The Liberator II Tutorial

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Meet the Liberator II

Congratulations! By choosing the Liberator you have acquired the most innovative and powerful communication aid available. The Liberator has been designed to make communication fast, flexible and fun. Features like Word Prediction, the Toolbox, the Scratch Pad, Notebooks, Calculator and many different Selection Techniques help to make the Liberator a very adaptable and easily personalized communication aid. The Liberator is suitable for people who have very limited vocabularies as well as for people who have large vocabularies and wide-ranging communication needs. And since it is battery powered and portable, the Liberator can go wherever you go!

Liberator uses Minspeak™, a visual language system. Minspeak is a means of coding vocabulary using a small set of icons which are rich in meaning. With practice, a person using a Liberator can recall vocabulary to communicate quickly and easily with little or no thought about the device itself.

The more you learn about your new Liberator, the more you'll find it can do for you!

About the Manuals
The Liberator has an on-screen tutorial. Explore the on-screen tutorial by listening to the spoken messages and following the lights on the Liberator's keyboard. Then take time to go through the *First Steps in Using Liberator II* workbook. This will introduce you to the Liberator. The Liberator *Tutorial* manual has all the very basic information you need to know in order to use the Liberator. The *Setting Up* manual tells you how to set up and personalize the Liberator for individual use. It also includes instructions for setting up Word Prediction. The *Advanced Functions* manual teaches you about all the different functions there are in the Liberator and how to use them. Use the *Advanced Functions* manual after you have gotten the Liberator set up to meet your daily communication needs and are ready to try something new. The *Appendix* manual has information about a number of Liberator extras as well as the complete index for all four manuals. Each individual manual also contains its own specific index.

$ W = I want

Mj = to have

1 a = fun

Icon Examples

Icon Examples

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

The Liberator uses a patented method called Minspeak™ to help you communicate.

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

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

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

ICON PREDICTION
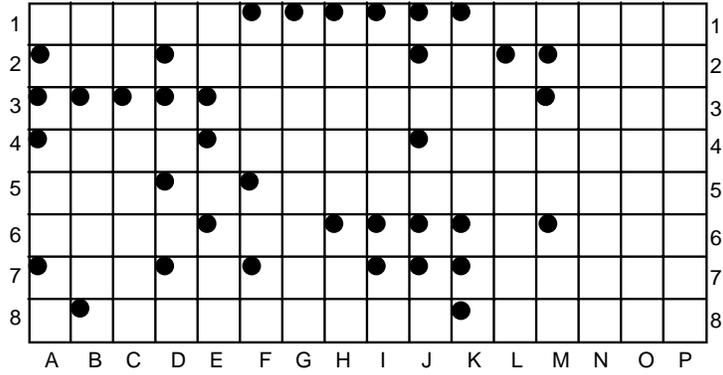
Activate location D4

1 ^{1}
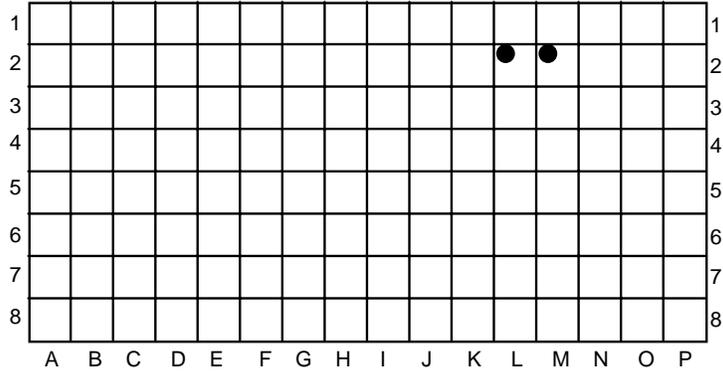
Activate location L2

a

"fun"

Icon Prediction

A Note About Icon Prediction

As you begin to use your Liberator, you will notice that there are small red lights lit up on the keyboard. These lights are telling you that the keys they designate are possible selections for words, phrases and messages that are part of the demonstration vocabulary that was pre-stored in the Liberator.

If you press a key that is lit up, the name for the key you pressed will appear on the display screen and different keys will light up on the keyboard. If you select one of these new keys, another key name will appear on the display and either the Liberator will speak a word, phrase or message; or, possibly another, but smaller group of keys will light up. Select one of these keys and the Liberator will speak the word, phrase or message that was stored under the sequence of keys you just activated. Once a message has been spoken, the Liberator returns to lighting all the keys that are the first icons of stored sequences. You can start over and find a new message to speak.

Icon prediction is just a way to help you become acquainted with your keyboard and the vocabulary that is stored in the Liberator.

The Tutorial vocabulary consists of those icons which light up as you read through the tutorial and perform the actions that it tells you to.

---

pNote:

If you activate the key at location L8, the Liberator will switch you to the Sample Vocabulary. You can activate predicted Sample Vocabulary keys to see examples of the Unity/128 vocabulary. If you activate location L8 again, the Liberator will switch you back to the beginning of the Tutorial.

Icon Associations

Vocabulary word = WHERE?

y

QUESTION WORD

I

ISLAND = you use a *map* to find out where you are going.

Associations for this icon might be:

U

WEATHER

UMBRELLA

UNDER

U

SHELTER

RAIN

WHETHER

Possible Icon Associations

An Example of Icon Associations

Minspeak uses icon combinations to represent a vocabulary. For example, suppose you want to store the word, "Where." Minspeak allows you to choose several icons to represent the word. If you choose a two icon sequence, you will find that you can speak the word with only two key activations which results in an 60% savings in key activations over spelling out the word.

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

word "where", you might choose the sequence, ▉ plus ▉. In this case the

icons were chosen because ▉ represents a question and ▉ represents what you use to find where you are going (*map* of an island).

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

It is important to realize that the Minspeak icons are rich in meaning. The meanings associated with the icons can be the meanings you learn from your vocabulary program

and they can also have very individual meanings. For instance, the icon, ▉ might be used in different sequences to mean 'umbrella', 'weather', 'under', 'rain', 'whether', or any number of other things that the icon makes you think of.

I see a cat. The cat is fluffy. Nice cat.
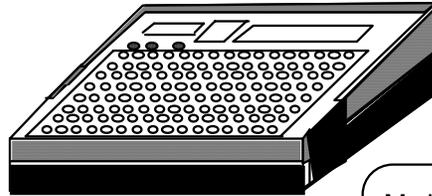
My book report is on Shakespeare's THE TEMPEST. This play...
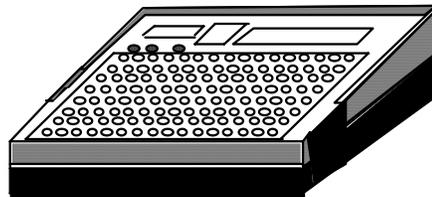
It is a great honor to be able to speak to the graduating class of this University...
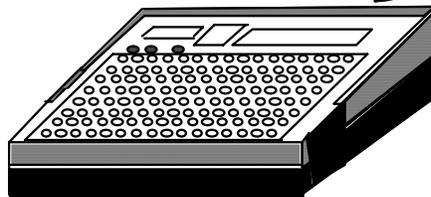
Minspeak and the Liberator Can Meet Your Changing Communication Needs

Minspeak Allows the Liberator to Provide for Your Changing Communication Needs

Each person who uses a Liberator has his/her own personal vocabulary to use in a multitude of situations. Among other things, vocabulary depends on a person's environment (school, family, vocation, etc.) and on the person's age and cognitive level.

A very young child who is using a Liberator may use relatively few icons and have rather simple concepts of them. Older or more experienced communicators will probably use more icons and develop more advanced associations about the icons in order to increase both the size and complexity of their vocabularies. A vocabulary coded by Minspeak can grow and change right along with communicator's vocabulary. Once you learn how to use Minspeak, you won't have to change to another vocabulary system. Minspeak gives you the ability to talk for a lifetime.

Printer   Status Panel   Display Screen

ON OFF

Key-
guard

Overlay
has words
and pictures
on it

1   u 6

P

D

Lift up on hinges to
see Toolbox

ON OFF

Lift
Key-
guard

TOOLBOX
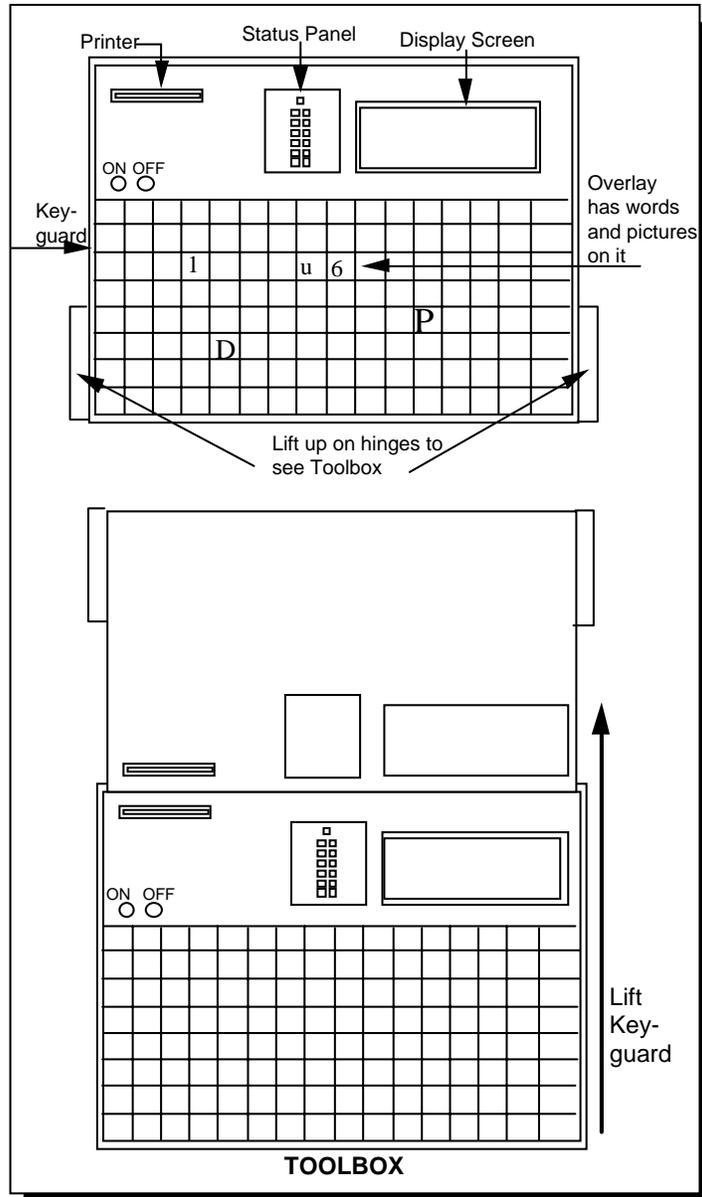
The Front of the Liberator

What's On Front of the Liberator?

Display Screen
Messages and icons will appear on the display screen. You can see up to six lines of text on the top part of the display. The bottom two lines show icon names. If you install word prediction, you can select 1-3 lines of the display to show predicted words.

Status Panel
The Status Panel is next to the display screen. You can see a small light next to each word. The lights are called light emitting diodes, or LED's. When you are performing one of the activities listed, the LED will light. When you quit that activity, the LED will go out.

Printer
Anything that shows on the display can be printed out. Information is printed when you activate the PRINT key.

ON and OFF Buttons
These buttons turn the Liberator On and Off. You can also activate any key on the keyboard to turn the Liberator On.

Keyguard
This is the hard plastic covering that has holes in it. It holds the overlay you are using and covers the Toolbox. The keyguard makes it easier to press the keys and helps to save your overlay from wear and tear. Keyguards come in sizes with 8, 32 and 128 holes. The keyguard on your Liberator right now is the 128 keyguard.

Overlay
The Liberator comes with a sample overlay already installed under the keyguard. There are many different overlays you can use with the Liberator. Overlays are pieces of paper with pictures on them as well as words, letters and numbers.

Toolbox
When you lift up on one of the tabs on the side of the keyguard, the keyguard will raise up. Underneath the keyguard you see the Toolbox. The Toolbox contains 128 keys with writing on them. There are no icons. These keys are the 'tools' which you can use to make the Liberator do exactly what you want it to do for you. When you lift up the keyguard to use the Toolbox, the TOOLBOX light in the Status Panel lights. Put the keyguard back down and press the tabs gently against their magnets. The TOOLBOX light in the Status Panel goes out.

View Angle

Volume

RS 232 Earphone

Speaker

Mono

PRC Bus

Stereo

MultiSwitch

LED lights
when
battery
charger is
plugged in

Plug battery charger
in here

To unscrew
battery pack
from Liberator

Battery Charger
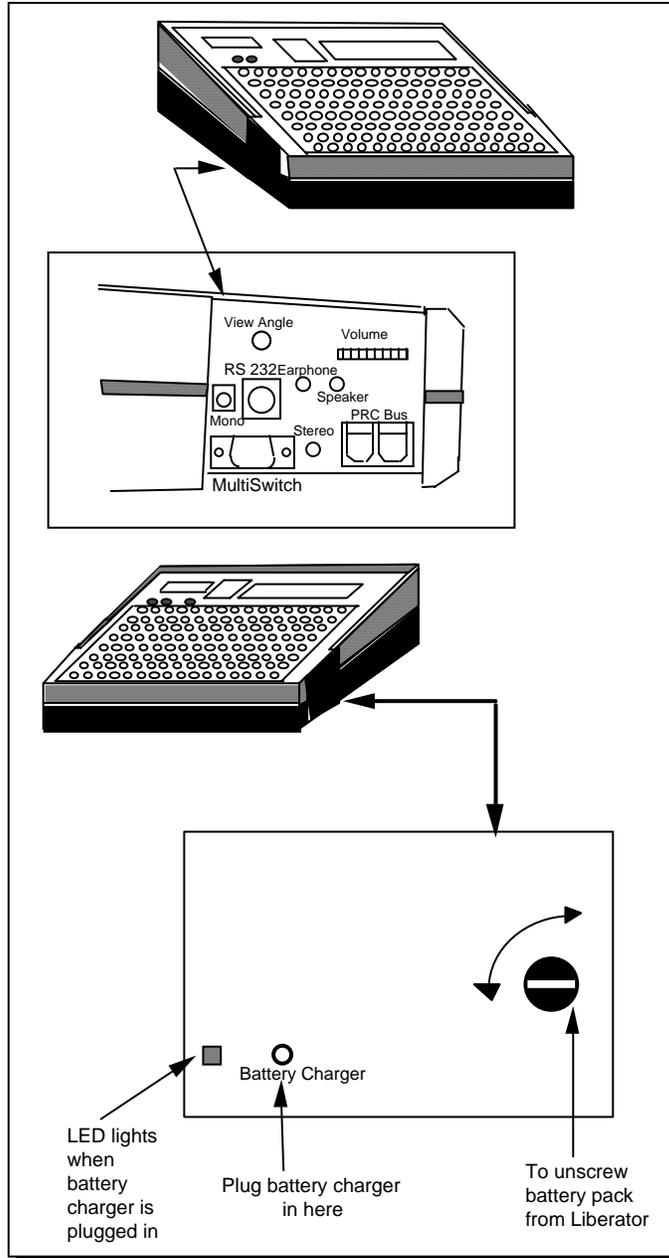
The Liberator's Side Panels

What's On the Side Panels of the Liberator?

As You Face the Front of the Liberator:

Left Side Panel
This panel contains the jacks you need to connect a switch, headpointer (if you have a headpointing Liberator) or joystick, a printer or computer and external earphones and speakers. You can also adjust the view angle of the display screen (using the little tool you received with your Liberator) and the volume of the Liberator's internal speaker.

Right Side Panel
Face the Liberator. The right side panel is dedicated to batteries. You can see the battery charger LED, the battery charger connector and a large black screw.   Should you ever need to remove the Liberator's battery pack, you unscrew this screw.

Top panel of Liberator

Printer paper housing

Speaker

Liberator Serial Number
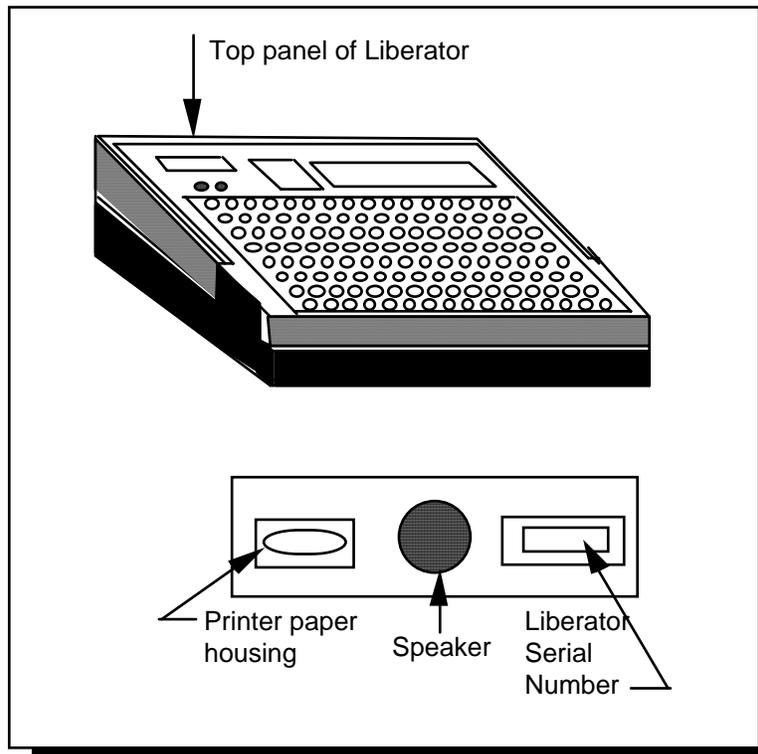
The Liberator Top Panel

What's On the Top Panel?

Look at the very top of the Liberator. On this panel you can see the speaker grille. When you talk with the Liberator, the voice comes through this speaker.

You can see the printer paper housing. You flip down the black plastic to reveal the printer paper.

There is also a label that contains the Liberator serial number. If you ever need to call the PRC Service Department, you may be asked for this number.
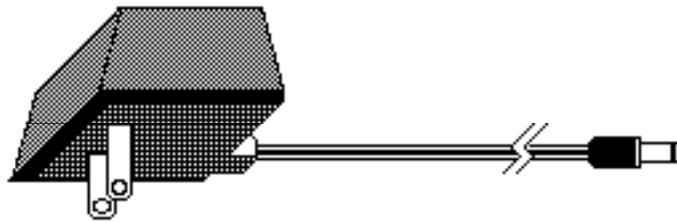
Battery Charger model# BCPS-1

Battery Charger

LED lights when battery charger is plugged in

Plug battery charger in here

To unscrew battery pack from Liberator
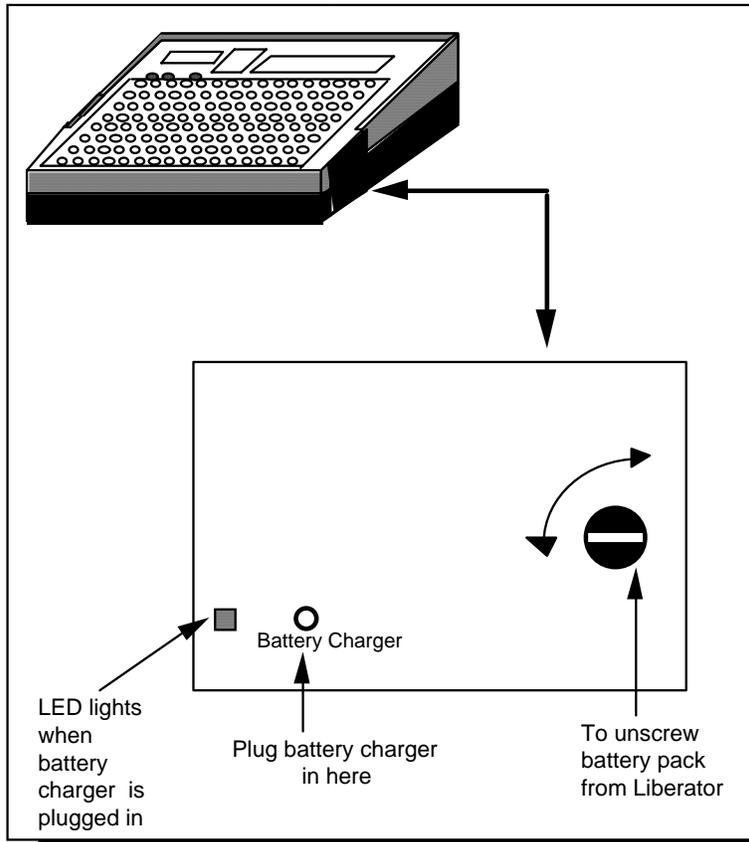
Charger Jack on Right Side Panel

Use the BCPS-1 Battery Charger to Charge the Liberator's Batteries

Summary:
The rechargeable batteries in the Liberator are charged by plugging the battery charger into the Liberator's charger jack.

The Liberator has batteries inside it to allow it to be a portable communication device. When the batteries go below 15% of capacity, the battery capacity percentage will be displayed in the lower right corner of the display. At this point you should charge your batteries as soon as possible. If you cannot begin charging, limit the use of the *printer* and *speech* in order to conserve what power you have left. You should get in the habit of charging the batteries so that you will be able to speak whenever you want to.

You received a battery charger from Prentke Romich Company with the Liberator. On the battery charger you can see the letters, BCPS-1. To charge the batteries, plug the BCPS-1 into a standard wall outlet. Then plug the BCPS-1 cord into the Liberator's charger jack. The charger jack is on the **right** side panel of the Liberator and is labeled "Battery Charger."

To find out about charging the batteries, turn the page!

⬜ Helpful Hint:

You should calibrate the batteries about once a month. To do this you *completely charge* the batteries, then *completely discharge* the batteries and then *completely charge* them again. See the battery information pages in the *Advanced Functions* manual to learn about calibrating your batteries.

Battery Charger

LED COLOR	EXPLANATION
SOLID GREEN	Batteries are fully charged
FLASHING GREEN	Batteries are charging but are not yet fully charged
INTERMITTENT FLASH RED	Power is being drawn from the batteries as they are charging.
SOLID RED THEN BLANK	The charger is unplugged

FULLY CHARGED BATTERY	APPROXIMATE BATTERY TIME
WITH NORMAL USE	Batteries will last 8 hours
WITH CONTINUOUS SPEAKING	Batteries will last about 4 hours
WITH ALMOST CONTINUOUS PRINTER USE	Battery time will be cut in half
NOT USED FOR LONG PERIODS OF TIME (Shelf Life)	Batteries will last 20-30 days
TIME FROM DEAD BATTERY TO LOSS OF RAM MEMORY	One week

Battery Charging Information

The Battery Charger LED Tells You the Status of The Liberator's Batteries

Summary:
When the Battery Charger is plugged in the LED next to the Battery Charger jack will change colors according to the status of your batteries. A solid green light means that the batteries are fully charged. A flashing green light means the batteries are in the process of charging. A red light will flash intermittently when you are using the Liberator while the batteries are charging.

An LED is beside the charger jack. This lamp tells you what is happening when the BCPS-1 is plugged in and the Liberator's batteries are charging.

1. If the LED **flashes green**, the batteries are not fully charged yet.
2. When the LED turns to **solid green**, the batteries are fully charged. You may keep the battery charger plugged into the Liberator even after the batteries are charged. This will not damage the batteries.
3. If the LED intermittently flashes **red**, current is being pulled out of the batteries while it is being charged (that is, you are using the Liberator at the same time you are charging the batteries. This is all right.)
4. The LED will also **turn red and then go Off (blank)** when the charger is unplugged from the Liberator.

Under normal speaking conditions with the batteries fully charged, the batteries will last 6-8 hours. The batteries will last for about 4 hours if, for some reason, you are speaking continuously or without many breaks.

Printing draws a lot of power from the batteries. Continuous printing *or* speaking for a long period of time will cut the battery power in half.

If the batteries are fully charged but you do not use the Liberator and do not have the battery charger plugged in, the batteries will remain charged for about 20 days.

Since you can keep the BCPS-1 plugged into the Liberator at all times without damaging the batteries, we recommend that you get into the habit of keeping the charger plugged into your Liberator. This way when you want to go somewhere and you take your Liberator, the batteries will be charged.

Text Cursor

Icon Cursor

ON **OFF**

When you type in or retrieve
messages,the text goes here.

>Icon names appear here.

ON **OFF**

When you turn the Liberator Off, the screen goes blank.
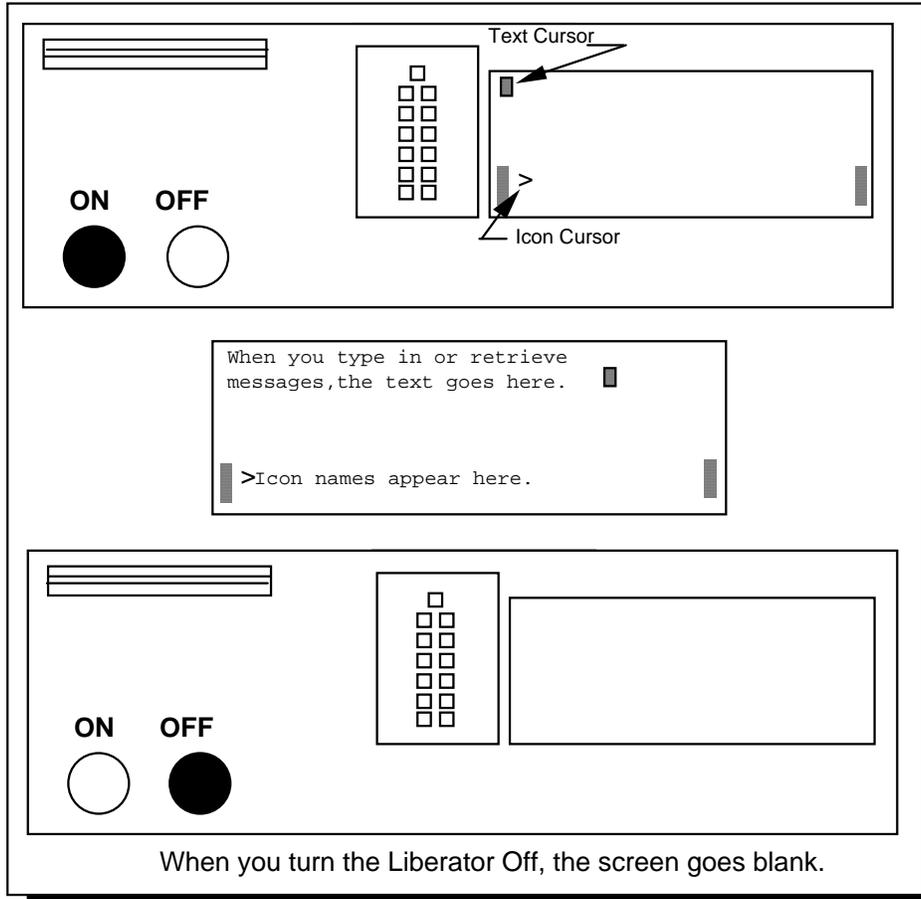
Using the ON and OFF Buttons

Turn the Liberator ON and OFF and Speak a Message

Turn the Liberator on by pressing the ON button in the front of the Liberator. You can also turn the Liberator on by pressing any key on the keyboard. Turn it off by pressing the OFF button.

When the Liberator first goes on, you see a text cursor at the top of the display. This is a small black rectangle that blinks periodically. When you use your keyboard to type spelling characters or retrieve stored messages, all the text appears on the top half of the screen. The display will show up to six lines of text.

p If you use Word Prediction, you can choose to use up to 3 text lines on the bottom of the display to show predicted words.

Lights in the Status Panel may light to tell you what area you are in and whether you are in MINSPEAK or SPELLING.

At the bottom of the screen you see two black vertical bars. These appear when you are storing or retrieving messages. If you activate icons on the keyboard, the icon cursor (>) shows you where the names will appear.
If the vertical bars are missing from your screen, activate the SPELL/MINSPEAK key [D1] until you see the message "System is now in Minspeak mode."

To save the batteries, the Liberator's "Battery Save Mode" is pre-set to On. This means that the battery 'goes to sleep' when you aren't activating keys. You may notice that the cursor stops blinking. When "Battery Save Mode" is On, just a small amount of battery energy is used. The Liberator is also pre-set to turn off in four (4) minutes if no keys are activated. Just activate any key to turn it back on.

Now activate the icons and [INTERJ] [F1] [N5] to speak a message. Notice the icon prediction lights as you activate the icons.

View Angle

Volume

RS 232   Earphone

Speaker

Mono

PRC Bus

Stereo

MultiSwitch

Insert small screwdriver (included in your package) in the VIEW ANGLE opening and then rotate the screwdriver until the Display is easy to see.
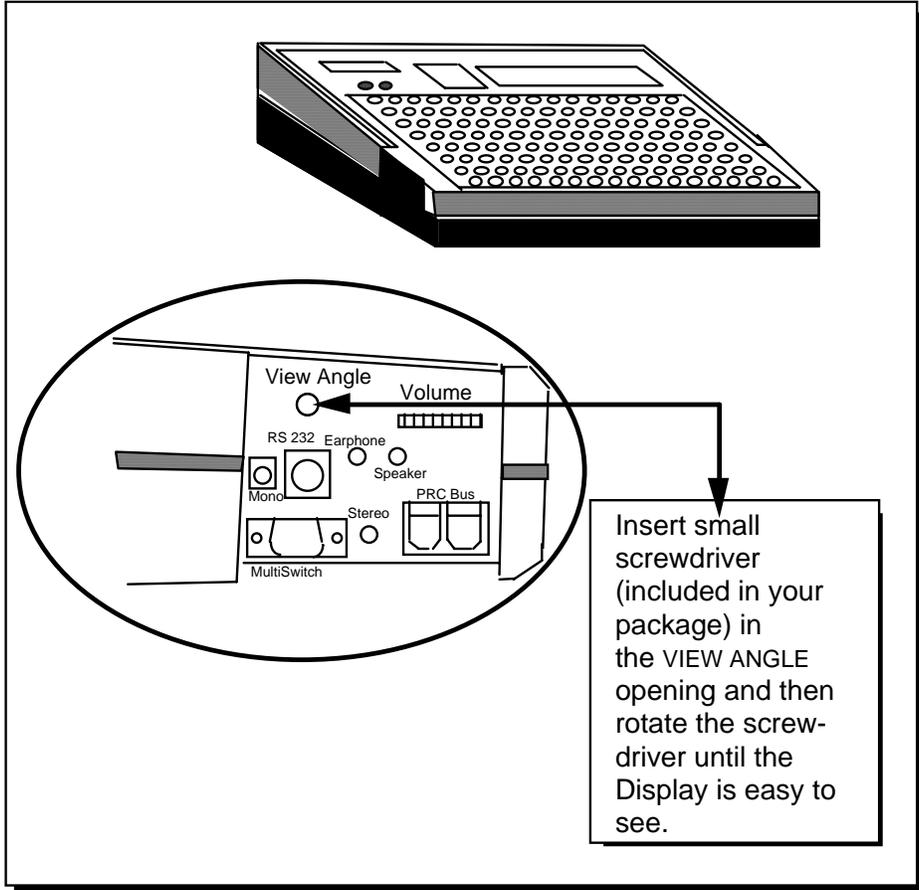
Adjusting the View Angle Control

Adjusting the View Angle Control

The View Angle and Volume controls are on the left side panel of the Liberator.

The View Angle was set at the factory for the best possible contrast on the display, but in some cases this pre-set contrast may not be the best contrast for the user. You will notice that when you change the angle from which you look at the display, the display becomes darker or lighter. If the angle from which you normally look at the display does not have enough contrast to see the display clearly, you can change the View Angle Control.

To change the View Angle, turn the Liberator On, insert the small tool that was included in your package into the hole and turn it counterclockwise until the display is easy to read.

ƿNote:

If you still do not see anything on the display, turn the Liberator On and turn the View Angle Control back and forth again. If this still does not allow you to see anything on the display, charge the batteries. After charging the batteries for several hours, follow the above procedure again.

View Angle

Volume

Volume knob

LOUDER:
Turn the knob
away
from you.

SOFTER:
turn the knob
toward you.

Multi
Switch

Stereo

PRC
Bus
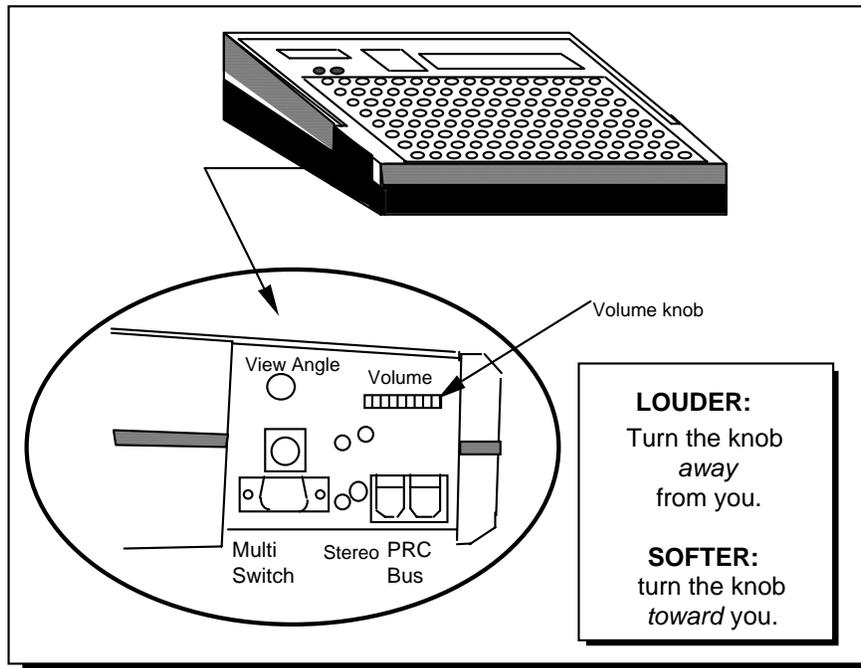
Adjusting the Volume

If the Volume of the Speech is Too Loud or Too Soft, Turn the Volume Knob to Change It

Activate a key on your keyboard that is lit with a red light. Now activate another key that is lit. Activate a third key. The Liberator should speak.

If the volume is too soft, you can change it so that it is louder.

The Volume Knob is also on the left side panel of the Liberator.

The volume is made louder by turning the Volume Knob away from you. To make the volume softer, turn the Volume Knob toward you.

If the volume is not set properly, turn the Volume Knob and test the setting by activating another message.

ρNote:

If you don't hear anything, activate the key that is labeled SPEECH ON/OFF [A8]. When the SPEECH ON/OFF key is activated, the bottom line will read -SPEECH ON- or -SPEECH OFF-. Repeat activating the SPEECH ON/OFF location until you see "Speech Output is now On."
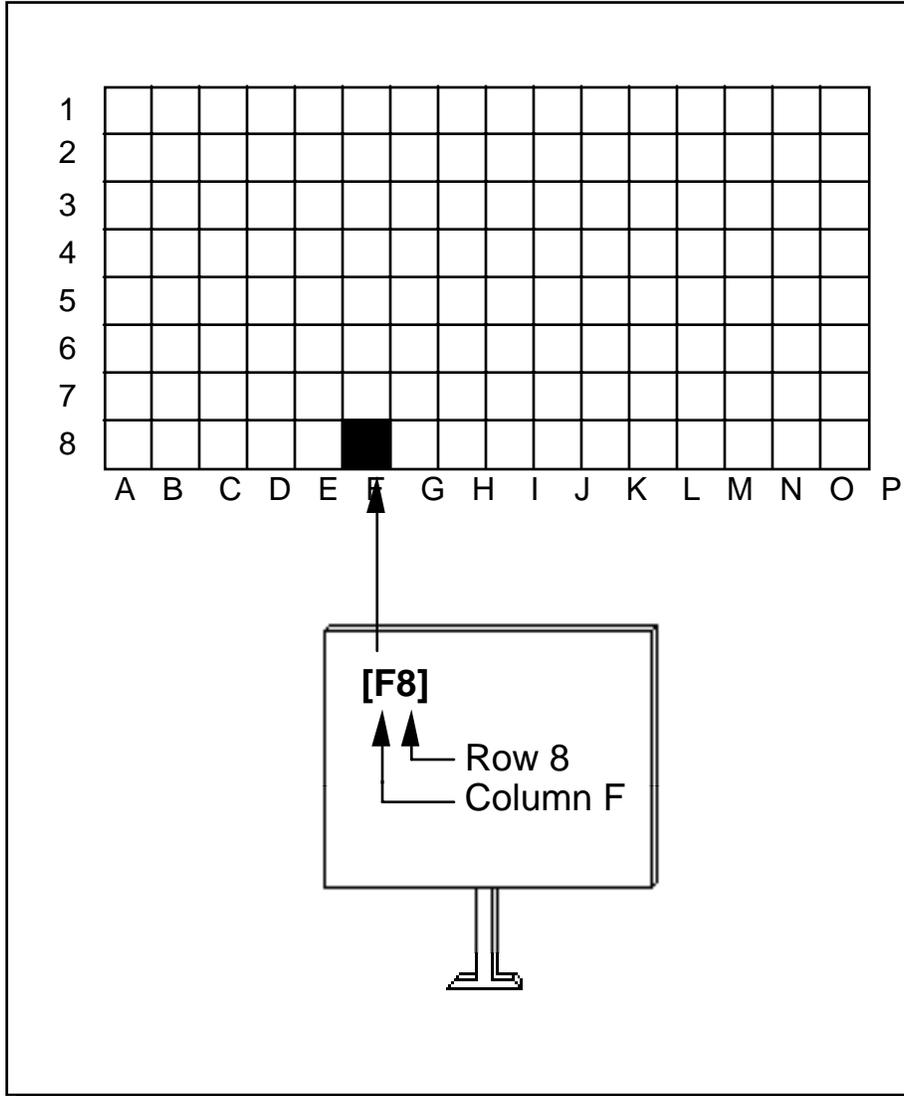
Location Codes

Find Keys by Using Location Codes

On each side of the keyguard you can see the numbers 1-8. Across the bottom of the keyguard are the letters A-P. The numbers indicate the *rows* on your overlay. The letters indicate the *columns* on the overlay. You can find any key on your overlay by identifying the number of the row and the letter of the column the key is in. These letter/number identifications are called Location Codes.

For example, on key M8 you see the word STORE. On key C6 you see a drawing of an apple. You can also see the letter "A" on this key.

Find the keys that belong to the following location codes:
G3, J7, K5, E2

If you found 4, M, O and +ing you are exactly right!

You use the same location codes to find keys when you are in the Toolbox, too.

Whenever you see these letter/number combinations in these manuals, you know that they refer to a key location on your overlay.

Toolbox LED On

TOOLBOX is now open

ON OFF

Magnet

TOOLBOX OPEN

Toolbox LED Off

TOOLBOX is closed

ON OFF

TOOLBOX CLOSED
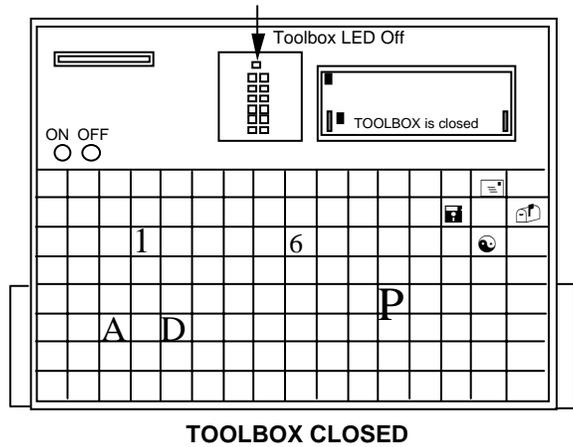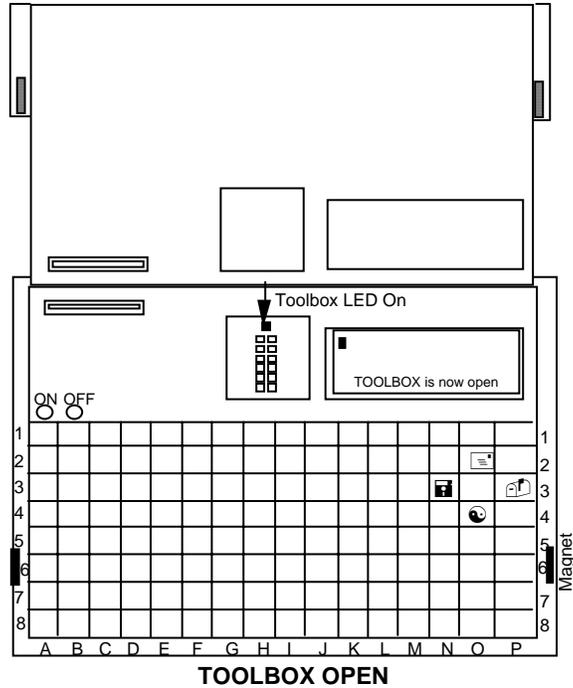
About the Toolbox

About the Toolbox

The Toolbox is underneath the keyguard. Lift up on the corner tabs on the keyguard until the keyguard comes loose from its magnets.

Whether you have turned the Liberator On or not, when you open the Toolbox, the Liberator will turn On. Notice that the TOOLBOX LED in the Status Panel lights up when you open the Toolbox.

Also notice that there is a cursor on the display screen. The cursor looks like a small black rectangle. You may also see the words "TOOLBOX is now open" at the bottom of the display screen.

Down both sides of the keyboard are the numbers 1-8. Across the bottom are the letters A-P. These help you locate specific keys (see page 35).

The Toolbox keyboard has 128 keys. Notice that there are no icons on the Toolbox overlay. Part of the overlay contains the QWERTY letters and numbers. Other keys have the names of tools on them, like FUNCTION INSERT, PRINT and CALCULATOR. Other keys contain menus like FEEDBACK MENU or SPEECH MENU. Menus contain lists of options that the Liberator can perform. You can read the menus and choose the options that you want to use.

The tools that you see in the Toolbox are the tools that are used the most often. There are more tools available for use but there isn't enough room on the Toolbox keys for all of them! If you want to find out about all the Liberator tools, look at the **All Tools List** in the *Appendix* manual.

To find out more about the Toolbox and how to use it, see the *Setting Up* manual.

The tools in the Toolbox help you to shape and modify the Liberator so that it becomes the best communication aid for you personally.

```
------------- Title of Menu ------------
1. First Selection
2. Second Selection
3. Third Selection
4. Fourth Selection
5. Exit Menu  6. Previous  7. Next
```
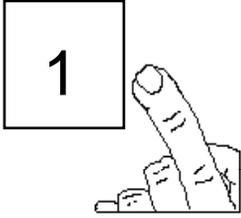

1	5
SELECTION 1	EXIT MENU

9
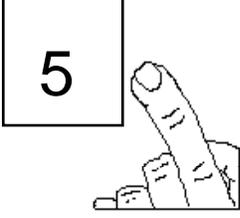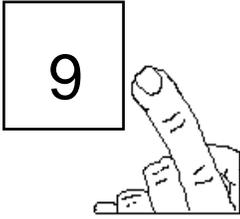
HELP

Making Menu Selections

Making Menu Selections is Easy

The Liberator frequently gives you several options to choose from. These options are in the form of a "Menu." Menus can appear when you are performing any number of Liberator operations. You can also open the Toolbox and choose options from any Liberator menu.

For example, open the Toolbox and activate the FEEDBACK MENU [C2].

Notice that the title of the Menu appears at the top of the display. The menu selections follow the title. Each menu selection is preceded by a number from 1 through 7.

To Make a Menu Selection:
To make selections from a menu you can activate the number keys 1-7, "Y" for Yes and "N" for No.

You may also activate the HELP key [M8] in the Toolbox for Help or you can activate the number 9 key [L4] in the Toolbox. If you want to hear the Liberator speak the HELP information activate HELP or 9 and then activate SPEAK DISPLAY [A6].

If you are in a menu and you activate the number key 8 the Liberator will speak the menu.

Your *First Steps* Tutorial on the Liberator display allows you to make menu selections from your demo overlay.

Using HELP

Lift up on the keyguard to open the Toolbox.

Activate | HELP | | HELP |

Activate 2   LIST OF LIBERATOR TOPICS

Select the Topic you want to review

Activate | HELP | | TOOL | (any Toolbox Tool)

You will see information about the tool on the display.

When you are in a menu or using a tool:

Activate | 9 |

You will see information about the tool on the display.

Getting HELP When You Need It

Getting HELP is Easy, Too

As you learn more about using the Liberator there may be times when you will want some help. You may forget where you are in the storage process or you may want some information about a specific Tool. The Liberator's Help Screens are designed to give you this kind of concise information. They are not designed to take the place of the manual.

When you are in the **Toolbox**, Activate HELP [M8] **twice** to see a menu asking you to select 1 (Information about HELP) or 2 (List of all Liberator Topics). If you choose 2, you will see menus listing various topics in alphabetic order. You can choose 1,2,3 or 4 from the Menu or you can activate 6 or 7, depending on the number of screens when those choices are available. Activate 5 to exit the Help Menus. Activate the number key, 8 [K4], to hear the menus or help screens spoken.

If you want specific information about a Tool , go to the Toolbox, activate HELP once and then activate the Tool on the Toolbox overlay you want to know about. For example, [HELP] [EDIT MODE] or [HELP] [STORE] will give you information about Edit Mode and Storing.

When you are in a **Menu,** selections 8 and 9 do not appear on the menus, but are always available. Remember, activating the number key 9 [L4] will display HELP screens for the **Menu** you are in and activating key 8 [K4] will tell the Liberator to speak the HELP screens or any Menus on the display.
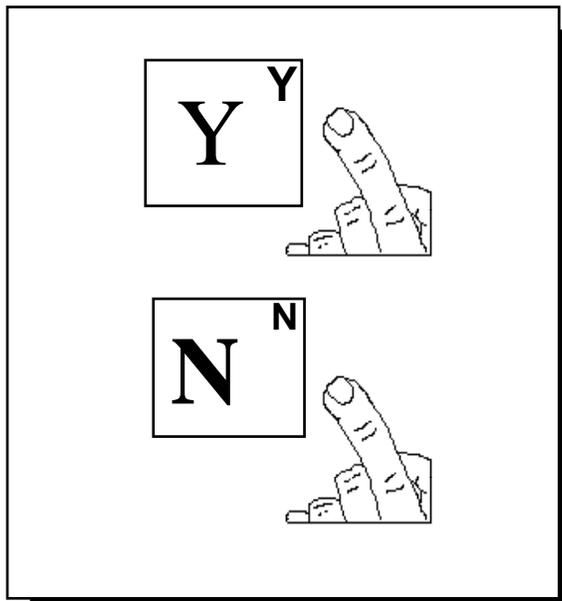
Answering YES/NO Questions

Answering "Yes" or "No" Questions

In the course of operating the Liberator, you will find that it will ask you a number of questions. Many of these questions will be answered by "Yes" or "No". Yes or No questions are really quite easy to answer. Whether you are using your demo overlay or you are in the Toolbox, "Y" key at [H5] for "Yes" or the "N" key at [I7] for "No".

ꝑ**Note**:

You can see two keys labeled YES [L1] and NO [E1] on your sample overlay. You do not use these keys to answer Liberator questions. Use [H5] and [I7].

Status Panel

ON **OFF**

The STATUS PANEL

Toolbox

AREA

1 ☐   ■ 2

3 ☐   ☐ 4

Minspeak ■   ☐ Notebook

1 Icon Theme ■   ☐ 2 Icon Theme

8 Location ☐   ■ 32 Location

CAP/Shift ☐   ☐ Control/Alt
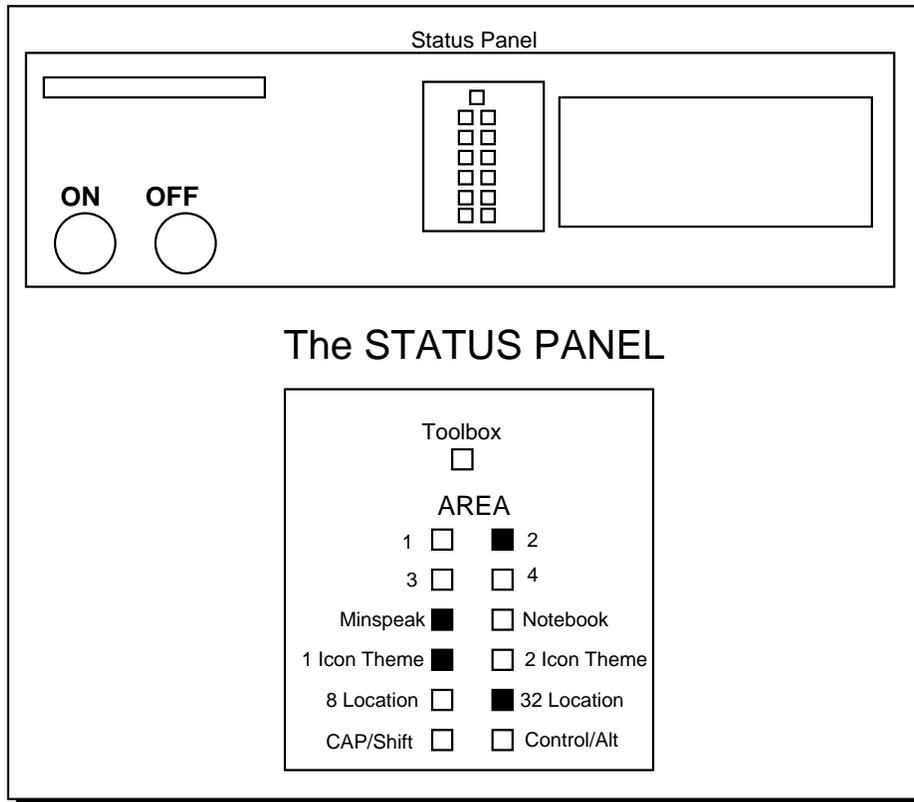
Status Lamps

A Lighted Lamp in the STATUS PANEL Indicates Which Functions You are Using

The Status Panel is between the Liberator's display and the built-in printer. It contains thirteen small lamps, each of which indicates something specific when it is lit. For instance, when you are using the Toolbox, the Toolbox lamp will light up. If you forget whether you are in SPELLING or MINSPEAK you can check the lamp to see if it is lit. If the lamp beside MINSPEAK is lit, you are using MINSPEAK mode. If the lamp is not lit, you are in SPELLING. If you are working in a notebook, the Notebook lamp will be lit. When you close a notebook, the light will go out.

If someone else uses your Liberator, you will be able to tell at a glance what functions and keyboard they were using. The Status Panel is intended to be a visual memory jog to let you know what you and the Liberator are doing.

When you turn your Liberator On with the sample overlay in place, the status panel shows that you are in Area 4, using MINSPEAK and that the CAP/SHIFT key is Off.

In the illustration on the facing page, the user is in MINSPEAK, 1 Icon Theme, using Area 2 with a 32 Location keyboard.

Good Troubleshooting Advice:

Get in the habit of periodically checking the Status Panel.
Make sure you are using the functions you want to be using!

Toolbox
□

AREA

1 □ ■ 2
3 □ □ 4
Minspeak □ □ Notebook
1 Icon Theme □ □ 2 Icon Theme
8 Location □ □ 32 Location
CAP/Shift ▨ □ Control/Alt

▨ = blinking light

■ = steady light

| SHIFT | + | any letter | ＝ | ONE CAPITAL LETTER |

| CAPS | + | ANY LETTERS | ＝ | ALL CAPITAL LETTERS |
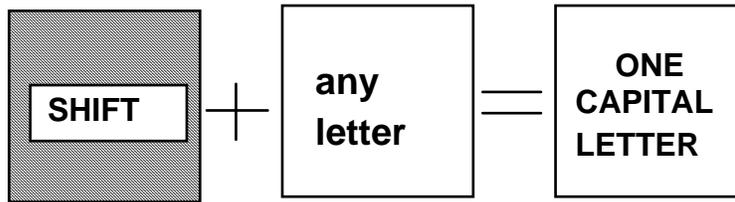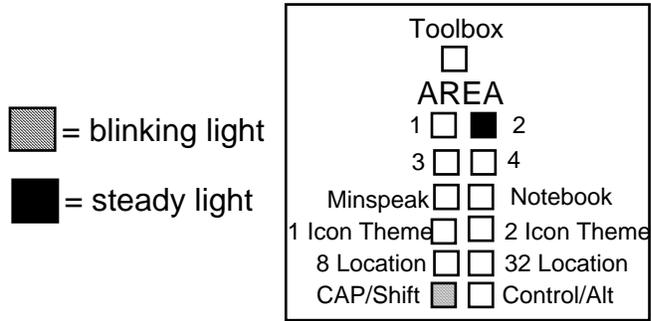
CAP/Shift Lamp

The CAP/SHIFT and CONTROL/ALT Lamps

Summary:

The CAP/SHIFT lamp blinks when you activate the SHIFT key; it stays lit when you activate the CAPS LOCK key. The CTRL/ALT lamp stays lit when you send a control character; it flashes once-a-second when you send an ALTernate character and it flashes twice-a-second when you send a character that uses both the CONTROL and ALT keys.

➲Note:

The CAPS LOCK key is not on your sample overlay. It is in the Toolbox [C8]. When you activate the CAPS LOCK key, all the letters you type are capitalized. The status lamp stays lit as long as you are using CAPS LOCK. If you activate the CAPS LOCK key and are typing with capital letters and then you activate the SHIFT key, the *next* letter you type will be a small letter; the letter after the small letter will again be a capital letter.

The CAP/SHIFT lamp indicates when you are using either function. The CAP/SHIFT lamp will **blink** when you activate your **SHIFT** key [C8]. The next letter you type after you have activated SHIFT will be a capital letter.

Try it and see! *Activate* SHIFT [B8], *then activate the letter "a".* Notice the "a" appears as a capital and the SHIFT lamp blinks. *Now activate CLEAR DISPLAY[P8] to clear your screen of letters.*

If you activate the **CONTROL (CTRL)** key, the CTRL/ALT lamp will **stay lit**. If you activate the **ALT** key, the lamp will flash at the rate of **one blink per second**. If you activate both the **CONTROL and ALT** keys, the lamp will **blink at the rate of two blinks per second**.

➲Note:

See **CONNECTING TO OTHER DEVICES** in the *Advanced Functions* manual and **CONTROL COMMANDS** in the *Appendices* manual for information on <CTRL><ALT> characters.
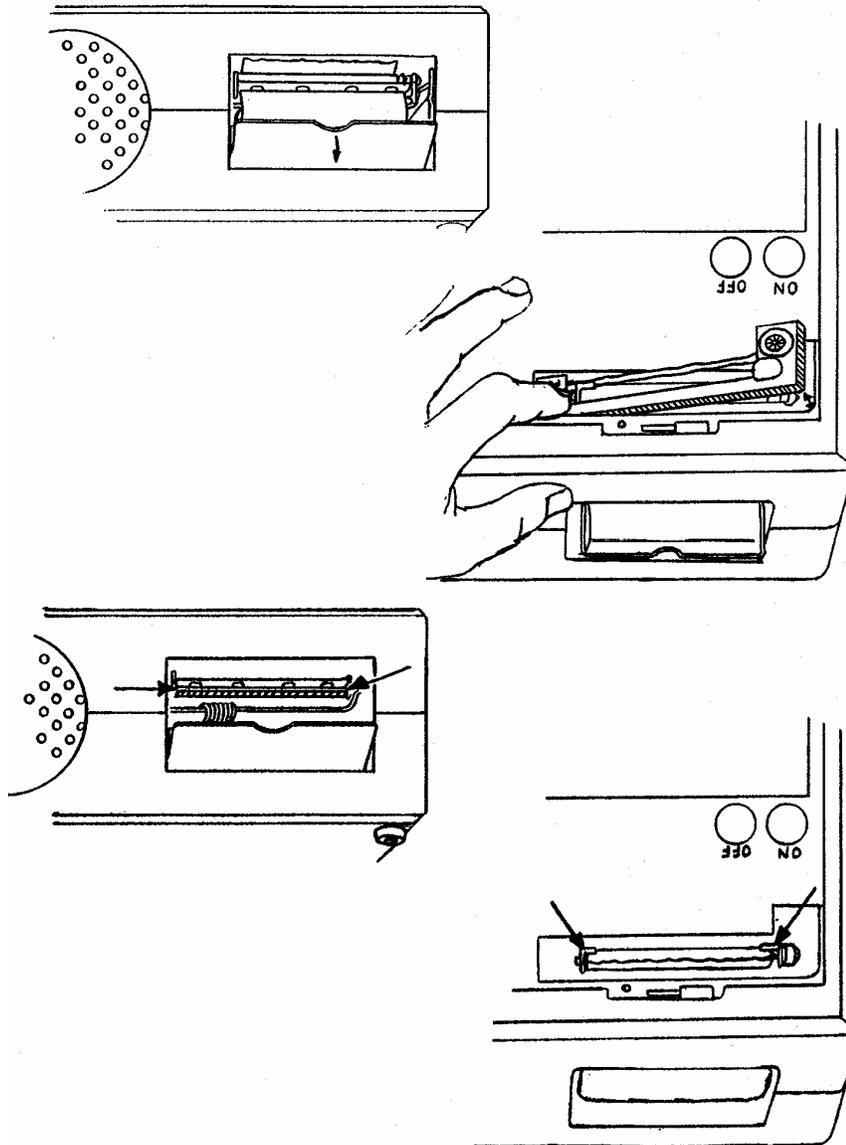
Change the Paper in the Liberator's Internal Printer

Summary:
Change the internal printer paper by opening the paper housing door on the back of the Liberator, removing the ribbon guard from the top of the printer and feeding paper through the paper housing into the printer.

To change the paper in the Liberator's Internal Printer:

Turn the Liberator so that the back is facing you. (The back has the speaker grill in the middle.) Remove the Keyguard by pulling out the pin next to the hinge and then sliding the Keyguard off the Liberator. Open the black paper housing door (on the right) by pulling it down. If there is any paper left in the paper housing or printer, remove it.

Look down on the top of the printer. You can see the printing roller and ribbon. On the left side of the ribbon guard is a black plastic tab that says "PUSH". Press on this tab until the ribbon and its black plastic ribbon guard pop out. Lay this aside for the time being. (Push hard.)

Take the new roll of paper and hold it so that the paper rolls off the **top** of the roll in a motion that is going **away** from you. Make sure the paper has a **straight edge** to feed into the printer. If necessary, cut the edge so that it is straight. Place the paper in the paper housing, making sure the paper will feed over the **top** of the roll. Guide the paper into the **slot between the two pieces of gray metal**. Once the paper is fed into the slot activate the **ALT** key [E8], then press and hold the **PRINT** key [E1]. This automatically feeds the paper through the printer. As you look down on the top of the printer, the paper should wind up and out so that it runs **behind** the small metal tabs on either side of the black roller. The paper will be **between** the roller and the small metal tabs. Hold the PRINT key until about 2 - 2 1/2 inches of paper go through the printer.

Replace the ribbon and ribbon guard. The ribbon rests in **front** of the gray metal tabs and the paper. Press down on the ribbon guard until it snaps back in place. Once the guard is in place, activate **CTRL** [D8], **ALT** [E8], and then *press and hold* **PRINT** [E1]. The printer should begin to print out nonsense on the paper. Release the PRINT key to stop printing.

Learning the Liberator II Basics:

The Unity Overlay

The 128 Keyguard
and the Unity Overlay

◻ **Note:**

All examples in the manual are based on this overlay and keyguard.

A 128 keyguard and a Unity Overlay are already installed on your Liberator II

The keyguard has 128 holes in it.
Under the keyguard is the overlay.

The overlay has a combination
of pictures and text on it

You can see the overlay through the
holes in the keyguard.

About the Unity Overlay and 128 Location Keyguard

The Unity Overlay and 128 Location Keyguard

The Unity overlay and 128 keyguard are **already installed** on your Liberator. Another overlay is permanently attached to the Liberator's Toolbox (underneath the keyguard.) **Overlays are the pieces of paper that usually contain letters, numbers, and some words.** The overlays fit between two pieces of flexible vinyl on the keyguard.

The 128 Location keyguard and Unity overlay are divided into 128 "locations". The keyboard of the Liberator has a total of 128 keys and lamps. Therefore, each location on an overlay corresponds to a key and lamp on the keyboard. The purpose of the overlay is to let you know what will happen when you activate a certain key on the Liberator's keyboard. If you press the key labeled "Q" on a typewriter, you know that the typewriter will print a "Q". The same is true of an overlay for the Liberator.

The Unity overlay has the numbers and letters arranged as they appear on a typewriter and has pictures and words in a number of locations. This overlay should already be installed on the front of your Liberator. If it is not, read the next page.

ρ**Note:** The **8/32/128** chapter in the **SETTING UP** manual explains the 8 and 32 location keyguards and overlays.

■
■
■ ■   **Good Advice**
■

We highly recommend that you learn how to use the Liberator **first** by going through this manual **before** you learn about the different overlays and keyguards

---

QWERTY Overlay
and vinyl holders

Keyguard

Toolbox

3

After Overlay is in place,
smooth vinyl back down
over it.

Metal plate

Metal plate

2

Put Overlay
in place face
down

1

Pull up on top
piece of vinyl
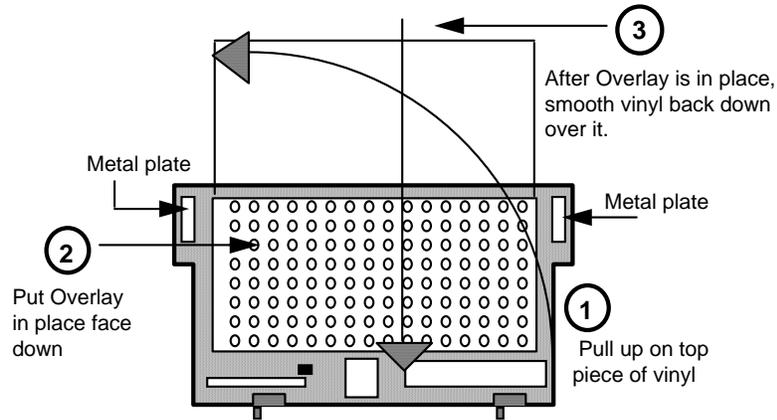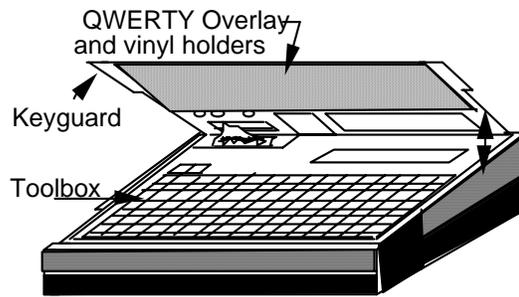
1. Lift up the keyguard.
2. On the back of the keyguard, lift a
   corner of the vinyl and pull up.
   If there is an overlay in place,
   remove it. Place the new overlay
   face down on the keyguard.
3. Center the overlay between the two
   metal plates and replace the vinyl.
4. Smooth the vinyl back down over
   the overlay.
5. Lower the keyguard and snap it
   onto the magnets.

Install/Change an Overlay

How To Install/Change An Overlay on the Liberator

Summary:
If a 128 Keyguard and QWERTY Overlay are not already installed on your Liberator, you can install them now. If they are already installed, practice removing and then re-installing them.

An overlay is mounted on top of the keys and lamps on the front of the Liberator and underneath the keyguard. Below are directions on how to install/change the Liberator's overlay.

1. Set the Liberator on a flat surface such as a table.
2. The 128 keyguard is the piece of durable plastic with round holes that cover the Liberator's keys. Lift up on the keyguard until it is fully extended above the keyboard.
3. Select a bottom corner of the clear vinyl that covers the overlay and pull up on it. The vinyl will peel back from the overlay. You can now remove the overlay by taking a corner of it between your thumb and forefinger and peeling it off the keyguard. You will see another piece of clear vinyl which covers the holes in the keyguard. Take the overlay and place it on the keyguard so that the icons and letters are **face down** on the keyguard, on top of the first piece of clear vinyl. Smooth the overlay into place by pressing it firmly onto the piece of vinyl. Now smooth the top sheet of vinyl back down so that it covers and protects the overlay. In effect, the overlay is "sandwiched" between two pieces of clear vinyl. Try to smooth out any wrinkles in the vinyl pieces or the overlay.
4. Lower the keyguard back onto the keyboard. Make sure you can read the icons and letters on the overlay through the keyguard holes. If you can't, simply peel off the overlay and put it on again, smoothing it out as you go.

You can also slide the keyguard off its hinges by first **removing the push pin** which is located in the small hole next to the **left** hinge on the top of the Liberator's case. Then move the whole keyguard to the right until it is free from the case.

Learning the Liberator II Basics:

Speaking

Activate:

I >

>
Tells you where
the name of the
Icon will appear
on the display.
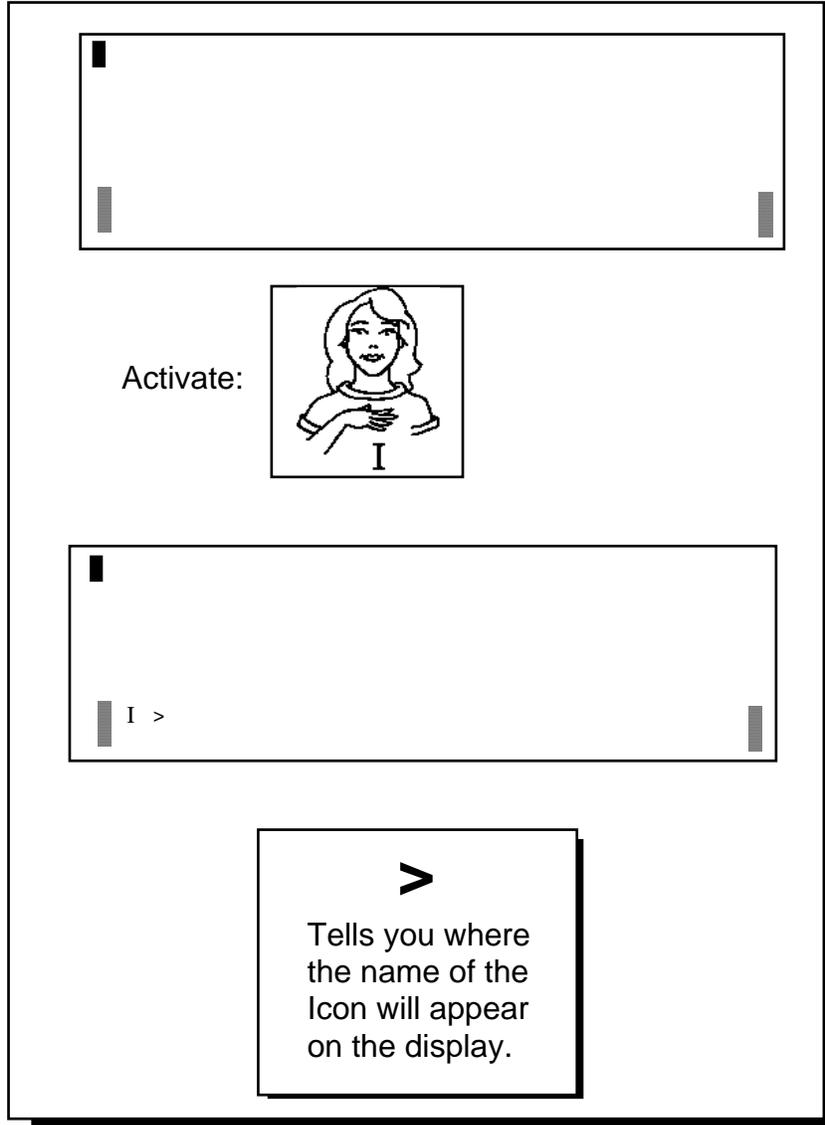
The Icon Cursor

The Icon Cursor Means You Can Speak Messages and Shows where the Icon Names Will Appear on the Display

Turn the Liberator On. Make sure you are in Minspeak mode. Check the Status Panel. If the light next to MINSPEAK is lit, you are in Minspeak mode. If it is not lit, activate the

key at D1 (� *) until the light is lit.*

After several seconds, you see a ">" close to the lower left corner of the display. The ">" is called the **icon cursor**. If you happen to be familiar with computers, you know that a cursor indicates where the information you enter will appear on the screen. The same is true of the Liberator's cursor.

In other words, if you press a key that has an icon on it, the name of that icon will take

the place of the icon cursor. To illustrate this, *activate the key with the icon:* [A3].

 (This key is key [A3].)

When you activate the key with the icon on it, notice that the next-to-bottom line of the display changes from ">" to "I>". **I** is the name of the icon.

As you might expect, when you activate an icon its name replaces the position of the icon cursor. You will also notice that the icon cursor moves to the right of the icon name. When the next icon is selected, its name will again replace the position of the icon cursor.

I >

Activate: W

I want

I WANTED
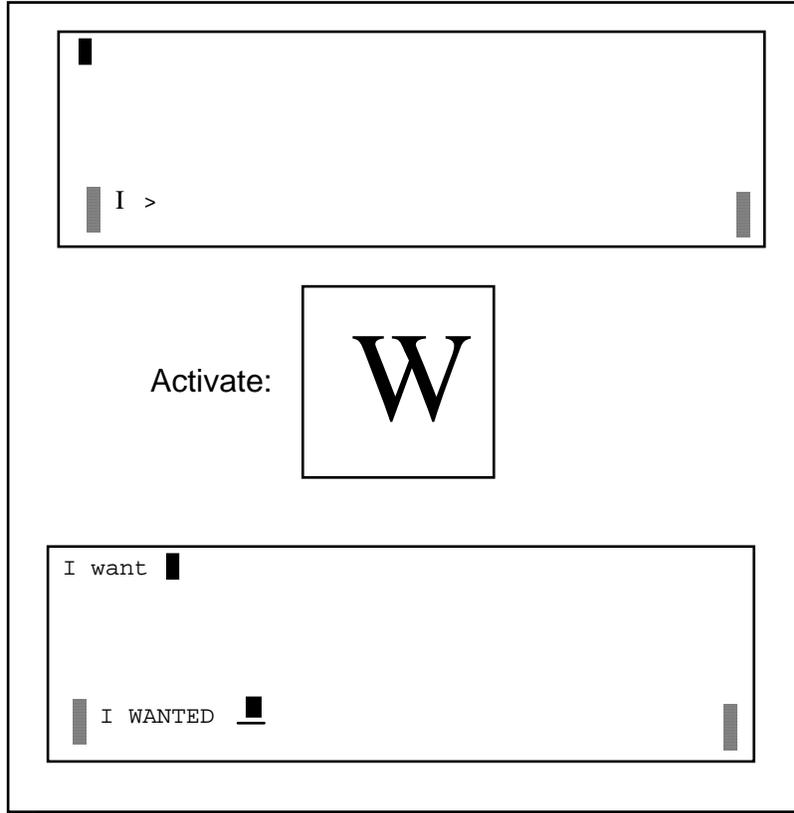
Speaking Messages

About Speaking Messages

The Liberator has a number of demonstration messages already stored in it.

The first message that you will speak has been stored under a sequence consisting of the two icons and . You have already activated the icon . If you have not made any selections since then, the display should still show the word "I" followed by a ">" close to the bottom of the display. *If you do not see I> on the display, activate CLEAR DISPLAY[P8] and then activate the key with the "I PRONOUN" key [A3]*

Now, activate the icon WANTED [D5].

At this point the Liberator is going to do a number of things. You should hear the Liberator say, "I want". The top line of the display will contain the words, "I want", and, as before, the name of the new icon (**WANTED**) will replace the icon cursor. You will also notice that the icon cursor no longer appears on the display. This is because the icons, **I** and **WANTED**, are all that you needed to activate to speak the message.

```
I want ▮




 ▌I WANT ▬
```

Activate: **M**

```
I WANT ▮



 ▌  MONEY >
```

**Once a message is spoken,
the *next* icon
will start a new sequence.**
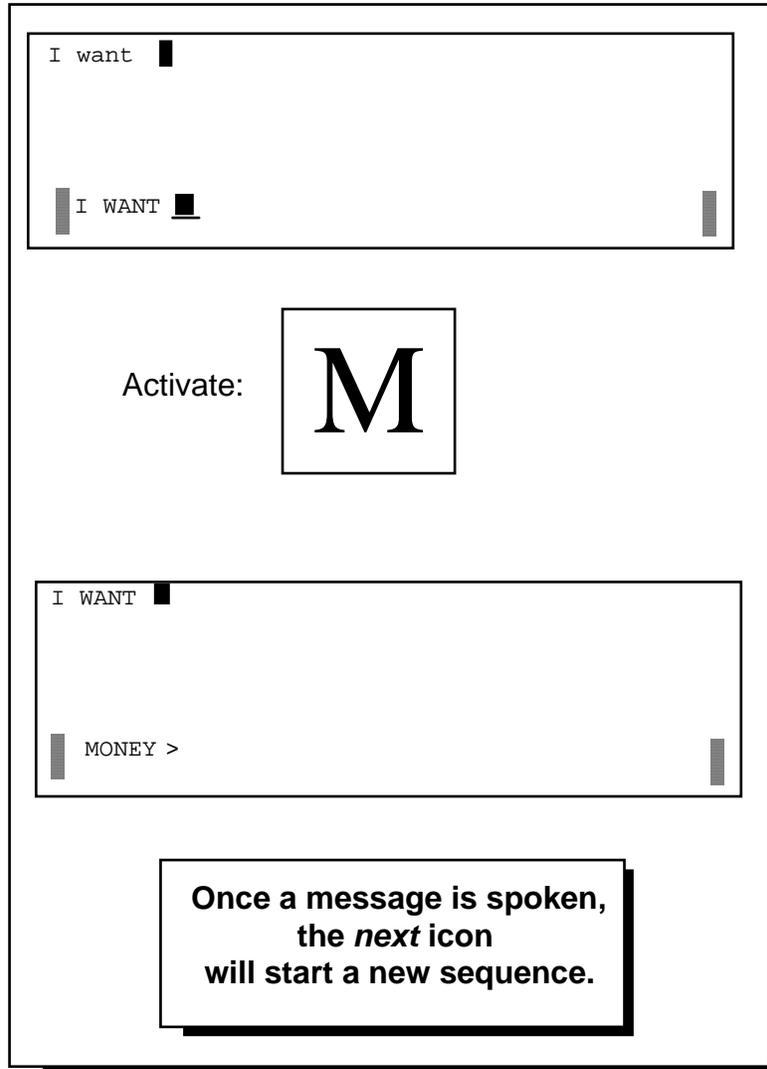
Beginning a New Sequence

A New Icon Sequence May Be Started When a Message is Spoken and the Icon Cursor Changes Shapes

Summary:

After you speak a message, the icon cursor will change from ">" to ▅̲ a flashing box with a line under it. The next icon you activate will be the first icon of a new sequence.

After you spoke the message, the top line of the display contained the message that you spoke and the bottom line contained the names of the icons that you activated to speak the message. Notice, however, that the icon cursor on the display changed from ">" to a flashing box with a line under it ▅̲ . This indicates that your last sequence is finished.

If you activate another icon now, where will it appear? Let's try it. *Activate the icon* ▉ [J7].

When you activate ▉ , you can see the name of the icon, **MONEY**, at the far left of the next-to-bottom line of the display. The names of the icons that were on the display disappeared when you started this new sequence.

After you speak a message, the names of the icons used to speak the message will still appear in the bottom line of the display, but **the icon cursor will change to a flashing box with a line under it.** The next icon you choose will replace the old icons and begin a new sequence.

I want █

MONEY >

Text Cursor

j 1 a

I want to have fun █

SUN NOUN █

Note that the message
appeared where the Text
Cursor was.

The Text Cursor

Text Will Appear on the Display Where You See the Text Cursor

When you first turned the Liberator on, a block cursor, ■, appeared in the upper left corner of the display. This is called the text cursor. When you spoke "I want", the phrase also appeared in writing on the display. You may have noticed that when the message appeared, the text cursor moved to the end of the message.

The messages that appear on the display when you speak them are **text.** The icon names, on the other hand, are not. What is the difference? The icons are used to communicate between the user and the Liberator. When you activated ☐ and ■, you were telling the Liberator to speak the phrase, "I want".   Similarly, messages such as -SPEECH ON- (which you see on the bottom of the display when you turn the speech on) and Menu options are also **not** considered to be text.

Text is the written part of your communication with other people. In the above example, "I want" is text. You will learn as you continue through the manual that text can be spoken, printed on a printer or sent to a computer. Text can occupy up to the first five or six lines of the display. The bottom two lines are reserved for icon names and system messages.

Each time you speak a message, the message will appear on the display starting at the position of the cursor. The cursor then moves to the end of the message indicating where the next message will appear on the display.

Now activate ■ [H2] ☐ [D3] and ■ [L2] to speak your next message. *Notice the text cursor.*

```
I want to have fun    ■



  ▌ SUN NOUN ▪
                                                    ▌
```

Activate: y

```
I want to have fun    ■



▌ ? WORD >                                          ▌
```

Activate: u

```
I want to have fun    ■



 ▌  >                                               ▌
```

DELETE ICON
Removes an Icon
from the Display

Activate 1a again

Delete Icon

Use DELETE ICON to Remove Unwanted Icons from the Display

Perhaps you activate an icon by mistake, or maybe you activate an icon that begins a message you don't really want to speak. You can remove these unwanted icons by activating DELETE ICON, key [P5].

Let's try it! *Activate the icon* ▪ (? WORD [J1]). Now, let's say you just realized that you don't want to ask a question.

Activate DELETE ICON [P5].

You have deleted the icon ?WORD from your display and the icon cursor is once again at the far left of the bottom of the display, ready for you to begin a new sequence.

DELETE ICON does not delete any text that may be on your display.

Now activate ▯ and ■. You should see "I want to have fun fun" on your display.

```
I want to have fun fun    ▮

 SUN NOUN▪
```

X

```
I want to have fun    ▮

 SUN>
```

DELETE LAST SELECTION

Erases the last icon and/or text
that was put on the Display.

Delete Last Selection

DELETE LAST SELECTION Deletes the Last Text and/or Icon You Put Onto the Display

On the previous page, you were given instructions about how to use DELETE ICON [P5]. On this page DELETE LAST SELECTION [P4] is explained. In some ways these two keys are similar. In other ways they are quite different. Read this page to learn the difference between the two keys.

You may notice that both the DELETE LAST SELECTION key and the DELETE ICON key can be used to delete an unwanted icon from the display. There are, however, some differences between the two. Consider these differences.

•DELETE ICON only applies to the names of the icons appearing along the bottom of the display. You **cannot** use it to erase text. You can, however, use it to delete more than one icon. For example, if the display contained the icon names SUN NOUN , you can activate DELETE ICON once to delete 'NOUN', and then activate it again to delete 'SUN'. DELETE ICON does not erase any text on the display.

•DELETE LAST SELECTION only applies to the **last** icon and/or **text** that you put onto the display. In other words it is only used to correct activating the wrong key. The powerful thing about this key is that if you activate an icon that brings up a message, not only will DELETE LAST SELECTION delete the icon name, but also the message that was brought up on the display.

Activate ◣ [P4]. Notice that the last "fun" is gone and so is the NOUN icon name.

```
I want to have   ▮



▍ SUN >                                              ▐
```

ß

```


▍ >                                                  ▐
```

CLEAR DISPLAY
Clears all the text and
icon names from the
Display.
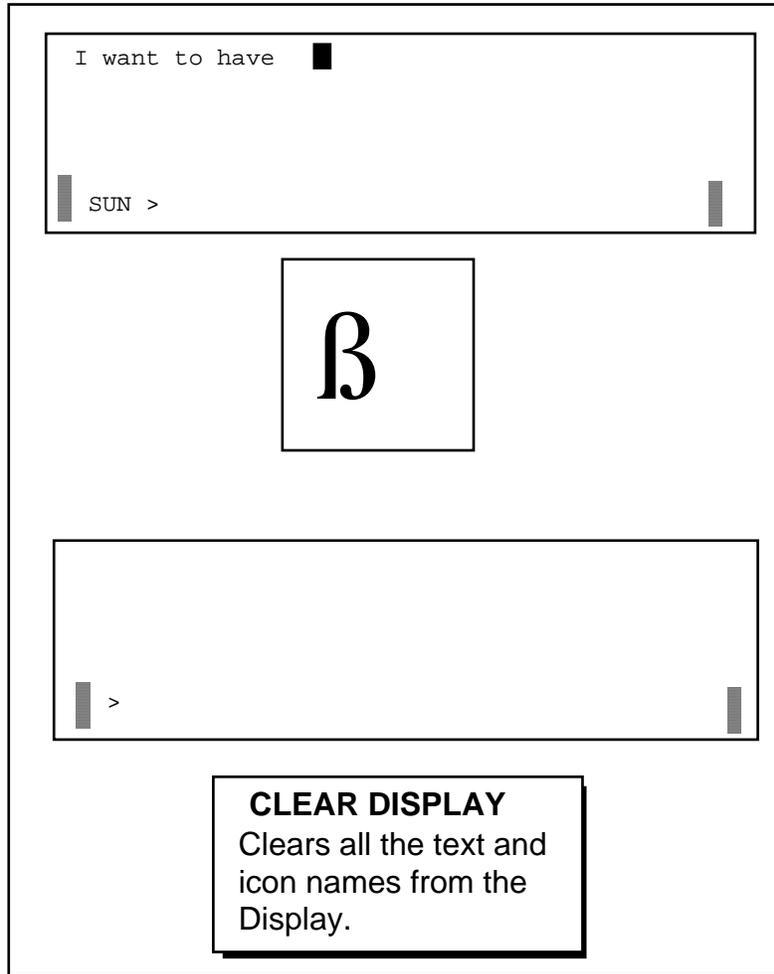
Clear Display

Use CLEAR DISPLAY to Remove All Text and Icon Names from the Display

You will now see how you can clear the display of both text and icon names with the CLEAR DISPLAY key [P8].

As before, the name of the icon appears close to the bottom of the display.

Activate CLEAR DISPLAY. (CLEAR DISPLAY can be found at key [P8].)

Notice that both the text in the upper part of the display and the icon names disappeared from the display. The only things that remain on the display are the icon cursor (>) and the text cursor (■). The display appears exactly as it did when you first turned the Liberator on.

Activate:
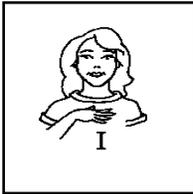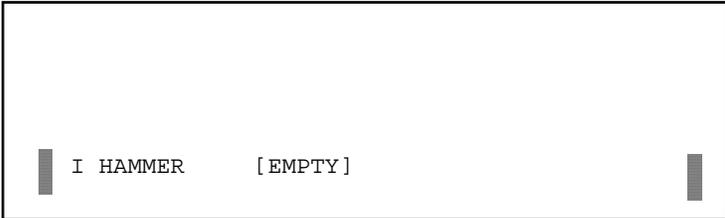
I HAMMER   [EMPTY]

After you select an **EMPTY** sequence

Start a new sequence

or

Activate DELETE ICON

Empty Sequences

When the Liberator Tells You that a Sequence is EMPTY, It Means that No Message has been Stored Under the Sequence

Because there are so many ways to arrange icons to make a very large number of sequences, we couldn't pre-program all possible messages! Some sequences you activate will be empty.

Let's take a look at what happens when you choose such an empty sequence.

Press the icons [A3] *and* [E3].

You now see the two icon names (**I** and **HAMMER**) on the display and [EMPTY] in brackets. 'Empty' means that the sequence has not been programmed to speak a message yet.

You have two options at this point: you may start a new sequence or activate DELETE ICON.

To start a new sequence, just activate another icon. If that icon starts a programmed sequence, the "empty" message will disappear and the name of the icon will appear on the bottom line of the display.

As before, you can also use DELETE ICON to erase the last icon. In this case, activating DELETE ICON will erase **HAMMER**. Notice that the [EMPTY] message also disappears. Look at your icon prediction lights. There are some messages already stored that begin with **I**. You can activate one of the predicted icons, or you can activate DELETE ICON again and erase **I**. Now you can start over.
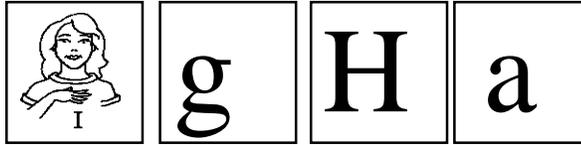
Activate these icons
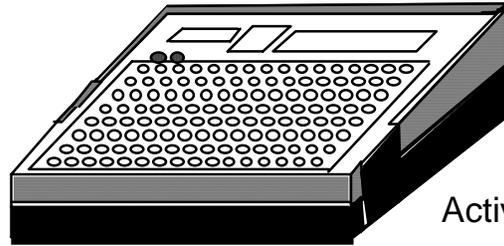
I am going home

Activate: ¢
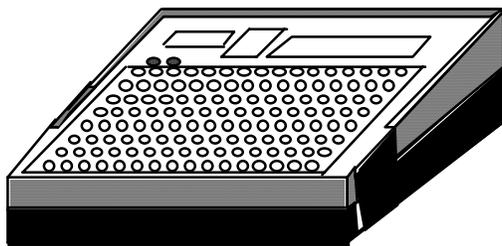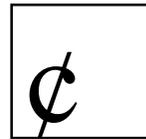
I am going home

Speak Display

Repeat What You Just Said by Activating SPEAK DISPLAY

Sometimes it takes people awhile to get used to understanding your new voice. If the person to whom you are speaking does not hear or understand a message the first time you speak it, you can repeat it by activating SPEAK DISPLAY [A1]. This allows you to speak the message again with only one activation instead of repeating the entire icon sequence under which the message is stored.

SPEAK DISPLAY will speak all the text that is on your display. This text may be a complete message in MINSPEAK or a single Spelling Character in SPELLING. (You will learn about SPELLING in the next chapter.)

ρNote:

If you have more than one message on the display and just want to speak the last message, activate SPEAK LAST SELECTION [A4] in the **Toolbox**.

ICONS	LOCATION	ICON NAMES	MESSAGE
	[A3] [F4]	I THINK	I think
	[N4] [C2]	EYE VERB	look
	[J4[[C2]	FROG VERB	go
	[E4] [C2]	PHONE VERB	say
	[A7] [A7]	IT IT	it
	[A4] [A4]	YOU YOU	you
	[H1] [H1]	CONJ. CONJ.	and
	[G1] [F5]	DET. REMEMBER	this
	[M3] [I2]	MUSIC ADJ.	more
	[H6] L2]	HOUSE NOUN	home
	[D7] [E6] [E6]	ZEBRA DOG DOG	dog
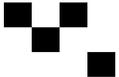
More Messages for You to Speak

Summary:
You will now speak more messages which were stored into the Liberator at Prentke Romich Company.

On these two pages are words, phrases and messages that have been stored into your Liberator. *Using what you have learned in this chapter, activate the icons to speak each of the messages.* Try to combine the words to make new sentences such as:

I want to look; Can you come over; I want to have a dog; I can say this and more; I think I want to go home.

ICONS	LOCATIONS	ICON NAMES	MESSAGE
	[A3] [I6]	I JUICE	I can
	[E4] C2]	PHONE VERB	say
	[J1] [M7]	? WORD TV	what
	[A3] [D5]	I WANTED	I want

Learning the Liberator II Basics:

Spelling

Spelling:

Allows you to add new vocabulary to your Liberator.

Allows you to spell vocabulary that you have not stored under icon sequences.

In this chapter you will learn how to spell messages.

Spelling

'Spelling' is Used to Spell Messages that Have Not Been Stored Yet

In the previous chapter, you spoke messages that were programmed into your Liberator at the Prentke Romich Company. You found out that you could speak complete messages by choosing two or three icons. However, you were limited to only being able to speak those messages that were already stored in the Liberator.

The key to making the Liberator an effective communication aid for you is to be able to speak all messages that are needed in your situation. Since each individual needs a vocabulary that is specific to his/her situation, you are able to add your own messages into the Liberator.

This chapter will teach you the first step in adding your own messages. You will learn how to use the letters on the overlay to spell your own messages. The letters, numbers, and punctuation used for spelling are called **spelling characters**.

Users with spelling skills may also want to spell words or phrases that are used infrequently but would still be handy to have stored in the Liberator.

ꝑNote:

Word Prediction is also an option for aiding the spelling process when you must spell infrequently used words. Word Prediction is explained in the *Setting Up* manual.

U

ICONS

U

SPELLING
CHARACTERS

R

R

SPELLING

Uses Spelling Characters
to spell new messages.

MINSPEAK

Uses icons to speak
words, phrases and
sentences that are stored
in memory.
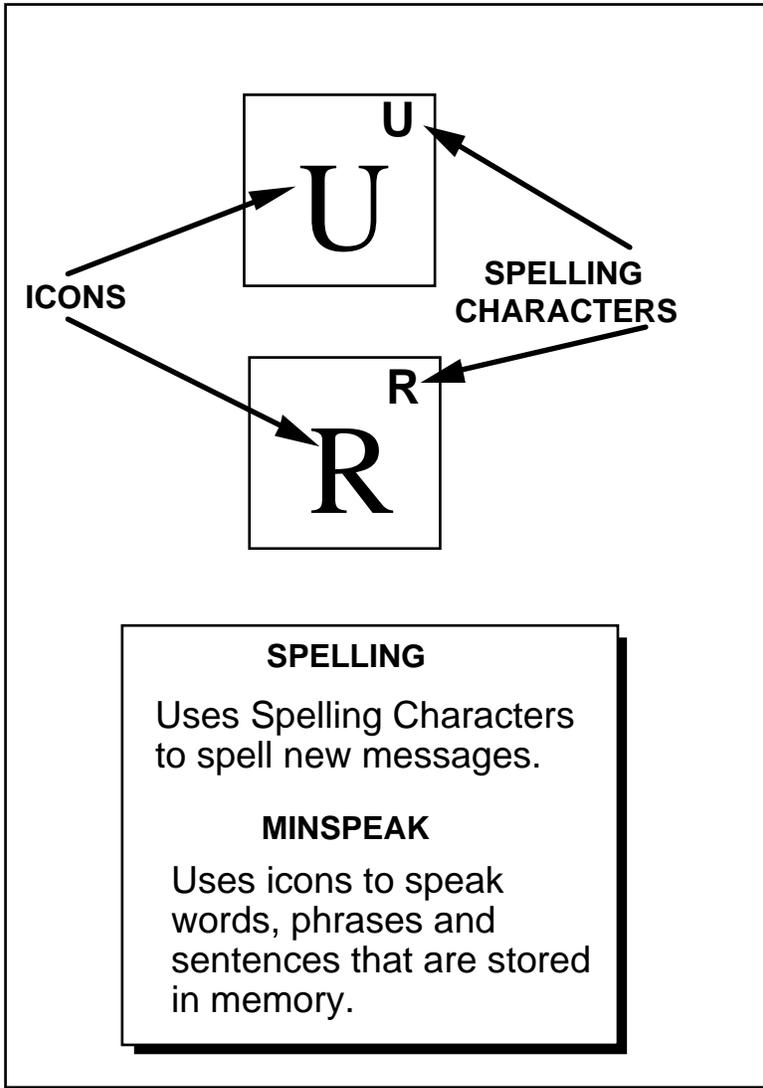
Icons and Spelling Characters

A Comparison of MINSPEAK and SPELLING

Summary:

MINSPEAK is used for fast, efficient communication. SPELLING is much slower and is usually used to store vocabulary for MINSPEAK. In SPELLING you use the keyboard the same way you use a typewriter keyboard.

Look at your overlay. You see that many of the keys that have icons also have a number, letter, or punctuation associated with the same key. Let's consider key [I5] for a moment. You can see that in addition to the drawing of an umbrella, this location also contains the letter "U". Look at the letters on the rest of the keys. You will notice that the letters are arranged like the keys on a typewriter.

So far, when you were speaking messages, you were only concerned with the icons. You spoke messages by selecting a sequence of icons. This indicates that you were using MINSPEAK.

pIn MINSPEAK, you use a sequence of icons to speak words, phrases or complete messages. This is the fastest method of speaking and is therefore the most effective way to *communicate* with others.

pIn SPELLING, you use the letters on the overlay to *spell* out your own messages, much like you type words on a typewriter.

In this chapter, you will learn how to use the letters to spell out your own messages. This requires the use of SPELLING.

The SPELL/MINSPEAK key
is used to switch between
SPELLING and MINSPEAK

The STATUS PANEL

Toolbox
☐

AREA

1 ☐   ☐ 2

3 ☐   ☐ 4

Minspeak ■   ☐ Notebook

1 Icon Theme ☐   ☐ 2 Icon Theme

8 Location ☐   ☐ 32 Location

CAP/Shift ☐   ☐ Control/Alt

When Minspeak mode is in use
the lamp is **LIT** ■

When Spell mode is in use
the lamp is **OUT** ☐

Switch Between SPELLING and MINSPEAK

Activate SPELL/MIN to Switch between MINSPEAK and SPELLING

Summary:
Activating the SPELL/MINSPEAK location [D1] will move you back and forth between MINSPEAK and SPELLING. The MINSPEAK lamp in the Status Panel lights when you are in Minspeak mode.

Find key [D1] on the Liberator. You will see that the upper half of the key has ABC on it and the lower half has a picture of cartoon lips that look as if they are speaking. This key is activated to switch back and forth between SPELLING (ABC) and MINSPEAK (SPEAKING LIPS). It is referred to as the SPELL/MINSPEAK or SPELL/MIN key throughout this manual.

Activate the SPELL/MINSPEAK key and watch the status lamp on the panel. Also notice that the bottom of the display is giving you a message, "System is now in SPELL MODE" , or "System is now in MINSPEAK MODE".

Notice that the status lamp beside MINSPEAK goes out when you have switched to SPELLING. It lights up when you are in MINSPEAK. The System message on the display also tells you which mode you are in.

When you activate the SPELL/MIN key the Liberator switches between SPELLING and MINSPEAK.

Now, activate the SPELL/MINSPEAK key to return to SPELLING. Clear the display by activating the CLEAR DISPLAY key.

Activate **A**
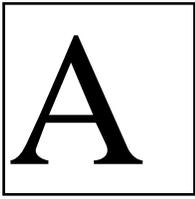
A

When you are in SPELLING:

In the Status Panel, the MINSPEAK lamp is out;

icon names are missing from the display;

the icon cursor is missing from the display.

SPELLING Indicators

The Icon Cursor Disappears When You are in SPELLING

Summary:
When you use SPELLING the icon cursor disappears from the display. The text cursor still shows where text will appear on the display.

If, for some reason, you have turned the Liberator Off, *turn the Liberator back On*. When you turn the Liberator On, the MINSPEAK lamp is off, just as it was before you turned the Liberator off.

Notice that you no longer have the icon cursor on the bottom line of the display. However, the text cursor is still on the display just as it was when you were using MINSPEAK.

Activate the key that has the letter "A" on it. (The "A" can be found at [C6], the same location as the picture of the apple.)

The "A" appears where the text cursor was. The text cursor moves one space to the right, indicating that the next letter you type will follow the A.

Spell a sentence. Notice that each time a letter is typed it takes the place of the text cursor.

Now, *spell a message that is longer than one line on the display.* Notice that at the end of the display the Liberator automatically moves a whole word down to the next line.

---

pNote:

You can change the width of the text cursor in the FEEDBACK MENU. See the **FEEDBACK** chapter in the *Setting Up* Manual.

```
I am tired of hearing each letter spoken
as I spell a word.   ■
```

Activate   **SPEECH ON/OFF**

```
I am tired of hearing each letter spoken
as I spell a word.   ■



       - Speech Output is now Off -
```

SPEECH ON/OFF

Turns the speech
on or off

Turning the Speech On and Off

Activate SPEECH ON/OFF to Turn the Speech ON and OFF

Summary:
When you are spelling, you can avoid hearing every letter being spoken by turning the Speech OFF. The speech is turned on and off with the SPEECH ON/OFF key [A8].

On the last page you found out that each time you activated a spelling character, the character appeared on the display. You also noticed that the spelling character was spoken as it appeared on the display.

When the Liberator speaks each spelling character, you may find it very annoying to hear each letter repeated as you spell a message. If this is the case, you can turn the speech off.

The speech is turned ON and OFF by activating the SPEECH ON/OF key [A8]. If the speech is ON, activating SPEECH ON/OFF will turn the speech OFF. If the speech is OFF, activating SPEECH ON/OFF will turn the speech ON.

Activate the SPEECH ON/OFF key.   Since the speech was already ON, activating SPEECH ON/OFF turns the speech OFF. Notice the message "SPEECH Output is now OFF" on the bottom line of the display. Each time you activate the key the message will switch between "SPEECH Output is now ON" and "SPEECH Output is now OFF." *Make sure the display says* "SPEECH Output is now OFF."

With the speech turned OFF, *spell another message on the Liberator.* Notice that spelling characters are no longer spoken and as soon as you start spelling, the "SPEECH Output is now OFF" message disappears. The SPEECH Output message will disappear as soon as you activate a key.

ꝏNote:

If you still do not hear anything, adjust the Volume knob on the Liberator's side panel and activate SPEAK DISPLAY [A1] until you hear the Liberator speak.

There are other "Speak when Spelling" options in the FEEDBACK MENU in the Toolbox that will allow you to further modify how the Liberator speaks what you spell.

```
Speak Display speaks everything.          ▮
```

Activate ¢

SPEAK DISPLAY SPEAKS EVERYTHING.

SPEAK DISPLAY
Speaks any text on the display
whether the Speech is turned
ON or OFF.
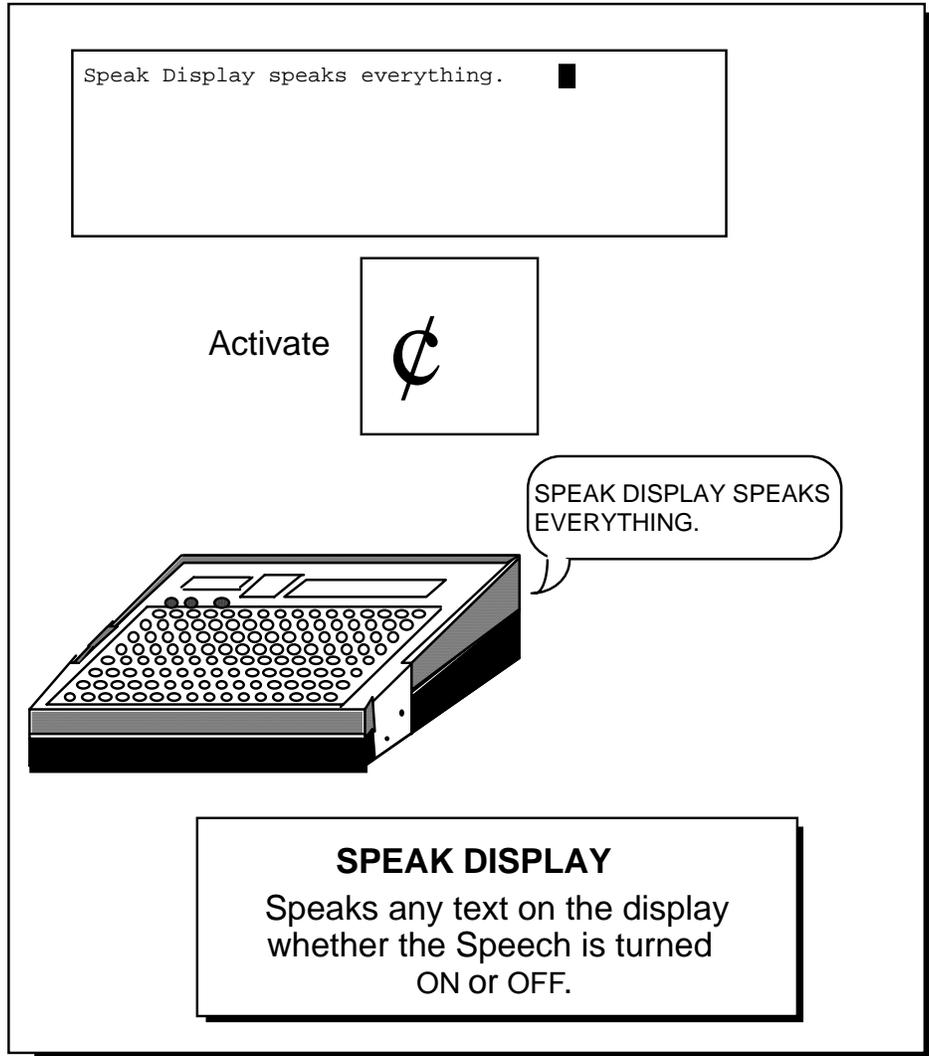
Speaking the Text on the Display

You Can "Speak the Display" Even With the Speech Turned Off

Summary:
Activating SPEAK DISPLAY tells the Liberator to speak the text that appears on the display. The text is spoken even if the speech is turned OFF.

On the previous page, you turned the speech OFF. You will now see how you can speak the contents of the display by activating SPEAK DISPLAY. SPEAK DISPLAY works whether the speech is turned ON or OFF. SPEAK DISPLAY can be found at key [A1.]

First, activate CLEAR DISPLAY [P8].   As in MINSPEAK, all text is removed from the display when CLEAR DISPLAY is activated.

Spell the message "SPEAK DISPLAY SPEAKS EVERYTHING."   Since the speech is turned off, the letters are not spoken as you spell the message.

Activate SPEAK DISPLAY.   The text on the display is spoken. In this case the sentence, "SPEAK DISPLAY SPEAKS EVERYTHING" is spoken.

☞Note:
You can also activate SPEAK SENTENCE [B1]. SPEAK SENTENCE will speak the sentence that contains the cursor.

```
This is for practicew  ■
```

```
|
```

```
This is for practice  ▮
```

DELETE CHARACTER

Erases
a letter, number or punctuation mark
from the Display.

Deleting Characters

Erase Letters, Numbers and Punctuation with DELETE CHARACTER

Summary:
Activating DELETE CHARACTER erases the character to the left of the text cursor.

When you want to erase a letter, number or spaces from the display, you may do so by activating DELETE CHARACTER [P7].

In both MINSPEAK and SPELLING, DELETE CHARACTER will erase the character to the **left** of the text cursor.

Each time DELETE CHARACTER is activated, another character is erased from the display until the screen is blank. If there are any characters that have scrolled off the display previously, you can delete those, too, by continuing to activate DELETE CHARACTER until they appear on the screen.

ꝑ**Note**:

DELETE CHARACTER only erases spelling characters and the messages you retrieved from memory in MINSPEAK. It **does not** erase characters from icon names or menus. In other words, it only deletes letters and other characters from the text.

Remember:

You can also use DELETE LAST SELECTION to erase messages on the display.

```
This is for practice  ▮




```

Activate {

```
This is for  ▮



```

DELETE WORD

Erases a word
from the display

Deleting Words

Erase Words with DELETE WORD

Summary:
Activate DELETE WORD to erase the word to the left of the text cursor.

When you want to erase a word from the display, activate DELETE WORD [P6]. Activating DELETE WORD will erase the word to the **left** of the text cursor.

In both SPELLING and MINSPEAK, each time DELETE WORD is activated, another word is erased from the display until the screen is blank.

Any group of characters is considered to be a word. For example, 330- 262-1984 consists of five "words". Activating DELETE WORD once erases 1984; activate it again and the hyphen is erased; again, and 262 is erased, etc.

ρNote:

DELETE WORD only erases spelling characters and the messages you retrieved from memory in MINSPEAK. It **does not** erase characters from icon names or menus. In other words, it only deletes letters and other characters from the text.

```
I can speak complete messages using SPEAK
DISPLAY. █
```

Activate ®

```
I can speak complete messages using SPEAK
DISPLAY.

█
```

Activate
RETURN
to start a new line of text.

Activate RETURN to Start a New Line
on the Display

Activate RETURN to Start a New Line on the Display

Summary:
When you want to start a new line of text on the Liberator's display, activate RETURN [N7]. The next word you spell will then start on the next line of the display.

When you are spelling on the Liberator and come to the end of a line, the Liberator will automatically shift the word to the next line on the display. But, suppose you want to start a new line of text before you get to the end of a line. You may be writing a letter, for example, and wish to start a new paragraph.

The Liberator allows you to start a new line of text by simply activating the RETURN key [N7]. RETURN works much like the carriage return on a typewriter. Activating RETURN moves the text cursor to the first position of the following line. If you are using SPELLING, the next character you spell starts a new line of text.

---

pNote:

RETURN has only been assigned to Spell mode on your sample vocabulary. If you activate the return key when you are in Minspeak mode, the icon name will appear on the display.

Learning the Liberator II Basics:

Storing Steps

STORING TEXT

Storing text is putting text (words, sentences, phrases) into the Liberator and then choosing an icon sequence for the text.

You activate the icon sequence to retrieve the text from the Liberator's memory.

About Storing Text

Store Messages Into the Liberator So You Can Speak Them Later

Summary:
Storing is the process by which you program your own text into the Liberator. For each message you store you choose a sequence of icons that will be used to retrieve the text from memory.

In the previous two chapters you learned that there are two ways to say something. You can spell the message and activate SPEAK DISPLAY. Or, if the message is stored in memory, you can simply activate the icon sequence that the message is stored under. This method only works with messages that have been stored in the Liberator.

You will now use what you have learned in the previous chapters to store messages into the Liberator. Storing is a very important element of customizing the Liberator so that it is an effective communication aid for you. It allows you to program any message into the Liberator. This means that each person can add the vocabulary that is needed in his/her environment. You can also choose the icons that will be used to retrieve the message from memory.

Most likely you have chosen to purchase a software package that has often-used text already stored into the Liberator. But even then, because of the individual communication needs of each person using the Liberator, you should learn how to store additional text into the Liberator.

This chapter tells you how to store a message into memory. You will go through the complete process step by step. In the next chapter, you will discover some Storing Tips to aid you in the storing process.

```
I am ready to leave now.  What time do
we leave tonight?  I think it's going
to be nice again today.  This is the
last week of school.  What classes are
you going to take next semester?    ▮

QUESTION KNOW HOUSE>
```

ß   STORE

```
Spell text to Store-then select STORE
        System is now in SPELL MODE
```

STEP 1

Activate CLEAR DISPLAY
Activate STORE

Step 1: Activate CLEAR DISPLAY,
then STORE to Start Storing

Step 1: Activate CLEAR DISPLAY, then Activate STORE

Summary:
Enter the storing mode by activating CLEAR DISPLAY and then activating STORE.

The first step in storing text is to activate CLEAR DISPLAY [P8]. Next you must tell the Liberator that you are ready to store. You do this by activating the STORE key [M8]. Activating STORE tells the Liberator you are ready to add some text to the Liberator that you can later recall by activating an icon sequence.

Activate CLEAR DISPLAY [P8].
Activate STORE [M8].

After activating STORE, the Liberator asks you to spell the text that you want to store.

```
Spell Text to Store-Then Select STORE
     System is now in SPELL MODE
```

Spell the Message

```
I can store messages to be spoken
later.  ■



  Spell text to Store-then select STORE
```

STEP 2

**Use the spelling characters
to spell the message you
want to store.**

Step 2: Spell the Text to be Stored

Step 2: Spell the Text You Want to Store

Summary:
You now spell the message that you want to store in memory.

In the **SPELLING** chapter, you learned that the main purpose of spelling is to enter the vocabulary that you want to store in memory. You will now use what you learned in the **SPELLING** chapter to spell the message you want to store.

The text that you spell may be a word, phrase, sentence, or any combination of spelling characters from 1 to 246 characters long. This is a little more than 6 lines on the display. The bar graph that appears on the right side of the display when you are storing indicates how much text you have entered. Later, you will choose your own sentences and icons, but for this example, *spell "I CAN STORE SENTENCES TO BE SPOKEN LATER."*

If you activate a wrong letter or misspell a word, use DELETE CHARACTER or DELETE WORD to erase the mistake and then spell it correctly.

After you have correctly spelled the message, go on to Step 3.

I can store messages to be spoken later ▮

Spell Text to Store-then Select STORE

¢
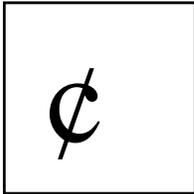
I can store messages to be spoken later

STEP 3

Activate SPEAK DISPLAY
to hear how your message sounds

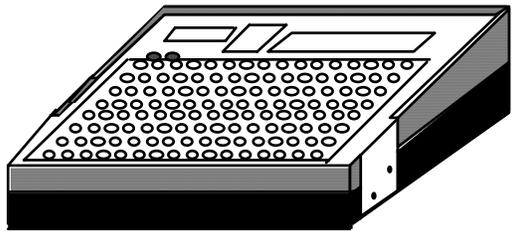Step 3: Activate SPEAK DISPLAY to Listen
to Your Message

Step 3: Activate SPEAK DISPLAY to Hear How Your Message Sounds

Summary:
Now check to hear how your message sounds. Activate SPEAK DISPLAY.
Listening to your message will often reveal errors that you fail to notice on the screen.

Your next step is to *activate SPEAK DISPLAY* [A1]. When you activate SPEAK DISPLAY, the Liberator will speak the text that you are storing.

There are two reasons for speaking the message you are storing.

• The ear is often a much better troubleshooter than the eye. Frequently, mistakes and wrong spellings that you overlook on the display are noticed right away when the message is spoken.

• The Liberator has a list of rules that it uses to pronounce words. These rules permit the Liberator to speak most words correctly, but as you might recall from English class, some words just don't fit the rules. In a later chapter, you will find out that the Liberator has a dictionary and that you can add words the Liberator does not pronounce properly to the dictionary. Speaking the message while you are storing it will tell you if you need to add any words to the dictionary.

If you found a spelling error when you spoke the message, use DELETE WORD or DELETE CHARACTER to erase the mistake and then spell it correctly.

ƿNote:

The **EDITING AND NOTEBOOK** chapter of the *Advanced Functions* manual tells you how to use the Liberator's text editing features.   The **SPEECH AND DICTIONARY** chapter of the *Advanced Functions* manual tells you how to put words in the Liberator dictionary.

```
I can store messages to be spoken later    ▌



     Spell Text to Store-Then Select STORE
```

ADD PUNCTUATION AND SPACES

```
I can store messages to be spoken later.    ■



     Spell Text to Store-Then Select STORE
```

STEP 4

**At the end of a sentence,
add a punctuation mark
and two spaces.**

**At the end of a word or phrase,
add one space.**

Step 4: Adding Punctuation and Spaces

Step 4: Add Punctuation and 2 Spaces

Summary:
When storing a message, add punctuation and 2 spaces after it. When storing words or phrases, add one space after the word.

Later, when you retrieve the stored messages from memory, you will want them to be easy to read on the display. Therefore, add punctuation and 2 spaces after each sentence when you store it. The spaces help set the sentences apart on the display and make them easier to read.

Add a period (.) and 2 spaces to the message that you are storing.

ƿNote:

When storing words or phrases, add *one* space after the word or phrase. The space will be stored along with the word or phrase. This allows you to string stored words and phrases together without having to insert a space each time you retrieve a message.

```
I can store messages to be spoken later.   ■


 Spell text to Store- then select STORE
```

STORE

```
I can store messages to be spoken later.   ■


   -Select Icon Sequence-then ENTER-
 >
```

STEP 5

**Activate STORE when you
have finished spelling.**
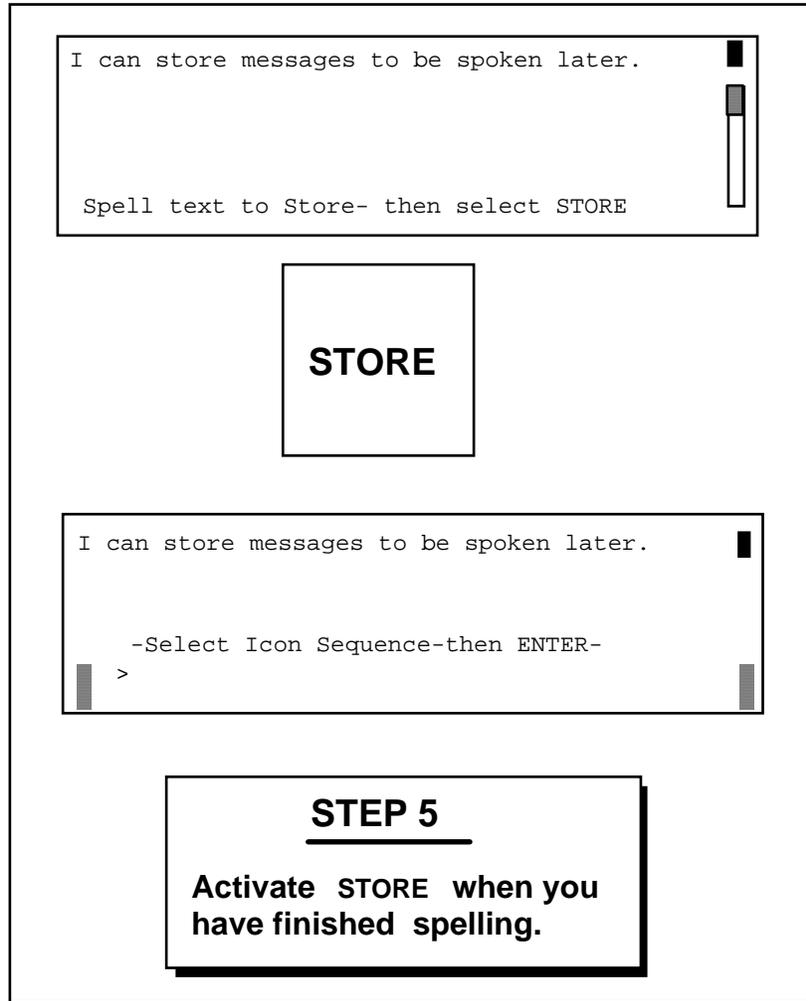
Step 5: Activate STORE When You Have Finished Spelling

Step 5: Activate STORE

Summary:
Tell the Liberator that you are finished spelling by activating STORE.

By now, you have spelled the message you want to store, spoken the message to see how it sounds and added punctuation and two spaces. Now you must tell the Liberator that you are finished spelling and want to choose icons which you will use to recall the message from memory. To tell the Liberator this, *Activate STORE [M8].*

Note what happens on the display when you activate STORE. The display shows you the message you are storing and tells you to select an icon sequence. You can see an icon cursor which indicates where the names of the icons will appear on the display when you select them.

<div style="border:1px solid">

ρ**Note**:

If the text that you are storing takes up more than five lines, only the first four lines will appear on the display after STORE is activated. This does not mean that the undisplayed text is not stored. It simply means that the display is not large enough to show all the text.

</div>

```
I can store messages to be spoken later.          ■


     -Select Icon Sequence-then ENTER-
  >
```

Select Icons

[K8]   [I 6]   [E4]

W   J   C

```
I can store messages to be spoken later.          ■



     -Select Icon Sequence-then ENTER-
SENTENCE JUICE PHONE [EMPTY]
```

STEP 6

**Select the icons you want to use
to speak the message.**

Step 6: Choosing an Icon Sequence

Step 6: Select the Icon Sequence that You Want to Use to Recall the Message

Summary:
You must now select the sequence of icons that you wish to use to recall and speak your message.

The display is asking you to "select icon sequence." This means that you are to choose a sequence of icons that you will use later when you want to speak your message. You will want to use an icon sequence that is easy to associate with the message you are storing (a sequence may contain from 1-8 icons). It should also be easy to teach to the person using the Liberator. The chapter, **PICKING ICON SEQUENCES**, in this manual, gives you some guidelines for choosing an icon sequence for the messages you will be storing. For this example, we provide you with a sequence of icons that you may use for the message you are storing.

For this example, *Activate the following icon sequence.*

These icons are found at keys [K8], [I6] and [E4].

These icons were chosen because the:
SENTENCE icon represents the idea of important pre-stored *sentences*.
JUICE icon represents the idea of sharing things a person *can* do (a *can* of juice).
PHONE icon represents the idea of communicating or *speaking*.

If you activate one or more incorrect icons, you can use DELETE ICON to erase the icon names from the display. For more information see **STORING AND SPEAKING TIPS** in the next chapter.

```
I can store messages to be spoken later.      ■


   -Select Icon Sequence-then Enter-
 SENTENCE JUICE PHONE■   [EMPTY}
```

ENTER

```
■



 >
              Text has been Stored
```

STEP 7

Activate ENTER when you have finished choosing your icons.

Step 7: Activate ENTER After Choosing
a Sequence

Step 7: Activate ENTER

Summary:
Activate ENTER to tell the Liberator that the icon sequence you have chosen is complete.

You have chosen the icon sequence that you wish to use to speak the message you are storing. You now activate ENTER to "enter" the sequence of icons into the Liberator.

Activate ENTER [N8].

Activating ENTER ties the message you spelled to the icon sequence you selected. From now on, the icon sequence you selected will be used to speak the message you stored. In this case, **SENTENCE JUICE PHONE** will be selected to speak, "I CAN STORE SENTENCES TO BE SPOKEN LATER." After you activate ENTER the display will return to MINSPEAK and it will read, "System is now in MINSPEAK MODE".

ρNote:

If the display contains a message that is different from the one you see on the facing page, see **STORING AND SPEAKING TIPS** in the next chapter.

ACTIVATE

[K8]   [I 6]   [E4]

W J C
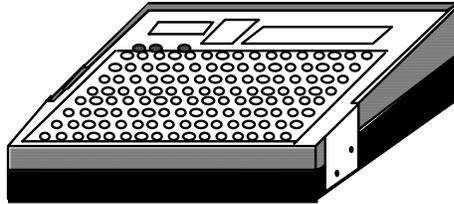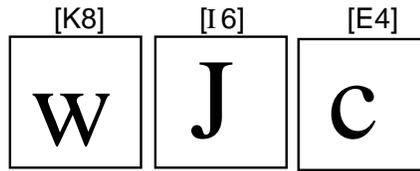
I CAN STORE MESSAGES TO BE SPOKEN LATER.

STEP 8

Test to make sure your text is stored properly.

Activate the icon sequence you chose.

Step 8: Test the Newly Stored Text

Step 8: Test the Text that You Stored

Summary:
The final step in storing a message is to test it to make sure it was stored properly.

You have finished storing your message, but it is a good idea to speak it as soon as you store it to make sure it was stored properly. If you stored a number of messages while you were in the storage mode, you may want to speak each one now.

Before you can speak the message that you stored, you must be in MINSPEAK. *If the MINSPEAK lamp is not lit in the Status Panel,*
activate the SPELL/MIN key to go to MINSPEAK. Also, make sure the Speech is turned ON.

Now that you are using MINSPEAK, you can speak your message by selecting the icon sequence you picked in the storing process.
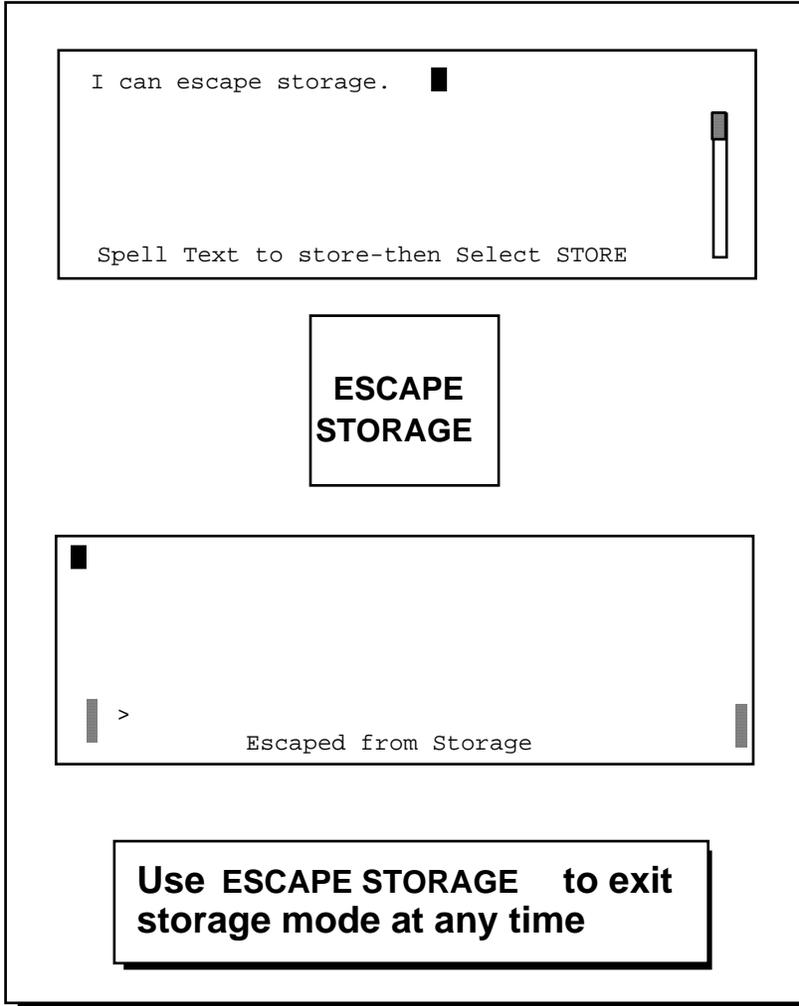
Activate:

The Liberator should speak the message that you stored.

If the message is not spoken, see **STORING TIPS.**

Learning the Liberator II Basics:

Storing and Speaking Tips

```
I can escape storage.  ▮




 Spell Text to store-then Select STORE
```

**ESCAPE
STORAGE**

```
▮



▌ >
                    Escaped from Storage
```

**Use ESCAPE STORAGE to exit
storage mode at any time**

Escape Storage

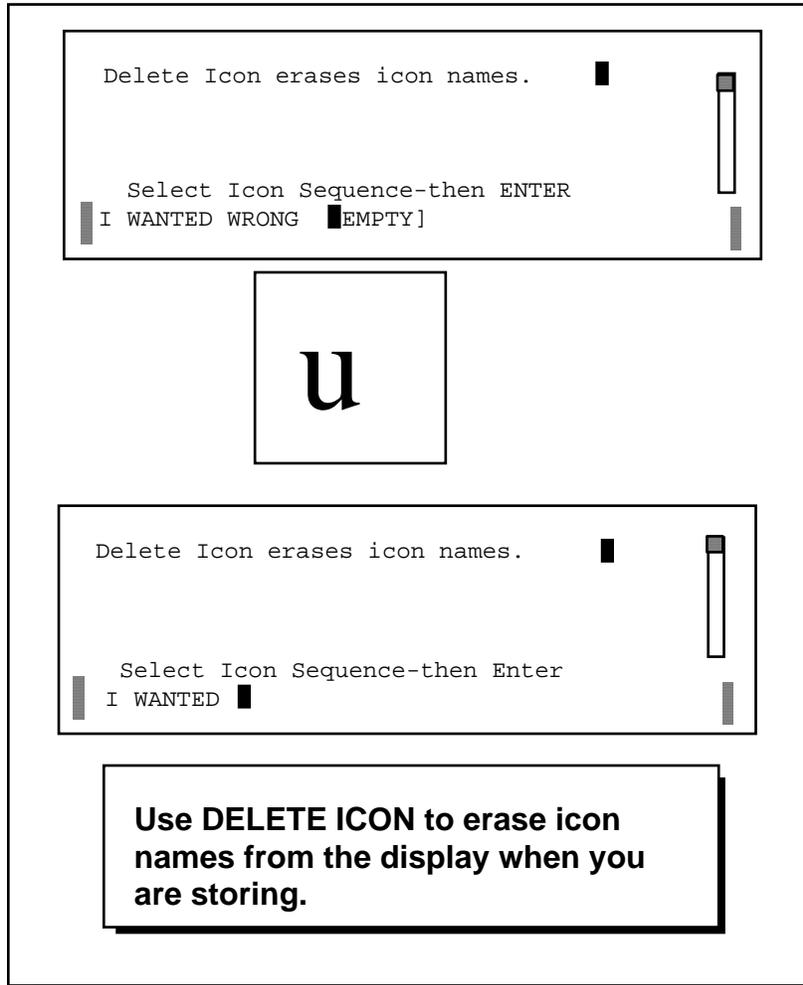# Escape Storing at any Time by Activating   ESCAPE STORAGE

Summary:
ESCAPE STORAGE can be used any time you want to stop storing, no matter where you are in the storing process.

You might find, for some reason, that you want to quit the storing process. You may have forgotten where you were in the storage mode, been interrupted or just want to start over. Whatever the reason, activating ESCAPE STORAGE [08] will get you out of the storage mode.

To demonstrate how ESCAPE STORAGE works, *press STORE and start spelling a message to store.* The display should appear as the top drawing on the facing page. *Now, activate ESCAPE STORAGE.* Notice that the storing message disappears from the bottom line of the display and the text on the display also disappears.

If you were using SPELLING when you entered the storage mode, you will be using SPELLING now. If you were using MINSPEAK, you will be using MINSPEAK now. The bottom of the display will read, "Escaped from Storage".

```
 Delete Icon erases icon names.          ▮        ▯

    Select Icon Sequence-then ENTER
▌I WANTED WRONG  ▮EMPTY]                            ▌
```

u

```
 Delete Icon erases icon names.          ▮        ▯

    Select Icon Sequence-then Enter
 ▌I WANTED ▮                                        ▌
```

Use DELETE ICON to erase icon names from the display when you are storing.

DELETE ICON Erases Unwanted Icons

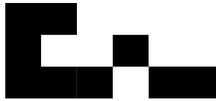# Use DELETE ICON to Erase Unwanted Icons

Summary:
If you select an unwanted icon while storing, you can delete the icon with DELETE ICON.

When you are selecting an icon sequence in the storing process, you may accidentally select an unwanted icon. Or, after you have selected one icon, you may notice another icon that would be easier to remember. In either case you may use DELETE ICON [P5] to erase unwanted icons from the display.

DELETE ICON is similar to DELETE CHARACTER. That is, each time you activate DELETE ICON, the last icon name is erased from the display.

Example: *Start storing the sentence, "I want to erase this." Perform the first 6 steps of*

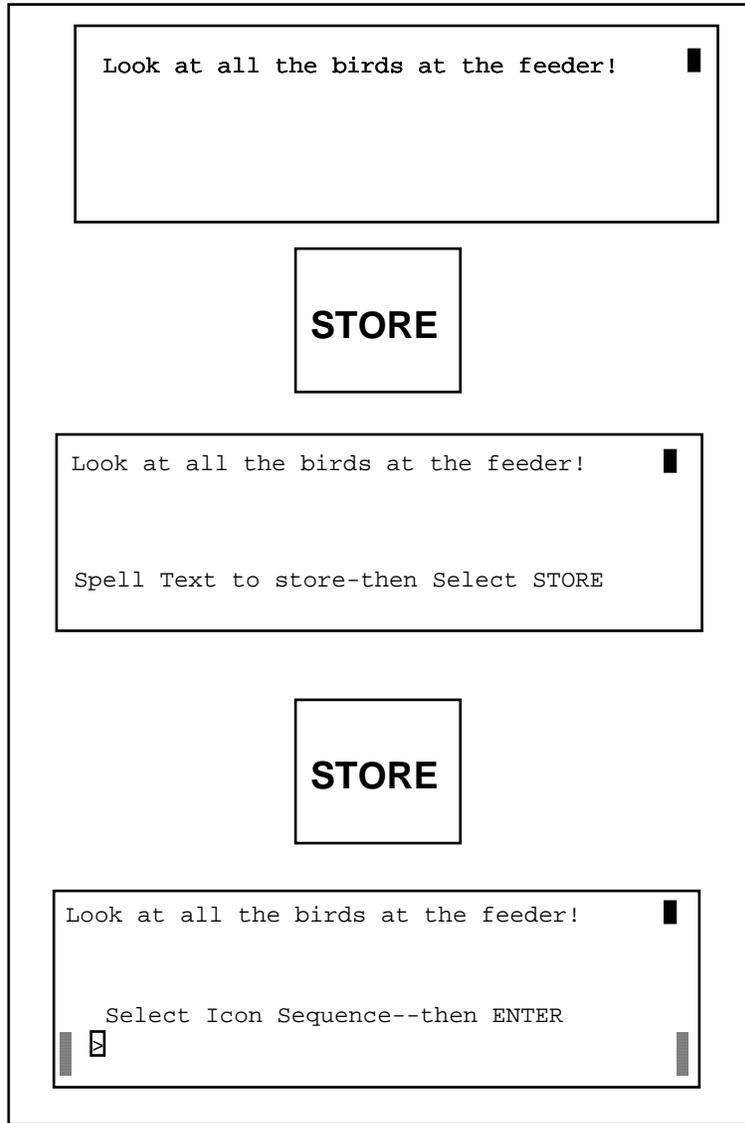*the storing process. Choose the icons* **SENTENCE** [K8], **WANTED** [D5], **WRONG** [I4].

Now, activate DELETE ICON.   Notice that **WRONG** disappeared from the display. *Activate DELETE ICON 2 more times.* Now the first two icons have been erased.

Now, quit storing by activating ESCAPE STORAGE.

```
Look at all the birds at the feeder!                      ▊
```

STORE

```
Look at all the birds at the feeder!                      ▊


Spell Text to store-then Select STORE
```

STORE

```
Look at all the birds at the feeder!                      ▊


   Select Icon Sequence--then ENTER
▊ ▷                                                       ▊
```

Store Text That is Already On Your Display

Storing Text That is Already On Your Display

Summary:
If you already have some text on your display that you would like to store, just activate STORE. Do not spell anything. Activate STORE again, then choose your icon sequence.

You may have typed some text onto your display and then thought, "That's something I ought to store." You can store text that you have already typed on your display.

Activate *STORE.*
When you see, "Spell text to Store- then select STORE.", do not spell anything. Just *activate STORE again.*
Select an icon sequence.
Activate ENTER.

The text that was already on your display has now been stored.

---

pNote:

If you have a lot of text on your display, but would like to store only *part* of the text, see the **EDITING AND NOTEBOOK** chapter in the *Advanced Functions* manual.

```
Where's my dog?    ▮

     Select icon sequence and then ENTER.
▌SENTENCE TV DOG >
```

```
┌─────────────────┐
│                 │
│                 │
│     ENTER       │
│                 │
│                 │
└─────────────────┘
```

```
  SENTENCE TV DOG contains:
  Did you feed the dog?

1. REPLACE with the text you spelled
2. CHOOSE new Icons (save original item)

5. ESCAPE STORAGE
          Select Desired Action
```

When a Sequence Already Contains a Message

When you choose an icon sequence that is already used for another message, you must replace the old message with the new one or select a new sequence.

Selecting an Established Icon Sequence

A Message is Already Stored Under the Icon Sequence You Selected

Summary:
When you pick an icon sequence for a message you are storing, you may pick a sequence that is already used for another message. You must then choose whether you want the icon sequence to speak the new message or you may pick a new icon sequence for the message you are storing.

When you add messages to the Liberator's memory, you are using more and more icon sequences. Therefore, while storing a message, you may pick an icon sequence that is already used for a different message. If this happens, a screen similar to the second one on the facing page will appear on your display. (This screen appears after you activate ENTER.) The second line of the display contains the first 30 characters of the message that the sequence was first chosen to represent.

The display is also showing a menu. Do you remember how to make menu selections? It may have been a while since you used a menu so you might want to turn back to **GETTING ACQUAINTED** to refresh your memory. You will see that this menu only has 3 selections (1, 2 and 5). This means that activating 3 or 4 will do nothing.

As with all menus, you must pick one of the menu selections.

Choose 1 if you want the icon sequence to speak the message you are storing instead of the one it used to speak.
Choose 2 if you want to pick a different icon sequence to speak the new message.
Choose 5 if you want to quit storing.

Edit a Stored Message

Activate
| CLEAR DISPLAY |
and
STORE
STORE

Select option #2   **(EDIT) from the menu**

```
Select Sequence to EDIT - then ENTER
```

| W | & | N |

```
My name is     ■
```

```
Spell text to Store - then select STORE
```

Spell your own name
Then Activate STORE.

```
SENTENCE EYE contains:
My name is

1. REPLACE with the text you spelled
2. CHOOSE a different icon sequence
5. ESCAPE STORAGE
        Select Desired Action
```

1.= New text will be stored under old
   icon sequence.

2.= Select a different icon sequence
   for your new text.

Change a Stored Message by Editing it

You Can Change the Text That is Stored Under an Icon Sequence

Summary:
You can edit or change the message that is spoken when an icon sequence is selected.

There may be times when you want to change a message that you have already stored. You'd like to add a word, or restate the message in a less humorous way, perhaps.

You change an already-stored message in much the same way that you store a message.

The message "My name is." has been pre-stored under the sequence: , [K8], [N4], [I7]. In this example you will add your name to the message "My name is."
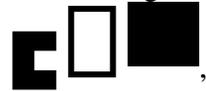
Activate CLEAR DISPLAY then activate STORE twice. You will see **'Sequence Erase/Edit Menu'** on the display. Since you want to change a message, *activate Menu Selection 2*.

Select the sequence that you want to edit. Activate ENTER.

You will see "My name is" on the screen. *Spell in your own name at the end of the message. (Remember to use the SHIFT key to capitalize the first letter of your name.) Activate STORE.*

The display tells you that the sequence, **SENTENCE EYE NAME** is already programmed to speak the message, "My name is." The Liberator then gives you the choice of replacing this message with the new one, choosing another icon sequence or exiting the Menu.

Choose Menu Selection 1. After choosing 1, the display will read, "Text has been Stored." Now speak your new message by selecting **SENTENCE EYE NAME**.

SENTENCE EYE >

>

An Underlined Cursor Means:

There is text stored under the
sequence that you selected

or

There is text stored under a longer
sequence that **starts** with
the icon sequence you selected.
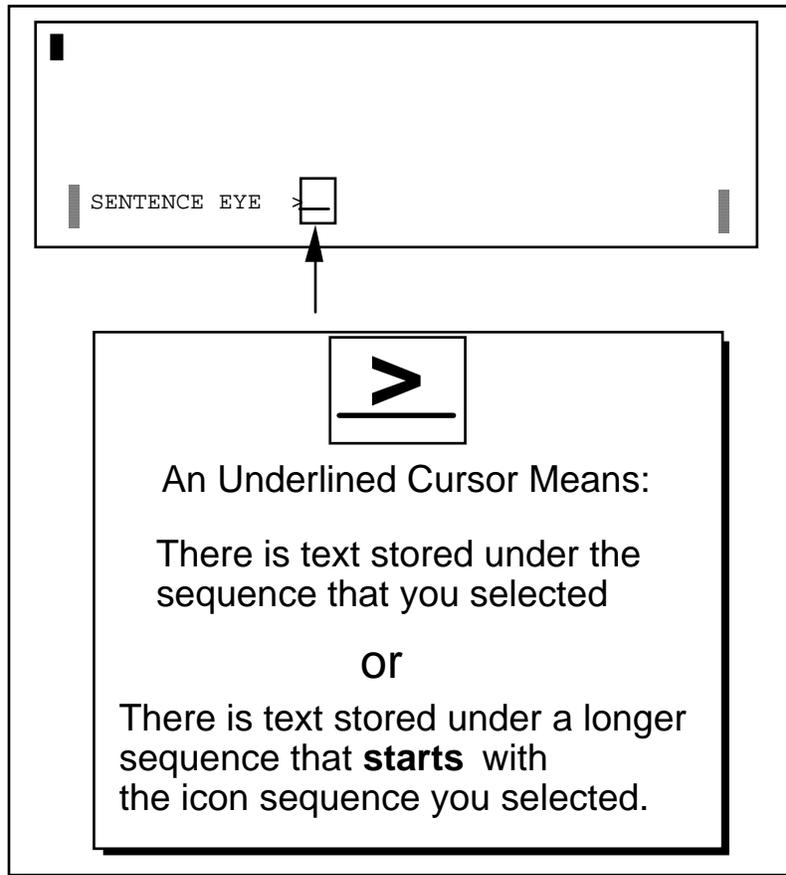
Meaning of the Underlined Cursor

In Some Special Cases Icon Sequences Affect One Another

Summary:
In the following example you will store a message under a sequence that is affected by a previously stored message.
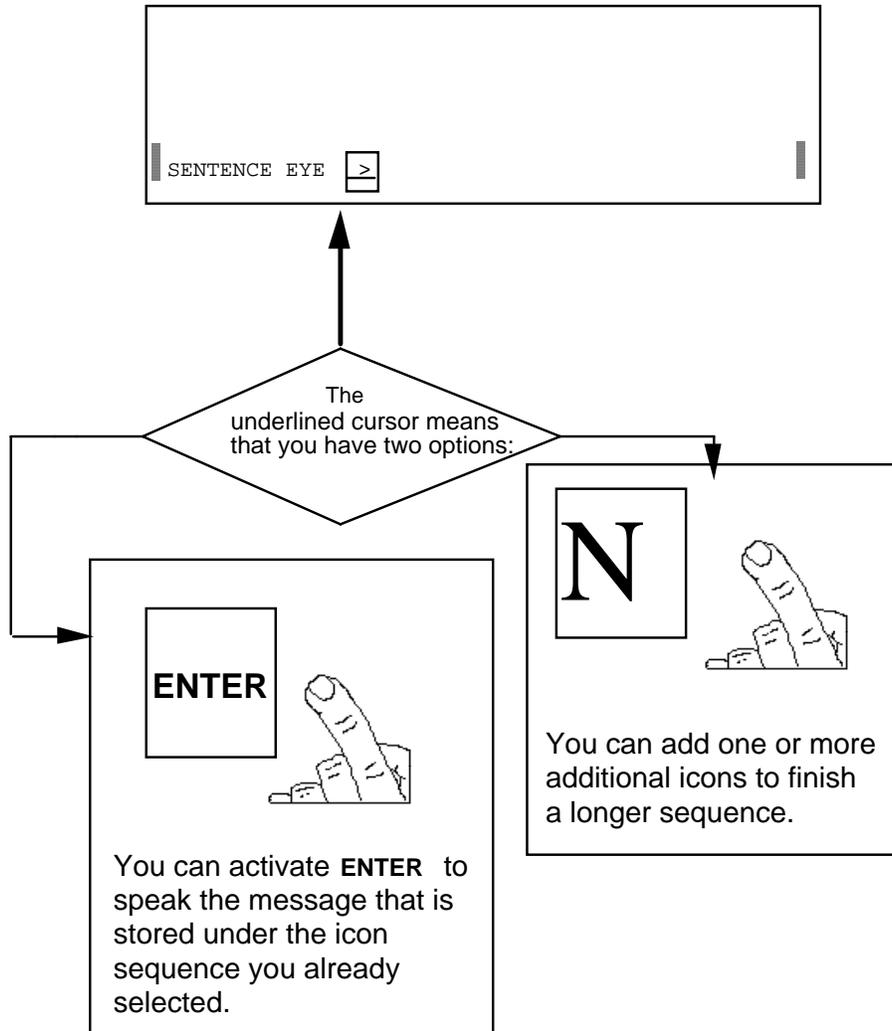
You have stored the message, "My name is (your name here)." under the icon sequence,

■□■ . *(If you did not store this message, store it now.)*

Now, store the message, "Sentences about me" under ■□ [K8], [N4]. When you activate ENTER, a prompt appears on the display. The prompt tells you that a longer icon sequence beginning with **SENTENCE EYE** already exists. If you store your new message under **SENTENCE EYE**, the Liberator will not speak it automatically because it won't know whether you want it to speak the **SENTENCE EYE** message or the longer, **SENTENCE EYE NAME** message. *For now, answer Y to the prompt. Activate SENTENCE EYE again and then activate ENTER.* (Normally you will answer No to the prompt and just pick different icons.)

Now select ■□ . Notice that although the names of the icons appear on the display, the message is not spoken. You can also see that the icon cursor is underlined and flashing. At this point, the Liberator does not know if you are finished with the sequence and want to speak "Sentences about me" or if you want to add **NAME** and say "My name is (your name)."

The **Underlined Cursor** tells you two things.
•A message is stored under **SENTENCE EYE**.
•A message is stored under a longer sequence beginning with the same two icons.

```
| SENTENCE EYE | > |
```

The underlined cursor means that you have two options:

ENTER

You can activate **ENTER** to speak the message that is stored under the icon sequence you already selected.

N

You can add one or more additional icons to finish a longer sequence.

Telling the Liberator Which Message You Want to Speak

Activate ENTER to Let the Liberator Know Which Message You Want to Speak

You have a message stored under ▊☐ and a second message stored under

▊☐▊. You selected the icons ▊☐ but the Liberator does not know which of

the two ▊☐ messages you wanted to speak.

How do you tell the Liberator which message you want to speak? Add the third icon,

▊, to tell the Liberator that you want to speak the message stored under the longer

sequence. To speak the second message, *select* ▊☐ *and then activate ENTER [N8].*
ENTER tells the Liberator that you are finished selecting the icons.

Activating ENTER when one sequence hides another means that sometimes you have to make an extra key activation. It is important to remember when you store sentences that you want the sequences you select to show consistency. This makes them easy to teach and to learn.

In this example, we have started a vocabulary category that includes all sentences about me. Messages in this category begin with the icon sequence **SENTENCE EYE**. A specific sentence that contains my name is stored under **SENTENCE EYE NAME**. A message that says, "My address is " could be stored under SENTENCE EYE HOME. This is a consistent and logical choice for our category.

Erase a Stored Message

Activate [CLEAR DISPLAY] and **STORE** **STORE**

Select option #1   **(ERASE) from the menu**

Select Menu Selection 1.

```
Select Icon Sequence to Erase - then ENTER
```

W &

```
SENTENCE EYE contains:
Sentences about me.


Do you want to erase this message?

Hit YES to erase, NO to ESCAPE STORAGE
```

Activate Y.

```
▇



 SENTENCE EYE >_
```

Erasing a Message

You Can Erase the Contents of Icon Sequences

Summary:
You can erase a message by activating STORE *twice* just as you did when you learned to change/edit a message.

You have learned that when one sequence hides another, you must activate ENTER to speak the first message. One way that you might choose to solve this problem is to the

erase the message stored under ■◻ . Remember, this message says, "Sentences about me." Since we have decided that all the "about me" messages are going to *start* with the SENTENCE EYE icons, we don't really need to have a message stored under SENTENCE EYE. We will hide too many longer messages that begin with SENTENCE EYE and have a third icon.

Begin by activating CLEAR DISPLAY [P8] and then activate STORE [M8] twice. Choose Menu Selection 1.

Select the icon sequence that you want to erase and activate ENTER. The display shows you the message and asks you if this is the message you want to erase. *Answer Y* if you want to erase the message. The Liberator will erase the message and return you to MINSPEAK Mode.

ρNote:

If you still need to activate ENTER to speak the message, there are more messages stored in the Liberator that begin with those same icons. The **REVIEW MEMORY** chapter in the *Advanced Functions* manual tells you how to find out what these messages are.

[K8] [M4] [N6]   SENTENCE MEDICAL THUMBS DOWN I don't feel well.
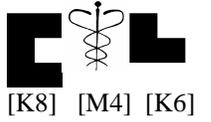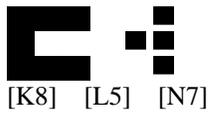
[K8] [M4] [K6]   SENTENCE MEDICAL LOVE   I need my mommy.
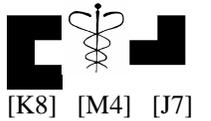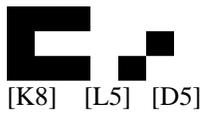
[K8] [M4] [J7]   SENTENCE MEDICAL MONEY   I need a tissue

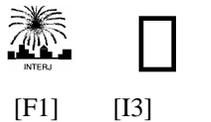[K8] [L5] [N7]   SENTENCE PEOPLE RETURN   You're crazy!

[K8] [L5] [D5]   SENTENCE PEOPLE WANTED   Who asked you?

[K8] [L5] [M7]   SENTENCE PEOPLE TV   This is so boring!

[F1]   [I3]   INTERJ EXIT   Excuse me.

[F1]   [L6]   INTERJ TRUCK   Good-bye.

Storing More Messages

Store all the messages on these two pages. Use the icon sequences that are provided for you. When you are done, try putting together your own sentences with words that are already stored in the sample vocabulary plus the vocabulary you just stored.

Icons	Sequence	Message
[A3] [K7]	I MASKS	I feel
[K7] [K1]	MASKS ADVERB	sad
[K7] [C5] [I2]	MASKS QUEEN BEE ADJ.	angry
[K7] [O7] [I2]	MASKS BED ADJ.	tired
[K7] [K6] [I2]	MASKS LOVE ADJ.	worried

Learning the Liberator II Basics:

Selecting Icon Sequences

b **When selecting icons for
your own messages
think about:**

The "rules" your vocabulary program uses

Possible associations for each icon

Potential categories

Combining with other icons for a wide range
of messages.

Icons should be easy to learn,
easy to remember
and easy to teach

U 1 m ＝ Sunny

Some Things to Think About
Before You Select Your Own Icons

About Selecting Your Own Minspeak Icons to Represent a Message

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

In the messages you have worked with so far, you were given icon sequences to use for storing the messages, or you recalled messages that were pre-stored for you. It is very important, however, that you learn how to choose your own icons.

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

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

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

The next few pages will help you to learn how to make good icon selections for your sequences.

What "Rules" Does Your Vocabulary Program Follow?

	CATEGORY ICON	SPECIFIC ICON	GRAMMAR ICON	
Snow =	U	v	}	
Snows =	U	v	}	z
Snowing =	U	v	}	o
Snowed =	U	v	}	e

When you select icons according to the "rules" of your vocabulary program , they are easier to learn and to remember.

Learn the "Rules" of Your
Vocabulary Program

Learn the "Rules" of Your Vocabulary Program

Summary:
When choosing icons for the message you are storing, consider the "rules" for your vocabulary program.

You will want your sequences to be logical, easy to learn and easy to remember. To achieve this, you need to become familiar with the "rule" system of your vocabulary program. How are words, phrases and sentences organized? How are categories represented? Look through the *Tour Guide* that came with your vocabulary program. The *Tour Guide* explains how your vocabulary is organized and helps you become familiar with some of the "rules."

For example, one of the "rules" in Unity/128 is that words that change in grammatical ending or parts of speech are organized by using one or two icons plus a "grammar" icon.

Look at the word "rain." It can change its grammatical endings: "rains," "raining," "rained." In Unity 128, the following sequences represent "rain" and all of its endings:

UMBRELLA + UMBRELLA + VERB
UMBRELLA + UMBRELLA + VERB+S
UMBRELLA + UMBRELLA + VERB+ING
UMBRELLA + UMBRELLA + VERB+ED

Notice how the "rule" was applied here: the ■ (UMBRELLA) icon represents first two

icons and ■ (VERB) represents the grammar icon. The first UMBRELLA icon represents the category "weather" and the second UMBRELLA represents the actual word "rain."

If you want to add a new verb to Unity/128, you will want to follow this rule of selecting one or two icons plus a VERB icon. To add a "weather" word like "snow" to your vocabulary, study the picture on the facing page.

When you follow a "rule" system for selecting icons, whether the system is established by you or the author of a vocabulary program, you will be making *logical* icon selections. This will make your messages memorable and easy to learn.

Think of as many associations for a specific icon as you can

rib   umbrella   protect

weather

U

need   tornado

rain

hook   under

---

colors

wishes   pretty

science

Š   Wizard of Oz

clouds

rainbow   dreams

---

toad   frog   green

legs

g

grass   amphibian

jump

spring   warts

Think of Many Associations for Each Icon

Think About All the Associations a Particular Icon May Have

Summary:
When choosing icons for a message give some thought to all the things a particular icon makes you think of.

Icons are pictures. When you look at them, the pictures just naturally make you think of lots of different things. When you are choosing icons for a sequence, you may notice that more than one icon seems to be appropriate for part of your sequence. To help in the final selection, list all the associations that you can think of for a particular icon. Maybe one association will fit better with a vocabulary "rule" or a category than another association; or perhaps a particular association will give you lots of storing options because it encompasses a wide range of meanings.

For example, let's say you are thinking of using the UMBRELLA icon as part of your sequence. Some associations that you might think of with this icon are:

umbrella
open
protect
dry
weather
accessory
rain
need
under

As you practice making icon associations, you might want to consider the following guidelines: What is the picture's name? What does the picture do? What characteristics does the icon have? What category might it belong to? What are some other items in that category?

Having lots of ideas about an icon will help you when you pick your icon sequence.

Organize Words, Phrases and Sentences into Categories

WORDS	CATEGORY	ICON
rain snowing sunny	weather-related words	U
eat hungry apple	food-related words	A
I want to play a game. to get out of my chair. to see a movie.	want-related sentences	W

Think about using a "category" icon
for your messages

A Category Icon Can Help You Speak Many Messages

Think About the Category Where Your Message Might Belong

Summary:
One icon in your sequence might represent the category the message belongs to. This can link it with lots of other messages in the same category.

If you are using a vocabulary program and you have looked at your *Tour Guide* or manual, you saw that lots of individual messages belong to categories. Sometimes the messages are single words like "green," "red" and "yellow." These words all might belong to a category called "Colors." Sometimes messages are phrases like "I want" or "I feel." Because you may frequently use "I want" and "I feel" messages, you might want to store an "I want" sentence category and an "I feel" sentence category.

All the messages in a category will usually have at least one icon in common—the "category" icon.

When you are selecting your own icons, see if your message fits in a category. For example, you might want to add some "weather words" to your vocabulary. If your vocabulary program already has a "weather words" category, use it to store new "weather" words. If "weather words" is a new category, look at your overlay and select an icon to represent this category.

You may associate "weather" with the UMBRELLA icon. The UMBRELLA icon may be a good icon for your "weather words" category. There may be other icons, though, that you associate with "weather," so you also need to think about which icon will be the easiest for you to learn and to remember.

ρ **Note:**

If you are constructing a vocabulary for the person who is going to use the Liberator, always keep in mind how "teachable" the icons you select are going to be.

Combine UMBRELLA with JUICE
to Represent ICE

U U J   =   ice

U J }   =   icing

U J m   =   icy

R Remember to "follow the rules" and combine icons logically.

Combine an Icon with Other Icons
to Represent Messages

Combine Icons to Represent the Widest Range of Messages

Summary:
Combine the same icon in different ways to provide opportunities to speak as many messages as possible.

You can combine the same icon with other icons in order to represent any number of messages.

For example, with "weather-related words," you could combine UMBRELLA with other icons to represent the following:

UMBRELLA + NOUN = weather

UMBRELLA + UMBRELLA + UMBRELLA = rain
UMBRELLA + UMBRELLA + VERB + ING = raining
UMBRELLA + UMBRELLA + ADJ = rainy

UMBRELLA + UMBRELLA + SUN = sun
UMBRELLA + SUN + VERB + ING = sunning
UMBRELLA + SUN + ADJ = sunny

You can see that the sequences for these words and phrases are being chosen logically, following the "rules" that were set out at the beginning.

How would you combine icons with UMBRELLA to represent the words "ice," "icing" and "icy"? The picture on the facing page shows a possibility.

Another Combination:
If one of your associations for UMBRELLA was "need" (as in, "I need an umbrella") you might combine various "pronoun" icons with UMBRELLA.

For example:

YOU + UMBRELLA = you need   WE + UMBRELLA = we need
SHE + UMBRELLA = she needsTHEY + UMBRELLA = they need
IT + UMBRELLA = it needs

Once you combine and store these sequences, you can activate any pronoun icon (YOU, SHE, THEY, etc.) plus UMBRELLA and add "you need," "we need," "it needs," etc., to sentences you are putting together to speak.

Pick 'Teachable' Icons

Which icon would make it easy to teach "rain"?

B Š U

If a person is unfamiliar with the icons:

Create an "Icon Experience"

U Umbrella

Open and close it.   Name its parts.

Explain why an umbrella is needed.

U
Go out in the rain and use it.
Go out in the sun and use it.
Go out in the wind and use it.
Look for people using umbrellas.

Show how you go under it for protection.

Go to a golf course
and look at golf umbrellas. U

Go to a pool and look at
outdoor table umbrellas

Look for associated vocabulary words
rain, sun, weather, under,
need, protect, golf, pool,

"Teachable" Icons

Picking Icons that are "Teachable"

Summary:
If you are a facilitator (parent, teacher, therapist) for a person who is using a Liberator, you also need to think about picking "teachable" icons.

When you are setting up a vocabulary or helping a person who uses a Liberator learn a vocabulary, you should consider the "teachability" of the icons that you select for messages. For example, if you want to teach the word "rain," you might look at the icons on the overlay and see three or four icons that could represent "rain." Perhaps you see BATH and think "shower" which makes you think "rain shower;" or RAINBOW might make you think of "rain" because of its name and because it is visible when it rains; or you might see UMBRELLA and think "rain" because you mostly use an umbrella when it is raining. You might also remember that you want to have a "weather words" category and that "rain" will belong to that category. Which icon will make it easiest to teach "rain" and the idea of weather?

If someone using the Liberator knows what an umbrella is and has had some experience with it, they will probably easily associate "weather" and "rain" with that icon. The UMBRELLA icon becomes a "teachable" icon for "rain" because the Liberator user has some *experience* with umbrellas and *knowledge* about how they are used out in the world.

Sometimes, people with severe disabilities have very limited experiences and world knowledge. If they have never seen an umbrella, they won't understand how to associate it with "rain" or "weather words". When this is the case, whoever is setting up a vocabulary for them needs to consider using icons that are easy to teach to someone.

If you are going to use UMBRELLA and the student has no idea what an umbrella is, you will have to give them an "umbrella experience"! When you teach icons you are offering the student a number of opportunities: the excitement of learning; the ability to gain world knowledge; exposure to many rich language experiences. An "umbrella experience" teaches a person not only what an umbrella is but all the things that can be associated with it, "rain," "need," "under," etc. And each of these associations can become a new vocabulary word.

The "teachability" of an icon should always be an important consideration when selecting icon sequences.

lion

zebra

giraffe

elephant

tiger

lightning

Practice Choosing Icons

Summary:
Choose icons for the words on these two pages. Review the "Pointers" before you start.

Now it's your turn to practice choosing some icons for sequences.

Review these "Picking Icon Pointers" before you get started.

The important thing to remember about choosing icons is to choose them using the "rule" system for your vocabulary program. If you do not have a vocabulary program, you will need to put some time into devising as logical a system as possible for storing your vocabulary. Then remember to follow it. It is much easier to learn and remember a vocabulary when it "follows the rules!"

Of course, grammar rules always have "exceptions" to them. And there will be times when you want to store something that just doesn't fit the rules! When this happens, go ahead and select icons that have a personal meaning for you that you know you will remember. The point is that exceptions to the rules should remain *exceptions*. If you have too many of them you will find it more difficult to learn your vocabulary and that will limit your ability to communicate easily.

If, after studying the pre-selected icons in your vocabulary program, you decide that you just don't like or remember certain associations, feel free to change the sequences to ones which are meaningful to you.

Pick Icons for the following words:

thunder

cloud

fog

ice

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