistake, just activate #6 and then choose the correct key.)
3. Open the Toolbox again.
4. You see the key's current assignments.
5. Activate the option that you want (Minspeak, Spelling or both).
6. Activate the option you want (copy an assignment, enter a new assignment or erase an assignment).
7. **Activate FUNCTION INSERT [K1] in the Toolbox.**
8. Activate the tool in the Toolbox that you want to assign to your overlay key. (If, at some point, you want to assign a tool that isn't visible in the Toolbox, you can begin to spell the tool's name. The Liberator will show you a list of tools to choose from.)
9. Activate STORE [P1]. The key you selected now contains the tool you assigned to it.
10. Activate EXIT.
11. Test the tool by activating the key on your Custom overlay where you stored the tool. If it doesn't work, repeat these steps.

If you assign a tool to a key in MINSPEAK mode, it replaces the **icon** for that key.

Remember!

You can also store tools under icon sequences.

Erase a Tool from Minspeak

Activate: ASSIGN KEY MENU [A2] in the Toolbox.

Activate the key *on your regular overlay* that you want to change.

for example: [O5]

Activate the option you want: Spelling, Minspeak, or both

for example: #3 (Minspeak)

When you see the name of the tool, activate DELETE ICON [P4].

Activate STORE [P1].

Erase a Tool from Minspeak and Spelling

Activate: ASSIGN KEY MENU [A2] in the Toolbox.

Activate the key *on your regular overlay* that you want to change.

for example: [O5]

Activate the option you want: Spelling, Minspeak, or both

for example: #4 (Make same assignment for both modes)

Activate the option you want: Spelling, Minspeak, or both

for example: #4 Erase assignments from both modes)

Answer YES to erase the assignment or NO to exit.

Erase A Tool from a Key

Erase a Tool from a Key

When you assign a tool to Minspeak or to both Minspeak and Spelling the tool *replaces* the icon that was originally assigned in Minspeak. At some point you may want the icon back, in which case you must erase the tool. There may be other times when you just don't want a tool assigned to a particular key anymore.

To Erase a Tool from Minspeak:

1. Open the Toolbox and activate ASSIGN KEY MENU [A2].
2. Activate the key on your Custom overlay where the tool is that you want to erase.
3. Activate Menu Selection 3 from the Key Assignment Menu.
4. When you see the name of the tool, activate DELETE WORD [P6].
5. Activate STORE [P1]. The tool is erased.

OR

To Erase a Tool from both Spelling and Minspeak:

1. Open the Toolbox and activate ASSIGN KEY MENU [A2].
2. Activate the key on your Custom overlay where the tool is that you want to erase.
3. Activate Menu Selection 4 from the Key Assignment Menu.
4. Activate Menu Selection 4 from the Duplicate Key Assignments Menu.
5. Answer YES to have all key assignments erased; or NO to leave the assignments as they are.

Add Spelling Characters to a Key

Activate 2  Activate the key on your regular overlay where you want the spelling characters to go, **for example, [O5]**

Select Spell Mode.

Type in the spelling characters you want to add, **for example, "ing".**

Activate STORE [P1].

Erase Spelling Characters

Activate 2  Activate the key on your regular overlay where you want the spelling characters to go, **for example, [O5].**

Select Spell Mode.

Activate DELETE CHARACTER or DELETE WORD.

Type in a different character and activate STORE [P1]
or
just activate STORE after deleting the spelling character.

Assign Spelling Characters In SPELL Mode

Assign Spelling Characters to Keys

Decide what spelling characters you want to assign. Then decide what *keys* you are going to assign the characters to. When you have decided, *mark each key on your overlay with the spelling character that you are assigning to it.*

To Assign Spelling Characters to a Key:

1. Open the Toolbox and activate ASSIGN KEY MENU [A2].
2. Close the Toolbox and activate the key *on your Custom overlay* where you want the spelling character to go. (If you make a mistake, just activate #6 and then choose the correct key.)
3. Open the Toolbox again.
4. You see the key's current assignments.
5. Activate option #1, Spelling.
6. Type in the character(s) you want to assign to the key.
- 6a. If you activate option #4 instead of option #1 you can copy an already existing Spelling or Minspeak assignment, enter a new assignment for both modes or erase an assignment for both modes.
7. Activate STORE [P1]. The key you selected now contains the spelling character(s) you assigned to it.
8. Activate EXIT.
9. Test the spelling character(s) by activating the key on your Custom overlay where you stored them. If it doesn't work, repeat these steps.

To Erase a Spelling Character from a Key:

1. Activate ASSIGN KEY MENU
2. Activate the key you want on your Custom overlay
3. Activate option #1 (Spelling)
4. Activate DELETE CHARACTER or DELETE WORD to erase the character(s).
5. Activate STORE [P1]. If you want to add a new spelling assignment, type it in after you delete the old assignment. Then activate STORE.

Add Tools and Text to a Key

A

2

ASSIGN
KEY
MENU

Select the key on your regular overlay that you want to modify. **For example, [O5].**

Select to add the tool and text to Spelling, Minspeak or both. **For example, Minspeak Mode.**

Select to enter a new assignment.

If the tool comes first, activate FUNCTION INSERT;
if the text comes first, type it in.

For example

Activate FUNCTION INSERT [K1],

Activate DELETE CHARACTER [P7].

Activate FUNCTION INSERT [K1]

Begin to spell the word "text".

Select TEXT MARKER when you see it on the display.

Activate the apostrophe key [M4].

Activate the letter "s" [D6].

Activate a space [I8].

Activate FUNCTION INSERT [K1].

Begin to spell "speak". Activate #6 [I 4] until you see SPEAK WORD, then select SPEAK WORD .

Your display should show:

<DEL-CHARACTER><TEXT MARKER>'s <SPEAK WORD>

Activate STORE [P1].

Exit the menu.

Assign Both Tools and Text to a Key

Assign Tools and Text to the Same Key

You can assign tools and text to a key in SPELL mode and/or MINSPEAK mode.

Let's say you have the name of your dog, Rowdy, stored under a sequence. You also have "ball" stored under a sequence. In order to say "Rowdy's ball" you must activate the sequence where "Rowdy" is stored. Then you must activate DELETE CHARACTER to delete the space after "Rowdy". Then you must activate the apostrophe (') key and the "s" key. You should also activate the 'space' key to add a space at the end of "Rowdy's ". Then you must activate the sequence where you stored "ball". Whew.

By storing "DELETE CHARACTER" " ' " "s" to a single key as the Minspeak assignment, you save a lot of time and activations. Once the directions are stored, you only have to active the "Rowdy" sequence, activate the key where you assigned "<DELETE CHARACTER>'s space" and then activate the sequence for "ball". The end result is "Rowdy's ball " and it took only a few seconds to activate it.

To Assign Directions (tools and text) to a Key:

1. Activate ASSIGN KEY MENU [A2].
2. Activate the key on your regular overlay that you want to assign the directions to.
3. Activate Minspeak Mode.
4. Activate FUNCTION INSERT [K1]. Activate DELETE CHARACTER [P7].
5. Activate FUNCTION INSERT [K1].
6. Begin to spell "text".
7. When you see TEXT MARKER on the display, select it. (This tool keeps the 's from being spoken.)
8. Activate ' (apostrophe [M4]) .
9. Activate the letter s [D6] and a space.
10. Activate FUNCT. INSERT. Begin to spell "speak". Activate option 6. When you see SPEAK WORD, select it.

11. Activate STORE [P1].
12. Activate EXIT.

Now, whenever you activate this key in MINSPEAK mode, it will add an "s" to any word to the left of the cursor on the display and speak that word. (If you don't want the word spoken delete step #10.)

Assign Tools and Text to an Icon Sequence

Open the Toolbox.
Activate STORE [P1].

For example:

Activate FUNCTION INSERT [K1].
Activate DELETE CHARACTER [P7].
Activate FUNCTION INSERT [K1].
Begin to spell "text". Select TEXT MARKER from the display.
Activate the apostrophe ' [M4].
Activate "s" [D6].
Activate a space [I 8].
Activate FUNCTION INSERT [K1].
Begin to spell "speak". Activate #6.
Select SPEAK WORD when you see it on the display.
Activate ENTER [N1].
Select the icon sequence you want to use from your regular overlay.
Activate STORE [P1].
Test the sequence from your regular overlay.

Assign Tools and Text to an Icon Sequence

Assign Tools and Text to an Icon Sequence

You may not have any keys that are free to assign tools and text to, but you still have some instructions that you want to be able to use on your Custom overlay. You can assign these instructions to an icon sequence. Then, instead of activating a key to tell the Liberator to perform your instructions, you just activate the icon sequence you stored them under instead.

To Assign Tools and Text to an Icon Sequence:

1. Open the Toolbox.
2. Activate STORE [P1].
3. Activate FUNCTION INSERT [K1]. Activate DELETE CHARACTER [P7].
4. Activate FUNCTION INSERT [K1].
5. Begin to spell "text". Select TEXT MARKER when you see it on the display. (This is so the 's will not be spoken)
6. Activate ' (apostrophe) [M4].
7. Activate the letter "s" [D6].
8. Activate a space [I8].
9. Activate FUNCTION INSERT [K1]. Begin to spell "speak". Select SPEAK WORD when you see it on the display.
10. Activate STORE [P1].
11. Select an icon sequence to store the directions under.
12. Activate ENTER [N1].



Remember:

When you store tools under an icon sequence, **try each icon sequence after you have finished storing**. Make sure the tool is doing what you want it to do.

Make sure you close the Toolbox when you finish assigning tools and text and are ready to return to your overlay.

Rename an Icon

Open the Toolbox.

Activate RENAME ICON [G2].

Activate menu selection 1 to rename an icon.

Activate the icon on your regular overlay that you want to rename.

For example: [H6].

Spell the new icon name.

For example: HOME.

Activate ENTER [N1] in the Toolbox.



Note: If you decide not to change an icon's name, just activate ENTER [N1] without spelling in a name.

Use RENAME ICON to Give an Icon
a Different Name

Rename Icon

The icons on your overlay were assigned names at Prentke Romich Company. Some icons have names like HOUSE and SUN. Some have names that are location codes like B1 or K7. You can change B1 to an easier-to-remember icon name or you can change an icon name like HOUSE to another name that might be more descriptive for you, such as HOME or LARGE or BUILDING.

To Rename an Icon:

1. Open the Toolbox.
2. Activate RENAME ICON MENU [G2] in the Toolbox.
3. Activate option #1 to rename an icon.
4. Activate the icon on your *Custom overlay* that you want to rename.
5. The Liberator asks you to spell the new name you want to use for the icon. Spell the new name.
6. Select ENTER [N1].
7. The Liberator tells you that the old icon has been renamed to the new name you have chosen.
8. You can select another icon to be renamed or you can activate option #5 to exit the menu.

1	A	ICON A1	B	ICON B1	C	ICON C1	D	ICON D1	E	ICON E1	F	ICON F1	G	ICON G1	H	ICON H1	I	ICON I1	J	ICON J1	K	ICON K1	L	ICON L1	M	ICON M1	N	ICON N1	O	ICON O1	P	ICON P1
2		ICON A2		ICON B2		ICON C2		ICON D2		ICON E2		ICON F2		ICON G2		ICON H2		ICON I2		ICON J2		ICON K2		ICON L2		ICON M2		ICON N2		ICON O2		ICON P2
3		ICON A3		ICON B3		ICON C3		ICON D3		ICON E3		ICON F3		ICON G3		ICON H3		ICON I3		ICON J3		ICON K3		ICON L3		ICON M3		ICON N3		ICON O3		ICON P3
4		ICON A4		ICON B4		ICON C4		ICON D4		ICON E4		ICON F4		ICON G4		ICON H4		ICON I4		ICON J4		ICON K4		ICON L4		ICON M4		ICON N4		ICON O4		ICON P4
5		ICON A5		ICON B5		ICON C5		ICON D5		ICON E5		ICON F5		ICON G5		ICON H5		ICON I5		ICON J5		ICON K5		ICON L5		ICON M5		ICON N5		ICON O5		ICON P5
6		ICON A6		ICON B6		ICON C6		ICON D6		ICON E6		ICON F6		ICON G6		ICON H6		ICON I6		ICON J6		ICON K6		ICON L6		ICON M6		ICON N6		ICON O6		ICON P6
7		ICON A7		ICON B7		ICON C7		ICON D7		ICON E7		ICON F7		ICON G7		ICON H7		ICON I7		ICON J7		ICON K7		ICON L7		ICON M7		ICON N7		ICON O7		ICON P7
8		ICON A8		ICON B8		ICON C8		ICON D8		ICON E8		ICON F8		ICON G8		ICON H8		ICON I8		ICON J8		ICON K8		ICON L8		ICON M8		ICON N8		ICON O8		ICON P8

Restore Original Icon

"Original" Icons are the Icons Pre-Assigned to Each Key

Look at the overlay on the facing page. Notice that in each key area there is the word "icon" followed by a letter and a number. The 'names' of the icons are the location codes for the keys. For example, the original name for the icon at key [D4] is icon-D4. The "original icon names" are entered into the Liberator when it is made at PRC.

When you load a vocabulary, the Liberator will automatically rename some of the icons to names with which you are familiar, such as **APPLE** and **HOUSE**. Other icons get replaced with tools, such as **DELETE WORD** and **STORE**. The icons which are not renamed or replaced by tools keep their original names.

Remember when you assigned a tool to a key? A tool assignment *replaces* the icon that was assigned to that key. You can no longer use that key to store or retrieve messages. For example, when you load the Demo Vocabulary into a User area, the Liberator renames icon-H6 to **HOUSE**. Suppose you store a number of messages that include the icon **HOUSE**. Now, suppose you assign a tool to key [H6]. You can no longer speak or store messages containing **HOUSE** because **HOUSE** is no longer assigned to a key. However, The Liberator still keeps all the messages containing **HOUSE**. In addition, the Liberator remembers that **HOUSE** (formerly icon-H6) was originally assigned to key [H6].

When you want to speak the messages that contain the icon **HOUSE**, you must re-assign **HOUSE** to a key in your User area. You have two options for assigning **HOUSE** to a new key. First, you can choose to re-assign the original icon to key [H6]. This means the icon will override the tool. The second option is to assign **HOUSE** to a different key on the keyboard. This method allows you to have an icon assigned to several keys.

Restore the Original Icon to a Key

Open the toolbox.

Activate ASSIGN KEY MENU [A2].

Activate the key on your regular overlay whose icon you want to restore.

For example: [O5]

Activate menu selection #2 (Minspeak Icon).

Activate menu selection #1 (Restore Icon).

Notice that the original icon name is assigned to Minspeak Icon.

Note:

Icon names will vary depending on whether you are using a MAP overlay and vocabulary or building your own overlay and vocabulary.

Important Note:

If you are going to build your own overlay and vocabulary:

make sure the area you are going to use has been erased before you begin!

Restore Original Icon

Choose to Restore the Original Icon to its Key in the Assign Icon Menu

To Restore the Original Icon to a Key:

1. Open the Toolbox.
2. Activate ASSIGN KEY MENU [A2].
3. The Liberator asks you to select the key whose assignments you want to see. On your Custom overlay, activate the key where you want to restore an icon.
4. The Liberator will show you the Key Assignment Menu for that key you selected.
5. Activate Menu Selection 2 (Minspeak icon).
6. The Liberator shows you the Assign Icon Menu. Activate Menu Selection 1 (Restore icon).
7. You see the Key Assignment Menu again. Notice the icon name is now assigned to Minspeak icon.
8. Activate Menu Selection 5 to exit the menu.

Original icon names will vary depending on whether you are using a MAP overlay and vocabulary or building your own overlay and vocabulary.

pImportant Notes!:

If you **rename** an icon and then restore the original icon, **the renamed icon name will remain in the Key Assignment Menu, not the original icon name**. For example, if you renamed HOUSE to HOME and then restored the original icon, HOME will remain as the name for the icon. If you want the original icon name to appear in the Key Assignment Menu, you will have to rename it to its original name.

If you do not have a MAP and are going to build your own overlay and vocabulary, ***make sure the area you are going to use has been erased before you begin***. You don't want anything else in that area except the

original icon names. To erase an area, use the SET UP MENU. (See **CREATE AN AREA** in this manual for more information about the SET UP MENU).

A		W	[
M	6	l	c
U	TM	H	A

Move icons to different keys on the keyboard.
Assign the same icon to more than one key.

Duplicating and/or Moving Icons

You Can Duplicate Icons or Move them Around on the Keyboard

For whatever reason, you may find that you want to change the location of one or more of your icons; or that it might be handier to have a much-used icon located in two or more places on your keyboard.

When you move an icon, you move all the *messages* you have stored that contain that icon, but you do not necessarily move the Minspeak and/or Spelling assignments for that icon.

For example, if you move the icon **UMBRELLA** from key [I5] to key [E3] you will have to activate key [E3] in order to recall or store any messages containing **UMBRELLA**. But if you activate [I5] while you are in Spell mode, you will still see "U" on the display. If you activate [E3] while you are in Spell mode, you will see "2".

If you assign **UMBRELLA** to two keys [I5] and [O5] you can activate either key to recall or store messages containing the icon **UMBRELLA**.

The next two pages explain how to assign a different icon to a key **and** how to move the Minspeak and Spelling assignments along with an icon.



Reminder:

Whenever you move or duplicate an icon, mark the new location with a drawing or sticker of the icon.

Assign a Different Icon to a Key

Open the Toolbox.

Activate ASSIGN KEY MENU [A2].

Activate the key you want to move the new icon to.

For example: [O5]

Activate menu selection 2 (Minspeak Icon).

If the icon you want is on your overlay:

activate menu selection 2 (Select Icon from Overlay), then activate the icon you want on your overlay.

If the icon you want is no longer used because it was replaced by a tool:

activate menu selection 4 (Select from Menu of all Icons), then select the icon from the list of icons on the display.

The Liberator automatically assigns the icon to the key.

Activate menu selection 5 to exit.

Note: This method moves the icon and messages to the new key, but does not move the Spelling or Minspeak assignments from the old assignment.

Assigning a Different Icon to a Key

Assign a Different Icon to a Key by Using the Assign Icon Menu

To Assign a Different Icon to a Key:

1. Open the Toolbox and activate ASSIGN KEY MENU [A2].
The Liberator asks you to activate the key whose assignments you want to see.
2. Activate the key you want to move the new icon to.
The Liberator shows you that key's assignments.
3. Activate 2 (Minspeak icon):
The Liberator displays the Assign Icon Menu.
4. Activate 2 if you want to move an icon that is on your overlay.
Select 4 if you want to see a list of all possible icons. Select the icon you want to move from the list.
5. The Liberator shows you the new icon assignment.

This method moves the icon and messages but does not move the key's Spelling or Minspeak Tool assignments for the key.

Move a Key's Icon, Messages, Spelling and Minspeak Assignments

Open the ASSIGN KEY MENU [A2].

Activate the key on your regular overlay
whose assignments you want to move.

Activate #7 to go to the next screen.

Activate Menu Selection 1
(Copy to/from or Swap with other key).

Activate the key on your regular overlay
whose assignments you want to copy TO
or FROM or SWAP with your first key.

Continue to swap or copy keys
or activate Menu Selection 5 to exit the menu.

Move a Key's Assignments as Well as Its Icon

Move the Spelling and Minspeak Assignments Along With A Key's Icon

Perhaps you find that it is easy for you to activate keys on the right side of the Liberator's keyboard, but that it is more difficult for you when you try to activate keys on the left side of the keyboard. Making larger keys on the left side of the keyboard might help you to activate them more easily. If this is the case, you would probably want to move the Spelling and Minspeak assignments of a key as well as the icon so that each key that makes up the large key is the same for both Minspeak and Spelling.

To move a whole key (including the icon, Minspeak and Spelling assignments and messages):

1. Open the Toolbox.
2. Activate ASSIGN KEY MENU [A2].
3. Activate the key on your regular overlay whose assignments you want to move.
4. Activate Menu Selection 7 to go to the second screen of the Key Assignments Menu and activate Menu Selection 1 which allows you to copy assignments to a key, from a key or swap assignments between two keys.
5. Activate the key whose assignments you want to copy TO or FROM or SWAP with the first key.
6. When you have activated this second key, choose to copy that key's assignments to the first key, to copy the first key's assignments to the second key or to swap the assignments for the two keys.

If you want to make four individual keys into one large key, you will follow this procedure four times so that each of the four keys has the same assignments as the others.

Using Themes

1 ICON THEME

INTERJ
"Interjections"

Message

Icon Sequence

Hello



C

Ouch



2

Surprise



S

2 ICON THEME

SENTENCE EYE
"Sentences about me"

Message

Icon Sequence

My name is...

W & N

I live at...

W & H

My phone number is...

W & C

1 and 2 Icon Themes

About Themes

Summary:

When you pick a theme the Liberator automatically "holds 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 kind of organization can help you remember where messages are stored. When you store single words this way, you are also building strong language skills because you are learning to categorize, store and recall vocabulary.

For example, the icon  [INTERJ—F1] on your sample overlay represents the category, "interjection". Short, fun words and phrases are stored under INTERJ plus one other icon . For example,

 and  represent the word "Ouch." The graphic on the facing page shows you an "Interjections" (or "fun words") category with INTERJ as the icon that represents the category. If you want to add new words to your overlay in this category, you would store them by using the INTERJ icon for your *first* icon. This can help you to remember that each message is an interjection word (short, often used). The second icon you use can help you remember the specific word or phrase.

If you store your vocabulary by category or topic this way, you can use the THEMES MENU in the Liberator's Toolbox. The choices in the THEMES MENU tell the Liberator to "hold down" the first, second or third icon in a sequence. This means that you don't have to activate that icon in order to speak the message, the Liberator activates it for you.

In the "interjection" example, above, if you tell the Liberator to "hold down" the INTERJ icon you can explore your "interjection" words by activating only the *second* icon (PHONE, HAMMER, RAINBOW, etc.)

Using PICK 1 ICON THEME when it is:

Assigned to a key



OR

Stored under an icon sequence

R1

1. Activate PICK 1 ICON key on your overlay.



2. Activate the icon you want the Liberator to "hold down:"



3. Activate the specific Interj. icons:

c or 2 or Š

1. Activate the PICK 1 ICON sequence.

R1

2. Activate the icon you want the Liberator to "hold down:"



3. Activate the specific Interj. icons:

c or 2 or Š



represents the category (theme):
"interjections" or "fun words"



When you are using a 1 or 2 ICON THEME, the appropriate light in the STATUS PANEL will light.

Using PICK 1 ICON THEME

Add PICK 1 ICON THEME to Your Overlay or an Icon Sequence

If the vocabulary in your Liberator is stored by category under one or two consistent icons (most MAP vocabularies are stored this way), it's easy to "hold down" these icons by using the tools in the THEMES MENU.

In order to tell the Liberator to hold down the icon that represents a category (e.g., INTERJ) you will need to have PICK 1 ICON THEME on your custom overlay. You can add this theme tool to a key or store it under an icon sequence.

Add PICK 1 ICON THEME to a Key on Your Overlay:

1. Activate ASSIGN KEY MENU [A2] in the Toolbox.
2. Activate the key on your overlay where you want to assign the tool.
3. Activate option 3 (Assign Minspeak Tool).
4. Activate FUNCTION INSERT [K1].
5. Begin to spell "Pi" and then select PICK 1 ICON THEME from the menu.
6. Activate STORE.
7. Exit or assign PICK 2 ICON THEME to a key.

When you want the Liberator to hold down a category icon, activate the key where you assigned PICK 1 ICON THEME. Then activate the icon that you want the Liberator to "hold down" (e.g., INTERJ). Now all you have to do to explore your "interjections" vocabulary is activate the specific interjection word icon (e.g., PHONE, HAMMER etc.).

Store PICK 1 ICON THEME Under an Icon Sequence:

1. Activate STORE [P1] in the Toolbox.
2. Activate FUNCTION INSERT [K1].
3. Begin to spell "Pi" and then select PICK 1 ICON THEME from the menu.
5. Activate STORE [P1].
6. Activate the icon sequence on your overlay that you want to use. (for example, REMEMBER+SUN).
7. Activate ENTER [N1].

To explore your "interjections" vocabulary you activate the icons, REMEMBER SUN (PICK 1 ICON THEME) and then activate the icon you want the Liberator to hold down, INTERJ. Now activate the specific interjection word icons (PHONE, HAMMER, etc.).

Using PICK 2 ICON THEME when it is:	
Assigned to a key	OR Stored under an icon sequence
<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> PICK 2 ICON </div>	<h1 style="margin: 0;">R2</h1>
<ol style="list-style-type: none"> 1. Activate PICK 2 ICON key on your overlay. <div style="text-align: center; margin: 10px 0;"> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> PICK 2 ICON </div> </div> <ol style="list-style-type: none"> 2. Activate the icons you want the Liberator to "hold down:" <div style="text-align: center; margin: 10px 0;"> <h2 style="margin: 0;">W&</h2> </div> <ol style="list-style-type: none"> 3. Activate the specific icons: <div style="text-align: center; margin: 10px 0;"> <h1 style="margin: 0;">N or H or C</h1> </div>	<ol style="list-style-type: none"> 1. Activate the PICK 2 ICON sequence. <div style="text-align: center; margin: 10px 0;"> <h1 style="margin: 0;">R2</h1> </div> <ol style="list-style-type: none"> 2. Activate the icons you want the Liberator to "hold down:" <div style="text-align: center; margin: 10px 0;"> <h2 style="margin: 0;">W&</h2> </div> <ol style="list-style-type: none"> 3. Activate the specific icons: <div style="text-align: center; margin: 10px 0;"> <h1 style="margin: 0;">N or H or C</h1> </div>
<div style="display: flex; align-items: center; justify-content: center; gap: 20px;"> <div style="font-size: 2em;">W&</div> <div>represents the category (theme): "sentences about me"</div> </div>	



When you are using a 1 or 2 ICON THEME, the appropriate light in the STATUS PANEL will light.

Using PICK 2 ICON THEME

Add PICK 2 ICON THEME to Your Overlay or an Icon Sequence

If the vocabulary in your Liberator is stored by category under one or two consistent icons (most MAP vocabularies are stored this way), it's easy to "hold down" these icons by using the tools in the THEMES MENU.

In order to tell the Liberator to hold down the two icons that represent a category (e.g., SENTENCE+EYE = "Sentences about me") you will need to have PICK 2 ICON THEME on your custom overlay. You can add this theme tool to a key or store it under an icon sequence.

Add PICK 2 ICON THEME to a Key on Your Overlay:

1. Activate ASSIGN KEY MENU [A2] in the Toolbox.
2. Activate the key on your overlay where you want to assign the tool.
3. Activate option 3 (Assign Minspeak Tool).
4. Activate FUNCTION INSERT [K1].
5. Begin to spell "Pi" and then select PICK 2 ICON THEME from the menu.
6. Activate STORE.
7. Exit or assign PICK 1 ICON THEME to a key if you want to.

To use PICK 2 ICON THEME: activate the key where you assigned PICK 2 ICON THEME. Activate the icons that you want the Liberator to "hold down" (e.g., SENTENCE+EYE). Now all you have to do to explore your "Sentences about me" vocabulary is activate the specific message icon (e.g., NAME, HOUSE etc.).

Store PICK 2 ICON THEME Under an Icon Sequence:

1. Activate STORE [P1] in the Toolbox.
2. Activate FUNCTION INSERT [K1].
3. Begin to spell "Pi" and then select PICK 2 ICON THEME from the menu.
5. Activate STORE [P1].
6. Activate the icon sequence on your overlay that you want to use (for example, REMEMBER+HAMMER)
7. Activate ENTER [N1].

To explore your "Sentences about me" vocabulary, activate REMEMBER+HAMMER. Activate the icons you want the Liberator to hold down, (e. g., SENTENCE+EYE). Now just activate the specific message icon (e.g., NAME, HOUSE etc.).

Assign SET 1 or 2 ICON THEME to a Key

1. Activate ASSIGN KEY MENU [A2].
2. Activate the key you want.
3. Activate option 3 (Minspeak tool).
4. Activate FUNCTION INSERT [K1].
5. Begin to spell "se". Select SET 1 or 2 ICON THEME from the menu.
6. Select the icons you want the Liberator to "hold down", e.g., \wedge C
7. Exit the menu.

Activate \wedge C and then activate single icons to compose a song.

Store SET 1 ICON THEME or SET 2 ICON THEME Under an Icon Sequence

1. Activate STORE [P1] in the Toolbox.
2. Activate FUNCTION INSERT [K1].
3. Begin to spell "se". Select SET 1 or 2 ICON THEME from the menu.
4. Activate option #1.
5. Activate the icons you want the Liberator to "hold down": \wedge C
6. Activate ENTER [N1].
7. Activate the icons you want to store the tool under: \wedge C
8. Activate STORE [P1].

Note:

When you are using a Theme, the 1 ICON THEME or 2 ICON THEME lamp in the Status Panel will light.

About SET 1 and 2 ICON THEME

The SET 1 ICON or SET 2 ICON THEME tools allow you to store the category icon(s) *at the same time* you store the tool. This means that when you activate the key or sequence you stored the tool under, the Liberator will automatically hold down the icon(s) you want. You don't have to select them from your overlay as you do with PICK 1 or 2 ICON THEME.

For example, let's say you have a music synthesizer stored in your Liberator. It would be ideal if every time you wanted to play with the synthesizer, you could just activate an icon sequence like MUSIC COMPUTER. This sequence would tell the Liberator to hold the MUSIC and COMPUTER icons down. Then you could press single icons to compose a song.

To be able to do this, you store the SET 2 ICON THEME tool under the icon sequence MUSIC COMPUTER. When you activate this sequence the Liberator automatically holds down the MUSIC and COMPUTER icons so you don't have to pick them each time you want to use your synthesizer.

To Store SET 1 or 2 ICON THEME Under an Icon Sequence:

1. Activate STORE [P1] in the Toolbox.
2. Activate FUNCTION INSERT [K1].
3. Begin to spell "se", then select SET 2 ICON THEME from the menu.
4. Activate option #1, then activate the icon(s) you want the Liberator to "hold down". Activate ENTER [N1].
5. Activate the icon sequence you want to store the tool under (you can use the same icons as in Step 4).
6. Activate STORE [P1].

To Assign SET 1 or 2 ICON THEME to a Key:

1. Activate the ASSIGN KEY MENU [A2].
2. Activate the key you want to use.
3. Activate option #3 (Minspeak Tool).
4. Activate FUNCTION INSERT [K1] and then start to spell "Se". Select SET 1 or SET 2 ICON THEME from the menu. Activate the icon(s) you

want the Liberator to "hold down". Exit the menu. Now, when you are in Minspeak and you activate this key, the Liberator automatically holds down the icon(s) you stored with the tool.

EXIT THEME

[M1] in the Toolbox

You can store EXIT THEME under a key
or
under an icon sequence
on your overlay.



Activate EXIT THEME **once** to exit a theme
for *one* non-theme message.



Activate EXIT THEME **twice** to *permanently* exit a theme.

NO THEME

Option #3 in the THEMES MENU [M3].

You can store NO THEME
under a key
or
under an icon sequence
on your overlay.

Activate the NO THEME key or sequence
to **permanently** exit a theme.

Getting out of a Theme

Get Out of a Theme Temporarily or Permanently With EXIT THEME and NO THEME

EXIT THEME, key [M1] in the Toolbox, is a theme tool that you can add to your overlay or store under a sequence. EXIT THEME allows you to exit a theme to speak a *single* message that is not stored in the theme you are using.

NO THEME is a tool in the THEMES MENU [M3] that you can add to a key or store under a sequence to *permanently* exit a theme.

When you are using a theme you may want to speak a message that is stored with a sequence that begins with icons other than the theme icons that you are using. For example while in the  ("interjections") theme, you might want to speak a message that has been stored under . Since this sequence does not begin with the icons of the theme that you are using, you must exit the  theme to speak the new message. If you only want to leave the theme so you can speak *one* message and then return to the theme, activate EXIT THEME *once*. The icons of the theme you are using disappear until you complete your next icon sequence. After you speak the new message, the Liberator returns to the INTERJ. theme.

You can get out of the your theme *permanently* in two ways. You can activate the THEMES MENU [M3] and choose "No Theme" from the menu; or you can activate EXIT THEME *twice*. In either case, the icon names of the theme disappear from the display and the 1 or 2 ICON THEME status lamp in the Status Panel goes out.

You can store both of these tools on your overlay if you want to.

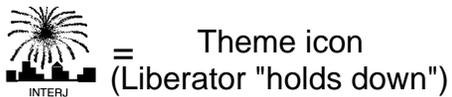
You can activate **ALT-EXIT-THEME** to return to the last theme you were using.

ONE-SHOT Icon

1. Open RENAME ICON MENU [G2]in the Toolbox.
2. Activate option #3.
3. Activate the icon on your overlay that you want to be a ONE-SHOT.
4. Exit the menu.

You can now use the ONE-SHOT icon whenever you are in a theme, without having to exit the theme.

For example:



You can activate:

Individual
icon

c

Individual
icon

2

ONE-SHOT
icon



Individual
icon

Š

ONE-SHOT Icon

About ONE-SHOT Icons

You may want words or phrases like "YES", "NO" or "I need help!" stored under icons so you can respond to a question while speaking on the phone, answer questions if you are unable to indicate the answer by gesturing or quickly get help in any situation. If messages like these are stored under single icons, and you are in a 1 or 2 icon theme, you can only access the non-theme message by activating EXIT THEME or NO THEME and then activating the icon under which the message is stored.

If you make "YES", "NO" or "I need help!" a **ONE-SHOT** icon, you *can* access the message when you are in a theme by simply activating the icon. You don't have to exit the theme. For example, if you are playing your music synthesizer (under the 2 ICON THEME "MUSIC COMPUTER"), you can answer a question just by selecting the YES or NO key on your overlay. You don't need to exit the MUSIC COMPUTER theme. This can be very valuable in an emergency when a quick response is necessary.

A ONE-SHOT icon will *not* work if the icon you have chosen for a ONE-SHOT is already stored under a sequence which could be used in a 1 or 2 icon theme. For example, let's say you stored a musical note for your synthesizer under MUSIC COMPUTER MEDICAL. Let's also say that under the single icon MEDICAL you stored, "I need help!" You make "I need help" a ONE-SHOT icon because it's a good phrase to have available at any time. Now imagine you are playing your musical synthesizer under the 2 icon theme MUSIC COMPUTER. If you activate MEDICAL you will get a musical note instead of "I need help!" even though you made "I need help!" a ONE-SHOT icon. When you're in a theme and you activate an icon, the Liberator will look to see if that icon is used in the theme first. Since "MUSIC COMPUTER MEDICAL is a legitimate theme sequence, it will be selected rather than "I need help!". A ONE-SHOT icon will work *only* if it is not connected in any other sequences to the theme you are using.

If you want an icon to be a ONE-SHOT message to use no matter what theme you are in, then you may want to consider selecting an isolated key as we have with the YES and NO icons on the overlay.

To create a ONE-SHOT icon, open the RENAME ICON MENU [G2] in the Toolbox. Activate option 3. Activate the icon you want to use as a One-shot. Exit the menu.

Make a ONE-SHOT Icon an ORDINARY Icon

----- Rename Icon Menu-----

1. Rename Icon
2. **Make Icon an Ordinary Icon**
3. Make Icon a ONE-SHOT Icon
4. Make Icon a Dependent Icon
5. Exit Menu

Select an Icon Operation or Exit

2. Activate option #2.
3. Activate the icon you want to make an ORDINARYicon.
4. The icon you picked automatically reverts to what it was before you made it aONE-SHOT.
5. Now you can only access this icon when you are **not** in a theme.

Now, if you want to rename the icon:

Activate option #1.
Follow the Rename Icon steps.

Make a ONE-SHOT Icon an Ordinary Icon

You Can Turn a ONE-SHOT Icon Back Into an Ordinary Icon

Let's say that over time you have developed a consistent way to vocalize "Yes" and "No". You decide you want to remove YES and NO from your overlay and add a new icon at the same key locations. To do this, you have to turn the ONE-SHOT icon for YES and NO into *Ordinary* icons and then re-name the icons.

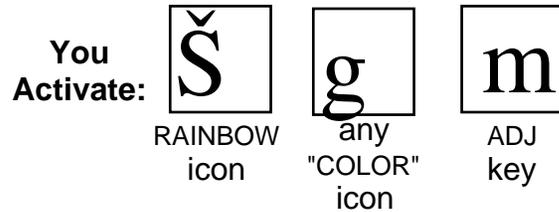
"Ordinary icon" means that if an icon had something stored under it before you made it a ONE-SHOT icon, it will still have that message stored under it; you just won't be able to access it as a ONE-SHOT icon anymore. If the icon was "empty" before you made it a ONE-SHOT icon, it will be empty as an Ordinary icon.

To make a ONE-SHOT icon an Ordinary icon, activate the RENAME ICON MENU [G2]. Choose Menu Selection 2 (Make Icon an ORDINARY Icon); then activate the icon you want to return to "ordinary" status. If you want to *rename* the icon to something else (e.g., you no longer want it to be YES or NO) choose option 1 and rename the icon.

pNote:

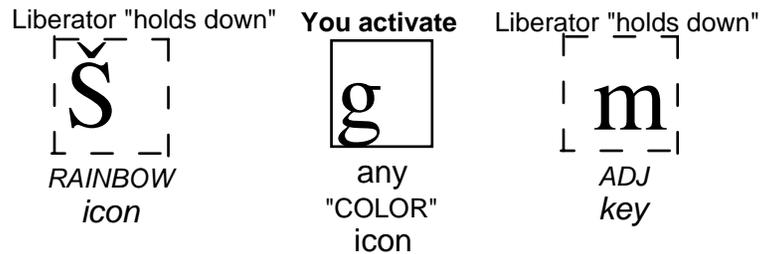
For information about "Dependent Icons", see the **APPENDIX-DEPENDENT ICON** in the *Appendix* manual.

How to Review Colors with the Unity MAP



You must activate three keys in the order shown above,
to review each color.

with a Generalized Theme



When you PICK or SET a Generalized Theme,
the Liberator remembers that RAINBOW is always
the *first* icon and ADJ is always the *last* icon in the
sequence.

You only have to select the *middle*, (or "color") icon
that you want.

About Generalized Themes

Theme Icons Can Now Be Placed at the Beginning and/or the End of the Sequence

Previously when you picked a theme, the Liberator "held down" the *first* one or two icons of all the sequences that began with those same one or two icons. Liberator II software allows you to tell the Liberator to "hold down" icons at the beginning and/or the end of your sequences.

In the Unity/128 MAP, all of the names of colors can be accessed by activating the RAINBOW icon plus an icon that represents a color plus the ADJECTIVE key. For example, if you want to retrieve the color "silver" you activate RAINBOW HAMMER and ADJ. The word "silver" appears on the display. Each color takes three activations.

Let's say that you want to quickly review the colors in Unity/ 128, and you would like to use only a single activation. You can do this by picking a theme that tells the Liberator to "hold down" the *first* and the *last* icons in a sequence.

Before Liberator II software, you could not do this because the old software only allowed you to pick themes by the first, or first and second icons in a sequence. In the "color" example above, the *first* icon is always the same, the *second* icon is always different and the *third* icon is always the same.

The new software lets you set the first icon (RAINBOW) and the last icon (ADJ) as *theme* icons. It also allows you to move the cursor wherever you will want your unspecified icon to go, in this case, between the two *specified* icons.

This new option for setting a theme is called a Generalized Theme. The next few pages show you how to set up and store a generalized theme.

Generalized Theme

Open the THEMES MENU. Activate option #4.

Select icon(s) to be used as the general theme. You may re-position the icon cursor, if desired, using CONTROL then an Arrow Key. Activate ENTER when done.

■ >

Closing TOOLBOX for Sequence selection

Activate RAINBOW.

Activate ADJ.

RAINBOW: :ADJ ■

Activate CTRL. Activate  **(left arrow)**

RAINBOW: ≥ :ADJ

Activate ENTER.

On your display, in Minspeak mode, you will see:

■ RAINBOW: ■ :ADJ

Activate **2**

silver ■

■ RAINBOW: HAMMER ■ :ADJ

Setting Up a Generalized Theme

Setting Up a Generalized Theme

Let's set up a generalized "Colors Theme" based on the Unity/128 method for selecting colors. (See discussion on previous page). In this general theme, you want to be able to pick any color just by activating the particular color icon that you want.

To Set a General Theme:

1. Open the THEMES MENU. If it is not on your Custom overlay, go to the Toolbox [M3].
2. Activate option #4 (Pick Generalized Theme)
3. The display asks you to select the icon(s) you are going to use as the general theme icons.
4. Activate RAINBOW (the first icon in the theme).
5. Activate ADJ (the last icon in the theme).

Remember: you want to be able to select specific colors when you are in your generalized theme. The Unity/128 model says you must select the color icon *after* you have selected RAINBOW and *before* you select ADJ. So, as part of this theme, you want to have an unspecified icon *between* RAINBOW and ADJ. Move the cursor between the two icons.

6. Go to the Toolbox and activate CTRL. Activate the LEFT ARROW key one time. The cursor is now between RAINBOW and ADJ. This tells the Liberator that this is where you will activate an icon when you are in your theme.
5. Activate ENTER.

Go to your Custom overlay in Minspeak mode. You should see RAINBOW: ■:ADJ on the bottom of the display. Activate any "color" icon. The name appears on the display. Activate another one. That name appears on the display. Notice that you don't have to delete the icon you just selected in order to select a new one. You can just keep activating "color" icons.

When you have finished practicing colors, you must remember to EXIT the color theme. Go to the THEMES MENU and activate NO THEME. If you have EXIT THEME on your overlay, just activate that key twice; or

you can activate CTRL ALT DELETE ICON on your overlay to exit the theme for one selection.

**Use the FEEDBACK MENU
to Fine Tune the Liberator's Settings**

Some FEEDBACK MENU Options

Icon Prediction

Spoken Menu Prompts

Change System Beeps

View Battery Status

Icon Tutor

Display Clock

Automatic Shut-Off

Auto-Spell

Auto Repeat Rate

These are just a few of the FEEDBACK MENU options you can adjust to help personalize your Liberator.

Some FEEDBACK MENU Options

Change the Way Things Look and Sound in the FEEDBACK MENU

Summary:

Nine FEEDBACK MENU [C2] screens allow you to change any feedback messages or sounds that you get from the Liberator. Enter the FEEDBACK MENU by activating FEEDBACK MENU [C2] in the Toolbox.

Feedback refers to the audible and visible messages that you receive from the Liberator. It is the Liberator's way of communicating with you. The FEEDBACK MENU [C2] lets you change the feedback that you get from the Liberator.

There are nine screens in the FEEDBACK MENU. This means there are a lot of things that you can change in order to get the best possible Liberator feedback for your needs.

The different feedback options are described in this chapter. Take some time to scroll through the screens and become acquainted with these options. When you see an option you would like to try, activate its Menu Selection number to change/adjust the setting.

FEEDBACK MENU Options

Screen 1

Scrolling/Last Selection Only—The Liberator places all text on the display until the five text lines are full, then scrolls the text off the top of the display, one line at a time; or the Liberator displays the text of any message retrieved in Minspeak. When you begin retrieving a new message, the screen goes blank. When the icon sequence is completed, the new message is displayed.

Number of Lines on Display—The Liberator normally displays both text and messages on 7 lines of the display. If you select to see 8 lines, you get more text, but it's harder to read.

Activation Feedback—You can listen to a beep and/or see a lamp light on your keyboard when you activate a key. The beep helps to make selections, but may be undesirable at times and can be turned off here.

All Caps—This is an alternative way to turn ALL CAPS on.

Screen 2

Menu Choices—This allows you to change from Direct Selection to Quadrant Selection when you choose menu options (see page 143 for more information.)

Icon Prediction (intensity)—This regulates the brightness or dimness of your icon prediction lamps. 8 = brightest, 0 = off. pIf you scan or use a headpointer you will have to turn icon prediction down to be able to see the scanning lights (2 is a good setting to start with).

Auto-repeat Rate—Choose how fast or slowly you want a letter to repeat itself on the display when you hold the key down. When you select this option, you get a screen that allows you to choose "faster" or "slower" and to test any new setting.

Auto-repeat Delay—This tells the Liberator how many seconds to wait before it begins to repeat a key. When you select this option, you get a screen that allows you to choose "faster" or "slower" and to test any new setting.

FEEDBACK MENU Options

Screen 3

Spell-One-Word-Mode—When this is On, you can go from Minspeak to Spelling by activating the SPELL/MIN key [D1] once. Then spell a word, activate a space, and the Liberator returns you automatically to Minspeak.

Auto-Spell Mode—When this is On you can switch automatically from Minspeak to Spelling without activating the SPELL/MIN key. This feature will not work if you have Predictive Selection turned on in the SELECTION TECHNIQUE MENU. See page 145 for more complete information.

Audio Feedback—This allows you to hear all Liberator audio through a speaker, through earphones or both a speaker and earphones.

Spoken Menu Prompts—When this is turned On, the Liberator automatically speaks every menu or prompt that is on the display.

Screen 4

Display Control Characters—When this is On, any control characters you activate on the keyboard will be displayed on the screen.

Display Carriage Returns— When this is On, any carriage returns you activate on the keyboard will be displayed on the screen.

Text Cursor—This allows you to choose a cursor size that is easy for you to see. Select this option once and you see a vertical line; continue to activate this selection to see the different cursor widths.

Clear Display at Power-Up—When this is on you see a clear display each time you turn the Liberator On. When this is Off, you see whatever you were last working on when you turn the Liberator On.

Screen 5

Listen to/Change System Beeps—You can change the way the Liberator's "beeps" and "tones" sound. See page 147 for information about making the headpointer beep louder. See the **MUSIC AND THE LIBERATOR** chapter in the *Advanced Functions* manual to learn how to change the beeps and tones in the Liberator.

FEEDBACK MENU Options

Screen 5 (cont'd.)

Automatic Shut-Off Delay—This option helps to conserve the Liberator's batteries. You can select how long the Liberator waits after you have stopped activating keys before it automatically turns off. It is pre-set to turn off if there are no key activations after 4 minutes. If you select "0", the Liberator never turns off until you turn it off. Just press a key or switch to turn it back on.

If you are using a headpointer: when this selection is On, you must turn the device on with a gesture (see page 189) or you must activate a switch. Otherwise, set this option to "0" and remember to turn the Liberator off when you have finished using it.

Battery Save Mode—This option helps to conserve the Liberator's batteries. When this is on the Liberator "goes to sleep" whenever you are not activating keys. When the Liberator is "asleep" the cursor does not blink until you activate a key. When this is off, the cursor blinks continuously.

View Battery Status—This tells you how much charge you have left in the batteries. You can also change when you want to be warned about low batteries. See page 151 for more information.

Screen 6

Lines to Scroll Help Screens—This allows you to choose the number of lines the Liberator scrolls through as you read HELP menus. Enter any number from 1-6 and use the Up and Down arrows to scroll.

Display Back-lighting—this is a Liberator option. You may not have ordered it. When this is on you can see the display screen in the dark. Back-lighting uses a lot of power.

Back-light Shut-Off Delay—This allows you to set the amount of time back-lighting stays on after you activate a key. If you set it for 60

seconds, the back-lighting will stay on for one minute after you activate a key. This helps to conserve batteries if you have Display Back-lighting turned On.

FEEDBACK MENU Options

Screen 6 (cont'd.)

Alarm Siren—This allows you to disable the SIREN so that it turns into the CALL signal. If you are taking the Liberator where it would be totally inappropriate for the siren to go off, (on an airplane, for example), we recommend that you DISABLE it. The SIREN is best used in environments where you have explained it to people and they have heard it before.

Screen 7

Speak when Spelling—This tells the Liberator to speak the letters of a word as you spell them, to speak the letters as you spell a word *and* the whole word once you are finished spelling, or just to wait until you have finished spelling a word and then to speak the whole word.

Icon Tutor—When this is on, if you spell a word and have forgotten whether it is stored in a sequence, the Liberator will light the lamps of any sequences where the word is stored. See page 149 for more information.

Flash Icon Sequence—If you turned Icon Tutor on, you can have the Liberator flash the lamps of any sequences where the word is stored.

Icon Flash Duration—You can select the amount of time you want the lamps to flash.

Screen 8

Set Clock—This allows you to set the Liberator's internal real time clock and the current date. Use the right and left arrow keys on the keyboard until the cursor is over the number you want to change; use the up and down arrow keys to set the correct time or date.

Display Clock—When this is on, the clock is displayed in the lower right hand corner of the display when the Liberator is on. You cannot display the date consistently like you can the time.

FEEDBACK MENU **Options**

Screen 8 (cont'd.)

You can store the date under an icon sequence and activate the sequence when you want to see the date.

To store the date: Activate STORE [P1]. Activate FUNCTION INSERT [K1]. Spell D A. Then select <DATE DISPLAY>. Activate STORE. Select an icon sequence. Activate ENTER [N1].

Clock Mode—Choose between a 12 hour clock and a 24 hour clock (military).

Date Mode—Choose the date format: standard U.S. (month/day/year) or European (day/month/year).

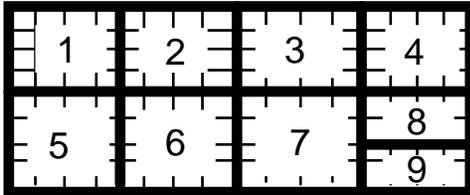
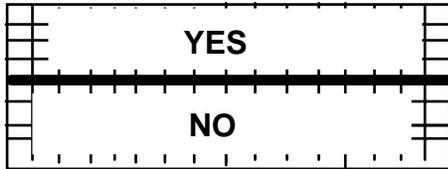
Screen 9

Display Logo—This turns the Liberator logo off or on. When it is on, the logo is displayed each time you turn the Liberator on with the ON button.

Alarm System—this allows you to turn any alarm you set in Option 3 on or off.

Alarm Management Menu—This menu allows you to create and set new alarms and set or re-define existing ones. See pages 153-155 for more information.

Menu Format: Quadrant Selection



Each quadrant represents a different menu selection

Sections 1-4: Main Menu Selections

Section 5: EXIT MENU

Section 6: Previous Screen or First Screen

Section 7: Next Screen or Last Screen

Section 8: Speak HELP or Speak MENU

Section 9: Get HELP

Activate any key in each section to make the corresponding Menu selection.

To Change to QUADRANT SELECTION:

Open Toolbox. Activate FEEDBACK MENU [C3].

Activate 7. Activate 1. Activate Y.

Quadrant Menu Selection

Quadrant Selection is Another Way to Answer Questions and Select Menu Options

You can have larger spaces on your keyboard to answer questions and make menu selections if you use Quadrant Selection instead of Direct Selection.

Direct Letter/Number Menu Selection means that you activate the key on your keyboard that corresponds to the menu option you want to make. If you want menu option #1, for example, you activate the "1" key on your keyboard. If the Liberator wants you to respond to a question by answering "yes" or "no", you activate the "Y" or "N" key on the keyboard.

If you choose Quadrant Selection, the keyboard is divided into 8 equal sections. The eighth section is further divided in half to form sections 8 and 9. Each section represents a menu option. The section or block in the top left quarter of the keyboard is Menu Selection 1. The next section across is Menu Selection 2, etc. You can activate *any* key in the section that corresponds to the menu selection you want to make.

Section 8 is reserved for speaking HELP information *and* menus. Section 9 is reserved for getting HELP information. If you activate a key in section 9 and then activate a key in section 8, the Liberator will speak the information on the display.

You can also answer "Yes" or "No" questions in Quadrant Selection. Activate any key on the *upper half* of your keyboard for "Yes"; activate any key on the *lower half* of your keyboard for "No".

Auto-Spell Mode = ON

You are in Minspeak Mode

Activate an icon

H

```
HOUSE >
```

Activate another icon.

A

If an empty sequence is produced,
you are switched to Spell mode.

```
ha ■  
>
```

Continue to type "halloween".
Add a space at the end

```
halloween ■  
> System is now in MINSPEAK Mode
```

Auto-Spell Mode

'Auto-Spell Mode' Automatically Transfers You From MINSPEAK to SPELLING and Back; it Changes Icons to Spelling Characters

Summary:

Auto-Spell Mode transfers you automatically from MINSPEAK to SPELLING. As soon as you activate a space after spelling a word, the Liberator returns you automatically to MINSPEAK.

When you turn Auto-Spell Mode On, the Liberator automatically switches you from MINSPEAK to SPELLING, allows you to spell a word and then switches you back to MINSPEAK. This saves you two key activations each time you want to leave MINSPEAK, spell a word and return to MINSPEAK.

In Auto-Spell Mode, the Liberator keeps track of the keys that you activate when you recall stored messages. If you enter an empty sequence, the Liberator checks to see if the keys that you activated also contain spelling characters; if they do, the Liberator switches you to SPELLING and displays the spelling characters on the screen.

Example: Auto-Spell is On and you are in MINSPEAK. Assume a message is stored under a sequence that begins with **HOUSE**, but that no messages are stored under a sequence that begins with **HOUSE APPLE**. Also assume that you want to spell "Halloween". Activate **HOUSE**. The display shows **HOUSE >**. Now activate **APPLE**. (Normally, the Liberator would display **HOUSE APPLE: [EMPTY]**.) Since Auto-Spell Mode is On, the Liberator automatically switches to SPELLING and displays the letters "h" "a". Spell the rest of the word and activate space. The Liberator switches you back to MINSPEAK.

Hints for Auto-Spell Mode:

1. **Turn on Icon Prediction;** when you activate a letter/icon that is not lit, you know you will switch to SPELLING. Auto-Spell will **not** work with *Predictive Selection*.

2. Auto-Spell is very effective when you choose icon sequences wisely. For example, don't store a **message** under EAR (e) EXIT (x) if you want to use Auto-Spell to spell words that begin with "ex".

Make the Headpointing Beep Louder

Activate FEEDBACK MENU [C2].

Go to Screen 5.

Activate #1: Listen to/Change System Beeps.

Activate #7: Next Screen.

Activate #3: Scan Step Beep.

Activate #2: Edit definition of SCAN BEEP.

Activate CLEAR DISPLAY [P8].

Activate FUNCTION INSERT [K1].

Begin to spell 'be..".

Activate #3: BEEP.

Activate STORE [P1].

Make the Headpointing Beep Louder

Listen To or Change the System Beeps/Tones

Summary:

The Liberator System emits "beeps" and "tones" at various times. You can listen to these tones and change them if you want to.

The Liberator system emits various "beeps" and "tones" to give you audible feedback about what you are doing. These tones include the beeps you hear when you are scanning as well as the tones that are emitted when you open a menu, activate YES or NO or use the Call or Siren functions.

When you activate Menu Selection 1 from screen 5 of the FEEDBACK MENU [C2], you will see the "Beep Definition Menu ". These two screens contain a list of all the system beeps and tones that you can change.

See the **SINGING/MUSIC** chapter in the **Advanced Functions** manual to learn how to change the system beeps and tones.

PHeadpointing Beep: You can make the Headpointing beep louder by changing the **Scanning Step Beep**. Follow the steps below:

1. Activate FEEDBACK MENU [C2] in the Toolbox.
2. Go to screen 5 and activate 1 (Listen to/Change System Beeps).
3. Activate #7 to go to screen 2 of the Beep Definition Menu.
4. On screen 2, activate 3 (Scan Step Beep).
5. Now activate 2.
6. Activate CLEAR DISPLAY [P8].
7. Activate FUNCTION INSERT [K1].
8. Begin to spell "Be...".
9. Select 3 (BEEP).
10. Activate STORE [P1].

**Icon Tutor = OFF/MINSPEAK MODULES ONLY/
ALL SEQUENCES**

If you spell a word in Minspeak mode,
and the word is stored in a sequence somewhere,
the icon tutor will indicate where the word is stored.

You can indicate if you want to know where
the word is stored in all sequences, or just
in Minspeak Modules.

Icon Tutor

Icon Tutor

Summary:

The Icon Tutor helps you to learn the sequences where specific words are stored.

The Icon Tutor is an aid that you can use to help you learn where words are stored and what those words are. Icon Tutor works when you are in Minspeak mode using your Custom overlay. The Icon Tutor helps you to learn where your vocabulary is stored.

Turning Icon Tutor ON tells the Liberator to indicate any sequence where a word you are spelling in Minspeak mode is stored.

ACTIVE MODULES ONLY—if you select this option, the Liberator will indicate if a spelled word is stored under a sequence in an active vocabulary module.

ALL SEQUENCES—if you select this option, the Liberator will indicate if a spelled word is stored under any sequence in your vocabulary.

pA Note About Modules:

Minspeak modules are categories where you can put specific vocabulary. For example, you might have a module that contains only the NOUN sequences in your vocabulary. Modules can be ACTIVE (ON) or INACTIVE (OFF). See the REVIEW MEMORY chapter in the *Advanced Functions* manual for a complete explanation of modules.

Battery Status

```
----- Battery Status-----  
Maximum Amp-Hour Capacity = 2.208  
Remaining Amp-Hour Capacity = 2.208  
Present Voltage (volts) = 8.268  
Present Current (mA) = +62.4  
5. Exit 6. Final Screen 7. Next Screen  
Battery Charge Remaining = 100%
```

Most of the time you will only be concerned with this percentage _____

Activate

7

```
----- Low Battery Warning Menu-----  
1. Low Battery Display threshold = 15%  
2. Low Battery Beep Threshold = 15%  
  
5. Exit 6. Final Screen 7. Next Screen  
Battery Charge Remaining = 100%
```

You can enter new percentages for the display and beep low battery warnings. Activate menu selection 1 or 2 and type in a new percentage.

Battery Charge Information

The Battery Status Screen Tells You How Much Charge Remains in the Batteries and Lets You Change the Low Battery Warnings

Menu Selection 4 on screen 5 of the **FEEDBACK MENU** shows you the status of your batteries. Unless you understand how batteries work, the only thing you will probably be interested in on this screen is the amount of charge that remains in your batteries. The **bottom line** of the display gives you this information. (The small line at the right of the screen which moves from left to center to right and back is simply an indicator that your Liberator is working correctly.)

It's a good idea to take a look at this screen before you go somewhere with your Liberator where you won't be able to plug in the batteries. This way you'll have an idea how long you can use your Liberator before the batteries go dead. A full charge (100%) will last 6-8 hours.

The Liberator warns you when your batteries drop to 15% of capacity by displaying "15%" in the lower right hand corner of the display screen. When the capacity drops below 15%, the Liberator begins to beep the theme from "The Twilight Zone". At this point, recharge your batteries. When the capacity drops to 1% the Liberator will shut down.

If you want to be warned about low battery capacity earlier or later than the 15% threshold, go to screen 2 of the Battery Status screen and type in a new threshold percentage. You can also change when the warning beep plays.

If your batteries are not working correctly, read the battery pages of the **TROUBLESHOOTING** chapter in the *Appendix* manual. If you call the PRC Service Department with questions about batteries, you may be asked to go to the Battery Status Screen in the **FEEDBACK MENU** and read off the numbers you see on the screen.

General Steps For Creating an Alarm

Open the FEEDBACK MENU and go to screen 9.

Activate option #3 (Alarm Management Menu).

Activate option #1 on Screen 3.

Name the alarm.

Create the macro that defines what the alarm will do.

Turn the Alarm System On.

Turn the alarm On.

Set the date and you want the alarm to go off.

Set the amount of delay between repeats, if you want any.

Set the number of repeats if you want any.

Set the trigger for hearing the alarm.



General Steps For Creating and Setting Alarms

The ALARM MANAGEMENT MENU

This menu allows you to create and set alarms that you can use to wake up to, be reminded of appointments, birthdays, pill-taking time—in short, anything that will help you manage your life! You can create alarms that speak, sing, blow sirens, nag, whatever you want. You can set them to go off once a day, once every two weeks or every two minutes, or to repeat any number of times.

pImportant Note:

Before you create and set any alarm, make sure the correct date and time are set on the Liberator's clock. Go to screen 8 in the FEEDBACK MENU and complete options #1, 3 and 4.

An example: Setting a Wake-Up Alarm

1. Go to screen 9 in the FEEDBACK MENU.
2. Activate option #3 (Alarm Management Menu).
3. Activate option #6 (Final Screen).
4. Activate option #1 (Create New Alarm).
5. Name your new alarm, e.g., WAKE UP, then activate ENTER.
6. Answer "Y" for YES, if the new name is correct. Answer "N" for NO if you want to change the name.
7. The screen tells you to create an Alarm Macro. For this example, activate: FUNCTION INSERT [K1], CALL [B1], then type: WAKE UP SLEEPYHEAD!
8. Activate STORE.

pA Note About Alarm Macros:

An alarm macro is just a set of instructions that tell the Liberator what you want the alarm to do. You could program in a song; you could add the SIREN tool by activating FUNCTION INSERT and activating the SIREN key; you could type in text and tell the Liberator to speak it in a

different voice. To learn more about making macros, read the **MACROS** chapter in the *Advanced Functions* manual.

9. Activate option #3 to turn the alarm system On. (This is not turning the alarm itself On, yet. It is just turning on the system in the Liberator that is concerned with alarms.)
10. Now activate option #6 and go to screen 1.
11. Option #1 should be the name of your alarm (WAKE UP).
12. You can turn your alarm on now, if you wish, by activating option #2. In order for your alarm to work, this must be set to On.
13. Activate option #3 so you can set the time you want the alarm to go off.
14. You see the clock and date on the screen. Activate the left and right arrows to move to the number or date you want. Activate the up and down arrows to change the numbers. Activate A or P for AM and PM. If you want your alarm to start waking you up tomorrow, set the date for the next day. Set the time for your wake up call.
15. Activate ENTER when you are finished.
16. Press any key to continue. Activate option #7 to go to screen 2.
17. If you want the alarm to repeat every so often, activate option #1 to type in the amount of time between repeats. For example, if you want your alarm to repeat every three minutes, activate option #2 (Minutes) and then type in 3 and activate ENTER.
18. Option #2 (Repeat Count) on screen 2 tells the Liberator how many times you want the alarm to repeat. You might want your alarm to go off every 3 minutes (Repeat Delay) for 3 times and then quit. Type in the number of repeats you want and activate ENTER.
19. Option #3, Unlimited Repeat, can be used if you have not set a specific number of repeats. If you turn this option On, the alarm will repeat itself an unlimited number of times. If you set your own number of repeats, this option should be OFF.

20. Option #4 (Trigger) tells the Liberator when you want to hear your alarm. For a wake up alarm, you will probably set this to "Even when Liberator is OFF." If you turn your Liberator Off when you go to bed, you want it to be able to wake you up in the morning.

Only When Liberator is On = You can set an alarm so that you hear it only during the hours when the Liberator is On. This also means that if the Liberator is Off when an alarm is set to go off, you won't hear the alarm.

When Liberator is Turned On = You can set an alarm that waits until the Liberator is turned On before it will work



Remember:

Follow the steps on the previous pages for each alarm you want to set.

For an alarm to work, both the Alarm System and the individual alarm must be set to ON. If you don't want an individual alarm to work, turn it to OFF. If you don't want any of your alarms to work, you can set each one to OFF, or you can just turn the Alarm System OFF.

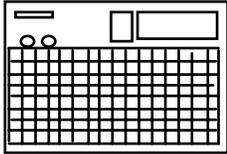
If you want to see if an alarm you created is ON or not, open the Alarm Management Menu, activate option #1 on screen 1, type in the name of the alarm and activate ENTER. The alarm name and its status will be displayed.

If you want to edit an alarm macro, activate option #4 on screen 1 of the Alarm Management Menu.

If you want to delete an alarm, activate option #2 on screen 3 of the Alarm Management Menu.

Liberator II Selection Techniques

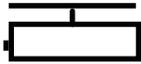
Selection Techniques



Keyboard Only



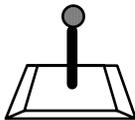
Headpointer



Single Switch



Dual Switch or
2-Switch;
Morse Code



Joystick

Selection Techniques

Different Selection Techniques

Below, are descriptions of the different ways you can access the Liberator's keyboard.

Keyboard - Activate the keys on the keyboard by pressing on them.

Headpointer - The Liberator has an optional headpointing system. In the Headpointing Liberator there is a built-in infrared emitter which picks up and translates signals from an infrared sensor which the user wears. By moving the sensor within a 30 degree arc around the emitter, the Liberator will translate up, down, left and right sensor movement and activate the appropriate keys.

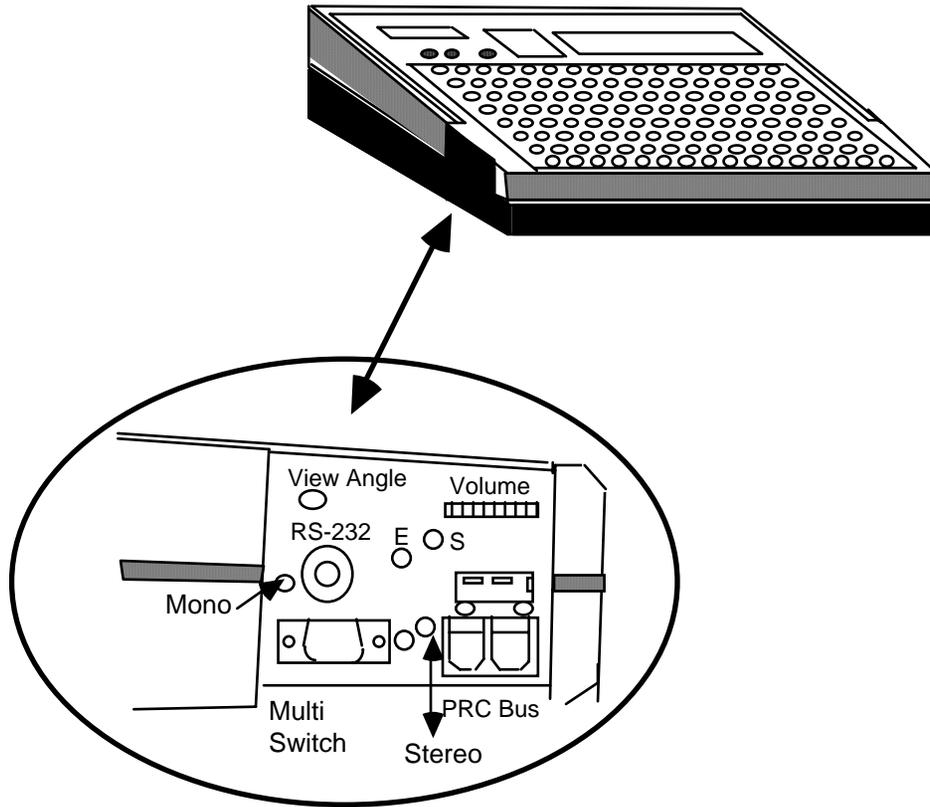
Single Switch Scanning - A user who can only control a single switch can scan by rows and columns to any key on the keyboard. Single switches include PRC's Single Rocking Lever Switch (RL-1), P-Switch and Wobble Switch. The P-Switch is a very sensitive switch that can be activated with even the slightest muscle movement. Single switches can be used for Row/Column Scanning, Quarter Row/Column Scanning and 8 Location Scanning.

2 Switch Scanning - A dual switch or two (or three) single switches can be used to scan left, right, up and down to any key on the keyboard. Dual switches include PRC's Pneumatic Switch (PS-2), Tongue Switch (TS-2), Dual Rocking Lever Switch (RL-2 and RL-2M) and Mini Rocking Lever Switch (MRL-2). A dual switch can be used for Row/Column Scanning, Quarter Row/Column Scanning and 8 Location Scanning if only one side of the switch is used and for Successive Quartering.

Joystick - The Joystick is similar to a Joystick on a video game and can be pivoted in any direction to scan horizontally, vertically or diagonally. An Atari Joystick can be used to control the Liberator. Four or 5 single switches can also be used as a joystick. A Joystick can be used for Successive Quartering. If you have Joystick that drives your wheelchair, and if it has a drive mode and ECU mode, it can be modified

to control your Liberator. Call the PRC Service Department and ask for the Rehab engineer.

Morse Code - You can input Morse Code by using one or two switches.



Plug a Switch Into the Liberator

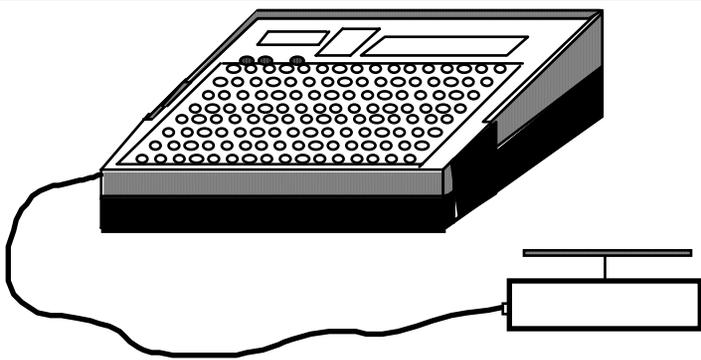
Plugging a Switch into the Liberator

Summary:

On the left side of the Liberator there is panel with three different connectors labeled "mono", "multi" and "stereo". You will plug a single switch into the "mono" connector, a dual switch into the "stereo" connector (or "mono" and "stereo") and a Joystick into the "multi" connector.

The switch connectors are on the left side panel of the Liberator. Plug any switches you use with your Liberator into the appropriate connector (s) on this panel. A single switch plugs into the "mono" (single switch) jack, a dual switch plugs into the "stereo" (dual switch) jack and a Joystick plugs into the "multi" switch. If you have two single switches, you can plug one switch into the "mono" jack and the other switch into the "stereo" jack. One single switch, however **must** be plugged into the "mono" jack.

Turn the Liberator On and plug in your switch. Activate the SELECTION TECHNIQUE MENU [I2] and look at the opening screen. From this menu you will choose the Selection Technique you are going to use, define its parameters and set up your switch.



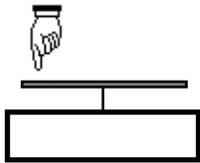
Select 1 from the SELECTION TECHNIQUE MENU

Select 2-switch scanning

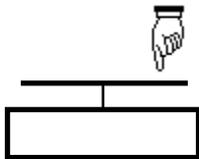
Return to SELECTION TECHNIQUE MENU

Select 3

Select switch for LEFT/RIGHT



Select switch for UP/DOWN



Tell the Liberator Which Contacts To Use

The Liberator Notices the Number of Contacts in a Switch; You Must Tell It Which Contacts You Are Going To Use

Summary:

If you plug a single switch into the Liberator, the Liberator registers a "one contact switch". It registers a Joystick as a "4 (or 5) contact switch." This means that you can plug in a Joystick (5-contact switch) but **set it up** as a single or dual switch Selection Technique. It also means that almost any combination of switches can be plugged into the Liberator.

When you plug a switch into the Liberator, the Liberator registers the number of contacts in a switch. This means that you are not necessarily limited to a specific switch to use with a specific selection technique.

For instance, if you want to do Row/Column Scanning (a single switch Scanning Technique) and you only have a Joystick available, you can select any single switch Scanning Technique (such as Row/Column) and tell the Liberator to use only **one** contact in the joystick. This way you can use the Joystick as a single switch. Conversely, if you have four (or five) single switches, or a dual switch and two single switches, you can select any 2-Switch or 4-Switch Scanning Technique and then tell the Liberator which contact to use for which function (Up, Down, Left, Right, etc.).

Each time you plug a switch (or switches) into the Liberator, you **must** choose a Selection Technique (option #1) and you **must** set up your switch (option #3). If you do not set up the switch, the Liberator will not know which contact is performing which action. Consequently, the switch won't work correctly.

Both of these operations can be completed using the SELECTION TECHNIQUE MENU [I2] which is explained in more detail on the next page.

Choose a Selection Technique

Activate: **SELECT TECH. MENU [I2]**

----- Selection Technique Menu-----

1. Choose Different Selection Technique
2. Modify Selection Technique Options
3. Set-up Switches

5. Exit Menu

Choose a Selection Technique

Select #1

Selection Technique Choices Menu (Screen 1)

1. Keyboard Only
2. Headpointer
3. Row/Column Scanning
4. Quarter Row/Column Scanning
5. Exit Menu 6. Final Screen 7. NextScreen

Choose a Selection Technique or Exit

Selection Technique Choices Menu (Screen 2)

1. 2 Switch Scanning
2. Joystick
3. Successive Quartering
4. 8 Location Scan
5. Exit Menu 6. Prev Screen 7. Next Screen

Choose a Selection Technique or Exit

Selection Technique Choices Menu (Screen 3)

1. Other Pointing Devices
2. 2 Switch Row/Column Scan
3. 2 Switch Quarter Row/Column Scan
4. Morse Code Input
5. Exit Menu 6. Prev Screen 7. Next Screen

Choose a Selection Technique or Exit

Choose a Selection Technique

Choosing a Selection Technique

Choose a Selection Technique from the SELECTION TECHNIQUE MENU

Summary:

Choose a Selection Technique that corresponds to your switch from the SELECTION TECHNIQUE MENU.

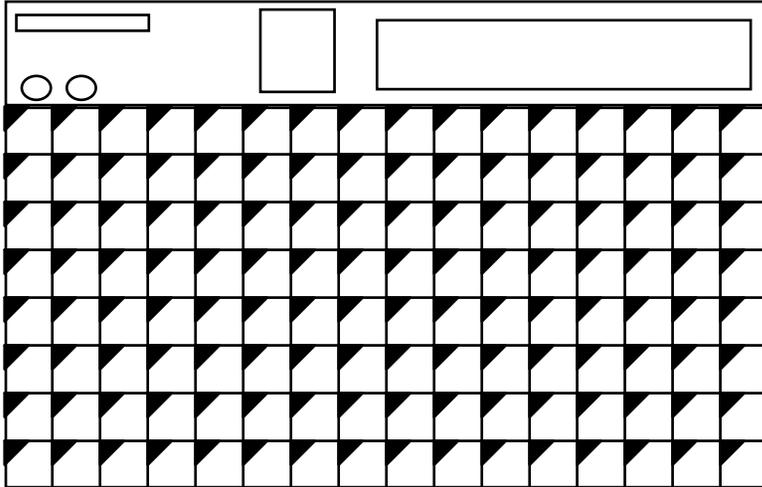
Plug in your switch and then activate SELECTION TECHNIQUE MENU [I2]. You see the opening screen of the SELECTION TECHNIQUE MENU. (You will come back to this screen each time you complete one of its menu selections.) Activate option #1 (Choose Different Selection Technique). The Liberator displays the SELECTION TECHNIQUE MENU (screen 1).

There are three Selection Technique screens that contain all the selection techniques to choose from. The Liberator will not allow you to make a selection technique choice that is not appropriate for your switch (i.e., the number of contacts it registers). If you make an incorrect selection, the Liberator emits an "error beep". Just make a new selection.

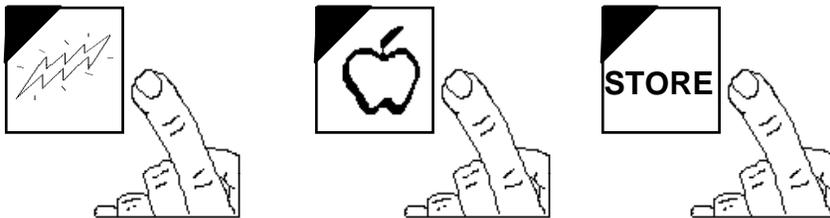
Once you have chosen a selection technique, you see the opening screen of the SELECTION TECHNIQUE MENU. Next you will choose option #2 (Modify Selection Technique Options). This menu option contains the "Selection Definition Menus". These menus contain choices you can make which define how your switch will operate. When you have selected the parameters you want from the Selection Definition Menus, return to the opening screen of the SELECTION TECHNIQUE MENU and activate option #3 (Set-up Switches). Just follow the prompts on the display screen to set up your switch so the Liberator will accept it. You must complete option #1 each time you choose a different Selection Technique. You must complete option #3 if you are using any Scanning Technique.

The rest of this chapter explains the different selection techniques and the various options that can be used with them. The last part of the chapter explains the SWITCH SETTING MENU.

Selection Technique: Keyboard Only



Select "Keyboard" and then press the keys with your finger or some kind of point-and-press device.



The Keyboard as a Selection Technique

The Keyboard as a Selection Technique

Summary:

If you choose the Keyboard as a selection technique for your area, you must be able to press on the keys with your finger (or some "point and press" device).

The Keyboard and Headpointer are the quickest selection techniques. With the Keyboard you make direct selections by simply pressing on the keys you want with your finger (or with the eraser end of a pencil or some "point and press" device).

You may use any selection technique you want in your area, but you will only be able to use "Keyboard" in the Toolbox unless you have activated the "Scan in Toolbox" option from the scanning or headpointing Selection Definition Menus. With the Scan in Toolbox option turned On, you may use a switch or the headpointer in the Toolbox. The Keyboard is also always available in both your User Area and the Toolbox for someone else to use even if you are using a switch or headpointer.

Choose option #1 (Keyboard) from the SELECTION TECHNIQUE MENU. Then exit to the opening screen of the SELECTION TECHNIQUE MENU and choose option #2 (Modify Selection Technique Options) if you want to see the Selection Definitions from which you can choose.

Since you are not using a switch when you select to use the Keyboard, you do not need to set up your switch (option #3 in the SELECTION TECHNIQUE MENU), so you may simply Exit the menu.



Headpointer, Headband and Headset

Headpointing as a Selection Technique

Summary:

Headpointing allows you to make direct selections from the keyboard with the use of the Liberator's internal infrared emitter and a separate infrared sensor (pointer). Plug the sensor cord into the larger connector on the left side of the Liberator.

Note:

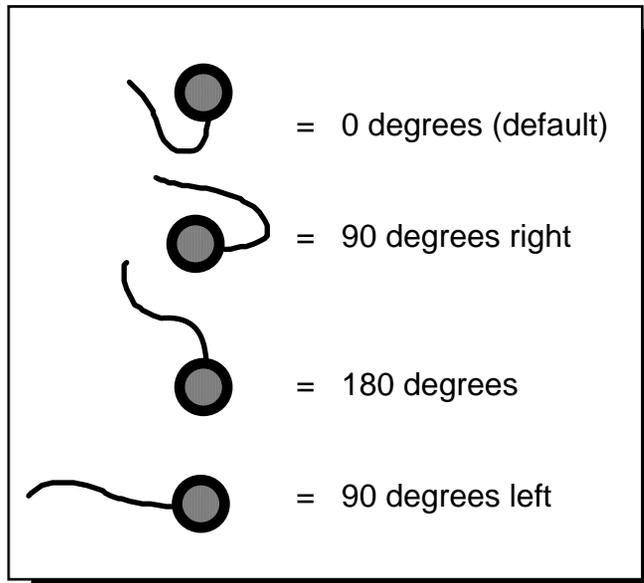
Before setting up a headpointer, open the FEEDBACK MENU, go to screen 2 and set **Icon Prediction to 1 or 2**.

The Liberator's infrared headpointer consists of the **internal emitter** (which is the small rectangle just above the display and Status Panel on the top front of the Liberator case) and a headset and/or a headband on which the infrared **direct sensor** is mounted. The sensor can be moved/rotated to a different position or removed entirely from the headset/band and mounted elsewhere. The **sensor cord** plugs into the larger connector labeled INFRARED DIRECT SENSOR on the left *side* of the Liberator case (not on the side *panel* which contains a number of other connectors).

If you have been using an Optical Headpointer with other devices, you will find that the Liberator's infrared headpointer works differently. You **do not** point the sensor at the keys on the keyboard in order to activate them. Instead, you **position the sensor so that it points at the infrared emitter** on the top front of the Liberator. (You can still look at the keyboard and move your head to find the keys you want as usual.) If your head movements take the sensor beyond the range of the emitter, the Liberator will not be able to translate the signals into correct key activations. The sensor can move about 15 degrees above, below and to either side of the emitter before it is out of range. The sensor should be between 2-4 feet away from the infrared emitter and the *top* of the sensor cord should be coming *straight down* out of the *bottom* of the sensor.

To select Headpointing, plug the sensor into the connector on the left side of the Liberator. Open the SELECTION TECHNIQUE MENU [I2]. Activate 1; then select 2 (Headpointing).

Possible Sensor Cord Positions



If you rotate the sensor cord from the default position, you must tell the Liberator. Choose one of the responses above from Screen 4, Menu Selection #1 of the Selection Definition Menu.

Positioning the Sensor Cord Correctly

Positioning the Infrared Sensor and Sensor Cord

Summary:

The sensor can be moved so that it is attached vertically instead of horizontally. The cord can be moved in a circle through 90° angles beginning with 0° degrees where the cord points straight down as it leaves the bottom of the sensor.

The default mounting position for the sensor cord is **straight down**. If you rotate the sensor so that its cord is in a position **other than straight down**, you must tell the Liberator.

When the sensor cord is in the default position, i.e. the cord is pointing straight down, the headpointer knows that the X axis is horizontal (across the keyboard) and the Y axis is vertical (up and down the keyboard). If you rotate the headpointer sensor, the Liberator thinks the X and Y axes have also been rotated. This makes it difficult to work the headpointer because LEDs will light only on the diagonal—not the horizontal or the vertical. This severely limits your choice of keys!

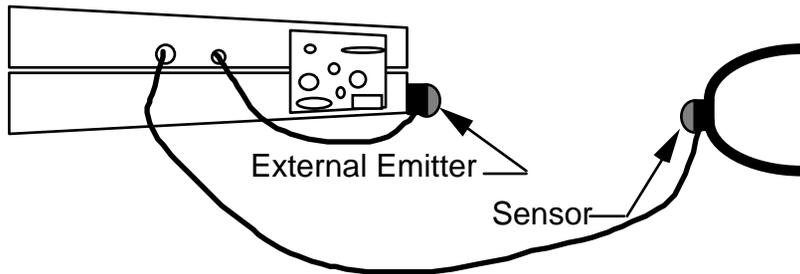
You can only rotate the cord in 90° increments to insure that you have both a horizontal and a vertical axis. For example, from straight down to straight out to the left (90° left) or straight up (180°) or straight out to the right (90° right). 0° is straight down. If your cord is not in one of the 90 degree positions, you will see the LEDs light on the diagonal, as mentioned above. Remove the headset and turn the sensor until the cord is in the correct position.

If you rotate your sensor (and its cord), tell the Liberator which direction you have rotated it by choosing the appropriate sensor cord position from the Headpointing definitions menu. The Liberator will adjust so that your X and Y axes remain constant.

External Infrared Emitter

An external emitter may be attached anywhere as long as the cord plugs into the Liberator and the sensor can be positioned within the emitter's signal range.

Example: Emitter on bottom front of Liberator



Warning!

If you are moving around,
do not allow the cables to catch on anything!

An External Emitter Can Be Placed
Almost Anywhere

Mounting and Using an External Emitter

Summary: An external emitter is a Liberator option.

If your movements are out of the range of the internal emitter, you can order an external emitter from PRC.

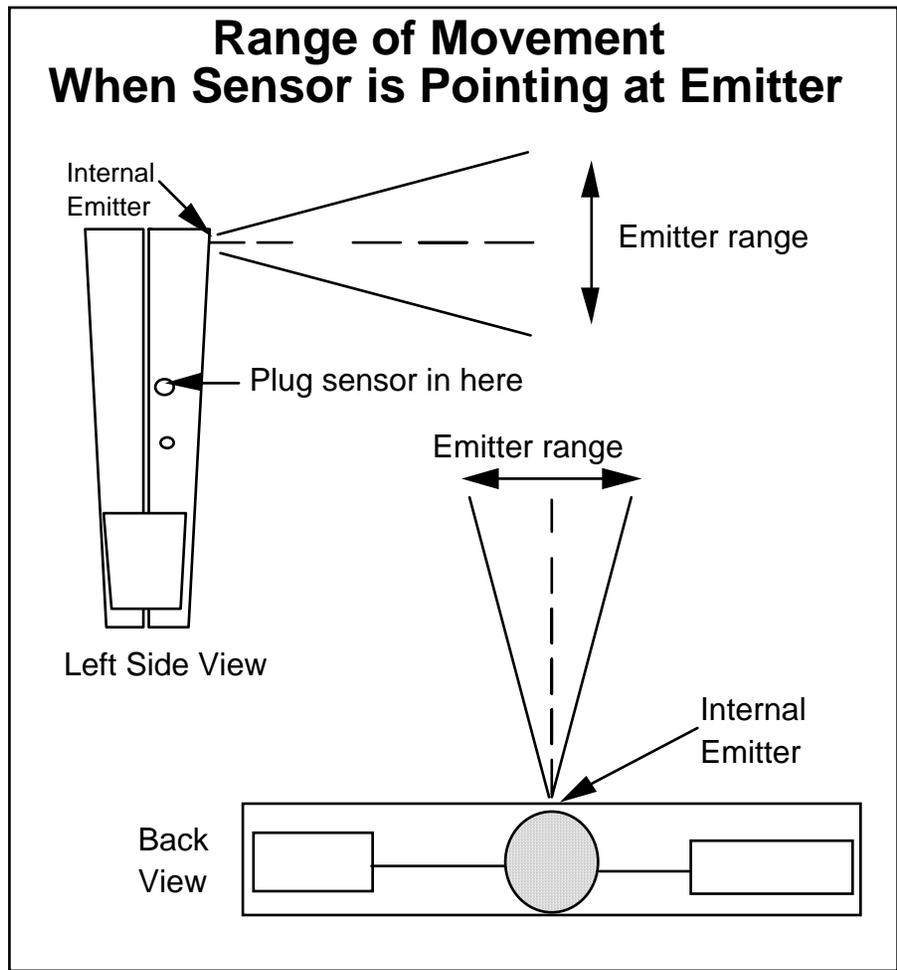
Warning!

When mounting the emitter or the sensor **make sure their cords cannot become entangled with anything else in the environment. This is especially important when the person using them is moving around.**

If you have tried a number of settings and sensor positions but are still having trouble with the 30 degree range of the internal emitter, you may want to try using an **External Infrared Emitter** which can be ordered from PRC. Plug the external emitter into the **smaller** hole (labeled EXTERNAL or EXT. EMITTER) on the left side of the Liberator. (The *sensor* goes into the larger hole.)

You can mount the emitter almost anywhere as long as it is approximately 2-4 feet from, and within the 30 degree acceptance range of wherever you have mounted the sensor. All you have to do is to make sure the emitter can pick up the sensor's signals. You could attach the emitter to the bottom or the sides of the Liberator or perhaps to some part of a wheelchair. Attach the sensor where it works best for you—perhaps to the frame of a pair of glasses or to a finger or toe. Remember, however, that both the external emitter and the sensor must be plugged into the Liberator. **You must be very aware of where the cords are if you are moving around.** You do not want the cords to catch on anything in the environment. Use tape or twist-ties or devise your own way to keep the cords from dangling. *Prentke Romich Company is not responsible for any damage incurred due to the manner in which you have mounted the external emitter and/or sensor.*

If you use an external emitter, select 'Headpointer' from the SELECTION TECHNIQUE MENU and choose to modify any Selection Definitions as usual.



Range of Head Movement When Sensor
is Pointing at Emitter

Mounting Position and X and Y Axis Gains

Summary:

Depending on how you have positioned your sensor and emitter (either internal or external) you may have to make some adjustments to the Liberator's X and/or Y axis. This will help you to activate keys correctly. The X Axis is horizontal (across the keyboard) and the Y axis is vertical (up and down the keyboard). This is an option on screen 4 of the Headpointing Selection Definition Menu.

Note:

Make sure your headpointer is plugged in and you have selected "Headpointing" from the SELECTION TECHNIQUE MENU. To get to the X and Y Axis Gain options activate option #2 in the SELECTION TECHNIQUE MENU. Go to screen 4.

Once you are positioned properly and all the headpointing connections have been made, move your head from left to right and then up and down to make sure that you can light all of the lights on the keyboard. Don't worry yet about making any activations.

Depending on what happened when you tried to light all the keyboard lights, you may have to make some adjustments in the X and Y axis gains. The X axis is horizontal (across the keyboard) and the Y axis is vertical (up and down the keyboard).

The amount of distance between the headpointing sensor and the emitter and the amount of head control you have are factors in determining how you might want to set the X and Y gains.

If your headpointing sensor is close to the emitter and you had trouble lighting the LEDs along the right or left edges of the keyboard, increase

the X axis gain. If you had trouble lighting the LEDs at the top and bottom edges of the keyboard, increase the Y axis gain.

If only the slightest head movements to the left or right moved you off the edges of the keyboard, lower the X axis gain. If the slightest head movements up or down moved you off the top or bottom edges of the keyboard, lower the Y axis gain.

The amount of head control you have will also affect your ability to activate keys. As your head moves, so does the pointing sensor and this may cause you to go out of range of the emitter.

Large Head Movements:

You may find with large head movements that you go out of the emitter range fairly easily. (This will depend somewhat on how close or far away you are from the emitter.) Also, large head movements may keep the emitter from seeing a side-mounted sensor. Try **lowering** the X and/or Y gains.

Small Head Movements:

Try **raising** the X and/or Y gains if you make small head movements. This will allow the lights to move more quickly across the keyboard with less movement on your part.

You may find that X and Y gains that work well for you when you are fresh and alert do not work so well for you as the day moves on and you become tired. As fatigue sets in, the position of the headpointing sensor is liable to change as your head moves. If the positioning of the sensor (or emitter) is changed during the day you will have to re-adjust the gains.

pNote:

If fatigue or frequent sensor re-positioning is an issue, you may want to add the X and Y Axis Gains settings to your overlay so that they can be changed without entering the Toolbox. See the personalizing your overlay chapter for information about adding text and tools to keys or icon sequences.

Headpointing Menu Options: Adjustments to Make for Best Headpointing Use

Summary:

The next few pages explain the Selection Definition Menu options for Headpointing. We recommend that you read about each option and decide which ones to adjust to make the best use of your headpointer.

Note:

If you would like to have a louder Headpointing beep see page 147.

Screen 1

1. Selection Type = AUTO/MANUAL

AUTO—This tells the Liberator to activate the lighted location that you are pointing to. The location will be selected after the dwell time has passed. (See also page 178.)

MANUAL—This requires that a separate switch be plugged into the Liberator. When you point to the key you want, activate the separate switch to select it.

2. Locations = 128/32/8

Match the locations with the overlay you are using. (See pages 37-45.)

3. Predictive Selection = ON/OFF

If you are in Minspeak and this is ON, when you point to a key where nothing is stored, the Liberator will light the key but will not **select** it.

When this is turned OFF, the Liberator will select any key. (See page 239.)

4. Modify Predicted Keys

This let's you select which keys are predicted when Predictive Selection is turned On and which keys are not predicted. (See also page 239-242.)

Screen 2

1. **Window Length = 2.0 Seconds (.5-10 seconds)**

2. **Dwell Time = 1.5 seconds (.5-10 seconds)**

The Liberator default is a Window Length of 2 seconds and a Dwell Time of 1.5 seconds. The Liberator will search to see if any key has been lit for a total of 1.5 seconds within the last 2 second time frame. If a key has accumulated 1.5 seconds of Dwell Time in the last 2 seconds, the key will be activated. **Window Length must always be greater than Dwell time.** You can drift on and off a key and still the key can accumulate enough Dwell Time to be activated as long as the Liberator has enough Window Length time to search.

As a rule, the less head control you have, the higher (i.e., longer) the Window Length number should be and the lower (i.e., shorter) the Dwell Time number.

3. **Re-enable Location A-1**

This option allows you to activate a key to turn the headpointer back on after you have turned it off for awhile. To re-enable the headpointer, you must be able to disable it. Copy the tool, DISABLE HEADPOINTER (from the All Tools List) to a key or sequence on your overlay. When DISABLE HEADPOINTER is assigned to a key or sequence, you can activate it when you want to just sit and think without having the Liberator select keys every time you move your head. When you are ready to return to using your headpointer, activate location [A1] to turn the headpointer back on. [A1] is the default position. If you want to use a different key for your "re-enable" key, select this option from the menu and then select the key you want to use.

4. LED Pointer Type = 4 (1-4)

This gives you feedback about how far and in which direction you are drifting from a chosen key. When you begin to drift, the Liberator will **dimly** light the LED of the key you are drifting towards.

"1" = As soon as you begin drifting off your selected key, the LED of the key in the direction you are moving will light dimly.

"2" = This allows you to move a little further off a key before the LED of the nearest key in the direction you are moving is dimly lit.

"3" = This number allows you to drift even further from your chosen key.

"4" = You must move to the center between two keys before the key you are moving towards is lit. When the second key lights, it will be full strength because you are already within the new key's selection range. When you choose "4", you see one brightly lit LED at a time, no dimly lit ones. This is the default.

Note:

The LED Pointer Type settings have no effect if the Jiggle Factor is set to any value other than "0".

Screen 3

1. Select in Toolbox = OFF/ON

This allows you to use your headpointer to make selections when you are in the Toolbox. The default is OFF.

2. Jiggle Factor = 2 (2-6 recommended)

This is another way to cut down on accidental key selection caused by involuntary head movement. The number you select tells the Liberator how far you must move out of one key location into a neighboring key location before the second key is activated.

This generally means when you cross the center line between one key and another, the first key's LED will go out and the second key's LED will light.

If you select a jiggle factor higher than "0" you are telling the headpointer signal to "lag behind" any head movements you make. The amount of jiggle factor you choose determines how far into another key's area you must move before the second key is lit. The higher the jiggle factor number, the farther you will have to move into another key's area before its LED will light.

Note:

The LED Pointer Type settings have no effect if the Jiggle Factor is set to any value other than "0".

3. Weight Table = 5 (1-5)

This is another option for fine-tuning key location and selection. The higher the Weight Table number, the more quickly the key you **point at the most** during involuntary head movements will be selected.

Weight Table works better if you set Jiggle Factor to "0". If involuntary head movement is a problem for you, experiment with Jiggle Factor first. It offers more control.

4. Display Position = UPPER LEFT ONLY/ACTUAL

This option works only if you are using 8 or 32 Locations.

If you select UPPER LEFT CORNER, only the LED in the upper left corner of a key location will light when the key is selected. If you select ACTUAL all the LEDs in a given location will light.

Screen 4

1. Sensor Cord Position = 0 Deg. (90 Deg. Rt., 180 Deg., 90 Deg. Lft.)

If you change the sensor cord position from 0 degrees (straight down) you must tell the Liberator by selecting the correct position in this option. See page 171.

2. X Axis Gain = 128 (1-255; 0 = external adjustment)

- 3. Y Axis Gain = 128 (1-255; 0 = external adjustment)**
See page 175 for information about this option.

4. Gesture Recognition = DISABLED/ENABLED

When this is ENABLED you can move the pointing sensor off the edges of the keyboard in a series of pre-determined head movements that cause previously recorded actions to happen in the Liberator.

The Liberator has some pre-set gestures and you can create and store your own gestures. See page 183 for more information.

Screen 5

1. Gesture Time-out = 5 seconds (1-15 seconds)

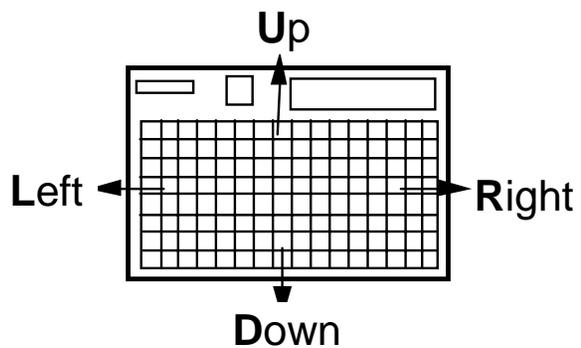
2. Modify Gesture Definitions

See pages 183-189 for information about Gesture Recognition, Gesture Time-out and Modifying Gesture Definitions.

3. Re-set All Options to Default Values

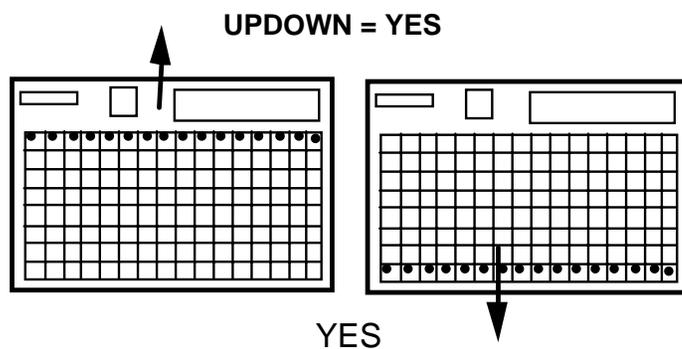
When you activate this option all the parameters for all the selection techniques are reset to their factory settings.

Gesture Recognition = Enabled



Gesture: a combination of UP, DOWN, LEFT and RIGHT head movements that cause an action to happen.

Liberator has a few pre-programmed gestures for example:



Set Gesturing to ENABLED in order to use gestures.

Gesture Recognition = ENABLED

Gesturing Allows You to Move Beyond the Edges of the Keyboard to Execute Up to 32 Specified Actions

Summary:

Headpointer Only

When you enable "Gesture Recognition" you can move the headpointer beyond the edges of the keyboard and activate various instructions that you have programmed into the Liberator. Gesturing movements must be defined by Up, Down Left and Right.

If you enable "Gesture Recognition" you will be able to activate up to 32 custom macros (or instructions) by moving the headpointer beyond the edges of the keyboard in a specified pattern using Up, Down, Left, Right (UDLR) as the movements.

The Liberator already has a few default gestures stored in it which you can enable and use. The default gesture, **Up Down Left Right (UDLR)**, will toggle the speech output to On or Off. If you reach the upper edge of the keyboard, all of the LEDs along that edge will light to indicate that a gesture "movement" (UP) has been detected. You can complete the sequence by pointing beyond the bottom edge of the keyboard (DOWN) until the LEDs light, then to the LEFT edge and finally to the RIGHT edge. When you have completed these four movements (UDLR) the speech will toggle On if it was previously Off, or Off if it was previously On.

Set Gesture Time-out:

This means that you set the amount of seconds you think it's going to take you to enter the next movement (from U to D, perhaps, or L to R). If you take more time than you have specified, you will have to start the gesture over again. You can set the Time-out factor for anywhere from 1-15 seconds..

Gesturing may help if you have difficulty controlling head movement and/or if you have a number of often used actions which you can translate into Up, Down, Left or Right instructions and store as a gesturing macro. The gestures can work like short-cuts.

Default Gestures

The following gestures are already programmed into the Liberator:

OPEN/CLOSE TOOLBOX — **UDU**

TOGGLE SPEECH OUTPUT — **UDLR**

TOGGLE SPELL/MINSPEAK — **LRL**

You can use these gestures **without enabling them** in the Modify Gesture Definition menu.

MENU GESTURES

1 = **UU** 2 = **UR** 3 = **UD** 4 = **UL** 5 = **LR**
6 = **LL** 7 = **RR** 8 = **DL** 9 = **DR**

YES/NO GESTURES

Y = **UD** N = **LR**

In order to use these gestures, you must **enable them** in the Modify Gesture Definition menu.

Gestures Already in the Liberator

Gesture Movements That Are Already Programmed Into the Liberator

Summary:

Headpointer Only

The Liberator already has a few pre-programmed gestures.

The default gestures in the Liberator are:

Open/Close Toolbox	UDU		
Toggle Speech Output	UDLR		
Toggle Spell/Minspeak	LRL		
*Menu Gestures	1 = UU	2 = UR	3 = UD
	4 = UL	5 = LR	6 = LL
	7 = RR	8 = DL	9 = DR
*Yes/No Gestures	Y = UD	N = LR	

*In order to use these gestures, you must activate Menu Selection 2, screen 5 (Modify Gesture Definitions) and then set Menu Selection 3 and/or 4 to ENABLE. The default is DISABLED.

Toolbox, Speech Output and Spell/Minspeak are ready to use.

Add New Gesture Definition

Example: OPEN/CLOSE NOTEBOOK

Define the gesture: Type in UP DOWN LEFT RIGHT instructions
then activate ENTER

UU

Enter new gesture name: type in name of gesture

OP/CL NTBK

Enter the macro you want to use for the gesture

Select **Modify/Delete Existing Definition**
to change/delete gestures.

Create a Gesture

Define Your Own Gesturing Macros

Summary:

Headpointer Only

Create your own gesture definitions by choosing "Modifying Gesture Definitions" and then choosing 1 (Add New Gesture Definition). Select movement by using UDLR and then create a macro using FUNCTION INSERT and any tools that are necessary.

If you select Modify Gesture Definitions (option 2, screen 5) you can define new gestures or modify/delete existing gestures. When you get used to using gesturing, you may find there are a lot of repetitive chores you do on the Liberator which you can turn into gesture macros (definitions) to save time.

1. To create a new gesture, activate Menu Selection 2 from Screen 5, then activate Menu Selection 1 (Add new gesture definition).
2. The display asks you to define the "unnamed gesture". This means you must type in the combination of UDLR that you want to use.
Let's say you want to be able to open and close a notebook with a gesture. Perhaps it would be easy for you to simply move your head UP two times for this gesture. You would activate UU to define the gesture and then activate ENTER.
3. You are then asked to name the gesture. You might call this OP/CL NTBK. Once you have named the gesture, activate ENTER.
4. Now you must select the macro that the gesture will execute. In this example, activate FUNCTION INSERT and then activate OPEN/CLOSE NOTEBOOK (Key F1 in the Toolbox). Activate STORE when you are finished. From now on when you move the headpointer off the upper edge of the keyboard twice in a row, you will open or close your notebook.

You can create a gesturing macro to do almost anything the Liberator can do. Once you have created a gesture you can modify or delete it by choosing Menu Selection 2. You will see a menu of the default gestures

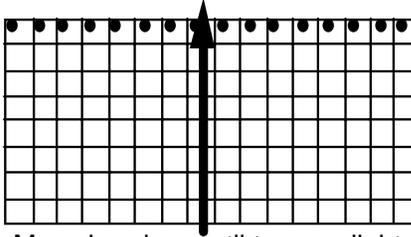
which are already installed in the Liberator as well as any new gestures you have created. Select the one you want to delete or modify, make the changes and activate STORE when you are finished.

Turn the Liberator ON with a Headpointing Gesture

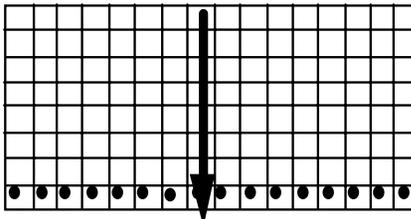
This gesture works only if the Liberator has turned itself OFF by timing out.

The gesture is UP DOWN UP DOWN

Practice with the Liberator ON



Move head up until top row lights



Move head down until bottom row lights

Repeat the Gesture

□ Note:

If the Liberator has been turned OFF with the OFF button you must turn it back ON by:
pressing the ON button;
or activating any key on the keyboard
or activating a switch that has been plugged into the Liberator.

Turn the Liberator ON with a Headpointing Gesture

If the Liberator turns OFF while you are using it (because the automatic shut-off time runs out), you can turn it back ON with your Headpointer by using a gesture which has been pre-programmed into the Liberator. The gesture is **UP DOWN UP DOWN**. You do not have to **ENABLE** this gesture.

Practice this gesture with the Liberator **ON** first so that you can see the feedback. Move your head up until all the LEDs on the top row of the keyboard light up. Move your head down until all the LEDs on the bottom row light. This indicates that you have moved to the top and bottom edges of the keyboard. Repeat this UP-DOWN movement until you get a feel for how much you must move your head to make the top and bottom rows light up. When you are comfortable with the movement, let the Liberator time-out (do not point the headpointer at the keyboard until the automatic shut-off time has been reached and the Liberator turns OFF). Then perform the UP DOWN UP DOWN gesture. The Liberator should turn ON after the second DOWN gesture. (The LEDs will not light as you perform the gesture now because the Liberator is OFF.)

If the gesture doesn't seem to work, set the **Gesture Time-out** option (on screen 5 of the Selection Definition Menu) to a number higher than 5 seconds. This gives you more time to make the gestures. (If you make a mistake and hit the *right or left edge* of the keyboard, wait five seconds for the regular time-out and then *re-start with the UP gesture*.)

You can assign the LIBERATOR OFF tool to a key on your overlay by using FUNCTION INSERT and the All Tools List. (See the **PERSONALIZING YOUR OVERLAY** chapter.) If this tool is assigned to a key or icon sequence, you must still use the gesture to turn the Liberator back ON.

If the Liberator has been turned OFF with the OFF button, the Headpointer cannot turn it back ON. It can be turned back ON in one of three ways: by pressing the ON button; by pressing any key on the keyboard; or by activating a switch you have plugged into the Liberator.

Other Pointing Devices

At this time, unless you want to use a Microsoft serial mouse, there are no other headpointing devices that can be used with the Liberator II.

Call the PRC Service Department for more information.

1-800-262-1990

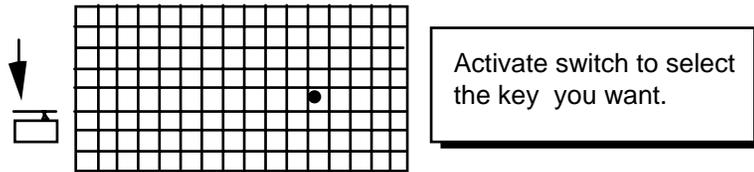
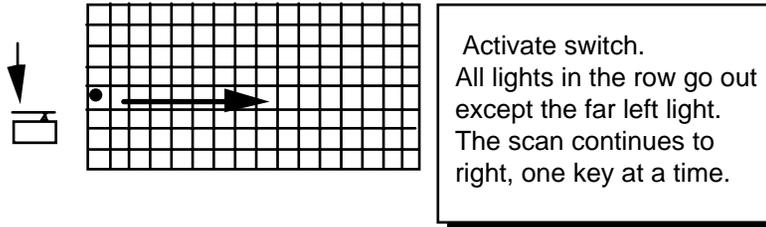
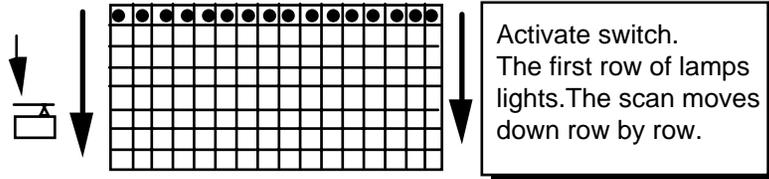
Other Pointing Devices for a Selection Technique

Other Pointing Devices

If you select option #1 (Choose Different Selection Technique) from the SELECTION TECHNIQUE MENU and then go to screen 3, you will see "Other Pointing Device" as an option.

At this time the only other pointing device you might use is a Microsoft serial mouse. You will need a special cable for this. Contact the PRC Service Department (800-262-1990) for more information if you want to use this mouse.

Selection Technique: Row Column Scanning



Using Row/Column Scanning

Row/Column Scanning As a Selection Technique

Summary:

Row/Column Scanning allows you to activate any location on the Liberator with a single switch.

Row/Column Scanning allows you to use a single switch to activate a key by scanning down to the row that the specific key is in and then scanning across the row until you get to the key you want. In Row/Column Scanning the switch is plugged into the 'mono' jack. Choose Row/Column Scanning by selecting option #1 from the SELECTION TECHNIQUE MENU; then select option #3 from Screen 1.

Choose option #2 (Modify Selection Technique Options) from the opening screen of the SELECTION TECHNIQUE MENU. You see screen 1 of the Selection Definition Menu for your selection technique..

Then Exit to the opening screen of the SELECTION TECHNIQUE MENU and select #3 (Set-Up Switches).

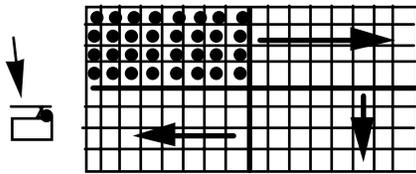
The display screen prompt will ask you to activate the switch you want to use for SELECT. Activate your switch once and you are ready to go.

PNote:

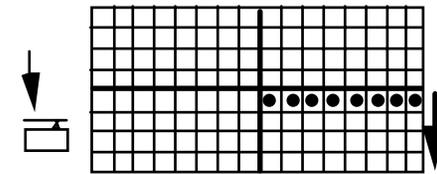
In reality, you may choose Row/Column scanning no matter what kind of switch you are using (joystick, dual, etc.). When you select #3 (Set-Up your Switches) from the SELECTION TECHNIQUE MENU and the display asks you to activate the switch you want to use for SELECT, simply activate one side of (or one contact in) your switch. The Liberator will accept that activation as your 'single' switch.

If you don't have a switch but want to use scanning anyhow, press the Liberator's ON button when you are asked to activate your switch. The ON button is now your "switch."

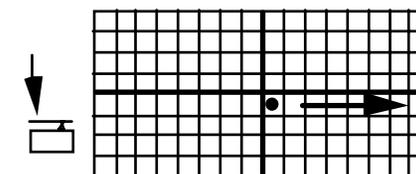
Selection Technique = Quarter Row/Column Scan



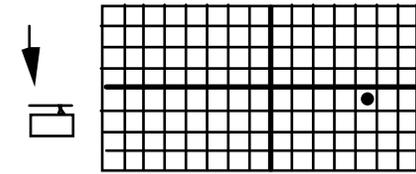
Activate switch. The top right quarter lights, then the top left, then the bottom right, then bottom left



Activate switch. The lights scan down the rows of the quarter you have selected.



Activate switch. The first lamp of the row you have selected lights. The scan continues across the row, key by key.



Activate switch. This activation selects the key you want.

Using Quarter Row/Column Scanning

Quarter Row/Column Scanning as a Selection Technique

Summary:

Quarter Row/Column Scan is also a single switch Selection Technique. The Liberator's keyboard is divided into four quarters. Each switch activation scans down four rows in a quarter, then across the row you select which contains the key you want to activate. Quarter Row/Column Scanning is somewhat faster than single Row/Column Scanning.

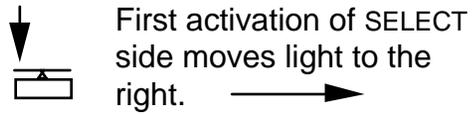
Menu Selection 4 in the SELECTION TECHNIQUE MENU is also a single switch Selection Technique. The Liberator's keyboard is divided into four quarters. Activate the switch once to choose the quarter that contains the key you want. The Liberator scans through the four rows of the quarter you have chosen. Activate the switch to select the row you want. Then activate the switch again to select the key you want.

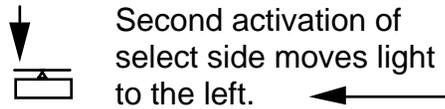
Quarter Row/Column Scanning is somewhat faster than single Row/Column Scanning, but it does require more switch activations.

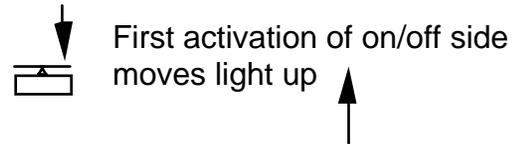
After you have selected Quarter Row/Column Scanning, exit to the opening screen of the SELECTION TECHNIQUE MENU and choose Menu Selection 2 (Modify Selection Technique Options). This gives you the Selection Definition Menus. Choose from among your options.

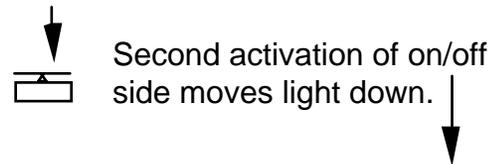
Exit to the opening screen of the SELECTION TECHNIQUE MENU and select 3 (Set-Up Switches). The Display Screen Prompt will ask you to activate the switch you want to use for SELECT. Activate your switch once and you are ready to go.

Selection Technique: 2-Switch Scan

 First activation of SELECT side moves light to the right.

 Second activation of select side moves light to the left.

 First activation of on/off side moves light up

 Second activation of on/off side moves light down.

Using 2-Switch Scanning

2-Switch Scanning as the Selection Technique

Summary:

2-Switch Scanning allows you to use a Dual Switch or two Single Switches to scan up, down, left and right on the Liberator. You can choose 2-Switch Scanning by selecting 1 from Screen 2 of the SELECTION TECHNIQUE MENU [I2].

In 2-Switch Scanning you have the choice of using a Dual Switch or two Single Switches to scan vertically and horizontally. If you choose "Manual Selection Type" from the Selection Definition Menu, you must use three switches (a dual and a single or three single switches). Dual Switches are plugged into connector labeled "stereo" on the left hand side panel of the Liberator. If you use two Single Switches, plug one switch into the connector labeled "mono" and the other into the connector labeled "stereo". If you use 3 single switches you will need to plug in a "Y" adapter into the "stereo" jack and connect two single switches to the "Y" adapter. Plug third switch into the "mono" jack.

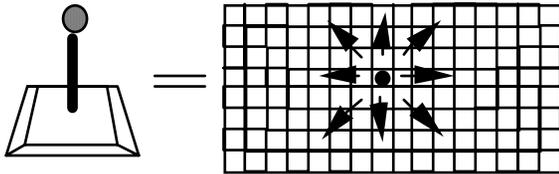
In 2-Switch Scanning, activate the SELECT side of the switch to scan to the right. Release the select side and reactivate it to scan to the left. Each time the switch is released and reactivated, the scanning light will change direction. Activate the ON/OFF side of the switch to scan up. Release the ON/OFF side and reactivate it to scan down.

To select a key on the Liberator, scan to the key that you wish to select, and simply release the switch. After the acceptance delay the location will automatically be activated. If you have chosen "Manual Selection" instead of "Automatic", you scan to the key you want to activate, then activate your third (or Select) switch.

After you have made your choices from the Selection Definition Menus (Menu Selection 2 from the opening screen of the SELECTION TECHNIQUE MENU), return to the opening screen of the SELECTION TECHNIQUE MENU, activate 3 and follow the prompts on the Display to set-up your switch.

Selection Technique = Joystick

If you want to select a key manually
you will need a *fifth* (extra) switch
to act as the SELECT switch



Using a Joystick

Joystick as a Selection Technique

Summary:

The Joystick is plugged into the "multi" jack on the left-hand side of the Liberator.

A Joystick is the most versatile scanning device. A Joystick can be pushed in any direction to scan up, down, left, right or diagonally. You can also use an Arm Slot Control instead of a joystick. The Arm Slot Control allows joystick-type scanning for people who do not have enough fine motor skills to use a joystick. Plug the Joystick into the "Multi" jack on the left side panel of the Liberator.

A Joystick can be used with single switch and 2-switch Scanning Techniques. You can also use 4 or 5 single switches and select 'joystick' as the Scanning Technique. There are some cases where you will need a fifth switch to act as a SELECT switch. (See "Selection Type = Manual or Auto".) Plug the fifth switch (or single switch) into the "Mono" jack on the left side panel of the Liberator.

After making your choices from the Selection Definition Menu (Menu Selection 2 from the opening screen of the SELECTION TECHNIQUE MENU) return to the opening screen of the SELECTION TECHNIQUE MENU, activate 3 and follow the prompts on the display to set-up your switches.

pNote:

If you use a Joystick to drive your wheelchair, and the Joystick has a "drive" mode and an "ECU" mode, the Joystick can be adapted to control the Liberator. You will need a custom cable. Call the PRC Service Department and ask for the Rehab engineer.

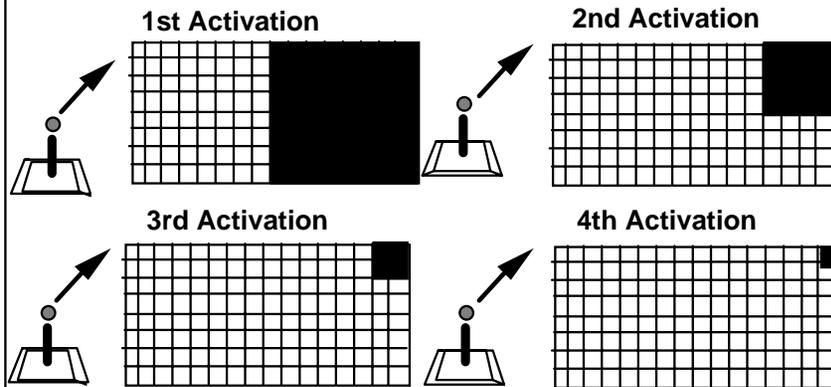
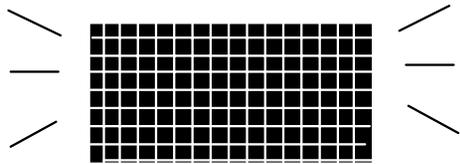
An Atari Joystick will work as the Liberator Joystick with no modifications.

Selection Technique = Successive Quartering

Use a Joystick or 4 single switches .

When you select Successive Quartering,
the whole keyboard lights up.

Activate your switch to begin quartering.



A joystick can be moved in any direction.

Using Successive Quartering

Successive Quartering as a Selection Technique

Summary:

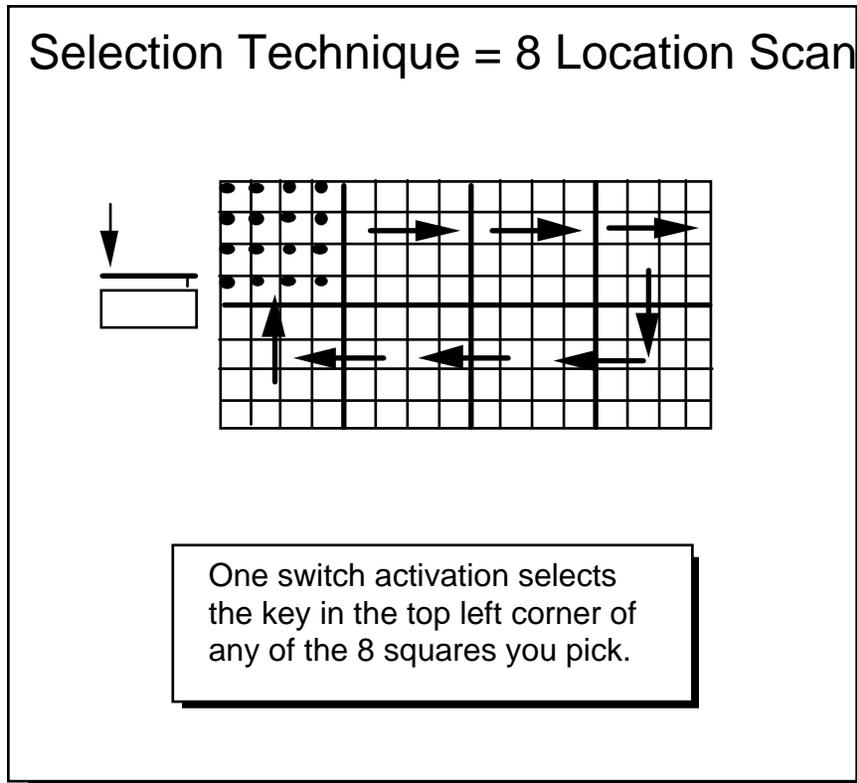
Successive Quartering allows you to "home in" on and select a key with four switch activations by dividing the keyboard up into successively smaller quarters. You must use a Joystick or four separate switches for this technique.

In order to use 'Successive Quartering' as a Selection Technique you must have a switch(es) that accommodates Up, Down, Left, Right and/or *Diagonal* movement (Up Right, Down Right, Up Left, Down Left). A Joystick or four single switches will allow you to use this Selection Technique. In the Selection Definition Menu you can choose to make SINGLE selections (Left, Right, Up, Down) or DIAGONAL selections (Up Left, Down Left, Up Right, Down Right).

The first time you set up your switch for Successive Quartering (by selecting it from the SELECTION TECHNIQUE MENU [I2]), all the lamps on your keyboard will light up. Activate the switch for Right (or Up Right if you are using Diagonal) and the lights on the left side of the board will go out while the lamps on the right side will remain lit; activate the switch for Right (or Up Right) and the right top quarter of the right hand side of the overlay will be lit. Activate Right (or Up Right) and the top four lights in the upper right corner will be lit; activate Right (or Up Right) and the **upper right key in the top row** will be lit and then selected.

After making selections from the Selection Definition Menus (Menu Selection 2 from the opening screen of the SELECTION TECHNIQUE MENU) return to the opening screen of the SELECTION TECHNIQUE MENU, activate 3 and follow the prompts on the display to set-up your switches.

With a little practice, "Successive Quartering" can be a quick and fun Selection Technique.



Using 8 Location Scanning

8 Location Scan Is Another Single Switch Selection Technique

Summary:

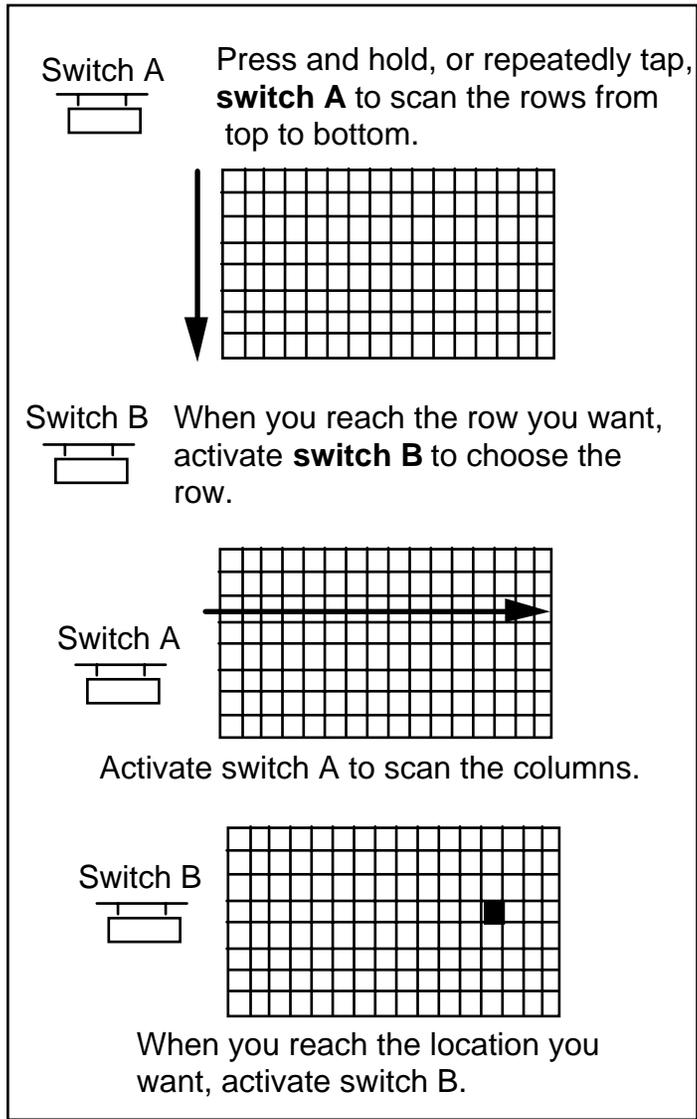
8 Location Scan allows you to scan through the 8 locations of an 8 Location Overlay. You can scan automatically or you can scan manually. You can also scan in a linear or circular method.

If you are using an 8 Location Overlay (see the **8/32/128 LOCATION** chapter for more information on different overlays) with a single switch plugged into your Liberator, you can choose '8 Location Scanning' from the SELECTION TECHNIQUE MENU [I2]. This technique allows you to scan 8 locations with or without an 8 location keyguard.

8 Location means that the Liberator's keyboard is divided up into 8 blocks. Each block contains 16 keys. When you select 8 Location Scan, the Liberator will scan to each of the eight blocks. Activate your switch when the scan reaches the block you want.

After making selections from the Selection Definition Menus, return to the opening screen of the SELECTION TECHNIQUE MENU, activate 3 and follow the prompts on the display to set-up your switches.

Remember, even if you have a dual or multi switch plugged into your Liberator you may choose any of these single switch scanning techniques. The switch will simply work as a single switch.



2 Switch Row/Column Scanning

2 Switch Row/Column Scan

Summary:

Activate switch A to scan down the rows. When you reach the row you want, activate switch B. Activate switch A to start scanning the columns. When you reach the location you want activate switch B.

This Selection Technique allows you to do row/column scanning with two switches.

Activate switch A to begin scanning down the rows. Either press and hold or repeatedly tap switch A until you scan to the row you want. Activate switch B to select the row. Either press and hold or repeatedly tap switch A until you scan to the location you want. Activate switch B to make the key selection.

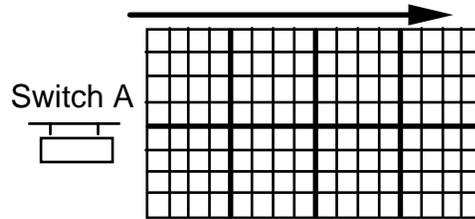


Remember:

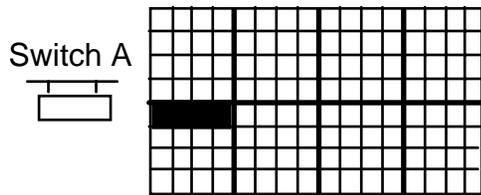
Activate **Switch A** to get to the row, column or location you want.

Activate **Switch B** to select that row, column or location.

Press and hold, or repeatedly tap,
switch A to scan the quarters.

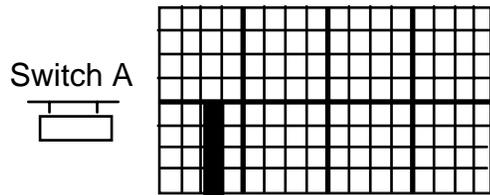


Switch B When you reach the quarter you want, activate **switch B**.



Activate **switch A** to scan the rows.

Switch B Activate Switch B to select the row you want.



Activate Switch A to scan the columns.

Switch B Activate Switch B to select the location you want.

2-Switch Quarter Row/Column Scan

2-Switch Quarter Row/Column Scanning

Summary:

Press and hold Switch A to begin to scan the quarters. When you reach the quarter you want, activate switch B. Activate switch A to scan columns and switch B to make a key selection.

2-Switch Quarter Row/Column Scan allows you to use two switches to scan the quarters of the keyboard.

Press and hold, or repeatedly tap, Switch A to scan the quarters. When you reach the quarter you want, activate Switch B to select it. Activate Switch A to scan the rows. Activate Switch B to select a row. Activate Switch A to scan the columns. Activate switch B to select a specific location.



Remember:

Activate **Switch A** to get to the row, column or location you want.

Activate **Switch B** to select that row, column or location.

Activate SELECTION TECHNIQUE MENU
Activate #1 (Choose different Selection Technique)
Activate Option #6 (Final Screen)
Activate Option #4 (Morse Code)
Activate Option #5 (Exit).

-----Selection Technique Menu-----
1. Choose Different Selection Technique
2. Modify Selection Technique Options
3. Setup Switches

5. Exit
Technique = Morse Code Input

Activate #2 (Modify Selection Technique Options)

-----Selection Definition Menu (Screen 1)-----
1. Selection Type = MANUAL (or AUTO)
2. Menu Scanning = OFF (or ON)
3. Select in Toolbox = OFF (or ON)
4. Character Timeout = 2.0 seconds
5. Exit 6. Final Screen 7. Next Screen
Modify Selection Settings or Exit

-----Selection Definition Menu (Screen 2)-----
1. Key Mode = SINGLE (or DUAL)
2. Dont/Dash Repeat Rate = 1.0 Seconds
3. Dot/Dash Threshold = 2.0 Seconds
4. Dash/Repeat threshold = 2..0 Seconds
5. Exit 6. Prev. Screen 7. Next Screen
Modify Selection Settings or Exit

-----Selection Definition Menu (Screen 3)-----
1. Edit Morse Code Definitions
2. Reset All Options to Default Values

5. Exit 6. Prev. Screen 7. First Screen
Modify Selection Settings or Exit

Select Morse Code and Modify the Switch Settings

Morse Code as a Selection Technique

Summary:

You can use a single or dual switch with Morse Code. You can also have an OOPS! switch to correct errors.

If you are familiar with Morse Code and would like to use it to access your Liberator, choose this Selection Technique from the menu.

Morse Code has 4 Switch Options:

Dash—This switch enters the Morse Code dashes

Dot—This switch enters the Morse Code dots.

End of Character—This switch tells the Liberator when you are finished entering a character.

OOPS!—This switch allows you to clear the last character you entered.

You select and set your switches up in the Selection Definition Menu. To see this menu activate Menu Selection 2 from the SELECTION TECHNIQUE MENU [I2].

<i>Selection Type/ Key Mode</i>	<i>Switch Name</i>	<i>Function(s) (See TIMING chart)</i>
Single Key (Switch)/ Auto Select	KEY	Enters dots/dashes; clears character; repeats character
	OOPS!	Clears current character
Single Key (Switch)/ Manual Select	KEY	Enters dots/dashes; repeats dashes
	END OF CHARACTER	Ends character; repeats character
Dual Key (Switch)/ Auto Select	DASH	Enters dashes; repeats dashes
	DOT	Enters dots; repeats dots
	OOPS!	Clears current character
Dual Key (Switch)/ Manual Select	DASH	Enters dashes; repeats dashes
	DOT	Enters dots; repeats dots
	END OF CHARACTER	Ends character; repeats character

1 Hint:

If you don't want to use an OOPS! switch, you can press the Liberator's ON button to erase an unwanted character.

You must press the button before the "Character Time-Out" time passes.

Selecting Your Morse Code Switches

Setting Up Your Morse Code Switches

Options from the Selection Definition Menu

Screen 1

1. Selection Type = AUTO/MANUAL

This setting controls when the Liberator tries to recognize the Morse character that has been entered.

In **AUTO** select mode, the Liberator waits for the time specified by the "Character Time-out" setting after the last dot or dash has been entered. Then it checks to see if the Morse character that has been entered is defined. If it is *not* defined, the character is cleared and the system waits for another character to be entered. If the character *is* defined, the system looks up and executes the stored function(s) for the character. If you hit the OOPS! switch before this time has expired, the Liberator clears the character whether it is defined or not.

In **MANUAL** select mode, the Liberator waits until you press the END OF CHARACTER switch before it tries to recognize the character that has been entered. If you do not press the END OF CHARACTER switch before the "Character Time-out" time has expired, the character is cleared, just as if the OOPS! switch had been activated.

2. Menu Scanning = ON/OFF

This does not apply exclusively to Morse Code. When you turn this on, all the options in a menu are scanned until you make a selection. When the option you want is highlighted, activate your switch.

3. Select in Toolbox = ON/OFF

This does not apply exclusively to Morse Code. When this is On, you may use any selection technique in the Toolbox. When this is Off, you may only use the keyboard.

4. Character Time-out = <time in seconds>

This setting specifies how much time must pass after the last dot or dash has been entered before the Liberator tries to recognize the character that was entered (AUTO select) or clear the character (MANUAL select).

Screen 2

1. Key Mode = SINGLE/DUAL

This option sets how many switches will be used to enter dots and dashes (one switch, two switches or a dual switch).

2. Dot/Dash Repeat Rate = <time in seconds>

This sets how fast the system will repeat dots and dashes that you enter.

3. Dot/Dash Threshold = <time in seconds>

This setting is used in SINGLE Key Mode. It helps the Liberator determine whether you are entering a dot or a dash. If you press and then release the KEY switch *before* the Dot/Dash Threshold passes, a *dot* is entered. If you press and hold down the KEY switch for a period of time *longer* than the Dot/Dash Threshold, a *dash* is entered.

4. Dash/Repeat Threshold = <time in seconds>

This setting is used in SINGLE key, AUTO select mode. It allows you to easily clear or repeat a character. In SINGLE key, MANUAL select mode, it allows you to repeat *dashes*.

If you have started to enter a character, you can hold down the KEY switch for the Dash/Repeat amount of time (it must be longer than the Dot/Dash Threshold). This will cause the Liberator to clear the current character (AUTO select mode) or repeat dashes (MANUAL select mode).

If you have *not* started to enter a Morse character, you can press and hold down the KEY switch for the Dash/Repeat amount of time (it must be longer than the Dot/Dash Threshold). This will cause the Liberator to repeat the last character that was entered (**AUTO** select mode) or to repeat dashes (**MANUAL** select mode).

Screen 3

1. Edit Morse Code Definitions

If you select this option you see the following menu:

Edit Morse Code Definitions—Screen 1

Add/Edit a Morse Character

Use this setting to edit macros that are assigned to already defined characters; or use it to add new characters and macros.

Enter the code of the character you want to add or edit (use either the keyboard or switches). Define the macro you want the Liberator to perform when it recognizes the character. (Default Morse Code definitions are discussed on the next few pages.)

Delete a Morse Character

This allows you to delete unwanted or unused character definitions.

(Return to Modify Selection Techniques Menu—Screen 3)

2. Reset All Options to Default Values

This resets all the settings you have just learned about to the way they were set at the factory. Any defined characters that you added, deleted or modified are *not* reset.

Tell the Liberator How You are Going to Use Your Morse Code Switches

Now you are going to select option #3 (Setup Switches) from the SELECTION TECHNIQUE MENU [I2]. This option allow you to set-up your switches so the Liberator knows which switch is doing what job. Before you complete this step, make sure you have set all your modifying options. Especially make sure you have selected one or two switch and auto or manual.

Open the SELECTION TECHNIQUE MENU

Select option #3: **Setup Switches:**

The Liberator asks you to press the switch or switches you are going to use to key in the Morse code. Then it asks you to press the switch you are going to use for "End-of-Character" or "OOPS!". Just press the switches when you are asked, then exit the menu. Exit the SELECTION TECHNIQUE MENU. You are ready to go.

pNote:

If you don't want an actual OOPS! switch to be plugged into the Liberator, you can use the Liberator's ON button instead. When the Liberator asks you for the OOPS! switch, just press the ON button.

Change the Sound of the Dot and Dash Beeps

You can change the way the dot and dash beeps sound when you are entering Morse Code.

1. Open the **FEEDBACK MENU [C2]** and go to Screen 5.
2. Select option #1 (Listen to/Change System Beeps).
3. You are now in the Beep Definition Menu. Go to Screen 3.
Activate #1 or #2.
4. Listen to the beep by activating option #1. Change the beep by activating option #2 and editing the beep definition.

The following code is used for the DOT BEEP definition:

definition = T300O5D4R4

Tnnn (n = number) = Tempo (T300 in example)

On (n = number) = Octave (O4 in example)

Ln (L = Letter which stands for the name of the note;
n = number for duration of note) = Note and Duration (C4 in example)

Rn (n= number) = Rests (R4 in this example)



The **MUSIC AND THE LIBERATOR** chapter in the *Advanced Functions* manual for complete instructions on how to change the system beeps.

Default Morse Code Definitions

pNote:

A list of the Liberator's Morse Code definitions can be found in the **MORSE CODE** appendix in the *Appendix* manual

The Liberator already knows enough Morse Code definitions to access all of the keys on its keyboard.

Along with the standard Morse Code definitions, each key also has its own default definition. These definitions are based upon the Location Codes (the letter/number coordinates for a key) that are used to identify each individual key on the Liberator keyboard.

For example:

To activate key **J7** you would enter the Morse Code for "J" (•- - -) and immediately follow it with the Morse code for "7" (- -•••). Do not pause between entering these characters.

The default Morse Code Definitions are each stored as individual macros.

To Look at a Morse Code Macro

1. Open the **SELECTION TECHNIQUE MENU [I2]** and make sure your Selection Technique is Morse Code.
2. Select option #2.
3. Go to Screen 3. Select option #1 (Edit Morse Code Definitions).
4. Select option #1 (Add/Edit a Morse Code Character).

The display tells you to enter the Morse code for the character you want to modify. Activate the Morse code characters, •-----••• and then activate ENTER [N1].

Next you see, <ACTIVATE-KEY (J7)>. This is the macro for key J7. If you wanted to, you could change the macro to something else. For

now, however, let's just activate STORE [P1] without changing anything and then exit the SELECTION TECHNIQUE MENU.

All the default macros that are stored for standard Morse Code characters are in this <ACTIVATE-KEY_(xx)> form. Defining them like this lets the user activate the **key** that has **a specific character** on it, rather than having to memorize all the codes.

The Liberator interprets each key activation differently, depending on whether it is in SPELL mode or MINSPEAK mode.

For example:

The code that results in the letter "A" in SPELL mode is the same code that results in the ■ (APPLE) icon in MINSPEAK mode.

All of the pre-defined Morse Code characters are listed in the **MORSE CODE** appendix in the *Appendix* manual. When you see letters in parenthesis at the end of some Morse Code patterns, it means that the Morse Code stands for the letters that are in the parenthesis.

For Example:

The Morse Code pattern for the key <SIREN> is ••• — — — ••• . This pattern is composed of the letters, SOS. These letters are in the parentheses (SOS) after the <SIREN> code.

Selection Definitions

----- Selection Technique Menu-----

1. Choose Different Selection Technique
- 2. Modify Selection Technique Options**
3. Setup Switches

5. Exit

Technique = Keyboard Only

Choose your Selection Technique:

Activate option #2.

-----Selection Definition Menu (Screen 1)-----

1. Predictive Selection = OFF
2. Modify Predicted Keys
3. Auditory Fishing = OFF
4. Auditory Fishing Delay = 3.0 sec.
5. Exit 6. Final Screen 7. Next Screen

Modify Selection Settings or Exit

Activate option #7 to step through the screens.

Activate the definitions you want to use.

"Modify Selection Technique" Options
in the Selection Definition Menus

A Number of Selection Definition Menu Choices are Available for Each Selection Technique

Summary:

The Selection Definition Menus (which are shown after you activate option #2 from the opening screen of the SELECTION TECHNIQUE MENU) offer you choices to make which define how your Selection Technique actually functions. The following pages describe each of the different Selection Definitions you can make. The Selection Techniques that can be used with each definition are noted in bold face type at the beginning of each summary.

Selection Definitions are choices you make which will define how your Selection Technique actually works. Depending upon the Selection Technique you have chosen, you will see anywhere from one to four or five Selection Definition Menus. The majority of the definitions are the same for each Selection Technique; however, there will be a few new choices or a few choices deleted depending on the Technique. Because of these differences, **the Selection Definition Menus in the Manual may not match the Menus on your own Liberator. The Menus on your Liberator will reflect the Selection Technique you have chosen.** The last screen for each Selection Definition will always have the Menu choice which will allow you to reset all options to their default settings.

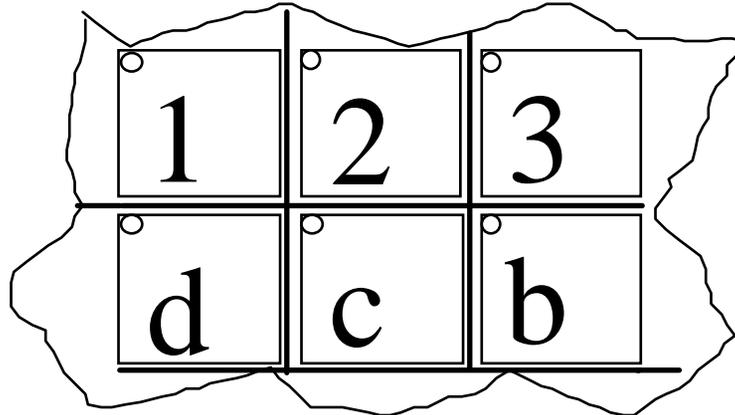
The following pages describe each Selection Definition (or parameter) in detail. A list of Selection Techniques which use that parameter can be found in the Summary in **bold face type**.

Auditory Fishing

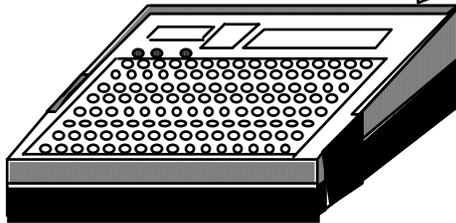
You must be using the Keyboard only.

In the Selection Definition Menu:

Activate #3 to **ON**.



SUN; HAMMER; SCALES;
DICE; PHONE; THINK



Each time you push and hold a key
the Liberator speaks the name of that key
in Minspeak or Spelling.

Auditory Fishing is Used With the Keyboard

Auditory Fishing Tells The Liberator to Speak the Name of Each Key You Activate

Summary:

Auditory Fishing and Auditory Fishing Delay are Selection Definition options with the Keyboard only.

With Auditory Fishing turned On, the Liberator speaks the name of each key you activate. Hold the key for the amount of the Auditory Fishing Delay time that you set and the key is automatically selected.

Those users who have a visual impairment but who have the ability to press keys can learn to use the Liberator's keyboard by turning Auditory Fishing On. When this option is used, the Liberator will speak the Spelling name or Minspeak name of each key you activate, depending on which mode you are using. Hearing the name of each key you activate will help you to learn where the keys are located on the keyboard.

The Auditory Fishing Delay defaults to 3.0 seconds. When you want to select a key, you must press and hold it for three seconds *past* when you hear its name spoken. When the key is selected it will be displayed on the Liberator's screen and your Main Voice will speak the name of the key you selected. You can set the delay time anywhere from .1 -10.0 seconds. When you are first learning where the keys are on the keyboard you might find it more helpful to have a longer delay time; once you become familiar with the placement of the keys, you might find a long delay time annoying. In this case shorten the delay time.

You can quickly select a key even if you have set a long delay time. When you hear the Liberator speak the name of a key, and you know it's the key you want, simply activate the key again as soon as the Liberator stops speaking. Do not wait for the delay time to pass.

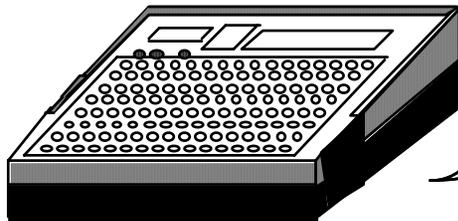
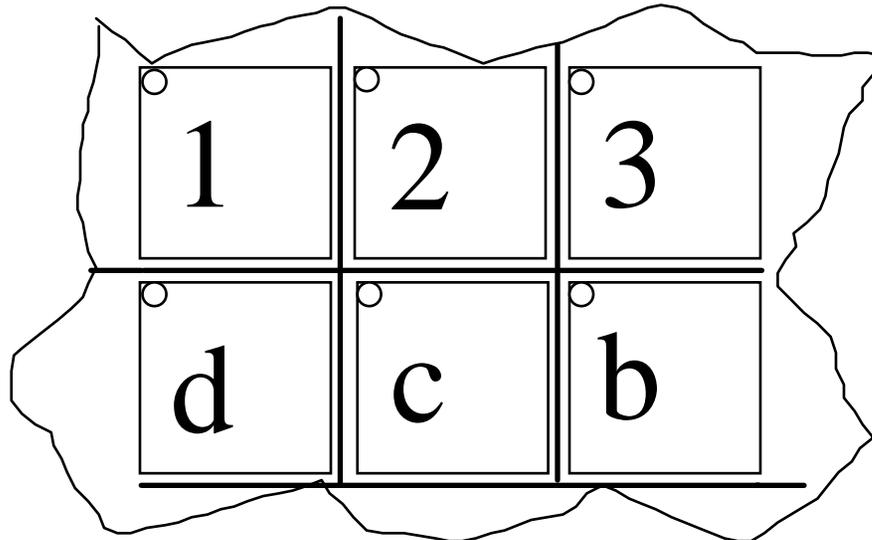
Since Auditory Fishing works with the Keyboard exactly like Auditory Prompt does with Scanning, **please read the Auditory Prompts pages**

in this chapter to learn about assigning Auditory Prompts to a key and changing the Auditory Prompt voice.

Selection Definition = Auditory Prompt

Activate # 1 to toggle Audible Prompt to ON

The Liberator speaks each position it scans in
MINSPEAK or SPELLING



SUN; HAMMER;
SCALES; DICE; PHONE;
THINK

Auditory Prompt is Used With Scanning

Select "Auditory Prompt = ON" to Hear the Liberator Speak the Name of Each Position It Scans

Summary:

Auditory Prompt is a Selection Definition for all of the Scanning Techniques.

With Auditory Prompt turned On, the Liberator will speak the Icon name or Spelling Characters assigned to each key it scans. If no Auditory Prompts have been assigned to a key, the Liberator will speak the default Name/Spelling Character. You can also have a message or part of a message spoken. To assign an Auditory Prompt to a key you must open the **ASSIGN KEY MENU [A2]**.

Auditory Prompt works in conjunction with scanning as opposed to Auditory Fishing which works with the keyboard. When you use Auditory Prompts you will get spoken feedback from the Liberator as scanning takes place. As the Liberator scans through the keyboard, it speaks each position it scans. This can be very helpful if you cannot see the keyboard clearly. You can create prompts for rows/columns and quadrants.

You set auditory prompts in the Selection Definition Menu of your scanning technique. Select option #2 [Modify Selection Technique Options] from the SELECTION TECHNIQUE MENU. Auditory Prompts = OFF or ON is always the first selection of each scanning technique Definition Menu. "Auditory Prompt Type" and "Content Prompt" are the other two auditory prompt options you have. You will find these two options on the last two screens of each scanning technique Definition Menu.

You can choose to have the KEY DEFINITION spoken as the auditory prompt or you can choose to have the MESSAGE CONTENTS spoken.

The next page explains the different Auditory Prompt Choices.

Auditory Prompts Choices

Key Definition: the default name of the key or a prompt you assign to a key.

Default "SUN" and "1"

1 ¹

2 ²

 Prompt you assigned "WORK"

Message Contents: speaks key name; if the key also completes a sequence in Minspeak, the message will be spoken in whole or in part, depending on the choice you make below.

From Message Start: the whole message will be spoken when you scan a key that completes a sequence.

After Prompt Marker: prompt markers tell the Liberator which part of a message you want it to speak.

Choose Key Definition Prompts or
Message Content Prompts

Select "Auditory Prompt = ON" and then Select to Hear Only a Key Definition or a Key Definition and Any Message

Summary:

Select "Auditory Prompt Type = Key Definition" to hear the Liberator speak either the default name for each key it scans or a prompt you created for a key. Select "Message Contents" to hear the message if the key you select completes a sequence.

If you select KEY DEFINITION, the Liberator speaks the name of each key as it scans. If you have not assigned any prompts to any keys, the Liberator will speak the default names or spelling characters of each key (names that were assigned to each key at the factory). For the default demonstration overlay, if you scan to key [C5] the Liberator will say "Queenbee" if you are in Minspeak or "Q" if you are in Spelling. (Speaking sometimes depends on how fast you are scanning.)

If you select MESSAGE CONTENTS, the Liberator still speaks the key definition as the auditory prompt. However, if you are in Minspeak mode and the key being scanned would normally complete an icon sequence and retrieve a message if selected, part, or all, of the message is spoken. You can choose how the "Content Prompt" will be generated from the message that would be recalled. "**From Message Start**" means that if you select a key which completes a sequence, the Liberator will speak the entire contents of the message that is stored under that sequence. If you select "**After Prompt Marker**", the Liberator will only speak that part of the message that you have designated to be spoken by adding Prompt Markers to the message itself.

The next page explains how to assign an auditory prompt when you are using Key Definition.

Assign Your Own Prompt

Activate

ASSIGN KEY MENU

Activate the key you want to
assign a prompt to: e.g.,

1

Activate

7

activate

2

 View or Change Auditory Prompt

Choose 1 to change the Minspeak prompt.

Choose 3 to change the Spelling prompt.

Type the new prompt and activate STORE.

Minspeak Prompt = HAPPY

Assign Your Own Prompt with Key Definition
or Use Defaults

Hear "Key Definition" Prompts Based on the Default Key Names or Assign Your Own Prompts Using the ASSIGN KEY MENU

Summary:

Select "Auditory Prompt type = Key Definition". The Liberator will speak the default name of each key. You can also make up your own prompts for any keys by opening the **ASSIGN KEY MENU** and selecting "View or Change Auditory Prompts".

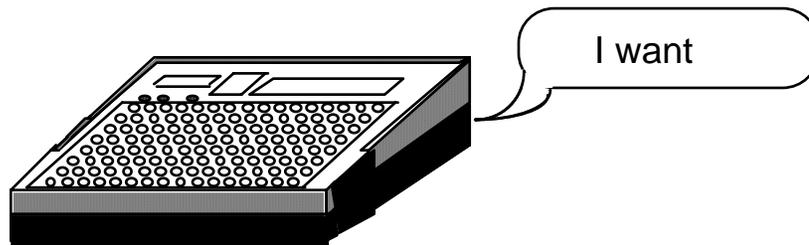
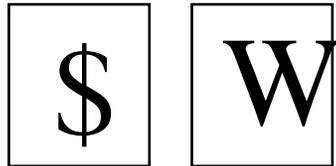
If you select KEY DEFINITION for the Auditory Prompt type, the Liberator speaks the default name and spelling character for a key if you have not assigned a different Auditory Prompt to it. These prompts are also spoken if you have selected MESSAGE CONTENTS and the key being scanned does **not** complete a Minspeak icon sequence.

To assign a different Auditory Prompt to a key, open the Toolbox and activate the **ASSIGN KEY MENU [A2]**. Activate the key where you want to change the default Auditory Prompt. The display shows you the current assignments of the key in both Minspeak and Spelling. Go to screen 2 and activate option #2 (View or Change Auditory Prompt). Select option #1 (KEY prompts). The next screen shows you the Auditory Prompts assigned to your key in either Spelling or Minspeak.

To change the prompt, choose Menu Selection 1 or 3 (Minspeak or Spelling). The display tells you to enter the prompt that you want to assign. For example, you might want the Minspeak prompt for SUN to be HAPPY because most of the messages stored with that icon have to do with things that make you happy. Type in the new prompt, "HAPPY", and then activate STORE. The Liberator will return you to the Auditory Prompt Menu and the new prompt will be displayed on the screen. Now every time you scan "SUN" the Liberator will say, "HAPPY". By using the "View or Change Auditory Prompt" option, you can personalize as many key prompts as you want.

If you decide not to add or change a prompt, just activate STORE without spelling anything, or activate ESCAPE STORAGE [J1].

Auditory Prompt Type = Message Contents Content Prompt = From Message Start



When you scan a key that would normally bring up a message if you select it, the Liberator will speak the message as the prompt.

Message Contents = FROM MESSAGE START

Select "Auditory Prompt Type = Message Contents" and "Content Prompt = From Message Start". The Prompt will be the Entire Contents of the Message that would be Recalled if the Key is Selected

Summary:

"Message Contents" means that if the key being scanned would bring up a message if you selected it, the Liberator speaks an auditory prompt based on the contents of the message. If no message would be recalled, the prompt is based on the key definition as usual. "From Message Start" means that the Content Prompt will normally consist of the entire stored message (starting at the beginning of the message).

If you select "Auditory Prompt Type = Message Contents" , the Liberator speaks prompts based on messages you have stored under sequences. Once you have selected this type of prompt, the Liberator asks you to select how you want it to speak the message prompt—do you want to hear the whole message or do you just want a part of it to be spoken?

If you select "Content Prompt = From Message Start", then any time the Liberator is scanning a key that would bring up a message if the key were selected, the Liberator will prompt by speaking the entire message that is stored under that sequence. The Liberator will speak the regular (or default) auditory prompt based on the key definition for keys which do not complete icon sequences.

This is a good way to generate auditory prompts for a vocabulary that is primarily word based (like Unity) where the messages are usually short and consist of single words or short phrases. However, when you have longer messages in the vocabulary (complete sentences), you will probably want to add Prompt Markers to the messages to tell the

Liberator which words in a sentence you want to have spoken as the auditory prompt. Prompt Markers are described on the next page.

Using Prompt Markers

Activate

1. Choose Menu Selection 2
2. Enter the icon sequence for the message you want to add prompt markers to.
3. Move the cursor in **front** of the word you want to **start** the prompt with.

4. Activate
 Spell "pr" and then
Select **PROMPT MARKER**

5. Move cursor **behind** the word you want to **end** the prompt with.

6. Activate
 Spell "pr" and then
Select **PROMPT MARKER**

```
My what a <PROMPT MARKER>beautiful  
day<PROMPT MARKER>it is today!
```

```
Spell text to store-then select STORE
```

Activate then Activate

Prompt Markers Can Be Used Like Quotation Marks

Select "Auditory Prompt Type = Message Contents". The Parts of the Message to be Spoken as a Prompt can be Selected with Prompt Markers

Summary:

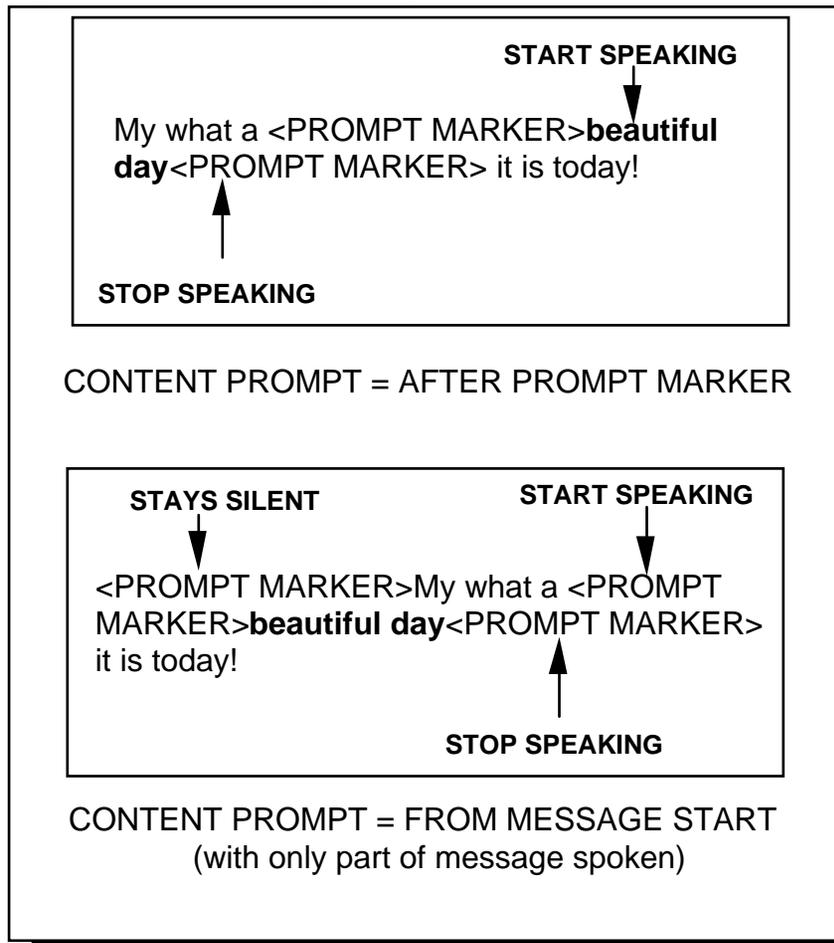
Add Prompt Markers around a specific part of a message and the Liberator will speak only that part of the message that is enclosed by the markers.

When you have selected "Auditory Prompt Type = Message Contents", you will probably want to add Prompt Markers to the longer messages in the vocabulary. When the Liberator is "reading" a message as a prompt, prompt markers can be used to tell the Liberator which words in a sentence you want to have it speak. For example, let's say you have the sentence "My, what a beautiful day it is today! ". This would be rather long to use as an auditory prompt, but just the words "beautiful day" would be short enough and would represent the message well. You can shorten the prompt by going into the message itself and placing the Tool, "Prompt Marker", around the part of the message you want for an auditory prompt.

To Add Prompt Markers to a Stored Message

1. Activate STORE *twice* and select #2 (Edit an existing stored item)
2. Enter the sequence for the message you want to add prompt markers to.
3. Move the cursor through the message until it is in *front* of the word you want to start the message with, in this case "beautiful".
4. Activate **FUNCTION INSERT** and begin to spell "pr"
5. Activate #7 and select #4, PROMPT MARKER
6. Move the cursor so that it is placed directly *after* the word you want to end the prompt with, in this case the "y" in "day".
7. Repeat Steps 4 and 5, then activate STORE.
8. Select 1 (Replace with the text you spelled).

Prompt Markers are like quotation marks. The Liberator will only speak whatever is inside the prompt markers for an auditory prompt. The next page explains the difference between "From Message Start" and "After Prompt Marker" when using Prompt Markers.



Content Prompt = After Prompt Marker
Content Prompt = From Message Start

Selecting "Content Prompt = After Prompt Marker" tells the Liberator to Speak Only That Part of a Message Designated by Prompt Markers

Summary:

You can add Prompt Markers around a specific part of a message and the Liberator will speak only that part of the message that is enclosed by prompt markers.

If you select "Auditory Prompt Type = Message Contents" , the Liberator will prompt by speaking the messages you have stored under sequences. By selecting "Content Prompt = After Prompt Marker" you are telling the Liberator not to start speaking a message as an auditory prompt until it finds a Prompt Marker in the message. The Liberator will start looking at the message from the start, and wait to speak until it finds a Prompt Marker that tells it to begin speaking. When it finds the next Prompt Marker, it will stop speaking and start skipping over the text. Then, each time a Prompt Marker is found the Liberator will start speaking if it has been skipping over the last part, or start skipping over text if it was speaking.

The same thing applies if you select "**Content Prompt = From Message Start**". In this case the Liberator assumes it should start reading aloud at the start of the message, then when it finds the first Prompt Marker, it will stop and begin skipping over text. If there are no Prompt Markers in a message in this case, the entire message will be read as the prompt. If you select "**Content Prompt = After Prompt Marker**" and there are no Prompt Markers in a message, the entire message will be skipped over. In this case, the default key prompt would be spoken.

When you select "Content Prompt = From Message Start", for many longer messages (such as the "beautiful day" example), you will need to

add a Prompt Marker at the very start of the message so that Liberator skips over the text until it finds the text to speak.

Remember, most words and short phrases won't need any Prompt Markers.

PROMPT ONLY MARKER

When you have a macro (text and tools together) stored under an icon sequence:

1. Activate CLEAR DISPLAY.
2. Activate

STORE	STORE
-------	-------

 then select #2 (Edit).
3. Activate the icon sequence where the macro is stored.

<CONTROL><SPEECH OFF><DEL-CHAR>s
<CONTROL><SPEAK WORD>

4. Activate

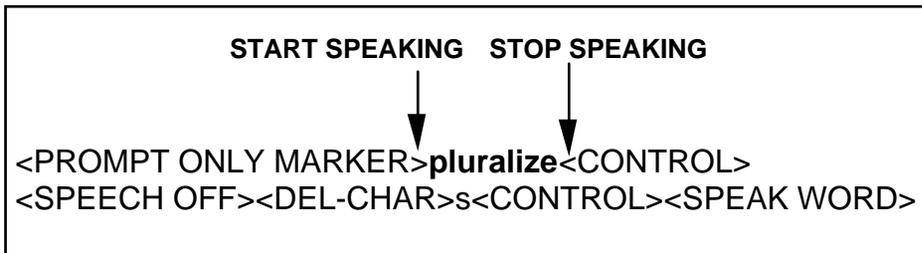
FUNCT. INSERT

 spell "PR"

5. Select PROMPT ONLY MARKER

6. Spell the word you want the Liberator to speak
e.g., "Pluralize".

<PROMPT ONLY MARKER>pluralize<CONTROL>
<SPEECH OFF><DEL-CHAR>s<CONTROL><SPEAK WORD>



The Auditory Prompt does not affect the macro.

PROMPT ONLY MARKER is Only Used
as an Auditory Prompt

The PROMPT ONLY MARKER Tells the Liberator to Use the Designated Text as a Prompt Only and That the Text Should Not Appear as Part of the Message

Summary:

The tool, PROMPT ONLY MARKER , allows you to designate specific text to be used **only** as an auditory prompt. It will not appear as part of the actual message when the message is selected.

You may have a macro assigned to an icon sequence. For example, let's say you stored the following macro (which pluralizes words),

```
<CONTROL><SPEECH-OFF><DEL-CHAR>s <CONTROL><SPEAK-WORD>
```

under a sequence which ends with the icon D6. When you scan to D6, you don't want the Liberator to just say "s" (the only text it will find in the macro—all the rest are tools). You can use the tool "Prompt Only Marker" to add some text that will **only** be used as an auditory prompt, and will not appear as part of the message if it is selected and recalled.

If you add "<PROMPT-ONLY-MARKER>pluralize" at the start of the message, Liberator will speak "pluralize" as the auditory prompt.

An inserted function (tool) *following* a Prompt Only Marker, tells the Liberator that it is the end of the "prompt-only" part of the message. You can use a regular Prompt Marker if you want to follow the "prompt-only" part with text that is part of the message. You may want to do this if you have a long text message that you want to summarize with a prompt that is not actually included in the message.

A Prompt Only Marker **always** tells Liberator to start speaking at that point. The Liberator will always start skipping over text at the first inserted function following the "prompt only" marker. This is true wherever the "Prompt Only" Marker appears, whether "Content Prompt = From Message Start" or "After Prompt Marker".

If no text is found to use for a prompt, and the message is a single tool, the Liberator will prompt with the name of the tool. If it is a complex sequence of tools, the Liberator will just say "Special tool at (location)".

Select an Auditory Prompt Voice

-----Speech Menu (Voice Selection)-----

1. Main Voice
2. Auditory Prompt
3. Menu Voice

5. Exit

Choose which voice to adjust

Activate

2

-----Speech Menu (Screen 1)-----

1. Voice = Huge Harry
2. Volume = 81 (0-89)
3. Speech Rate = 165 (120-550)
4. Listen to PROMPT VOICE
5. Exit 6. Final Screen 7. Next Screen

Alter Setups for PROMPT VOICE or Exit

Activate

1

---Voice Selection Menu (Screen 1)-----

1. Perfect Paul
2. Huge Harry
3. Frail Frank
4. Doctor Dennis
5. Exit 6. Final Screen 7. Next Screen

Choose new Voice or Exit

Change the Auditory Prompt Voice

Change the Auditory Prompt Voice

Summary:

The Liberator is shipped to you with the voice of Huge Harry installed as the Auditory Prompt Voice. You can change this to any of the ten DECtalk voices you choose. Activate the **SPEECH MENU [J2]** and select option #2 (Auditory Prompt Voice); select #1 from the next menu and review the voices until you come to the one you want.

The default Auditory Prompt Voice is "Huge Harry". You may decide that you want to use Auditory Prompts all the time but find that you can't stand to hear the voice of Huge Harry so much. In that case, you can change the Auditory Prompt voice!

To change the Auditory Prompt Voice, open the Toolbox and activate the **SPEECH MENU [J2]**. The first menu you see is the **SPEECH MENU (Voice Selection)**. Activate option #2 (Auditory Prompt Voice). You then see the full **SPEECH MENU**. Option #1 puts you in the Voice Selection Menu. The three Voice Selection Menus list all the DECtalk voices. If you see the voice you want in the first Menu, activate its option number. If you want to see the next menu of voices, activate option #7 until you find the voice you want to use. We suggest you use a voice different from your Main Voice so you will know easily when a key has been selected.

When you have selected a voice, the Liberator returns to the full **SPEECH MENU** and Menu Selection 1 shows the name of the voice you have chosen. You can now exit the **SPEECH MENU** and return to the **SELECTION TECHNIQUE MENU** to continue looking at the Selection Definition options.

For more information about changing voices in the Liberator, see the **SPEECH AND DICTIONARY** chapter in the *Advanced Functions* manual.

Predictive Selection Keyboard

---- Selection Definition Menu (Screen 1)--

1. Predictive Selection = ON
2. Modify Predicted Keys
3. Auditory Fishing = OFF
4. Auditory Fishing Delay = 3.0 sec.
5. Exit 6. Final Screen 7. Next Screen

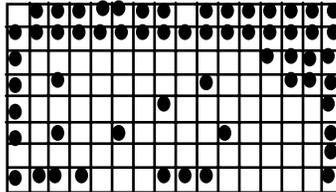
Modify selection settings or Exit

Predictive Selection Scanning

---- Selection Definition Menu (Screen 3)--

1. Predictive Scan = ON
2. Modify Predictive Scanning
3. Menu Scanning = OFF
4. Immediate Scan Restart = ALWAYS
5. Exit 6. Prev Screen 7. Next Screen

Modify selection settings or Exit



Turn Icon Prediction on in the FEEDBACK MENU
and all the active keys will light up.

Predictive Selection (or Scan) Makes Some
Keys Active and Others Inactive

Choose Predictive Selection (or Scan) for Efficient Key Selection

Summary:

"Predictive Selection" and Predictive Scan; and "Modify Predicted Keys" and "Modify Predictive Scanning" are Selection Definitions for all Selection Techniques.

"Predictive Selection" (Keyboard) and "Predictive Scan" (Scanning Techniques) allow the Liberator to make some keys active and others inactive. If you select an inactive key, nothing will happen. This can help you make more efficient key selections. When you turn Predictive Selection On in Minspeak only those keys that contain messages or tools will work. In Spelling, only those keys that contain spelling characters and/or tools will work. If you choose Predictive Selection = ON WITH BEEP, you will hear an error beep if you select an inactive key. If you turn Icon Prediction On in the FEEDBACK MENU [C2], all active keys will be lit.

You can **modify** the predicted keys (option 2 in the menu). This allows you to "mask out" any locations that are "empty" or that contain tools that you don't want the Liberator to scan. This greatly reduces the amount of time it takes to scan the complete keyboard. See the next page for more information.

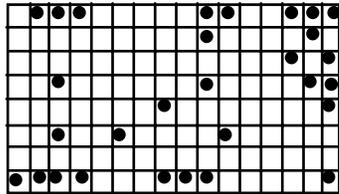
Modify Predicted Keys

----- Modify Predictive Keys-----

- 1.Tools lit (or scanned) before 1st hit
 - 2.Tools lit (or scanned) after 1st hit
 - 3.Keys lit (or scanned) in Spell mode
 - 4.Keys lit (or scanned) in Spell One Word mode
 - 5.Exit
- Modify Predictive Scanning or Exit

Tools to be SELECTED (or SCANNED) are bright
Tools to be SKIPPED are dim

Activate the keys you wish to change.
When finished press the ON button to exit.
Pressing OFF will alternately set all tools
dim, then all tools bright.



Icon Prediction in the FEEDBACK MENU must be ON
to see the lights.

Modify Predictive Keys to Suit Yourself

Use "Modify Predicted Keys" or "Modify Predictive Scanning" to Select the Keys You Want to be Active and Inactive

Summary:

Keys with dim lights are inactive; keys with bright lights are active. Icon Prediction in the FEEDBACK MENU must be On. **Set Icon Prediction Intensity to 2 or 3** to better see the LEDs.

The Modify Predicted Keys (or Scanning) Menu.

1. Tools lit (or scanned) before first hit

When selecting these keys, consider them as your "general" keys. For example, when you are in Minspeak, the time *before* you activate a key that begins a sequence and the time *after* you have finished speaking a message are the times you are most likely to decide to go to Spelling or open a Notebook or menu. Because of this, you will probably want most of the tools and menu keys to be active.

2. Tools lit (or scanned) after first icon hit

These keys should be more specific because now you are committed to speaking and won't need so many options on the keyboard. For example, once you have selected the first icon in a sequence you won't want all the tools and menus to be active while you are looking for your second icon. You can make *inactive* all the tools except those that are necessary when you are in Minspeak, like DELETE ICON or CLEAR DISPLAY.

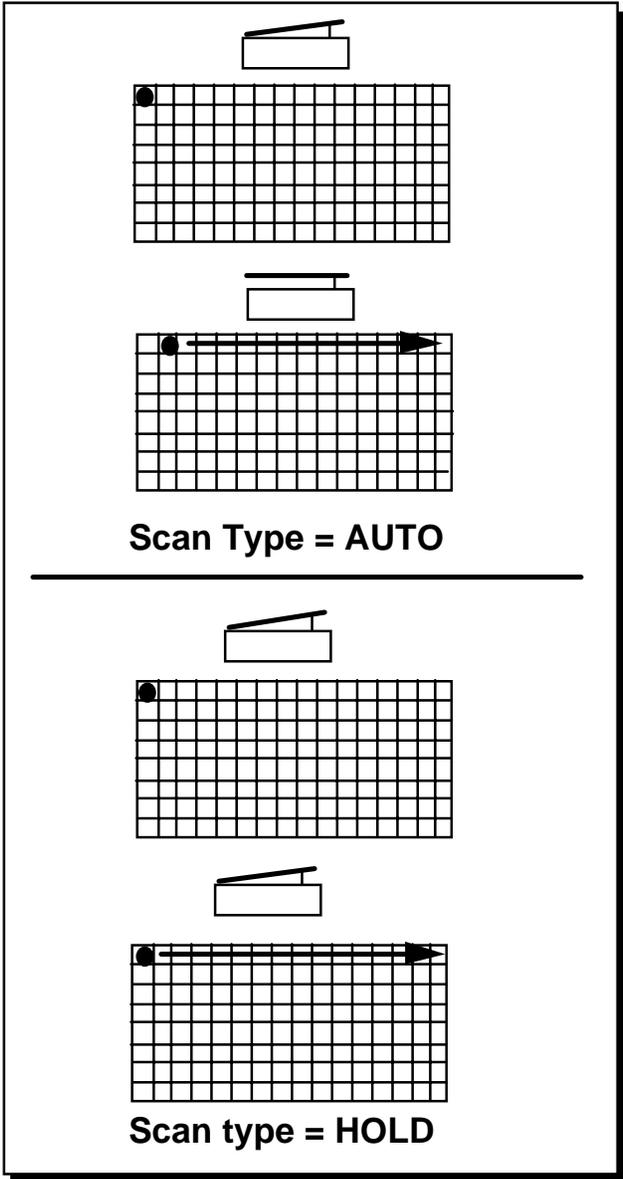
3. Keys lit (or scanned) in Spell mode

You can make *inactive* all the tools in Spelling that you seldom use, like DELETE ICON and any spelling characters that you know you aren't going to use.

4. Keys lit (or scanned) in Spell One Word mode

You can make *active* any keys you use when you are in Spell One Word mode.

To make a key **inactive**, select it **once**. Its light dims to indicate that it is inactive. Select the key **again** to make it active. Its light gets bright. Press the Liberator's OFF button *once* to set all tools to "dim" or *twice* to set them to "bright". Once you have set the keys the way you want them, press the Liberator's ON button to exit the toolbox.`



Scan Type = AUTO/HOLD

Choose 'Scan Type = Auto or Hold'

Summary:

"Scan Type" is a Selection Definition choice for Row/Column Scanning, Quarter Row/Column Scanning and 8 Location Scanning. It is also a choice for 2-Switch and Joystick Scanning in conjunction with 'Selection Type'.

Scan Type tells the Liberator to scan through the keys automatically or to wait until you activate and hold your switch to scan.

If you select "Automatic Scan", you will have to activate your switch once to initiate the scan. After that, the Liberator will automatically scan through the keys until you activate your switch a second time (either to change directions or to activate a key).

If you select "Hold Scan", you have to activate and continue to **hold** your switch to scan the keyboard. When you release your switch the key will be either automatically activated or you will have to activate your switch once again to activate the key. (See "Selection Type" on the next page.)

You can have "Key Repeating" with Automatic Scan but not with Hold Scan. (Learn about 'Key Repeating' in the 8/32/128 LOCATION chapter.)

Selection Type = MANUAL or AUTO

Let the Liberator scan automatically
but you manually enter key selections;

or

You scan manually (by pressing and holding your
switch) but let the Liberator automatically enter
your key selections.

MANUAL with a Headpointer:

You will have to plug in a single switch
in order to **select** a key.

MANUAL with a 2-Switch or Joystick:

You will need to plug in an extra switch
in order to **select** a key.

Selection Type = MANUAL or AUTO

'Selection Type = Manual or Auto' Tells the Liberator to Automatically Select a Key of Your Choice or Lets You Select a Key by Activating Your Switch

Summary:

"Selection Type" is a Selection Definition that is available with the Headpointer, 2-Switch and Joystick Scanning.

'Selection Type' refers to how a key can be selected as the key you want. If you choose 'Auto', the Liberator will automatically select the key you scan to; if you choose 'Manual', you must activate your switch to select the correct key.

On the previous page you learned about "Scan Type = AUTO or HOLD". When you select a "Scan Type" with 2-Switch or Joystick Scanning, you must *also* choose a "Selection Type", either MANUAL or AUTO.

With a multiple switch you can choose to *scan* automatically, but to *manually* enter your key selections; or you can choose to "Hold" (manually) *scan* but to have your *key* selections entered automatically.

With a Joystick, 2-switch or headpointer, if you choose "Manual Selection" you must have an extra switch (or contact) to act as the 'Select' contact. Plug the extra switch into the "mono" jack on the left side panel of the Liberator. "Manual Selection" means that you use either the Joystick, Headpointer or Scanning Switch to get to (or point at) the key you want. then you activate the "extra" switch to make the selection. If you choose "Automatic Selection" just move to the key you want and the Liberator will automatically make the selection once the Acceptance Time has passed.

Scan Rate

-----Selection Definition Menu-----

1. Auditory Prompts = OFF
2. Scan Type = AUTO
3. Locations = 128
4. Scan Rate = 1.0 seconds/step
5. Exit 6. Prev Menu 7. Next Menu

Activate

4

- Scan Rate = 1.0 sec/step
1. Faster
 2. Slower

 5. Exit Change Setting or Exit

Activate

2

- Scan Rate = 1.1 sec/step ←
1. Faster
 2. Slower

 5. Exit Change Setting or Exit

Continue to activate **Faster** or **Slower** ←
until you reach the scan speed you want.

Select Your Own Scan Rate

'Scan Rate = 1.0 seconds/step' Tells the Liberator How Fast or Slowly to Scan Through the Keys

Summary:

"Scan Rate" applies to all Scanning Techniques except Successive Quartering.

When you select a "Scan Rate" you are telling the Liberator how fast or slowly to scan through the keys on the Keyboard.

The default Scan Rate for the Liberator is 1 second per step. This means that the Liberator will scan from one key to the next at the rate of one second per key. This rate may be comfortable for you to watch and also give you enough time to activate your switch and select a key. But you may find that it is too fast or too slow for you. You might want to set the scanning speed to a slower rate while you are getting used to the Liberator. When you are comfortable with the device and how you use it, you can re-set the scanning speed to a faster rate.

You might find it helpful to experiment with different Scan Rates in order to find the one(s) that suits you best.

To change the Scan Rate, activate the "Scan Rate" option from the Selection Definition Menu of the SELECTION TECHNIQUE MENU. The Change Scan Rate Menu appears. Notice that the current Scan Rate is displayed at the top of the Menu. Activate the "Faster" or "Slower" Menu Selection. The current Scan Rate at the top of the menu changes as long as you keep activating "Faster" or "Slower". When you reach the rate you want to use, exit the menu.

Activation Delay

-----Selection Definition Menu (Screen 2)--

1. Activation Delay = 2.0 seconds
2. LED flashing = OFF
3. LED Flash Rate = (flash not enabled)
4. Scanning Lamp Intensity = 8
5. Exit 6. Prev Screen 7.Next Screen

Modify Selection Settings or Exit

Activate

1

Activation Delay = 2.0 seconds

1. Faster
2. Slower
5. Exit

Change Setting or Exit

Activate

1

Activation Delay = 1.9 seconds

1. Faster
2. Slower
5. Exit

Change Setting or Exit

Continue to activate **Faster** or **Slower** until you reach the Activation Delay you want.

Select Your Own Activation Delay

'Activation Delay' Refers to the Amount of Time You Want the Liberator To Wait Before it Selects a Key

Summary:

'Activation Delay' is a Selection Definition for all the Scanning Techniques.

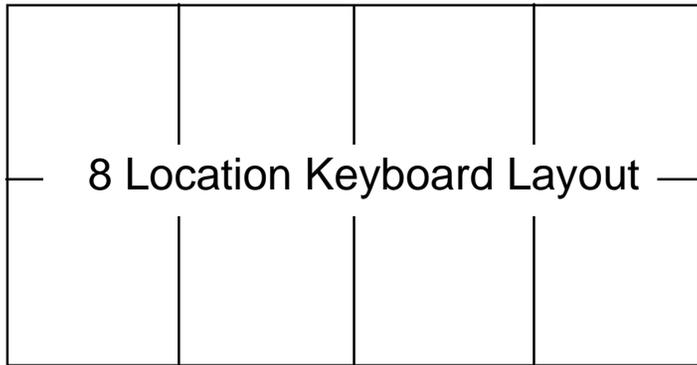
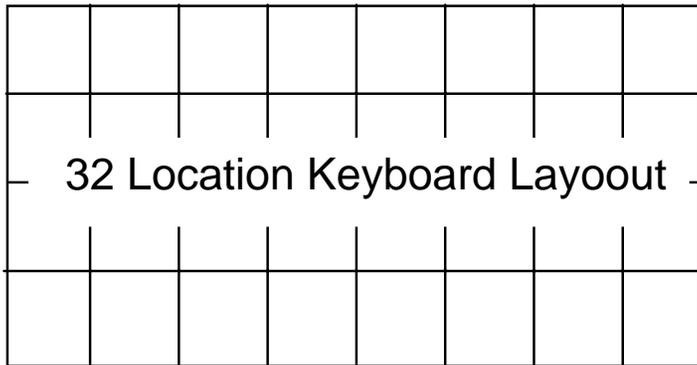
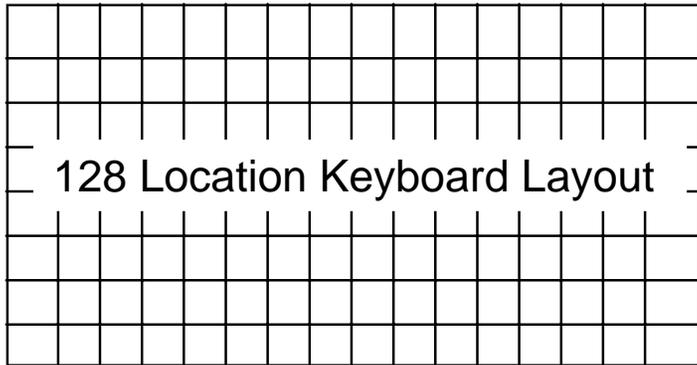
You can choose the amount of time you want to have elapse between when you activate your switch to select a key and when the Liberator actually registers the key as 'selected'. (The Liberator emits a beep when a key is selected.)

With "Activation Delay" you can choose the amount of time the Liberator waits between when you activate a switch to select a key and when the Liberator actually registers the key as 'selected'. The default Activation Delay time is 2.0 seconds. This means that once you activate your switch to select a key, the Liberator will wait two seconds before registering the key and putting the Icon or Spelling characters on the Display Screen.

If you activate your switch to select a key and then decide you really don't want to say what that key represents, just activate your switch again before the Activation Delay time is up and the Liberator will start to scan without registering the key as 'selected'.

You can experiment with 'Activation Delay' to find the delay time that is best suited to your needs.

When you select 'Activation Delay' from the Selection Definition Menu, you must then make a selection from the second menu to select the amount of time in seconds that you want to use. Select "Faster" or "Slower" and activate that Menu Selection key until the amount of seconds you want to use is displayed at the top of the Menu. If you decide not to change the time just activate Menu Selection 5 (Exit).



Different Keyboard Layouts

'Locations = 128, 32, 8' Refers to the Type of Keyguard and Overlay You are Using

Summary:

This Selection Definition is available for all Scanning Techniques except 8 Location Scan.

If you bought an 8 or 32 Location Keyguard for your Liberator, you do not need to use this menu selection!

If you are using the 128 Location Keyguard and Overlay and you would like to see what 8 or 32 Location scanning looks like, you may activate this Menu Selection.

Unless you have an 8 or 32 Location keyguard on your Liberator, the Liberator assumes you are using a 128 overlay and keyguard. This means that all the keys on the keyboard will be active. An example of a 128 Overlay is the Unity sample overlay.

If you are using an 8 or 32 Location keyguard and you have set the Keyboard Layout to **AUTO**, the Liberator will automatically conform itself to whichever keyguard you have installed. You do **not** have to tell it that you are using a 128, 32 or 8 Location keyguard.

If however, you are using a 128 Location keyguard and you would like to try scanning in the 8 or 32 Locations, you will have to select 8 or 32 Locations from the Menu. You may also want to set the correct Locations in the KEYBOARD LAYOUT MENU [O2] (see the **8/32/128 LOCATION** chapter in this Section).

MAP authors and clinicians will probably use this Menu Selection more than the regular Liberator user.

No matter what keyguard you are using (128, 32, or 8) for your User Area, the Liberator will **always** default to the 128 Location overlay and keyguard when you are in the Toolbox.

Choose Circular or Linear Scan With 8 Location Scanning

Summary:

This option is only available with 8 Location Scanning.

When you select the 8 Location Scanning Technique you can choose to have the scan proceed across the keyboard in a line one row at a time or you can choose to have it proceed in a circular motion around the keyboard.

When you choose "8 Location Scanning" you have the choice of having the scan proceed two different ways.

Linear Scan means that the scan begins in the top left square on the keyboard, scans left to right through the top four keys, then moves down to the bottom left square and scans left to right through the bottom four squares.

Circular Scan means that the scan begins in the top left square, proceeds from left to right across the top squares, then moves to the bottom right square and proceeds from right to left across the bottom row of squares.

LED Flashing, Flash Rate and Scanning Lamp Intensity

LED Flashing = ON means you can see the scan better.

Flash Rate lets you choose how fast or slowly the LEDs flash.

Scanning Lamp Intensity makes the LEDs bright or dim.

- Note:** If you have "Predictive Scan" turned ON, and Flashing LEDs turned ON, turn "Icon Prediction Intensity" to 5 or 6 (in the FEEDBACK MENU).

LED Flashing, Flash Rate and Scanning Lamp Intensity

'LED Flashing = OFF or ON', 'LED Flash Rate' and 'Scanning Lamp Intensity' Can Be Used to Help Improve Your Visibility of the Keyboard

Summary:

These three Selection Definitions are available for all Scanning Techniques.

"LED Flashing = Off or On", 'LED Flash Rate' and 'Scanning Lamp Intensity' are Selection Definition Options which will improve your visibility of the keyboard. You can choose to have the LEDs flash when they are scanned to and you can select the rate at which they flash. You can also brighten or dim the intensity of the LEDs.

If you are visually challenged, or if you have to use the Liberator in poor lighting conditions, you may have trouble following a scan. You can improve your visibility of the keyboard by setting these three Selection Definitions.

If you turn LED Flashing to ON, each LED will flash as it is scanned. You can also choose the rate at which the LED will flash, from very quickly to quite slowly. Scanning Lamp Intensity refers to the brightness or dimness of the LEDs. If you select "0" the lamps will not be lit at all; if you select "8" they will be very bright. All of these parameters help to draw your attention to the keyboard and the scan.

If you are using "Predictive Scan" you will find it helpful to have "flashing LEDs" turned On. When the LEDs are not flashing it is hard to tell where you are in the scan.

pNote:

If you turn on Predictive Selection and you have flashing LEDs turned ON, set **"Icon Prediction Intensity"** (in the FEEDBACK MENU [C2]) to **5 or 6**.

Menu Scanning = ON

----- Selection Definition Menu (Screen 3)--

1. **Predictive Scan = OFF**
 2. Modify Predictive Scanning
 3. Menu Scanning = OFF
 4. Auto Scan Restart = ON
 5. Exit 6. Prev Screen 7. Next Screen
- Modify Selection Settings or Exit

---- Selection Definition Menu (Screen 3)--

1. Predictive Scan = Off
 2. **Modify Predictive Scanning**
 3. Menu Scanning = ON
 4. Auto Scan Restart = ON
 5. Exit 6. Prev Screen 7. Next Screen
- Modify Selection Settings or Exit

---- Selection Definition Menu (Screen 3)--

1. Predictive Scan = Off
 2. Modify Predictive Scanning
 3. **Menu Scanning = ON**
 4. Auto Scan Restart = ON
 5. Exit 6. Prev Screen 7. Next Screen
- Modify Selection Settings or Exit

---- Selection Definition Menu (Screen 3)--

1. Predictive Scan = Off
 2. Modify Predictive Scanning
 3. Menu Scanning = ON
 4. **Auto Scan Restart = ON**
 5. Exit 6. Prev Screen 7. Next Screen
- Modify Selection Settings or Exit

Liberator scans through each menu selection until you make an activation.

Each option is **highlighted** .

Menu Scanning = ON

Turn 'Menu Scanning - ON' To Make Menu Selections Directly From the Menu

Summary:

"Menu Scanning" is a Selection Definition for all of the Scanning Techniques.

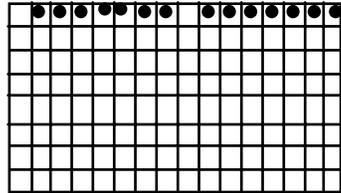
Instead of scanning through your overlay to make a Menu Selection, you can turn "Menu Scanning" ON and make Menu Selections directly from the menu. The Liberator scans through the menu options, one by one, until you activate your switch to select an option.

Depending on the Scanning Technique you use, making a menu selection can sometimes take awhile. The Liberator has an option to make menu selection easier. If you turn 'Menu Scanning - ON' in the Selection Definition Menu the Liberator will highlight each Menu option, one by one, until you activate your switch to select the option you want. As soon as you make a menu selection, the Liberator returns to scanning through your overlay. The next time you enter a menu, the menu options will again be highlighted, one by one.

Auto Scan Restart

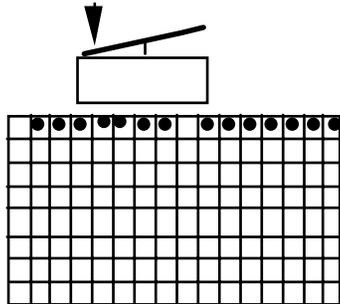
Auto Scan Restart = ALWAYS

The scan automatically re-starts as soon as the last selection is made



Auto Scan Restart = Until Sequence Completed

The scan continues until you complete an icon sequence. You must activate your switch to start a new scan.



Auto Scan Restart

'Auto Scan Restart = OFF, ALWAYS, UNTIL SEQUENCE COMPLETED' Tells the Liberator to Wait Until You Activate Your Switch Before Starting a New Scan or to Continue

Summary:

"Auto Scan Restart" is a Selection Definition for Row/Column, Quarter Row/Column and 8 Location Scanning Techniques.

The Liberator defaults to Auto Scan Restart = Always. Any time you activate a key, the Liberator will select it and then immediately start a new scan.

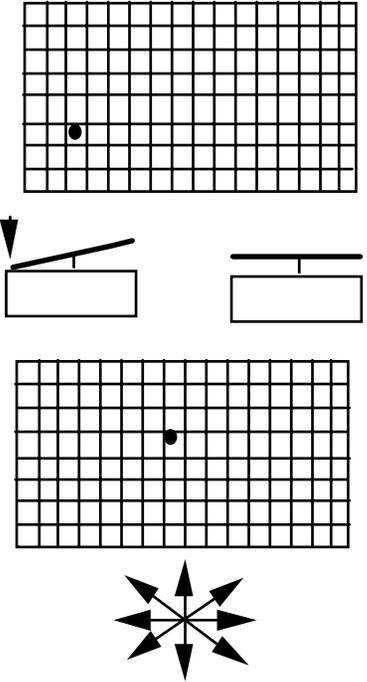
When you are selecting icons to speak messages or choosing spelling characters to store messages, you will probably want the Liberator to begin a new scan as soon as you select the keys you want. This is the quickest way to speak and spell. However, there may be times when you find that an immediate scan restart bothers you.

For instance, when you select the last icon of a sequence and the Liberator begins to speak a message, it will also, at the same time, start a new scan. Remember that scanning can encompass beeps and flashing LEDs which you or someone listening to you might find distracting. If you turn Auto Scan Restart to 'Until Sequence Completed', the Liberator will scan the keyboard while you select icons. Once you have selected a sequence, the Liberator will stop scanning. This may make hearing what you have to say easier for a listener, as they will not be distracted by the scan. When you have finished speaking, activate your switch to start a new scan.

If you are going to have an extended conversation with someone, or be interacting within a group you might want to turn Auto Scan Restart Off and just activate your switch every time you want to scan. Selecting

"Always" means that the Liberator automatically restarts a scan after each selection.

Centering = ON
2-Switch and Joystick Only



Centering = ON means you begin a scan in the center and can go in any direction (Joystick) or Up, Down, Left and Right (2-Switch).

Centering = ON

'Centering = ON' Tells the Liberator to Start Each Scan From the Center of Your Overlay

Summary:

"Centering" is available as a Selection Definition only with 2-Switch and Joystick Scanning.

When you turn "Centering" ON the Liberator starts each new scan from the center of your Keyboard, key [H5]. With 2-Switch Scanning you can start the scan from the center of your Keyboard down or to the right. With Joystick Scanning the scan starts in whichever direction you activate your joystick.

When you turn "Centering = ON" you are telling the Liberator to start each scan from the middle of your keyboard (key [H4]). Centering can be used only with the 2-Switch and Joystick Scanning Techniques because these are the only Techniques where you can move Up, Down, Left, Right and Diagonally from the center of the Keyboard.

If you are using 2-switch scanning, the scan will begin in the center of the keyboard. If you active your 'Down' switch, the scan will continue down from the center; if you activate your 'Right' switch, the scan will continue to the right of the center. With a joystick, the scan will continue in whichever direction you activate your switch.

With centering turned OFF, the scan begins from the position of the last key you activated and moves in the direction you activate your switch.

Number of Rescans

When you activate a switch the Liberator will scan the keyboard.

If you activate your switch again it will start a new scan.

If you make no switch activation, it will scan the keyboard 3 times and then stop.

You can set the amount of scans it makes between key activations with the "Number of Rescans" definition.

Number of Rescans

'Number of Rescans' Allows You to Select How Many Times the Keyboard is Scanned

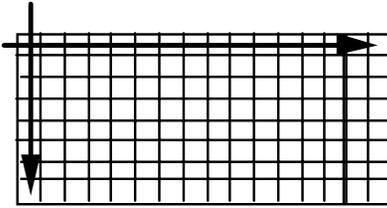
Summary:

"Number of Rescans" is a Selection Definition for Row/Column, Quarter Row/Column Scan and 8 Location Scan.

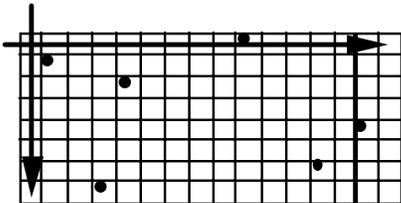
This allows you to set the number of scans you want the Liberator to perform before you make a switch activation.

The Liberator will scan your overlay three times and then stop if you have not made a switch activation. You can change the number of rescans to suit your needs by choosing the Selection Definition Menu (option #2) of the SELECTION TECHNIQUE MENU and then choosing this option from screen 4.

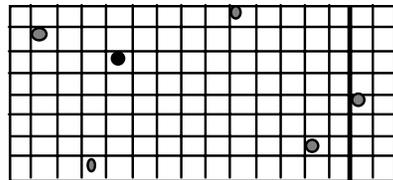
Linear Scan Cut-Off



Regular Row/Column Scan



Row/Column Scan continues until there are only 6 options left; Linear Scan takes over.



Each lighted key is now scanned individually.

□ Note:

Make sure Predictive Scan is ON (this is a scanning selection definition) and that Icon Prediction Intesity is set to 2 or 3 in the FEEDBACK MENU.

Linear Scan Cut-Off

'Linear Scan Cutoff'

Summary:

Linear Scan Cutoff can be used with all scanning techniques. Predictive Scanning must be turned On for this option to work correctly.

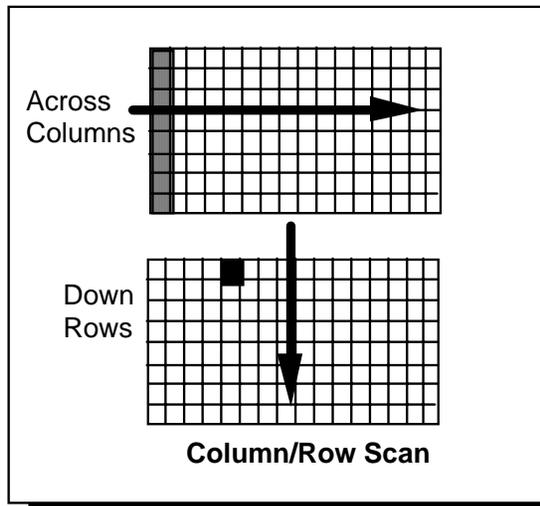
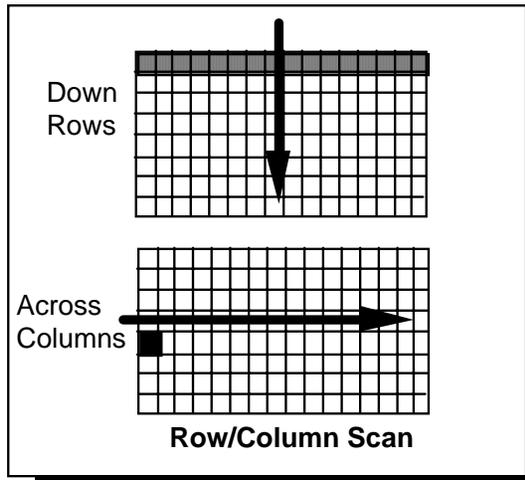
This allows a scanning sequence to change from row/column to key-to-key scanning.

When you select this option, you are telling the Liberator that you want it to perform your regular scanning technique until there are only a certain number of selections left. At that point, you want the Liberator to change from your regular scanning technique to directly scanning only those keys that are left with no regard for rows, columns, quarters, etc.

To Use This Option Effectively:

1. Go to the FEEDBACK MENU and turn Icon Prediction Intensity to 2 or 3.
2. Go to screen 1 of the SELECTION TECHNIQUE MENU and activate option #2 (Modify Selection Technique Options).
3. Turn Predicted Scan On.
4. Modify the predicted scan to eliminate all the keys you don't want scanned.
5. Go to Screen 4 of the Selection Definition Menu and activate option #3 (Linear Scan Cut-off). Enter the cut-off number you want to use. The cut-off number should be **less than or equal to** the number of predicted locations that are left on your keyboard when you want to change from regular scanning to key-to-key scanning.

For example, if you select "5" as your cut-off number the Liberator will use your regular scanning technique to scan the keys until there are only five predicted choices left. At that point, it will stop the regular scan and begin to scan among those five keys with no regard for rows, columns, quarters, etc.



Activation of first switch either scans down the rows or across the columns.
 Each activation of the second switch either scans across the columns or down the rows.

Scan Direction = Row/Column or Column/Row

Choose 'Scan Direction = Row/Column or Column/Row'

Summary:

"Scan Direction" is a Selection Definition with Single Switch or 2-Switch Row/Column Scan and Single Switch or 2-Switch Quarter Row/Column Scan.

ROW/COLUMN scans the rows first and then the columns.

COLUMN/ROW scans the columns first and then the rows.

If you have selected 2-Switch R/C scan or 2-Switch Quarter R/C scan for a Selection Technique, you can choose to scan by rows and then columns or by columns and then rows. This is a matter of personal preference. Either way is acceptable.

Row/Column—the Liberator first scans down the rows until you select a row; then it scans across the columns until you select a location.

Column/Row—the Liberator first scans across the columns until you choose a column; then it scans down the rows until a location is chosen.

Scan Reset Delay

Scan Reset Delay is the amount of time between when you release a switch and when the scanning lights go out and the scan returns to the starting point.

Delay Time Examples

5 seconds = default reset delay

25 seconds = maximum delay time

0 seconds = no delay; scan never resets

Scan Reset Delay

Change 'Scan Reset Delay = 5.0 seconds' to a Faster or Slower Rate

Summary:

"Scan Reset Delay" is a Selection Technique Definition only with 2-Switch Row/Column Scan and 2-Switch Quarter Row/Column Scan.

Choose the amount of time it takes between when you release your switch and when the scan automatically resets. Default is five seconds.

This definition allows you to set the amount of time that it takes between when you first release your switch and when the scan resets. A reset is when the scanning lights go out and the scan returns to its original position.

If you are good at controlling switches you may want to leave the reset time at 5 seconds or faster. If you need more time between one switch activation and the next, adjust the reset delay to a slower time, perhaps 15 or 20 seconds.

If the delay time passes and you have not made a switch activation, the scan stops automatically and the lights go out. The next time you activate your switch, you start at the beginning of the scan.

The default delay is 5 seconds. The maximum delay is 25 seconds. If you set the delay to 0 (zero) the scan will not automatically reset. You must continue to activate your switches to return to the beginning of a scan.

Switch Function = Alternate or Stay Constant

ALTERNATE SWITCHES

-  Scans rows or columns
-  Selects specific row or column
-  Scan columns or rows
-  Selects specific key location
-  Starts new scan

CONSTANT SWITCHES

-  Starts scan
-  Stops scan in a specific row or column
-  Starts scan again
-  Select specific key location

Switch Function

'Switch Functions = ALTERNATE or STAY CONSTANT'

Summary:

"Switch functions" is a Selection Definition only with 2-Switch Row/Column Scan and 2-Switch Quarter Row/Column Scan.

ALTERNATE allows you to alternate switches A and B for scanning rows and columns.

STAY CONSTANT allows switch A to scan both rows and columns and Switch B to make all the key selections.

2-Switch Row/Column scanning gives you the option of using your switches to do different things. If you select ALTERNATE, you are telling the Liberator that you want to alternate between Switch A and Switch B for scanning the rows and columns and making key selections. Switch A will scan rows, Switch B will scan columns and Switch A will make key selections.

An Example of ALTERNATE Switch Function:

Activate Switch A to scan rows (or columns).

Activate Switch B to select a specific row (or column).

Activate Switch B to scan columns (or rows).

Activate Switch A to select a specific key in the row (or column).

Activate Switch A to start the scan again.

If you select to use STAY CONSTANT, you are telling the Liberator that you want one switch, Switch A, always to scan rows and columns and the other switch, Switch B, always to make key selections.

An Example of STAY CONSTANT:

Activate Switch A to start a scan.

Activate Switch B to stop the scan on a specific row (or column).

Activate Switch A to start the scan again.

Activate Switch B to select a key location.

Stop Delay

2-Switch or Joystick Only

Set an amount of time you want to be able to activate and **hold** your switch to change the direction of a scan.

Activate your switch **before** the time is up and you can select the key instead of change scanning directions.

Setting the Stop Delay

'Stop Delay' Allows You to Set a Given Amount of Time in Which To Change the Direction of a Scan

Summary:

"Stop Delay" is a Selection Definition only with 2-Switch and Joystick Scanning.

When you set the "Stop Delay" you are giving yourself a certain amount of time in which to change scan directions or to cancel an activation.

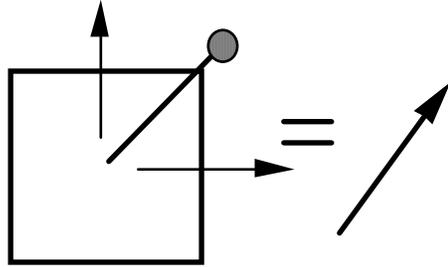
When you are using 2-Switch or Joystick Scanning, you have the option of setting a "Stop Delay". When you set a "Stop Delay" for a certain amount of seconds (from 1-10), you can then activate and hold your switch for that amount of time to start a new scanning direction.

A "Stop Delay" also means that you can change your mind and select a key instead of scanning in a different direction. For example, suppose you set your "Stop Delay" at 4 seconds. You scan for a few minutes and decide that you want to change the scanning direction from UP to DOWN. You activate and hold your switch and decide you really want to select the key where you have stopped scanning, rather than change scanning directions. If you release your switch **before** the 4 second Stop Delay is up, the key will be activated. You will have to activate your switch to start scanning again. If you go on and hold your switch for 4 seconds, the scan will change in the direction you are holding your switch.

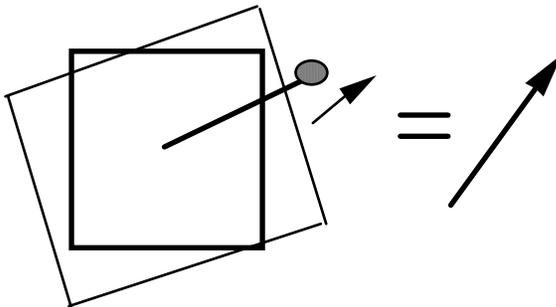
Switch Activation = Single or Diagonal

Successive Quartering Only

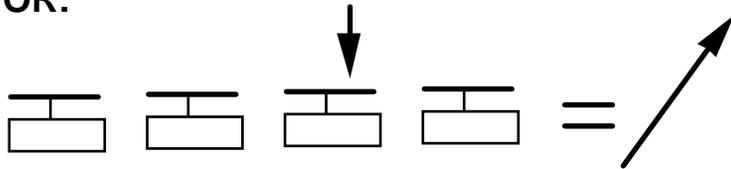
DIAGONAL



SINGLE



OR:



Switch Activation = Single or Diagonal

'Switch Activation = Single or Diagonal' Allows You to Choose Whether You Use Up Left, Up Right, etc., or Diagonal Switch Activation With the Successive Quartering Scanning Technique

Summary:

'Switch Activation = Single or Diagonal' is a Selection Definition only with the Successive Quartering Scanning Technique. If you use a Joystick the easiest way to scan in Successive Quartering is by selecting "Diagonal". If you use an Arm Slot Control, 2-Switch or 4 single switches, you must choose "Single" to be able to activate Up Left, Up Right, Down Left and Down Right.

Because of the nature of the Successive Quartering Scanning Technique, you must be able to move a switch on the diagonal or Up Left, Up Right, Down Left and Down Right in order to make selections.

If you have a Joystick (which moves diagonally) select "Diagonal" for this option. If you are using a switch or switches that allow you to move Left, Right, etc., select "Single" for your Switch Activation. The Liberator will call these contacts Up Left, Up Right, Down Left and Down Right.

(You can also select "Single" for a Joystick if you should want to.)

If you have the correct switch(es) for Successive Quartering, this is a relatively fast (and fun) Scanning Technique.

Reset all Options to Default Values

Starting Over with your Selection Technique

This returns all your Selection Technique options to the settings they had before you even decided which Selection Technique to use.

Reset all Selection Technique Options to
Default Settings

'Reset All Options to Default Values'

Summary:

"Reset all Options to Default Values" is a Selection Definition for all Selection Techniques.

This Selection Definition allows you to return all the Selection Technique definitions you may have changed to their default values.

At some point you may change the settings for your Selection Technique so many different times that you wish you could just start over. This definition allows you to do just that.

When you choose this option, the Liberator automatically resets all your Selection Technique options to their defaults. This means all the options are set the way they were before you began to use your Selection Technique.

Acceptance Time and Release Time

SWITCH SETTINGS MENU

ACCEPTANCE TIME is the amount of time you need to activate your switch before the Liberator beeps to tell you that a key has been accepted.

If you set **ACCEPTANCE TIME = .5 seconds** you must activate and hold your switch for *1/2 second* before the key you want is selected.

RELEASE TIME is the amount of time it takes for you to release the key and be able to activate another key or start a new scan.

If you set **RELEASE TIME = 1 second** you must wait one second after you release your switch before you can continue to scan or activate a new key.

Note: If you have set **ACTIVATION DELAY** in the SELECTION TECHNIQUE MENU, it may also affect how long you must wait before a key is selected.

ACCEPTANCE and RELEASE Times

Change the Acceptance/Release Time of Your Switch in the SWITCH SETTINGS MENU

Summary:

With the SWITCH SETTINGS MENU [K2], you can set the Acceptance/Release time to make the best use of your ability to operate the input switch. If the settings are too slow, communication is slowed down. If the settings are too fast, the user is more likely to make accidental activations.

Once you have set up your switch from the SELECTION TECHNIQUE MENU, there are some other switch parameters that you can change if you would like to. These parameters are listed in the SWITCH SETTING MENU [K2]. Switch Acceptance and Release times are two variables in the SWITCH SETTING MENU that effect how you use your Liberator.

Acceptance time is the time you need to activate your switch before the Liberator beeps to tell you that the key has been accepted. Release time is the time it takes for you to release the key, for the lamp to go out and for you to be able to activate another key or initiate a new scan. When the Acceptance/Release times are too slow, you can not communicate rapidly. On the other hand, if the Acceptance/Release Times are too fast, you are more likely to make accidental and incorrect activations.

If you set your Acceptance time for .5 seconds, then you must activate and hold your switch for 1/2 second before the Liberator will register the key you want to select.

If your Release time is set for 1 second, you must wait 1 second after you release your switch before you can continue to scan or activate a new key.

If your Acceptance time is set for, say, 2 seconds and your Activation Delay (set in the SELECTION TECHNIQUE MENU) is set for 2 seconds, as soon as you release your switch, the Icon or Spelling Character you selected will appear on the Display Screen. If your Acceptance and Release times remain the same and you set the Activation Delay for,

say, 5 seconds, when you release your switch, you will have to wait 5 more seconds before the Icon or Spelling Character appears on the Display. If you change your mind about the key before the 5 second Activation Delay is up, you can just activate your switch again to cancel the selection of the key.

Change Individual Contacts

SWITCH SETTING MENU

You can set an Acceptance/Release time for each contact in your switch.

Choose option 3 from the SWITCH SETTING MENU.

Activate the switch contact you want to change.

Type in an Acceptance or Release time.

Note:

This option will not work if you forgot to set up your switch in the SELECTION TECHNIQUE MENU. Return to the SELECTION TECHNIQUE MENU and activate **option 3** to set up your switch.

Change Settings for Individual Contacts in Your Switches

Choose To Set Different Acceptance/ Release Times for Individual Contacts in Your Switch

Summary:

You can set individual Acceptance/Release times for different contacts in your switch, such as "On/Off", "Select", "Up", "Left", etc. Choose Menu Selection 3 from the SWITCH SETTINGS MENU.

If you are using a switch with more than one contact, such as a dual switch or a joystick, you might want to make one or more of the individual contacts slower or faster than the others. For example, you might like the "SELECT" contact to be slower than the "UP/DOWN" contact. You can change the settings for individual contacts by choosing Menu Selection 3 from the SWITCH SETTING MENU [K2].

You are asked to activate the contact you want to change. Activate "UP" or "DOWN" or "SELECT" or whichever contact on your switch you want to change. Then choose to change the Acceptance or the Release time. When the Acceptance or Release prompt appears, type in the new setting and activate ENTER.

pNote:

If you see "Contact = none" at the top of the Switch Contact Menu, it means that you have not set up your switch yet. You must go to the SELECTION TECHNIQUE MENU and activate Menu Selection 3 to set up the switch. Then you can change the individual contact settings.

Reset to Default Values

SWITCH SETTING MENU

Select this option if you want to return the Acceptance and Release times for your switch(es) to the way they were before you began to re-set them.

Reset to Default Settings

Reset Your Switch to its Default Settings

Summary:

To quickly return your switch to its default settings, (that is, the settings that were implemented at the factory), activate option 4.

If you change the settings on your switch and find that you liked the original settings better, you can always return your switch to its pre-set, or default values.

To return to the default settings, choose Menu Selection 4 from the SWITCH SETTING MENU [K2]. The Liberator will automatically reset your switch.

Using Word Prediction

□ **Use Minspeak**
for your core vocabulary—
those frequently used words
that you can access easily
with icon sequences.

□ **Use Word Prediction**
for longer words that you need
to have available but don't use
very often. Word Prediction
saves you the time and energy
of having to spell these words.

How to Blend Minspeak and Word Prediction

About Minspeak and Word Prediction

Minspeak Benefits

People who use PRC communication aids with Minspeak are known to be spontaneous, independent communicators. Using a single Minspeak overlay where icons are preset and basically unchanging, Minspeak users become automatic at recalling their stored vocabulary. When they are familiar with their vocabulary they no longer have to think about their communication device. Instead they can concentrate on actual communication—forming grammatical sentences, speaking to friends and colleagues, delivering speeches. A Minspeak user can learn to automatically recall and combine icon sequences to produce a very large vocabulary indeed.

Word Prediction Benefits

Word Prediction systems help improve a person's ability to communicate by cutting down on the amount of time spent in spelling out words.

Fixed Word Prediction Systems

A Fixed Prediction system is one where the same word is predicted in the same slot in the Word Prediction window each time a specific set of letters is typed in. For example, if you typed in "appea", "appear" might always show up in slot 1 and "appeal" might always show up in slot 2. Once you get used to where the words are displayed, you can type in the beginning letters and automatically select the correct slot for the word you want. You don't have to look at the screen because you know that slot 1 always contains "appear" and slot 2 always contains "appeal".

Fixed systems work well for anywhere from 50 to 500 words, depending on the person using the system. Eventually, the vocabulary becomes too large to remember.

Dynamic Word Prediction Systems

A Dynamic Word Prediction system predicts words based on how often (frequency) or how recently (recency) you have used the word. This

means that the system is always changing and updating the words that it predicts. This makes it very difficult for you to automatically select words; you have to look at the screen to see where the word you want is slotted. With words that are less than six letters in length, using a dynamic system is often slower than actually spelling out the word. With words longer than six letters, significant time can be saved by finding the predicted word in the window.

**We went to the museum to see
the Impressionist exhibition.**

Core Vocabulary Stored in Minspeak:

We
went
to
the
musuem
to see
the

**Special Vocabulary to Select from
Word Prediction**

Impressionist
exhibition

Most of your vocabulary should be stored in Minspeak.
Always use Minspeak for frequently used words that are
under six letters in length.

Use Word Prediction with words that are over six letters
in length and that aren't part of your normal vocabulary.
Word Prediction saves you time from spelling a word.

**Minspeak and Word Prediction Can Work
Together to Enhance Your Ability
to Communicate**

The Benefits of Minspeak and Word Prediction Together

Minspeak vocabulary represents your **core** vocabulary—verbs, adjectives, nouns, interjections, phrases, etc. These are words that make up most sentences and turn sentences into conversation. But lots of sentences also contain words that are not exactly "core" words. They are more like "fringe" vocabulary; words that help to make the sentences interesting or to clarify something. These fringe words often are not stored in your Minspeak vocabulary because they are words that you only use occasionally. To use them, you must spell them out which takes time, cuts down on your ability to communicate rapidly and is labor-intensive. This is where Word Prediction helps.

Suppose you want to say, "We went to the museum to see the Impressionist exhibition." You can certainly recall "We went to the" and "to see the" using Minspeak. You might have museum stored in your device, too, in which case you can also recall it using Minspeak. But you probably don't have "Impressionist" or "exhibition" stored.

With Word Prediction turned On, you can recall the parts of the message that are in your Minspeak vocabulary, then begin to spell "Imp" or "exh" and select the word you want from the list of words on the screen.

Word Prediction allows you to more quickly select words that are not part of your core vocabulary so that you don't have to take the time to spell them out.

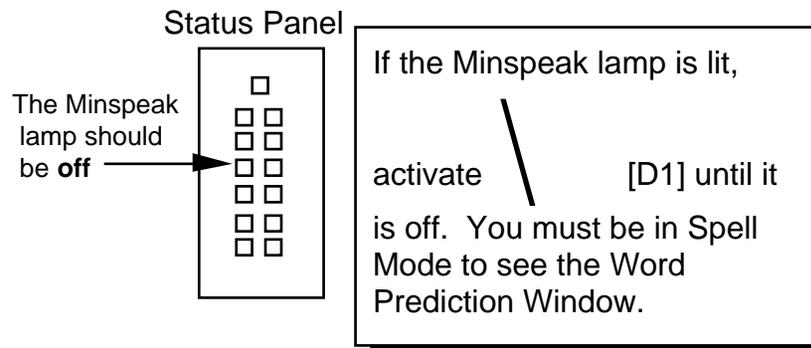
Your best bet for spontaneous, interactive communication is to become so familiar with your Minspeak vocabulary that recalling it is automatic. When situations arise where you need specialized vocabulary that you don't want to store in your system, use Word Prediction to select the words rather than taking the time to spell them. In many situations, a combination of Minspeak and Word Prediction will keep you talking!

Turn Word Prediction ON

1. Open the Toolbox.
2. Activate SYSTEM FUNCTION MENU [L2].
3. Activate option #6 (Final Screen).
4. Activate option #1 (WORD PREDICTION MENU).
5. Activate option #1 (AdjustCurrent Settings).
6. Activate option #1 to **ON**.
7. Activate option #5 to Exit.
8. Continue to exit from all menus.
9. Close the Toolbox.

**To see the Word Prediction window
you must be in Spell Mode.**

Look at the Status Panel:



Turn Word Prediction ON

Turn Word Prediction On

Before continuing with this chapter, your Liberator must have the new software and the Word Prediction Dictionary installed in it.

This was done to new Liberators at PRC before they were shipped. If you are updating your Liberator yourself, follow the update instructions in the first chapter of this manual, then return to this chapter.

To Turn Word Prediction On

Open the Toolbox. Activate SYSTEM FUNCTION MENU [L2]. Activate option #6 (Final Screen). Activate option #1 (WORD PREDICTION MENU). Activate option #1 (Adjust Current Settings). Activate option #1 (Show Prediction Window) so that it is set to **ON**. Activate option #5 to exit. Continue activating option #5 until you are out of all menus. Close the Toolbox.

In order to see the Word Prediction window, you must be in Spell Mode.

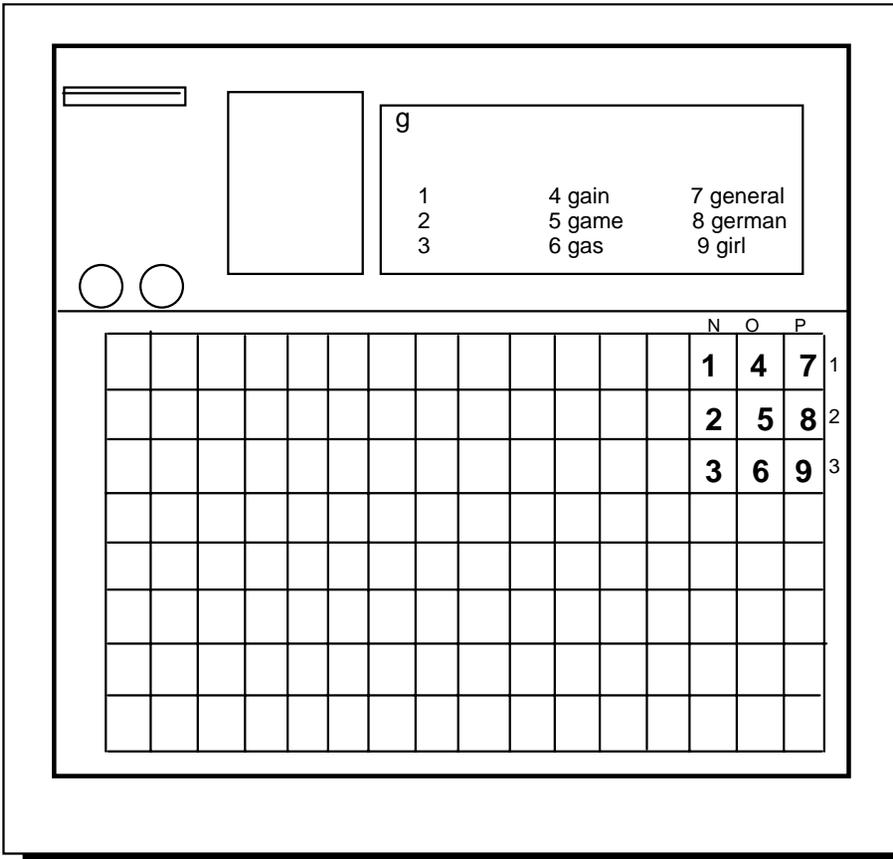
Look at the Status Panel next to the display. The light beside MINSPEAK

should be **off**. If it is lit, activate  [SPELL/MINSPEAK] on your sample overlay until the light goes off.



Recommendation:

We recommend that you assign the tool, WORD-PREDICT-WINDOW-ON/OFF, to key O4 on your overlay. Assign it to both Spell and Minspeak modes. See the **PERSONALIZE YOUR OVERLAY** chapter in this manual for information about assigning tools to keys.



The Word Prediction Window
and the Selector Keys

Spell and Select Words

Begin to spell a word. Watch the display as you spell.

Notice the highlighted area that has appeared on your display. This is the Word Prediction window. You can see words in some of the columns. These are words the Liberator is predicting from what you have spelled.

Notice that some keys in the upper right corner of your keyboard are flashing. These keys have been assigned to correspond to the words in the Word Prediction window. Activate a key that corresponds to a slot that has a word in it. One of two things happens: the word you selected goes on the display and the Word Prediction window disappears or, you will see a list of words that are derived from the word you selected. You can activate a key that corresponds to one of these words. Or you can continue to spell and watch more words come up in the Word Prediction window.

You can continue to spell words and select them from the Word Prediction window as long as you want.

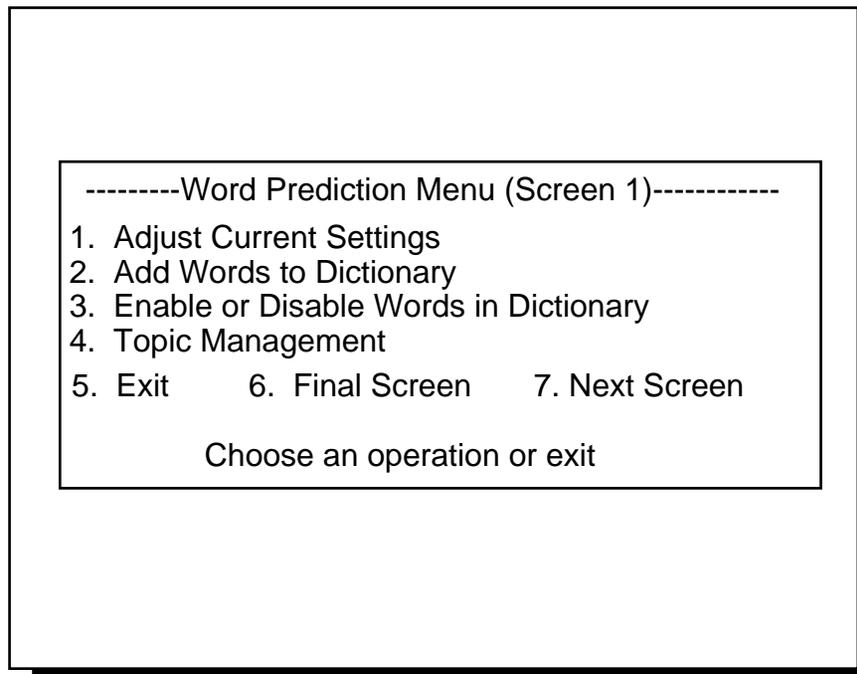
The words that are being displayed in the window are from the Word Prediction dictionary. You may see a lot of unfamiliar words. Most of the dictionary words will be words that you do not use as often as you use your Minspeak vocabulary. Dictionary words are meant to *enhance* your Minspeak vocabulary not replace it.



Recommendation:

We recommend that you learn your Minspeak vocabulary before you begin to rely on Word Prediction. Once you are comfortable with your Minspeak vocabulary, you will find that communication is more

spontaneous and interactive with Minspeak than it is when you are using Word Prediction. Word Prediction is a tool that should be used to enhance Minspeak, never replace it.



Word Prediction Menu (Screen 1)

Learning About Word Prediction Settings

To Open the Word Prediction Menu:

Open the Toolbox. Activate SYSTEM FUNCTION MENU [L2]. Activate #6. Activate #1.

You now see the first screen of the Word Prediction Menu.

Activate # 1 (Adjust Current Settings). This menu allows you to adjust the current Word Prediction settings. When you activate this option, you will see settings that you can use to make the Word Prediction system work the way *you* want it to.

Note:

If you open the Word Prediction Menu and see Screen 3 instead of Screen 1, you must activate option #1 (Install Word Prediction) on Screen 3. Then go to Screen 1.

-----Word Prediction Settings (Screen 1)-----

1. Show Prediction Window = OFF
2. Autospell Prediction = OFF
3. Predict when Storing = OFF
4. Highlight Prediction = ON
5. Exit 6. Final Screen 7. Next Screen

Choose an operation or exit

Word Prediction Settings Menu (Screen 1)

Word Prediction Settings Menu (Screen 1)

(The default [factory setting] for each setting is in **bold**)

1. Show Prediction Window = OFF (ON) [You turned this ON]

This turns the Word Prediction window ON and OFF. If you want the Word Prediction window with its word choices to be visible on the Liberator display, this option must be turned ON. If you merged one of the updated MAP files into your vocabulary, WORD PREDICTION ON/OFF has been added as a tool to the key at location [O4]. If you did not merge an updated MAP file, (i.e., you are using the sample overlay only) you must add this tool (WORD PREDICTION ON/OFF) to your overlay. (See **PERSONALIZING YOUR OVERLAY** to find out how to do this.)

Note:

Option #1 must be turned ON before you can make changes to any of the other settings on this screen.

2. Auto-spell Prediction = OFF [ON]

When this is ON the Word Prediction window is visible when you are spelling in Minspeak mode. **Auto Spell** (*in the FEEDBACK MENU*) *must also be turned on for this to work.* When this is turned OFF the Word Prediction window is not visible when you are spelling in Minspeak mode. (See page 145 for an explanation of Auto Spell Mode.)

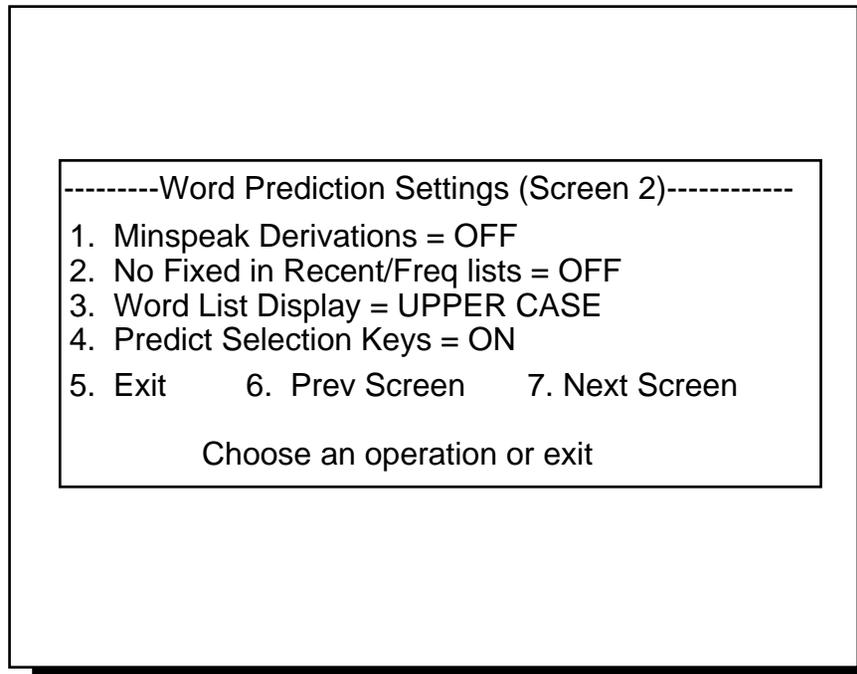
3. Predict When Storing = OFF(ON)

When this is ON the Word Prediction window is visible when you are in STORE mode. If "Show Prediction Window" (option #1) is turned OFF, you will not be able to turn this option on. When this option is turned OFF the Word Prediction window is not visible when you are in STORE mode.

4. Highlight Prediction = OFF (ON) [You turned this ON]

When this is turned ON the Word Prediction window is highlighted on the Liberator display. It appears with light letters on a dark

background. If this is turned OFF, the word prediction words appear just like regular words on the Liberator display (dark letters on light background), only they are displayed in their Word Prediction columns.



Word Prediction Settings Menu (Screen 2)

Word Prediction Settings (Screen 2)

1. Minspeak Derivation = OFF (ON)

If this is turned ON, when you retrieve a Minspeak word that is *also* in the Word Prediction dictionary, the Word Prediction system will show you all the derivations of the Minspeak word. For example, Unity has the word "cool" stored under the icons, KITCHEN, THUMBS DOWN, ADJ. When you activate this sequence the word "cool" appears on your display and its derivations, "cooled, cooling, coolest," etc. appear in the Word Prediction window.

2. No Fixed in Recent/Freq. lists = OFF (ON)

When this is turned ON, any words which appear in a Fixed prediction list in your window will **not** appear on the Recency or Frequency lists. *Fixed position* words are words that always come up in the same position in the Word Prediction window whenever you begin to spell them. The Liberator will also display words based on how *recently* they have been used, and how *frequently* they are used. See pages 323-325 for more information.

3. Word List Display = UPPER CASE (lower case)

The Liberator will display the Word Prediction words in capital letters (UPPER CASE) or small letters (lower case).

4. Predict Selection Keys = ON (OFF)

When this is ON, the lights (LEDs) for the keys that you use to select words from your Word Prediction window, are lit.

-----Word Prediction Settings (Screen 3)-----

1. Flash Valid Selection Key LEDs = ON
2. LED Flash Rate = 0.7 Seconds
3. Serial Delete =  backspace.
4. Load/Save Enabled Words Only = OFF
5. Exit 6. Prev Screen 7. Next Screen

Choose an operation or exit

Word Prediction Settings Menu (Screen 3)

Word Prediction Settings (Screen 3)

1. Flash Valid Selection Keys = ON (OFF)

If you turn this ON, the LEDs for the keys that you are using to select words from the Word Prediction window will flash when there is a word predicted that you can select.

2. LED flash Rate = 0.7 seconds (0-9)

If you turn "Flash Valid Selection Keys" ON, you can use this option to select how rapidly you want the LEDs for your Word Prediction keys to flash. When the LEDs flash, it helps you to see them.

3. Serial Delete = DISABLED [= Backspace.]

(This option only matters if you are using a keyboard emulation program.) When you activate this option, you must type in your keyboard emulation command for "Delete" and then activate ENTER.

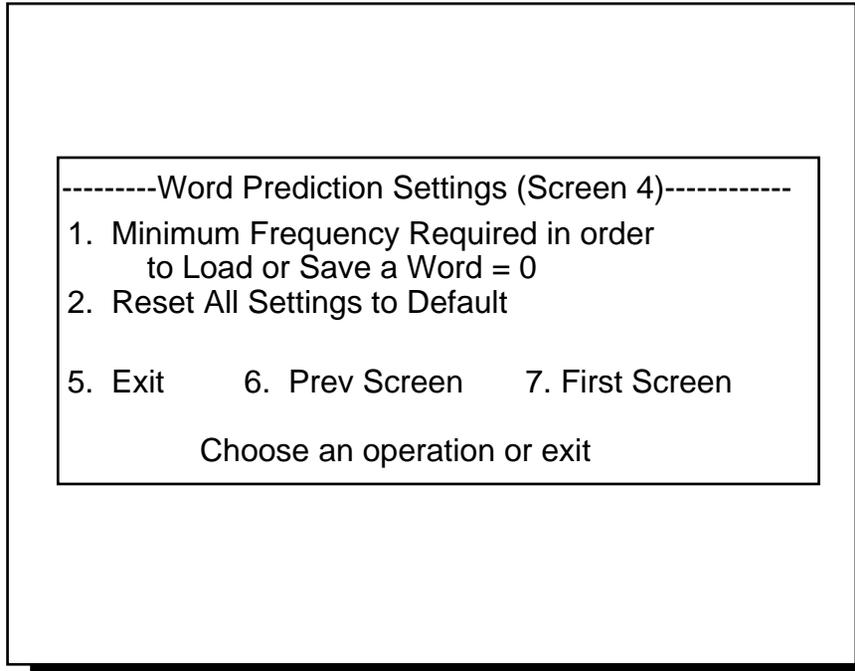
When Word Prediction is On and "Serial Output" is set to IMMEDIATE in the OUTPUT MENU, the same characters that are sent to the Liberator display are also sent out the serial port to the computer. When you select a word from the Word Prediction window, the characters that you spelled are deleted from the display. These characters will also need to be deleted from your computer. The Liberator will send the serial "delete" command that you enter here once for each character that should be erased from your computer.

Note:

The command, = Backspace. *must* be the command for deleting one character at a time. "Delete Word" will not work correctly.

4. Load/Save Enabled Words Only = OFF [ON]

When this is On, any words in your dictionary that you have marked as "disabled" will not be saved to a file or loaded from a file. This is one of the ways you can "erase" words from the Word Prediction dictionary.



Word Prediction Settings Menu (Screen 4)

Word Prediction Settings (Screen 4)

1. Minimum Frequency Required in order to Load or Save a Word = 0

If you set this to a number greater than "0", any words which have a *frequency* count of that value or *less* will not be saved to a file or loaded from a file.

2. Reset all Settings to Defaults

Activate this to reset the Word Prediction settings from menu selection #1, screens 1, 2, 3, and 4 of the Word Prediction Menu.

-----Word Prediction Menu -----

1. Adjust Current Settings
2. Add Words to Dictionary
3. Enable or Disable Words in Dictionary
4. Topic Management
5. Exit
6. Final Screen
7. Next Screen

Choose an operation or exit

Word Prediction Menu (Screen 1)

Word Prediction Menu (Screen 1, cont'd)

2. Add Words to Dictionary

When you activate this option you can add words to the Word Prediction dictionary.

Type the root word of the word you want to add (a root word has no endings to it, such as "es", "ing", etc. For example, enter the word: "abominate".

The display asks you if the word is a proper noun and if it should always be capitalized. Answer N or Y. In this example, activate N.

The display asks you to enter a word that is "similar in usage" (used the same way in sentences with the same kind of endings) as the word you entered. Enter the similar word. For example:

TERMINATE (terminated, terminating, terminates, termination = abominated, abominating, abominates, abomination, etc. Another example might be "walk" and "wants", the word endings are alike.

If the similar word is in the dictionary, the display shows you the *original* word with all its endings and asks you if it is OK. The chances are most of the endings will be fine for the way you want to use your word. If they aren't, you must enter a new "similar word" and try again.

3. Enable or Disable Words in Dictionary

Activate DISABLE to keep words from appearing in the Word Prediction window. Activate ENABLE to make them available again. For example, in a school situation, a chemistry teacher might want to disable all the words in the dictionary that pertain to chemistry so that they will not be visible on the display when she gives tests.

If you choose to DISABLE select one of these options:

Type in the word to be disabled—type in the root word of the word that you want to disable. All forms of the root word will be disabled. (e.g., root word = "fast"; fast, faster, fastest, fasting, etc., will be disabled.

Select words by icon sequence—go to Minspeak and then activate the icon sequences of the words you want to disable.

Input words from computer file—use the MTI to download a file that contains the words that you want to disable.

4. Topic Management

When you activate this, you will be able to categorize words in the Word Prediction dictionary into topics and then put priorities on how the topics are predicted on your Word prediction screen.

The most frequently used Topic Management option will probably be option #3 (Define Minspeak Vocabulary as a Low-Priority Topic) on screen 2 of the Topic Management Menu.

Option #3 allows you to place your Minspeak vocabulary in a "low-priority" Topic so that Minspeak words are always predicted *last* in your Word Prediction window and you don't waste time searching through words that you can easily recall by activating their icon sequences.

To Make Minspeak Vocabulary a Topic with a Low Priority:

1. Open the SYSTEM FUNCTION MENU [L2]. Go to the final screen.
2. Select option #1, WORD PREDICTION MENU.
3. Activate option #4 on screen 1 (Topic Management).
4. Go to screen 2 of the Topic Management Menu.
5. Select option #3.
6. You now see a list of un-named topics. Select one of these topics to assign your Minspeak vocabulary to, e.g., Topic #2. (Topic #1 is already set up to contain any words that you do not assign to other topics. You should not select topic #1.)
7. If you want the Liberator to assign your Minspeak vocabulary to a Topic, activate "Y" to continue. If you change your mind, activate "N".

The Liberator assigns your Minspeak vocabulary to Topic #2 and makes it a low priority. It also automatically names the topic "Minspeak Vocabulary".

pNote:

If you are using a MAP, this process of assigning the vocabulary to a Topic can take a long time (up to 10 minutes or so).

Now that you have created a topic, return to screen 1 of the Topic Management Menu.

Now that you have a Topic, you do not want the Liberator to ignore it. Activate option #1 (Topics: IGNORED) on screen 1 of the Topic Management Menu.

Activate option #2 in the Topic Utilization Menu. We want the Liberator to know the priority of our Topic so we turn this option ON by activating it.

Our "Minspeak Vocabulary Topic" topic is now set up as a low-priority topic which means that any Minspeak vocabulary will be predicted only at the very end of your Word Prediction list.

An Overview of Creating Your Own Topic:

Topics: IGNORED

1. You do not want the Liberator to ignore your topic, so select option #1 from screen 1 of the Topic Management Menu. Now select option #2 (Words PRIORITIZED by Topic = ON). This tells the Liberator to turn Topics ON and recognize them.
2. Select option #3 (Rename Topic) on screen 1 of the Topic Management Menu. This will help you to remember what you are working with.
3. Select an un-used topic.
4. Type in the name of your topic (e.g., science words) and activate ENTER.
5. The liberator returns you to Screen 1. Go to screen 2.
6. Select option #1.
7. Select the Topic you are working on (e.g., Science Words)
8. Activate option #1 to assign words to your new topic.
9. You now select how you want to add words to the topic.

To Add Words to a Topic:

Type in the individual words and activate ENTER after each word. When you are finished, activate ENTER to exit;

or

select words by icon sequences;

or

download vocabulary words from a computer file.

To Remove Words from a Topic

Remove words the same way.

To Remove ALL Words from a Topic

Select this option, then select your topic from the list of Topics. If you want to continue, activate "Y". The Liberator automatically removes all the words from your topic.

Assign a Priority to Your Topic.

When you have finished adding words to your topic, return to screen 1 of the Topic Management Menu.

Activate option #2 (Assign New Priority to Topic).

Find your Topic in the Topic List. The current priority is in parenthesis after the Topic name. If you want to change the priority, choose the Topic and select a new priority from the Topic Priority Menu.

Lock or Unlock the Topic:

When you lock a Topic, words cannot be accidentally entered into the topic or removed from the topic. If a Topic is locked and you want to remove words from it, you must UNLOCK the topic first.

Word Prediction Menu (Screen 2)

1. Load Prediction Dictionary from File

2. Save Prediction Dictionary to File

When you select one of these options, you can use the MTI to load the dictionary from a computer disk or save it to a disk.

pNote:

You load and save the Word Prediction Dictionary in the same way that you load and save vocabulary files. However, you must load/save the Word Prediction Dictionary from the WORD PREDICTION MENU menu, **not** the TRANSFER MEMORY MENU. This will save all the recency and frequency information as well as all the enabled and disabled words.

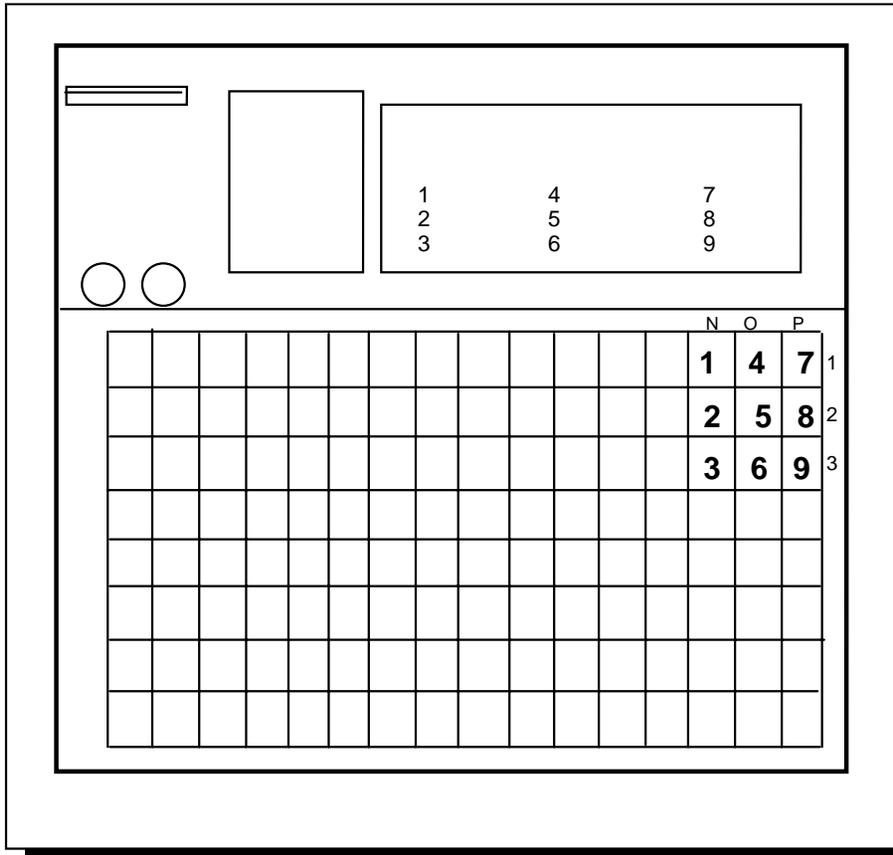


Remember:

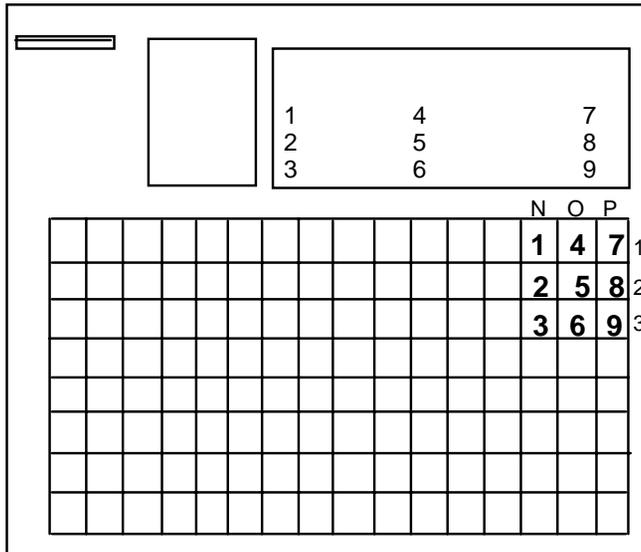
You save vocabulary and all Liberator settings using the TRANSFER MEMORY MENU; you save the Word Prediction Dictionary using the WORD PREDICTION MENU. Whenever you back up your vocabulary, you should also back up the Word Prediction Dictionary.

3. Set Up a Predicted Word Selection Key

If you have a new Liberator, or updated your Liberator and merged one of the updated MAP vocabularies, your Word Prediction selection keys are already set up for you. They are the keys in the upper right corner of the keyboard. If these keys are convenient for you, great. **If you would like to move them, or need to add selection keys to your overlay, continue reading.**



The Word Prediction Window
and Selector Keys



In the above graphic, keys N1, 2, 3, O1, 2, 3, and P1, 2, 3 have been assigned to correspond to the 9 different word slots in the Word Prediction display window. **This is the default selector key arrangement.** If you are using the sample overlay or if you merged an updated MAP file when you loaded Word Prediction, the LEDs at these locations will light when you turn Prediction Selection Keys ON.

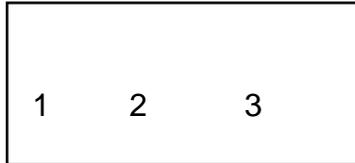
If you are using your own Custom overlay and would like to use the selector keys as they are shown above, you can answer YES to a prompt that will ask you if you want to use the default selector keys. This prompt appears when you activate option #3 from screen 2 of the Word Prediction Menu.

If you want to *change* these selector keys to other locations, the following pages explain how to do that.

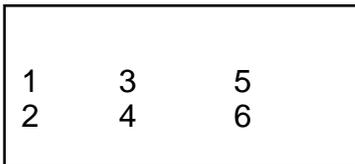
 Helpful Hint:

You will find it *most helpful* if you arrange the keys you are going to use as selector keys in the same order as the prediction slots on the Liberator's display screen.

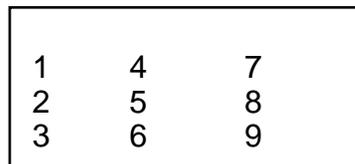
Different Word Prediction windows will use a different number of selector keys on your overlay.



You will need 3 selector keys



You will need 6 selector keys



You will need 9 selector keys



You will always need one extra key to turn Word Prediction On and Off.

How Many Keys Will You Need On Your Overlay?

Organize Your Overlay Before You Assign Selector Keys

You need to make some decisions about your overlay before you assign Word Prediction selector keys.

1. How many keys will you need?
If you have 9 word slots you will need 9 selector keys, one for each word slot. If you only have three word slots, you will need three selector keys.
2. You will also need a key on your overlay for the tool, WORD PREDICTION ON/OFF.

When you have decided which locations you want to use for your selector keys, read on.

3. If something is currently assigned to the keys you have chosen, you must decide if you want to copy/swap the assignments to a different key (this moves any key assignment as well as any messages); if you want to delete the assignment and assign your new one; or if you want to add the new assignment as a "second function".

pNote:

Word Prediction is typically used in Spell mode. Pick Selector keys that will interfere the least with other Spell mode assignments.

■ **Remember:** you can always choose to use the default selector keys if you want to. Activate option #3 from screen 2 of the Word Prediction Menu.

-----Word Prediction Menu (Screen 2) -----

1. Load Prediction Dictionary from File
2. Save Prediction Dictionary to File
3. **Set Up a Predicted Word Selection Key**
4. Modify Fixed Prediction
5. Exit 6. Prev Screen 7. Next Screen

Choose an operation or exit

1. Activate option #3.
2. If you want to use the default selector keys, answer YES to the prompt.
If you want to assign your own keys as selector keys, answer NO to the prompt and continue with step #3 below.
3. Activate the key where you want to put the Selector Key.
4. Activate Spell mode only; Minspeak mode only or Spell and Minspeak both.
5. Type in the number of the slot you want this key to represent (from 1-9).
6. Activate ENTER.

Choose to Use the Defaults or
to Set Up Your Own Selector Keys

Set Up Your Own Selector Key

You can use the default selector keys or you can make any key a Word Prediction Selector Key. The following example shows how to assign a Word Prediction slot to a key in both MINSPEAK and SPELL modes. This means that when Word Prediction is On, the key will select a word from your Word Prediction window. When Word Prediction is Off, the key will not work. If you activate it when Word Prediction is Off, you will hear an error beep.

Assign CHOOSE PREDICTED WORD to SPELL and MINSPEAK Modes:

1. Open the Toolbox.
2. Activate SYSTEM FUNCTION MENU.
3. Activate option #6.
4. Activate WORD PREDICTION MENU.
5. Go to screen 2 and activate option #3 (Set Up Predicted Word Selection Key).
6. If you want to use the defaults, answer YES to this prompt. The Liberator will automatically set up the keys.
- 6a. If you want to set up your own keys, answer NO to this prompt and go to the next step.
7. Activate the key you want to make a Word Prediction selector key.
8. Activate option #3 (Modify Spell and Minspeak Assignments).
9. Activate the slot number you want this key to represent (1-9).
10. Activate ENTER.

When Word Prediction and Predict Selection Keys are On, this key will light if there is a word in this key's slot that you can select.

pNote:

If it is not already there, you should assign the tool, **WORD PREDICTION ON/OFF**, to your overlay. This way you won't have to go to the Toolbox each time you want to turn Word Prediction On or Off. We suggest you assign this tool to a blank key in both Spell and Minspeak modes or store it under an icon sequence.

-----Word Prediction Menu (Screen 2) -----

1. Load Prediction Dictionary from File
2. Save Prediction Dictionary to File
3. Set Up a Predicted Word Selection Key
4. **Modify Fixed Prediction**
5. Exit 6. Prev Screen 7. Next Screen

Choose an operation or exit

Word Prediction Menu (Screen 2)

Word Prediction Menu (Screen 2, cont'd)

4. Modify Fixed Prediction

Important Note:

In this Word Prediction system, Fixed Position words are usually words that you use frequently which are always in the same position in the window for easy access. However, with Minspeak, most of these often used words are part of your vocabulary and are easily accessible by activating icon sequences that you already know.

We suggest that you leave the "Fixed Position" words slots blank until you know whether you are really going to find them useful.

When you select this option, you are asked to enter the number of letters you must type before the Liberator shows it to you as one of your fixed position words. You may want to type two letters, or four letters before you see the word on the screen. Type in the number you want and then activate ENTER.

Now choose how you are going to enter the words you want in a Fixed Position. Activate option #1 (Assign Words to Fixed Prediction List).

You can type in the words you want, select words by icon sequences or download a file of words from your computer.

-----Word Prediction Menu (Screen 3) -----

1. Install Word Prediction System
2. Modify Word Prediction System
3. Remove Word Prediction System

5. Exit 6. Prev Screen 7. First Screen

Choose an operation or exit

Word Prediction Menu (Screen 3)

Word Prediction Menu (Screen 3)

1. Install Word Prediction System

This menu selection only gives you options if the Word Prediction Dictionary **has not been installed** in your Liberator.

In most cases, either the new software was installed at PRC or you updated your Liberator with the new software. The new software automatically selected various settings for your Word Prediction System. When the software is already in your Liberator, you must activate menu selection **2 (Modify Word Prediction System)** in order to change the automatic settings that were made.

2. Modify Word Prediction System

Once Word Prediction is installed, you can modify a number of the settings that were set automatically during installation by selecting this option. The next few pages explain all the settings you can modify.

3. Remove Word Prediction System

This allows you to remove Word Prediction and the Word Prediction dictionary from your Liberator. If you select this, the Liberator reminds you to back up your vocabulary from the TRANSFER MEMORY MENU and then to back up the dictionary using option 2 from screen 2 of the Word Prediction Menu. If you decide to re-install Word Prediction later, you will have a copy of your latest dictionary changes and all the recency/frequency information.

-----Word Prediction Menu (Screen 3) -----

1. Install Word Prediction System
2. Modify Word Prediction System
3. Remove Word Prediction System

5. Exit 6. Prev Screen 7. First Screen

Choose an operation or exit

Word Prediction Menu (Screen 3) Option #2: Modify Word Prediction

Modifying the Word Prediction System

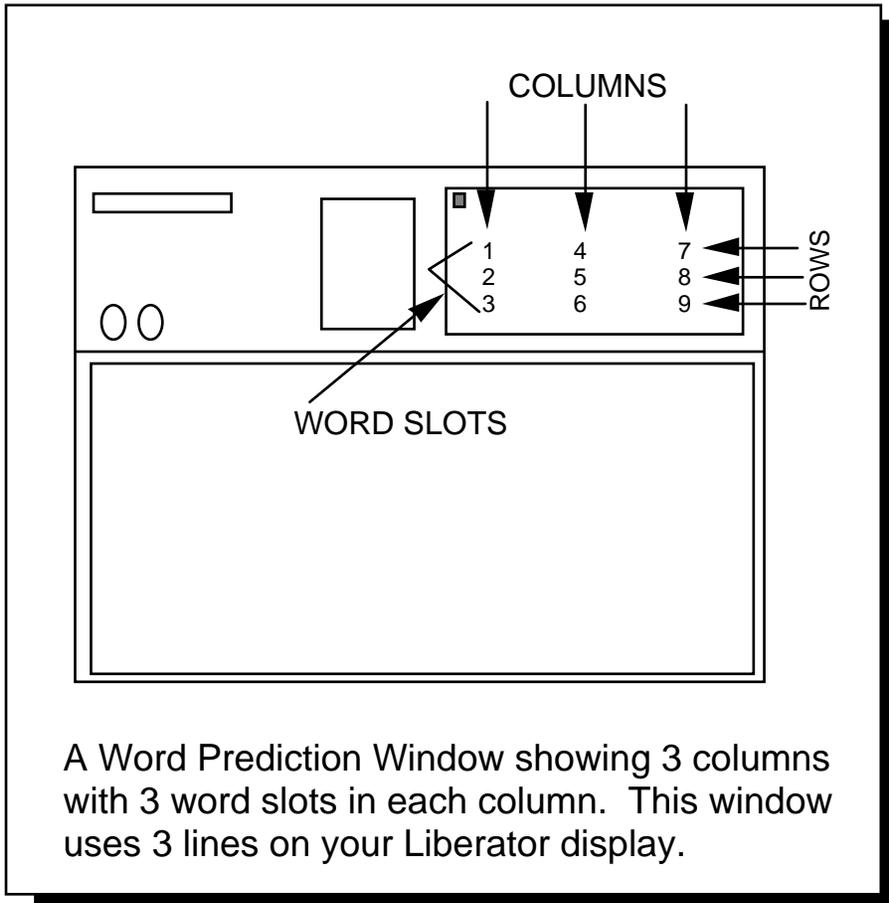
When you select to modify the Word Prediction System you step through a number of screens and make choices about how you want Word Prediction to work. These options have to do with amount of memory Word Prediction uses, how you want your Word Prediction window to look and how it will predict words.

The first screen you see tells you that once you have made changes you always have the option of keeping the changes, changing them again or quitting without making any changes.

The second screen asks you if you want to use the defaults.

If you do not want to use the defaults, you activate N.

The next screen gives you Liberator memory information.



Set-Up a Word Prediction Window

Setting Up the Word Prediction Window

The next screens have to do with how your window looks.

The Word Prediction window will display up to a maximum of nine words which can be displayed in three columns of three words each (see the graphic on the facing page). If you select 3 columns of 3 words each, the window will take 3 lines on your display. If you only want to see 1 to 3 words, the Word Prediction window will take one line on the display. If you want to see 4-6 words, it will take two lines on the display. If you want to see 7-9 words, it will take three lines on the display.

You can select how the words are to be presented based on their *frequency* of use, their *recency* of use and/or their *fixed position*. If you select to use 3 columns and all three choices of words, the *fixed* position words will be displayed first, in the left-most column; words based on *recency* will be in the middle column and words based on *frequency* will be in the last, or right-most, column.

The screens for this setting allow you to set the window up any way you want. For example, you could have only 2 columns of 3 words each, all tracked for frequency of use. Or 1 column with 2 words tracked for recency, or three columns with three words with one column tracked for recency and the other two columns tracked for frequency.

An explanation for each kind of position follows on the next page.

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1	4								
2	5								
Recency Frequency									

Some Word Prediction Window Options

About Tracking Words

Word Prediction tracks words by their *recency* of use and/or their *frequency* of use. You can also have words that remain in a *fixed* position. You can select word slots in the window for recently used words, frequently used words and fixed words.

Recency means that the system keeps track of, and predicts, all the words that apply that you have used most *recently*. If you start to spell a word, the 3 (or whatever number of words you decided to have displayed) most *recently* used words that begin with those letters will appear in the recency slots in the Word Prediction window.

Frequency means that the system keeps track of, and predicts, all the words that apply that you use most *frequently*. When you type two letters, Word Prediction places the 3 (or whatever number of words you decided to have displayed) most *frequently* used words that begin with those letters in the frequency slots. (You are limited to **6** Frequency slots.)

For example, suppose you are writing a paper about the French Revolution. You might use the words "revolution" and "French" quite a lot in the paper. Sometimes when you type the letters "re" you might see the word "revolution" in the recency slot and sometimes you might see it in the frequency slot. This depends on whether you just used the word, or if it has been awhile since you used it. If you just used it, Word Prediction sees it as a 'recent' word. If you have used it a lot, but just not recently, Word Prediction will see it as a 'frequent' word.

A **Fixed** position is one where the same word always shows up in the slot after specific letters have been spelled.



A Suggestion:

We suggest that you decide how you want your window to look before you begin to set it up. If you do not know, select 3 columns with 3 words in each column. If you are not going to use Fixed Position, select 2 columns with three words in each column.

INSTALL	Add Word Prediction to your Liberator system
MODIFY	Change the parameters you set when you installed the system.
REMOVE	Take Word Prediction off your Liberator system
How much memory will it take to track words in the Word Prediction Dictionary?	
RAM currently used	This tells you how much memory is currently in use in your Liberator.
RAM available	This tells you how much memory is unused (or free).
Current Percentage Tracked	You select the percentage of words in the Word Prediction dictionary that you want the system to track based on the memory that is available for use in the Liberator.
<p>When you enter a percentage to track, the Liberator tells you how much memory it will take. You can alter the number if you wish.</p>	

Checking Memory to Track the Most Recently Used Words

Save Memory by Modifying the Percentage of Words that are Tracked

Once you have selected the percentage of words to be tracked and the way you want your window to look, the Liberator will tell you how much memory the set-up takes and how much memory is now left. If you are not satisfied with this amount, you can go back and enter new values for all the set-up options. You can reduce memory use by reducing the amount of words that the system tracks for recency of use. Or you can re-define your window set-up, perhaps choosing to have fewer words to select from.

Your system defaults to tracking all (100%) of the *most recently used* words in the Word Prediction dictionary. Depending on how much memory you have available, you may want to change this to a lower percentage. The more words that are tracked, the more memory it takes. If you are low on memory, try tracking the last 50% of the most recently used words.

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