



Word[©] Core

A Word-Based Communication Program

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Acknowledgments

In the development of WordCore, a number of people offered support. Thanks to Rena Carney for being the first to ask me the question “Do you think there’s any way to provide a word-based vocabulary set using spelling on a 45-location device?”; to Joan Sharp for being the first to provide feedback and encouragement to dig deeper; to Betsy Walker for being the first to work with the program and offer many suggestions; to Dave Moffatt who said “go for it”; to all my friends on the PRC Consultant Network who offered ‘fine-tuning’ advice; beta-testers in a variety of locations; and to Bruce Baker for being a linguistic mentor since 1989 and the author of the “AQLS” program from which WordCore borrows heavily.

Most of the work on this project took place late at night and early into the morning, and I should thank the many fine musical artists who provided a soundtrack. These include Steely Dan, Amanda Ghost, George Michael, Prince, Caleb, Vangelis, Nine Inch Nails, Tears for Fears, Spock’s Beard, Seal, Diane Krall, and Castle of Astolat.

Many of the enhancements to WordCore 84 were made possible by software engineer Brian “you want it when?” Yoder. It was also pumped along by Euro Dance, Trance, Techno, streamed via the Internet. The music is out there!

*

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T-TAM (Trace Transparent Access Module) was developed by the Trace Research and Development Center, University of Wisconsin-Madison.

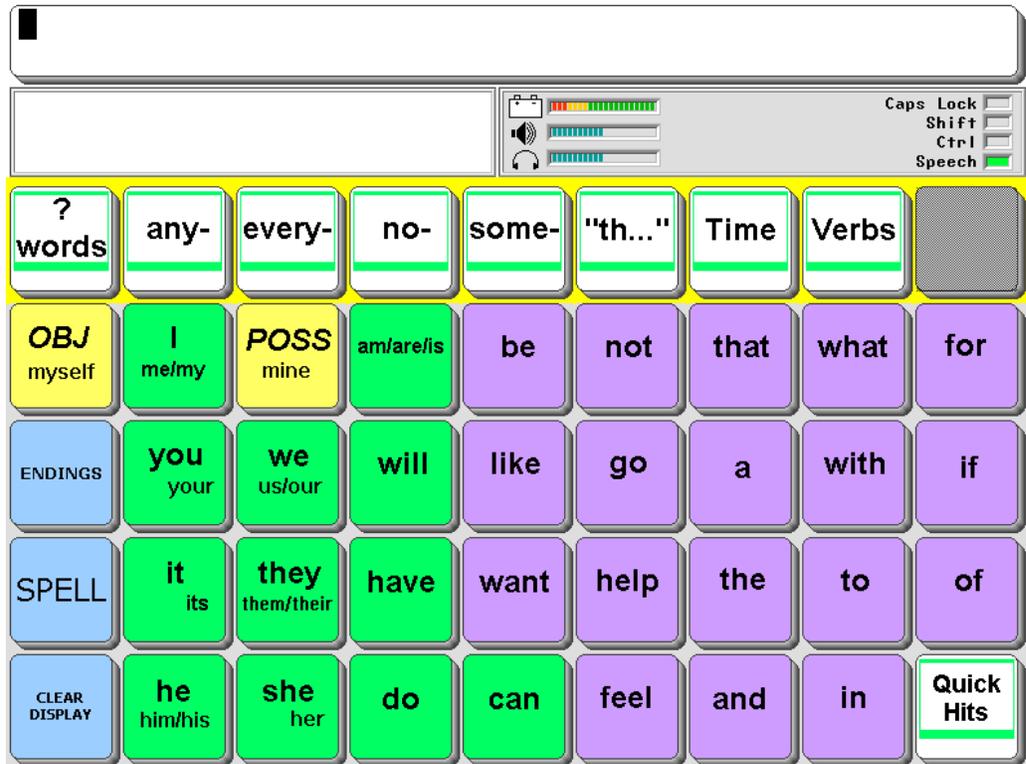
The original Vantage computer access overlays used in the WordCore 45 version are based on the work Chris Beatty did for the MIKE product. PRC gratefully acknowledges his contribution.

WordCore 45

**WordCore 45:
An
Introduction.**

WordCore 45 is a word-based program designed to work with only 45 keys. It is faster than regular spelling and cuts down on the number of keystrokes needed to type messages. Anyone who can spell should be able to use the program very quickly, and with continued use become adept at communicating.

**The WordCore
45 Core.**



The WordCore 45 Core screen is the default setting for the program. From here, you can build sentences using words, phrases and spelling.

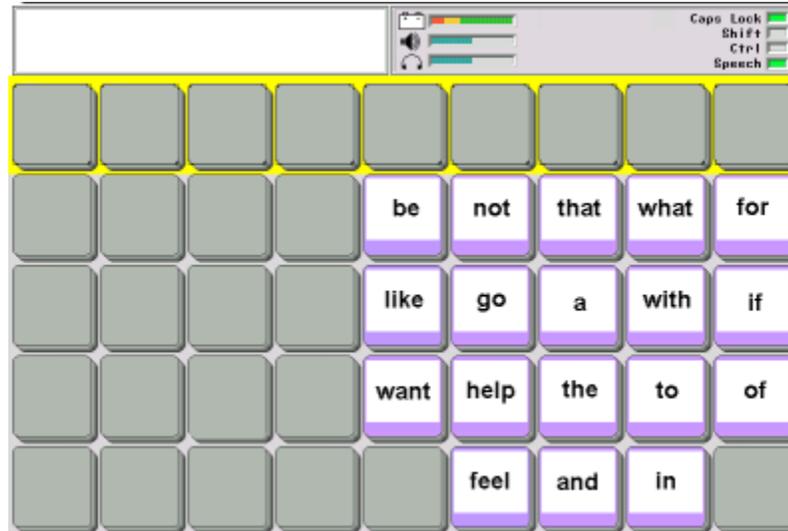
WordCore 45: How Does It Work?

The Core screen of the WordCore 45 program shows an overlay that contains only four types of key;

- ✓ Single-Hit words
- ✓ Two-Hit words or phrases
- ✓ Shortcuts
- ✓ Tools

Single-Hit words.

Single-Hit words are color-coded in light purple. When you select one of these, the word is spoken and appears on the top of the display.



Two-Hit words.

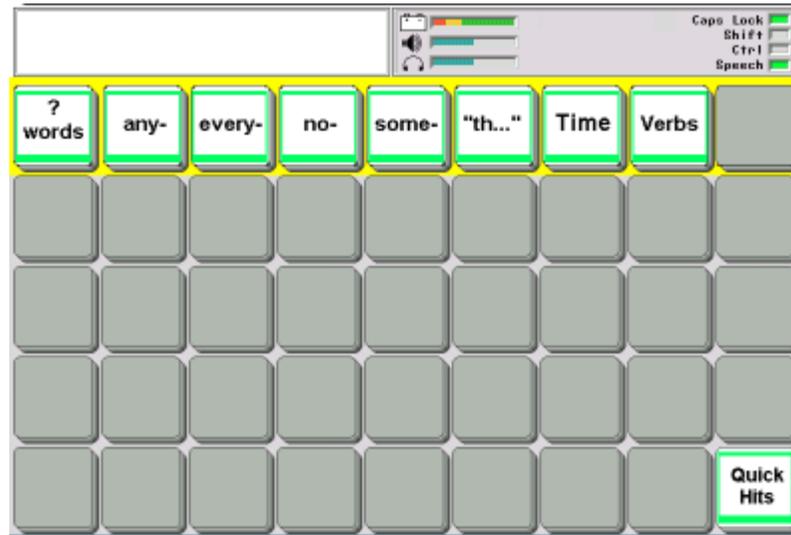
Select a green key and before anything appears on the display, you will see a number of possible keys from which to choose.



You will be able to generate words such as "I," "you," "myself," "themselves," or phrases such as "you will," "will they," "does he" and so on.

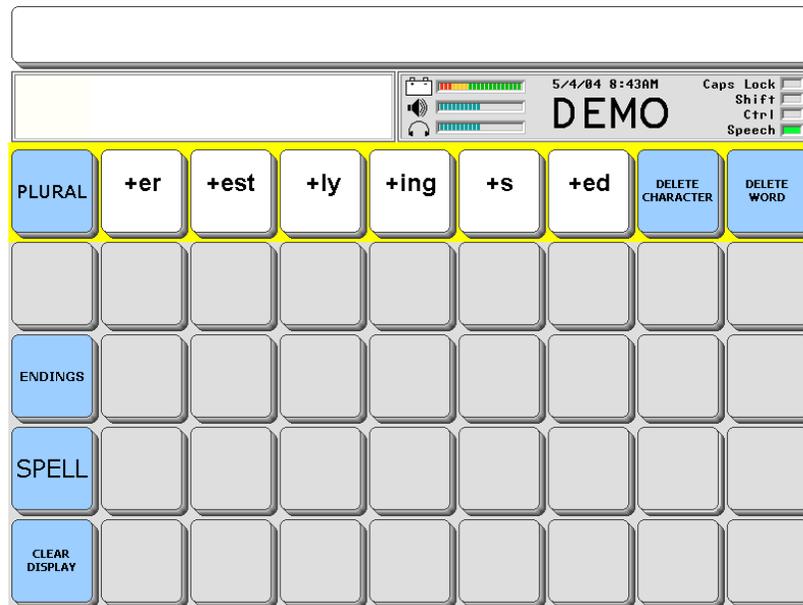
Shortcuts.

Some keys with green stripes are shortcuts to special groups of words, such as "Question words" or "th-words."



Tools.

The blue keys tell the device to do something rather than just speak words. Hitting the SPELL key brings up a QWERTY keyboard; pressing ENDINGS brings up a special row of word endings, as seen below on the top row.



The CLEAR DISPLAY does just that – clears all the text from the Text Area.



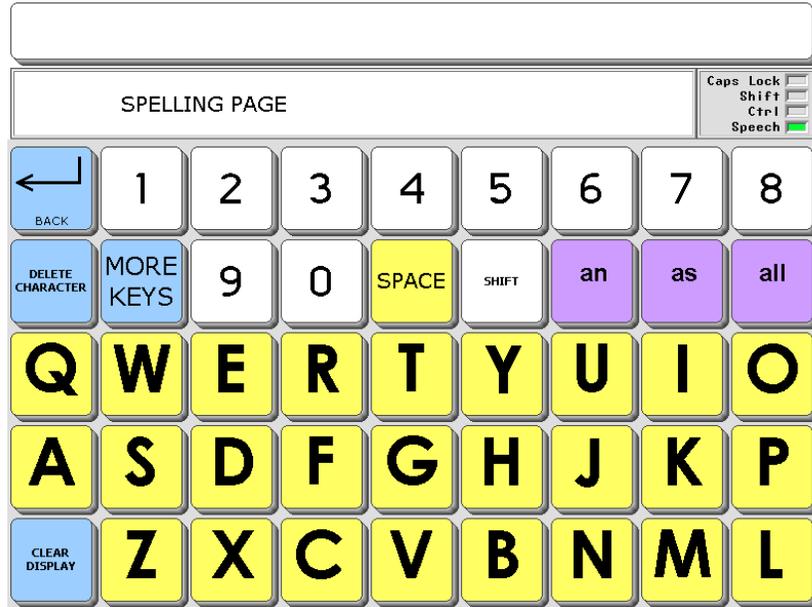
The BACK key will take you back to the Core vocabulary.

Spelling

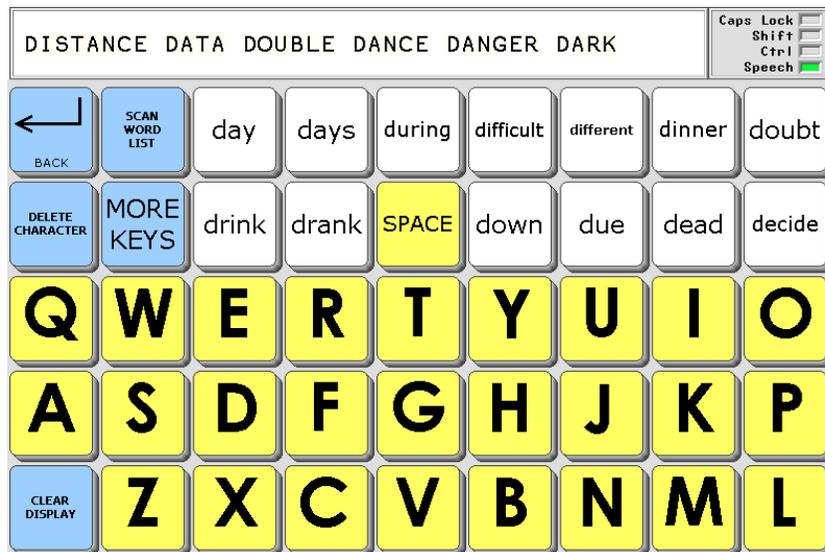
In general, if you want to spell a word out, you simply hit the key marked SPELL.



This will take you to a spelling page like the picture below:

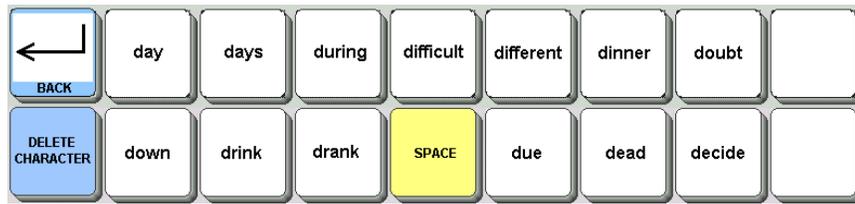


Now select the first letter of the word you're looking for and you will see a list of words appear in your Word Prediction area AND two rows of common words, called the "Word Rows," above the letters on the Spelling page:



Choose from the Word Row

Take a look to see if it in the Word Row to see if the word you want is there. For example, if you wanted “doubt,” you could choose it from the Top Row as shown here;



When you make a selection, WordCore 45 instantly flips you back to the Core screen. Some words will not only flip you back to the Core but also give you other possible endings. For example, if you were to choose the word “decide” from the D-words Row, you would see a “Smart Row” appear;

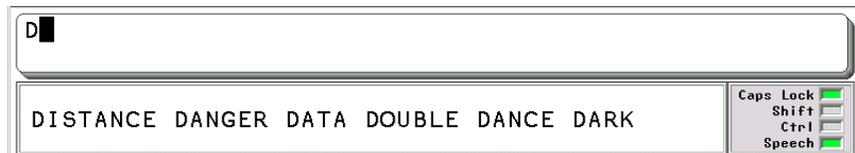
Smart Row



Choosing an ending will change your “decide” to “decider,” “deciding,” “decides” or “decided.”

...or choose from the Word Prediction window...

If your word isn't in the Word Row, look above at the Word Prediction window. If it's there, select it, even if it is only the root of the word. For example, suppose you were looking for “dangerously.” In the example above, you'll see the following Word Prediction window:



The word “dangerously” isn't there, but the word “danger” is. So select it and the window will change to show;



Now you can choose “dangerously” and as it appears in the Text Area, the Word Prediction becomes empty



...or just keep spelling.

If the word isn't in the Word Row or the Word Prediction window, just spell the next letter and keep watching the Word Prediction window until it appears.

On rare occasions, a word won't appear in the Word Prediction window. At that point you have to decide whether or not to add it to the Word Prediction dictionary of your communication aid. If it's a word like "sesquipedalian" and you intend to use it regularly, then go ahead, but if it's a "one-off," you may decide not to bother. The choice is yours.

Practice Words

Exploring the two-hit words is a quick and easy way of becoming familiar with how to access many words with only two keystrokes.

There is a special group of words called **Pronouns** that change depending on where you use them. WordCore 45 has two special keys, outlined in YELLOW, which can be used to produce some of these words.

The OBJ key



Hit the OBJ key and you will see the following words:

"myself" "yourself" "ourselves"
"itself" "yourselves" "himself" "herself"

The POSS key



Hit the POSS key and you get a different set of words:

"mine" "yours" "ours"
"its" "theirs" "his" "hers"

Now hit the "I," "you," "it," "he," "she," "we" and "they" keys. Where the OBJ and POSS keys are, you'll see new words:

"me" "I" "my"
"you" "you" "your"
"it" "it" "its"
"him" "he" "his"
"her" "she" "her"
"us" "we" "our"
"them" "they" "their"

So what ARE these words?

Grammatically, these words are all Pronouns, but more specifically Subject, Object, Possessive and Reflexive Pronouns. It doesn't matter whether you understand this; all you need to know is where they are! They are grouped together grammatically, such as all the "-self" words are OBJ + something.

Just use them as they are and don't spend too much time worrying about what they are called. Once you start creating sentences, you'll find them easily. And remember, some of the keys actually have the word you want printed on them to make it easier!

Practice Shortcuts

Hit a Shortcut key and choose a word from that group.



Practice Phrases

There are many short phrases in WordCore 45 that you can produce using only two keys, which is effectively one key per word. These phrases are either “Statements” or “Questions” depending on the order in which you press the keys.

Simple statement phrases

Hit a Pronoun (I/you/he/she/it/we/they) and choose a second key:

“I like...”
“He wants...”
“She goes...”
“We should...”

Simple question phrases

Now hit a green Verb (will/have/do/can...) and choose a second key:

“will you...”
“has he...”
“can they...”

Notice how WordCore even handles the way that verbs change. Selecting HAVE followed by HE produces “has he...” whereas HAVE and YOU gives “have you...” This means you don’t need to have keys for both “have” and “has” – thus making the system as a whole more efficient.

Simple negative phrases

You can follow any phrase with NOT to make a negative:

“I will not...”
“He does not...”
“They can not...”

However, you can also insert the “not” in the middle of a two-hit phrase to get the more informal form:

I + NOT + WILL = “I won’t”
THEY + NOT + CAN = “They can’t”
HE + NOT + WANT = “He doesn’t want”

When you hit the “not” in these sequences, you’ll see the next word appear on the key you need to select. Again, this is another example of how WordCore 45 makes most use out of a small number of keys.

Simple negative questions

Just as above, hit a green Verb but this time have the “not” in the middle:

“Haven’t they...”
“Can’t he...”
“Doesn’t she...”

Practice Sentences

The best way to learn about the WordCore program is to start using it. The following sentences have been chosen to demonstrate the different ways in which you can generate words.

Core-Only: These sentences can be constructed without needing to use the SPELL key.

Core and Word Row: These require you to use the SPELL key then select a word from the top Word Rows on a page.

Core, Word Row and Word Prediction: You will find some of the words you need by using the Word Prediction window.

Core-only Sentences

1. I think I know what you want. (Seven hits)
2. I can do that for myself. (Seven hits)
3. What do you want me to do? (Nine hits)
4. I will go with you. (Six hits)
5. He might not want to go with us. (Nine hits)
6. Didn't you want me for something? (Nine hits)
7. Where are we going tomorrow? (Eight hits)
8. Have you done what you were going to do? (Twelve hits)
9. I know you can help me. (Seven hits)

Core and Word Row Sentences

1. I can talk about anything I like.
2. What did you think of my new idea?
3. I think it is a difficult problem.
4. Somebody should have told me what you said.
5. Do you have anything to drink?

Core, Word Row and Word Prediction Sentences

1. I need help with my wheelchair because I think it is broken.
2. I can talk with this special program.
3. Can I have a drink of coffee please?

Punctuation and Functions

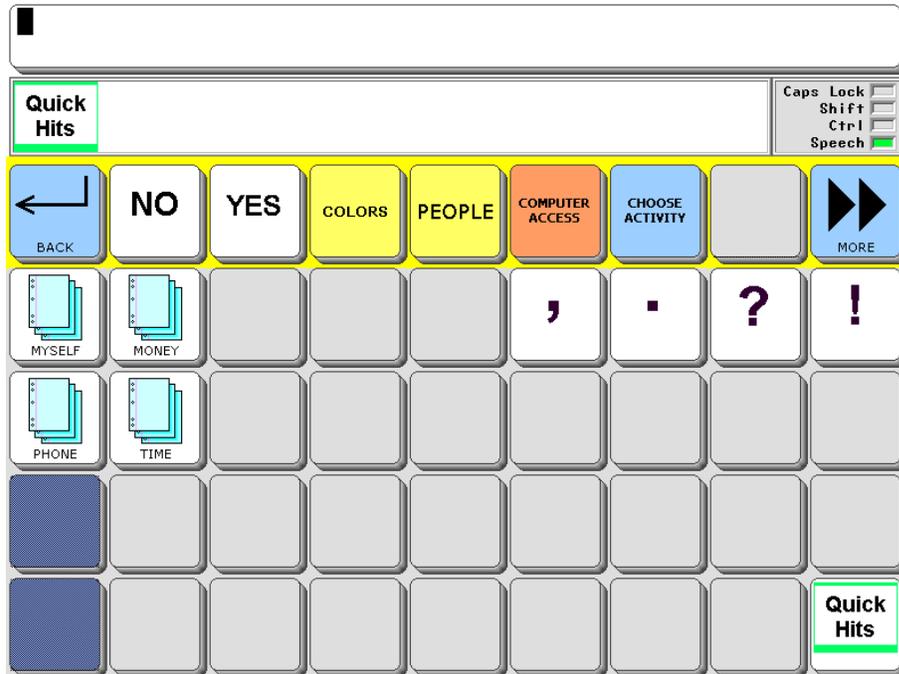
For most of the time, you will be able to simply build sentences and speak by touching the text bar. However, on some occasions, you may want to do something more. For example, what if you have a really long sentence that runs off the screen altogether; how would you say it all?

This is where you can use special Punctuation and Function keys. These are available in a number of locations.

Quick Hits

Quick Hits

Try hitting the QUICK HITS key and see what happens.



Smart Comma Press the COMMA inserts a comma after the last word, then puts a space in before the next.

Smart Period The PERIOD adds a period after the last word, speaks the whole sentence, adds a space before the next word, and automatically makes the next word start with an uppercase letter – that’s why it’s called a “smart” period!

Smart Question Similar to the smart period, the QUESTION adds the punctuation, speaks the sentence with a questioning intonation and makes the next word start with an uppercase letter.

Smart Exclamation Just like the period and question.

Choose Activity | When you first get the WordCore program, you will not need this key. However, if you start adding new Activities to your Activity Row, you will need to be able to scroll through them. At that stage, this is the key to use.

MORE key | This takes you to a new Activity Row that contains two special keys: Computer ON and Computer OFF. If you are connected to a computer and your computer is ready to receive information from your device, these keys can be used to turn on the link. Once you have selected Computer ON, all the text you generate will be sent to your computer. That means if you have a Word Processor open, you can write to the screen!

If you select Computer OFF, your communication aid will no longer send information to the computer.

There is a way to do very sophisticated computer emulation and that is covered in the next section of this manual.

More Shortcuts

There are some special little features included in the WordCore 45 program that can help keep keystrokes down to a minimum. Here are some details of these shortcuts.

Negative Phrases

- To get the negative form of a phrase, put the NOT key into the middle. So, YOU + HAVE gives “you have,” but YOU + NOT + HAVE gives “you haven’t.”

The “a” words

- When you select the A key, the Spelling page appears, but there are also some short words that start with “a” on the page, namely “an,” “as,” and “at.” Select one of these and it will replace the “a.”

The “the” word

- When you choose the “the” key, WordCore 45 will flip you straight to the Spelling page. This is because you will not be using any of the Core words to follow the “the,” so automatically switching to Spell saves a keystroke.

Green words to SPELL

- If you select any of the words in green (except for the OBJ and POSS keys), you can then hit the SPELL key and the word will be produced on screen AND you will be ready to spell.

For example, if you wanted to say “Will Bob help with that?” you might think you have to hit WILL + WILL to get “will,” then hit SPELL followed by “b” “o” “b” then SPACE to get “Bob.” But you can save keystrokes by selecting WILL then SPELL. WordCore 45 will automatically bring “will” up in the Text Area as well as putting you into Spelling Mode. This saves a keystroke.

SPACE key back to Core

- When spelling a word, if you hit the SPACE key at any time you will be flipped back to the Core vocabulary.

Word Row back to Core

- Selecting a word from the Word Row at any time will take you back to the Core. Notice that this changes when you start spelling.

Use “be” for be-type words

- When you select the “be” key, you will get the word “be.” However, you also have the opportunity to change this to one of the following; “are,” “being,” “was,” “were,” and “been.” These are forms of the “to be” verb. Selecting in this way saves keystrokes.

Use “have” for variations of “have”

- Selecting the “have” key gives you the options of “haven’t,” “hasn’t,” “hadn’t,” “having,” “has” and “had” in the Smart Row that appears.

Use “do” for variations of “do”

- Selecting “do” key gives you more options; “don’t,” “doesn’t,” “didn’t,” “doing,” “did” and “done” from the Smart Row.

“Quick Hits”

- The QUICK HITS key will bring up “no,” “yes,” COLORS and PEOPLE, special punctuation keys and pre-designed Pages.

Customizing WordCore 45

Although WordCore 45 has been designed to be used “as-is,” many people will want to add personal features to the program. Along with specific instructions found in your device operator’s manual, here are some suggestions of ways in which you might want to extend the functionality of WordCore 45.

Adding more Names

- The QUICK HITS key brings up a sub-category of PEOPLE, which contains generic people names like “mother,” “father,” “sister” and so on. You can erase these and add specific names if you want or add a new list of names.
- To modify the current set, use the MODIFY ACTIVITY menu in the device Toolbox and find the WHO? Activity. Select the key you want to change and add the new name you want to enter.
- End the name with a SPACE and the <CHOOSE-ACTIVITY> function – this is just to make sure that once you select a name, the WordCore 45 program goes back to the Core screen.

Adding more Activities

- All the Shortcuts visible in the Activity Row along the top of the WordCore 45 program are simply Activities. To add a completely new one, go to the device Toolbox and choose the CREATE ACTIVITY menu. Follow the prompts and refer to your Operator Manual for details on how to add new items.
- End each item with a SPACE and the <CHOOSE-ACTIVITY> function.
- If you only want your Activities to appear when a particular key, or keys, is selected, use the DYNAMIC ACTIVITY menu in the Toolbox to assign the Activity to the required key(s).

Adding Special Pages

- Your communication aid can store vocabulary items on special pages. You can use this feature to access specific groups of language. For example, suppose you want a page of up to 40 “Friends;”
- Go to the Toolbox and select CREATE PAGE, call it FRIENDS, select the 45-key size option and choose “Copy from an existing page.”
- Choose the page called MASTER – this contains some keys already defined, which allow you to go back to the WordCore 45 Core, go to spell, or simply clear the display.
- Create your Page. Once it has been designed, you need to have some way to access it from your Core. Here’s a suggestion: Store each page using QUICK HITS + another key – that way you can access up to 40 pages without pressing more than 2 keys!

Computer Access: Special Pages

**Computer Access:
Where do I find it?**

First, you need to turn ON the link between your device and a computer. This action turns on something called a “serial port,” which is a 9-pin connector on your communication aid. When this is turned on, information will flow from your device out to a computer.

Select the QUICK HITS key and then the MORE key to find the computer on/off keys:



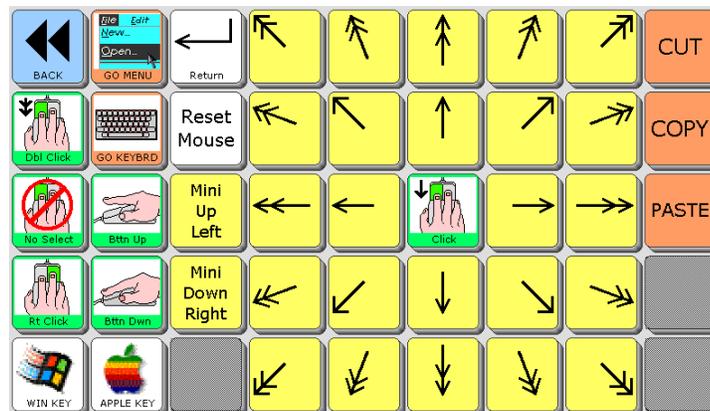
Hit the ON key to make sure the device is capable of sending information. If this is NOT turned on, the aid and the computer will not communicate. When you have finished using computer access, it is a good idea to turn the feature OFF.

Select the QUICK HITS key and then the key marked COMPUTER ACCESS.



Mouse Actions

Select this and you will see a screen offering a number of options.



Keyboard

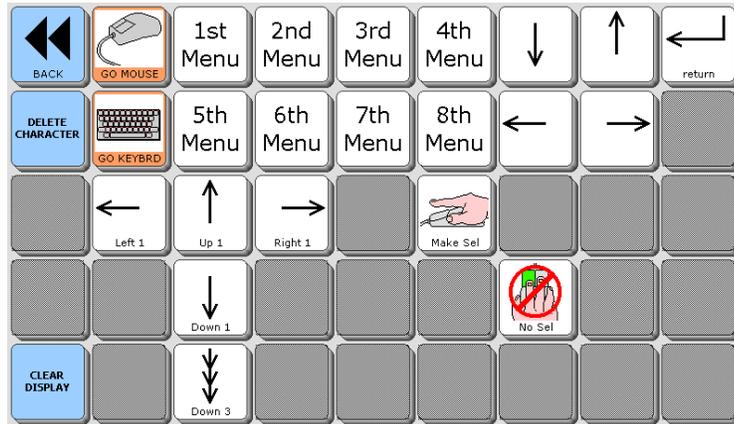
From here, you can switch to a special keyboard:



The mouse and keyboard screens allow you move the cursor on your computer, perform mouse clicks, and write into word processors and other software.

Menu Actions

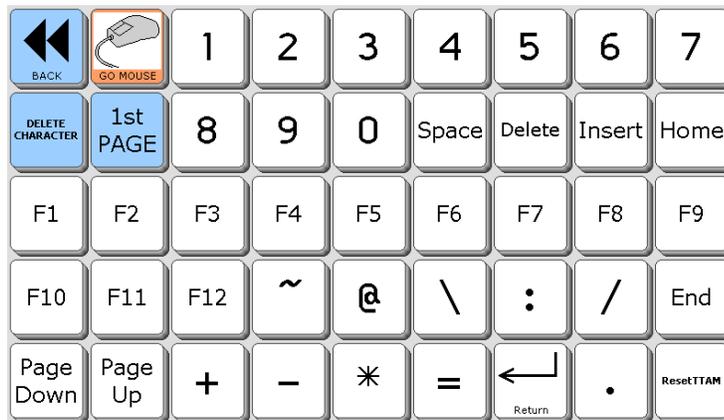
You can also perform menu action by selecting the GO MENU key:



When you use the Menu keys, use the “left,” “right,” “up,” and “down” keys to navigate. Then hit “Make Sel” to select the menu item.

More Keys

And you can access even more keys by using the MORE KEYS button:



These keys include the Function keys. For example, on a Windows-based machine, the F1 key typically brings up a help screen.

**Connecting to
your Computer**

Your communication aid can be linked to your computer in one of a number of ways:

1. Using the Serial cable that came with the device to provide a physical link to the computer.
2. Using a hardware interface, such as a T-TAM (Trace Transparent Access Module, purchased separately).
3. Using the device's infra-red output to an infra-red receiver (IRR), purchased separately.

**Use Your
Operator Manual**

To set-up your device to work as a keyboard input to your computer, you need to refer to the "Operator Manual" that came with your device.

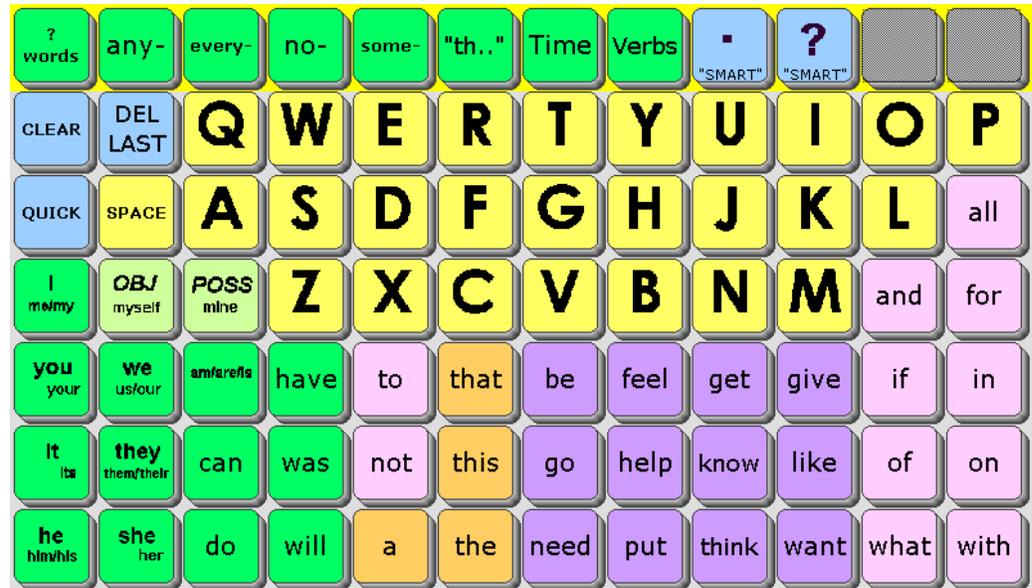
Go to the section on "Connecting to and using other devices" for specific details. Connection settings vary between types of computer, so you may need to experiment a little to make sure your own communication aid works with your specific computer.

WordCore 84

**WordCore 84:
An
Introduction.**

**The WordCore
84 Core.**

WordCore 84 is based on WordCore 45, but designed to work with 84 keys. Just like its fewer keys version, it is faster than regular spelling and cuts down on the number of keystrokes needed to type messages. Anyone who can spell should be able to use the program very quickly and, with continued use, become adept at communicating.



The WordCore 84 Core screen is the default setting for the program. From here, you can build sentences using words, phrases and spelling.

**WordCore 84:
How Does It
Work?**

The Core screen of the WordCore 84 program shows an overlay that contains only three types of key;

- ✓ Single-Hit words
- ✓ Two-Hit words or phrases
- ✓ Spelling

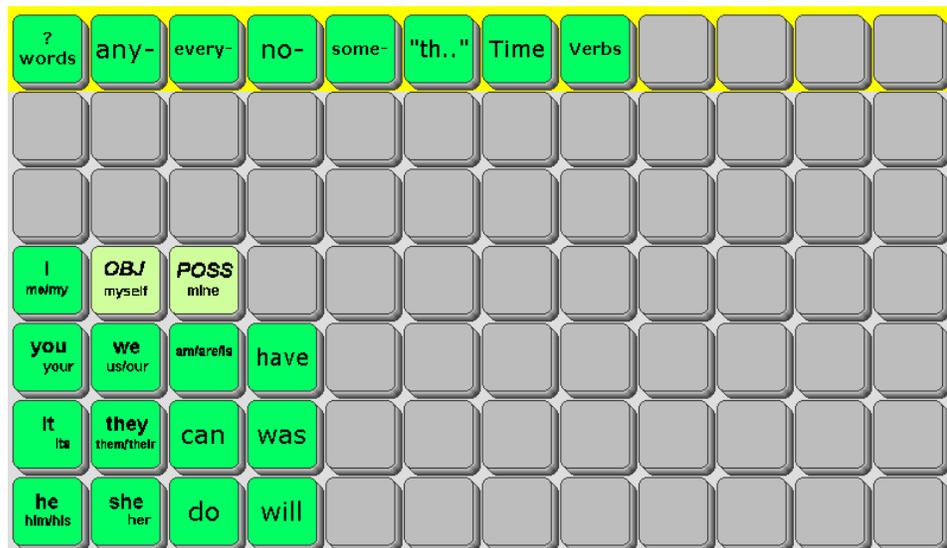
Single-Hit words.

Single-Hit words are color-coded in orange, light and dark purple. The dark purple are all VERBS. When you select one of these, the word is spoken and appears on the top of the display.



Two-Hit words.

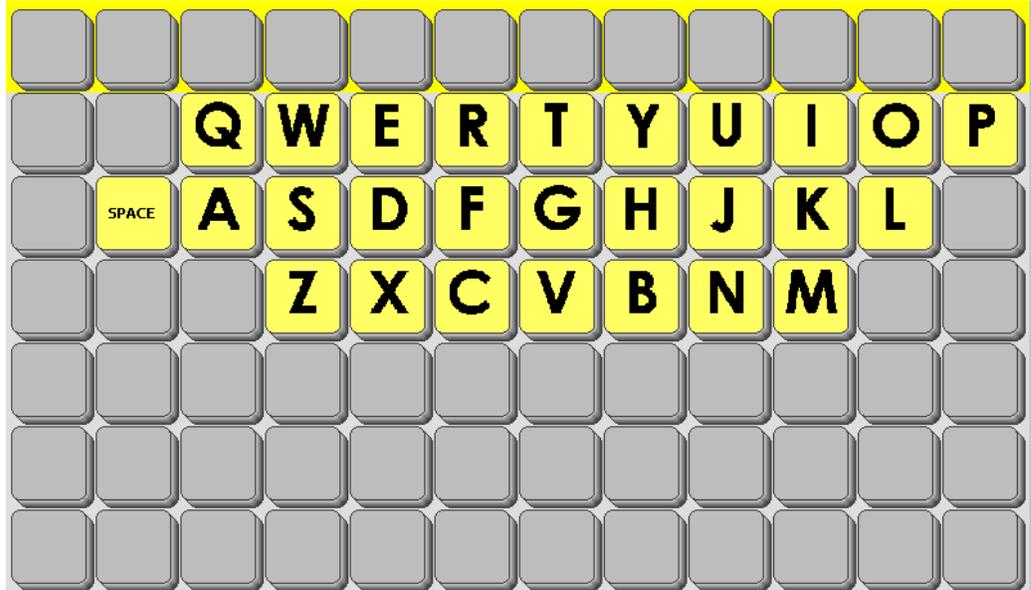
Keys in green will always require a second keystroke to produce a word or phrase. When you select a green key, you will see all the possible words.



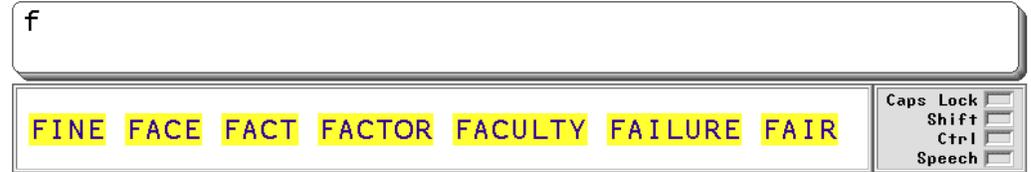
You will be able to generate words such as "I," "you," "myself," "themselves," or phrases such as "you will," "will they," "does he" and so on.

Spelling

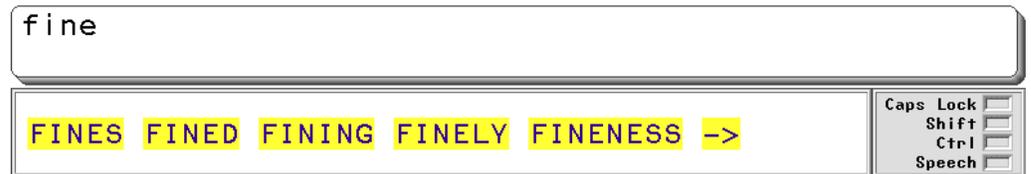
In general, if you want to spell a word out, you simply hit one of the yellow spelling letter keys.



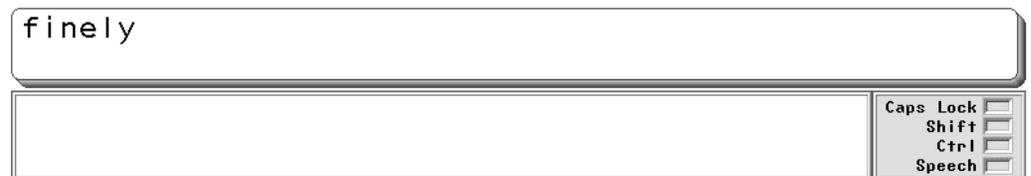
Now select the first letter of the word you're looking for and you will see a list of words appear in your Word Prediction area.



Selecting the word "fine" puts the word in the text area, but also gives the choice of other words that have "fine" as the base word:



Selecting a word replaces the original and clears the word prediction options:



More Spelling

In the following example, the target word “practically” doesn’t appear when the letter P is selected.

p

PRACTICE PROGRAM PAGE PAIN PAPER PARK PART

Caps Lock
Shift
Ctrl
Speech

In general, if the word you are looking for doesn’t appear, keep spelling until it does. So, with the current example, you need to hit the next letter in the target word – in this case, the letter R.

pr

PRACTICE PROGRAM PRACTICAL PRESENCE

Caps Lock
Shift
Ctrl
Speech

Choose the word “practice” and the endings appear.

practical

PRACTICALLY PRACTICALITY

Caps Lock
Shift
Ctrl
Speech

Selecting the word replaces the original and clears the word prediction options.

On rare occasions, a word won’t appear in the Word Prediction window. At that point you have to decide whether or not to add it to the Word Prediction dictionary of your communication aid. If it’s a word like “sesquipedalian” and you intend to use it regularly, then go ahead, but if it’s a “one-off,” you may decide not to bother. The choice is yours.

Another Comment on Spelling

When you select a word from the word prediction window, you’ll see that the next time you select the initial letter, the word will appear to have moved to the front of the window. This is because the word prediction system has been set to respond to RECENCY – the last word you selected moves to the beginning of the list.

This means that the words used more often become easier to access. Of course, there may be some moving around, which may slow you down overall. However, the upside is that fewer keystrokes are needed, and for some people who fatigue easily, the fewer the keystrokes, the less effort is needed.

More Spelling Characters

When communicating, you use the letters keys to spell new words, along with the word prediction window. Typically you will be able to do this using just the letters and a space key. However, there are times you may need to use another character, such as a comma, period, number, quotation mark, and so on.



You can find these by using the  key. Hitting this gives the following keyboard:



This special keyboard typically appears for ONE SELECTION and then returns to the regular keyboard. However, if you want this keyboard to remain, say, for example, to



write a phone number, you can use the  key, which will hold the keyboard



until you select either  or . Hitting the former leaves whatever in on the screen intact – the latter clears the whole text area.



NOTE: There are extra spelling characters available using the  key. These are typically the ones less used.

Practice Words

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There is a special group of words called **Pronouns** that change depending on where you use them. WordCore 45 has two special keys, outlined in YELLOW, which can be used to produce some of these words.

The OBJ key



Hit the OBJ key and you will see the following words:

"myself" "yourself" "ourselves"
 "itself" "yourselves" "himself" "herself"

The POSS key



Hit the POSS key and you get a different set of words:

"mine" "yours" "ours"
 "its" "theirs" "his" "hers"

Now hit the "I," "you," "it," "he," "she," "we" and "they" keys. Where the OBJ and POSS keys are, you'll see new words:

"me" "I" "my"
 "you" "you" "your"
 "it" "it" "its"
 "him" "he" "his"
 "her" "she" "her"
 "us" "we" "our"
 "them" "they" "their"

So what ARE these words?

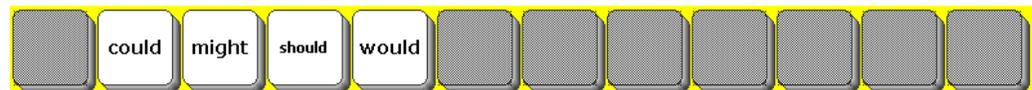
Grammatically, these words are all Pronouns, but more specifically Subject, Object, Possessive and Reflexive Pronouns. It doesn't matter whether you understand this; all you need to know is where they are! They are grouped together grammatically, such as all the "-self" words are OBJ + something.

Just use them as they are and don't spend too much time worrying about what they are called. Once you start creating sentences, you'll find them easily. And remember, some of the keys actually have the word you want printed on them to make it easier!

The VERBS key



This key adds a set of special verbs to the system.



"Could you..." "Should we..." "Might they..."
 "Would you..." "Could they..." "Should I..."

Practice Phrases

There are many short phrases in WordCore 84 that you can produce using only two keys, which is effectively one key per word. These phrases are either “Statements” or “Questions” depending on the order in which you press the keys.

Simple statement phrases

Hit a Pronoun (I/you/he/she/it/we/they) and choose a second key:

“I like...”	“I feel...”	“I think...”	“I help...”
“He wants...”	“He needs...”	“It will...”	“It was...”
“She goes...”	“She gives...”	“She likes...”	“We put...”
“We should...”	“They go...”	“They can...”	“You know...”

Simple question phrases

Now hit any green Verb (will/have/do/can/was...) and choose a second key:

“will you...”	“was he...”	“can you...”
“has he...”	“have we...”	“does he...”
“can they...”	“will it...”	“do you...”

Notice how WordCore even handles the way that verbs change. Selecting HAVE followed by HE produces “has he...” whereas HAVE and YOU gives “have you...” This means you don’t need to have keys for both “have” and “has” – thus making the system as a whole more efficient.

Simple negative phrases

You can follow any phrase with NOT to make a negative:

“I will not...”
“He does not...”
“They can not...”

However, you can also insert the “not” in the middle of a two-hit phrase to get the more informal form:

I + NOT + WILL = “I won’t”
THEY + NOT + CAN = “They can’t”
HE + NOT + WANT = “He doesn’t want”

When you hit the “not” in these sequences, you’ll see the next word appear on the key you need to select. This is another example of how WordCore 84 makes most use out of a small number of keys.

Simple negative questions

Just as above, hit a green Verb but this time have the “not” in the middle:

“Haven’t they...”
“Can’t he...”
“Doesn’t she...”

Shortcuts

You may have noticed that when you hit a Pronoun, possible verbs appear in the Activity Row. These include negatives such ending in “can’t,” “don’t,” “haven’t,” “wasn’t,” “weren’t,” and “won’t.” You might prefer to use these shortcuts.

Changed verbs

Choosing the verbs BE, DO, and HAVE will give you new options in the Activity Row. These will replace the base form of the verb for one of its common variations.

BE	aren't	are	being	was	were	been
DO	don't	doesn't	didn't	doing	does	done
HAVE	haven't	hasn't	hadn't	having	has	had

The “a” becomes “an”

- When you select the A key, it changes to “an.” If you select the “an,” it replaces the “a” and you can continue spelling as normal. The reason for doing this is to reduce keystrokes and to avoid having two keys – one for “a” and one for “an.”

Pronouns to SPELL

- If you select any of the pronouns (I, you, he, she, it, we, they), or “can” and “will,” you can then hit the first letter of the next word and WordCore will automatically put the whole pronoun in place.

For example, if you wanted to say “Will Bob help with that?” you might think you have to hit WILL + WILL to get “will,” then hit B followed by “o” “b” to get “Bob.” But you can save a keystroke by selecting WILL then B. WordCore will automatically bring “will” up in the Text Area.

“this” and “that”

Selecting “this” or “that” will produce a set of possible following words in the Activity Row:



Try “That’s not what I want” and “This isn’t what I like.”

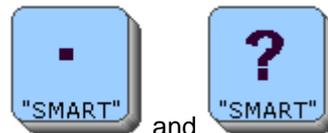
QUICK hits



If you select the QUICK button, you will see the words “yes” and “no” along with some other functions.



“Smart” keys



The two keys are called SMART keys because they save keystrokes. If you build a sentence then hit the SMART punctuation, the key will (a) delete a character, (b) add a period, (c) speak the sentence, (d) add a space, and (e) shift the next letter.

Practice Sentences

The best way to learn about the WordCore program is to start using it. The following sentences have been chosen to demonstrate the different ways in which you can generate words.

Core-Only: These sentences can be constructed without needing to use the SPELL key.

Core, Spelling, and Word Prediction: You will find some of the words you need by using the Word Prediction window.

Core-only Sentences

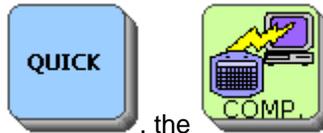
1. I think I know what you want. (Seven hits)
2. What do you think I should give to him? (Ten hits)
3. Can you give that to him? (Seven hits)
4. I can do that for myself. (Seven hits)
5. What do you want me to do? (Nine hits)
6. I will go with you. (Six hits)
7. He might not want to go with us. (Nine hits)
8. Didn't you want me for something? (Nine hits)
9. Where are we going tomorrow? (Eight hits)
10. Have you done what you were going to do? (Twelve hits)
11. I know you can help me. (Seven hits)
12. Should he be doing that? (Six hits)
13. That should be all for you. (Seven hits)
14. This can't be what you want. (Six hits).

Core, Word Row and Word Prediction Sentences

1. I can talk about what I like.
2. What did you think of my new idea?
3. I think it is a difficult problem.
4. Somebody should have told me what you said.
5. Do you have anything to drink?
6. I need help with my wheelchair because I think it is broken.
7. I can talk with this special program.
8. Can I have a drink of coffee please?

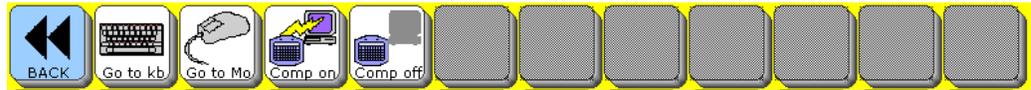
Computer Access: Special Pages

**Computer Access:
Where do I
find it?**



When you select the **QUICK**, the **COMP.** key appears in the Activity Row. Choosing this will provide you with computer access options.

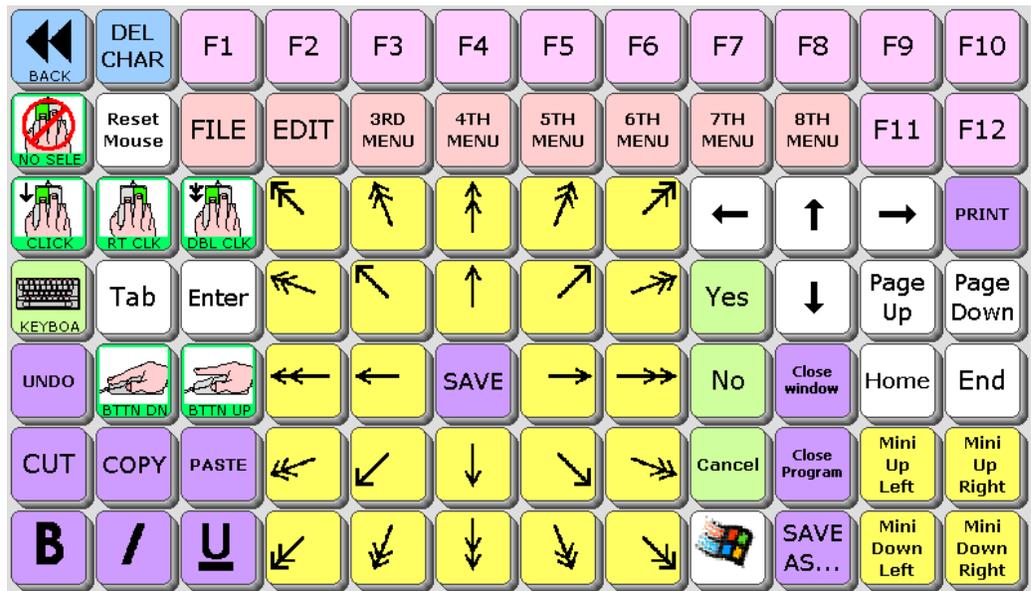
Select this and you will see a row offering a number of options.



The **ON** key turns on your devices serial port, which means that it is connected to a computer, the device acts as a keyboard. Thus, if you have a word processor running and you generate "This is mine" on the device, it also appears in the word processor.



Select the **MOUSE** and you will see the following:



Here are the things you can do with the **MOUSE** page:

- Move the cursor around the screen using the **YELLOW** keys.
- Access menus in programs.
- Navigate through menus using the **ARROW** keys.
- Select the 12 function keys. For example, F1 typically brings up the **HELP** function for Windows software.

Mouse/Keyboard Special Commands

KEY	FUNCTION	KEY	FUNCTION	KEY	FUNCTION
	A single left mouse click.		A double left mouse click.		A single right mouse click.
	Press down and lock mouse button – useful for selecting areas.		Release a mouse button previously locked down.		Releases all mouse commands – useful for exiting windows with no selection.
	In many, programs cuts out selected text and/or items.		In many programs, copies selected text and/or items.		In many programs, inserts copied text/items at cursor location.
	Makes following or highlighted text bold .		Makes following or highlighted text <i>italic</i> .		Makes following or highlighted text <u>underlined</u> .
	Saves current document using current document name.		Saves current document, but requires a new name to be used,		Prints current document to the computer's printer.
	Undoes the last action.		Closes the currently selected window.		Closes the currently selected program.
	Provides a single-hit “yes” response in a yes/no/cancel dialog box.		Provides a single-hit “no” response in a yes/no/cancel dialog box.		Provides a single-hit “cancel” response in a yes/no/cancel dialog box.
	Moves the mouse to the TOP LEFT corner of the screen.		Moves mouse very slightly up and left – used for fine movements.		Moves mouse very slightly up and right – used for fine movements.
			Moves mouse very slightly down and left – used for fine movements.		Moves mouse very slightly down and right – used for fine movements.