

Vantage/Vanguard

PASS Manual

(PRC Application and Support Software)

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Table of Contents

About Using Adult Acquired Overlays	5
My Device has Unity in all the user areas. How can I put the Adult Acquired areas in?.....	5
How do I find all the Adult Acquired programs after I have loaded them in?	6
How can I customize the WordPower programs for an individual?.....	6
How can I customize the 8 location pages in Adult Acquired?.....	8
How do I put names of people in the Word Cues pages?	10
Is there a level between 8 and 15 location pages?	12
To hide keys on a page:	12
How do I add a page to one of the Adult Acquired programs?	14
Vantage™ /Vanguard™ PASS™ Program	17
Install the PASS Program	17
About PASS	18
About the Demo Vocabularies	20
Using PASS	21
Getting Acquainted	21
Using the Screen Capture Option in the Tools Menu	23
Select Screen Capture.	23
Set Preferences in the File Menu	24
Options:.....	24
Using the MTI Options in the Tools Menu	25
Creating an MTI file	25
Sending an MTI via E-mail.....	26
Select the File.....	27
Send the E-mail.....	27
If you Receive an MTI File as an E-mail Attachment:	27
Other Tools Menu Options	28
Go to Pathfinder or SpringBoard	28
Browse Icons.....	28
Using the Vocabulary Display Options	30
The Core Key Assignments Option	31
Save your Vocabulary Information.....	34
To Return to the Emulator	35
To Return to Vocabulary Display	35
Viewing Core Vocabulary (Sequences)	36
Viewing Dynamic Activities	39
Viewing Specific Activity	41
Viewing Specific Page	43
Options:.....	45
Play WAV File	48
Options:.....	48
Write with Icons	49

Appearance Options:.....	50
Functionality Options.....	50
An Example of Write With Icons	50
Finding Phrases using the F6 and F7 Keys.....	51
Use Punctuation to End Phrases and/or Sentences	52
Change your Options without Losing your Work.....	53
Plurals	53
Addendum: Importing Sound (WAV, MP3, WMA) Files	55
Addendum: Importing Icons	57
Importing More than One Icon at a Time	59
Addendum: Reviewing Vocabulary/Dictionaries in Vantage/Vanguard PASS.....	62
Addendum: Creating "Special Characters" in PASS	66
Addendum: New Features in PASS Software Version 4.05.....	71

About Using Adult Acquired Overlays

My Device has Unity in all the user areas. How can I put the Adult Acquired areas in?

1. First, check the software version of your device.
 - Go to the **Toolbox**
 - Select **Maintenance Menu**
 - The version number should be **4.05 or higher**.
2. Next hit **OK** to exit the **Maintenance Menu** and go to the **Choose Overlay Menu**
 - Select **Overlay** menu
 - Select **Load Adult Acquired (All Areas)**
 - Select **Yes** (if you want to save any Unity areas, you should select **No** and do a memory transfer first.)
 - Select **OK** and **Go To Minspeak**.
3. You now see the Adult Acquired Exploration Wizard.
4. To replace Unity programs in all Areas, go to the **Toolbox**, select **Maintenance Menu**, and then select **Reset to Factory Defaults**.

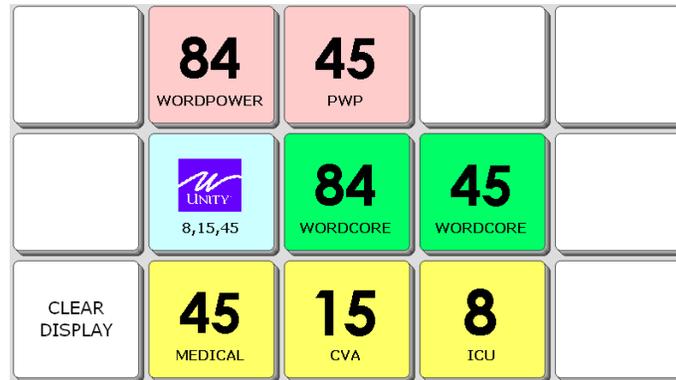
I have a Vantage or Vanguard software version prior to 4.05. How can I put the Adult Acquired areas in?

1. You can call PRC sales department and request an update for your device.
 - PRC will send you a memory card with instructions for updating.
2. You can download Adult Acquired PASS for older devices from PRC's web site.
 - On a PC computer you can view and explore all of the Adult Acquired areas.
 - You can use the PASS software to do a whole device memory transfer, and then transfer that MTI file into your Vantage or Vanguard.
 - The WordPower areas will not transfer into a device because they are for demonstration purposes only. To purchase a fully functioning copy of Word Power for Vantage and Vanguard, call the PRC sales department.

Sales Department: 800-262-1990

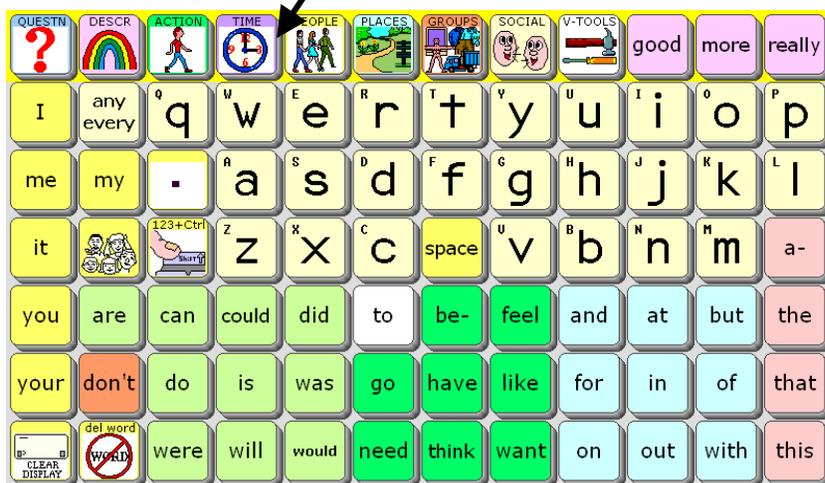
How do I find all the Adult Acquired programs after I have loaded them in?

1. Go to the device **Toolbox**.
2. Select **Choose Overlay Menu**, and then **Switch User Area**.
3. Select **Adult Acquired Exploration Wizard**; **OK**; **Go to Minspeak**.
4. Choose the program you want to explore.

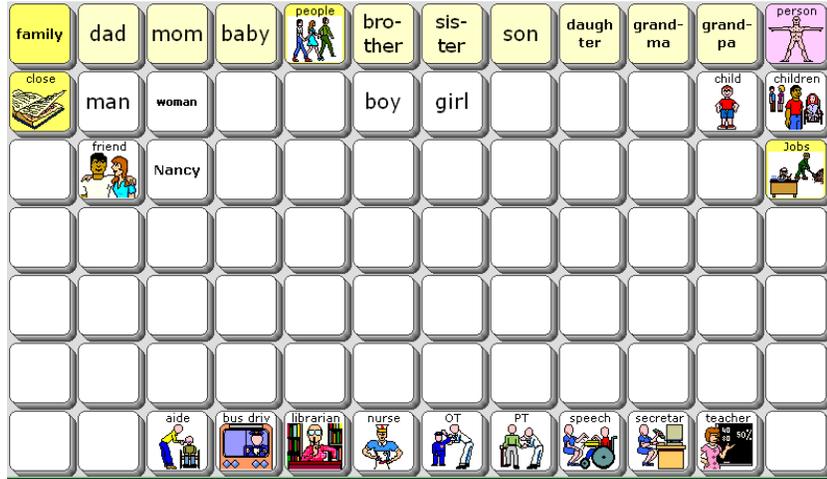


How can I customize the WordPower programs for an individual?

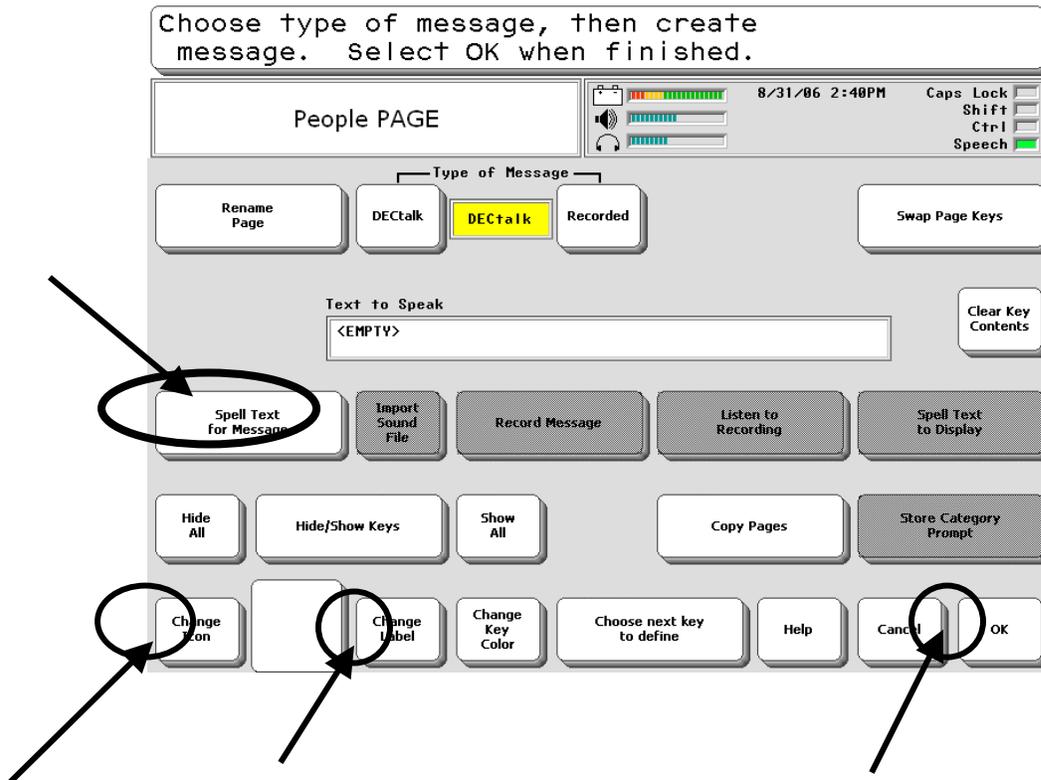
1. Vantage and Vanguard have a **Set-up Key** that will help you customize vocabulary. The Set-up Key is the recessed key at the top right corner on the front of the case. Notice that when you select this key, you see a prompt on the display that says “**Select the key you wish to modify.**” If you select this key by mistake, just select any other key, and then **OK**.
2. The **WordPower** programs will work better if you do not customize the main page, and only customize pages where there are blank keys. You can easily add names to the People Page with the Set-up key.
3. From the Main Screen, select **People**.



4. Select the **Set-Up Key**. At the prompt, choose any blank key on the **People** Page.

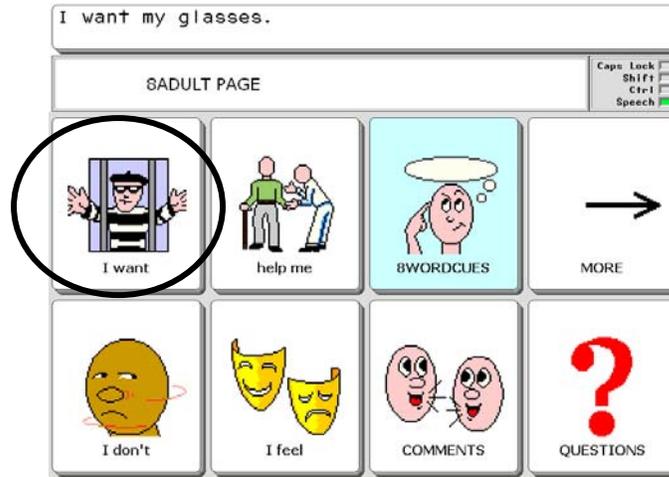


5. Follow the prompts on the next screen to **Spell Text for Message**, **Change Icon**, and **Change Label**.
6. Select **OK** when finished.

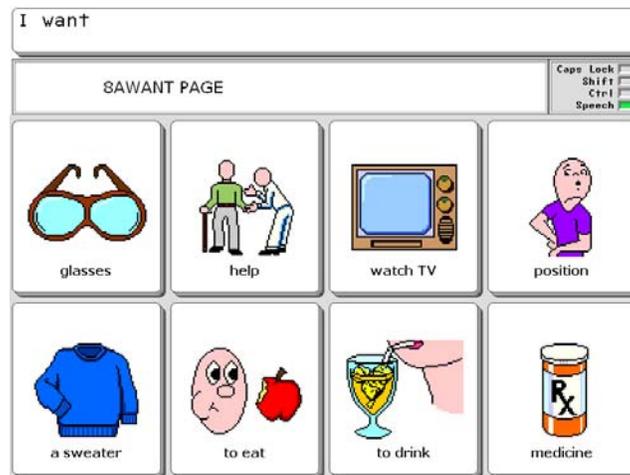


How can I customize the 8 location pages in Adult Acquired?

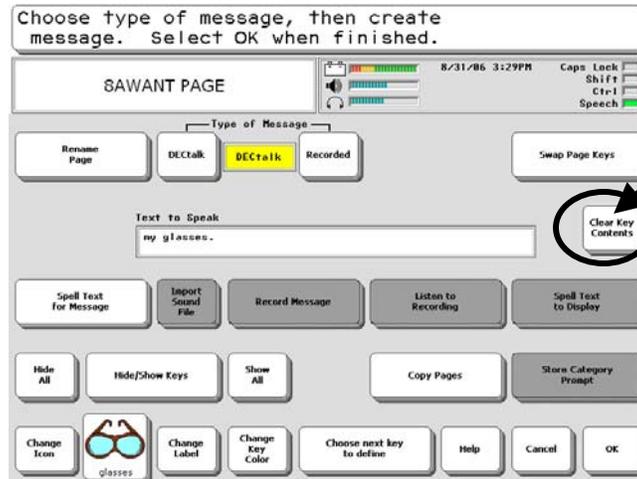
1. To see this **8Adult Page**, Go to **Toolbox**, then **Choose Overlay Menu**, then **Explore Adult Acquired**. Select the **light blue key** for 8, 15, and 45. Select the **8 Word Cues** key.



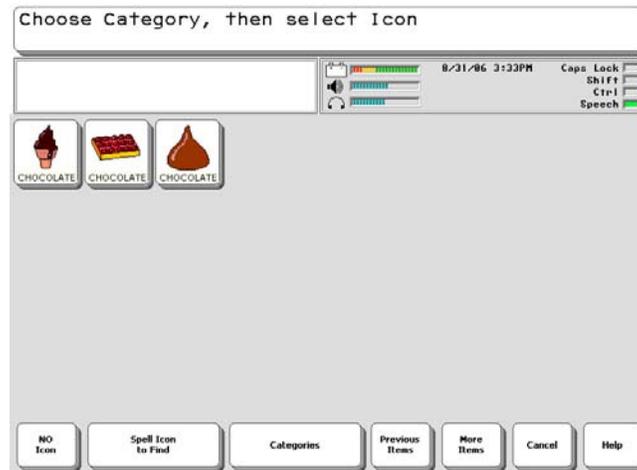
2. Select **I want**.



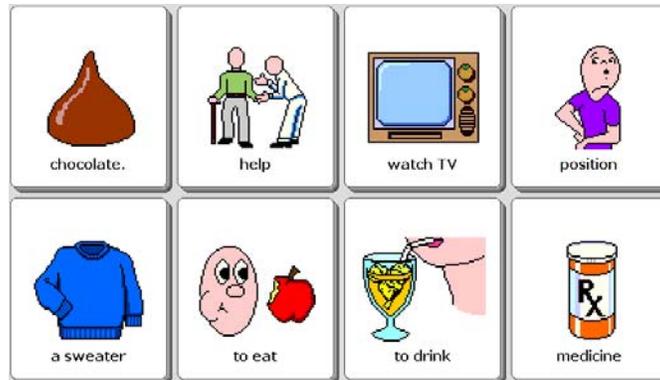
3. Now suppose you don't want to say glasses, but instead you need the word chocolate.
 - Select the **Set-up Key**, the recessed key at the top right on the front of the device.
 - You will see a prompt that says, **Select the key you wish to modify**.
 - Select **Glasses**.
 - Select **Clear Key Contents**.



- Next select **Spell Text for Message**, then spell "chocolate".
- Select **Change Icon**. You can use the key that says spell icon to find and spell chocolate.



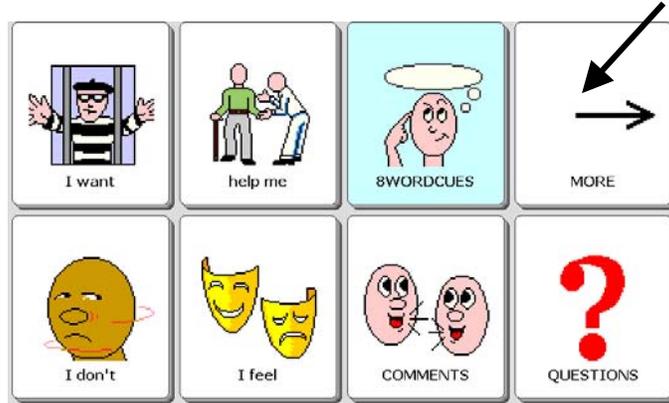
- Select the icon that you want.
- Finish by selecting **OK**.
- You will see your customized page, but you will not be able to leave this page.



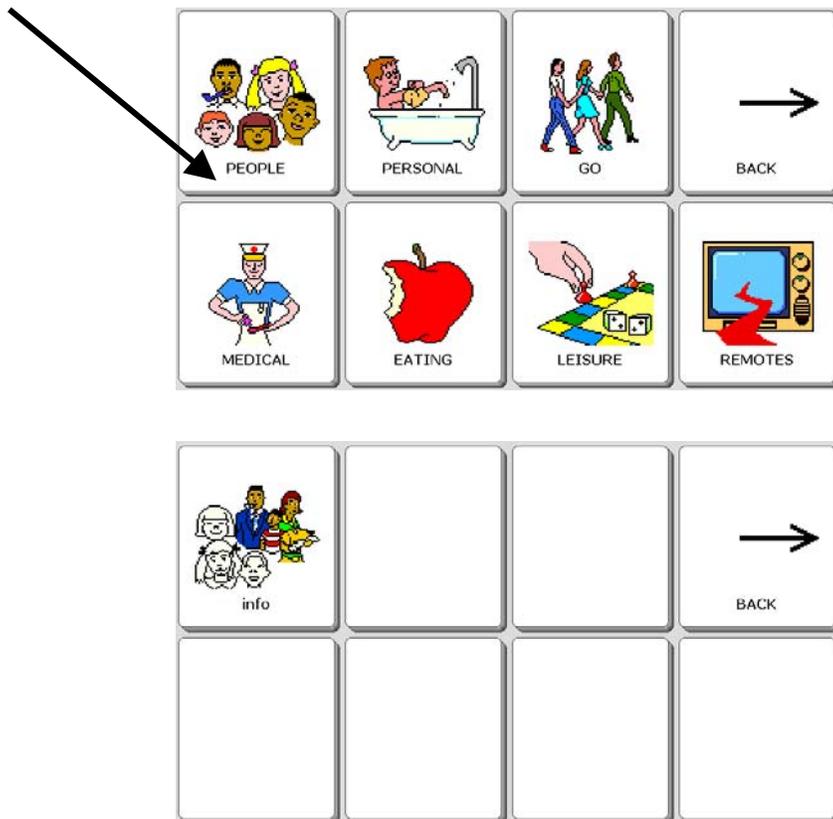
- **Go to the Toolbox**, then select **Go to Minspeak**, then select **8 Word Cues**.

How do I put names of people in the Word Cues pages?

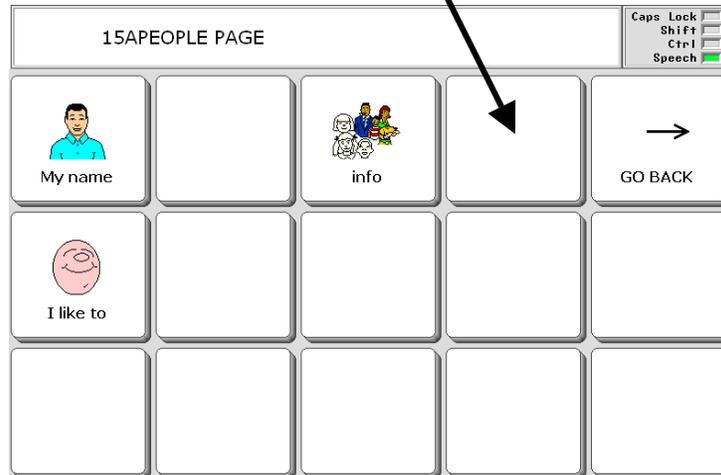
1. The 8 location Word Cues pages will work better for you if you do not make any customizations to them. However, in the 8 location area there is a place to put names of people.
 - Use the **MORE** key on the first screen to go to the next page of 8.



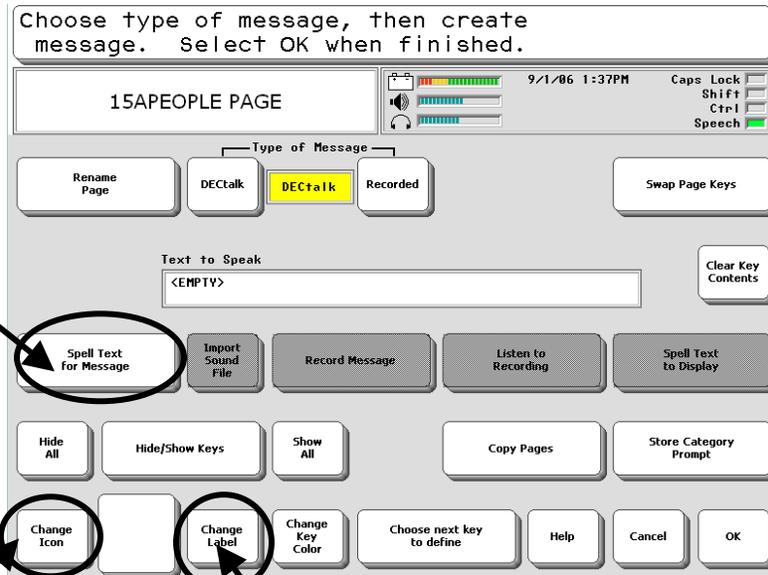
- Select the **People** key on this page.



- Use the **Set-up** key (the recessed key at the top right corner on the front of the device) to begin customizing this page.
 - Follow the prompts on the screen.
 - Select **Spell Text for Message**.
 - Select **Change Icon**.
 - Select **Change Label** if needed.
 - Select **Choose Next Key to Define** if you want to program another key.
 - Select **OK** to finish.
2. Putting names of people in the 15 location Word Cues pages works the same way.
- Go to the **Toolbox** by using the **Tools** key on the top front of the device.
 - Select **Choose Overlay Menu**, then **Switch User Area**, then **8, 15**, and **45 with Word Cues**. Select **OK**. Go to **Minspeak**.
 - Select the large **15** icon.
 - Select the icon for **People**.
 - Use the **Set-up** key. When you see the prompt at the top of the page, choose any blank key on the **People** page.



- Follow the prompts on the screen to **Spell Text for Message; Change Icon, Change Label.**

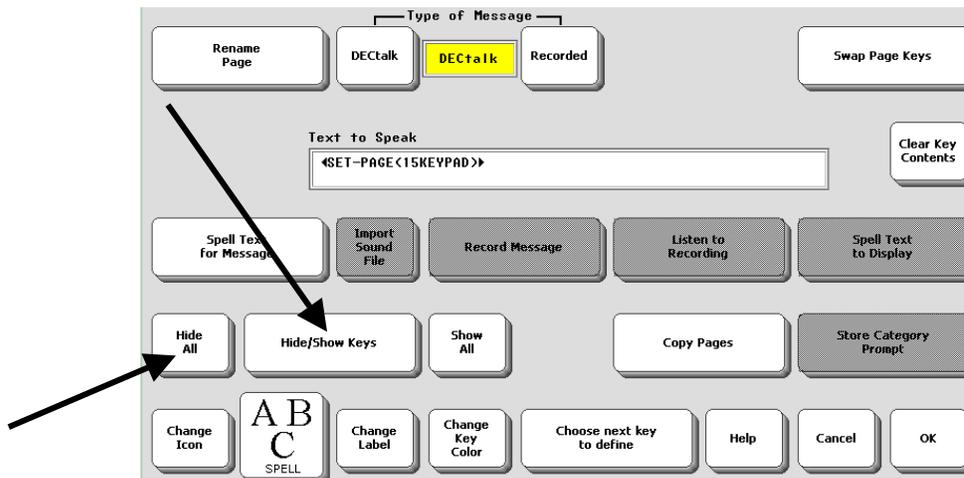


Is there a level between 8 and 15 location pages?

If the 15 location pages seem to be too difficult because of too many choices, you can put away or hide as many keys as you want to.

To hide keys on a page:

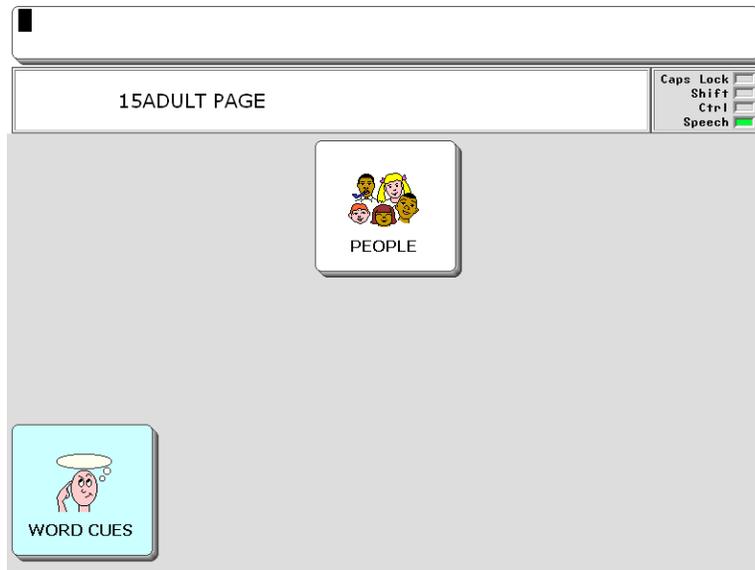
1. Start on the page where you want to hide keys.
2. Select the **Set-up** Key, the recessed key at the top right on the front of the device.
3. Select any key.



4. Use either the **Hide All** key or the **Hide/Show Keys** key, then follow the prompts on the screen to hide as many keys as you want. The keys stay fully programmed, and you can bring them out or show them when you are ready.

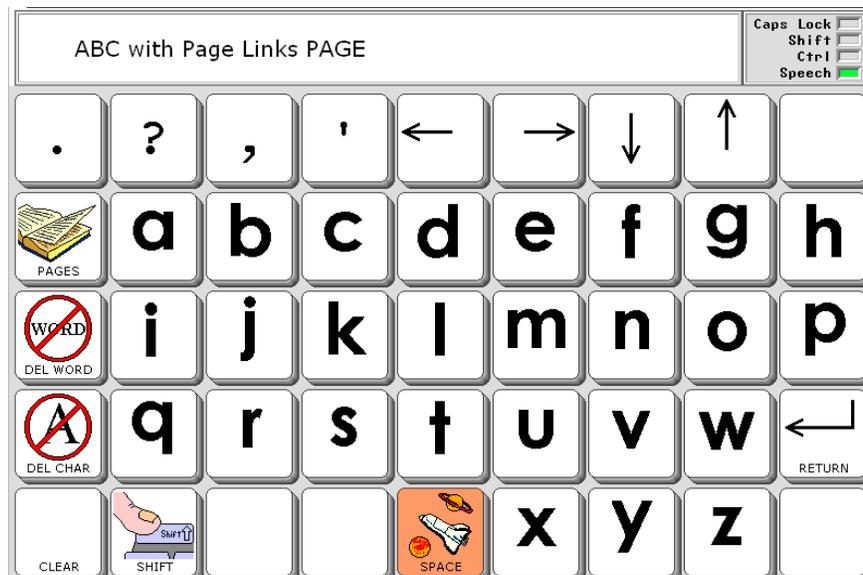


Select the **Tools** key to exit, then select **OK**.

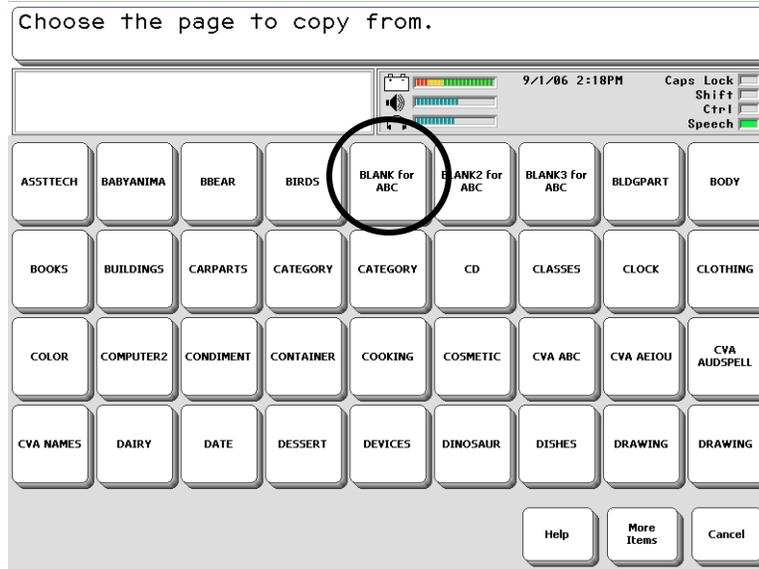


How do I add a page to one of the Adult Acquired programs?

1. First identify the location where you want to add your new page. A key that is blank is a good place. Remember that WordPower, Word Core and Word Cues may not be easy to customize by adding pages. Be sure that you understand the architecture of these particular programs before altering them.
2. As an example, let's add a page to the **ABC** + pages.
3. Go to **Tools, Choose Overlay Menu, Switch User Area, then Explore Adult Acquired. OK. Go to Minspeak.**
4. Choose the **8, 15, 45** key.
5. Select **ABC** + Pages.

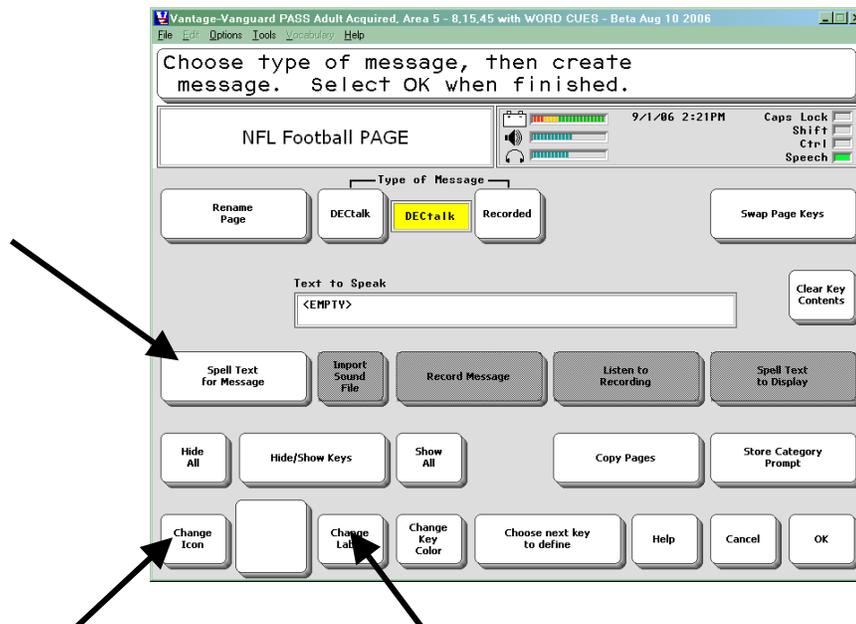


6. Select **PAGES**
7. On the **Pages for ABC Page**, you can choose a place to add a page.
8. You can now create a new page.
9. Select the **Tools** key and go to the **Toolbox**.
10. Select **Create Page**.
11. Type in a name for your new page, like "NFL football".
12. Select **OK**.
13. Leave the number of locations set on **45**.
14. Select **Copy from an Existing Page**.
15. Use the **More Items** key at the bottom of the page until you see **BLANK** for **ABC**.



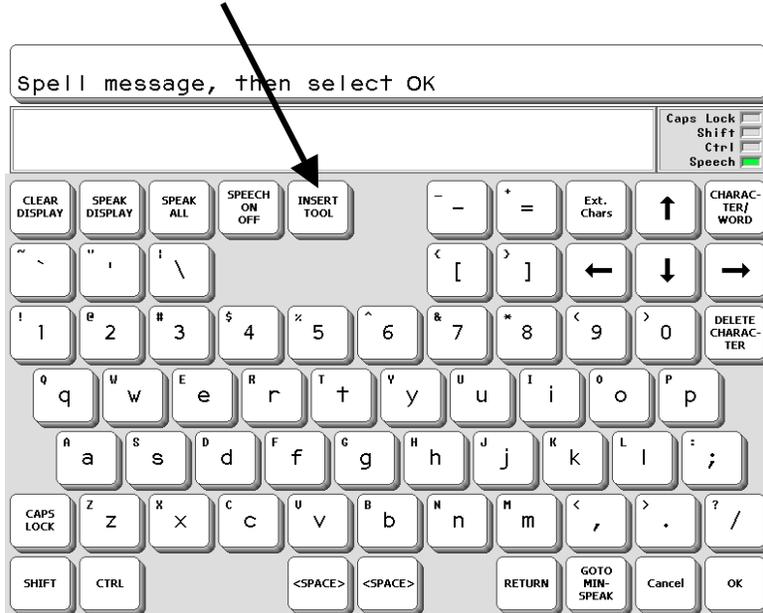
When you choose **BLANK for ABC**, you see the new page you are working on.

16. Choose the key you want to start creating. You will then see options to **Spell Text for Message**, **Change Icon** and **Change Label**. Continue to follow the prompts on the screen until you complete these three options.

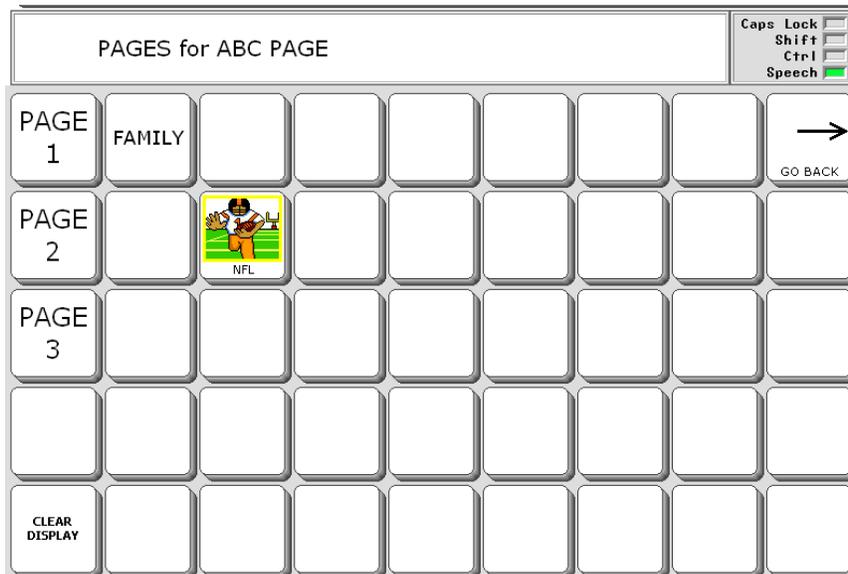


17. If you want to program another key, select **Choose Next Key to Define**.
18. Select **OK, OK** when you are finished.
19. Now that your new page is made, you can set it into the **Pages for ABC Page**.
20. On the **Pages for ABC** page, first select the **Set-up Key**, then choose a **blank** key. Select **Spell Text for Message**.

Select **Insert Tool**.



21. You see a list of all the device tools. Use the **More Items** key at the bottom of the page to find **Set Page**.
22. Select **Set Page**, then choose the page you are adding, "NFL Football".
23. Change the icon and the label on the key where you set your new page.



Vantage™/Vanguard™ PASS™ Program

Install the PASS Program

➡ Close any open applications before installing the VT/VG PASS.

Insert the PASS CD into the CD-ROM drive on your computer. From the screen that appears, choose the Vantage-Vanguard option. You will see this box on your computer screen:



Click on **Next** and follow the instructions.

If the Install process does not begin automatically on your computer, go to the drive where you inserted the CD and click on **PASS_install.html**. This will open the PASS installation options screen.

When the installation is complete, close the program and go to your computer Desktop. Open

PASS by double clicking on the  icon:

About PASS

➡ Files created in PASS can be used with both the Vantage and Vanguard II communication devices. For ease of reference, we will simply use "Vantage" in this manual.

➡ **Important Note!** MTI files created with this new PASS software **cannot** be loaded into devices using an older version of software. MTI files created with older versions of software can be loaded into the new PASS software.

For example: If you have an older device and want to make vocabulary changes using this new PASS software on your computer, the new vocabulary will not load back into your device. If you create vocabulary using this new PASS software, you cannot share it with people who are using an older version of software on their devices.

PASS contains a *Vantage Emulator*. This means that when you open PASS, you will see a copy of the Vantage screen on your computer monitor that looks and runs almost exactly like the PRC Vantage device. The biggest difference between PASS and the Vantage is that the Computer Pages, Computer Activities, IR and some of the Selection Techniques will not work from the emulator.

PASS also offers some special features that you will learn about in the following pages.

➡ All examples in these instructions use the default Vantage vocabulary, Unity[®] 45 2-hit. This is already loaded into User Area 2.

➡ PCS[™] symbols are turned on and available for use in this emulator.

➡ **A Note about using switches:** You can emulate using a single or double switch by selecting the technique you want from the SELECTION TECHNIQUE MENU. The key/switch assignments are below. The Joystick selection technique will not work.

These Keys:

LEFT <Ctrl>
RIGHT <Ctrl>
LEFT <Shift>
RIGHT <Shift>

Control These Actions:

Switch A SELECT
Switch A OFF/ON
Switch B OFF/ON
Switch B SELECT

➡ **Note:** If you are using the <Shift> keys, you may see a message on your computer screen about "Sticky Keys" being turned on. Read the message and select whether you want to use them or not.

➡ **A Note about using System Lock:** You can turn **System Lock** On and Off in the PASS. When System Lock is ON, if you select certain menus in the Toolbox you will see a message that tells you that SYSTEM LOCK is On. To use the menus, go to the MAINTENANCE MENU and turn System Lock Off.

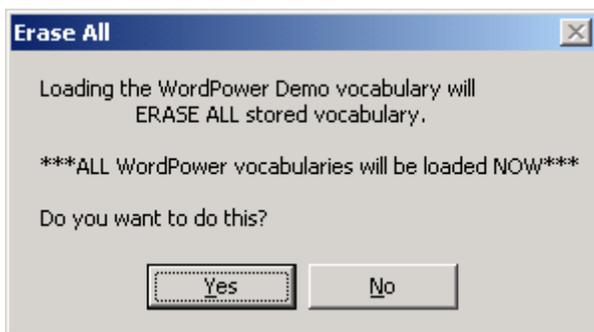
About the Demo Vocabularies

The PASS comes with Unity vocabularies already loaded into User Areas. There is also a **Demo Vocabularies** option that allows you to try out WordPower™ (and perhaps other vocabularies). To find the demo vocabularies: go to the **Toolbox**, open the **CHOOSE OVERLAY** menu, select **Overlay Menu** and then select **Demo Vocabularies** (You may have to select **More Items** to see the DEMO Vocabularies option.). You see the WordPower™ demo vocabularies to try.

➡ **Important Note:** Loading WordPower™ erases Unity® (or any other) vocabulary. If you select the WordPower demo, **all** the current vocabulary in the PASS will be erased and **all six** WordPower vocabularies will load. ➡ If you want to save the vocabulary you are currently using, perform an MTI before loading WordPower.

WordPower contains its own Word Prediction dictionary and it is not compatible with the Unity Word Prediction dictionary. If WordPower is loaded, Unity has to be erased. If Unity is loaded, WordPower has to be erased.

If you select to load the WordPower demo you will see the following warning:



If you say "No", PASS keeps your original vocabulary and exits the erase the menu. If you say "Yes", PASS loads the new vocabulary.

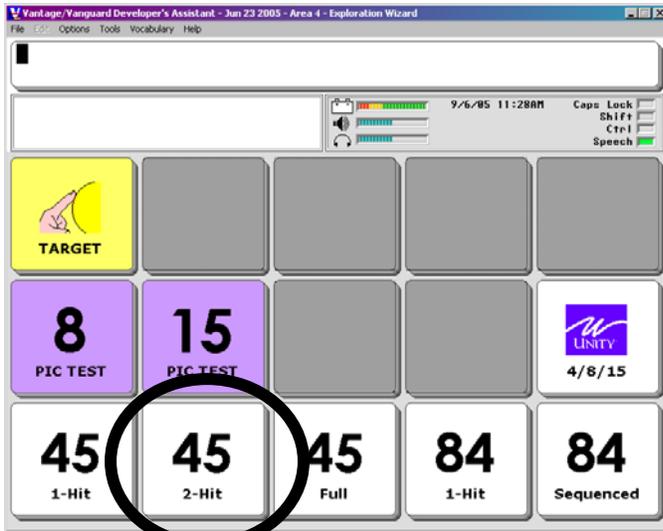
➡ **Remember:** Loading the WordPower demo replaces all other vocabulary in the device.

If you load WordPower and later want to return to using Unity, you will have to re-load the Unity vocabulary. If you saved your memory using the MTI, you can load the saved memory back into PASS. If you just want to load a single Area or two you can use the **Choose Overly** option in the **USER AREA MENU**. You can also open the **MAINTENANCE MENU** and select the **Reset Defaults** option which will return the PASS to its original defaults.

Using PASS

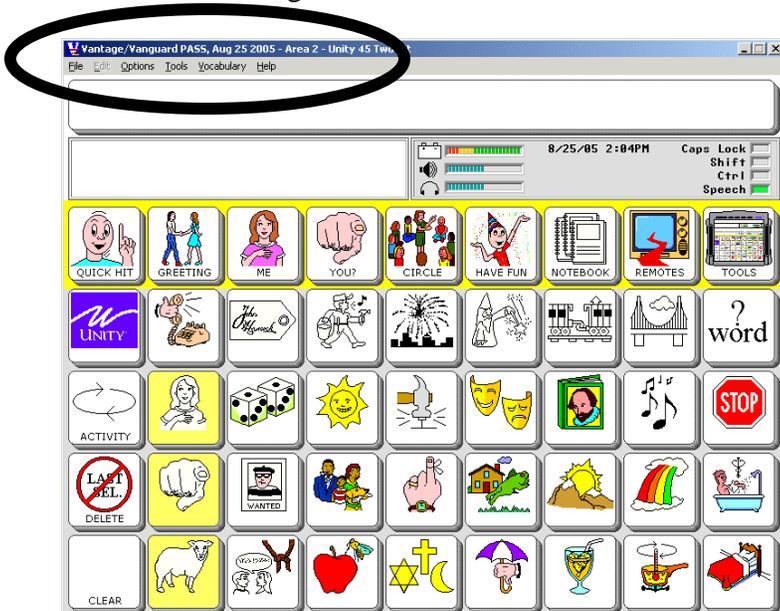
Getting Acquainted

On your computer's desktop, double-click on the **PASS** icon, . This opens the emulator. Click **OK** on the Welcome Message. You should then see the Exploration Wizard.



Select the **45 2-Hit** key.

You are now using the PASS Emulator. Notice the **Menu Bar** above the Text Display Screen.

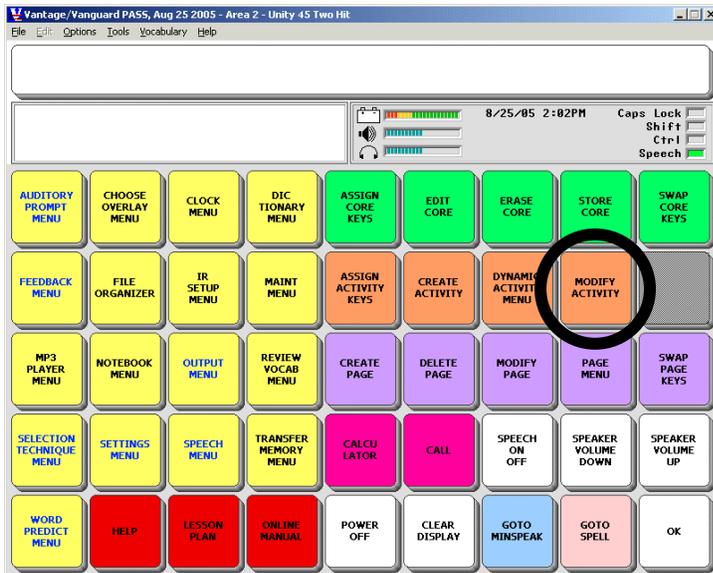


Open the **Options** Menu.

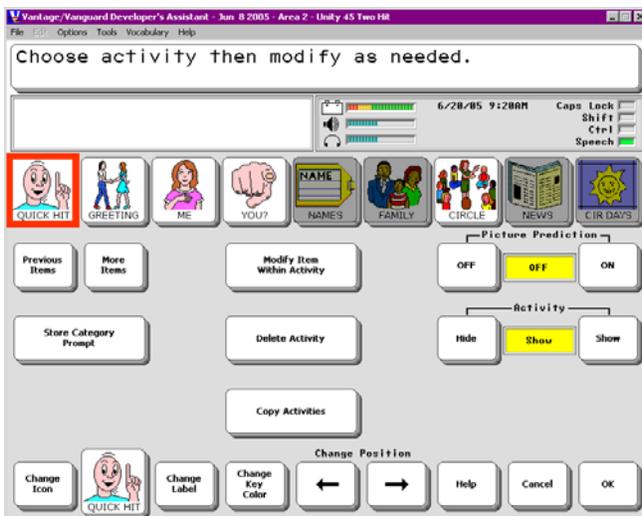


Select **Go To Toolbox**.

You see the Toolbox display.



Now you are in the Toolbox and can use it the same way you would on your device. For example, select the **MODIFY ACTIVITY** menu. You see:



You can modify any activity you want to, the same way you would on your device. Select **Cancel** to return to the Toolbox.

Using the Screen Capture Option in the Tools Menu

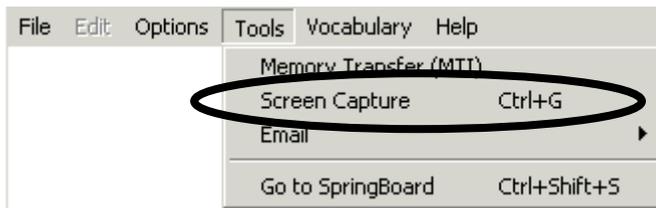
Perhaps you want to create a new activity in order to teach people how to do it. You would like to take a screen picture of every step you make in the process. Then you would like to print the pictures and use them as handouts. You might even like to e-mail the pictures to someone.

Go to the **Toolbox**.

Activate the CREATE ACTIVITY Menu.

Spell the name for your Activity.

Open the **Tools** menu in the menu bar at the top of Text Display Area.



Notice that the second option in the menu is **Screen Capture**. This allows you to take a picture of the screen you are working on.

Select Screen Capture.

The default graphics program on your computer will open up. This is usually MS Paint[®]. The emulator will take the screen shot and the graphics program will display it on your computer. Open the **File** menu on the graphics program and select **Save As**. Name and save the picture to a file or folder where you will be able to find it again. ➡ To select a different graphics program, see the next page, **Set Preferences from the File Menu**.

Whether you select **Save As** or not, the graphic will be saved automatically in the PASS folder that was placed on your computer when you installed the program.

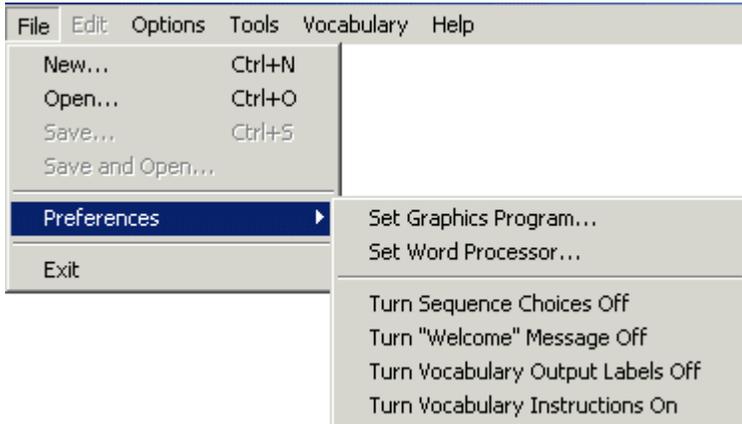
➡ If you can't remember where the PASS folder is, open your **Start** menu, select **Find**, select **Files or Folders**, type in **PASS** and click on **Find Now**.

The picture will be placed in the **BMP** folder and named "SCREENDUMP.BMP". Each screen capture you take will overwrite the picture that was last placed in the BMP folder, so there will never be more than one picture in this folder. ➡ **We highly recommend** that you select **Save As** in the graphics program and name and save the picture to a file or folder of your choice so you will remember where it is.

You can continue to capture and save each screen in the CREATE ACTIVITY process. Once the pictures are named and saved into a folder on your computer, you can print them; you can open a word processing document and paste or insert the pictures into the document and print the document; you can insert or attach them to an e-mail using the **E-Mail Screen Capture** option;

you can use them in a PowerPoint® presentation. In short, you can do anything with them that you can do with graphics on your computer.

Set Preferences in the File Menu



You can select a **graphics** program and a **word processing** program of your choice in this menu option. If you do not set a preference, PASS will use WordPad® and MS Paint® as the default programs. If you want more features than WordPad or MS Paint provide, then use the **Set Graphics Program** and **Set Word Processor** options to set the programs you want to use. Once you set a preference, all graphics and documents will be saved in those programs unless you return to **Preferences** and select different ones.

Options:

- **Turn Sequence Choices Off:** this applies to the **Write with Icons** option and allows PASS to choose the most-likely sequence for you rather than display all the choices.
- **The Welcome Message** can be turned On or Off in this menu. When this is turned On, you will see a screen that contains a few quick tips about often-used PASS options. You can also see this screen by opening the **Help** menu and selecting **Welcome Message**.
- **Vocabulary Output Labels Off:** this "Unclutters" the display when you are using **Look Up Vocabulary Location**; turns off all the explanatory text attached to icon locations.
- **Vocabulary Instruction Off:** removes Unity-specific information at the top of the screen; this option applies to all vocabulary displays

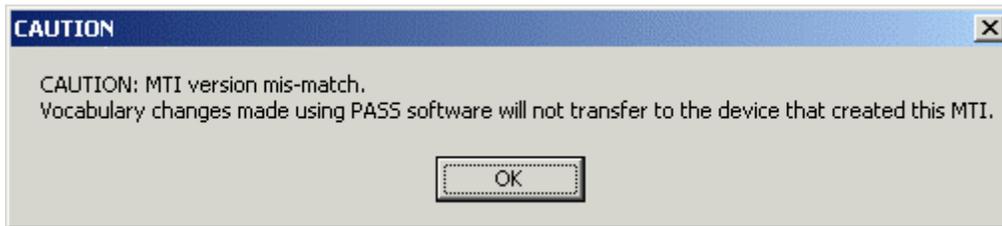
Using the MTI Options in the Tools Menu

➤ Make sure your e-mail program has the MAPI server enabled.

➤ **Important Note!** MTI files created with this new PASS software **cannot** be loaded into devices using an older version of software. MTI files created with older versions of software can be loaded into the new PASS software.

For example: If you have an older device and want to make vocabulary changes using this new PASS software on your computer, the new vocabulary will not load back into your device. If you create vocabulary using this new PASS software, you cannot share it with people who are using an older version of software on their devices.

If versions won't match, this warning will appear:



You can still examine older MTI files and explore vocabulary but you cannot make MTI changes.

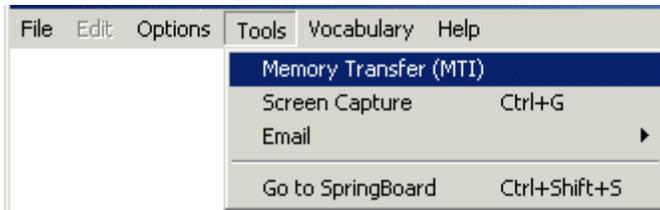
Creating an MTI file

PASS allows you to do a Memory Transfer while you are in the emulator. This means you can create a Page or Activity and save it as an MTI file in your computer. Or you can save a whole User Area or the complete emulator vocabulary as an MTI file on your computer. Once you have created the MTI file you can e-mail it to someone if you would like to.

For example, let's say you created a Page. You want to save it as an MTI file and then e-mail it to someone so they can download it to their computer and load it into a device or into their PASS emulator.

Once you have created the Page, open the **Tools** menu in the menu bar at the top of the emulator's Text Display Area.

Select **Memory Transfer (MTI)**

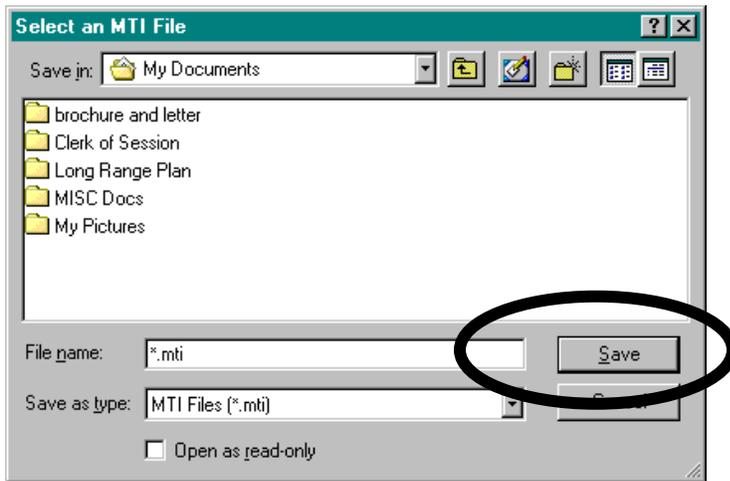


You see the TRANSFER MEMORY MENU on your screen.

Select **Save A Page**.

Select the Page you want to save.

You will see a screen similar to this one:



Type in a name for your page. Make sure the name ends with .mti (dotmti).

Select **Save**.

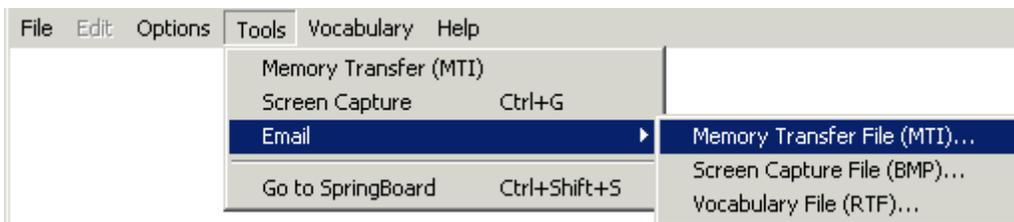
A yellow box will appear telling you the transfer is complete. Click **OK**.

Sending an MTI via E-mail

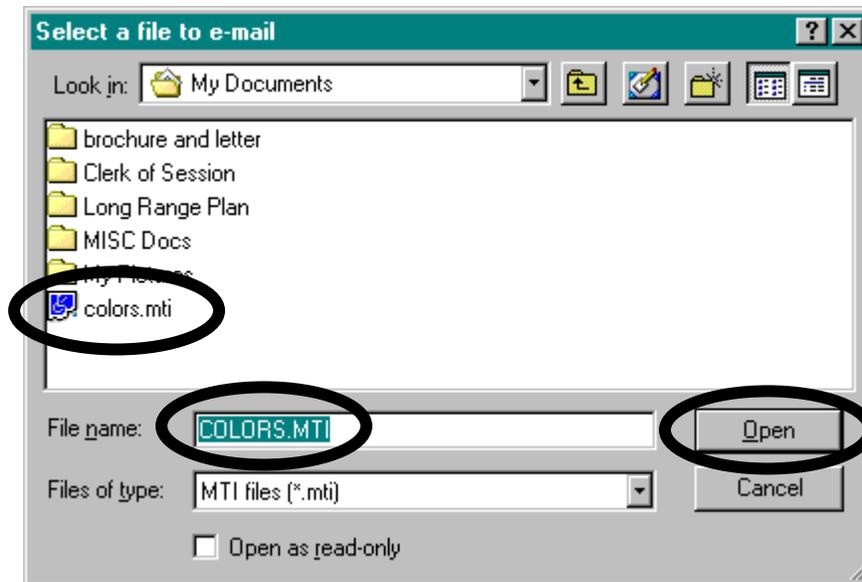
Open the **Tools** menu at the top of the Text Display Area.

Select **E-mail**.

Select **E-Mail - Memory Transfer (MTI)**



Depending on where you saved the file, you will see something similar to this:



Select the File

PASS shows you the last file or folder where you saved an MTI file. Click on the name of the file you want to e-mail and select **Open**. If you want to send an MTI file that was stored in a different folder, click on the arrow in the **Look In** box and find the folder that contains the MTI file you want to send. Highlight the file and then select **Open**.

Send the E-mail

When you have selected **Open**, a new message from your e-mail program will appear on your screen. The MTI file will be attached to the e-mail. All you have to do is type in an address and any message you want to add and then send the e-mail.

➡ You can e-mail a vocabulary document (i.e., a Vocabulary Display that you have saved as a document) or a screen capture in exactly the same way as you e-mail an MTI file.

If you Receive an MTI File as an E-mail Attachment:

Open **PASS** if it is not already open.

Open the **Tools** menu in the menu bar at the top of the screen.

Select **Memory Transfer (MTI)**.

Find the MTI file you received and click on it. The file should be in your e-mail **Attachments** folder.

Click **OK** in the yellow box when the transfer is complete.

You can load any MTI file into your emulator as long as the file is on your computer. For example, if you want to load a User Area from a Vantage into a User Area in your emulator, you must first perform a regular device-to-computer MTI. Once the Area is saved as an MTI file on your computer you can use the **Memory Transfer (MTI)** option in the **Tools** menu and transfer the Area into your emulator.

If you want to load a User Area from your emulator into a User Area in a device, first you have to save the emulator User Area as an MTI file using the **Memory Transfer (MTI)** option in the emulator's **Tools** menu. Once the Area is saved, use the regular computer-to-device MTI process to load the Area in the device.

Other Tools Menu Options

Go to Pathfinder or SpringBoard

If you have the PASS software for Pathfinder and/or SpringBoard installed on your computer, this option will open it without your having to go to your desktop to click on the icon. This allows you to move quickly from your device to the other device emulators for programming.

Browse Icons

If you select this option, you see the Icon Category folders on your display screen. You can now browse through the folders. You cannot select icons from this option, but you can see what icons are available and find out where they are stored.

Now You Can...

- Save a picture of the Vantage display
- Save pictures of the steps used to create a Page or Activity
- Save a picture of a User Area Overlay

- Use these pictures as teaching tools
- Save the pictures in a graphics program and print a picture or e-mail it
- Insert the pictures into a document and save them
- Create a specialized vocabulary for a client in one of the PASS User Areas

If PASS software versions are compatible you can:

- Turn specialized Vocabulary into an MTI file and download it into the client's Vantage or Vanguard.
- E-mail an MTI file to a colleague who can then download it into a device or into their PASS emulator.

Using the Vocabulary Display Options

The **Vocabulary** menu has a **Vocabulary Display** option that allows you to do a number of things with the vocabularies in the emulator. You can do vocabulary sorts for Core vocabulary, Activities, Pages, etc. You can see where icons and sequences are stored, what the rationales are for different icons, etc. You can add your own comments to rationales. You can find specific phrases. You can even type in text and see the icons that represent your text.

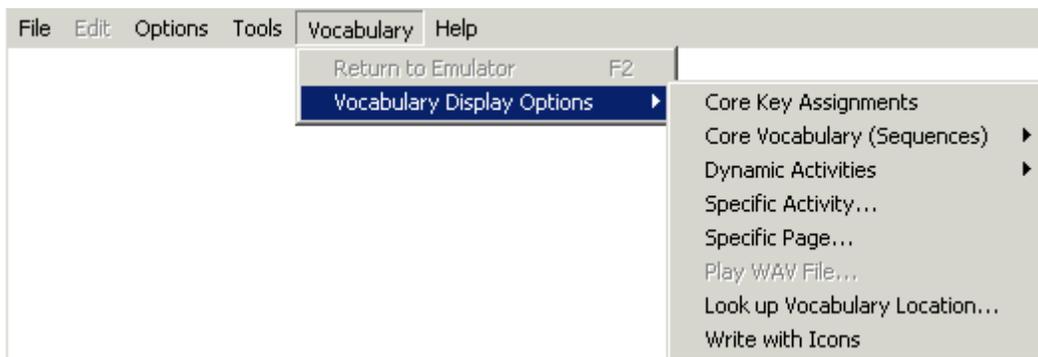
↻ When you are using options in the **Vocabulary Display** menu, you will see a display of the vocabulary that is in the current User Area of your emulator. You can switch User Areas in the emulator to see different vocabularies.

For example:

Double click on the **PASS** icon on your desktop to open the program, if it is not already open. (If **PASS** did not open up in **Minspeak**, select the **Go To Minspeak** key.)

Now you should see the overlay in the current User Area. For this example, we are going to use the **45 2-Hit** overlay. Make sure this is the overlay you are using. To check this, select the **Options** menu, then select **Go to Toolbox**. Activate the **CHOOSE OVERLAY** menu in the Toolbox. If the text in the Text Display Area does not say **Unity 45 2-Hit**, activate **Switch User Area** and select the **Unity 45 2-Hit** User Area. Click **OK**. Activate **Go To Minspeak**.

Open the **Vocabulary** menu at the top of the Text Display Area and then open **Vocabulary Display Options**.



All of the new options allow you to view vocabulary in different ways.

Select the **Core Key Assignments** option.

The Core Key Assignments Option

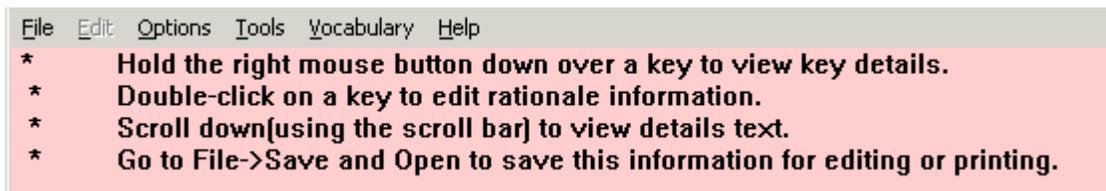


You now see a copy of the current User Area vocabulary (Unity 45 2-hit).

➡ **Notice the background color of the display** (on your screen) and the directions at the top of the page. Both of these are indicators that you are in a Read-Only display. This means that basically the only things you can do are what the directions at the top of the page tell you. The **Edit** menu is not available for use.

All Read-Only displays (there are 3) have the pink background and the same directions at the top of the display. All other Vocabulary Displays have a cream colored background and the Edit Menu is active.

Read-Only Vocabulary Display Directions



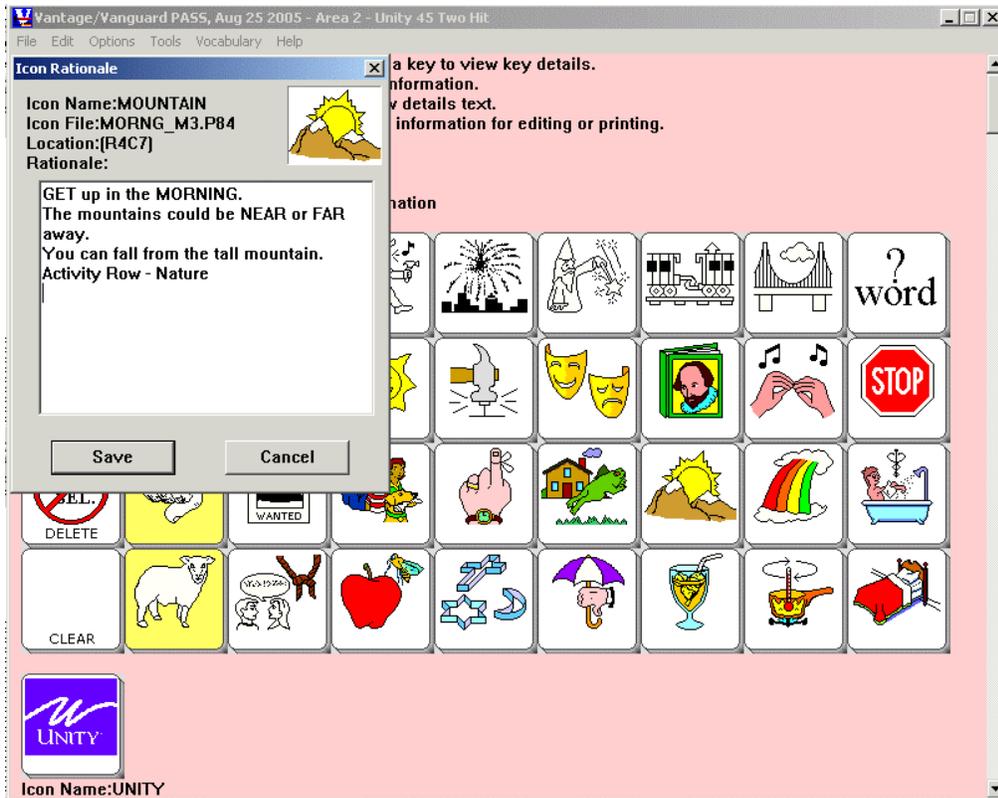
If you place your mouse over a key and hold down the right mouse button, you will see details about the key. For example, right click on the MOUNTAIN icon.

You will see, among other things, the icon name, its location on the overlay and the file name under which you can find that exact icon.

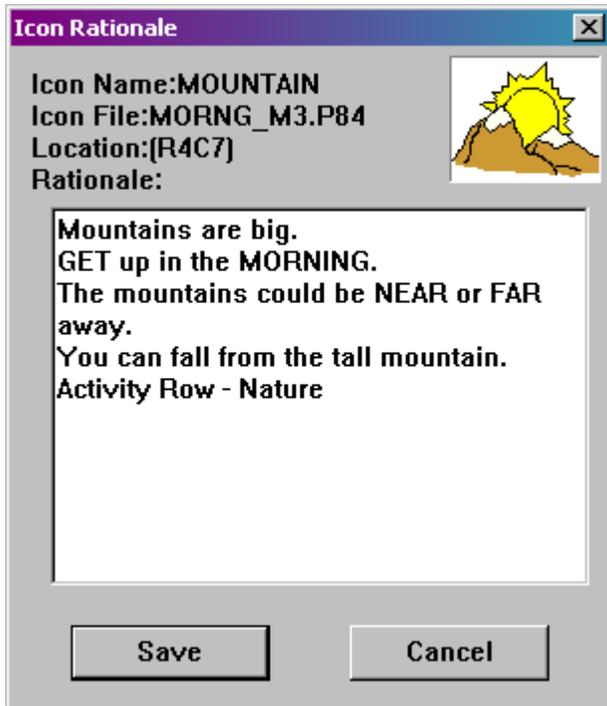
The instructions that you see on the screen can be turned Off in the **File/Preferences Menu**.

If you want to add a rationale to the icon, double click on the key you want. For example, double click on the MOUNTAIN icon.

This box appears over the display.



Type in the rationale.

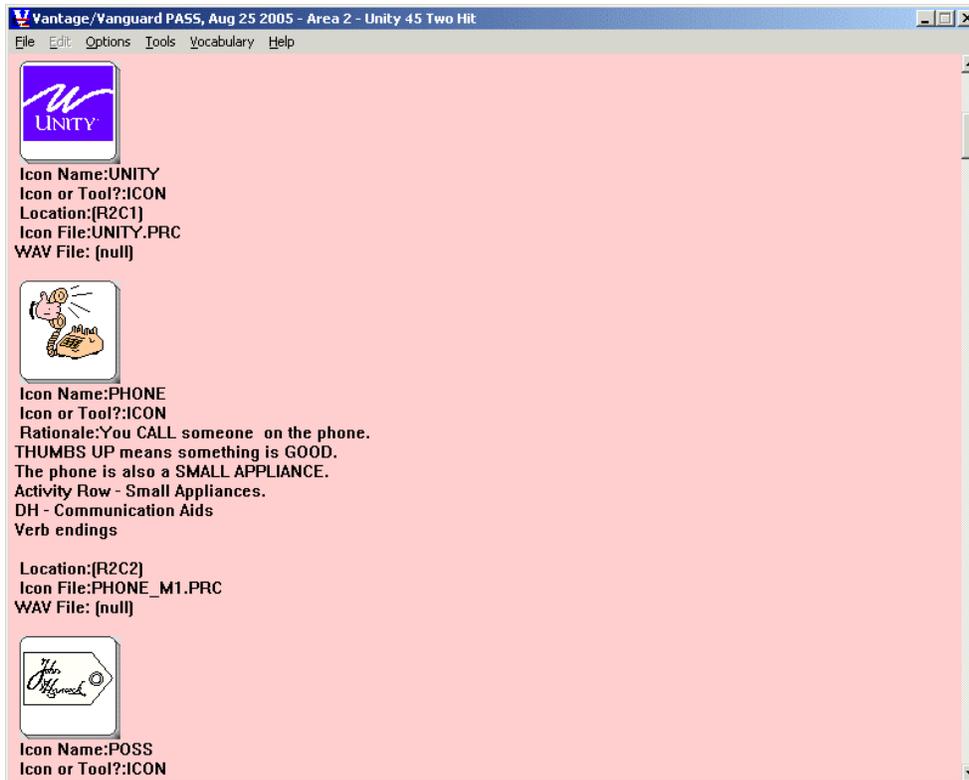


"Mountains are big" has been added to the rationale. If you select **OK**, the program will save the edited rationale. It will remain a part of the MOUNTAIN icon's rationale unless you bring up the box again and delete your addition.

If you decide you don't want the rationale, select **Cancel** before you select **Save**. The program will return to the default details.

➡ This is the only Read-Only Vocabulary Display where you can edit a rationale on-screen.

If you scroll down the vocabulary display, you will see the same detail information printed out as text.



Save your Vocabulary Information

You can save this information to use later or to send to someone.

Open the **File** menu at the top of the screen.

To save this file, click on **Save**.

Select a place to save the file and a name for the file. For this example, you might save it to your desktop and name it "Core Keys Vocab", or something similar.

The program will save the file as a word processing document (.rtf).

Go back to the **File** menu and select **Open**.

Go to where you just saved the file and select the file..

Click on **Open**.

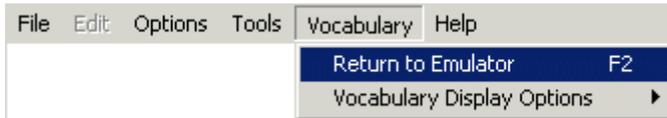
The file opens up as a word processing document. You can now make any changes you want and/or e-mail the document to someone, print it out, etc.

You can also select **Save and Open** from the **File** Menu. This will save your file and immediately open it as a word processing document for you to work on. As with the **Save** command, you will have to tell the program where to save the file and you will have to give it a name before it will be saved.

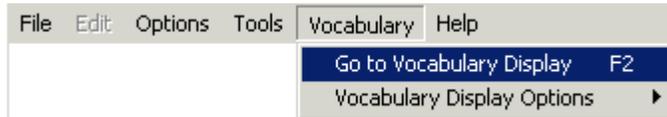
Printing Tip: Before you print any vocabulary file or overlay that you saved as a document, we recommend that you set your printer's "paper" option to **Landscape** instead of Portrait.

To Return to the Emulator

When you have opened the **Vocabulary Display** menu and are working in or looking at one of the options, you are **not** in the emulator. To return to the emulator and check something out, you must open the **Vocabulary** menu and select the **Return to Emulator** option. You are now in the emulator and can use it as you normally would.



To Return to Vocabulary Display

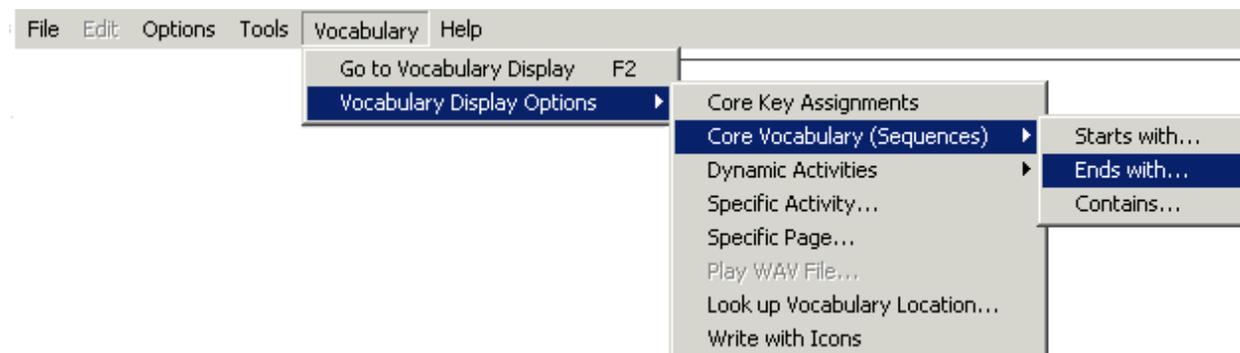


If you went from a vocabulary display to your emulator and you want to return to the Vocabulary Display you were viewing/working on, open the **Vocabulary** menu and select **Go To Vocabulary Display**. You will see the vocabulary display you were using.

You must use these two options any time you want to switch from a vocabulary display to the emulator or back.

- ➡ **A vocabulary display must be open** in order to switch between a display and the emulator.
- ➡ **Keyboard Shortcut:** Use the F2 key on your keyboard to toggle between vocabulary and emulator displays.

Viewing Core Vocabulary (Sequences)



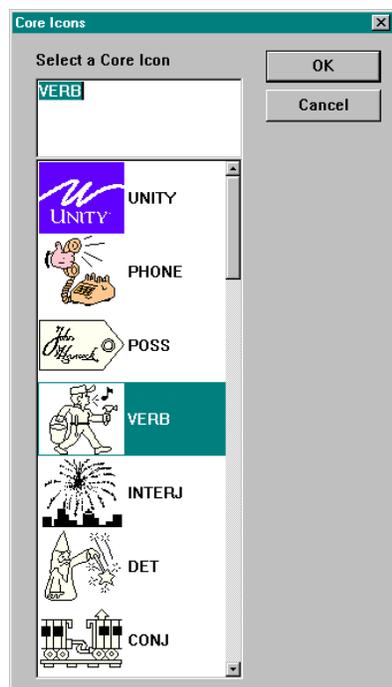
You might like to know if an icon is used in any sequences in a particular vocabulary.

Open the **Vocabulary Display Options** menu.

Select **Core Vocabulary (Sequences)**.

Select whether you want to find sequences that **Starts with**, **Ends with** or **Contains** a particular icon.

For example, you might want to know if the VERB icon is used as an ending icon in any sequences in the current vocabulary. You would select the **Ends with** option.

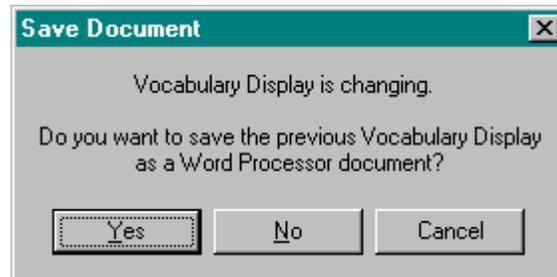


When you select the **Core Vocabulary (Sequences) Ends with** option you will see this box.

You can select any icon in the vocabulary as the **Ends with** icon. For this example, scroll down and select the VERB (Mr. Action Man) icon. Then select OK.

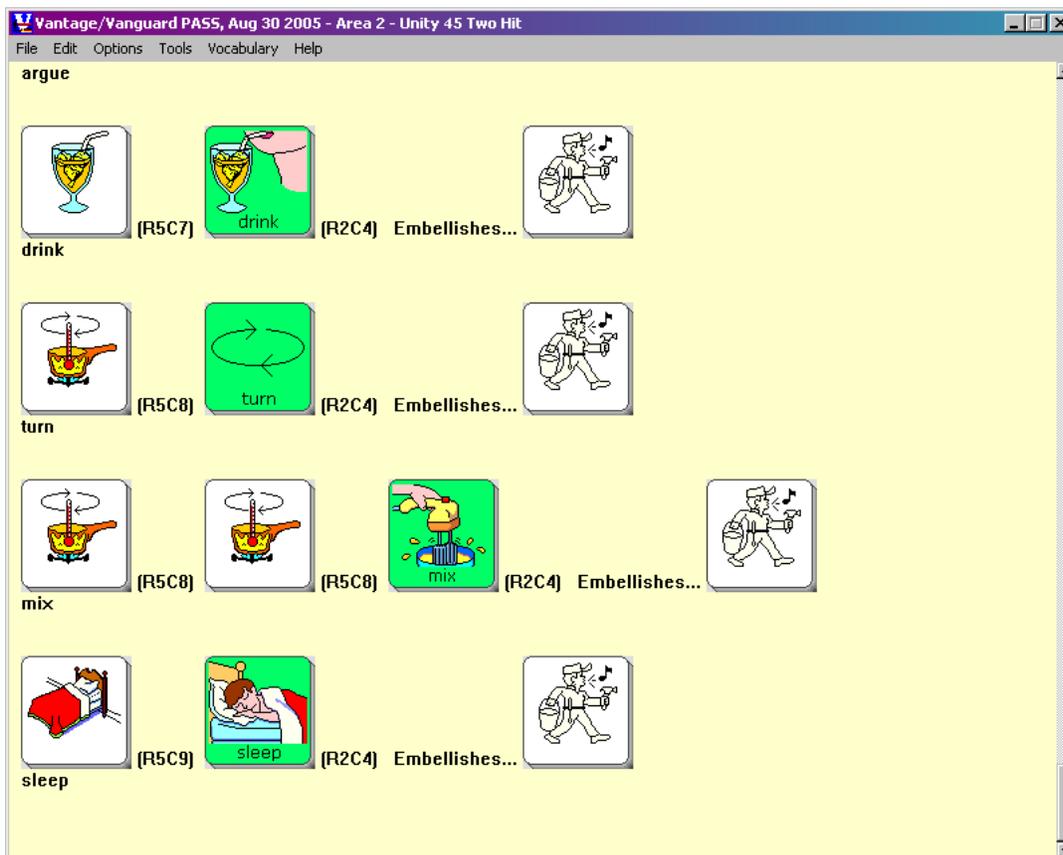
➡ You can use keyboard shortcuts to navigate through the icons. e.g. Tab, OK, Cancel, and the Up and Down arrows; otherwise, just use the scroll bar.

➡ **Vocabulary Display is changing Box:** When you change from one Vocabulary Display option to another one you will see the following box:



If you want to save the earlier display, select YES. Select where you want to save the file, then click *Save*. The emulator will then go to the new Vocabulary Display you selected.

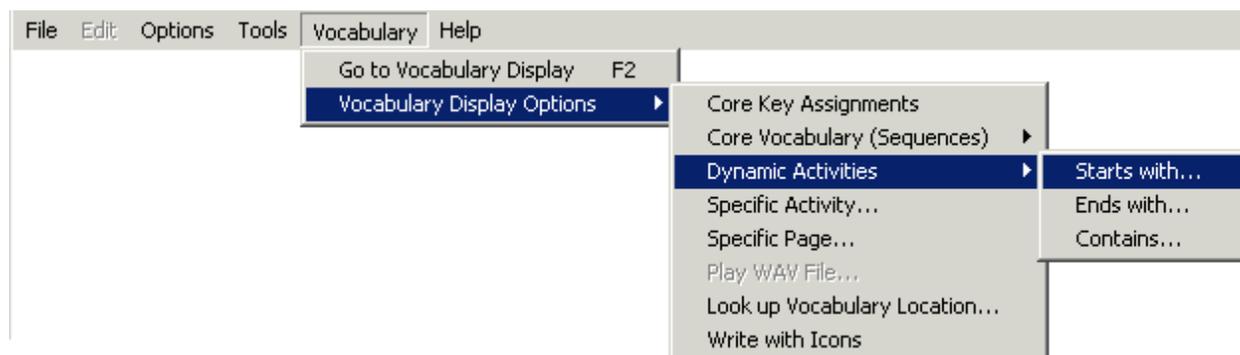
If you don't care about saving the display, select NO. You will then see the new Vocabulary Display you selected.



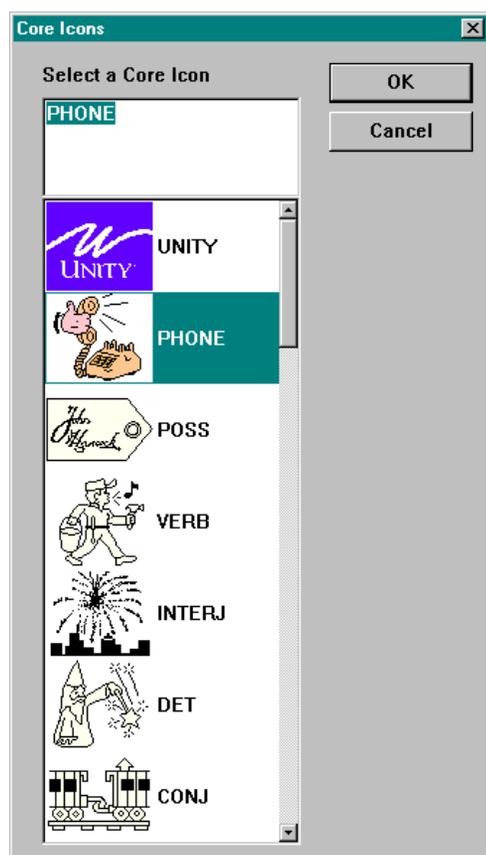
When you selected **Ends with: VERB**, the program produced this screen. You can see where each sequence is stored and how it is stored. If you want to copy a sequence and use it in a custom vocabulary, just save the document and print it out. With sequences ending in the VERB icon you might want to check on grammatical endings. You can look at a sequence in this display then go to the emulator, activate the sequence and check how it works. Then return to the Vocabulary Display.

 **A Note About Embellished Icons:** In the sequences above, the final icon in each sequence has been embellished, or changed, in some way. In these cases the icon that has been changed is the VERB icon. In the first example, DRINK DRINK, the VERB icon was changed to the DRINK icon. In the third example down, the VERB icon was changed to the MIX icon. This screen tells you that the last icon in each sequence is VERB and that it has been embellished.

Viewing Dynamic Activities



The next Vocabulary Display option is **Dynamic Activities: Starts with, Ends with, Contains**. Among other things, this allows you to discover if there is a Dynamic Activity that starts, ends or contains any icon you are interested in. It can also be helpful if you are looking at Core Vocabulary on the emulator and you find a Dynamic Activity that you would like to use elsewhere. You can find how it is stored by going to the **Dynamic Activity** option and selecting one of the icons from the sequence.



Activate OK when you have selected a Dynamic Activity.

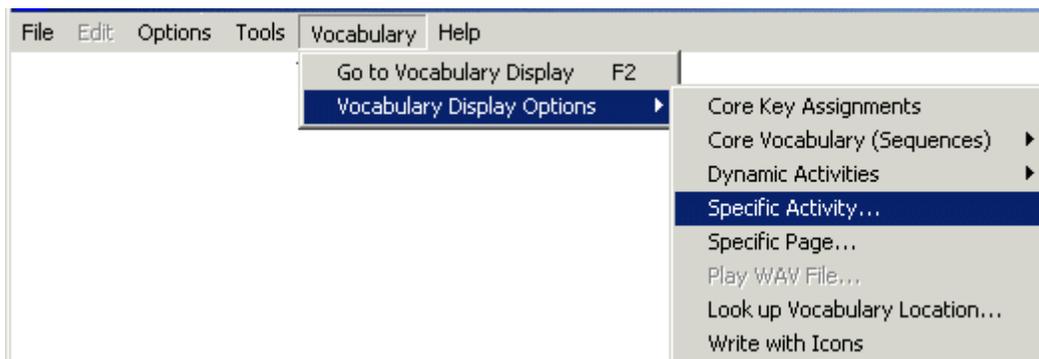


In the example above, PHONE is the **Starts with** icon. You can easily see what Dynamic Activities start with PHONE, their sequences, and which Activity is activated. As usual, you can edit in the display, save it and print it later.

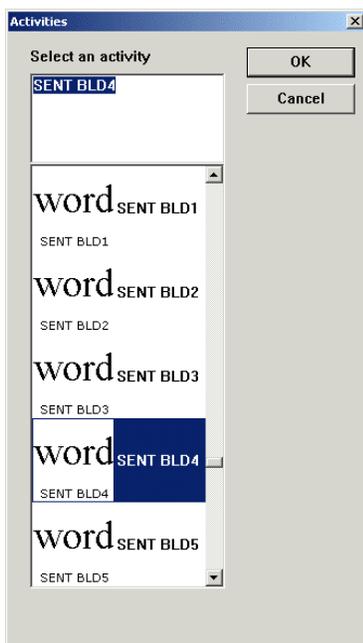
Viewing Specific Activity

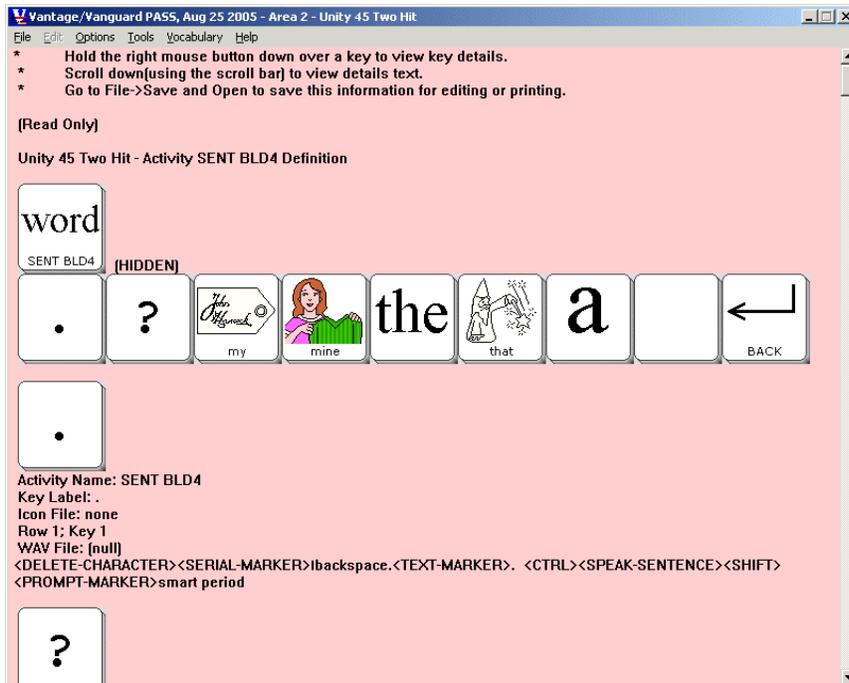
Using the previous **Dynamic Activity** example, let's say that you found out that PHONE +VERB activates the **Sentence Builder 4** activity. Now you would like to know about that activity.

Open the Vocabulary Display menu and choose **Specific Activity**.



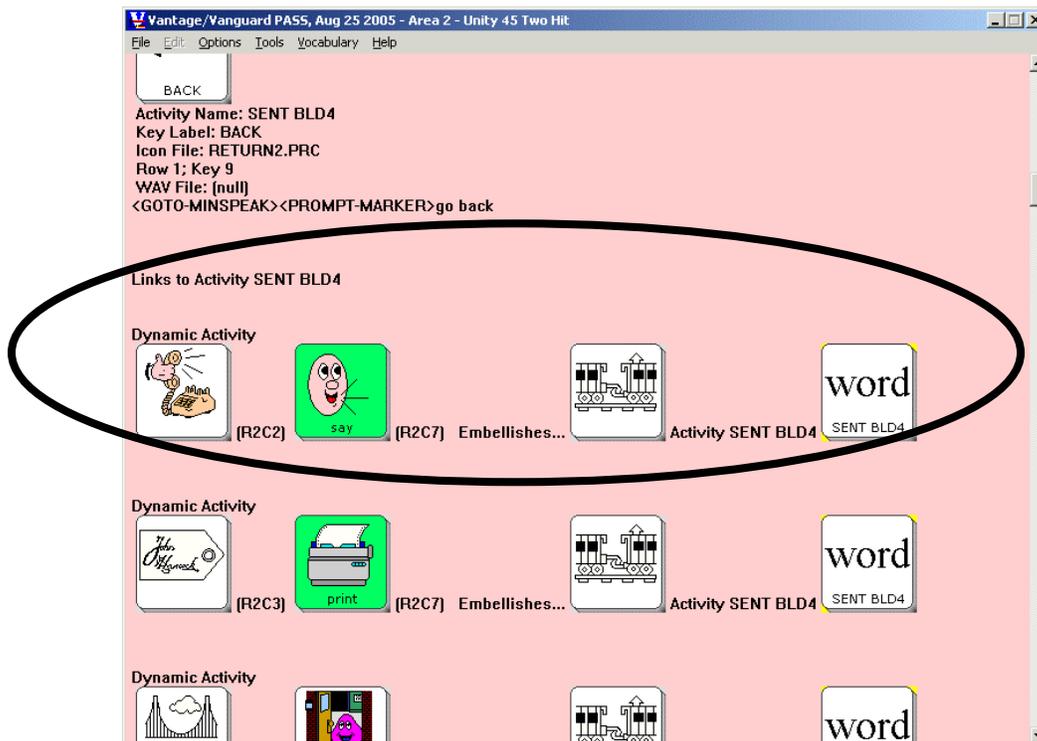
Now, select the activity you want. In this case, scroll down to WORD SENT BLD4. Click **OK**.





You see a display of all the keys in the Activity. As you scroll down the display, you will also see all the links to this activity. If you scroll down a bit, you'll see that the PHONE+VERB sequence is a Dynamic Activity link to the SENT BLD4 activity.

➡ A right click on a key will also show you that key's details.



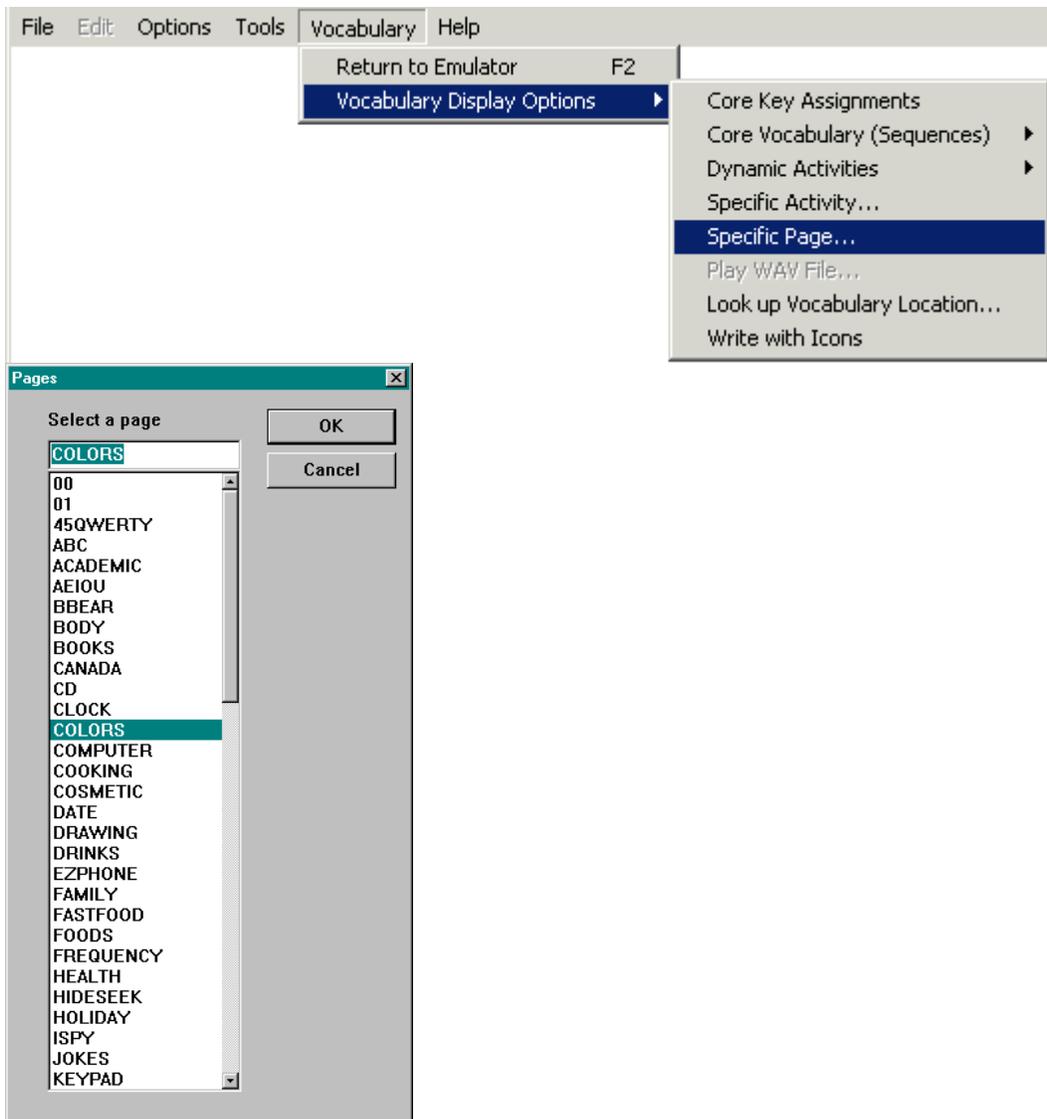
The **Dynamic Activity** option and the **Selected Activity** option can help make it easy to find and modify specific activities on your emulator.

This is a **Read-Only** Display so you cannot edit it as you look at it. However, you can save the display in a word processing document, edit it if you wish and print it out.

Viewing Specific Page

This option allows you see all the items associated with a Page.

Click on **Specific page**



Select a Page to view.



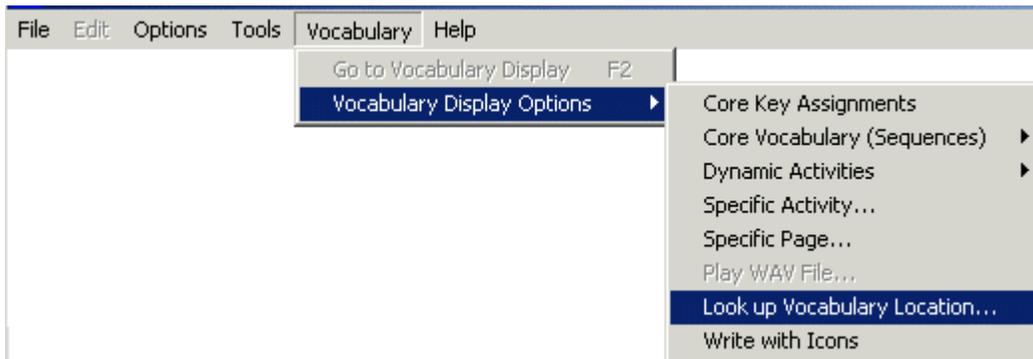
When you choose the **Selected Page** option, you must pick a Page to be displayed. For this example, we selected the COLORS Page. You see all the keys that are associated with the selected Page, their assignments, etc. The display will also tell you if there are any links associated with the Page.

You can even select to display the PAGES Page. This gives you a list of all the individual pages in a vocabulary and how to get to them.

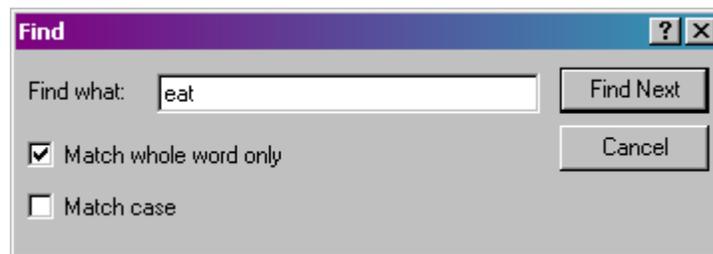
This is a **Read-Only** Display so you cannot edit it as you look at it. However, you can save the display in a word processing document, edit it if you wish and print it out.

➡ A right-click on a key will also show you that key's details.

Look Up Vocabulary Location



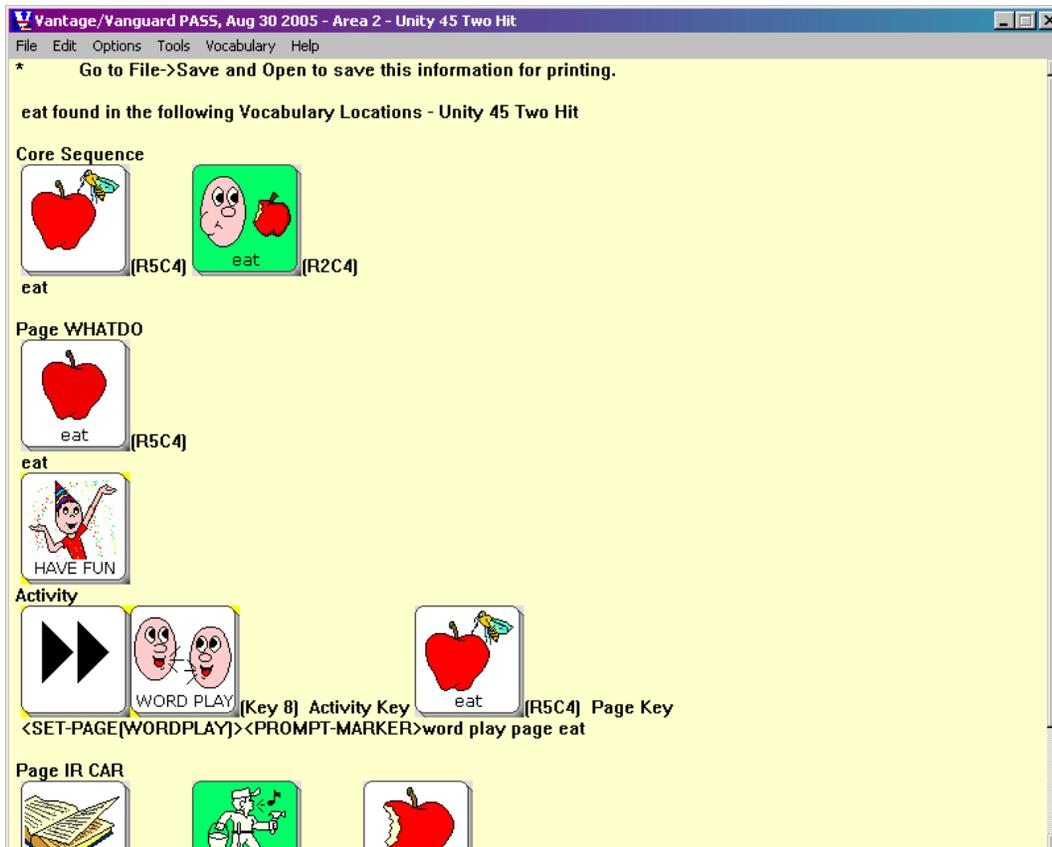
Find where particular text is used in the Area.



Type in the text you want to find. Here, we are searching for the word, "eat".

Options:

- **Match whole word only:** if you select **Find Next** with "eat" as the example above, you will be presented with all the words that have "eat" in them, e.g., beat, sweat, heat, etc. If you want to see only the word "eat", select **Match whole word only**.
- **Match Case:** If you are looking for a word where one or more letters are capitalized, select **Match Case** so the software will look for the exact word.

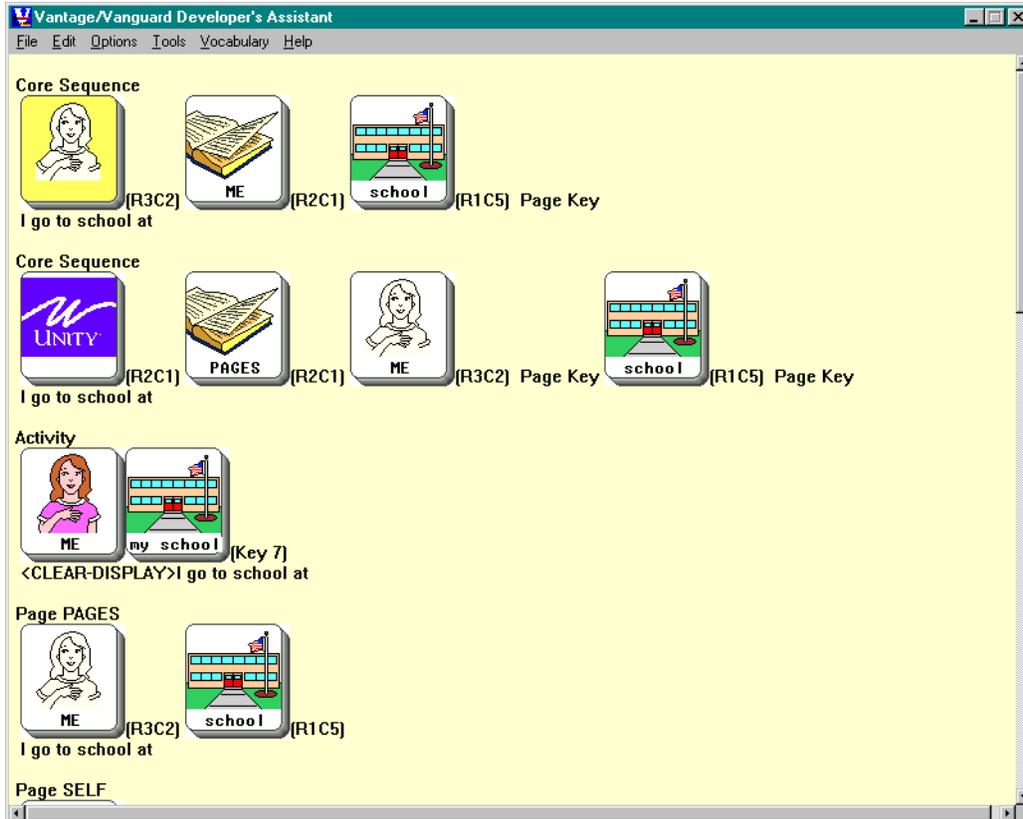


In the above example we wanted to find where the "eat" was used. PASS has given us a display of all the places we can find this phrase.

PASS will show up to 40 results for the text you entered. If you see a message box that says there are more than 40 examples, try being more specific when entering the search text. Use different combinations checking and unchecking the two option boxes.

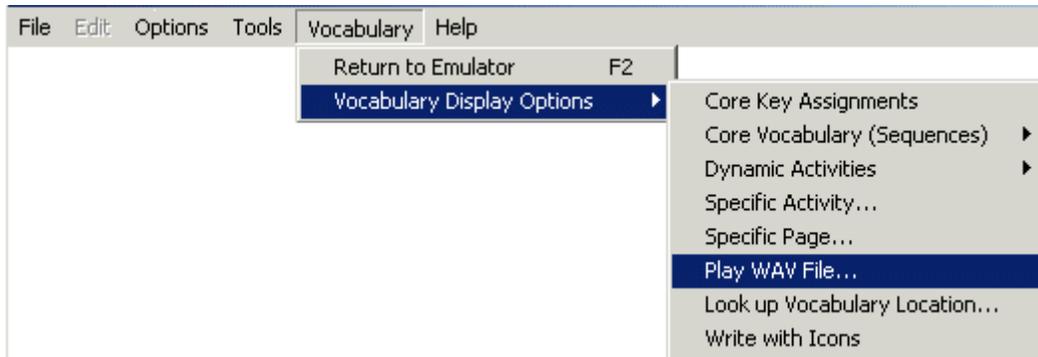
You can also narrow a search by adding a **space** before, after, or before and after a single word. However, this may miss some of the places where a word is used. Play with this option to discover how it might best serve your needs. If you create your own overlay, you could use a space in different places to find partial words or misspelled words.

For another example, go to the **Look Up Vocabulary Location** option. Type "go to" as the phrase. You see:

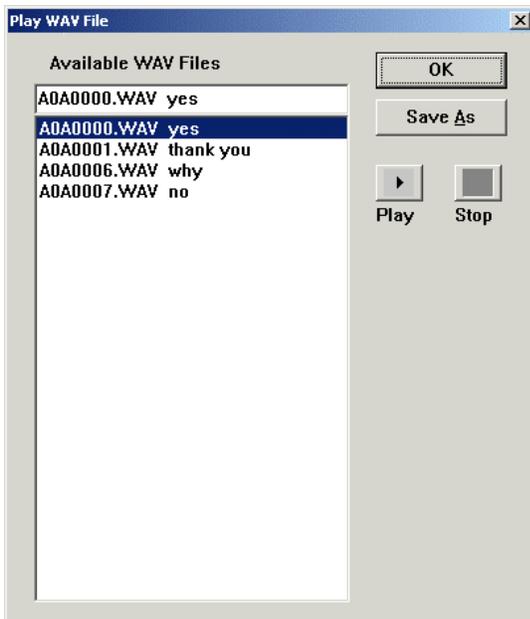


Notice that every instance in which the phrase "go to" is used is displayed, beginning with Core vocabulary.

Play WAV File



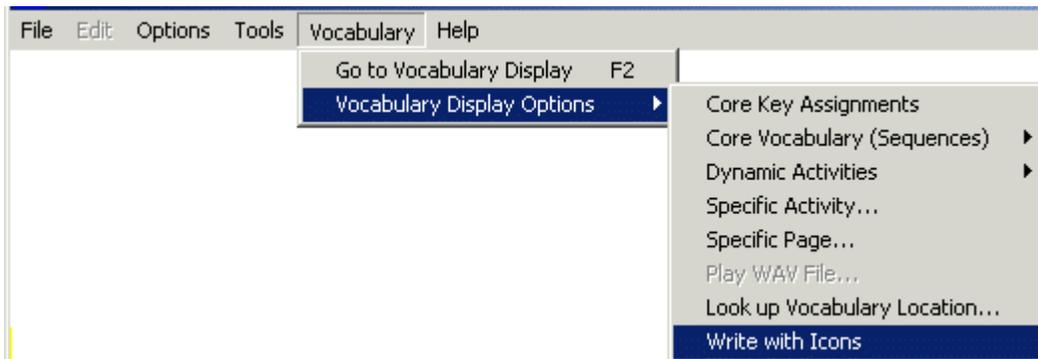
Play WAV File will be active if any of the vocabulary you have chosen to display has recorded messages. For example, if you select to display **Core Key Assignments** and any of the core vocabulary has WAV files attached to it, you will be able to open the **Play WAV File** option. If the displayed vocabulary has any WAV files and you select **Play WAV File**, you will see a box similar to the one below.  **Play WAV File** will not work with **Dynamic Activities** or **Write with Icons**.



Options:

- You can choose **Play** to play the WAV file.
- You can choose **Stop** to stop playing the file.
- You can choose **Save As** and save the WAV file on your computer with a recognizable name. You can then import it for a vocabulary message if you want.

Write with Icons

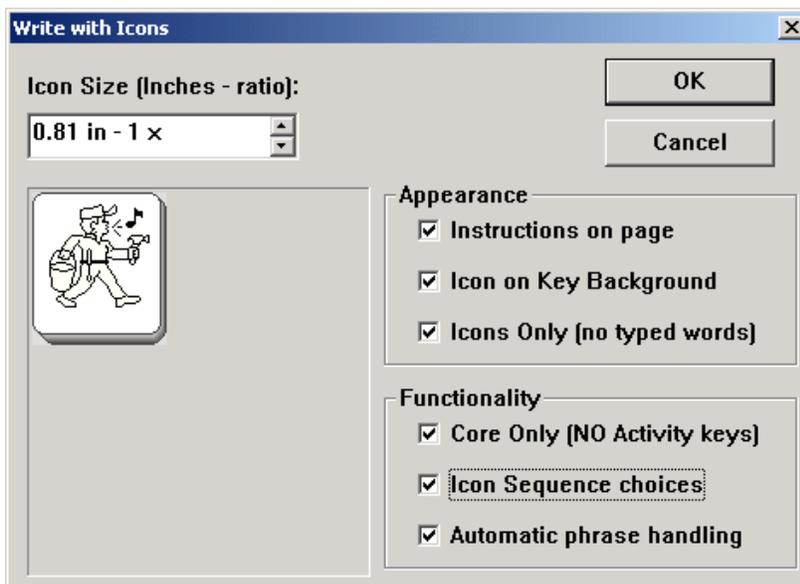


The **Write with Icons** option allows you to type text, word by word, and see it displayed as icons. Words that are in the Core Vocabulary and Dynamic Activities of the current User Area in your emulator will be displayed. You must type the word then **add a space, tab, return or punctuation after it**. If you type a word and nothing happens, either you forgot to add a space, etc., at the end of the word, or that word is not available in the current vocabulary.

For example:

Select the **Write with Icons** option.

You see the *Options Box*.



You may set the options however you want to.

Appearance Options:

Instructions on Page: When this is checked, you will see instructions on the screen for using Write With Icons. If it is unchecked, the instructions will not be visible. (This is also a setting in **File: Preferences.**)

Icon on Key Background: If this is selected you see the icons as they appear on keys: 

➡**Note:** If you select this option, you may find that it causes some visual confusion. It also consumes a lot of ink if you are printing the screen.

Icons Only (no typed words): If this is selected, when you type words, only those words that are **not** contained in sequences will be visible on your screen. ➡**Note:** Unless you know your vocabulary extremely well, you might want to leave this box unchecked until you get used to Write With Icons.

Functionality Options

Core Only (NO Activity keys): If this is checked you will see only Core Vocabulary icons or sequences. Any Activities where the word is used will not be shown.

Icon Sequence Choices: If this is selected, when you type a word, a box will pop up containing all the sequences where the word you typed is used. (This is also a setting in **File: Preferences.**)

Automatic Phrase Handling: When this is **checked**, Write With Icons automatically figures out if a group of words is stored under a sequence and then produces that sequence for you. If this is unchecked, Write With Icons produces sequences for each separate word you type. When this is On, end each phrase with a punctuation mark so PASS knows you have ended the phrase.

➡**Note:** If Automatic Phrase Handling is **Off**, you can force Write With Icons to produce a whole phrase by using the **F6, F7** and the **SPACE** keys. See the next page.

Select OK when you have finished choosing your options. You are ready to Write With Icons.

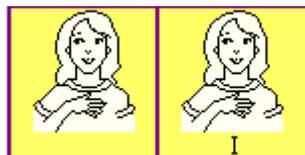
An Example of Write With Icons

You see a blank Write With Icons page.

We are using the 45-2-hit vocabulary.

Type the word, "I" and add a space.

You see a box with all the possible "I" sequences. The most likely sequence is highlighted at the top of the box. Select the sequence you want to use.



Type the word "want" and add a space.



You see the sequences under which I, and WANT are stored. Since these are Core vocabulary words, they are often used in Dynamic Activities as "building block" words. In this example you saw message boxes that gave you various choices that are available in the Activity Row after the sequence is selected. You can add an ending or select **No Activity Key** to stay with just the Core words.

☛ Since Automatic Phrase Handling is ON, if individual words are stored as phrases, PASS will display the phrases.

Now type "to" and add a space. Select the sequence you want.

Type "eat". Select the sequence you want. Now you know how "I want to eat" is stored.

Finding Phrases using the F6 and F7 Keys

You can also find sequences for phrases by using the F6 and F7 keys on your keyboard. You can use F6 and F7 whether Automatic Phrase Handling is On or Off.

Below is an example of using F6 and F7 to force phrase groupings when Automatic Phrase Handling is ON.

Our example sentence is "What do you do?"

Type the word "What" and see:



Now type "do" and see this:



Type "you".



Type “do”, and ---you see:



Your earlier sequences have disappeared! PASS is telling you that the whole "What do you do?" sentence is stored on a Page, which is nice but not what you want to teach. You want to teach the basic sequences.

Now you use F6 and F7 (even though Automatic Phrase Handling is turned ON) to force PASS to give you the basic sequences.

Type What, space, F6do space youF7, space do space or punctuation mark.



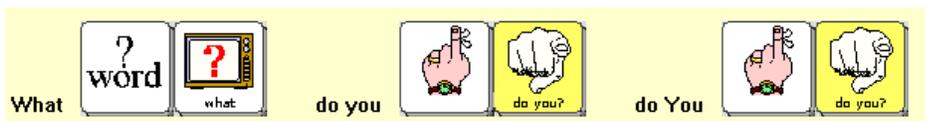
☞ You can also use F6 and F7 with a single word. This will prevent the word from becoming part of a phrase or group of words.

Use Punctuation to End Phrases and/or Sentences

With Automatic Phrase-Handling, punctuation at the end of a phrase or sentence tells PASS when you have finished with one phrase and are moving on to another one.

For example, if you type "What, space, F6do youF7, space do", with no ending punctuation and then start another sentence that begins with, "You", PASS is likely to think that the last word of the previous sentence and the first word of the new sentence make up a phrase that is stored under a sequence.

This is what you would see which is probably not what you want.



To prevent two distinct sentences or phrases from “running together”, type a punctuation character (in this case a ?) at the end of phrases or sentences so PASS knows they are finished.



Change your Options without Losing your Work

If you are in Write With Icons and would like to see your icons displayed differently, without losing the work you have already done, open the **Vocabulary Display Menu** or press **F11** on your keyboard.

Select **Write With Icons**.

The **Options** box pops up.

Change to the options you want to use.

Select **OK**.

A message asks if you want to save your work.

Select **Cancel**.

You are returned to Write With Icons and your work is still there.

Now you can type words and the new settings will be used.

Plurals

If the vocabulary has the PLURAL tool stored under a core sequence, **Write with Icons** can generate the plural of a word and display the whole sequence.

For example:

Type "calf".

Press the **F8** key.

Type a **space** (or **punctuation** or **<RETURN>**).

Now You Can...

- See details of a Vocabulary (use any option in **Vocabulary** menu)
- Teach all the associations that start with, contain or end with a specific icon (**Core Vocabulary (Sequences)**)
- Save a record of all the Dynamic Activities that start with, end with or contain a specific icon in its sequence (**Dynamic Activities**)
- Print a specific Activity, including its details, for training; make copies for the staff who work with the client (**Specific Activity**)
- Print a specific Page, including its details, for training; make copies for the staff who work with the client. (**Specific Page**)
- Discover where a particular text item (word, phrase, sentence and/or character string) is stored (**Look Up Vocabulary Location**)
- See icon sequences that match the words you are typing (**Write with Icons**)

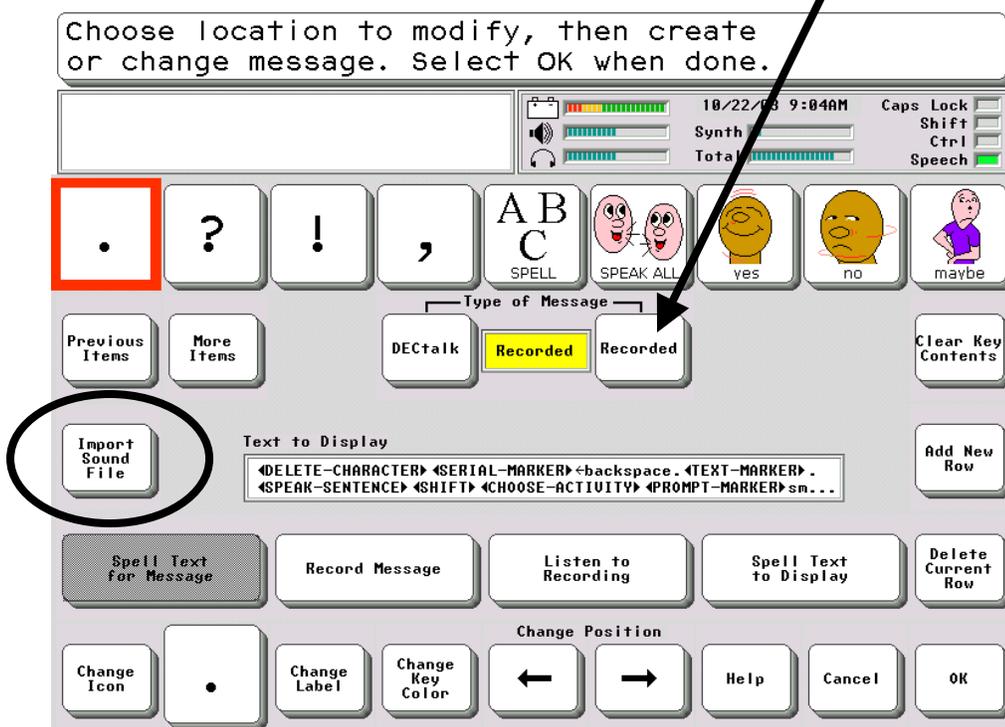
➤ Remember: you can also take pictures of the emulator displays, save the displays as word processing documents, and e-mail pictures and documents.

Addendum: Importing Sound (WAV, MP3, WMA) Files

PASS now allows you to import .wav files and store them as recorded messages.

Any Toolbox Menu that allows you to store recorded messages now has a button labeled **Import Sound File** that becomes active when you select *Recorded Message*. Instead of recording a message you can find a sound file that you have saved on your computer or have stored on a USB drive and store it as the recorded message.

☞ You cannot use sound files for prompts.

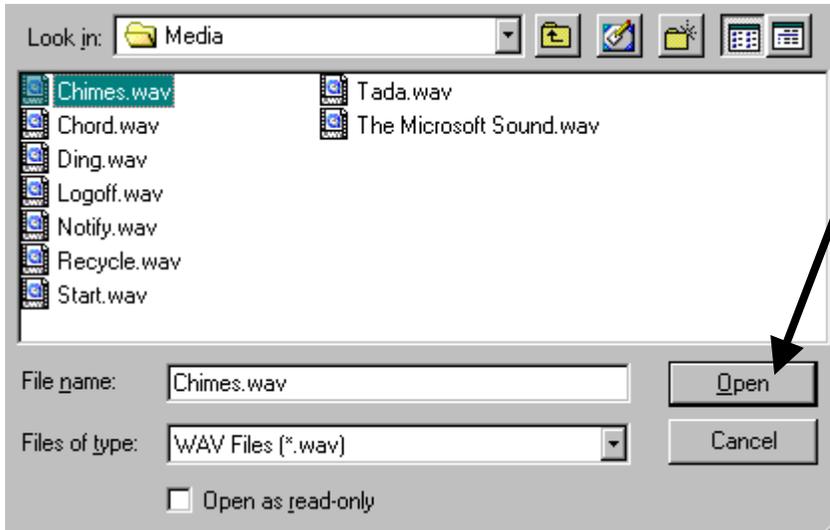


For example, in the picture above:

We are in the **MODIFY ACTIVITY** Menu and have selected the *Modify Item Within Activity* option. This is a storing screen. We have activated the *Recorded* option.

Activate the *Import Sound File* option.

Search for the file, folder or drive where you have sound files stored.



Select the file you want to use and activate ***Open***.

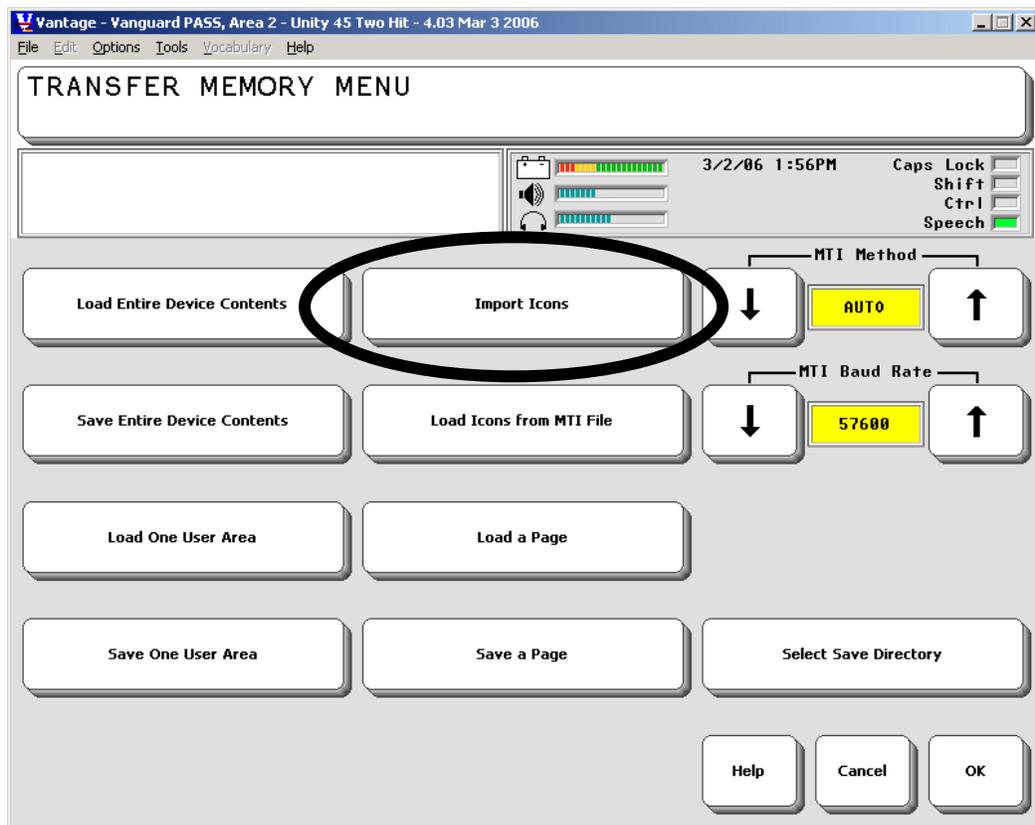
You don't see anything happen, but the file will be used as your Recorded Message. Activate ***Listen to Recording*** to check that you got the correct file. When you have finished with this screen, save your changes by activating ***OK*** to exit. If you decide not to save any changes, activate ***Cancel*** instead of OK.

➡ If you have a previously recorded message assigned to a key and you import a sound file, the sound file will **replace** the recorded message. Any macros assigned to the key will remain with the key.

Addendum: Importing Icons

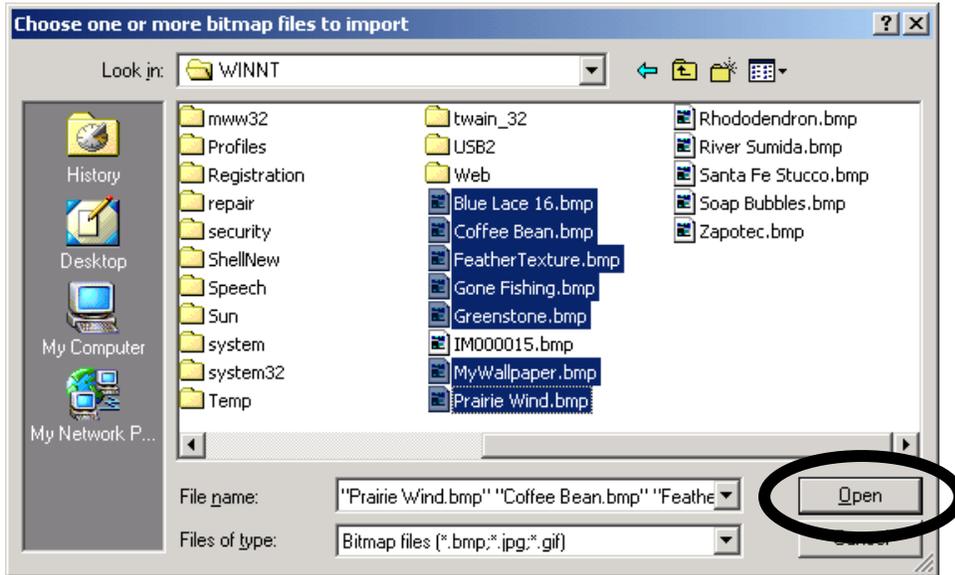
Go to the Toolbox and open the **TRANSFER MEMORY MENU**.

Select **Import Icons**

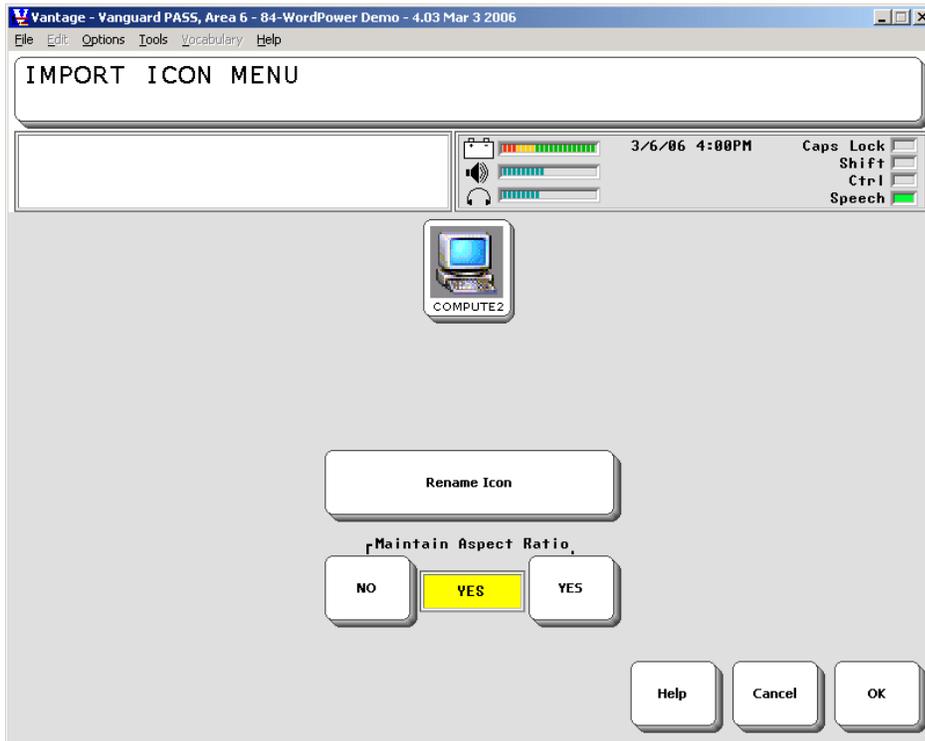


You see a drive or folder on your computer where graphics are stored. If the icons/graphics you want are stored there, select them or go to the drive/folder where the icons you want are stored. You may select one graphic, or hold down the <CTRL> key on your keyboard and click as many graphics as you want.

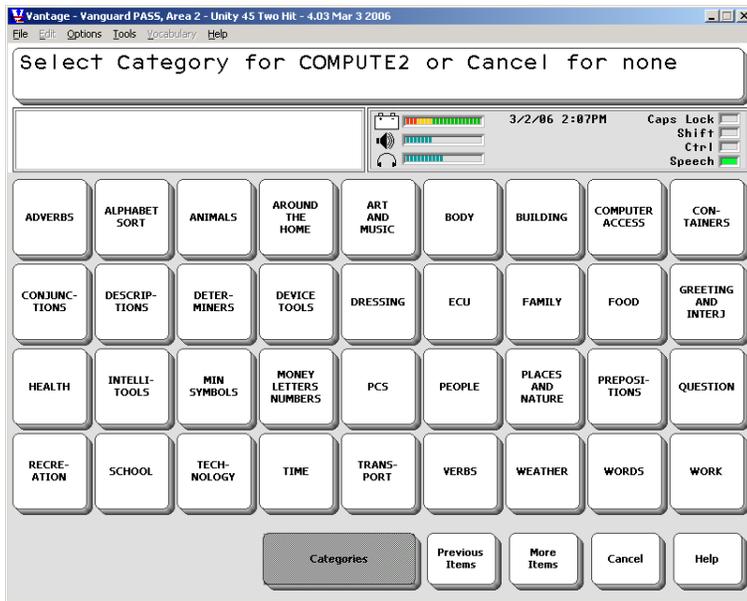
The next page explains importing one icon. The following page explains importing a number of icons at the same time.



Select an icon to import and then select **Open**.



You see the graphic and an option to change the name. You can also change the Aspect Ratio. We suggest you leave this box set to YES. Select OK when you are ready.



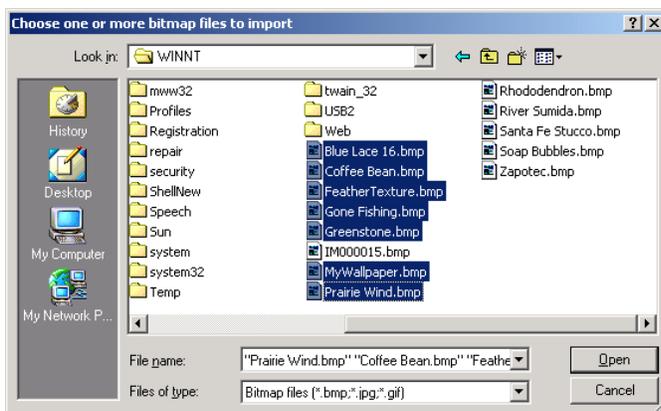
You see the **Icon Category Menu**. Your device automatically places the graphic in an **IMPORTS** folder (not visible during this operation). If you want the graphic to be available in another category, select the Category you want. If you just want to keep the graphic available in the IMPORTS folder, select **Cancel** to exit the Category Menu.

You return to the TRANSFER MEMORY MENU.

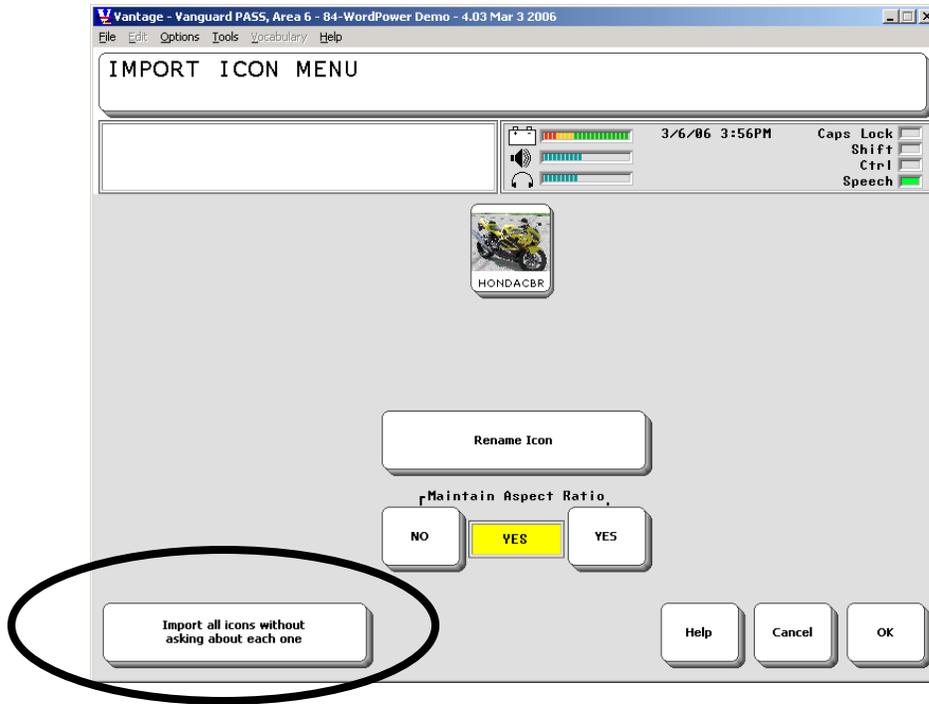
From now on when you are using the Category List, you will be able to use the imported icons in your IMPORTS folder or find them in any other folder you may have selected to put them in.

Importing More than One Icon at a Time

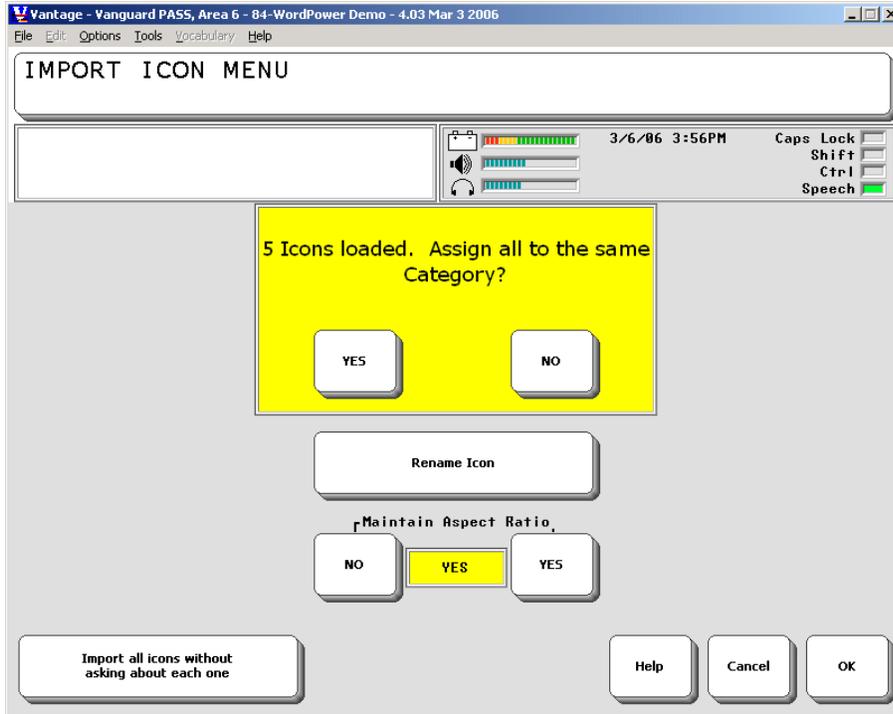
Repeat steps 1-3 above.



For step 4, hold down the <CTRL> key on your keyboard and click on the icons you want to import, then select **Open**.



If you have a number of icons to import, you can select to import them one by one or have them all imported at once. If you choose to have them imported all at once, you will see a screen like the one below:



All your icons are now loaded in your IMPORTS folder. If you would like to assign all of them to the same Category folder, select **YES** and then choose the Category. If want to assign each one individually to a Category or just leave all the icons in your IMPORTS folder, select **NO**.

➤ **Helpful Hint:** If you have a large number of icons to import and you want to assign them to Categories, you can import them in groups according to the categories you want to assign them to. For example, 10 'friends' icons in the PEOPLE category; 5 'pets' in the ANIMAL category; 15 'favorite foods' in the FOODS category, etc.

Load Icons from an MTI File

Perhaps you know someone who has a device with a lot of imported icons on it that you like. This friend saves his device vocabulary, which includes the imported icons, as an MTI file and e-mails it to you. You can load the imported icons from the MTI file into your device without loading all the friend's vocabulary, too.

1. The MTI file must be available on your computer, either on a USB flash drive or an SD card. Or saved in an "MTI" folder.
2. Go to the Toolbox and open the TRANSFER MEMORY MENU.
3. Select **Load Icons from MTI File**.
4. Go to the drive or file that contains the MTI file.
5. Double click on the MTI file you want, or click on the mti file and click on **Open**.
6. Your device loads the imported icons into the IMPORTS Category folder.

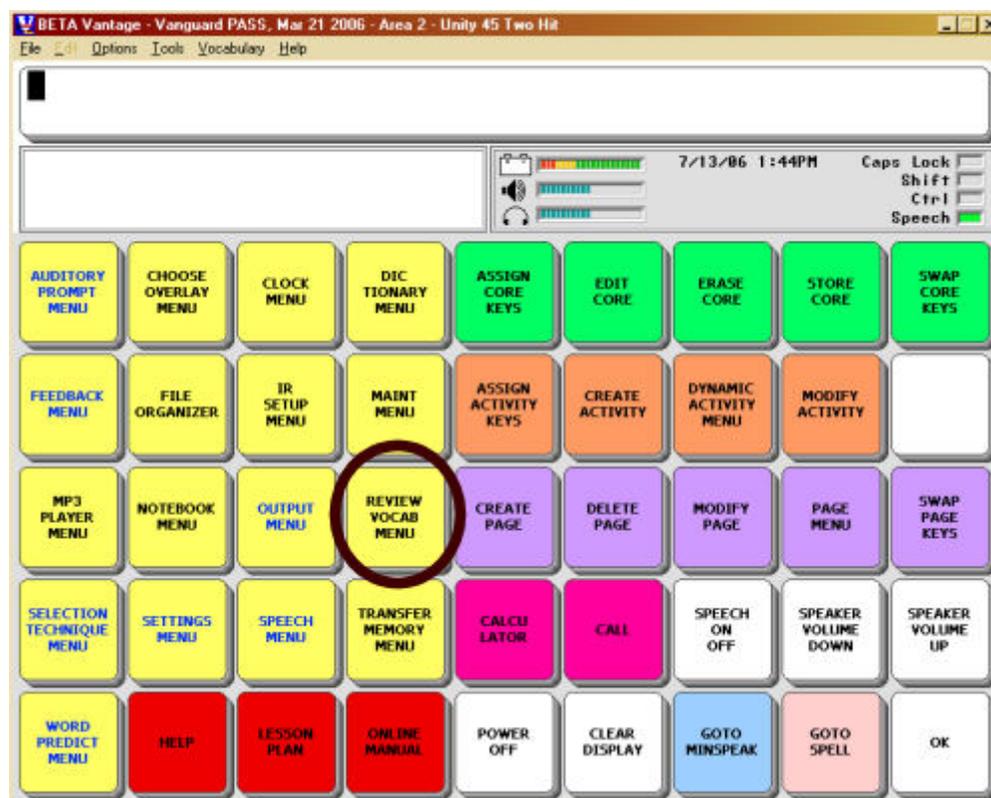
To see the imported icons you can use the **Browse Icons** option in the PASS **Tools** menu or you can activate the **Change Icon** option in one of the Pathfinder's storing menus.

Addendum: Reviewing Vocabulary/Dictionaries in Vantage/Vanguard PASS

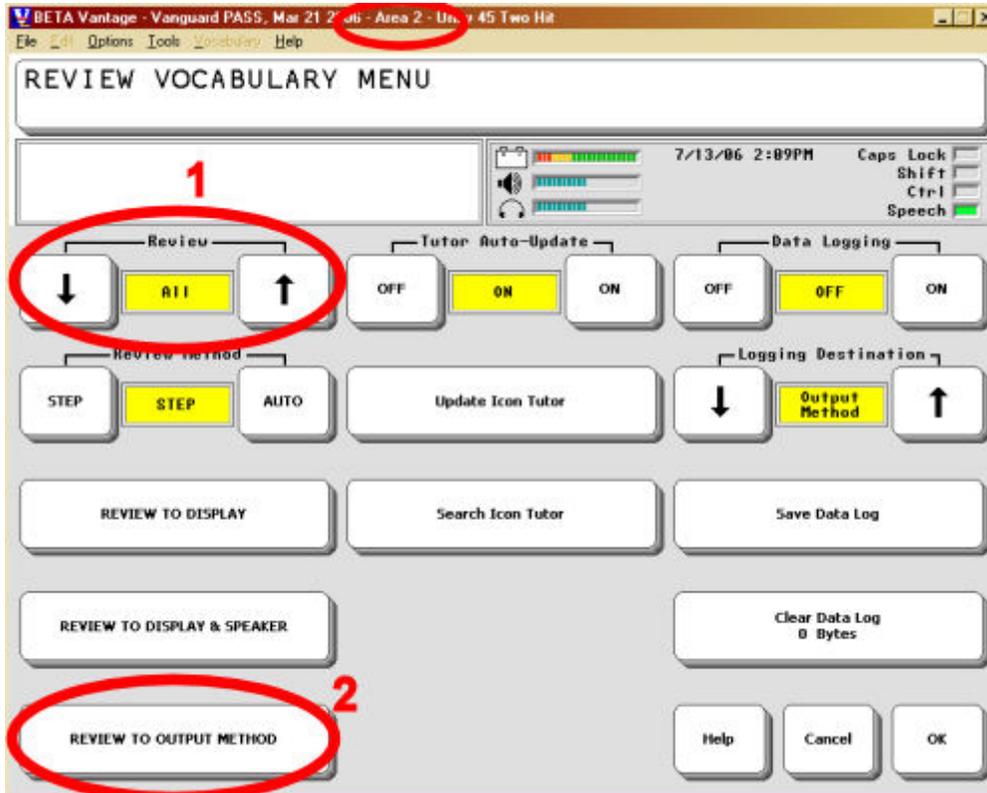
The VT-VG PASS allows you to review the vocabulary in any Area. You can also review the Speech Dictionary, the Word Prediction Dictionary and Dynamic Activities. You can tell the Vantage-Vanguard PASS to send a review to a folder on your computer where you can review it at your leisure, save it to a different folder and/or print it out.

Below are directions for performing a vocabulary review from the **REVIEW VOCABULARY MENU**. You can use these steps with only slight variations with the **Review** options in the **DICTIONARY MENU**, **WORD PREDICTION MENU** and **DYNAMIC ACTIVITY MENU**.

1. Go to the VT-VG **Toolbox** and select the **REVIEW VOCABULARY MENU**.



- In the **Review** option, select the vocabulary you want to review: **All**, **Activities**, **Core** or **Pages**.

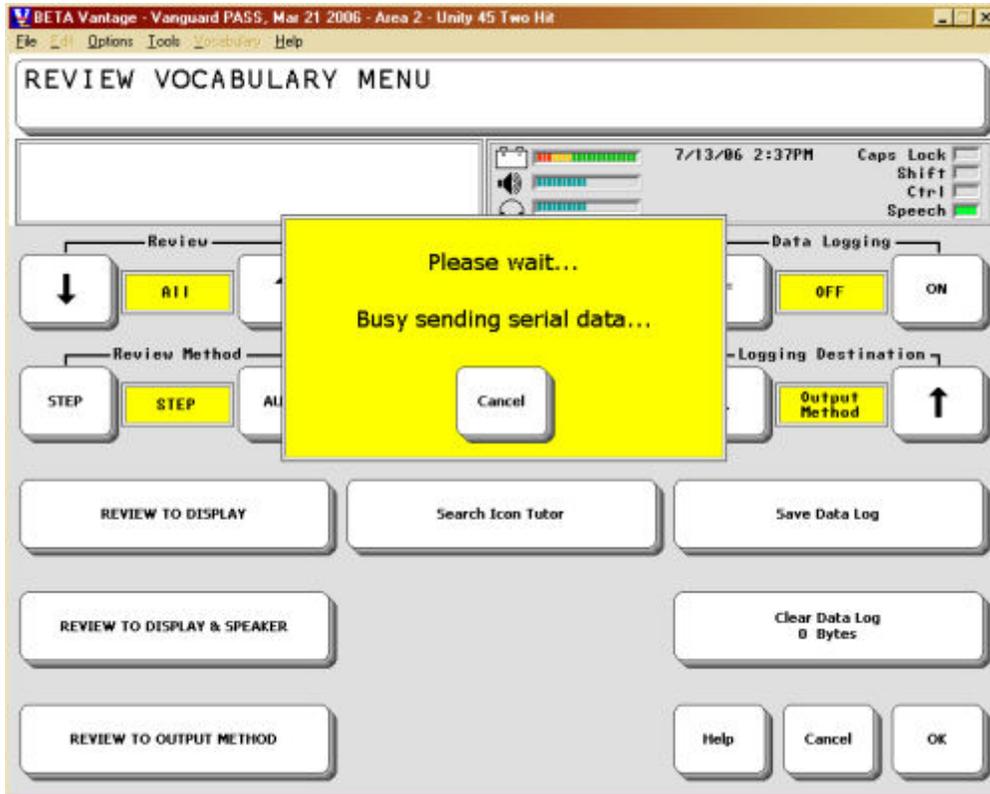


- Select the **Review to Output Method** option and select **OK**. Make a note of the **Area** you are currently using. It will be listed at the top of the PASS screen. You will need to know this later.

NOTE: If you just want to see the review on the screen, select **Review to Display**.

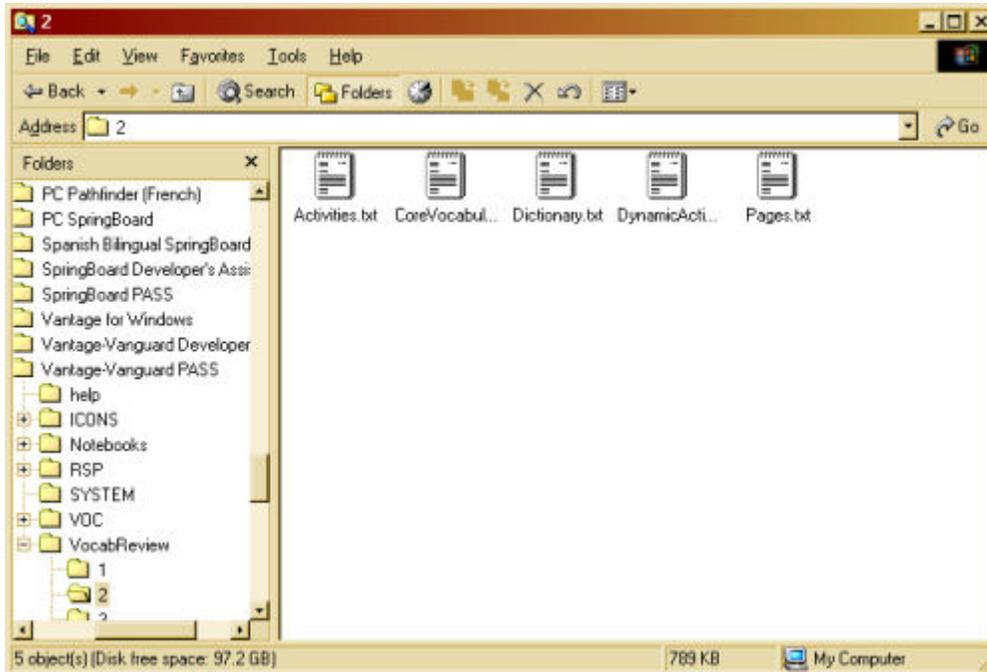
- You will see a yellow box that says, "Please wait. Busy sending data...." PASS is sending the review to a folder named **VocabReview** on your computer. When the yellow box has disappeared, select **OK**.

NOTE: Some reviews, such as a Dictionary review, will take much longer to perform than an Area vocabulary review.



Find the VocabReview Folder on your Computer:

5. Go to the main drive on your computer. This is probably the "C" drive. You can open this drive by using "My Computer" or Microsoft Explorer.
6. Open the folder named **Program Files**.
7. Open the folder named **Prentke Romich Company**.
8. Open the folder named **Vantage-Vanguard PASS**.
9. Open the folder named **VocabReview**.
10. You see a **folder for each Area** in the VT-VG PASS. Open the folder for the Area you just reviewed.
11. You see the text document(s) that contain the review(s).



12. You can open and print the documents from your computer or save them to a different folder.

IMPORTANT NOTE! Any time you do a review, the newest review will overwrite the older review in the folder. If you want to save a particular review, save it to a new folder on your computer.

Using these steps you can perform any review in the VT-VG PASS.

About Reviewing Dynamic Activities:

If you open the **DYNAMIC ACTIVITY MENU** and select **Review Dynamic Activities**, you will see a list of all the Dynamic Activities in your Area. Select **More Items** until you come to the last page of the list (the page will no longer change). Then select **Cancel**. This sends the review to the **VocabReview** folder on your computer.

Addendum: Creating "Special Characters" in PASS

Perhaps you are using Write With Icons in the Spanish bi-lingual SpringBoard. You type in the word "piñata" only you don't know how to type in the " ñ " from your keyboard.

The " ñ " is a special character. For our purposes, Special Characters are generally used in languages other than English. You can type these characters from your computer keyboard or a laptop keyboard, but you have to add a couple of steps to get them typed.

Below are the directions for typing Special Characters. There is also a list of the special characters and the numbers or letters to use to type them from both a desktop computer keyboard and a laptop keyboard.

To Type Special Characters in PASS from a Numeric Keypad on a Desktop Computer Keyboard:

1. Turn **NUM LOCK On** on your keyboard. This usually means pressing the key under the words NUM LOCK (or Num Lock) until you see a green light above it. This tells you that your numeric keypad will generate numbers.
2. Hold down the **ALT** key - keep holding it down until ALL FOUR digits are entered (next step).
3. While holding the ALT key, on the numeric keypad type the 0 (zero) and then the three-digit code for the character you want. For example: ñ = **ALT 0241**.

NOTE: On some desktop keyboards, **you may have to hold down a second key along with ALT** before the numeric keypad will generate numbers. This is usually the **Fn** key or the **CTRL** key. If you try typing a number holding down only the **ALT** key and you don't get what you want, try **ALT Fn** or **ALT CTRL**. You will have to hold down both keys while you type in the four-digit number.

To Type Special Characters in PASS from a Laptop Keyboard

Laptops do not have a set-apart numeric keypad area like most desktop keyboards. The numeric keypad is incorporated into the regular keyboard keys. On most laptops the numeric keypad keys can be found as follows:

0 is on the **M** key

1, 2, 3 are on the **J, K, L** keys

4, 5, 6 are on the **U, I, O** keys

7, 8, 9 are on the **7, 8, 9** keys

To Turn the Numeric Keypad On

Find a small key, probably in the top row of keys, that says "**num lk**" (or some similar abbreviation for Num Lock). The key may also have a second function on it. The letters will be tiny and may be in blue or surrounded by a white outline. This tells you that you need to press another key to access the function on the Num Lock key.

Once you find the **Num Lock** key, look for the special function key that matches the Num Lock key. On an N800 (PRC consultant) laptop, Num Lock is outlined in white. The **Fn** key on the lower left side of the keyboard is also outlined in white. On the N800, you will hold down the **Fn** key and press the **Num lk** key to turn Num Lock On. Num Lock is on when you see a light under the little padlock with a "1" in it.

On some computers the writing on the **Num Lock** key is blue and the writing on the **Fn** key is blue. On some, the writing is just smaller than any other text on the same key. This probably means that you use the **SHIFT** key in conjunction with the Num Lock key.

Once you see the **Num Lock On** indicator light, open a document. Hold down the **ALT** key (or **ALT Fn** or **ALT CTRL**, depending on your computer) and type MKUJ (0241). You will see the "ñ" character.

Special Character	Computer Numeric Keypad	Laptop Keyboard
ß	223	MKKL
ı	191	MJ9J
à	224	MKKU
À	192	MJ9K
á	225	MKKI
Á	193	MJ9L
â	226	MKKO
Â	194	MJ9U
ã	227	MKK7

Ã	195	MJ9I
ä	228	MKK8
Ä	196	MJ9O
å	229	MKK9
Å	197	MJ97
æ	230	MKLM
Æ	198	MJ98
ç	231	MKLJ
Ç	199	MJ9J
è	232	MKLK
È	200	MKMM
é	233	MKLL
É	201	MKMJ
ê	234	MKLU
Ê	202	MKMK
ë	235	MKLI
Ë	203	MKML
ì	236	MKLO
Ì	204	MKMU
í	237	MKL7

Í	205	MKMI
î	238	MKL8
Î	206	MKMO
ï	239	MKL9
Ï	207	MKM7
ñ	241	MKUJ
Ñ	209	MKM9
ò	242	MKUK
Ò	210	MKJM
ó	243	MKUL
Ó	211	MKJJ
ô	244	MKUU
Ô	212	MKJK
õ	245	MKUI
Õ	213	MKJL
ö	246	MKUO
Ö	214	MKJU
ø	248	MKU8
Ø	216	MKJO
ù	249	MKU9

Û	217	MKJ7
ú	250	MKIM
Ú	218	MKJ8
û	251	MKIJ
Û	219	MKJ9
ü	252	MKIK
Û	220	MKKM
ý	253	MKIL
Ý	221	MKKJ
þ	254	MKIU
Þ	222	MKKK
ÿ	255	MKII

Addendum: New Features in PASS Software Version 4.05

Activity Row Background Color

You can change the background color of your Activity Row.

Go to the **Toolbox**.

Activate the **MODIFY ACTIVITY** menu.

Select the **Activity Background Color** key.

Select a color and activate **OK** to exit.

The color remains the same for all Activity Rows until you change it again.

NOTE: Do not use the **SETUP** key for this option.

Block Scanning

This scanning technique divides the overlay in four quarters. You select a quarter. Then an area within the quarter. Then the column or row and the key you want.

Go to the **Toolbox**.

Open the **SELECTION TECHNIQUE MENU**.

Select either the **1-Switch** or the **2-Switch** option in the **Selection Technique** box.

In the **Scan Direction** box, select either **Quarter Row/Column** or **Quarter Column/Row**.

Word Power™ Demo

IMPORTANT NOTE! The Word Power Demo uses all six areas in your device. If you have customized the vocabulary in any Area and you want to save it, perform an MTI to save the area (or the whole device) before you load the Word Power Demo.

The Word Power Demo is for demonstration only and cannot be used with the MTI.

To Load the Word Power Demo

Go to the **Toolbox**.

Select the **CHOOSE OVERLAY MENU**.

Select the **Overlay Menu** option.

Select **More Items**.

Select **Load Word Power Demo-All Areas**.

You see a message box asking you if you want to erase all areas. Select **YES** to continue or **NO** to exit. If you select **YES**, all 6 User Areas will be erased and Word Power will be loaded into the Areas.

When Word Power is loaded you will be using the Word Power word prediction dictionary which is different from the VT-VG word prediction dictionary. Should you re-load the VT-VG word

prediction dictionary (from the WORD PREDICTION MENU) into a User Area, Word Power will not be able to use Word Prediction the way it was designed to.

To Re-load your own Areas

Open the **MAINTENANCE MENU**.

Select **Reset to Factory Defaults**.

Select **YES**.

(This will also re-load the VT-VG Word Prediction Dictionary.)

Or, you can load vocabulary from the **CHOOSE OVERLAY MENU**, Area by Area. If you choose to do this, you will have to re-load the VT-VG Word Prediction Dictionary from the **WORD PREDICTION MENU**.

Or, if you saved your memory using the MTI, you can use the MTI and the **TRANSFER MEMORY MENU** to load the saved file(s) back into your device.

Zipped E-Mail

If you select **E-Mail** from the **PASS Options** menu, PASS will now automatically zip any file before placing it in the e-mail.