

Vantage™ / Vanguard™ Developer's Assistant™

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Vantage™/Vanguard™ Developer's Assistant™

Install the Developer's Assistant

Insert the Developer's Assistant CD into the CD-ROM drive on your computer.

If the install process begins automatically on your computer, you will see this box on your computer screen:



Click on **Setup** 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 **Developer's Assistant Install.exe**. You will see the box shown above. Click **Setup** and follow the instructions.

When the installation is complete, the program will close automatically in a few seconds. Go to your computer Desktop and double-click on the  icon to open the Developer's Assistant.

When the Developer's Assistant opens, you will see the screen below. In order to use the Developer's Assistant, you must call PRC to get a password. They will ask for the **Password Key** numbers. (Your numbers will be different from those circled below.)



About the Developer's Assistant

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

The Developer's Assistant contains a *Vantage Emulator*. This means that when you open up the Developer's Assistant, 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 the emulator and the Vantage is that the Computer Pages, Computer Activities, IR and some of the Selection Techniques will not work from the emulator.

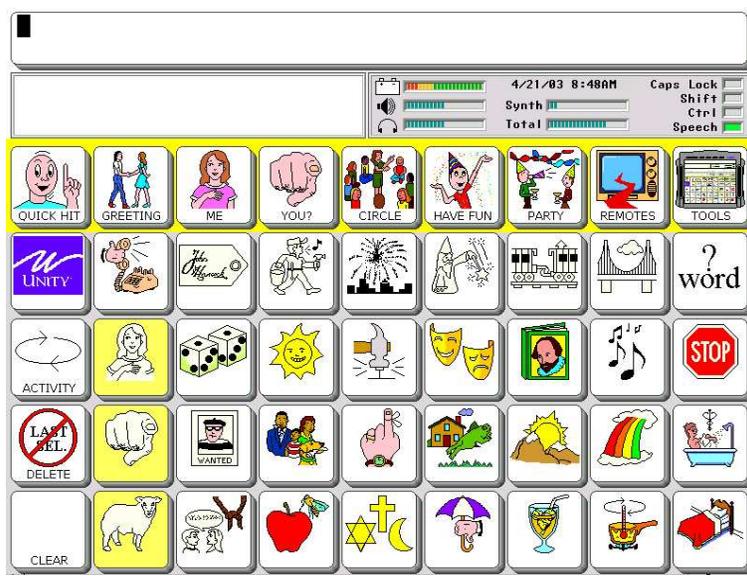
The Developer's Assistant also offers some new features that you will learn about in the following pages.

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

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

The Developer's Assistant Emulator

Double-click on the **Developer's Assistant** icon, , on your desktop. This opens the Developer's Assistant emulator. Click **OK** on the Welcome Message. You should then see the Unity[®] Enhanced 2-hit Overlay.



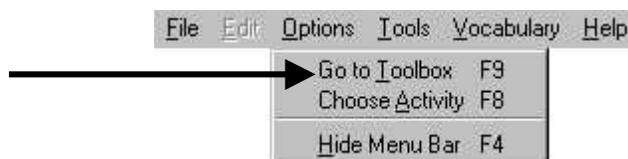
If you see a different overlay, please change to the 2-hit overlay.

To Change the Overlay: go to the Toolbox (open the **Options** menu on the menu bar at the top of the screen and click on **Go To Toolbox** or press key **F9** on your computer). Activate the CHOOSE OVERLAY menu in the Toolbox. If the text in the Text Display Area does not say Unity Enhanced 2-Hit, activate **Switch User Area** and select the Unity Enhanced 2-Hit User Area. Click **OK**. Activate **Go To Minspeak™**.

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

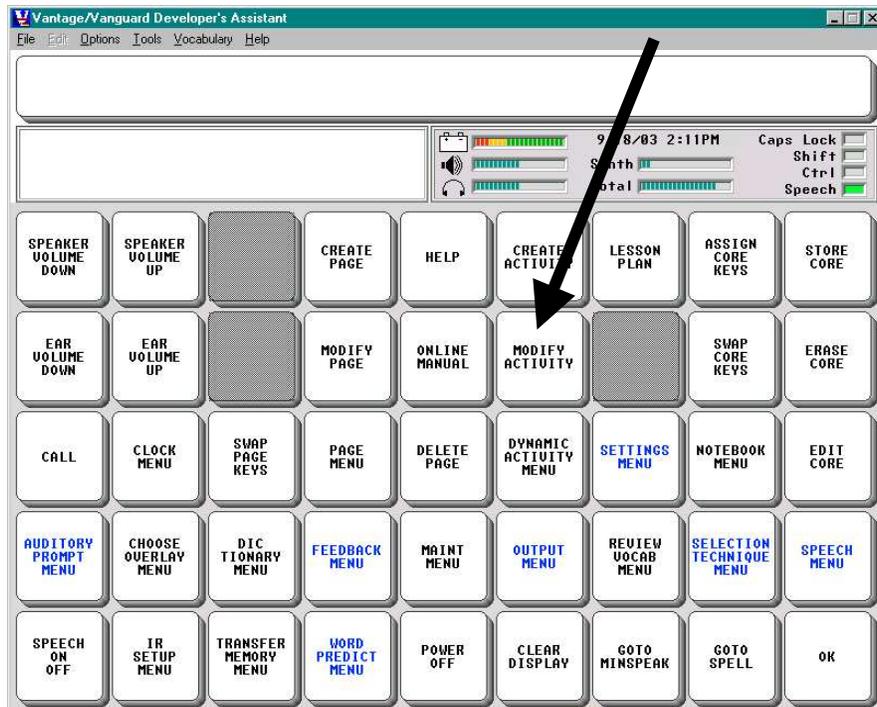


Open the **Options** Menu.

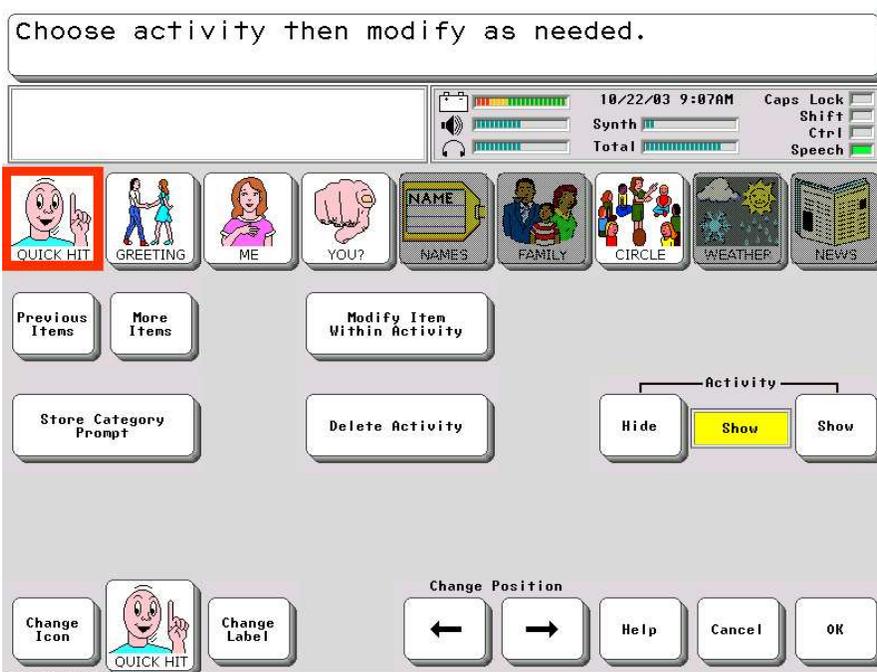


Select **Go To Toolbox**.

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

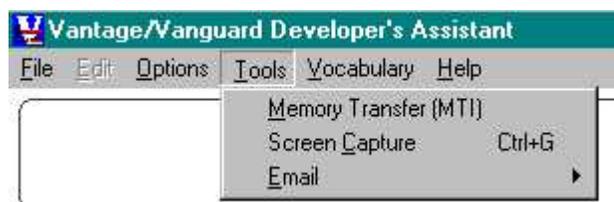
Perhaps you want to create a new activity in order to teach people how to do it. You would like to take a screen picture of every step you make in the process. Then you would like to print the pictures and use them as handouts. You might even like to e-mail the pictures to someone.

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 **Developer's Assistant** folder that was placed on your computer when you installed the Developer's Assistant program.

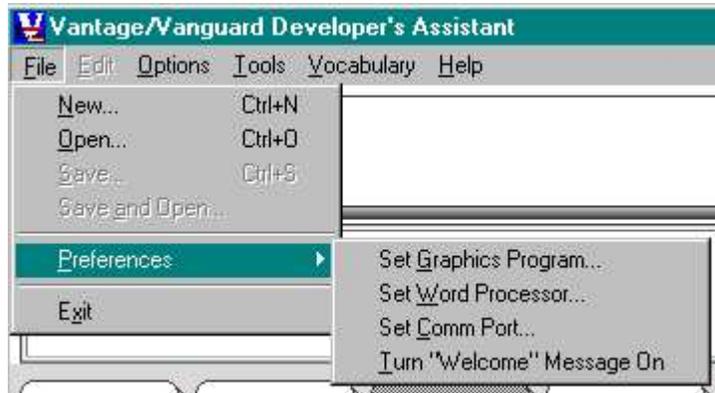
➡ If you can't remember where the **Developer's Assistant** folder is, open your **Start** menu, select **Find**, select **Files or Folders**, type in **Developer's Assistant** and click on **Find Now**.

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, the Developer's Assistant will use WordPad® and MS Paint® as the default programs. Once you set a preference, all graphics and documents will be saved in those programs unless you return to **Preferences** and select different ones.

You can also set a **Comm Port** for doing regular MTI transfers. A regular MTI is when you have connected the Vantage or Vanguard to your computer Comm Port and you are going to save or load vocabulary from the device to the computer or vice-versa.

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 Developer's Assistant options. You can also see this screen by opening the **Help** menu and selecting **Welcome Message**.

Using the MTI Options in the Tools Menu

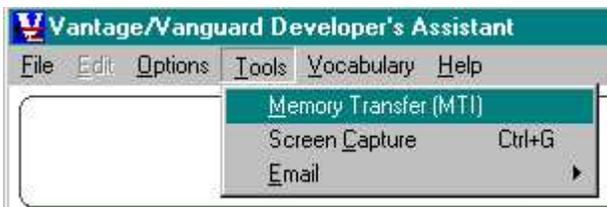
☞ Make sure your e-mail program has the MAPI server enabled.

The Developer's Assistant 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 Developer's Assistant 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)**

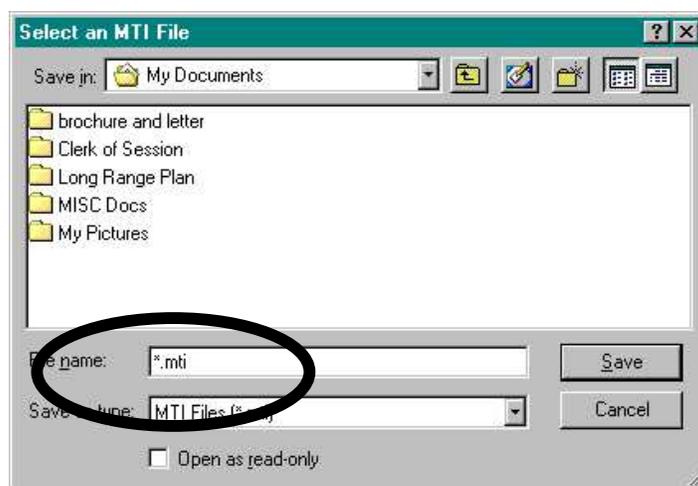


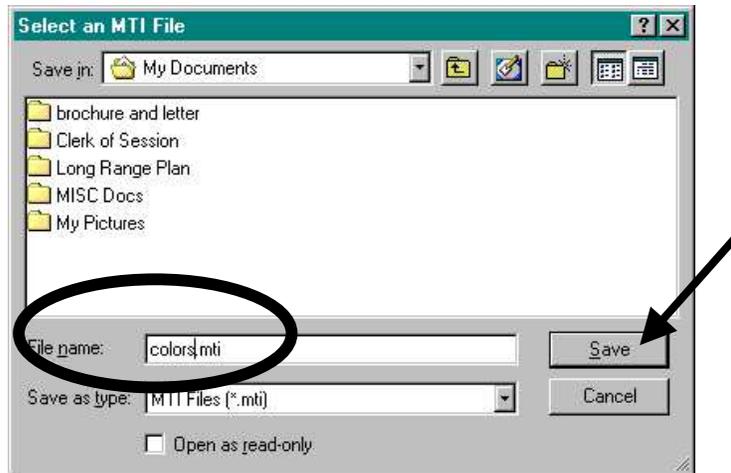
You see the TRANSFER MEMORY MENU.

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**.

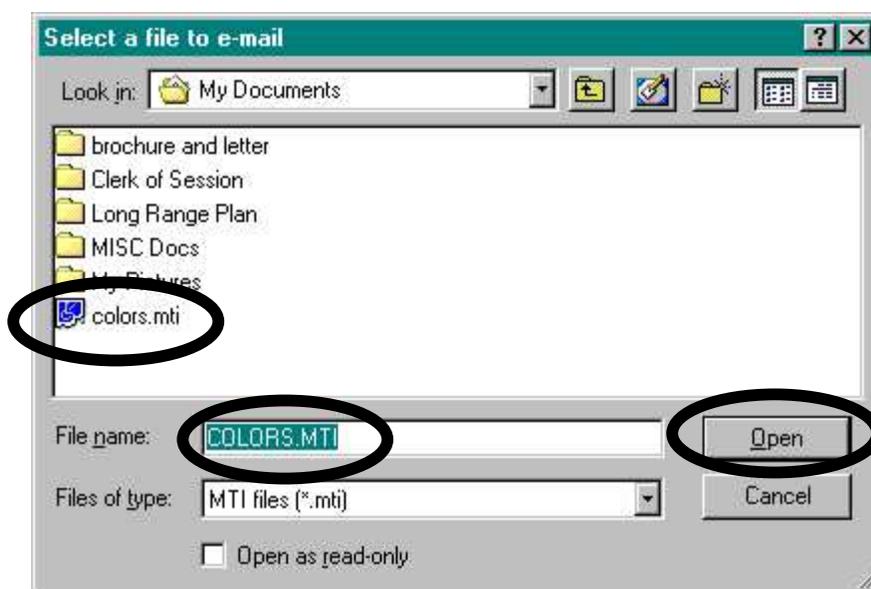
Open the **Tools** menu at the top of the Text Display Area.

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

The Developer's Assistant 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 attachment in an e-mail and you want to load it into your emulator:

You may be able to open the attachment simply by clicking on it in the e-mail. If this does not open the attachment, drag it to your desktop and then click on it to open it. If you have set up your computer so that e-mail attachments are automatically placed on your desktop, look there for the MTI attachment. If none of these suggestions work, find your e-mail **Attachments** folder and look for the MTI attachment in the folder. You can open it from there.

When you have opened the attachment, the MTI program on your computer should come up on your computer. Select **Options** and select **Vantage**. Close the MTI program.

Now open the **Developer's Assistant** if it is not already open.
Open the **Tools** menu in the menu bar at the top of the screen.
Select **Memory Transfer (MTI)**.

Select the appropriate option from the TRANSFER MEMORY menu in the Toolbox.
Find the MTI file you received and click on it.
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 emulator **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 **Go to Memory Transfer** 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.

You can also e-mail any **screen capture** or **vocabulary document** from the **E-mail** option.

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 Developer's Assistant User Areas
- Turn the 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 Developer's Assistant emulator.
- E-mail vocabulary documents and screen pictures.

Working with Vocabulary Displays

The **Vocabulary** menu has a **Vocabulary Display** option which 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.

Using the *Vocabulary Display* Options

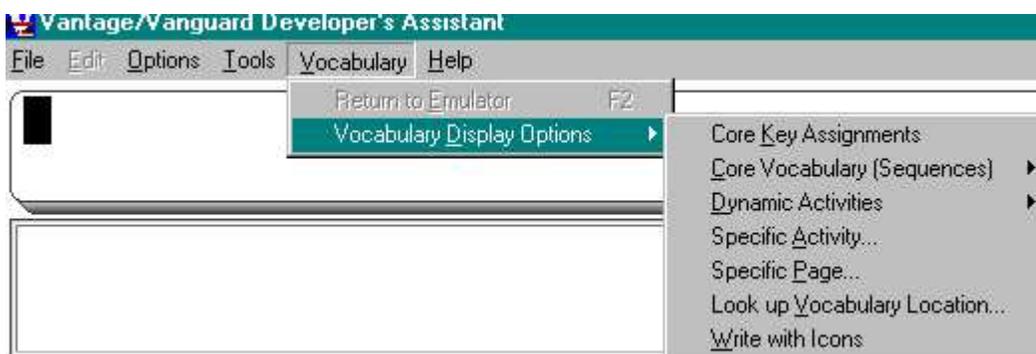
➡ When you are using options in the **Vocabulary Display** menu, you will see a display of the vocabulary that is in the current User Area of your emulator. You can switch User Areas in the emulator to see different vocabularies.

For example:

Double click on the **Developer's Assistant** icon on your desktop to open the program, if it is not already open. (If the Developer's Assistant 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 **Unity**® **Enhanced 2-Hit** overlay. Make sure this is the overlay you are using. To check this, go to the **Toolbox**. Activate the **CHOOSE OVERLAY** menu. If the text in the Text Display Area does not say **Unity Enhanced 2-Hit**, activate **Switch User Area** and select the **Unity Enhanced 2-Hit** User Area. Click **OK**. Activate **Go To Minspeak**.

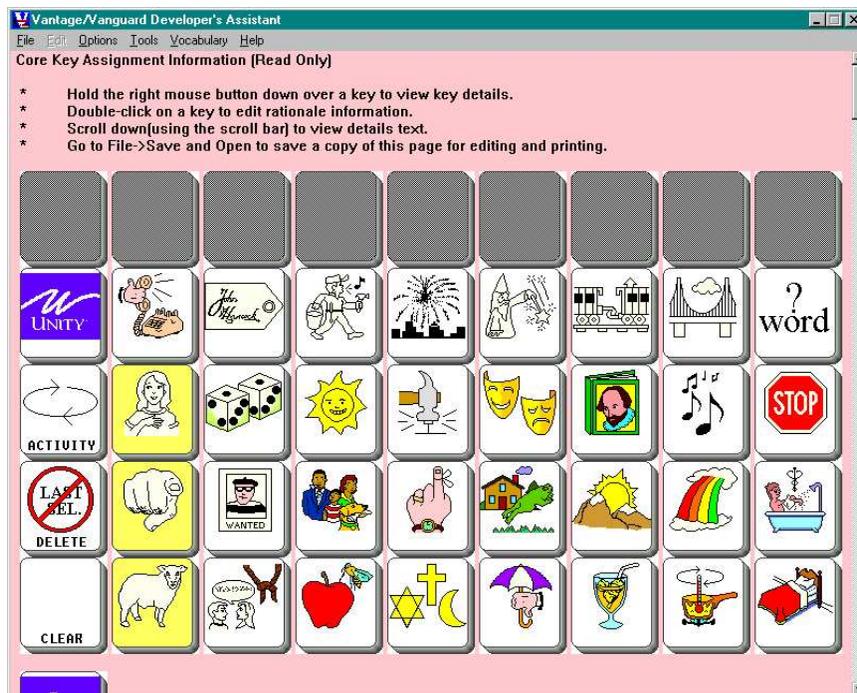
Open the **Vocabulary** menu at the top of the Text Display Area and then open **Vocabulary Display Options**.



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

Select the **Core Key Assignments** option.

The Core Key Assignments Option

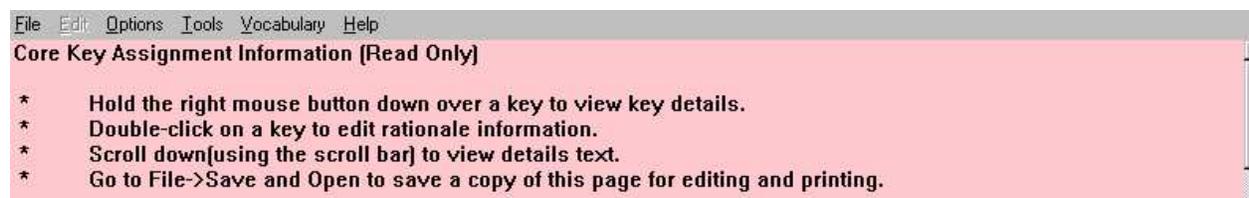


You now see a copy of the current User Area vocabulary (Unity 2-hit).

➡ 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 similar 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 SUN 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.

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

This box appears over the display.



Type in the rationale.

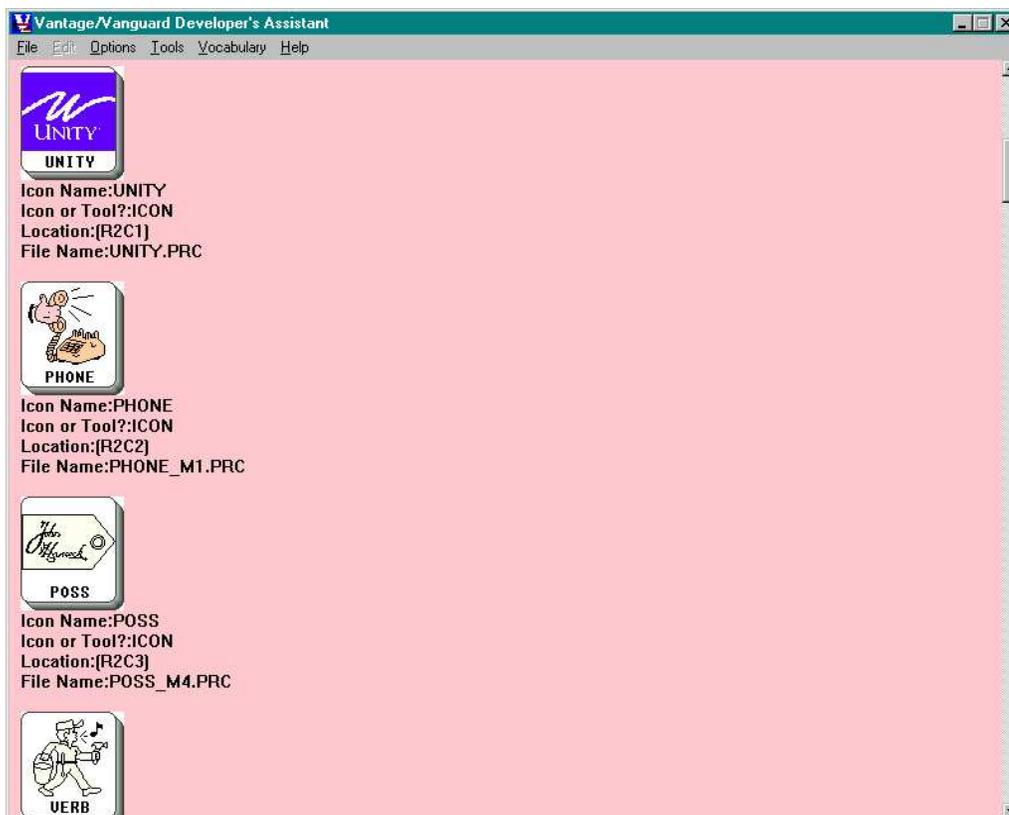


"The sun is YELLOW" has been added to the rationale. If you select **OK**, the program will save the edited rationale. It will remain a part of the SUN icon's rationale unless you bring up the box again and delete your addition.

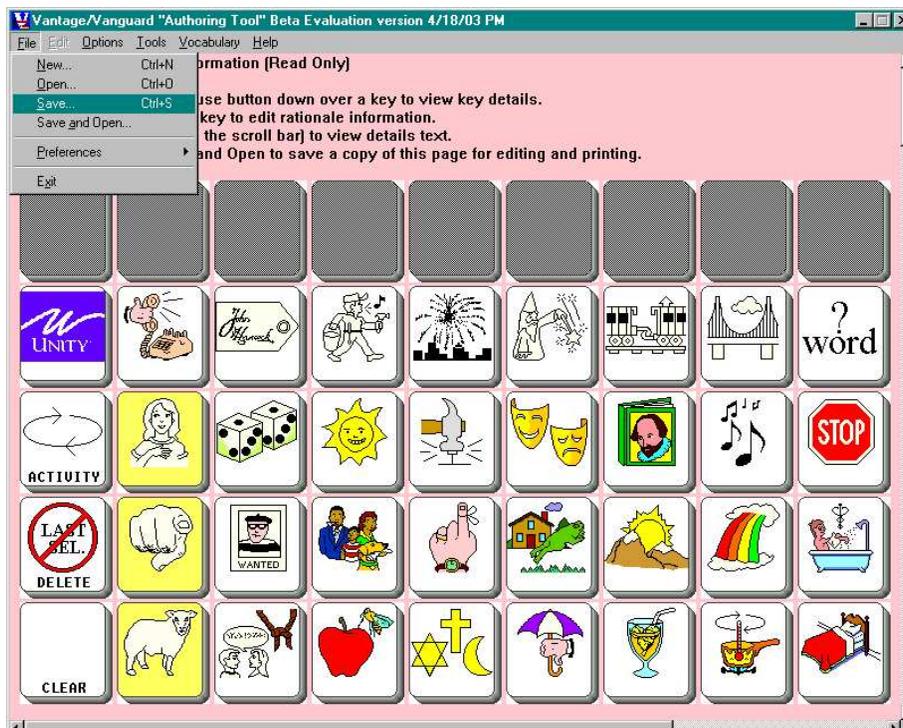
If you decide you don't want the rationale, select **Cancel** before you select Save. The program will return to the default details.

➡ 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.



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.



Return To Emulator

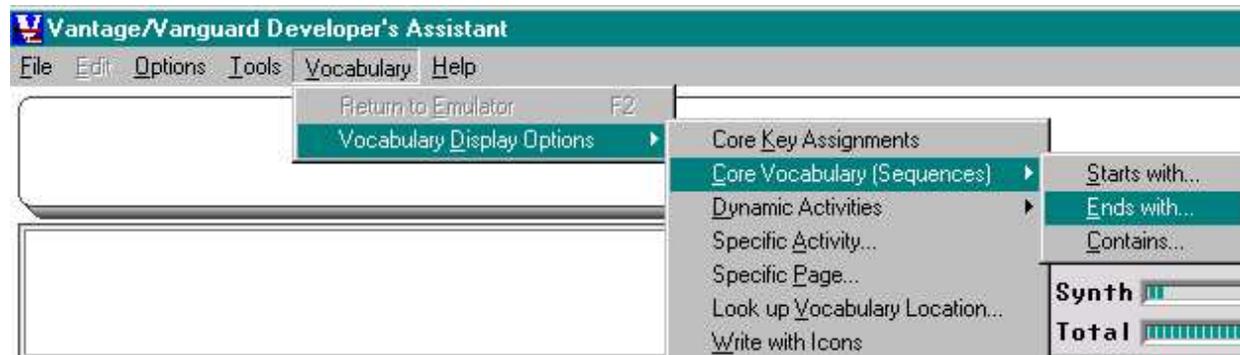
To Return to Vocabulary Display

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)



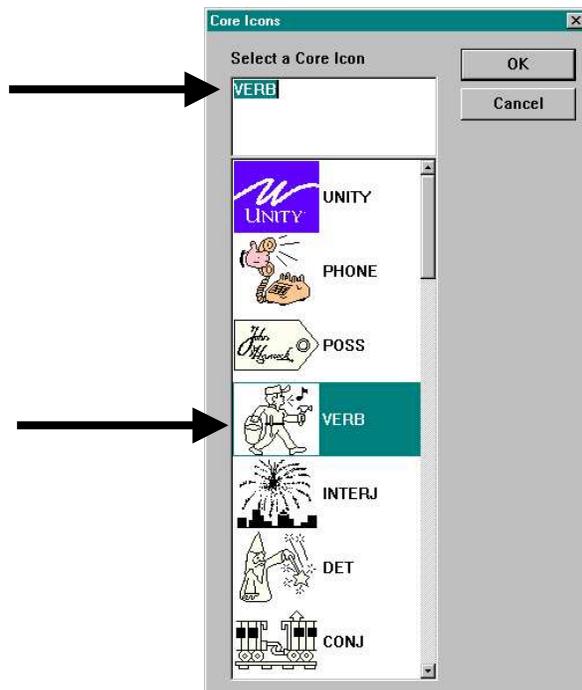
You might like to know if an icon is used in any sequences in a particular vocabulary.

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.

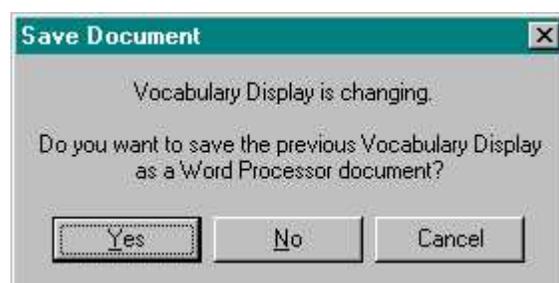
For example, you might want to know if the VERB icon is used as an ending icon in any sequences in the current vocabulary. You would select the **Ends with** option.



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.

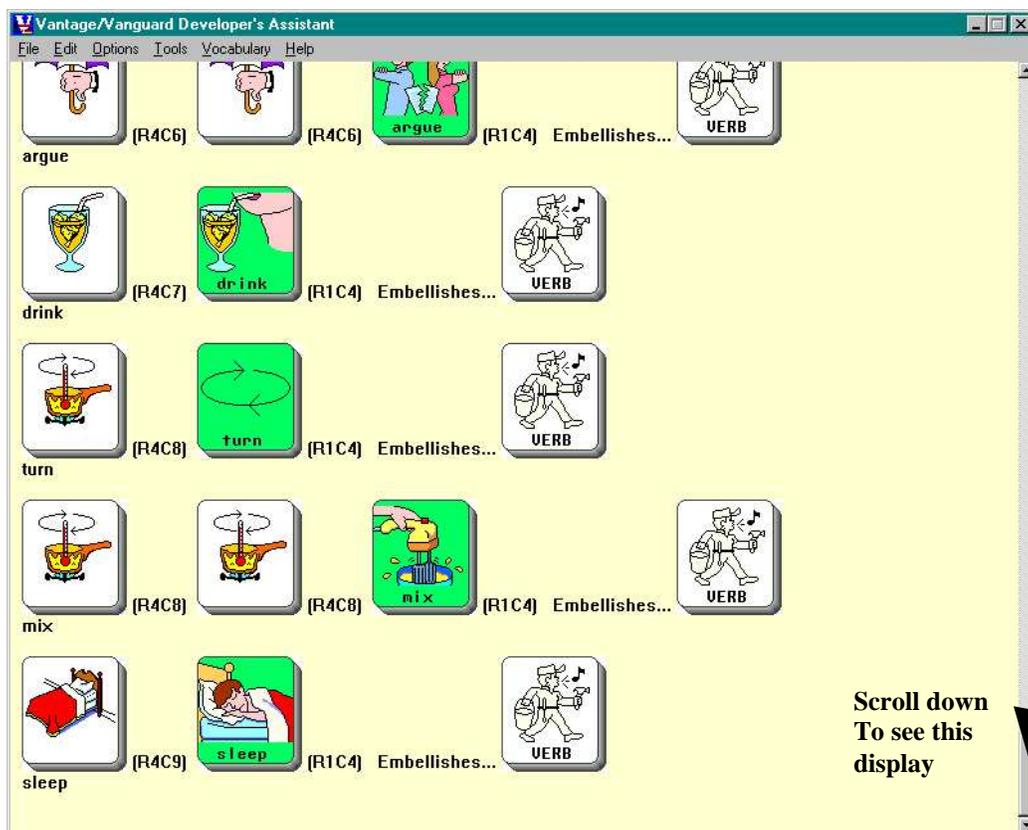
➡ You can use keyboard shortcuts to navigate through the icons. e.g. Tab, OK, Cancel, and the Up and Down arrows; otherwise, just use the scroll bar.

➡ **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.

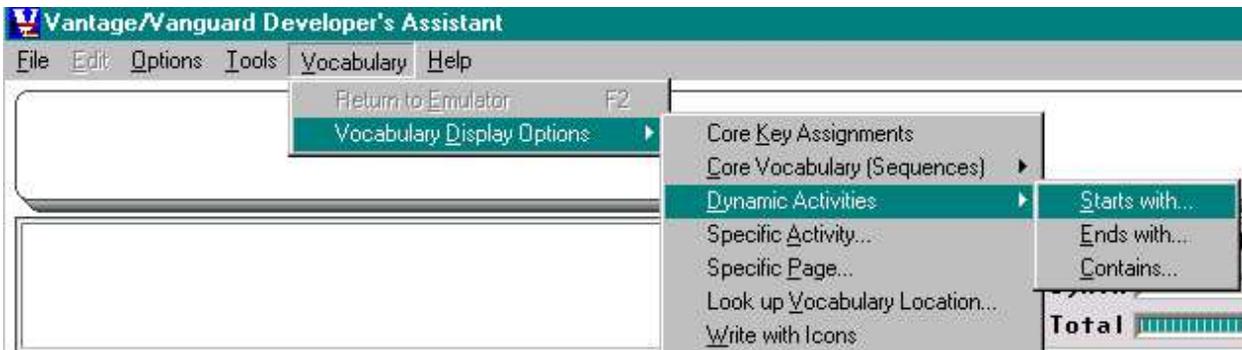
If you don't care about saving the display, select NO. You will then see the new Vocabulary Display you selected.



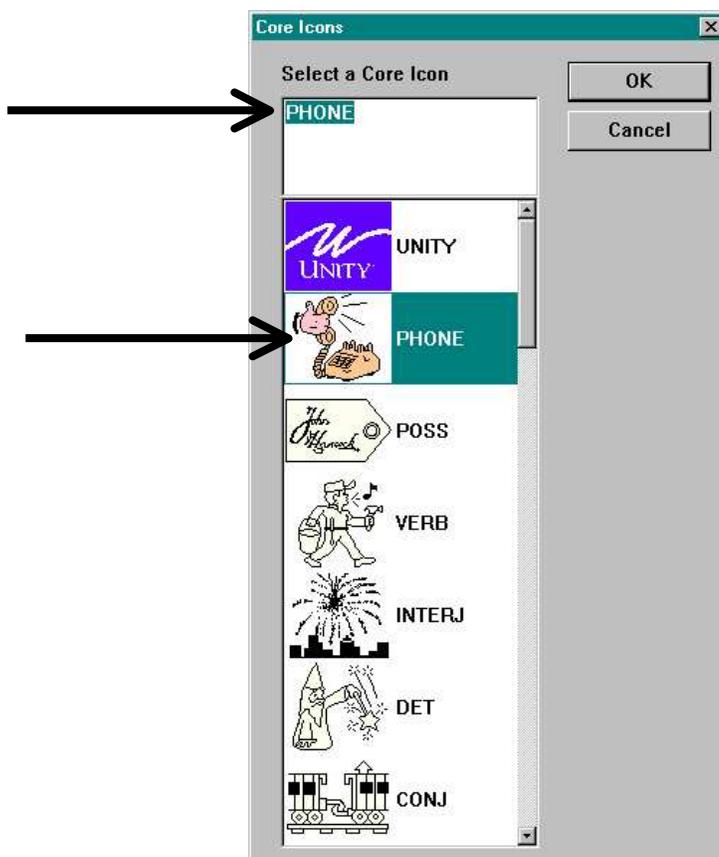
When you selected **Ends with: VERB**, the program produced this screen. You can see where each sequence is stored and how it is stored. If you want to copy a sequence in a custom vocabulary, just save the document and print it out as a reference for later storing. With sequences ending in the VERB icon 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.

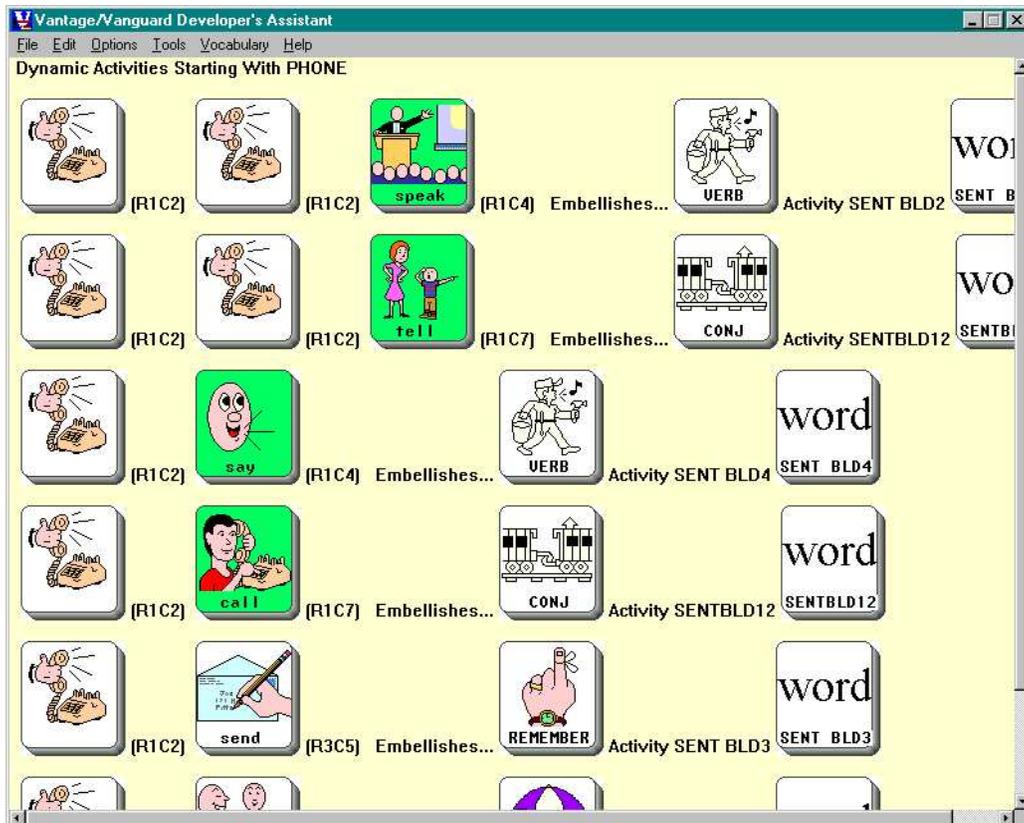
Viewing Dynamic Activities



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 an icon.

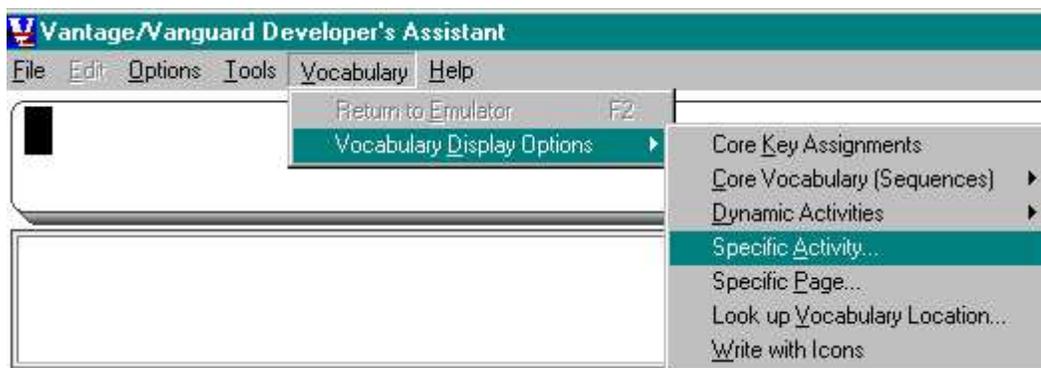


In the example above, PHONE is the **Starts with** icon. You can easily see what Dynamic Activities start with PHONE, their sequences, and which Activity is activated. As usual, you can edit in the display, save it and print it later.

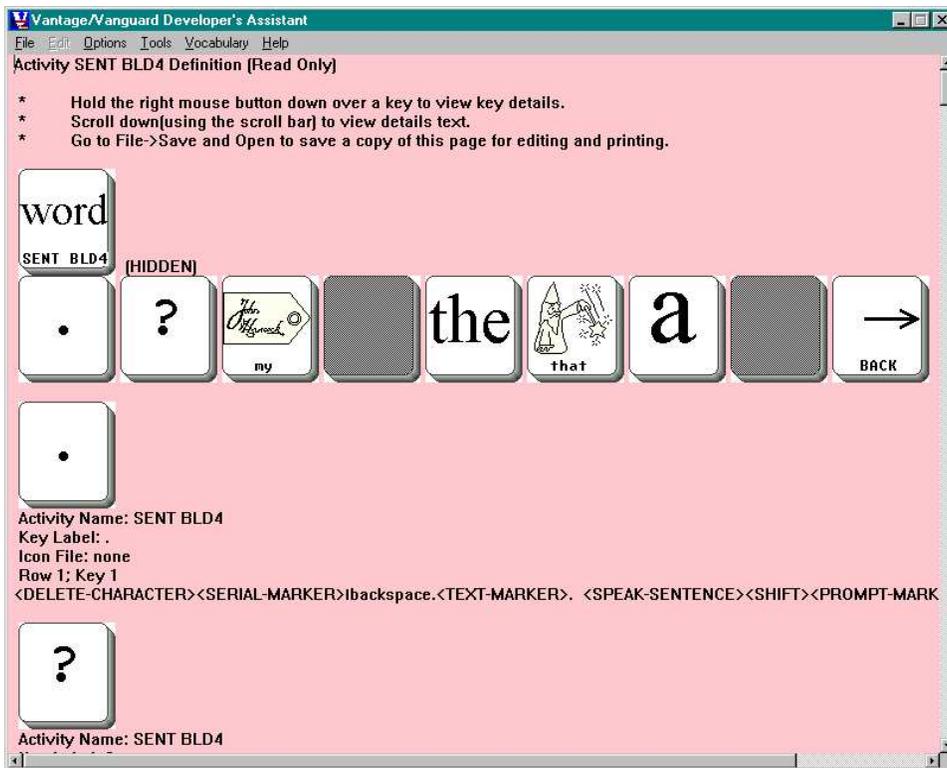
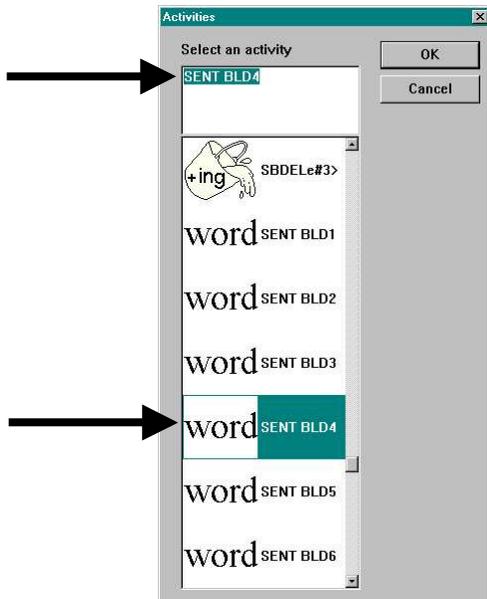
Viewing *Specific Activity*

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**.

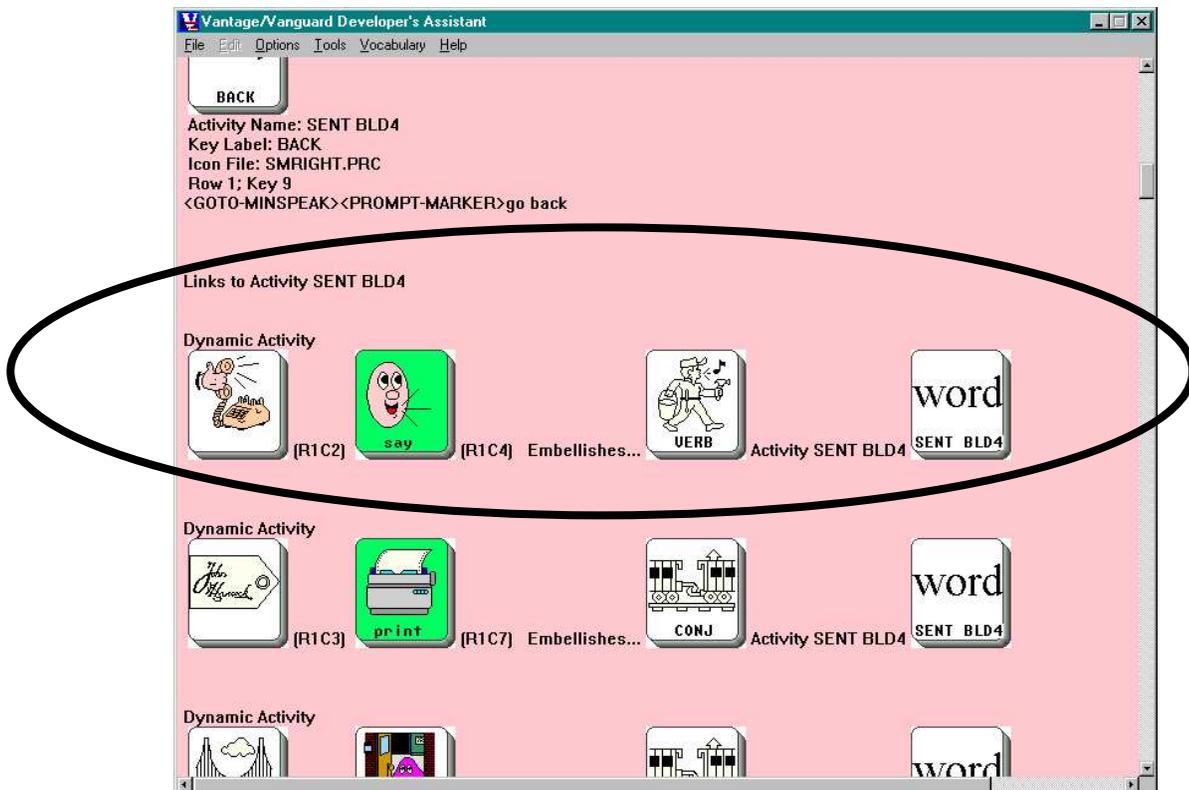


Now, select the activity you want. In this case, scroll down to WORD SENT BLD4. Click **OK**.



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.



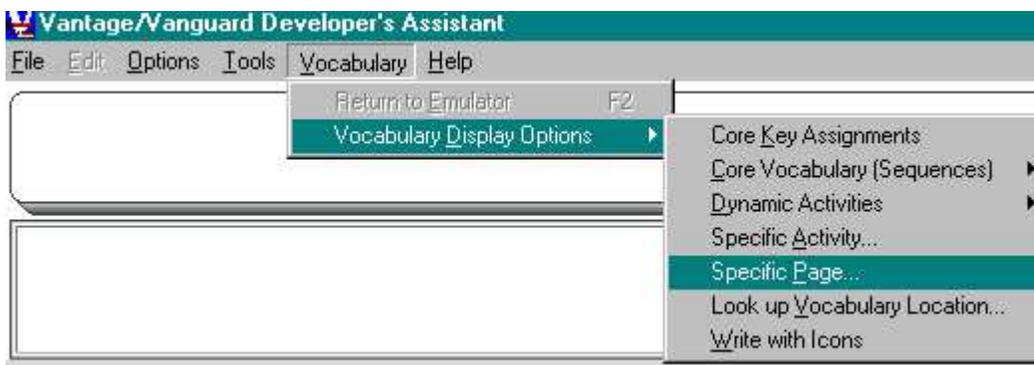
The **Dynamic Activity** option and the **Specific Activity** option can help make it easy to find and modify specific activities on your emulator.

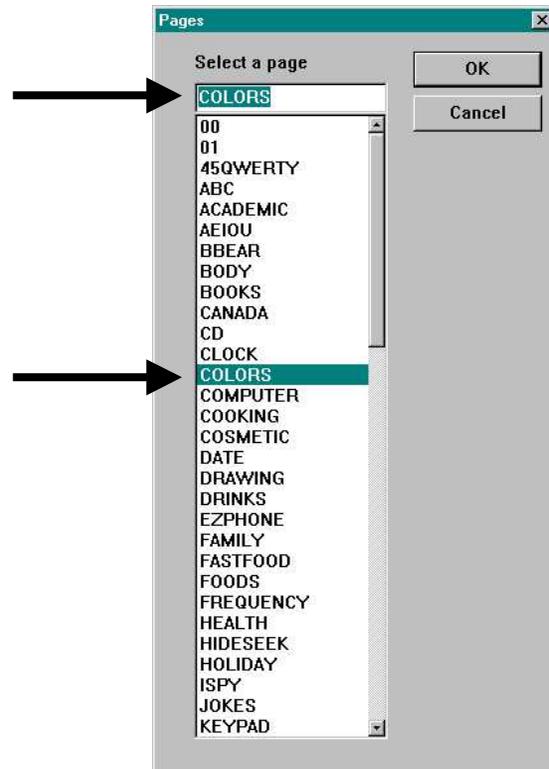
This is a **Read-Only** Display so you cannot edit it as you look at it. However, you can save the display in a word processing document, edit it if you wish and print it out.

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 **Specific 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

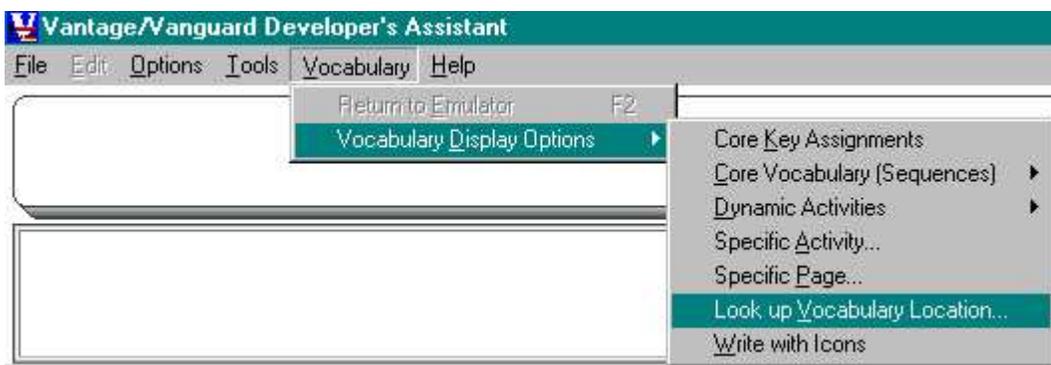
selected Page, their assignments, etc. The display will also tell you if there are any links associated with the Page.

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.

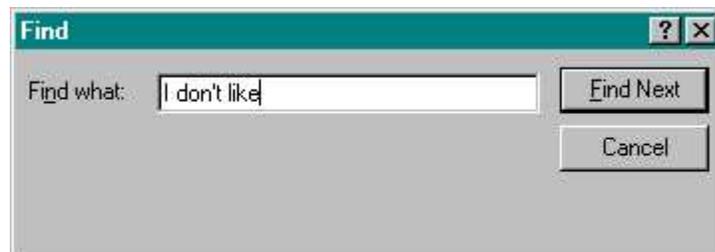
This is a **Read-Only** Display so you cannot edit it as you look at it. However, you can save the display in a word processing document, edit it if you wish and print it out.

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

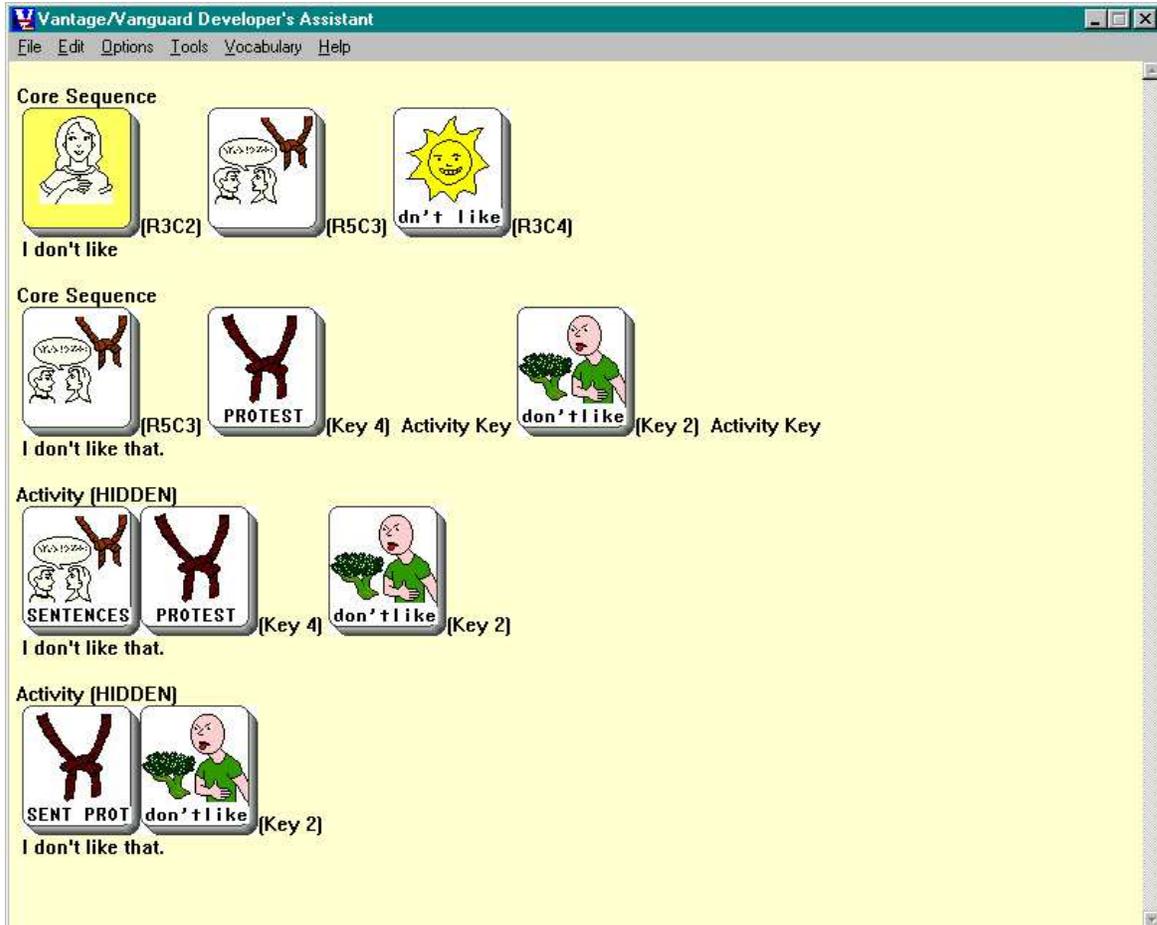
Look Up Vocabulary Location



Find where particular text is used in the Area.



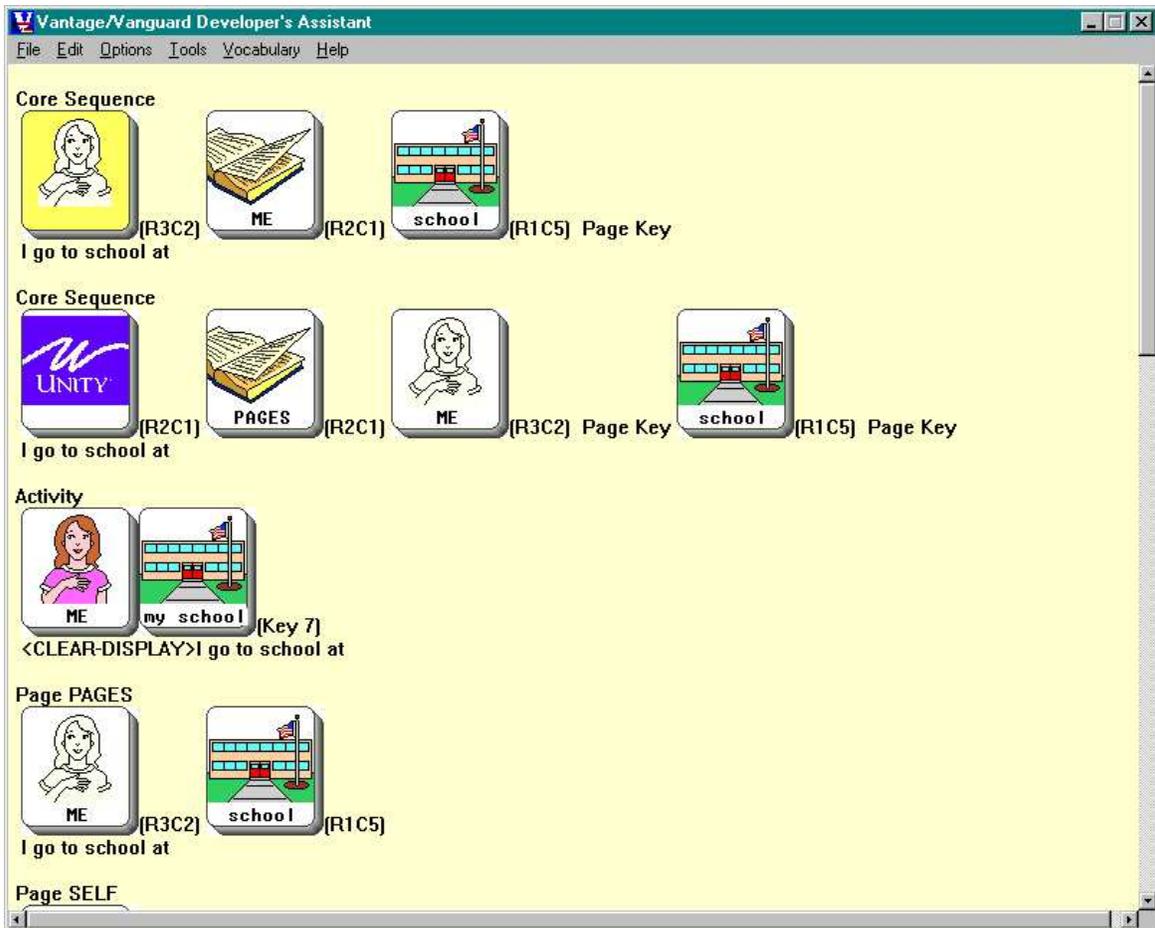
Type in the text you want to find. Phrases work best. Here, we are searching for the phrase, "I don't like".



Look Up Vocabulary Location works best with phrases. In the above example we wanted to find where the phrase, "I don't like" was used. The Developer's Assistant has given us a display of all the places we can find this phrase.

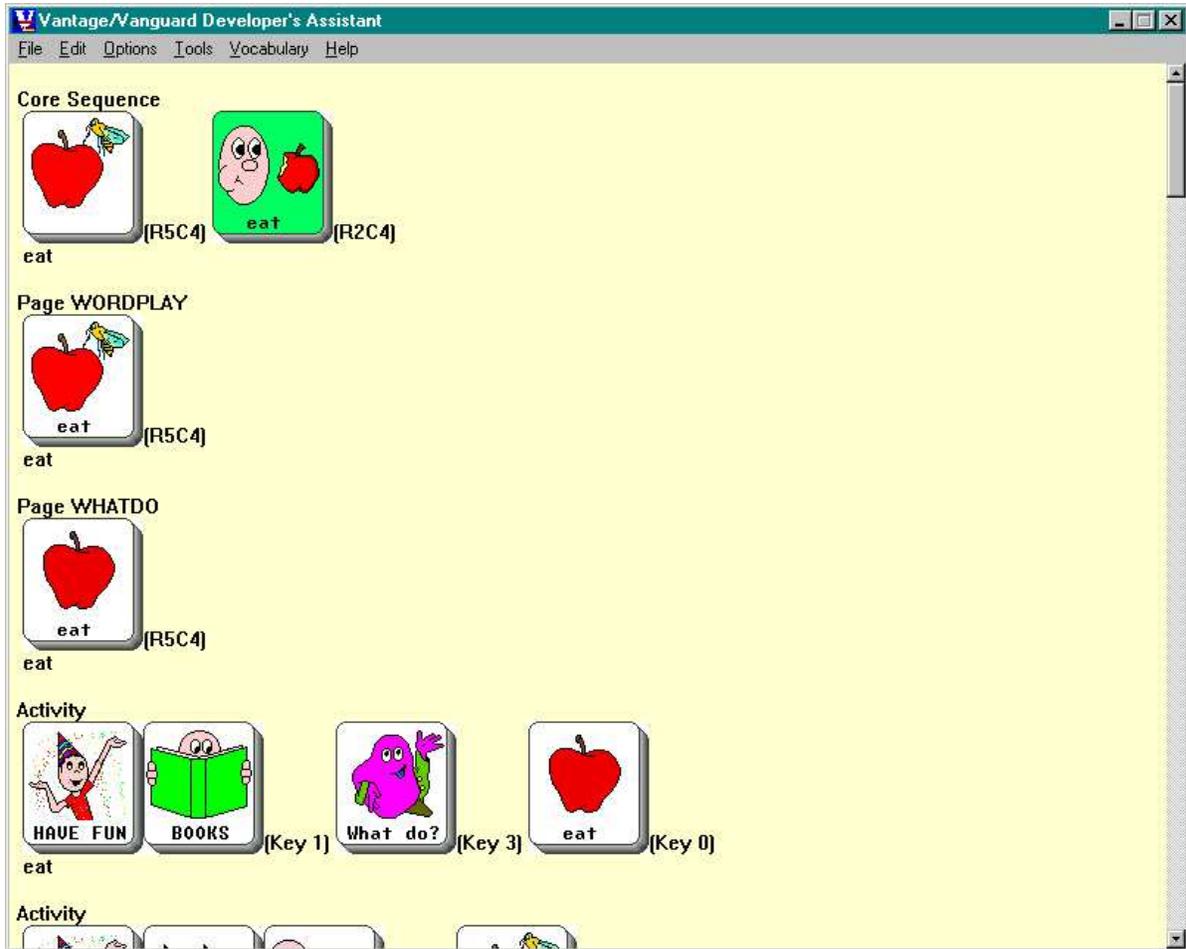
The Developer's Assistant will show up to 25 results for the text you entered. If you see a message box that says there are more than 25 examples, try being more specific when entering the search text.

For another example, go to the **Look Up Vocabulary Location** option, then type in **go to** as the phrase. You see:

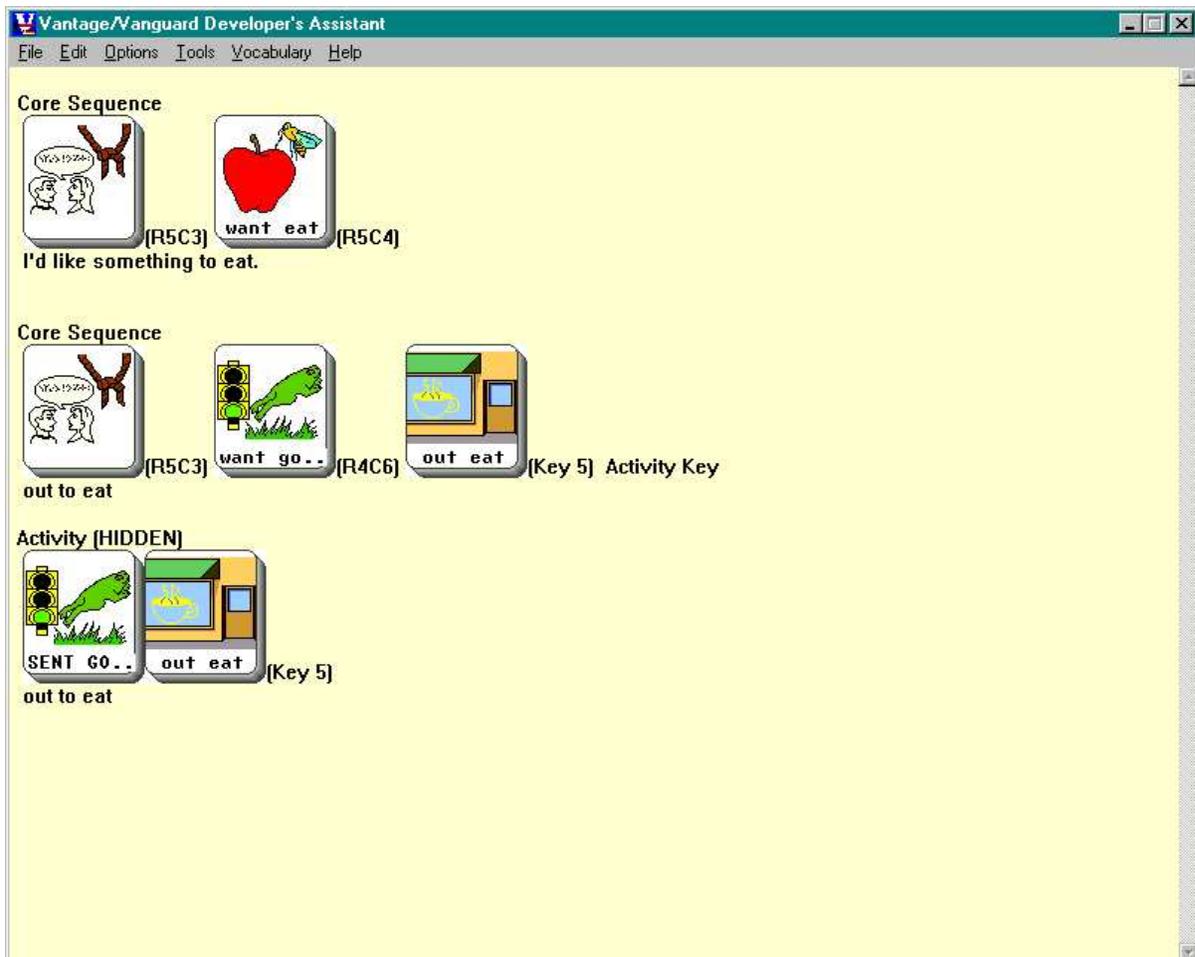


Notice that every instance in which the phrase "go to" is used is displayed, beginning with Core vocabulary.

If you type in a single word, such as "eat", you will see a display that contains every instance of a word where the letters "eat" are used. This includes such words as "weather", "cheat", "great", etc.



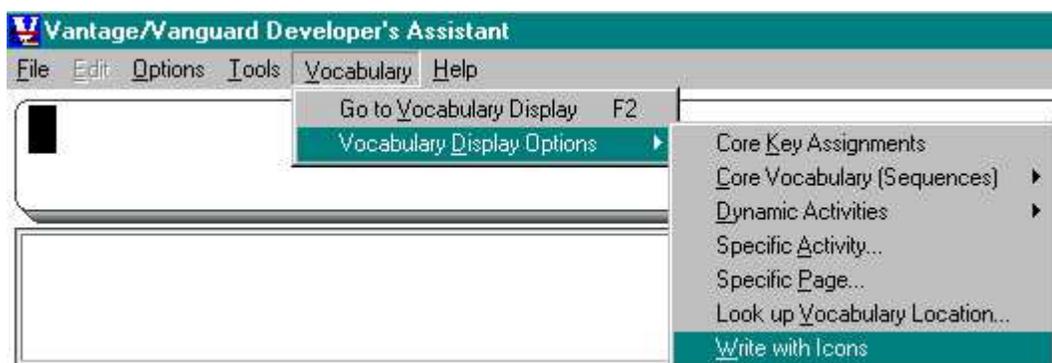
You can **narrow a search** by adding a **space** before, after or before and after a single word, but this may miss some of the places where the word is used. For example, if you type a space and then type "eat" into the Find Text box, you will see:



Scroll through the display and you will see that some of the instances where "eat" is stored are the same as the first display and some are no longer there.

You should play with this option some to discover how it will best suit your needs. If you create your own overlay, you could use this option to find partial words or misspelled words.

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.

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

You see an "I" sequence.

Type the word, **WANT** and add a space.

If the result is a Dynamic Activity sequence, you see an Activity Row Choices box:



You can add an ending to the sword or phrase from the Activity, or you can select the **No Activity Key** and continue writing. In this example, select **No Activity Key** to see the WANT icons on the screen.

Now, type the word, **TO** and add a space.

You see the sequences under which I, WANT and TO 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.

Finding Phrases

You can also find sequences for phrases by using the F6 and F7 keys on your keyboard.

For example,

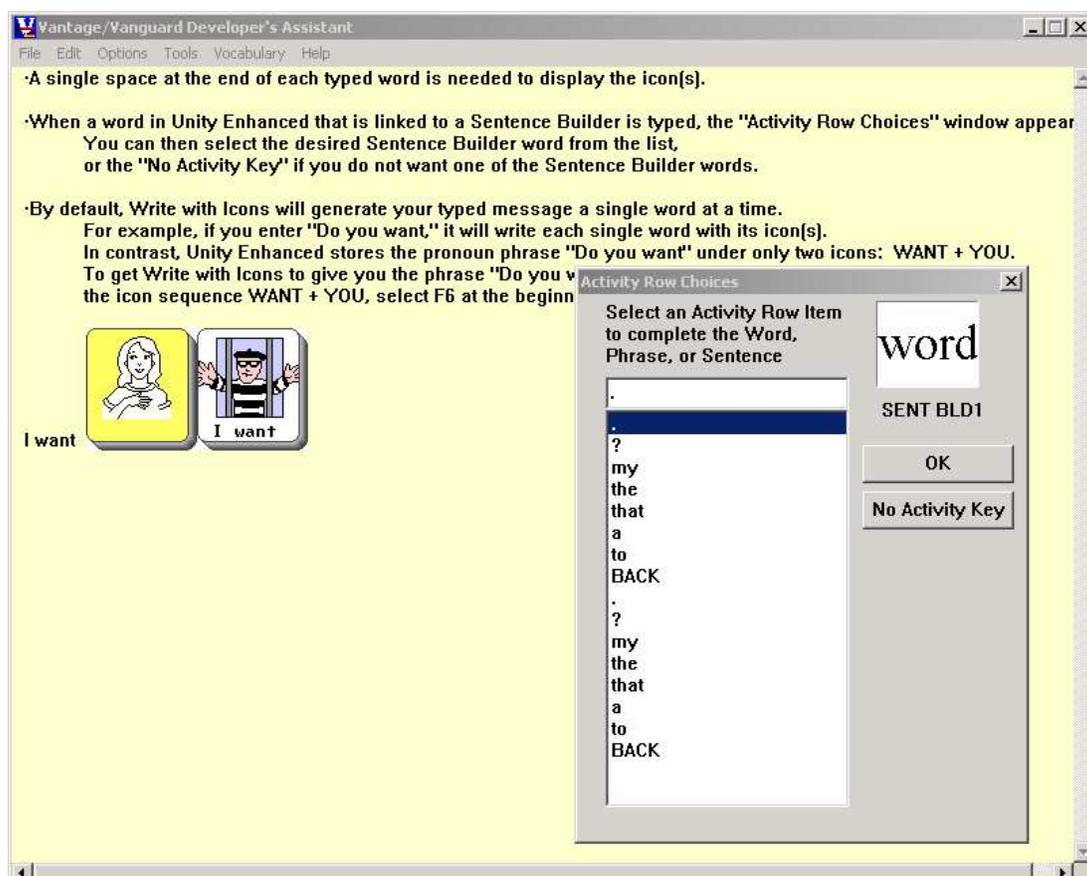
Let's try the phrase, "I want".

Select the **Write with Icons** option in the Vocabulary menu.

Select **F6** on your keyboard. This tells the Developer's Assistant you are going to enter a phrase.

Type: I WANT and then select **F7**. This tells the Assistant that you have completed the phrase.

Type a **space**.



You see the sequence for I WANT. I WANT is part of a Dynamic Activity so you will also see the endings for I WANT that are produced by the Dynamic Activity. You can select an Activity word to add to the phrase or you can close the box and start a new word or phrase.

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 (Use Core Vocabulary (Sequences))
- Save a record of all the Dynamic Activities that start with, end with or contain a specific icon in its sequence (Core Vocabulary (Sequences))
- 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)

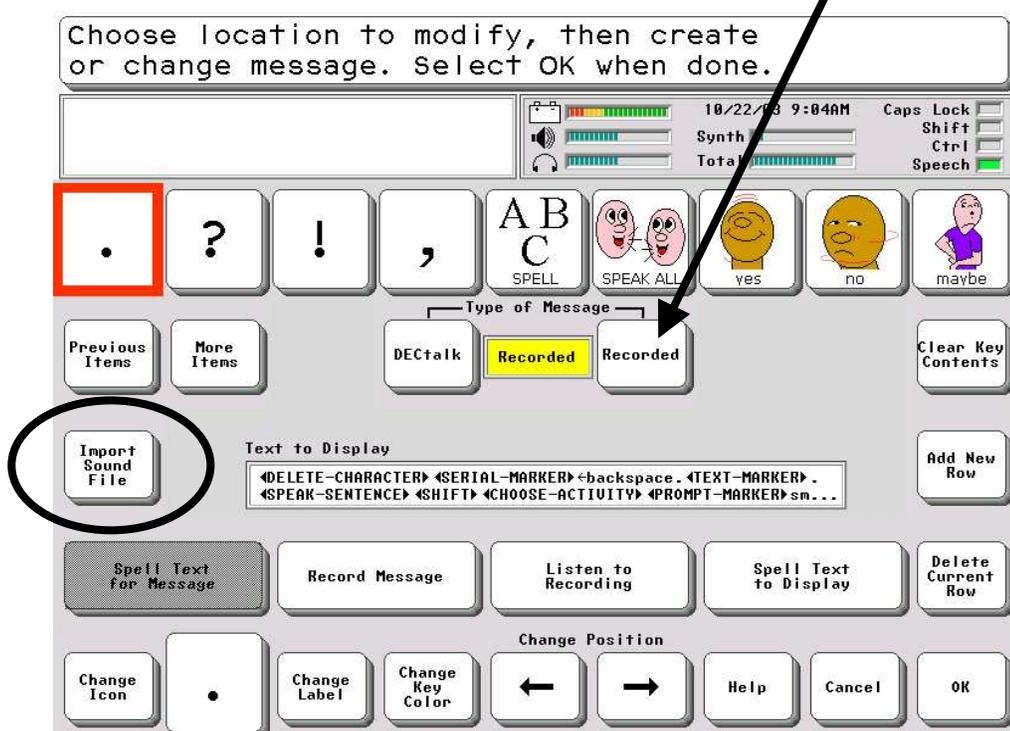
Remember: you can also take pictures of the emulator displays, save the displays as word processing documents, and e-mail pictures and documents.

Addendum: Importing Sound (.wav) Files for Recorded Messages

The Developer's Assistant 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 (.wav file) that you have saved on your computer and store it as the recorded message.

⦿ You cannot use .wav files for prompts.

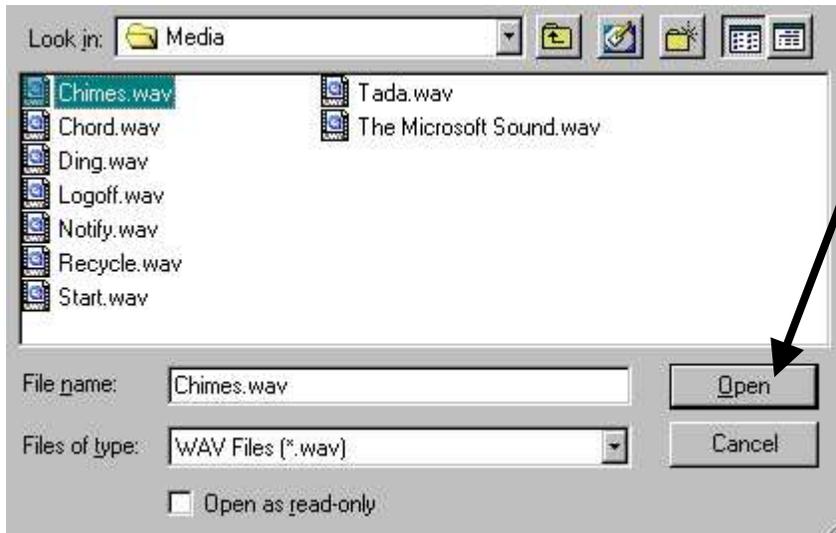


For Example, in the picture above:

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 or folder where you have .wav 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 .wav file, the .wav file will **replace** the recorded message. Any macros assigned to the key will remain with the key.