Tobii Dynavox Communicator 5
User's Manual

tobii dynavox

User's Manual Tobii Dynavox Communicator 5

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Table of Contents

1 About Communicator 5

1.1 Intended Use

Tobii Dynavox Communicator 5 is a comprehensive AAC software that provides a voice and independence to those in need of alternative communication solutions. It offers a wide array of communication pages and on-screen keyboards as well as easy-to-use tools for e-mail, text messaging, telephony, environmental control and much more.

The software has language content designed to match all AAC needs from emerging communication to literate adults. The user may communicate via text or symbols, and generate either synthesized (computer voice) or digitized (recorded voice) speech for face-to-face communication. The content may be adopted for a specific individual through easy-to-use editing tools. There is a comprehensive editing mode that allows caregivers to create custom pages.

Communicator 5 can be used with Eye gaze, switches, touch or all widely used alternative pointing device.

While being specifically designed for the Tobii Dynavox I-Series+, Tobii M8 and the Tobii Eye Mobile, Communicator 5 works on any Windows computer running Windows 7 or newer, such as the Microsoft Surface.

1.2 Common Icons/Functions

ℹ️ In this User's manual we will use black icons regardless of the colors of the icons within the software.

Table 1: Common Icons/Functions

Symbol	Label	Description
➕	Add	Add new item
➖	Remove	Remove item
✖️	Exit	Go to Exit Page Set
❯	Right	Navigate Right
❮	Left	Navigate Left
❯❯	Go to Last	Go to the Last Page or Expand menu
❮❮	Go to First	Go to the First Page or Collapse menu
⌃	Up	Navigate Up
⌄	Down	Navigate Down
⌃⌃	Go to Top	Go to Top of Page

Symbol	Label	Description
	Go to Bottom	Go to Bottom of Page
	Cancel	Cancel selected Action
	Back	Go to Previous Page Set
	Settings	Go to Settings Page

1.3   System Requirements

Component	Requirements
Computer and processor	1.6 gigahertz (GHz) or faster x86- or x64-bit processor
Memory (RAM)	2 gigabyte (GB) RAM
Hard Disk	3.0 gigabytes (GB) available
Display	800 x 600 or higher resolution monitor (1024x768 is recommended)
Operating System	Communicator 5 runs on 32-bit and 64-bit versions of Microsoft Windows operating systems. When you run Communicator 5 32-bit on a 64-bit version of a Windows operating system, the program runs in the 32-bit layer of the Windows operating system. ● Windows 7 ● Windows 8 ● Windows 8.1 ● Windows 10 ● Windows 11
Browser	Latest version of Mozilla Firefox
.NET version	4.5
Eyetracker	PCEye Go, I-Series, I-Series+
Additional requirements and considerations	Connection to internet is necessary for License activation

2 Installing, Starting and License Handling

2.1 Installing Communicator 5

Communicator 5 is delivered on a USB-Stick or can be downloaded from www.TobiiDynavox.com.

The installation Wizard will automatically start when the USB-Stick is connected to a USB port on your device.

The installation Wizard will install the following applications:

- Communicator 5
- Communicator 5
- Acapela voices
- PCS symbol library
- Symbol Stix® symbol library

On all I-Series and M-Series devices, Communicator 5 and all included applications will be preinstalled.

To install Communicator 5, follow the instructions on the screen.

2.2 Starting Communicator 5

- Installing this software automatically places an icon on your Windows desktop.
- Double-click the icon to start the program

Illustration 1: Communicator 5 Icon

2.3 Handling Licenses Communicator 5

On all I-Series and M-Series devices, Communicator 5 and all included applications will be preinstalled.

- When Communicator 5 starts, you will be prompted to activate Communicator 5. Start the **Licenses Manager,** next select **Activate** and follow the **on-screen instructions** to complete the simple activation process, or use the **Evaluation Mode** temporarily. Each serial number serves **up to three** computers, e.g. the user's communication device, the therapist's laptop, and an assistant or teacher's computer.
- The serial number can be found on the DVD or USB box. To move the licence to a new computer, first deactivate the current license.
- After successful installation, you are advised to ensure that your software is up to date. Select *Help > Check for Updates* and perform this check regularly.

3 First Startup

3.1 New User Setup Guide, Step 1

The **New user setup guide** will automatically start the first time Communicator 5 is started.
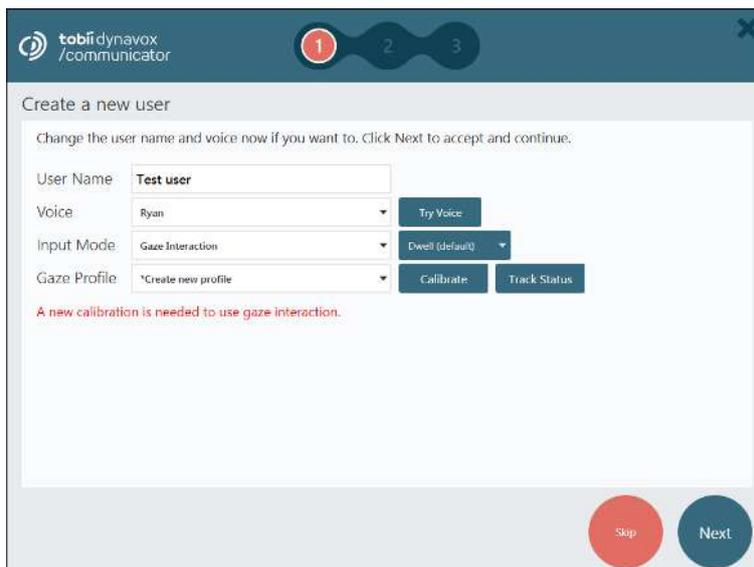
Follow the instructions to setup the user.

3.1.1 User Profile Name

Enter a name for the User Profile. It is good to create a good name for the profile, especially if there is more then one user using the system or if the user have more then one profile, i.e. one in the morning and one in the afternood.

3.1.2 Voice

Select the preferred voice for the user, there will be a selection of voices to select from for the users language.

3.1.3 Input Method

Select one of the following Input Methods:

- Gaze Interaction, see *3.1.3.1 Gaze Interaction, page 10*.
- Touch / Mouse, see *3.1.3.2 Touch / Mouse, page 10*.
- Mouse Dwell, see *3.1.3.3 Mouse Dwell, page 11*.
- Switch Scanning, see *3.1.3.4 Switch Scanning, page 11*.

3.1.3.1 Gaze Interaction

Select Activation method for Gaze Interaction, from the following:

- Dwell (default)
- Switch
- Blink

Select the Gaze Profile to use or create a new one.

If ***Create new profile** is selected, select the **Calibrate** button to start the calibration process. The calibration is needed to get the best experience as possible while using Gaze Interaction.

3.1.3.2 Touch / Mouse

Select the **Disable Right-Click** check box to disable the right-click function.

3.1.3.3   Mouse Dwell
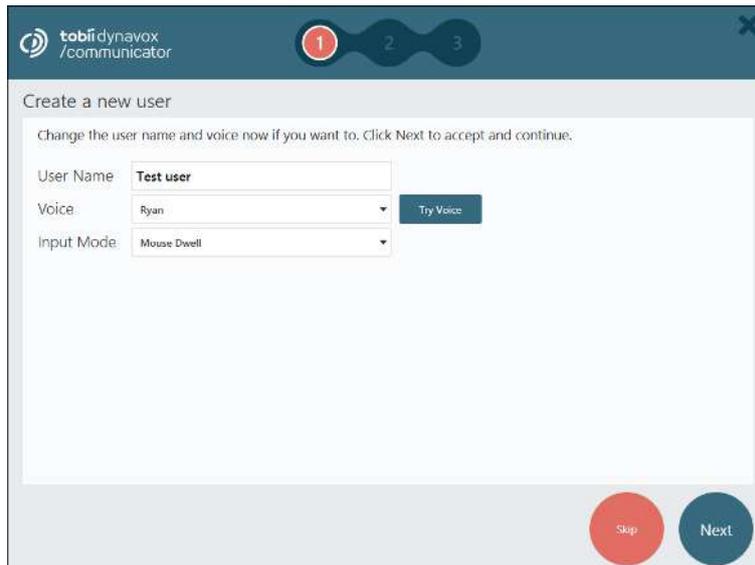
There are no settings available for Mouse Dwell.

3.1.3.4   Switch Scanning
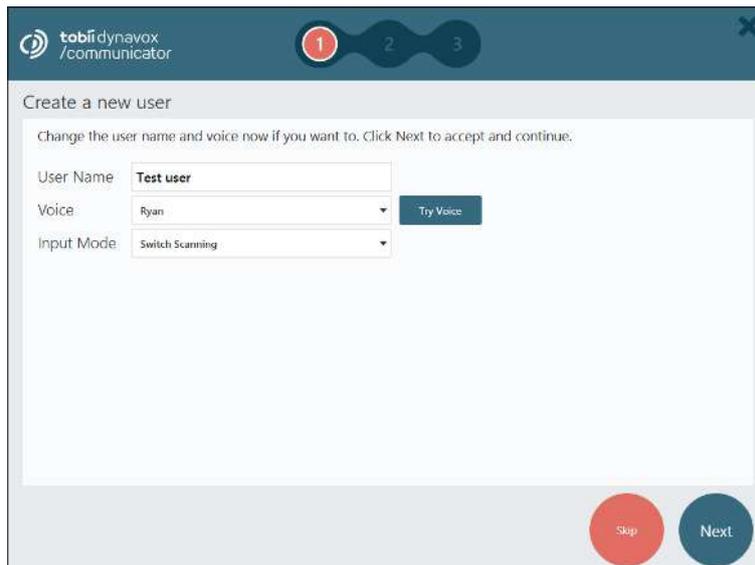
There are no settings available for Switch Scanning.

3.2 New User Setup Guide, Step 2
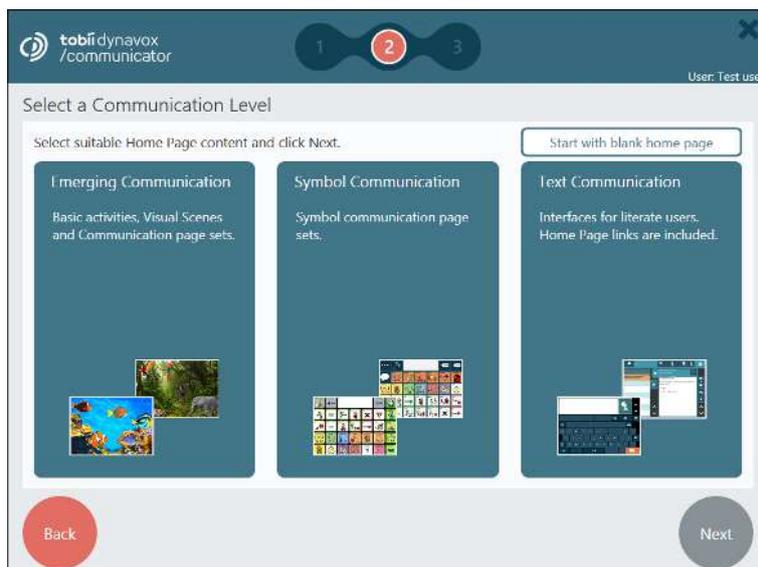
1. Select one of the following user scenarios:
   – Emerging Communication. For more information, see *4.1 Using Communicator 5 for an Emerging Communication User, page 14*
   – Symbol Communication. For more information, see *4.2 Using Communicator 5 for a Symbol Communication User, page 14*
   – Text Communication. For more information, see *4.3 Using Communicator 5 for a Text Communication User, page 15*
   – Start with blank home page.
2. Select **Next** to continue.

3.2.1 Choosing Between Emerging, Symbol and Text Communication

The descriptions, that can be found in the links for Emerging Communication, Symbol Communication and Text Communication, are brief introductions, and meant as guiding principles. Clinical assessment and expertise is advised in order to configure the communication device to match an individual's needs. For more training and AAC implementation support, see www.TobiiDynavox.com or www.myTobiiDynavox.com.

Users may be in a transitional stage in their language development. Often times it is not possible or desirable to place a user in either the emerging, symbol or text communication level. A user may be in a transitional phase between levels, or stay somewhere in between for an extensive period of time.

A user may be in a transitional phase, meaning that the user is about to transition from Emerging to Symbol, or from Symbol to Text. Users may stay in such a phase for an extensive period of time.

In Communicator 5, elements from the various levels can very easily be used together, by adding and removing individual page sets to be reachable from the user's home page, see *5.2 Edit Home Page, page 26*.

Choose the level you believe to be most appropriate for the user, then mix and match as you wish between all page sets that are available in the system with ease. From the All Page Sets section of Communicator, you can find all page sets regardless of which level you chose initially.

3.3   New User Setup Guide, Step 3
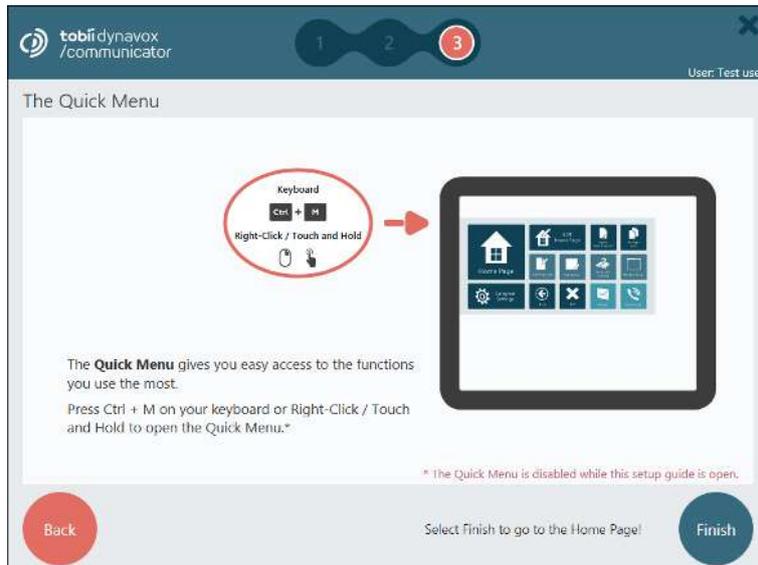
Read the information on the page and select **Finish** to finalize setting up the the new user and to go to the Home Page.

4 Using Communicator 5 for End User

4.1 Using Communicator 5 for an Emerging Communication User

Informally, one might think of an emerging user as someone who is just starting with AAC. The emergent user does not yet have the ability to effectively use symbol or written language, and is often in need of training on how to access an AAC device. He or she has a limited or no understanding that symbols (e.g. pictures, words) represent ideas.

More precisely, an emerging communicator does not have a reliable method of expressive communication through symbolic language.

The Emerging Communication level in Communicator 5 contains activities, visual scenes and simple communication page sets.
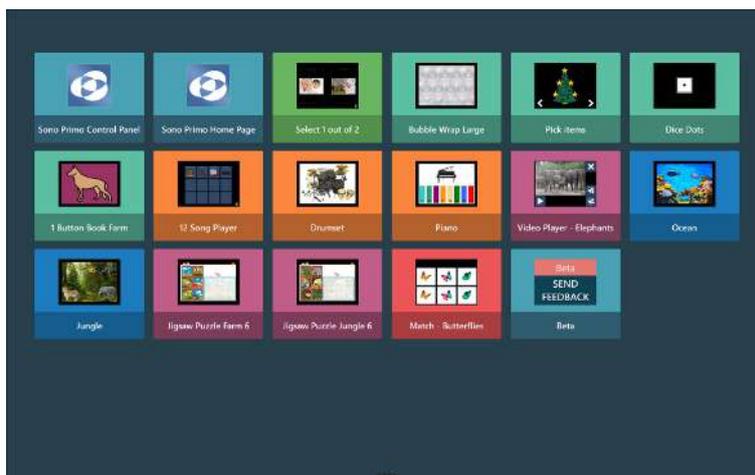
Illustration 2: Default Home Page for Emerging Communication User

4.2 Using Communicator 5 for a Symbol Communication User

A symbol communicator has achieved some understanding of symbols as a means of communicating. Individuals are starting to understand more abstract picture symbols such as think, big, hot, few.

Some symbol communicators are able to communicate in certain contexts, meaning that the individual is able to talk about certain topics and/or able to communicate in certain settings or activities. Other symbol communicators are able to use advanced symbol language vocabularies, which allow them to construct complex utterances combining core and fringe words.

The Symbol Communication level in Communicator 5 contains an extensive selection of pre-made grid-based symbol communication page sets. Some of them have added functionality such as telephony, e-mail and music player.

Illustration 3: Default Home Page for Symbol Communication User

4.3   Using Communicator 5 for a Text Communication User

The text communication level is for individuals who are fully literate, and write their messages by means of an on-screen keyboard. The Text Communication level has features that allow the user to communicate efficiently through rate enhancement techniques such as word and phrase prediction.

In addition, the Text Communication user has a rich set of functionalities for long-distance communication such as e-mail and telephony.

Illustration 4: Default Home Page for Text Communication User

4.3.1   My Phrases

In My Phrases the user can access and manage all the phrases and recorded Speech history.
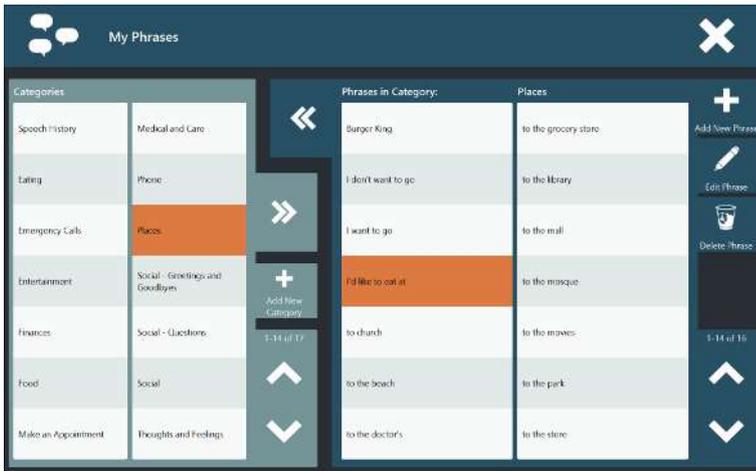
Illustration 5: My Phrases , Overview

The user can select a category on the left hand side or expand the Category view by selecting the ![»] button on the screen.

The user can select a phrase on the right hand side or expand the Phrase view by selecting the ![«] button on the screen.

Use the ![^] and ![v] button to the left or right to scroll through each section.

For information about how to turn off Speech history, see *5.4.6 My Phrases, page 51*.

4.3.1.1   Category

Illustration 6: My Phrases — Category View

Add a new Category:

1.   Select the ![+] (Add New Category) button.
2.   Type the category name.
3.   Select the:

– button to save.

– button to cancel.

Rename a Category:

1. Select the category to edit.

2. Select the (Rename Category) button
3. Do the changes.
4. Select the:

   – button to save.

   – button to cancel.

Re-arrange the Order

1. Select the category to move.
2. Select the:

   – to move the category up in the list.

   – to move the category down in the list.

Delete a Category

1. Select the category to delete.

2. Select the (Delete Category) button.
3. Select, in the popup:
   – **Delete** to delete the category
   – **Cancel** to abort.

4.3.1.2   Phrases
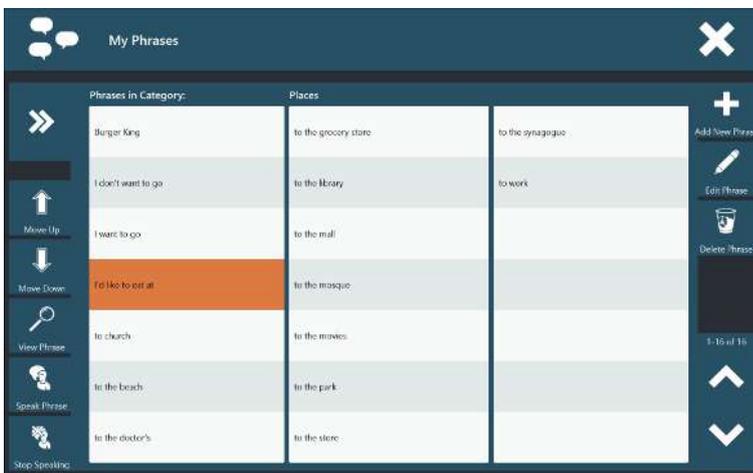
Illustration 7: My Phrases — Phrase View

Speak a Phrase

1. Select the phrase.

2. Select the ![speak icon] (Speak Phrase) button.
   The selected phrase will be spoken immediately.

Stop Speaking

1. Select the ![stop icon]
   The message will stop immediately.

Add a new Phrase:

1. Select the ![plus icon] (Add New Phrase) button.
2. Type the phrase.
3. Select the:

   – ![keyboard check icon] button to save.

   – ![keyboard x icon] button to cancel.

Edit a Phrase:

1. Select the phrase to edit.

2. Select the ![pencil icon] (Edit Phrase) button
3. Do the changes.
4. Select the:

   – ![keyboard check icon] button to save.

   – ![keyboard x icon] button to cancel.

Delete a Phrase

1. Select the phrase to delete.

2. Select the ![trash icon] (Delete Phrase) button.
3. Select, in the popup:
   – **Delete** to delete the phrase
   – **Cancel** to abort.

Re-arrange the Order

1. Select the phrase to move.
2. Select the:

   – ![up arrow icon] to move the phrase up in the list.

   – ![down arrow icon] to move the phrase down in the list.

4.4 Keyboards in Communicator 5

In Communicator 5 you always have access to the same keyboard layout with some small adjustments, see *Table 2: Adaptations of the Keyboard Layout, page 19*, whenever you are going to use the keyboard. In previous versions of the Communicator software there were different keyboard layouts for each Page Set. Now, in Communicator 5, the keyboard type, see *Table 3: Keyboard Types, page 20*, is a setting under **Advanced Settings > Keyboard & Language > Keyboard Settings**, see *5.4.1 Keyboard Settings, page 34*. You can also customize your keyboard by using Edit View, see *7 Edit View, page 69*. Your customized keyboard will also be available for selection in the settings when it has been saved. Some of the settings are also easily accessible from the keyboard settings within the Keyboard. Just look for the

icon within the Keyboard. For more information, see *4.4.1 Settings for the Keyboard, page 21*.

Table 2: Adaptations of the Keyboard Layout
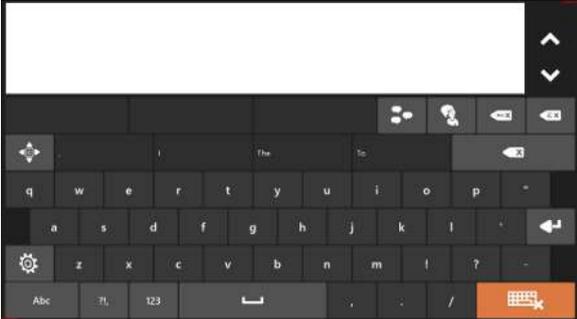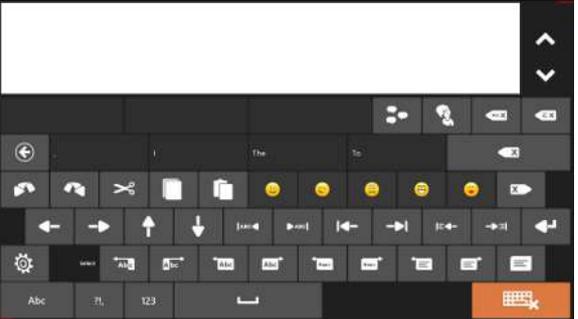
Speak out	**Speak out — Page 2**
Multiple Lines	**Multiple Lines — Page 2**
Single Line	**E-mail and web**

Numbers

Table 3: Keyboard Types

Grid

Large

Regular

Dwell-Free
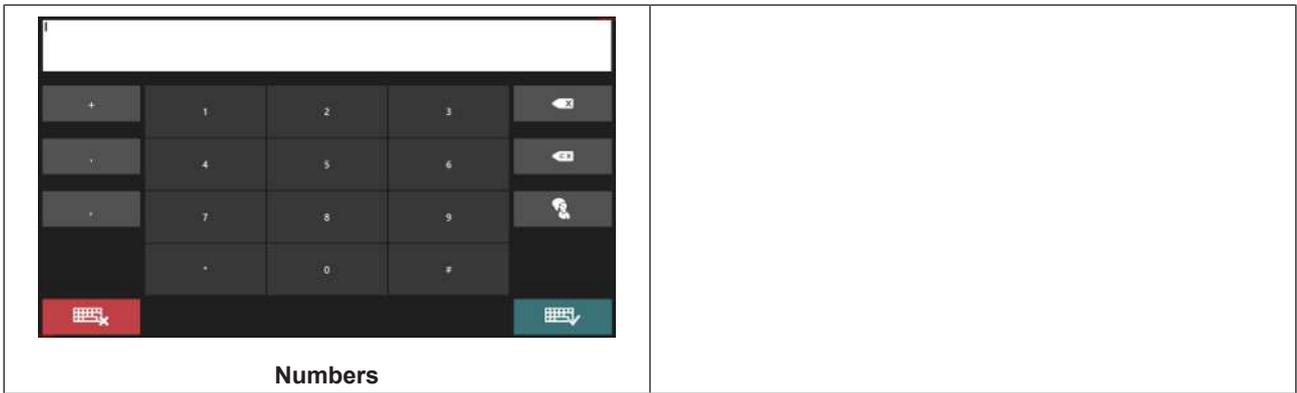
4.4.1 Settings for the Keyboard
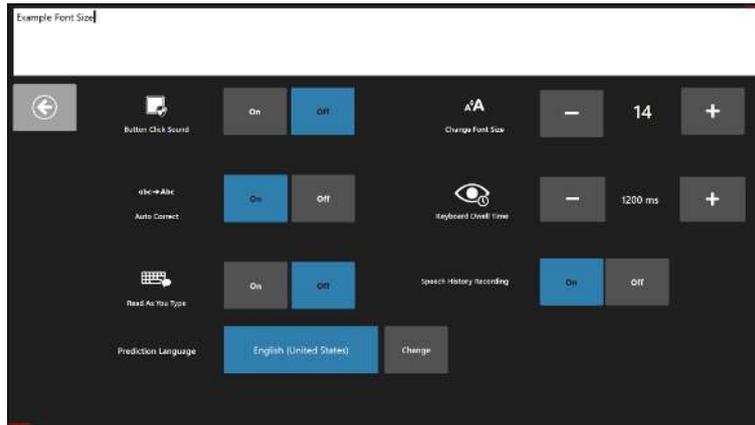
Illustration 8: Settings for the Keyboard for the Regular Keyboard

The following functions can be toggled **on/off**:

- **Button Click Sound** — Plays a sound when a keyboard button is selected. Can be set to play a sound when all types of buttons are selected.
- **Auto Correct** — The software will attempt to automatically correct misspelled words.
- **Read as You Type** — The software will speak words and sentences as they are typed. Can also be set to speak each character as it is typed.
- **Speech History Recording** — Record and save your conversations for easy and quick access to spoken words and sentences.

Change Font Size — Set the message window font size (4 pt - 128 pt). The default message window font size is 14 pt.

Keyboard Dwell Time — The length of time the user has to keep the gaze on a keyboard button before selection is performed. Default Keyboard Dwell Time is 1200 ms. This setting can be changed in increments of 50 ms within the range of 100 ms - 4000 ms.

Prediction Language — Shows the selected language SwiftKey will give the word predictions for. To change the Prediction language, select the **Change** button, then choose the desired language from the list.

> All settings are not available for the Dwell Free keyboard.

4.4.2 Dwell Free

Dwell free is a method to quickly write and speak text using eye-tracking. Instead of pausing to dwell on each key, the dwell free keyboard allows you to simply look at each letter you want to write without stopping. With the Dwell Free Keyboard you don't type individual letters or words, instead you write full sentences, looking at each letter briefly before moving on to the next.

> Don't forget to add a space between words.

To begin typing simply dwell on the keyboard on the lower half of the screen. To make typing faster and more accurate dwell on the first letter you want instead of the center of the keyboard. The letter will turn blue on the key Communicator thinks you are looking at. To type simply look at each letter you want to type then move on to the next. You do not need to wait on each key, you can move to the next one as soon as it changes color. Do not worry if keys you don't want also light up as you type, this is normal. When you are done typing, dwell on the message window and Communicator will show you the sentence that it thinks you tried to type. If you are happy with the sentence, select the **speak** button to speak it.

If the sentence that appears in the message window is not correct, don't worry, editing it is easy. At the top of the screen are 3 alternative suggestions. If your desired sentence appears in one of these boxes you can replace the sentence in the message box by selecting the check mark attached to it.

For more advanced editing select the button with "**ABC**" written on it. In this view you can select any word to see if there are alternative suggestions for that word. Selecting one of these alternatives will replace the word in the sentence. If the word you want is not displayed here you can start typing on the keyboard below to overwrite the selected word. The keyboard on this screen is a standard dwell keyboard. You can also add or delete single letters if you do not want to lose the entire word. Use the blue arrows in the lower right corner to move the cursor within the text box. You are not limited to editing words that were suggested, the keyboard in this view is fully functional and will type wherever the cursor is located. You can use this to insert words between word boxes too. If you select a word box you can move the cursor out of the box with the blue arrow keys. Once the cursor is where you want, simply write the text. When you are happy with the changes select the **OK** button at the top of the screen to return to the Dwell Free keyboard. You can discard your changes and return by selecting the **Cancel** button at any time.

Table 4: Dwell-Free

 Start	 Typing
 Typed	 Correcting
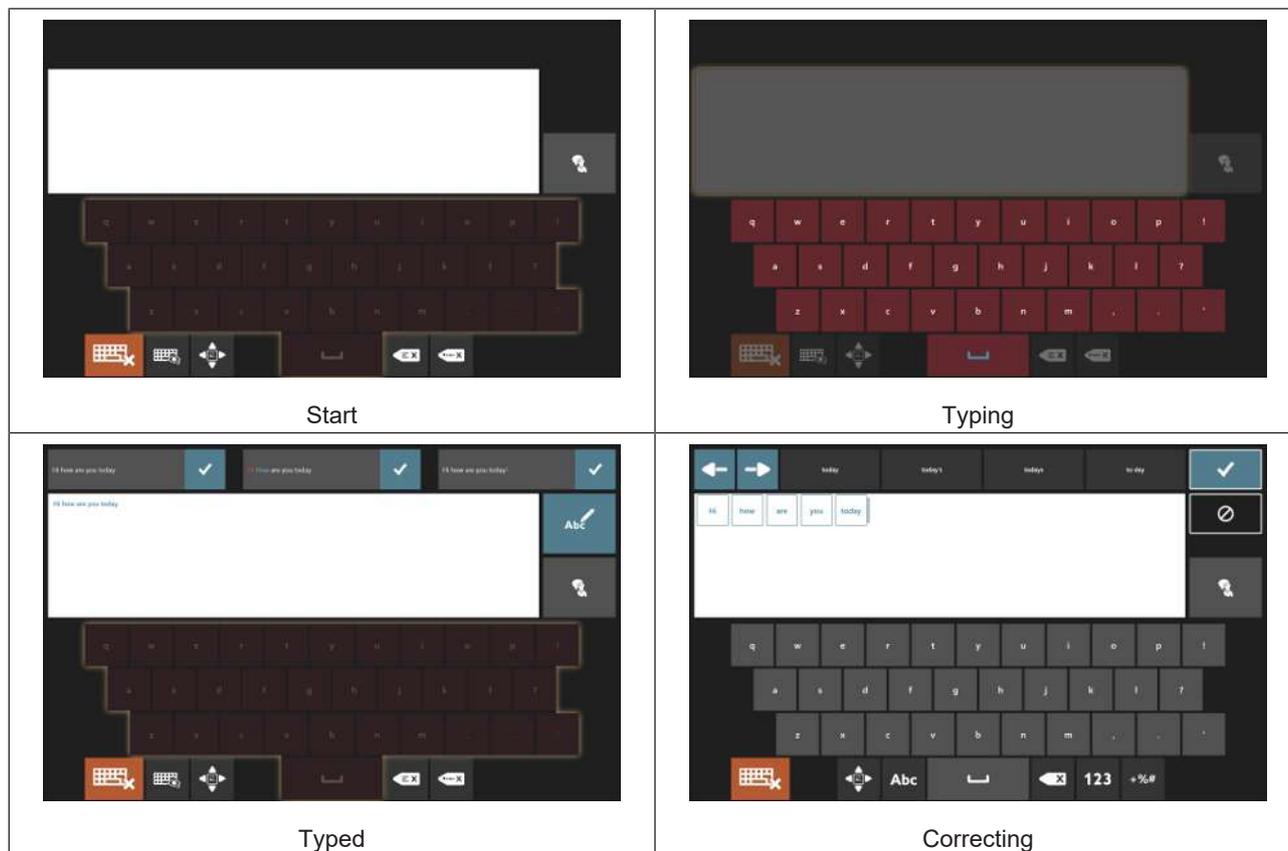
4.4.3   Word Prediction in Communicator 5

The word prediction engine used in Communicator 5 and Gaze Selection, is from SwiftKey and is commonly used in tablets and smartphones. SwiftKey uses a blend of artificial intelligence technologies that enable it to predict the next word the user intends to type. SwiftKey learns from previous text the user has written and output predictions based on currently input text and what it has learned. The Word Prediction language will change depending on the Keyboard Language setting and can also be changed in Keyboard Settings, see *5.4.1 Keyboard Settings, page 34*.

To select a predicted word, just select the box with the correct word in it. If you can't find the word you are looking for, just keep on typing and hopefully the word you are looking for will appear after the next character.

With Word Prediction, the Dictionary function that was included in previous version of Communicator has been removed. SwiftKey learns new words as you type and adds them to the dictionary automatically. SwiftKey's dictionary is not just a list of words, though. It also tracks the context you use the words in so that the predictions will be better.

> [i] If you are using Word Prediction and want to type a word containing an accent, like café, you are often better off letting Word Prediction handle the accent. Simply type "cafe" and you will get a suggestion for "café".
>
> Typing the accent manually with Word Prediction may cause the accented word to look strange on the prediction buttons, but the result should come out alright in the document you are typing to.

4.4.4 IME

Communicator 5 is compatible with the following IME's for Japanese:

- Google IME
- Microsoft IME

Communicator 5 is compatible with the following IME's for Chinese:

- Google Pinyin
- Microsoft Pinyin

After installing the IME you will type phonetically in Communicator 5 using an English keyboard layout. As you type a word suggestion buttons on the keyboard will translate into the correct language. Selecting one of the suggestions will replace the English characters.

4.5   Home Page Functions

The following Home Page Functions can be made available for the End user on the Home Page. The Home Page Functions are made available by default for the Text Communication User.

Table 5: Home Page Functions

Symbol	Label	Description	Comment
	All Page Sets	Go to All Page Sets	For more information, see *5.3 All Page Sets, page 29*
	Brightness Settings	Adjustment of screen brightness.	Visible if there is a light sensor connected to the device. Also available on the End User Settings Page.
	Change User	Go to Change User Page set	Also available on the End User Settings Page.
	Change Voice	Selecting the user voice	Also available on the End User Settings Page. For more information, see *5.4.2.1 Changing the Voice from the End User Settings, page 38*
	Exit Communicator	Go to Exit Communicator Page Set	
	Feedback Sound	Go to Feedback Sound Page set	Also available on the End User Settings Page.
	Gaze Interaction Settings	Settings for Gaze Interaction.	Also available on the End User Settings Page. Only visible if an Eye tracker is connected
	Input Method	Set the desired input method for the user	Also available on the End User Settings Page.
	Keyboard Settings	Go to Keyboard Settings Page	For more information, see *5.3 All Page Sets, page 29*

Symbol	Label	Description	Comment
⚙	Settings	Go to End User Settings Page	Contains the following Functions from this table: ● Brightness Settings ● Change Keyboard ● Change User ● Change Voice ● Gaze Interaction Settings ● Input Method ● Privacy Settings ● Volume Settings
△ □	Adaptive Button Settings	Go to Adaptive Button Settings	
	Partner Window	Go to Partner Window Settings	
	Volume Settings	Adjust the volume for all Playback devices connected to the device such as Speakers and Headphones individually.	Also available on the End User Settings Page.
	Windows Access Settings	Go to Windows Access Page set	
⚙	Advanced Settings	Go to Advanced Settings	For more information, see *5.4 Advanced Settings, page 31*
	Edit Home Page	Go to Edit Home Page	For more information, see *5.4.1 Keyboard Settings, page 34*

5 Using Communicator 5 for a Caregiver

5.1 The Quick Menu

The central part for the Caregiver is the Quick Menu.

To access the Quick Menu:

- Press the Menu button on an I-Series/I-Series+ device
- Right click anywhere on the screen with a mouse
- Press and long-hold on the touch screen
- Pressing the menu key on the keyboard, while Communicator is in focus
- Keyboard combination Ctrl + M
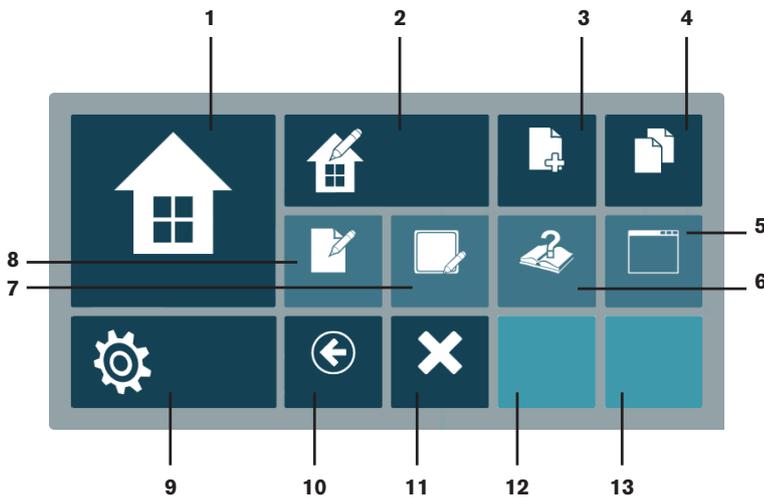
Illustration 9: The Quick Menu
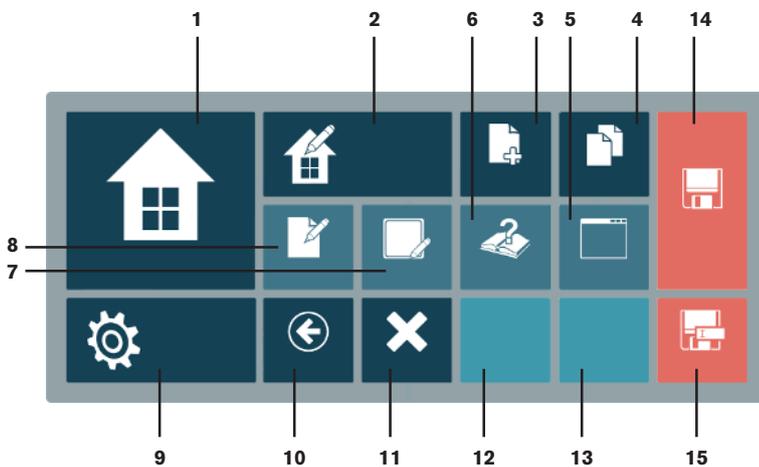
Illustration 10: The Quick Menu with Unsaved Page Set

Table 6: The Quick Menu

Number	Symbol	Label	Description
1		Home Page	Go to Home Page
2		Edit Home Page	Go to Edit Home Page

Number	Symbol	Label	Description
3		Create New Page Set	Opens the Create New Page Set dialog
4		All Page Sets	Go to All Page Sets
5		Window Mode	Only visible when in Fullscreen mode - switches to Window mode
		Fullscreen Mode	(Only visible when in Window mode - switches to Fullscreen mode)
6		Help and Training	Go to Help and Training Page Set
7		Edit Button	When selected the Quick Menu is closed and all editable buttons are highlighted. If an editable button is selected the Run View editing dialog opens. If an area outside of the highlighted buttons is clicked the process ends, and the Quick Menu stays closed.
8		Edit Page Set	Go to Edit View
9		Advanced Settings	Go to Advanced Settings.
10		Back	Go to Previous Page Set
11		Exit	Go to Exit Page Set
12	N/A	N/A	Recent Page Set 1 (shows the most recently visited page set)
13	N/A	N/A	Recent Page Set 2 (shows the second most recently visited page set)
14		Save	Save the file with the same file name.
15		Save as	Save the file with a new file name.

5.2 Edit Home Page

5.2.1 Accessing Edit Home Page

From Quick Menu

1. Open the Quick Menu
   For more information, see *5.1 The Quick Menu, page 25*

2. Select (Edit Home Page) button.

or

- Select ![Edit Home Page icon] (Edit Home Page) from the Home Page.

> ℹ The Edit Home Page button can be added to the Home Page for the users to manage the Home Page by them self.

Illustration 11: Edit Home Page

5.2.2   Add Page Sets

To add a Page Set, follow these steps:

1.   Select the ![plus icon] (Add Page Sets) button.
2.   Follow the instructions in *5.3.1 Add Page Sets to the Home Page from within All Page Sets, page 29*

5.2.3   Change Background Color
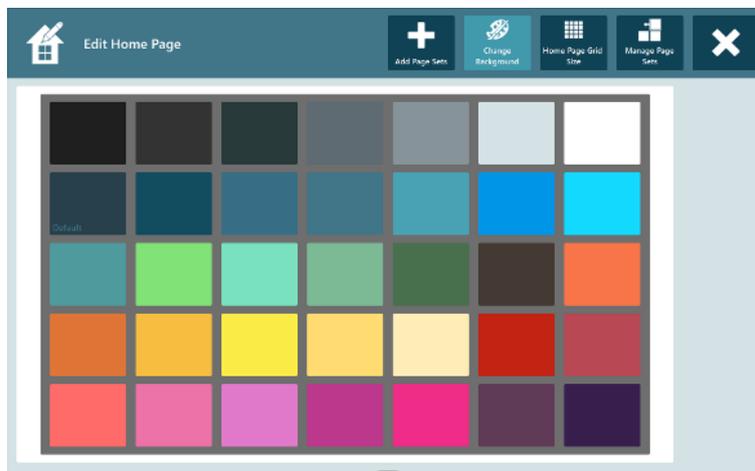
Illustration 12: Available Background Colors

Select the preferred background color by selecting the preferred color tile.

5.2.4 Change Grid Size

Illustration 13: Available Grid Sizes

1. Select the wanted Grid Size.
   The selected Grid Size will be marked with an red frame.

2. Select the (Choose Grid) button on the right hand side of the screen.

The active Grid Size is marked with the symbol on the grid display.

5.2.5 Manage Page Sets

Illustration 14: Manage Page Sets

1. Select the Page Set to Manage

   The selected Page Set will get a red frame.
2. Select on of the following actions:

   – (Move Left)

   – (Move Right)

– ★ (Set as Startup Page)

This Page Set will be the Page Set showing when Communicator 5 is started.

☆ (Remove as Startup Page)

– 🗑 (Remove)

5.2.5.1 Remove Page Sets, Files or Applications from the Home Page from within Manage Page Sets

To remove a Page Set, File or Application, follow these steps:

1. Select the Page Set, File or Application to remove

The selected Page Set, File or Application will get a red frame

2. Select the 🗑 (Remove) button to .remove the Page Set, File or Application from the Home Page.

5.3 All Page Sets
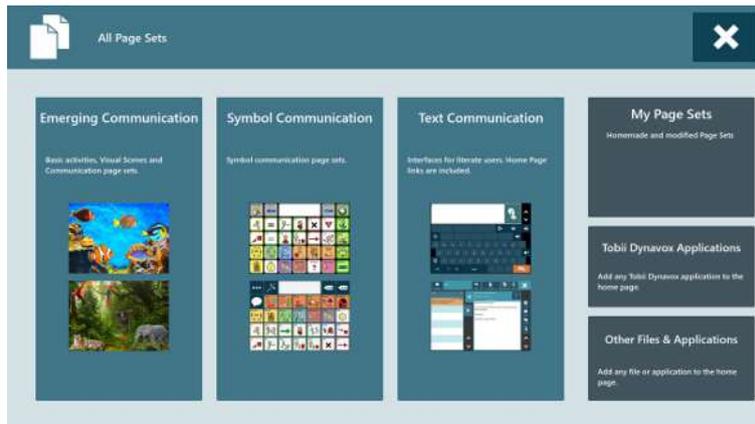
5.3.1 Add Page Sets to the Home Page from within All Page Sets
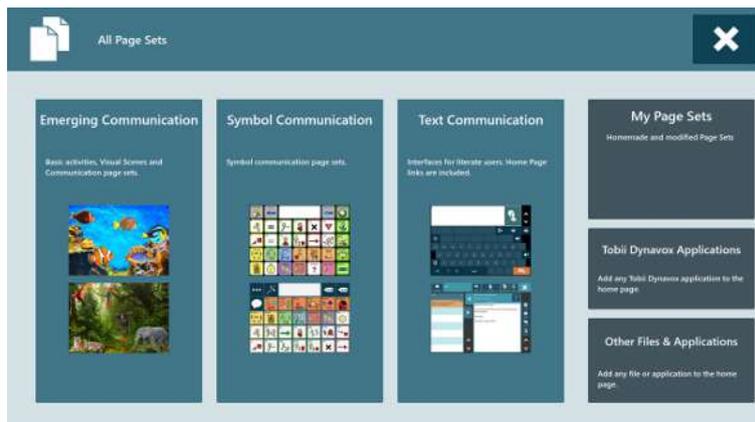
Illustration 15: All Page Sets — Text

To add a Page Set, follow these steps:

1. Select where the Page Set to Add is located:
   – Emerging Communication
   – Symbol Communication
   – Text Communication
   – My Page Sets
   – Tobii Dynavox Applications
   – Add Other Files & Applications, see *5.3.1.1 Other Files & Applications, page 30* .
   Look through the tabs and locate the Page Set to add
2. Select the Page Set to Add.

The selected Page Set will get a red frame.

3. Select the (Add to Home Page) button.

5.3.1.1 Other Files & Applications
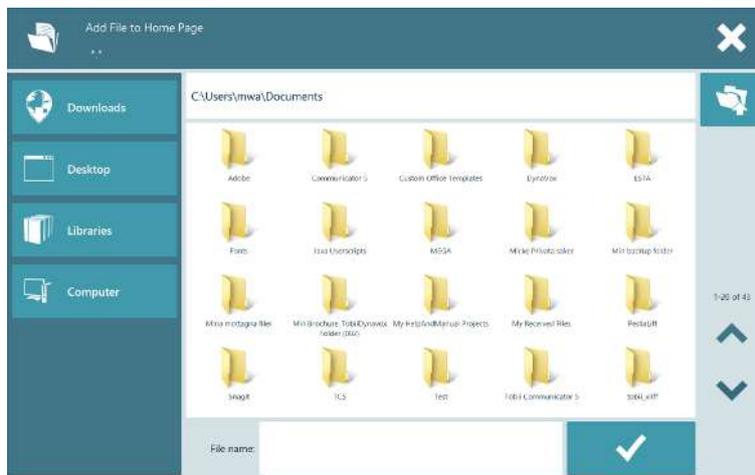
Illustration 16: Browse Files

1. Browse and look up the file(s)/Application to add.
2. Select the file.

3. Select the button to add the file/application to the Home Page.

5.3.2 Adding Windows Apps to TobiiDynavox Communicator 5

To be able to launch Windows Apps in Tobii Dynavox Communicator 5, follow these steps:

1. Go to the Windows Desktop.
2. Browse for the App from the **Windows Start Menu**.
3. Select and hold the App.
4. Drag the App to the Desktop of the device.
5. Drop the App onto the Desktop.
   A shortcut to the App have been created on the Desktop.
6. Go back to Communicator 5.
7. Open the Quick Menu.

8. Select (Edit Home Page) button.

9. Select the (Add Page Sets) button.
10. Select the **Other Files & Applications** option.

11. Select the **Desktop** tab on the left hand side.

12. Browse for the Shortcut you just created using the ︿ and ﹀ buttons.
13. Select the Shortcut.

14. Select the ✔ to add the Windows App to the Home Page.

5.3.3   Remove Page Sets from the Home Page from within All Page Sets

ℹ All Page Sets marked with ⊘ can be removed from the Home Page

To remove a Page Set, follow these steps:

1. Select the Page Set to remove

   The selected Page Set will get a red frame ▭

2. Select the ▬ (Remove from Home Page) button.

5.4   Advanced Settings

The Advanced Settings consists of 6 tabs:
Table 7: Input Tab

Symbol	Label	Description	Comment
	Input Method	Set the desired input method for the user	
	Scan Settings	Settings for Scan users	
	Switch-Based Mouse Emulation	Settings for Switch-Based Mouse Emulation	
	Link Visualization	Settings for how links will be visualized	
	Highlighting	Settings for how highlighting will be vizualized	
	Windows Access	Settings for Windows Access	
	Disable Right-Click	Toggle Disable Right-Click On/Off	✔ will be shown on the button if the function is activated.
	Hide Mouse Cursor in Full Screen Mode	Toggle Hide Mouse Cursor in Full Screen Mode On/Off	✔ will be shown on the button if the function is activated.

Symbol	Label	Description	Comment
	Gaze Interaction Settings	Settings for Gaze Interaction.	Only visible if an Eye tracker is connected

Table 8: Keyboard & Language Tab

Symbol	Label	Description	Comment
	Keyboard Settings	Settings for the Keyboard. ● QWERTY ● ABC ● Scan ● Pointer ● Etc	For more information, see *5.4.1 Keyboard Settings, page 34*
	Alternative Pronunciations	Settings for Alternative pronunciations	
	My Phrases	Setting up the users My Phrases	For more information, see *5.4.6 My Phrases, page 51.*
	Grammar	Settings for Grammar	
	Partner Window	Settings for ● Partner Window On/Off ● Display Mode	Only visible on Tobii Dynavox device with a Partner Window

Table 9: Sound Tab

Symbol	Label	Description	Comment
	Voice	Selecting the user voice ● Which voice to use ● Speed ● Pitch	For more information, see
	Feedback Sounds	Settings for ● Audible cue ● Read as you type ● Button click sounds	For more information, see *5.4.2.2.2 Feedback Sounds, page 40.*
	Playback Devices	Specify which playback devices (e.g. headphones, speakers) are to be used for different Communicator sound types.	
	Volume	Adjust the volume for all Playback devices connected to the device such as Speakers and Headphones individually.	
	Sound Libraries	Set the pathways to Commercial or external sound libraries	
	Record New Sound	Record a new sound for the user to use	

Symbol	Label	Description	Comment
	My Recorded Sounds	Handling all My Recorded Sounds for the user.	

Table 10: Applications Tab

Symbol	Label	Description	Comment
	E-Mail	Setup E-mail account etc	
	Music Player	Add/Remove pathways to where music files are stored on the device	
	Calendar	Settings for the calender	
	Picture Viewer	Add/Remove pathways to where pictures are stored on the device	
	Mobile Phone	Settings for Bluetooth telephony	For more information, see *5.4.5 Mobile Telephony/Bluetooth on I-Series and I-Series+, page 47*

Table 11: User Setup

Symbol	Label	Description	Comment
	Add or Change User	Manage all new and existing users in Communicator	
	My Contacts	Setup and handle all user contacts	
	Organize My Page Sets	Organize the Custom made Page Sets for the user	
	Import/Export	Import/Export user data	
	Privacy Settings	Allow anonymous data to be sent to Tobii Dynavox.	
	Usage Tracking	Statistics for which Page Sets that are used.	

Table 12: System Tab

Symbol	Label	Description	Comment
	My IR Remote Controls	Settings for the IR Remote Controls	For more information, see *5.4.3 IR Remote Controls, page 41*
	IR Hardware Settings	Settings for the IR Hardware	
	Camera	Settings for the Camera(s)	

Symbol	Label	Description	Comment
	Picture Libraries	Settings for Picture folders	
	Data Folders	Settings for Data folders	
	Start with Windows	Toggle Start with Windows On/Off	✓ will be shown on the button if the function is activated.
12:40	Enable Status Bar	Toggle Enable Status Bar On/Off	✓ will be shown on the button if the function is activated.
	License Manager	Handling of Licenses	
	Brightness Settings	Adjustment of screen brightness.	Visible if there is a light sensor connected to the device.
	My Device Settings	Settings for the Tobii Dynavox device	Visible if the device is a Tobii Dynavox device.
	Adaptive Buttons	Settings for the I-Series Adaptive Buttons	For more information, see

5.4.1 Keyboard Settings

1. Open the Quick Menu.
   For more information, see *5.1 The Quick Menu, page 25*.

2. Select (Advanced Settings)
3. Select the **Keyboards & Language** tab.

4. Select the (Keyboard Settings) button.
   The **Keyboard Settings** will open.
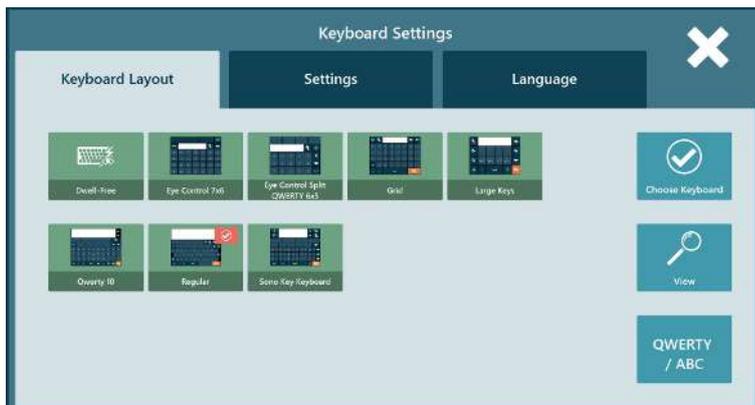
5.4.1.1 Keyboard Layout Tab
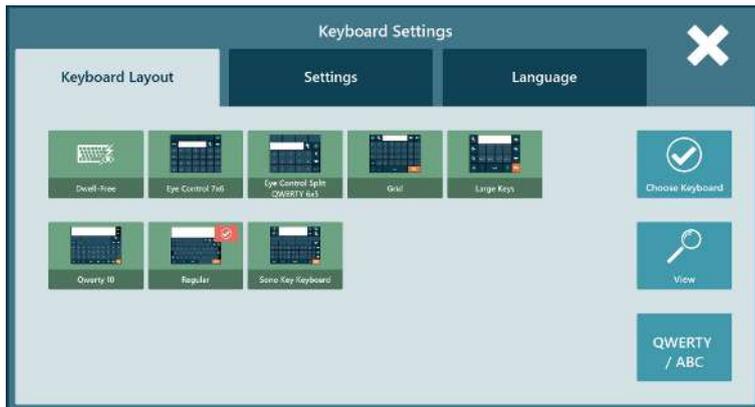
These are the available keyboards. For more information, see *Table 3: Keyboard Types, page 20*.

- Dwell Free, ![i] only available for English and German
- Eye Control 7x6
- Eye Control Split QWERTY 6x5
- Grid
- Large Keys
- QWERTY 10
- Regular
- Sono Key Keyboard

5.4.1.1.1 Select a Keyboard

1. Select the wanted keyboard.
   The selected keyboard will be marked with an red frame.

2. Select the ![checkmark] (Choose Keyboard) button on the right hand side of the screen.

![i] The active Keyboard is marked with the ![checkmark] symbol on the keyboard display.

5.4.1.1.2 View the Keyboard

To View the Keyboard

1. Select the wanted keyboard to view.
   The selected keyboard will be marked with an red frame.

2. Select the ![magnifier] (View) button on the right hand side of the screen.

To Close the View of Keyboard

1. Select the ![arrows] button.

   ![i] Not necessary for all keyboards

2. Select the ![keyboard] button.

5.4.1.1.3 Select the Keyboard Layout

1. Select the **QWERTY / ABC** button.
2. Select the wanted keyboard layout
   Available keyboard layouts
   – QWRTY
   – ABC
   – SCAN
   – POINTER

3. Select the ⬅ (Back) button to go back to the Keyboard Layout tab..

5.4.1.2   Settings Tab

Symbol	Label	Description
A̍A	Change Font Size	Set the message window font size (4 pt - 128 pt). The default message window font size is 14 pt.
🎤	Use Recorded Messages	If you have recorded messages with your own voice that you want to use. Toggle this button On.
👁	Longer Dwell Time for Prediction Buttons	If you want a longer Dwell Time for the Word Prediction Buttons to be able to read the prediction on the button before it is selected Toggle this button On.
abc➜Abc	Auto Correct	If you want the software to automatically attempt to correct misspelled words. Toggle this button On.
⌨	Keyboard Dwell Time	The length of time the user has to keep the gaze on a keyboard button before selection is performed. Default Keyboard Dwell Time is 1200 ms. This setting can be changed in increments of 50 ms within the range of 100 ms - 4000 ms.
💬	Speech History Recording	If you want all your spoken messages stored in the history section for easy reuse. Toggle this button On.

Other sound settings can be found here:

- **Feedback Sounds Setting** — See *5.4.2.2.2 Feedback Sounds, page 40*
- **My Phrases and Speech History** — See *5.4.6 My Phrases, page 51*

5.4.1.3 Language Tab
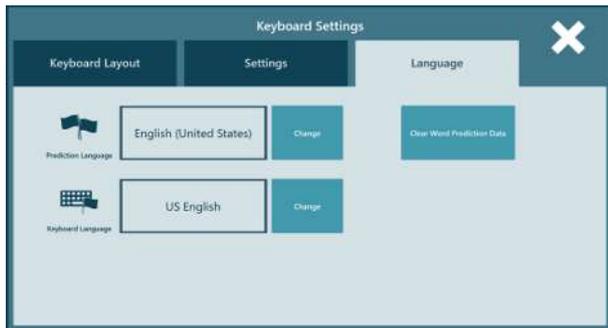
Symbol	Label	Description
	Prediction Language	SwiftKey will give the word predictions for the language that is selected.
	Keyboard Language	If you have recorded messages with your own voice that you want to use. Toggle this button On.
	Clear Word Prediction Data	Select the **Clear Word Prediction Data** button to erase all stored personal predictions.

5.4.1.3.1 Change Prediction Language

1. Select the **Change** button for Prediction Language.
   The active language will be in a darker color.

Default is the Application language.

2. Use the and button to the right to scroll through the list of languages available.
3. Select the language to use as prediction language
   The language will at selection have a red frame around it and then get a darker border when selected.

4. Select the button to activate the selected language as the prediction language to be used.

5.4.1.3.2 Change Keyboard Language

1. Select the **Change** button for Keyboard Language.
   The active language will be in a darker color.

Default is the Application language.

2. Use the and button to the right to scroll through the list of languages available.
3. Select the language to use as prediction language

The language will at selection have a red frame around it and then get a darker border when selected.

UK English

4. Select the ✔ button to activate the selected language as the keyboard language to be used.

5.4.2   Changing the Voice

5.4.2.1   Changing the Voice from the End User Settings

1. Go to the Home Page

2. Select ⚙ (Settings)

3. Select the 🔊 (Voice) button.
    The **Change Voice Page Set** will open.

The active voice will be in a red.

4. Use the ⌃ and ⌄ button to the right to scroll through the list of voices available.
5. Select the voice to use as your voice
    The selected voice will be in a red and it will be activated on selection.

6. Select the 🎤 (Try Voice) button to listen to what the voice sounds like.
7. Repeat step 5 and 6 (if needed).

8. Select the ✖ (Close) button to start using the selected voice.

5.4.2.1.1 Voice Settings

It is possible to adapt the voice, regarding Pitch and Speed, to do so follow these step:

1. Select the ⚙️ (Settings) button from the Change Voice Page Set.

2. Use the ◀ and ▶ button to the under each of headings **Speed** and **Pitch** to change values for Speed and Pitch.

5.4.2.2   Changing the Voice from the Advance Settings

1. Go to the **Voice** Setting
    – From Advanced Settings
        – Open the Quick Menu.

            For more information, see *5.1 The Quick Menu, page 25*.

        – Select ⚙️ (Advanced Settings)
        – Select the **Sound** tab.

        – Select the 🦻 (Voice) button.
            The **Sound Settings Dialog** will open.
2. Make the changes needed.
3. Select the **OK** button to accept the changes

5.4.2.2.1 Synthetic Speech
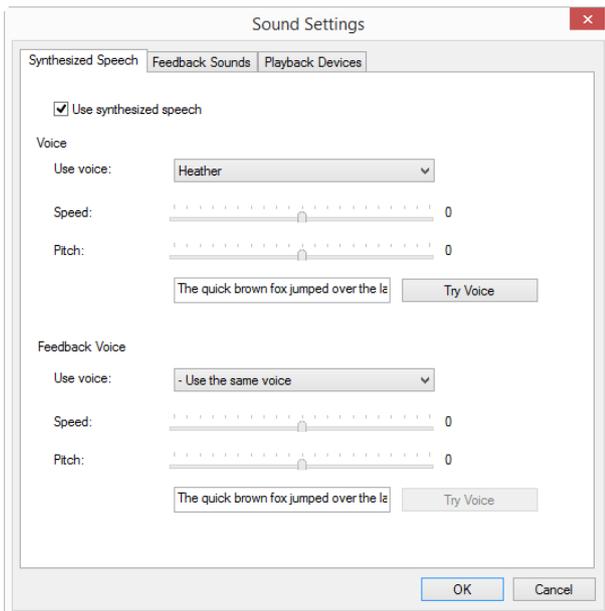
Use synthesized speech — Check the box to enable use of a synthesized voice.

Voice

- **Use voice:** — In the drop box, select the voice to use.
- **Speed** — Move the handle left to slow down and to the right to speed up how slow or rapid the voice is. Range -10 — +10 (default 0).

- **Pitch** — Move the handle left to make the voice deeper and to the right to make the voice higher in pitch. Range -10 — +10 (default 0).
- To try out and listen to the voice, select the **Try Voice** button. The text visible in the field next to the button will be spoken. The text can be changed by the user.

Feedback Voice

- **Use voice:** — In the drop box, select the voice to use. Default is **Use the same voice**.
- **Speed** — Move the handle left to slow down and to the right to speed up how slow or rapid the voice is. Range -10 — +10 (default 0).
- **Pitch** — Move the handle left to make the voice deeper and to the right to make the voice higher in pitch. Range -10 — +10 (default 0).
- To try out and listen to the voice, select the **Try Voice** button. The text visible in the field next to the button will be spoken. The text can be changed by the user.

5.4.2.2.2 Feedback Sounds
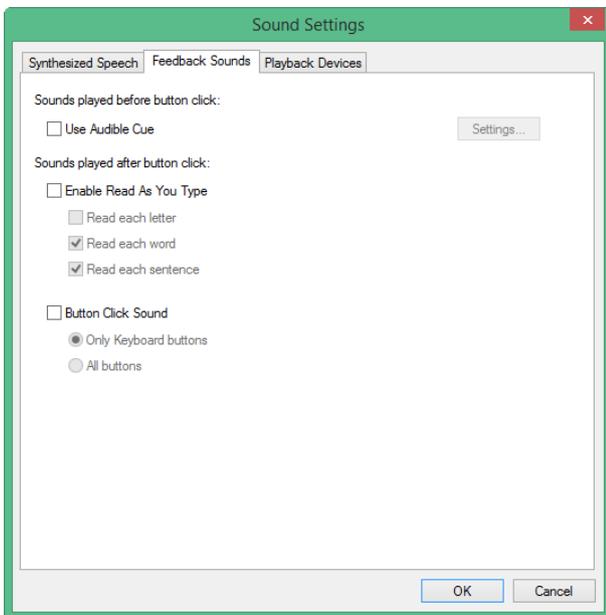
- **Use Audio Cue** — Check the box to enable.
- **Read as You Type** — Check the box to enable. When you enable Read As You Type, Read each Word and Read each sentence are enabled by default. Check the box beside Read each letter to enable reading of each character as it is typed.
- **Button Click Sound** — Check the box to enable. Select Only Keyboard Buttons to hear clicks only when selecting buttons on the keyboard. Select All Buttons to hear a click when any button is selected.

5.4.2.2.3 Playback Devices

Select for each output which media that should play the sound.

5.4.3   IR Remote Controls

On each Remote Control Page Set the user can access the Help Page by selecting the ⑦ (Help) button. On the Help Page the different coloring of the buttons is explained.

5.4.3.1   Record IR Command for Remote Controls

1. Open the Quick Menu

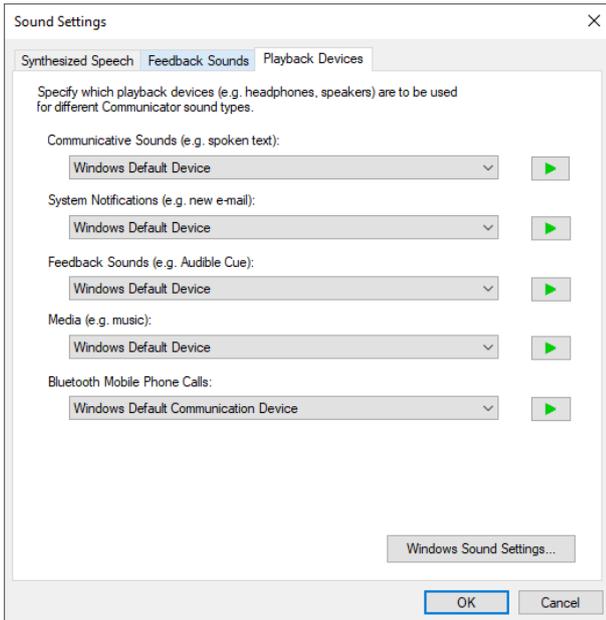   For more information, see *5.1 The Quick Menu, page 25*

2. Select ▯ (All Page Sets)
3. Select **Text Communication**
4. Select the **IR Remote Controls** tab
5. Select the Remote Control to setup
6. Select a button
7. Select **Yes** to add IR Command
8. Follow the On-screen instructions

When finished, the color of the button changes to a button with a command, for more information see the Help Page.

5.4.3.2   Disable a Button for Remote Controls

1. Open the Quick Menu

    For more information, see *5.1 The Quick Menu, page 25*

2. Select ▯ (All Page Sets)
3. Select **Text Communication**
4. Select the **IR Remote Controls** tab
5. Select the Remote Control to setup
6. Select a button
7. Select **No**, to not add an IR Command

8. Select **Yes,** to disable the button
9. Follow the On-screen instructions

To activate a Disabled button on a Remote Control Page Set, see Edit, Remove and Add IR Commands for an IR Remote Contro

5.4.3.3   Edit, Remove or Add IR Remote Controls

1. Open the Quick Menu

   For more information, see *5.1 The Quick Menu, page 25*

2. Select ⚙ (Advanced Settings)
3. Select the **System** tab

4. Select the 📡 (My IR Remote Control)
   The My IR Remote Controls Settings opens.
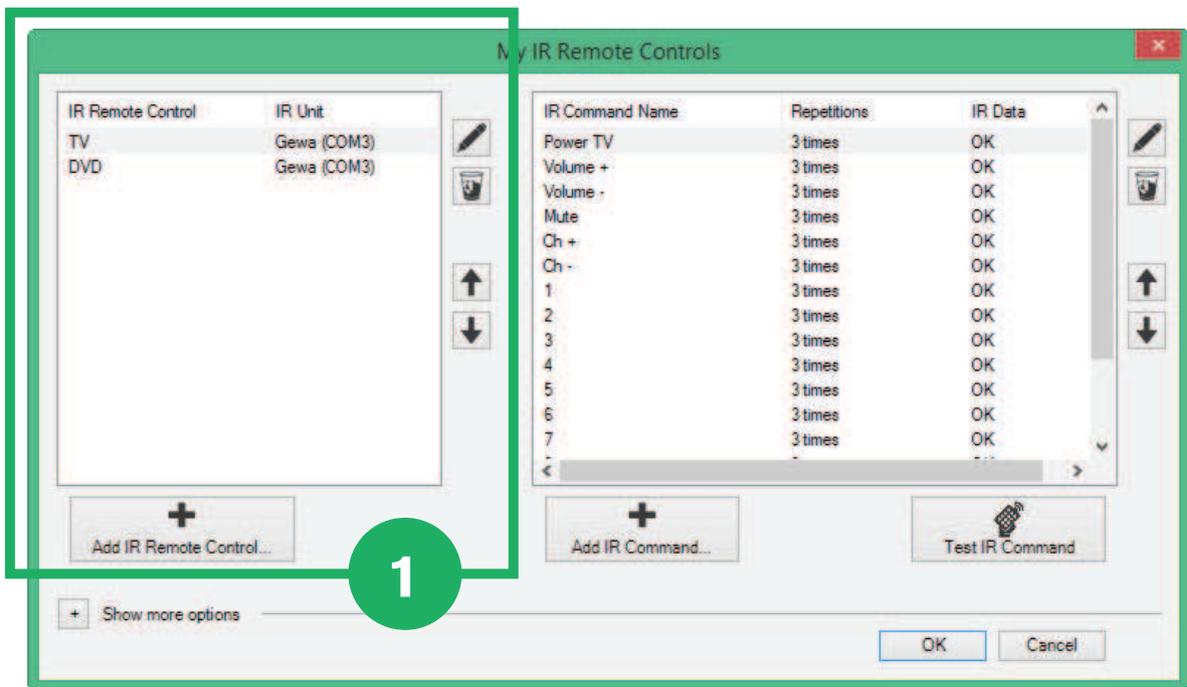
5. Select one of the following actions:
   – Edit an existing IR Remote Control
   – Remove an existing IR Remote Control
   – Add an new IR Remote Control

5.4.3.3.1   Edit an existing IR Remote Control

1. Select one of the existing IR controls, see **①** in figure.

2. Select the ✏ (Edit the selected IR Remote Control) button, see **①** in figure.
3. Change the name
4. Select:
   – **OK** to save
   – **Cancel** to abort

5.4.3.3.2 Remove an existing IR Remote Control

1. Select one of the existing IR controls, see ①in figure.

2. Select the ☒ (Remove the selected IR Remote Control) button, see ①in figure.
3. Select:
   – **OK** to save
   – **Cancel** to abort

5.4.3.3.3 Add an new IR Remote Control

See *5.4.3.1 Record IR Command for Remote Controls, page 41* or

1. Select the ➕ (Add IR Remote Control...) button, see ①in figure.
2. Name the remote control
3. Select:
   – **OK** to save
   – **Cancel** to abort

5.4.3.4 Edit, Remove and Add IR Commands for an IR Remote Control

1. Open the Quick Menu

   For more information, see *5.1 The Quick Menu, page 25*

2. Select ⚙ (Advanced Settings)
3. Select the **System** tab

4. Select the 📟 (My IR Remote Control)
   The My IR Remote Controls Settings opens.
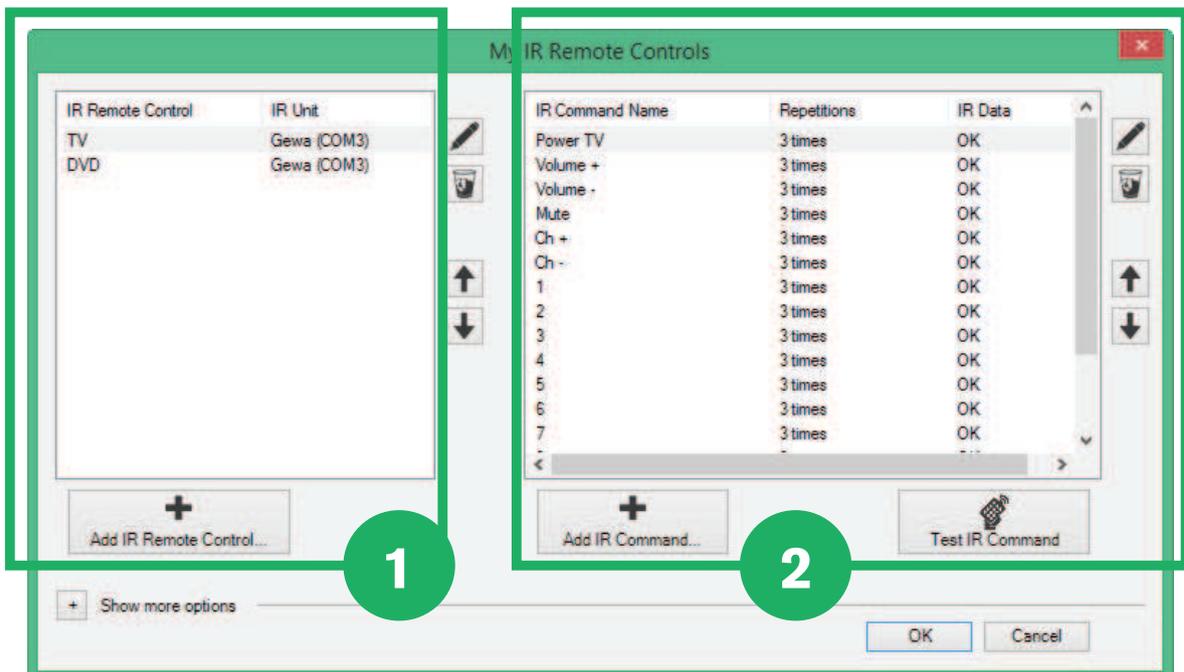
5. Select one of the following actions:

– Edit an existing IR Command
– Remove an existing IR Command
– Add an new IR Command

5.4.3.4.1 Edit an existing IR Command

1. Select one of the existing IR controls, see **1** in figure.

2. Select one if the existing IR Command Names, see **2** in figure.

3. Select the ✏ (Edit the selected IR Command) button, see **2** in figure.
4. The following can be performed:
   – Make changes to the name
   – Make changes to number of repetitions
   – Test the signal
   – Record a signal

      – Select the 📡 (Record) button to record a signal

      – Follow the On-screen instructions.

   ℹ For some IR Commands the Repetition value must be set to a higher value (standard 3) for the receiver to execute the intended command.
5. Select:
   – **OK** to save
   – **Cancel** to abort

5.4.3.4.2 Remove an existing IR Command

1. Select one of the existing IR controls, see **1** in figure.

2. Select one if the existing IR Command Names, see **2** in figure.

3. Select the 🗑 (Remove the selected IR Remote Control) button, see **2** in figure.
4. Select:
   – **OK** to save
   – **Cancel** to abort

5.4.3.4.3 Add an new IR Command

See *5.4.3.1 Record IR Command for Remote Controls, page 41* or

1. Select one of the existing IR controls, see **1** in figure.

2. Select the ➕ (Add IR Command...) button, see **2** in figure.
3. Set the IR Command name.
4. Set the Repetition value, standard 3.

   ℹ For some IR Commands the Repetition value must be set to a higher value (standard 3) for the receiver to execute the intended command.

5. Select the ![Record icon] (Record) button to record a signal
6. Follow the On-screen instructions.
7. Select:
   – **OK** to save
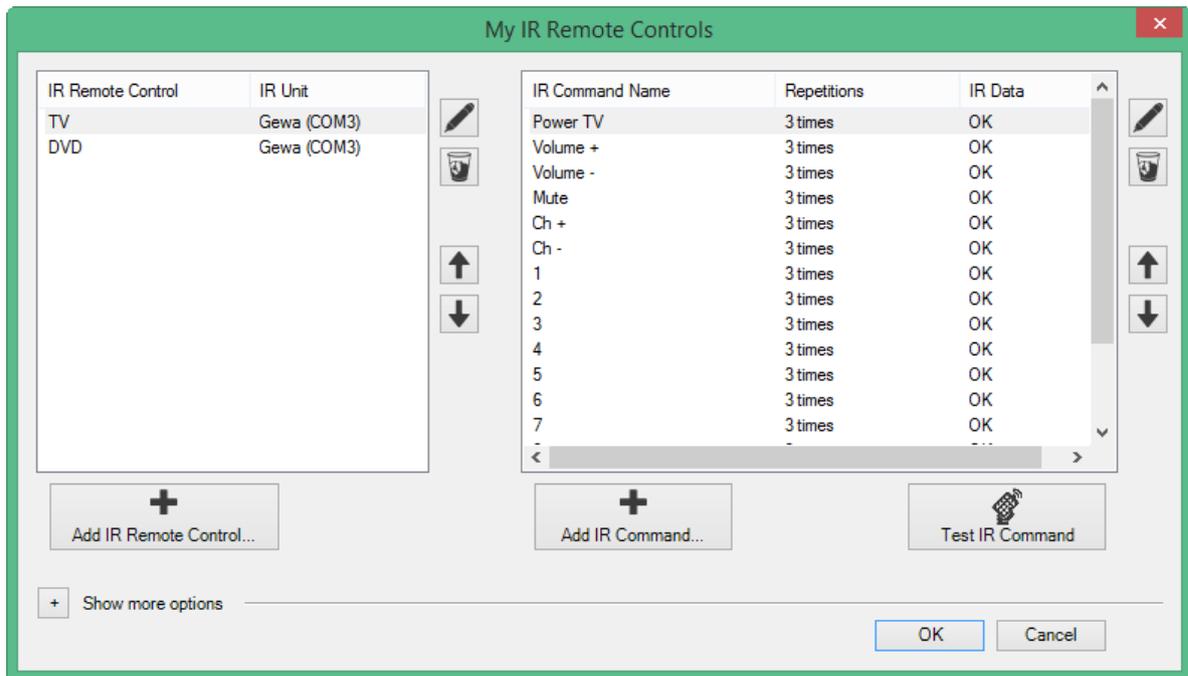   – **Cancel** to abort

5.4.3.5 Export/Import Remote Controls

1. Open the Quick Menu

   For more information, see *5.1 The Quick Menu, page 25*

2. Select ![gear icon] (Advanced Settings)
3. Select the **System** tab

4. Select the ![IR remote icon] (My IR Remote Control)
   The My IR Remote Controls Settings opens.

5. Select the ![+ button] (Show more options) button.
6. Select the Export/Import button
7. Follow the On-screen instructions.

5.4.4 Mobile Telephony/Bluetooth on Laptops/Tablets

With the Beam App for Android 4.4 you can connect Communicator 5 to you Mobile phone with Bluetooth and send and receive text messages.

5.4.4.1 Disconnecting a Mobile Phone

1. Open the Quick Menu

   For more information, see *5.1 The Quick Menu, page 25*

2. Select ⚙ (Advanced Settings)
3. Select the **Applications** tab

4. Select the 📱 (Mobile Phone) button
   Select the **Disconnect** button to disconnect the Mobile phone from Communicator 5.
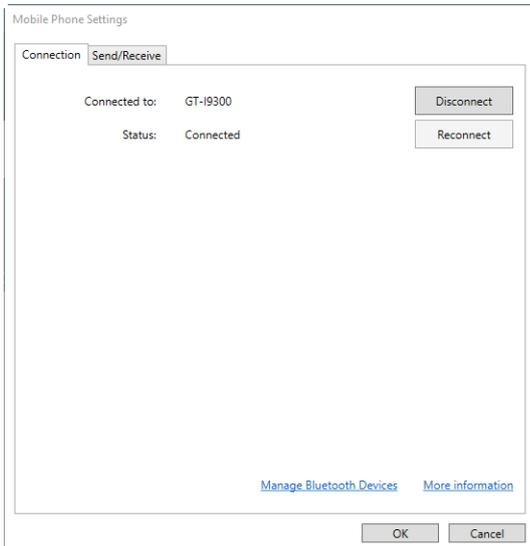
Illustration 17: Mobile Phone Settings

5.4.4.2   Reconnecting a Mobile Phone

1. Make sure that Bluetooth® and visibility is turned ON on the mobile phone.
2. Make sure that Bluetooth® and visibility is turned ON on the Laptop/Tablet.
3. Open the Quick Menu

   For more information, see *5.1 The Quick Menu, page 25*

4. Select ⚙ (Advanced Settings)
5. Select the **Applications** tab

6. Select the 📱 (Mobile Phone) button
   Select the **Reconnect** button to reconnect the Mobile phone to Communicator 5
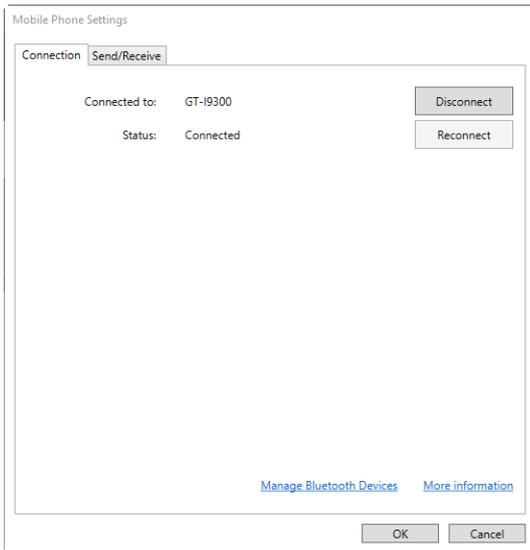
Illustration 18: Mobile Phone Settings

5.4.5 Mobile Telephony/Bluetooth on I-Series and I-Series+

On the I-Series and I-Series+ devices with the built-in Bluetooth, Bluetooth can be use for making phone calls and send text messages.

5.4.5.1 Mobile Telephony via Bluetooth

5.4.5.1.1 Connecting a Mobile Phone

Follow this procedure:

1. Make sure that Bluetooth® and visibility is turned ON on the mobile phone.
2. Open the Quick Menu
   For more information, see *5.1 The Quick Menu, page 25*

3. Select ⚙ (Advanced Settings)
4. Select the **Applications** tab

5. Select the 📱 (Mobile Phone) button

6. Make sure that Bluetooth® is enabled in the **General** tab, see **①** .

   If not, select the **Open Control Center...** button, see **②** to modify the settings in **I-Series Control Center**. For more information about the **I-Series Control Center** see the I-Series User's Manual.

7. Select the **Connect to Mobile Phone...** button, see **③** .

8. Select the mobile phone to connect to in the list, see **④** , and press the **Connect** button, see **⑤** .
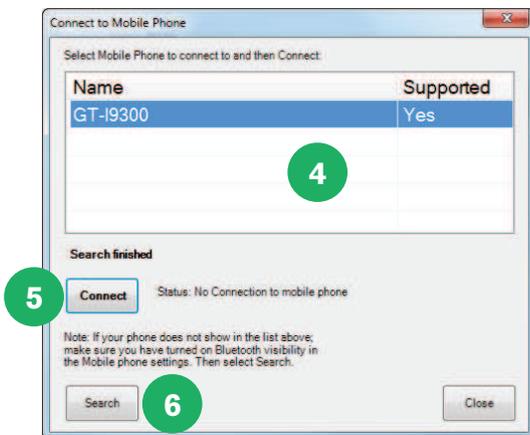
   If the phone is not in the list, check step 1 in this list, select the **Search** button, see **⑥** , to search for the mobile phone again.

9. Make sure that the selected mobile phone shows up in the **General** tab under Connection Status, see ⑦ .

10. Select the **OK**, see ⑧ , button to finish.
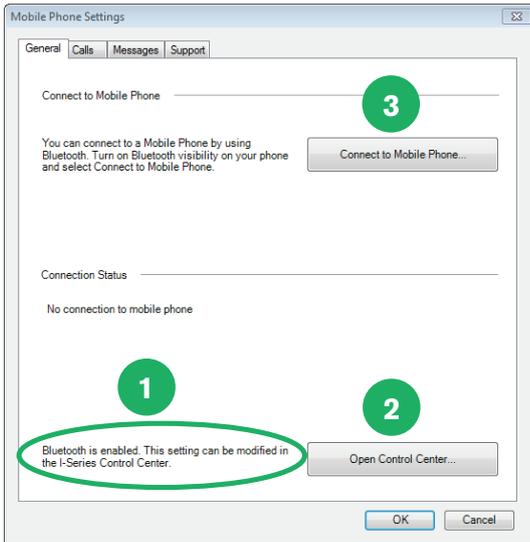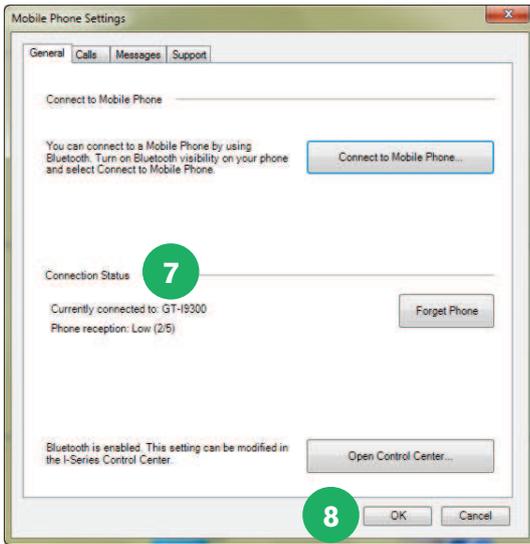

Illustration 19: Mobile Phone Settings

Illustration 20: Connect to Mobile Phone

ℹ️ On your Mobile phone and in the popup window in Communicator you need to check and accept the Paring Code by selecting **OK** in both places.

ℹ️ On your Mobile phone you need to **accept** the I-Series request to connect to your messages.

5.4.5.1.2 Reconnect to a Mobile Phone

Follow this procedure:

1. Make sure that Bluetooth® visibility is turned ON on the mobile phone.
2. Open the Quick Menu

    For more information, see *5.1 The Quick Menu, page 25*

3. Select ⚙ (Advanced Settings)
4. Select the **Applications** tab

5. Select the 📱 (Mobile Phone) button
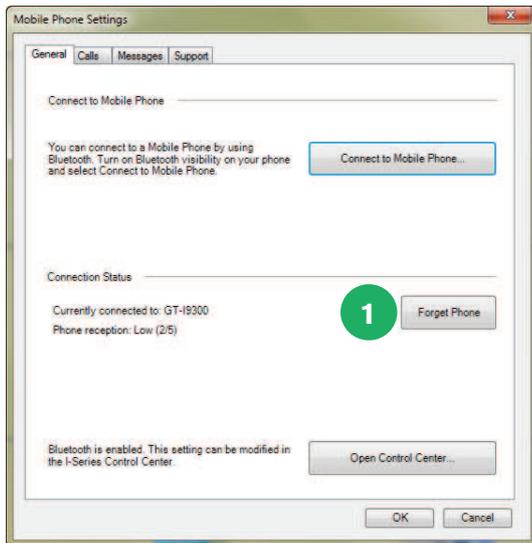
6. Select the **Reconnect** button, see
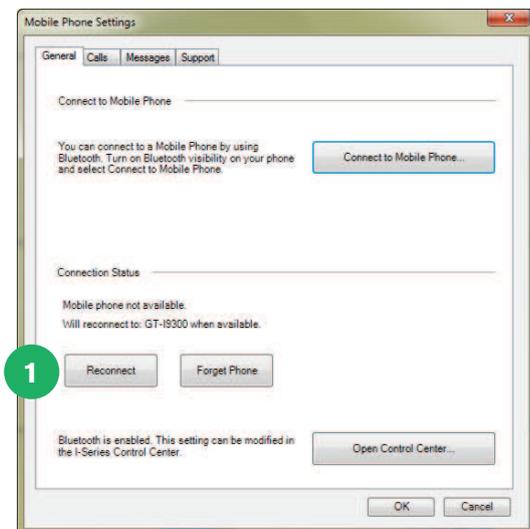
Illustration 21: Reconnect to a Mobile Phone

5.4.5.1.3 Disconnecting a Mobile Phone

Follow this procedure:

1. Open the Quick Menu

    For more information, see *5.1 The Quick Menu, page 25*

2. Select ⚙ (Advanced Settings)
3. Select the **Applications** tab

4. Select the 📱 (Mobile Phone) button

5. Select the **Forget Phone** button in the **General** tab, see ① .

Illustration 22: Disconnecting a Mobile Phone

5.4.5.2   Mobile Telephony/General Bluetooth Settings

5.4.5.2.1   Calls Settings

To modify the calls settings, follow this procedure:

1. Open the Quick Menu

    For more information, see *5.1 The Quick Menu, page 25*

2. Select ⚙ (Advanced Settings)
3. Select the **Applications** tab

4. Select the 📱 (Mobile Phone) button
5. Select the **Calls** tab.

5.4.5.2.2   Message Settings

To modify the message settings, follow this procedure:

1. Open the Quick Menu

    For more information, see *5.1 The Quick Menu, page 25*

2. Select ⚙ (Advanced Settings)
3. Select the **Applications** tab

4. Select the ▯ (Mobile Phone) button
5. Select the **Message** tab.

5.4.5.2.3 Logging Communication

To start logging all communication with Mobile phone, follow this procedure:

1. Open the Quick Menu

    For more information, see *5.1 The Quick Menu, page 25*

2. Select ⚙ (Advanced Settings)
3. Select the **Applications** tab

4. Select the ▯ (Mobile Phone) button
5. Select the **Support** tab.

5.4.6   My Phrases

In My Phrases, all phrases and the saved Speech history can be managed.

1. Go to the **My Phrases** Setting
    – Open the Quick Menu.

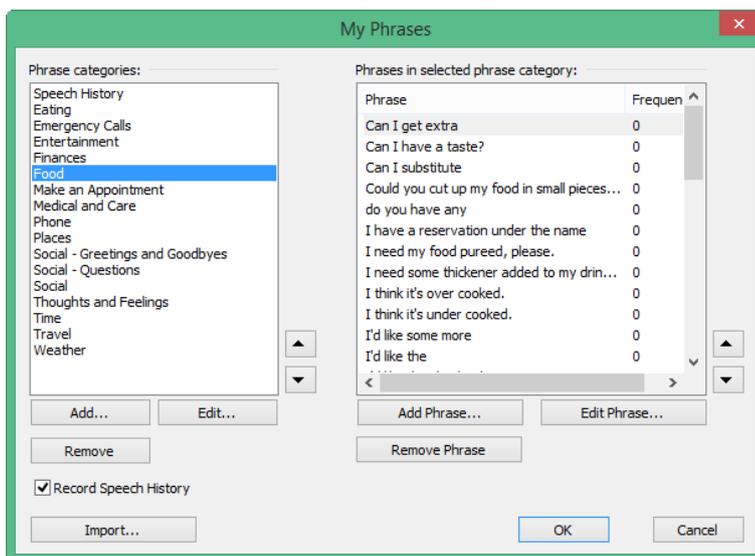   For more information, see *5.1 The Quick Menu, page 25*.

    – Select ⚙ (Advanced Settings)
    – Select the **Keyboard & Language** tab.
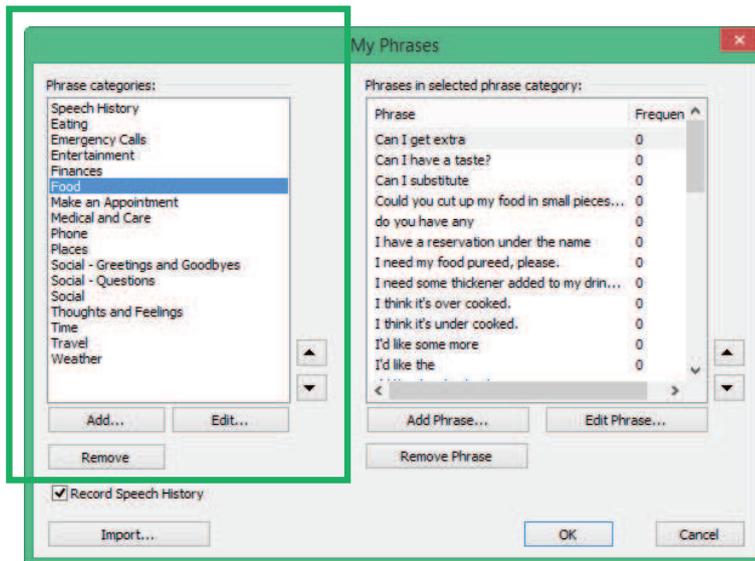
    – Select the 💬 (My Phrases) button.

       The **My Phrases Settings Dialog** will open.
2. Make the changes needed.
3. Select the **OK** button to accept the changes

The page is divided into to columns, to the left is Phrase categories and to the right are all the phrases for each category.

5.4.6.1   Categories

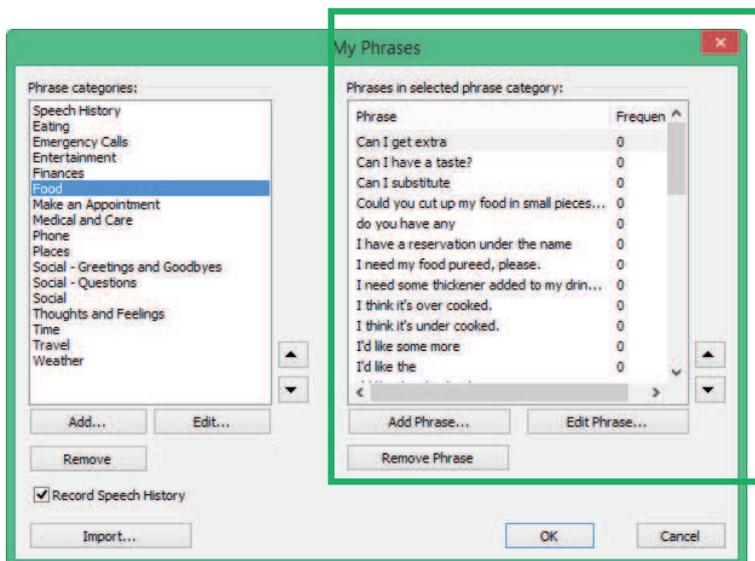

Select one of the buttons on the left side to:

- **Add** — a new category
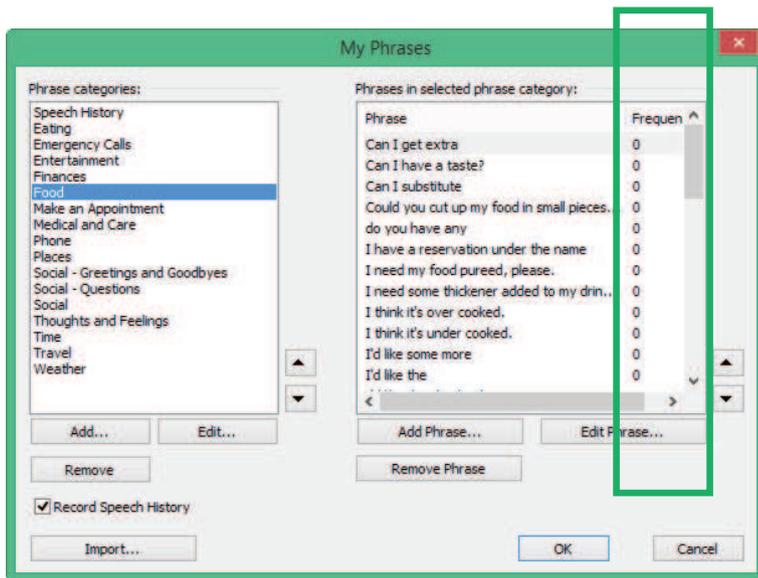- **Edit** — an existing category
- **Remove** — a category

5.4.6.2   Phrases

Select one of the buttons on the right side to:

- **Add** — a new phrase
- **Edit** — an existing phrase
- **Remove** — a phrase

You can also see how often a phrase has been used by looking in the Frequency column on the right side

5.4.6.3   Record Speech History

Record Speech History — Check the check box to enable. Record and save your conversations for easy and quick access to previously spoken words and sentences.
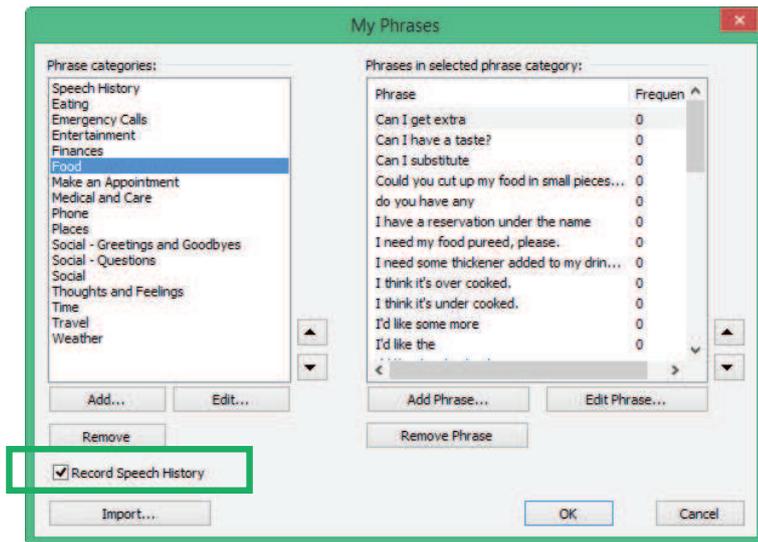
5.4.7   Adaptive Buttons

The Adaptive Buttons on the I-Series I-13/I-16 and TD I-Series I-13/I-16 can be set to have two different behaviors. One behavior for Eye Gaze, set in Communicator 5, and one touch behavior, set in the Hardware Settings application on the I-Series or TD I-Series device.
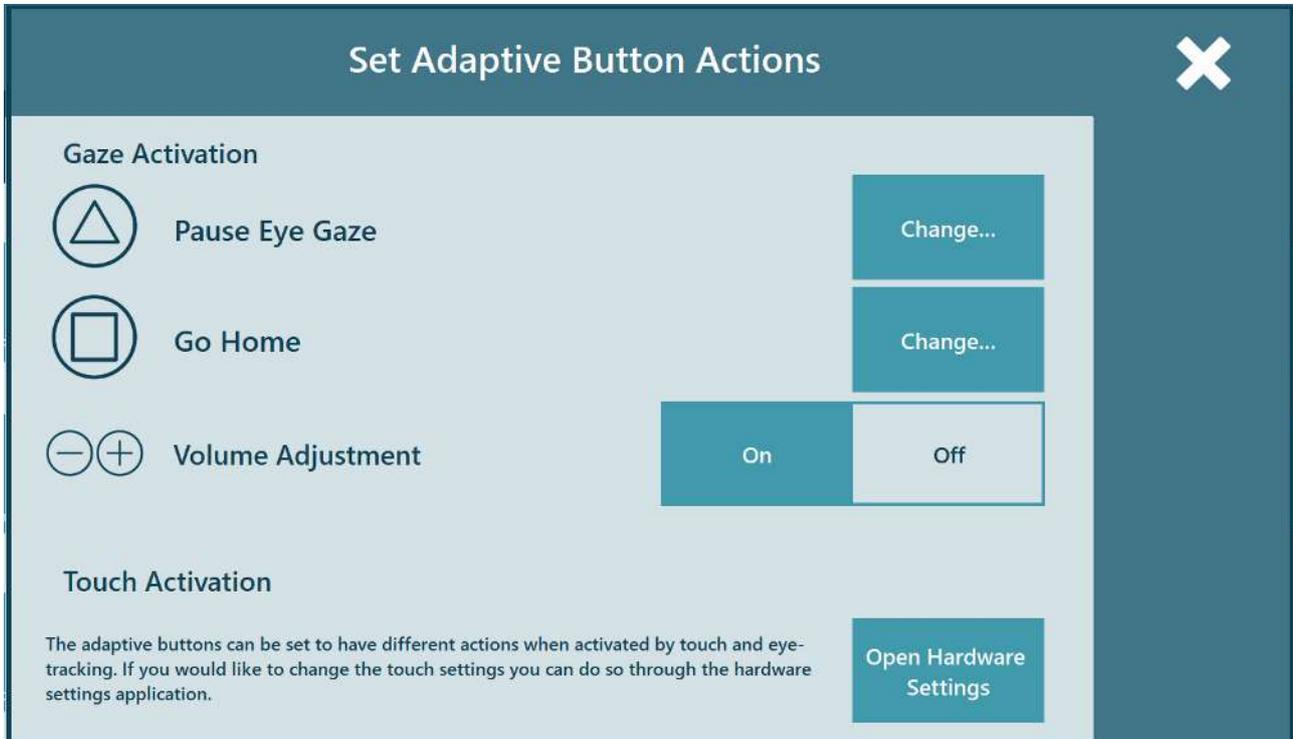
To set the Eye Gaze behavior

1. Open the Quick Menu.

   For more information, see *5.1 The Quick Menu, page 25*.

2. Select ⚙ (Advanced Settings)

3. Select the **System** tab.

4. Select the ⬟ ⬜ (Adaptive Buttons) button.
    The **Adaptive Buttons** will open.

5.4.7.1   Change Action for Adaptive Buttons

1. Select the **Change...** button for the Adaptive button to change the action for.
2. Select one of the following actions:
    – No Action
    – Pause Eye Gaze
    – Toggle Track Status
    – Start Calibration
    – Speak
    – Go Home
    – Change User
    – Alarm
    – Toggle Partner Window On or Off

3. Select the ✓ (Apply) button.

4. Select the ✖ (Close) button to leave the setting.

5.4.7.2   Volume Adjustment

The Eye Gaze volume buttons on the TD I-Series can be turned On or Off.

Select **On** to turn on the possibility to change the volume by Eye Gaze.

Select **Off** to turn off the possibility to change the volume by Eye Gaze.

5.5   Backing-up, Importing & Exporting Page Sets

5.5.1   Backing-Up your Page Sets and Data

It is **extremely** important to back-up any **personalized** Page Sets and user data (contacts, phrases, settings etc.).

Remember to do this regularly and each time you make any substantial modifications to a user's Page Sets. This will **save time** and save the user's **personal pages**, if they need to be reinstalled!

To make a backup

1.   Open the Quick Menu
       For more information, see *5.1 The Quick Menu, page 25*

2.   Select   (Advanced Settings)
3.   Select the **User Setup** tab.

4.   Select   (Import/Export) button, which opens a wizard to assist you.
5.   Select **Export selected settings and data**
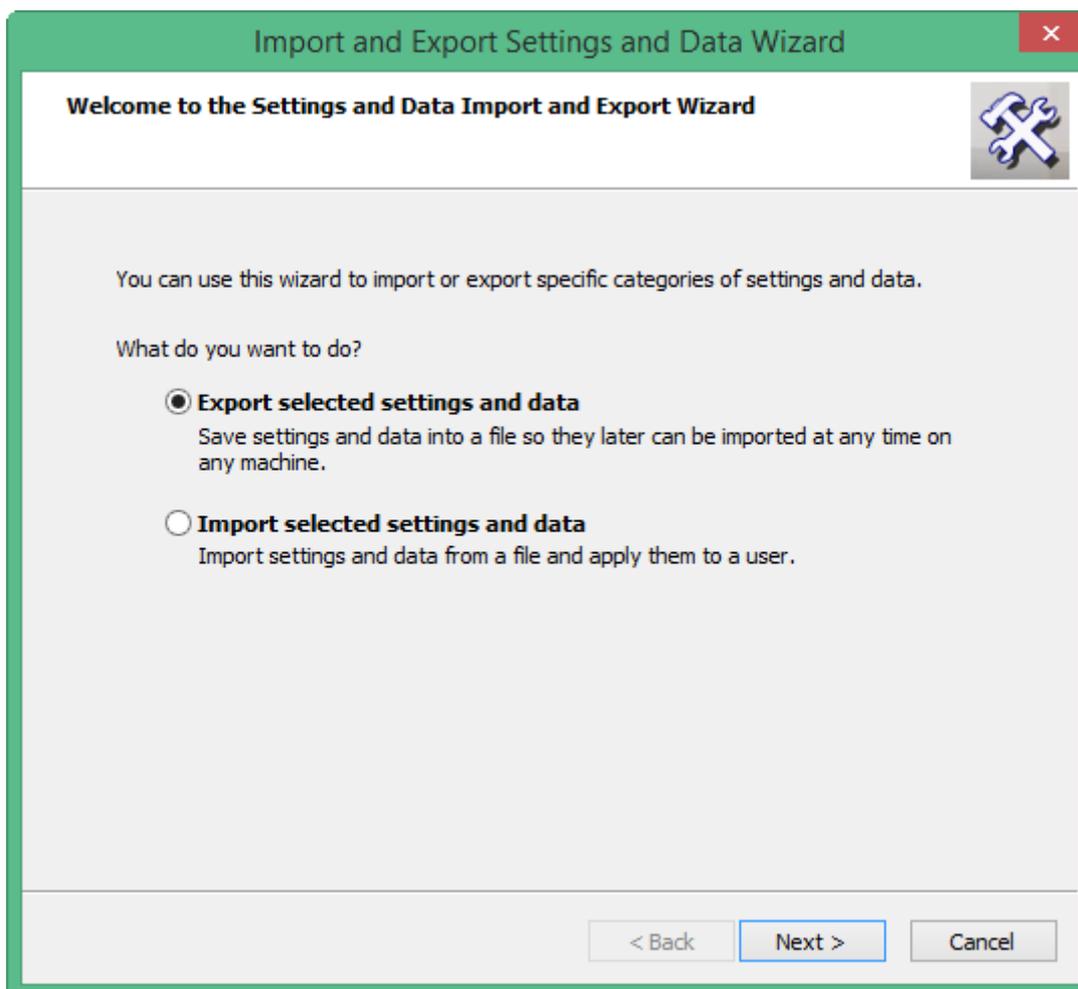
6.   Select **Next**
7.   Select **Standard Export**
       A Standard Export is usually sufficient and will collect all of the user's page sets, settings, recorded sounds, phrases, contacts, dictionaries, and grammar settings.
8.   Select **Next**

9. **Name the archive** – usually the user's name.
10. Choosing where to **save** this backup is important. We recommend you save it onto **another computer**, an external USB **memory device**, or a **CD**. This will mean it is safe and ready to import should you need to do so.

5.5.2   Exporting your Page Sets and Data

To **Export** the user's pages and settings to use them on another computer or communication device, follow steps in *5.5.1 Backing-Up your Page Sets and Data, page 55*.

Make sure to save the backup to a USB stick.

5.5.3   Importing your Page Sets and Data

To import a backup

1. Open the Quick Menu

   For more information, see *5.1 The Quick Menu, page 25*

2. Select (Advanced Settings)
3. Select the **User Settings** tab.

4. Select (Import/Export) button, which opens a wizard to assist you.
5. Select **Import selected settings and data**
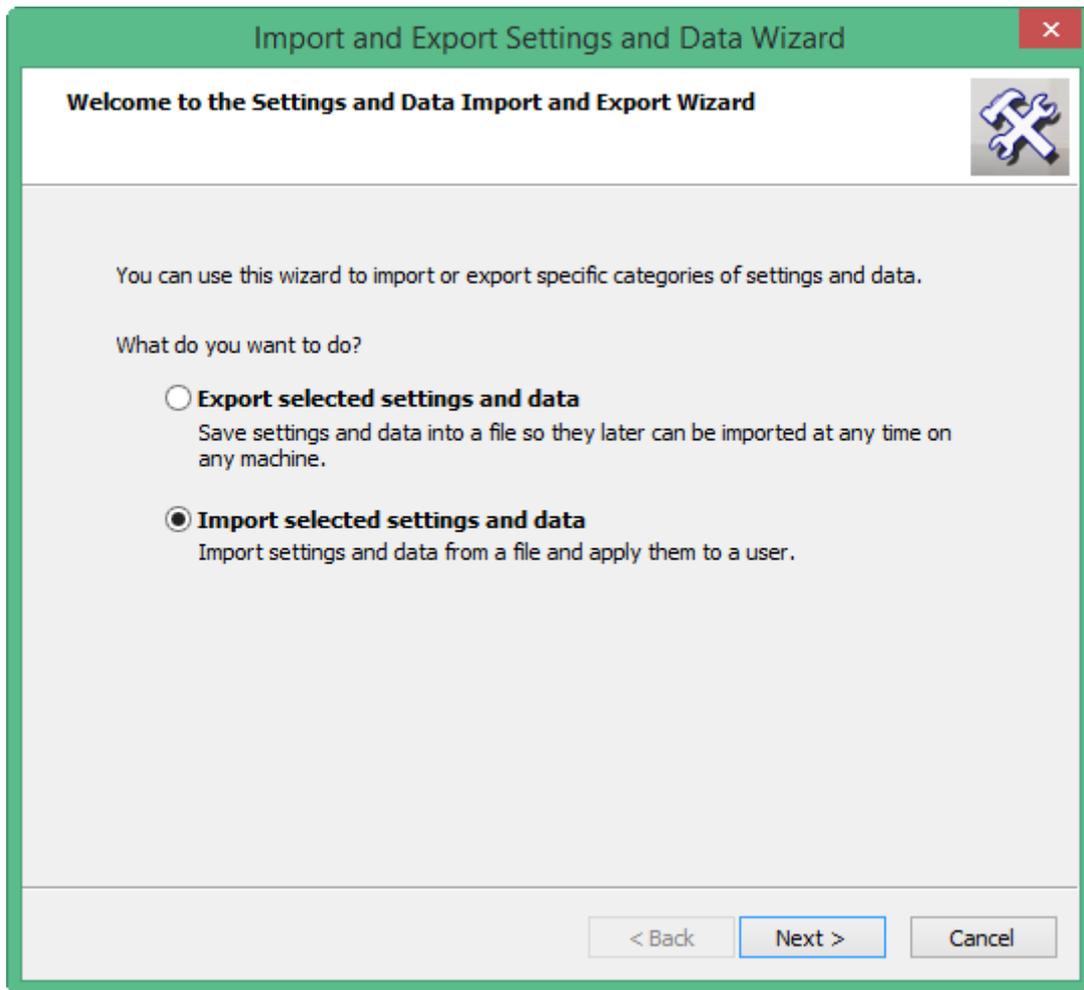
6. **Browse** to the location of the files to import.
   These may be on the CD or memory device you have used to store or transfer them with.
7. Select **Full Import**.
8. You can now decide which **user** to apply these Page Sets and settings to
   – an existing user
   – a new user
9. If necessary, you can later change users.

6   Edit Button

Use the Edit Button Tool to quickly change the content of one button. To change several buttons simultaneously or for advanced editing, use Edit View. For more information, see *7 Edit View, page 69*

To change a button on a page, follow these step:

1. Open the Quick Menu
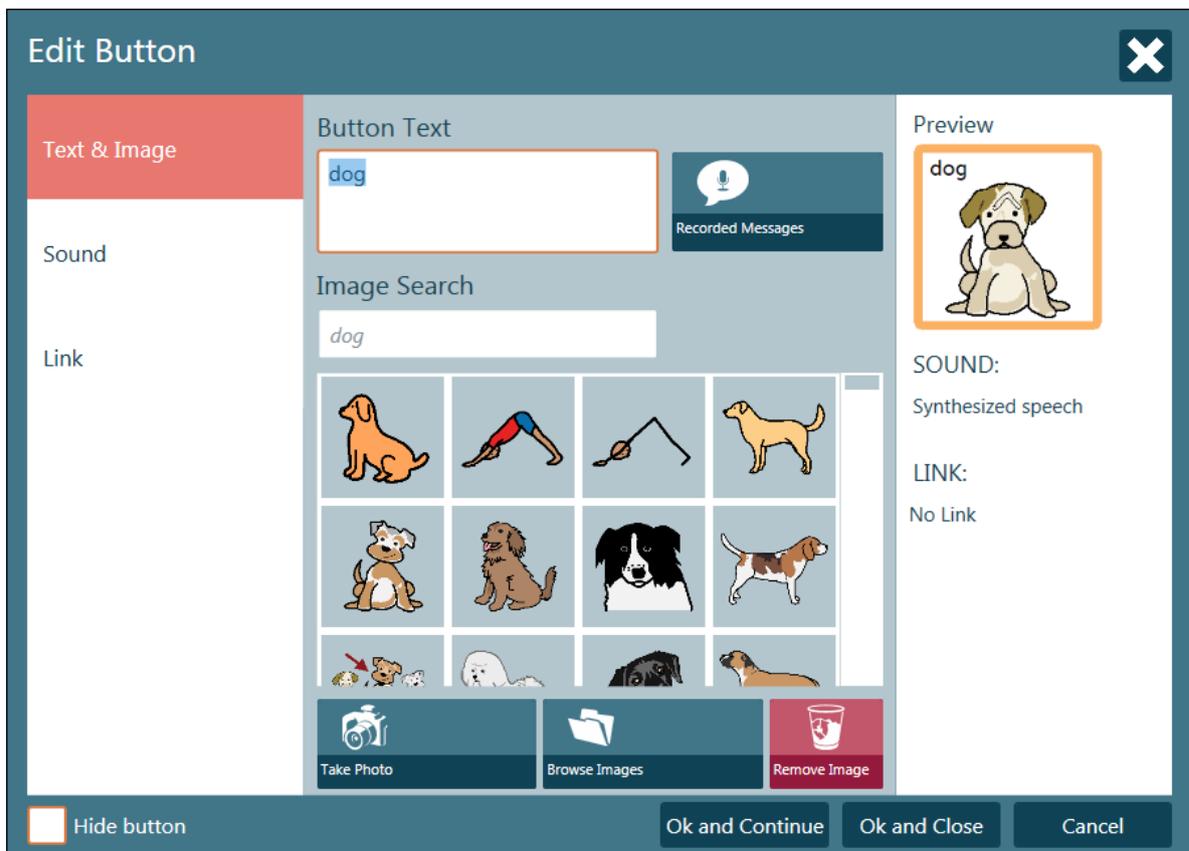   For more information, see *5.1 The Quick Menu, page 25*

2. Select the (Edit Button) button.

   All buttons, that is possible to edit, will get a red frame around them.
3. Select the button to change.
   The Edit button Tool will open:

4. The following can be done on the **Text & Image** Tab
   – Change/add the Button text
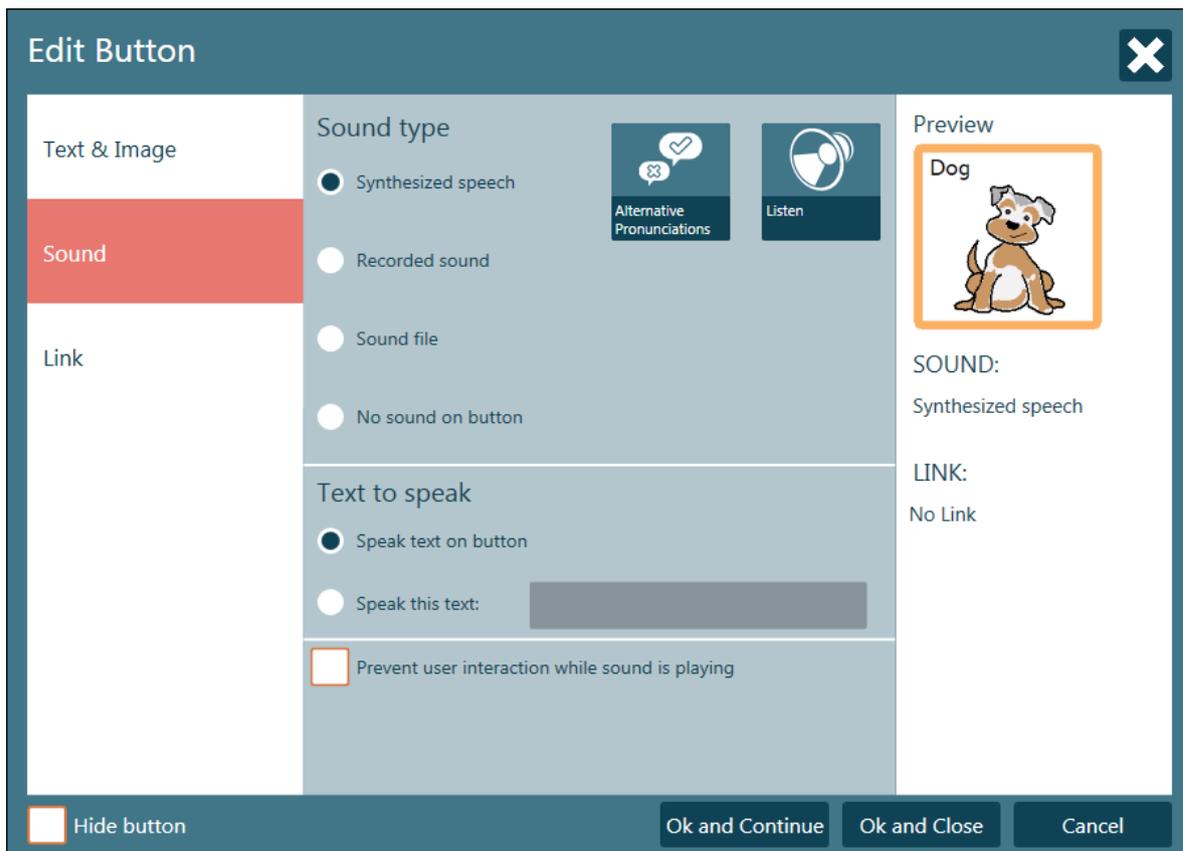
   – To add a Recorded Massage, select the (Recorded Massage) button. For more information, see *6.1 Recorded Messages, page 60*.
   – Image search

   – To take a Photo, select the (Take Photo) button.

– To search for an Image, select the (Browse Images) button.

– To remove the Image, select the (Remove Image) button.

5. The following can be done on the **Sound** Tab

Setting Sound type
  – Synthesized speech

    – To change pronunciations, select the (Alternative Pronunciations) button.

    – To listen to the sound, select the (Listen) button.
  – Recorded sound

    – To Record Sound, select the (Record Sound) button.

    – To listen to the recorded sound, select the (Listen) button.
 – Sound file

    – To browse for the wanted sound, select the (Browse for Sound) button.
  – No sound on Button

    – For no sound on the button, select the **No sound on button** option

Setting Text to speak
- – Select "Speak text on button" to speak the text that is on the button
- – Select "Speak this text:" and write the text that should be spoken when the button is selected.
6. The following can be done on the **Link** tab
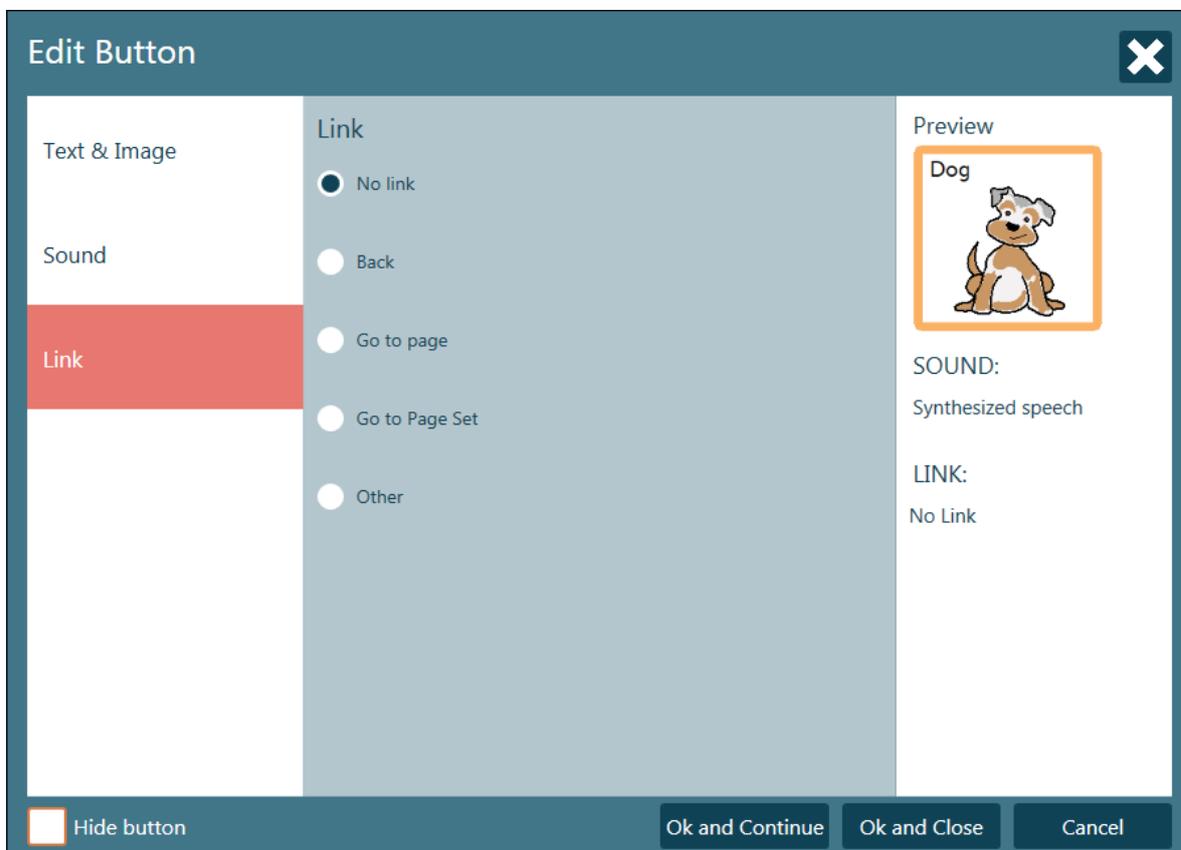
- – No link
  - – If a selection should stay on the same page / Page Set, select the **No Link** option
- – Back
  - – If the selection of the button should take the user back to the previous page /Page Set, select the **Back** option
- – Go to page
  - – To go to a page within the same Page Set, select the **Go to Page** option and select the page to go to.
- – Go to Page Set

  - – To to go to a new Page Set, select the **Go to Page Set**s option and select the (Browse for Page Sets) button
- – Other
  - – To access more linking options, select the **Other** option and select an action from the drop down menu.
7. Select the **Hide button** checkbox to hide the button, if the button should be hidden.

6.1 Recorded Messages

With Recorded Messages, the user can import their own recorded messages/phrases. There is a function on myTobiiDynavox.com where you can record and store messages/phrases with your own voice and than export the recorded messages and import them to Communicator 5.

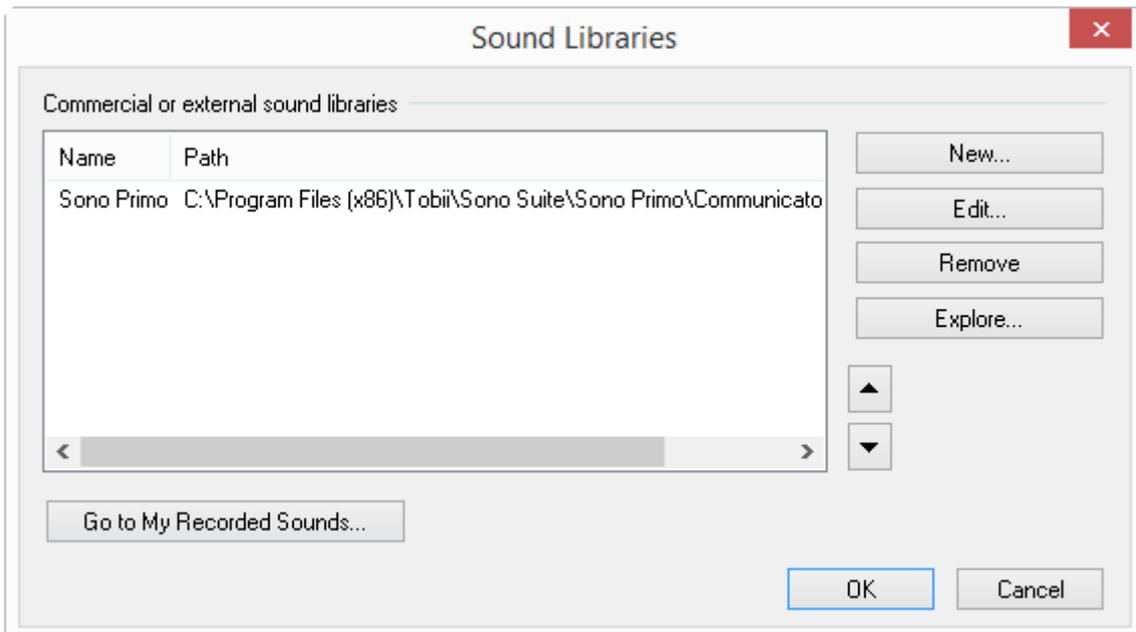### 6.1.1 Import Recorded Messages

To import Recorded Messages to Communicator 5, follow this procedure.
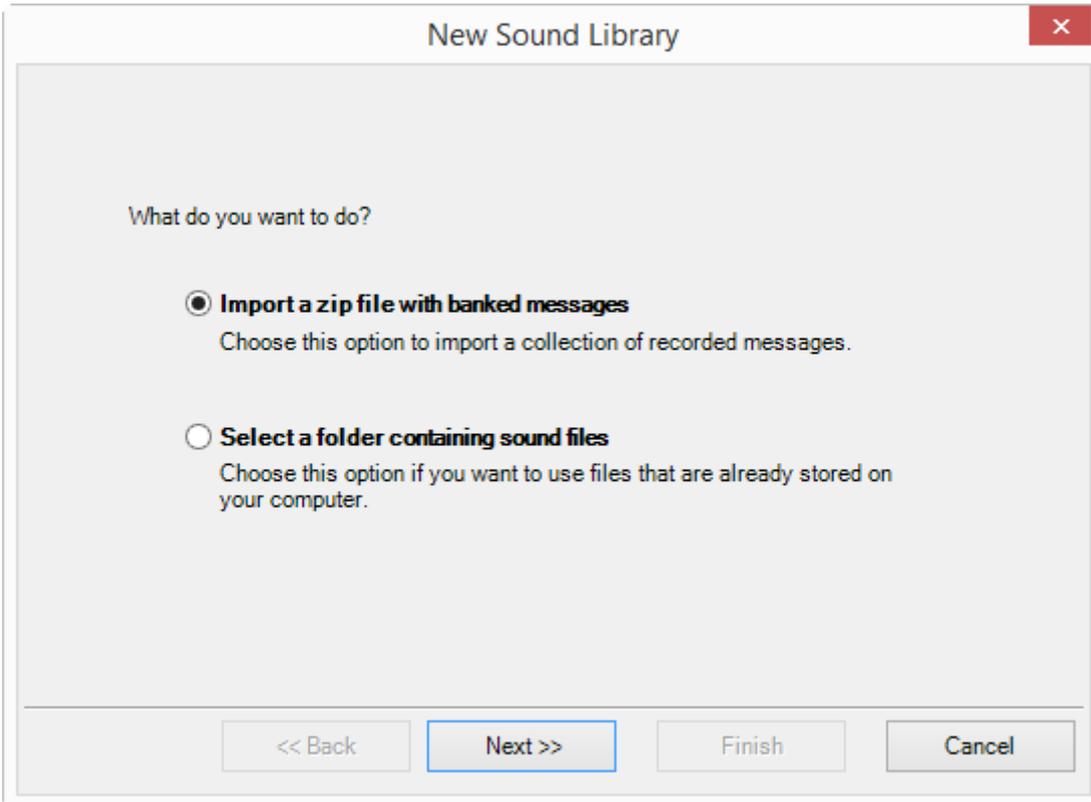
1. Open the Quick Menu.

   For more information, see *5.1 The Quick Menu, page 25*

2. Select ⚙ (Advanced Settings)
3. Select the **Sound** tab.

4. Select 🔊 Sound Libraries.
5. Select the **New...** Button

6. Make sure the **Import a zip file with banked massages** option is selected.

Select the **Next >>** button

7. Give the new Sound Library a Name.
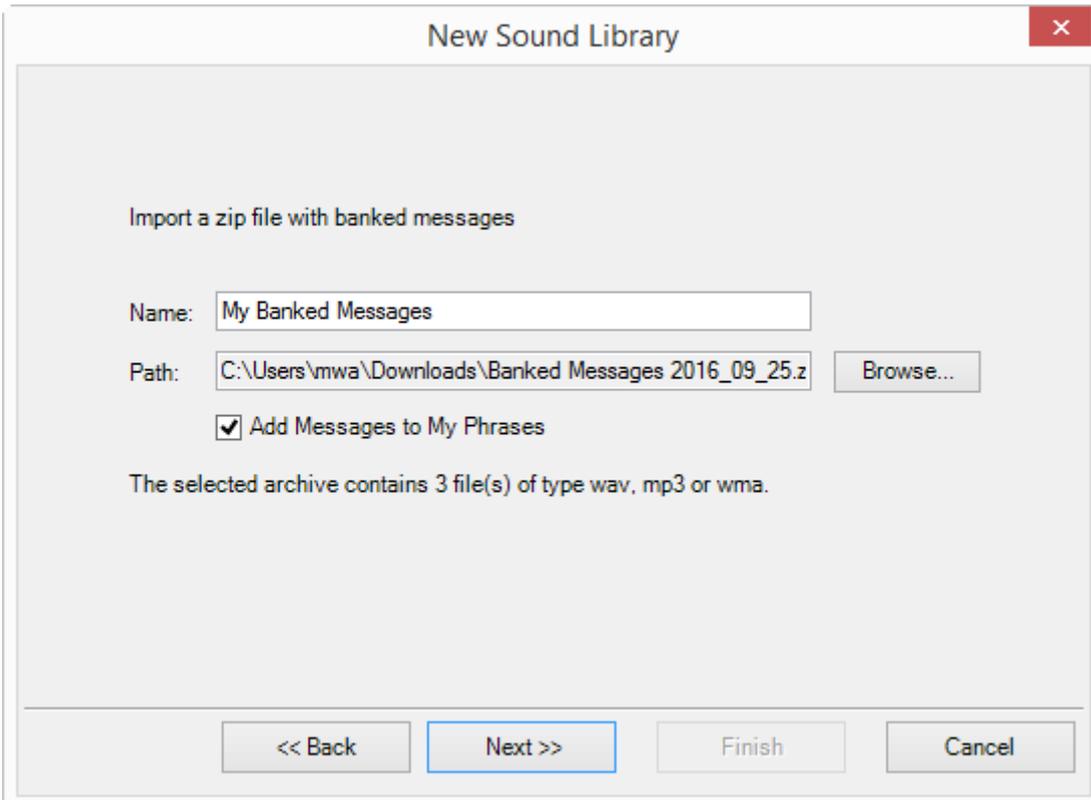
8. Browse for the file to import.
9. Check the **Add Messages to My Phrases** check box to add the imported messages directly to My Phrases.
10. Select the **Next >>** button.
11. Select the **Finish** button when the import is finished.
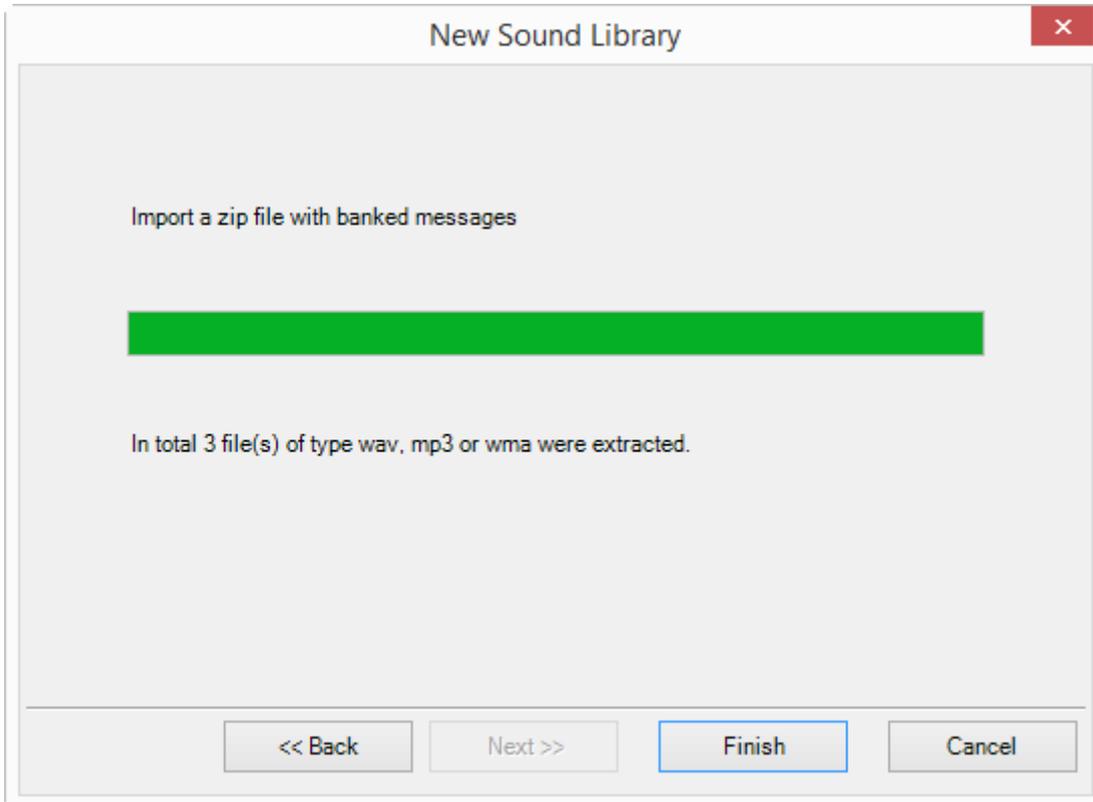
12. The Imported Sound Library will be shown in the list.
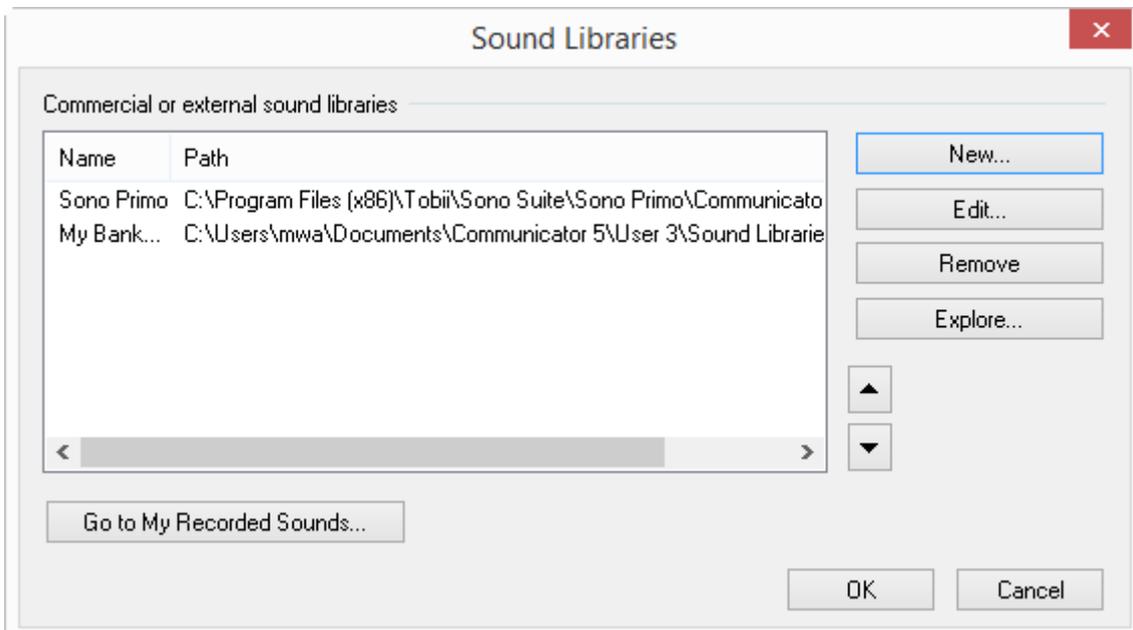
13. Select **OK** to Advanced Settings.

6.1.2 Add a Recorded Message

1. Go to the Page Set you want to edit.
2. Open the Quick Menu

   For more information, see *5.1 The Quick Menu, page 25*

3. Select the ![Edit Button icon] (Edit Button) button.

   All buttons, that is possible to edit, will get a red frame ![grow icon] around them.
4. Select the button to change.

   The Edit button Tool will open:

Existing button

Edit Button

Text & Image

Sound

Link

Button Text

Banked Messages

Image Search

Take Photo   Browse Images   Remove Image

Preview

SOUND:

Synthesized speech

LINK:

No Link

Ok and Continue   Ok and Close   Cancel
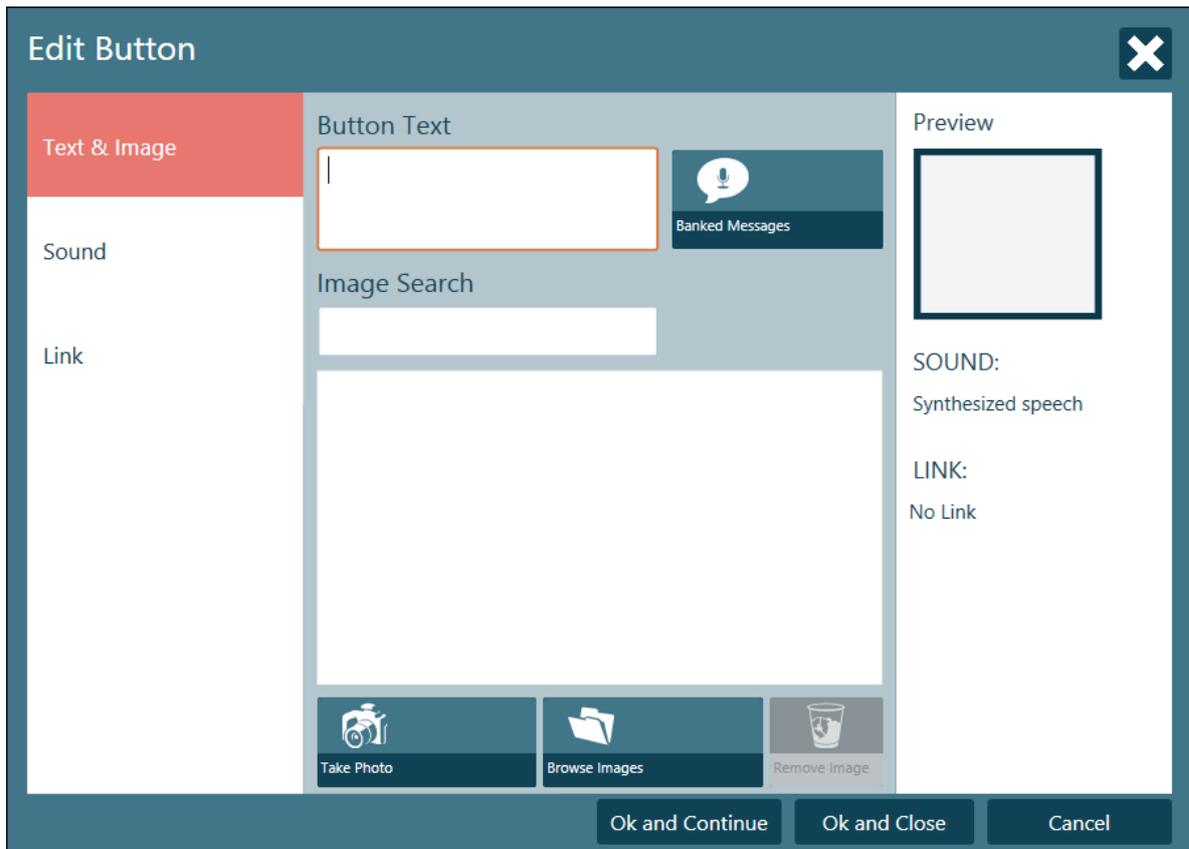
New button

5. Write the text that should be visible on the button in the Button Text field.
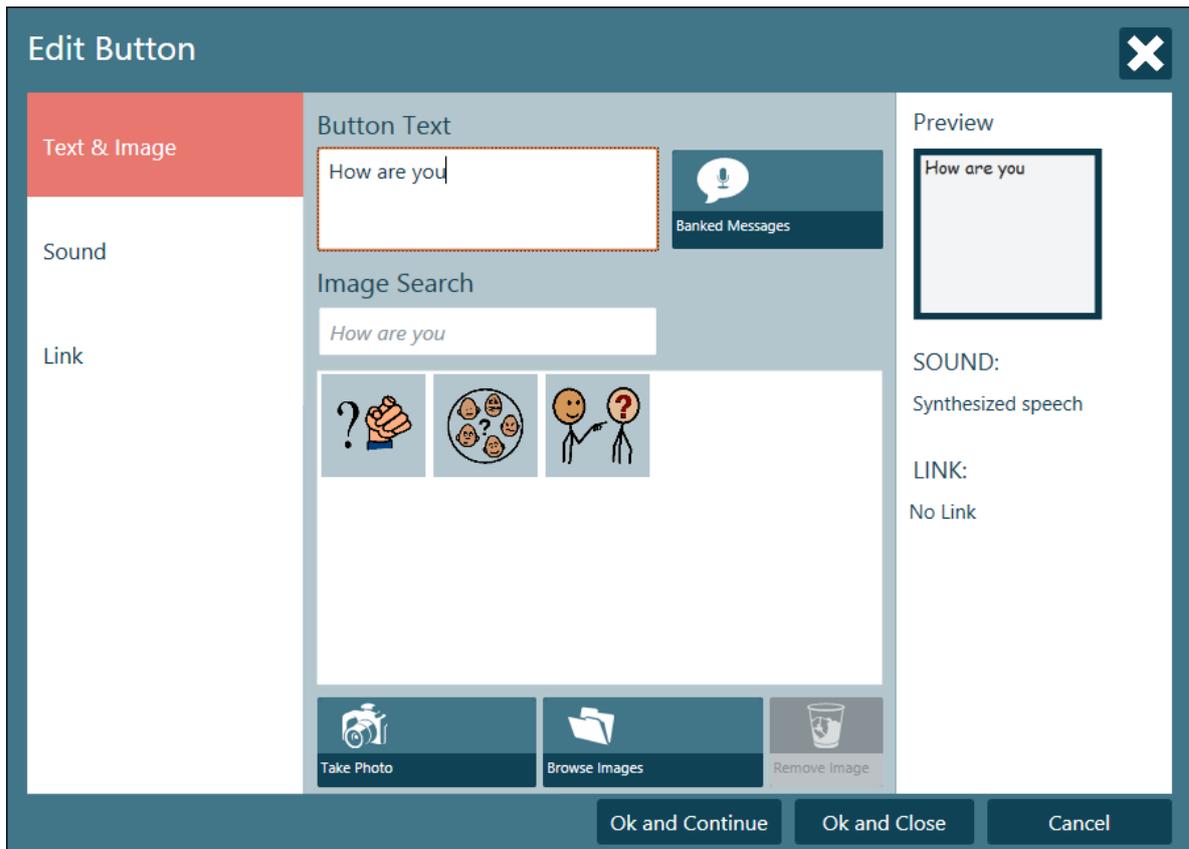
6. Select the ![mic icon](Banked Messages) button.
7. Select your message from the list. The list is filtered according to what you have written in the Button Text window.

Recorded Messages

Filter: How are you?

How are you

My Recorded Sounds

Sound Libraries

Insert   Cancel
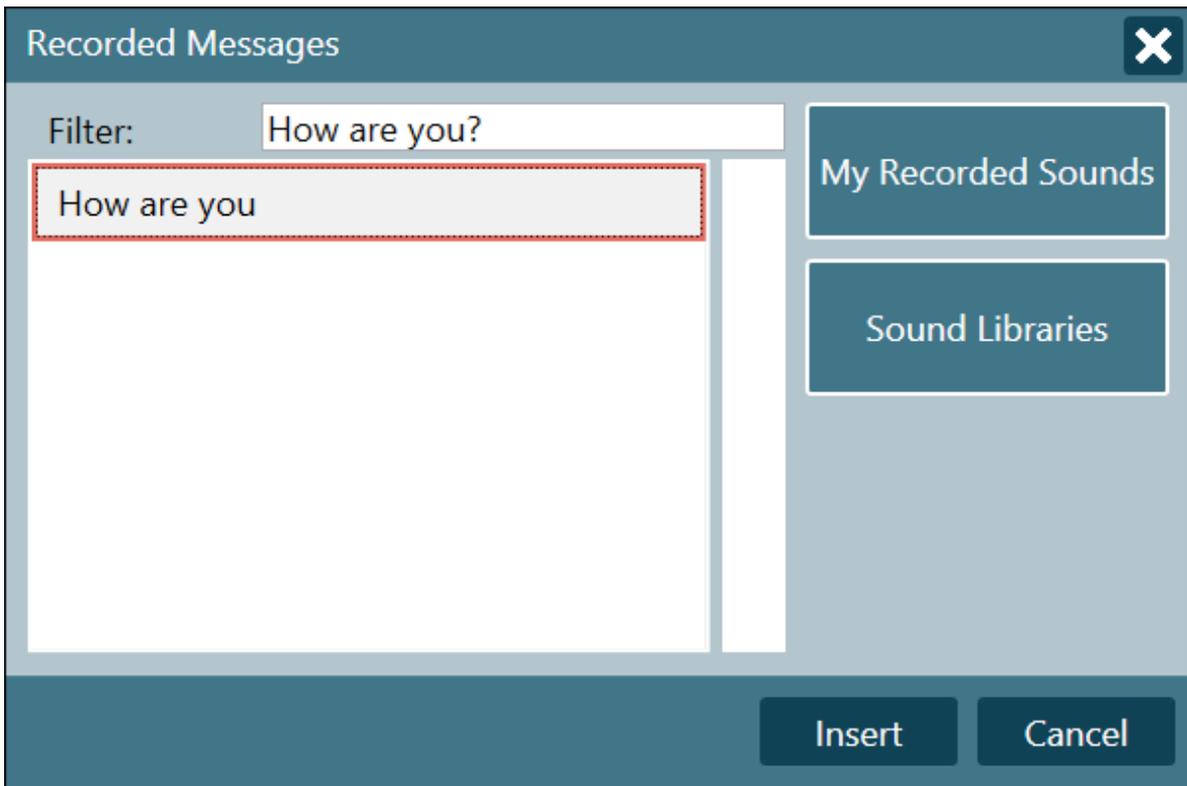
8. Select the **Insert** button.
9. Select the symbol to go with your message, if needed.
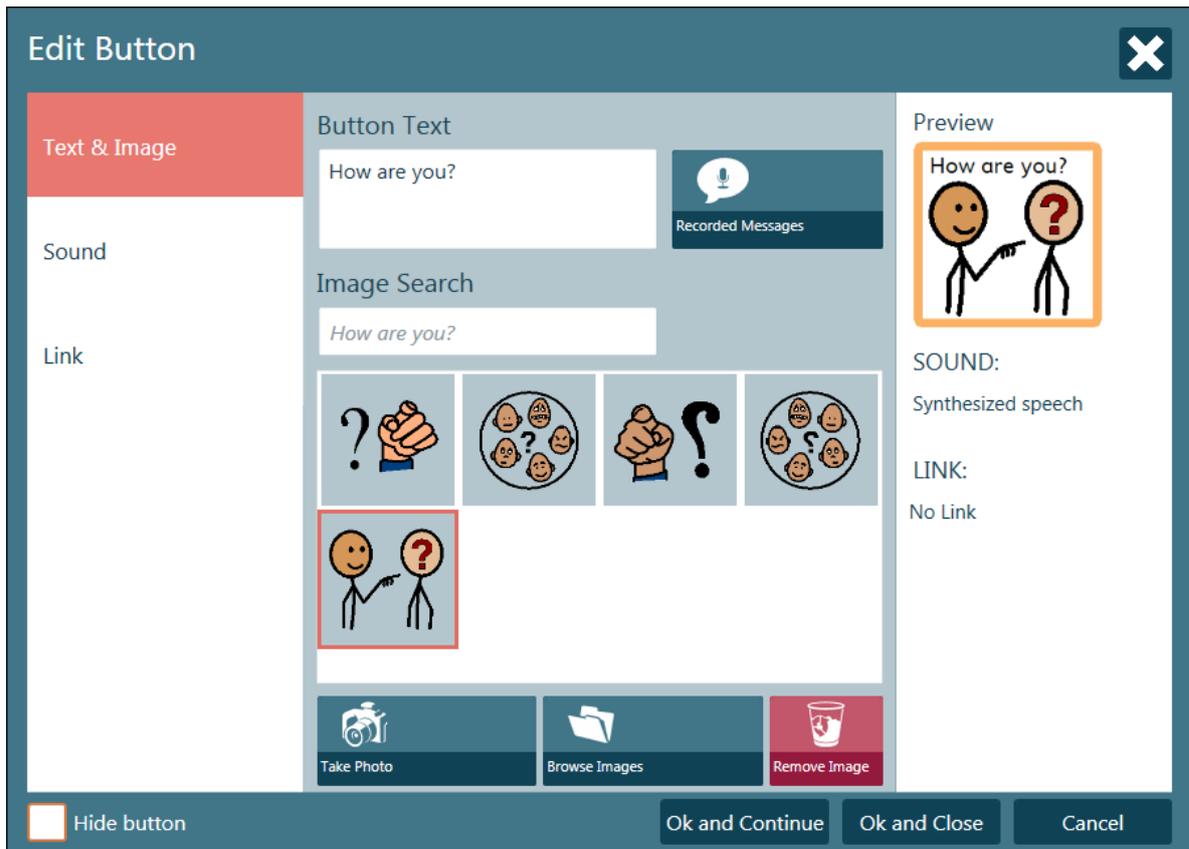
10. Select :
    – **OK and Continue** to save the button and be able to select a new button to edit.
    – **OK and Close** to finish.

7 Edit View

Edit View is the '**design mode**' of the program and allows editing of existing buttons and pages, or **making new** pages. Buttons will not perform any actions or make any sounds etc. when pressed. You can change all **settings** from within this view.

To access Edit View

- Go to Quick Menu, see *5.1 The Quick Menu, page 25*, and selecting the ![pencil icon] (Edit Page Set) button.
- Pressing the **Shift+F5** keys on a keyboard at the same time.

Illustration 23: Edit View

1. Work area or editing window: Where you design/edit your pages.
2. Edit Tools: Special tools that make page design easy – add buttons, links, text, images etc.
3. Page List: A preview of all pages in the set. Right-click here for access to page settings.
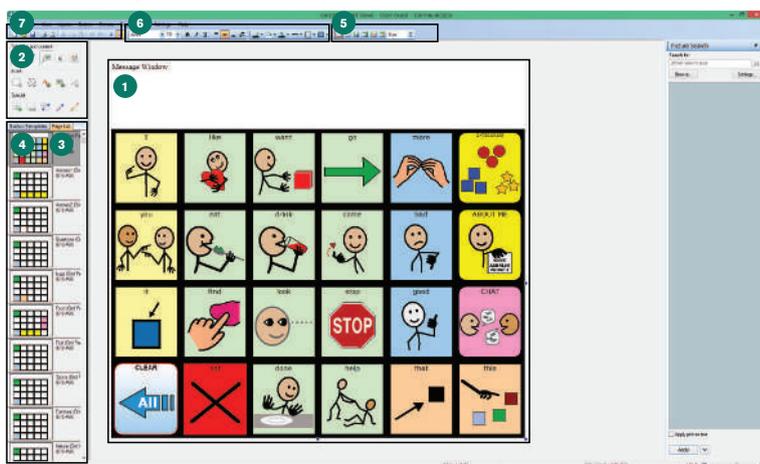4. Button Templates: List of useful pre-made button templates.
5. Grid Tool: Apply an automatic grid layout of buttons to the page.
6. Button Appearance settings: change the look of a button – shape, color, border etc.
7. Menu bar: Settings and tools are available in these menus.

For a deeper information about Edit View, see the Making Your Own Page Sets document on www.TobiiDynavox.com or www.myTobiiDynavox.com.

7.1 Modifying a button in Edit View

1. Ensure you are in Edit View
2. Select the button you want to modify.
3. **Text, Picture** or **Sound tool.**
   Select the

   – ![T icon] (Insert Text) tool to change the text.

   – ![picture icon] (Insert Pictures) tool to change the picture

   – ![sound icon] (Sound) tool to change the sound

– (Edit a button's content) tool

Here, you can change the **Button Text**, the **symbol or picture** and what the button '**speaks**' when pressed – all in one place.

4. Remember to check **which tool** is selected when editing buttons. To click on a button, you will need the

(Select) tool, or for entering text, you may need the (Insert Text) tool

7.2 Making a New Page and Adding Buttons
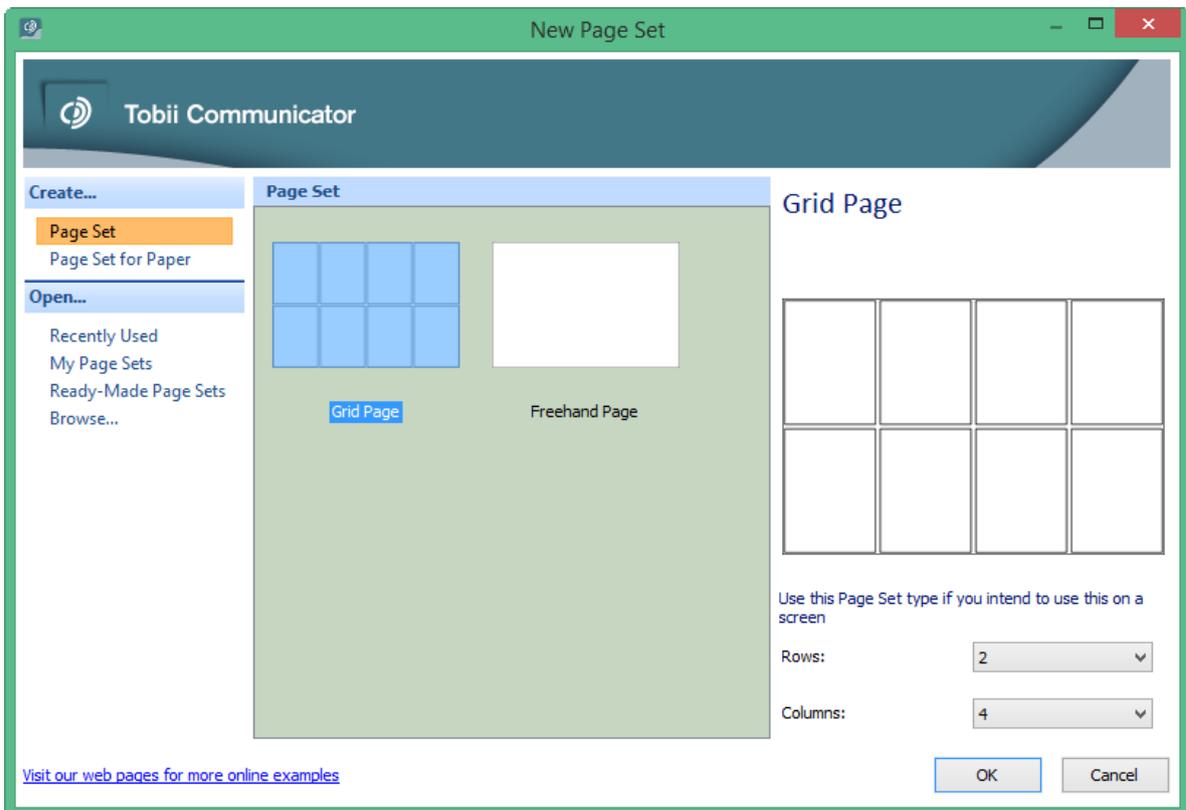
7.2.1 Creating a New Page Set

To Create a new Page Set

1. Open the Quick Menu

For more information, see *5.1 The Quick Menu, page 25*

2. Select (Create New Page Set) button, to open the **New Page Set Dialog**

3. Select one of the following:
– Create...

– Page Set

– Page Set for Paper

– Open...

    – Recently Used

    – My Page Sets

    – Ready-Made Page Sets

    – Browse...

7.2.2 Making New Buttons

In the **New Page Set Dialog** the user can choose to create a grid or freehand page set for screen or print.

1. To **draw your own** buttons: Select the ⬚ (Insert Button) tool and add buttons to your page by dragging your mouse diagonally from top-left to bottom-right.
   Click and drag to move, re-shape or re-size these.

   ℹ️ Only possible in Freehand pages, in Grid pages the buttons occur indirectly when the row/column count are specified
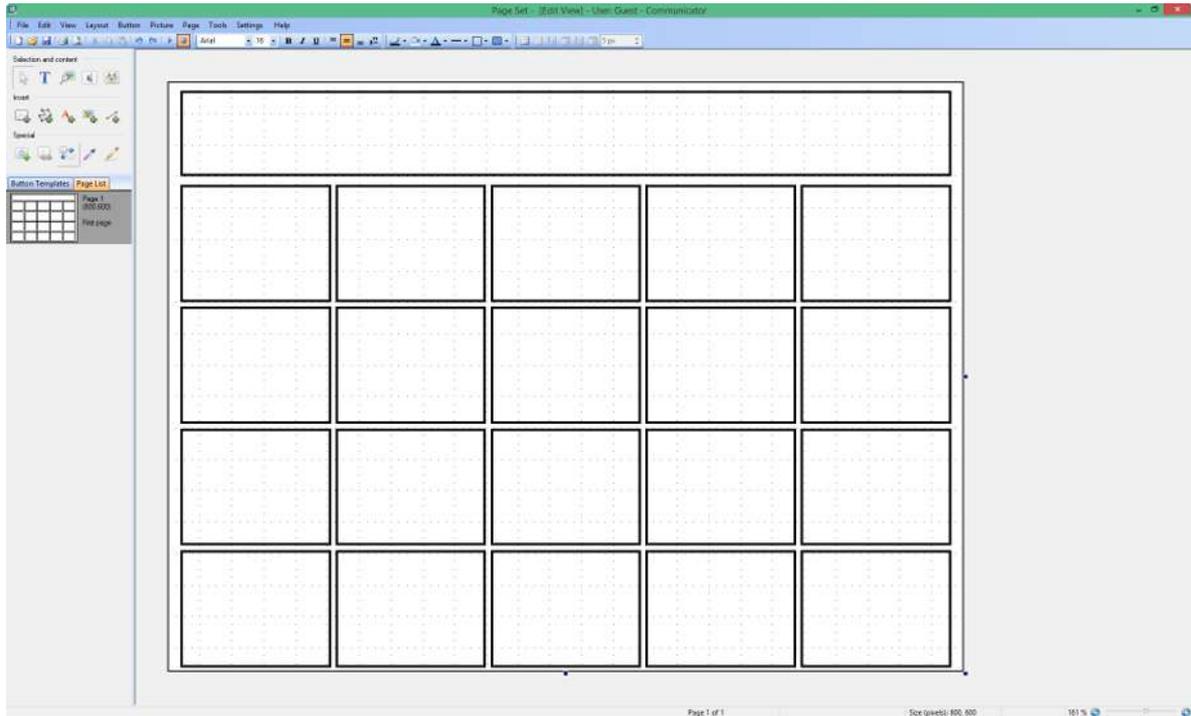
2. To **create a grid** of buttons: On a blank page, select the **Apply Grid** tool. Add or remove rows or columns using the adjoining icons.

3. Click and drag these buttons to increase their size, or swap positions.
   Remember that you can also simply copy a button from an existing page, and paste it on your own!
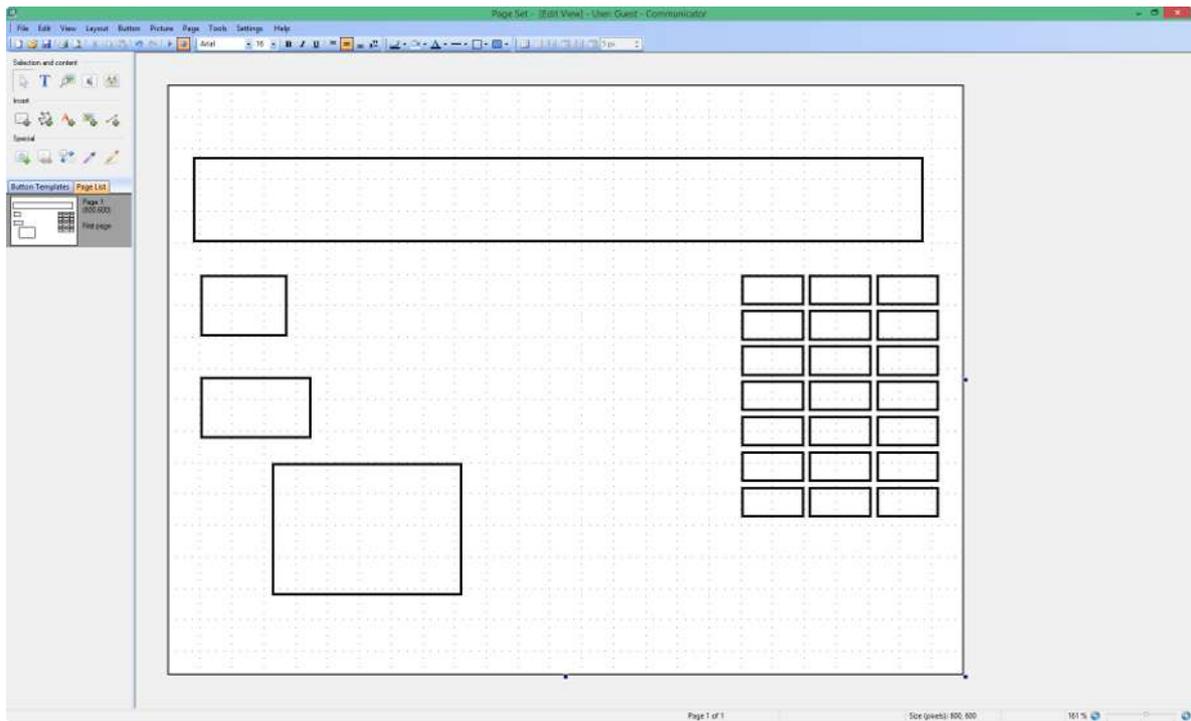
7.2.3 Adding Pictures/Symbols, Text or Sound

Select your **button** using the ⌖ (Select) tool and then click on:

- (Insert Text)

- Search for and (Insert Pictures)/Symbols tool

- (Edit Picture) tool

- With the (Picture) and/or (Text) more than one element can be added to a button

- Or access further **sound/message** options

7.2.4 Edit Picture Tool

With the **Edit Picture** tool it is possible to make changes to a Symbol/Picture, for example: draw, change colors, rotate etc.
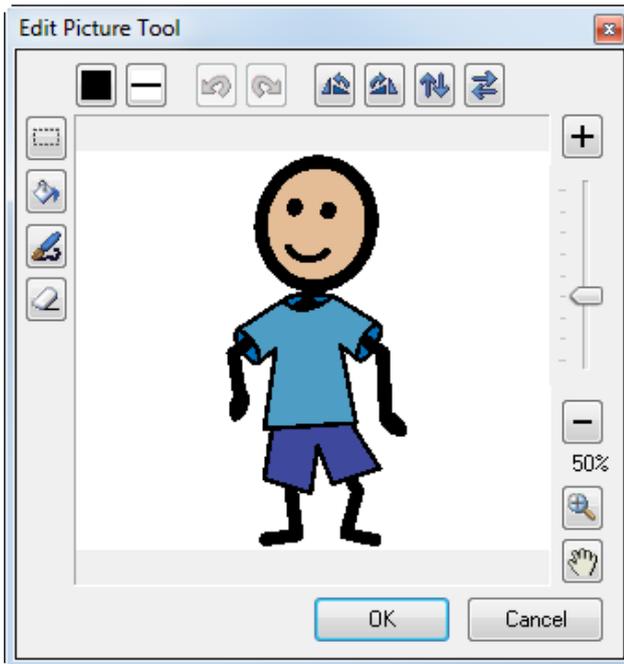
7.2.5   Buttons – The Basics

You can change the button's color, border width, shape etc. using the editing icons

- To change the **size** of a button, select the button and drag the border to the desired size.
- To **move buttons**: on a **grid page**, **drag** the button you want to move to its new location. It will automatically **swap places** with the button that was there. On a **non-grid page**, you may move buttons freely, but they will not automatically swap places.

- You can make buttons of almost any **shape** using the (Polygon) tool . Select the tool, and click each point of the shape you would like to make.
- It may be useful to have **hidden buttons** (for hiding a button, rather than deleting it) or **non-selectable buttons** (for making visible buttons inaccessible). Non-selectable buttons are also excluded from scan groups. Right-click on a button and select **Button**, then either **Hidden** or **Non-selectable**.

-   (Static Text) tool and   (Static Pictures) tool are buttons that are automatically **non-selectable**. These can be used for instructional or decorative purposes.

7.2.6   Adding a new page to a Page Set

There are two(2) ways of adding a new page to a Page Set

- Select **Page** from the menus at the top of the screen, then **New Page**.
- Right-click on the existing page in the **Page List**, and select **New Page**. Pages may also be duplicated or deleted here.

7.2.7   Saving your Page Sets

Select **File** then **Save**. If this is a new page set, you will be asked to **name** the set. You should always save it in the correct user's **My Page Sets** folder. By default, the user name is Guest, unless you have added more users.
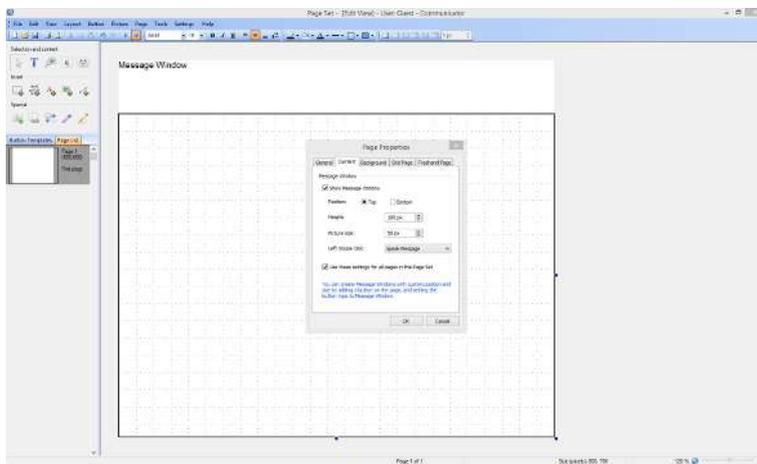
7.3   Message Window

The user can combine several symbols or words into sentences in a **Message Window**. The Message Window can contain either text or symbol messages (or both).

There are two ways to create a Message Window:

- by using the Page Properties
- by creating a Message Window button

7.3.1   Using the Page Properties

1. Open the page on which you would like to add a Message Window,
2. Select Page
3. Select Page Properties
4. Select the Content tab
5. Check the box next to 'Show Message Window'

There are other useful settings on this tab for the Message Window:

- **position**, including (either top or bottom of page)
- **size**
- **actions** of the Message Window
- **size of symbols** or pictures in the Message Window
- whether these settings should apply to every page in the set.

7.3.2   Creating a Message Window Button

1. Open the page on which you would like to add a Message Window

2. Insert a button using the   (Insert Button) tool. It can be whichever size, shape and position you choose.
3. In the **Button Templates** tab, under the **Message Window** section, you will see that there are ready-made button templates.
4. Click on your button
5. Select the option you would like from the templates list – either a **Text and Symbol** Message Window, or **Text** only.
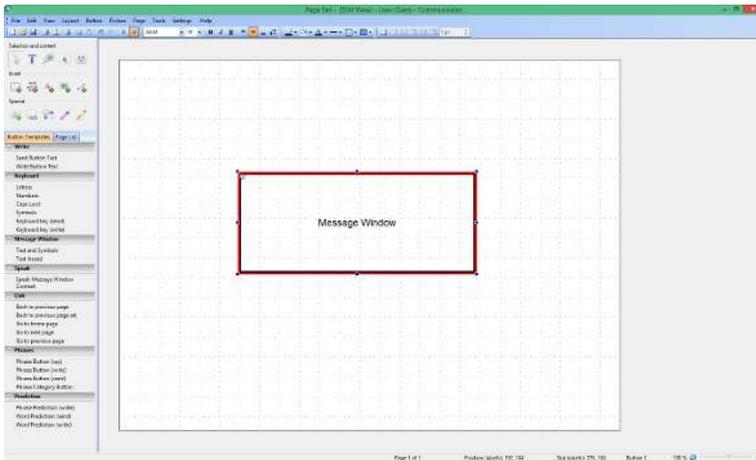
Your button will automatically receive a label and a little 'cog' in the upper left corner, to show you that it is now a Message Window.

7.3.3   Making it Work

Once you have created a Message Window, make sure that the buttons on your page know how to 'talk' to the Message Window. Select all the buttons containing text or symbols that you want to send to the Message Window. It is most efficient to select multiple buttons at one time (using ordinary Windows mouse actions and keyboard shortcuts).

In the **Button Templates** tab, under the **Write** section, there are two ready-made button templates. Select **Write Button Text**. To test whether they are working, **press F5** (for **Run View**) and click on a button.

To return to **Edit View**.

1. Open the Quick Menu

    For more information, see *5.1 The Quick Menu, page 25*

2. Select the (Edit Page Set) button.

7.3.4   Sending a Different Message to the Message Window

It is possible for the Message Window to write or say something other than what is visible/written on the button. You may even choose not to have any text written on the button.

To **change the text** that is sent to the Message Window:

1. Select the button whose message you want to change.

2. Select the (Smart Button Type and Actions) tool
3. Select **Properties** to open the **Write** button action dialog.
    Here you will be able to write the alternative text you wish to send to the Message Window.
4. To change what is said: Select the button and use the Sound tool. This changes what is said upon activating the button.To change what is said by the message window: Select the button, go into the properties of the Write action and choose the appropriate option in the section "When reading content".

7.3.5   Editing the Contents of the Message Window... and Much More.

To create buttons that erase, speak, move the cursor within a message etc.:

1. Create a new button
2. Right-click on the new button
3. Select **Button Actions**.
4. Select the **Message Window** tab.
    There is a list of actions you can 'add' to the button – try these powerful options to see what they do.

5. Select an action to see a description of what it does.
6. Select **Add**.
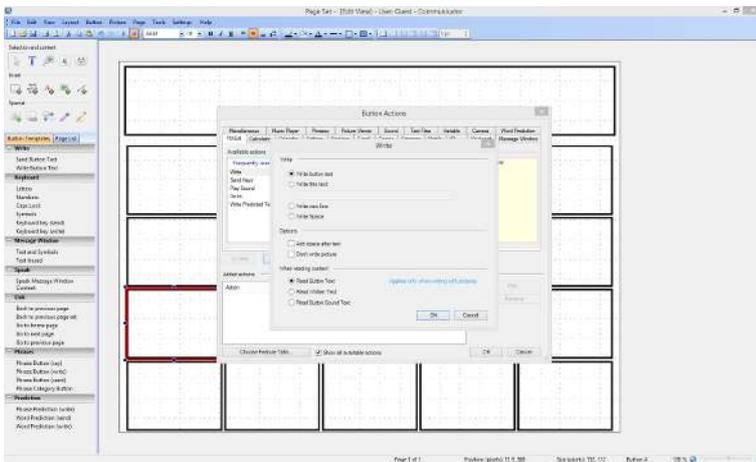
7.4   Navigation and Linking Pages

If there is more than one page in a Page Set and the user will need to move from one page to another, you will need some buttons which can perform these links. For example, a button labeled 'Food' may link to a page with all of the user's favorite foods.

7.4.1   Making a Linking Button

1. Create all the pages you want to link to/from, before you start adding links to buttons.
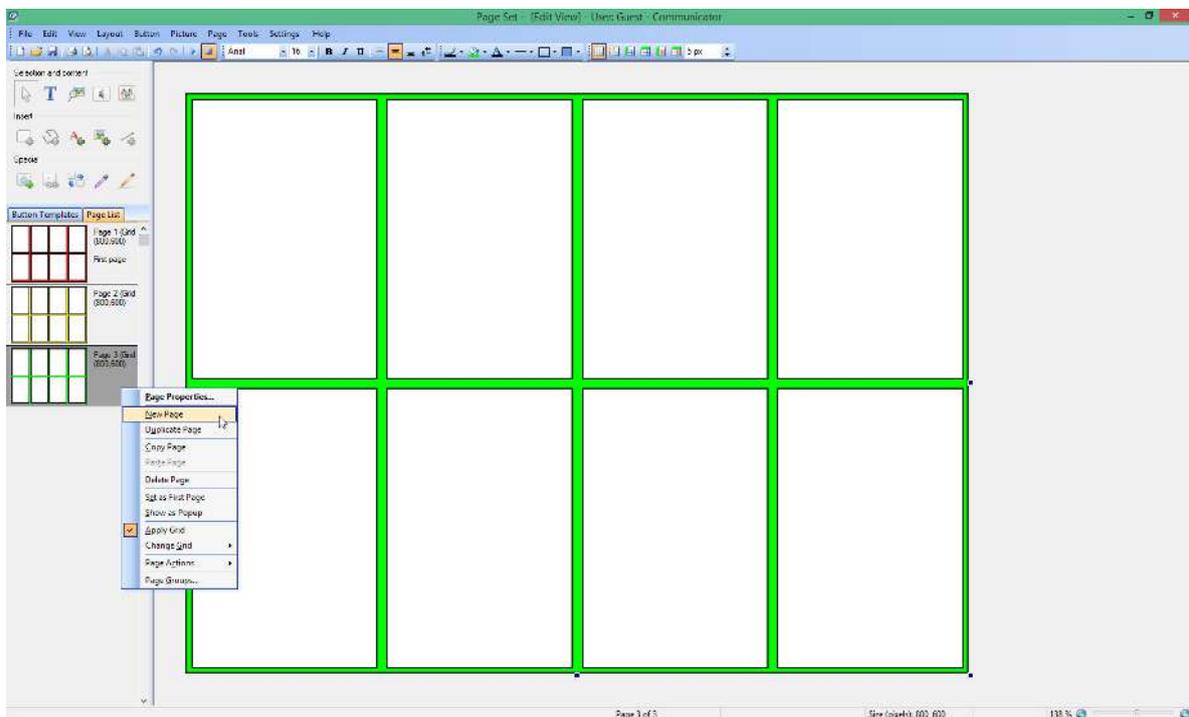
New pages can be added by right-clicking on the page in the **Page List** to the left of the editing window, and selecting **New Page**.
2. Select the button you want to add a link to

3. Select the (Add Links) tool or right-click on the button
4. Select **Button Actions**
5. Select the **Miscellaneous** tab
6. Select the **Go to** option
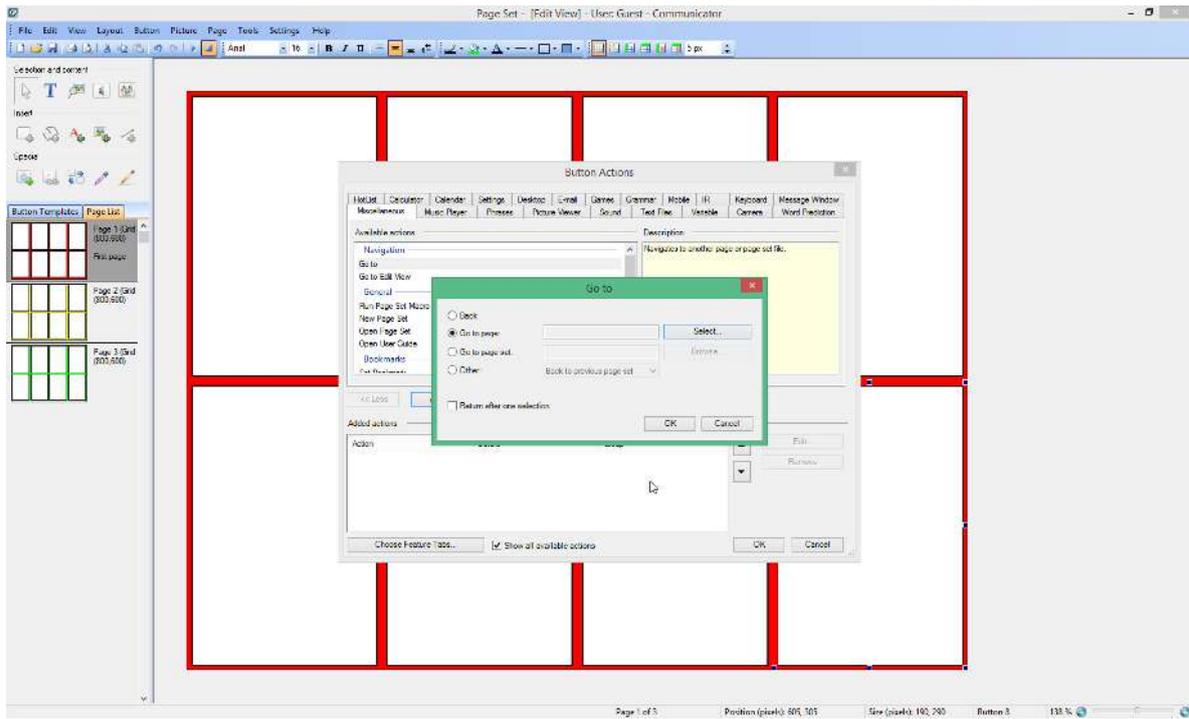
7. Select the **Select...** button
   Selecting **Select...** button, will open a window showing all the pages in **this** Page Set for you to choose from
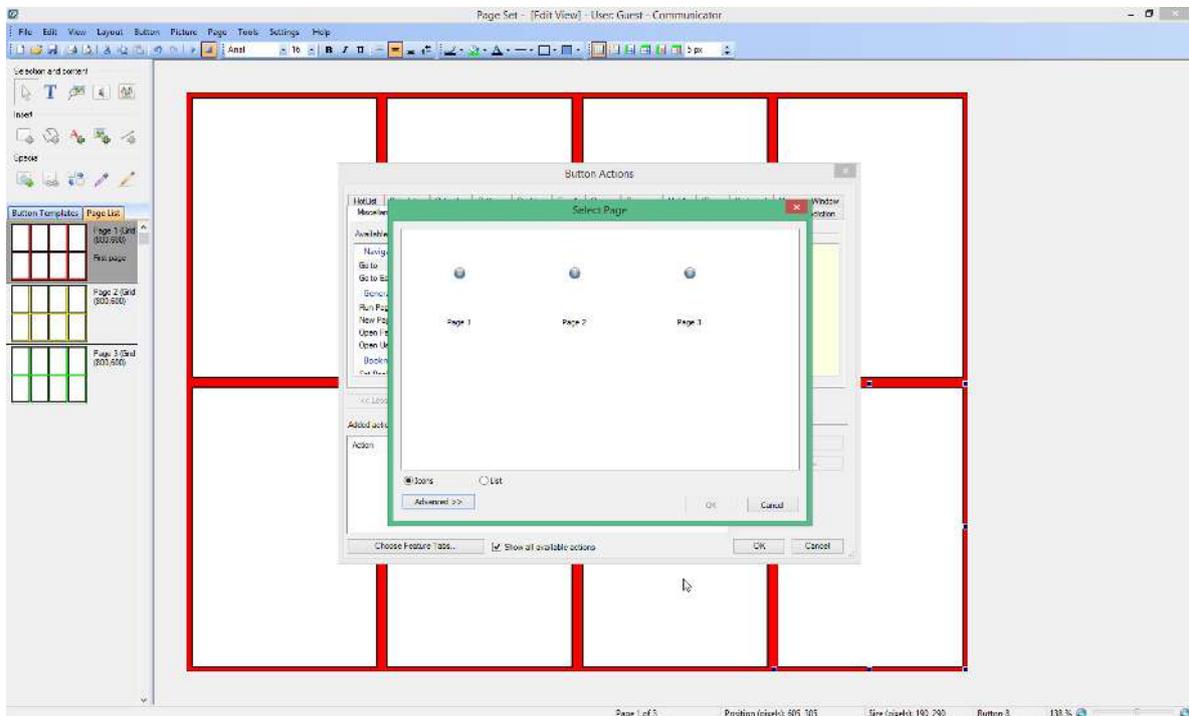
Remember that there are **Button Templates** created for some common links too – see the list to the left of the editing window.

7.4.2   Linking Principles

Placing all linking buttons consistently on every page helps users to learn where to expect navigation buttons. You may want to place these out of the way if users are likely to select them accidentally, or in easily accessible locations if users will want to navigate frequently.

Linking buttons can have any **appearance** you wish, but it may be helpful to have an image or text that indicates the content of the next page. This could also be achieved by **color coding** – for example a blue linking button may link to a page with a blue background etc
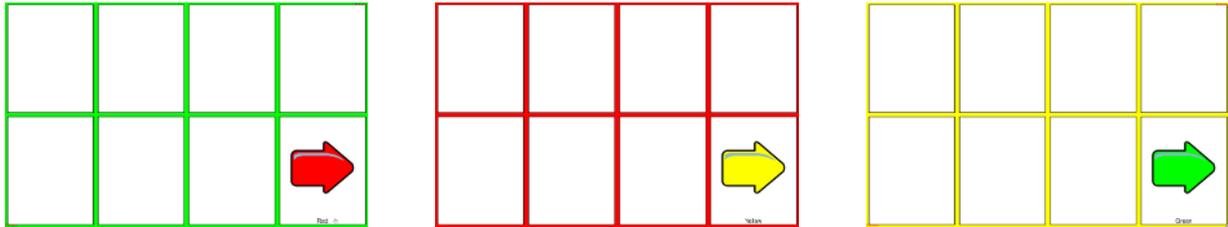
7.4.3   Linking to Other Page Sets

You can link to another **Page Set**, rather than just another page within the **same** Page Set. For example, a user may have a 'home' page, with links to a communication page set, a games page, a remote control etc.

As for any link

1. Select the button you want to add a link to

2. Select the   (Add Links) tool.
3. Select **Go to Page Set**
4. Select **Browse** to the Page Set you would like to link to
5. Select one of the ready-made Page Sets, or if you have made your own Page Sets,
   Your own created Page Sets will usually be located in the **My Page Sets** folder.

7.4.4   Actions when Opening or Closing a Page

You may want an action to occur every time a Page is opened or closed. For example, you might want to stop any sounds that may have been playing when a user leaves the current page.

1. **Right-click** on the page in the **Page List** to the left of the editing window.
2. Select **Page Actions**.
3. Select:
   – **Page Open Actions**
   – Page Close Actions
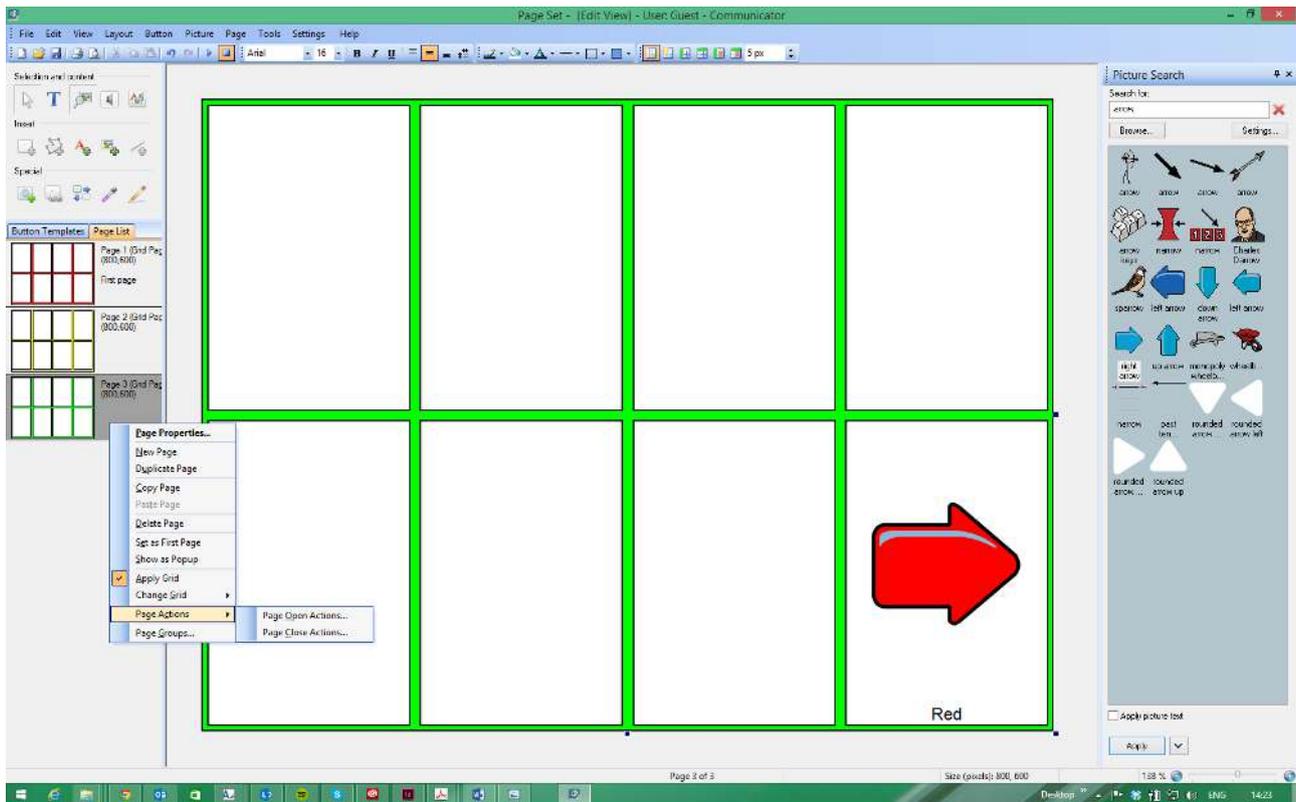
In this example:

1. Select **Page Close Actions**.
2. Select the **Sound** tab.
3. Select **Stop Playing**.
4. Select **Add**.

   Each time this page is closed (i.e. when a button links away from this page) any sounds will stop playing.
5. Select **OK**.

7.4.5   Actions when Opening or Closing a Page Set

As in *7.4.4 Actions when Opening or Closing a Page, page 78*, you may want an action to occur when a new Page Set opens or closes. For example, you may want to clear any deleted messages each time a user closes a text messaging Page Set.

1. Select **File**
2. Select **Page Set Actions**
3. Select
   – **Page Set Open Actions**
   – **Page Set Close Actions**
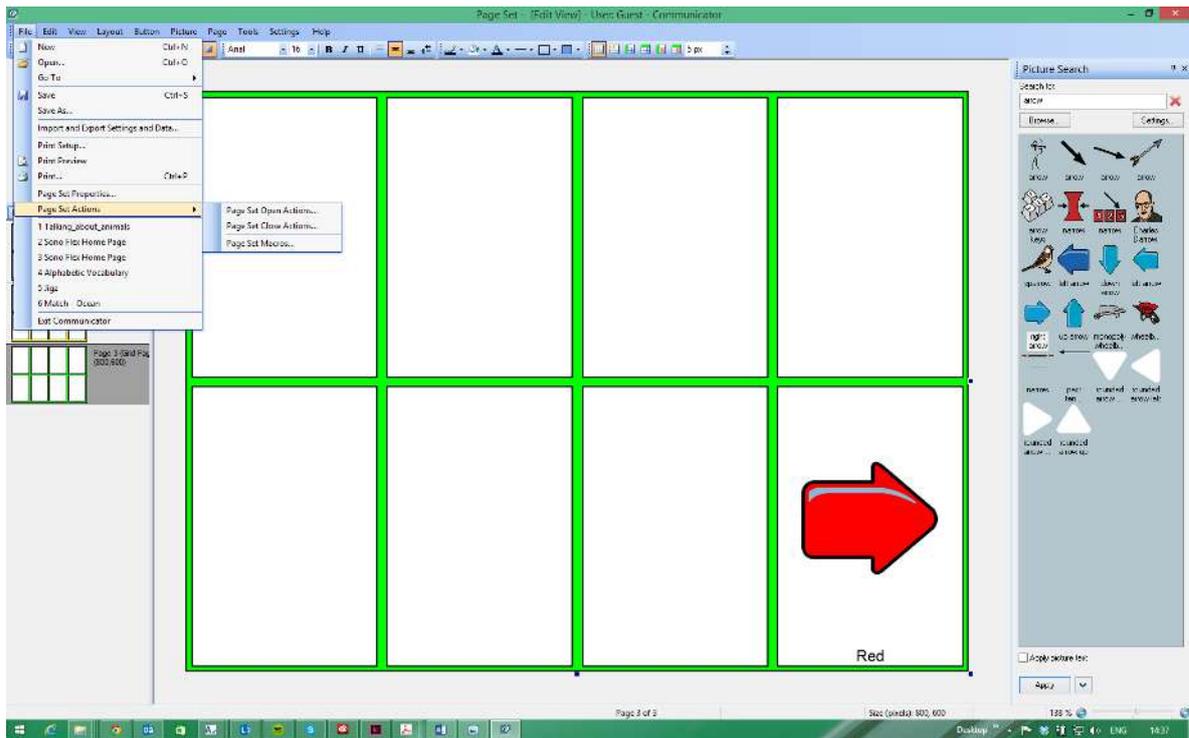
In this example

1. Select **Page Close Actions**
2. Select the **Mobile** tab,
3. Select **Clear Deleted Messages**
4. Select**Add.**
5. Select **OK**

7.5 Button Action, Smart Buttons & Button Templates

Knowing about different kinds of buttons and how to edit or make buttons will help you make the most of the power of Communicator 5. When you have made a new button, this section will explain how to make it DO things.

7.5.1 Button Actions

When you want a button to do **anything**, such as: write or say a message, jump to another page, launch another program – or much more – this is usually performed by adding an **action** to the button.

1. Right-click on your button
2. Select **Button Actions** which opens a window with all the available button actions. Take time to look at the different tabs, and some of the actions a button could perform!
   For example, a button could decrease the volume of the computer.
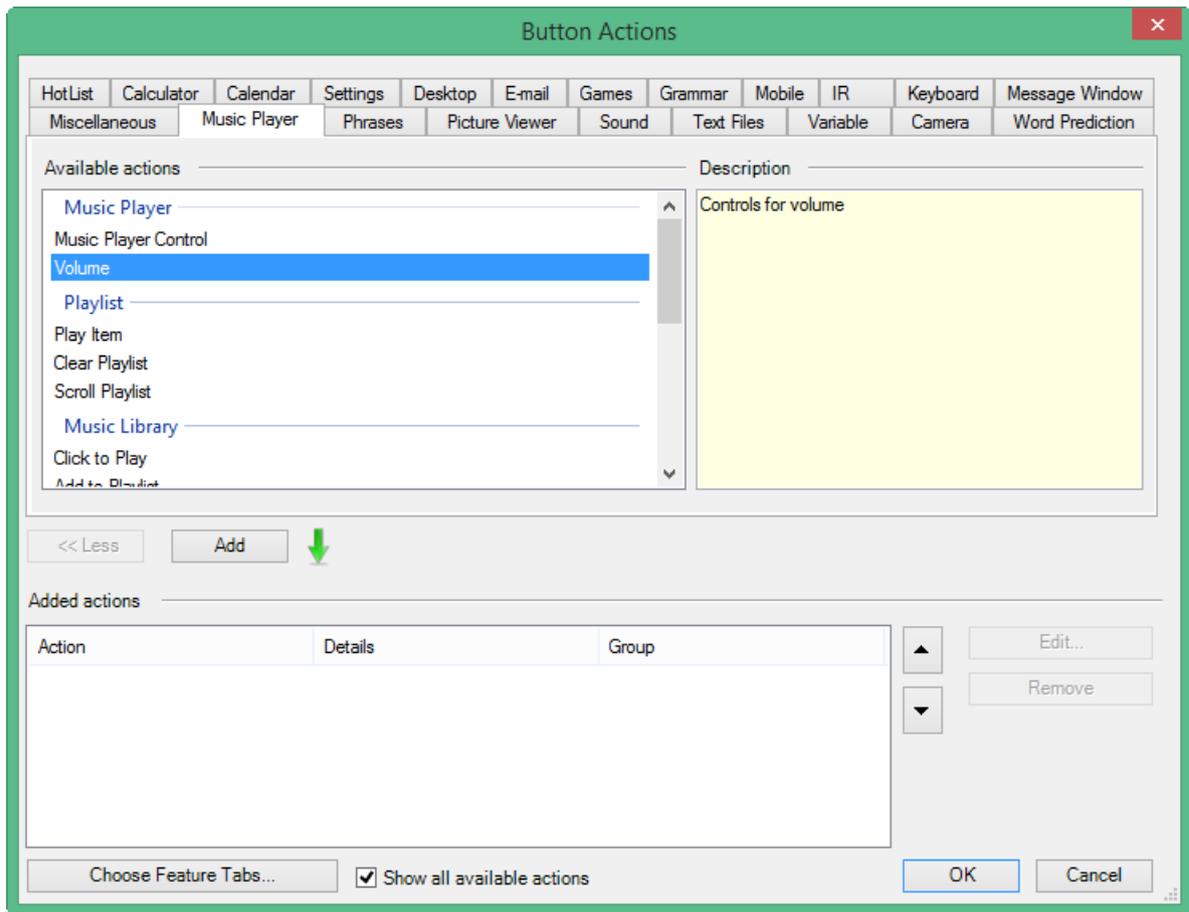3. Select the **Music Player** tab
4. Select **Volume**.

   The **explanation** of the action on the right.
5. Select **Add**.
   This opens a window where you can decide how much to increase or decrease the volume.

ℹ️ You can **add several actions** to one button, and control the **order** in which they occur, by using the up and down arrows to the right of the Added Actions window.

7.5.2   Smart Buttons

Smart Buttons are those with **additional capability** pre-programmed for you. For example, if making a Match game, you can create a button that **already** knows how to check whether two matching buttons were selected consecutively.

This is done by using the pre-made Smart Buttons – one of which is a 'Match Item' button.

1. To create a smart button
   – Right-click on a button and select **Smart Button Type**

   – Select your button, and then select the   (Smart Button Types and Actions) tool, then select **Change**.
2. Select the **Games** tab
3. Select **Match Item**.
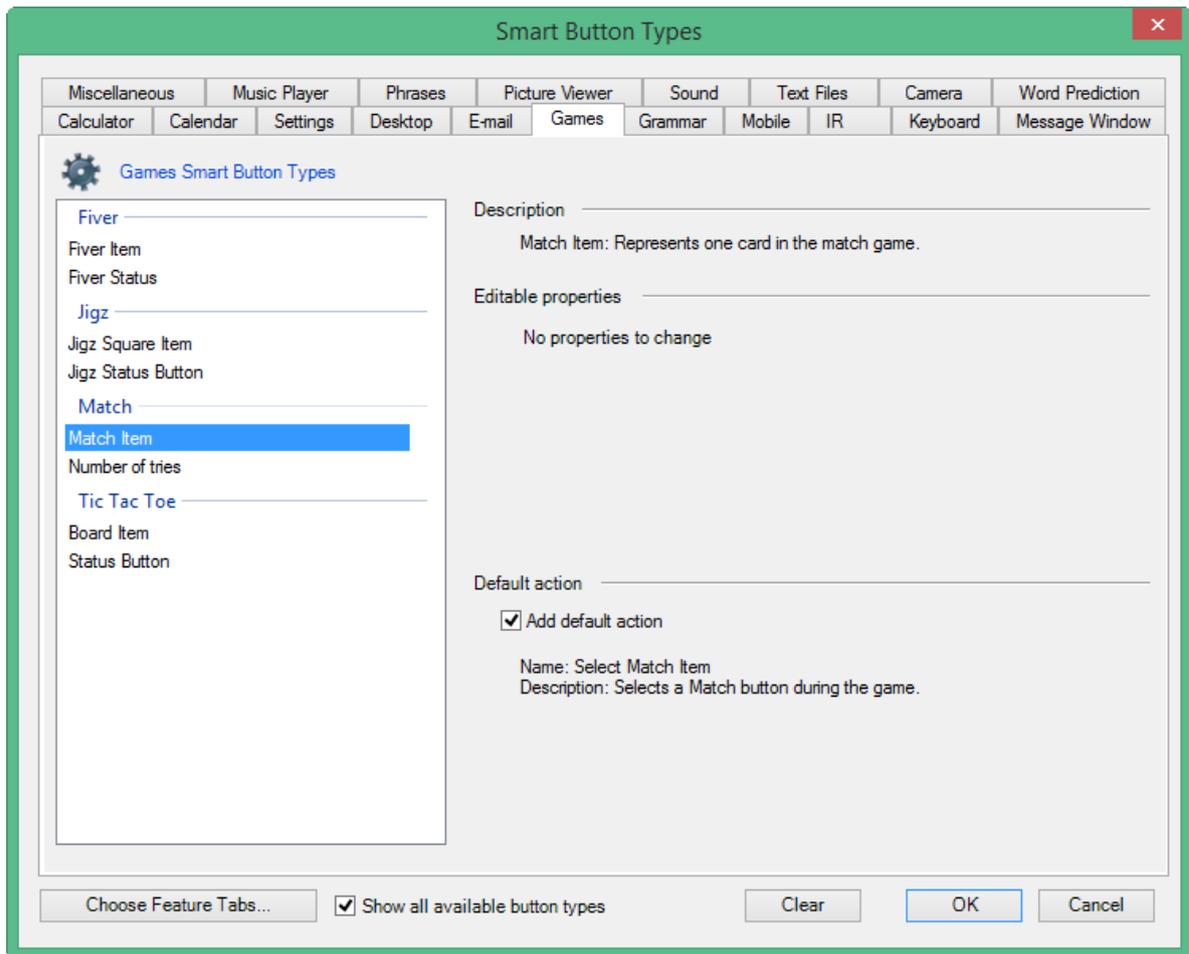
4. Select **OK**

   Your button is now a Smart Button – it contains a lot of information, but is very simple for you to make!

   Take time to look at the different tabs, and some of the Smart Buttons you could create!

7.5.3   Button Templates

Some of the most frequently used **Button Actions** and **Smart Buttons** have been **pre-made** for you and are available in the list of Button Templates

To use a Button Template

1. Select your button, ensuring that the ⬚ (Select) tool is enabled before electing your button.
2. In the **Button Templates** list
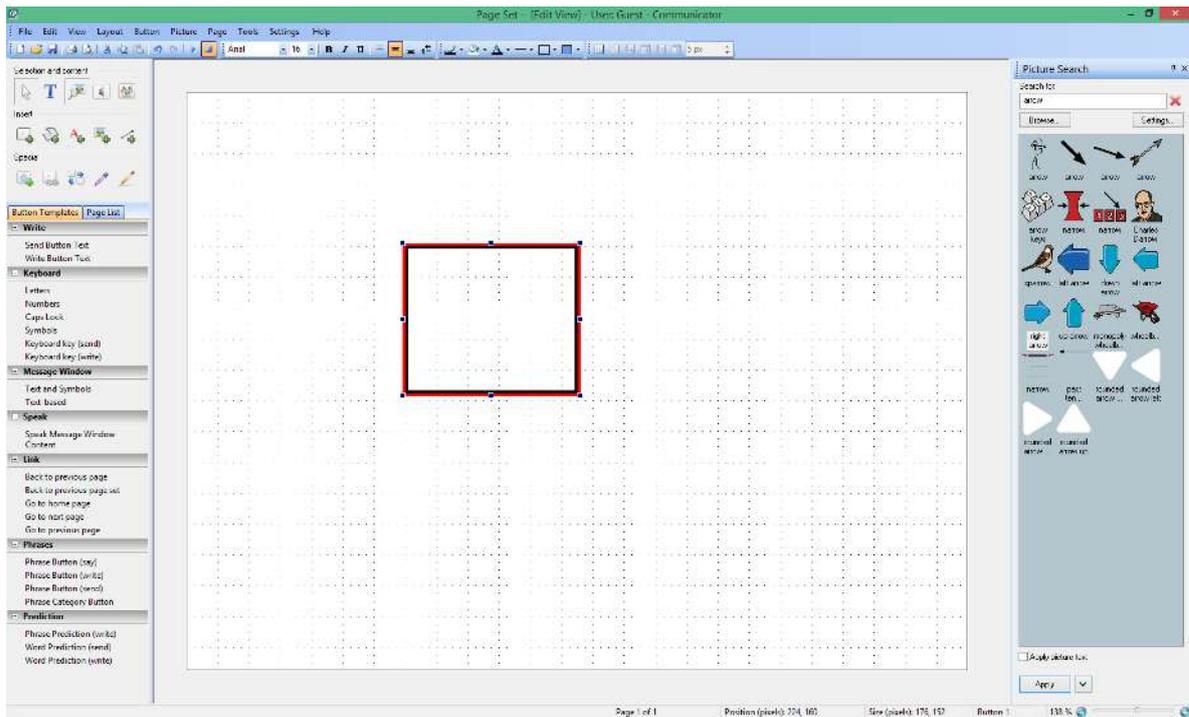
Select the template you would like to apply (*for example, Write Button Text – which sends text to a Message Window*).

Many of these will add a label to your button, to indicate the selection you have made.

3. To adjust any available properties (*such as whether to send the text on the button, or a different message to the Message Window*), double-click on your button
4. Select the action you have applied
5. Select **Properties**.

 ℹ️ If there are adjustable properties here, this will open a further window with more options.
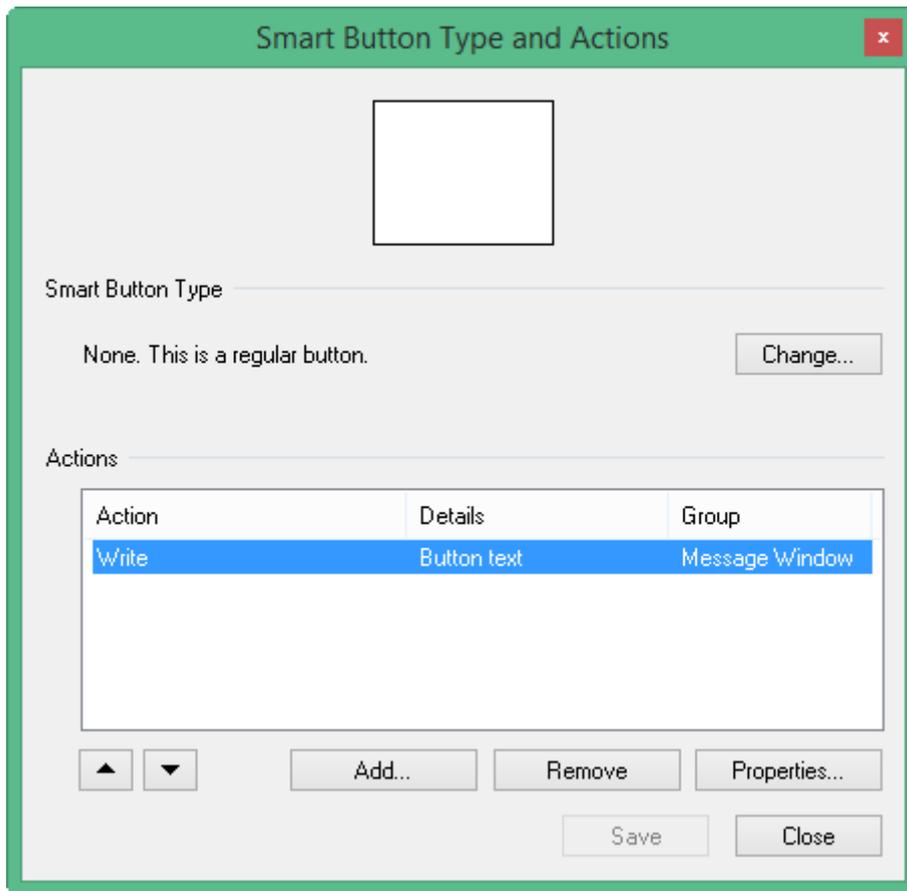
7.6   Hotspotting

In Hotspotting, buttons are created around areas of interest in a photo. The buttons are shaped like the object in the photo. When these buttons are selected, a message can be played. These are a great way of making interactive photos, albums or story books.

1. Create a new page, select **Freehand Page for Scree n**.
2. Select **Page / Page Properties / Background tab**.
3. **Browse to the photo** you want to use. Once you have selected your photo, it will become the background on which you can place buttons.
4. Select the **Polygon Tool** then 'draw' around the objects of interest in the photo. Click on several points around each object, creating the button shape of your choice. Double click to complete the shape.
5. To make the buttons **transparent** and see the object in the photo, go to the **Button Appearance Tools** and select **Transparent** for the background color. You can also change the border width and color using these tools.
6. To add a **message** to a button, first **select the button** you want to speak a message. Then select the **Sound Tool**.
7. Here you can choose to use **Synthesized Speech**, a **Recorded Sound** or a **Sound File**. You can also manage your Recorded Sound files and **Auditory Prompt** settings from here.

   ℹ️ If you select **Synthesized Speech**, the text written on the button will be spoken. Alternatively, you can enter a different **message** by checking **Speak this Text** and writing your own message. If you select **Recorded Sound**, TobiiDynavox Communicator will search for a recorded sound named the same as the text on the button. If there is no matching recorded sound, it can revert to synthesized speech, as indicated by the check box option. You can also **browse** to the sound file you would like a button to play.
8. To create a second page, go to **Page / New Page**.
9. Repeat steps **2 and 3** to add a different photo to the background.
10. Repeat steps **4 to 7** to add buttons, message and sound.
11. Repeat step 8 to add more pages to the Page Set.

12. **Return** to the first page and **create a button** which will link to the second page. In this example it is a green, arrow shaped button, indicating that it will **go** to a new page.

13. Select the new button, then the Link Tool / Go to **Page / Select**, choose your second page then **OK**. On the second page, you will want to create a button that returns to the first page. You can copy the linking button and paste it on the second page. This time, the button should link to the first

    For more information about Navigation and Linking between pages, see *7.4 Navigation and Linking Pages, page 76*.

14. To **Save** any changes, select **File** / **Save as** or the Save icon. You will usually be prompted to save this page set in **My Page Sets**. If you save your page sets here, they will appear in the My Page Sets tab in the View Ready-Made **Pages** tab on the Welcome Page.

8 Scanning in Communicator 5

8.1 All About Scanning

Scanning is an input method for users who would have difficulties moving a pointer. Because users have very different abilities and reaction times, Communicator 5's Scan Settings are extremely flexible. For more information, see *8.5 Scan Settings, page 91*.

8.1.1 Scanning In Page Sets

When the Input Method is set to Scanning and the page set is running, Communicator automatically moves a scanning cursor around the page. When the scanning cursor is placed on something the user wants to select, the user operates a switch (or uses a mouse button as a switch.)

Scan groups help save the user time.

Scan groups usually (but not always) work so that the user never has to wait for the cursor to pass every item on the page. Here is an example of a common way for scanning to work.
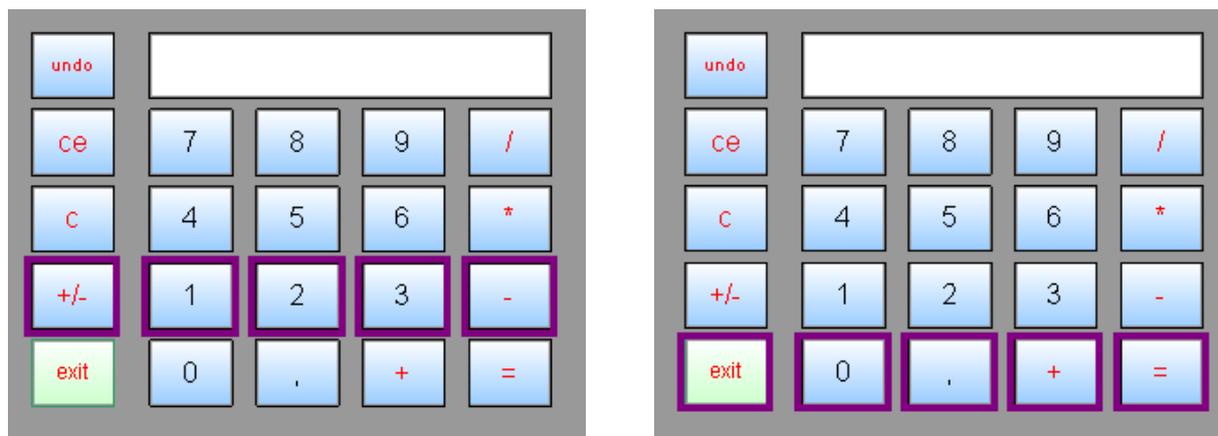
The Scan cursor moves group by group at first.

In this calculator, the scan cursor first moves from group to group (row to row.) Can you see the purple scan cursor highlighting one row at a time in the illustration above? Each set of highlighted buttons are a scan group.

Once the user has indicated which scan group they want by operating a switch, the scan cursor begins to move from button to button within the group:
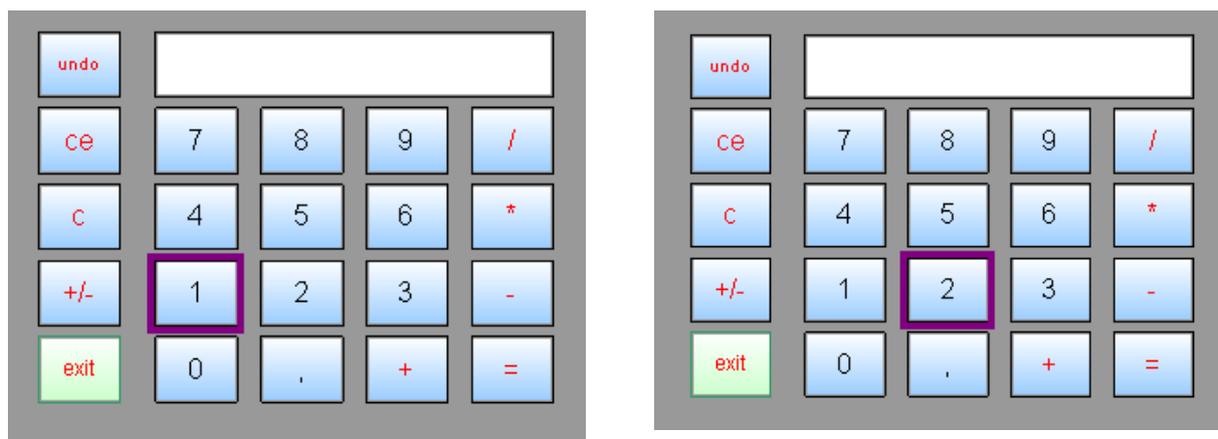
When stopped on one group, it begins to move within the group.

8.2 Altering the Scanning Pattern on One Page

When you choose Scanning as the Input Method, you set one of these scanning patterns as the default or normal scanning pattern. For more information, see *8.5 Scan Settings, page 91*.

- Row, then Column
- Column, then Row
- Linear (all items one by one).

You or the user may find that the default method is inefficient on some pages.

You can either change the scanning pattern for the page, or, if no regular pattern will serve the purpose, you can create custom scan groups. For more information, see *8.3 Creating Scan Groups, page 87*.

8.2.1 How to Alter the Scanning Pattern on One Page

1. You must be in Edit view..
   To access Edit View, select one of the following ways:

   – Go to Quick Menu, see *5.1 The Quick Menu, page 25*, and selecting the (Edit Page Set) button.
   – Pressing the **Shift+F5** keys on a keyboard at the same time.
2. In the **Page List**, select the page where you want to make scan groups.
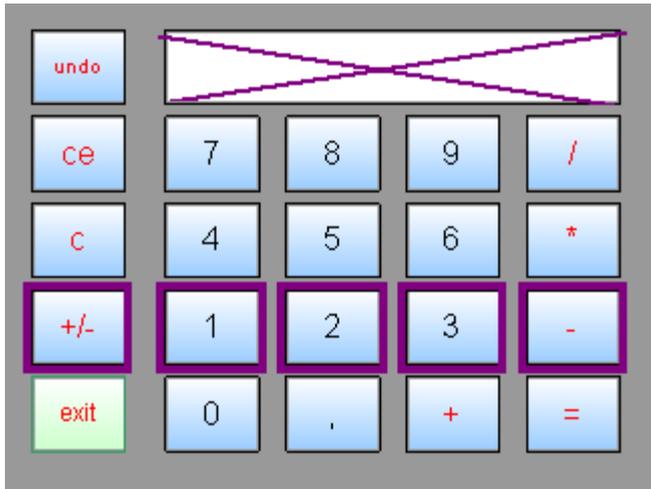3. In the Menu, select **Page > Scan Pattern**.
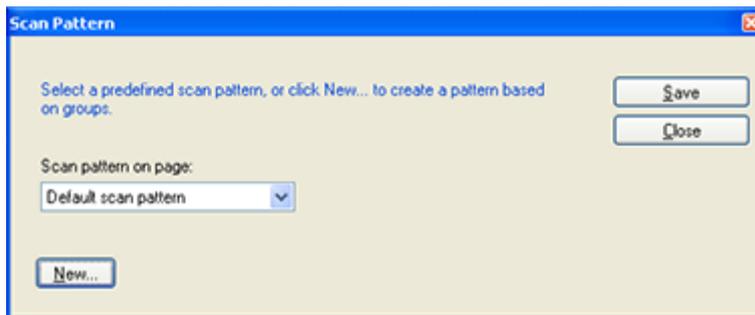
   The Scan Pattern dialog will open.
4. Select the **Scan pattern on page** drop-down list to choose a different scan pattern.
5. Select **Save**.

8.3 Creating Scan Groups

In some cases a regular scan pattern (which is easiest to apply) is not helpful to the user.

For example, look at this calculator: There is no need for the scan cursor to visit the message window (calculator display) because nothing will happen if the user clicks on it. We could simply set the Non-selectable property of the Message Window button to prevent Communicator from highlighting the message window during scanning. For the sake of the example we will instead define custom scan groups for this page set.

No need to have the Calculator result window in a scan group.
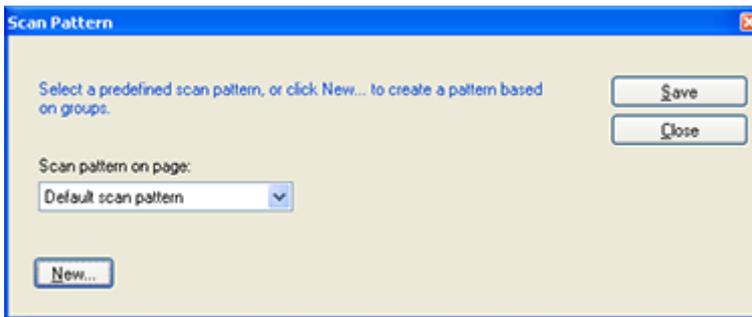
8.3.1   How to Create Scan Groups

1. You must be in Edit view.
   To access Edit View, select one of the following ways:

   – Go to Quick Menu, see *5.1 The Quick Menu, page 25*, and selecting the (Edit Page Set) button.
   – Pressing the **Shift+F5** keys on a keyboard at the same time.
2. In the **Page List**, select the page where you want to make scan groups.
3. In the Menu, select **Page > Scan Pattern**.

The Scan Pattern dialog will open.
4. Select **New**.
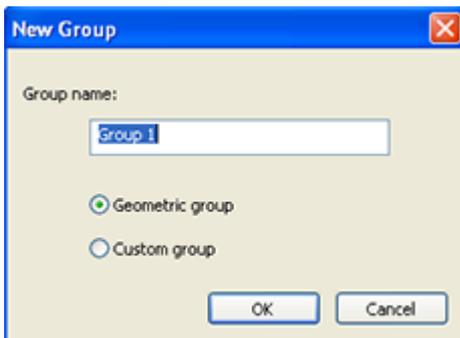
*The New Group dialog will open and Communicator suggests a standard group name.*
5. Write the name of the group, or accept the standard name, Group 1.
   – If you can draw a rectangle around the buttons you want in the group, select **Geometric group**.

– If you want to select individual buttons for the group, select **Custom group**.
6. Select **OK**.

The Scan Groups dialog opens.

– You see a green box with selection handles if you selected **Geometric group**.

Drag the handles until the box indicates which buttons will be included in the group.
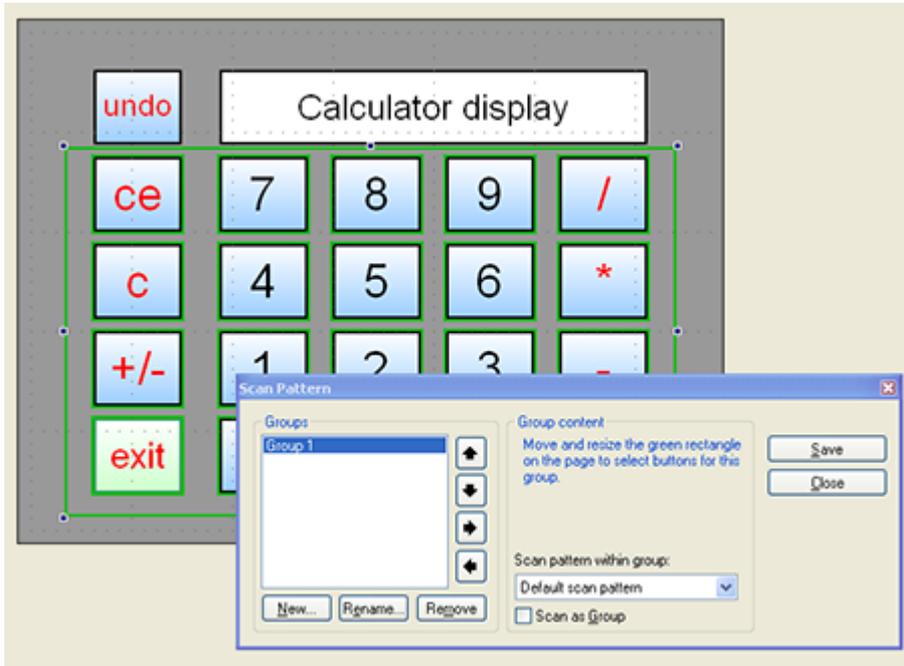
You can adjust the green box while the Scan Groups dialog is open.

Buttons in a Geometric group are scanned automatically, but if there is more than one column or row, you can determine the pattern.

– If you selected **Custom group**, a new list box will open in the dialog.

With the dialog open, select buttons on the page one by one to add them to the scan group.

You can change the scan order by reordering the button names on the right-hand list.
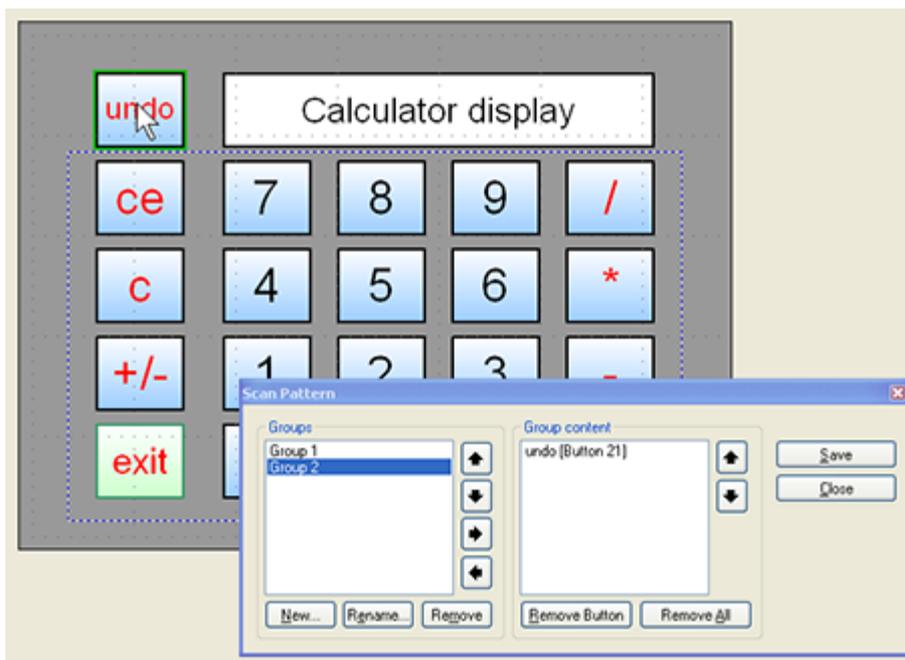
You can click each button you want in the group while the Scan Groups dialog is open.

7. Select the **Save** button in the upper-right corner to close the Scan Groups tool.

You may notice that there are buttons (left and right arrows) to create sub-groups within a scan group. With these buttons, you can create even more complex scan patterns with multiple levels. Although this is possible, it should be used with caution. The end-user may find it challenging to navigate through multiple-level scan patterns.

8.4   Scan Cursor Appearance

Make it easy for your user to see the Scan cursor.

1. Open the Quick Menu.

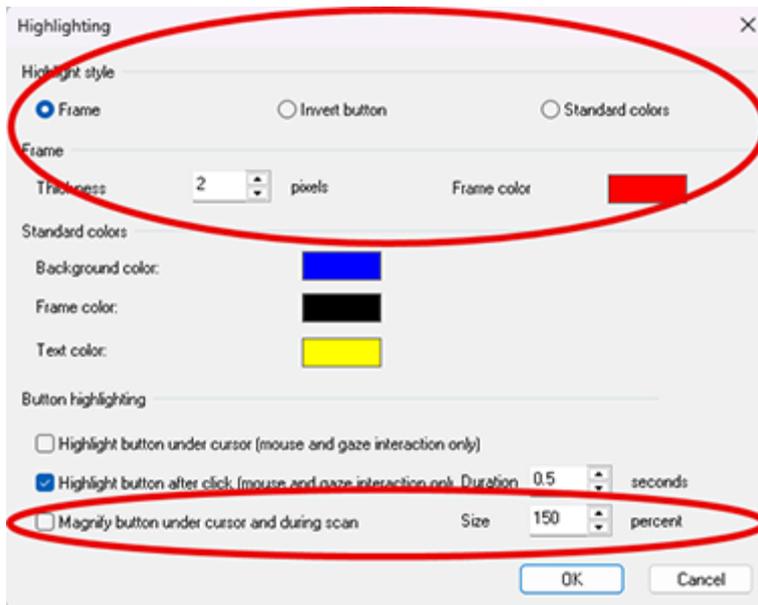   For more information, see *5.1 The Quick Menu, page 25*.

2. Select ⚙ (Advanced Settings)
3. Select the **Input** tab.

4. Select the **Abc** (Highlighting) button to control the appearance of the scan cursor.
5. Settings that influence the scan cursor are marked:

6. Select **OK**.

8.5   Scan Settings

If the user's input method is Scanning, use the Scan Settings dialog to configure the scan interaction.

Scan Settings apply to the user. That is, the same settings apply to every page set this user runs.

8.5.1   Customizing Scan Cursor Movement
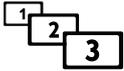
1. Open the Quick Menu.
    For more information, see *5.1 The Quick Menu, page 25*.

2. Select ⚙ (Advanced Settings)
3. Select the **Input** tab.

4. Select the [1][2][3] (Scan Settings) button.
5. Select the first tab, **Customize Scan**.
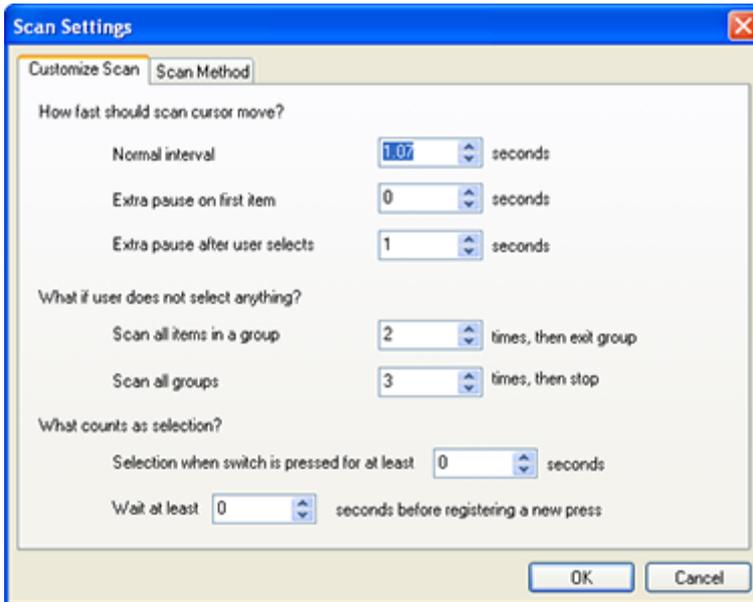
Adjust the timing to suit the reaction times of your user.

6. The choices on this tab are meant to be self-explanatory, since you will often need to experiment repeatedly with the numerical settings until scan works comfortably for the individual user.

7. Select **OK**, when you are satisfied with your choices.

8.5.2   Configuring Scan Method

1. Open the Quick Menu.
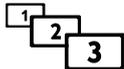
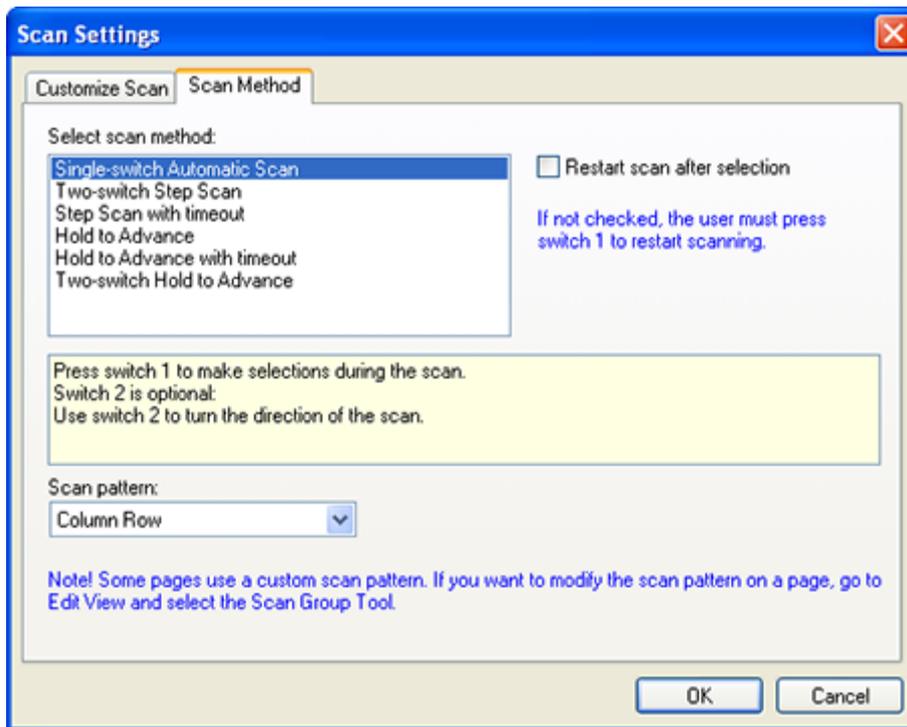   For more information, see *5.1 The Quick Menu, page 25*.

2. Select (Advanced Settings)

3. Select the **Input** tab.

4. Select the (Scan Settings) button.

5. Go to the second tab, **Scan Method**.

Communicator scanning is very flexible. The dialog explains how each Scan method works.

6. In the list at the top of the dialog, select a **Scan method**.

   Now look at the text area just below the list. You see an explanation of how the selected scan method is used.

   Review the scan method choices until you find the one best suited to your user's capabilities and switch equipment.

7. Note the **Restart scan** check box at the upper right. For some scan methods, you can choose whether the scan will restart automatically (check the box) after a selection. If the box is enabled and you leave it unchecked, the user will have to restart scanning after each selection.

8. In the Scan Pattern drop-down, choose how scanning will work on pages without custom scan settings or custom scan groups. Should columns or rows be used as the default scan group? If you choose Linear from this drop-down, scanning proceeds item by item, without scan groups.

   Select **OK**, when you are satisfied with your choices.

8.6 Mouse Emulation

Mouse Emulation gives scanning users access to all the applications on the Windows desktop.

Mouse Emulation enables the switch user to control the mouse cursor by scanning. With Mouse Emulation and an on-screen keyboard, there is no limit to what the scanning user can do in Windows applications.

When Mouse Emulation is activated, you see a floating toolbar like this one on the Windows Desktop. The scan cursor moves between the tools on the panel. When the user makes a selection, new tools are shown.
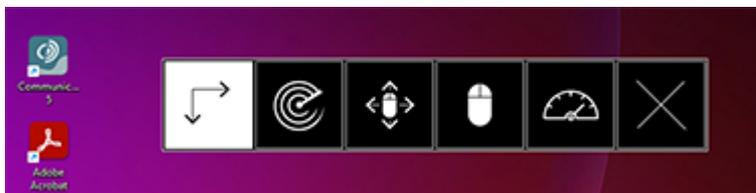
Mouse Emulation Toolbar on the Windows Desktop.

By activating the appropriate tools, the scanning user can select any point on the screen and send a click, double-click, right-click or drag action to that point.

The Mouse Emulation Toolbar is shown in full above. It can be customized with settings to offer a range of choices suitable for the user.

8.6.1　Radar or Cross Hair Scanning for Mouse Position

In Mouse Emulation there are two ways the user can move the mouse pointer: **Cross Hair Scan**, and **Radar Scan**.

### 8.6.1.1　Moving the Mouse Pointer with Cross Hair Scan

The user makes selections with the switch that cause two lines to cross to show where they wants the mouse pointer to move. This operation can be performed with a single switch.
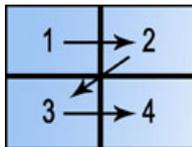
1. Select quadrant (optional)

The four quadrants of the screen are highlighted one by one. The user presses a switch to choose a quadrant. The remaining steps take place within the selected quadrant, and are thus faster to perform.

This feature is enabled or disabled in the *8.6.3 Mouse Emulation Settings, page 97* dialog.
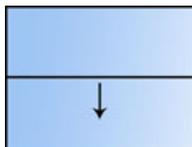
2. Position horizontal line (mandatory)

A horizontal line glides down the screen. The user presses the switch when the line is at the target height, and the line freezes.

If precision brake is enabled, the user presses once to slow the moving line. (Speed changes from normal speed to precision brake speed.) The second switch press then freezes the line.
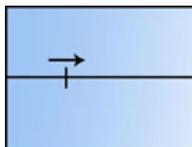
3. Position vertical line (mandatory)

Once the horizontal line is frozen, a small vertical line begins to glide left to right. The user presses the switch when the two lines meet at the target point.

If precision brake is enabled, the user presses once to slow the moving line and once more to freeze it.

8.6.1.2　Moving the Mouse Pointer With Radar Scan

The user selects a point on the screen by choosing a ray and a point along the ray. This operation can be performed with a single switch.
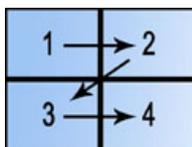
1. Select quadrant (optional)

The four quadrants of the screen are highlighted one by one. The user presses a switch to choose a quadrant. The remaining steps take place within the selected quadrant, and are thus faster to perform.

This feature is enabled or disabled in the *8.6.3 Mouse Emulation Settings, page 97* dialog.
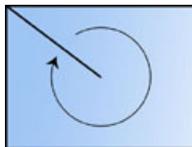
2. Choose the ray (mandatory)

A line from the center to the edge of the screen will turn like the second hand on a watch. To freeze the line, the user presses a switch.

If precision brake is enabled, the user presses once to slow the moving line. (Speed changes from normal speed to precision brake speed.) The second switch press then freezes the line.
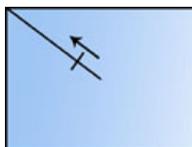
3. Choose distance from center (mandatory)

A small crosshair glides along the line. To freeze the crosshair, the user presses the switch.

If precision brake is enabled, the user presses once to slow the crosshair and once more to freeze it.

8.6.2　Tools in the Mouse Emulation Toolbar

The Mouse Emulation window can change between several views:

- *8.6.2.1 The Mouse Emulation Main View, page 95*, used for starting scanning for a desired position, and accessing other views.

- *8.6.2.2 The Perform Mouse Click View, page 95*, shown when the desired position is reached.
- *8.6.2.3 The Drag Mouse View, page 96*, entered from the Mouse Click view when Drag is selected.
- *8.6.2.4 The Adjust Mouse Position View, page 96*, available either from Main View or Perform Mouse Click View.
- *8.6.2.5 The Options Main View, page 96*, allowing the user to choose to adjust Speed and Precision of Scanning.
- *8.6.2.6 The Property Settings View, page 97*, available from User Settings, used to change speed or precision incrementally.

8.6.2.1   The Mouse Emulation Main View

The Mouse Emulation Main View tailored to the user by omitting buttons. (see Configuring Mouse Emulation below.) It may contain all of the following buttons.

 Start cross-hair scan (Optional, but you must choose either this or Start radar scan)

Once a new position is selected, the Perform Mouse Click View is displayed.

 Start radar scan (Optional, but you must choose either this or Start cross-hair scan)

Once a new position is selected, the Perform Mouse Click View is displayed.

 Adjust mouse position (optional)

Opens the Adjust Mouse Position View, where small adjustments to the mouse pointer position may be applied.

 Perform mouse click (mandatory)

Opens the Perform Mouse Click View, where a mouse click may be applied.

 Options (optional)

Opens the Options Main View, where the user can change how Mouse Emulation works.

 Exit (mandatory)

Exits Mouse Emulation and restores Communicator 5.

8.6.2.2   The Perform Mouse Click View

The Perform Mouse Click View can be tailored to the user by omitting buttons. (see Configuring Mouse Emulation below.) It may contain all of the following buttons.

 Performs left single click at the current mouse pointer position. (mandatory)

 Performs left double click at the current mouse pointer position. (mandatory)

 Left drag (optional)

Opens the Drag Mouse View, where the mouse pointer (and whatever is underneath it) may be dragged from the current position to a new one.

 Performs a right single click at the current mouse pointer position. (optional)

 Adjust mouse position (optional)

Opens the Adjust Mouse Position View for small adjustments to the mouse pointer position.

	Finished (mandatory) Select this button when you are finished, to return to the Mouse Emulation Main View.

8.6.2.3   The Drag Mouse View

The Drag Mouse View contains the following buttons.

	Move left (mandatory) Moves the mouse pointer and the selected object to the left while the switch is held down.
	Move right (mandatory) Moves the mouse pointer and the selected object to the right while the switch is held down.
	Move up (mandatory) Moves the mouse pointer and the selected object up while the switch is held down
	Move down (mandatory) Moves the mouse pointer and the selected object down while the switch is held down.
	Release mouse button (mandatory) Releases the mouse button and opens the Mouse Emulation Main View.

8.6.2.4   The Adjust Mouse Position View

The Adjust Mouse Position View contains the following buttons.

	Adjust left (mandatory) Adjusts the mouse pointer to the left while the switch is held down.
	Adjust right (mandatory) Adjusts the mouse pointer to the right while the switch is held down.
	Adjust up (mandatory) Adjusts the mouse pointer up while the switch is held down.
	Adjust down (mandatory) Adjusts the mouse pointer down while the switch is held down.
	Opens the Perform Mouse Click View (mandatory)
	Finished (mandatory) Select this button when you are finished, to return to the Mouse Emulation Main View.

8.6.2.5   The Options Main View

The Options Main View lets the user change speed, precision braking speed and mouse adjustment speed. It can be tailored to the user by omitting buttons. (see Configuring Mouse Emulation below.) It may contain all of the following buttons.

Opens the Property Settings View for the **cross hair normal speed** (optional)

Opens the Property Settings View for the **cross hair precision braking speed** (optional)

Opens the Property Settings View for the **radar scan normal speed** (optional)

Opens the Property Settings View for the **radar scan precision braking speed** (optional)

Opens the Property Settings View for the **adjust mouse position speed** (optional).

Finished (mandatory)

Select this button when you are finished, to return to the Mouse Emulation Main View.

8.6.2.6   The Property Settings View

The property settings view allows the user to change a speed incrementally. Which speed to change is chosen before entering the view. The view contains the following buttons:

Decrease speed (mandatory)

Increase speed (mandatory)

Finished (mandatory)

Select this button when you are finished, to return to the Mouse Emulation Main View.

8.6.3   Mouse Emulation Settings

These settings are only important for Scanning users. They govern the behavior of Mouse Emulation: Speed of the position scan, and which tools are offered to the user in the Mouse Emulation floating toolbar. The settings apply to the user. That is, mouse emulation will work in the same way for this user, no matter which page set it is started from.

8.6.3.1   Adjusting Settings

1. Open the Quick Menu.
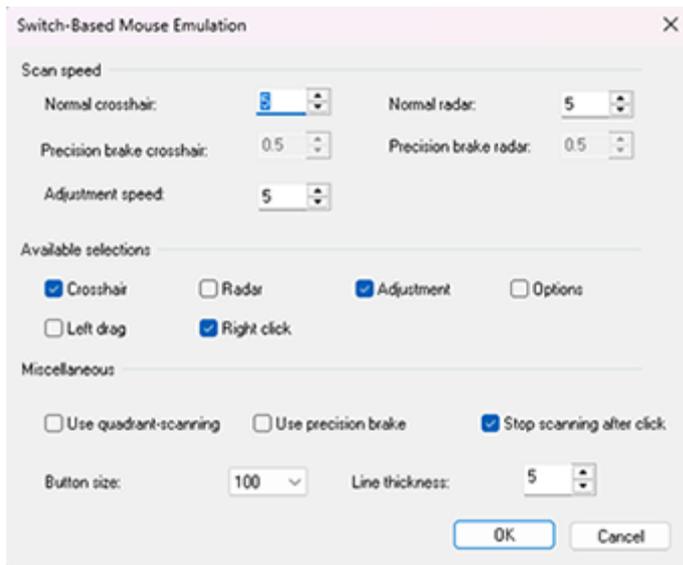   For more information, see *5.1 The Quick Menu, page 25*.

2. Select (Advanced Settings)
3. Select the **Input** tab.

4. Select the (Switch-Based Mouse Emulation) button.

Available selections determines which tools show in the Mouse Emulation toolbar.

5. Adjust the **Scan speed** and **Precision braking speed** in the top section.

    Precision braking is the slower speed that is used once the user signals that the scan is nearing the target. Make sure that the Precision brake speed is set to a lower (slower) number than Normal cross hair speed or Normal Radar speed.

6. In **Available selections**, put a check mark beside any tool that is allowed to appear in the user's Mouse Emulation Toolbar and its various views.

    All tools shown here are optional; nonetheless you should check either **Cross hair** or **Radar** to ensure that the user has access to at least one scan type.

    Adjustment: Allows fine adjustments to mouse position and will appear in many views if selected.

    Options: Allows the user to modify Mouse Emulation settings underway.

    Left drag and **Right click** refer to mouse operations. If these are left unchecked, the user can only point, click and double-click.

7. Adjust the Miscellaneous settings

    Use quadrant scanning: When a new position scan starts, the four quarters of the screen are highlighted in turn. The user presses the switch to select a quadrant. Cross hair or Radar scan then proceeds within that quarter of the screen.

    Use precision brake: Influences all scanning for position. When enabled, the user presses the switch once to slow the indicator from normal speed to precision braking speed. The user presses a second time to halt the indicator entirely. Doubles the number of presses required to select a point, but reduces the need to adjust mouse position after selection.

    Stop scanning after click: If checked, the Mouse Emulation Toolbar disappears after each mouse click is performed. The user presses the switch to reactivate it.

    Button size: Determines the size of the buttons in the Mouse Emulation Window.

    Line thickness: Determines the thickness of the indicator lines for Cross Hair and Radar scans.

8. When you are satisfied, select **OK**.

8.7   Starting Mouse Emulation

To start Mouse Emulation choose the **Windows Access** button when the input method is set to Scanning.

Support for Your Tobii Dynavox Device

Get Help Online

See the product-specific Support page for your Tobii Dynavox device. It contains up-to-date information about issues and tips & tricks related to the product.
Find our Support pages online at: *https://www.tobiidynavox.com/pages/product-support*

Contact Your Solution Consultant or Reseller

For questions or problems with your product, contact your Tobii Dynavox solution consultant or authorized reseller for assistance. They are most familiar with your personal setup and can best help you with tips and product training. For contact details, visit *https://www.tobiidynavox.com/pages/contact-us*.