

PRENTKE ROMICH COMPANY

European Headquarters:

Prentke Romich Europe Ltd

Whitegates • Swinstead • Grantham • Lincs. • NG33 4PA • UK.

Fax: 44 1476 550872

E-Mail Address: info@prentromint.com

The

WalkerTalker

Operator's Manual

PRENTKE ROMICH COMPANY

World Headquarters:

1022 Heyl Rd. • Wooster, Ohio 44691

Telephone: (330) 262-1984

Fax: (330) 263-4829

E-Mail Address: info@prentrom.com

Web Site Address: www.prentrom.com

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The person who uses the WalkerTalker for speech output may reveal potential for upgrading to a more powerful Minspeak communication device.

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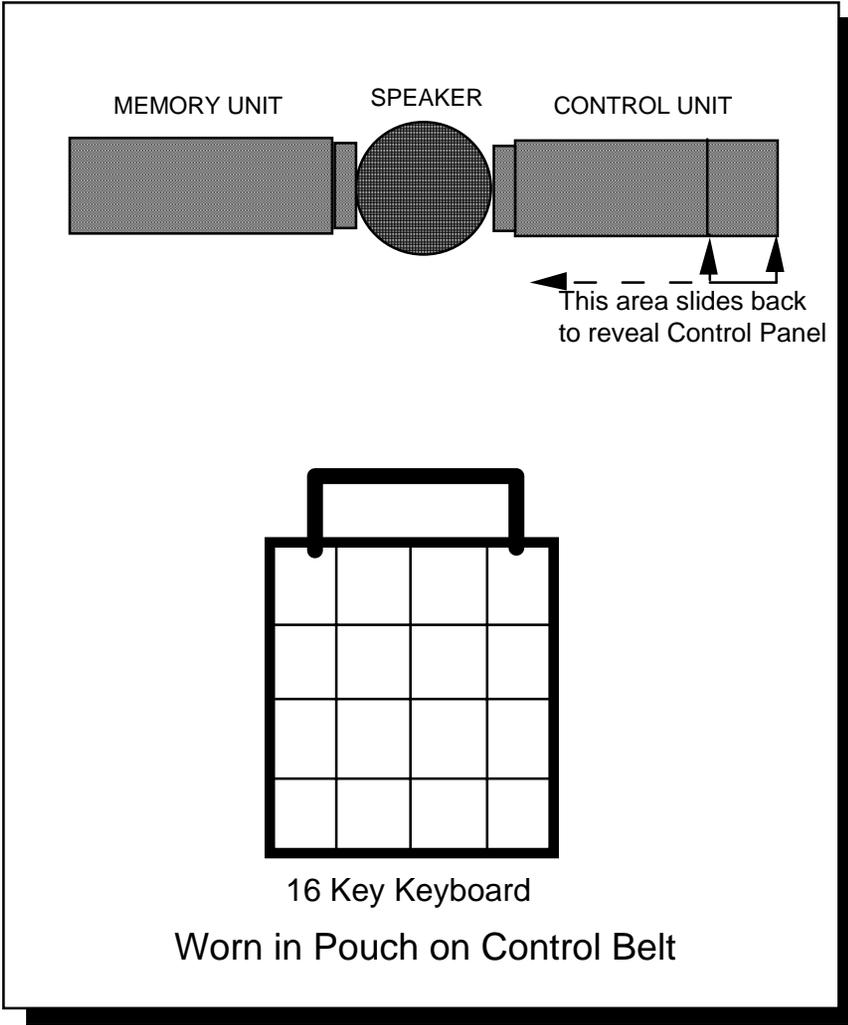
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The WalkerTalker Parts

What is the WalkerTalker?

Summary:

WalkerTalker is a wearable communication aid for non-speaking clients who use the Minspeak Language System for organizing vocabulary.

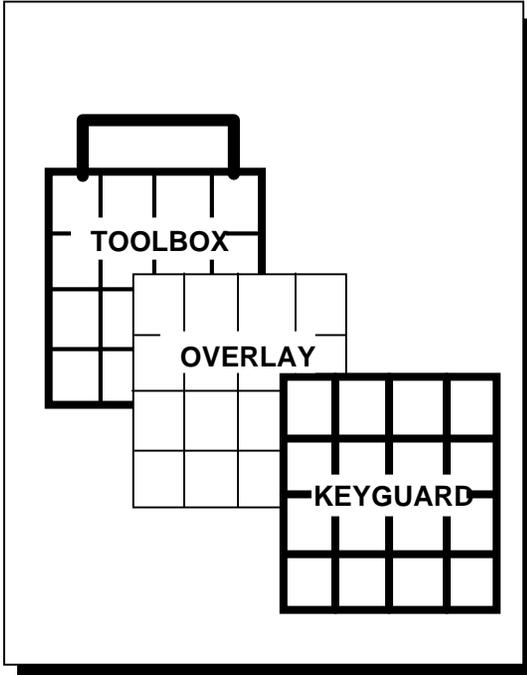
WalkerTalker is a wearable communication aid for ambulatory non-speaking clients. The WalkerTalker uses the Minspeak Language System for organizing and accessing vocabulary.

The Walker Talker is mounted on a belt and consists of a Speaker with microphone, Control Unit and Memory Unit. The belt is worn around the waist. The 16-key keyboard fits into a small pouch which attaches to the belt. The keyboard can be removed from the belt and hand-held. You can also attach it to a hard surface using the dual-lock that came in the packing box.

The WalkerTalker is wrapped inside a protective cover. You can remove the cover by pulling the Velcro tabs apart. The WalkerTalker lifts out of the cover. The keyboard and keyboard pouch can be placed on the left or right side of the belt. The protective cover, when you want to use it, can be turned in either direction to accommodate the keyboard. See page 6 to learn how to connect the keyboard to the Control Unit.

By using the Control Panel inside the Control Unit, a speaking person can record messages for the user. Then by pressing keys on the keyboard, the user can recall the messages that have been stored into the device. In this way, the WalkerTalker allows users to participate in conversations wherever they happen to take place.

This *Operator's Manual* should be used as a more complete supplement to the *First Steps* workbook. The *Operator's Manual* explains the WalkerTalker functions and how to use them. The *First Steps* workbook is a step-by-step guide to getting started on the WalkerTalker and to creating and storing a vocabulary



The Keyboard

The WalkerTalker Keyboard

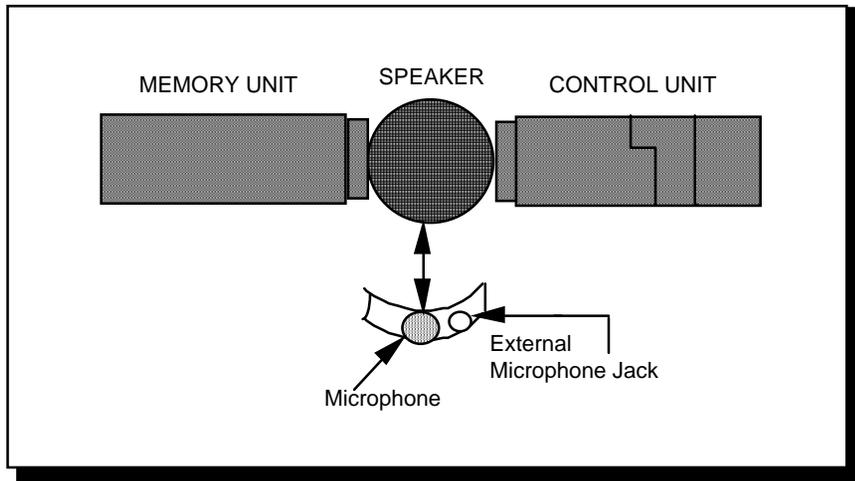
Summary:

Brief descriptions of what you will find on your WalkerTalker.

The Walker-Talker has two separate parts—the belt that contains the Memory Unit, the speaker and microphone and the Control Unit. The Keyboard is a separate unit that detaches from the belt and can be held in the hand. The belt is adjustable and is to be worn around the waist.

The **16 key keyboard** consists of 16 small keys and a sturdy plastic keyguard that covers the keys. Underneath the keyguard you can find an overlay protector and a vinyl overlay. These can all be removed from the keyboard. Underneath the vinyl overlay is another overlay that displays the Toolbox functions. Your WalkerTalker comes with a sample overlay with icons on it already in place underneath the keyguard. Use the sample overlay with the *First Steps* workbook.

You use the keyboard to store and retrieve messages. Activate keys on the keyboard by pressing on them.



WalkerTalker Speaker

The WalkerTalker Speaker

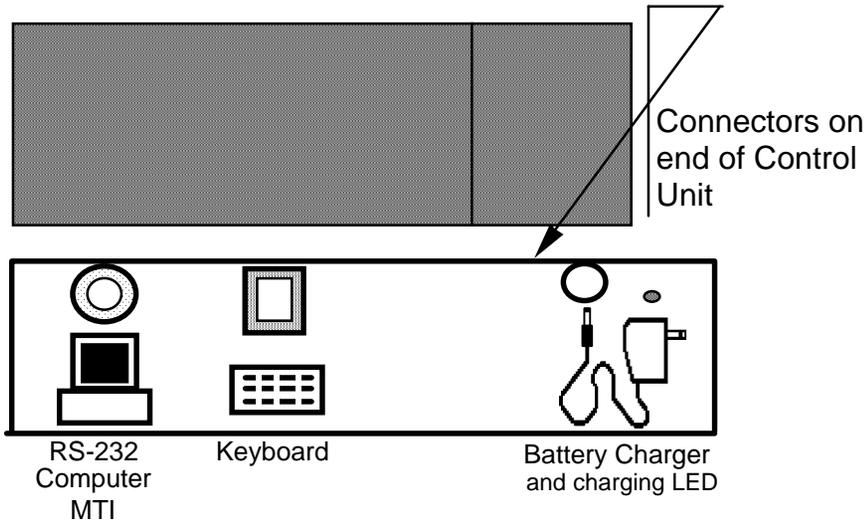
Summary:

Brief descriptions of what you will find on the Speaker

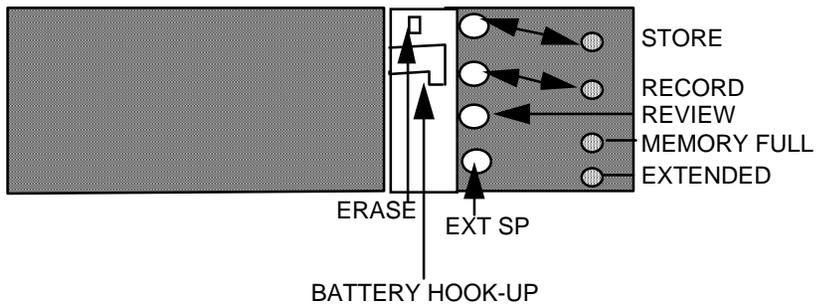
The belt contains three units. The **Speaker** is the round component between the **Memory Unit** and the **Control Unit**. The bottom of the speaker contains the **microphone** you speak into while storing messages. There is also a jack where you can plug in an external microphone.

When you record messages for the WalkerTalker, don't mumble and don't shout; just speak clearly into the microphone in your normal voice.

CONTROL UNIT



Slide top panel back to see inside Control Unit



Control Unit and Control Panel

The WalkerTalker Control Unit

Summary:

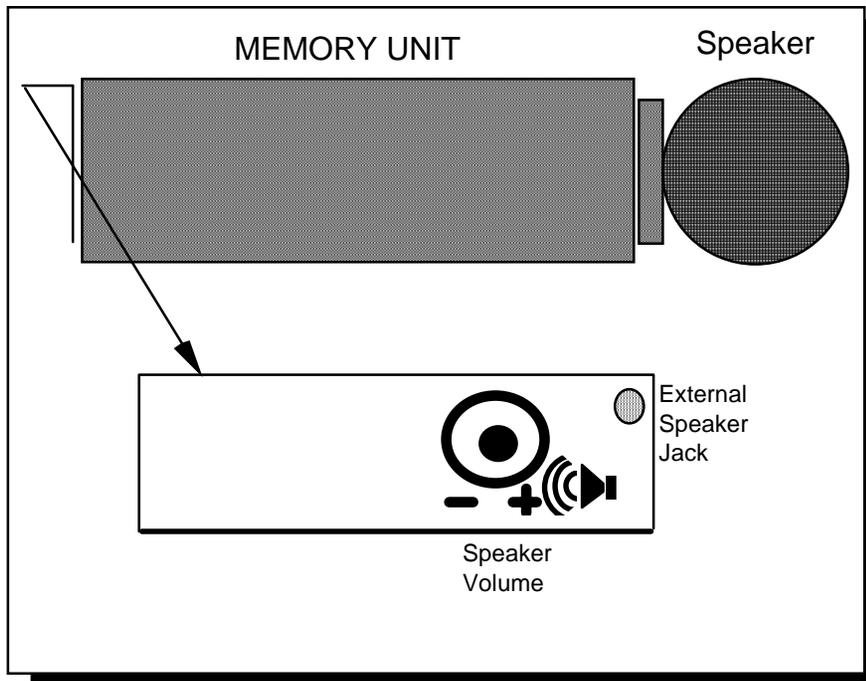
Brief descriptions of what you will find on the Control Unit and Control Panel

On the **end** of the **Control Unit** you can see a jack for the cable that will connect your keyboard to the Control Unit, a jack for the battery charger and a jack for an RS-232 serial cable that will allow you to connect to a computer. Each of these connectors has a picture of its function below it.

The Control Unit also contains the **Control Panel**. The Control Panel is *inside* the Control Unit. Open the Control Unit by placing your thumb on the front panel of the Unit and pushing downward while sliding the top back. The top slides back until the Control Panel is revealed and then the top snaps into place. To cover the Control Panel, simply slide the top panel back into its original position. The Control Unit also contains the Battery Pack.

The **Control Panel** contains the buttons you will use for storing, erasing and reviewing messages. You select standard or extended speech here and you also open the Toolbox on the keyboard from the Control Panel in order to access some of the WalkerTalker's special tools.

There are four (4) *Light Emitting Diodes* (LEDs) above the programming buttons. When you press the STORE or RECORD buttons, the LEDs nearest each button will light. The third LED will light when the WalkerTalker's memory is full and the fourth LED will light momentarily when you select Extended Speech, and again whenever you are in Extended Speech and press STORE.



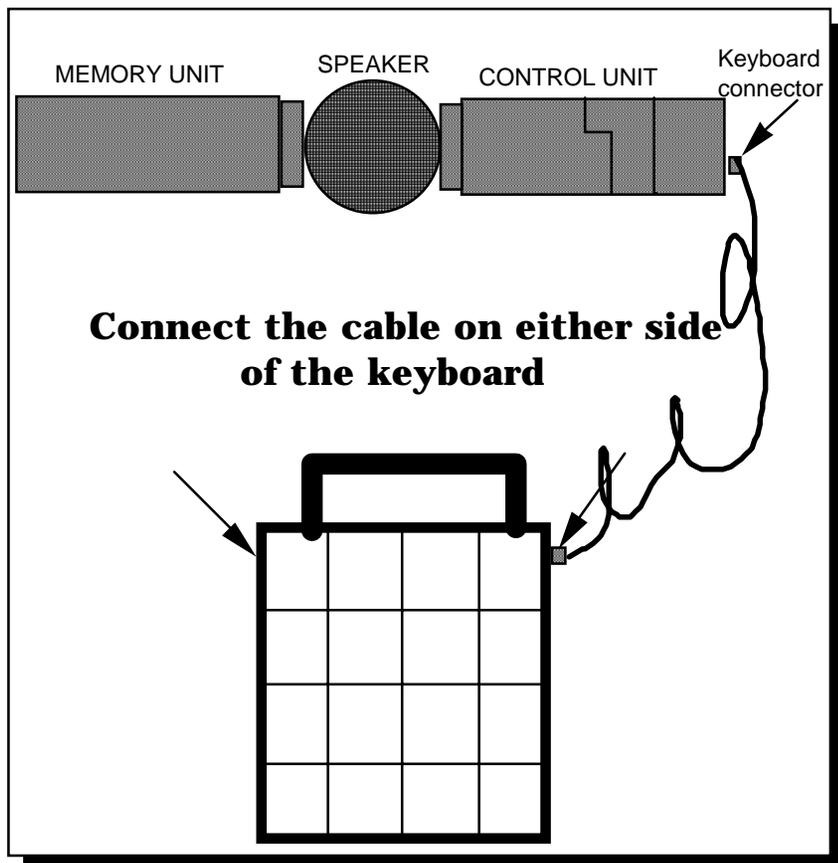
WalkerTalker Memory Unit

The WalkerTalker Memory Unit

Summary:

Brief descriptions of what you will find on the Memory Unit.

The **Memory Unit** contains the circuit boards (which you won't have to worry about). On the end of the unit you will find the volume knob for the speaker volume and a jack for an external speaker.



Connect the WalkerTalker and the
Keyboard

Hooking Up and Adjusting the WalkerTalker

Summary

Put the belt on and adjust it to a comfortable fit. Place the keyboard on the belt. Connect the cable from the keyboard to the Control Unit.

The WalkerTalker comes threaded through a belt. You may use this belt or you may use one of your own choice.

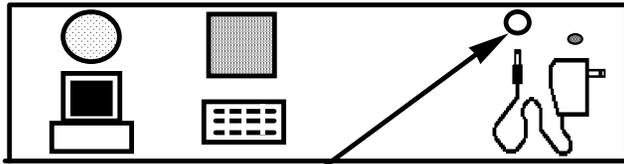
We recommend that you start out by arranging the three main components (Memory Unit, Speaker and Control Unit) so that they are around the front of the waist. You can, of course, place them at either side of the waist if this is more convenient. We also recommend that the small round microphone on the bottom of the speaker points toward the floor when the belt is around the user's waist. This will help protect the microphone from spills, drooling, etc. You can place the keyboard on either side of the belt. Make sure it is *easily* accessible to the WalkerTalker user.

Once the keyboard is in place, you must connect the keyboard to the Control Unit. If the keyboard is not connected to the Control Unit, it will not work.

Plug the Keyboard into the Control Unit:

1. Take one end of the cable that came with the WalkerTalker and plug it into the connector on either the left or the right side of the keyboard. Plug the other end of the cable into the jack marked with the picture of a keyboard

() on the bottom end of the Control Unit. We suggest you try plugging the cable into both sides of the keyboard and moving the keyboard from one side of the belt to the other so you can see which way is easiest for the user.



BATTERY CHARGER

Plug this end into the connector on the end of the Control Unit.

Plug this end into a wall outlet



Remember

1. Please read the *First Steps* manual to learn how to charge the batteries correctly.
2. Do not charge the batteries longer than 8-10 hours at a time.
3. You can use the WalkerTalker when the charger is plugged in, but it will take longer to charge completely.
4. When you hear, "BATTERIES ARE LOW," plug in your charger.

U BE ALERT!

**IF THE BATTERIES GET TOO LOW,
THE WALKERTALKER WILL LOSE
ITS MEMORY.**

Battery Information

Charge the WalkerTalker's Batteries on a Regular Basis

Summary:

Read the battery charging information in the *First Steps* manual to learn about charging the WalkerTalker on a regular basis.

Charge the WalkerTalker by plugging the battery charger that came with your unit into a wall outlet and plugging the other end of the charger into the jack on the Control Unit that has a picture of a battery charger under it.

We recommend that you charge the WalkerTalker on a regular basis. Please read the battery charging information in the *First Steps* manual for more information about this. **Do not** leave the battery charger plugged in for more than eight hours.

When the batteries are low, the WalkerTalker will say, "Batteries are low," whenever you speak a message. When the batteries are low you will not be able to store or erase messages until you plug in the battery charger. You can use the WalkerTalker while you are charging it, it will just take longer to fully charge the batteries.

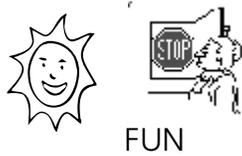
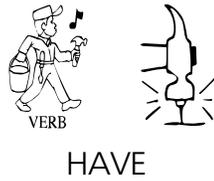
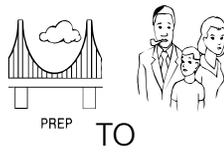
⚠Warning!: If you let the batteries get too low, the walkertalker will lose its memory!

📌Notes:

If the batteries are *completely* dead (i.e., *nothing* will work), you will probably have to charge them for 8-10 hours.

After eight hours of charging, the WalkerTalker will feel warm to the touch. If the WalkerTalker is inside its protective cover while it is being charged overnight, the cover will also feel slightly warm. Don't worry, this is all right.

Icon Sequence Examples



Minspeak Icon Sequences

About Minspeak

The Vanguard uses a patented vocabulary-coding method called Minspeak to help you communicate.

Minspeak is a means of coding vocabulary to a small set of icons that 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 easy to learn because it 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 Associations

Vocabulary word = **WHERE?**



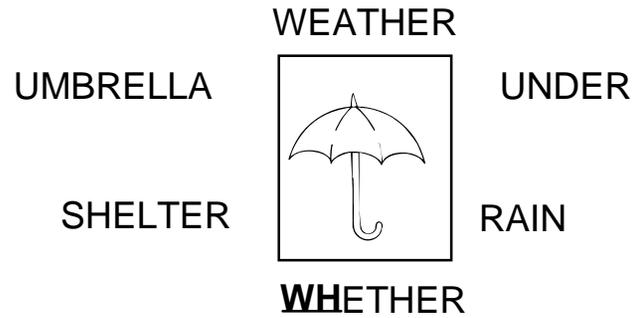
QUESTION WORD



WANTED= who is the man in the WANTED icon?.



Associations for this icon might be:



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. This results in a 60% savings in key activations over spelling out the word.

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

"who", you might choose the sequence, [?]WORD plus  . In this

case the icons were chosen because [?]WORD represents a question

and  represents a person who you may or may not know.

You will notice that in the future when you want to speak the word "who" you can simply activate the icons 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.



When selecting icons for your own messages, think about:

- The "rules" your vocabulary program uses;
 - Possible associations for each icon;
 - Potential categories;
 - Combining icons for a wide range of messages.
-

Icons should be:
easy to LEARN
easy to REMEMBER
easy to TEACH



= Food



= Eat



ADJ

= Hungry

Choosing Your Own Icons

About Selecting Your Own Minspeak Icons to Represent a Message

Summary:

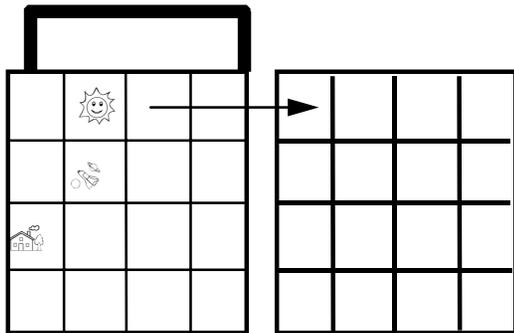
When choosing your own icons consider the following: the "rules" for your vocabulary program; all the associations an icon may have; the category your message may belong in; how easy the association between icon and word will be to learn, to remember and to teach; what icons might be combined to represent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

There is an overlay in place on your device. This is the Unity 2-hit overlay. Each sequence can be retrieved with two activations. We suggest you use this overlay for practice. The *First Steps* workbook you received will refer to this sample overlay. It is very important, however, that you learn how to choose your own icons.

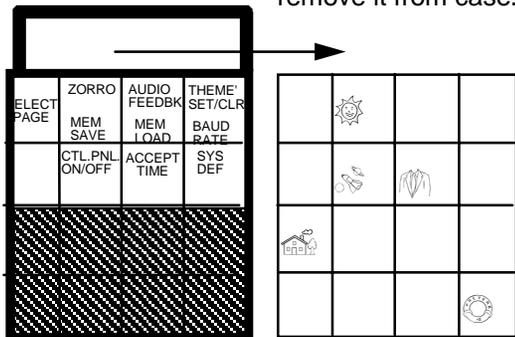
A big consideration in choosing icon sequences is that they are logical, easy to learn and easy to remember.

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.

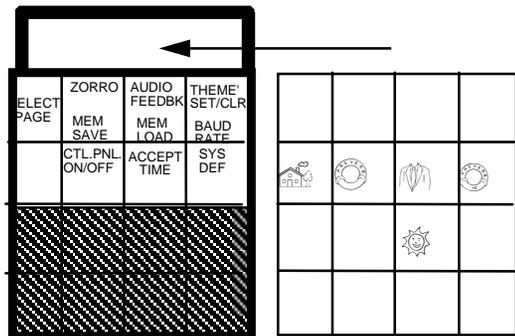


Lift up on keyguard to remove it from case.



Toolbox Overlay is under neath icon overlay.

Lift up on icon overlay to remove it from keyboard.



Place a new overlay on top of Toolbox overlay.

Change Overlays

Changing an Overlay

You selected a Unity vocabulary and overlay when you ordered the WalkerTalker.

KEY LOCATIONS

ROW (R) = Across

COLUMN (C) = Down

	C1	C2	C3	C4
R1				
R2				
R3				
R4				

LOCATION 2-2 (R2C2)

	C1	C2	C3	C4
R1				
R2				
R3				
R4				

LOCATION 3-4 (R3C4)

	C1	C2	C3	C4
R1				
R2				
R3				
R4				

LOCATION 4-1 (R4C1)

Locate Keys by Row and Column

Location Codes: Find a Key By Using the Rows and the Columns on the Overlay

Summary:

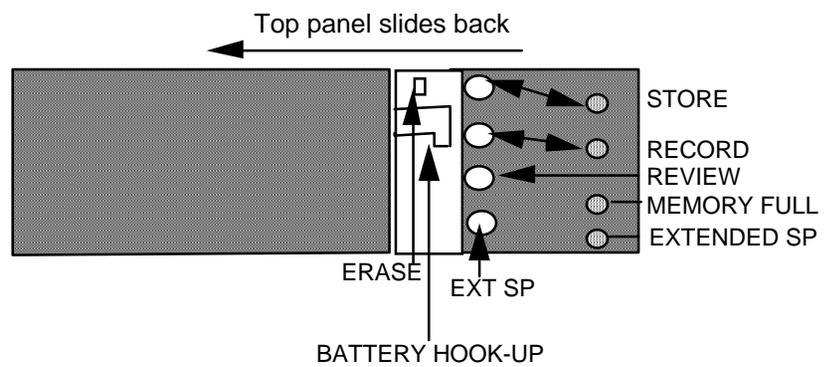
You can locate different keys on an overlay by referring to their row and column numbers. These are called location codes. On the keyboard there are 4 rows and 4 columns.

There are some instances, such as during a review of stored messages, where the WalkerTalker will repeat the location of the first icon in your sequence before it speaks the message. It designates a location by the number of the row and the number of the column where the key is. There are 4 (four) rows and 4 (four) columns on the keyboard.

For example, the key at the top left hand corner of the keyboard is located at ROW 1, COLUMN 1. The rows go **across** and the columns go **down**. The key in the bottom right hand corner would be ROW 4, COLUMN 4. On your sample overlay, find the picture of the **SUN**. What is its location code? If you said **ROW 1 COLUMN 2 (R1C2)**, you are right! Remember, the rows go across the keyboard and the columns go down.

Throughout this manual, keys are designated by their location codes. For instance, you may be asked to press the key at R1C1 (ROW 1, COLUMN 1) or R3C4. When you become familiar with location codes, they can be designated simply by their row/column numbers, e.g., 1-1 or 3-4.

Slide **top panel** back
to see inside Control Unit



The Control Panel

Use the Control Panel to Store and Record Messages

Summary:

The Control Panel is inside the Control Unit. Among other things, you STORE, RECORD and REVIEW messages in the Control Panel. You also choose Standard or Extended Speech. Just below the Control Panel is the ERASE button.

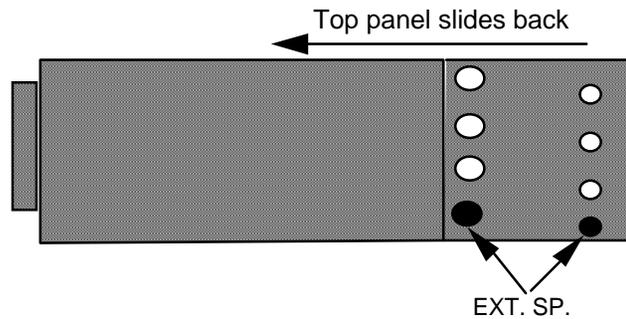
The Control Panel is *inside* the Control Unit. Get into the Control Panel by placing your thumb on the front panel of the Control Unit. Push down while sliding the top back. The top will slide back until the Control Panel is revealed and then it will snap into place. To cover the Control Panel, simply slide the top panel back into its original position.

The Control Panel contains keys for Storing, Recording and Reviewing messages. You can also choose Standard or Extended Speech here.

There are four LEDs (Light Emitting Diodes) that light with a steady light or a flashing light depending on which activities you are doing. Two of the LEDs correspond to the STORE and RECORD buttons. The third LED lights when the WalkerTalker's memory is full *and* whenever you are reviewing messages. The fourth LED tells you whether you are using Standard or Extended speech. If you choose Extended Speech the fourth LED will light momentarily when you press the STD/EXT button. Then, as long as you remain in Extended Speech, the fourth LED will light every time you press STORE to remind you that you are using Extended Speech.

If you slide the cover panel back a little further you will see the ERASE button. In order to erase anything in your WalkerTalker you will have to remember to slide the Control Panel cover back to expose this button.

**Slide top panel back
to see inside Control Unit**



Remember

STANDARD speech is the default.

The LED is **unlit**.

Standard Speech = 1 minute

Press the **EXT SP** button to switch
to EXTENDED Speech.

The LED will flash for a moment.

After that it will light when
you store messages.

Extended Speech = 2 minutes

Select STANDARD or EXTENDED
before you begin to store.

Select Standard or Extended Speech

Select Standard or Extended Speech

Summary:

WalkerTalker has 1 minute of high quality Standard speech or 2 minutes of lower quality Extended speech. Select either Standard or Extended speech in the Control Panel.

The WalkerTalker records your messages in digitized speech. This means you simply speak into the WalkerTalker and it plays back what you have recorded. There are two settings for recording messages, Standard or Extended speech. Messages recorded in Standard speech sound a little better when they are spoken by the WalkerTalker than messages recorded in Extended speech. In Standard speech mode, the WalkerTalker can record up to **1 minute** of high quality speech. Using Extended speech, you can record up to **2 minutes** of lower quality speech. Standard speech takes up more memory space than Extended speech

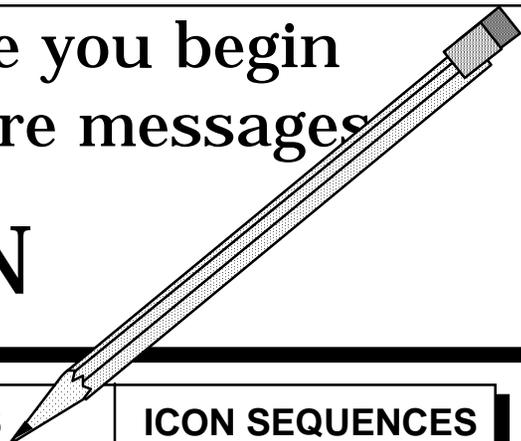
You can record some messages in high quality speech and some in lower quality. You might store messages that are used mainly around family in Extended speech and messages that are used mostly in public/social situations in Standard speech. Recording in both Standard and Extended speech will give you somewhere between 1 and 2 minutes of speech. You must select either Standard or Extended speech *before* you record a message. Selecting either one afterwards will have no bearing on how the message sounds.

To Switch from Standard to Extended speech:

Open the Control Panel and press the button labeled STD/EXT. The LED lights momentarily to indicate that you are using EXTENDED speech. After this, when you want to check whether you are using Standard or Extended speech, press the STORE button. If you are in EXTENDED speech, the LED will come on and stay on while you store a message or it will go out after 60 seconds if you do nothing. If you are using STANDARD speech and press the STORE button, the LED will *not* light. STANDARD speech is the default setting.

Before you begin
to store messages

PLAN



MESSAGES	ICON SEQUENCES
<p>Plan messages which are necessary/useful/fun</p> <p>Write them down.</p>	<p>Select icon sequences for each message which help you to remember.</p> <p>Write them down.</p>
<p>Examples:</p> <p>My name is Taylor. I live on Hickory Lane. When do we eat? Totally awesome!</p>	<p>Examples:</p> <p>EYE NAME EYE HOUSE QUESTION APPLE LIGHTENING</p>
<p>Select STANDARD or EXTENDED SPEECH before you begin to store.</p>	

Plan Your Messages

Before You Begin to Store, Plan Your Messages

Summary:

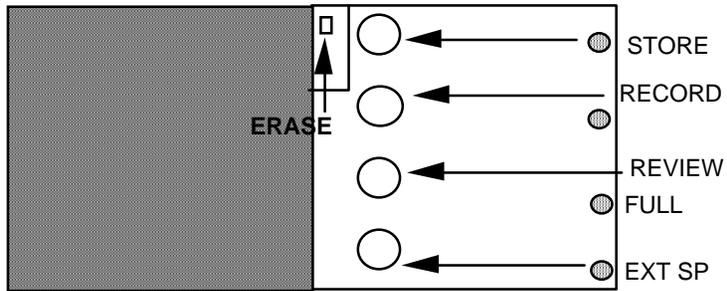
Choose an age and gender appropriate person to record the messages for the user. Know what you want to say before you begin to record.

The WalkerTalker is the voice of the user. If the user is a young child, ask a child (who can be easily understood) to do the recording. If the user is a young woman, ask a young woman, not a man, to do the recording. It is better not to use family members for recording messages.

You do not want to waste memory space during recording so it is best to have a good idea of what you want to say before you start recording. This applies to the selection of icons, too. Decide which icons you want to use for each message *before* you begin storing the messages. Remember that you may use *up to* three icons for each message. (If you use more than three icons, the WalkerTalker will not accept the message.) You may find it quite helpful to write down both the messages and the icons you are going to use. Also decide if you want to use Standard Speech or Extended speech. You must select this before you make a recording.

The *First Steps* manual can help you with ideas for choosing vocabulary. Be sure to read the appendix concerning vocabulary selection.

The microphone is on the bottom of the speaker unit. Find a quiet place to do the recording and speak clearly into the microphone. The **VOLUME KNOB** on the end of the Memory Unit can be used to turn the volume up or down *once a message is recorded*.



TO STORE

1. Open the Control Panel.
2. Press STORE.
3. Press the icons you have chosen to store the message under.
4. Press and hold RECORD and speak message into microphone.
5. Release RECORD.

TO HEAR MESSAGE

1. Press REVIEW or
2. Press icons you chose for storing message.

Storing Your Message

Store a Message Using the STORE and RECORD Buttons

Summary:

Press STORE. Select the Icons you want to use. Press and hold RECORD and speak the message into the microphone. Release the RECORD key when you have finished speaking.

Know what it is you want to say. Have the icons you want to use already in mind. Select Standard or Extended speech in the Control Panel. Speak clearly but not loudly or forcefully.

To Store a Message

1. Open the Control Panel and **press the STORE button** (the LED lights).
2. **Press the icon sequence or the key** you want to use to store the message under.
3. **Press and hold the RECORD button** (LED lights) and **speak your message**. Release the RECORD key **immediately** when you have finished speaking (LED goes out).
4. **Test the message** by pressing the REVIEW key. The LED lights and the WalkerTalker speaks the location code of the message and then speaks the message. If you are satisfied with the recording, you can continue to store new messages or retrieve already stored messages.
5. If you do not like the recording you hear, press the ERASE key. The WalkerTalker beeps. This indicates that the message and its icon sequence have been erased.

Note:

You may not select the same icon twice in a row. The WalkerTalker will emit an error beep. Just re-enter new icons. If you select too many icons for a sequence or press two keys at once, all the lights in the Control Panel will flash. Just start over.

When one icon sequence is also the beginning of another sequence, you must tell the WalkerTalker which sequence to speak.

ICON SEQUENCE

MESSAGE



We went to Grandma's house for our vacation.



I love to stay at my Grandma's house.

Press  twice ( )
to hear the **first** message.

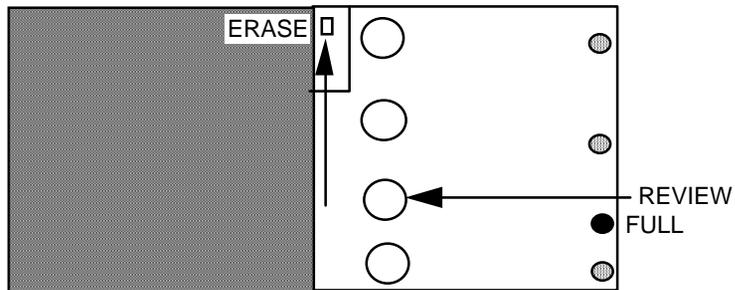
If a Shorter Message is Hidden Behind a Longer Message

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

Summary:

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

Once you store a message into the WalkerTalker, you can speak it at any time by selecting the icon sequence (or single icon) that you stored it under. However, if an icon sequence for one stored message also happens to be the **beginning** of a sequence for a different stored message, the WalkerTalker cannot be sure which message you want to speak. For example, suppose you choose the house, , icon and the map icon, , and you store the message, "We went to Grandma's house for our vacation," under these icons •   . Also suppose the message, "I love to stay at my Grandma's house," is stored under    . When you activate   , the WalkerTalker does not know whether you want to speak the message stored under   or if you want to add  and speak the other message. In a case like this when you want to speak the *shorter* sequence, activate the last icon *twice*—in this case   .



TO REVIEW

1. Open the Control Panel.
2. Press REVIEW.
3. WalkerTalker will speak the last message that was stored or spoken.
4. Press REVIEW to hear next message.

AUTOMATIC REVIEW

1. Press and hold REVIEW key for 5 seconds.
2. The MEMORY FULL LED flashes.
3. The WalkerTalker begins to review.
4. To halt a review in progress, press any key in the Control Panel.

Review Your Messages

Review Your Messages Using the REVIEW Button

Summary:

Listen to any messages by pressing the REVIEW key on the Control Panel.

A vocabulary review allows you to find out if there are any messages that you no longer use very much. You can erase them and store new ones.

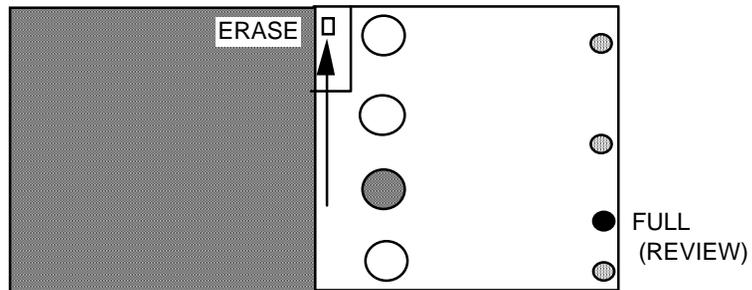
To Manually Review the Messages You Have Stored

1. Open the Control Panel and press REVIEW. The MEMORY FULL LED lights. Release the REVIEW button
2. The WalkerTalker starts with the last stored or spoken message. It repeats the location code of the icon sequence and then the message.
3. Press REVIEW again to hear the next message.
4. Continue to press the REVIEW key each time you want to step to another message. When you are not pressing the REVIEW key, you can use the WalkerTalker just as you normally would.
5. If you want to erase a message, press the ERASE key after the message has been spoken.

Automatic Review

To *automatically* review all of the messages in memory **press and hold the REVIEW key for 5 seconds**. The WalkerTalker counts from 1 to 5 as you hold down the key. After 5 seconds, the device beeps. Release the REVIEW button. The review begins. If you change your mind and decide not to do an automatic review, either release the REVIEW key *before* the 5 seconds pass or let the review start and then press any key in the Control Panel to stop it.

ⓘ **Note:** You cannot stop the review while the WalkerTalker is repeating location co-ordinates. You must wait until the message is *being spoken*.



TO ERASE

1. Open the Control Panel until you see the ERASE button.
2. On the keyboard, press the icon sequence for the message you want to erase.
3. Once the message has been spoken, press the ERASE button.

You can also press REVIEW. When you hear a message you don't want, press ERASE.

Erase A Message

Erase a Message

Summary:

If the memory becomes full you must erase some messages before you can store new ones. Slide the Control Panel cover back further to see the ERASE button.

At some point you will probably want to erase some messages. You may decide to replace messages you no longer use. Or perhaps the WalkerTalker runs out of memory while you are storing a message. If this happens, the WalkerTalker's MEMORY lamp (in the Control Panel) will flash and the message, "Memory is full," will be spoken three times. You will not be able to continue storing until you free up some memory space.

To use the ERASE button, slide the Control Panel cover down the Control Unit a little more. This uncovers the ERASE button.

To Erase a Message:

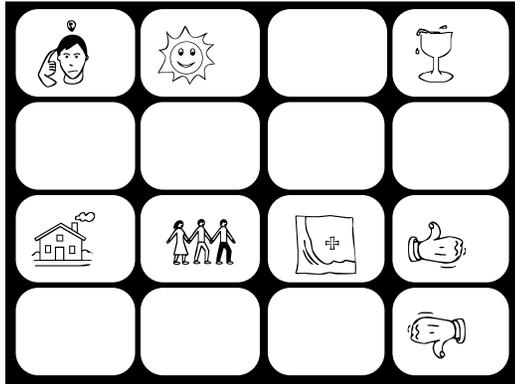
1. Press the icon sequence of the message you want to erase.
2. Once you have listened to the message, press the ERASE key.

You can also press the REVIEW key to listen to all the messages in the WalkerTalker. However, you cannot erase when you are using *automatic* review.

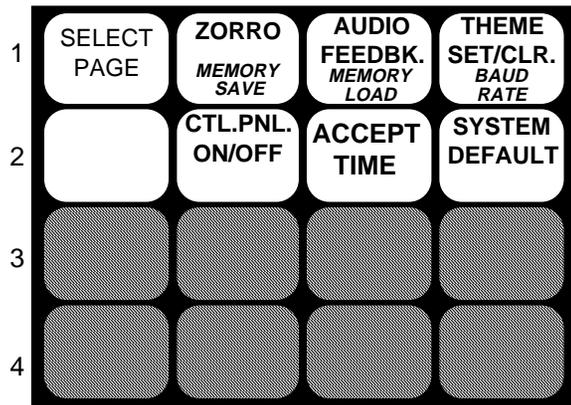
Note:

When the memory becomes full, the MEMORY LED flashes and the WalkerTalker speaks, "Memory is full," three times. You can press the STORE button, but you cannot record until you free up some memory. You can still retrieve and speak messages.

To learn how to erase the entire contents of the WalkerTalker, see page XX.



A **regular** overlay has icons on it which you have assigned to individual keys. You use a **regular** overlay every day.



The Toolbox overlay shows you which keys on the keyboard have tools assigned to them and what the tools are. You probably won't use the Toolbox overlay every day.

Using the Toolbox Overlay

The Toolbox Overlay is Different From the Regular Overlay

Summary:

The Toolbox overlay is underneath your regular overlay. It shows you the keys that contain tools. The TOOLBOX is made up of all the **white** keys on the overlay. The dark keys are unavailable for use when you are in the Toolbox.

You will find the Toolbox overlay underneath the user overlay that is on the keyboard. If there is a sample overlay with icons on it already on your keyboard, the Toolbox overlay is *underneath* the sample overlay. Lift up on and pull out the keyguard, then remove the protective overlay and the sample overlay. You will see the Toolbox overlay underneath the sample overlay. Because the user overlay and the Toolbox overlay are vinyl, they may stick together. Just peel the Toolbox overlay from the user overlay and put it back on the keyboard.

The Toolbox overlay has seven (7) white keys with writing on them. The rest of the keys on the overlay are blocked out with dark stripes. (This indicates that these keys are not available for use when you are in the Toolbox.) The 7 white keys make up the WalkerTalker's TOOLBOX. These keys each contain at least one "tool," and these tools allow you to change some of the WalkerTalker's settings.

In order to use these tools, you must "open" the Toolbox in the Control Panel. You will learn how to do this on the next page. For now, it is enough to know that once you have opened the Toolbox, you should use your Toolbox overlay.

On the following pages you learn how to open the Toolbox and to use its tools. We suggest you have your Toolbox overlay visible for reference.

	1	2	3	4
1	SELECT PAGE	ZORRO MEMORY SAVE	AUDIO FEEDBK. MEMORY LOAD	THEME SET/CLR. BAUD RATE
2		CTL.PNL. ON/OFF	ACCEPT TIME	SYSTEM DEFAULT
3				
4				

KEY

TOP ROW = Tools used most often

BOTTOM ROW = "Second Tools" used less often

 = unused Toolbox keys

WalkerTalker Toolbox

Tools in the Toolbox Change Some of the WalkerTalker's Settings

Summary:

Some keys perform more than one activity. These activities are called Tools. Press and hold the STORE key for five (5) seconds. Then press any key in the Toolbox.

Some of the WalkerTalker keys do things besides store and retrieve messages. These other functions are called tools. Tools are used to adjust the WalkerTalker so that it becomes even more useful for you. For example, ordinarily key 1-3 (R1C3) may have an icon attached to it and be part of a message sequence, but if you are in the Toolbox you can press 1-3 and change the feedback you hear when you press the keys. Other tools will allow you to set an icon theme or lock the Control Panel. A few keys even contain more than one tool.

In order to use the tools, you have to open the Toolbox.

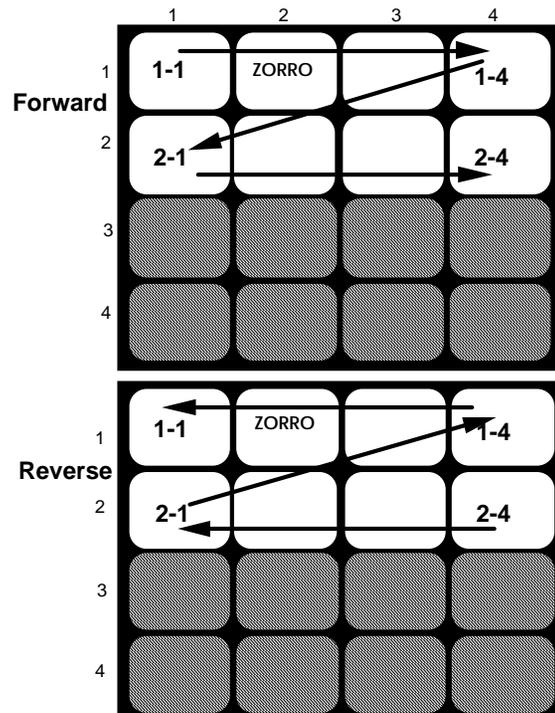
To open the Toolbox: press and hold the STORE key for five (5) seconds. The WalkerTalker counts from 1 to 5. When you hear "5" and a beep, release the STORE key. The Toolbox is now open. You must press one of the keys on the keyboard within 45 seconds of entering the Toolbox. If you do not, the WalkerTalker times out and returns you to the regular keyboard. The following keys contain tools:

ROW	COLUMN	TOOL
1	2	ZORRO
1	3	AUDIO FEEDBACK
1	4	1 ICON THEME SET/CLEAR
2	2	CONTROL PANEL ON/OFF
2	3	ACCEPTANCE TIME
2	4	SYSTEM DEFAULTS

The next few pages explain the different tools and how to use them.

To ZORRO

1. Press and hold STORE for 5 seconds until you hear a beep.
2. Press the key at R1C2 (Zorro Tool)
3. Press the keys in the pattern shown below
1-1,1-4, 2-1, 2-4, 2-4, 2-1,1-4,1-1



4. Press **R1C1** again to confirm that you want to Zorro.
5. Press STORE in the Control Panel to exit the Toolbox and to start the Zorro.

ZORRO WalkerTalker's Memory

"ZORRO" to Erase Entire Memory

Summary:

Erase the entire contents of the WalkerTalker at one time with the forward/reverse "Zorro" Pattern.

In an evaluation or educational setting you may not always want the same vocabulary in the WalkerTalker. Also, a single user may outgrow the original vocabulary and need different messages. You can erase all of the memory in the WalkerTalker at one time by "Zorroing" it.

"Zorroing" simply refers to a special key sequence you press in order to erase the WalkerTalker's contents. When you press these keys, the pattern resembles a forward and backward "Z". Since you activate this pattern in the Toolbox, we suggest you remove the keyguard and icon overlay so that you can see the Toolbox overlay.

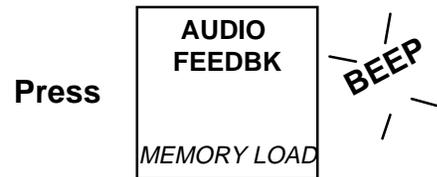
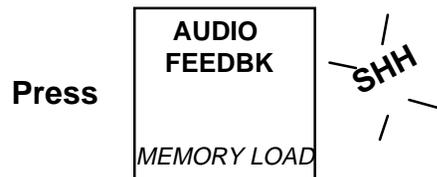
To Zorro the WalkerTalker:

1. Press and hold the STORE button for 5 seconds. When you hear "5" and the beep, release the button.
2. Press the key at R1C2 on your overlay. This tells the WalkerTalker you want to Zorro the device.
3. Press the following keys on the keyboard *in this order*:
R1C1 R1C4 R2C1 R2C4 R2C4 R2C1 R1C4 R1C1.
4. Press R1C1 *again* to confirm that you want to erase.
5. Press the STORE key to exit the Toolbox and to begin the erasing process.
6. When the STORE LED goes out, the WalkerTalker has been erased.

The ZORRO key (R1C2) toggles between On and Off. If you change your mind about Zorroing the device after you have pressed the ZORRO key the first time, just press the key again to turn it Off. However, once you perform the ZORRO pattern and press the STORE key (steps #4 and #5) you cannot stop the WalkerTalker from erasing.

1. To open Toolbox, press and hold **STORE** for 5 seconds until you hear the beep.
2. Press **AUD. FDBK** key (R1C3)
3. Press once for Beep Off; press again for Beep On.

"BEEP" is the default setting.



π NOTE

Press STORE to exit Toolbox and put setting into effect.

Change the Audible Key Feedback

Change the Audible Key Feedback from a "Beep" to Quiet

Summary:

When you press a key on the keyboard you can choose to hear a beep or nothing

When you receive your WalkerTalker it is already set up for audible key feedback. This means that when you press a key you hear a "beep." You can choose to hear no feedback if you wish.

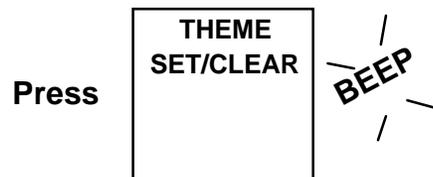
To Change the Audible Key Feedback:

1. Press and hold the STORE key for 5 seconds to enter the Toolbox. Release the button when you hear "5" and the beep.
2. Press the key at R1C3. One press turns the beep OFF. The next press turns the beep back ON.
3. Press the STORE key to exit the Toolbox. Exiting the Toolbox puts the new setting into effect.

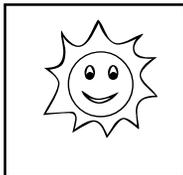
The WalkerTalker also has an **error beep** that you hear if you make a mistake such as pressing too many keys at once or selecting too many icons for a sequence. This is a higher pitched, two-toned beep. You cannot turn this beep off.

SET 1 ICON THEME

1. Press and hold **STORE** for 5 seconds to open Toolbox. Wait to hear beep.
2. Press 1 **ICON THEME** key (R1-C4)
3. One "beep" sets the theme.



4. Select the icon you want to use.



5. Press **STORE** to exit Toolbox.
The theme will be set.

Set 1 Icon Theme

Set a ONE ICON THEME

Summary:

When you set a One-Icon Theme the WalkerTalker automatically selects the same first icon for any sequences you store. Open the Toolbox. Press the key at R1C4. When you hear the beep, select the icon and One-Icon Theme is set.

ONE-ICON THEME means that the WalkerTalker pre-selects the first icon of every sequence entered into it. For example, let's say that you have a number of messages you would like to store that have something to do with "family", such as, "My family is from Ohio," "I have an older brother and a younger sister," and "Everyone in our family likes to travel." Now, let's say you are going to store each of these messages under a two-icon sequence with the first icon always being the "family" icon. If you set ONE-ICON THEME you only have to press the "family" icon *the first time*. After the first time you only need to press the *second* icon in the sequence as you enter each message. The Walker Talker automatically selects "family" for the first icon as long as you remain in ONE ICON THEME. This is also true when you are retrieving messages. When you have a lot of stored messages that all begin with the same first icon, set ONE ICON THEME before you begin to retrieve them and then press the first icon. Now you can retrieve all the messages that start with the first icon by pressing only the second and third icons.

To Set ONE ICON THEME

1. Press and hold the STORE key for five seconds. Hear the beep.
2. Press the key at R1C4. Hear a beep. ONE ICON THEME is set.
3. Press the icon you want to use for the theme.
4. Press STORE to exit the Toolbox. You remain in 1 Icon Theme until you enter the Toolbox again to turn the Theme Off.

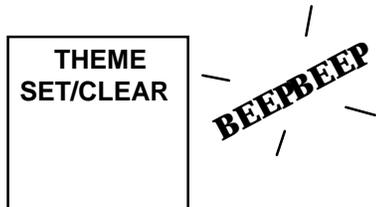
☞ When 1 ICON THEME is set only two activations at most are allowed in selecting a sequence. The first icon is already set. When you are in a theme and you press STORE, the WalkerTalker

repeats the location code of the first icon to remind you of the theme.

CLEAR 1 ICON THEME

1. Press and hold **STORE** for 5 seconds until you hear the beep.
2. Press **1 ICON THEME** key (R1-C4)
3. A double beep means the theme is cleared.

Press



4. Press **STORE** to exit Toolbox with the theme cleared.

Clear 1 Icon Theme

Clear a ONE ICON THEME

Summary:

To clear a One-Icon Theme, press and hold the STORE key for 5 seconds. Then press R1C4 until you hear two beeps. When you hear the double beep the theme has been cleared.

When you are finished with a theme and want to use a different one, or use no theme, you must clear the current ONE ICON THEME first (turn it Off).

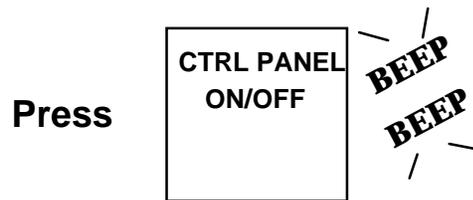
To Clear ONE ICON THEME

1. Press and hold down the STORE key for 5 seconds. Hear the beep.
2. Press the key at R1C4 until you hear a **double beep**. The beeps signify that the theme has been cleared.
- 2a. At this point you can choose a new theme by pressing the THEME key again to turn it back On and then choosing an icon.
3. Press STORE to exit the Toolbox. If you cleared the Theme and did not choose a new one, you will no longer be in a Theme. If you selected a new theme, it will now be active.

You can use the ONE ICON THEME tool in a number of different ways. You can use it to set up the WalkerTalker for different users, each with their own vocabulary stored under a different THEME key. Changing the themes when you change users allows the new users to access only their own vocabularies.

DISABLE THE CONTROL PANEL/ ENTIRE SYSTEM

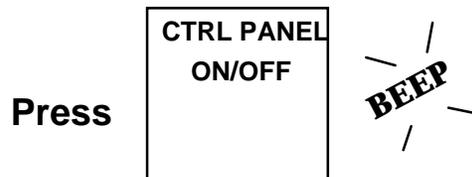
1. Press and hold STORE for 5 seconds to open the Toolbox. Wait to hear the beep (or click).
2. Press **CTRL PANEL** key (R2C2)
3. 2 beeps = **Control Panel OFF**



4. 3 beeps = **entire system OFF**



5. 1 beep = **Control Panel ON**



Turning the Control Panel *or* the Entire System OFF

Turn the Control Panel On/Off

Summary:

Disable the Control Panel so that pressing any key produces no result.

One way to avoid the problem of people trying out your Control Panel is to keep the Control Panel cover in place when you are not using it. Another way is to turn the Control Panel **Off** by pressing the CONTROL PANEL ON/OFF/SYSTEM LOCK tool (R2C2) in the Toolbox. When the Control Panel is Off, there is no response from any key in the Control Panel except STORE. You can use the STORE key to open the Toolbox so that you can turn the Control Panel back On. You cannot use it for storing. You can still speak messages from the keyboard, though.

You can also lock the entire WalkerTalker system so that you cannot even speak messages.

To Turn the Control Panel OFF:

1. Press and hold the STORE key for 5 seconds. Hear the beep.
2. Press Key R2C2 until you hear **two beeps**. The Control Panel is now OFF
3. **To Turn the Control Panel back On**, open the Toolbox, press R2C2 until you hear a **single beep**. Then press STORE to exit the Toolbox.

To Lock the Entire System:

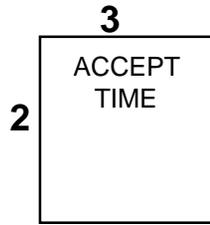
1. Press and hold the STORE key for 5 seconds. Hear the beep.
2. Press Key R2C2 until you hear **three beeps**.
3. Press STORE to exit the Toolbox.
4. **To Unlock the System**, open the Toolbox, press R2C2 until you hear a **single beep**. Then press STORE to exit the Toolbox

When the System is **locked** no keys in the Control Panel except the STORE key will work. You can only use STORE to enter the Toolbox. You **cannot** retrieve messages when the System is locked.

CHANGE ACCEPTANCE TIME

1. Press and hold STORE for 5 seconds to open the Toolbox.
Wait to hear the beep.

2. Press **R2C3**



Key Presses

"1" = 1/16 second (default)

"2" = 1/4 second

"3" = 1/2 second

"4" = 3/4 second

"5" = 1 second

"6" = 1 1/4 seconds

"7" = 1 1/2 seconds

"8" = 2 seconds

"WalkerTalker speaks the number, "1", "2", "3", etc. to indicate acceptance time, rather than speaking the seconds .

Change the Key Acceptance Time

Change the Key Acceptance Time

Summary:

Change the amount of time you must hold down a key before the WalkerTalker accepts it.

"Acceptance Time" is the amount of time you must hold a key down before the WalkerTalker actually accepts it. The default acceptance time is 1/16 seconds. This means you must press and hold a key for one-sixteenth of a second before it is activated. This is the fastest acceptance time. When it is used, you hardly notice any time lapse between when you press the key and when the WalkerTalker activates the key. However, one-sixteenth of a second may be too fast for some people. The WalkerTalker has a tool that allows you to choose a longer acceptance time.

Change the Acceptance Time:

- 1 Press and hold STORE for 5 seconds. Hear the beep.
2. Press key R2C3.
3. The default acceptance time is one-sixteenth (1/16) of a second. The times increase by one-quarter of a second each time you press the key until you reach 2 seconds, or eight key presses. The WalkerTalker speaks the number of each time change.

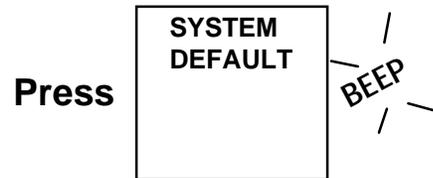
Spoken # of Key Presses	Acceptance Time
1	1/16 sec.(default)
2	1/4 sec.
3	1/2 sec.
4	3/4 sec.
5	1 sec
6	1 1/4 sec.
7	1 1/2 sec.
8	2 sec.

The next press returns you to 1/16 second

The acceptance time is activated as soon as you press the key that represents the time you want. To exit the Toolbox, wait 30 seconds until the WalkerTalker times out or press any key on the Control Panel.

SET SYSTEM DEFAULTS

1. Press and hold **STORE** for 5 seconds to open Toolbox.
Wait to hear the beep.
2. Press **SYS. DEFAULT** key (R2C4)



DEFAULTS ARE SET TO:

Audible Feedback = **BEEP**
Control Panel = **ON**
Set/Clear Theme = **CLEAR**

3. Press **STORE** to exit Toolbox with the defaults set.

Re-Set the System Defaults

Re-Set the System Defaults

Summary:

You can set the Audible Key Feedback tool and the Control Panel back to their original settings all at once by setting the SYSTEM DEFAULTS Tool at R2C4.

You can use the SYSTEM DEFAULTS tool to reset some of the WalkerTalker's features to their original settings if you have changed them. By pressing location R2C4 you turn the audible key feedback to ON (beep), the Control Panel to ON and THEME will be set to CLEAR. This saves you the time and trouble of resetting all these different functions.

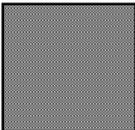
To Use the SYSTEM DEFAULT Tool:

1. Press and hold the STORE key for 5 seconds. Hear the beep.
2. Press location R2C4. When you hear the beep, the defaults have been set.
3. Press the STORE button to exit the Toolbox.

	1	2	3	4
1	SELECT PAGE	ZORRO <i>MEMORY SAVE</i>	AUDIO FEEDBK. <i>MEMORY LOAD</i>	THEME SET/CLR. <i>BAUD RATE</i>
2		CTL.PNL. ON/OFF	ACCEPT TIME	SYSTEM DEFAULT
3				
4				

SECOND TOOLS
R1-C2 = MEMORY SAVE
R1-C3 = MEMORY LOAD
R1-C4 = BAUD RATE

FIRST 1

1  Press R1C1.
WalkerTalker says, "Two."
Then press the tool that you want to use.

Some Keys Have More Than One Tool

Some Keys Contain More Than One Tool

Summary:

Some keys contain a second tool that probably will not be used as much as the first tool. Open the Toolbox and press **R1C1** to tell the WalkerTalker that you want a *second* tool. Then press the key that contains the second tool.

Some keys contain two tools—one that you have already learned about which is written in **bold** on the top of the key, and another one that is equally important but may not be used as much as the first tool. This second tool is written in *italics* on the bottom of the key.

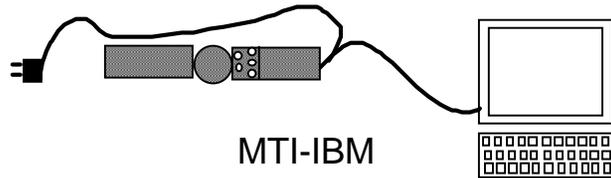
In order to use the *second* tool you must open the Toolbox as usual—press and hold STORE for five seconds. Hear the beep. Once you have opened the Toolbox, you must tell the WalkerTalker that you want to use a *second* tool. In order to do this, press the key at R1C1 **once**. When you are in the Toolbox, pressing R1C1 tells the WalkerTalker that you want a key's *second* tool. When you have pressed 1-1, you hear the WalkerTalker say, "2". This means you can press the key that contains the secondary ("number 2") tool you want to use.

The keys that contain secondary tools are as follows:

ROW	COLUMN	TOOL
1	2	MEMORY SAVE
1	3	MEMORY LOAD
1	4	BAUD RATE

If you pressed 1-1 to get to a secondary tool ("2") and now you want to use a primary tool, press 1-1 again until you hear "1". "1" is always for the tool on the top of the key and "2" is always for the tool on the bottom of the key.

These "second tools" are discussed in the next few pages. We suggest you have your Toolbox overlay handy for reference.



1. Plug in the battery charger.
2. Connect the small end of the MTI cable to the connector with the picture of the computer on the Control Unit. Plug the other end into Serial Port 1 on your computer.
3. Turn on computer and put the MTI disk into disk drive. Make sure you are using the correct drive.

4. Type "MTI" and press <ENTER>
5. Type the letter of the device you are using: "**W**" (or "**O**")

6. Open the Toolbox (press and hold the STORE button for 5 seconds until you hear the beep.)
7. Press key 1-1. You will hear, "2".
8. Press key R1C2 (Save Memory) or R1C3 (Load memory).
9. Press STORE.

10. Follow the directions on the computer screen to open a file to save to or load from.
11. Type in the name you want to use for the file to be saved or click on the file you want to load.
12. Press F1 to continue.
13. EXIT the program when the transfer is completed.

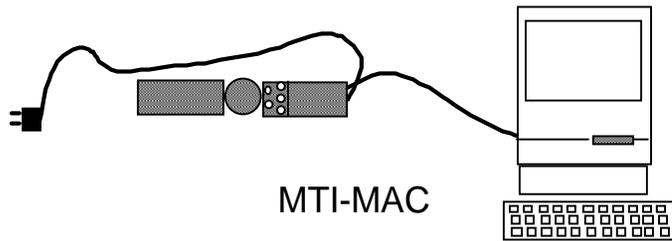
Save Memory with the MTI-IBM

➡ Before you begin, remove any other MTI versions you may have on your computer.

Using the MTI-IBM

1. Connect one end of the battery charger that came with your WalkerTalker into the connector on the Control Unit that has the picture of a battery charger under it. Plug the other end into a working wall outlet.
2. Plug the large end of the cable that came with your MTI program into Serial Port 1 on your computer. Plug the small round end into the connector with the picture of the computer under it on the Control Unit.
3. Turn the computer On and insert the MTI-IBM disk into the disk drive of your computer. Switch to the drive that has the disk in it if necessary.
4. Type: MTI and press <ENTER>.
5. Type the letter of the device you are using: in this case type "W".
6. Open the WalkerTalker's Toolbox (press and hold the STORE button for five seconds until you hear the beep). Press R1C1 (you hear "2"). Press R1C2 (Save) or R1C3 (Restore). Press STORE.
7. Whether you are saving or loading memory, simply follow the directions on the computer screen.
8. Type in the name of the file you want to save the memory under.
9. Read the warning and then press F1 to continue.

If you experience a problem, make sure the WalkerTalker and computer baud rates are the same. The WalkerTalker default baud rate is 57600. Change the computer baud rate to 57600 in the menu bar of the MTI.



1. Plug in the battery charger.
2. Plug one end of the MTI cable into the jack with the picture of a telephone handset on the back of the Mac. Plug the other end into the jack with the picture of a computer on the Control Unit.

3. Put the MTI disk in the disk drive. Double click on the "MTI" icon.
4. Double click on "PRC"
5. Click on the name of the device you are using: **"WalkerTalker"** or **"Other"**.

6. Open the Toolbox (press and hold the STORE button for 5 seconds until you hear the beep.)
7. Press key 1-1. You will hear, "2".
8. Press key 1-2 (Save Memory) or 1-3 (Load memory).
9. Press STORE.

10. If you are saving memory, go to another drive or disk to save to.
11. Follow the directions on the computer screen to open a file or to select a file.
12. Click on "Continue".
13. EXIT the program when the transfer is completed.

Save Memory with the MTI-Mac

➡ Before you begin, remove any other versions of the MTI you may have on your computer.

Using the MTI-Mac

1. Connect the battery charger that came with your WalkerTalker into the connector that has the picture of a battery charger under it. Plug the other end into a wall outlet.
2. A cable came with your MTI program. Plug one end into the connector on the back of the computer that has the picture of the telephone handset above it; plug the other end into the connector on the Control Unit with the picture of the computer under it
3. Turn the computer On and insert the MTI-Mac disk. Double click on the MTI icon to open the program. Double click on "PRC".
4. Click on the name of the device you are using: "WalkerTalker".
5. Open the WalkerTalker's Toolbox (hold down the STORE button for five seconds, hear a beep). Press R1C1 (you will hear "2"). Press R1C2 (Save) or R1C3 (Restore). Press STORE.
6. You are not allowed to save memory onto the MTI disk, so choose a separate drive (or disk) to save memory on. Type in the file name you want to use.
- 6a. To load memory, go to the correct drive (or disk) and double click on the file name you want.
7. Click on "Continue" and follow the directions on the computer screen.

If you experience a problem, make sure the WalkerTalker and computer baud rates are the same. The WalkerTalker default baud

rate is 57600. Change the computer baud rate to 57600 in the menu bar of the MTI.

TROUBLESHOOTING

When STORE Won't Work

If you press **STORE** and hear

"Row 1 Column 2"
or some other location code,
instead of a beep

you have forgotten that you are
in a THEME.

Either go to the Toolbox and
CLEAR the theme or continue
to store using the THEME.

Troubleshooting: When STORE Won't Work

Troubleshooting

You Press STORE and the WalkerTalker Repeats a Location Code:

If you press the STORE button and the WalkerTalker speaks a location code, such as, "Row 1 Column 2" or "Row 4 Column 1," it is telling you that you are in a Theme. Either you set a One Icon Theme and forgot about it or you set one by accident when you were in the Toolbox at some time.

When a One Icon Theme is set, you have chosen a location for the Theme. Once you choose the location, whenever you press STORE, the WalkerTalker will speak the location of the Icon Theme. You can then go ahead and store your message.

Another clue that you are in a One Icon Theme is that the WalkerTalker will not allow you to press a *three* icon sequence to store a message under. This is because the first icon has already been chosen. In a One Icon Theme, each time you press a third icon in a storage sequence, the WalkerTalker will beep and exit the storage mode.

If you are in a One Icon Theme and you don't want to be, you have to go into the Toolbox and clear the Theme. See pages 23 and 24 for details about using One Icon Theme.

You Press a Key on the Keyboard and Nothing Happens:

Unplug the keyboard; wait 2 minutes; plug the keyboard back in. The keys should now work.

Plug this end into
the connector on the
end of the Control
Unit.



Plug this end into
a wall outlet

BATTERY CHARGER

Some Battery Troubleshooting

1. Read the battery information in the *First Steps* manual.
2. Do not charge the batteries longer than 8-10 hours at a time--**unless** the batteries have gone completely dead.
3. If the batteries are charged but the WalkerTalker doesn't work: unplug the keyboard, wait 2 minutes, plug the keyboard back in.

Troubleshooting: Batteries

Troubleshooting: Batteries

The batteries are charged and the unit has been working well but suddenly it does not work :

1. Unplug the keyboard from the Control Unit.
2. Plug in the battery charger and wait a few minutes
3. Push the re-set button on the back of the Control Unit.
4. The unit may begin to speak "Memory 1", "Memory 2", etc. This means the unit is working fine. If you do not hear "Memory 1", etc., turn the unit over and press the STORE button in the Control Panel. The LEDs in the Control Panel should flash on and off.
5. Unplug the battery charger and plug the keyboard back into the Control Unit.

The WalkerTalker does not work at all and you are fairly sure the batteries are dead:

1. Unplug the keyboard from the Control Unit.
2. Plug in the battery charger and wait about 5 minutes.
3. Push the re-set button on the back of the Control Unit.
4. The unit may begin to speak "Memory 1", "Memory 2" etc. This means the unit is working fine. If you do not hear "Memory 1", turn the unit over and press the STORE button in the Control Panel. The LEDs in the Control Panel flash on and off.
5. If this does not work, repeat steps 3 and 4.
6. Charge the WalkerTalker for 8 hours.

If the WalkerTalker still does not respond:

1. Unplug the battery charger.
2. Slide back the Control Unit cover until you have uncovered the battery pack. Unplug the battery pack for about 2 minutes then plug it back in and close the Control Unit cover. Plug the battery charger back in. You should hear "Memory 1" etc. If you do not hear anything, press the re-set button on the back of the unit. If the WalkerTalker is still silent, call the Prentke Romich Service Department.

STORE

1. Select Standard or Extended speech.
2. Press STORE.
3. Press the icon sequence.
4. Press RECORD, speak message, release RECORD.

ERASE

1. Press icon sequence for the message you want to erase.
2. When the message has been spoken, press ERASE.

MANUAL REVIEW

1. Press and release the REVIEW button.
2. The last message stored or spoken is repeated.
3. Press REVIEW to listen to the next message

AUTOMATIC REVIEW

1. Press and hold REVIEW for 5 seconds. Hear click.
2. WalkerTalker repeats the last message stored or spoken and automatically moves to next message.
3. Stop a review after a message is spoken by pressing any key in the Control Panel.

You cannot erase messages during an automatic review.

STORE, ERASE and REVIEW at a Glance

Store, Review and Erase at a Glance

To Store

1. Press the STORE button.
2. Press the icon sequence you want to use.
3. Press and hold the RECORD button and speak the message.
Release the RECORD button as soon as you have finished speaking.
4. Press the REVIEW button to test the message.
If you don't like the recording, press ERASE.

All storing must include Steps #1,#2, and #3; Step #4 is optional.

To Erase

1. Press the icon sequence of the message you want to erase.
2. When the message has been spoken, press ERASE.

Manual Review

1. Press and release the REVIEW button.
2. WalkerTalker speaks the last message stored or spoken. It repeats the location code of the first icon and then the message.
3. Press REVIEW to listen to the next message.
4. Press the ERASE button once you have heard a message if you want to erase it.

Automatic Review

1. Press and hold the REVIEW button for 5 seconds. The WalkerTalker counts to 5 and then beeps. Release the REVIEW button.
2. The WalkerTalker begins by repeating the last message stored or spoken, then continues to repeat other messages and their location codes.
3. Once a review has started you can *stop* it by pressing any key in the Control Panel *except* REVIEW. You cannot stop a review when the location codes are being spoken. You must wait until a message is being spoken.
4. You cannot erase messages when you are using Automatic Review.

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