

Liberator Rugged 10

User's Guide V1.0

Liberator Pty Ltd
Level 4, 2-4 Holden Street, Ashfield, NSW, 2131
info@liberator.net.au **www.liberator.net.au**



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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.

PRC- Saltillo grants permission for the use of Chat Editor on each computer used to exchange data with the LR10 device.

Safety Information

Emergencies

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

Cleaning, Maintaining, and Servicing

- Do not attempt to service or maintain the device while it is in use. Disconnect the charger and turn off the device before cleaning or disinfecting the device.
- If your device or an accessory is damaged, call Service for assistance. Do not attempt to make repairs yourself.

Accessories

- Do not use accessories, detachable parts, or materials not described in this manual.
- Do not use accessories, detachable parts, or materials in any other way than described in this manual.

Mounting and Positioning

- 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.
- Use your device and phone safely while texting. Do not text while performing another task or activity. See the phone manufacturer's manual for safe mounting and placement.

Vision and Hearing

- Consult your vision care provider about device positioning considerations for the user.
- Excessive volume or sound pressure level when using earphones or headphones can cause hearing loss over extended periods of time. Set the volume at a low level and increase it only enough that you can hear comfortably.

Small Parts, Cords, Cables, and Straps

- Cords, cables, and straps are potential entanglement or strangulation hazards. Please consider this prior to placing these items with device users.
- Visually inspect cables and connectors for damage on a regular basis. If any cable or connector is damaged, call Service for a replacement.
- When unplugging a cable or cord, grasp the connector instead of the cable or cord itself to avoid damage or wear.
- Always use cables, whether for charging or transferring vocabulary files, according to the instructions in this manual.
- Small parts could present a choking or other hazard.

- If the stand is removed, it becomes a potential hazard for poking an eye. Store it in a safe location.
- The user could pinch a finger when closing the stand.
- The USB flash drive could be a choking hazard. Store it in a safe location when not in use.
- The stylus is a potential hazard for poking an eye.

Screen

- Do not use the device if the screen is cracked or broken.
- Do not remove the touchscreen overlay from the device. The overlay protects the device user from any glass shards in case of screen breakage.

Interference

- 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/RFID radiation or you may encounter interference. Move away, if possible, from the source of the interference.

Water

- If your device has been exposed to water, each USB port must be completely dry before a USB cable is inserted into it. To remove moisture from the USB ports, shake the device several times with each USB port facing downward, and then use a microfiber cloth to wipe the device dry. You should then check the USB port area again. If moisture is still visible in any USB port, repeat the shaking and drying procedure.
- 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).

Batteries and Charging

- Use only the battery charger provided with your device.
- Amplifier batteries and tablet batteries are not replaceable by the customer.
- Do not place the device where it is difficult to operate or difficult to disconnect from the charger.
- Always follow the instructions in this manual when charging your device.
- Do not insert any object into the charging port. This can result in damage to the port.
- To avoid electric shock and damage to your device, do not charge the device while it is wet or in an area where it could get wet. Do not handle the device, charger, or cords with wet hands.
- Locate the device in a safe, dry location while charging. Do not charge the device outdoors.

- Keep the charger away from water and do not allow water or any other liquid to be spilled on it.
- The battery charger country plug adapters could be choking hazards when not attached to the charger. Store the adapter that is not currently in use in a safe location.
- If the charger, cable, or cord is damaged, call Liberator Head Office for a replacement.

Heat

- Do not place the device in an appliance such as a microwave or oven, near an open flame, or on or near a source of heat such as a stove or heater.
- Do not leave the device in a hot vehicle for a prolonged period.

Touching the Surface

- Touching the surface of the device with broken skin may aggravate a wound.
- Infants or high-risk groups should not touch the surface of the device if there is a chance of burning the skin.

Implantable Medical Devices

A minimum of six (6) inches should be maintained between a handheld wireless mobile device and an implantable medical device, such as a pacemaker, implantable cardioverter defibrillator, vagus nerve stimulator, shunt, or stent, to avoid potential magnetic interference with the medical device. Persons who have such devices:

- Should ALWAYS keep the mobile device a minimum of six (6) inches from their implantable medical device;
- Should not carry the mobile device in a breast pocket;
- Should move the mobile device away from themselves immediately if there is any reason to suspect that it is interfering with the implantable medical device;
- Should read and follow the directions from the manufacturer of the implantable medical device. If you have any questions about using your wireless mobile device with an implantable medical device, *consult your health care provider*.

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

Liberator Pty Ltd 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.

Contents

Welcome to Liberator Rugged 10 ..... **15**
What's Included **16**
LR10 Device Features **17**
Turning LR10 On & Off **18**
Turning your Device On (from complete power down) 18
Turning your Device Off (for storage) 18
Daily Use - Turn just the Screen On & Off 18
To turn Airplane mode on: 18
To turn Airplane mode off: 19
Turning Bluetooth On and Off 19
Charging the LR10 ..... **21**
Checking Battery Status **22**
Checking Battery Status Using Menus 22
Checking Battery Status Using a Button 22
Viewing Battery Status Icons 23
Controlling the Volume **24**
Adjusting the Stand **25**
Remove/Add Handle **25**
Attaching a Strap **26**
Using the Touchscreen **27**
Cleaning your Device **27**
Using the Android Home Screen (non-dedicated devices) **28**
Using the Status Bar 28
Adding Shortcuts 28
Opening and Closing the Chat Application (non-dedicated devices) **29**
Using the Chat application screen 30
Using the Speech Display Bar (SDB) **31**
Changing Functional SDB Settings 31
Clearing Text in the SDB 32
Changing SDB Style Settings 32
To configure the SDB to display icons in addition to text: 32
To configure the SDB to appear at the bottom of the screen: 33
Holding Two Conversations at a Time **34**
Using the Chat Application Menus **35**

Choosing a Vocabulary File **36**
Exploring Vocabulary Files **37**
Available Vocabulary Files **38**
LAMP Words for Life 38
WordPower 38
WordPower20 Simply 39
WordPower25 Touch & Scan 39
WordPower42 39
WordPower42 Basic 39
WordPower48 39
WordPower60 40
WordPower60-Basic 40
WordPower80 40
WordPower108 40
WordPower108 with Keyboard 40
4-Basic 41
Basic Scan 41
Communication Journey: Aphasia 41
Intermediate Scan 42
MultiChat 15 42
myCore 43
myQuickChat 43
Spelling 43
VocabPC 43
Choosing a Language and Voice **44**
Choosing a Language 44
Selecting a Speech Synthesizer and Voice 44
Working with Speech **46**
Adding a Pause between Words 46
Adding Words to the Pronunciation Dictionary 46
To add a word to the pronunciation dictionary: 46
Speaking after Every Character, Word, or Sentence 47
Toggling Speech On or Off: 47
Installing, Setting Up and Using Chat Editor **48**
Installing Chat Editor 48

Configuring Chat Editor 49
Enabling Speech and Symbols in Chat Editor 50
Opening ChatEditor 50
Using Vocabulary Files with Chat Editor 51
Device and Editor Differences 51
Orientation 51
Using Chat Editor to Create Instructional Materials 52
Creating a Customized Vocabulary File 54
Creating a Copy using the Device in Edit Mode 54
Creating a Copy from the Device Library 54
Creating a Copy using Chat Editor 54
Turning Edit Mode On 55
Modify Button Text 56
Displaying the Button Text to Edit 56
Editing the Button Text 56
Using Images with No Text 57
Adding or Modifying a Button Image 58
Finding an Image from the Device Library 59
Searching for an Image in the Device Library 59
Creating Your Own Image (taking a photo) 60
Using an Existing Image 61
Transferring Images 61
Creating and Using a Camera Button 62
Setting up the Button Action 62
Taking a Picture for Your button 62
Deleting Photos 63
Hiding Buttons 64
Hiding a Single Button 64
Hiding or Showing Multiple Buttons 65
Saving Hidden Button Settings 65
Hiding and Showing Button Images 66
Modifying Button Styles 67
Modifying a Button Style 67
Modifying Button Colour Saturation 68
Overriding a Vocabulary Button Style 68

Overriding a Page Button Style ... 69
Overriding a Specific Button's Style ... 69
Modifying a Button Arrow Link ... 70
Adding or Modifying a Button Action ... 71
Available Button Actions ... 72
Using Navigate, Visit, and Jump to Page ... 76
Copying Buttons ... 77
Copying and Pasting a Button ... 77
Copying and Reusing the Same Button ... 77
Copying and Pasting a Button Style ... 77
Using a Button in Multiple Places ... 77
Prioritizing Buttons ... 78
Rearranging Buttons ... 78
Resizing a Button ... 78
Working with Button Sets ... 79
Creating a Page ... 81
Creating a New Page ... 81
Creating a Copy of a Page ... 81
Creating a Page from a Template ... 81
Copying a Page from a Different Vocabulary File ... 82
Animating Page Transitions ... 82
Adding a Grid to Pages ... 82
Overriding a Page Style ... 82
Working with Special Pages ... 83
Changing Your Home Page ... 83
Setting an Imported Texting Page as a Special Page ... 84
Setting a Special Page as Your Home Page ... 85
Using a Special Page as a Template ... 87
To use the special page as a template: ... 87
Creating a Visual Scene ... 88
Create a Linking Button ... 88
Create a Visual Scene Page ... 89
Add a Transparent Button to the Visual Scene Page ... 91
Modify a Button's Actions ... 94
Alternative: Create the Scene and then the Linking Button ... 95

Create a Visual Scene with Buttons Surrounding the Image 96
Using Keyboards 97
Choosing a Different Keyboard 97
Linking a Button to a Keyboard 97
Working with Gestures 98
Turning Gestures On or Off 98
Creating a Gesture for a Page 98
Creating a Gesture for All Pages 99
Adding Acapela Vocal Smileys 100
Adding a Sound 100
Adding an Exclamation 100
Finding a Vocal Smiley 100
Example: Add a Smiley Face and Laugh Sound to a Button 101
Setting Access Options 102
Activating Buttons on Touch or Release 102
Setting a Time for Button Activation 102
Setting a Time to Prevent Selection of a Button Twice 103
Setting up a Beep when a Button is Pressed 103
Setting up a Visual Indication when a Button is Selected 103
Configuring Pop-up Speech to Develop Literacy Skills 105
Changing Device Orientation Settings 106
Changing Orientation Settings 106
To Allow Orientation to Change when You Tilt the Device: 106
To Lock the Orientation: 106
Using Orientation Tilt with the SDB 107
Using Word Finder 108
Setting up Word Finder as a Button 108
Setting up Word Finder as a Menu Item 108
Setting the Display Time for Word Finder Results in the SDB 109
Finding Specific Words 109
Setting up and Using Word Prediction 110
Selecting the Type of Word Prediction 110
Choosing the Default Dictionary 111
Adding Words using the Add Learned Words Screen 111
Adding Words by Entering them in the Vocabulary 112

Reviewing New Words for Prediction 113
Excluding Words from Prediction 114
Importing Predictions 115
Deleting Prediction Words 116
Using Abbreviation Expansion & Automatic Capitalisation 118
Adding, Modifying, and Deleting Abbreviations 118
Restricting Access 119
Enabling Menu Lock 119
Locking the Device 119
Unlocking the Device 119
Blocking Access to the Operating System and Apps 120
Creating a Kiosk Mode Password 120
Enabling Kiosk Mode 120
Disabling Kiosk Mode 121
Resetting Your Passwords 121
Creating and Loading Profiles 122
Creating a Profile 122
Loading a Profile 122
Deleting a Profile 123
Restoring Default Profile Settings 123
Changing Display Settings 123
Setting the Date and Time 124
Changing Date and Time Settings 124
Creating a Date/Time Button 124
Adjusting Audible & Haptic Feedback 126
Analysing Language Development 127
Using the Realize Language Website 127
Creating a Privacy Password 128
Turning Data Logging On or Off 128
Uploading Data for Analysis 129
Configuring Data Uploading 129
Selecting a Person 131
Setting up Automatic Data Uploads 132
Initiating an Immediate Data Upload 132
Saving Data to a File to Analyse Manually 133

Clearing Usage Data 134
Changing or Removing Your Privacy Password 136
Updating the Chat Application 137
Downloading and Installing Updates Automatically 137
Alternative #1: Download Updates Automatically and Install Them Manually 138
Alternative #2: Download and Install Updates Manually 138
Updating the Chat Editor 138
Backing Up Your Vocabulary Files 139
Backing Up Customized Vocabulary Files to a USB Drive 139
Restoring a Backed-up File 141
Transferring Vocabulary Files from a USB to your computer 142
Transferring Vocabulary Files to/from Chat Editor 143
Copying Vocabulary Files from the Device to the Editor 144
Copying Vocabulary Files from the Editor to the Device 144
Making a Backup Copy of the Library of Vocabulary Files on Your Device 144
Clearing and Restoring Customisations 146
Clearing Custom Vocabulary 146
Restoring the Default Settings 146
Deleting All Custom Vocabularies and Settings 147
Removing Downloaded Apps and Files 147
Setting up and Using Texting 148
Installing the AeroText Application on Your Phone 148
Connecting Your Device to Your Phone 149
Using Texting in a Default Vocabulary File 151
Adding a Button with the "Done" Action to a Page 152
Adding Texting to a Customized Vocabulary File 153
Using a Different Texting Keyboard Page 154
Deactivating or Reactivating Texting 155
Increasing the Size of the Speech Display Bar (SDB) 155
Creating a Contact on Your Phone 155
Adding a Contact from a Received Message 156
Composing and Sending a Message 158
Speaking a Text Message 161
Copying a Text Message 162
Creating a Draft Message (to finish later) 163

The Role of Conversations when Creating a Message 164
Deleting Conversations and Messages 165
Viewing Notifications 166
Advanced Texting Setup 167
Care and Maintenance 168
Warranty 168
Appendix A: Advanced Grammar Features 169
Identifying Parts of Speech 169
Creating a Grammar Rule Button 171
Using Dynamic Grammar Labels 173
Appendix B: Connecting Your Device to a Computer for the First Time 176
Troubleshooting 177
The device no longer produces speech 177
No Speech and the message is not going to the Speech Display Bar when pressing buttons 177

Welcome to Liberator Rugged 10

The Liberator Rugged 10 with Chat (LR10) combines the advantages of a fully rugged Android tablet and operating system with the well-known Chat software from Saltillo to create a powerful communication device. This manual offers step by step instructions for setting up and using your LR10 device. Additional information and support are available.

Contact Liberator for Training, Operational or Technical Support:

Liberator Pty Ltd
Level 4, 2-4 Holden Street, Ashfield, NSW, 2131
info@liberator.net.au
www.liberator.net.au
Ph (08) 8211 7766

Support articles & webinars can also be found on the Saltillo website:

http://saltillo.com/support
http://saltillo.com/webinars
https://saltillo.com/support/downloads

For Realize language website support:

support@realizelanguage.com

Chat Software Version:

To view the version of Chat software installed on your device, choose **Menu > Help > Check for updates**. The version number appears above the update progress bar.

To view the application help, choose **Menu > Help > Help Index**. To close the application help, select the close button in the upper right corner.

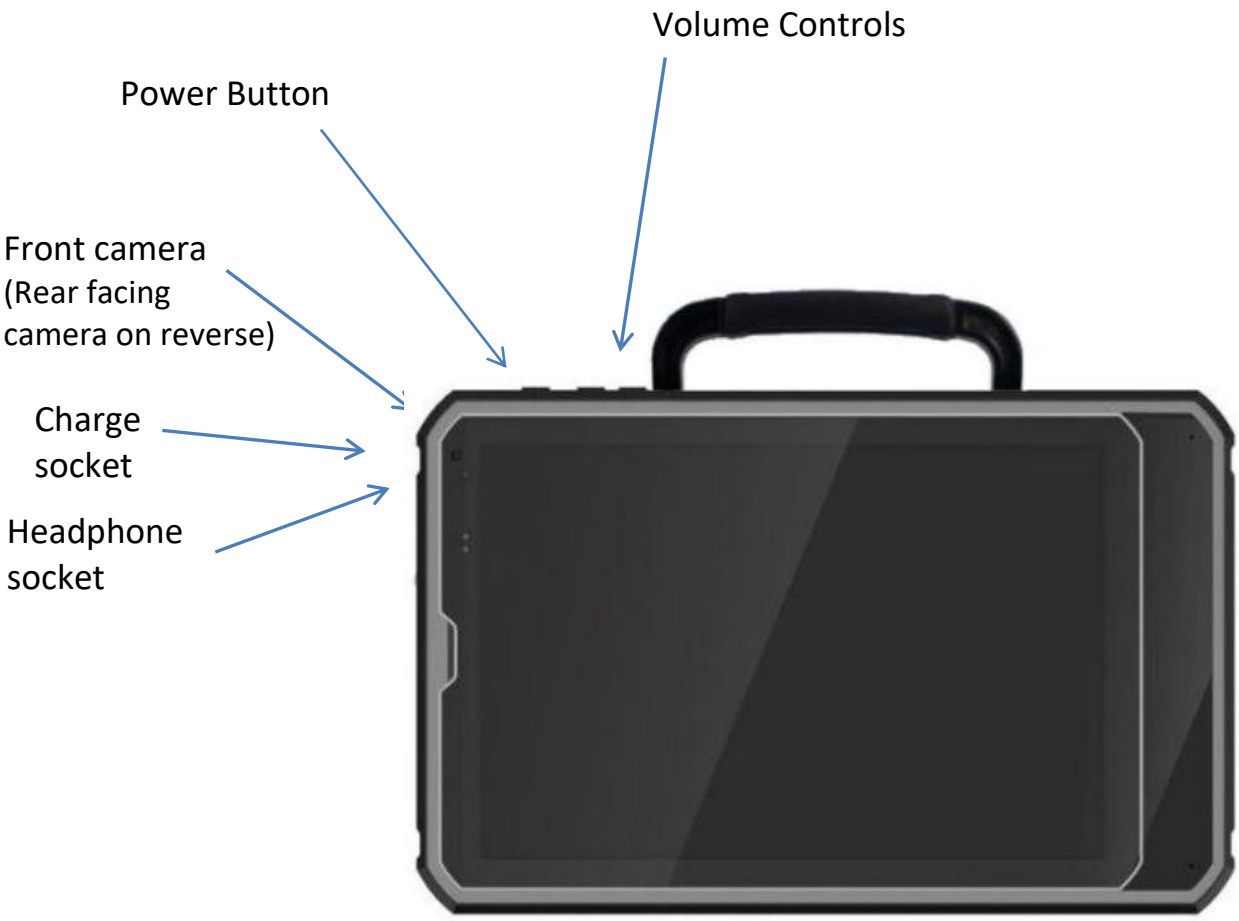
What's Included

The following were included in your LR10 package.

- **LR10 Device**
- **Carry case**
- **Battery charger and adapter**
- **Chat Editor Install USB Memory Stick**

Chat Editor is used for programming from a PC and for backing up custom files.
Chat Editor can also be downloaded from
https://saltillo.com/support/downloads

LR10 Device Features



Bottom buttons:



Menu: Tap to display menus that allow you to select a vocabulary file, enable or disable augmentative options, set how and when to speak messages, and configure a wide variety of additional options.

Recent apps (functional in non-dedicated devices): Displays recently used apps. This button will be disabled in Kiosk mode.

Home: Tap to go to the home screen of tablet. This button will be disabled in Kiosk mode.

Back: Tap to return to the previous screen or menu. Press and hold to display an option to restart the application.

Turning LR10 On & Off

Turning your Device On (from complete power down)

Press and hold the Power Switch.

Turning your Device Off (for storage)

Press and hold the Power Switch. Once you feel a vibration, let go.

At the prompt, touch Power off on the screen.

Choose OK to confirm you want the device off.

Daily Use - Turn just the Screen On & Off

Tapping the Power Switch quickly turns just the screen on and off. This is the suggested way of use when using the device on a regular basis. We suggest tapping (not holding) the power switch to turn off the screen. Tap the power switch to wake up the screen.

The screen is set up to automatically power down after a specified amount of time 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** > **Screen Timeout** and choose the appropriate setting.

To turn Airplane mode on:

During air travel and in some medical facilities, you may need to put your device in Airplane mode. How you activate Airplane mode depends on the version of Android on your device. These options may not be available on your device.

Option #1: Go the Android home page and swipe down from the top of the screen. On some devices, you may need to swipe down twice. The Airplane mode icon shows that Airplane mode is turned off. Tap the icon to turn Airplane mode on.

Option #2: Open the Android **Settings** and select **Airplane mode** in the left pane. The setting in the right pane shows Off. Tap the setting to change it to On.

Option #3: Press and hold the device's power button. Airplane mode shows "Airplane mode is OFF". Tap **Airplane mode**. "Airplane mode is ON" will appear.

To turn Airplane mode off:

Option #1: Go the Android home page and swipe down from the top of the screen. On some devices, you may need to swipe down twice. The Airplane mode icon shows that Airplane mode is turned on. Tap the icon to turn Airplane mode off.

Option #2: Open the Android **Settings** and select **Airplane mode** in the left pane. The setting in the right pane shows On. Tap the setting to change it to Off.

Option #3: Press and hold the device's power button. Airplane mode shows "Airplane mode is ON". Tap **Airplane mode**. "Airplane mode is OFF" will appear.

Turning Bluetooth On and Off

During air travel and in some medical facilities, you may need to turn Bluetooth off. How you turn Bluetooth off depends on the version of Android on your device. These options may not be available on your device.

To turn Bluetooth off:

Option #1: Go the Android home page and swipe down from the top of the screen. On some devices, you may need to swipe down twice. The Bluetooth icon shows that Bluetooth is turned on . Tap the icon to turn Bluetooth off .

Option #2: Open the Android **Settings** and select **Bluetooth** in the left pane. The setting in the right pane shows On. Tap the setting to change it to Off.

Option #3: Press and hold the device's power button. Tap **Airplane mode**. This puts the device into Airplane Mode and turns Bluetooth off.

To turn Bluetooth on:

Option #1: Go the Android home page and swipe down from the top of the screen. On some devices, you may need to swipe down twice. The Bluetooth icon shows that Bluetooth is turned off  . Tap the icon to turn Bluetooth on  .

Option #2: Open the Android **Settings** and select **Bluetooth** in the left pane. The setting in the right pane shows Off. Tap the setting to change it to On.

Option #3: Press and hold the power button and tap **Airplane mode**. This takes the device out of Airplane mode and turns Bluetooth on.

Charging the LR10

You received a battery charger in the box with your LR10. Plug the charger into a wall outlet (surge protector recommended).

Open the rubber water /dust protection plug on LR10 and plug the micro USB connector into the connector socket.

We suggest charging the LR10 each night. The process should include:

1. Tap the power button to turn off the display
2. Plug in the charger to the LR10
3. Plug the other end of the charger into a wall outlet

Next morning:

1. Unplug the LR10
2. Unplug the charger from the wall outlet (optional)
3. Tap the power button to turn the display on

Important: Be sure to press the cover back in place after using the charging port. This will protect the device.

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 for the device.

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 both the device and the amplifier, create a button on a vocabulary page that contains the action “Battery Status”. This must be done in Edit Mode. See Turning Edit Mode On.

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. Add in a Label, Message and Image under the General tab
6. Choose **OK**.

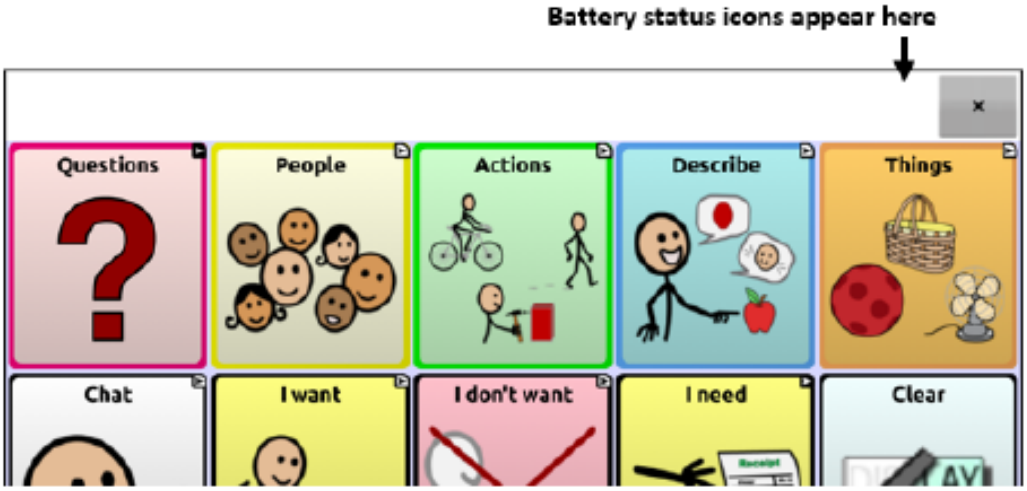
Any time you choose this button, the application will speak the battery status of the device and the amplifier and display the information in the Speech Display Bar (SDB).

For additional information on creating a button action, see Adding or Modifying a Button Action.

Viewing Battery Status Icons

When your tablet or amplifier batteries reach low or critically low levels, an icon will appear in the notifications area of the Speech Display Bar (SDB). When you connect a charger, the icon will disappear.

Note: To view battery status icons, the notifications bar must be turned on. Choose **Menu** > **Settings** > **Input**. Turn **Enable Notification Bar** on.



Icon	Meaning
	The tablet battery level is low.
	The tablet battery level is critically low.
	The amplifier battery level is low.
	The amplifier battery level is critically low.

Controlling the Volume

Volume controls are located on the top edge of the LR10 (+/-).

Volume controls can also be added to buttons within the vocabulary pages. See Adding or Modifying a Button Action.

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

Adjusting the Stand

An optional stand was provided in your box. The amplifier itself provides a slight angle for seeing the screen when sitting on a flat surface. If an additional angle is needed, the stand can be added to the back of the amplifier.



The stand is intended to be a break-away stand to avoid pinching. It is secured to the device with a tension fit. Expand the sides of the stand and put into holes provided on the side of the case.

Remove/Add Handle

The handle was included on your device when shipped.

To remove the handle:

1. Remove the stand, if in place
2. Remove a screw from each side
3. With some tension, extend the sides out around the casing.

⚠ *The stand and screws from handle could be a potential choking hazard.*

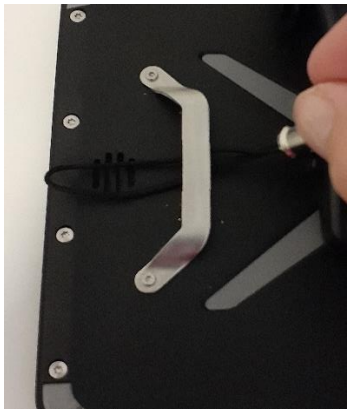
Attaching a Strap

If you want to carry your LR10 with a shoulder strap, attach the two loops provided with the strap to the silver brackets on the back of your device.

Do not clip the strap directly to the LR10 holders without using the loops, as this may damage the device.

⚠*The loops are a potential choking hazard. Use with caution.*

Step 1



Feed the end of the loop through the hole in the case.

Step 2



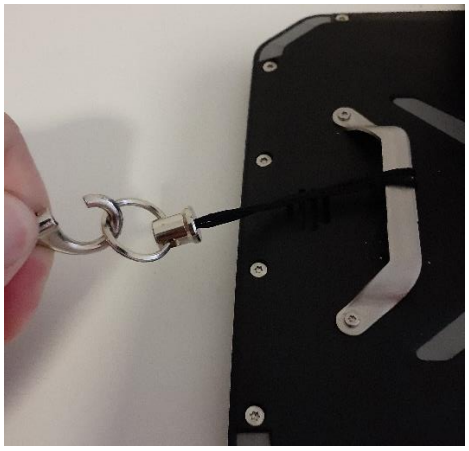
Thread the metal ring through the loop.

Step 3



Pull the metal ring to tighten the loop.

Step 4



Clip the shoulder strap to the metal ring.

Step 5: Repeat steps 1-4 for the other loop & end of shoulder strap.

Using the Touchscreen

Your LR10 comes with a capacitive touchscreen. It responds best to a light touch from the pad of your finger.

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

Cleaning your Device

If you wish to clean the screen of your device, turn the device off, wipe with a soft, lint-free cloth slightly dampened with water or diluted window cleaning fluid. *Do not spray or splash liquid directly on the device*. To disinfect the case, moisten a clean cloth in a mixture of one-part water and one-part vinegar. *Do not use vinegar and water on the display.*

Using the Android Home Screen (non-dedicated devices)

The Android home screen allows you to place shortcuts, widgets, and other items to customize the device to your needs. To display the home screen, press **Home** on the device.

Note: Dedicated (locked) devices do not have access to the home screen. Unless stated otherwise, instructions in this user's guide start with the device unlocked and running the Chat application.

Using the Status Bar

The status bar at the top of the home screen displays icons to show notifications, battery power, and connection details. Pulling down on the status bar displays options for viewing notifications and quickly turning on or off some commonly-used operating system settings.

Adding Shortcuts

The home screen provides shortcuts to applications. You can add shortcuts as you need them.

To add a shortcut to an app:

1. Tap on the Apps shortcut.
2. Press and hold on the app and drag it to the home screen.

To add a shortcut to a widget:

1. Press and hold on an empty area of the home screen. A menu opens.
2. Tap the **Widgets** shortcut. Available widgets will be displayed.
3. Press and hold on the widget for which you're creating the shortcut. The shortcut is placed on the home screen automatically.

To remove a shortcut:

1. Press and hold on the shortcut until **X** appears in top left corner.
2. Drag the shortcut to **X**.

Shortcuts: We have provided shortcuts to the Chat software and the camera for your ease.

Opening and Closing the Chat Application (non-dedicated devices)

To open Chat application from the home screen, choose the NOVA chat shortcut.



When the Chat application is open, pressing Home  along the edge of the screen will minimize the application and show the Android home page (if the device is locked, this button will have no action).

To fully close the Chat application, push and hold Back  and confirm by choosing Yes.

Using the Power switch to turn off the LR10 will also close all open applications on the Android device.

Note: For the best application performance, close any apps that are running in the background.

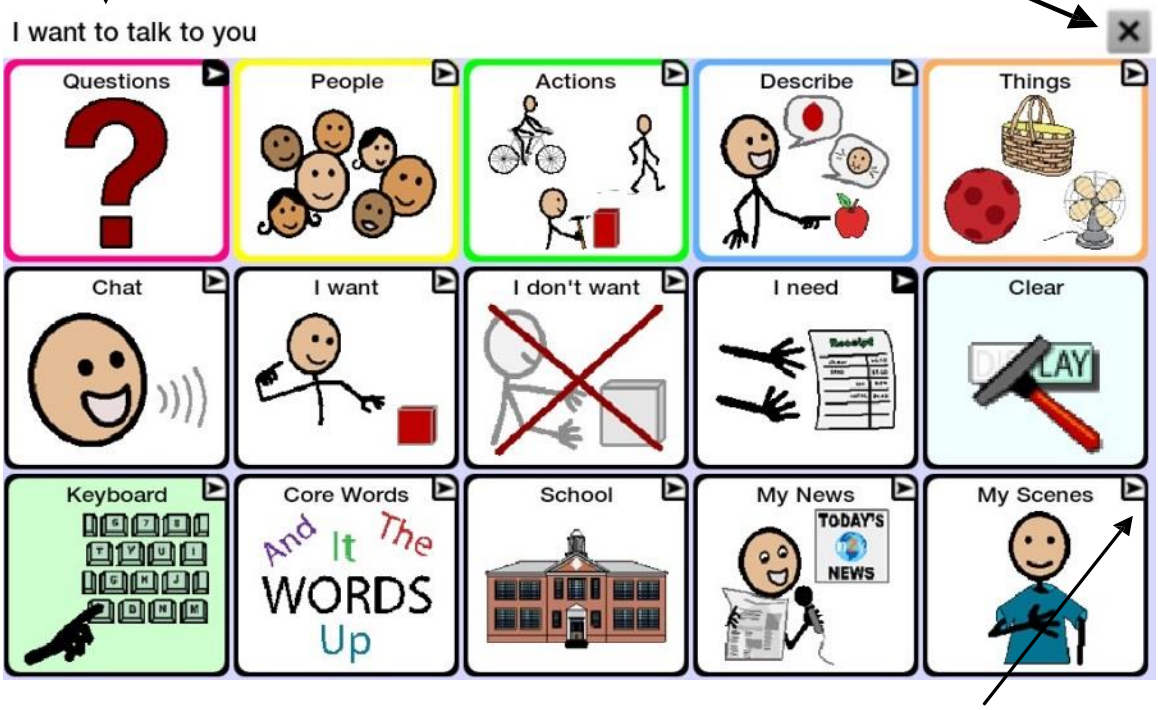
Using the Chat application screen

The main screen of the Chat application displays the first page of the Vocabulary File that has been selected. This page will look slightly different depending on which vocabulary file has been loaded.

The **Speech Display Bar (SDB)** displays text from button presses.

To delete the last word on the SDB, tap **X** once.

To clear all words, press and hold **X**.



A small arrow in the upper corner of a button indicates that the button links to another page. For information on resizing or hiding an arrow, see Modifying a Button Arrow Link.

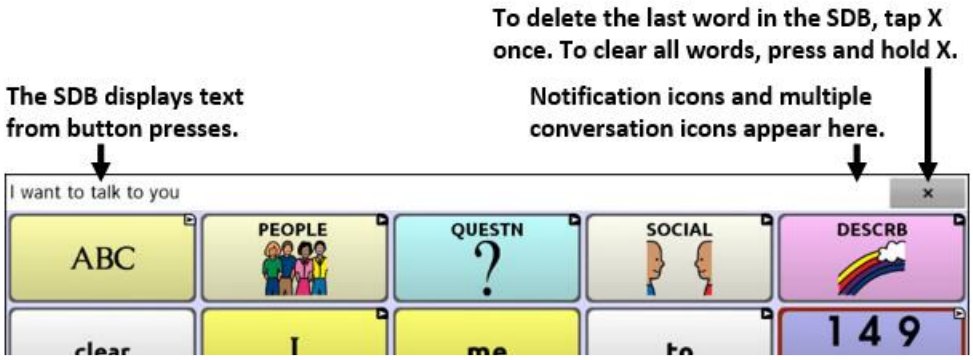
Using the Speech Display Bar (SDB)

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.



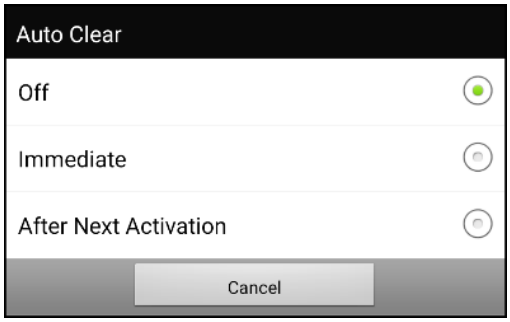
Changing Functional SDB Settings

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 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.
Enable Notification Bar	This option hides or displays notification icons in the notifications area of the SDB.

Clearing Text in the SDB

Set what happens to text in the Speech Display Bar after it is spoken. Choose **Menu** > **Settings** > **Speech Output** > **Auto Clear**. The Auto Clear options are displayed.



Off- Spoken text remains in the Speech Display Bar until you clear it.

Immediate- Text is cleared automatically from the Speech Display Bar as soon as it is spoken. Immediate is the default setting.

After Next Activation- Text is cleared automatically from the Speech Display Bar when you activate a button in your vocabulary.

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 colour
- text colour

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.

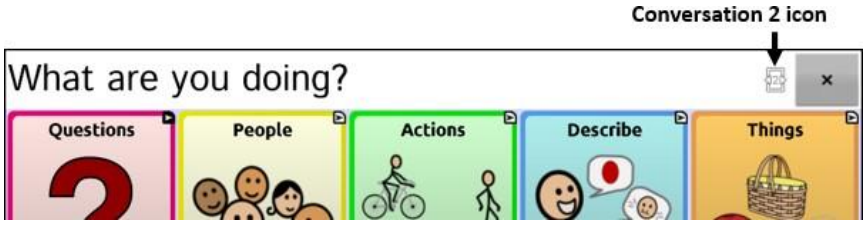
Holding Two Conversations at a Time

Use the Side Chat feature to set up and hold two conversations at the same time. Select **Menu** > **Settings** > **Speech Output**. Turn **Side Chat** on.

When you return to your home page, an icon with the number **1** appears in the SDB. The icon remains in the SDB as you select buttons to hold a conversation with someone.



To speak to another person while keeping your place in the current conversation, select 1. A new SDB showing an icon with the number **2** opens. Now you can start a conversation with the second person.



You can toggle between the conversations by selecting icons 1 and 2. When you add text, clear text, navigate to different page, etc. or even change vocabularies in one conversation, the other conversation is not affected. You can simply resume where you left off.

Note: If you are in the second conversation and turn Side Chat off, the first conversation will be displayed without the conversation icon.

Using the Chat Application Menus

The Menu, Home and Back button icons only illuminate when you tap them.

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 device 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. Liberator 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. Consider the features of each vocabulary file (e.g. button size & number, access method, symbols, screen orientation, available vocabulary, need for customisation, etc.) when choosing an appropriate option. Please seek support from your Liberator consultant if you are unsure which vocabulary is suitable.

When choosing a vocabulary file, consider the following:

- The user's ability to select buttons
- The user's access capabilities
- The user's current and potential cognitive capabilities
- The user's ability to work better with pictures or symbols
- The vocabulary's ability to be customized

Evaluating an Individual's Ability to Select Buttons

Explore Access is a tool that allows individuals who use AAC devices and their team to try different access methods such as direct selection, scanning, and head-pointing. Explore Access is ***not*** a vocabulary. It is a tool to help you choose an appropriate vocabulary for an individual.

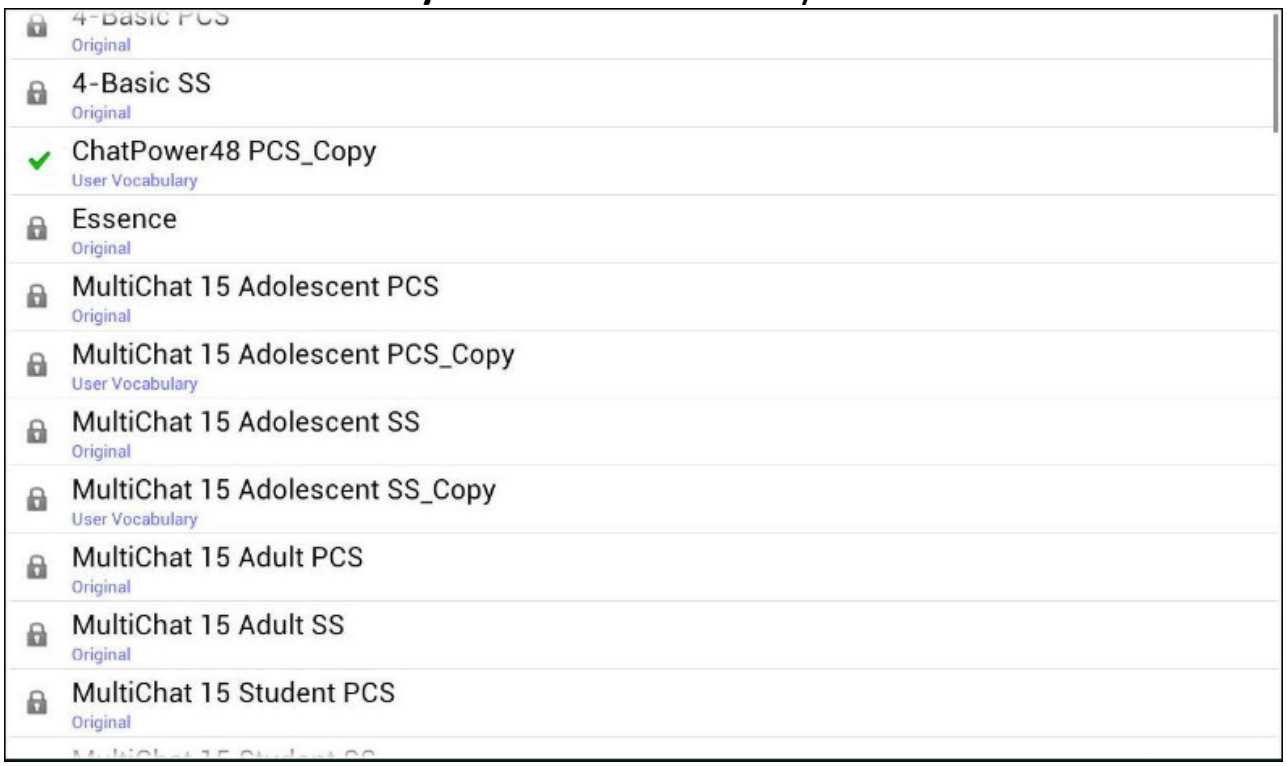
To open the Explore Access tool, choose **Menu** > **Library**. Select either **Explore Access PCS** or **Explore Access SS.**

Within this tool, the following sections have been designed to meet the needs of a variety of individuals: practice area; early concepts; intermediate concepts; and advanced concepts. Each section starts at a basic level of understanding for the skill and gets increasingly more difficult.



Exploring Vocabulary Files

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



- The vocabulary file that is currently open.
- An original 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 for ways to make a copy.

Important!

A vocabulary file that you customized with release 2.2 software or later can be transferred between ChatEditor and a LR10, NovaChat device, a ChatFusion™ device, or a TouchChat® device.

For information on transferring vocabulary files, see “Transferring Vocabulary Files between Your Device and ChatEditor” on page 145.

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 file 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.

LAMP Words for Life

LAMP Words for Life is designed to meet the communication needs of children with autism. It combines the power of PRC's Unity® language system and Language Acquisition through Motor Planning (LAMP™), a proven-therapeutic approach that uses consistent motor plans for accessing vocabulary.

Three Vocabulary options are available;

- 1-Hit an introductory level vocabulary
- Transition adds additional vocabulary
- Full Vocabulary includes 3000+ words and allows for personalization

Features

- One Motor Pattern per Word allows for the development of quick effortless communication
- Vocabulary Builder shows only targeted words to limit distractions and increase success.
- Word Finder shows the location where a word is stored

Reference: https://aacapps.com/about

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 is the newest WordPower™ vocabulary option. It 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 paediatric 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.

Intermediate Scan

Intermediate Scan is primarily a phrase-based vocabulary for communicators who access communication through auditory and/or visual scanning. It was designed to be a next step after using the Basic Scan vocabulary file when beginning to transition to the use of core words. Intermediate Scan was developed by Lisa Nobel Martin, MA, CCC-SLP, specifically for Chat Fusion and NOVA chat devices. Lisa has years of experience working with nonverbal paediatric patients at all stages of communication. Her focus on teaching auditory and visual scanning techniques to these individuals has proven quite successful.

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 program: 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 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.

Choosing a Language and Voice

When you select a language, you can then select the voice you want to use for that language. For example, you can select one voice for Spanish and a different voice for English. Then, when you switch from one language to the other, the appropriate voice will be available.

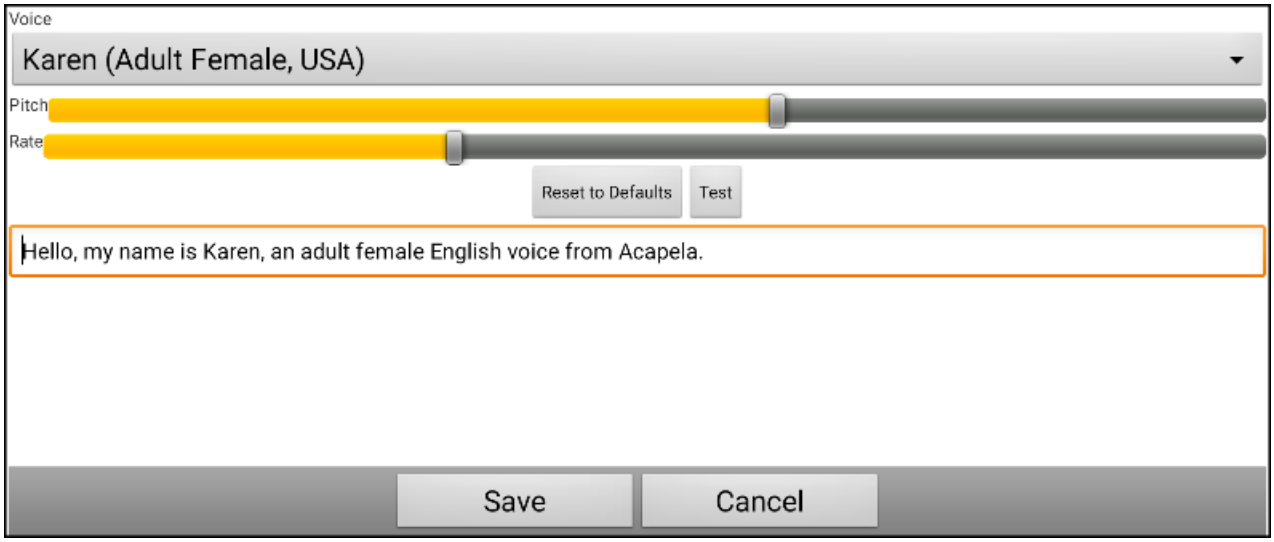
Choosing a Language

1. Choose **Menu** > **Settings** > **Language**.
2. Choose the appropriate language.

Selecting a Speech Synthesizer and Voice

After you choose a language, choose a speech synthesizer and voice for the language you selected.

1. To access the available voices, choose **Menu** > **Settings** > **Speech Output** > **Voice** > **Synthesizer**.
2. Select a speech synthesizer from the Synthesizer menu.
3. Choose **Voice Settings** and select a voice.



4. Choose the **Test** button to hear a sample of the voice you selected.
5. When you are satisfied with the voice, choose **Save**.
6. To set how the voice behaves, see “Working with Speech”.

If you need a second language and voice:

To choose another language and a voice for that language, simply repeat the steps under "Choosing a Language" and "Selecting a Speech Synthesizer and Voice". After you set up the second language and voice, you can switch back and forth between languages as needed. The voice will change along with the language.

For additional options, see "Creating and Loading Profiles" on page 125.

If you are using ChatEditor:

If you are using ChatEditor, 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: ChatEditor 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.

Working with Speech

The voice you select will speak individual characters, words, phrases, or sentences. You can select what you want to say and how you want to say it.

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 is displayed.

1. To increase the delay, tap **+** (the plus sign) or type a higher number.
2. To decrease the delay, tap **–** (the minus sign) 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 **Save**.

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

Speaking after Every Character, Word, or Sentence

You can configure the Chat software 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

To generate messages quietly:

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.

Toggling Speech On or Off:

To turn speech on or off, choose **Menu** > **Settings** > **Speech Output**. Select Speech Off to insert or remove the checkmark.

Installing, Setting Up and Using Chat Editor

ChatEditor is a supplemental program that runs on a desktop or laptop computer running Microsoft® Windows®. 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 vocabulary on a second 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.

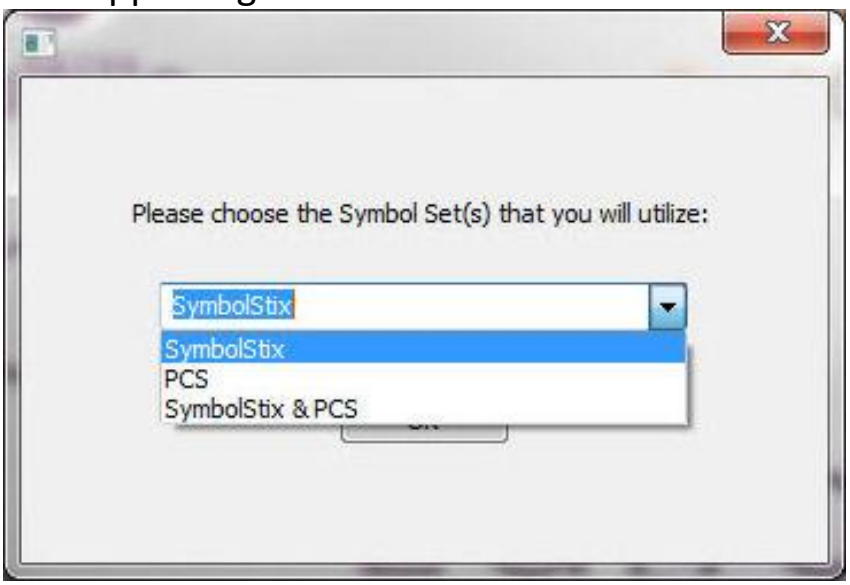
1. Insert the Chat Editor USB into your computer.
2. You should see a Chat Editor Installer screen (this may take a few moments). If you do not see the installer screen, need to navigate to your USB through Windows Explorer and choose **setup.exe**.
3. The USB Installer screen provides a choice of three 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 USB. The USB is not needed to run the Editor.

You can also download and install Chat Editor from https://saltillo.com/support/downloads.

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 and Symbols in Chat Editor

When you install ChatEditor, messages similar to the following will be displayed:

> You must attach a PCS-configured Device to enable and display PCS Symbols. Click OK to continue.
>
> Speech is currently disabled.
> Please connect a device to this computer to enable speech.

Choose **OK** to close the message.

To enable speech or symbols in ChatEditor, simply connect a USB cable between your computer and your device.

Note: If a message prompts you to allow access, you must tap **Allow** to proceed. For details, see "Appendix B: Connecting Your Device to a Computer for the First Time".

Test the Editor to verify that speech is working or symbols are displaying. Then disconnect the cable. Speech and symbols will now be enabled whenever you use the Editor; you will not need to re-connect the cable.

Opening ChatEditor

To open the Editor for normal use after you have set up a configuration, choose the ChatEditor 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.

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.

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 device 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.

Orientation

You can use the 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.

Creating a Customized Vocabulary File

The 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**.

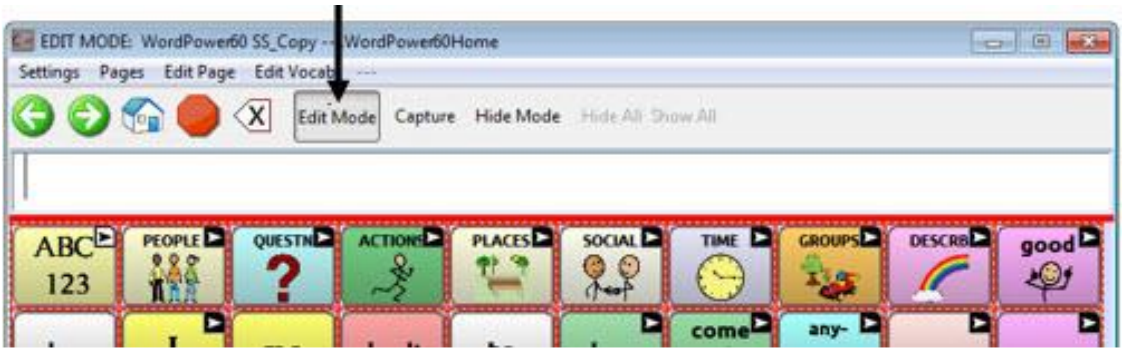
Turning Edit Mode On

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.

Modify 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.

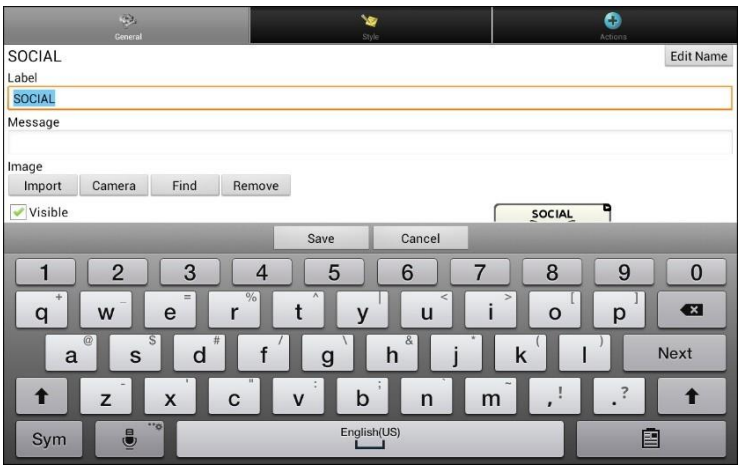
Displaying the Button Text to Edit

Choose **Menu** > **Edit Mode**. 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 ChatEditor, click in the Label or Message box and enter your new text. In the application, tap in the Label or Message box to display the keyboard.



Enter your new text. If you tap 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.

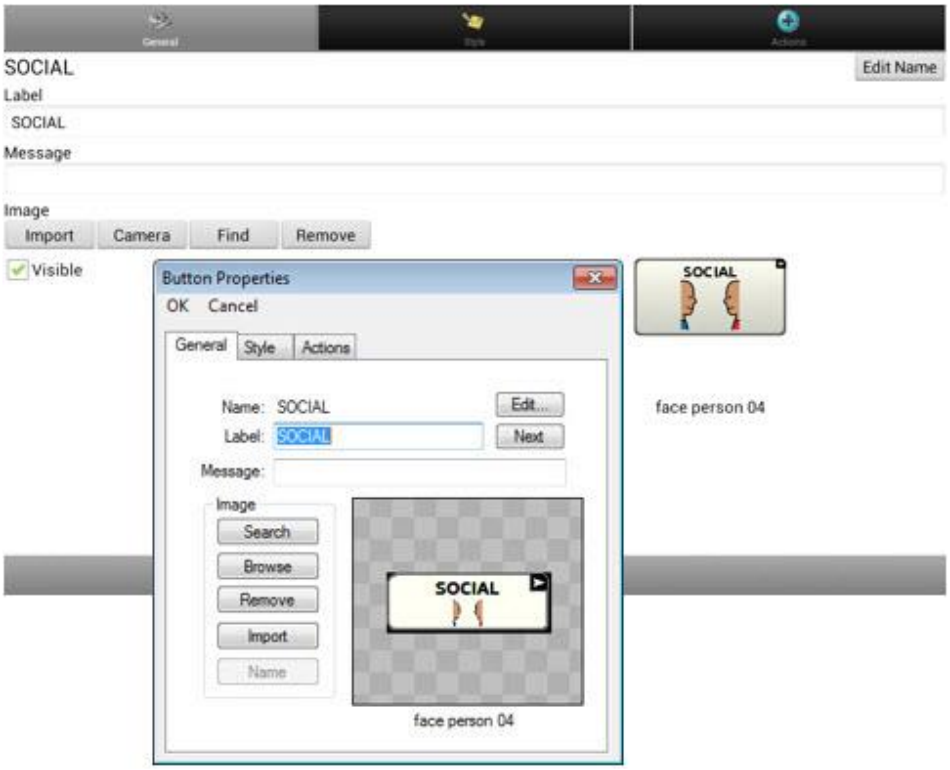
Using Images with No Text

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.



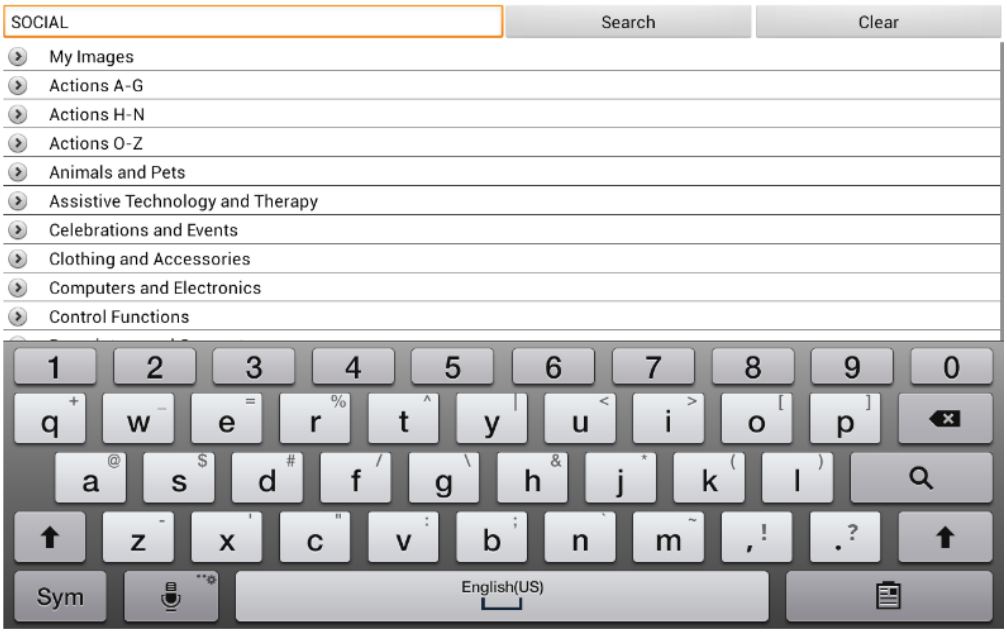
Choose **Find** (on device) or **Search/Browse** (in Editor) to look for a picture that exists in the library.

Choose **Import** to bring a new picture into the library (in Editor – choose files from your computer; on device – choose from saved images and photos).

You can also use the **Camera** function to take your own image (on device).

Finding an Image from the Device Library

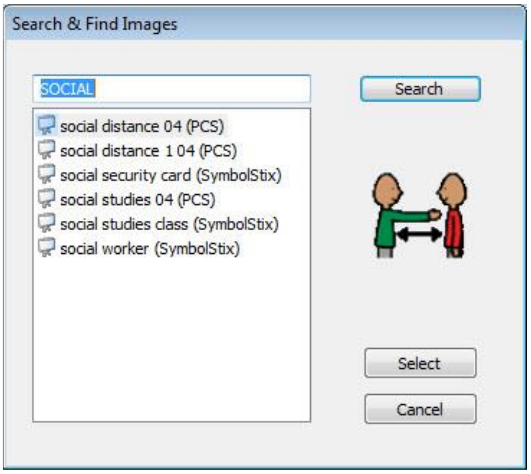
From the Button Properties, choose **Find** (device) or **Browse** (Editor) to open a list of categories.



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

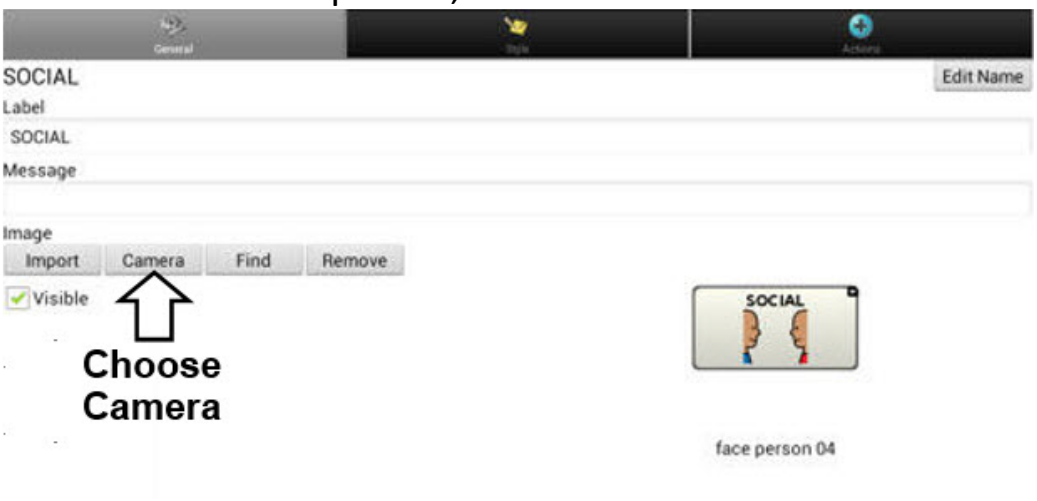
From the Button Properties, choose **Find** (device) or **Search (**Editor), and enter text to search for images with the label name.



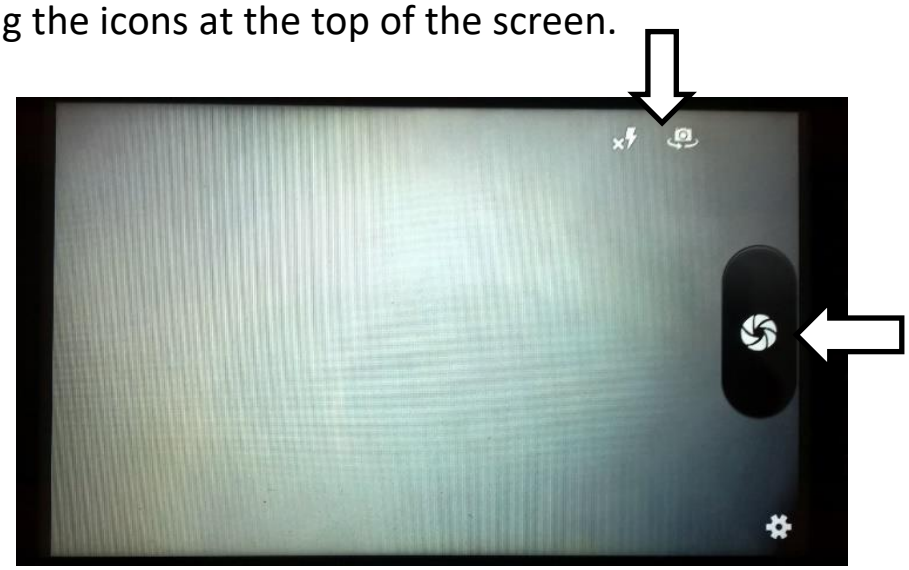
Choose the image you want and press **Select**. The image will be displayed in the Button Properties. Choose **Save**. If you don't find the appropriate image, enter a new item in the text box, choose **Search**, and choose a different image.

Creating Your Own Image (taking a photo)

1. Choose **Menu** ⋮ > **Edit Mode**.
2. Press and hold on the button you wish to edit. A menu will open.
3. Choose **Edit Button** to display the Button Properties.
4. From the Button Properties, choose **Camera**.



5. You can choose from the front or rear camera, and turn flash on and off, using the icons at the top of the screen.



Tap the Camera button to take a picture.
Note: The Camera button may look slightly different on your device. On some devices, a checkmark will be displayed above the Camera button. Tap the checkmark to open a keyboard.
On other devices, Save and Discard buttons will be displayed. Tap the Save button to open a keyboard.

6. Enter a name for the image and choose **Save**.

Using an Existing Image

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.



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

Note: if a message prompts you to allow access, you must tap **Allow** to proceed.

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.

Creating and Using a Camera Button

You can create a button that allows you to take a picture that will be displayed on the button automatically every time you tap the button. The picture will also be added to the Gallery app or the Pictures folder in Gallery. Each time you press the button, a new image from the camera will replace the existing image on the button. An image will appear on the button until you press the button again. *Hint:* To view the image on a larger scale, increase the size of the button and remove the button label.

Setting up the Button Action

1. Go to the page with the button location you want.
2. Choose **Menu** > **Edit Mode**.
3. Press and hold the button. A menu will open.
4. Choose **Edit Button** to display the Button Properties.
5. Add a label and message.
6. Scroll down to “Button Actions” and tap **Add** to open the list of actions.
7. Scroll down the list and select **Take Photo**.
8. The Take Photo action will be added to the button’s actions.
9. Choose **Save**.

Taking a Picture for Your button

1. Tap the new button to activate the camera.
2. Take a picture of the object or person.
3. Save the photo.
    - On some devices, a checkmark will be displayed. Tap the checkmark to open a keyboard.
    - On other devices, Save and Discard buttons will be displayed. Tap the **Save** button to open a keyboard.
4. Enter a name for the photo and choose **Save**. “Photo saved to Button” will appear.
5. The photo will appear as the image on the button.

Note: If the button previously displayed an image, the new image will replace it. The image will also be available in the Gallery app or the Pictures folder in Gallery.

Deleting Photos

To delete photos, do either of the following:

- Choose Gallery or the Pictures folder, select the photo, and tap the Delete icon.
- Power off your device off and power it back on. Then connect the device to your computer, go The Pictures folder, and delete the photo using Explorer from the computer.

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 Single 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 automatically disables the button action.

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:

- Choose buttons one by one to hide or show.
- Choose **Hide All** to hide all buttons on the current page.
- 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 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

If you prefer buttons to display the text labels only, with no images, choose **Menu** > **Settings** > **Style**. Then deselect **Show Button Images**. Buttons that have both labels and images will now display the labels only.

In some vocabularies, buttons that have images only (such as the Home and the Next and Back arrows) will retain their images. For example:



Vocabulary page with labels, no images except Home and Next arrow

In other vocabularies, buttons that have images only (such as some Home and Next and Back arrows) might not retain their images. To correct this, edit the button and add a space to the label.

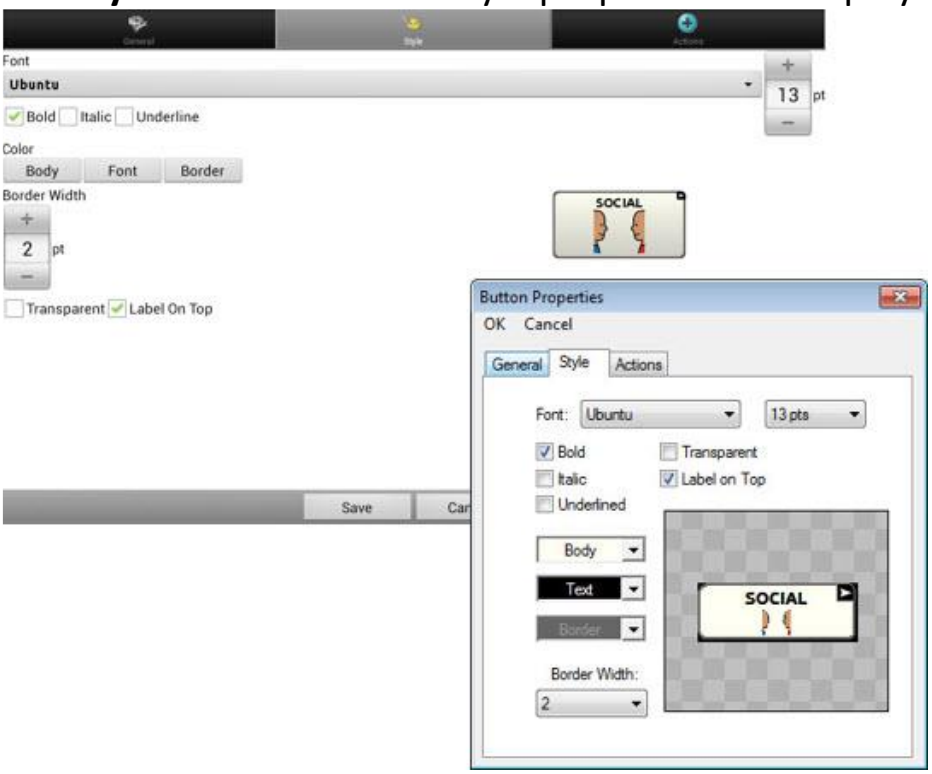
To show all button images, choose **Menu** > **Settings** > **Style**. Then select Show Button Images.

Modifying Button Styles

You can modify styles and colour 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

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 colour, body colour, border colour, 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 Colour Saturation

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

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

The current saturation setting is displayed. Lower numbers add more background colour to the buttons.

1. To increase saturation, tap **+** (the plus sign).
2. To decrease saturation, tap **–** (the minus sign).
3. Choose **OK**.

To adjust the colour 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**.

Overriding a Vocabulary Button Style

You can modify the style of all buttons in a 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 Page Button Style

You can modify the style of all buttons on a page at one time.

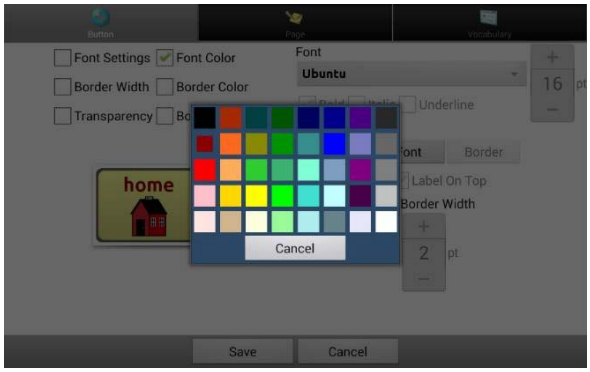
1. Display the page you want to modify.
2. Choose **Menu** > **Edit Mode**.
3. Press and hold anywhere on the page. (Right-click if you are using the Editor.) A list of button options appears.
4. Choose **Button Style Override**. The Button Properties screen opens to the Button tab.
5. Choose the **Page**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

Overriding a Specific Button's Style

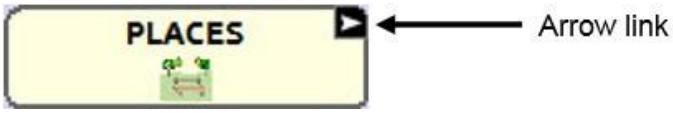
You can override a page style or vocabulary file style by changing one or more attributes of a specific button.

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. Select the style options you want to change and make the changes. For example, if you select **Font Color**, choose **Font** and select a new color.
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 “Navigation Icons”, choose **Size**. The Select a Size menu opens.
3. Choose a number (the higher the number, the larger the linking arrow).
4. Select **Ok**

If you are using the Editor, select **Settings** > **Style** > **Button Style**. The Button Style window opens. Under “Navigation Icons”, select the size you want and select **OK**.

To hide a linking arrow:

1. Choose **Menu** > **Settings** > **Style**.
2. Under “Navigation Icons”, choose **Size**. The Select a Size menu opens.
3. Choose **0** and then **OK**.

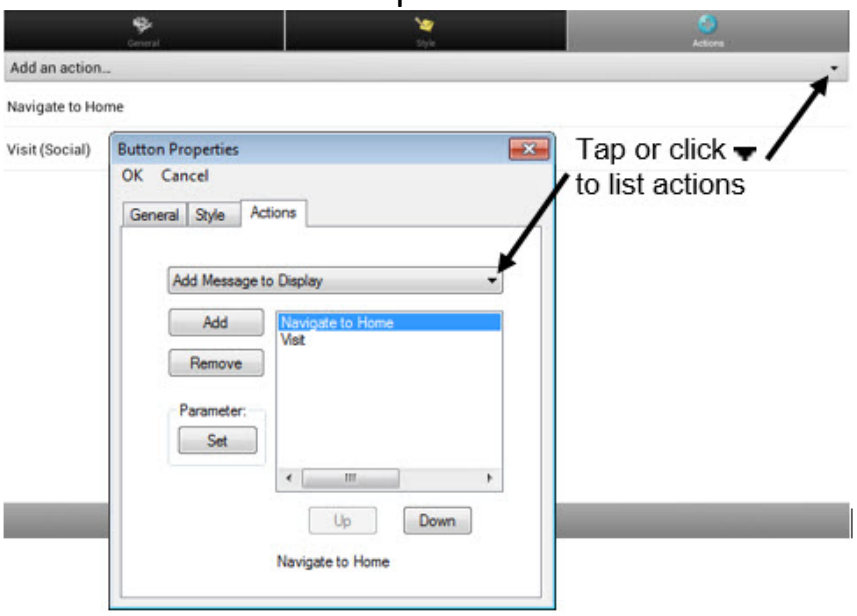
If you are using the Editor, select **Settings** > **Style** > **Button Style**. The Button Style menu window opens. Under “Navigation Icons”, select **No Show** and select **OK**.

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 list arrow to open a list of actions.



6. Choose the action you want.
7. Choose **Save**. (Click **OK** if you are using the Editor.)

Additional Information on using Actions

To remove an existing action that is not appropriate, select the action to open a menu. Then select **Remove**.

To change the order of actions, select an action to open a menu. Then select **Move Up** or **Move Down**.

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.

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

Available Button Actions

Button 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.
Apply Grammar State	Applies a grammar rule to a word. See Appendix A: Advanced Grammar Features.
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
Clear Last Word	Deletes the last word in the SDB
Data Logging On/Off	Toggles data logging on and off
Done	Functions only when Send or Create Contact is displayed in SDB. Done provides an alternative button that may be easier for the user to access than the Send or Create Contact buttons.
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

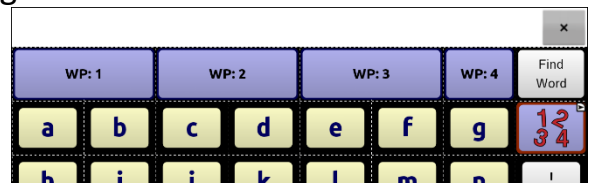
Available Button Actions (continued)

Button Name	Description
Navigate to home	Takes you to the home page
Open Android Application	Opens a specific Android™ application (not functional with a closed/dedicated system)
Play audio	Plays audio files. These are recordings of someone speaking or sounds.
Play Library Audio	Plays audio files from the audio library.
Play Library Video	Plays audio files from the video library.
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.
SDB - Copy Text	Copies all text in the SDB and places a copy in the Clipboard
SDB - Paste Text	Adds text from the Clipboard to the SDB
SDB - Share Text	Copies all text from the SDB to the chosen social network
Select Profile	Changes Settings to match the saved set of settings that was saved as a profile
Speak	Pronounces the SDB content
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 Library Audio	Stops audio files from the audio library
Stop Scan	Stops a scan
Store Text to Button	Stores text currently in the SDB to the next chosen button
Take Photo	Activates the camera so you can take pictures that will appear on a button and will also be saved with other images on the device.
Texting - Add Number as Contact	Adds a new contact from a received text message.
Texting - Compose Message	Creates a message to text to one of your contacts. This action is used on the Reply button. When you choose **Reply**, the action takes you to Home, with the "Enter the text to send" prompt and Send button in the SDB. If you want this action to take you to a different page—a keyboard, for example—add a "Navigate to" action.

Available Button Actions (continued)

Button name	Description
Texting - Contact	Displays the name and phone number of the current contact. This action is used in conjunction with the Texting Compose Message action.
Texting - Conversation Participants	Displays all the participants in a conversation.
Texting - Copy Text Message	Copies the selected text message to paste into a text message you want to send to someone else.
Texting - Delete Conversation	Deletes the selected conversation. *Note:* If you add this action, be sure to also add the Texting Navigate to Conversations action after it.
Texting - Delete Text Message	Deletes the selected text message.
Texting - Message Details	Displays the text, date, and time for the selected text message. *Note:* This action displays the date only if the message is older than one day.
Texting - Navigate to Contacts	Navigates to your list of contacts.
Texting - Navigate to Conversations	Navigates to your list of conversations.
Texting - Navigate to Message Details	Navigates to the text message details page, which displays the text, date, and time of the selected message. *Note:* This action displays the date only if the message is older than one day.
Texting - Navigate to Messages	Navigates to your list of messages for a contact.
Texting - Page Down	Pages down through a list of messages or a list of contacts when there are too many to fit on the screen at a time.
Texting - Page Up	Pages up through a list of messages or a list of contacts when there are too many to fit on the screen at a time.
Texting - Send SDB	Sends the current contents of the Speech Display Bar as a text message and clear the SDB. The list of messages for the contact is then displayed with the new message at the bottom of the list.
Texting - Speak Text Message	Speaks the currently selected text message.

Available Button Actions (continued)

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

Using Navigate, Visit, and Jump to Page

Navigate

Navigate takes you to a new page and leaves you there.

Visit

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.

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.

Jump to Page

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.

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.

Copying Buttons

This device allows you to copy a button, copy and reuse the same button, copy a button style, and use a button in multiple places. This must be done in Edit Mode.

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

1. To copy only the appearance (colour, 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

1. A button can be used in multiple pages.
2. Choose **Menu** > **Edit Mode**.
3. Choose the page on which the empty button resides.
4. Touch and hold on the empty button.
5. Choose **Add Button from Library**.
6. Choose the button to use.

Prioritizing Buttons

Buttons can be prioritized by their position on the page or by their size. These processes are done 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 immediately swapped.

Resizing a Button

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



Working with Button Sets

A button set is a group of buttons “stacked” in the same location. For example, consider how a keyboard works. When you press the Shift key, uppercase letter keys are available in the same key locations as, or “on top of”, lowercase letter keys. This is basically how a button set works.

For a detailed example, the Word Finder keyboard first displays the lowercase letter keys.



If you choose the arrow key, the uppercase letter keys are displayed in the same locations as, or on top of, the lowercase letter keys.



If you choose the **Sym** key, symbols are displayed in the same locations as, or on top of, the letter keys.



If you chose the key, different symbols are displayed in the same locations as, or on top of, the previous symbol keys.



In each location, a lowercase letter, an uppercase letter, a symbol, and a different symbol are “stacked”. This is a button set. Button sets on a vocabulary page work the same way.

When you turn on Edit Mode and press and hold on the first button in a button set, the menu that opens includes the following button set options.

Copy ButtonSet	Copy ButtonSet copies the displayed button in a button set.
Paste ButtonSet	Paste ButtonSet pastes the copied button.
Use Same ButtonSet	When a button is used in multiple locations, Use Same ButtonSet pastes the copied button set to all locations of the button.
Edit ButtonSet	Edit ButtonSet allows you to change the modifier in a button set. Select the small arrow on the Modifier bar and select a different modifier.
Change ButtonSet Size	Change ButtonSet Size changes the size of the buttons “stacked” in the current location.
Remove ButtonSet	Removes the buttons “stacked” in the current location. When you select Remove ButtonSet, the following prompt appears: “Are you sure you want to remove this ButtonSet?” Choose **Yes**.
Add ButtonSet from Library	Adds an existing button set to the current location

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 the following 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 colour of the page, choose **Set** and choose a colour 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 library.
7. Select an alignment option. To centre the image, select **Centre**. To stretch the image to fill the page, select **Fit**. (If you stretch the image, the aspect ratio will not change, so it 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** > **Edit Mode > Pages** > **Menu** > **New from template**.
2. Select a template special page you created*. A keyboard opens.
3. Enter an appropriate name for the page and select **Save.**
4. Make Changes to the page as needed.

**For more information on creating template special pages, see “Using Special Page as a Template” on page 82.

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** > **Page Animations > 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.

Overriding a Page Style

You can override the style of the pages in a vocabulary file by changing the image alignment or background colour for a specific page.

1. Choose **Menu** > **Edit Mode**.
2. Press and hold on any button on the page you want to modify. (Right-click if you are using the Editor.) A list of button and page options appears.
3. Choose **Page Style Override**. The Page tab displays Image Alignment and Background Colour options.
4. Select the style options you want to change and make the changes. For example, if you select **Background Colour**, choose **Colour** and select a new colour.
5. Choose **Save**.

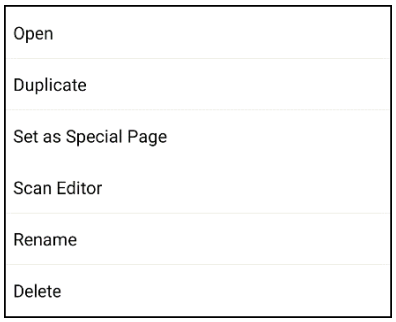
Working with Special Pages

You can set a vocabulary page as a special page. Your home page and texting pages are special pages. You can use special pages as follows:

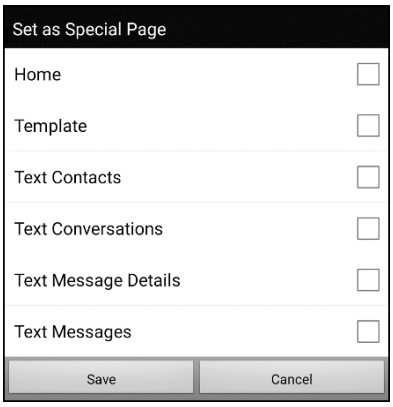
- Set any vocabulary page as your home page
- Set an imported texting pages as a special page
- Set a texting special page as your home page
- Use any vocabulary page as a template

Changing Your Home Page

1. Choose **Menu** > **Edit Mode** > **Pages** to open a list of available pages.
2. Scroll to the page you want to use as your home page.



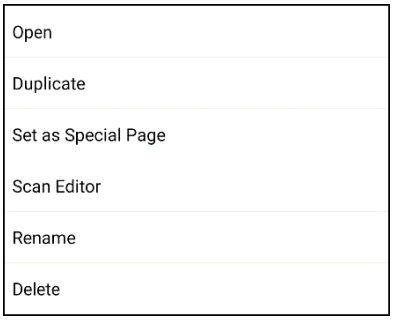
3. Press and hold on the page name. A list of options appears.
4. Select **Set as Special Page**. A list of Special Page options appears.



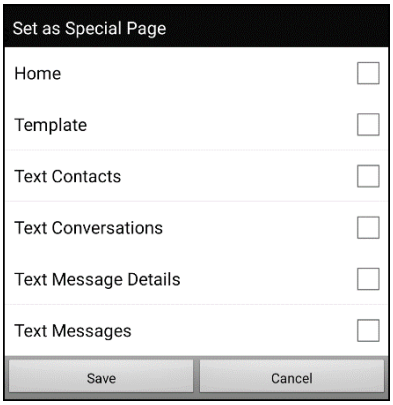
5. Select **Home**.
6. Choose **Save**. The home icon precedes the page name.
7. Choose **Back** to exit the list of pages.
8. Choose **Menu** > **Edit Mode** to exit Edit Mode.

Setting an Imported Texting Page as a Special Page

1. Choose **Menu** > **Edit Mode** > **Pages** to open a list of available pages.
2. Scroll to the text page name.



3. Press and hold on the page name. A list of options appears.
4. Select **Set as Special Page**. A list of Special Page options appears.



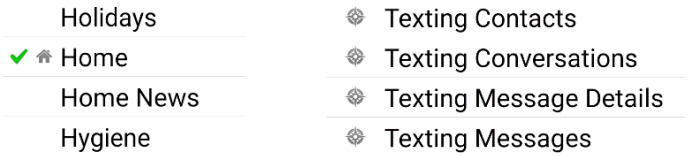
5. Select the applicable special page designation. For example, if the page name is “Texting Conversations”, select **Text Conversations**.
6. Choose **Save**. The texting special page icon precedes the texting page name.
7. Choose **Back** to exit the list of pages.
8. Choose **Menu** > **Edit Mode** to exit Edit Mode.

Note: For additional information on using special pages to add texting to a vocabulary file, see “Adding Texting to a Customized Vocabulary File” on page 155.

Setting a Special Page as Your Home Page

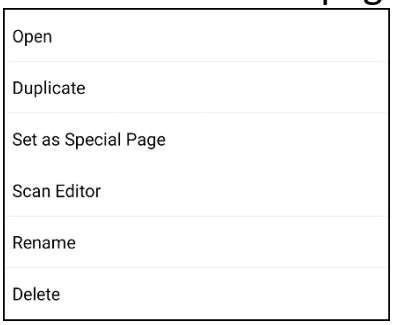
This example shows how to use a texting special page, Texting Conversations, as your home page.

1. Choose **Menu** > **Edit Mode** > **Pages** to open a list of available pages. An icon precedes the name of each special page in the list. For example, your home page and texting pages:

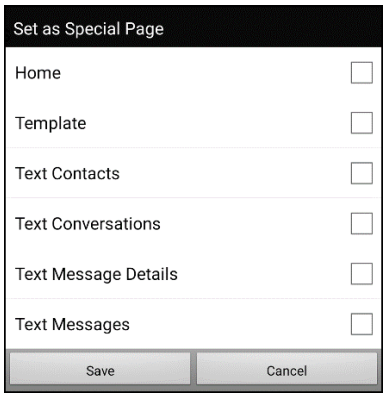


Note: The checkmark indicates that this page is currently open in the application.

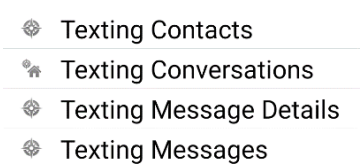
2. Scroll through the list of pages and then press and hold on the name of the page you want to use. A list of options appears.

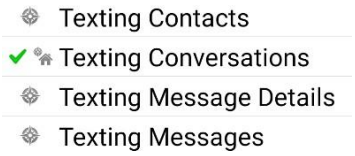


3. Select **Set as Special Page**. A list of Special Page options appears.



4. Select **Home** and select **Text Conversations**.
5. Select **Save**.
6. When you make a special page your home page, two icons precede the page name. If the page is currently open, a checkmark ✔ also appears. For example:



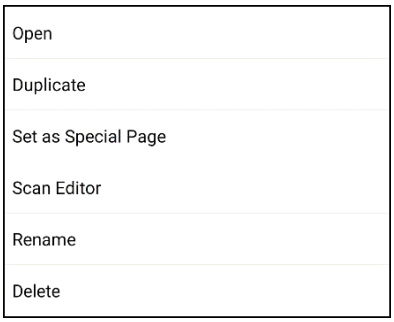


7. Choose **Back** to exit the list of pages.
8. Choose **Menu** > **Edit Mode** to exit Edit Mode.

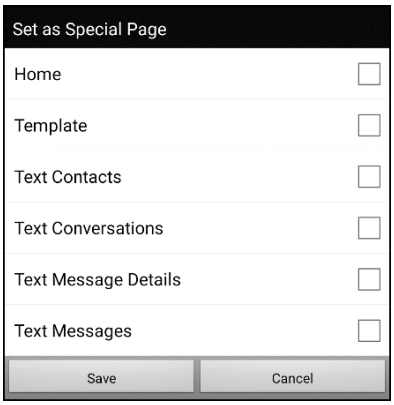
Using a Special Page as a Template

You can use a copy of an existing vocabulary page as a template to create new pages quickly.

1. Select **Menu** > **Edit Mode** > **Pages** to open a list of available pages.
2. Scroll to the page you want to use as a template.
3. Press and hold on the page name. A list of options appears.



4. Select **Set as Special Page**. A list of Special Page options appears.



5. Select **Template**.
6. Select **Save**. An icon precedes the page name.
7. Select **Back** to exit the list of pages.

To use the special page as a template:

1. Select **Menu** > **Edit Mode** > **Pages** > **Menu** > **New from template**.
2. Select the template special page you created. A keyboard opens.
3. Enter an appropriate name for the page and select **Save**.
4. Make changes to the page as needed.
5. When you finish, select **Menu** > **Edit Mode** to exit Edit Mode.

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.

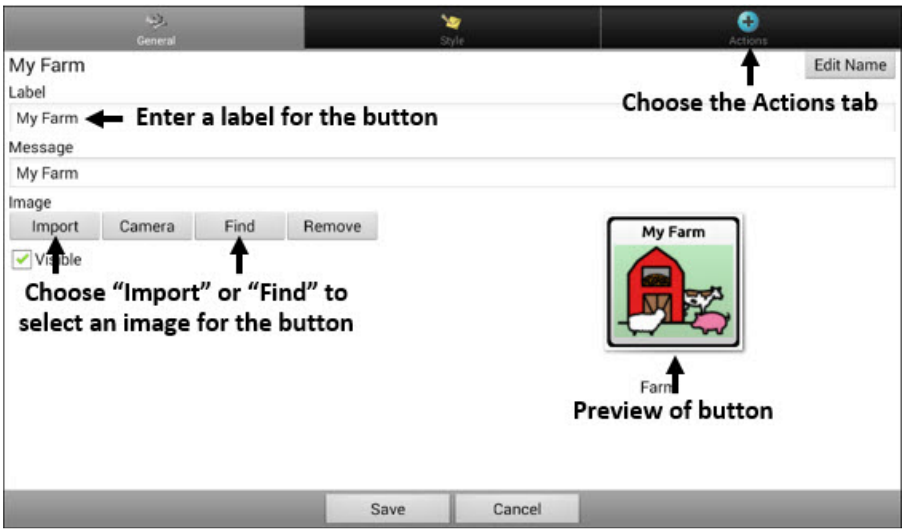
Before you get started: Make sure the image you want to use for the scene is on your device. You could use an image from the Chat library, use the device's camera to take a picture, or copy an image from your computer to the device. If you plan to use a sound that is not already available on the device, 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 56.

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.

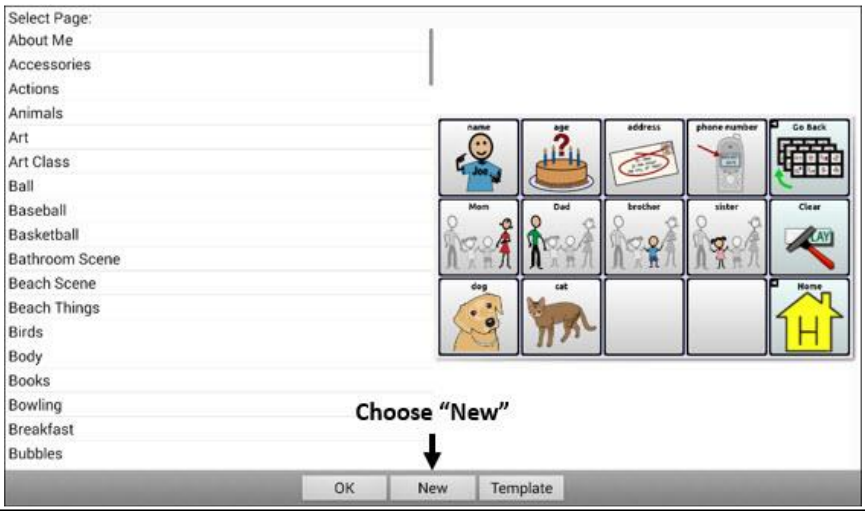
Note: This image could be the same one you plan to use for the visual scene page. This will make it obvious to the user where the button will lead. In this example, a simple farm image was imported. The same image will be used for the background of the visual scene page.



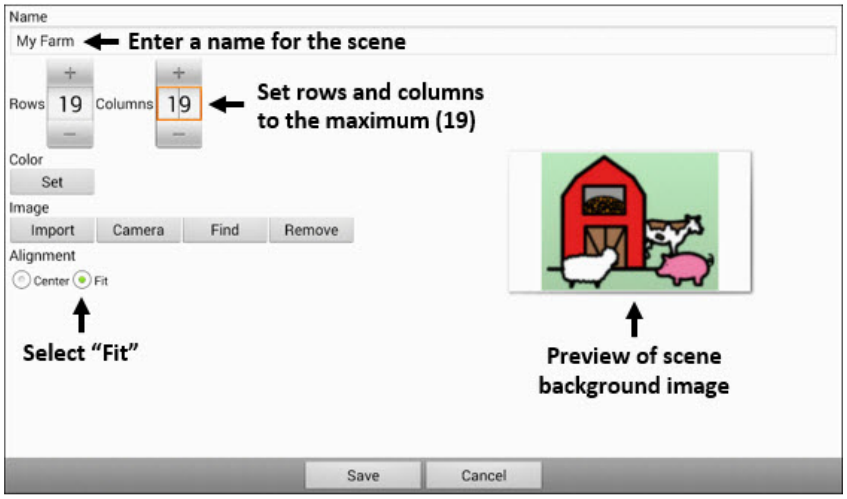
5. Enter a label for the button. In this example, the button is named My Farm.
6. Now you're ready to create the visual scene. Leave the Button Properties displayed and proceed to Create a Visual Scene Page.

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.



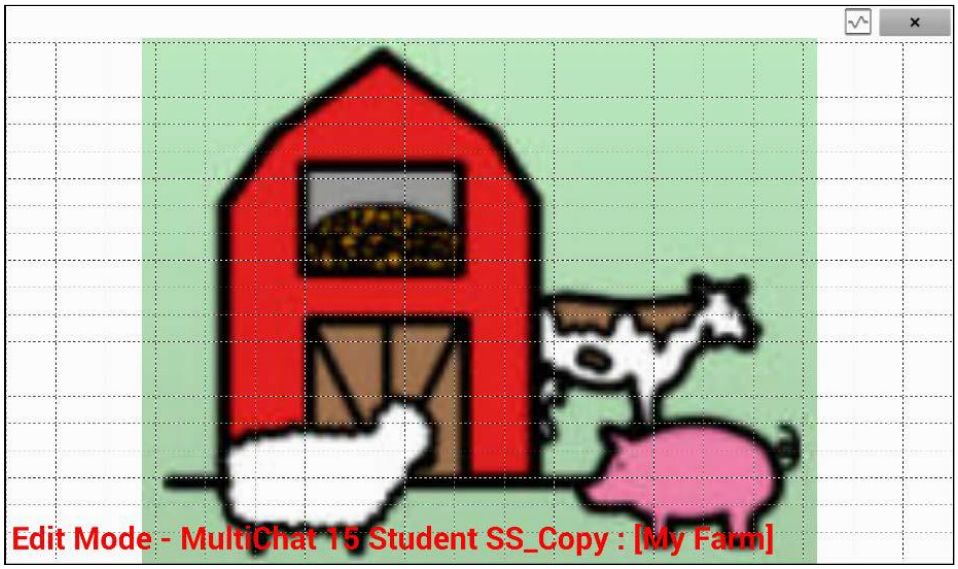
4. Enter a name for the new page. In this example, the page is named My Farm.
5. Adjust the number of rows and columns, choosing the maximum number (20) for each. This will make it easier to create buttons that fit items in the image.
6. Choose **Import** or **Find** and select the background image for your page.
7. Under Alignment, select **Centre** 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.

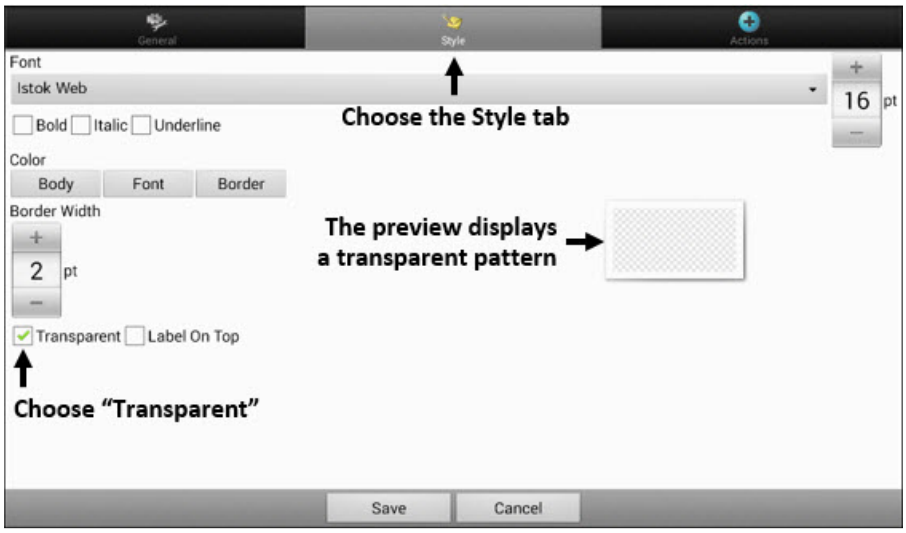
Add a Transparent Button to the Visual Scene Page

In Edit Mode, the page created in Create a Visual Scene Page appears as follows:



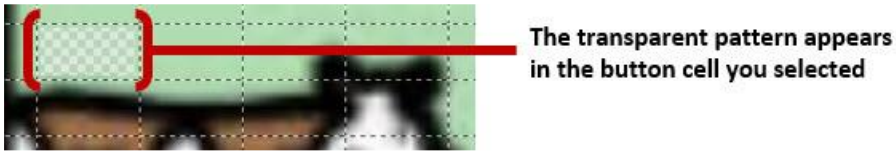
You could create a button that speaks the name of an animal, makes a sound, and/or navigates to another vocabulary page. This button will act as a hotspot when touched. For this example, create a button that will display and speak “cow”, play a “moo” sound, and navigate to a page about dairy food.

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.

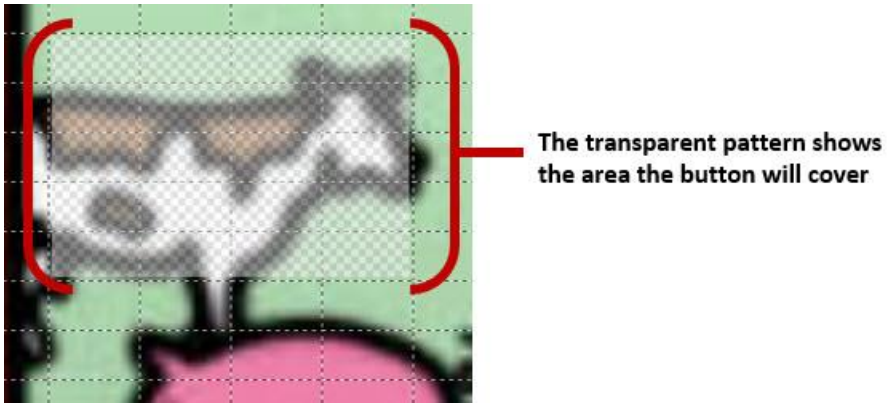
6. To add a sound for the cow, choose the **Actions** tab and select **Play Audio**. A list of options will be displayed. Select either **Import from file** or **Choose existing recording**.
7. To add navigation (for example, to a page about dairy food), select **Navigation** from the list of actions. 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**.
8. Choose **Save**. The checkerboard transparent pattern will appear in the button cell you selected.



9. 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.



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.

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**.

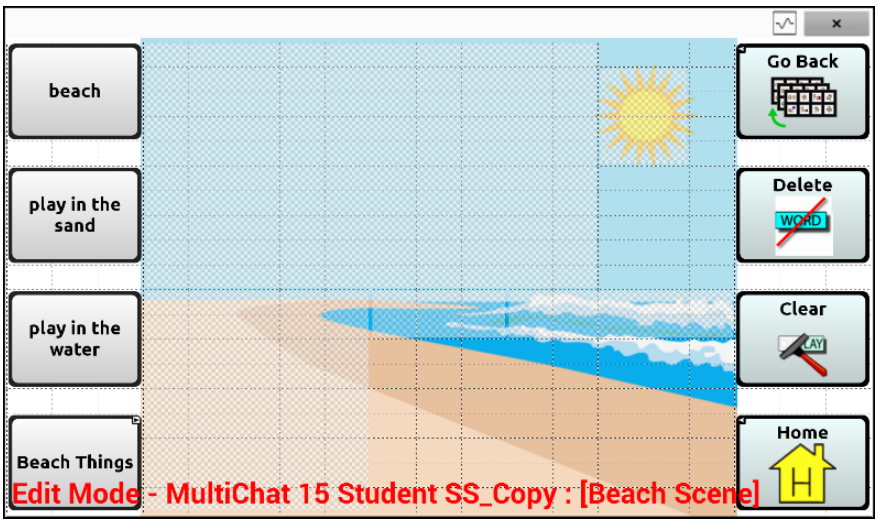
Alternative: Create the Scene and then the Linking Button

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 (20 each).
5. Choose **Import** or **Find** and add an image to the page.
6. Select **Centre** 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.

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 or it can be applied to all pages in a vocabulary file.

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

We understand that gestures might not benefit all of our customers, so 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.

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

Creating a Gesture for a Page

1. 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.

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 who use the LR10 may have trouble reliably selecting individual buttons or keys due to tremors or lack of fine movement control. To assist these individuals, we've included several different methods of "filtering" user input to make selections more reliable.

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 Button Press Draw setting allows you to set the type of visual indication.

1. Choose **Menu** > **Settings** > **Input > Button Press Draw.** Three options are presented.



None

If you select **None**, no visual indication will appear when you select a button.

Normal

If you select **Normal**, you will be able to enable or disable a gradient fill to use as the style of visual indication when you select a button.

1. Select **Normal**.
2. Choose **Menu** > **Settings** > **Style**.
3. Select **Enable** to turn on Gradient Fill.
4. Select **Saturation**, adjust the color saturation (gradient fill), and select **OK**.

Note: Saturation adds the appearance of depth to a button.

Visual Effect

If you select **Visual Effect**, you can select from a variety of visual effects to use as the visual indication when you select a button.

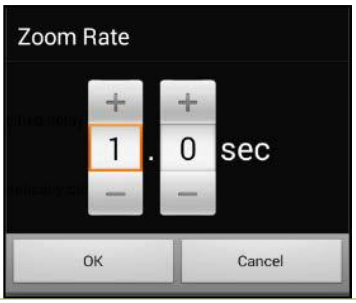
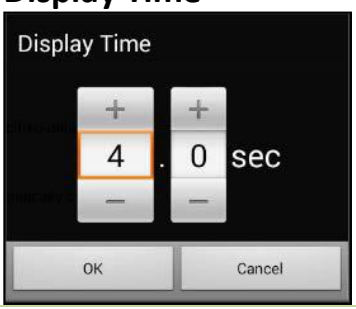
1. Select **Visual Effect**.
2. Choose **Menu** > **Settings** > **Visual Effects**.
3. Select the specific visual effect you want to use.

See "Configuring Visual Effects for Scanning or Touch Access" on page 105 for descriptions of the available visual effects.

Configuring Pop-up Speech to Develop Literacy Skills

Some people may benefit from the display of animated text along with the spoken word when a button is selected. Text in motion draws the user's visual attention to the word spoken by the button. When a button displays an image, animated text helps the user associate the text with the image. Combining animated text with speech output promotes understanding and development of literacy skills.

The Input menu provides options to activate and configure pop-up speech. Choose **Menu** > **Settings** > **Input** > **Pop-Up Speech**. The speech pop-up options are displayed.

Option	Description
Pop-Up Spoken Text	When Pop-Up Spoken Text is turned on, a pop-up will display the spoken text when a button that speaks is selected.
Full-Screen	When Full-Screen is turned on, a pop-up fills the entire screen.
Zoom Rate 	To set how quickly a pop-up expands to its full size and then shrinks back into the button, select **Zoom Rate**. The Zoom rate window opens. To increase the rate, tap **+**. To decrease the rate, tap **–**. Or use the keyboard to enter the exact rate you want. Choose **OK**.
Timeout	When Timeout is turned on, a pop-up begins to shrink automatically after the specified Display Time is reached.
Display Time 	To set how long a pop-up remains displayed before it begins to shrink, select **Display Time**. The Display Time window opens. To increase the display time, tap **+**. To decrease the display time, tap **–**. Or use the keyboard to enter the exact display time you want. Choose **OK**.

Changing Device Orientation Settings

The LR10 allows the screen to rotate automatically when the device is tilted. This can be quite handy or a nuisance for some. The application allows you to change orientation settings and use orientation tilt with 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 automatically adjusting when tilted.

Choose **Menu** **> Settings > Input > Tilt** > **Action** > **No Action** > **Preferred Orientation**. Then select **Portrait** or **Landscape**.

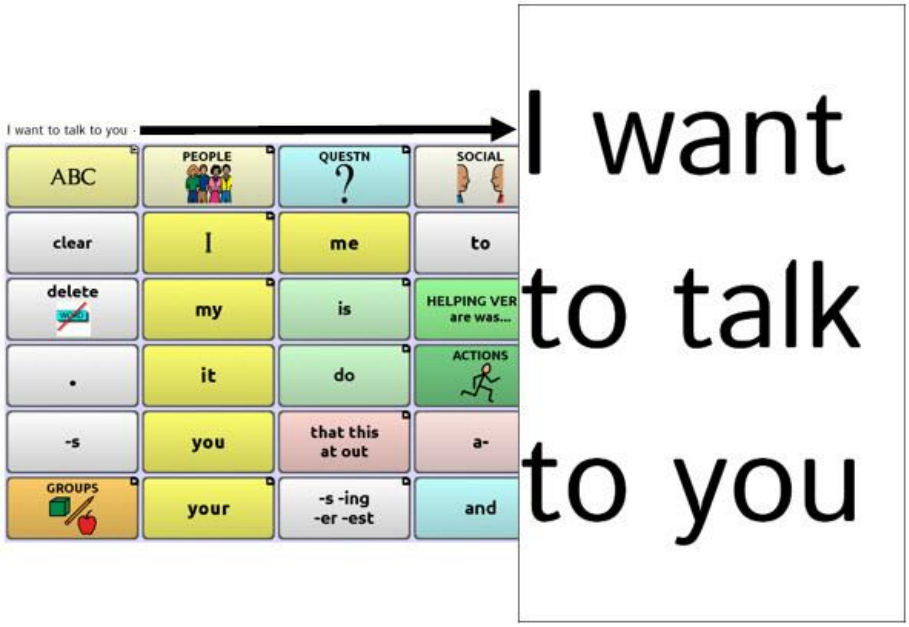
Using Orientation Tilt with the SDB

We know there are times that using the voice output might not be appropriate but communication is still needed. This might be a library or church setting. The tilt option offers an Expand option of the Speech Display Bar to offer the communication partner an expanded version of the text. This might also be of value in an extremely loud environment.

To set the tilt options, 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.

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.

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

Setting up Word Finder as 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 list 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

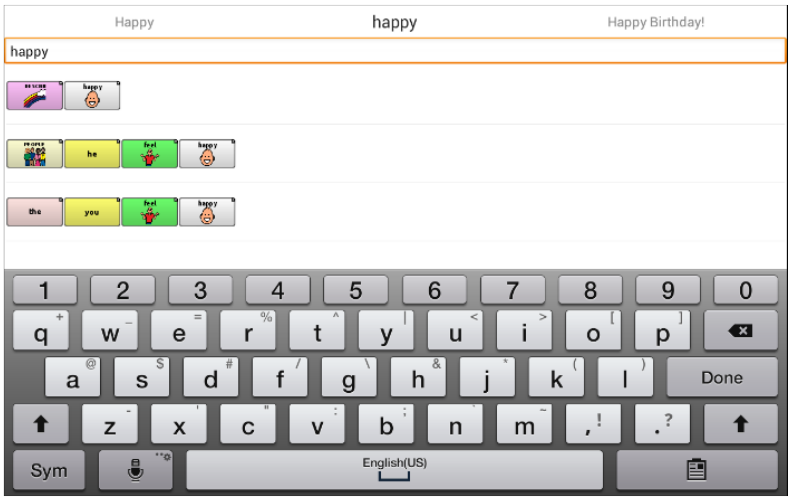
To set the amount of time each Word Finder result is displayed in the Speech Display Bar, Choose **Menu** > **Settings** > **Word Finder** > **Flip Interval**. The current interval is displayed.

1. To increase the interval, tap **+** (the plus sign) or type a higher number.
2. To decrease saturation, tap **–** (the minus sign) or type a lower number.
3. Choose **Done** and then choose **OK**.

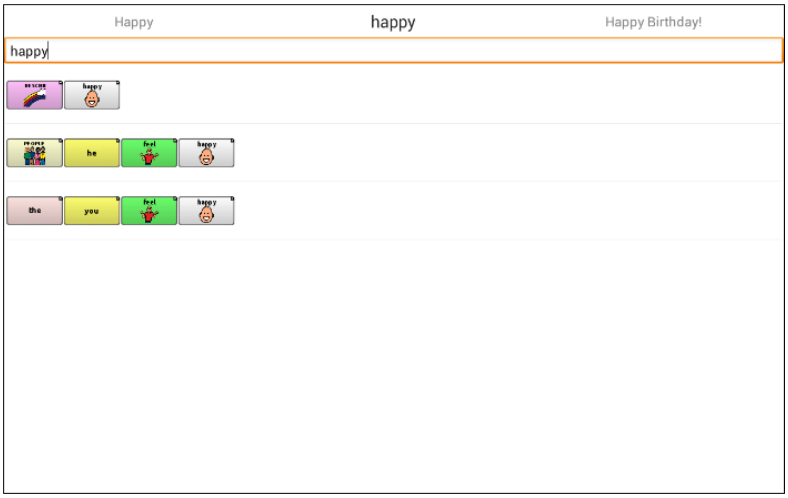
Finding Specific Words

When you want to find where a word is used, either tap the **Word Finder** button or choose the **Word Finder** menu item. A keyboard will open.

Type the word in the coloured box.



Tap **Done**. The paths to the word will be displayed.



Setting up and Using Word Prediction

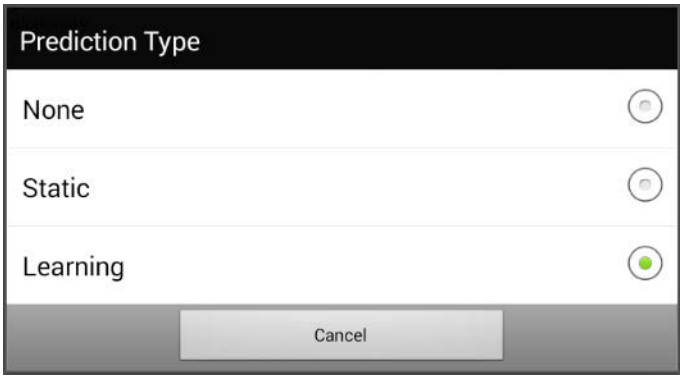
Word prediction helps improve your ability to communicate by "predicting" a word you intend to speak, thereby reducing the number of letters you need to enter.

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 greyed 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.

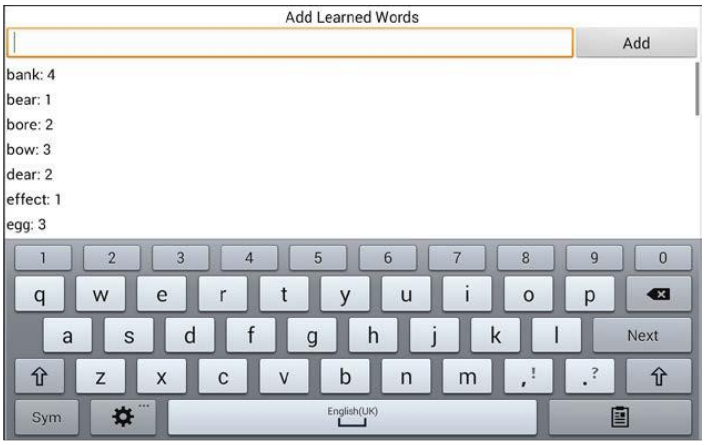
Choose **Menu** > **Settings** > **Text** > **Prediction** > **Default Dictionary**. The Dictionary window opens. Choose **American English** or **British English**.

Adding Words using the Add Learned 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.

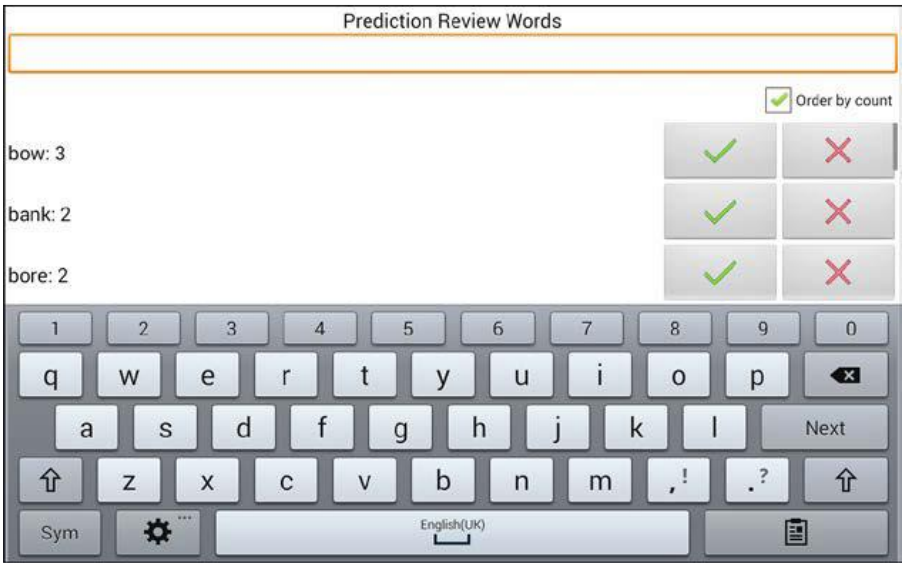
Reviewing New Words for Prediction

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 X icon.

Excluding Words from Prediction

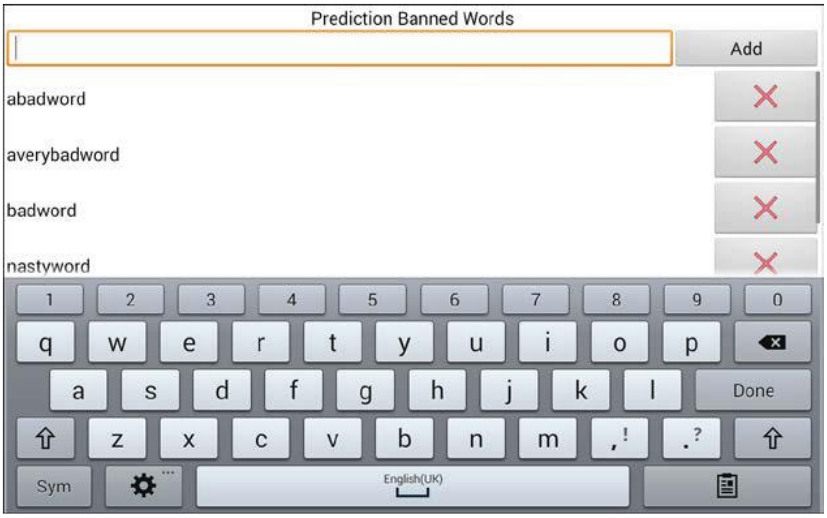
Use the banned words list to prevent specific words from being predicted.

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 X 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 **X** 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.

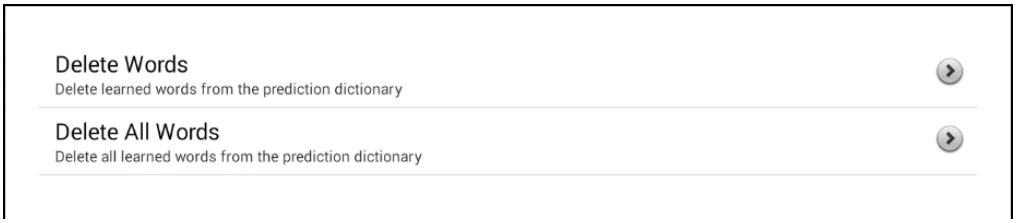


5. Choose the checkmark. The filename will disappear from the screen, and the words in the file will be added to the word prediction dictionary.
6. To quickly confirm that the words were added, choose **Menu** > **Settings** > **Text** > **Prediction** > **Add Words**. The words in the file should be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

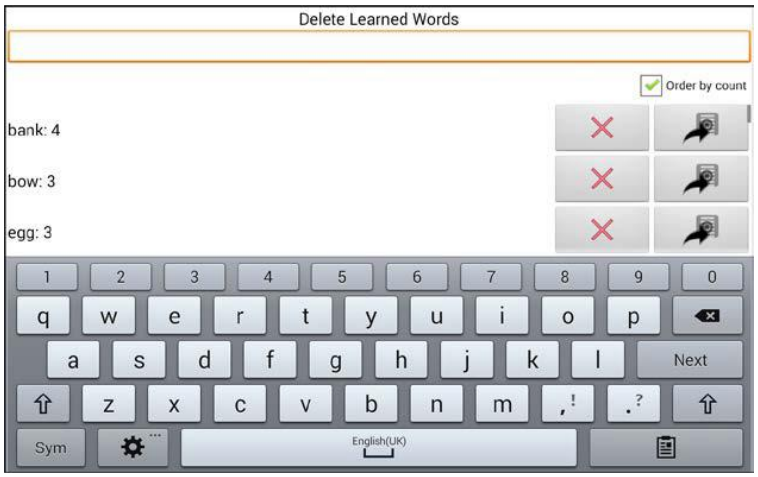


- To delete individual learned words, choose **Delete Words**.
- To delete all learned words, choose **Delete All Words**.

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.



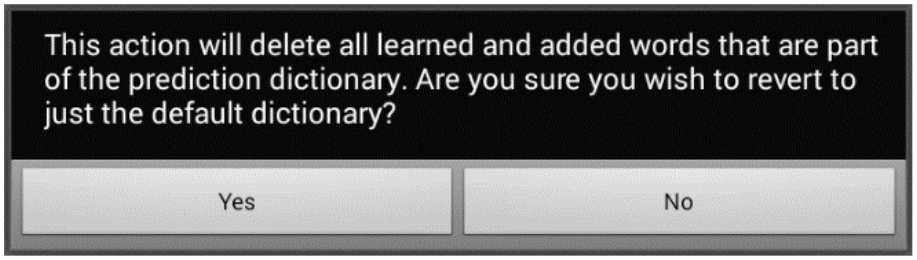
For any word you want to delete from the word prediction dictionary, choose the X icon.

To move a word to the list of banned words, choose the  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 & Automatic Capitalisation

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

Adding, Modifying, and Deleting Abbreviations

Abbreviations can be used instead of writing the whole 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 type 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.

Restricting Access

When you want to prevent the user from changing application settings, accessing operating system features, or using apps, you can do any of the following:

- To prevent the user from accessing application settings, enable **Menu Lock**.
- To prevent the user from accessing operating system settings and apps (if you have a non-dedicated or “unlocked” device), enable **Kiosk Mode**.
- To prevent the user from accessing application settings, operating system settings, and apps, enable both **Menu Lock** and **Kiosk Mode**.

Enabling Menu Lock

To block the user’s access to the menu bar, enable Menu Lock.

1. Choose **Menu** > **Settings**.
2. Enable **Menu Lock**. A Password prompt will be displayed with a keyboard.
3. Enter a password, confirm the password, and choose **Save**.

Locking the Device

Choose **Menu** > **Lock**. The following prompt will be displayed: Enable Kiosk too?

- To lock the device and enable Kiosk mode, choose **Yes**.
- To lock the device without enabling Kiosk mode, choose **No**.

Unlocking the Device

If Kiosk Mode is not enabled:

1. Choose **Menu** > **Unlock**. The Password prompt will be displayed with a keyboard.
2. Enter the Menu Lock password and choose **OK**.

If Kiosk Mode is also enabled:

1. Choose **Menu** > **Unlock**. The Password prompt will be displayed with a keyboard.
2. Enter the Menu Lock password and choose **OK**. The following prompt will be displayed: Disable Kiosk too?
    - To unlock the device and disable Kiosk mode, choose **Yes**. You

will be prompted to enter your Kiosk Mode password. (See Creating a Kiosk Mode Password.)

- To unlock the device and leave Kiosk mode enabled, choose **No**.

Blocking Access to the Operating System and Apps

Not everyone will benefit from having access to the operating system and apps. To make your device a "closed" device that will only allow the end user to access the application, enable Kiosk Mode.

Important! If the Kiosk Mode option is not available, you have purchased a dedicated or "locked" device.

Creating a Kiosk Mode Password

If you want to require a password to disable Kiosk Mode, do the following *before* you enable Kiosk Mode.

1. Choose **Menu** > **Settings** > **System** > **Kiosk Mode**.
2. Choose **Require Password**. A Password prompt will be displayed with a keyboard.
3. Enter a password, confirm the password, and choose **Save**.

Enabling Kiosk Mode

To block the user's access to the operating system and apps, enable Kiosk Mode.

1. Choose **Menu** > **Settings** > **System > Kiosk Mode**.
2. Enable **Kiosk Mode**. The following prompt will be displayed: Lock menu too?
   - To enable Kiosk Mode and Menu Lock, choose **Yes**.
   - To enable Kiosk Mode and leave Menu Lock disabled, choose **No**.

Disabling Kiosk Mode

If Menu Lock is not enabled:

1. Choose **Menu** > **Settings** > **System** > **Kiosk Mode**.
2. Disable **Kiosk Mode**.

If Menu Lock is also enabled:

1. Choose **Menu**. The Unlock menu option will be displayed.
2. Choose **Unlock**.
3. Enter the Menu Lock password. The following prompt will be displayed: Disable Kiosk too?
4. To disable Menu Lock and Kiosk Mode, choose **Yes**.

Note: If you set a Kiosk Mode password, you will be prompted to enter the password.

Resetting Your Passwords

If you forget your Menu Lock password, enter **BOSCO** to overwrite the existing password.

If you set a Kiosk Mode password and you forget it, enter **bazinga** to overwrite the existing password.

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. Give your profile a name (for example, Morning Settings).
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**.

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 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.

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 shows the date, time, or both in the Speech Display Bar (SDB).

Changing Date and Time Settings

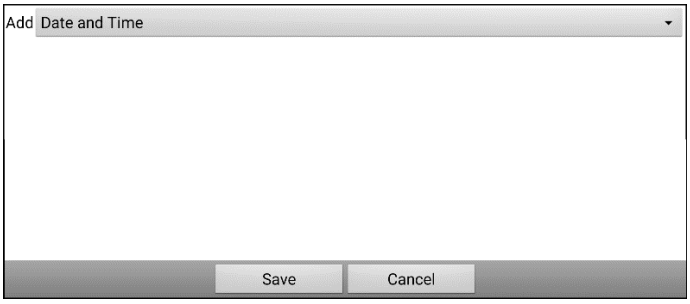
Choose **Menu** > **Settings** > **System** > **Date and Time**. Then set the date, time zone, time, and the appropriate date and time formats.

Creating a Date/Time Button

You can create a button that speaks and shows the date, time, or both in the Speech Display Bar (SDB).

1. Go to the page on which you want to create the button.
2. Select **Menu** > **Edit Mode**.
3. Press and hold the button you want to modify. (Right-click if you are using the Editor.)
4. Select **Edit Button**.
5. Add a button label and image.

   Optional: Select the **Style** tab and set the appropriate style.
6. Select the **Actions** tab.
7. Select the list arrow to open a list of actions.
8. Select **Add Time/Date to Display**. The Add Date and Time window opens.



9. Select the list arrow to list the date and time options.



10. Select **Date and Time**, **Date**, or **Time**. The option you select will appear after “Add”.
11. Select **Save**. The current actions for the button will be listed.

    Optional: Remove any existing actions for the button that you do not want to include.

12. Select **Save**.

    When you select the button, it should speak and show the date, time, or both in the Speech Display Bar (SDB).

Adjusting Audible & Haptic Feedback

The LR10 provides an option to have an audible and/or vibration sensation when a button is activated. The vibration sensation option setting is called Haptic Feedback.

To add haptic or audible feedback:
Choose **Menu** > **Settings** > **System** > **Sound Settings**.

Audible Selection provides an audible click when navigating through Chat menus.

Haptic Feedback vibrates to indicate screen touches.

To add button clicks for vocabulary page activations:
Choose **Menu** > **Settings** > **Input** > **Beep on Button Press**.

Analysing Language Development

You can use the data logging capabilities of your device to collect information on a person's language development. Then you can upload that information 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 organises and analyses 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 progress and 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 with the Realize Language website, email support@realizelanguage.com.

Creating a Privacy Password

IMPORTANT: If you forget your privacy password, there is no other way to access your data without resetting the device. Please store your password in a safe place.

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

IMPORTANT: Please ensure the date & time are correct before using data logging. See Setting the Date and Time.

When data logging is turned on, your device collects language usage data which you can upload to the Realize Language website for web-based analysis or save to a file to analyse manually.

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



Note: To turn data logging off, select **Data Logging** to remove the green checkmark.

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



Important! If you plan to use the Realize Language website to analyse data, set up a person before you start collecting data.

Uploading Data for Analysis

After you turn data logging on, your device will start collecting usage data. Your next step is to upload that data to the Realize Language website for analysis. You can initiate uploads manually any time or choose to allow data to upload automatically every 24 hours.

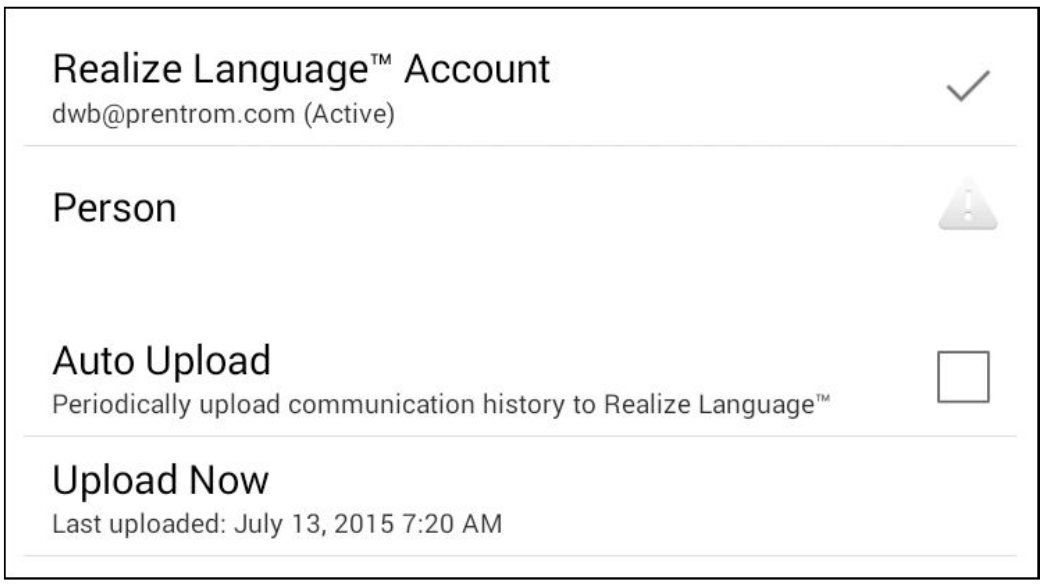
Note: Data logging and data uploading (collection) operate independently. If you turn off data logging, data collected since the last upload can still be uploaded manually or automatically as long as a network connection is available. If you disable data uploading, you can still collect data for analysing manually.

Configuring Data Uploading

Note: You must be connected to WiFi to upload data. If you have a dedicated or "locked" device, see Saving a Data File to Analyse Manually.

1. Choose **Realize Language** from the Data Logging menu. The first time you select Realize Language, the following message will appear: "Access to personal communication requires authorization. Please enter your privacy password." Choose **OK**. A keyboard will open, prompting you to enter your privacy password.
2. Enter your privacy password and choose **OK**. Another keyboard will open, prompting you to enter your Realize Language account email address and Realize Language account password.

3. Enter your Realize Language account email address and choose **Next**. The highlight moves to the Realize Language Password field.
4. Enter your Realize Language account password and choose **OK**. The device will be connected to the Realize Language website, and the Account/Upload screen will be displayed.



5. The screen will display your Realize Language account email address; the currently selected person (the person with whom collected data will be associated) or a warning icon if no person is selected; the Auto Upload checkbox; and the Upload Now button with the date and time of the last data upload.
6. At this point you can select a person, set up automatic data uploads, or initiate uploads yourself.

Selecting a Person

A warning icon following “Person” indicates that no person is selected. If you collect data before selecting a person, that data will be associated with a “default user”. The best practice is to select a person immediately.

1. From the Account/Upload screen, choose **Person**. The Person list will be displayed.



2. Select the person with whom you want to associate data. The following message will appear.

   Logged data exists that is not associated with a person. Do you want it associated with [*person*]?

3. Choose **Yes**. The name you select will appear under “Person”, and a checkmark will replace the warning icon.

   Hint: At any time, you can choose **Person** to open the Person list and select a different person.

Important! If you choose **No**, you won’t have another chance to associate the current data with a person. Your only option would be to save the data to a file to view on your device or a computer. See “Saving Data to a File to Analyze Manually”.

Setting up Automatic Data Uploads

From the Account/Upload screen, select **Auto Upload** to insert a checkmark. Data collected since the last upload will upload immediately, and data will continue to upload automatically every 24 hours.

To set a specific upload time, deselect **Auto Upload** and then select it again at the time of day you want data uploaded. For example, if you want data to upload automatically at 5:00 each day, select **Auto Upload** at 5:00 on any given day. From that point, data will be uploaded at 5:00 each day.

Note: When you want to analyse data before the automatic upload time, you can choose **Upload Now** at any time.

Note: If you want to initiate all data uploads yourself, leave this option unselected and use Upload Now each time you want to upload data.

Initiating an Immediate Data Upload

Any time you want to upload data immediately, choose **Upload Now**. Data collected since your last upload will be uploaded immediately. The button label will change to “Uploading” while the upload is in progress. When the upload is complete, “Upload Completed” will appear near the bottom of the screen.

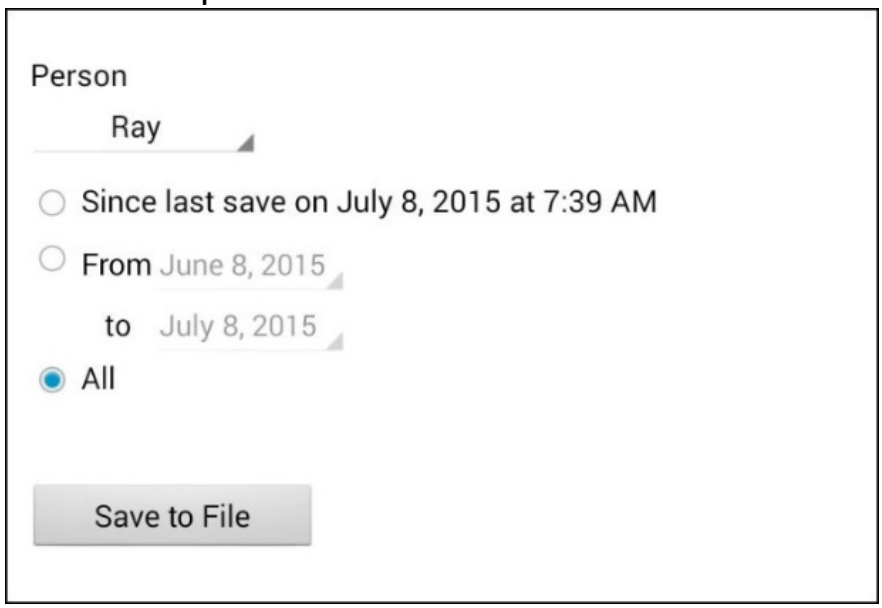
Note: You can use Upload Now even if Auto Upload is selected.

Saving Data to a File to Analyse Manually

Save usage data to a file when you want to analyse it manually instead of uploading it to the Realize Language website for analysis. You can also use this process to transfer data when you cannot connect to WiFi or have a dedicated device.

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.



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. *If this is the first time you have done a manual save, the device will open to a file location for **'recent'** however this will be empty. Select the ⋮ icon in the top right corner and select **'show SD card'***

7. *Select the*  *symbol in top left corner – beneath '**Recent**' there should now be another file option which you can now select.*
8. *Select the **'ChatPC'** folder.*
9. *From within the **'ChatPC'** file, select the*  *and **'Create Folder'**. Name this folder **'Log'**.*
10. *Now press '**Select**' in the bottom right corner of the screen. This will select the **'Log'** folder to save your data file. In future, the device will remember this location.*
11. If this is not your first manual save, simply select **Yes**. "File Saved" will appear near the bottom of the screen.
12. You can then view the file on your device or computer.

To view the file on your device:

If you have an app that can read text files, navigate to the file on your device. The path to the file varies by type of device.

To view the file on your computer:

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. View the file by opening it in a program installed on the computer.
5. This log file can be saved to your computer, then manually uploaded into your online Realize Language account.

Clearing Usage Data

To clear usage data for a person:

1. Choose **Clear Log** from the Data Logging menu. The Person to Clear window will be displayed.
2. Choose the person whose usage data you want to clear.
   Note: A green dot will appear to the right of the person who is

selected currently. You can choose that person, a different person, or **All People**.

3. When you select a person, the following confirmation prompt will appear: “Clear log for [*person*]?”
4. Choose **Yes**.

Changing or Removing Your Privacy Password

By default, each time you save data to a file, you enter a password. Entering a password helps ensure privacy—only you will be able to view the data. You can change this privacy password as often as you want, or you can eliminate the need for a privacy password.

IMPORTANT: If you forget your privacy password, there is no other way to access your data without resetting the device. Please store your password in a safe place.

To change your privacy password:

This procedure changes your data logging password only. It does *not* change your Realize Language account password.

1. Choose **Change Privacy Password** from the Data Logging menu.
2. Enter your old privacy password and choose **Next**.
3. Enter your new privacy password in the New Password field and choose **Next**.
4. Enter your new privacy password again in the Confirm Password field and choose **Next**.
5. Choose **Save**.

To remove your privacy password:

If you prefer not to enter a password each time you save data to a file, use this procedure. Keep in mind, however, that you will also lose the privacy protection a password provides.

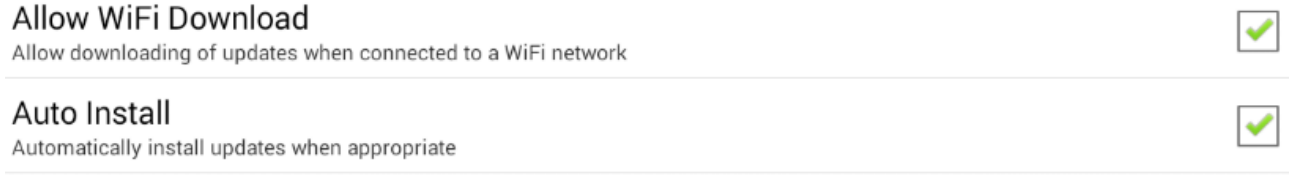
1. Choose **Change Privacy Password** from the Data Logging menu.
2. Enter your old privacy password and choose **Next**.
3. Leave the New Password field blank and choose **Next**.
4. Leave the Confirm Password field blank and choose **Next**.
5. Choose **Save**.

Updating the Chat Application

Downloading and Installing Updates Automatically

The “Allow WiFi Download” and “Auto Install” options are selected by default on your device. Leave both options selected. To verify that the options are selected are selected:

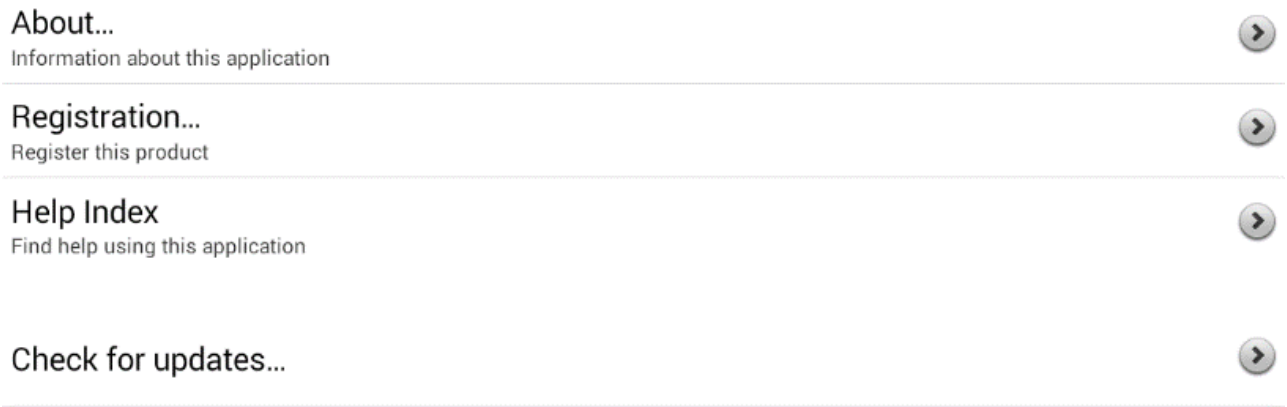
1. Choose **Menu** > **Help** > **Check for Updates** > **Menu**.



2. If either option is not selected, select the box to insert a green checkmark.

To check for, download, and install updates:

1. Choose **Menu** > **Help**. The Help screen will be displayed.



2. Choose **Check for Updates**. A screen will show “Check Now” along with the current software version, when you last checked for updates, and the date and time of the last update.



3. To check for available updates, choose **Check Now**.
4. When the system finds one or more updates to install, a window will give you the option to install the update software or cancel.

5. Choose **Install**. “Installing” will be displayed below a progress bar while the installation is in progress.
   Note: The number of updates to install can vary. When prompted, follow the on-screen instructions.
6. When the installation is complete, the screen will show “The Update Completed Successfully”.

Alternative #1: Download Updates Automatically and Install Them Manually

Note: You must be connected to Wi-Fi to download updates automatically.

Leave “Allow WiFi Download” selected, but de-select “Auto Install”. To do this, choose **Menu** > **Help** > **Check for Updates** > **Menu**.

Update files will download automatically, but will not be installed. The next time you restart the device, “Check Now” will be displayed on the screen. Choose **Check Now** and then select the update.

Alternative #2: Download and Install Updates Manually

De-select both “Allow WiFi Download” and “Auto Install”. Choose **Menu** > **Help** > **Check for Updates**. Choose **Check Now** and select the available update(s).

Updating the Chat Editor

To update Chat Editor, select **Help > Check online for new version.**

You can check your Chat Editor software version by selecting **Help > About.**

Backing Up Your 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 files to your device. How to back up your vocabulary files depends on the backup media you have access to.

If you have a USB drive and a USB 'On-The-Go' adapter/cable:
Select specific vocabulary files and back them up to a USB drive.

If you have access to a Windows computer with Chat Editor:
Select specific vocabulary files and transfer them to a computer.

If you don't have access to external backup media:
Make a backup copy of your entire library of vocabulary files on your device.

Backing Up Customized Vocabulary Files to a USB Drive

To keep customized vocabulary files safe, use the Import/Export feature. These terms refer to moving files in relation to your device: "export" indicates to move files ***from*** your device to another storage medium; "import" indicates to move files from another storage medium ***to*** your device.

You will need a USB flash drive, and an 'On-The-Go' cable with a micro USB connection. You may have received an adapter with your LR10 – this will have a micro USB connector on one end that plugs into your device, and a USB 3.0 adapter to insert the USB flash drive.

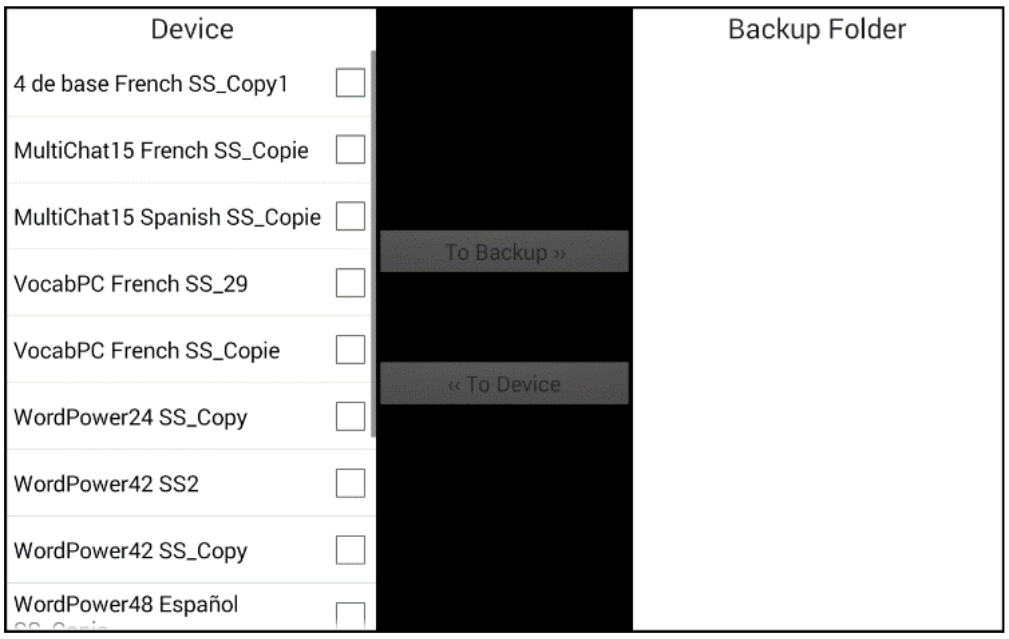
1. Connect the USB drive to the adapter, then connect it to the USB port on your device (same as the charging port).

   Note: If the device's file manager opens, use the device's **Back** arrow to close it.

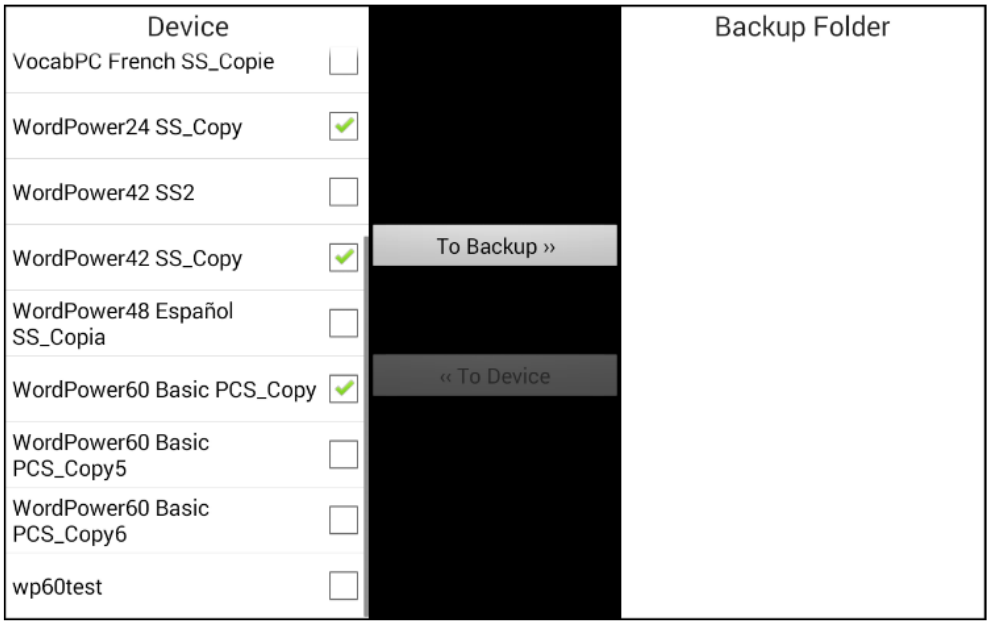
2. On the device, select **Menu > Library > Menu > Import/Export.**

   Note: A different file management screen may open. Depending on your device, select or navigate to the USB drive, choose the folder you want, and choose **Select** or **OK**.

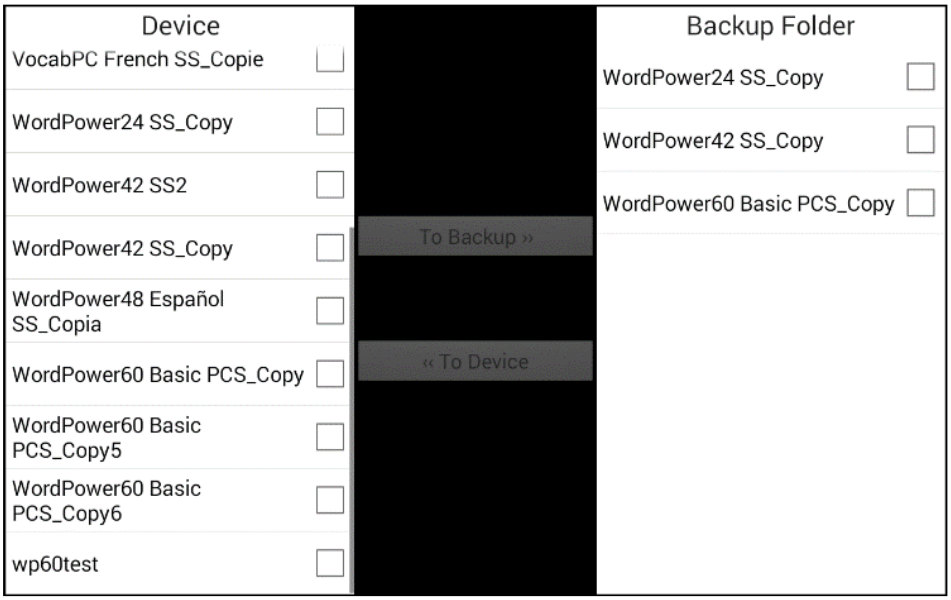
3. A window will list the customized files under Device on the left. Any files already on the USB drive are listed under Backup Folder on the right.



4. Select each file on the device that you want to copy to the USB drive.



5. Select **To Backup**, which is now highlighted. The files will be copied to the USB drive. When the files finish copying, they will be listed under Backup Folder.



6. Disconnect the USB drive from your device and store it in a safe location.

Restoring a Backed-up File

If you need to restore a backed-up file to your device, do the following:

1. Connect your USB drive to the USB port on your device.

   Note: If the device's file manager opens, use the device's **Back** arrow to close it.

2. On the device, select **Menu** > **Library** > **Menu** > **Import/Export**.

   Note: A different file management screen may open. Depending on your device, select or navigate to the USB drive, choose the folder you want, and choose **Select** or **OK**.

3. A window will list previously backed-up files under Backup Folder on the right.
4. Select the file on the USB drive that you want to copy to the device.
5. Select **To Device**, which is now highlighted. The file will be copied to the device.

   Note: If the backed-up file has the same name as a file on your device, you will be asked if you want to overwrite the file on the device.



- If you select **Yes**, the file will be overwritten as the file is copied to the device.
- If you select **No**, the backup process will stop. Rename the file on the device and repeat steps 2 through 5.

6. When the file finishes copying, it will be listed under Device.
7. Disconnect the USB drive from your device and store it in a safe location.

Transferring Vocabulary Files from a USB to your computer

Once you have exported a vocabulary file to a USB drive using the method above, you can copy the file to your (Mac or Windows) computer for safe keeping.

1. Insert the USB drive into your computer.
2. Explore the contents of the device using your file explorer.
3. Locate the vocabulary file (it will be a .ce file).
4. Copy the file and paste it to a safe location on your computer.

You can copy this file back to a USB at any time, and restore the vocabulary using the instructions above.

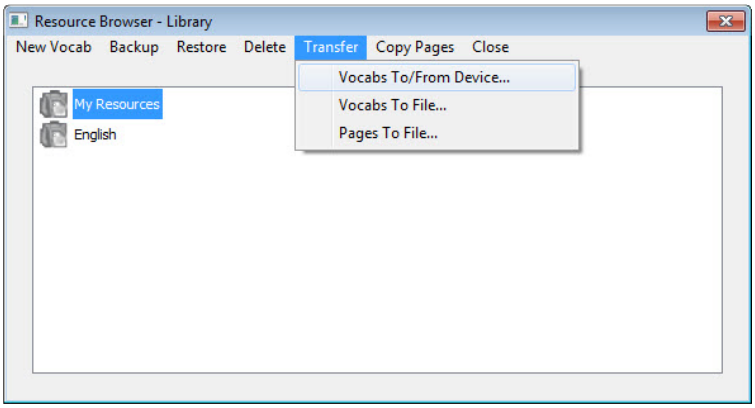
Note: If you have a Windows computer, you can transfer this file into Chat Editor. Paste the file to your Windows desktop, then drag it into the 'Chat Editor Import' folder on your Windows desktop. The next time you start Chat Editor, the import process will begin, and the file will be in your Chat Editor library under 'My Resources'.

Transferring Vocabulary Files to/from Chat Editor

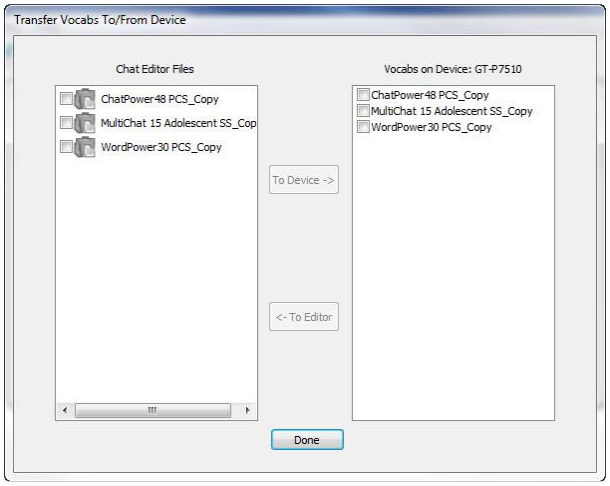
If you have a Windows computer, you can transfer vocabulary files between your device and the computer using Chat Editor.

Note: For successful transfers, your device and Editor should be running the same software version.

1. On the computer, Start Chat Editor.
2. Attach a USB cable to the device (part of your LR10 charger) 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.

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.

Making a Backup Copy of the Library of Vocabulary Files on Your Device

The library backup feature allows you to create a copy of your library of vocabulary files on the same device. However, if the device is damaged or lost, the backup is also lost. Also keep in mind that when you perform a backup, you will overwrite any existing backup file.

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 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.

Backing up a Library in the Chat Editor (on your computer)

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

Restoring a Library to the Chat Editor (on your computer)

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

Clearing and Restoring Customisations

Although most systems 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.
5. Your device should now contain only the Saltillo-provided default vocabulary files.

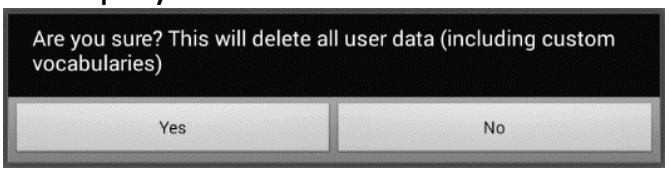
Restoring the Default Settings

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**.

Deleting All Custom Vocabularies and Settings

If you want to delete all custom vocabularies and restore all Chat software settings to their defaults, use this procedure. The Reset Data option is only available if you set up a Menu Lock password.
Important! Choosing Reset Data will delete ***all*** custom vocabularies and restore ***all*** Chat software settings to their defaults.

1. Choose **Menu** > **Settings** > **System** > **Reset Data**. The following prompt will be displayed.



2. Choose **Yes** to confirm.
3. All custom vocabularies will be deleted, and the Chat software settings will be restored to their defaults.

Note: Reset Data does ***not*** remove items saved within the operating system.

Removing Downloaded Apps and Files

If you suspect that the device user may have downloaded new apps that should be deleted from the system, contact Liberator for details on removing these items. You can also follow these steps on a non-dedicated device:

Images can be removed manually by choosing the Gallery App, pressing and holding on each image, and choosing to delete them.

Music that has been added to the device can be removed by going to the Music app, pressing and holding on the song, and choosing to delete it.

Videos that have been added to the device can be removed by going to the Video app, pressing and holding on the video, and choosing to delete it.

You can also attach a cable to your computer and, using Explorer from the computer, remove only items from the Gallery, Photos, Music, and Video folders.

Setting up and Using Texting

You can use your Liberator Rugged 10 device to send and receive text messages. Compose messages the same way you enter any other text.

Please also refer to this additional manual
https://d3kwnfaq7240hw.cloudfront.net/downloads/chat-texting-setting-up-and-using-v102-english.pdf

⚠ Use your device and phone safely while texting. Do not text while performing another task or activity.

Important! To use texting on your device, you must also have an Android™ phone with a texting plan available. See the phone manufacturer's manual for safe mounting and placement.

You will need to set up the AeroText™ app on that phone and establish a Bluetooth connection between the phone and the device. See "Installing the AeroText Application on Your Phone" and then "Connecting Your NovaChat Device to Your Phone".

***Text messages on your mobile access device may incur a charge from* your mobile access provider. Wireless carrier fees may apply.**

Note: Images in this section are examples only. Texting pages vary by vocabulary. You can also modify texting pages the way you modify vocabulary pages—change colours, button text, button images, etc.

Installing the AeroText Application on Your Phone

1. On your phone, open your internet browser.
2. Go to https://www.prc-saltillo.com/texting. Check "I agree to the End User License Agreement" and then click the **Download AeroText** button.
3. When the download is complete, go to the app listing and then go to **Settings**.
4. Go to **Security**.
5. Find the setting **Unknown Sources** and turn it on. When a pop-up box appears, tap **OK**.

   Note: This step will vary with the device. If your device does not have the Unknown Sources setting, the setting will probably appear when you install the AeroText.apk file.
6. Tap on the home button at the bottom of the phone.

7. Tap **Apps** > **File Manager**.

   Note: This will be named differently depending on your brand of phone. If your phone does not have a file manager, Google Play has several to choose from. Choose the one that best fits your needs.

8. Find the **AeroText.apk** in the phone's download folder and tap on it.
9. Tap **Install**.
10. If the Google Protect pop-up box appears, tap **Allow**.
11. When the AeroText.apk is installed, tap the home button.
12. Go to the app listing and then **Settings**.
13. Go to **Security**.
14. Find the setting **Unknown Sources** and turn it off.
15. Tap the home button.
16. Tap **Apps** > **AeroText**.
17. If you see the message "An app wants to turn Bluetooth ON for this device", tap **Allow**. Or, if you see the message "This app was built for an older version of Android…", tap **OK**.
18. When AeroText opens, tap on **AeroText is not your SMS app** at the top.
19. Tap **Yes** on the "Change SMS App?" pop-up box. This will make AeroText the primary texting app on the phone.
20. To make AeroText discoverable for the device:
    - Tap on the No Bluetooth Connection banner at the top.
    - When "An app wants to make your phone visible to other Bluetooth devices for 120 seconds" appears, tap **Allow**.
    - AeroText is now waiting for the device to connect to it.
21. Proceed to "Connecting Your Device to Your Phone" below.

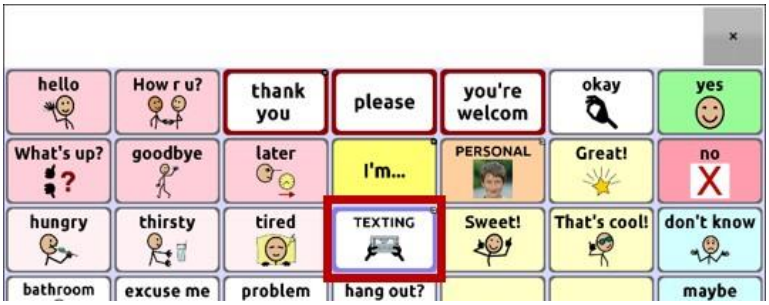
Connecting Your Device to Your Phone

1. On your device, choose **Menu** > **Settings** > **System** > **Bluetooth settings**.
2. Make sure that **Use with Phone** is turned on.

Note: When you select **Use with Phone**, the following message will appear:Text messages on your mobile access device may incur a charge from your mobile access service provider. Wireless carrier fees may apply.

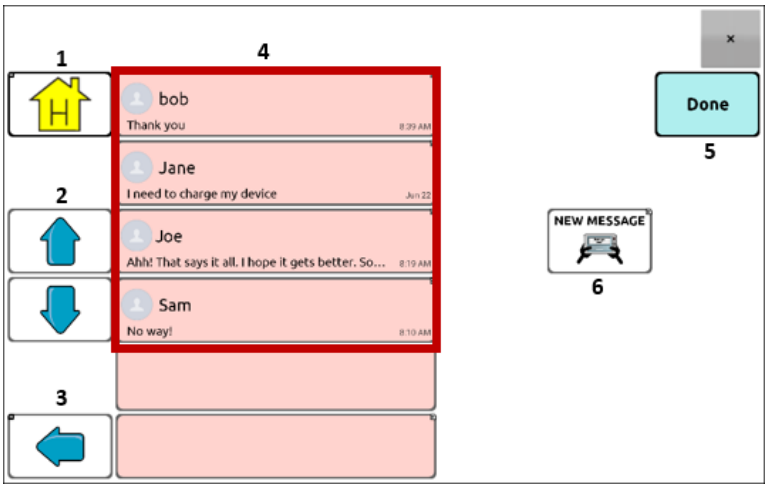
Tap **OK** to proceed.

3. Choose **Connect to Phone**. The device will scan for available phones and list them on the screen.
4. Select your phone. “Connecting to device” will be displayed. When the device connects to the phone, “-Connected” will be displayed after the phone name at the top of the screen and a “Connected” message will appear briefly at the bottom of the display.
5. Use the device’s Back button (, , or) to go to the vocabulary’s home page and then navigate to the page that includes the Texting button. For example:



Note: The appearance and location of the Texting button depend on the vocabulary file you are using and where you choose to locate the button. See “Using Texting in a Default Vocabulary File” or “Adding Texting to a Customized Vocabulary File”.

6. The conversations stored on the phone will be listed on the texting conversations page.



Button	Description
1	Home button: Go to your home page.
2	Scrolling arrows: Scroll through your conversations.
3	Previous arrow: Go to the previous page.
4	Conversations list: Each conversation shows the first few words of the most recent message. To view the entire conversation, select the conversation to open the texting messages page.
5	Done: Functions only when Send or Create Contact is displayed in the SDB. Done provides an alternative button that may be easier for the user to access than the Send or Create Contact buttons.
6	New Message: Open your list of contacts, select a contact, and compose and send a message.

Using Texting in a Default Vocabulary File

The default WordPower and MultiChat vocabulary files all now include texting pages. If you want to use a default vocabulary, texting pages are already set up. Simply create a copy of the vocabulary file and customize the texting pages and other vocabulary pages as you want.

To go to texting in the default WordPower vocabularies, choose **Social** and select the **Texting** button on the Social page.

To go to texting in MultiChat 15, choose **Things**, choose **More Things**, and select **Texting** on the More Things page.

Copying the Done Button to a Different Page

Done provides an alternative button that may be easier for the user to access than the Send or Create Contact buttons. You may want to copy the button to your keyboard or another convenient page so you don't need to return to the Social or More Things page.

1. Choose **Menu** > **Edit Mode**.
2. Press and hold on the Done button.
3. Choose **Copy Button**.
4. Press and hold on the location for the new button.
5. Choose **Paste Button**.

Adding a Button with the "Done" Action to a Page

As an alternative to copying the Done button, you can create or modify a button on a page and assign the Done action.

1. Choose **Menu** > **Edit Mode**.
2. Press and hold the button you want to modify. A list of button options opens.
3. Choose **Edit Button**. The Button Properties window opens to the General tab.
4. Add a label and image.
5. Choose the **Actions** tab.
6. Tap or click the "Add an action" list arrow to open a list of actions.
7. Choose the **Done** action.
8. Choose **Save**.

Adding Texting to a Customized Vocabulary File

As you prepare to add texting pages to a customized vocabulary file, first consider the following:

- The vocabulary file's layout (number of buttons)
- The vocabulary file's symbol set (SymbolStix or PCS symbols)
- The page you want to use as the texting keyboard page—the Home page for choosing buttons or the spelling keyboard page (ABC).

To add texting:

1. Import the texting pages from the default vocabulary file that most closely matches the layout (number of buttons) of your customized vocabulary file.
   Important! Select a default file that also uses the same symbol set (SymbolStix or PCS symbols).
   For this example, assume your customized vocabulary file includes 60 buttons and the SymbolStix symbol set. Choose **Menu** > **Edit Mode** > **Pages** > **Menu** > **Import**.
2. Choose a default vocabulary file from which to import the texting pages. For this example, WordPower60 SS would be a close match.
3. When you select a vocabulary file, a list of pages is displayed.
4. Select each of the following (a checkmark will appear in the box after each page you select).
   - Texting Contacts
   - Texting Conversations
   - Texting Message Details
   - Texting Messages
5. Choose **Import**. The selected pages will be imported into your customized vocabulary.
6. Create a button in your customized vocabulary file that will take you to the texting pages.
   Suggestion: Use an empty button, possibly one on the Social page.
7. Edit the button: add a label, message, and/or image.
8. Select the **Actions** tab.
9. Remove **Speech Message**.
10. Select **Texting - Navigate to Conversations**.

11. Choose **Save**.
12. While still in Edit Mode, choose **Menu** > **Pages** and set each of the imported texting pages as a special page. Press and hold on a page name and select **Set as Special Page**. Then select the applicable special page designation:

    page name “Texting Contacts” > Set as Special Page > Text Contacts

    page name “Texting Conversations” > Set as Special Page > Text Conversations

    page name “Texting Message Details” > Set as Special Page > Text Message Details

    page name “Texting Messages” > Set as Special Page > Text Messages
13. Tap **Save** to save your changes and then choose **Back** to exit.
    Note: Your Home page will be your texting keyboard. If you want to use a different page for your texting keyboard page—a spelling keyboard page, for example—see Using a Different Texting Keyboard Page.
14. Choose **Menu** > **Edit Mode** to exit Edit Mode. Then navigate to the page that includes your Texting button. When you select the button, you’ll see that the texting pages are linked and working together.

Using a Different Texting Keyboard Page

By default, your Home page is your texting keyboard. If you want to use a different page for your texting keyboard page—a spelling keyboard page, for example—do the following:

1. In Edit Mode, choose **Menu** > **Pages** and then scroll to and tap **Texting Messages**.
2. From the popup menu, tap **Open**.
3. Press and hold the **Reply** button.
4. From the popup menu, tap **Edit Button**.
5. Tap the Actions tab and tap **Add an action**.
6. Scroll to and tap **Navigate**. A list of pages will appear.
7. Scroll to and tap the page you want to use as your texting keyboard page. A preview of the page will appear on the right side of the page.
8. Tap **OK**.
9. Select an animation or leave **No Animation** selected.

10. Choose **Save**.
11. Choose **Save** on the next page as well.
12. Repeat steps 1 through 11 for the **Texting Message Details** page.
13. Change the texting keyboard destination for the Texting Contacts page by doing the following:
    - Touch and hold one of the “Contact” buttons.
    - Repeat steps 4 through 11.
14. When you finish, choose **Menu** > **Edit Mode** to exit Edit Mode. The page you selected is now your texting keyboard page.

Deactivating or Reactivating Texting

To deactivate texting on your device, choose **Menu** > **Settings** > **System** > **Bluetooth settings**. Turn off **Use with Phone**.

To reactivate texting, choose **Menu > Settings > System > Bluetooth settings**. Turn on **Use with Phone**.

Increasing the Size of the Speech Display Bar (SDB)

If you aren’t using a keyguard, you may want to increase the size of the SDB. This will not only increase the size of the area for composing text, but also increase the size of the Send button, making it easier to access.

To increase the size of the SDB, do one of the following:

- Choose **Menu** > **Settings** > **Style** > **Number of Lines**. In the Line window, select the number of lines that will increase the SDB and the Send button to the size that works best.
- Choose **Menu** > **Settings** > **Style** > **Font > Font Size**. In the Choose a size window, choose a number that will increase the SDB and the Send button to the size that works best.

Creating a Contact on Your Phone

To send a text to someone, you must first create a contact. You can create a contact on your phone or from a received message on your device.

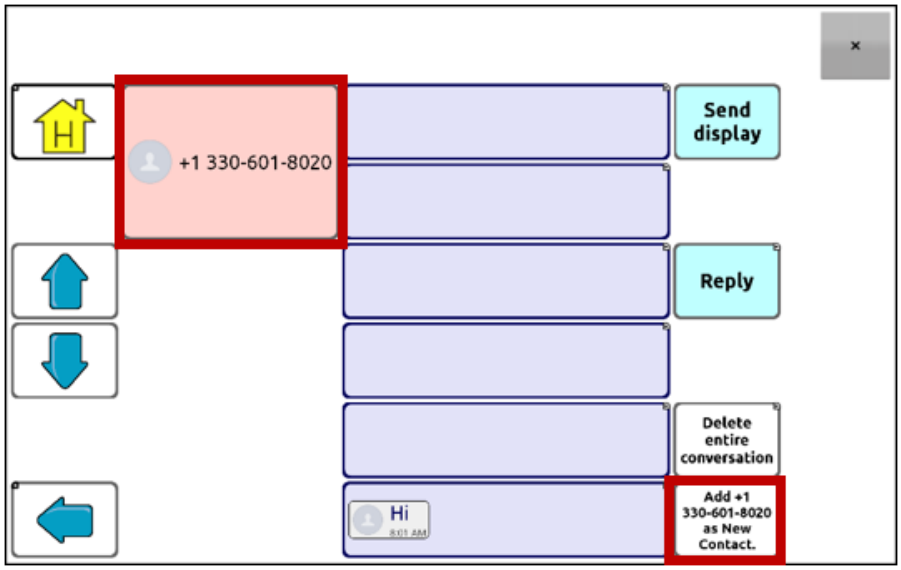
The method of creating a contact on a phone varies by model. Enter the contact's name and phone number. Because you have a Bluetooth connection, the contacts you create on the phone will be displayed on the device when you choose **New Message**.

When you want to delete a contact, use your phone to delete it.

Adding a Contact from a Received Message

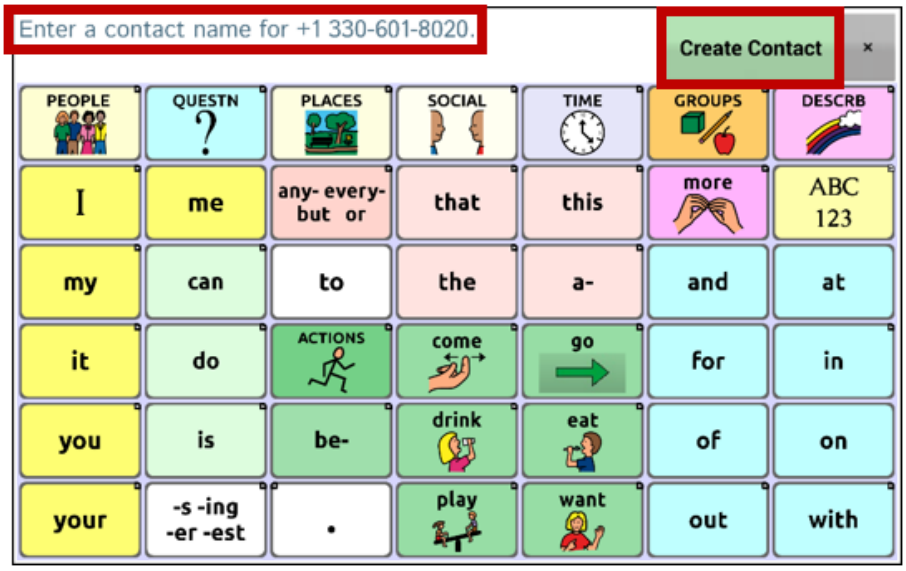
Use this procedure when you receive a message from someone you want to add as a contact.

1. From the texting conversations page, select the phone number of the person you want to add as a contact. The list of messages for that number will open with an additional "Add as New Contact" button.

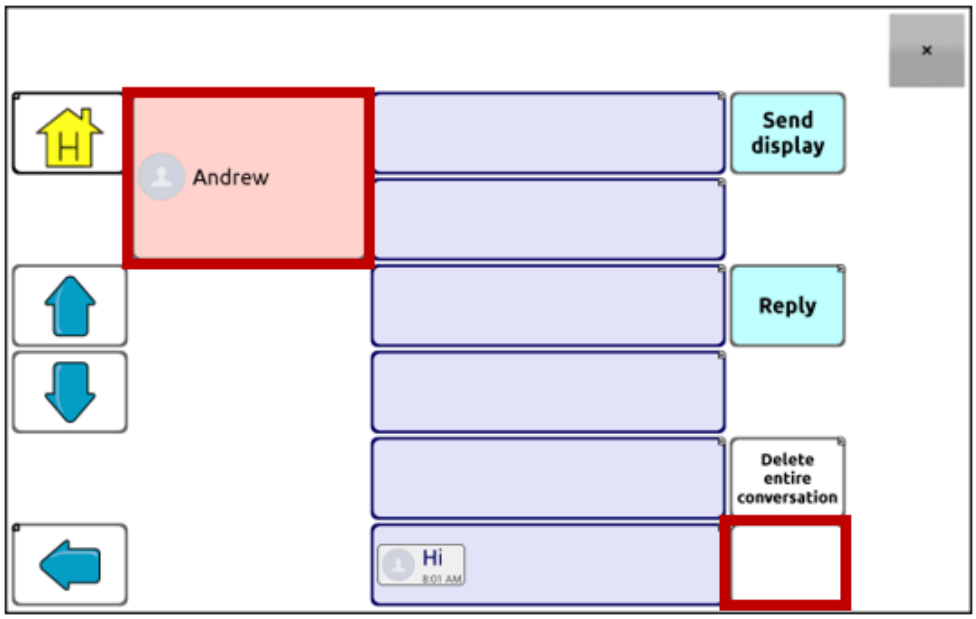


Note: The location of the Add as New Contact button varies by vocabulary file.

2. Choose the **Add as New Contact** button. The SDB will display an "Enter contact name" prompt and a Create Contact button.



3. Enter the contact's name in the SDB.
4. Choose the **Create Contact** button. The list of messages for the contact will be displayed with the new name in place of the phone number. The Add as New Contact button will be empty.

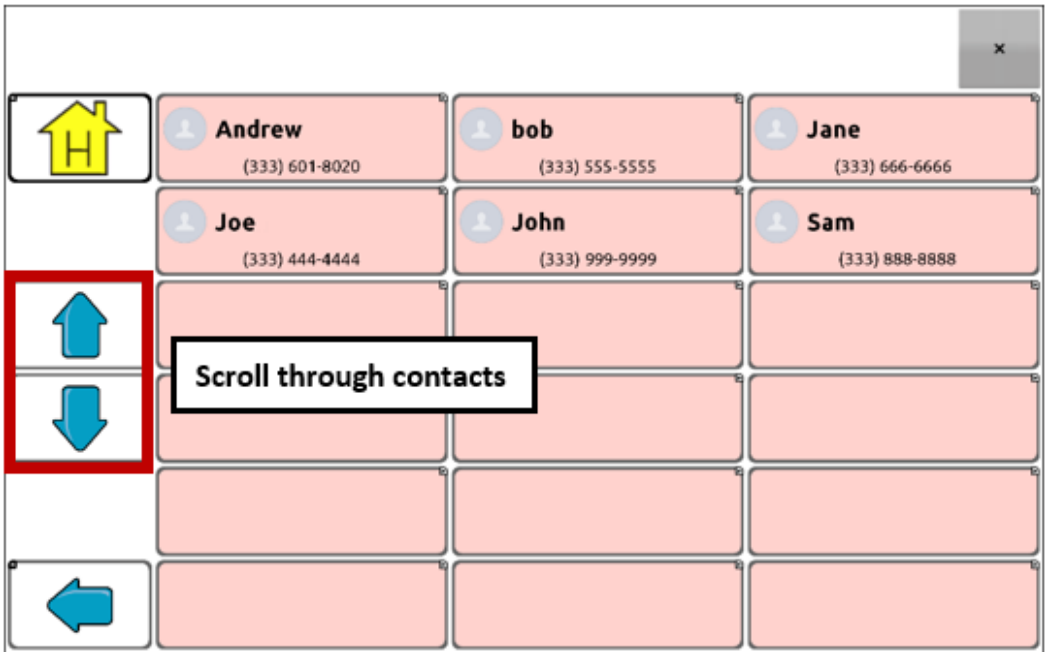


5. The new name will appear on the texting conversations page and the contacts list.

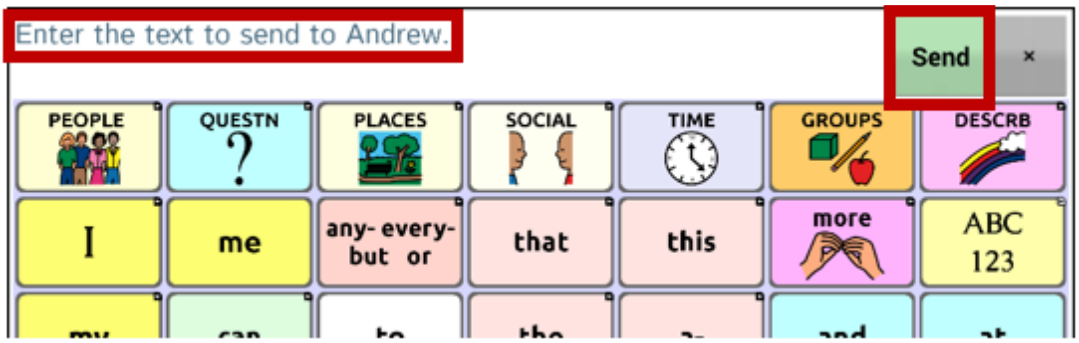
Composing and Sending a Message

You can use the texting pages that are set up in the vocabulary on your device. Or, if you want to customize the texting interface, see "Advanced Texting Setup" below.

1. To send a message, choose the Texting button in your vocabulary. The texting conversations page opens.
2. Choose **New Message**. Your contacts list is displayed.

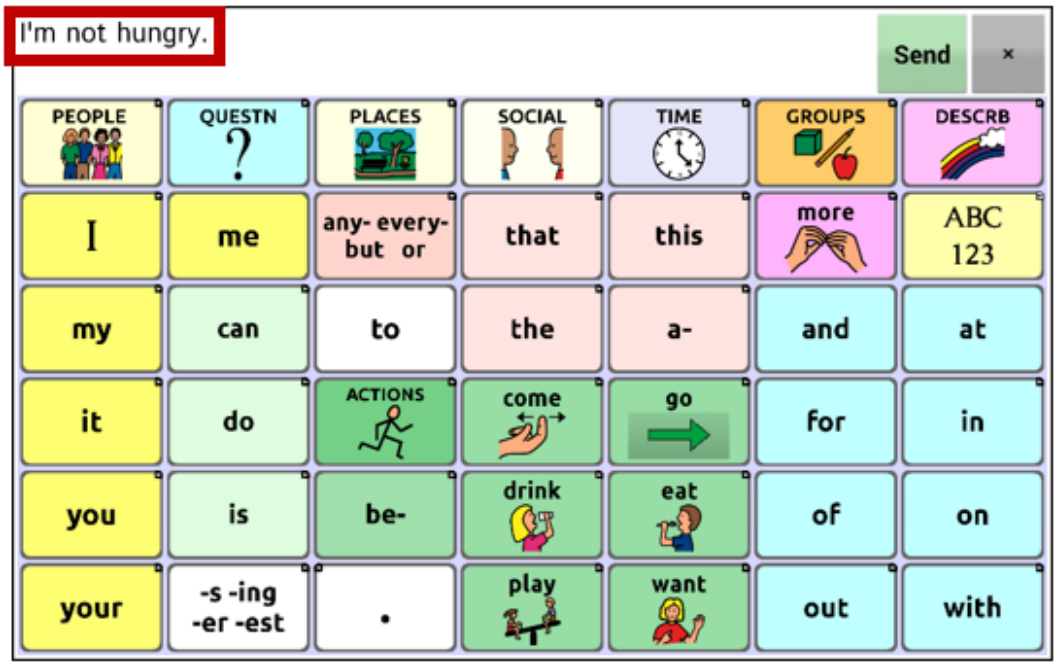


3. Select the contact you want you want to send the message to. The vocabulary home page (or the page you specified as your texting keyboard page) is displayed with an "Enter the text" prompt and a "Send" button located in the SDB.



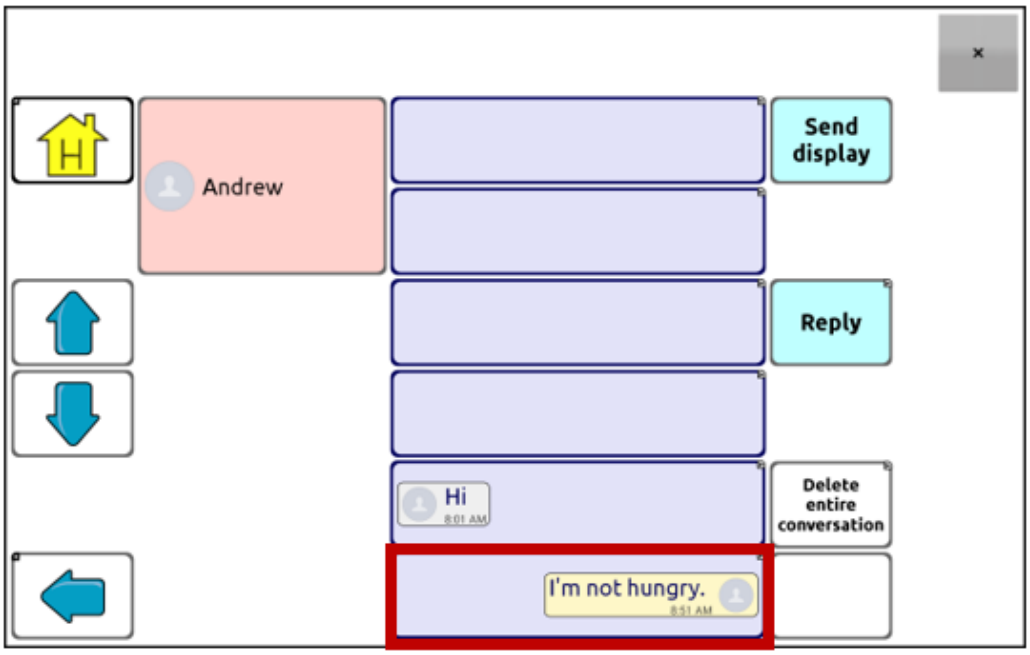
Hint: If you chose the wrong contact or don't want to send a message for any other reason, press **Back** several times until the "Enter the text" prompt disappears from the SDB.

4. Compose your message just as you would enter any text. The message appears in the SDB.



Hint: If you aren't using a keyguard, you may want to increase the size of the SDB. This will increase the size of the Send button, making it easier to access. To increase the size of the SDB, choose **Menu** > **Settings** > **Style** > **Number of Lines**.

5. Choose **Send**. The SDB is cleared and the list of messages for the contact is displayed. The message you sent is displayed at the bottom of the list.



Note: All text messages you sent to the contact and received from the contact in the current conversation are listed. Messages sent by you to the contact appear on the right; messages received from the contact appear on the left.

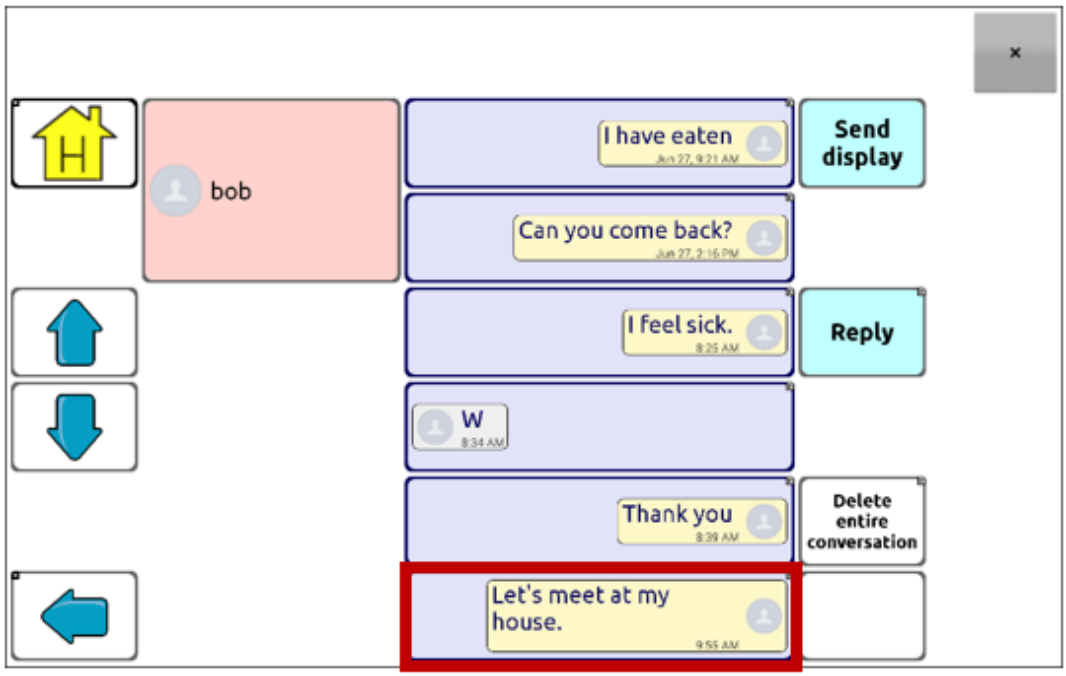
Feature	Description
Send Display	Send the current contents of the SDB as a text message and clear the SDB. The list of messages for the contact is then displayed with the new message at the bottom of the list.
Reply	Reply to the most recent message (at the bottom of the list). Click **Reply** to open the vocabulary home page (or the page you specified as your texting keyboard page) with a Send button in the SDB. Compose your message and choose **Send**.
Delete entire conversation	Delete the conversation, that is, the contact and all messages for that contact. ***Important!*** Deleting a conversation deletes all messages to or from the contact. You will not be able to undo the deletion.

Note: The message list only shows the first few words of each message. To view the entire message, select the message to open the text message details page.

Speaking a Text Message

You can speak any text message in a conversation.

1. From the list of messages for a contact, select the message you want to speak.



2. When you select the message, the text message details page is displayed with additional buttons.

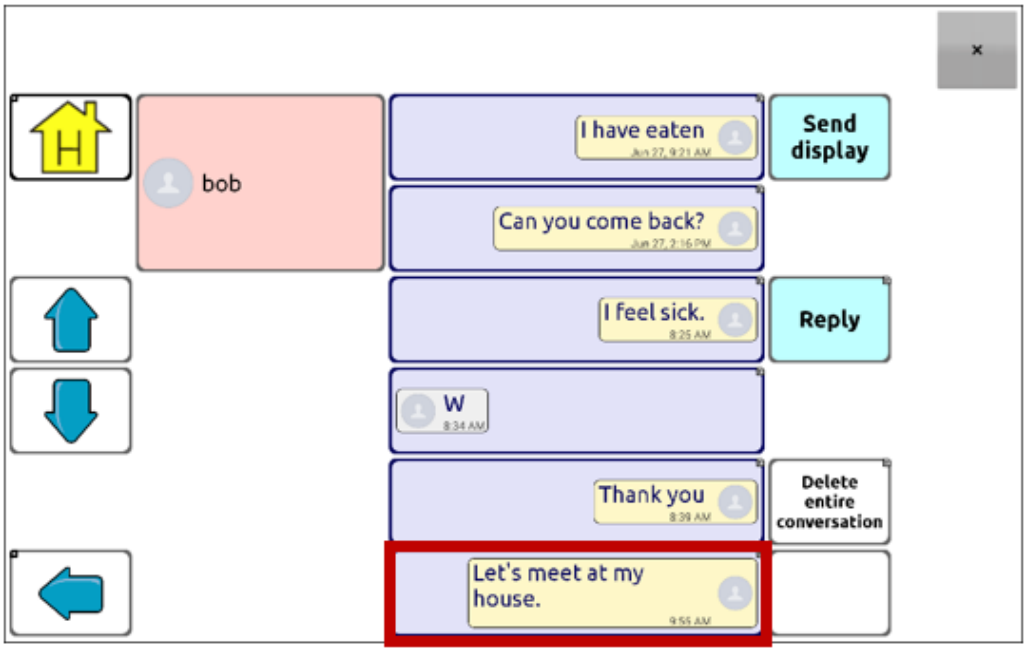


3. Choose **Speak Text Message**.

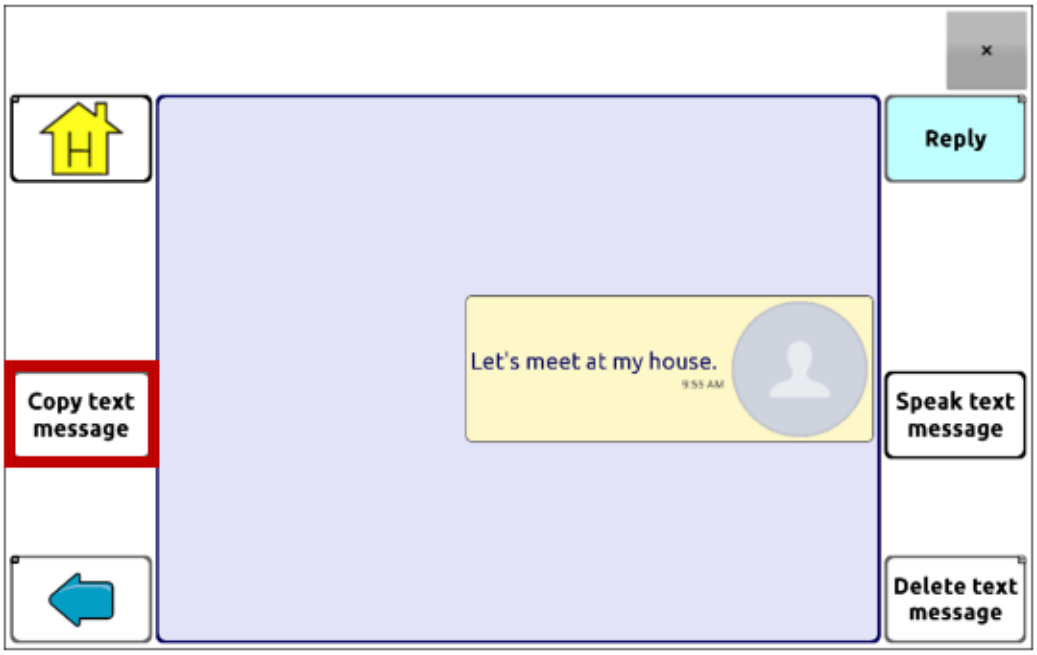
Copying a Text Message

You can copy a text message and paste it into a text message you want to send to someone else.

1. From the list of messages for a contact, select the message you want to copy.



2. When you select the message, the text message details page is displayed with additional buttons.



3. Tap **Copy text message**.

4. Move to the contact you want to send the message to.

5. Press and hold on the SDB. A menu will open.

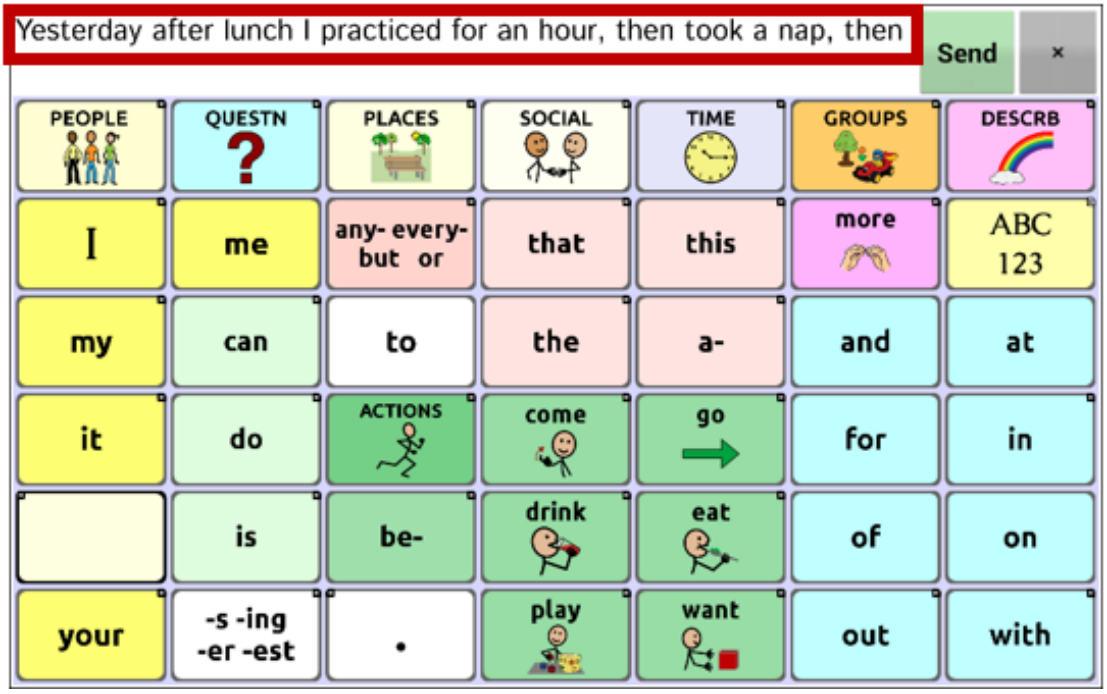


6. Choose **Paste**. The copied message will be copied to the SDB.

7. Tap **Send Display**.

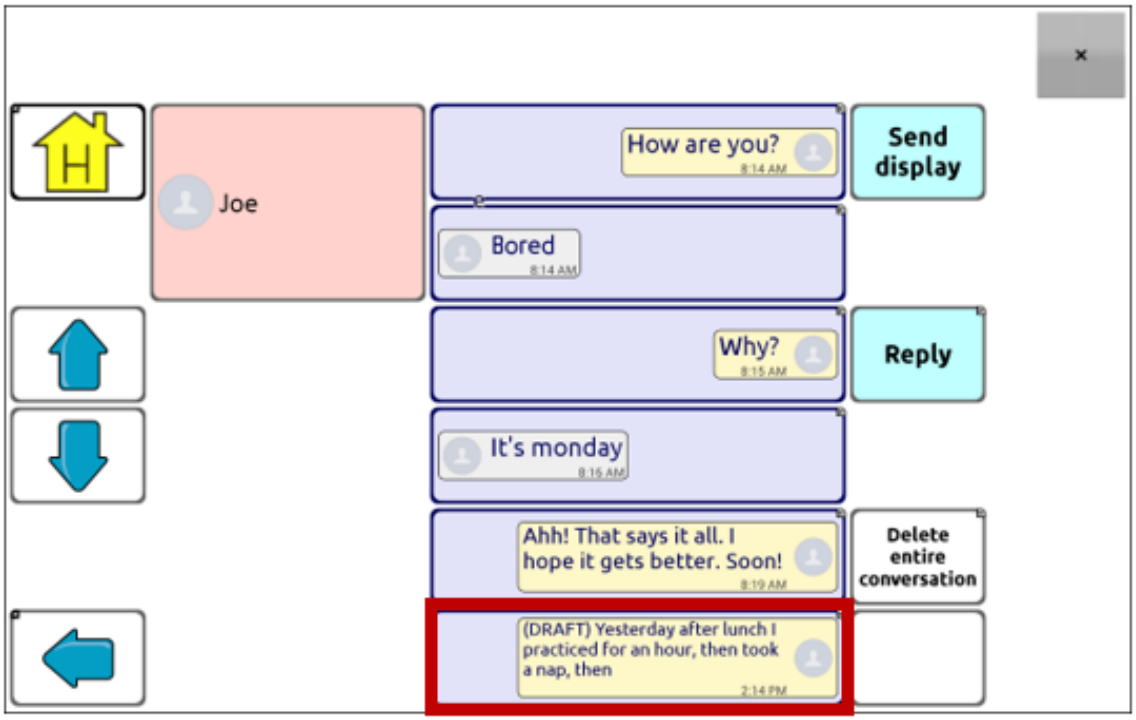
Creating a Draft Message (to finish later)

If you start a text message and are interrupted or don't have time to finish it, you can create a draft to save the text you entered. For example:



To save this text, press **Back** several times.

A popup note, “Message saved as draft”, will appear briefly near the bottom of the display, and your in-progress message will be preceded by “(DRAFT)”.



To finish the message later, select the draft, add the remaining text, and choose **Send**.

The Role of Conversations when Creating a Message

You can be in a conversation before creating a text message. For example, if you have text in the SDB that you decide you want to text to someone, you can go to Texting and *choose an existing conversation*, and then choose **Send Display**.

However, you *cannot* go to Texting, choose **New Message**, choose a contact, and then choose **Send Display**.

If you don’t have a conversation with someone currently and need to use **New Message**, you can only create a message after the contact has been selected.

Deleting Conversations and Messages

Important! Deleting a conversation permanently deletes all messages to or from the contact. If you want to retain the conversation, delete an individual message from the conversation using Delete Message.

To delete a conversation (all messages to and from a contact):

1. Select the conversation.
2. Select **Delete Entire Conversation**.
3. Are you sure you wish to delete this entire conversation containing … messages? Choose **Yes**.

To delete one or more individual messages:

1. Select the conversation.
2. Select the message you want to delete.
3. Select **Delete Text Message**.
4. Repeat steps 2 and 3 for each message you want to delete.

Note: To delete a contact, use your phone.

Using the Back icon with Texting

The Back icon has two handy uses when you're working with text messages.

If you start a text message and are interrupted or don't have time to finish it:

You can create a draft to save the text you entered. Press **Back** several times until a popup note "Message saved as draft" appears briefly near the bottom of the display. Your in-progress message will be preceded by "(DRAFT)", allowing you to finish the message later.

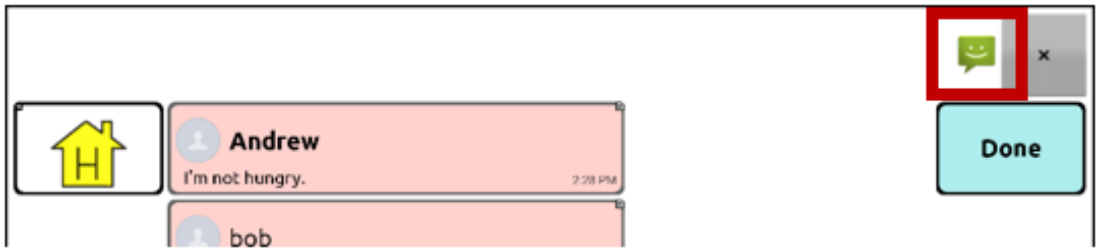
If you chose the wrong contact, or don't want to send a message for any other reason:

Press **Back** several times until the "Enter the text" prompt disappears from the SDB.

Viewing Notifications

Note: To make sure you see notifications, choose **Menu** > **Settings** > **Input**. In the Speech Display Bar section, verify that **Enable Notification Bar** is selected.

Notifications appear in the notifications area of the SDB. For example:



Icon	Indication
	You have one unread text message. Tap the icon. The message will appear at the bottom of the sender's list of messages.
	You have multiple unread text messages. Tap the icon. The messages will appear at the bottom of the sender's list of messages.
	Your phone is not connected to the device. If you tap the icon, you'll see a small popup note: "The phone is not connected." When you connect the phone, the icon will disappear.
	The version of AeroText installed on the connected phone is incompatible with the version of Chat software installed on your device and should be updated. *or* The version of Chat software installed on your device is incompatible with the version of AeroText installed on the connected phone and should be updated.
	AeroText is not set as the default SMS app on the connected phone. You can still send and receive messages, but texting functionality will be limited. For example, you won't receive new message notifications, messages won't be marked as read, and you won't be able to delete messages.

Advanced Texting Setup

If you want to modify the appearance and operation of the texting pages, you can edit buttons and select different actions just as you can on any vocabulary page.

Action	Description
Done	Functions only when Send or Create Contact is displayed in the SDB. Done provides an alternative button that may be easier for the user to access than the Send or Create Contact buttons.
Texting - Add Number as Contact	Adds a new contact from a received text message.
Texting - Compose Message	Creates a message to text to one of your contacts. This action is used on the Reply button. When you choose **Reply**, the action takes you to Home, with the "Enter the text to send" prompt and Send button in the SDB. If you want this action to take you to a different page—a keyboard, for example—add a "Navigate to" action.
Texting - Contact	Displays the name and phone number of the current contact. This action is used in conjunction with the Texting Compose Message action.
Texting - Conversation Participants	Displays all the participants in a conversation.
Texting - Copy Text Message	Copies the selected text message to paste into a text message you want to send to someone else.
Texting - Delete Conversation	Deletes the selected conversation. *Note:* If you add this action, be sure to also add the Texting Navigate to Conversations action after it.
Texting - Delete Text Message	Deletes the selected text message.
Texting - Message Details	Displays the text, date, and time for the selected text message. *Note:* This action displays the date only if the message is older than one day.
Texting - Navigate to Contacts	Navigates to your list of contacts.
Texting - Navigate to Conversations	Navigates to your list of conversations.
Texting - Navigate to Message Details	Navigates to the text message details page, which displays the text, date, and time of the selected message. *Note:* This action displays the date only if the message is older than one day.
Texting - Navigate to Messages	Navigates to your list of messages for a contact.
Texting - Page Down	Pages down through a list of messages or a list of contacts when there are too many to fit on the screen at a time.
Texting - Page Up	Pages up through a list of messages or a list of contacts when there are too many to fit on the screen at a time.
Texting - Send SDB	Sends the current contents of the Speech Display Bar as a text message and clear the SDB. The list of messages for the contact is then displayed with the new message at the bottom of the list.
Texting - Speak Text Message	Speaks the currently selected text message.

Care and Maintenance

Your LR10 device is intended for use in normal communication situations.

Your device is waterproof when all socket covers are in place but still use caution when using it around water. As with most electronic devices, you should never use LR10 when you are actually in the water (for example, a pool or bath).

When charging the LR10, use only the AC charger that came with the device.

The batteries for the LR10 are not field replaceable, therefore the system will need to be returned to Liberator (Australia) for servicing and repairs.

Replacement and repair of any electronic components of your device should only be done by qualified service personnel.

Warranty

Liberator warrants the LR10 device to be free from defect in material and workmanship under normal use for a period of three years from date of purchase.

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

Appendix A: Advanced Grammar Features

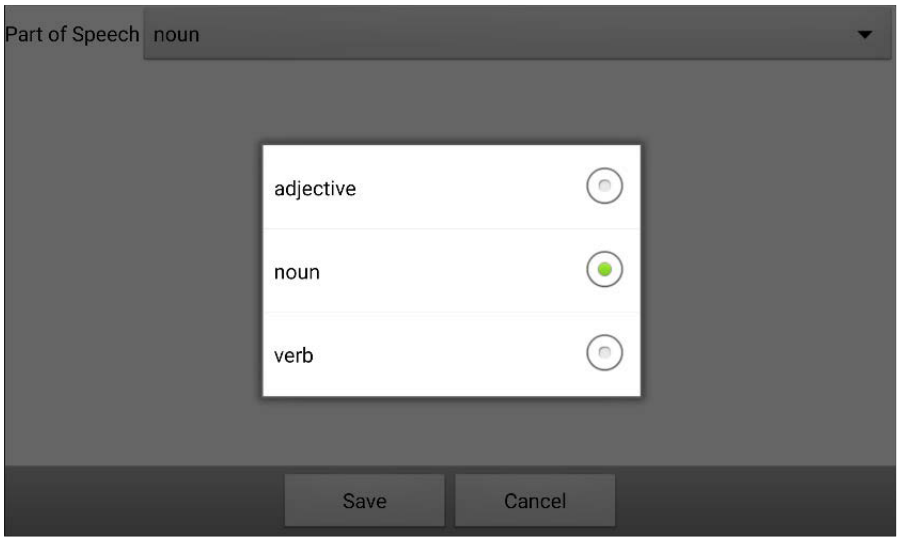
The features explained in this appendix are intended for persons with extensive knowledge of grammar. The functionality described here was intended to support pre-morphing. The current Grammar Actions are still intended as a good solution for post-morphing. For languages such as German, pre-morphing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

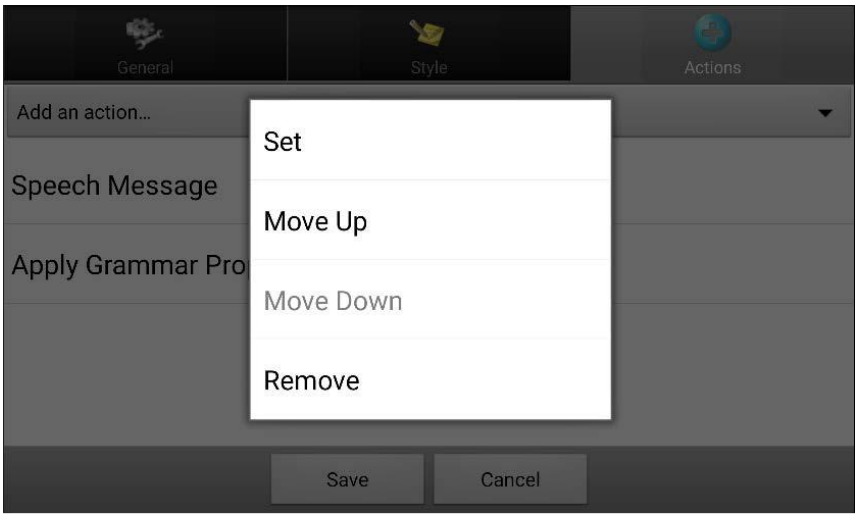
Identifying Parts of Speech

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.

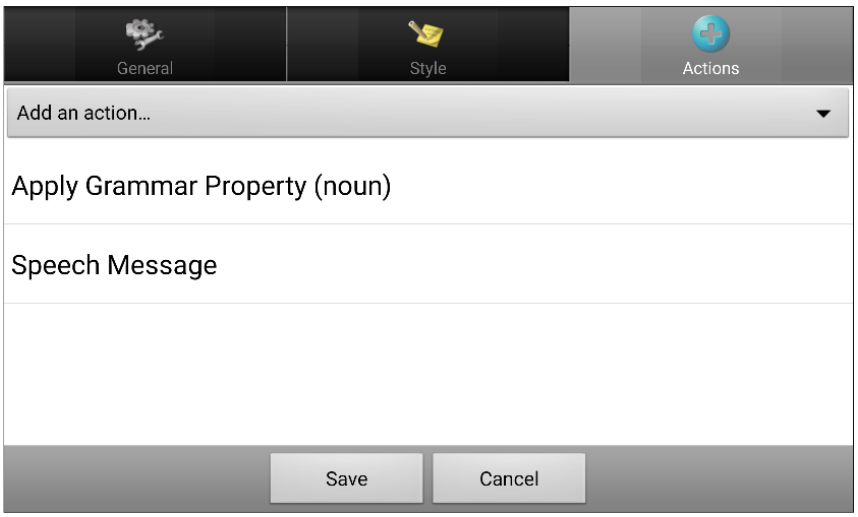


7. Select the applicable part of speech. In this example, **noun** was selected.
8. Choose **Save**. In this example Apply Grammar Property (noun), will appear at the bottom of the list of actions defined for the button. ***Important!*** The grammar property must appear first in the list of actions. You'll need to move it to the top of the list.

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



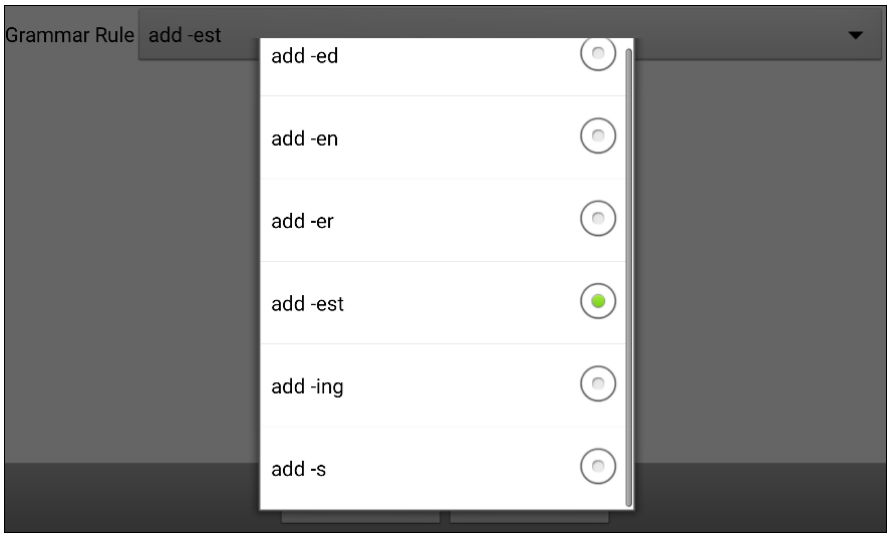
10. Choose **Move Up**. In this example, Apply Grammar Property (noun) will move up to the top of the list of actions.



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.

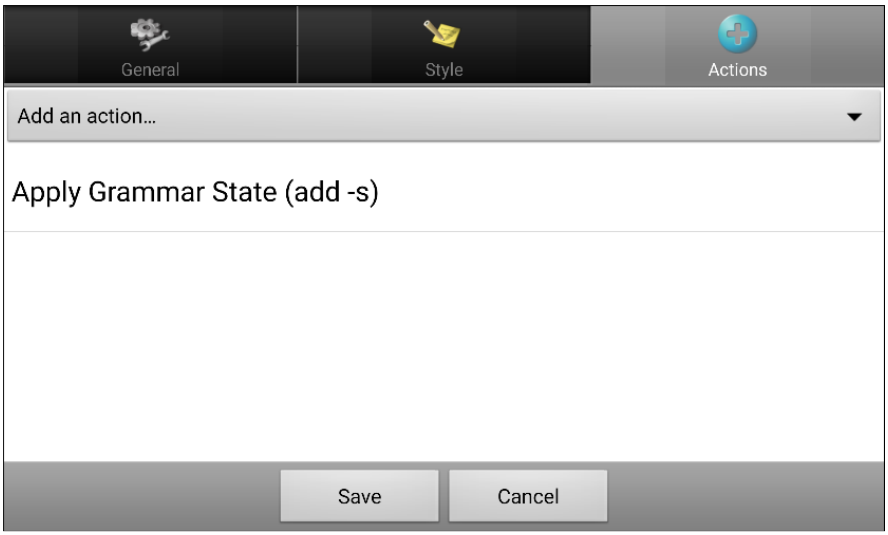


These options perform as follows:

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 labelled "-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 labelling 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.

Appendix B: Connecting Your Device to a Computer for the First Time

On some models, when you connect your device to a computer for the first time to perform an update or transfer files, a message prompts you to allow access. You must tap **Allow** to proceed. You will need to repeat this procedure the first time you connect your device to a different computer.

1. Connect your USB cable to the device and the computer.



2. The app will restart and the “Allow access” message will appear.
3. Tap **Allow**.

Troubleshooting

The device no longer produces speech

Try each of these options:

- Check the volume control on the edge of device.
- Choose **Menu** **> Settings > Speech Output** and make sure Speech Off is not checked.
- In your vocabulary, there may be a ‘Device Tools’ section under the ‘Groups’ page, with a Speech/On Off button – ensure speech has not been turned off this way. This button can be hidden if required.
- Choose **Menu** **> Settings > Speech Output** and check whether the device is speaking after every character, word, sentence or none.
- Choose **Menu** **> Settings > Speech Output > Voice > Synthesizer**, and ensure that a synthesizer has been selected.

No Speech and the message is not going to the Speech Display Bar when pressing buttons

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.

Can’t Find the Library Menu

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

Resetting LR10

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

For enquiries, please contact us at:

Liberator Pty Ltd

265 Gilbert Street, Adelaide SA, Australia 5000

Tel: +61 (0)8 8211 7766 Fax: +61 (0)8 8211 7733

info@liberator.net.au www.liberator.net.au

