



User's Guide for Dedicated Models

Applies to:
Chat Fusion 10



Saltillo Corporation
2143 Township Road 112
Millersburg, OH 44654
www.saltillo.com



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INSTALLATION AND USE RIGHTS. You may install and use one copy of the software on each computer on your premises that you use to exchange data and software with portable devices powered by a Microsoft operating system.

Saltillo grants permission for the use of Chat Editor on each computer used to exchange data with the Chat Fusion device.

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Electronic Interference Information

This device complies with part 15 of the FCC Rules. Operation is subject to the following 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 unit not expressly approved by Saltillo Corporation could void the user's authority to operate the equipment.

Note: 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. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

FCC RF Radiation Exposure and SAR Statements

The NOVA chat has been tested for body-worn Specific Absorption Rate (SAR) compliance. The radio module has been evaluated under FCC Bulletin OET 65C (01-01) and found to be compliant to the requirements as set forth in CFR 47 Sections, 2.1093, and 15.247 (b) (4) addressing RF Exposure from radio frequency devices. This model meets the applicable government requirements for exposure to radio frequency waves. The SAR limit set by the FCC is 1.6 W/kg.

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.

Warnings

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

When operating this device in a medical environment, do not use with any product that is not medically approved. Follow all rules for appropriate wireless device use.

Do not use this device close to sources of RF radiation or you may encounter interference. Move away, if possible, from the source of the interference.

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. Be certain that the user's view is not obstructed by the mounting.

Analysis of positioning by a qualified person is required to prevent repetitive stress injuries to the user.

Cords and straps are potential strangulation hazards. Please consider this prior to placing these items with device users.

Small parts could present a choking or other hazard.

Do not use the device if the screen is cracked or broken.

Saltillo Corporation assumes no responsibility for any loss or claims by third parties which may arise through the use of this product.

Saltillo Corporation assumes no responsibility for any damage or loss caused by the deletion of data as a result of malfunction repairs or battery replacement. Be sure to back up all important data on other media (computer) to protect against its loss.

Implantable Medical Devices

A minimum separation of six (6) inches should be maintained between a handheld wireless mobile device and an implantable medical device, such as a pacemaker or implantable cardioverter defibrillator, to avoid potential interference with the device.

Persons who have such devices:

- Should ALWAYS keep the mobile device more than six (6) inches from their implantable medical device when the mobile device is turned ON;
- Should not carry the mobile device in a breast pocket;
- Should turn the mobile device OFF immediately if there is any reason to suspect that interference is taking place
- Should read and follow the directions from the manufacturer of your implantable medical device. If you have any questions about using your wireless mobile device with an implantable medical device, consult your health care provider.

Environmental Intended Use and Storage Conditions

Intended Use: 32° to 113°F or 0° to 45°C

Storage: -4° to 122°F or -20° to 50°C

Relative humidity: 10% to 90%

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Welcome to Chat Fusion

This user's guide offers step-by-step instructions for setting up and using your Chat Fusion™ device. Additional information and support are available.

Support articles can be found on the Saltillo website:

<http://saltillo.com/support/>

Training opportunities can be found on the Saltillo website:

<http://saltillo.com/webinars>

Contact Saltillo for Operational or Technical support at:

Phone: 1-800-382-8622

Email: service@saltillo.com

Trouble Tickets:

<http://saltillo.com/tt/>

For Realize Language™ website support:

support@realizelanguage.com

What's Included

The following were included in your Chat Fusion package.

Your Chat Fusion Device



Battery Charger – Wireless



Battery Charger – Standard



Additional Items

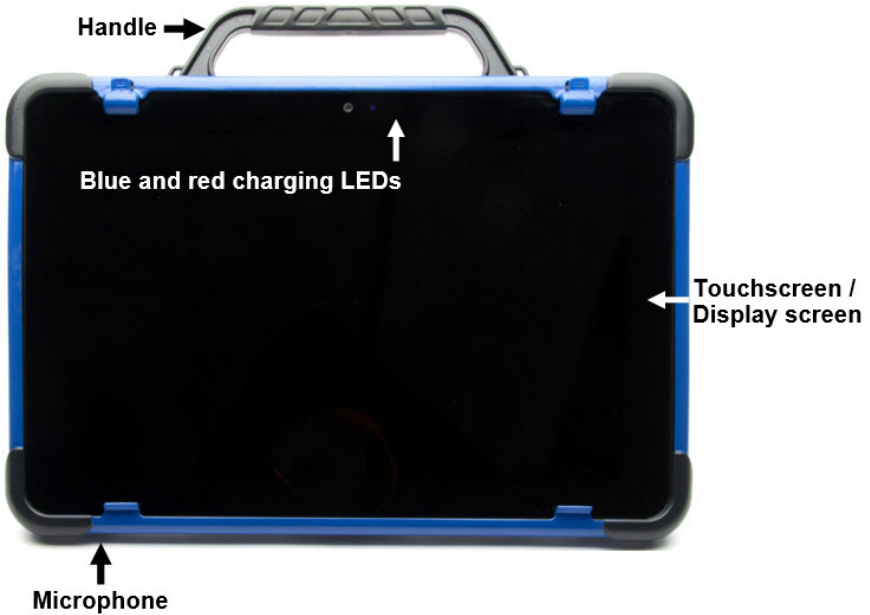
- Extra Device Frame
- Screwdriver
- USB Cable
- Stylus
- Chat Editor Install DVD
- Chat Fusion Recovery Disc
- Chat Fusion Quick Reference Guide
- First Steps (Introduction/Helpful Hints)
- Chat Fusion User's Guide

Note: We suggest that you keep your packaging materials.

Chat Fusion 10 Device Features

This section identifies some basic features of the device and indicates where to find additional information.

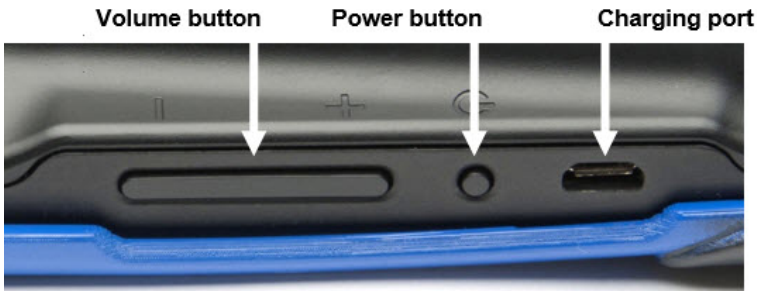
Chat Fusion 10: Front View



For information on:	See:
Understanding the charging LEDs	Charging the Device Battery using the Standard Charger on page 17 or Charging the Device Battery using the Wireless Charger on page 19
Removing the handle	Removing the Handle on page 28
Using the screen	Using the Touchscreen on page 34

Chat Fusion 10: Left Side Features

The left side of the device (when viewed from the front) contains the volume button, power button, and charging port.



For information on:

See:

Adjusting the volume

[Controlling Volume](#) on page 25

Using the power button

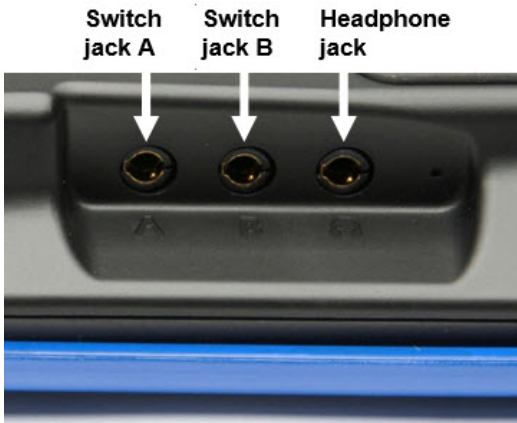
[Turning the Device On and Off](#) on page 24

Using the standard charger

[Charging the Device Battery using the Standard Charger](#) on page 17

Chat Fusion 10: Right Side Features

The right side of the device (when viewed from the front) contains two switch jacks and a headphone jack.



For information on:	See:
Setting up switches	Configuring Switches on page 99
Using headphones	"Audio Output Device" under Setting Auditory Prompts on page 108

Using Menu and Back

The Chat software provides icons along the bottom of the display for configuring settings and navigating to previous pages or menus.

While running the Chat software, **Menu** allows you to determine which vocabulary files to use, which augmentative options are enabled, how and when to speak messages, and how a wide variety of other options are configured.

Back navigates to the previous page or previous menu.

Menu and **Back** are implemented differently according to device. Depending on which device you have, you may see any of the following:

Menu icon	
Back icon	 or 

Charging the Device Battery using the Standard Charger

The standard battery charger plugs into the charging port on your Chat Fusion.



When to charge your Chat Fusion:

We suggest charging the battery each night. If you cannot plug in the charger overnight, it is best to power off the device to conserve battery charge. When the battery charge is 10% or less, the red charging LED flashes, indicating the battery needs charging.

Important! Devices in storage must be charged every six months.

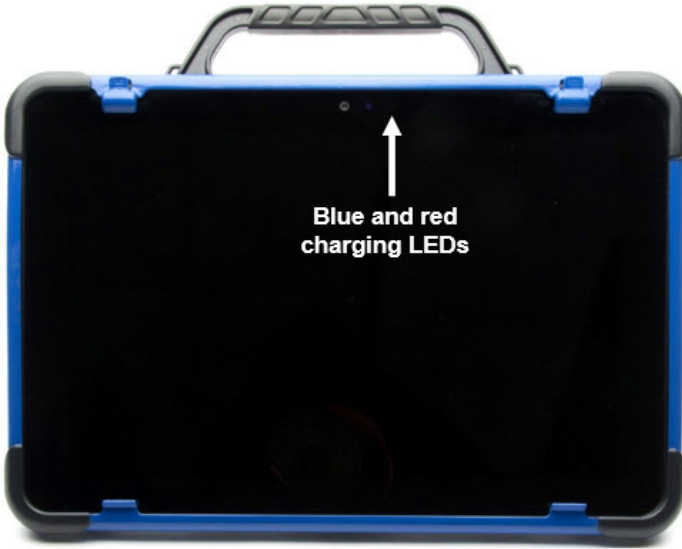
How to charge your Chat Fusion:

1. Plug the charger into an electrical outlet—a surge protector is recommended.
2. Plug the charger cable into the charging port on the side of the device, next to the power button.



While the battery is charging:

During charging, the Chat Fusion’s red charging LED is illuminated. When the battery is fully charged, the blue charging LED is illuminated.



When the battery is fully charged:

1. Unplug the connector from the device.
2. Unplug the charger from the electrical outlet (optional).
3. Tap the device’s power button to turn the display on.

Charging the Device Battery using the Wireless Charger

The wireless charger allows you to charge your Chat Fusion without plugging in a charger cable every time you charge the device.



⚠️ Charge your device in a well-ventilated area.

Keep the charger connected to an electrical outlet or surge protector. Then, any time the device needs charging, simply place the device on the charging pad and it will begin to charge.

You can charge the device battery with the charger stand open and the unit sitting upright or with the stand closed and the unit lying flat.



or



When to charge your Chat Fusion:

We suggest charging the battery each night. If you cannot plug in the charger overnight, it is best to power off the device to conserve battery charge. When the battery charge is 10% or less, the red charging LED flashes, indicating the battery needs charging.

Important! Devices in storage must be charged every six months.

How to charge your Chat Fusion:

1. Plug the wireless charger's power cable into an electrical outlet—a surge protector is recommended.
2. Plug the other end of the power cable into the power jack on the top edge of the charger. The charger's left LED will glow amber.



When the charger is plugged in, the charger's left LED will glow amber.

Note: After you connect the charger the first time, you can keep it connected. Then, any time the device needs charging, simply place the device on the charging pad and it will begin to charge.

3. Position the Chat Fusion device's stand against the back of the device.

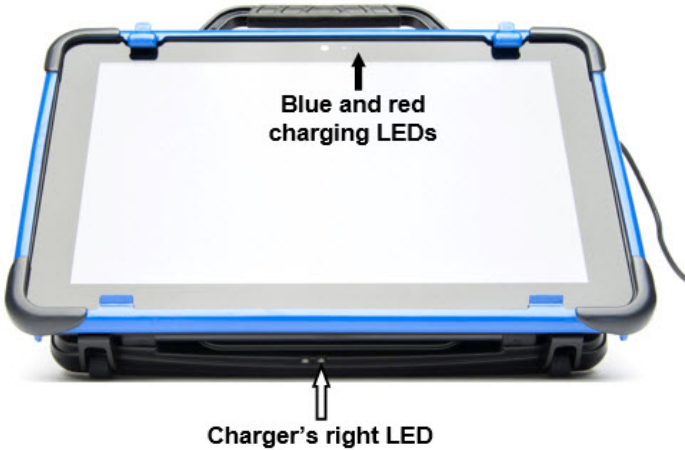
Note: If a wheelchair mounting plate is attached to the back of the device, leave it in place.

4. Center the device on the charger with the back of the device against the charger. Charging should begin automatically.



While the battery is charging:

The charger's right LED should glow blue. If the LED does not glow blue, adjust the position of the device in the charger until the LED glows blue.



The Chat Fusion's red charging LED is illuminated. When the battery is fully charged, the blue charging LED is illuminated.

When the battery is fully charged:

1. Remove the device from the charger.
2. If you want the charger ready for immediate use the next time you charge the device, leave the charger plugged into the electrical outlet or surge protector.

Note: If you prefer, you can unplug the charger after each charge.

3. Tap the Chat Fusion's power button to turn the display on.

Checking Battery Status

You can check the battery status of the device by navigating menus or by having a button on a vocabulary page that checks the status.

Checking Battery Status Using Menus

You can check the battery status of the device by navigating menus.

Choose **Menu > Settings > System > About Device**.

The screen will show the battery charging status and charge level.

Checking Battery Status Using a Button

Some Saltillo-provided vocabulary files already include buttons for checking the battery status. For example: WordPower™ offers the option from the last page of Groups, and MultiChat 15 offers the button on the Device Tools page from the second page of “Things”.

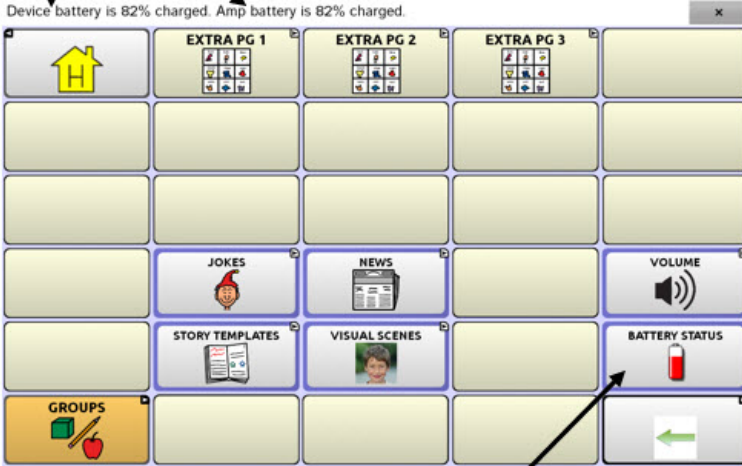
To create a button that checks the battery status of the device, create a button on a vocabulary page that contains the action “Battery Status”.

1. Press and hold on the button you want to modify. (Right-click the button if you are using Chat Editor.)
2. Choose **Edit Button** to display the Button Properties.
3. Choose the **Actions** tab.
4. Use the drop-down list to select the **Battery status** action.
5. Choose **OK**.

Any time you choose this button, the application will speak the battery status of the device and display the information in the Speech Display Bar (SDB).

Device and amplifier battery status

Device battery is 82% charged. Amp battery is 82% charged.



Battery Status button

For additional information on creating a button action, see [Adding or Modifying a Button Action](#) on page 68.

Turning the Device On and Off

The power button is located on the side of the device between the volume button and charging port.



To turn your device on from a complete power-down:

Press and hold the power button.

To turn your device off for storage:

1. Press and hold the power button.
2. At the prompt, choose **Power off**.
3. Choose **OK** to confirm.

Important! Devices in storage must be charged every six months.

To turn the screen on and off for daily use:

When using the device on a daily basis, tap the power button quickly (do not hold it) to turn just the screen on and off.

To change the screen timeout setting:

The screen is set up to power down automatically after a specified period of no activity. To change the period of delay between the last key press or screen touch and the automatic screen timeout:

Choose **Menu > Settings > System > Display Settings > Screen Timeout** and choose the appropriate setting.

To wake the screen:

Three methods are available to wake the screen after tapping the power button to put the device to sleep or allowing the device to power down automatically after a timeout.

- Tap the power button quickly
- Tap anywhere on the touchscreen
- Press a switch plugged into the device

To use the touchscreen to wake the screen, you must first enable Touch Wake-up. Choose **Menu > Settings > System > Display Settings**. Then tap **Touch Wake-up** to insert a checkmark.

Controlling Volume



To prevent possible hearing damage, do not listen to earphones at high volume levels for long periods.

The volume button is located on the side of the device, next to the power button. Press the ends of the button to increase or decrease volume.

Press this end to decrease volume

Press this end to increase volume



In addition to using the volume button, you can add volume controls to buttons within vocabulary pages. For details, see [Adding or Modifying a Button Action](#) on page 68.

Adjusting, Removing, or Reattaching the Stand

Use the stand to position the device for easy viewing of the screen. If you do not plan to use the stand, you can remove it.

Adjusting the Stand

To position the device at an angle for easy viewing of the screen:

1. Place the device face-down on a flat surface.
2. While holding your thumb on the edge of the device below the stand's bottom support, press on the **inside** of the support with the tip of your index finger (or the tips of several fingers) to pull the support **away** from the latch.



3. Lift the support away from the back of the device until the legs latch into place.



Removing the Stand

If you do not want to use the stand, you can remove it from the back of the device.

1. Position the stand so that it is not latched in place.
2. Squeeze near the end of one leg with your fingers until the small peg disengages from the holder.
3. Pull the leg up until it is completely out of the holder.



4. Repeat steps 2 and 3 for the other leg.

Note: Be sure to store the stand in a safe location in case you want to reattach it later.



When the stand is removed, it becomes a potential hazard for choking or for poking the eye.

Reattaching the Stand

If you remove the stand, you can reattach it easily at any time.

1. Squeeze near the end of one leg of the stand with your fingers.
2. Push the leg into the holder until the small peg snaps into place.
3. Repeat for the other leg.

Removing the Handle

If you do not plan to use the handle, you can remove it by removing the four screws that hold it in place.



The handle and screws are potential choking hazards. Store them in a safe location.

Removing or Replacing the Device Frame

Your device shipped with a device frame attached. If you want to remove or replace the frame, follow these instructions. Use the small screwdriver that was included in your Chat Fusion package.

Removing the Device Frame

1. Insert the tip of the screwdriver into the slot of a corner tab that attaches the frame to the device.



2. Carefully pull the tab away from the device until you can slide the corner of the frame off the device.

Important! Pull the tab only as much as necessary to detach the corner. If you pull too far, you could break the tab.

3. Once the corner is detached, pull the frame off the device completely.

Note: If you are replacing the device frame, proceed to [Attaching the Replacement Device Frame](#).

Attaching the Replacement Device Frame

After removing the original device frame, you are ready to attach the replacement device frame.

1. Insert a corner of the device into the corresponding corner of the keyguard frame. Then push a corner on the same side of the device into the frame.



2. Push a corner on the opposite side of the device into the corresponding corner of the frame.



3. With three corners in the frame, insert the tip of the screwdriver into the tab of the fourth corner of the frame.
4. Pull the tab away from the device until you can slide the corner of the frame onto the device.

Replacing the Wheelchair Mounting Plate

Your device shipped with the wheelchair mounting plate installed.

If you need to replace the mounting plate, follow these instructions.



1. Place the device face-down on a flat surface. Be careful not to scratch the display.
2. Remove the three screws from the old mounting plate and remove the plate from the back of the device.
3. Orient the plate so that the additional hole for the holding pin is in the upper left.



4. Align the three tapered holes in the new mounting plate with the three threaded holes on the back of the device.



5. Insert and tighten the screws.



Store or dispose of the old mounting plate and screws safely. Loose screws can be a choking hazard.

Attaching a Strap

For hands-free transport, you can attach a strap to the handle on your Chat Fusion.



Simply attach the connectors on the ends of the strap to the holders on the handle.



Using the Touchscreen

Your device comes with a capacitive touchscreen. It responds best to a light touch from the pad of your finger. You can also use the stylus that was provided with your device. See [Using the Stylus](#).

Important! Using excessive force or a metallic object when pressing on the touchscreen may damage the tempered glass surface and void the warranty.

Note: To clean the touchscreen, see [Routine Cleaning and Disinfecting](#) on page 35. If your device will be used by more than one client, see [Disinfecting a Device for Use by Multiple Clients](#) on page 35.

Using the Stylus

A compatible stylus was provided with your device. If you prefer to purchase a different stylus, be sure it is compatible with a capacitive touchscreen.



Note: The stylus provided has an opening on the end and can be attached to an individual or the device using a chain, string, or lanyard.



The stylus is a potential hazard for choking or for poking the eye.

Cleaning and Disinfecting Your Device

If your device will only be used by one client, routine cleaning and disinfecting should be sufficient. If, however, multiple clients will be using the device, take additional measures to clean and disinfect the device after it has been used by one client before allowing it to be used by another client.

Routine Cleaning and Disinfecting

To clean your device case and screen, turn the device off, wipe with a soft, lint-free cloth slightly dampened with water, and dry with another soft, lint-free cloth. *Do not spray or splash liquid directly on the device.*

To disinfect the case, moisten a clean cloth in a solution of 1/4 cup of vinegar and 1 cup of water. *Do not use vinegar and water on the display.*

Disinfecting a Device for Use by Multiple Clients

Note: This section applies only when multiple clients will be using the same device. In that situation, it's vital to effectively disinfect the device and accessories that have been used by a client before handling and use by another client.

First Step: Put on protective gloves

Next Step: Clean the device and accessories

1. Wipe down the device and accessories with disinfectant wipes (Virucidal, Bactericidal, Pseudomonacidal, Tuberculocidal, Fungicidal)—Metrex CaviWipes™. Follow the disinfectant product manufacturer's instructions for *cleaning*.
2. Take a Q-tip with cleaner applied (for example, Windex® or another commercial cleaner) and clean inside all cracks and crevices. You may want to use a toothbrush or similar brush.
3. Blow the device off with an air hose, or wipe it dry.

Important! Make sure all soil is removed from the device and accessories. This is vital before proceeding to disinfecting the equipment.

Next Step: Disinfect the device and accessories

1. Wipe down the device and accessories with a new disinfectant wipe (Virucidal, Bactericidal, Pseudomonacidal, Tuberculocidal, Fungicidal)—Metrex CaviWipes. Follow the disinfectant product manufacturer’s instructions for *disinfecting*.
2. Make sure to clean inside all cracks and corners, and wipe more than once if necessary to keep the device wet for a minimum of three (3) minutes.
3. Allow the device and accessories to dry.

Final Step: Wipe the touchscreen

1. When the device and accessories are dry, wipe down the viewing area (touchscreen, keyguard, etc.) with glass cleaner, so the screen doesn’t discolor.
2. Allow the equipment to dry.

Using the Application Screen

The Speech Display Bar (SDB) displays text for the buttons you choose.

To delete the last word on the SDB, tap **X** once. To clear all words, press and hold **X**.



A button arrow link  indicates a link to another page. For additional information, see “Modifying a Button Arrow Link”.

Using the Speech Display Bar (SDB)

The Speech Display Bar (SDB) displays text that you enter or generate in the application. You can change the size of the text and the number of lines of text that appear in the window.

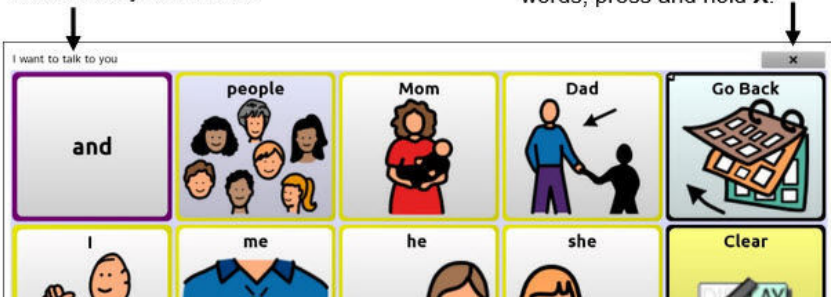
Tapping on the SDB can speak all text generated.

Tapping the **X** will delete the last word. Pressing and holding the **X** will clear the entire display.

Holding the SDB generates a menu of additional options.

The Speech Display Bar (SDB) displays text for the buttons you choose.

To delete the last word on the SDB, tap **X** once. To clear all words, press and hold **X**.



Changing Functional SDB Settings

To access the options for changing Speech Display bar settings, choose **Menu > Settings > Input**.

Option	Description
Tap to Speak	This option toggles the option for the SDB to speak when chosen or not
Tap to Expand	This option toggles the option for the SDB to expand when chosen or not
Enable Menu	This option toggles the SDB context menu on or off.
Enable Clear SDB (X)	This option either hides or displays the X on the far right of the SDB. The X deletes a word when tapped or clears the entire SDB when held.

Changing SDB Style Settings

To change SDB style settings, choose **Menu > Settings > Style**. The Style options allow you to configure the following for the SDB:

- font type, size, and style (Bold or Italic)
- height (number of rows)
- background color
- text color

You can also configure the SDB to display icons in addition to text or to appear at the bottom instead of the top of the screen.

To configure the SDB to display icons in addition to text:

1. Choose **Menu > Settings > Style**.
2. Tap **SDB Icons** to insert a checkmark.

To return the SDB to a text-only display, tap **SDB Icons** to remove the checkmark.

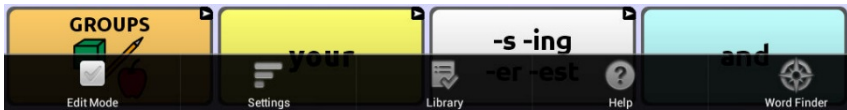
To configure the SDB to appear at the bottom of the screen:

1. Choose **Menu > Settings > Style**.
2. Tap **On Top** to remove the checkmark.

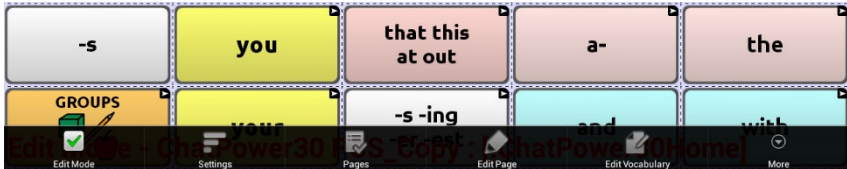
To return the SDB to the top of the screen, tap **On Top** to insert a checkmark.

Using Application Menus

After choosing **Menu**, groupings of menus appear. These menus vary depending on other settings in the application.



In Edit Mode



In Edit Mode, all the buttons are outlined, indicating that they can be edited. When the menu disappears, the words “Edit Mode”, followed by the name of the vocabulary file and the name of the current page, appear in red across the bottom of the screen.

Note: Chat Editor displays the menus at the top of the screen.

Option	Description
Edit Mode	Turn editing on or off
Settings	Customize application features
Library	View the vocabulary files
Help	View help and other information
Pages	View a list of pages
Edit Page	Edit the current page
Edit Vocabulary	Edit the current vocabulary
More	View additional options
Hide Mode	Turn Hide Mode on or off

Choosing a Vocabulary File

Choosing an appropriate vocabulary file is imperative to the success of the device user. Saltillo suggests that a qualified speech language pathologist, teaching staff, parents, and device user are all part of the decision process of choosing an appropriate vocabulary file.

When choosing a vocabulary file, consider the following:

- The user's access capabilities
- The user's current and potential cognitive capabilities
- The potential effect of screen orientation on the user
- The user's ability to work better with pictures or symbols
- The vocabulary's ability to be customized

Considering the User's Access Capabilities

The user's access capabilities depend on the number of buttons on a page.

File	Buttons per Page
4 Basic	Provides 4 buttons per page
VocabPC	Provides 12 buttons per page
MultiChat	Provides 15 buttons per page
WordPower	Offers 20, 25, 42, 48, 60, 80, and 108 buttons per page

Considering the User’s Cognitive Capabilities

It’s important to consider the user’s current and potential cognitive capabilities—his or her current literacy level and emerging literacy.

File	Literacy Level
VocabPC	Developed for those with developmental delays
WordPower	Word-based vocabularies for those who are literate as well as those who are preliterate. “Basic” versions are available for beginning communicators and those who need simple language encoding.
MultiChat 15	Developed for those with emerging literacy
Essence	Developed for adults with acquired speech disorders

Additional Considerations

When choosing a vocabulary, keep these additional considerations in mind.

Screen orientation

Some individuals may work best with pages displayed in landscape orientation, while others may do better in portrait orientation.

Visual issues













Some people will work best with symbols, while others may do better with pictures.



Customization

Each individual has unique capabilities. To accommodate these capabilities, you can modify buttons, pages, and settings to best suit the device user. Customizations can be made directly on the device or by using Chat Editor running on a computer.

Exploring Vocabulary Files

The application provides a variety of vocabulary files. To view these files, choose **Menu > Library**. Available vocabulary files will be listed.

	myQuickChat 8 Child PCS <small>Original</small>
	myQuickChat 8 Child SS <small>Original</small>
	Spelling PCS <small>Original</small>
	Spelling SS <small>Original</small>
	VocabPC PCS Adolescent-Adult <small>Original</small>
	VocabPC SS Adolescent-Adult <small>Original</small>
	WordPower108 PCS <small>Original</small>
	WordPower108 SS <small>Original</small>
	WordPower20Simply PCS <small>Original</small>
	WordPower20Simply SS <small>Original</small>
	WordPower24 PCS <small>Original</small>
	WordPower24 SS <small>Original</small>

Icon	Description
	The vocabulary file that is currently open.
	An original Saltillo-provided vocabulary file that cannot be modified or deleted. To customize a vocabulary file, make a copy of it and customize the copy. See Creating a Customized Vocabulary File on page 55.

Important!

A vocabulary file that you customized with release 2.2 software or later can be transferred between Chat Editor and a Chat Fusion device, a NOVA chat™ device, or a TouchChat™ device.

For information on transferring vocabulary files, see [Transferring Vocabulary Files](#) on page 166.

Available Vocabulary Files

From the list of available vocabulary files, tap on a file name, choose **Open**, and explore the file. Take some time to explore each of these files and see if one might be appropriate for the device user or get some ideas for creating your own.

Explore the page and button organization by choosing the buttons. Buttons with arrows in the corners will move to new pages. As you explore the page layouts, consider if one of these might work as a starting point for the intended device user.

WordPower

The WordPower vocabularies are augmentative communication word-based vocabularies created by Nancy Inman. Notice the listing of WordPower vocabulary options on your device, each including a number to indicate the number of cells.

WordPower20 Simply

WordPower20 Simply incorporates carrier phrases with core words for quick and easy language generation. It can be used as a phrase-based system or as a word-based system. For example, you could use the carrier phrases “I want...”, “I like...”, and “I need...” to generate sentences. Or you could use the individual pronouns “I”, “it”, and “you”, or sentences starters such as “can” and “do.” When the individual pronouns are selected, a page of frequently used verbs and helping verbs also becomes available. You can quickly finish a sentence using a phrase such as “to eat...”, “to play...”, “to watch...”, etc., or you can select “to” and have a more expanded set of verbs available.

WordPower25 Touch & Scan

The WordPower25 Touch & Scan vocabulary is designed to be accessible via direct selection as well as scanning for quick and easy language generation. It incorporates carrier phrases with core words that move seamlessly between the main page and related categories. Individuals who need a sophisticated and efficient language system with a minimum number of cells per page will benefit from this robust vocabulary.

WordPower42

WordPower42 is a word-based vocabulary that allows for easy and intuitive communication. WordPower42 is a generative language system that will be familiar to those using WordPower on other systems, and it is easy to learn for new users.

WordPower42 Basic

WordPower42 Basic is a simplified version of WordPower42. This word-based system remains rich in core vocabulary, and it may be appropriate for beginning users or those who need a more basic vocabulary design. It is designed to make communication fast and easy.

WordPower48

WordPower48 is very similar to the 42-location, but in the extra column on the left, you now have a clear display, delete word, period, and plural. This configuration can be set up for scanning or to be used with a keyguard.

WordPower60

WordPower60 consists of a large number of high-frequency words available on the main page, resulting in fast communication with reduced keystrokes. Word completion and logical next words are used, and the “grammar” function provides morphological endings to verbs, nouns, and adjectives. Spelling with word prediction along with the category-based pages contained in all other versions of the vocabulary are also available. This vocabulary is configured to work with a keyguard.

WordPower60-Basic

The WordPower60-Basic vocabulary is designed with early language learners in mind, providing ample picture support and novel structures to facilitate expressive language development. Core vocabulary is embedded within category and activity pages, allowing easy generation of language from the main core page as well as within specific topic-based pages. Core words remain consistent in terms of placement and access, providing a natural bridge between core and fringe words. Early literacy is enhanced by providing pages designed to teach language and core through children’s books.

WordPower80

WordPower80 is for someone who has good vision, motor skills, and literacy skills. WordPower80 vocabulary pages consist of core vocabulary, spelling, and word prediction.

WordPower108

WordPower108 consists of a large number of high-frequency words on the main page, resulting in fast communication and quick access to core words. Word completion and logical next words are used, and the “grammar” function provides morphological endings to verbs, nouns, and adjectives.

WordPower108 with Keyboard

WordPower108 with Keyboard is a vocabulary consisting of high frequency core words, spelling, and word prediction. With the keyboard on the main page, the communicator moves seamlessly between words and spelling, thus minimizing keystrokes and the need for navigation. Some core words are embedded within the category pages in order to assist in bridging the gap between core and fringe vocabulary.

4-Basic

4-Basic offers just that, a basic vocabulary option with 4 buttons per page.

Basic Scan

Basic Scan is primarily a phrase-based vocabulary for emerging communicators who access communication through auditory and/or visual scanning. Basic Scan was developed by Lisa Nobel Martin, MA, CCC-SLP specifically for Chat Fusion and NOVA chat. Lisa has years of experience working with nonverbal pediatric patients at all stages of communication. Her focus on teaching auditory and visual scanning techniques to these individuals has proven quite successful.

The Basic Scan file encompasses various communicative functions (greeting, directing, protesting, commenting, requesting, sharing information). Page navigation is used to support language formulation. In addition, some vocabulary is hidden and can be gradually uncovered

to scaffold learning. The Basic Scan file is meant to provide a framework and example of where to begin with an emerging communicator who is using auditory and/or visual scanning as a means to access communication. Basic Scan does not provide access to a comprehensive vocabulary. Specific items within each category can and should be modified to meet the unique needs of individuals.

Communication Journey: Aphasia

“Communication Journey: Aphasia” is a vocabulary file containing features and vocabulary designed to support people with aphasia. It was developed by Lois Turner (SLP), Anne MacCallum (SLP) and Sarah Gauthier (SLP Assistant) in consultation with a group of speech-language pathologists who work exclusively with people with aphasia and brain injuries. All the participants work at CAYA (Communication Assistance for Youth and Adults) and the GF Strong Rehabilitation Centre in Vancouver, BC, Canada. The framework of the file was derived from the Life Participation Approach to Aphasia from the Aphasia Institute in Toronto, Canada. The pages were created to facilitate participation in daily activities and to promote social links.

Aphasia, a disorder caused by damage to the parts of the brain where language is stored, may affect the ability to comprehend language, to express oneself, to read, or to spell and write. “Communication Journey: Aphasia” can easily be adapted for use by people with different types of aphasia and a range of cognitive levels and degrees of severity.

Symbols, photographs, visual scenes, videos, or words can be used on the message, topic, and script pages. Included are pages that facilitate supported communication techniques, self-advocacy, directing care, and repair of communication breakdowns. Types of information typically included in communication books—such as pain and emotion scales, maps, and templates for personal information and life stories—are also incorporated into the vocabulary file. Specialized features include variable “rate of speech” and “pause between words”. Grid size and vocabulary are easily customized to reflect and support the life experiences of the person with aphasia.

Although this vocabulary file contains starting-point vocabulary commonly required by adults with aphasia, it **must** be customized. Each

person has a unique history, and the file must reflect that person's life, experiences, and abilities.

Essence

Essence is specifically designed for adults with acquired speech disorders. The home page of Essence contains a spelling keyboard in addition to quick links to pages of commonly used phrases for communication with those you regularly interact with in your family and community. Other pages contain commonly used vocabulary that may be needed for a visit to the doctor, using public transportation, going out to eat, etc. Each page is completely customizable to meet the specific vocabulary needs of each individual.

MultiChat 15

MultiChat 15 features a 15-button layout and is available in three versions: one for school-aged individuals with emerging language skills, one for adolescents, and one for adults. There are multiple forms of communication available in this vocabulary: sentences, phrases, individual words, recordings for story-telling, and visual scenes. Also included are interactive play and reading pages, social pages and a News-2-You starter page for the weekly newspaper's vocabulary. There are symbols on every button with the exception of several core words.

myCore

myCore is a combination of core and phrase-based vocabulary geared toward individuals who have literacy skills.

myQuickChat

myQuickChat is an introductory communication system geared toward child and adult AAC users with complex communication needs. myQuickChat is available for both children and adults in 4, 8, and 12 locations, each with an identical 16-location Support Master Home Page. myQuickChat was created to offer a high frequency, phrase-based communication system in an easy to use yet very engaging format. The progressive system offers a variety of topics for everyday needs and conversation and provides AAC users immediate and more successful communication exchanges within a variety of settings.

Spelling

Spelling is a keyboard page set with four word prediction buttons and a few pre-stored phrases.

VocabPC

VocabPC was designed by Gail Van Tatenhove, PA, MS, CCC-SLP, for adults and adolescents with developmental disabilities. Vocabulary in VocabPC is arranged as carrier phrases, interactive sentences, activity vocabulary, and naming words. VocabPC uses a 12-location page layout. A Tour Guide for VocabPC is included on the Chat Editor DVD. This tour guide describes the users the author was working with and provides rationales and teaching support for VocabPC.

Installing, Setting up, and Using Chat Editor

Chat Editor is a supplemental program that runs on a Windows® desktop or laptop computer. It allows you to customize vocabulary files. Although customizing is also possible on the device itself, the Editor allows the family and/or professionals to customize the vocabulary when the device is not present.

Note: Having the custom vocabulary on a computer is always recommended as a backup to the device.

Installing Chat Editor

This process installs Chat Editor on your computer and creates desktop shortcuts to the Chat Editor application and the Chat Editor Import folder.

1. Insert the Chat Editor DVD in your computer's disc drive.
2. You should see a Chat Editor Installer screen (this may take a few moments). If you do not see the Installer screen, navigate to your DVD through Windows Explorer and choose **setup.exe**.
3. The DVD Installer screen provides a choice of three applications to load.
4. Choose **Install/Update Chat Editor**.
5. If you want the device to be able to use synthetic speech and you have a compatible sound card (you probably do), choose **Microsoft Voices for SAPI 5.1**.

Note: Microsoft Voices provides a voice for Chat Editor to use. If you already have a desktop application on your computer from a ChatPC, you will not need to install Microsoft Voices again.

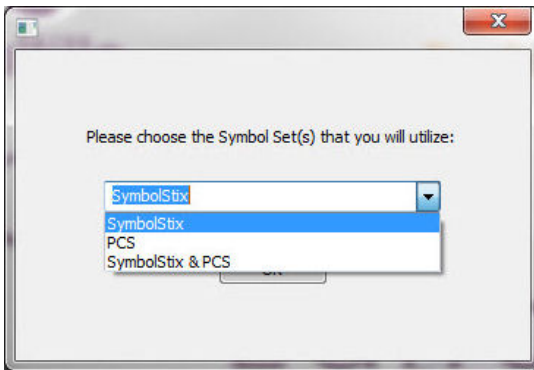
6. To be able to transfer files to the device, choose **Install Device Driver**.
7. Choose **Install**.
8. Follow the on-screen instructions.
9. When the installation process is complete, remove the DVD from the drive. The DVD is not needed to run the Editor.

Configuring Chat Editor

The first time you open Chat Editor after installing it, you will be prompted to set up a configuration.

1. Select **Nova Chat/Chat Fusion** from the Choose Product window and click **OK**.
2. Select your language from the Choose Language window and click **OK**.
3. Select one or more symbol sets from the Choose Symbol Sets window.

Important! This symbol set must match what is on the device you are supporting.



4. Click **OK**.
5. Type a descriptive name for the configuration in the Enter Name window and click **OK**.
6. Chat Editor will open.

Note: You may need to set up multiple configurations if you support more than one client. For example: Tommy with only SymbolStix™ images and Sarah with both SymbolStix and PCS™ symbols.

Enabling Speech in Chat Editor

Note: When you install Chat Editor on a computer that had Chat Editor installed previously, speech will be enabled.

When you install Chat Editor on a computer that did not have Chat Editor installed previously, the following message will be displayed:

Speech is currently disabled.
Please connect a Chat Fusion device to this computer to enable speech.

Choose **OK** to close the message.

To enable speech in Chat Editor, simply connect a USB cable between your computer and your device. Test the Editor to verify that speech is now working and then disconnect the cable. Speech will now be enabled whenever you use the Editor; you will not need to re-connect the cable.

Opening Chat Editor

To open the Editor for normal use after you have set up a configuration, choose the Chat Editor shortcut from your computer's desktop. The Editor will open on your computer.

Using Vocabulary Files with Chat Editor

The Chat Editor Library contains the same vocabulary files as the device. See [Available Vocabulary Files](#) on page 43.

You can explore any of these files by highlighting one and opening it. Explore the page and button organization by choosing the buttons. Buttons with arrows in the corners will move to new pages. As you explore the page layouts, consider if one of these might work as a starting point for the intended device user.

You cannot modify the "Original" vocabulary files. If one of the files would be appropriate for the device user, make a copy of it and customize the copy. See [Creating a Customized Vocabulary File](#) on page 55.

The device user's vocabulary file can be created using Chat Editor and then exported to the device for use.

To explore files using Chat Editor, choose **Library**. My Resources stores all custom files. All default Saltillo-supplied files are stored in the folder specifying the symbol set and language used.

Device and Editor Differences

Note: Chat Editor is not intended to function as a speech generating device. It is a support tool for modifying the client's vocabulary so that the client can continue using the device while modifications are being made.

Dialog boxes will appear slightly different and a couple of the options are modified for the computer. The Editor displays menus at the top of the screen, and Chat Fusion displays them on the bottom.

When you are editing on the device, pressing and holding on the screen opens context menus. In Chat Editor, right-clicking on the vocabulary window will open context menus for editing.

Setting Chat Editor's Screen Orientation

You can use the Chat Fusion device in portrait or landscape orientation. To set Chat Editor's screen orientation to match the device, choose **Settings > View**.

Using Chat Editor to Create Instructional Materials

Capture sequences of buttons from screens in Chat Editor to paste into instructional materials you create such as Word documents, PowerPoint™ presentations, flash cards, etc.

1. In Chat Editor, choose **Capture** in the top section of the Editor window. The Button Capture window will open.
2. With **Capture Selections** selected, start selecting the buttons you want to appear in your document. Each button you select will be captured in the Button Capture window.



3. When you finish capturing a sequence of buttons, choose **Copy to Clipboard**. The sequence will be cleared from the Button Capture window.
4. In your document, insert the cursor and select **Paste**. The sequence will be pasted into the document.
5. Capture the next sequence.
6. When you finish capturing sequences, select **Exit** to close the Button Capture window.

Notes on Capturing Button Sequences

If you need to try several sequences to find the one you want, turn off **Capture Selections**. Once you decide what you want to capture, turn **Capture Selections** back on.

If you make a mistake, select **Clear** and start capturing the sequence again. Keep in mind that Clear removes **all** captured content from the Button Capture window.

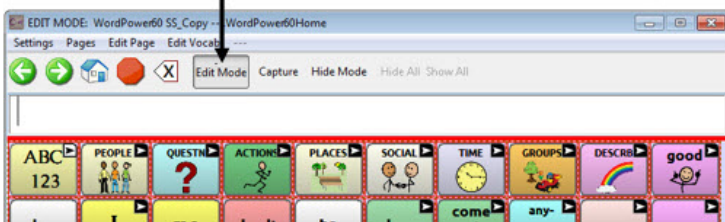
Turning Edit Mode On

To edit a vocabulary file or any resource linked to it (pages, buttons, etc.), you must activate Edit Mode. You can edit a vocabulary file on the device or by using Chat Editor.

Device: Choose **Menu > Edit Mode**. All the buttons are outlined, and the words “Edit Mode”, followed by the current vocabulary and page names, appear in red across the bottom row of keys.



Editor: Choose **Edit Mode** from the menu bar. All the buttons are outlined and “Edit Mode” is selected.



Important! Before you start editing a vocabulary file:

Copying a file from one platform to another will overwrite the existing file. To avoid overwriting others’ changes, coordinate with anyone else who may edit vocabulary files to make sure that you are working with the current copy. Always copy the file with changes to the other platform. This will ensure that both the device and the Editor are current.

Creating a Customized Vocabulary File

The Saltillo-provided (original) vocabulary files cannot be modified. This maintains the original, default vocabularies in case they may be needed at a later time. To create your own customized vocabulary file:

1. Determine which original vocabulary file will work as a starting point.
2. Make a copy of the original file.
3. Customize the copy as needed.

Creating a Copy using the Device in Edit Mode

1. Open the vocabulary file.
2. Choose **Menu > Edit Mode**.
3. Choose **Yes**.
4. Type a name for the file.
5. Choose **Save**.

Creating a Copy from the Device Library

1. Choose **Menu > Library**.
2. Choose the file to copy.
3. Choose **Duplicate**.
4. Type a name for the file.
5. Choose **Save**.

Creating a Copy using Chat Editor

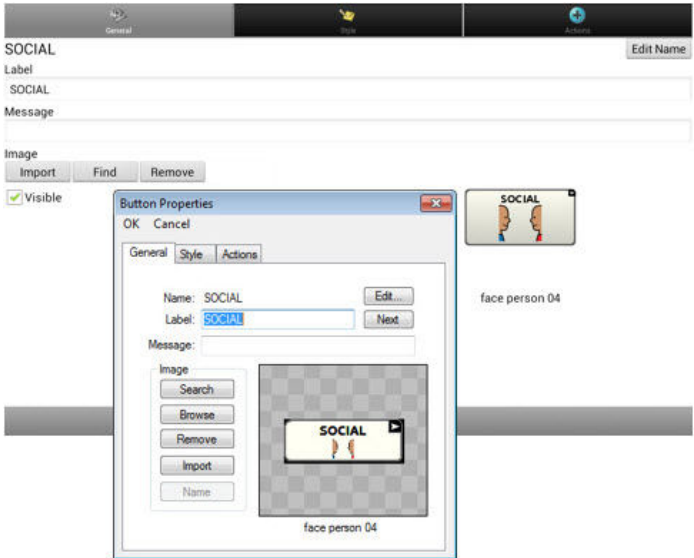
1. Choose **Library**.
2. Choose the file to duplicate.
3. Choose **Duplicate**.
4. Type a name for the file.
5. Choose **Save**.

Modifying Button Text

You can modify the label or message text for any button. Or you can remove the text and fill the button with an image.

Displaying the Button Text to Edit

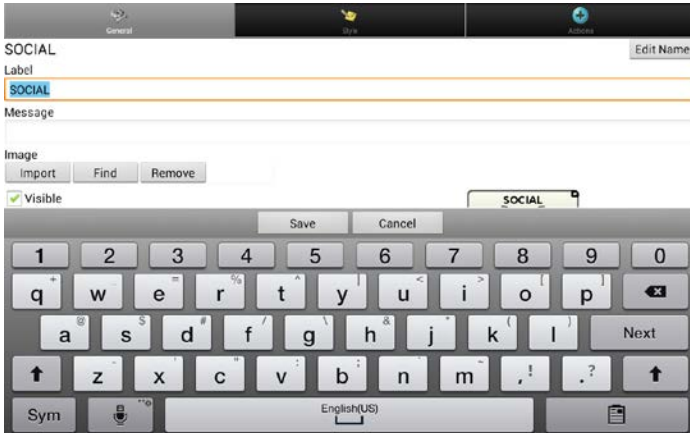
Choose **Menu > Edit Mode**. Then press and hold on the button. (Right-click if you are using the Editor.) A menu will open. Choose **Edit Button** to display the Button Properties.



Editing the Button Text

In Chat Editor, click in the Label or Message box and enter your new text. In Chat Fusion, do the following:

Tap in the Label or Message box to display the keyboard.



Enter your new text. If you tapped in the Label box, choose **Next** to move to the Message box. Choose **Done** and then choose **Save** to apply your changes to the button.

Using Images with No Text

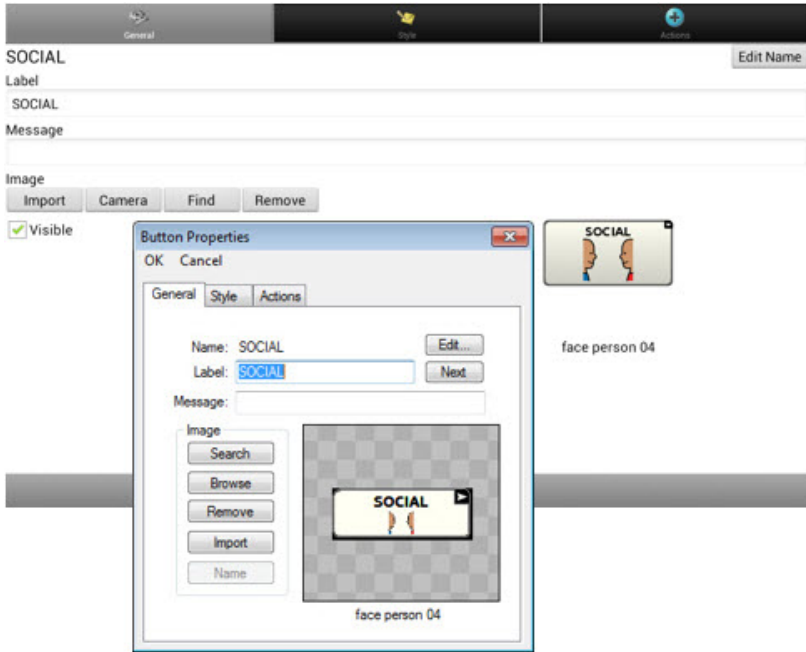
Don't enter a label in the Label box. If you decide not to use labels, we suggest expanding the image to fill the entire button area. To do this:

Choose **Menu > Settings > Style > Fill**.

For information on adding images to buttons, see [Adding or Modifying a Button Image](#).

Adding or Modifying a Button Image

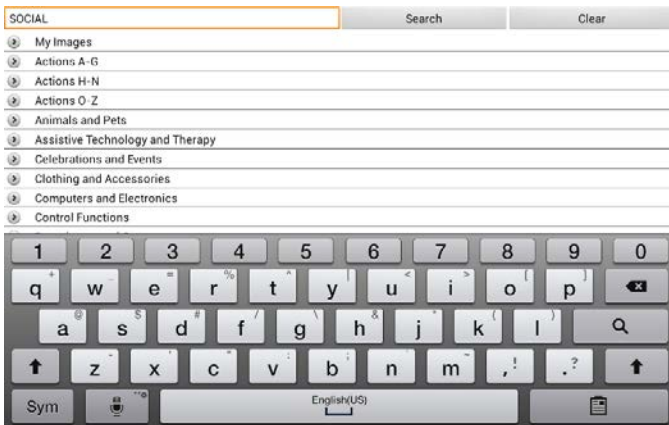
Choose **Menu > Edit Mode**. Then press and hold on the button. (Right-click if you are using the Editor.) A menu will open. Choose **Edit Button** to display the Button Properties.



Choose the image you want to use. To locate the image, you can choose Find, Browse, Search, or Import. You can also use the Camera function to create your own image.

Finding an Image from the Device Library

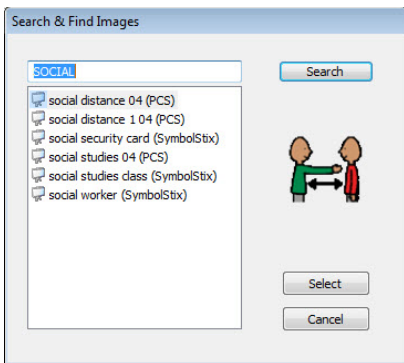
From the Button Properties, choose **Find** or **Browse** to open a list of categories.



Choose a category to open a list of images. Then choose the image you want. The image will be displayed in the Button Properties. Choose **Save**.

Searching for an Image in the Device Library

From the Button Properties in the Editor, choose **Search** to search for images with the label name.

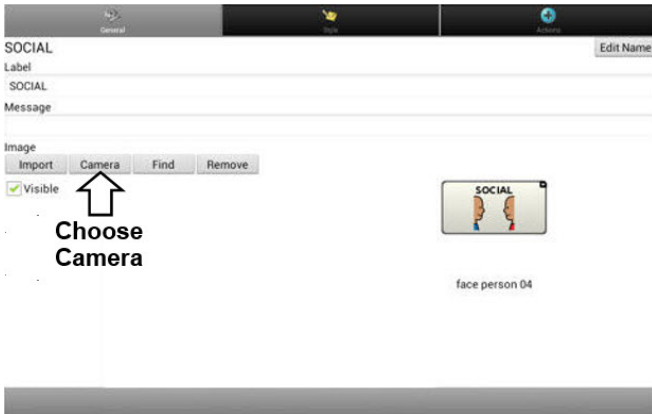


Choose the image you want. The image will be displayed in the Button Properties. Choose **Save**.

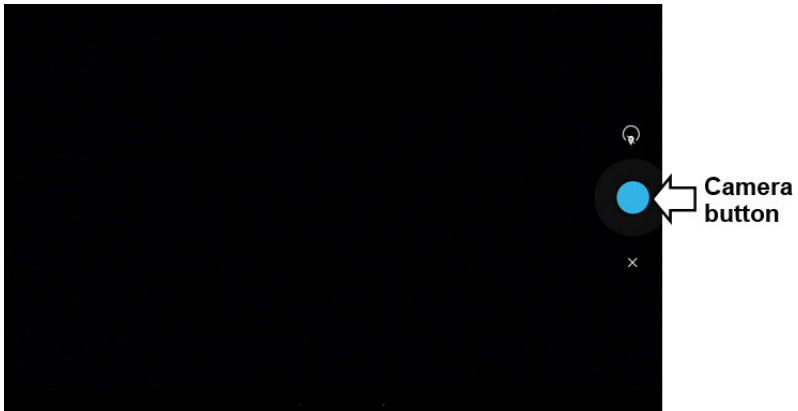
Note: If you don't find the appropriate image, enter a new item in the text box, choose **Search**, and choose a different image.

Creating Your Own Image

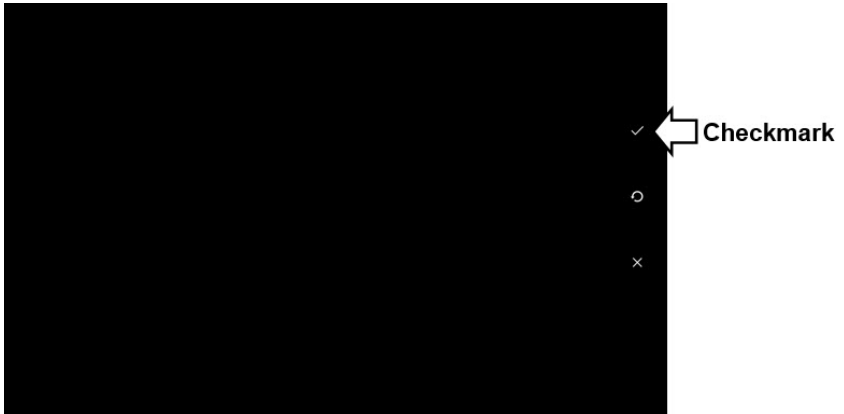
1. Choose **Menu > Edit Mode**.
2. Press and hold on the button. A menu will open.
3. Choose **Edit Button** to display the Button Properties.



4. From the Button Properties, choose **Camera**.



5. Tap the Camera button. A checkmark will be displayed with the image.



6. Tap the checkmark. The keyboard opens.
7. Enter a name for the image and choose **Save**.

Using an Existing Image

Note: Images are only used for representing vocabulary. Viewing images in photo album style is not possible.

If you find that the image you need is not available from the device library, you can use your own digital, scanned, downloaded, or homemade image and import that image directly into the button.

Note: If you are using the Editor, the image must be on the same computer. If you are importing directly from the device, the image must already be stored on the device.

To import an image:

1. From the Button Properties, choose **Import**.
2. Select the image you want.

If you are using the device, choose **Photos** and choose the appropriate image. If you are using the Editor, locate and select the image and then choose **Open**.

3. Once you have selected the image, choose **Save**. The image will appear on the button.

Transferring Images

When you want to copy images from your computer to your device or from your device to your computer:

1. Attach the device to your computer using the USB cable provided.
2. Give the device a moment to connect to the computer. The device screen will display “Transfer Mode”, and the computer will display a window with several options.
3. Click **Open device to view files**. The computer will view the device as an external drive.
4. Copy the appropriate images from the computer to your device’s **Pictures** folder or from the device to the appropriate folder on the computer.
5. Unplug the USB cable.

Note: Images are only used for representing vocabulary. Viewing images in photo album style is not possible.

Hiding Buttons

It may be useful to hide some of the buttons when initially presenting a vocabulary to the device user. Presenting all buttons at once may be overwhelming. Hiding some of the buttons will allow the device user to more easily focus on specific vocabulary being presented. Hiding a button does not delete the associated information. The information can be viewed again when appropriate. You can hide a single button or multiple buttons.

Hiding a Button

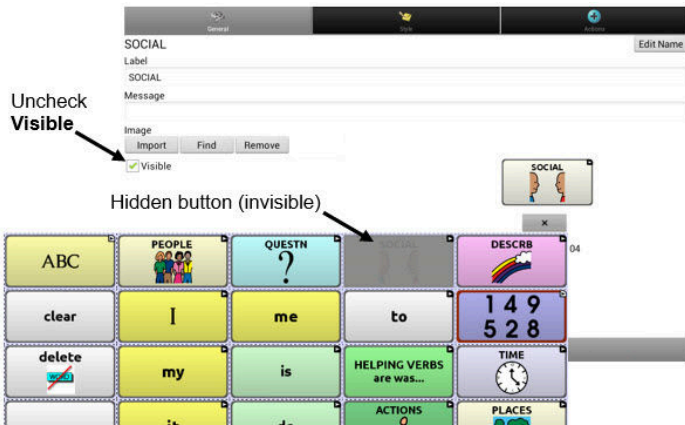
To hide a single button on your device:

1. Choose **Menu > Edit Mode**.
2. Press and hold the button to hide.
3. Choose **Edit Button** to display the Button Properties.
4. Uncheck the **Visible** box.

Note: Unchecking the Visible box makes a button invisible in standard mode and disables the button action automatically.

5. Choose **Save**.

To hide a single button using the Editor, right-click, choose the **Style tab**, and uncheck the **Visible** box.



Hiding or Showing Multiple Buttons

Choose **Menu > Edit Mode > Hide Mode**. You now have three options:

Option	Description
Hide a button	Choose buttons one by one to hide or show.
Hide all buttons	Choose Hide All to hide all buttons on the current page.
Show all hidden buttons	Choose Show All to show all buttons that had previously been hidden on the current page.

To exit Hide Mode, choose **Menu > Hide Mode**.

Saving Hidden Button Settings

If you hide buttons to work on a particular curriculum and would like to save those settings for your next session, choose **Menu > Settings > Input >** and check **Show Hidden Buttons**. The device or Editor will remember all of the currently hidden buttons. To start where you left off during your last session, choose **Menu > Settings > Input >** and uncheck **Show Hidden Buttons**.

Hiding and Showing Button Images

To hide or show all button images, turn button images off or on for the entire vocabulary file. Choose **Menu > Settings > Style > Show Button Images**.

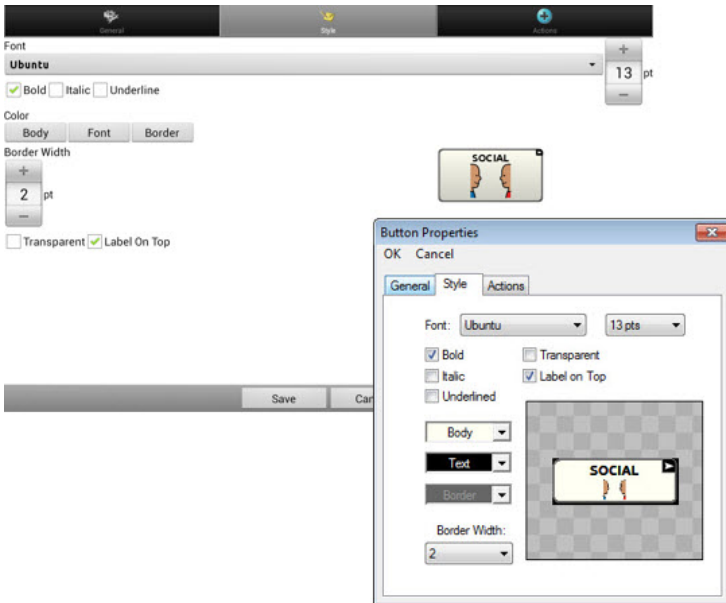
Modifying Button Styles

You can modify styles and color saturation for individual buttons, all buttons on a page, or all buttons in a vocabulary file. You can also override button styles set up for pages and vocabulary files for a single button.

Modifying a Button Style

You can only modify a button's style in Edit Mode.

1. Choose **Menu > Edit Mode**.
2. Press and hold a button. (Right-click if you are using the Editor.) A list of button options appears.
3. Choose **Edit Button** to display the Button Properties.
4. Choose the **Style** tab. The button style properties are displayed.



5. Use the pull-down lists to select the font color, body color, border color, font, size, shape, and border width for the button.
6. Check **Label on Top** to define the label position.
7. Check **Bold**, **Italic**, or **Underlined** to modify label text.
8. If you want to create a visual scene in which the location speaks but the button itself does not appear, choose **Transparent**.
9. When you finish making changes, choose **Save**.

Modifying Button Color Saturation

Saturation (gradient fill) adds the appearance of depth to a button. To adjust the color saturation on the device:

Choose **Menu > Settings > Style > Enable**. Then choose **Saturation**.

The current saturation setting will be displayed. Lower numbers add more background color to the buttons.

1. To increase saturation, tap **+**.
2. To decrease saturation, tap **-**.
3. Choose **OK**.

To adjust the color saturation in the Editor, choose **Settings > Style > Button Style**. Under Gradient Fill, verify that Saturation is selected, click the saturation percentage list box arrow to open a list of percentages, and select a higher or lower percentage. Then click **OK**.

Modifying a Page Button Style

The Button Style Override menu offers the ability to modify all buttons on a page.

1. Display the page you want to modify.
2. Choose **Menu > Edit Mode**.
3. Press and hold anywhere on the page. (Right-click if you are using the Editor.) A list of button options appears.
4. Choose **Button Style Override**. The Button Properties screen opens to the Button tab.
5. Choose the **Page** tab.
6. Select the style options you want to modify, modify the setting for each selected option, and choose **Save**.

If you are using the Editor, select an option you want to modify, select the **Edit** button for that option, modify the setting, and select **Done**. Do the same for any other options you want to modify. When you finish making changes, choose **OK**.

Modifying a Vocabulary Button Style

The Button Style Override menu offers the ability to modify all buttons in an entire vocabulary file at one time.

1. Open the vocabulary file you want to modify.
2. Choose **Menu > Edit Mode**.
3. Press and hold anywhere on the page. (Right-click if you are using the Editor.) A list of button options appears.
4. Choose **Button Style Override**. The Button Properties screen opens to the Button tab.
5. Choose the **Vocabulary** tab.
6. Select the style options you want to modify, modify the setting for each selected option, and choose **Save**.

If you are using the Editor, select an option you want to modify, select the **Edit** button for that option, modify the setting, and select **Done**. Do the same for any other options you want to modify. When you finish making changes, choose **OK**.

Overriding a Button Style

This option is typically used only when the style for an entire page or entire vocabulary file has been set, but you can make an exception for one particular button.

1. Choose **Menu > Edit Mode**.
2. Press and hold on the button you want to modify. (Right-click if you are using the Editor.) A list of button options appears.
3. Choose **Button Style Override**. The Button Properties screen opens to the Button tab.
4. Check the style options you want to change.
5. Choose **Save**.

Modifying a Button Arrow Link

Linking buttons display a linking arrow in the upper right corner of the button. The arrow indicates that the button will take you to a different page. You can resize or hide the linking arrow.



To resize a linking arrow:

1. Choose **Menu > Settings > Style**.
2. Under “Modifiers”, choose **Size**. The Select a Size menu opens.
3. Choose Smallest, Small, Normal, Large, or Largest.

If you are using the Editor, select **Settings > Style > Button Style**. The Button Style menu window opens. Under Button Modifiers, select the size you want and select **OK**.

To hide a linking arrow:

1. Choose **Menu > Settings > Style**.
2. Under “Modifiers”, choose **Size**. The Select a Size menu opens.
3. Choose **Hide**.

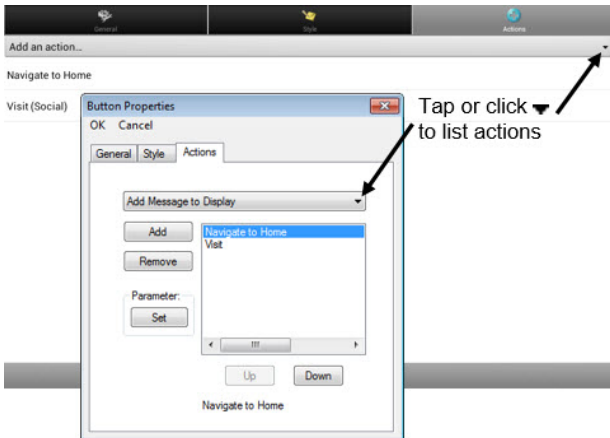
If you are using the Editor, select **Settings > Style > Button Style**. The Button Style menu window opens. Under Button Modifiers, select **No Show** and select **OK**.

Adding or Modifying a Button Action

A single button can perform a number of different actions. For example: different speaking options; adding grammatical endings to words; clearing the display; or backspacing.

To add or modify a button's action:

1. Choose **Menu > Edit Mode**.
2. Press and hold the button you want to modify. (Right-click if you are using the Editor.) A list of button options opens.
3. Choose **Edit Button**. The Button Properties are displayed.
4. Choose the **Actions** tab.
5. Tap or click the arrow ▼ to open a list of actions.



6. Choose the action you want.
7. Remove any existing action that is not appropriate.
8. For some actions, you will be prompted for additional steps. For example, if you choose a linking action such as **Navigate** or **Visit**, you will be asked to choose the page to link the button to.
9. Choose **Save**. (Click **OK** if you are using the Editor.)

Note: To perform no action, remove all actions from the button.

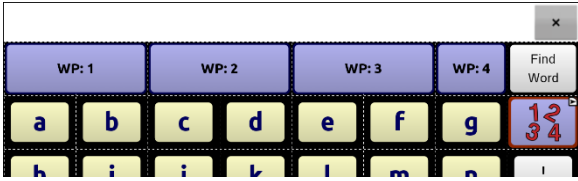
Available Button Actions

Action Name	Description
No Action	Performs no action
Add Message to Display	Inserts text from the button's message box into the display, but the words are not spoken
Add Time/Date to Display	Displays the current date and time in the Speech Display Bar (SDB)
Apply Grammar Property	Identifies a word as an adjective, noun, or verb. See Appendix A: Advanced Grammar Features on page 175.
Apply Grammar State	Applies a grammar rule to a word. See Appendix A: Advanced Grammar Features on page 175.
Apply Modifier	A modifier key is a special key on a keyboard that modifies the normal action of another key. (Caps Lock, Ctrl, Functions, Num Lock, Shift)
Backspace key	Deletes the last character in the display
Battery Status	Displays the current battery status in the SDB
Cancel Visit	Clears all remaining visits
Character Prediction	Sets the prediction order (1-10) for character prediction buttons on a keyboard page.
Clear All Modifiers	Releases any Shift, Caps, Ctrl or Num Lock modifiers.
Clear Display	Clears the text in the SDB
Clear Grammar State	Clears a grammar rule that has not been applied to a word. See Appendix A: Advanced Grammar Features on page 175.
Clear Last Word	Deletes the last word in the SDB
Data Logging On/Off	Toggles data logging on and off

Action Name	Description
Find Word	Finds the path to a word you are looking for. When you tap a button and then tap Find Word, the path to the word is displayed in the SDB.
Grammar Action	Changes the existing word to the chosen grammatical form, add -ed, add -en, add -er, add -est, add -ing, add -s
Help Signal	Triggers a loud attention-getting sound
Jump to Page (see also Using Navigate, Visit, and Jump to Page)	Takes you to a new page for a single hit and then takes you back and does not remember any unused visits
Load Display	Recalls text that had been saved and adds it to the display
Navigate (see also Using Navigate, Visit, and Jump to Page)	Takes you to a new page and leaves you there
Navigate back	Returns to the previously accessed page
Navigate to home	Takes you to the home page
Play audio	Plays audio files. These are recordings of someone speaking or sounds.
Record Audio	Records audio files. These are recordings of someone speaking or sounds.
Repeat Last Spoken	Repeats the last spoken message
Save Display	Saves the text currently showing on the display for later use.
Select Profile	Changes Settings to match the saved set of settings that was saved as a profile
Speak	Pronounces the SDB content

Action Name	Description
Speak Label Only	Speaks the label
Speak Last Sentence	Speaks the sentence
Speak Message Only	Speaks the message, but doesn't display the text
Speech Message	Types the button message in the SDB and pronounces it
Stop	Stops the speech or audio file currently playing
Stop Scan	Stops a scan
Store Text to Button	Stores text currently in the SDB to the next chosen button
Toggle Mute / Unmute	If the device is currently speaking a long message, selecting this button will not stop the speech but will stop the speech from being spoken aloud. Selecting the button again lets the text be heard.
Visit (see also Using Navigate, Visit, and Jump to Page)	Takes you to a new page for a single hit and then takes you back and remembers if you did not use up the visit
Visit Exception	If you have one button on a Visit page that you don't want to return to the previous page, use a Visit Exception action to leave it on the page for one additional hit.
Volume Down	Turns down the volume.
Volume Up	Turns up the volume.

Action Name	Description
Word Prediction	Sets the prediction order (1-10) for word prediction buttons on a keyboard page.



Using Navigate, Visit, and Jump to Page

Action	Description
Navigate	Navigate takes you to a new page and leaves you there.
Visit	<p>Visit takes you to a new page for a single hit and then takes you back and remembers if you did not use up the visit.</p> <p>For example, if you visit the Describer page and then navigate to the Spelling keyboard from the Describer page, the system will remember the unused visit and go back after you type a single letter on the keyboard page.</p>
Jump to Page	<p>Jump to Page takes you to a new page for a single hit and then takes you back and does not remember any unused visits.</p> <p>For example, if you jump to the Describer page and then navigate to the Spelling keyboard from the Describer page, the system will not remember anything and will leave you on the keyboard page that you navigated to.</p>

Copying Buttons

Chat Fusion allows you to copy a button, copy and reuse the same button, copy a button style, and use a button in multiple places.

Copying and Pasting a Button

Buttons can be copied and pasted to new locations. If you modify a copy of a button, you will edit only the copy.

1. Press and hold on the button you want to copy.
2. Choose **Copy**.
3. Press and hold on the location for the new button.
4. Choose **Paste**.

Copying and Reusing the Same Button

If you modify a button that is used in multiple locations, the button will also be modified automatically everywhere else it appears. You may want to use this technique on buttons that contain tools used on each page.

1. Press and hold on the button you want to copy.
2. Choose **Copy**.
3. Press and hold on the new location.
4. Choose **Use Same Button**.

Copying and Pasting a Button Style

To copy only the appearance (color, font, etc.) of a button:

1. Press and hold the source button and choose **Copy Button Style**.
2. Press and hold the target button and choose **Paste Button Style**.

Using a Button in Multiple Places

A button can be used in multiple pages.

1. Choose **Menu > Edit Mode**.
2. Press and hold on an empty location.
3. Choose **Add Button from Library**.
4. Choose the page on which the button resides.
5. Choose the button to use.

Prioritizing Buttons

Buttons can be prioritized by their position on the page or by their size. These procedures are performed with Edit Mode on.

Rearranging Buttons

You can quickly rearrange the layout of buttons on a page using “drag-and-drop swapping”. This procedure allows you to swap the contents of two buttons. Drag the first button over the top of the second button, then lift from the screen. The contents of the two buttons will be swapped immediately.

Resizing a Button

A button can be emphasized by making it larger than the others on a page.

If you are increasing the size of the button, the button will expand to the right or down. The button will draw over the buttons to the right or below it, rearranging buttons as needed. If the button is already in the far left or right column or the bottom row, move the button to the left or up to provide for additional space.

1. Choose **Menu > Edit Mode**.
2. Press and hold the button that you want to resize.
3. Choose **Change Button Size**.
4. Set the number of cells you want the button to fill both vertically and horizontally.
5. Choose **Save**.

Creating a Page

Pages are levels of specific vocabulary linked together to create a vocabulary file specific to the device user. You can create a page by using any of these methods: Create a new page; create a copy of a page; create a page from a template; copy a page from a different vocabulary file.

Creating a New Page

1. Choose **Menu > Edit Mode > Pages**.
2. Choose **Menu > New Page**.
3. Give the page a descriptive name.
4. Select the number of rows and columns you need.
5. To change the background color of the page, choose **Set** and choose a color from the palette.
6. To add a background image to your page, choose **Import** to use an image stored on the device or choose **Find** to search for an image stored in the device library.
7. Center the image or stretch it to fill the page. (If you stretch the image, the aspect ratio will not change, so the image might not totally fill the page.)
8. Choose **Save**. A blank page will be created in your vocabulary file, ready for you to place buttons.

Creating a Copy of a Page

1. Choose **Menu > Edit Mode > Pages**.
2. Choose the page to duplicate. (Right-click on the page if you are using the Editor.)
3. Choose **Duplicate**.
4. Give the page a new name and choose **Save**.

Creating a Page from a Template

1. Choose **Menu > Pages > Menu > New from template**.
2. Choose the appropriate template and choose **OK**.
3. Give the page an appropriate name and choose **Save**.

Copying a Page from a Different Vocabulary File

You can copy one or more pages from a different vocabulary file to use in the current vocabulary file.

1. Choose **Menu > Pages > Menu > Import**.
2. Choose the vocabulary file that includes the page you want.
3. Check the appropriate page. To import multiple pages, check all the pages you want.
4. Choose **Import**.
5. Create a button to link to the new page or pages.

Animating Page Transitions

To add animation when you move from one page to another, choose **Menu > Settings > Style > Animate All** to insert a checkmark. To remove the animation, choose **Animate All** to remove the checkmark.

Adding a Grid to Pages

To add a wire-frame grid to pages, choose **Menu > Settings > Style > Show Grid** to insert a checkmark. To remove the grid, choose **Show Grid** to remove the checkmark.

Creating a Visual Scene

You can create visual scenes that include any of the following:

- Hotspots on the image that speak
- Hotspots on the image that produce sounds
- Hotspots on the image that navigate to other vocabulary pages
- Buttons surrounding the image that speak or navigate to other pages

This section explains how to create a button that will take you to the visual scene, how to create a background image for the scene, and how to add hotspots and other buttons. You can create the visual scene on your device or use Chat Editor to create the scene and transfer it to your device.

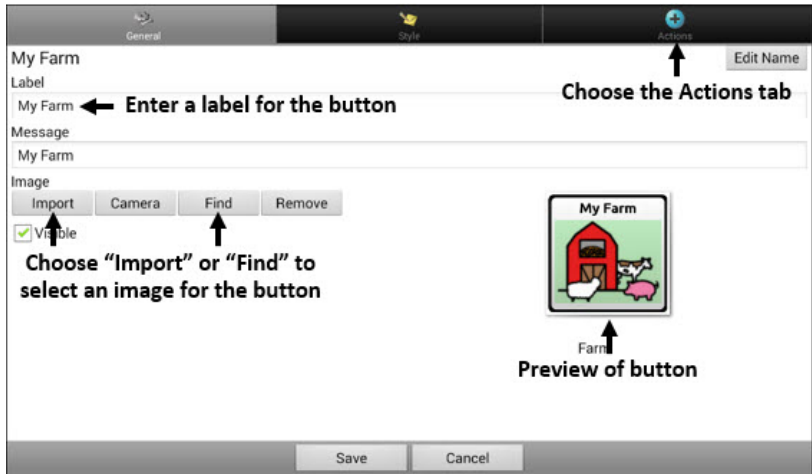
Before you get started: Make sure the image you want to use for the scene is on your device. You could use an image from the Chat library, use the device's camera to take a picture, or copy an image from your computer to the device. If you plan to use a sound that is not already available on the device, search the Internet for the appropriate sound in .wav format, download the file to your computer, and copy it to your device.

Note: For information on copying files from your computer to the device, see [Transferring Images](#) on page 62.

Create a Linking Button

1. Go to the page that you want to link to your new scene.
2. Choose **Menu > Edit Mode**.
3. Press and hold the button you want to link to the visual scene and choose **Edit Button**. The Button Properties will be displayed
4. To select the image you want for the button, either choose **Import** to use an image stored on the device or choose **Find** to search for an image stored in the Chat library.

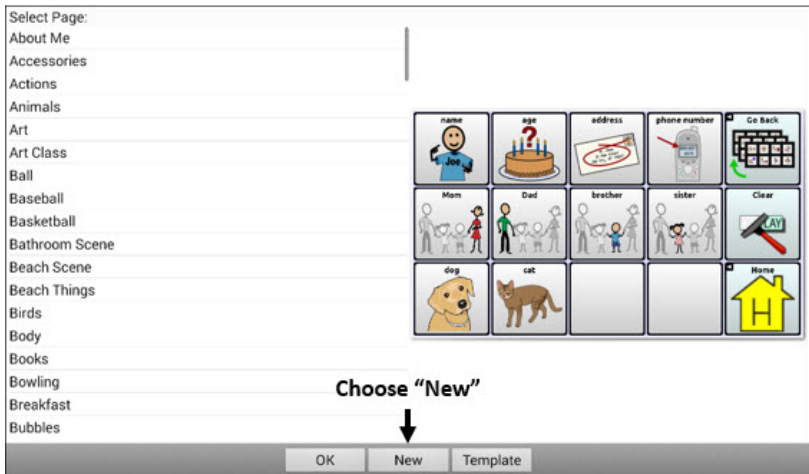
Note: This image could be the same one you plan to use for the visual scene page. This will make it obvious to the user where the button will lead. In this example, a simple farm image was imported. The same image will be used for the background of the visual scene page.



5. Enter a label for the button. In this example, the button is named My Farm.
6. Now you're ready to create the visual scene. Leave the Button Properties displayed and proceed to [Create a Visual Scene Page](#).

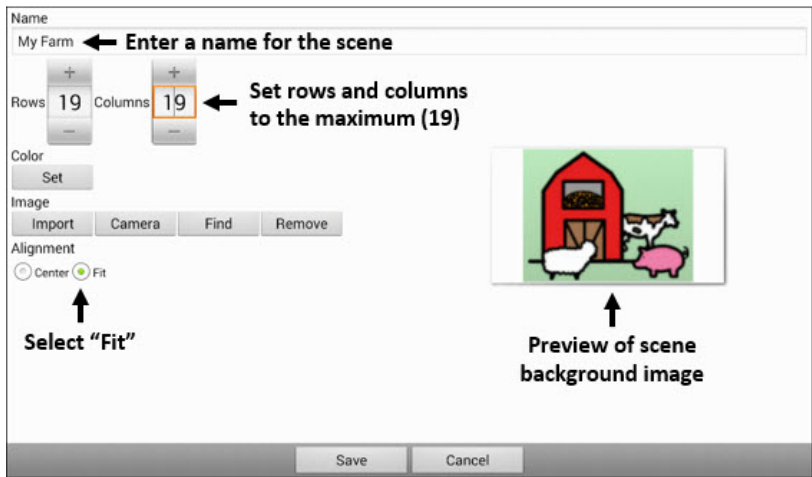
Create a Visual Scene Page

1. From the Button Properties, choose the **Actions** tab and tap the list arrow ▼ to open a list of actions.
2. Choose **Navigate**. A list of pages will open, allowing you to select the page to navigate to.
3. Because you haven't created the new page yet, choose **New** from the bottom of the screen.



4. Enter a name for the new page. In this example, the page is named My Farm.
5. Adjust the number of rows and columns, choosing the maximum number (19) for each. This will make it easier to create buttons that fit items in the image.
6. Choose **Import** or **Find** and select the background image for your page.
7. Under Alignment, select **Center** or **Fit**. Fit will stretch the image to fill the page.

If you stretch the image, the aspect ratio will not change, so it might not totally fill the page.



8. Choose **Save**, choose **No Animation** and **Save**, and choose **Save** again.
9. Now you're ready to add your first transparent button to the image. Proceed to [Add a Transparent Button to the Visual Scene Page](#).

Add a Transparent Button to the Visual Scene Page

In Edit Mode, the page created in [Create a Visual Scene Page](#) appears as follows:



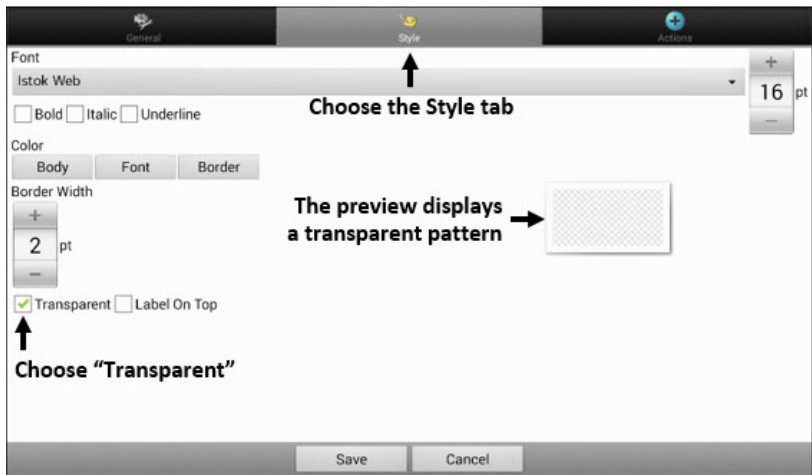
You could create a button that speaks the name of an animal, makes a sound, and/or navigates to another vocabulary page. This button will act as a hotspot when touched. For this example, create a button that will display and speak “cow”, play a “moo” sound, and navigate to a page about dairy food.

1. Press and hold the button cell located above and to the left of the cow. A list of button options will appear.
2. Choose **Create Button** to display the Button Properties.
3. Enter a message in the Message box. In this example, enter **cow**.

Note: Because you don’t want anything to appear on top of the image, do **not** type a label.

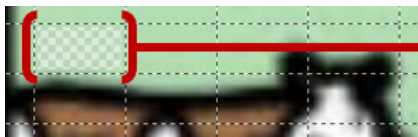
4. Choose the **Style** tab. The button style properties will be displayed.
5. Choose **Transparent**. This will allow the image to show through the button.

The image preview will display a checkerboard pattern to indicate transparency.



Note: If you do not want to add a sound or navigation, skip steps 6 and 7 and proceed to step 8.

- To add a sound for the cow, choose the **Actions** tab and select **Play Audio**. A list of options will be displayed. Select either **Import from file** or **Choose existing recording**.
- To add navigation (for example, to a page about dairy food), select **Navigation** from the list of actions. A list of pages will be displayed. Select the page you want (in this example, **Dairy**) and choose **OK**. Then choose **No Animation** and **Save**.
- Choose **Save**. The checkerboard transparent pattern will appear in the button cell you selected.

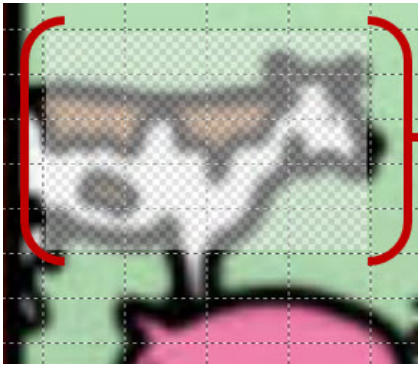


The transparent pattern appears in the button cell you selected

- Press and hold the transparent button, choose **Change Button Size**, and adjust the vertical and horizontal cells. For example:



10. Choose **Save**. The transparent pattern will expand to the size you specified, showing the area the button will cover.



The transparent pattern shows the area the button will cover

Note: You may need to change the button size several times to cover the area you want. Each time, simply press and hold on the button, choose **Change Button Size**, and adjust the vertical and horizontal cells.

11. Create, resize, and save additional transparent buttons for other areas in the image. For example, you could create a button that speaks “pig” and makes a pig sound, another button for the sheep, and a button that speaks “barn”.
12. When you finish, choose **Menu > Edit Mode** to exit Edit Mode.
13. As you tap each animal, the device will identify the animal and make the appropriate sound.

Modify a Button's Actions

In the example above, choosing the cow button would display and speak “cow”, play a “moo” sound, and display a page about dairy food. If you decided to modify the button so that it would clear existing text from the Speech Display Bar (SDB), then display and speak “cow”, play a “moo” sound, and remain on the same page, you would need to remove the Navigate action, add the Clear Display action, and change the order of actions.

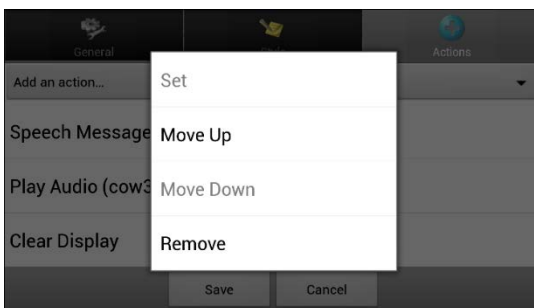
To remove the Navigate action:

1. In Edit Mode, choose **Edit Button** and choose the **Actions** tab to display the list of actions set up for the button.
2. Select **Navigate (Dairy, No Animation)** to open a menu.
3. Choose **Remove**.
4. Choose **Save**.

To add an action and change the order of actions:

When you add an action, it appears last in the list of actions set up for the button. If you added Clear Display to the end of the list, “cow” would be cleared from the SDB. To clear the SDB first, so that “cow” remained displayed, you would need to change the order of the actions.

1. In Edit Mode, choose **Edit Button** and choose the **Actions** tab.
2. Choose the **Actions** tab and select **Clear Display**. Clear Display will be added to the bottom of the list of actions set up for the button.
3. Select the **Clear Display** action to open a menu.



4. Choose **Move Up**. Clear Display will move up one position.
5. Choose **Clear Display** and **Move Up** again, so that Clear Display appears as the first action.
6. Choose **Save**.

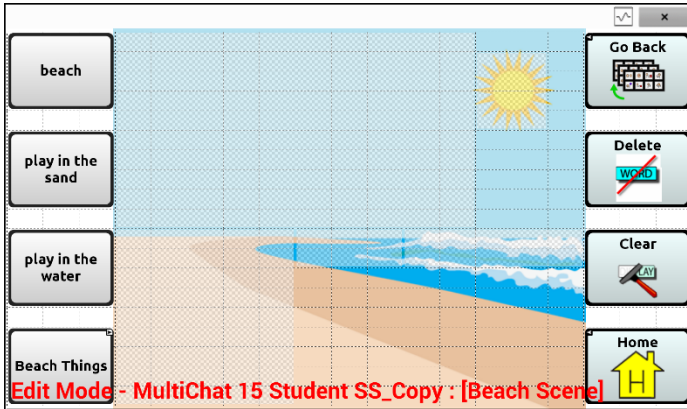
Alternative: Create the Scene and then the Linking Button

If you prefer to create your visual scene first, and then create the linking button, do the following:

1. Choose **Menu > Edit Mode > Pages**.
2. Choose **Menu > New Page**.
3. Enter a name for the page.
4. Choose the maximum number of rows and columns (19 each).
5. Choose **Import** or **Find** and add an image to the page.
6. Select **Center** or **Fit**. Fit will stretch the image to fill the page or most of the page.
7. Choose **Save**.
8. Add buttons to the page. To add buttons that act as hotspots, see [Add a Transparent Button to the Visual Scene Page](#).
9. When you finish adding buttons and have saved the page, go to the page that you want to link to your new scene and follow the procedure under [Create a Linking Button](#).

Create a Visual Scene with Buttons Surrounding the Image

You may prefer to create a visual scene with buttons outside the image instead of hotspots on the image.



Copy basic function buttons from other pages and paste them onto your visual scene page. The example above includes the Home, Clear, Delete, and Go Back buttons. To copy and paste a button:

1. Choose **Menu > Edit Mode**.
2. Navigate to a page that includes the button you want to copy.
3. Press and hold the button and choose **Copy Button**.
4. Navigate to your visual scene page.
5. Press and hold the location to which you want to paste the button.
6. Choose **Paste Button**.

Create additional buttons that will allow the user to tell a story about the scene. In the example above, buttons speak “Beach”, “Let’s play in the sand!”, and “Let’s play in the water!”, and another button navigates to a page of beach accessories.

Using Keyboards

A number of keyboards are available throughout the system. For example, WordPower files offer ABC and QWERTY options, MultiChat 15 provides a keyboard option for those using a keyguard, and each default file provides variations of keyboards to choose from.

You can select the specific keyboard you need or link a button to a keyboard.

Choosing a Different Keyboard

If the keyboard you want is not in the current vocabulary listing, you can choose a keyboard from the Template options.

If the keyboard you want is not included in your page listing or the template options, see [Copying a Page from a Different Vocabulary File](#) on page 76.

If you want to set up a key for quick access to a different keyboard, see [Linking a Button to a Keyboard](#).

Linking a Button to a Keyboard

1. Edit the button to link to the new keyboard.
2. Choose the **Actions** tab.
3. Press and hold (highlight, if you are using the Editor) the existing Navigate action and choose **Set**. Or, if no Navigation action has been chosen, choose **Navigate** from the drop-down menu.
4. Choose the new keyboard from the page listing.
5. Choose **OK**. The button should navigate to the new keyboard.

Working with Gestures

A gesture is a motion that can be made to the screen to trigger a specific action. An example of a gesture might be a “swipe down” on the screen that would clear the text from the Speech Display Bar. A gesture can apply a particular page (see [Creating a Gesture for a Page](#)), or it can be applied to all pages in a vocabulary file (see [Creating a Gesture for All Pages](#)).

Important! Once you create a gesture for a page or all pages, the only way to change the page applicability is to delete the gesture and create a new gesture. For example: If you wanted to apply a gesture that works on a specific page to all pages in a vocabulary file, you would need to delete the existing gesture, and then create a new gesture for all pages.

Turning Gestures On or Off

Because gestures might not benefit a particular individual, the Settings menu provides an On/Off option.

Important! Timing is not active when gestures are turned on. If the device user requires a Dwell Time for access, gestures are not recommended.

To turn gestures on or off:

1. Choose **Menu > Settings > Input > Gestures**.
2. Either check or uncheck the **Gestures** option.

Creating a Gesture for a Page

To create a gesture for a single page:

1. Open the page on which you want to create the gesture.
2. Choose **Menu > Edit Mode > Edit Page**.
3. Choose the **Gestures** tab at the top of the page.
4. Choose **Menu > New**.
5. Choose the type of gesture from the list box at the top of the screen. For example: One Finger Swipe Down.
6. Give your gesture a label; for example: “sw clears”.
7. Tap **Add an action** and choose an action from the drop-down menu. For example: Clear Display.
8. Choose **Save** twice.
9. Test the gesture by performing it on the page it was set up on.

Creating a Gesture for All Pages

To create a gesture for all pages in a vocabulary file:

1. Open the vocabulary file.
2. Choose **Menu > Edit Mode > Edit Vocabulary > Gestures**.
3. Choose the gesture from the list. For example: “One Finger Swipe Down”.
4. Choose **Edit**.
5. Give your gesture a label; for example: “sw clears all”.
6. Tap **Add an action** and choose an action from the drop-down menu. For example: Clear Display.
7. Choose **Save** twice.
8. Test the gesture by performing it from any page within the vocabulary file.

Working with Speech

When you select a speech synthesizer, you can select from a variety of voices to speak individual characters, words, phrases, or sentences. You can select exactly what and when you want to speak.

Selecting a Synthesizer and Voice

To access the available voices, choose **Menu > Settings > Speech Output > Voice > Synthesizer**. Select a synthesizer from the Synthesizer menu. Then choose **Voice Settings** to select a voice. The Acapela™ and Ivona™ synthesizers provide lists of voices from which to choose.

Select a voice and choose the **Test** button to hear a sample of the voice you selected. When you are satisfied with the voice you selected, choose **Save**.

If you are using Chat Editor, you will not have access to the synthesizer voices. “SAPI” voices were provided with the installer DVD for your computer. You should be able to select them from the Voice pull-down list.

Note: Chat Editor is not intended to function as a speech generating device. It is a support tool for modifying the client’s vocabulary so that the client can continue using the device while modifications are being made.

Adding a Pause between Words

You can force a specified speech delay between individual words.

Choose **Menu > Settings > Speech Output > Voice > Pause Between Words**. The current delay time will be displayed.

1. To increase the delay, tap **+** or type a higher number.
2. To decrease the delay, tap **-** or type a lower number.
3. Choose **Done** and then choose **OK**.

Adding Words to the Pronunciation Dictionary

Each synthesizer speaks words in its own way. You can add pronunciation exceptions to a dictionary for each synthesizer. The voice synthesizer on the Editor is not the same as the one on the device, and the two will not pronounce words in the same way. Pronunciation changes made on the Editor will not impact the device.

To add a word to the pronunciation dictionary:

1. Choose **Menu > Settings > Speech Output > Voice > Pronunciations**.
2. Choose **Menu > New**.
3. Type the word in the Pronounce box.
4. Tap **Next**.
5. Type the word's phonetic spelling in the Pronounce As box.
6. Test the word by choosing **Pronounce It**.
7. Once the word is pronounced properly, choose **Done**.
8. Choose **Save**.

To edit or delete a word from within the dictionary, press and hold on the entry and choose the appropriate option.

Configuring Speech Modes

You can configure Chat Fusion to speak after every character, every word, every sentence, or any combination of these settings.

Choose **Menu > Settings > Speech Output**. Check one or more options.

Setting	Description
Character	The voice speaks after every character
Word	The voice speaks after every word
Sentence	The voice speaks after every sentence
Auto Clear	Clears the Speech Display Bar automatically after a sentence or message has been spoken and the next text is chosen
Speech Off	Toggles all speech off and on

If you prefer to generate messages quietly, uncheck all options and speak by tapping the Speech Display Bar or by choosing a button provided with a Speak action.

Adding Acapela Vocal Smileys

Acapela-Group has created the capability of using Voice Sounds and Exclamations.

Adding a Sound

Sounds are produced by the speaker's voice for laughing, breathing, sneezing, coughing, or whatever sounds our voices can produce to mimic sounds we make in our daily lives. Sounds are always between two pound signs; for example: **#LAUGH02#** in capital letters and sometimes followed by numbers if there are more than one of the same kind. The children's voices have more sounds than adult voices.

Adding an Exclamation

Exclamations include a variety of letters and symbols. Type exactly what you see.

Finding a Vocal Smiley

To find the list of Acapela Vocal Smiley commands:

1. Go to <http://www.acapela-group.com/doc/Vocal%20smileys/excla.html>
2. Click the link to the appropriate language.

Important! The language you select must match the language of the voice you are using.

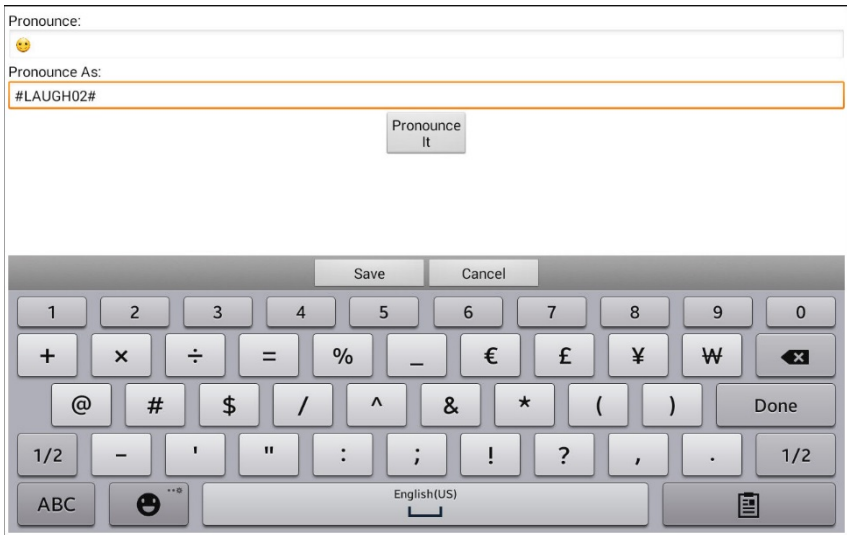
3. Select the specific Vocal Smiley you want.

Example: Add a Smiley Face and Laugh Sound to a Button

A button can be set up with the command in the message. However, if you use the “speech message” action, the command appears in the Speech Display Bar (SDB), which isn't ideal. A better way may be to set up a button with an emoticon symbol in the message.

For example, you could use a smiley face symbol. Note that you may need to go to **Settings > Keyboards** and add the Emoji keyboard so that you can type emoticon symbols. Once the button is set up with the emoticon and speech message, go to Pronunciations and add a pronunciation for the smiley face emoticon. Enter a command such as **#LAUGH02#** for the pronunciation.

The Pronunciation Editor can be found in **Settings > Speech Output > Voice > Pronunciations**. Choose **Menu** and **New**, Add the same Emoticon used on the button to the Pronounce box and add the command—for example, **#LAUGH02#**—to the Pronounce As box.



Now when you touch the button, the emoticon will appear in the Speech Display Bar and the laugh sound will be heard.

Setting Access Options

Some people may have trouble reliably selecting individual buttons or keys due to tremors or lack of fine motor control. To assist these individuals, Chat Fusion provides several different methods of "filtering" user input to make selections more reliable.

Four options are available for configuring the touchscreen; Activate on Release, Activate on Touch, Acceptance Time, and Release Time.

Activating Buttons on Touch or Release

When you set **Activate on Release**, you can touch anywhere on the screen and drag your finger (or stylus) around until you are on the button you want. Releasing the button will select it.

Activate on Release toggles between activating the screen immediately upon touch or upon release.

To set buttons to activate on release:

Choose **Menu > Settings > Input > Timing > Activate on Release**. A green checkmark shows that the option is selected.

To set buttons to activate when you first touch the screen, tap **Activate on Release**. The green checkmark disappears, indicating that the option is not selected.

Setting a Time for Button Activation

When you set **Acceptance Time**, a button is not selected until you hold your finger on it for a certain period of time. You can set the **Acceptance Time** using the numeric control in the dialog.

1. Choose **Menu > Settings > Input > Timing**.
2. Choose **Acceptance Time**.
3. Choose **Enable**.
4. Choose **Time** and set the time value.

Setting a Time to Prevent Selection of a Button Twice

Setting a **Release Time** helps prevent accidental selection of the same button twice. After a button selection, another button cannot be selected until the release time expires.

1. Choose **Menu > Settings > Input > Timing**.
2. Choose **Release Time**.
3. Choose **Enable**.
4. Choose **Time** and set the time value.

Setting up a Beep when a Button is Pressed

Some people may benefit from an auditory cue when a button is selected. The Input menu provides an option to toggle beeps on or off when a button is selected.

1. Choose **Menu > Settings > Input**.
2. Turn **Beep on Button Press** on or off.

Setting up a Visual Indication when a Button is Selected

Some people may benefit from a visual indication when a button is selected. The Input menu provides an option to toggle the visual indication on or off.

1. Choose **Menu > Settings > Input**.
2. Turn **Draw Button Press** on or off.

Changing Device Orientation Settings

The Chat Fusion device allows the screen to rotate automatically when the device is tilted. This can be quite handy or a nuisance for some users. The application allows you to change orientation settings and use orientation tilt with the Speech Display Bar (SDB).

Changing Orientation Settings

Depending on the button layout, one orientation may be more helpful than another. For example, WordPower42 seems to work better in a landscape layout, but WordPower24 works better in a portrait layout.

To Allow Orientation to Change when You Tilt the Device:

Choose **Menu > Settings > Input > Tilt > Action**. Then choose **Auto Change Orientation**.

To Lock the Orientation:

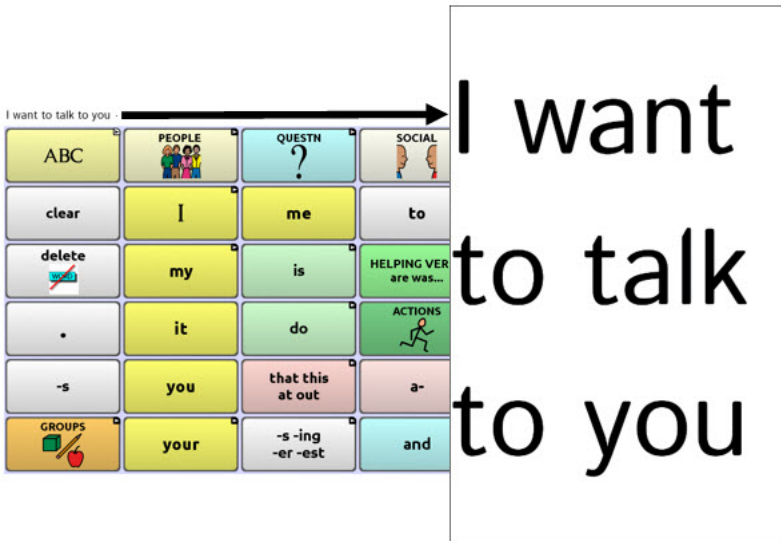
The orientation setting can be locked to keep the screen from adjusting automatically when tilted. Choose **Menu > Settings > Input > Tilt > Action > No Action > Preferred Orientation**. Then select **Portrait** or **Landscape**.

Using Orientation Tilt with the SDB

In a quiet environment, using voice output might not be appropriate but communication is still needed. The tilt feature offers an Expand option that displays expanded text to the communication partner. This might also be of value in an extremely loud environment. To set the tilt option, choose **Menu > Settings > Input > Tilt > Action**.

Option	Description
Expand and Speak	When the device is tilted, the text in the speech display bar will fill the screen and be spoken.
Expand Only	When the device is tilted, the text in the speech display bar will fill the screen and no sound will be made.
Auto Change Orientation	The screen will shift orientation automatically when the device is tilted.
No Action	The screen will be locked in the current orientation.

If you select **Expand and Speak** or **Expand Only**, you can expand the Speech Display Bar for easier viewing by tilting the device.



Tilting the device back will redraw the vocabulary page.

For information on using and customizing the Speech Display Bar, see [Using the Speech Display Bar](#) on page 37.

Setting up Switch Scanning

As an alternative to directly selecting each button on the screen, the application offers single switch and two switch scanning. To access the options for customizing a scanning technique, choose **Menu > Settings > Input > Scanning**.

Setting	Description
Enable Scanning	Turns scanning on or off. You must turn scanning on to access the other settings.
Switch Access	Defines the selection method (Touchscreen Only, One Switch, One Switch + Touchscreen, or Two Switch), and allows you to turn auto scanning on or off.
Auditory Prompts	Defines audio feedback during scanning. You can set the speaker or an earphone as the audio output device, adjust prompt volume, turn a scanning beep on or off, set a button prompt, and set the voice pitch and rate.
Patterns	Sets the scanning pattern to linear, row/column, block, or flow and turns on or off scanning of the Speech Display Bar and empty button areas. If you want to customize scan patterns for the user, see Configuring Custom Scan Patterns on page 112.
Scan Timing	Defines the scanning speed and the number of rescans, and turns activation delay and auto restart on or off.

Configuring Switches

To use an external switch, plug the switch into either switch jack A or switch jack B on the side of the device.

Switch jack A **Switch jack B**



You can choose to have scanning activate automatically, or you can choose to either hold the switch or step to each location. With Auto Scan off, a switch activation is required to move the scan through each button, one at a time.

1. To enable scanning, choose **Menu > Settings > Input > Scanning > Enable Scanning**.
2. Choose **Switch Access > Switch Configuration**.
3. Choose the selection method: Touchscreen Only, One Switch, One Switch + Touchscreen, or Two Switch.
4. To set scanning to activate without holding a switch, choose **Switch Access > Auto Scan**.
5. To find other switch scanning options, choose **Back**.

Setting up Touchscreen Scanning

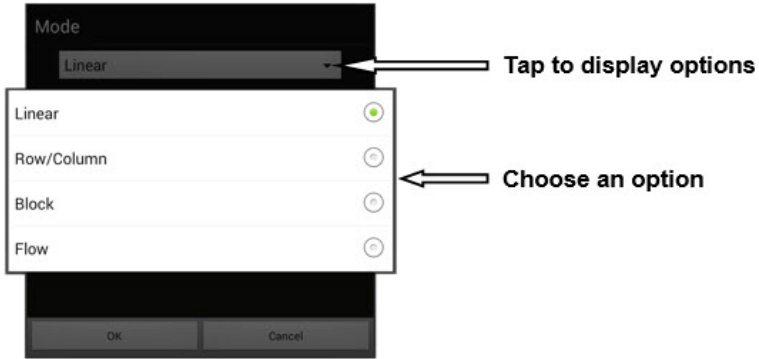
There are times when a user is not capable of activating specific areas on the screen. For example, maybe the user does not have the pointing skills to hit one button. Using the touchscreen to scan allows the user to tap anywhere on the screen to initiate a scan of the buttons. In this scenario the device screen acts as a single switch.

1. Choose **Menu > Settings > Input > Scanning > Enable Scanning**.
2. Choose **Switch Access > Switch Configuration**.
3. Choose **Touchscreen Only**.
4. Configure other settings as appropriate.

Selecting the Scan Pattern

To select the scanning mode:

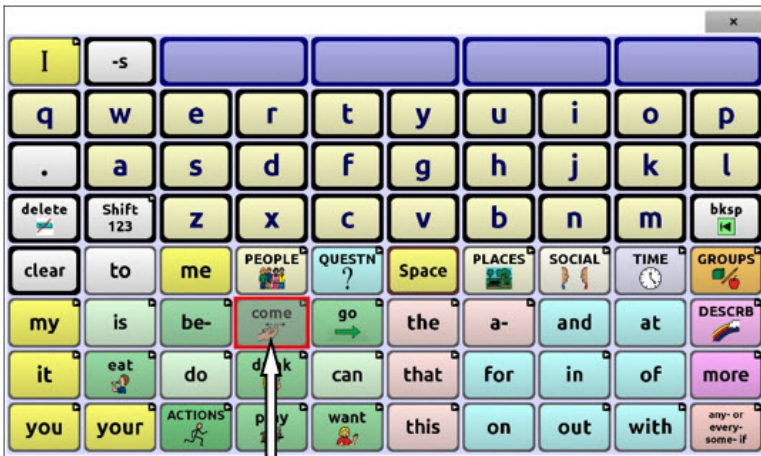
1. Choose **Menu > Settings > Input > Scanning > Patterns > Mode**. The Mode window will be displayed.
2. Tap the arrow ▼ to the right of the currently selected mode. A menu of mode options will be displayed.



3. Choose Linear, Row/Column, Block, or Flow.
4. If you select Block or Flow, see [Using Block Scan Mode](#) on page 103 or [Using Flow Scan Mode](#) on page 104 for details.
5. Choose **OK**.

Using Linear Scan Mode

A linear scan steps through the buttons from left to right beginning in the first row. When the button you want is highlighted, activate your switch.

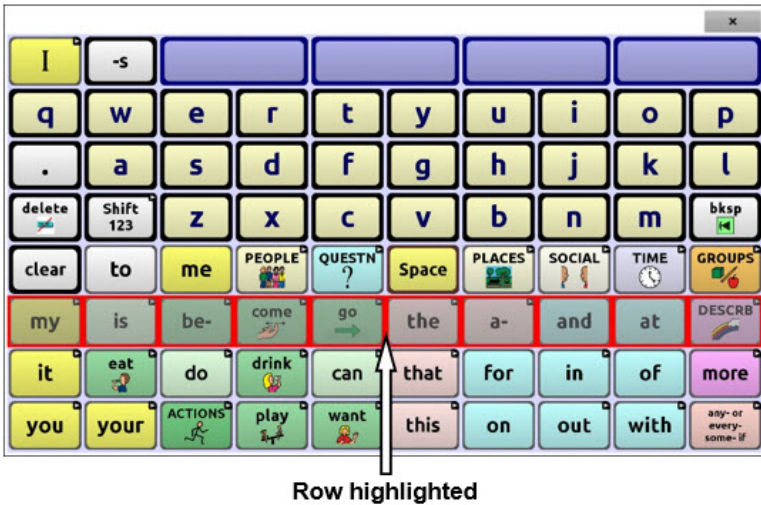


Button highlighted

To change the way a button is highlighted, see [Configuring Visual Effects](#) on page 143.

Using Row/Column Scan Mode

A row/column scan highlights each row of buttons beginning with the top row and move down the screen. When the row that contains the button you want is highlighted, activate your switch.

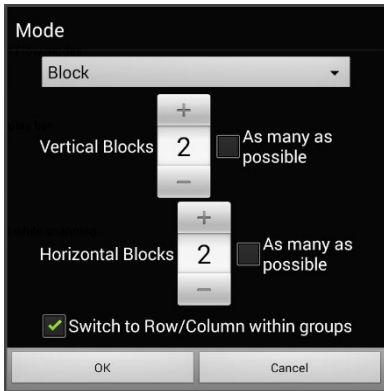


The scan will then step through the buttons from left to right across the row. When the button you want is highlighted, activate your switch.

Using Block Scan Mode

If you select **Block**, the Mode window will open.

To increase the number of columns or rows in a block, tap **+**; to decrease the number, tap **-**; or select “As many as possible”.

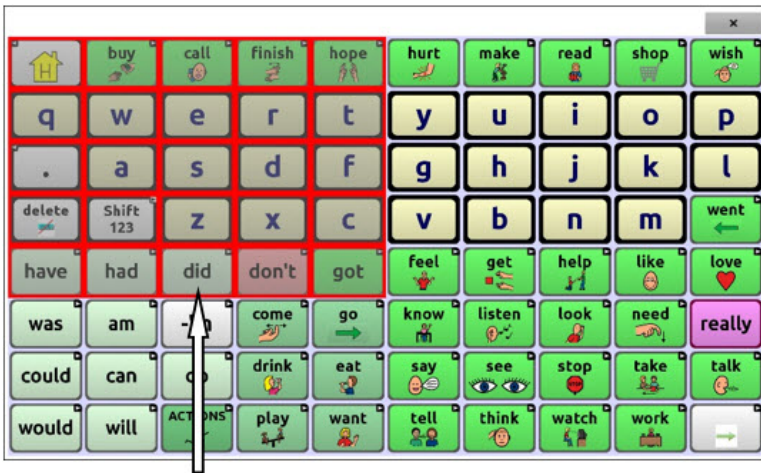


If you want a scan to switch to Row/Column mode after a block is selected, choose “Switch to Row/Column within groups”.

If you want to scan by blocks only, leave “Switch to Row/Column within groups” unselected.

When you finish setting block options, choose **OK**.

A block scan highlights blocks of buttons. The blocks are defined by the settings in the Mode window. When the block that contains the button you want is highlighted, activate your switch.



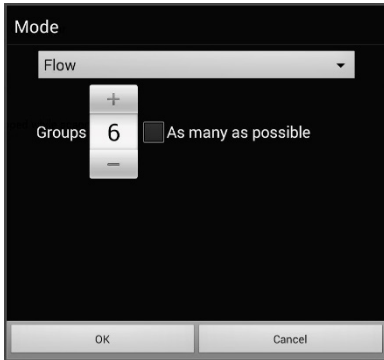
Block highlighted

The scan will then highlight smaller blocks, rows, or columns within the block, depending on your settings. When the button you want is highlighted, activate your switch.

Using Flow Scan Mode

Flow scanning is provided as a scanning option for individuals who do not require consistency within a scan pattern.

If you select **Flow**, the Mode window will open.



To increase the number of groups in a flow, tap +.

To decrease the number of groups, tap -.

Or select "As many as possible".

When you finish setting flow options, choose **OK**.

A flow scan highlights groups of buttons that flow from one row into the next. The flows are defined by the settings in the Mode window. When the flow that contains the button you want is highlighted, activate your switch.

Optimizing Block and Flow Scans

Scan Optimization only works in Block Scan Mode and Flow Scan Mode. To optimize block and flow scans, choose **Menu > Settings > Input > Scanning > Patterns**. Then turn on **Scan Optimization**.

When Scan Optimization is turned on, blocks or flows are scanned in the most efficient way on each page.

If you turn Scan Optimization off, blocks or flows will be scanned the same way on all pages.

With Scan Optimization turned on: Flow finds the lowest average # of scanning steps for every button on a page. Visualize the page layout in one straight line. For example, if you break the buttons on a page into 6 equal groups, it takes 5 scanning steps just to get to the 6th group. Flow adjusts the groups so the initial one is larger, spreading the groups over the page to average the number of scanning steps over the entire page more equally.

With Scan Optimization turned off: Flow scans equal groups of buttons on every page. Visualize the page layout in one straight line. For example, if you break the buttons on a page into equal groups, the same number of buttons will be scanned in each group.

Configuring Speech Display Bar (SDB) Scans

To include the SDB in scans:

Selecting the SDB speaks the current text. Turn scanning of the Speech Display Bar on or off by choosing **Menu > Settings > Input > Scanning > Patterns > Scan SDB**.

To include the SDB Clear button (✕) in scans:

Turn scanning of the Speech Display Bar's Clear button (✕) on or off by choosing **Menu > Settings > Input > Scanning > Patterns > Scan Clear Button**.

When Scan Clear Button is turned on, the SDB is scanned as follows:

1. When the scan reaches the SDB, the entire SDB is highlighted.



2. *With the SDB highlighted:* If the user presses the switch, the text is highlighted and spoken.



3. *With the SDB highlighted:* If the user does nothing, the Clear Button is highlighted.



4. *With the Clear Button highlighted:* If the user presses the switch, the last word in the display is cleared. If the user does nothing, ✕ on the Clear Button automatically changes to ◀.



5. *With the Clear Button showing ◀:* If the user presses the switch, all the text is cleared. This is the equivalent of pressing and holding the Clear Button.

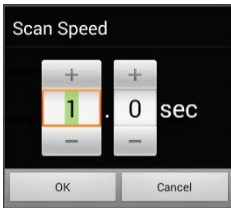
Configuring Empty Area Scans

Turn scanning of empty button areas on or off by choosing **Menu > Settings > Input > Scanning > Patterns > Skip Empty Areas**. When selected, scanning will skip over an area without a button or a button that only has a speech message action but no text.

Setting Scan Timing

Scan speed is the amount of time it takes for your device to move from one button, row, or column to the next in a scan. The default scan speed is one second. At this setting, it takes one second from the time one key is highlighted until the next key is highlighted.

To change the scan speed, choose **Menu > Settings > Input > Scanning > Scan Timing > Scan Speed**. The Scan Speed window opens.



To increase the time, tap +.
To decrease the time, tap -.

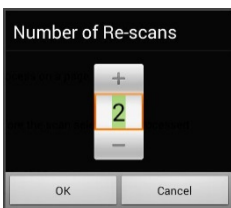
Or use the keyboard to enter the exact setting you want.

Choose **OK**.

Configuring Re-scans

Select the number of times you want your device to scan the page automatically. Once you reach the set number of re-scans, the scan will stop until a switch is activated again.

To set the number of re-scans, choose **Menu > Settings > Input > Scanning > Scan Timing > Number of Re-scans**. The Number of Re-scans window opens.



To increase the number of re-scans, tap +.
To decrease the number of re-scans, tap -.

Or use the keyboard to enter the exact setting you want.

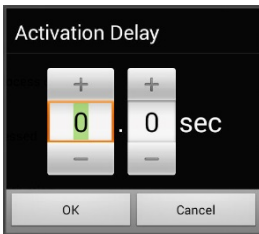
Choose **OK**.

Setting Activation Delay

This option gives you a chance to change your mind when you have selected a button. The option is set to your scanning speed automatically.

For example, let's say your activation delay is set to one second (1.0). You scan to and select a button, then realize it is not the button you want. You have one second to activate your switch again to "de-select" the button and then scan to a new button.

To set the activation delay, choose **Menu > Settings > Input > Scanning > Scan Timing > Activation Delay**. The Activation Delay window opens.



To increase the delay, tap +.
To decrease the delay, tap -.

Or use the keyboard to enter the exact setting you want.

Choose **OK**.

Turning on Auto Restart

This option allows you to restart a scan cycle automatically after an activation. To turn on auto restart, choose **Menu > Settings > Input > Scanning > Scan Timing > Auto Restart**.

Setting Auditory Prompts

This option enables audio feedback during scanning. To set auditory prompts, choose **Menu > Settings > Input > Scanning > Auditory Prompts**.

Enable Auditory Prompts

Scanning with auditory prompting turned on provides not only a visual cue, but also an auditory cue to indicate where the scan is currently.

To enable auditory prompts, choose **Menu > Settings > Input > Scanning > Auditory Prompts > Enable Auditory Prompts**.

If you are scanning, simply activate your switch. To retrieve a message, activate the switch again after you hear the prompt.

Audio Output Device

Choose **Menu > Settings > Input > Scanning > Auditory Prompts > Audio Output Device**. Choose either **Speaker** or **Earphone**. You can hear prompts through the device's speaker. You can also plug stereo headphones into the headphone jack on the side of the device.



This allows you, but not others, to hear the prompts. If you are using headphones, choose the **Earphone** option.

Prompt Volume

Use the Prompt Volume option to set how loud the prompt is when using the device's speaker or an earphone or headset. This allows you to set a volume level for prompts that is different from the volume level for speech.

Choose **Menu > Settings > Input > Scanning > Auditory Prompts > Prompt Volume**. The Prompt Volume window will open.



To change the volume level, slide your finger along the Prompt Volume bar or tap the bar at a specific point. Then choose **OK**.



Excessive volume or sound pressure level when using earphones or headphones can cause hearing loss over extended periods of time.

Scanning Beep

If you prefer to hear a beep instead of an auditory prompt when you scan a key, choose **Menu > Settings > Input > Scanning > Auditory Prompts > Scanning Beep**.

Button Prompt

Note: Scanning Beep must be turned off to access this option.

The Button Prompt option determines whether the label or message is spoken as the button prompt. To change the setting, choose **Menu > Settings > Input > Scanning > Auditory Prompts > Button Prompt** and select either **Speak Label** or **Speak Message**.

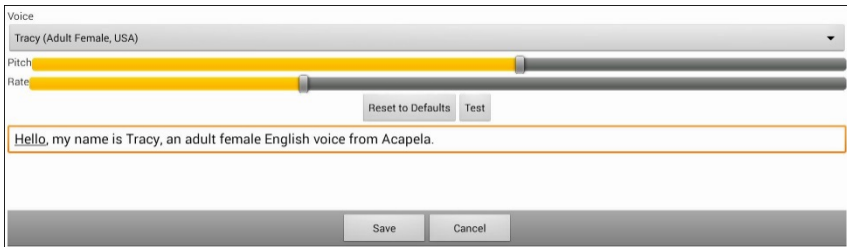
Row or Group Prompts

Since these prompts may be specific to each page, use Scan Editor to name the rows or groups for prompting. For details, see [Opening the Scan Editor](#) on page 112.

Choosing a Voice

When choosing a voice to use for the auditory prompts, it can be helpful to choose a different voice than the one the system uses for speaking messages.

To change the voice, choose **Menu > Settings > Input > Scanning > Auditory Prompts > Voice Settings**.



Note: Pitch is available as an option only if Acapela is selected as the synthesizer.

Tap the arrow ▼ to the right of the currently selected voice to open a list of voices. Choose the voice you want. If necessary, adjust the voice's pitch or talking speed:

1. Slide your finger along the Pitch or Rate bar or tap a bar at a specific point.
2. Tap **Test** to make sure that you selected the pitch or rate you want.
3. If not, adjust the setting and tap **Test** again.
4. When the voice is set the way you want, tap **Save**.

Note: If you want to name an auditory prompt for a row or group, see [Configuring Custom Scan Patterns](#) on page 112.

Configuring Custom Scan Patterns

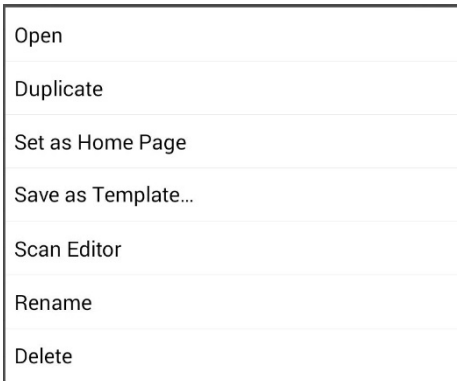
Use the Scan Editor to create and save custom scan patterns for the user. You can set up a scan pattern for all pages in a vocabulary, then set up different patterns for specific pages, such as keyboard pages.

Note: If you also want to set up visual effects for the user, see [Configuring Visual Effects for Scanning or Headpointing](#) on page 143.

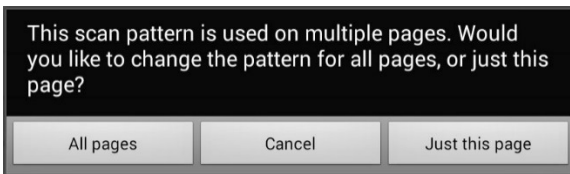
Opening the Scan Editor

To access the Scan Editor:

1. Go to a vocabulary page.
2. Choose **Menu > Edit Mode > Pages**.
3. Choose a page. The following menu will open:

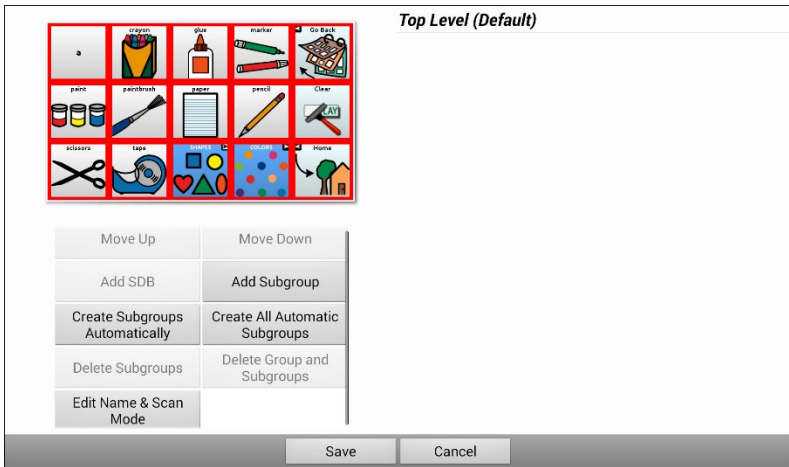


4. Choose **Scan Editor**. The following prompt will be displayed:



5. Select either **All pages** or **Just this page**. The Scan Editor will open at the default top level.

6. **Top Level (Default)** is selected and the Scan Editor menu options appear in the lower left corner.



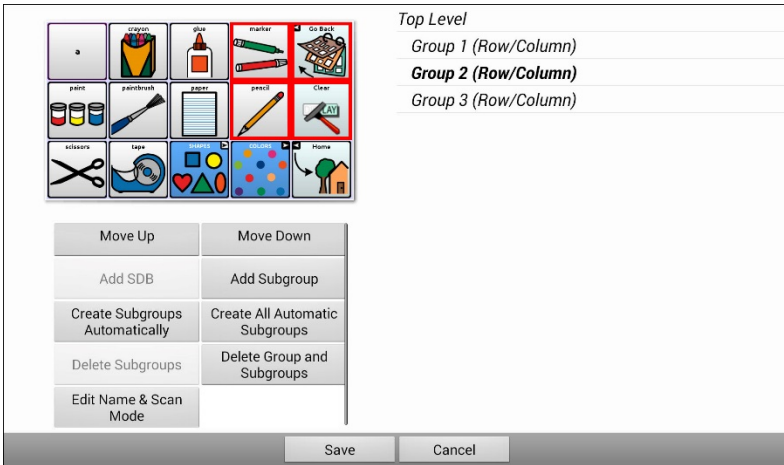
Working with Groups and Subgroups

The Scan Editor allows you to set up groups and subgroups of buttons for scan patterns on a page. For example, a group could be a collection of three rows of buttons eight columns wide. Within that group could be a subgroup of two rows of buttons four columns wide. Within that subgroup could be a subgroup of one row of buttons two columns wide.

Using the Scan Editor Menu Options

For an easy way to get started, select **Create Subgroups Automatically** or **Create All Automatic Subgroups**. A list of groups will appear under “Top Level”.

From the list of groups, select the group you want to include in the scan. When you select a group, its name will appear in bold and the corresponding group of buttons in the preview screen will be highlighted.

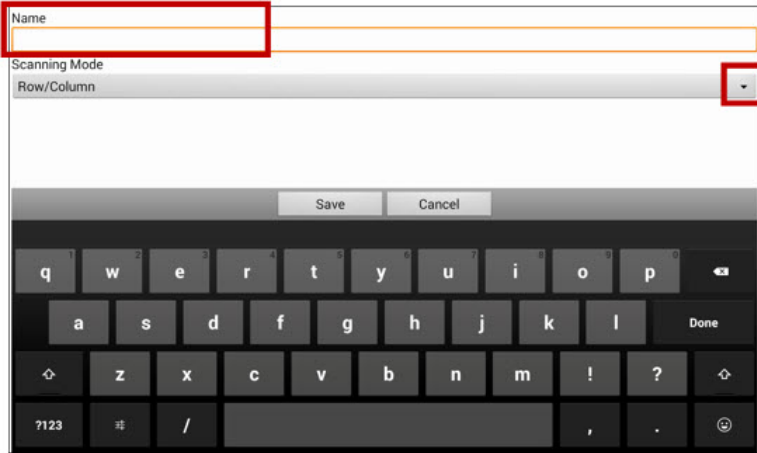



Note: The number of groups listed is controlled by the scan mode setting: **Menu > Settings > Input > Scanning > Patterns > Mode**.

Edit Name & Scan Mode

The name is what will be spoken as the auditory prompt. You can modify the name and scan mode of the selected group or subgroup.

1. Select **Edit Name & Scan Mode**.
2. Tap in the Name field and enter the new name.



3. If you want to change the scan mode, tap the arrow  and select the scan mode you want: Default, Linear, Row/Column, Block, or Flow.

Note: The scan mode that is selected by default is set in **Menu > Settings > Input > Scanning > Patterns > Mode**.

4. Choose **Save**.

Move Up/Move Down

Rearrange your scan groups by selecting groups and subgroups and moving them up or down in the group list.

1. Select a group or subgroup you want to move.
2. Tap **Move Up** or **Move Down**.
3. The selected group or subgroup will move up or down one position in the list.
4. Repeat steps 1 through 3 for any other groups or subgroups you want to move.

Add SDB

Add the Speech Display Bar (SDB) to the group list.

1. Tap **Top Level**.
2. Tap **Add SDB**.
3. “Speech Display Bar” appears at the bottom of your group list.
4. Either leave “Speech Display Bar” where it is or tap **Move Up** as many times as necessary to move the SDB to the top of the list or wherever else you want it.

Add Subgroup

Add a subgroup to the selected group.

1. Tap the group.
2. Select **Add Subgroup**.
3. The subgroup will appear below the group or subgroup.

Group 3 (Row/Column)

Group 4

Group 1 (Default)

Group 5 (Row/Column)

Create Subgroups Automatically

Add subgroups to the selected group or subgroup automatically. This option creates one level of subgroups. The number of subgroups is controlled by the scan mode setting: **Menu > Settings > Input > Scanning > Patterns > Mode**.

1. Tap the group you want to expand.
2. Select **Create Subgroups Automatically**.
3. The subgroups will be listed below the group or subgroup.

Create All Automatic Subgroups

Add the maximum number of subgroups to the selected group or subgroup automatically. This option creates multiple levels of subgroups. The number of subgroups is controlled by the scan mode setting: **Menu > Settings > Input > Scanning > Patterns > Mode**.

1. Tap the group you want to expand.
2. Select **Create All Automatic Subgroups**.
3. The subgroups will be listed below the group or subgroup.

Delete Subgroups

Delete all the subgroups for the selected group.

1. Tap the group you want to delete.
2. Select **Delete Subgroups**.
3. All subgroups for the group will be deleted.

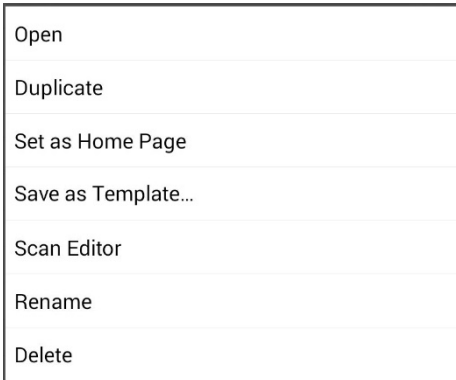
Delete Group and Subgroups

Delete the selected group and all its subgroups or delete the selected subgroup and all its subgroups.

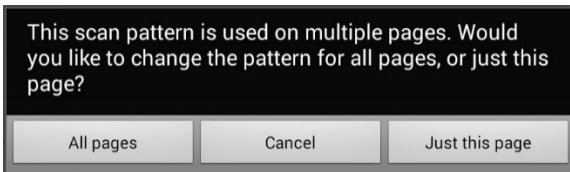
1. Tap the group you want to delete.
2. Select **Delete Group and Subgroups**.
3. The group and its subgroups or the subgroup and its subgroups will be deleted.

Creating a Custom Scan Pattern

1. Go to a vocabulary page.
2. Choose **Menu > Edit Mode > Pages**.
3. Choose a page. The following menu will open:



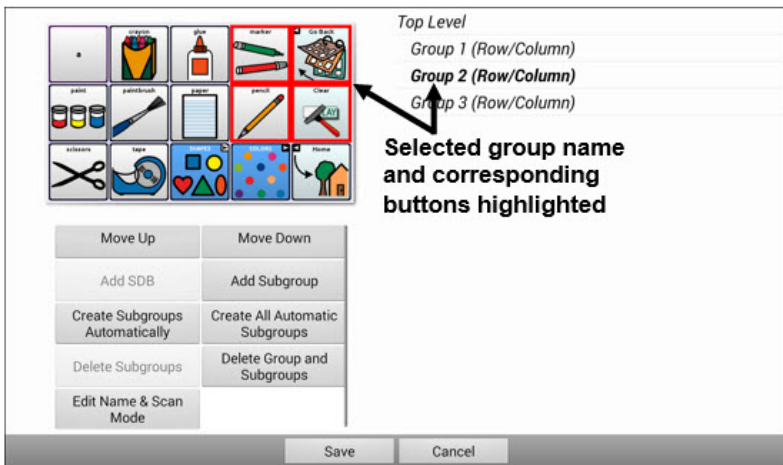
4. Choose **Scan Editor**. The following prompt will be displayed:



5. Select either **All pages** or **just this page**. The Scan Editor will open at the default top level.
6. **Top Level (Default)** is selected and the Scan Editor menu options appear in the lower left corner.
7. Choose **Create Subgroups Automatically**. A list of groups will appear under “Top Level”.

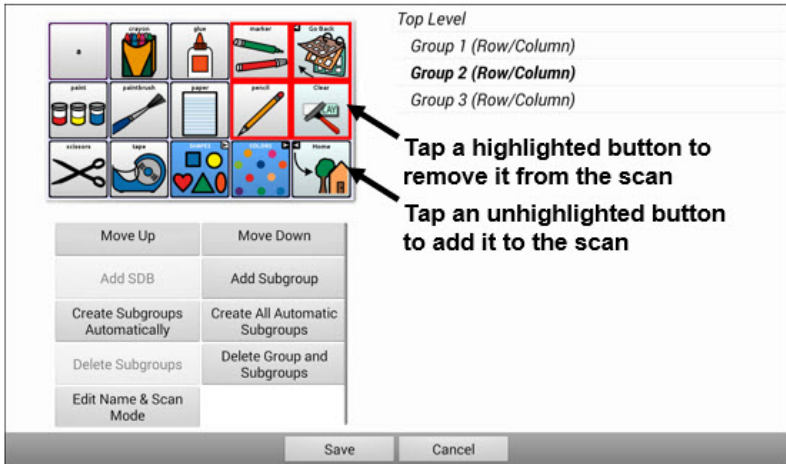
Note: The number of groups listed is controlled by the scan mode setting: **Menu > Settings > Input > Scanning > Patterns > Mode**.

8. From the list of groups, select the group you want to include in the scan. When you select a group, its name will appear in bold and the corresponding group of buttons in the preview screen will be highlighted.



9. Select the menu option you want. For example, you could change the group’s name and scan mode or add one or more subgroups.
10. When you create the basic scan pattern you want, you can refine it.

Example: Tapping a highlighted button on the preview screen will remove it from the scan pattern. Tapping an unhighlighted button will add it to the scan pattern.



11. Choose **Menu**. Two menu options are displayed: Set as Default and Delete Scan Pattern & Quit. Choose **Set As Default**. The following prompt will be displayed:

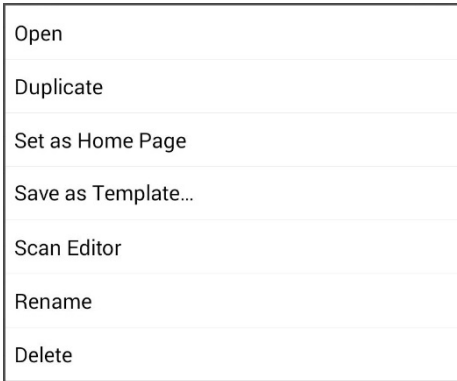
Setting this scan pattern as the default will overwrite the scan patterns of other pages. Are you sure you wish to continue?

12. Choose **Yes** to confirm that you want to use this pattern.
13. Choose **Save**. The scan pattern you created will be applied to all pages in the vocabulary.

Deleting a Custom Scan Pattern from One Page

If you no longer need a custom scan pattern that you applied to a page, follow these steps to delete it.

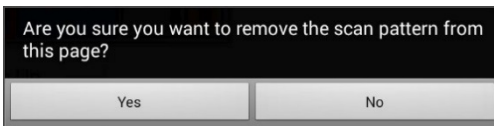
1. Choose **Menu > Edit Mode > Pages**.
2. Choose the page that has the custom scan pattern. The following menu will open:



3. Choose **Scan Editor**. The custom scan pattern will be displayed.
4. Choose **Menu**. An additional menu will open.



5. Choose **Delete Scan Pattern & Quit**. A confirmation prompt will be displayed.

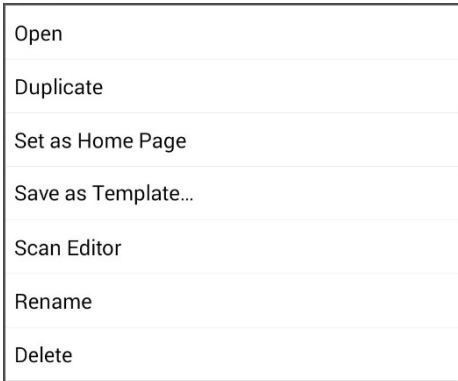


6. Choose **Yes**.

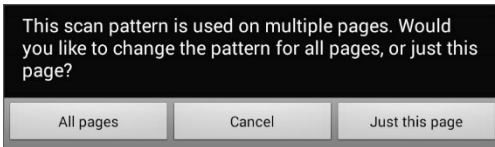
Deleting a Custom Scan Pattern from All Pages

If you no longer need a custom scan pattern that you applied to all pages, follow these steps to delete it.

1. Choose **Menu > Edit Mode > Pages**.
2. Choose any page in the vocabulary that has the custom scan pattern. The following menu will open:



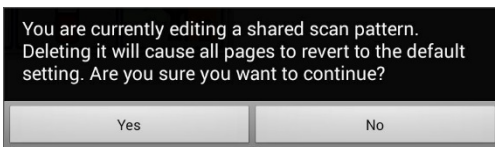
3. Choose **Scan Editor**. The following prompt will be displayed.



4. Choose either **All Pages**. The custom scan pattern will be displayed.
5. Choose **Menu**. An additional menu will open.



6. Choose **Delete Scan Pattern & Quit**. A confirmation prompt will be displayed.



7. Choose **Yes**.

Setting up Headpointing

Note: Information on headpointing only applies if you purchased the ChatPoint product.

ChatPoint allows individuals who are unable to use their hands to use small head movements to control where the pointer moves on the screen. The ChatPoint unit mounted on your device translates these head movements into pointer movements and activations/selections on the screen.

Mounting the ChatPoint Unit

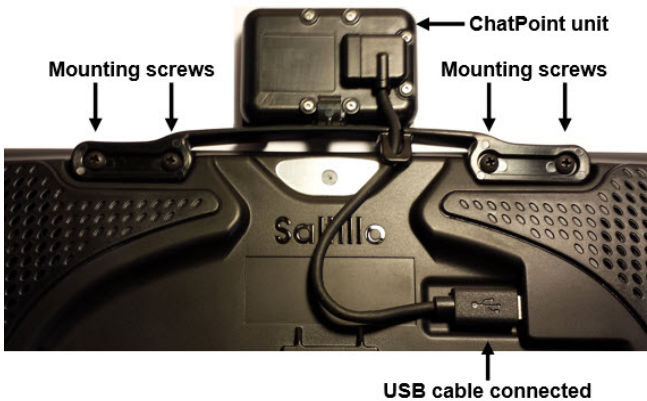
Follow these instructions to attach the ChatPoint unit to your device.

1. Remove the device handle by removing the four screws.

Important! You will use these screws to fasten the ChatPoint unit to the device.



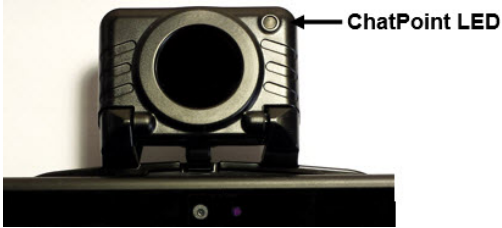
2. Align the connector and screw holes on the ChatPoint unit with the screw holes on the top edge of the back of the device.
3. Insert and tighten the four screws to secure the unit to the device.
4. Plug the unit's USB cable into the USB port on the back of the device.



5. ChatPoint is ready to set up for use.

Viewing Tracking Status

The LED on the front of the ChatPoint unit indicates the current tracking status. **Red** indicates that the ChatPoint unit is on, but is not tracking. **Green** indicates that the unit is tracking.

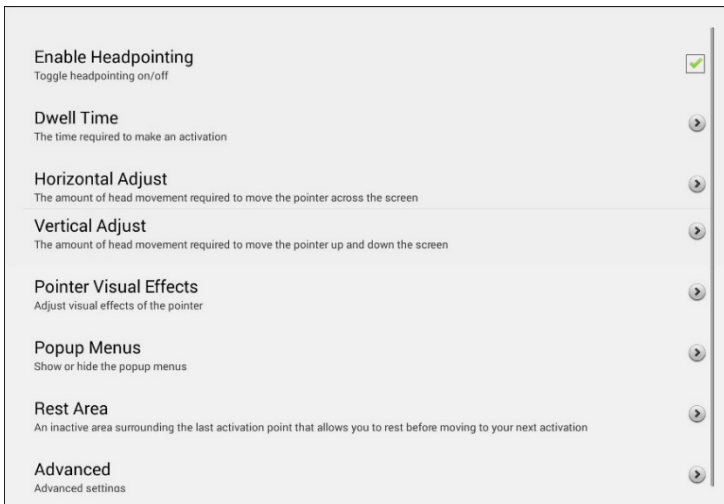


Configuring Headpointing Settings

After you mount the ChatPoint unit, you are ready to modify settings to suit the individual who will be using it. You will modify the settings using the Chat software that is installed on your device.

Important! Because headpointing depends on an individual's head movement capabilities, these instructions only cover the setup basics. You may need to refine your settings several times. We suggest changing one setting at a time.

To access the headpointing settings, choose **Menu > Settings > Input > Headpointing**. The Headpointing Settings screen will be displayed.



Setting	Description
Enable Headpointing	Turn headpointing on. For details, see Turning Headpointing On or Off on page 125.
Dwell Time	The time required to make an activation. For details, see Setting Dwell Time on page 126.
Horizontal Adjust	The amount of head movement required to move the pointer across the screen. For details, see Setting Horizontal Adjustment on page 126.
Vertical Adjust	The amount of head movement required to move the pointer up and down the screen. For details, see Setting Vertical Adjustment on page 127.
Pointer Visual Effects	Visual effects set up for the pointer to help the user identify selected items. These effects include opacity, color, size, shape, and showing or hiding the pointer. For details, see Configuring Pointer Visual Effects on page 128.
Popup Menus	Show or hide the top and bottom headpointing popup menus. The top menu allows you to pause or reactivate headpointing and toggle the pointer between pointing and dragging. The navigation (bottom) menu provides quick access to Menu and Back . For details, see Showing or Hiding Headpointing Popup Menus on page 131.
Rest Area	An inactive area surrounding the last activation point. This area allows the user to rest before moving to the next activation. For details, see Configuring the Rest Area on page 132.

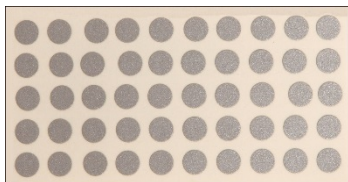
Setting	Description
Advanced	Most users will not benefit from changing the advanced settings. These settings control smoothing, dwell method, secondary dwell time, averaging, and graphical representations of averaging. For details, see Configuring the Advanced Headpointing Settings on page 133.

Turning Headpointing On or Off

From the Headpointing Settings screen, choose **Enable Headpointing** to turn headpointing on. A green checkmark appears to the right of Enable Headpointing. To turn headpointing off, choose **Enable Headpointing** to remove the checkmark.

Using Target Dots

A package of pressure-sensitive, reflective target dots was included with your ChatPoint. Peel a dot from the sheet and press the dot onto the user's forehead or eyeglass frame.



ChatPoint calculates how light reflects off the dot to detect the user's head movement. The on-screen pointer moves with the user's head movements.

Setting Dwell Time

Dwell time is the time required to make an activation. For example, if dwell time is set to 1 second and the user leaves the pointer on a button for 1 second, ChatPoint activates that button automatically.

To set the dwell time, choose **Dwell Time** from the Headpointing Settings screen. The Dwell Time window opens.



To increase the value, tap +.

To decrease the value, tap -.

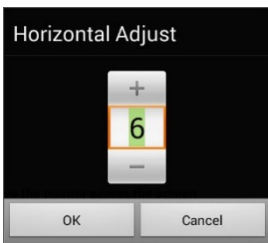
Or use the keyboard to enter the exact setting you want.

Choose **OK**.

Setting Horizontal Adjustment

Horizontal Adjustment is the amount of head movement required to move the pointer across the screen. Change the Horizontal Adjustment value to compensate for trouble the user has selecting buttons horizontally. The higher you set the value, the less head movement the user needs to move the pointer on the screen horizontally.

To set the horizontal adjustment, choose **Horizontal Adjustment** from the Headpointing Settings screen. The Horizontal Adjustment window opens.



To increase the value, tap +.

To decrease the value, tap -.

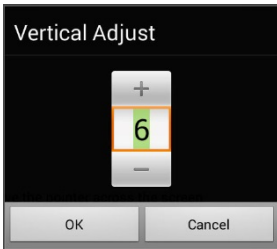
Or use the keyboard to enter the exact setting you want.

Choose **OK**.

Note: The higher you set the horizontal adjustment number, the faster the pointer will appear to move across the screen.

Setting Vertical Adjustment

Vertical Adjustment is the amount of head movement required to move the pointer up and down the screen. Change the Vertical Adjustment value to compensate for trouble the user has selecting buttons vertically. The higher you set the value, the less head movement is necessary to move the pointer on the screen vertically. To set the vertical adjustment, choose **Vertical Adjustment** from the Headpointing Settings screen. The Vertical Adjustment window opens.



To increase the value, tap +.
To decrease the value, tap –.

Or use the keyboard to enter the exact setting you want.

Choose **OK**.

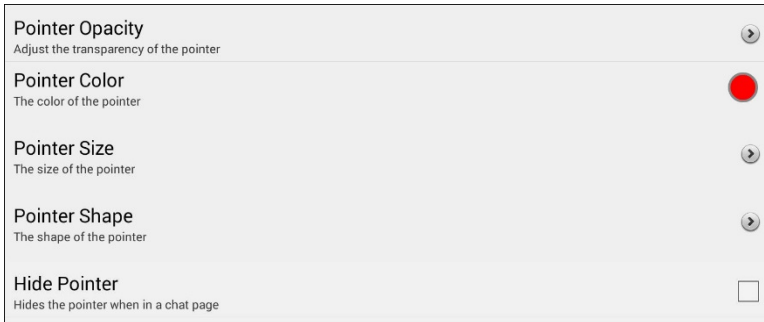
Refining Horizontal and Vertical Adjustment

You may need to fine-tune both horizontal and vertical adjustment to meet the user's needs. Have the user move his or her head left and right and up and down to try to place the pointer in each corner of the screen.

- If the user has trouble reaching the right or left edges, increase the horizontal adjustment value.
- If the user has trouble reaching the top or bottom edges increase the vertical adjustment value.
- If a slight head movement to the left or right moves the user off the edges of the screen, decrease the horizontal adjustment value.
- If a slight head movement up or down moves the user off the top and bottom edges, decrease the vertical adjustment value.
- If the user has trouble positioning the pointer in the corners of the screen, increase the horizontal adjustment and vertical adjustment values.
- If the user makes large head movements and loses the pointer, decrease the horizontal adjustment and/or vertical adjustment values.
- If the user makes small head movements, increase the horizontal adjustment and vertical adjustment values.

Configuring Pointer Visual Effects

The pointer moves with the user’s head movement. The visual effects you set up for the pointer will help the user identify selected items. To access the pointer visual effects settings, choose **Pointer Visual Effects** from the Headpointing Settings screen. The Pointer Visual Effects screen will be displayed.

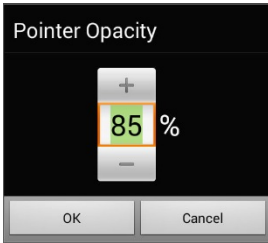


Setting	Description
Pointer Opacity	The pointer’s degree of transparency, determining how clearly underlying images show through. For details, see Setting the Pointer’s Opacity on page 129.
Pointer Color	The color of the pointer. For details, see Setting the Pointer’s Color on page 129.
Pointer Size	The size of the pointer. For details, see Setting the Pointer’s Size on page 130.
Pointer Shape	The shape of the pointer, either a shrinking dot or an arrow. For details, see Setting the Pointer’s Shape on page 130.
Hide Pointer	Hide or show the pointer. For details, see Hiding the Pointer on page 130.

Setting the Pointer's Opacity

Pointer Opacity allows you to set the pointer's percentage of transparency, which determines how clearly the underlying image will show through the pointer. Increasing the opacity percentage makes the pointer more opaque, allowing less of the underlying image to show through.

To set the pointer's opacity percentage, choose **Pointer Opacity** from the Pointer Visual Effects screen. The Pointer Opacity window opens.



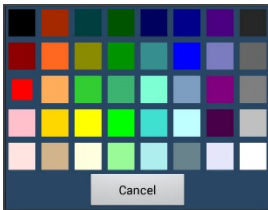
To allow less of the underlying image to show through, tap +. To allow more of the underlying image to show through, tap -.

Or use the keyboard to enter the exact setting you want.

Choose **OK**.

Setting the Pointer's Color

Pointer Color allows you to set the color of the pointer. To set the pointer's color, choose **Pointer Color** from the Pointer Visual Effects screen. The Pointer Color window opens.

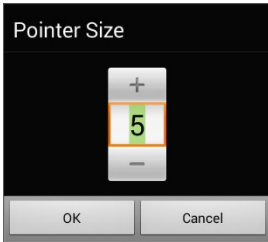


Tap a color in the color selection window.

The selected color appears in the circle to the right of Pointer Color on the Pointer Visual Effects screen.

Setting the Pointer's Size

Pointer Size allows you to set the size of the pointer. To set the pointer's size, choose **Pointer Size** from the Pointer Visual Effects screen. The Pointer Size window opens.



To increase the size, tap **+**.
To decrease the size, tap **-**.

Or use the keyboard to enter the exact setting you want.

Choose **OK**.

Setting the Pointer's Shape

Pointer Shape allows you to set the pointer as either a shrinking dot or an arrow.

To set the pointer's shape, choose **Pointer Shape** from the Pointer Visual Effects screen. The Pointer Shape window opens.



Choose either **Shrinking Dot** or **Arrow**.

Choose **OK**.

Hiding the Pointer

When Hide Pointer is turned on, the pointer is not visible.

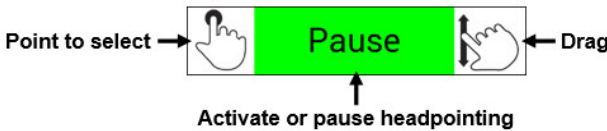
Showing or Hiding Headpointing Popup Menus

To show or hide the top and bottom headpointing popup menus, choose **Popup Menus** from the Headpointing Settings screen. The Popup Menu screen will be displayed.



To pause headpointing or toggle the pointer's function:

When **Show Top Popup Menu** is turned on, the top popup menu slides down when the user moves the pointer off the top of the screen in the center. This menu allows you to pause or reactivate headpointing and toggle the pointer between selecting and dragging.



Green indicates that headpointing is active. When the user selects **Pause**, the field turns red and displays **Paused**. Selecting **Paused** turns the field green and displays **Active**, and then **Pause**.

To set the pointer to select or drag, choose the applicable icon.

To Quickly Access Menu and Back:

When **Show Navigation Popup Menu** is turned on, the bottom popup menu slides up when the user moves the pointer off the bottom of the screen in the center. The menu provides quick access to **Menu** and **Back**.

Configuring the Rest Area

The rest area is an inactive area surrounding the last activation point. This area allows the user to rest before moving to the next activation. To access the rest area settings, choose **Rest Area** from the Headpointing Settings screen. The Rest Area screen will be displayed.



To show the rest area:

Choose **Show Rest Area** to insert a checkmark. The rest area will be indicated by a circle.

To set the size of the rest area:

Note: If Use Button as Rest Area is turned on, the Rest Area Size setting will not adjust the size of the rest area within the Chat software vocabulary pages.

Choose **Rest Area Size** from the Rest Area screen. The Rest Area Size window opens.



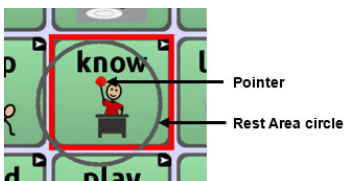
To increase the size, tap +.
To decrease the size, tap -.

Or use the keyboard to enter the exact setting you want.

Choose **OK**.

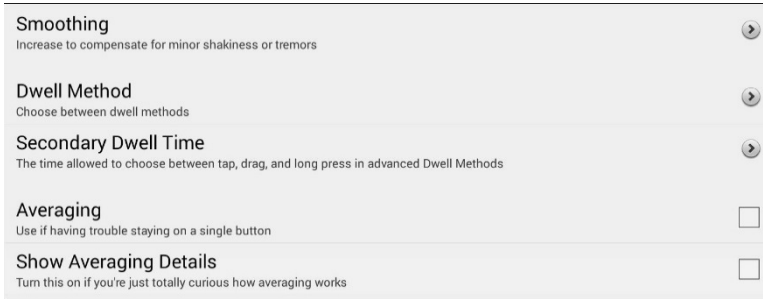
To use a Chat software button as the rest area:

To use the last button activated in the Chat software as the rest area, choose **Use Button as Rest Area** to insert a checkmark. To leave the rest area, the user simply moves the pointer out of the rest area circle.



Configuring the Advanced Headpointing Settings

Most users will not benefit from changing the advanced settings.. To access these settings, choose **Menu > Settings > Input > Headpointing**. The Headpointing Settings screen will be displayed. Choose **Advanced**. The advanced headpointing settings will be displayed.



Setting	Description
Smoothing	Compensates for minor shakiness or tremors to reduce accidental button activations. For details, see Setting Smoothing on page 134.
Dwell Method	One of four dwell types, useful for normal operations, frequent click operations, frequent drag/swipe operations, or click-only operations. For details, see Setting the Dwell Method on page 135.
Secondary Dwell Time	The time allowed to choose among tap, drag, and long-click when an advanced pointer is active. For details, see Setting Secondary Dwell Time on page 141.
Averaging	Helps users who have trouble staying on a single button. For details, see Turning Averaging On or Off on page 141.
Show Averaging Details	Turns on graphical representations of how averaging works. For details, see Showing or Hiding Averaging Details on page 141.

Setting Smoothing

Smoothing compensates for minor shakiness or tremors to reduce accidental button activations. The number you select tells your device how far you must move out of one button location before a second button is activated. If you select a smoothing number higher than "1", ChatPoint will "lag behind" any head movements the user makes. The higher the number you select, the further into a button's area you must move before the button will be become highlighted.

In effect, smoothing creates a box that surrounds the average horizontal and vertical values defined by where the individual is pointing. The lower the value, the smaller the box, requiring less movement to change the pointer's position. The higher the value, the larger the box, requiring greater movement to change the pointer's position. To access the smoothing setting:

1. Choose **Menu > Settings > Input > Headpointing**. The Headpointing Settings screen will be displayed.
2. To set the smoothing value, choose **Advanced > Smoothing**. The Smoothing window opens.



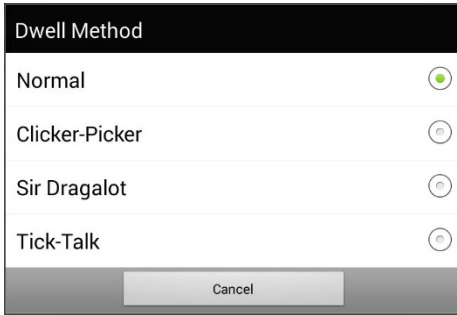
To increase the value, tap +.
To decrease the value, tap -.

Or use the keyboard to enter the exact setting you want.

3. Choose **OK**.

Setting the Dwell Method

Dwell Method allows you to select the type of dwell that best meets the user's needs. Choose **Menu > Settings > Input > Headpointing**. The Headpointing Settings screen will be displayed. Then choose **Advanced > Dwell Method**. The Dwell Method menu opens.



The available dwell methods are Normal, Clicker-Picker, Sir Dragalot, and Tick-Talk. Most users will use the Normal dwell method. Each dwell method displays a graphical representation on the screen to assist the user in making selections. This graphical element works in sync with the dwell time you set. (See [Setting Dwell Time](#) on page 126.)

Dwell Method: Normal

Normal is the default dwell method, and it will work best for most users. Normal features a colored dot that shrinks when focused on a button and, after the specified dwell time, selects that button. The button on which the pointer is focused is highlighted to help the user verify that the correct button will be selected.

In this example, the pointer is focused on the Food button and, in sync with the specified dwell time, has shrunk to the size at which the button will be activated. Note that the Food button is also highlighted.

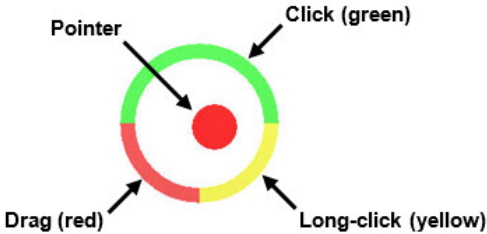



Pointer focused on the highlighted Food button

Dwell Method: Clicker-Picker

The dwell method Clicker-Picker is click-oriented. This method is most useful for frequent click operations.

When the user first aims the pointer, it is at maximum size and it shrinks according to the specified dwell time. When the pointer reaches its minimum size, a three-section cursor is displayed. The three sections represent click, long-click, and drag.



Section	How to Use
Click	Focus on a button and move the pointer over the top (green) section to make a selection.
Long-click	Focus on a button and move the pointer over the lower-right (yellow) section to activate additional functionality.
Drag	Focus on a button and move the pointer over the lower-left (red) section to change the pointer to a drag cursor  . Grab the button and move it where you want it. Hold the drag cursor within the specified area for the specified secondary dwell time until drag mode ends, leaving the button in the new location.

Note: For information on secondary dwell time, see [Setting Secondary Dwell Time](#) on page 141.

The button on which the pointer is focused is highlighted to help the user verify that the correct button will be selected.

In this example, the pointer is focused on the Food button and, in sync with the specified dwell time, has shrunk to the size at which the three-section cursor is displayed. Note that the Food button is also highlighted.






Pointer focused on the highlighted Food button

Three-section cursor displayed

Dwell Method: Sir Dragalot

The dwell method Sir Dragalot is drag-oriented. This method is most useful for frequent drag/swipe operations. As the user focuses the pointer on a button, the pointer changes as follows:




Pointer	How it Performs
	When the user first aims the pointer, it is at maximum size and it shrinks according to the specified secondary dwell time.
	As the pointer remains over the target, it begins to grow until it reaches full size and makes an activation.
	When the pointer moves outside the target, drag mode is activated.

Note: The Sir Dragalot dwell method cannot be used if the Arrow pointer shape is selected. For information on selecting the pointer shape, see [Setting the Pointer's Shape](#) on page 130.

Note: For information on secondary dwell time, see [Setting Secondary Dwell Time](#) on page 141.

Dwell Method: Tick-Talk

The dwell method Tick-Talk is click-only. This method is most useful when long-click and drag operations are not needed. The button on which the pointer is focused is highlighted to help the user verify that the correct button will be selected.

Pointer	How it Performs
	When the user first aims the pointer, it is at maximum size and it shrinks according to the specified dwell time.
	As the pointer shrinks and the specified dwell time is reached, the pointer changes to a timer and the secondary dwell time controls the pointer. If the user moves the pointer off the button while the timer is displayed, a click is performed and the button is activated. When the secondary dwell time is reached without moving off the button, the pointer changes back to its original shape.
	After returning to its original shape, the pointer again shrinks. When it reaches its minimum size, a click is performed and the button is activated.

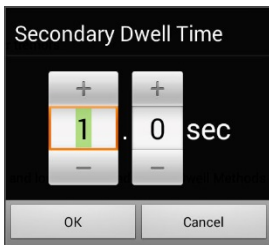
Note: The Tick-Talk dwell method cannot be used if the Arrow pointer shape is selected. For information on selecting the pointer shape, see [Setting the Pointer's Shape](#) on page 130.

Note: For information on secondary dwell time, see [Setting Secondary Dwell Time](#) on page 141.

Setting Secondary Dwell Time

Secondary Dwell Time allows you to set the time allowed to choose among tap, drag, and long-click when an advanced pointer is active. This setting is available only with the dwell methods Clicker-Picker, Sir Dragalot, and Tick-Talk. To access the Secondary Dwell Time setting:

1. Choose **Menu > Settings > Input > Headpointing**. The Headpointing Settings screen will be displayed.
2. To set the secondary dwell time value, choose **Advanced > Secondary Dwell Time**. The Secondary Dwell Time window opens.



To increase the value, tap +.
To decrease the value, tap -.

Or use the keyboard to enter the exact setting you want.

3. Choose **OK**.

Turning Averaging On or Off

Turn on Averaging if the user has trouble staying on a single button. For example, when the pointer moves back and forth between two buttons, ChatPoint will select the button on which the pointer spends more time.

Choose **Menu > Settings > Input > Headpointing**. The Headpointing Settings screen will be displayed. To turn on averaging, choose **Advanced > Averaging**.

Showing or Hiding Averaging Details

Turn on Show Averaging Details only if you want to see graphical representations of how averaging works. Most users will have no need for this setting.

Positioning the User and the ChatPoint Unit

After setting up ChatPoint, familiarize yourself with how to position the user, position the unit, and clean the unit.

Positioning the User

The closer the user is to the system, the faster the pointer will move on the screen. The optimal distance is 18 to 24 inches. It is recommended that the user sit parallel to the screen, or as nearly parallel as possible.

Hint: As much as possible, avoid positioning the user in front of reflective objects or in areas in which there may be movement behind the user. These could be “distractions” to the system.

Positioning the ChatPoint Unit

The ChatPoint unit is adjustable. Grab the unit at the top and move it forward or back until you find the position that works best for the user.



Cleaning the ChatPoint Unit

When you need to clean the ChatPoint unit, wipe it with a damp, lint-free cloth. Do **not** use cleaning solvents or immerse the unit in water or any other liquid.

Configuring Visual Effects for Scanning or Headpointing

Visual effects are used with scanning or headpointing to help the user identify selected items. To access the visual effects settings, choose **Menu > Settings > Input > Visual Effects**.

Effect	Description
Outline	When Outline is turned on, an outline appears around the active area.
Outline Color	When Outline is turned on, Outline Color allows you to set the color of the outline.
Outline Width	When Outline is turned on, Outline Width allows you to set the width of the outline.
Translucent Overlay	When Translucent Overlay is turned on, a subtle trace of color appears over the active area.
Overlay Opacity	When Overlay is turned on, Overlay Opacity allows you to set how clearly the underlying image shows through the overlay. To allow less of the underlying image to show through, tap +. To allow more of the underlying image to show through, tap -. Then choose OK .
Overlay Color	When Overlay is turned on, Overlay Color allows you to set the color of the overlay. Tap a color in the color selection window. The selected color appears in the circle to the right of Overlay Color.
Invert Colors	When Invert Colors is turned on, the colors of the active area are reversed. Dark areas become light, light areas become dark, and colors are replaced by their opposites—black and white are reversed, red becomes green, yellow becomes blue, etc.
Magnify	When Magnify is turned on, the active area is magnified.

Effect	Description
Magnify Multiplier	When Magnify is turned on, Magnify Multiplier allows you to set the amount by which the active area is magnified. To increase the amount of magnification, tap +. To decrease the amount of magnification, tap -. Then choose OK .
Animate Effects	When Animate Effects is turned on, the visual effects visibly move or grow when an area becomes active. You must turn on one or more visual effects for Animate Effects to work.

Using Word Finder

Use the Word Finder feature to find the path to specific words. If you need to know if a word is included, use this feature to find where the word is stored.

Setting up Word Finder

There are two ways to use this feature: Set up a button or set up Word Finder as a menu item.

Setting up a Button

You can set up a button to initiate a word search.

1. Choose **Menu > Edit Mode**.
2. Press and hold on the button you want to modify. (Right-click if you are using the Editor.) A list of button options appears.
3. Choose **Edit Button**. The Button Properties screen appears.
4. Choose the **Actions** tab.
5. Tap or click the arrow ▼ to open a list of actions.
6. Choose the action **Find Word**.
7. Choose **Save**.

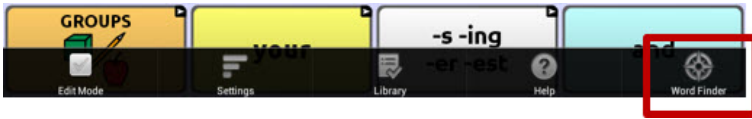
Note: Tap the **Find Word** button again to stop Word Finder.

Setting up Word Finder as a Menu Item

An alternative to using a button is to set up Word Finder as a menu item. In Settings there is an option to turn Word Finder on or off.

Choose **Menu > Settings > Word Finder > Show Menu Item**.

If you choose to turn this feature on, a Word Finder menu item will appear at the bottom edge of the screen for quick access.



Setting the Display Time for Word Finder Results in the SDB

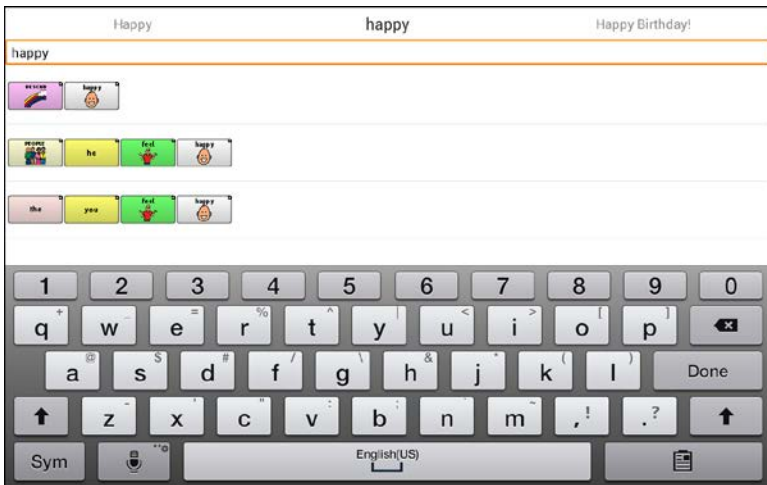
To set the amount of time each Word Finder result is displayed in the Speech Display Bar, choose **Menu > Settings > Word Finder > Flip Interval**. The current interval will be displayed.

1. To increase the interval, tap **+** or type a higher number.
2. To decrease interval, tap **-** or type a lower number.
3. Choose **Done** and then choose **OK**.

Finding Specific Words

When you want to find where a word is used:

1. Either tap the **Word Finder** button you created or choose the **Word Finder** menu item. A keyboard will open.
2. Type the word in the colored box. Uses of the word will appear above the colored box and one or more paths to the word will appear below the colored box.



3. Tap **Done** to close the keyboard and view the paths to the word.
Note: To view the paths to one of the other words that are displayed above the colored box, tap the word. The path to that word will appear below the colored box.

Setting up and Using Word Prediction

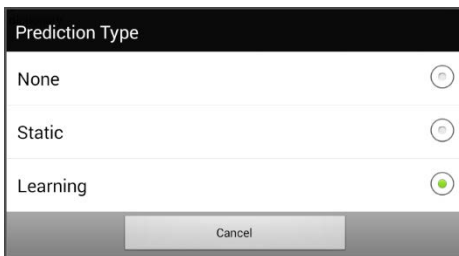
Word prediction helps improve your ability to communicate by “predicting” a word you intend to speak, thereby reducing the number of letters you need to enter.

When you enter the first letter on the keyboard, the Chat software displays a list of words beginning with that letter. As you enter more letters, the list is updated. When the word you want is displayed, you can choose it with a single tap to appear in the Speech Display Bar (SDB). The Chat software then predicts the next word you want to enter.

Two types of word prediction are available—static and learning. Static word prediction predicts words based on the default word prediction dictionary. This allows consistent motor planning for an individual. Learning word prediction predicts words based on words that accumulate as you continue to select words, allowing the word prediction dictionary to “learn” them. Words are predicted not only from the dictionary, but also from new words you add to the dictionary.

Selecting the Type of Word Prediction

You can choose the type of word prediction to use—static or learning—or you can choose to disable word prediction. Choose **Menu > Settings > Text > Prediction > Type**. The Prediction Type window opens.

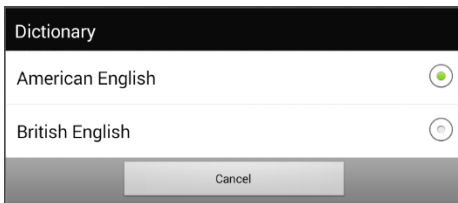


Type	Description
None	If you choose None , word prediction is disabled.
Static	If you choose Static , the Chat software uses the default word prediction dictionary you choose and the settings that apply to learning word prediction are grayed out. See Choosing the Default Dictionary .
Learning	If you choose Learning , the Chat software uses the default word prediction dictionary, allows you to add words to the dictionary, and makes the settings that apply to learning word prediction available to you.

Choosing the Default Dictionary

The default is the word prediction dictionary that will be used as the basic source of words for predicting. For static word prediction, all words will come from the dictionary. For learning word prediction, words you select will be added to this dictionary. North American English and British English dictionaries are available.

Choose **Menu > Settings > Text > Prediction > Default Dictionary**. The Dictionary window opens. Choose **American English** or **British English**.



Adding Words using the Add Words Screen

Use the Prediction Add Words screen to add words directly to the learning word prediction dictionary.

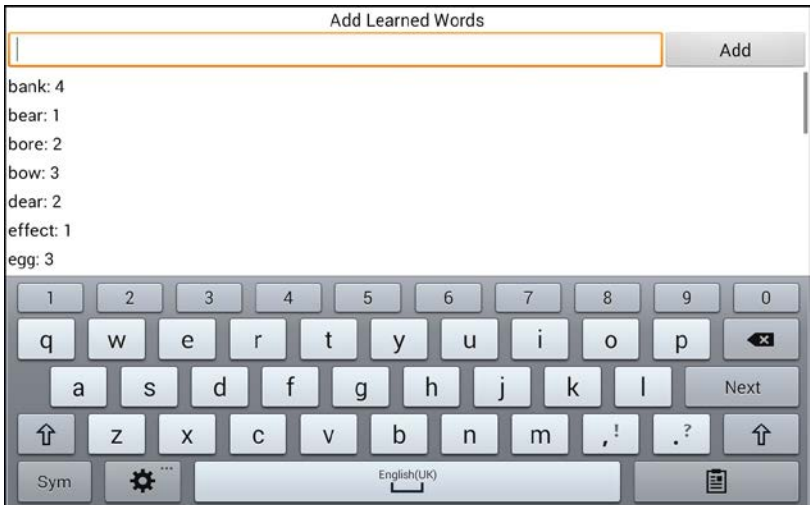
This screen accumulates an alphabetical list of all words you added from all sources—a vocabulary keyboard, the Add Words screen, or an imported text file. Each word is followed by its “count”, that is, the number of times it was entered for learning prediction. This list provides an easy way to review your learning prediction dictionary.

To add a word:

1. Choose **Menu > Settings > Text > Prediction > Add Words**. The Add Learned Words screen opens.
2. Enter the word you want to add.

Note: As you enter letters or other characters, the display will be limited to words that begin with those letters or characters.

3. Choose **Add**. The word will be added to the list.



4. Repeat steps 2 and 3 for each word you want to add.

Note: To add a large number of words at a time, see [Importing Predictions](#).

To review your learning prediction dictionary:

Choose **Menu > Settings > Text > Prediction > Add Words**. The Prediction Add Words screen opens.

Either scroll through the list or enter letters in the text field to jump to specific locations in the list.

Adding Words by Entering them in the Vocabulary

In your vocabulary, choose the keyboard button to display the keyboard. Then enter a word that you want to add to the prediction dictionary, followed by either a space or a punctuation mark. Repeat for each word you want to add.

If Review Required is turned off: The words you entered can now be predicted.

If Review Required is turned on: Proceed to [Reviewing New Words for Prediction](#).

Note: To add a large number of words at a time, see [Importing Predictions](#).

Requiring Review of New Prediction Words

You can require that new words entered from the keyboard in a vocabulary be reviewed before they are added to the word prediction dictionary.

1. Choose **Menu > Settings > Text > Prediction**.
2. Choose **Review Required** to insert a checkmark.

To disable required review of new words, choose **Review Required** to remove the checkmark.

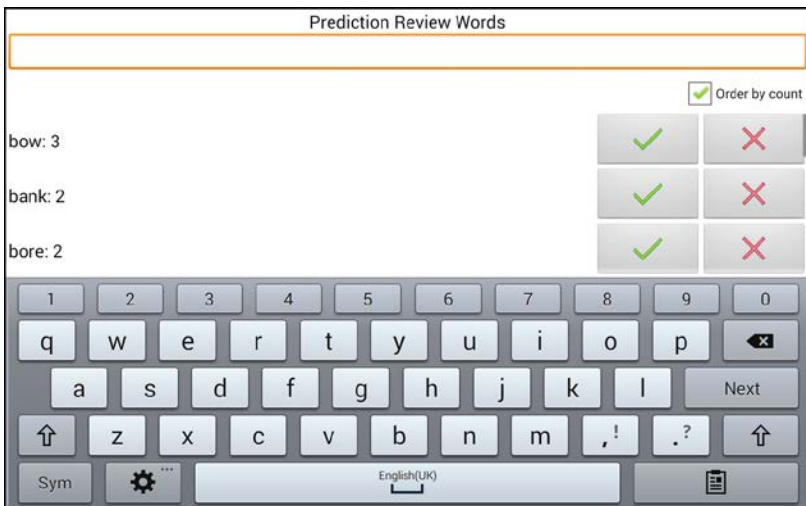
Reviewing New Words for Prediction

The Review Words setting opens the screen from which you can review words before they are added to the word prediction dictionary. Only words entered from the keyboard in a vocabulary will be reviewed. Words added from the Add Words Menu or an imported text file will **not** be reviewed.

Choose **Menu > Settings > Text > Prediction > Review Words**. The Prediction Review Words screen lists new words for review.

Each word is followed by its “count”, that is, the number of times it was entered for prediction.

Either scroll through the list or enter letters in the text field to jump to specific locations in the list. To list words in order by frequency of use, select **Order by count**.



To add the word to the word prediction dictionary, choose the checkmark ✓. If you do not want to add the word to the word prediction dictionary, choose the ✗ icon.

Excluding Words from Prediction

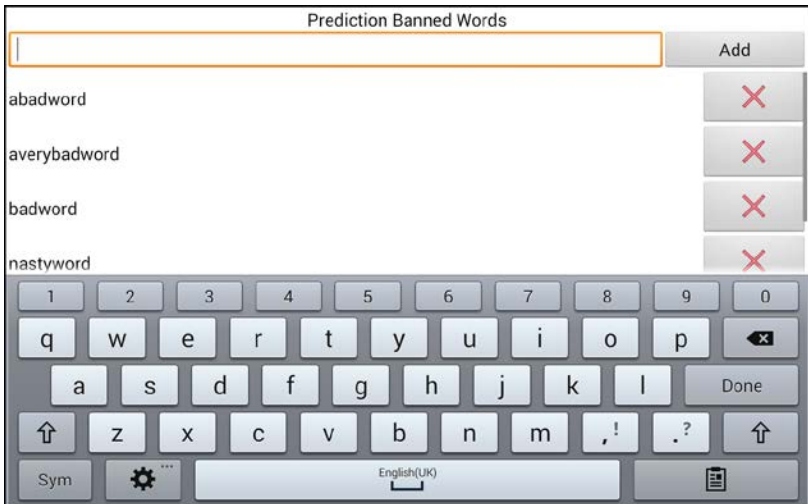
Use the banned words list to prevent specific words from being predicted.

To add a word to the banned words list:

1. Choose **Menu > Settings > Text > Prediction > Banned Words**.
2. The Prediction Banned Words screen opens.
3. Enter a word you want to add to the list.

Note: As you enter characters, the display will be limited to words that begin with those characters. This may save you from trying to add a word that is already on the list.

4. Choose **Add**. The word will be added to the list, followed by an **×** icon.



When the list of words is long, either scroll through the list or enter letters in the text field to jump to specific locations in the list.

To remove a word from the banned words list:

Choose the **×** icon for the word you want to remove.

Importing Predictions

You can import words for learning prediction from a text file (.txt). The text can be in the form of individual words, sentences, or paragraphs.

1. Create a text file by either of these methods:

Copy and paste Copy the text you want from your source file and paste it into any text editor (Microsoft Notepad, for example).

If you copy and paste paragraphs: Separate each sentence by pressing **Enter** or **Return**.

If you copy and paste individual words: Separate each word by pressing **Enter** or **Return**.

Save As Use Save As from your source file application to save the document as a text file. Then remove the text you don't want to add to learning prediction. For example, if you use Microsoft Word, select **Save As** and select **Plain Text (*.txt)** from the "Save as type" drop-down menu.

If your text is in paragraphs: Separate each sentence by pressing **Enter** or **Return**.

If your text consists of individual words: Separate each word by pressing **Enter** or **Return**.

2. Connect a USB cable between your device and the computer.
3. Using Explorer from the computer, copy the text file to **My Files > ChatPC > prediction > import**.
4. After you copy the file, return to the Chat software and choose **Menu > Settings > Text > Prediction > Import Predictions**. The Prediction Import screen displays the text file you created with a checkmark ✓ to the right.

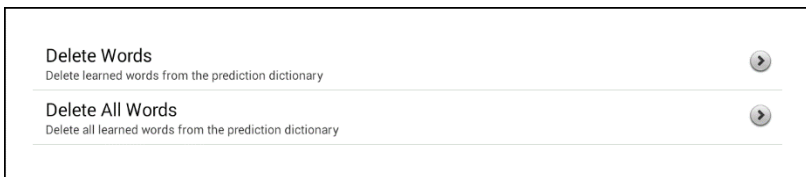


5. Choose the checkmark ✓. The filename will disappear from the screen, and the words in the file will be added to the word prediction dictionary.
6. To quickly confirm that the words were added, choose **Menu > Settings > Text > Prediction > Add Words**. The words in the file should be listed on the Add Words screen.

Deleting Prediction Words

You can delete individual learned words or all learned words from the word prediction dictionary.

Choose **Menu > Settings > Text > Prediction > Delete Learned Words**. Two Delete options are displayed.

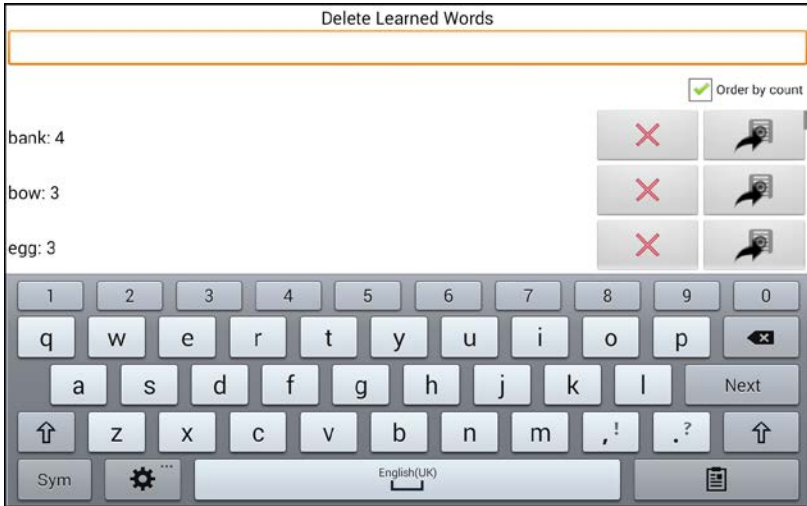


- To delete individual learned words, choose **Delete Words**.
- To delete all learned words, choose **Delete All Words**.

To delete individual learned words:

Choose **Delete Words**. The Delete Learned Words screen lists words that can be deleted.

When the list of words is long, either scroll through the list or enter letters in the text field to jump to specific locations in the list. To list words in order by frequency of use, select **Order by count**.



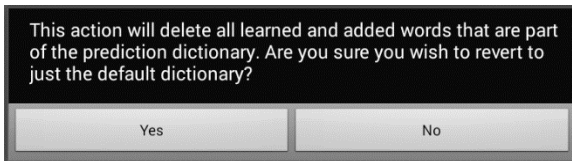
For any word you want to delete from the word prediction dictionary, choose the **X** icon.

To move a word to the list of banned words, choose the **ban** icon.

To delete all learned words:

Important! If you make this choice, **all** words that you added for prediction will be deleted.

1. Choose **Delete All Words**. The following message will be displayed.



2. Choose **Yes**. All words that you added for prediction will be deleted, and only the default dictionary will be available for word prediction.

Using Abbreviation Expansion and Automatic Capitalization

Abbreviation Expansion and Automatic Capitalization provide additional tools for alternate message formulation.

Adding, Modifying, and Deleting Abbreviations

Abbreviations can be used instead of entering an entire word. Some abbreviations have been provided in the application. Those abbreviations cannot be modified or deleted.

To view the existing abbreviation library:

Choose **Menu > Settings > Abbreviations**.

To add a new abbreviation:

1. Choose **Menu > Settings > Abbreviations > Menu > New**.
2. Enter the abbreviation to be used.
3. Tap **Next**.
4. Enter the text to be displayed and spoken.
5. Choose **Save**.

To use the abbreviation, open the keyboard page and enter the abbreviation, followed by a period. The abbreviation should expand automatically.

To modify an abbreviation:

1. Press and hold on the entry.
2. Choose **Edit** and make appropriate changes.
3. Choose **Save**.

To delete an abbreviation:

1. Press and hold on the entry.
2. Choose **Delete**.
3. Choose **Yes** to confirm.

Enabling Automatic Capitalization

To enable automatic capitalization:

1. Choose **Menu > Settings > Text**.
2. Choose **Automatic Capitalization** to insert a checkmark.

To disable automatic capitalization, choose **Automatic Capitalization** to remove the checkmark.

Creating and Loading Profiles

Profiles provide a snapshot of the current settings of the system to be saved for easy access at a later time. You can save multiple profiles to be used when needed. Creating multiple profiles allows you to switch between groups of settings. A button action is also provided to allow you to change settings by using a button without navigating the menus.

Creating a Profile

1. Choose **Menu > Settings > Profiles > New**.
2. Tap the Name field to open a keyboard. Enter a name for the profile (for example, Morning Settings).

Note: The name can include letters, numbers, and any symbols available on the keyboard.

3. Make all of the setting changes that you want associated with this profile. This includes the vocabulary file, settings, language, etc.
4. Choose **Menu > Settings > Profiles > Save**.
5. Your new profile has been created with all current settings.

To create a second profile (for example, afternoon settings), repeat these steps, making new settings changes to associate with this new profile.

Loading a Profile

You can load profiles by navigating menus or by choosing a button.

To load a profile using menu options:

Choose **Menu > Settings > Profiles > Load**. Choose the appropriate profile.

To load a profile using a button action:

1. Choose **Menu > Edit Mode**.
2. Press and hold the button. (Right-click if you are using the Editor.)
3. Choose **Edit Button**.
4. Add a label, message, and icon as needed.
5. Choose the **Actions** tab, and then choose **Add an action** to open a menu.
6. Choose **Select Profile**.
7. Choose the appropriate profile.
8. Choose **Save** twice.

If you create multiple profiles and load them using a button action, you can switch between profiles without navigating the menus.

Deleting a Profile

Choose **Menu > Settings > Profiles > Delete**. Choose the profile to delete from the list.

Restoring Default Profile Settings

At any time, you can restore the default settings. Choose **Menu > Settings > Profiles > Load**. Then choose **Load Default Settings**.

Changing Languages and Voices

You can change languages and voices.

1. Choose **Menu > Settings > Language**.
2. Choose the appropriate language.
3. Changing the language provides alternative voices.
4. For details on changing the voice, see [Selecting a Synthesizer and Voice](#) on page 89.

Changing Display Settings

The screen brightness and timeout settings can be set in Display Settings. Choose **Menu > Settings > System > Display Settings**.

Setting	Description
Brightness	Brightness provides a slide bar for manually setting the brightness or an option to have the system automatically set the brightness. If you prefer the device to adjust the brightness automatically, check the Automatic Brightness option.
Screen Timeout	Screen Timeout determines the amount of time it takes for the screen to turn off automatically after a period of inactivity. Options range from 15 seconds to 1 hour.
Touch Wake-Up	<p><i>When Touch Wake-Up is turned on:</i> You can wake the device by touching the screen or pressing a switch plugged into the device.</p> <p><i>Note:</i> Touching the screen or pressing a switch will wake the device only if you tapped the power button to put the device to sleep or if the device powered down automatically after a timeout. If you shut down the device by holding the power button and choosing Power Off from the menu, tapping the screen or pressing a switch will not power the device on.</p> <p><i>When Touch Wake-Up is turned off:</i> Tapping the screen or pressing a switch will not wake the device. You can only wake the device by tapping the power button quickly.</p>
Show Recents	When turned on, Show Recents adds the Recent Apps icon to the navigation bar along the bottom of the display. When you tap this icon, shortcuts to apps you recently used are displayed.

Setting the Date and Time

You can set the date and time from the Settings menu, and you can create a button that speaks and displays the current date and time.

Changing Date and Time Settings

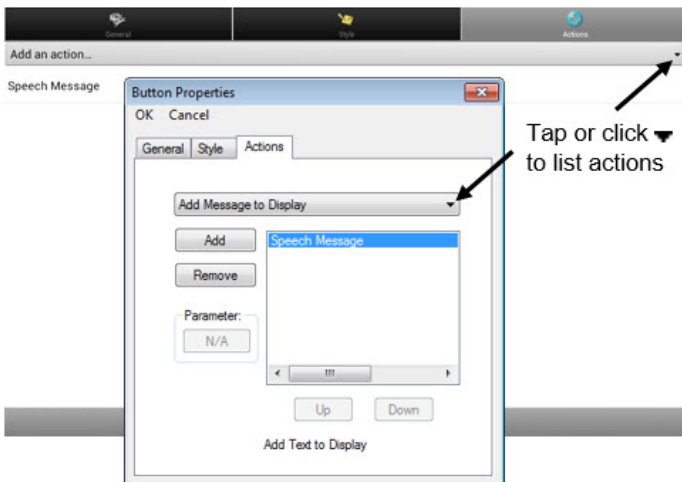
Choose **Menu > Settings > System > Date and Time**. Then set the date, time zone, time, and the appropriate date and time formats.

Creating a Date/Time Button

Note: Be sure that the Date and Time setting is correct before creating a date/time button. See [Changing Date and Time Settings](#).

To create a button that displays and speaks the current date and time:

1. Choose **Menu > Edit Mode**.
2. Press and hold the button you want to modify. (Right-click if you are using the Editor.)
3. Choose **Edit Button** to display the Button Properties.
4. Choose the **Actions** tab.
5. Tap or click the arrow ▼ to open a list of actions.



6. From the list of actions, choose **Add Time/Date to Display**.
7. Remove any existing actions for the button that do not apply.
8. Choose the **General** tab and add a label or/and symbol.

9. Choose the **Style** tab and set the appropriate style.
10. Choose **Save**.

When you choose the button, it should speak and show the date and time in the Speech Display Bar.

Adding Audible Feedback

The application provides options to add sounds for menu navigation and button presses.

To add an audible click when you navigate between application menus, choose **Menu > Settings > System > Sound Settings > Audible Selection**.

To add beeps for button presses, choose **Menu > Settings > Input > Beep on Button Press**.

Analyzing Language Development

You can use the data logging capabilities of your device to collect information on a person's language development. Then you can save that data to a file to upload to the Realize Language website. This process allows you to monitor, measure and maximize the person's use of the device.

Using the Realize Language Website

Realize Language is a subscription-based online service that organizes and analyzes information and presents the results in easy-to-understand graphic formats that provides valuable insights into each person's language development. With this service you can

- Track the person's communication development over time
- Compare different aspects of communication automatically
- Create a detailed summary of performance
- Share information with others
- Quickly create reports that anyone can understand

To learn more, go to the Realize Language website:

<https://realizelanguage.com/info/>

To view or download the Realize Language Starter's Guide, go to

<https://realizelanguage.com/info/support>

For Customer Support

If you have a problem with the Realize Language website, email support@realizelanguage.com.

If you have a problem with your device, call Saltillo technical support at 1-800-382-8622 or email service@saltillo.com.

Creating a Privacy Password

Data logging provides the option to create a privacy password to protect the data you collect against unauthorized access.

1. Choose **Menu > Settings > Data Logging**. The first time you use Data Logging, the following message will appear:

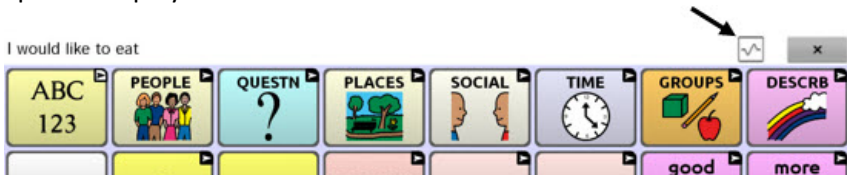
Data logging collects personal communication. You may now set up a privacy password to protect your communications from being shared without your permission.

2. Choose **Continue** to close the message and open a keyboard for creating a privacy password.
3. Enter a password and choose **Next**.
4. Enter the password again to confirm it and choose **Save**. The Data Logging menu will open.

Turning Data Logging On or Off

From the Data Logging menu, select **Data Logging**. A green checkmark will appear to indicate that data logging is turned on.

When data logging is turned on, the data logging icon appears in the Speech Display Bar.



Saving Data to a File to Analyze Manually

Save usage data to a file when you want to transfer it to a computer and upload it to the Realize Language website for analysis.

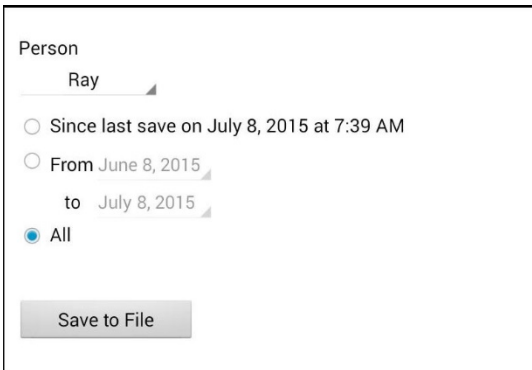
To save data to a file:

1. From the Data Logging menu, choose **Save Data to File**. The following prompt will appear.

Access to personal communication requires authorization. Please enter your privacy password.

2. Choose **OK**. The keyboard will be displayed with the cursor in the Password field.
3. Enter your privacy password and choose **OK**.

The Save to File screen shows the current person under “Person”. To create a file for a different person, select the list box arrow and select a different person.



Person
Ray

Since last save on July 8, 2015 at 7:39 AM

From June 8, 2015
to July 8, 2015

All

Save to File

4. Select an option: “Since last save on”, “From / to”, or All.
5. Choose **Save to File**. The following message will appear: “Data logging collects personal communication. Do you want to save personal communication?”
6. Select **Yes**. “File Saved” will appear near the bottom of the screen.

To transfer and upload the file:

1. Connect a USB cable between your device and the computer. Give the device a moment to connect to the computer. The device screen will display “Transfer Mode”, and the computer will display a window with several options.
2. Click **Open device to view files**.
3. Locate the file by navigating to the **ChatPC** folder, and then the **log** subfolder. The filename will begin with the person’s name, followed by the date and time.
4. Upload the file from the computer to the Realize Language website.

Backing up and Restoring Vocabulary Files

It’s important to back up your vocabulary files to guard against losing changes you made. If a problem occurs, you can then restore the backed up file to your device or the Editor.

Note: When you perform a backup, you will overwrite your existing backup file.

Backing up a Library in the Editor

1. Click **Library**.
2. Click **Backup**.
3. Type **Yes** to proceed.
4. Click Continue.

Backing up a Library on the Device

1. Choose **Menu > Library**.
2. Choose **Menu > Backup**.
3. Choose **Yes** to proceed.
4. When the backup is complete, choose **OK**.

Restoring a Library to the Editor

1. Click **Library**.
2. Click **Restore**.
3. Type **Yes** to proceed.
4. Click Continue.

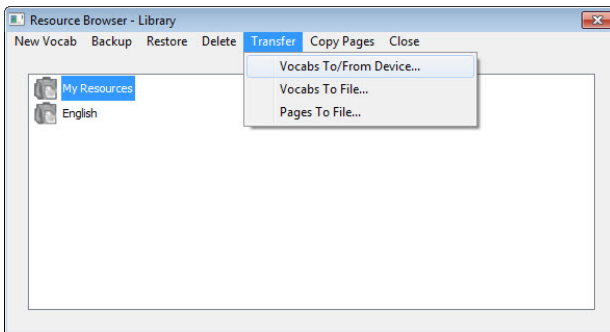
Restoring a Library to the Device

1. Choose **Menu > Library**.
2. Choose **Menu > Restore**.
3. Choose **Yes** at the overwrite prompt.
4. Choose **Yes** at the restart prompt.
5. When the restore is complete, choose **OK** to restart the device.

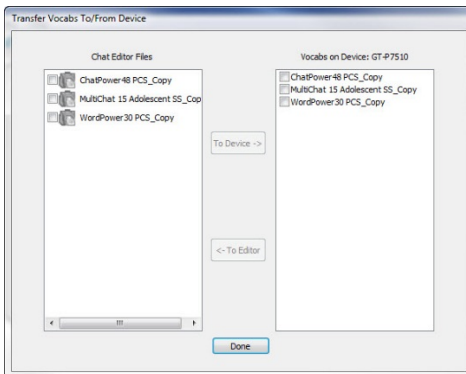
Transferring Vocabulary Files

To transfer vocabulary files between the device and the Editor:

1. Start Chat Editor.
2. Attach a USB cable to the device and to the computer that is running the Editor. The device screen will display “Transfer Mode”.
3. In the Editor, select **Library** to open the Resource Browser.
4. From the Resource Browser, select **Transfer**, and then select **Vocabs To/From Device**.



5. From the Transfer screen you can copy customized vocabulary files from the device to the Editor or from the Editor to the device.



Copying Vocabulary Files from the Device to the Editor

From the Transfer screen, select the vocabulary file or files you want to transfer from the device to the computer and click the **To Editor** button.

When the transfer is complete, the name of the file should be listed in the Chat Editor section of the Transfer screen. Click **Done**.

If you are finished transferring files, disconnect the USB cable from the device and the computer. Return to the application.

Copying Vocabulary Files from the Editor to the Device

From the Transfer screen, select the vocabulary file or files you want to transfer from Chat Editor to the device and click the **To Device** button.

When the transfer is complete, the name of the file should be listed in the Vocabs on Device section of the Transfer screen. Click **Done**.

If you are finished transferring files, disconnect the USB cable from the device and the computer. Return to the application.

Troubleshooting

The device no longer produces sound

Airplane Mode may be turned on or sound may be turned off.

To make sure Airplane Mode is turned off, press and hold the device's power button. If Airplane Mode shows "Airplane mode is ON", tap **Airplane Mode** to turn it off.

To make sure sound is turned on, press and hold the device's power button. If Silent Mode shows "Sound is OFF", tap **Silent Mode** to turn sound on.

Can't find the Library menu

If the Library menu is not displayed, exit Edit Mode.

Resetting the device

Try a soft reset by cycling power with the device's power button. A hard reset is *not* recommended.

No Speech

Check the volume control on the edge of device. If that is not the problem, choose **Menu > Settings > Speech Output** and make sure Speech Off is not checked.

No speech and messages are not going to the Speech Display Bar

This can be caused if a dwell time has been added. To check the timing, choose **Menu > Settings > Input > Timing** and check to see if an Acceptance or Release time has been set.

The device is in the wireless charger, but the battery is not charging

Verify that the wireless charger is plugged into an electrical outlet or surge protector. If you are using a surge protector, make sure it is turned on.

Verify that the wireless charger's right LED is glowing blue. If the left LED is glowing amber, the charger is plugged in, but the device is not positioned correctly in the charger. Adjust the position of the device in the charger until the right LED turns blue.

An error message is displayed while doing Chat software updates

Find the message in the table below and follow the instructions provided. If the problem persists, contact Saltillo customer support. Support contact information is available under [Welcome to Chat Fusion](#) on page 11.

Message	What to do
An intermediate operation failed. Please try again later	Try the operation again. If this message appears again, contact Saltillo customer support.
An unknown error has occurred. Please try again later.	Try the operation again. If this message appears again, contact Saltillo customer support.
No software found that can be updated.	Try the update again. If this message appears again, contact Saltillo customer support.
The installed software is erroneous. Please contact customer support.	The software did not install properly. Contact Saltillo customer support.
The repository configuration has errors. Please contact customer support.	There is a problem on the update server. Contact Saltillo customer support.
The update encountered an error from which it cannot recover. Please contact customer support.	During the update process, a temporary file that was needed to finish the update was deleted. Contact Saltillo customer support. As an alternative, go to Home > Settings and choose Clear Data under Update Manager. Then run the update again.
The update manifest is invalid. Please contact customer support	There is a problem on the update server. Contact Saltillo customer support.
The update was canceled	You may have tapped Cancel instead of Install on one of the update files. Try to install the update again.

Message	What to do
There is not enough space to complete the update.	Try an update via WiFi connection or try deleting pictures, apps, and/or videos.
Unable to download update. Please check your network connection.	<p>Airplane Mode may be turned on; WiFi may be turned off or your WiFi connection may not be set up; or some other problem is blocking network access.</p> <p>First, verify that Airplane Mode is turned off. Press and hold the device's power button. If Airplane Mode shows "Airplane mode is ON", tap Airplane Mode to turn it off.</p> <p>Be sure that you have a WiFi connection and that it has a strong signal. Go to Home > Settings > WiFi and ensure a good connection is made to your network.</p> <p>If you still don't have a connection, contact Saltillo customer support.</p>
Unable to download update. Please register your software.	<p>Your license is missing. Go to Menu > Help > About and note the Device ID. Then call Saltillo customer support and provide the device ID. Customer support will help you register the software again.</p> <p>If you already have your registration number, go to Menu > Help > Registration and enter the number.</p>
Unable to download update. The active network is not permitted. Please check your update settings	Go to Menu > Help > Check for Updates > Menu and turn on Allow WiFi Download and Auto Install .

Message	What to do
<p>Your device ID cannot be determined. Please turn off airplane mode and try again.</p>	<p>Turn off Airplane Mode, reregister your software, and try the update again.</p> <p>To turn off Airplane Mode, press and hold the device’s power button. “Airplane mode is ON” will be displayed. Tap Airplane Mode to turn it off.</p> <p>To reregister your software, go to Menu > Help > About and note the Device ID. Then call Saltillo customer support and provide the device ID. Customer support will help you register the software again.</p> <p>If you already have your registration number, go to Menu > Help > Registration and enter the number.</p>
<p>Your software is more current than the provided update. Please check the update file and try again.</p>	<p>Get the appropriate update and delete the old update from the Update folder.</p>
<p>Your software is up-to-date.</p>	<p>There is no need to run an update.</p>

Clearing and Restoring Customizations

Although most devices are purchased with one end user, there are times that devices are shared among more than one person. This can occur when systems are used in schools or libraries. In these cases, the vocabulary and settings will need to be cleared between device users.

Clearing Custom Vocabulary

1. Choose **Menu > Library > Menu > Delete**.
2. Check each file in the list (the list contains only custom files).
3. Choose **Delete**.
4. Choose **Yes** to confirm. Only the Saltillo-provided default vocabulary files should be available.

Restoring the Default Application Settings

1. Choose **Menu > Settings > Profiles > Load**.
2. Choose **Load Default Settings**.
3. Manually set up the appropriate synthesizer and voice by choosing **Menu > Settings > Speech Output > Voice**.

Care and Maintenance

Your device is intended for use in normal communication situations. It is not waterproof, so use extreme caution when using it around water. As with most electronic devices, you should *never* use the device when you are actually in the water (for example, a pool or bath).

For information on cleaning and disinfecting your device, see [Cleaning and Disinfecting Your Device](#) on page 35.

When charging the device, use only the AC charger that came with the device. The batteries for the device are not field replaceable, and the system will need to be returned to Saltillo Corporation (USA) for servicing.

Replacement and repair of any electronic components of your device should only be done by qualified service personnel. Please call 1-800-382-8622 or email service@saltillo.com to obtain a Return Authorization prior to sending any component to Saltillo.

Shipping address (USA customers):

Saltillo Corporation
Attn: (Insert RA # here)
1022 Heyl Road
Wooster, OH 44691

Non-USA customers: Contact your local distributor for repair details.

If you discard all or part of your device, dispose of all electronic components according to local regulations.

Customers in Europe need to follow the WEEE European Battery Directive for details regarding disposal of components.

Warranty

Saltillo Corporation warrants the Chat Fusion device to be free from defect in material and workmanship under normal use for the dedicated device warranty period of three years from date of purchase.

Please contact the Saltillo Service department (1-800-382-8622, option 1) prior to making alterations to the Chat Fusion device for mounting, transportation, etc.

All warranty service should be arranged through Saltillo Corporation prior to sending a system back. Please call the company at 1-800-382-8622, option 1, or email at service@saltillo.com to obtain a Return Authorization number prior to sending the system to Saltillo.

If replacement is necessary, the replacement device may be a new or re-conditioned device of equal value.

Note: Saltillo Corporation considers bending of the unit, submerging it into liquid of any kind, or any breaks and/or cracks in the LCD screen to be misuse. However, will cover one such incident per warranty year.

Shipping address (USA customers):

Saltillo Corporation
Attn: (Insert RA # here)
1022 Heyl Road
Wooster, OH 44691

Non-USA customers: Contact your local distributor for repair details.

Appendix A: Advanced Grammar Features

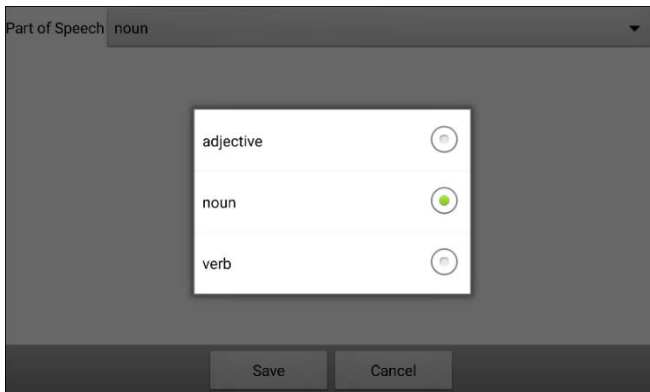
The features explained in this appendix are intended for persons with extensive knowledge of grammar. The functionality described here was intended to support pre-morphing. The current Grammar Actions are still intended as a good solution for post-morphing. For languages such as German, pre-morphing is much more important.

These features are also more beneficial with certain vocabularies. For example, WordPower vocabularies already provide buttons for adding endings to words (for example, an -est button for adjectives).

Setting up grammar actions involves identifying words as a part of speech and setting up a button to apply a grammar rule applicable to that part of speech. In this appendix, we're going to identify two buttons, "video game" and "computer game", as nouns and then create a button that will pluralize nouns.

Identifying Parts of Speech

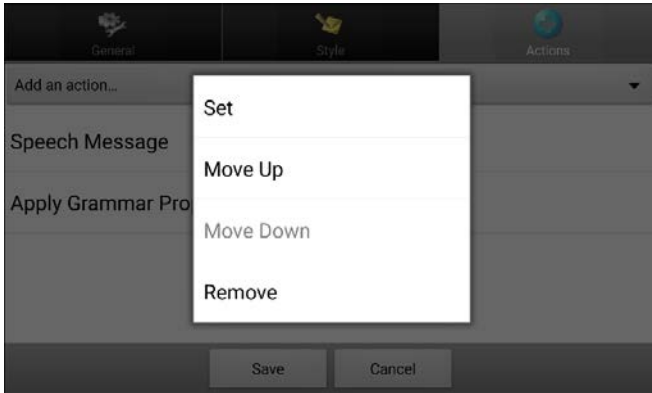
1. Navigate to a page of "things" (nouns).
2. Choose **Menu > Edit Mode**.
3. Press and hold a "thing" button (for example, video game), choose **Edit Button**, and choose the **Actions** tab.
4. Tap the "Add an action" list box arrow to open the list of actions.
5. Select **Apply Grammar Property**. The Part of Speech window will open.
6. Tap the "Part of Speech" list box arrow. A menu will list adjective, noun, and verb options.



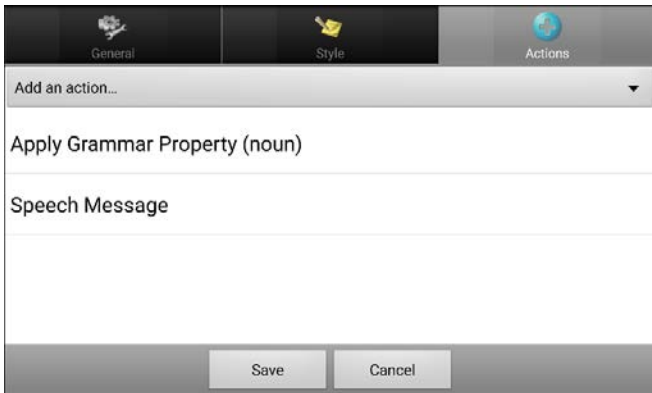
7. Select the applicable part of speech. In this example, **noun** was selected.
8. Choose **Save**. In this example Apply Grammar Property (noun), will appear at the bottom of the list of actions defined for the button.

Important! The grammar property must appear first in the list of actions. You'll need to move it to the top of the list.

9. Tap **Apply Grammar Property (noun)**. A menu will open.



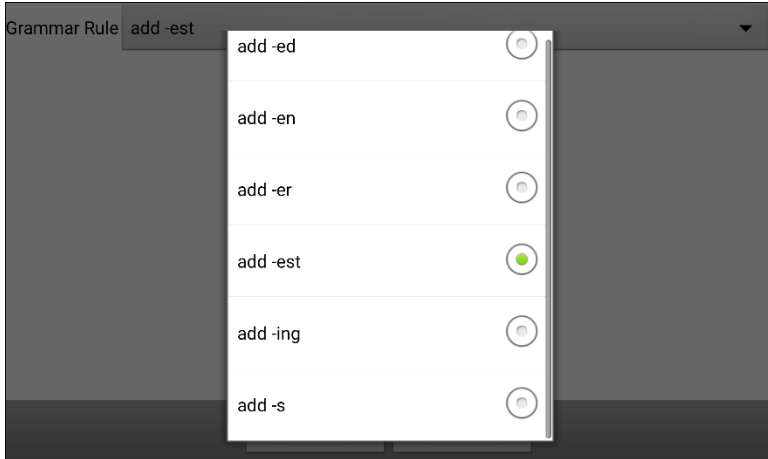
10. Choose **Move Up**. In this example, Apply Grammar Property (noun) will move up to the top of the list of actions.



11. Choose **Save**.
12. Repeat steps 3 through 11 for the remaining “thing” buttons on the page. In this example, you would repeat the steps for the “video game” button.

Creating a Grammar Rule Button

1. Press and hold the button you want to set up as a pluralize button, choose **Edit Button**, enter a label for the button (for example “-s”), and choose the **Actions** tab.
2. Tap the “Add an action” list box arrow to open the list of actions.
3. Select **Apply Grammar State**. The Grammar Rule window will open.
4. Tap the “Grammar Rule” list box arrow. A list of options will be displayed.

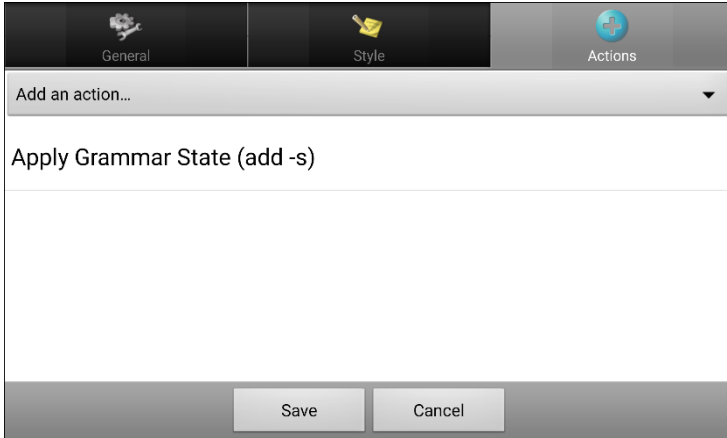


These options perform as follows:

Option	Application
add -ed	verb simple past tense
add -en	verb past perfect participle
add -er	adjective comparative
add -est	adjective superlative
add -ing	verb present participle/gerund
add -s	noun plural

5. Select the applicable option. In this example, **add -s** was selected.
6. Choose **Save**. In this example, Apply Grammar State (add -s) will appear in the list of actions defined for the button.

7. Remove any other actions that were already on the list.



8. Choose **Save**. In this example, a button labeled “-s” is now available to pluralize all words identified as nouns.



Using Dynamic Grammar Labels

The setting Dynamic Grammar Labels displays on button labels the changes that will be made to words when grammar rules are applied.

Important! If you are working with a person learning language, it is best not to turn on Dynamic Labels. The grammar features can create invalid words that will show up with dynamic labeling turned on.

If you are working with a literate adult, you may be able to take advantage of the benefits of dynamic labels.

To turn on dynamic labels, choose **Menu > Settings > Text > Dynamic Grammar Labels**.

Example: Dynamic Grammar Labels turned off:

When the “-s” grammar rule key is chosen, “video game” and “computer game” remain unchanged even though either word will be pluralized when selected.



Example: Dynamic Grammar Labels turned on:

When the “-s” grammar rule key is chosen, “video game” and “computer game” change to “video games” and “computer games”, showing how either word will change when selected.



Using Your Grammar Rule Button

Place the grammar rule button on a page of applicable items. For example, place a pluralize button on a page of things (nouns). If you tap your pluralize button and then choose a thing, you will need to tap the pluralize button again before pluralizing another thing.

1. In the Speech Display Bar (SDB), enter the words you want to speak **up to** the game you want to pluralize. In this example, “I want to play” was entered.



2. Tap your “-s” button.

If Dynamic Grammar Labels is turned off: There will be no change to the button labels.

If Dynamic Grammar Labels is turned on: The letter “s” will be added to the “video game” and “computer game” labels.



3. Choose the game button you want. In this example, “computer game” was chosen. Whether dynamic Grammar Labels is turned on or off, the SDB will display “I want to play computer games”.



Clearing a Grammar Rule

You may find it useful to create a Clear Grammar State button.

If you tap the pluralize button and decide you don't want to pluralize a word on the current page, you can move to another page of things, select a noun from that page, and that noun will be pluralized.

If, however, you tap the pluralize button and decide you don't want to pluralize any word, the software will pluralize the next noun you select unless you clear the pluralize state. In this case, after you tapped the pluralize button and then changed your mind, you would navigate to your Clear Grammar State button and tap it. From that point forward, nouns won't be pluralized until you tap your pluralize button.

To create a button for clearing the current grammar state:

Go to the button you want to use, and in Edit Mode give the button a label, select the **Actions** tab, select the action **Clear Grammar State**, and choose **Save**. This button will now clear any grammar state that has been activated.

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