

Easy Start Vanguard Plus



PRC
Prentke Romich Company
Communication without limitations

Vanguard and Memory Transfer Interface (MTI) are trademarks of Prentke Romich Company.

Adult Quick Learning System (AQLS), Pixon and **Semantic Compaction** are trademarks of **Semantic Compaction Systems**. Unity and Minspeak are registered trademarks of Semantic Compaction Systems, Inc. in the United States and other countries. PCS Symbols are a product of Mayer-Johnson. RealSpeak Text-to-Speech is a trademark of Nuance Communications, Inc. Acapella speech technologies licensed from the Acapella Group. Bluetooth is a registered trademark of Bluetooth SIG, Inc.

Electronic Interference Information

This device complies with Part 15 of the FCC Rules. Operation is subject to two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.



Warning!

Changes or modifications to this product which are not authorized by Prentke Romich Company could exceed FCC limits and negate your authority to use this product.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. You can determine whether this product is causing interference in your radio or television by turning this product off. If the interference stops, it was probably caused by this product or one of its accessories. You can attempt to correct the interference by using one or more of the following measures:

- Turn the television or radio antenna until the interference stops.
- Move this product to one side or the other of the television or radio.
- Move this product farther away from the television or radio.
- Plug this product into an outlet that is on a different circuit from the television or radio; that is, this product should be controlled by different circuit breakers/fuses from the television or radio.
- If necessary, contact a Prentke Romich Company service technician for assistance.

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations. Cet appareil numérique de la classe B respect toutes les exigences du Règlement sur le matériel brouilleur du Canada.

CE ENVIRONMENTAL INFORMATION: Use: 0° - 45° C; Storage: (-20°) - 50° C; 95% maximum relative humidity @ ambient temperatures less than 40° C.



Attention!

Consult accompanying documents.

This device is not intended to be an emergency call device or sole communication device.



Warning!

When operating this device in a medical environment, do not use with any product that is not medically approved.

Any mounts used should be fitted by a qualified person. Failure to install the mounting system according to the manufacturer's instructions may result in an injury to the user.

©Prentke Romich Company 2010. All rights reserved.

Under copyright laws this manual may not be copied, in whole or in part, without the written consent of the Prentke Romich Company.

PRC • 1022 Heyl Rd. • Wooster, OH 44691 • Tel: 800-262-1984 • Fax: 330-263-4829 • info@prentrom.com • www.prentrom.com

LIBERATOR LTD • Liberator House • Minerva Business Park • Lynch Wood, Peterborough, Cambridgeshire • PE2 6FT UK • info@liberator.co.uk • www.liberator.co.uk

Getting Started

Remove your Vanguard Plus from Ship Mode

You received a **battery charger** in the box with your Vanguard Plus.

1. Plug the small end of the battery charger cable into the small battery charger port on the **right** side of the Vanguard Plus. Plug the other end of the charger into a working wall outlet.

2. Select:  This key is on the front of the case.

It will take a few moments for the device to turn On.

A Dim or Dark Display

Your device has been pre-set to "go to sleep" if you haven't made any key activations for **two minutes**. The backlight on your display will become dim. You can touch the screen or activate a switch to turn the device back on (wake it up). If you do not wake up the device, eventually the backlight will go out and the display will be dark. Again, just touch the screen or activate your switch to wake up your device. It may take a minute or two to wake up.

If you want more time to elapse before the screen goes to sleep, you can change from two minutes to five or ten minutes by doing the following:

Select the **TOOLS**  key on the front the case.

Select the **MAINTENANCE MENU** key  in the Toolbox.

In the **Auto Power Down** option:



use the arrow keys to select the time you want.



Select the **OK** key in the bottom right corner of the menu. Then select the **GO TO HOME** key in the top right corner of the Toolbox screen.

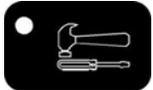
Table of Contents

Getting Started	3
A Dim or Dark Display	4
Table of Contents.....	5
Device Hardware.....	6
Front Panel	6
Top of Vanguard Plus	8
Back of Vanguard Plus.....	9
Right Side Panel.....	10
Left Side Panel.....	11
Using Your Vanguard Plus	13
Full Toolbox.....	13
Simple Toolbox	15
Speaker Volume.....	16
The Exploration Wizard	17
User Areas	18
Activity Row	22
Pages.....	26
Modify a Page	28
Create a Page with a Scene	37
Link your Scene Page to the MY SCENES Page	48
You Have Learned.....	53
Next Steps.....	54

Device Hardware

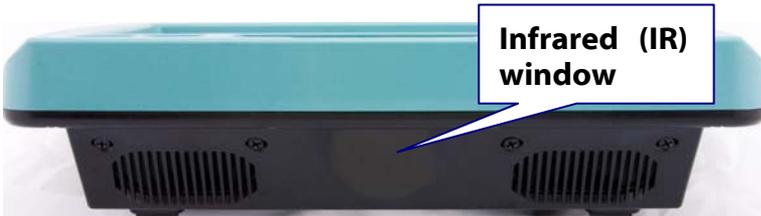
Front Panel



Part	Description
 <p data-bbox="178 773 274 797">ON/OFF</p>	<p data-bbox="371 678 896 768">Turns the device ON or OFF. If you turn the device off with this button, you must use it to turn the device back on.</p>
 <p data-bbox="163 924 289 948">TOOLBOX</p>	<p data-bbox="371 821 887 881">This takes you to the Toolbox where you can use the system menus.</p>
 <p data-bbox="153 1088 300 1115">Battery Low</p>	<p data-bbox="371 972 887 1032">When this light flashes, the batteries need to be charged. Plug in the battery charger.</p>
 <p data-bbox="121 1239 331 1268">Battery Charging</p>	<p data-bbox="371 1135 905 1195">When you plug in the charger, the "Charging" light flashes.</p> <p data-bbox="371 1208 905 1328">A rapid flash indicates fast-charging; a slow flash indicates that the battery is charged but it will continue to trickle-charge as long as the charger is plugged in.</p>

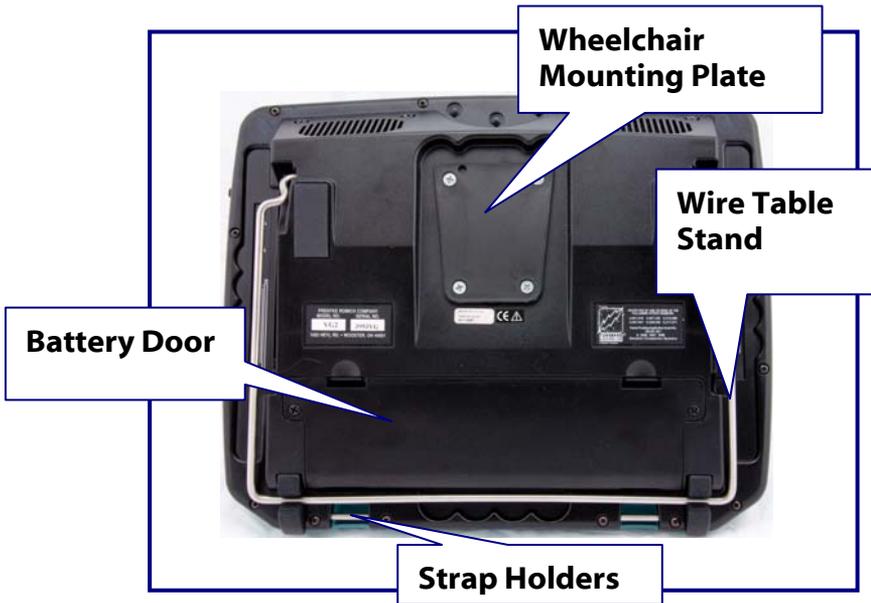
Part	Description
 <p>HEADPOINTING WINDOW</p>	<p>If you are using an external Headpointer, this window tracks its movements.</p>
 <p>TRACKER HEADPOINTER</p>	<p>This area follows the internal Tracker's movements. The small LED in the head lights when the pointer is working properly.</p>
 <p>RECORDING MICROPHONE</p>	<p>When you record messages, speak towards this area.</p>
 <p>CHOOSE ACTIVITY*</p>	<p>Press this to toggle through the Activity Row.</p>
 <p>SETUP*</p>	<p>This key allows you to program overlay keys without going to the Toolbox. It works with the MODIFY, ASSIGN and STORE menus.</p>
<p>*</p>	<p>Keys 1 and 2 are User Defined keys. They have been pre-programmed for to perform the CHOOSE ACTIVITY and SETUP functions. You can reprogram them to do whatever you wish. See the ASSIGN KEYS chapter of the Operator's Manual.</p>

Top of Vanguard Plus



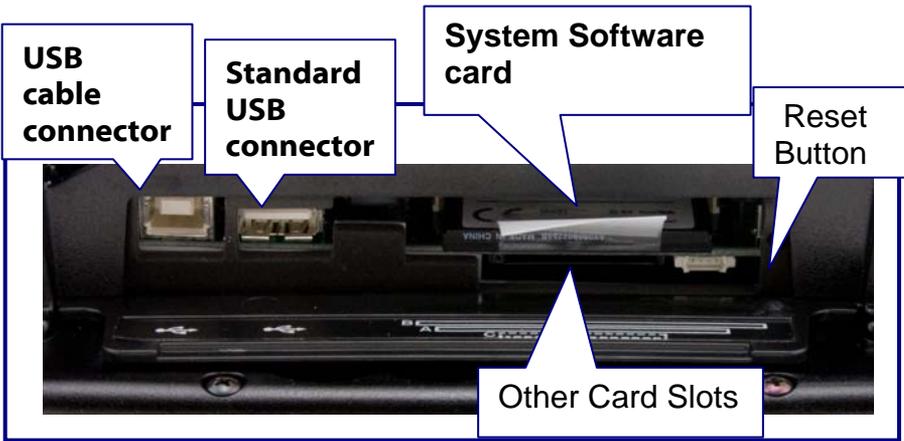
Part	Description
Infrared Area	<p>Learning Infrared Area:</p> <p>The black window on the top back of the device is the learning infrared area.</p> <p>You teach remote control signals through the IR SETUP MENU in the Toolbox. Point a remote control at this area when teaching the signals. See operator's manual for steps.</p> <p>When the Vanguard is sending remote signals to control things like a TV or DVD player, this window must be facing in the general direction of the object you want to control.</p>

Back of Vanguard Plus



Part	Description
Battery Door	Batteries are under this door. You can remove the battery door by unscrewing it from the case.
Wire Table Stand	The wire table stand allows the Vanguard to sit on a table in a more vertical position. In the US, the wire stand comes with the device. Outside the US, the wire stand is an option.
Wheelchair Mounting Plate	The wheelchair mounting plate allows the Vanguard to be attached to a wheelchair mount. Directions for mounting come with the optional QRM-2 Wheelchair Mount.
Strap Holders	You can connect a carrying strap to the holders.

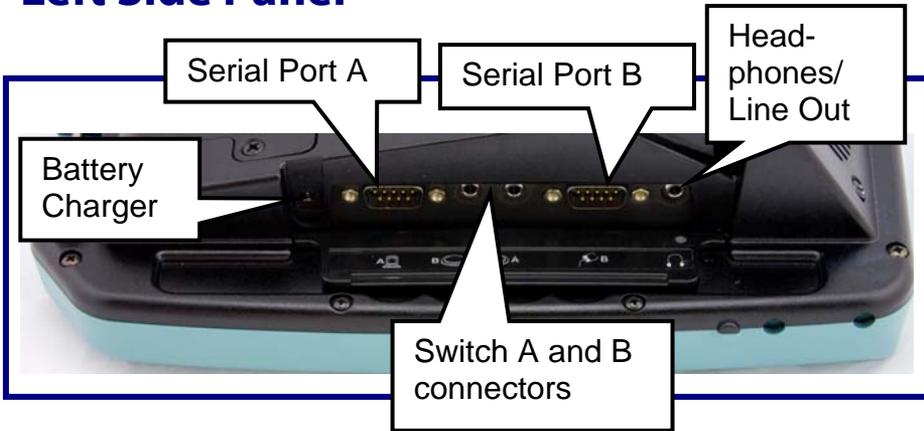
Right Side Panel



From left to right

Part	Description
USB Cable Connector	For computer emulation, connect a USB cable here.
Standard USB Connector	Plug a standard USB connector here.
Memory Card Slots	The top slot holds the system software card. The next slot can hold a PCMCIA card. The smallest slot can hold a secure digital card.
Reset Button	Use a straightened paper clip to poke the button at the bottom of the hole. This resets your device.
 Warning!	Use only the charger that came with your Vanguard Plus.

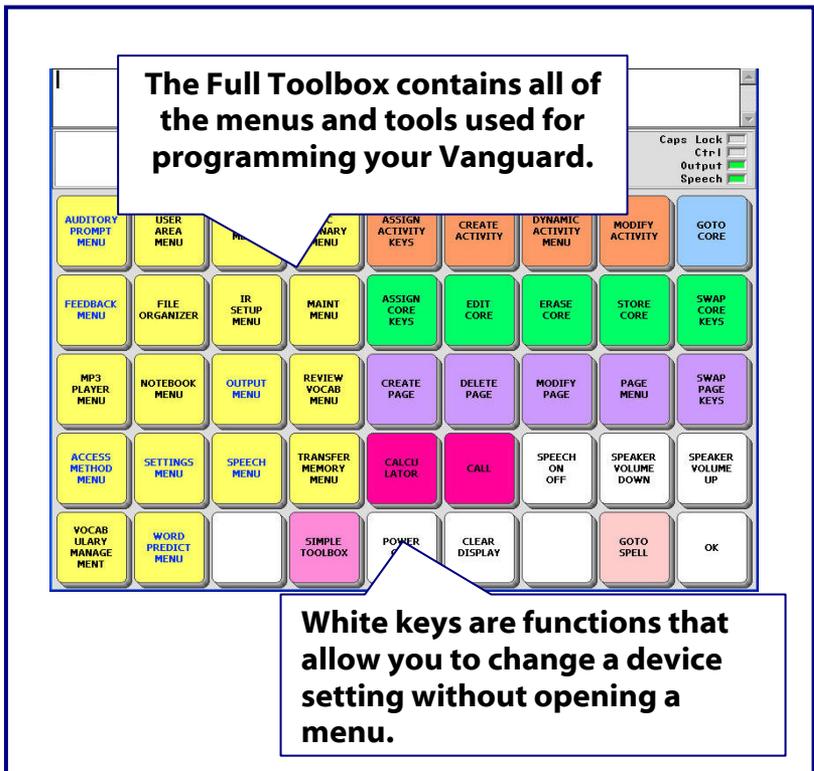
Left Side Panel



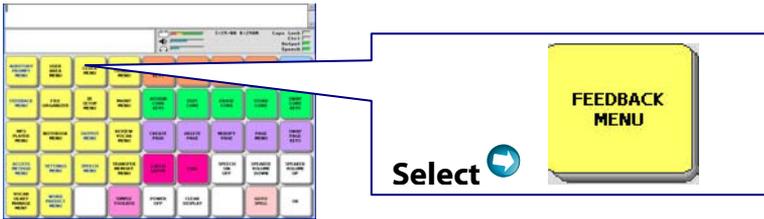
Part	Description
Battery Charger	Plug battery charger in here
 Warning!	Use only the charger that came with your Vanguard Plus.
Serial Port A	Use a serial (null modem) cable for memory transfers or to connect to a computer or printer.
Switch A and B Connectors	Plug single or dual switches into these connectors.
Headphones	Plug stereo headphones or amplified stereo speakers in here.

Using Your Vanguard Plus

Full Toolbox



Menus contain options that you can select to change settings or perform an action. Menus are yellow, green, orange and purple.

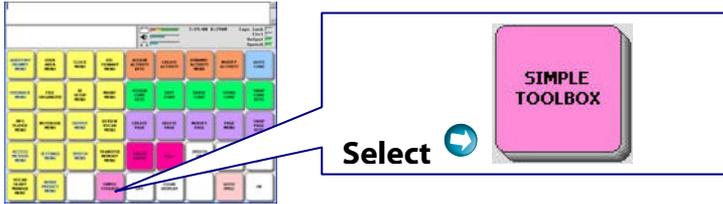


Options in the **FEEDBACK MENU** change the feedback that you receive from the Vanguard. Examples of settings in this menu are **Backlight Intensity** and the different **Activation Beeps** you hear when you select a location.

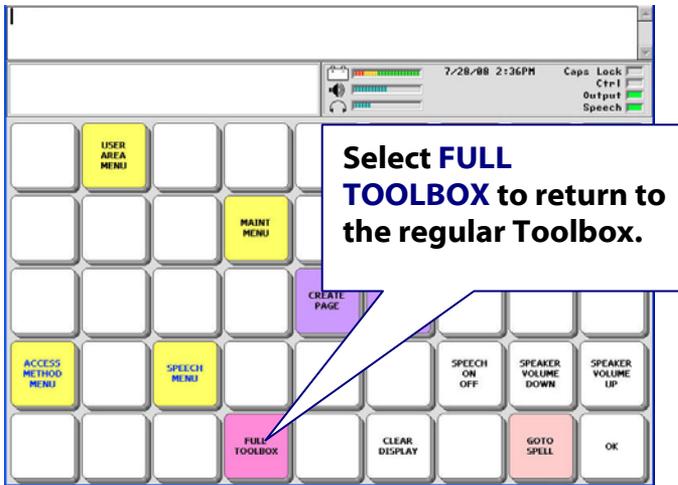


Go to the **Vanguard Operator's Manual** for information about the menus in the Full Toolbox.

Simple Toolbox



You see the Simple Toolbox.

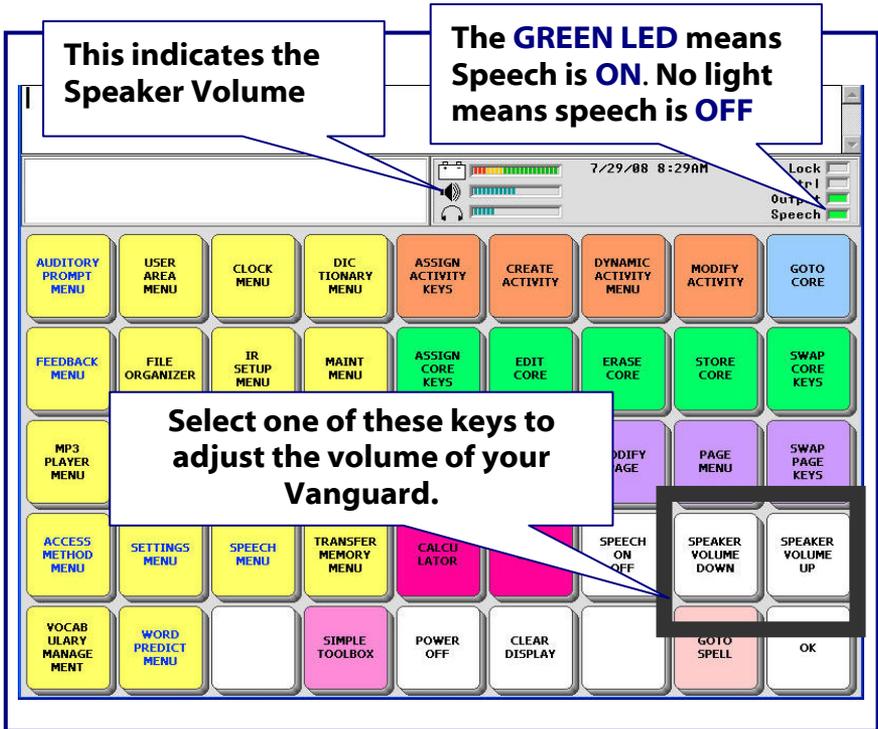


The **Simple Toolbox** is a pared down version of the Full Toolbox. There are only a few often-used menus and functions in the Simple toolbox. These menus can be easier to use because they do not have all the options contained in the Full Toolbox menus.

You may want to use the **Simple Toolbox** when you create a new page or when you want to create a scene for a page.

Speaker Volume

To change the volume, select **SPEAKER VOLUME UP** or **SPEAKER VOLUME DOWN**.

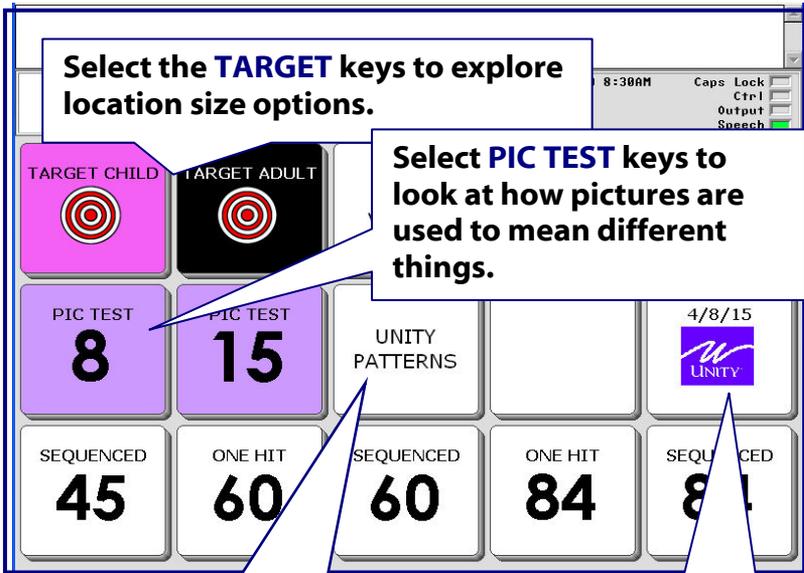


To leave the Toolbox and to return to your vocabulary,



select **GOTO CORE**, the **GO TO CORE** key.

The Exploration Wizard



Select the **TARGET** keys to explore location size options.

TARGET CHILD



TARGET ADULT



Select **PIC TEST** keys to look at how pictures are used to mean different things.

PIC TEST

8

PIC TEST

15

UNITY PATTERNS

4/8/15



SEQUENCED

45

ONE HIT

60

SEQUENCED

60

ONE HIT

84

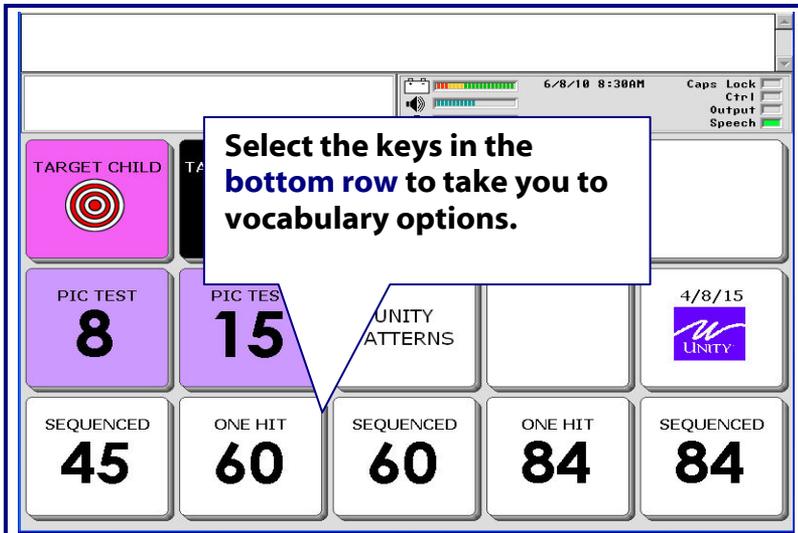
SEQUENCED

84

The **UNITY PATTERNS** key shows you how verbs, adjectives, nouns and pronouns are placed on different overlays.

Select this key to view Pages with different key location sizes

User Areas



The white keys take you to User Areas that contain **CORE Vocabulary**.

CORE vocabulary is vocabulary that you use all the time in many different situations. It is the vocabulary you will always want to be able to go to easily.

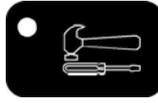
Once you select a Core overlay you will need to open the **USER AREA MENU** in the Toolbox to go to any other User Areas. This is explained on the next page.

In this manual we will use the **45 SEQUENCED** overlay for our examples, but you should experiment with all the overlays to find the best one for you or your client.

Select the **45 SEQUENCED** key.

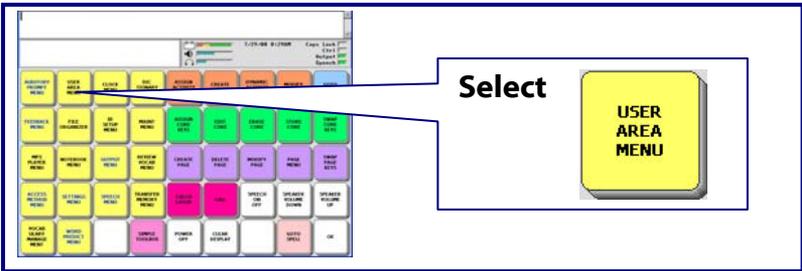
(If you are not in the Exploration Wizard or you don't know which overlay you are in, follow the steps on the next page to change User Areas.)

Changing User Areas

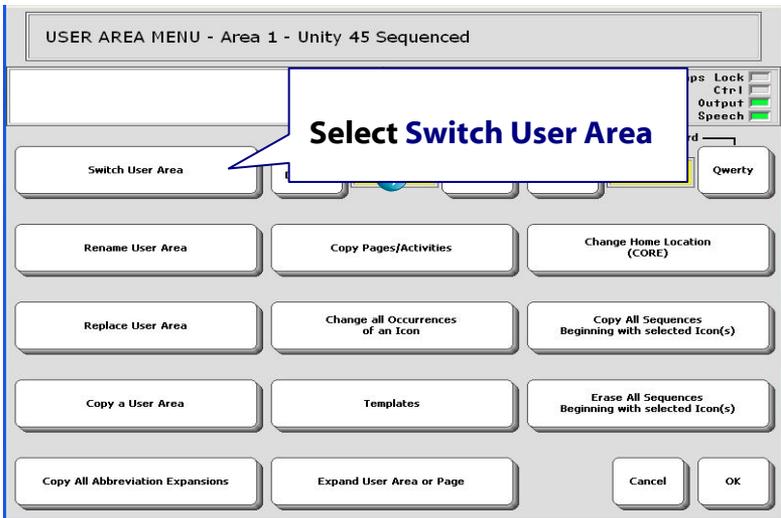


Select the **TOOLBOX** key on the top front of your device.

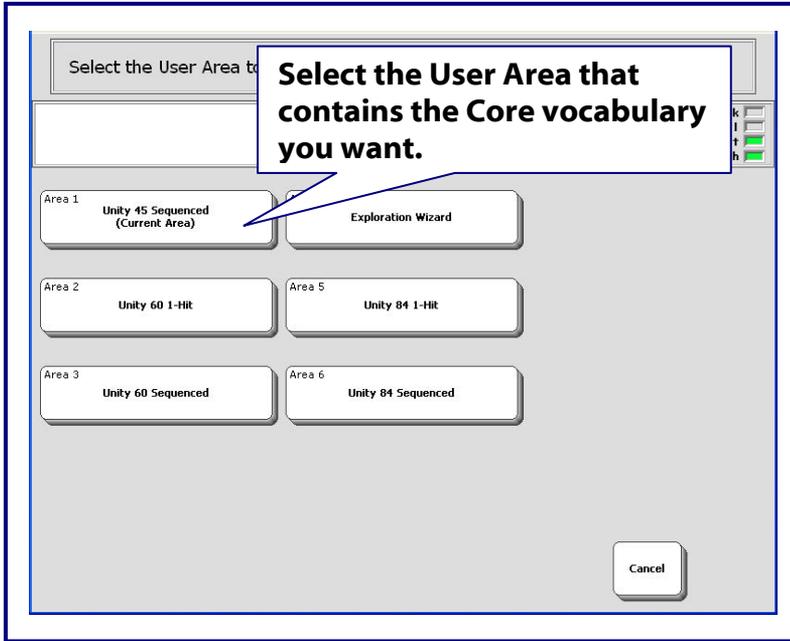
You see:



You see:



You see:



This menu tells you what Area you are currently in as well as what is available in other User Areas.

If you have not already selected it, select **Unity 45 Sequenced**.



Select the **OK** key.


Go to the *Setting Up* chapter in the *Operator's Manual* to learn more about the User Area Menu.

Core Vocabulary and Activity Rows



Select **GO TO CORE** in the Toolbox.

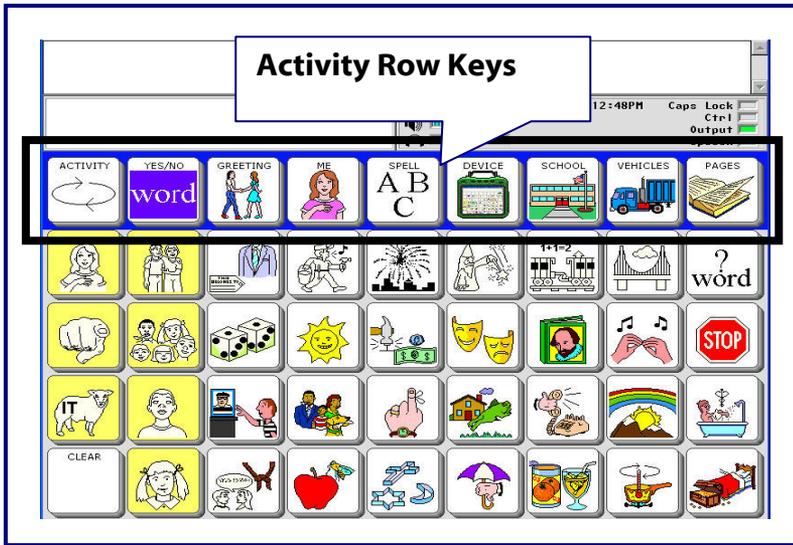
You are looking at Unity 45 sequenced overlay.

Sequenced means that you must select two or more icons before a message is spoken.

The screenshot shows a software interface with a grid of icons. The grid is organized into columns labeled: ACTIVITY, YES/NO, GREETING, ME, SPELL, DEVICE, SCHOOL, VEHICLES, and PAGES. The first four rows of the grid are highlighted with a black border. A callout box points to this highlighted area with the text: "The vocabulary contained in these 4 rows is your CORE vocabulary." The icons in the highlighted rows include: a woman, two people, a person with a speech bubble, a person with a musical note, a person with a star, a person with a dollar sign, a person with a mask, a person with a book, a person with musical notes, a person with a stop sign, a cow, a person, a person with a speech bubble, a person with a house, a person with a pig, a person with a rainbow, and a person with a bathtub.

CORE Vocabulary is made up of words that are used in all environments. CORE words are words like verbs, adjectives, pronouns—words that help make complete sentences. CORE vocabulary is found in the 4 rows outlined in black above.

Activity Row



Activities are in the top row with a blue background. Activities can consist of pre-stored sentences, category specific words or words that can follow a core vocabulary word.

Activities work two ways:

Dynamic Activities – an Activity is dynamic if you select a Core vocabulary key and the Activity Row automatically changes. Dynamic Activities usually consist of words that make up a category.

For example:

Select the **ME** icon.

You see the **ME** Activity Row which contains words messages about you.



Once you select an icon in the Activity Row, the row will close and go back to where you were.

Regular Activities – act as topics or folders. When you select a key in the Activity Row, you will see a new Activity Row that contains words about that particular Activity.

For example,



Select the **GREETING** Activity

You see the GREETING Activity Row.



This contains sentences such as "How are you?" and "It's nice to meet you."

When you are finished with an activity,



select the **ACTIVITY** key at the beginning of the



Activity Row or select the **#1 KEY** at the top front of your device to close the activity or to view more activities.

Using the 45-Sequenced Overlay

	Select 	Do This 
1.		Select the I key from your CORE Vocabulary.
2.		Select the I want key.
3.		Select Juice/TV key from your CORE vocabulary
4.		Select the juice key from the top row of your overlay.

You see: I want juice.

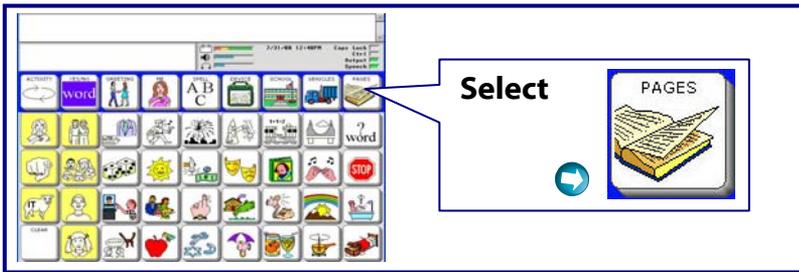
I want juice |

Select the Text Display Area to hear everything spoken.

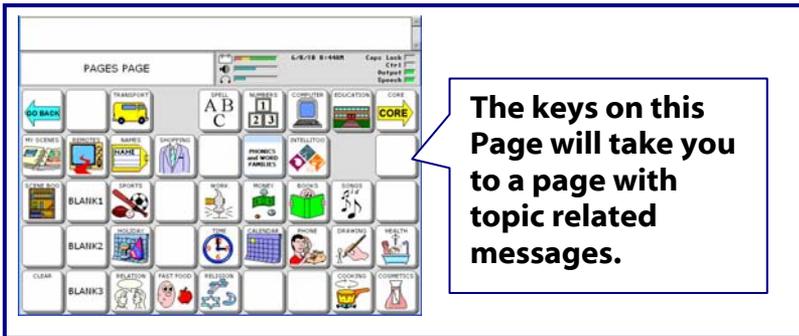
Pages

Pages consist of vocabulary that is devoted to a single topic. You will use Pages when you want to stay on one topic for more than a single message. This can be especially helpful for people who have trouble with different access methods.

The Vanguard has several pre-programmed Pages. Select the **PAGES** key in the Activity Row.



You see:



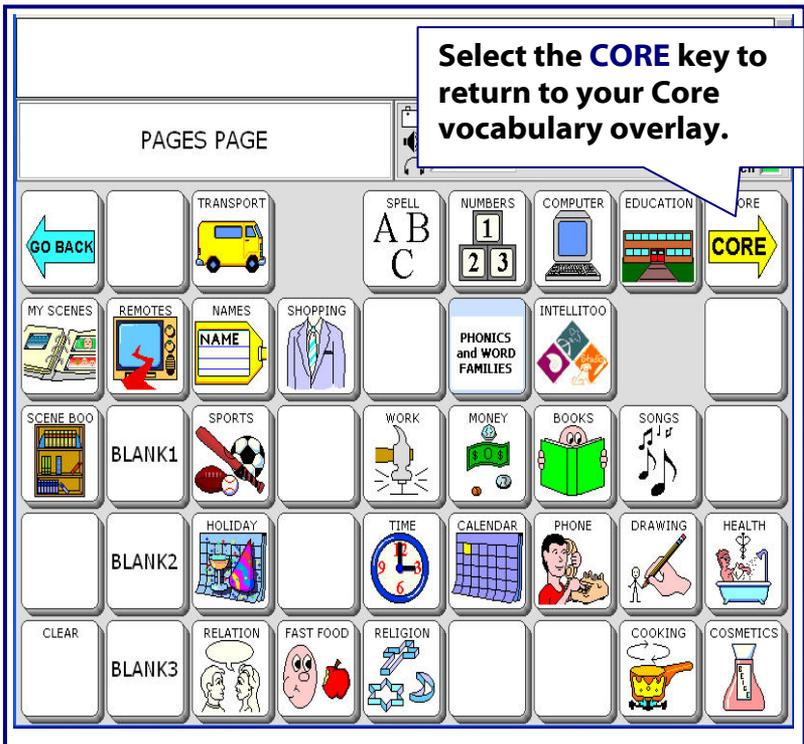
If you don't see the **PAGES** key in your Activity Row, select



the **ACTIVITY** key in the Activity Row or select



the **#1 key** on the front of the case.

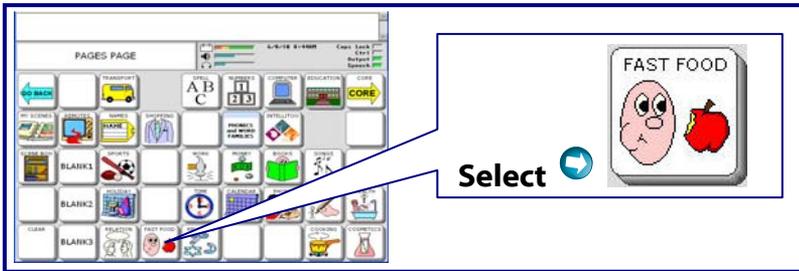
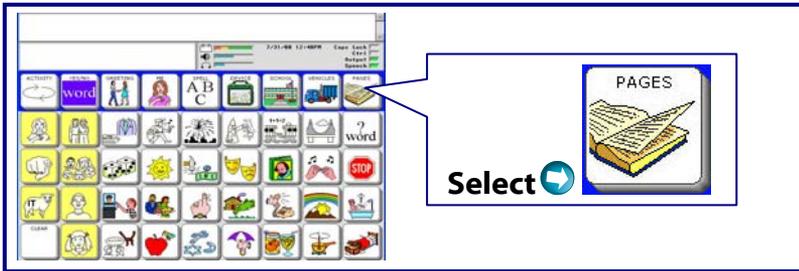


Modify a Page

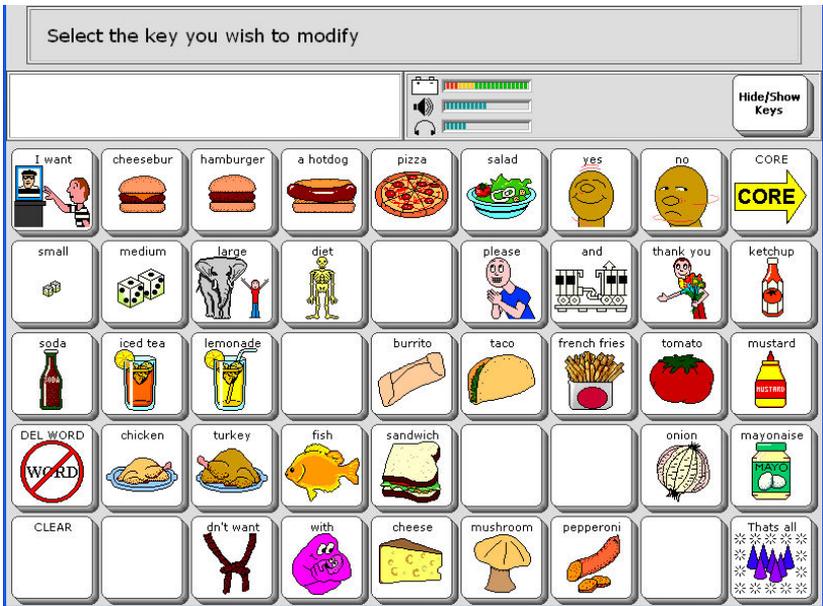
Tip!

If you select the  **APPLE** key in your **CORE** vocabulary, you will be able to select many of the food items in your vocabulary from the Activity Row.

Even though you can select lots of food from the Activity Row (see **Tip** above), sometimes it might be easier to have the most requested food items on one page, so let's go to the **FAST FOOD** page and add a new item.



You see:



Let's add "pancakes" to the **FAST FOOD** Page.

Select the **SET-UP** (#2) key on the front panel of your device.



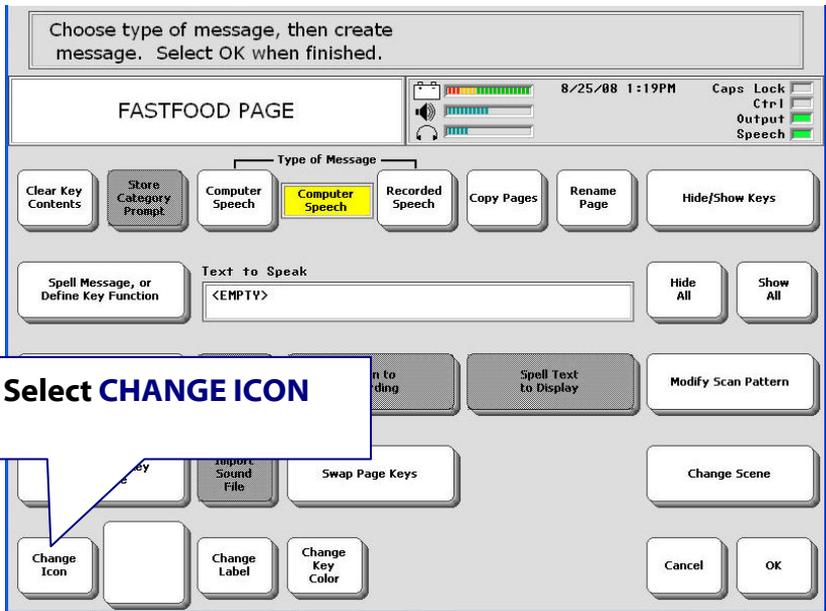
Select the key you wish to modify

Select a blank key.

Hide/Show
Keys

							CORE 	
small 	medium 	large 	diet 		please 	and 	thank you 	ketchup
soda 	iced tea 	lemonade 		burrito 	taco 	french fries 	tomato 	mustard
DEL WORD 	chicken 	turkey 	fish 	sandwich 			onion 	mayonaise
CLEAR 		dn't want 	with 	cheese 	mushroom 	pepperoni 	Thats all 	

You see:

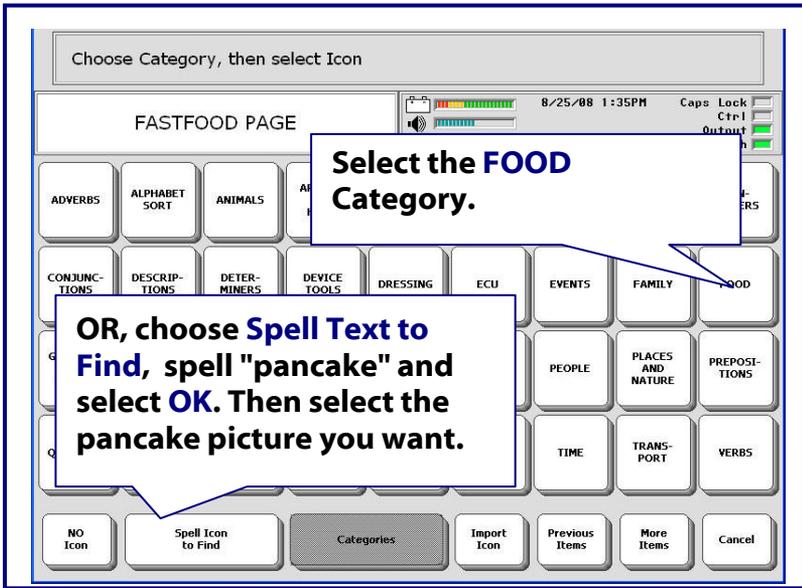


Change Icon

Select an icon for your message.

	Select 	Do This
1.		Select the Change Icon key to add an icon to your key.

You see:

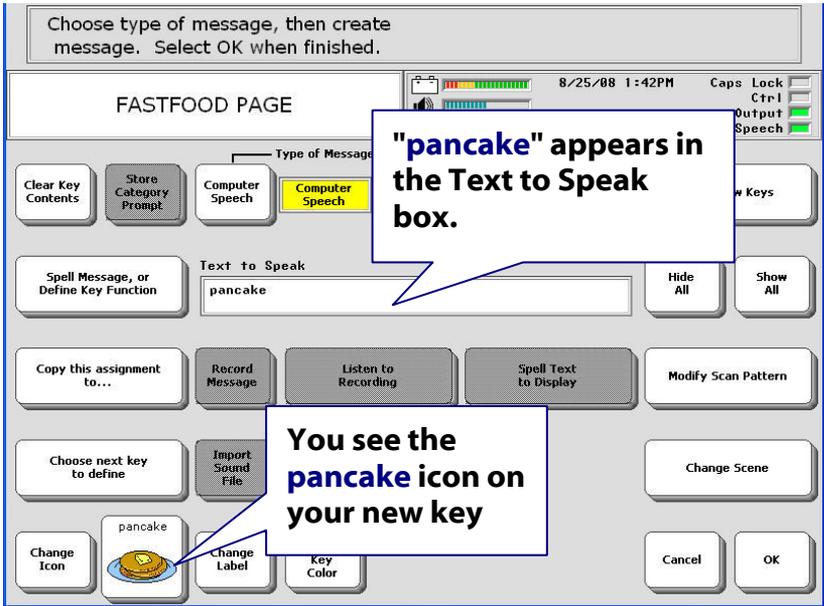


Categories are in alphabetical order. Select the category you want.

For this example, select the **FOOD** category, then select the **BREAKFAST** category, then select the picture for **pancake**. Select **OK**.



If you are not sure what category your icon might be in, you can select **Spell Icon to Find**, spell the name of the icon you are looking for and select **OK**.



Now let's modify the message.

Choose type of message, then create message. Select OK when finished.

FASTFOOD PAGE

Type of Message

Computer Speech **Computer Speech** Recorded Speech Copy Pages Rename Page Hide/Show Keys

Spell Message, or Define Key Function Text to Speak pancake Hide All Show All

Copy this assignment to... Record Message Swap Page Keys Modify Scan Pattern

Choose next key to define Import Sound File Change Scene

Change Icon pancake Change Label Change Key Color Cancel OK

Make sure Type of Message is set to Computer Speech.

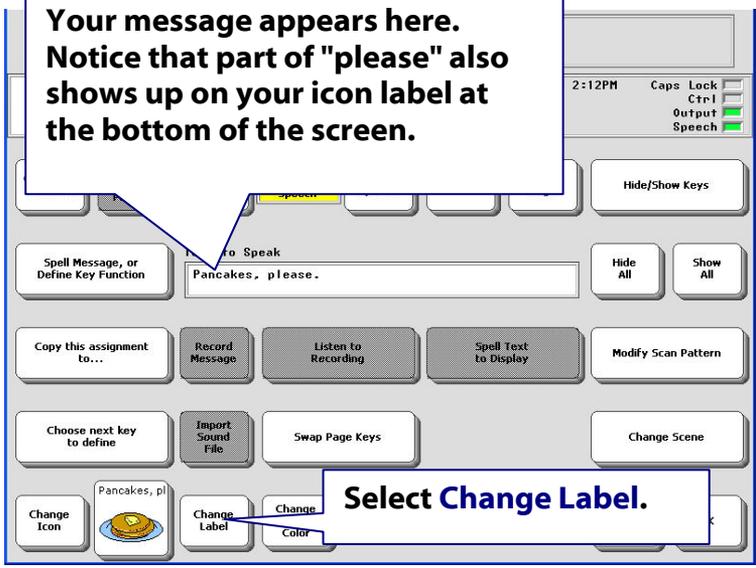
Select the Spell Message key.

Tip! If you want to record a message select **Recorded Speech** rather than **Computer Speech**. Follow the directions on your touch screen.

Once your message is recorded you can complete the steps on the following pages.

	Select 	Do This 
1.		Make sure Type of Message is set to Computer Speech .
2.		Select the Spell Message or Define Key function key.
3.		You see "pancake" in the Text to Speak box. Let's erase it by selecting the CLEAR DISPLAY key.
4.		Type " Pancakes, please. "
5.		Select OK when you have finished typing.

Your message appears here. Notice that part of "please" also shows up on your icon label at the bottom of the screen.



Select Change Label.

Change the Label

	Select 	Do This
1.		Select the Change Label key.
2.		If there is any text in the Text Area, select CLEAR DISPLAY to erase the it
3.		Type in Pancakes .
4.		Select OK .
5.		Your key should look like this.
6.		If you want to add more vocabulary, select Choose Next Key to Define . If you are finished, select OK to exit.



When you select the **OK** key , you return to the **FAST FOOD** page. Try out the vocabulary that you added. Select **CORE** when you are finished with this page.



Go to the **Operator's Manual** to learn more about storing messages.

Create a Page with a Scene

A scene is a photograph or image that you can put on an entire page. Keys can be defined as “hot spots” that will tell a story about the picture or identify items in the picture.



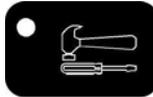
Tip

The Vanguard contains some pictures that can be used for scenes.



Go to the *Transfer Memory* chapter in the **Operator's Manual** if you want to download your own graphics to use.

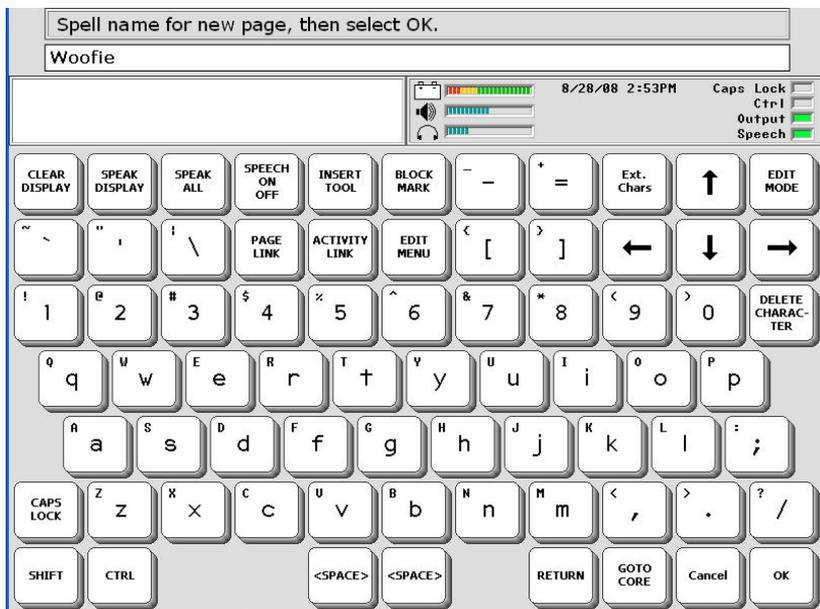
Go to the Toolbox



Select

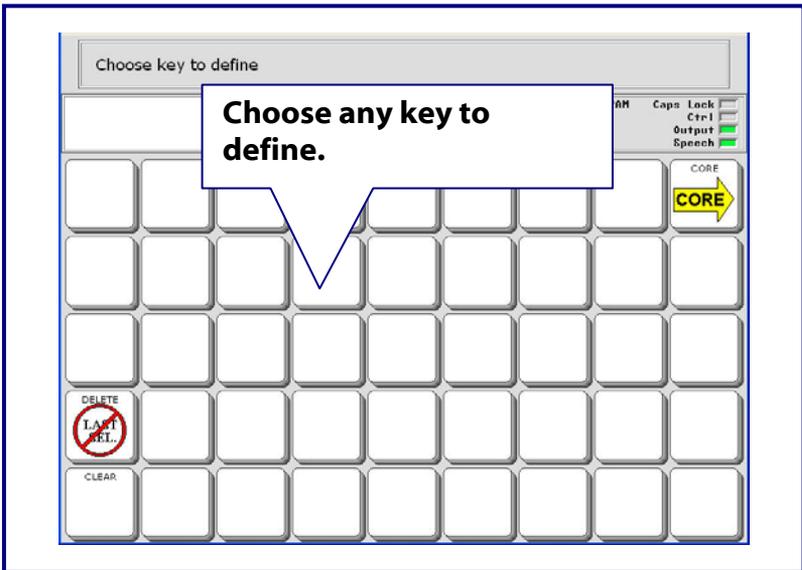


Spell the name for your page then select **OK**.

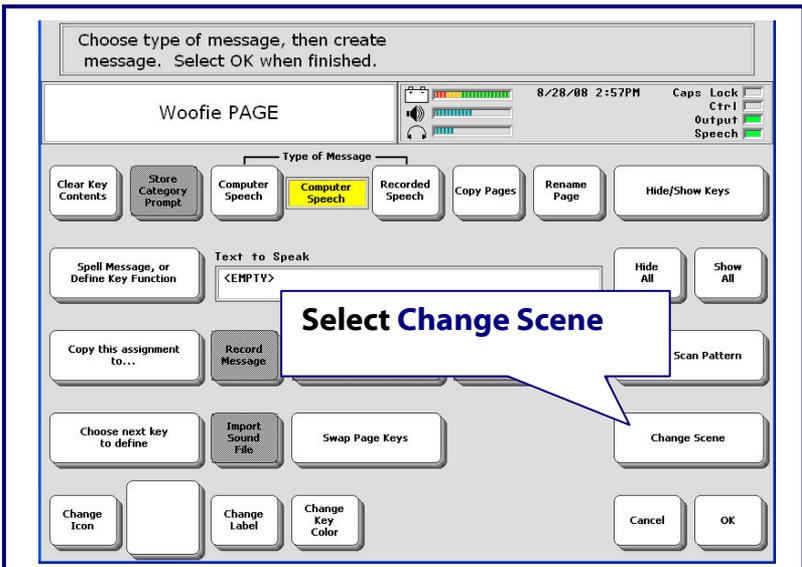


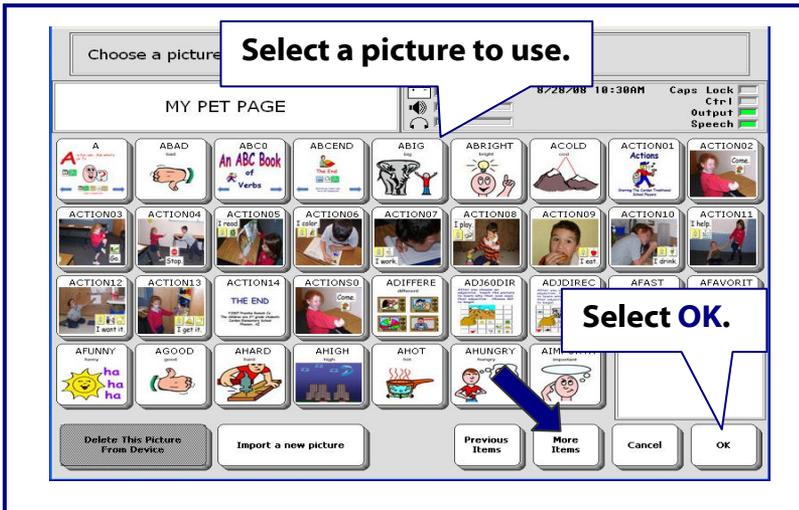
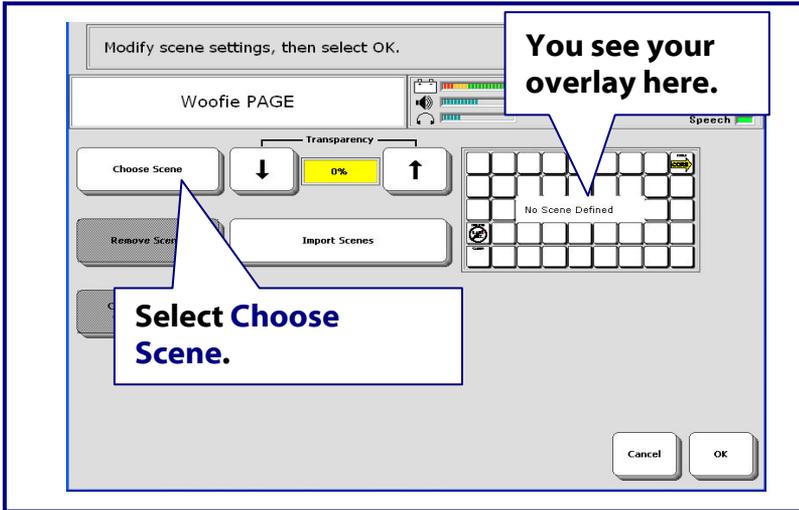
	Select	Do This
1.		Type a name for your page. For this example you may want to type in the name of a dog.
2.		Select OK when you have finished typing a name.
3.		Select the Create Page from Template key.
	A scene looks better on an overlay with a lot of keys. In the future you might want to select 60 or 84 keys.	
4.		Select OK when you are ready to move to the next screen.

You see the **45 Template**. The template has some keys defined on it. Select any blank key.



You see:

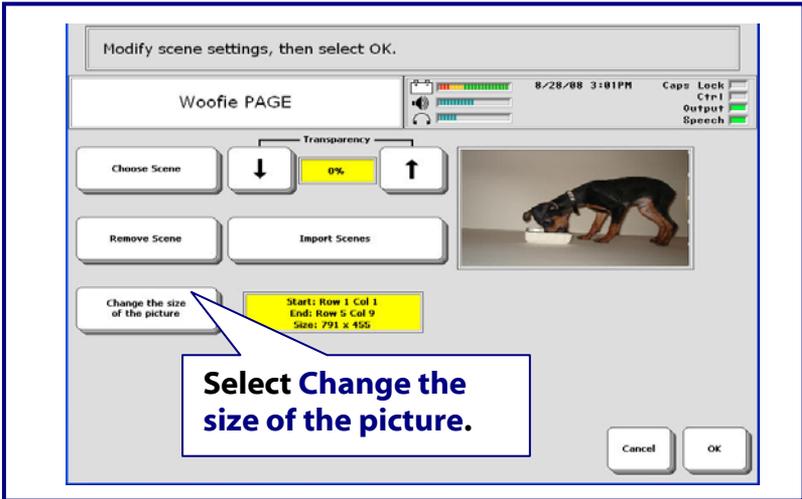




The pictures are in alphabetical order. Select **MORE ITEMS** to see more scene pictures.

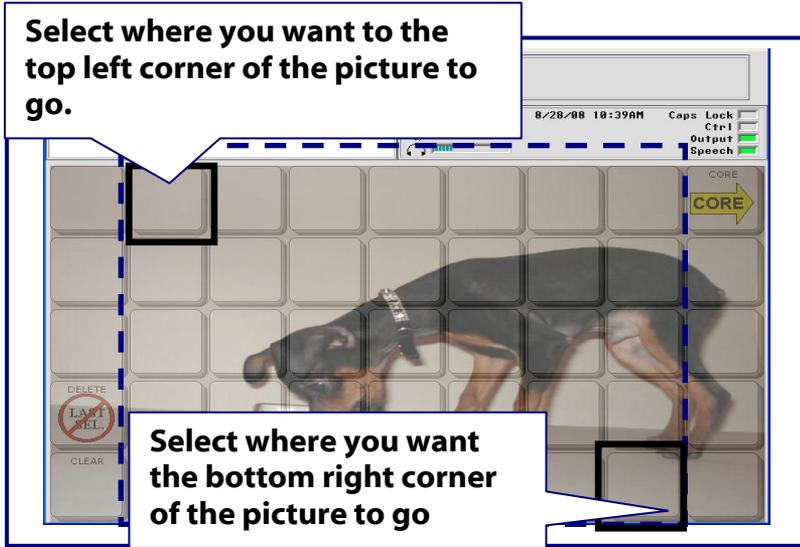
Find a picture that you would like to use. In this example, we are looking for a dog. If you are satisfied with your choice, select **OK**. If you would like another picture, select **CANCEL**.

Next change the size of the scene or the number of keys that the picture will cover.



Change the Size of the Picture

You see:



Tip

It is best to leave some keys visible on the overlay and not cover all the keys with your picture.

You see a preview of your overlay:

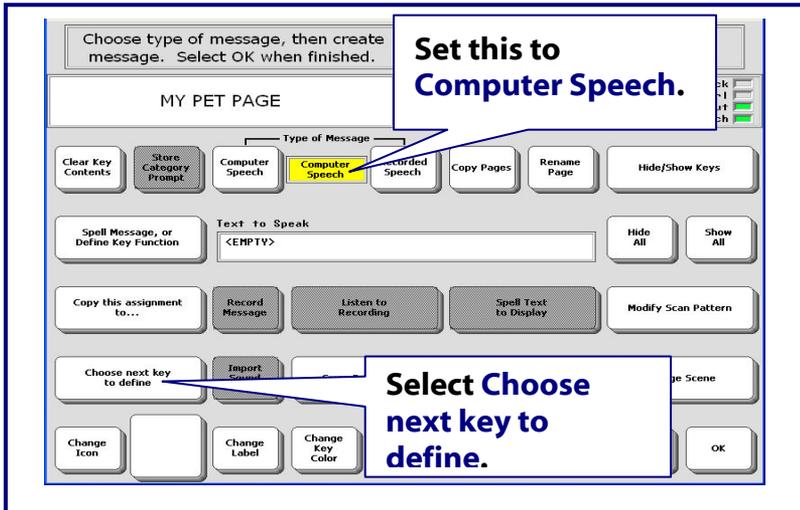
The screenshot shows a software interface with a central preview window displaying a dog eating from a bowl. To the left of the preview is a grid of buttons. Below the preview is a yellow box with text: "Start: Row 1 Col 2", "End: Row 5 Col 8", "Size: 615 x 455". At the bottom right are "Cancel" and "OK" buttons. Three callout boxes provide instructions:

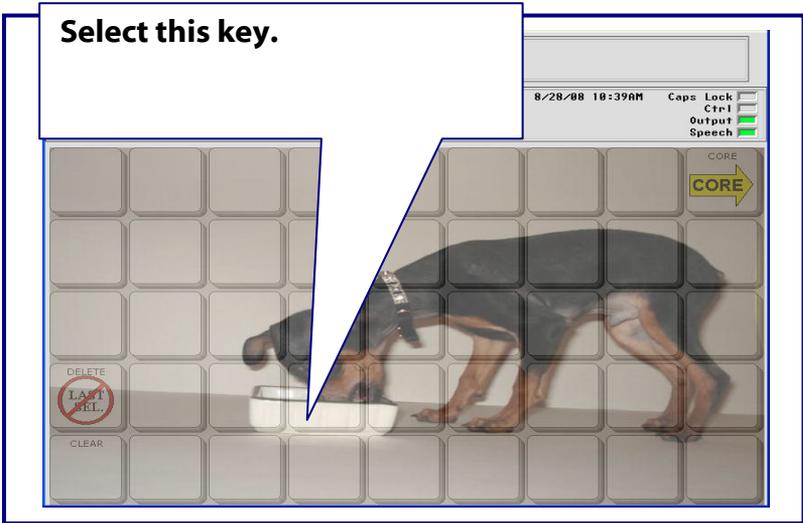
- Top Left:** Select **Change the size of the picture** if you want your picture to cover more or fewer keys.
- Top Right:** Your overlay now looks like this.
- Bottom Right:** Select **OK** when you are finished.

Define Keys for the Scene

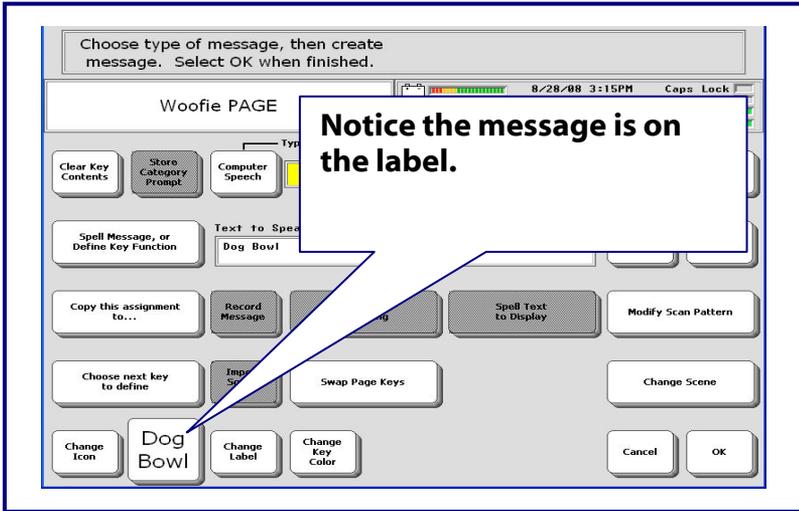
Now we're ready to add messages to the scene.

For this scene you might want to use words like "FEED DOG", "BOWL", "DINNER" or whatever you think will be helpful.

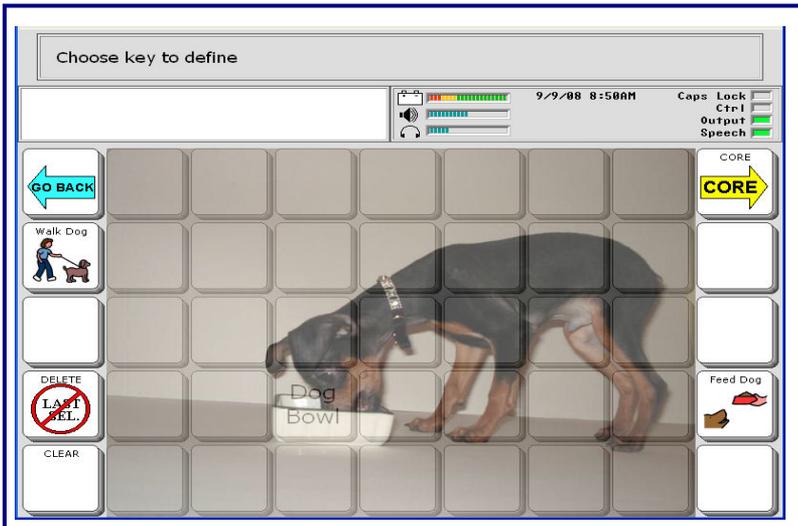




To	Select	Do This
1.		Select the Spell Message key.
2.		Type in a message—perhaps, Dog Bowl .
3.		Select OK when you have finished typing.

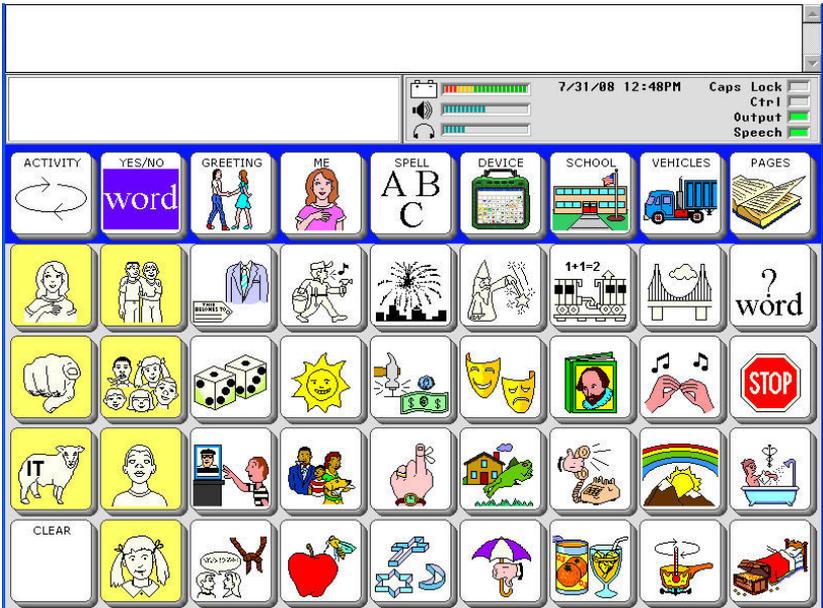


Use **Choose next key to define** to define as many keys as you want. You can store messages on keys within the scene and on keys that surround your scene. If you are defining keys around the scene, be sure to put a picture and label on the key to go with the message. You can record messages or use computer speech.



When you have finished defining keys select **OK** to exit the menu.

Go to your **CORE** overlay.



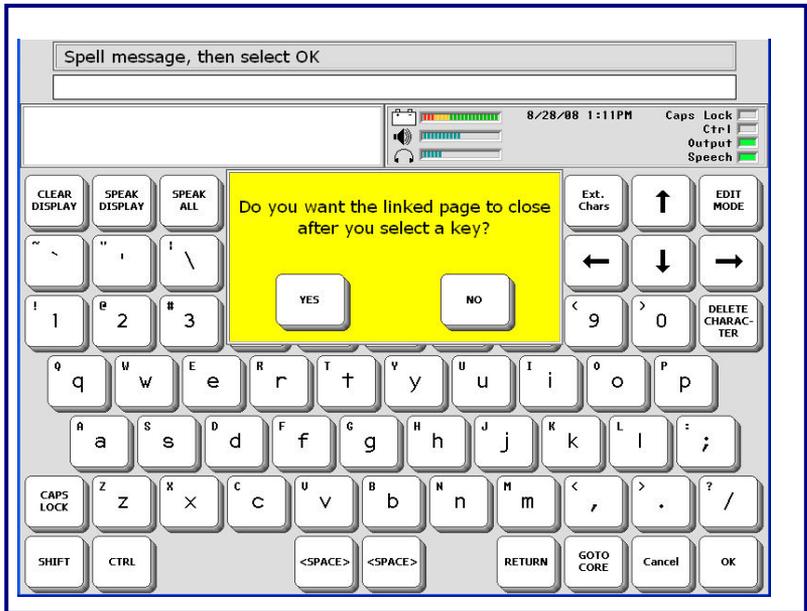
On the next pages you will learn how to link your scene to the MY SCENES page.

Link your Scene Page to the MY SCENES Page

You've created your page. The next step is to link it to the **MY SCENES** page so you can go to it easily.

	Select 	Do This 
1.		Select the PAGES key from your CORE.
		Select the MY SCENES key.
2.		Select the SET-UP key on the front panel of the case.
3.		Select a blank key.
4.		Select the Spell Message key.
5.		Select the PAGE LINK key.

You see a warning box:



If you select **YES**, you can make one selection on your new page, then return automatically to your original page. This is a "two-way link."

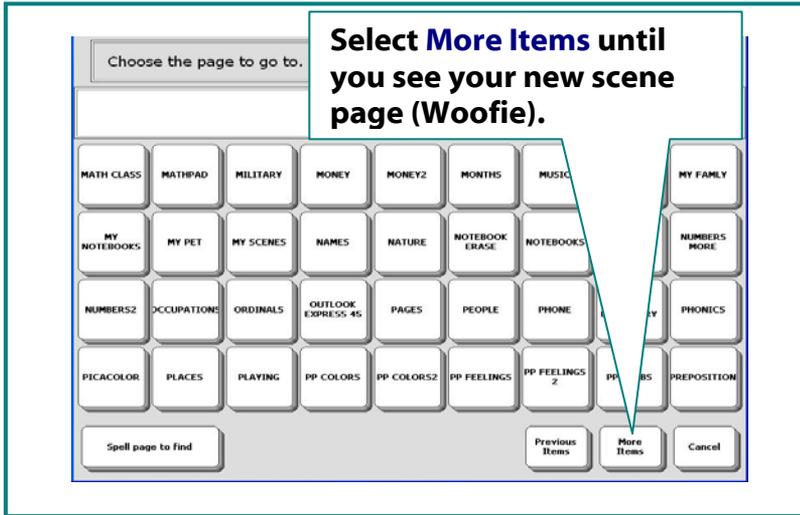
If you select **NO**, you go to your linked Page and stay there. This is a "one-way link."

For now, **select NO**. We will probably want to stay on our scene page for awhile so we can talk about Woofie.

		<p>Select NO.</p>
--	--	--------------------------

Choose the Page to you want to link to.

Pages are in alphabetical order.



	Select 	Do This
1.		Use More Items to find your page (Woofie) page and select it.
2.		Notice the link in the Text Display Area.
3.		Select the OK key.

Now let's change the icon on the key so you know what page you are going to.

	Select 	Do This 
1.		Select Change Icon .
2.		Select ANIMALS .
3.		Select PETS .
4.		Select DOG .
5.		Select Change Label .
6.		Type in Woofie .
		Select the OK key . You return to the MY SCENES Page.

The screenshot shows a software interface with a grid of icons. The icons include: 'GO BACK' (left arrow), 'MY FAMILY' (family), 'ABOUT ME' (person), 'MY PETS' (dog), 'CORE' (right arrow), 'MY TRIP' (car), 'GOLDILOCK' (girl), 'Woofie' (dog), 'BLANK A' through 'BLANK E' (notebooks), 'DELETE' (X), 'LAST SEL.' (X), and 'CLEAR'. A callout box points to the 'Woofie' icon with the text: "Select this key to go to your Woofie Page." In the top right corner, there are status indicators for Caps Lock, Ctrl, Output, and Speech.

The screenshot shows the 'Woofie PAGE' of the software. The title bar reads 'Woofie PAGE'. The main area displays a photograph of a black and tan dog eating from a white bowl. The interface includes navigation buttons: 'GO BACK' (left arrow), 'CORE' (right arrow), 'FEED DOG' (dog with bowl), 'DELETE' (X), 'LAST SEL.' (X), 'CLEAR', and 'Walk Dog' (person with dog). In the top right corner, there are status indicators for Caps Lock, Ctrl, Output, and Speech.

You Have Learned

How to identify and use the hardware on your Vanguard Plus;

How to find the Full and Simple Toolboxes;

How to raise and lower the volume of the Vanguard;

How to work with the USER AREA MENU in the Toolbox;

How to locate CORE Vocabulary, Activities, Dynamic Activities and Pages

How to use the SET-UP key to modify a Page;

How to add a message, icon and label to a key;

How to use a Page template;

How to add a Scene to a Page;

How to link a Page to another Page.

Congratulations! You have learned a lot!

Next Steps

The most important thing you can do now is to learn your CORE vocabulary. Have fun exploring and finding new words. You can use the **ICON TUTOR** which shows you



where words are. Select the **DEVICE** Activity



in the Activity Row then select the **ICON TUTOR** key. Spell the word you are looking for and your device will show you the sequence the word is stored under.

You can also attend free on-line and regional face-to-face trainings. Go to www.prentrom.com and look under **Trainings** to see a listing of available trainings. Be sure to check out **TEACHING MATERIALS EXCHANGE**.

Contact your PRC Regional Consultant at <http://www.prentrom.com/rep>s for additional support.

The **Vanguard Plus Operator's Manual** is on the Support CD that came with your device. It provides instructions on many device functions including how to set up access methods such as switches, headpointers and joysticks, and how to back up memory. You can learn how to create activities and import song files and graphics. Keep the manual handy to answer your questions.

But most of all, keep talking!

