Comprehensive Guide

Making your powerful DynaVox device simple to use.

Series 5 with InterAACt™

INTERACTION OF LANGUAGE WITH TECHNOLOGY

DynaVox

In North Amerrica:

For information, write to:

DynaVox Systems LLC

2100 Wharton Street, Suite 400

Pittsburgh, Pennsylvania 15203 USA

The European Authorized Representative is:

DynaVox Systems Ltd.

Units 5 & 6 Benford Court

Lower Cape

Warwick

CV34 5DA

England

Part # 401127-A

First Edition

Published July 2010

Created in the United States of America

Table of Contents

16 USING RATE ENHANCEMENT TOOLS. 16-1

Chapter 1: Introduction to the DynaVox V/Vmax

The DynaVox Series 5 device (with the DynaVox Series 5 software) is a sophisticated augmentative communication tool with a dynamic, touch screen display that allows an individual to quickly select words or phrases which are then spoken by the device.

The Series 5 devices contain a number of pre-programmed page sets developed by a team of speech-language pathologists and clinicians that feature communication pages on a wide variety of topics. These pages make it easy for communicators to initiate and hold conversations with friends, family, education professionals, and clinicians. Individuals can communicate using one of the built-in page sets, or can create partly or completely new sequences of communication pages. A variety of options exist for editing existing pages or for creating new pages, on either the Series 5 device itself or on a Windows®-based computer.

Individuals may use either of two ways to create new pages from scratch:

- DynaVox Series 5 software, provided with the device, gives augmented communicators and their care teams a convenient way to create new vocabulary on new pages with a Windows computer.

- Users without access to a PC may choose to use the built-in Page Editor, similar to the PC-based editing software, to create their own new pages with new vocabulary.

The DynaVox Series 5 device provides a choice of several different voices ranging from child to adult, both male and female. In addition, individuals also have the option of recording words, phrases and sentences in their own voices.

The Series 5 supports multiple selection methods, to accommodate the physical requirements of any individual who is using the device, including touch selection, switch selection, Morse code, mouse pause and more. Each selection method has a variety of settings to further tailor it to individual needs.

Individuals can increase the speed of their communication using one or more of the built-in rate enhancement features, including abbreviation expansion, flexible abbreviation expansion, and word, phrase, character and recency prediction. Other settings control other user interface features, such as speaker volume, screen brightness, date and time settings, the color scheme of the system menus, and which items appear in the title bar.

The Series 5 device also includes an infrared (IR) transmitter, which allows individuals to manage their environment using electronic signals (including infrared, X-10, and phone commands). This can be used to operate televisions, CD and DVD players, VCRs, Windows-based PCs and other common household appliances and consumer electronics with infrared capabilities. Two different sets of phone controls (GEWA Jupiter and Tash) enable the device to dial and answer telephones. The Series 5 can also play sound recordings in *.wav* and *.mp3* format, and can display digital photos and other graphics files.

The Series 5 device is equipped with hardware interfaces that allow a variety of external devices to be connected via the USB, switch, microphone, or speaker ports. To facilitate file sharing and backing up of user data, a file sharing device (USB flash drive, external CD or DVD drive) can be used to transfer files from the Series 5 device to a Windows computer running DynaVox Series 5 software.

ABOUT THE USER'S GUIDE/SEARCHABLE HELP

This user's guide/searchable help system is intended for those who will use the Series 5 device and DynaVox Series 5 software to communicate and also for those who will assist others in setting up and using the device.

Many aspects of the Series 5 device can be customized, including all of the communication pages and most attributes of the user interface, such as fonts, colors, speaker volume, and more.

This documentation contains introductions on creating new pages and modifying objects in provided pages. It also provides more detailed discussions of the device's features and numerous step-by-step procedures for customizing those features to meet the needs and preferences of those who will be using the device.

Format Conventions

This documentation uses a few conventions to make it easier for readers to quickly grasp the information contained here. These include the following:

- **Step-by-step instructions.** This help system provides numbered sets of instructions that describe ways to customize your device.
- **Names of objects on the touch screen.** Each time a labeled item on the touch screen is described or mentioned, its name is shown in italics:

  The *Modify Button* menu will open.
- **Names of items to be selected.** Each time you are instructed to select a named item on the touch screen, its name is presented in bold:

  Select the **Interface Features** button.
- **Cross-references.** Each time the text refers to another section of the guide, the section is presented in bold italics:

  Refer to for more information.

  Each time the text refers to another page in the guide, it is presented as follows:

  The *Color Selector* menu () will open.

> **Note:** This document uses the '**>**' character to show the different levels of the drop-down menus. For example, the instruction "Select **Main Menu > Setup > Setup Menu**" means to select the **Main Menu** button, then select **Setup** in the first drop-down menu, and then select **Setup Menu** in the second drop-down menu.

HOW TO OBTAIN HELP

The Series 5 device is shipped with a host of instructional resources that provide a wealth of information about programming the Series 5 device and using it to communicate. It is recommended that you consult these supplied resources before you seek outside assistance.

To assure that you get any outside assistance you may need, you should register your device, as described in this section. If you need assistance with using the Series 5 device, help is available either through the company website or through DynaVox Technical Support, both of which are described in this section.

Please Register Your Purchase

Please fill out and return the registration card that was shipped with your device. This registration card makes it easier for DynaVox to help you. Without this information, we cannot know who uses our devices, or who should receive newsletters, software updates or other product information.

Each Series 5 device has a serial number sticker on the bottom of the unit, centered on the battery door. Be sure to write the serial number on your registration card before you mail it. Also, take time now to put the serial number in a place where it will be handy if you must contact someone from DynaVox, either to check on an order for your product or to talk with someone in Technical Support.

Supplied Resources

Your Series 5 device was shipped with a wealth of instructional information, available in a variety of formats:

Training Modules

A series of training modules is available for the DynaVox Series 5 software. Each module is broken down into several short lessons, enabling you to choose whether you want to complete the whole training in one session or to work on each individual lesson as your schedule permits. The first three training modules review the basics of your device and software, walk you through the initial setup and introduce simple customization methods. New training modules will be released periodically.

Searchable Help

Your DynaVox device includes an electronic Searchable Help system. It provides immediate, topical technical support at your fingertips. It contains explanations and step-by-step instructions for all of the features, functions and capabilities of the Series 5 hardware and software.

To launch the Searchable Help, select **Main Menu > Help > Help**. The Searchable Help will open in a new window.

SEARCHABLE HELP
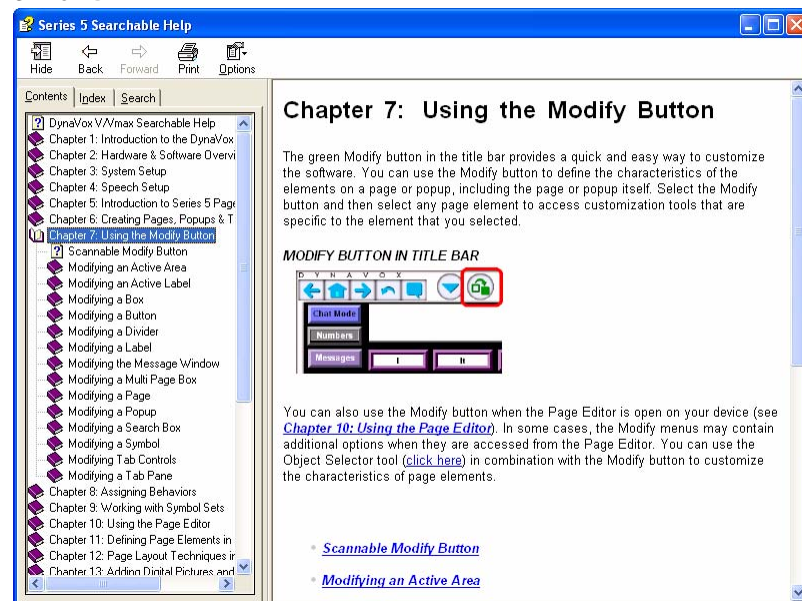
2. Use the tabs in the right viewport to search for topics in the Searchable Help. The contents of the selected topic will be displayed in the left viewport.

Contents Tab	Displays the topics in a tree view. Closed book icons represent topics that contain sub-topics. You can select a closed book icon to open it and see the sub-topics it contains. You can select an open book icon again to close it. The page icons within a book represent the individual Help topics. You can click on any topic in the viewport and its content will be displayed in the right viewport.

Index Tab	Use the vertical scroll bar to find the index entry you want, or you can type the first few letters of the term in the text box. You can double-click on an entry in the left viewport to display the contents in the right viewport, or you can single-click on the entry and then select the **Display** button.
Search Tab	Enables you to search the entire Help system for keywords or phrases. Simply enter the word or phrase in the text box and select the **Search Topics** button. The viewport below will display all entries that contain the word or phrase you entered. The topics found in the search are ranked in order of relevance.
	Select one of the entries in the viewport to display the topic in the right viewport. You can click on the downward arrow to the right of the text box to see a history of words and phrases you have searched for. You can then select one of those words to perform the same search again.

3. When you are finished looking through the Searchable Help, select the **X** button in the upper right corner to close the window.

> **Note:** The CD that accompanied your device also contains a copy of the Searchable Help. Refer to the *ReadMe.txt* file on the CD for instructions on launching the Searchable Help from the CD.

User's Guide on CD

The CDs that came with your Series 5 device include electronic copies of all product documentation available for your Series 5 device, including the Series 5 User's Guide.

In order to view this documentation, you must have Adobe Acrobat Reader installed on your computer. If you do not, you may download it free from the Adobe website. To do so, point your web browser to the address below:

http://get.adobe.com/reader

On-Device How To Help

Your Series 5 device provides help through the main drop-down menu. The on-device help contains step-by-step instructions on performing common procedures on your Series 5 device. You can also send the text in the on-device help to the Message Window or to a connected printer for a hard copy.

To access the on-device help, select **Main Menu > Help > How To...**. The *How To* window will open.

ON-DEVICE HELP - HOW TO MENU
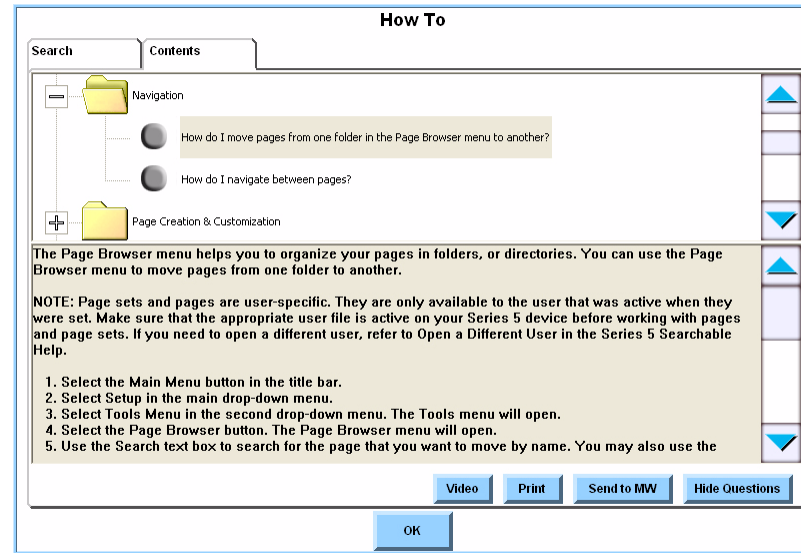
The *How To* window contains the following controls:

Search	When the *Search* tab is active, all the help topics are visible in the upper viewport. You can enter a string of text in the text box and select the *Search* button. The upper viewport will then only display all of the topics that matched your search. Selecting a topic will display the corresponding step-by-step instructions in the lower viewport. Select the *Show All* button to once again show all help topics.
Contents	When the *Contents* tab is active, the upper viewport displays all of the available help topics in a folder (or "tree") structure. Select an expansion box with a [+] to display the help topics in the selected folder. You can then select the help topic itself to display the step-by-step instructions in the lower viewport. If the expansion box with the [-] is selected, the concept will close and the help topics will disappear.
Video	If the *Video* button is enabled, selecting it will display a tutorial video that displays the current topic.
Print	Select the *Print* button to send the text in the lower viewport to a printer connected to the Series 5 device.
Send to MW	Select the *Send to MW* button to send the text in the lower viewport to the Message Window. You can then select the Message Window to have your device speak the text.
Hide Questions/ Show Questions	Select the *Hide Questions* button to hide the upper viewport, increasing the size of the lower viewport. To see the upper viewport again, select the *Show Questions* button.

Video Tutorials

Your Series 5 device includes a collection of video tutorials that are available through the main drop-down menu. The video tutorials narrate the step-by-step instructions on performing common procedures, while providing screen images that display how your device will react.

To access the video tutorials, select **Main Menu > Help > Tutorials**. The *Video Tutorials for the Series 5* popup will open.

VIDEO TUTORIALS FOR THE SERIES 5 POPUP
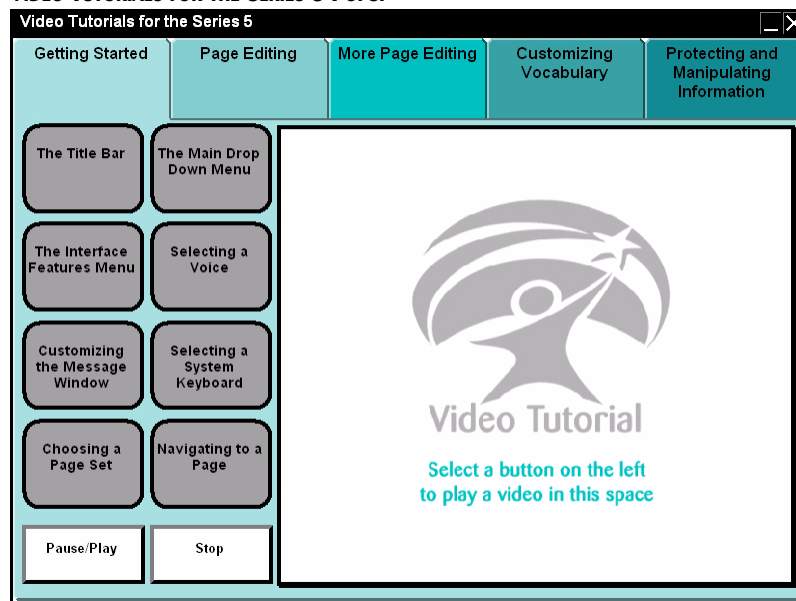
4. The tabs divide the videos into categories. Select the video category that you want to view.

5. The buttons down the left side of the popup represent the different videos. Select a button to play the video in the large white play area on the right side of the popup.

6. Select the **Pause/Play** button to pause the video, or to resume a video that is currently paused.

7. Select the **Stop** button to stop playing a video.

8. When finished, select the **X** button in the upper right corner to close the popup.

> **Note:** Additional help videos can be found by browsing to the Help Videos category in the Media Browser menu. Refer to for more information.

Technical Support is Available to Help You

DynaVox Technologies wants you to be successful with your Series 5 device. Our corporate website and Technical Support department are designed to provide as much help as possible.

Online Knowledge Base

The DynaVox Knowledge Base contains frequently-requested product information, including troubleshooting tips and programming advice. To access this information, simply log on to *www.dynavoxtech.com*, mouse over the *Support* link, and the select **Search Knowledge Base**. The DynaVox website also features detailed information about our technical support services.

Telephone Technical Support

If you are unable to find the answers you need on the Knowledge Base, you can reach DynaVox Technical Support by calling 1-800-344-1778. Training and programming assistance, as well as technical troubleshooting support, are available Monday through Friday, from 8:00 a.m. to 7:00 p.m. EST. If you call outside these hours, you may leave a message, and a technical support representative will call you back during normal business hours.

If you purchased your device outside the United States and Canada, please call the helpline number for your local DynaVox distributor.

> **Note:**   If you call Technical Support, **please have your Series 5 device and its serial number at hand** so that we can talk through whatever problem you may be experiencing.

Remote Technical Support through your DynaVox

You can use your Series 5 device to contact a technical support representative live (through an active Internet connection), and receive one-on-one technical support in real time. You will be able to "chat" with the technician through a dialog window on your device. If you grant the proper permission, the technician can perform diagnostics on your hardware and software remotely. This enables you to receive efficient, personal and immediate technical support.

For step-by-step instructions on using the remote technical support feature, refer to *Appendix E: Remote Technical Support through your Device*.

ABOUT THE DYNAVOX SERIES 5 SOFTWARE ON CD

CDs containing the DynaVox Series 5 software were included with your Series 5 device. You can use these CDs to load the DynaVox Series 5 software onto a Windows PC, and create and edit pages on the computer instead of on the Series 5 device. You can also use the computer to archive backup files, and to share pages between the computer and the Series 5 device.

Computer Specifications

The computer that will run the DynaVox Series 5 Page Editing Software must meet the following minimum requirements:

- **Processor** - Pentium 3, 1 GHz minimum clock speed
- **Operating system** - Windows 2000 or Windows XP
- **RAM** - 128 MB RAM
- **Hard drive space** - 150 MB free space
- **Screen size** - 800 x 600 pixels
- CD drive
- USB port

A system with more than the minimum resources will provide better performance for the DynaVox Series 5 software.

ABOUT THE DEVICE

This section outlines the intended use of the device and provides instructions for caring for, carrying and transporting your device.

Intended Use of This Product

Your DynaVox Series 5 device is intended for everyday communication situations. It should not be relied upon as a means of communicating emergency medical information. We recommend having multiple ways to communicate information during a medical emergency.

Terms You Should Know

This document uses some basic computer terms as well as vocabulary that is unique to DynaVox Series 5 software. It is important that you take a few minutes to become familiar with these terms and their meanings. Reviewing this section now will make it easier for you to learn about your Series 5 device.

Pages and Popups

The primary Series 5 communication tools are pages and popups. These can be designed and customized to meet your unique physical, visual and communicative needs.

- **Page** - A page contains a collection of buttons that represent words, phrases, sentences, behaviors or links to other pages and popups. A page covers the entire touch screen below the title bar.
- **Popup** - A popup is a miniature page that is displayed on top of a full size page. A popup usually contains a group of buttons that are related to a specific topic or activity. A popup can also contain a miniature Message Window.

Pages and popups can feature various components:

- **Message Window** - The Message Window is an area on a page or popup where a text or symbol message can be composed. When the Message Window is selected, the device will speak its contents. The size and location of the Message Window may vary, but moving from page to page will not delete or alter its contents.

- **Tab Control** - Tab controls are used to navigate between multiple layers of buttons on a page. These layers are called panes. The top of each pane features a tab. A pane is displayed whenever its tab is selected. There can be up to six panes in a tab control.

- **Button** - A button is a graphic object on a page or popup that can be selected with a touch, a mouse click or other input device. It may represent a behavior, a word or even several sentences. A button may feature a text label and/or a symbol, and can be programmed to enact specific behaviors when it is selected. There are several different kinds of buttons:

  - **Symbol Button** - This button usually features a symbol and a label. It can be used for communication (with an Insert Label/Insert Text behavior or a Speak Label/Speak Text behavior) or as a command button. The symbol button can have one of several different shapes - rectangular, rounded corners, or ellipse (curved). Many behaviors can be assigned to a symbol button, enabling the button to perform tasks like speaking, activating a macro or performing an infrared command.

  - **Go To Button** - Go To buttons are used to link one communication page or popup to another. This type of button includes a behavior from the Page Navigation category. They are generally shaped as file folders.

  - **Predictor Button** - This type of button displays words, phrases and sentences that are predicted by the DynaVox rate enhancement features.

  - **Character Predictor Button** - This type of button can be used with (or instead of) a keyboard page. When a letter is selected, the character predictor button will predict the next logical letter selection. Character predictor buttons can be very helpful to individuals who use the Scanning selection method.

  - **Recency Button** - This type of button is similar to a predictor button. The words and phrases that are displayed in recency buttons are predicted according to frequency of use.

- **Label** - A label is text that can be placed on a button, tab control, page or popup. Labels can be used as the title of a page or as an indication of the vocabulary in a button.

- **Symbol** - Symbols are pictures that can be used to represent vocabulary. They can be placed on buttons, tab controls, pages or popups. DynaVox symbols are called DynaSyms.

- **Behavior** - A behavior is an action or command that can be programmed into a button. Many behaviors can be assigned to a single button, including speaking, sending text to the Message Window, activating a macro or

performing an infrared command. Selecting the button will launch the behavior(s) assigned to it.

SERIES 5 PAGE
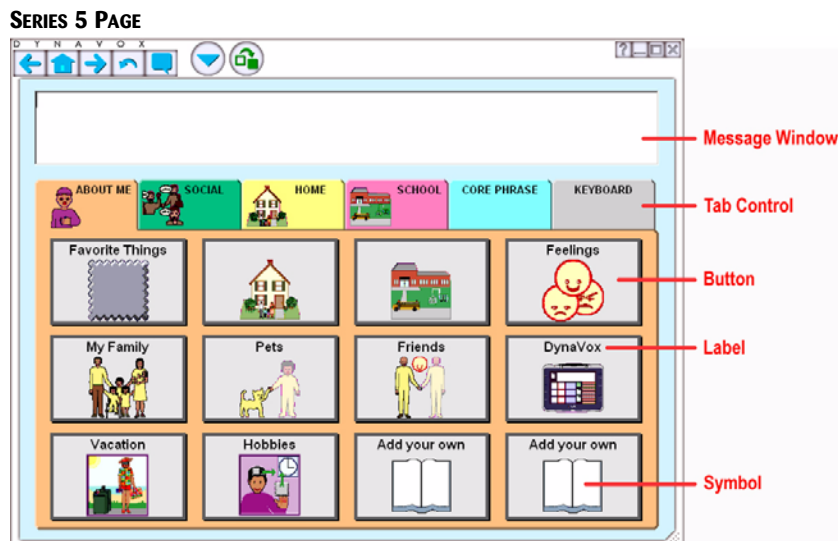
The Title Bar and Drop-Down Menus

DynaVox Series 5 software provides special tools to help you maintain and customize your device.

TITLE BAR

- **Title Bar** - The DynaVox title bar is always displayed at the top of the software window. The title bar features a set of navigation buttons, the Undo button, the My Phrases button, the drop-down menu button (see), the Modify button (see) and other active tools.

- **Drop-Down Menu** - A drop-down menu contains a list of options that is displayed only when the menu is active. When it is inactive, this menu appears to be a labeled bar. An arrow inside the bar indicates that the menu can be opened. To see the drop-down menu options, select the menu and it will expand. Select one of the options to close the menu. When the menu is closed it will display the selected option.

- **Window** - A window is a box that appears on the touch screen to show you a menu, inform you of an error, ask you to enter text or request a confirmation.

- **Menu** - A menu is a group of tools with related functions that can be used to customize and maintain your device. Menus can include buttons,

viewports, scroll buttons, sliders, check boxes and text boxes. Menus are presented in windows.

- **Browser** - A browser is a type of menu that contains a viewport and buttons. The buttons provide tools for customizing the item that is selected in the viewport. Browsers are used to navigate through multiple options and to customize user information like pages, popups, vocabulary words, concepts, sounds and songs.

DROP-DOWN MENU (CLOSED AND OPEN)
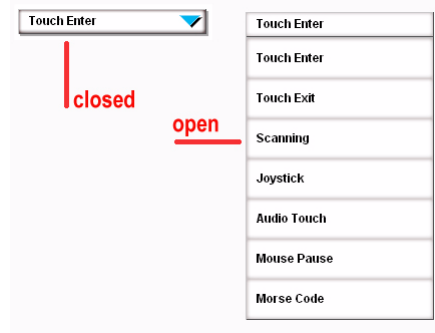
Like pages and popups, menus feature several smaller components.

- **Viewport** - A viewport is an area on some menus that displays a list of files or other items. The viewport may sometimes be too small to display the entire list at one time. A scroll bar beside the viewport allows you to move through the whole list.

- **Scroll Bar** - Scroll bars enable you to navigate through the options in a viewport. These vertical or horizontal bars have an arrow shaped button (scroll button) at each end. Each time a scroll button is selected, the list in the viewport will move one interval in the direction of the button's arrow (up, down, right or left). Scroll bars can also work like a slider. A slider thumb on the bar indicates the position of the cursor and can be selected and dragged along the bar to reposition the list in the viewport.

- **Menu Button** - Menus often include buttons that link to other windows or menus. Selecting a menu button will usually take you to a window with several options or to a menu with the same name as the button.

MENU FEATURES
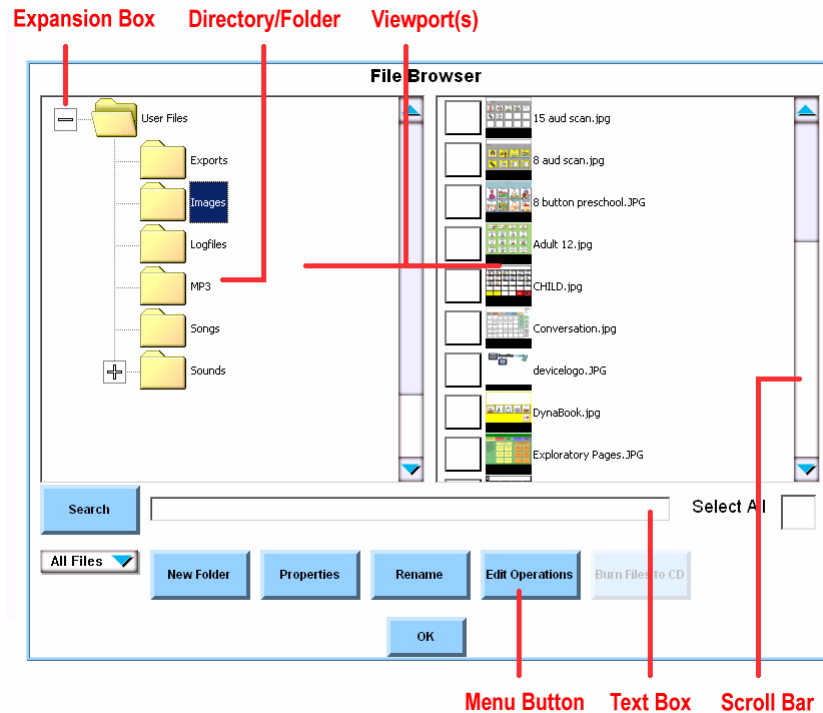
- **Expansion Box** - Expansion boxes are small boxes that are used to expand and compress folders (directories) within a viewport. These boxes appear to the left of the folder name. When the folder is compressed, the box will feature a plus [+] sign. Selecting the box once will expand the folder. When the folder is expanded, the box will feature a minus [-] sign. Selecting the box again will compress the folder.

- **Text Box** - Text boxes provide an area where you can enter text. Text can be entered through the system keyboard or with a physical keyboard that is connected to the device.

- **Directory/Folder** - A directory is a stored group of files, pages or other items. Directories are displayed in the viewports of browser menus. Because a graphic that is shaped like a small file folder is always displayed beside the name of a directory, directories are often called folders.

- **Slider** - A slider is a vertical or horizontal bar that shows the current setting of a function, such as volume or screen brightness, within a possible range of settings. The slider settings can be adjusted by moving the slider thumb along the bar.

- **Check Box** - A check box is used to enable or disable an option. A check box is a small box beside a text label that identifies the option. When the check box is selected, an X appears inside the box.

SLIDER BAR WITH THUMB AND CHECK BOX
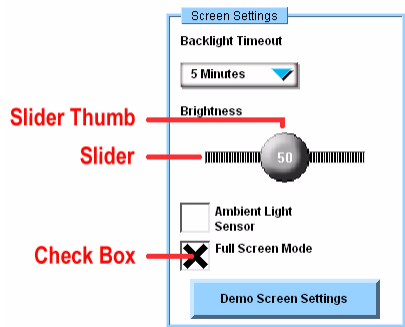
Navigating Your Device

The DynaVox Series 5 software provides the following methods for navigating through the page sets, and moving through the dictionary data for page content:

Navigation buttons	The navigation buttons enable you to move backwards and forwards through your Page History. You can use the Back and Forward buttons to open pages you have recently opened. You can also use the Home button to open the page you designated as your home page. Refer to for more information.
Go To Page behavior	The *Behavior Editor* menu provides the Go To Page behavior, which enables you to program a button to link to a different page or popup. Refer to for more information.
Page Navigator	The *Page Navigator* menu enables you to browse through the available pages on your device and move from one page to another. Refer to for more information.
Search Boxes	While they are not primarily used for page navigation, search boxes and multi page search boxes can provide vocabulary content on many different topics without requiring a user to navigate to a different page for each topic. Refer to for more information.

Keyboards

When you are using or programming a Series 5 device, a keyboard popup will open when you are required to enter text information or when you select a text box. The DynaVox Series 5 software provides a number of system keyboards, each designed for different cognitive levels and selection methods. They contain standard alphanumeric keys, as well as keys for commands that are specific to the DynaVox Series 5 software. You can select the system keyboard that best suits your needs.

You also have the option to connect an external keyboard to your Series 5 device. Refer to for more information.

Default System Keyboard

The default system keyboard for the DynaVox Series 5 software is called *System Keyboard*. When you first begin to use your device, this system keyboard will be presented whenever you are required to enter text information or when you select a text box.

DEFAULT SYSTEM KEYBOARD
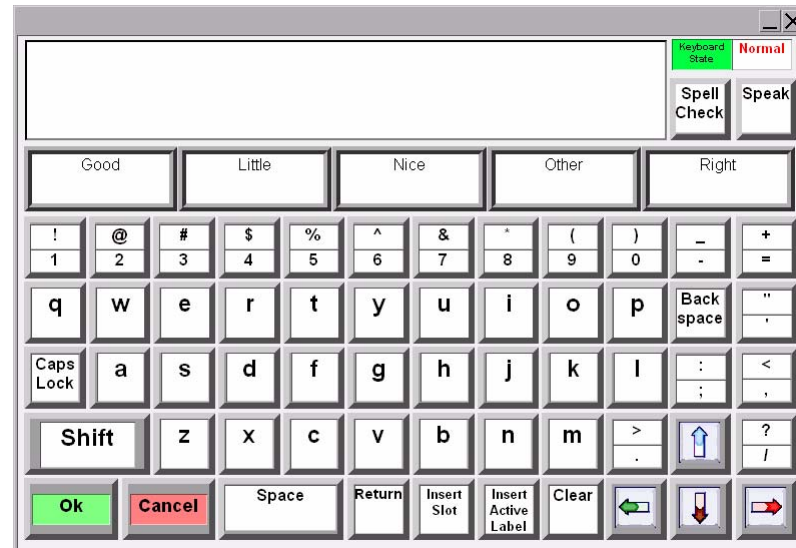
The default system keyboard contains the alphanumeric and punctuation buttons found on standard keyboards and typewriters. In addition, it contains

several buttons that provide functionality specific to the DynaVox Series 5 software:

Text Window	The text window appears at the top of the popup and displays the text you are entering. Unlike the Message Window, selecting the text window directly will not speak its contents; rather, it will move the cursor to the location of the selection.
Spell Check	Check the spelling of the content you have entered into the text window.
Speak	Hear the device speak the content you have entered into the text window.
Predictor Buttons	The predictor buttons are found below the text window. As you use the keyboard buttons to compose a message, the DynaVox Series 5 prediction feature anticipates your word choices and displays various options for quick selection. These word choices are displayed in the predictor buttons.
OK	Accept the content that you have entered into the text window and close the system keyboard.
Cancel	Close the system keyboard without accepting the content that you have entered into the text window.
Return	Move the cursor to the beginning of the next line.
Make Slot	You can make the text dynamic by inserting a concept slot at the insertion point in the text. For more information about slots, refer to .
Insert Active Label	You can make the text dynamic by inserting an active label. Select the *Insert Active Label* button to choose the active label that you want to include in the text. Your options include date and time information, system setting information, and personal information from the User Setup Wizard. For a description of active labels, refer to . For a list of the active labels available, refer to .
Clear	Clear the content from the text window.
Cursor Arrows	Use the cursor arrows in the bottom right corner to move the placement of the cursor in the text window.

System Keyboard Frequency Keyboard

The *System Keyboard Frequency* keyboard is designed specifically for individuals that use the Scanning selection method. When this keyboard is

selected in the *Interface Features* menu, it will be presented whenever you are required to enter text information or when you select a text box.

FREQUENCY OF USE SYSTEM KEYBOARD
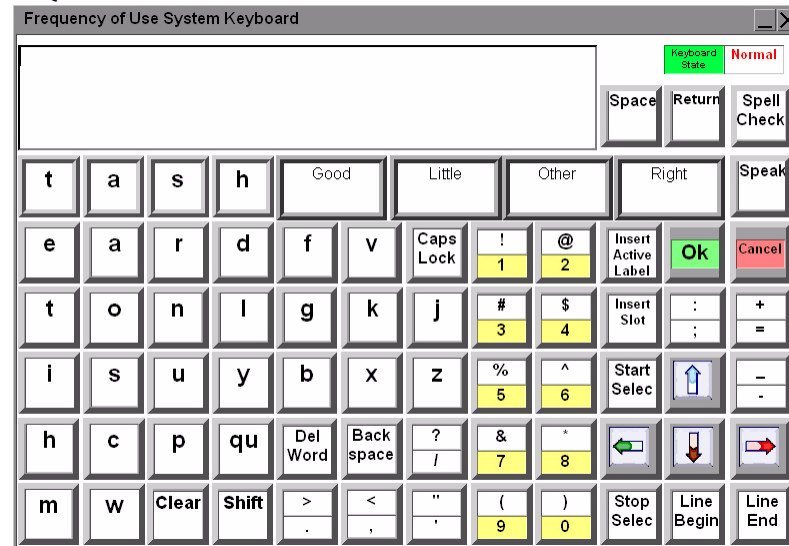
It contains the standard alphanumeric keys as well as keys for commands that are specific to using the Scanning selection method in the DynaVox Series 5 software.

Text Window	The text window appears at the top of the popup and displays the text you are entering. Unlike the Message Window, selecting the text window directly will not speak its contents; rather, it will move the cursor to the location of the selection.
Space	Select the *Space* button to insert a blank space in between characters in the text window.
Return	Select the *Return* button to move the cursor to the beginning of the next line.
Speak	Select the *Speak* button to hear the device speak the content you have entered into the text window.
Predictor & Character Prediction Buttons	The predictor buttons are found below the text window. As you use the keyboard buttons to compose a message, the DynaVox Series 5 prediction feature anticipates your word and letter choices and displays various options for quick selection. These word and letter choices are displayed in predictor buttons.

Insert Active Label	You can make the text dynamic by inserting an active label. Select the *Insert Active Label* button to choose the active label that you want to include in the text. Your options include date and time information, system setting information, and personal information from the User Setup Wizard. For a description of active labels, refer to . For a list of the active labels available, refer to .
Make Slot	You can make the text dynamic by inserting a concept slot at the insertion point in the text. For more information about slots, refer to .
OK	Select the *OK* button to accept the content that you have entered into the text window and close the system keyboard.
Cancel	Select the *Cancel* button to close the system keyboard without accepting the content that you have entered into the text window.
Clear	Select the *Clear* button to clear the content from the text window.
Del Word	Select the *Del Word* button to delete the last word from the text window.
Cursor Arrows	Use the cursor arrows in the bottom right corner to move the placement of the cursor in the text window.
Spell Check	Select the *Spell Check* button to check the spelling of the content you have entered into the text window.
Start Selec	If you are using the arrow buttons to move the cursor in the text window, select the *Start Selec* button to create the beginning of a highlight at the position of the cursor. Use the arrow buttons to move across or up and down the text window. An ending point for the highlight will be added when you select the *Stop Selec* button.
Stop Selec	If you are using arrow buttons to highlight text after selecting the *Start Selec* button, select the *Stop Selec* button to create an end to the highlight.
Line Begin	Select the *Line Begin* button to move the cursor in the text window to the beginning of the line it is on.
Line End	Select the *Line End* button to move the cursor in the text window to the end of the line it is on.

WHERE DO I BEGIN TO CUSTOMIZE MY DEVICE?

The communication pages in your Series 5 device contain buttons that allow you to select words or phrases to be spoken by the device. Most users will want to customize their devices to a greater or lesser extent, to make it easier to communicate the information of interest to them or to help them perform other activities. The Series 5 device contains a variety of tools for changing the way your device functions.

All users will want to incorporate their own personal data into the device, such as name, address, and other significant information. The *User Setup Wizard* () is a quick way of inputting this information into the device.

Many users will want to make changes to the buttons on an existing page, either to incorporate new vocabulary or perhaps to change the button's appearance, so a particular button is more noticeable. The Modify button in the title bar () is a simple way to change the characteristics of a single button. The Modify button tool can also change the way a button functions. For example, instead of containing a vocabulary word or phrase, a button can be used to perform various actions or "behaviors", ranging from turning on a television to controlling the Series 5 device itself.

Some users may find the need to add one or more additional communication pages to the device. The Quick Page () feature is a tool that creates a new page from a template. With this tool, you can create a page that is similar in layout to other pages in the page set you've selected. You may want to add a new page to include a specialized group of vocabulary items to be used in a specific situation. On the other hand, you may decide to add a new page that performs a set of actions using some of the specialized behaviors that buttons can perform. For example, a page could be created for controlling televisions or other electronic appliances. Another page might be used for controlling the Series 5 device itself, (i.e., turning the speaker volume up and down; controlling the touch screen brightness, or turning the device off). Some users may want to create a page for controlling a computer that can be connected to the device through the DynaVox AccessIT infrared devices; the buttons on this page could be set up to send special keystrokes (e.g., Ctrl or Alt) or a mouse movement.

Finally, the advanced tools available in the Page Editor (see) allow you to create completely new types of pages either on your device or on a PC (see). These tools enable you to specify the arrangement of buttons on a page, the location of the Message Window, and the colors and fonts used on the page and on the buttons. You can even create a page without visible buttons, using a photo or other graphics file, that will allow you to specify "active areas" that will function like buttons. For example, a page with a floor plan of a house could allow you to control appliances in specified rooms.

You may also use the tools available in the Page Editor to create your own templates for use with the Quick Page feature.

Ways to Customize your Device

When you are ready to begin customizing your device, you will probably want to change it in one of these ways:

- Adding vocabulary.
- Using digital pictures in pages and symbols.
- Using buttons to control appliances or to perform other actions.
- Playing around by creating music, playing song files, setting up personal reminders.
- Sharing files with another individual using the device or storing files.
- Creating your own special style of pages.

Adding Vocabulary

You will want to add new vocabulary to your device as your needs and interests change. Vocabulary and symbols can be added or changed with one of these built-in tools:

- Personal information can be added with the User Setup Wizard.
- Vocabulary on a button can be changed with the Modify button tool.
- A whole new page of vocabulary can be added with the Quick Page tool.
- Vocabulary from another page set—for example, one of the medical page sets, or a page given you by another individual—can be added to your existing page set by linking those other pages to one of your pages. To do this, add or change the destination of a navigation button on one of your existing pages.

For more information on adding vocabulary, refer to .

Using Digital Pictures in Pages and Symbols

The DynaVox Series 5 software enables you to import pictures to use as backgrounds for your communication pages. This flexibility enables you to customize the device with familiar faces and locations. For example, you could customize a page by using a picture of a floor plan as the background. You could then assign behaviors to active areas (which act like invisible buttons) and place them at appropriate positions on the picture. When the user selects a

particular section of the picture, the device would perform the behaviors assigned to the active area.

You can also import smaller pictures of individuals to use as custom symbols for buttons. You can take photos of family members, friends, clinicians, therapists and even pets and convert them into symbols, then place those symbols on buttons, making the Series 5 more accurately reflect the user's environment.

- The *File Browser* enables you to locate or import digital pictures from a computer or from a removable USB flash drive.
- The Modify button will allow you to add or remove one or more behaviors on an existing button.
- You can create active areas on a page with the tools available in the Page Editor.

For more information on using digital pictures in your communication pages and symbols, refer to .

Using Buttons to Control Appliances or Perform other Actions

You already know that the buttons on the device can be used to speak vocabulary or to insert items into the Message Window. In addition, other actions or behaviors can be added to the buttons on your Series 5 device. Besides speaking or inserting vocabulary, behaviors can perform many different types of actions, including controlling televisions, performing calculator functions, answering a telephone, or controlling a computer. (See for a complete list of the available behaviors.) You can add these behaviors to buttons with one of these built-in tools:

- The Modify button will allow you to add or remove one or more behaviors on an existing button.
- You can create a whole new page for buttons with behaviors by using the Quick Page feature.
- You can create one or more pages with a different layout from your usual page set by using the tools available in the Page Editor to create a new template, then by using the Quick Page feature to add the behaviors to the buttons. You can also simply create a new page with the desired behaviors in the Page Editor (see and for more information).

 also contains step-by-step instructions for setting up some of these types of behaviors on your device's buttons.

Playing Around

Your device has several built-in features that support fun activities such as the following:

- Creating music and saving songs, using the built-in piano keyboard.
- Playing the songs you create or music that already exists in *.wav* or *.mp3* files. You might use a removable USB flash drive to store music files, then play them back using buttons that you have programmed to play the stored songs.
- Setting up personal reminders that automatically appear to notify you of a scheduled activity.
- Creating new symbols or modified symbols for use on the device buttons.

See for detailed information on working with music files, for instructions on reminders and for steps on creating and working with customized symbols.

Sharing or Storing Files

Your Series 5 device has tools that allow you to share files with other individuals who use a Series 5 device. You can give files to other individuals by using the page and package export functions. You can also add files from other individuals to your device by using the page and package import functions.You can export and import files by connecting any of these items to your device:

- Windows-based computer running DynaVox Series 5 software.
- Macintosh computer (for file storage only)
- USB flash drive (also called a "USB jump drive")
- External CD or DVD drive

See for detailed information on importing and exporting files.

You can also share files between users on the same Series 5 device (refer to). The *Shared* folder is provided on your device hard drive as a storage area, to export files from one user and import them into another user.

Designing Your Own Pages

You can design your own specialized pages with the Page Editor mode that is built into your Series 5 device. Or, for convenience, the DynaVox Series 5 software may also be used on a Windows-based computer. Using the page editing tools, either on the device or on a PC, you can design pages with buttons and a Message Window in any location desired.

The DynaVox Series 5 software enables you to:

- Define button sizes, shapes, colors, and labels.
- Create dividers, tabs, search boxes, or other objects that may be added to a page.
- Place pictures on a page or on buttons.
- Position any of the objects at specific locations on a page.
- Create active areas on a picture that will act as button.
- Design templates to serve as the foundation for new pages using the Quick Page feature.

See for instructions to use the Page Editor/software. See for more information on installing the software and on transferring created pages to your device.

Chapter 2:   Hardware & Software Overview

This section provides an overview of the hardware features of your Series 5 device. It also contains step-by-step instructions for hardware tasks, such as charging and replacing the battery, resetting the device and performing system maintenance procedures.

For information on using external hardware with your Series 5 device, refer to *Appendix D: External Hardware*.

HARDWARE FEATURES

The following sections describe the features of the hardware platforms that support DynaVox Series 5 software: the V, Vmax+, and Maestro devices. You should only concern yourself with the section that details the device that was shipped to you.

V Features

This section contains detailed information about the exterior of your V device. It locates and identifies the important controls, features and ports on your Series 5 device. Refer to the pictures to learn more about the locations and functions of the various ports and indicators on your Series 5 device.

Top of the V Device

The primary feature of your DynaVox Series 5 device is the built-in touch panel on top of a color touch screen. On the V device, the touch panel offers a screen resolution of 800 by 600 pixels.

V - TOP OF THE DEVICE, WITH CONTROLS NUMBERED

1. Power Button	This button can be used to turn the device on.
2. Power Indicator	This small, green light-emitting diode (LED) will light up whenever your device is on.
3. Charging Indicator	This amber LED will light up while your device's battery is charging.

4. Microphone	The device's built-in microphone is behind this small opening in the case. This condenser microphone can be used to record custom sounds (see ***Create a New Sound File***).
5. Hard Drive Indicator	This green LED will blink whenever your device is accessing information on the hard drive.
6. Light Sensor	The device's ambient light sensor is behind this spot on the case. This feature can be used to automatically dim or brighten the touch screen to compensate for the amount of light in the device user's surroundings (see ***Use the Ambient Light Sensor***).

Front of the V Device

The front side of the unit is covered with dark plastic that encloses the infrared device, cooling fan and speakers. The infrared device allows you to use your Series 5 as a remote control for home appliances like TVs and stereos. Refer to the following picture:

V - FRONT

| 7. Speaker Holes | The holes in this section of the case cover the speakers, as well as the fans. |
| 8. Infrared Device | The small oval of smooth plastic at the bottom of the front edge covers an infrared (IR) device. The IR device allows you to use your Series 5 device as a remote control for electronic equipment like TVs and DVD players (see **Remote Control Features**). |

Back of the V Device

Place your device screen-side down and examine the back of the device. Refer to the following picture:

V - BACK

8. Infrared Device	The small rectangle of smooth, dark plastic on the back of the device covers an infrared (IR) device. The IR device allows you to use your Series 5 device as a remote control for electronic equipment like TVs and DVD players (see **Remote Control Features**).
9. Support Leg (not shown)	This support leg can be extended to hold your device at a convenient angle when you want to use your Series 5 as a tabletop device.
10. Mount Attachment	This feature can be used to attach the Series 5 device to a wheelchair mounting system. See **Transporting Your Device** for more information.
11. Battery Door	This panel conceals the Series 5 internal battery. When necessary, you can remove the battery door to change the battery (see **Install/Replace the Battery (V & Vmax+)** for more information).

The battery door also contains the device label. This sticker displays the DynaVox mailing address, phone number and website address. It also includes your device's unique, eight-digit serial number. You will need this number to email or call DynaVox Technical Support department, or if you need to arrange service for your device. |

> **Note:**   Make sure that you have copied your device's serial
>   number in the space provided in the ***Quick Start Guide***
>   that shipped with your device. It is especially important to
>   do this if your device will be mounted on a wheelchair,
>   since the serial number may not be readily accessible
>   from that position.

Right Side of the V Device

The right side of your device includes a strap attachment point. Use this small bar to attach one end of the carrying strap/handle that was shipped with your Series 5 device. The other strap attachment point can be found on the opposite side of the device. (See ***Carrying Your Device*** for more information.)

> **Note:**   Older hardware models of the DynaVox V also contain a
>   CompactFlash card slot on the right side of the device.
>   The newer hardware models of the DynaVox V do not
>   contain this slot.

Left Side of the V Device

The left side of your device contains a variety of connector ports you can use to connect external hardware with your Series 5 device. Refer to the picture below:

V - PORTS ON THE LEFT SIDE

12. Speaker/ Headphone Jack	The jack with the green speaker logo is a 1/8-inch stereo speaker jack. This port can be used to connect an auditory scanning speaker or headset, or an extra speaker to enhance the output of the device's built-in speakers.
13. Microphone Jack	The jack with the red microphone logo is a microphone port than can be used to connect an external microphone to your Series 5 device.
14. USB Ports (4)	This square port has four individual USB connectors. These ports enable your Series 5 device to host accessory equipment like the mouse, keyboard and flash drive that were shipped with your device, as well as other USB accessories.
15. Switch Jacks (2)	Each of the two switch jacks beside the charger port can be used to plug in switches for scanning access.
16. Charger Port	This port can be used to plug in the DC adapter/charger that was shipped with your Series 5 device.

⚠ **Caution:** Never connect any other power adapter to your Series 5 device. Doing so could cause serious damage to your device.

🏳 **Note:** Older hardware models of the DynaVox V provide 2 USB ports, and also contain an Ethernet port on the left side of the device. The newer hardware models of the DynaVox V provide 4 USB ports, and do not contain an Ethernet port.

Vmax+ Features

This section contains detailed information about the exterior of your Vmax+ device. It locates and identifies the important controls, features and ports on your device. Refer to the pictures to learn more about the locations and functions of the various ports and indicators on your Series 5 device.

Top of the Vmax+ Device

The primary feature of your DynaVox Series 5 device is the built-in touch panel on top of a color touch screen. On the Vmax+ device, the touch panel offers a screen resolution of 1024 x 768 pixels.

VMAX+ - TOP OF THE DEVICE, WITH CONTROLS NUMBERED

1. Power Button   This button can be used to turn the device on.

2. Power Indicator   This small, green light-emitting diode (LED) will light up whenever your device is on.

3. Charging Indicator	This amber LED will light up while your device's battery is charging.
4. Microphone	The device's built-in microphone is behind this small opening in the case. This condenser microphone can be used to record custom sounds (see ***Create a New Sound File***).
5. Hard Drive Indicator	This green LED will blink whenever your device is accessing information on the hard drive.
6. Light Sensor	The device's ambient light sensor is behind this spot on the case. This feature can be used to automatically dim or brighten the touch screen to compensate for the amount of light in the device user's surroundings (see ***Use the Ambient Light Sensor***).

Front of the Vmax+ Device

The front side of the unit is covered with dark plastic that encloses the infrared device, cooling fan and speakers. The infrared device allows you to use your Series 5 as a remote control for home appliances like TVs and stereos. Refer to the following picture:

VMAX+ - FRONT

7. Speaker Holes	The holes in this section of the case cover the speakers, as well as the fans.
8. Infrared Device	The small oval of smooth plastic at the bottom of the front edge covers an infrared (IR) device. The IR device allows you to use your Series 5 device as a remote control for electronic equipment like TVs and DVD players (see ***Remote Control Features***).

Back of the Vmax+ Device

Place your device screen-side down and examine the back of the device. Refer to the following picture:

VMAX+ - BACK

8. Infrared Device	The small rectangle of smooth, dark plastic on the back of the device covers an infrared (IR) device. The IR device allows you to use your Series 5 device as a remote control for electronic equipment like TVs and DVD players (see **Remote Control Features**).
9. Support Leg (not shown)	This support leg can be extended to hold your device at a convenient angle when you want to use your Series 5 as a tabletop device.
10. Mount Attachment	This feature can be used to attach the Series 5 device to a wheelchair mounting system. See **Transporting Your Device** for more information.
11. Battery Door	This panel conceals the Series 5 internal battery. When necessary, you can remove the battery door to change the battery (see **Install/Replace the Battery (V & Vmax+)** for more information).

The battery door also contains the device label. This sticker displays the DynaVox mailing address, phone number and website address. It also includes your device's unique, eight-digit serial number. You will need this number to email or call DynaVox Technical Support department, or if you need to arrange service for your device.

> **Note:**   Make sure that you have copied your device's serial
> number in the space provided in the ***Quick Start Guide***
> that shipped with your device. It is especially important to
> do this if your device will be mounted on a wheelchair,
> since the serial number may not be readily accessible
> from that position.

Right Side of the Vmax+ Device

The right side of your device includes a strap attachment point. Use this small
bar to attach one end of the carrying strap/handle that was shipped with your
Series 5 device. The other strap attachment point can be found on the opposite
side of the device. (See ***Carrying Your Device*** for more information.)

> **Note:**   Older hardware models of the DynaVox Vmax+ also
> contain a CompactFlash card slot on the right side of the
> device. The newer hardware models of the DynaVox
> Vmax+ do not contain this slot.

Left Side of the Vmax+ Device

The left side of your device contains a variety of connector ports you can use to connect external hardware with your Series 5 device. Refer to the picture below:

VMAX+ - PORTS ON THE LEFT SIDE

12. Speaker/ Headphone Jack	The jack with the green speaker logo is a 1/8-inch stereo speaker jack. This port can be used to connect an auditory scanning speaker or headset, or an extra speaker to enhance the output of the device's built-in speakers.
13. Microphone Jack	The jack with the red microphone logo is a microphone port than can be used to connect an external microphone to your Series 5 device.
14. USB Ports (4)	This square port has four individual USB connectors. These ports enable your Series 5 device to host accessory equipment like the mouse, keyboard and flash drive that were shipped with your device, as well as other USB accessories.
15. Switch Jacks (2)	Each of the two switch jacks beside the charger port can be used to plug in switches for scanning access.
16. Charger Port	This port can be used to plug in the DC adapter/charger that was shipped with your Series 5 device.

⚠️ **Caution:** Never connect any other power adapter to your Series 5 device. Doing so could cause serious damage to your device.

Note: Older hardware models of the Vmax+ provide 2 USB ports, and also contain an Ethernet port on the left side of the device. The newer hardware models of the Vmax+ provide 4 USB ports, and do not contain an Ethernet port.

Maestro Features

This section contains detailed information about the exterior of your DynaVox Maestro device. It locates and identifies the important controls, features and ports on your device. Refer to the pictures to learn more about the locations and functions of the various ports and indicators on your Series 5 device.

Top of the Maestro Device

The primary feature of your DynaVox Maestro device is the built-in touch panel on top of a color touch screen. On the Maestro device, the touch panel offers a screen resolution of 1024 by 768 pixels.

MAESTRO - TOP OF THE DEVICE

1. Power Button	This button can be used to turn the device on.
2. Charging Indicator	This LED will light up while your device's battery is charging. When the battery is fully charged, it will turn off.
3. Hard Drive Indicator	This LED will blink whenever your device is accessing information on the hard drive.

Note: The touch screen may show "image persistence" if the same image or page is displayed for 4 consecutive hours or longer. The visual artifacts may or may not be noticeable or distracting. They will vary based on colors in use, viewing angle, and the length of time the image remained unchanged on the screen

Image persistence will not cause permanent damage to the touch screen, or affect how your device works.

The touch screen will recover completely. The recovery time will depend on the length of time the image remained unchanged on the screen.

DynaVox recommends using a backlight timeout time of 1 hour to prevent image persistence. Refer to *Set the Backlight Timeout* for further instructions.

Front of the Maestro Device

The front side of the unit is covered with dark plastic that encloses the infrared device, cooling fan and speakers. The infrared device allows you to use your Series 5 as a remote control for home appliances like TVs and stereos. Refer to the following picture:

V - FRONT

4. Speaker Holes	The holes in this section of the case cover the speakers, as well as the fans.
5. Infrared Device	The IR device allows you to use your Series 5 device as a remote control for electronic equipment like TVs and DVD players (see **Remote Control Features**).
6. Camera	The integrated webcam enables you to take custom photos to incorporate into slide shows, or use as button symbols (see **Capturing Photos with a Webcam**).
7. Microphone	The device's built-in microphone is behind this small opening in the case. This condenser microphone can be used to record custom sounds (see **Create a New Sound File**).

Back of the Maestro Device

Place your device screen-side down and examine the back of the device. Refer to the following picture:

MAESTRO - BACK

| 8. Battery (extended battery shown) | The battery provides power to the Maestro. small rectangle of smooth, dark plastic on the back of the device covers an infrared (IR) device. The IR device allows you to use your Series 5 device as a remote control for electronic equipment like TVs and DVD players (see *Remote Control Features*). |
| 9. Battery Buttons | The battery buttons hold the battery in place. They must be switched to the "outside" position to remove the battery. |

The back of the Maestro also contains the device label. This sticker displays the DynaVox mailing address, phone number and website address. It also includes your device's unique serial number. You will need this number to email or call DynaVox Technical Support department, or if you need to arrange service for your device.

> **Note:** Make sure that you have copied your device's serial number in the space provided in the *Quick Start Guide* that shipped with your device. It is especially important to do this if your device will be mounted on a wheelchair, since the serial number may not be accessible from that position.

Left Side of the Maestro Device

The left side of your device contains a variety of connector ports you can use to connect external hardware with your Series 5 device. Refer to the picture below:

> ⚑ **Note:** The cover on the left side was removed for illustrative purposes, to show the available ports.

MAESTRO - PORTS ON THE LEFT SIDE

10. Charger Port	This port can be used to plug in the DC adapter/charger that was shipped with your Series 5 device.
11. Speaker/ Headphone Jack	The jack with the green speaker logo is a 1/8-inch stereo speaker jack. This port can be used to connect an auditory scanning speaker or headset, or an extra speaker to enhance the output of the device's built-in speakers.
12. Microphone Jack	The jack with the red microphone logo is a microphone port than can be used to connect an external microphone to your Series 5 device.

> ⚠ **Caution:** Never connect any other power adapter to your Series 5 device. Doing so could cause serious damage to your device.

Right Side of the Maestro Device

The right side of your device contains a variety of connector ports you can use to connect external hardware with your Series 5 device. Refer to the picture below:

> **Note:** The cover on the right side was removed for illustrative purposes, to show the available ports.

MAESTRO - PORTS ON THE RIGHT SIDE

13. Switch Jacks (2)	Each of the two switch jacks beside the charger port can be used to plug in switches for scanning access.
14. USB Ports (2)	This square port has two individual USB connectors. These ports enable your Series 5 device to host accessory equipment like the mouse, keyboard and flash drive that were shipped with your device, as well as other USB accessories.

DEVICE CARE AND HANDLING

This section contains information on cleaning and caring for your device, and on carrying and transporting it.

Cleaning Your Device

To clean your Series 5 device, first turn the unit off and then wipe it gently with a damp cloth or soft paper towel. You may dampen the towel with a mild window cleaner to remove fingerprints, food particles and dust.

Do not use tape or stickers on either the touch screen or the plastic case. They are difficult to remove and may damage the device surface. Tape, stickers and other sticky materials can damage the touch screen and interfere with the operation of the device.

Be sure to avoid getting your Series 5 wet. Never submerge it in water (e.g., dishwater). If your unit accidentally gets wet, shut it down immediately and allow it to dry thoroughly. If after 24 hours you find that the device seems to function normally, there is probably no damage. If the device fails to function or behaves abnormally, contact DynaVox Technical Support at 1-800-344-1778 for instructions. You may need to ship the device to DynaVox for repairs.

Handling Your Device

Be careful not to drop the unit. Such treatment is not recommended and can shorten the life of your device.

Do not use a sharp object to make selections on the touch panel, as this can cause damage. If you need to use a pointer to make selections, be sure it has a cushioned tip.

⚠ **Caution:** Never, under any circumstances, disassemble your Series 5 device. Doing so for any reason will void the warranty, and you will be responsible for the cost of any required repairs.

Carrying Your Device

Your Series 5 was shipped with an adjustable carrying strap/handle. The strap attachment points are at the bottom of the left and right sides of your device.

> **Note:** These instrucitons apply to the V and Vmax+ hardware.

To attach the strap to your device:

1. There is a plastic clip a few inches from each end of the carrying strap/handle (one clip is covered by a padded hand grip that closes with velcro). Detach one of these ends from the strap. The strap is now in two pieces, each with a loop of cording at one end.

2. Thread the cording on one piece of the strap under the bar on one of the two strap attachment points on your device.

3. Tuck the other end of the same piece of strap through the loop of cording and pull it completely through. One end of the strap is now attached to the device.

4. Repeat steps 2 and 3 with the second piece of strap on the other strap attachment point on your device.

5. Once both strap pieces are attached to the device, clip both pieces together again.

If you want to use a short handle strap instead of a long shoulder strap:

1. Open the padded hand grip that covers the clip.

2. Detach the long, center piece of the strap from the clips at both ends.

3. Clip the two short ends of the strap together.

4. Fold the padded hand grip around the clip and press the velcro to close it.

Transporting Your Device

If you use your Series 5 device while in a wheelchair, you should have it properly mounted for both communication and transportation purposes. Wheelchair mounting systems are available through DynaVox.

A protective carrying case is also available for transporting your device and its accessories. Consult the DynaVox website at *www.dynavoxtech.com* or your DynaVox sales consultant for more information.

USB ACCESSORIES

All Series 5 devices are shipped with the following USB accessories:

- USB keyboard with USB hub
- USB mouse
- USB flash drive (also called a "USB jump drive")

To use any of the supplied USB accessories, or any USB accessories that you may purchase at a computer electronics retail store (for example, a printer), simply connect the accessory to a USB port on the side of your Series 5 device. Refer to the **Left Side of the V Device**, **Left Side of the Vmax+ Device**, and **Right Side of the Maestro Device** for more information.

> **Note:** The first time you connect a USB accessory to your Series 5 device, there may be a slight delay while your device recognizes the accessory and installs the proper software drivers. (An open Series 5 device may display progress alerts in the lower right corner of the touch screen.)

USB Flash Drives

All Series 5 devices are compatible with most USB flash drives, also known as "USB jump drives." You can use the USB flash drive for the following file sharing activities:

- Sharing files between a Windows computer that is running DynaVox Series 5 software and your Series 5 device, or between two Series 5 devices (see **Chapter 19: Managing Files & Pages**)
- Storing backup copies of your Series 5 users (see **Using the User Manager**)
- Upgrading or restoring the software your Series 5 device (see **Upgrading the Device Software**)

USB FLASH DRIVE

Your Series 5 device provides ports for connecting USB flash drives. Refer to the *Left Side of the V Device*, *Left Side of the Vmax+ Device*, and *Right Side of the Maestro Device* for more information.

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

BATTERY INFORMATION AND CARE

Your Series 5 device is shipped with a battery pack. When fully charged, this battery pack will provide power for the follwing estimated time intervals:

- V: 4 to 4.5 hours
- Vmax+ : 5.25 to 5.75 hours
- Maestro (with slim battery): approximately 3 hours
- Maestro (with extended battery): approximately 8 hours

> **Note:**   These numbers may vary with actual usage.

A DC power adapter/charger was provided with your device and should be used to recharge the battery when the power level becomes low.

> **Note:**   When your Series 5 device is shipped, the battery is not installed. Before you can turn on your Series 5 device, you must install and charge the battery. Refer to ***Install/Replace the Battery (V & Vmax+)*** for more information.

There are various ways to extend the daily runtime of your battery.

- You can use the DC power adapter/charger to connect the device to an electrical outlet while you are using the device (see ***Charge the Battery***).
- You can reduce the amount of light behind the device's screen. Setting the device to maintain a lower screen brightness will use less power (see ***Adjust the Brightness Setting***).
- You can use the backlight timeout feature to dim the touch screen slightly if the device has been inactive for a specific amount of time. This low-power state will extend the runtime of your device battery (see ***Set the Backlight Timeout***).
- You can use the ambient light sensor to automatically adjust the screen brightness to match your surroundings. In environments with lower light, the touch screen will automatically dim to save power (see ***Use the Ambient Light Sensor***).

Your battery pack will need to be replaced when it will no longer maintain a usable power level after being fully charged. It is not necessary to send your entire Series 5 device in to the repair department to replace the battery pack. The battery pack can easily be replaced at home. Replacement batteries are available from DynaVox.

The remainder of this section includes steps for recharging a Series 5 battery and installing a new battery.

•

Install/Replace the Battery (V & Vmax+)

When your Series 5 device is shipped, the battery is not installed. Before you can turn on your Series 5 device, you must install and charge the battery. The following steps walk you through this procedure.

> **Note:** These steps apply to the V and Vmax+ hardware. For instructions on installing/replacing the Maestro battery, refer to ***Install/Replace the Battery (Maestro)***.

You may also follow these steps if you need to replace the battery in your device with a new battery from DynaVox. If the battery in your Series 5 device becomes unable to maintain power after being charged, it could need to be replaced. You can order a replacement battery by contacting DynaVox Technical Support at 1-800-344-1778.

To install (or replace) the battery in your V or Vmax+ device:

1. If you are replacing a battery, turn the device off and, if necessary, disconnect the charger.

2. Lay your device face down on a flat surface, You should be looking at the support leg and the battery door on the back of the device.

3. Extend the support leg to uncover the battery door.

4. Using a screwdriver (or a quarter), loosen the two screws in the battery door by turning them to the left (counter-clockwise). The screws cannot be

removed completely; when they are loose, they will spring up slightly from the battery door.

BATTERY DOOR SCREWS (V)

Battery Door Screws
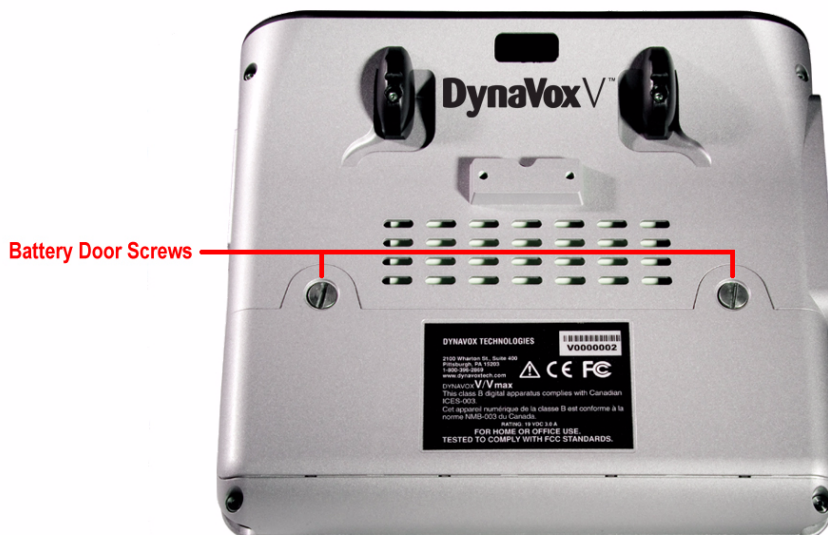
5. Lift the battery door away from the device's case and set it aside.

6. If you are replacing the current battery, lift it out of the battery well and set it aside.

7. Locate the connector slots on the bottom of the battery and the connector in the battery well on the device case. Then, place the battery into the

device case so that the connectors fit together. The battery should lie flat in the battery well.

BATTERY CONNECTOR SLOTS IN DEVICE (V)

8. Replace the battery door and tighten the screws by turning them to the right (clockwise).

Once you have installed (or replaced) the battery, you should be sure to charge your Series 5 device for at least 4 hours before turning it on. To do this, refer to **Charge the Battery**.

Install/Replace the Battery (Maestro)

When your Maestro device is shipped, the battery is not installed. Before you can turn on your Maestro, you must install and charge the battery. The following steps walk you through this procedure.

> **Note:**   These steps apply to the Maestro hardware. For instructions on installing/replacing the V or Vmax+ battery, refer to **Install/Replace the Battery (V & Vmax+)**.

You may also follow these steps if you need to replace the battery in your Maestro with a new battery from DynaVox. If your battery becomes unable to maintain power after being charged, it could need to be replaced. You can order

a replacement battery by contacting DynaVox Technical Support at 1-800-344-1778.

To install (or replace) the battery in your Maestro device:

1. If you are replacing a battery, turn the device off and, if necessary, disconnect the charger.

2. Lay your device face down on a flat surface, You should be looking at the support leg and the battery door on the back of the device.

3. Move the two battery buttons to the "outside" (unlocked) position.

4. Pull down on the battery (away from the speakers), away from the speakers. The battery should come loose.

MAESTRO BOTTOM, WITH NO BATTERY

5. Place the new battery face down, and line up the contacts on the battery with those on the Maestro. Also line up the small vertical lines on the battery with those on either side of the battery well.

6. Slide the battery "up" (towards the front of the Maestro. It should "click" into position.

7. Move the battery buttons on either side of the battery to the "inside" (locked) position.

Once you have installed (or replaced) the battery, you should be sure to charge your Maestro for for at least 2 hours for the slim battery (4 hours for the extended battery) before turning it on. To do this, refer to *Charge the Battery*.

Charge the Battery

When your device's battery begins to run out of power, the low battery icon will appear in the title bar (refer to the picture below). This icon indicates that you should plug in your device to conserve the remaining power. You should recharge the battery **as soon as possible**. The icon will remain until the battery is recharged.

LOW BATTERY ICON IN THE TITLE BAR
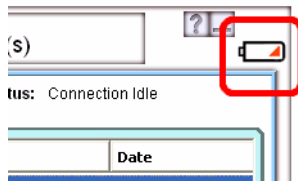
When the battery runs out of power, the device will automatically shut down without any warning. Any unsaved programming will be automatically saved before the device shuts down. You will need to charge the battery before you can turn the device on again.

To charge the device's battery:

1. Connect the power cable to the DC adapter/charger that was shipped with your Series 5 device.

2. With your device turned off, plug the charger jack into the charger port on the side of your device.

> ⚠ **Caution:** Never connect any other power adapter to your Series 5. Doing so could cause serious damage to your device.

3. Plug the adapter into an electrical outlet.

The charging indicator LED above the device's touch screen will light up to indicate that the battery is charging. The list below shows the approximate charge times (for a completely drained battery):

- V: 3 hours
- Vmax+: 4 hours
- Maestro (with slim battery): 2 hours
- Maestro (with extended battery): 4 hours

> 📵 **Note:** These numbers may vary with actual use, and residual charge left in the battery.

4. When the battery is fully charged, the charging indicator LED will go out. You may disconnect the charger jack from the charger port on your device, and unplug the charger from the wall.

> **Note:** You can use the device while it is charging. You cannot overcharge the battery, so do not be concerned about leaving the device plugged in overnight.

Extend the Battery Life

It is possible to extend the daily run time of the device's battery pack by using the backlight timeout feature (see *Set the Backlight Timeout*) or adjusting the touch screen brightness (see *Adjust the Brightness Setting*).

Another way to conserve battery power is to use the DC adapter/charger that was shipped with your device. If you are near an electrical outlet, you can use your Series 5 while it is plugged in.

To use the charger while you are working with your Series 5 device:

1. Connect the power cable to the DC adapter/charger that was shipped with your Series 5 device.

2. Plug the charger jack into the charger port on the left side of your device.

> ⚠ **Caution:** Never connect any other power adapter to your Series 5. Doing so could cause serious damage to your device.

3. Plug the adapter into an electrical outlet. The amber charging indicator LED above the device's touch screen will light up to indicate that the battery is charging.
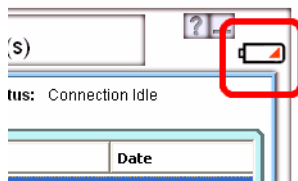
> **Note:** You can use the device while it is charging. Also, you cannot overcharge the battery, so do not be concerned about leaving the device plugged in overnight.

Check Available Battery Power

When the Series 5 device is running low on battery power, the low battery icon will appear in the title bar (refer to the following picture). When this icon

appears, the device should be plugged in and recharged as soon as possible (see *Extend the Battery Life* for more information).

LOW BATTERY ICON IN THE TITLE BAR

Periodically checking the battery power gauge in the *Setup* menu will make it easier to anticipate when the device will need to be recharged.

> **Note:** There are two ways to check the battery power gauge in the Series 5 software. The steps below show how to check it in the *Setup* menu. Refer to *Check the Battery Info Menu* to check the battery gauge from the *System Settings* menu.

To check the level of available battery power:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

   The *Battery* gauge is located along the left side of the *Setup* menu. It indicates the amount of power that is left in the battery. When the *Battery* gauge is full of blue blocks, the battery is fully charged. Refer to the following picture:

BATTERY GAUGE EXAMPLE IN SETUP MENU
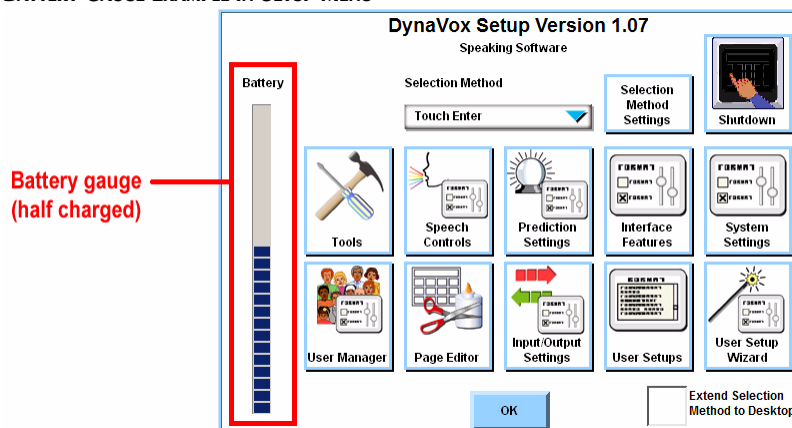
2. When you are finished, select the **OK** button to close the *Setup* menu.

SERIES 5 MAINTENANCE/RESETS

System maintenance is a brief procedure that you may choose to do periodically to keep your Series 5 system running smoothly.

If your device should happen to "lock up" and no longer accepts commands from the touch screen (or whatever external device you are using for selections), it may be necessary to perform a reset.

Use the step-by-step instructions in this section to learn how do complete both of these procedures.

Perform a System Maintenance

Performing a system maintenance optimizes the efficiency of the Series 5 page sets by removing any unnecessary links or information. It is recommended that you perform a system maintenance only if you are noticing performance issues with your Series 5 device.

System maintenance also provides the option to find and remove corrupted pages. This will lengthen the system maintenance process, but will make your Series 5 device operate more efficiently.

To perform a system maintenance on your device:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **System Maintenance** button.

3. Select the **Yes** button to confirm that you would like to continue with the system maintenance. This will take a few minutes.

4. The next window will ask if you want to find and delete corrupt pages. Select **Yes** to add this step to system maintenance (which will also take a few minutes), or select **No** to perform system maintenance without deleting corrupt pages.

5. After the system maintenance is complete, select the **OK** button to close the *Tools* menu.

Perform a Reset

Using the power button to reset a Series 5 device will shut down and restart both the DynaVox Series 5 software and the underlying operating system. This action will be perceived by the software as an improper shutdown and will

automatically end whatever task was active. A reset should only be used when the device is in a locked state.

To reset your device:

1. Select and hold down on the power button on the front of the device for approximately 5 seconds (refer to the picture below). The touch screen will go dark.

> **Note:**   The DynaVox Series 5 software may display a message on the touch screen, asking if you want to turn the device off. Ignore that message and continue to hold the power button down until the device shuts off.

2. After a minute, press the power button again to turn the device back on. The device will restart the operating system and the DynaVox Series 5 software.

When the DynaVox Series 5 software opens, you will be returned to the page that was open when you started the reset process.

UPGRADING THE DEVICE SOFTWARE

From time to time, DynaVox may provide a new version of DynaVox Series 5 software that should be loaded onto your Series 5 device. The new version of software will provide added features or fix system errors.

Upgrades for the DynaVox Series 5 software will be made available in the following ways:

- Posted on the DynaVox website (*www.dynavoxtech.com*) - The DynaVox Series 5 software can download the file over a live Internet connection and upgrade your system software.

- Shipped on CD - You can manually upgrade your device software by copying the upgrade file that was shipped on CD to another file sharing device (with enough storage space).

Refer to the following sections for upgrading instructions that best suit your situation.

Checking the DynaVox Website for Upgrades

As we add new features and correct known issues, DynaVox may periodically release new versions of the DynaVox Series 5 software. The best way to ensure that you receive software upgrades as soon as they become available is to periodically check our website for software upgrade releases.

To check the DynaVox website for upgrades:

1. Log on to **www.dynavoxtech.com**.

2. Select the appropriate region.

3. Select the **Download Center** link on the main menu bar.

4. In the "Please select your device:" list, select **V/Vmax and EyeMax**. The *Downloads for V/Vmax* page will open.

5. Select the **Software Updates** link to display the list of available updates.

6. Select the upgrade link that best suits your region and your V/Vmax device configuration (closed or open).

7. Select **Click Here to fill out the upgrade form**. The software upgrade request form will be presented.

8. Enter your information into the upgrade request form. Items that are in red text with an asterisk (*) are required information. Items that are in black text are not required, but submitting this information will help us learn how to contact you for future upgrade opportunities.

9.   Select the **Submit** button at the bottom of the form.

When your request is received, DynaVox Technical Support will send you a CD that includes the upgrade file, upgrade instructions and release notes to explain the new software features.

Upgrading Over an Active Internet Connection

> **Note:**   Upgrading will not affect your pages, popups or custom files in any way. Even so, it is recommended that you back up the current user on your device before upgrading the software. Refer to ***Back Up the Selected User*** for more information.

If you have an active connection to the Internet, you can easily download an available upgrade file and upgrade the DynaVox Series 5 software running on your Series 5 device.

To upgrade your DynaVox Series 5 software over an active Internet connection:

1.   Connect the power cable to the DC adapter/charger that was shipped with your Series 5 device.

2.   Plug the charger jack into the charger port on the side of your device.

3.   Plug the adapter into an electrical outlet. The amber charging indicator LED above the device's touch screen will light up to indicate that the battery is charging.

4. Select **Main Menu > Setup > System Settings**. The *System Settings* menu will open.

SYSTEM SETTINGS MENU WITH UPGRADE ALERT

If an upgrade file is available, a green checkmark will appear to the right of the *DynaVox Upgrade* button.

📖 **Note:**   If there is no green checkmark next to the *DynaVox Upgrade* button, then there is no upgrade file available. Select the *Cancel* button to close the *System Settings* menu.

📖 **Note:**   If you choose not to download the upgrade file and select the *Cancel* button, the green check mark next to the *DynaVox Upgrade* button will not appear again until a different upgrade file is available. You may still choose to download an upgrade file that you previously declined by selecting the *DynaVox Upgrade* button.

---

5. Select the **DynaVox Upgrade** button.

6. An alert will remind you that upgrading does not affect your custom information, and ask if you want to continue. Select the **Yes** button to continue.

7. An alert will ask if you want to download the upgrade file from the Internet. Select the **Yes** button to continue. Please be patient - it may take several

minutes to download the upgrade file, depending on the speed of your Internet connection.

Once the upgrade file has been completely downloaded, the touch screen will go dark and your device will begin the software upgrade process. This will involve restarting your device at least once.

> **Note:** Do not touch the power button during the software upgrade process. Do not disconnect the power cord or any file sharing devices during the upgrade or restart process.

After a few minutes, your device software will restart.

> **Note:** When your software upgrade is complete, the *Release Notes* package will automatically be opened on your Series 5 device. This package contains a series of pages that highlight and explain the new features available in this software release. You may browse through the *Release Notes* package, or you may choose to return to the page that was open before you began the software upgrade.

You may disconnect the DC adapter/charger cord from the device once the software upgrade is complete.

Upgrading With an Upgrade File on CD

> **Note:** Upgrading will not affect your pages, popups or custom files in any way. Even so, it is recommended that you back up the current user on your device before upgrading the software. Refer to ***Back Up the Selected User*** for more information.

In order to successfully upgrade a dedicated Series 5 device (without an active Internet connection), an upgrade file from DynaVox must be stored on either a USB flash drive (also called a "USB jump drive") or a CD.

> **Note:** If you have an active Internet connection, refer to for upgrade instructions.

When you receive an upgrade CD from DynaVox, you must first use a Windows computer to copy the upgrade file from the CD onto another file sharing device (or use an external CD drive for installation). After that is complete, you can use

the steps below to upgrade the DynaVox Series 5 software on your Series 5 device.

> 🏳 **Note:**   There must be enough available storage space on the file sharing device to hold the upgrade file.

To upgrade your DynaVox Series 5 software with an external file sharing device:

1. Connect the file sharing device that contains the upgrade file to your Series 5 device (the USB ports are on the left side).

2. Select **Main Menu > Setup > System Settings**. The *System Settings* menu will open.

3. Select the **DynaVox Upgrade** button.

4. An alert will remind you that upgrading does not affect your custom information, and ask if you want to continue. Select the **Yes** button to continue.

5. An alert will inform you that it could not establish a connection to the Internet. Select the **Don't Try to Connect** button to continue.

6. An alert will ask if you have an upgrade file. Select the **Yes** button. The *Select File* menu will open.

7. In the left viewport, select the icon that represents the file sharing device that is connected to your Series 5 device. The icon resembles a disk, and it typically has the drive letter *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS
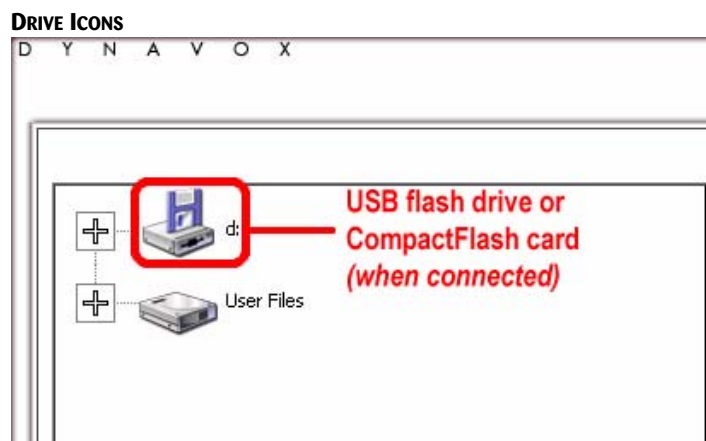
8. Select the name of the upgrade file in the right viewport.

9. Select the **OK** button.

10. An alert will inform you that upgrading will restart your device. Are you sure that you want to continue? Select the **Yes** button.

11. An alert will inform you that your device will reboot twice as part of the upgrade procedure. Select the **OK** button to continue.

    The touch screen will go dark and your device will begin the software upgrade process. This will involve restarting your device two times.

⚒ **Note:**   Do not touch the power button during the software upgrade process. Do not disconnect the power cord or any file sharing devices during the upgrade process.

After a few minutes, your device software will restart.

⚒ **Note:**   When your software upgrade is complete, the *Release Notes* package will automatically be opened on your Series 5 device. This package contains a series of pages that highlight and explain the new features available in this software release. You may browse through the *Release Notes* package, or you may choose to return to the page that was open before you began the software upgrade.

---

12. Once the upgrade is complete, you may disconnect the external file sharing device and the DC adapter/charger from your Series 5 device.

DYNAVOX SERIES 5 SOFTWARE FOR WINDOWS

Your Series 5 device was shipped with a CD that contains the DynaVox Series 5 Page Editing software. This software can be installed on a Windows computer, and then used to design or edit pages for use with the Series 5 devices.

System Requirements

The computer that will run the DynaVox Series 5 software must meet the following minimum requirements:

- Processor - Pentium 3, 1 GHz minimum clock speed
- Operating system - Windows 2000 or newer
- RAM - 128 MB RAM
- Hard drive space - 150 MB free space
- Screen size - 800 x 600 pixels
- CD drive
- USB port

Installing the DynaVox Series 5 Software

DynaVox Series 5 Page Editing Software is one of the most useful programming tools that was included with your V/Vmax purchase. This software is a non-speaking edition of the DynaVox Series 5 software. It can be loaded on Windows computers (2000, XP, Vista, or Windows 7) and used to complement the software on your device.

Pages can easily be shared between the DynaVox Series 5 Page Editing Software and your V/Vmax devices, making it possible for you to do your programming on a computer instead of the device. This is an especially helpful option if the person who does most of the programming is not the person who uses the V/Vmax device. Pages can be modified and created without taking the device away from the person who needs it.

DynaVox Series 5 Page Editing Software can also be useful for individuals who prefer to create and modify pages on a computer instead of on the device. In addition, it provides a convenient place to store backup copies of your user information.

To install the DynaVox Series 5 software on your Windows computer:

1. Place the DynaVox Series 5 Page Editing CD in the CD drive of your Windows computer. It should start automatically.

> **Note:**   If the CD does not start automatically, double-click on the *My Computer* icon on your desktop, and select the CD drive. When you are viewing the files on the CD, double-click on *setup.exe* to launch the installer.

2. Simply follow the instructions in the installer.

When the DynaVox Series 5 Page Editing Software is installed, a *Series 5 Page Editing* icon will be added to your Windows desktop. Double-click on this icon to open the DynaVox Series 5 software.

DynaVox Series 5 software on your Windows computer can be used exactly as the DynaVox Series 5 software on your Series 5 device. (Remember, though, that the Windows software includes no speaking voice.)

Chapter 3:   System Setup

This chapter addresses the various ways that the device software can be customized to meet the needs and preferences of an individual. First, there are seven different selection methods by which an individual can access information on the device. Each of these selection methods can be adjusted and customized to promote optimal speed and efficiency for an individual user.

In addition, each individual user can select his or her own preferences regarding the brightness of the touch screen, the appearance of objects on the touch screen, the use of battery-saving features, the use of password protection and the symbols that are provided for use on communication pages.

Be sure to read through the menu descriptions and step-by-step instructions in this chapter to learn the best practices for customizing your device's basic settings.

USING THE TITLE BAR TOOLS

The presentation of objects on the touch screen can be defined to suit the visual and cognitive needs of an individual user.

Many of the features that affect the appearance and behavior of your Series 5 device can be adjusted in the *Interface Features* menu.
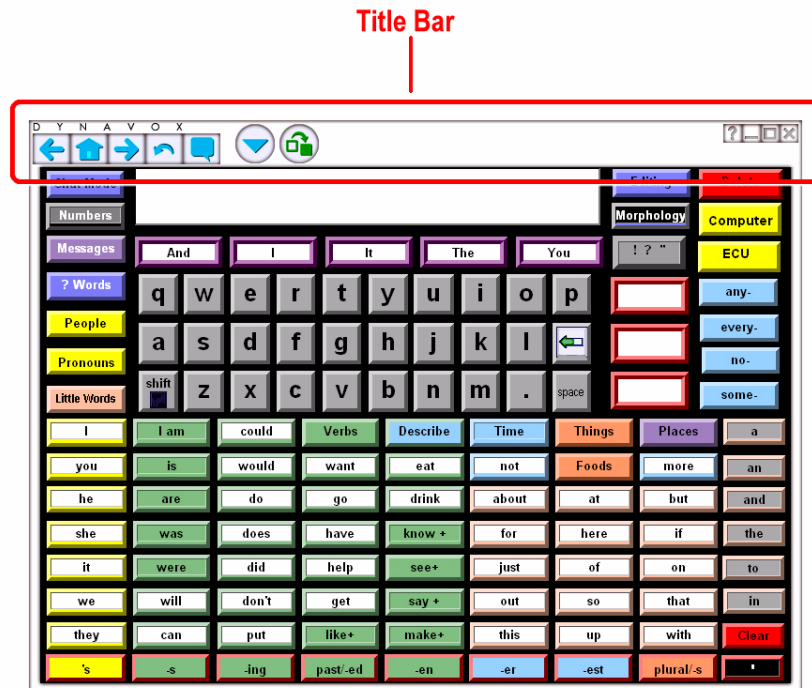
TITLE BAR

The title bar offers the following sets of tools:

Navigation buttons	The navigation buttons enable you to move backwards and forwards through your Page History. You can use the Back and Forward buttons to open pages you have recently opened. You can also use the Home button to open the page you designated as your home page. See **Navigation Buttons** for more information).
Undo button	The Undo button enables you to undo the action that was most recently performed in the Message Window. The software supports multiple levels of undo, so you could reverse many actions (words entered in the Message Window).

My Phrases button	The My Phrases button enables you to quickly access custom phrases, to include in the Message Window or play as stand-alone messages.
Main Menu button	The Main Menu button provides access to all of the different features, menus and commands available in the normal mode operation.
Modify button	The Modify button enables you to quickly and easily customize virtually any element on a page or popup.
Describe button	Selecting this button will display a description of the next screen element that you select.
Minimize button	Selecting this button will minimize the DynaVox Series 5 software window on the touch screen (open Series 5 device only).
Maximize button	Selecting this button will maximize the DynaVox Series 5 software window on the touch screen (open Series 5 device only).
Close button	Selecting this button will close the DynaVox Series 5 software (open Series 5 only). You will have the opportunity to cancel the request and keep the software open.

The following sections offer descriptions of each set of tools in the title bar.

My Phrases Button

The *My Phrases* button enables you to quickly access a list of custom phrases that you have created to use in a variety of situations. Using phrases will reduce the number of keyboard buttons you must select to compose a message. After you have defined your phrases, you can access them at any time by selecting the My Phrases button in the title bar.

MY PHRASES BUTTON
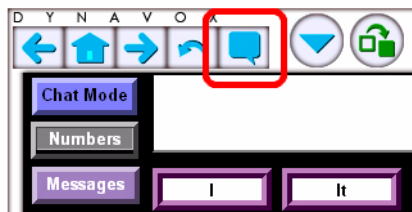
You may also edit or add to your phrases by selecting the Modify button, then selecting the My Phrases button in the title bar (the *My Phrases* menu will

open). For step-by-step instructions on creating and using phrases, refer to ***Creating and Using My Phrases***.

Main Menu Button

The Main Menu button in the title bar enables you to access a variety of tools and menus designed to help you use your DynaVox device. Selecting the Main Menu button will open the first of several menus. Each of the items in this first menu is a drop-down menu itself.

MAIN MENU BUTTON
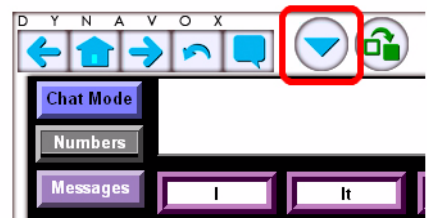
This section provides brief descriptions of the options found in the Main Menu button drop-down menu and subsequent menus. It also provides cross-references to sections that provide more detailed, step-by-step procedures for using the menus and features found in the drop-down menu.

> **Note:** The Main Menu button provides different options when the device is in normal mode as opposed to when the Page Editor is open. For more information on the Main Menu button in the Page Editor, refer to ***About the Page Editor Main Menu Button***.

File Menu

The *File* drop-down menu under the main drop-down menu contains the following options:

Open File (Ctrl+O)	Use this option to open a text file and place it in the Message Window.
Save Message (Ctrl+S)	Use this option to save the contents of the Message Window as a text file. If the text originally came from an existing text file (using the *Open File* option), that file will be updated. Otherwise, you will be prompted to create a new text file.

Save Message As	Use this option to save the contents of the Message Window as a text file. You will be prompted to create a new text file.
Print	Use this option to print the entire screen to a printer.
Print Message	Use this option to print the contents of the Message Window to a printer.

Options that appear in lighter text are not currently available.

> **Note:** Some options show keyboard shortcuts that use the Control (*Ctrl*) key and another key. If a physical keyboard is connected to your device, you can use the keyboard shortcuts to save time. To use these shortcuts, press and hold the *Ctrl* key and then press the appropriate letter key. For a complete list of keyboard shortcuts, refer to **Control Key Shortcuts - Accented Characters**.

Edit Message Menu

The *Edit Message* drop-down menu under the main drop-down menu provides the following options for manipulating your message in the Message Window:

Cut (Ctrl+X)	Select the *Cut* option to remove the selected text from the Message Window and store it on a hidden clipboard. The clipboard text can then be placed (pasted) in a new location.
Copy (Ctrl+C)	Select the *Copy* option to duplicate the selected text from the Message Window and store it on a hidden clipboard. The clipboard text can then be placed (pasted) in a new location.
Paste (Ctrl+V)	Select the *Paste* option to place the text on the hidden clipboard into the Message Window, at the current insertion point.
Clear (Ctrl+N)	Select the *Clear* option to clear the selected text from the Message Window
Start Selection	Select the *Start Selection* option to define the spot in the Message Window where the text selection will begin.
Undo (Ctrl+Z)	Select the *Undo* option to undo the last action that was taken.
Redo (Ctrl+Y)	Select the *Redo* option to redo the last action that was undone with the *Undo* option.

Add to *'My Phrases'*	Select the *Add to My Phrases* option to add the text in the Message Window to your list of phrases in the *My Phrases* menu.

The *Edit Message* option in the drop-down menu is not available (shown in lighter text) when the active communication page does not contain a Message Window.

> **Note:** Some options show keyboard shortcuts that use the Control (*Ctrl*) key and another key. If a physical keyboard is connected to your device, you can use the keyboard shortcuts to save time. To use these shortcuts, press and hold the *Ctrl* key and then press the appropriate letter key. For a complete list of keyboard shortcuts, refer to ***Control Key Shortcuts - Accented Characters***.

Setup Menu

The *Setup* drop-down menu under the main drop-down menu contains the following options:

Setup Menu	Select this option to open the *Setup* menu (click here).
Page Navigator	Select this option to open the *Page Navigator* menu (click here).
Tools Menu	Select this option to open the *Tools* menu (click here).
Speech Controls	Select this option to open the *Speech Controls* menu (click here).
System Settings	Select this option to open the *System Settings* menu (click here).
Window Size	(Open Series 5 and Windows software only) Select this option to choose the window size: *800 x 600* or *1024 x 768*.
Application Manager	(Open Series 5 and Windows software only) Select this option to determine how the DynaVox Series 5 software will transmit input to other Windows applications (click here).
Vocabulary Clipboard	(Open Series 5 and Windows software only) Select this option to open the Vocabulary Clipboard, which enables you to search the system vocabulary for content, and also allows you to pull in content from other Windows applications (click here).

Set Language	(Bilingual Series 5 and Windows software only) Select this option to change the language of the DynaVox Series 5 Software. Note that this will not change the language of the open page set.

Page Editing Menu

The *Page Editing* drop-down menu under the main drop-down menu contains the following options:

Quick Page	Select this option to create a new page using the Quick Page feature (for more information, refer to **Creating New Pages with Quick Page**).
Page Wizard	Select this option to create a new page using the Page Wizard feature (for more information, refer to **Creating New Pages with the Page Wizard**).
Page Editor	Select this option to open the Page Editor (for more information, refer to **Chapter 10: Using the Page Editor**).
Modify Pages	Select this option to choose multiple pages to modify at the same time (for more information, refer to **Modify a Group of Pages using the Main Menu Button**).
Swap Buttons	Select this option to exchange the positions of buttons on the current page (for more information, refer to **Swap Buttons**.
Undo Modify	Select this option to undo the last change that was made using the Modify button.
Redo Modify	Select this option to redo the last change that was undone by the *Undo Modify* option.
Preference Wizard	Select this option to set visual standards for new pages using the Preference Wizard (for more information, refer to **Using the Page Editing Preferences Wizard**).
Page Defaults	Select this option to open the *Page Default Properties* menu (for more information, refer to **About the Page Default Properties Menu**).

Popups Menu

The *Popups* drop-down menu under the main drop-down menu contains the following options:

Minimize Popups	Select this option to minimize all open popups.
Close Popups	Select this option to close all open popups.
Maximize Popups	Select this option to maximize all open popups.
Close top Popup	Select this option to close the popup that is on the "top layer" of the touch screen.
Minimize top Popup	Select this option to minimize the popup that is on the "top layer" of the touch screen.

The *Popups* option in the drop-down menu is not available (shown in lighter text) when there are no active popups on the screen.

Help Menu

The Help menu under the main drop-down menu contains the following options:

Help	Launch the Searchable Help, which provides immediate, topical technical support at your fingertips (refer to ***Searchable Help***).
Tutorials	Display a popup that will contain tutorial content about the DynaVox Series 5 software.
Shortcuts	Open a popup that provides brief descriptions of all of the keyboard and mouse shortcuts available on the DynaVox Series 5 software (refer to ***Using Windows Shortcuts*** for more information).
How To...	Open the *How To...* help, which provides step-by-step instructions on performing common procedures on your Series 5 device (refer to ***On-Device How To Help***).
Tech Support	Select this option to request a live, one-on-one support session with a DynaVox Technical Support representative over an Internet connection through your device (refer to ***Appendix E: Remote Technical Support through your Device*** for more information).
About	Displays the *Version Info* window, providing version information and other technical specifications about your software.

Modify Button

The Modify button enables you to quickly and easily customize the software. You can use the Modify button to define the characteristics of the elements on a page or popup, including the page or popup itself. Select the Modify button and then select any page element to access customization tools specific to the element that you selected.
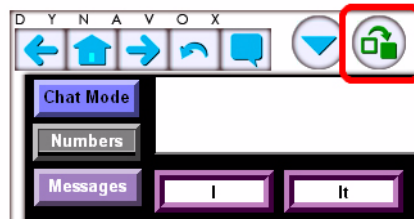
MODIFY BUTTON

For more detailed information on using the Modify button, refer to **Chapter 7: Using the Modify Button**.

For steps-by-step instructions on using the *Interface Features* menu to show or hide the Modify button, refer to **Show/Hide the Modify Button in the Title Bar**.

Describe Button

The Describe button is the button in the top right corner of the title bar with the question mark on it. You can use the Describe button to provide short descriptions of the elements on the touch screen. After you select the Describe button, the title bar prompts you to select the item to be described. Once you select the item, the description is displayed near the item you selected. To close the description, make another selection on the device.

DESCRIBE BUTTON

The Describe button also provides descriptions of buttons in the system menus. Use the Describe button to remind you of the function of a particular button in the *Setup* menu, the *Interface Features* menu or the *Tools* menu, for example.

The Describe button provides dynamic descriptions of most of the elements and buttons found throughout the DynaVox Series 5 software.
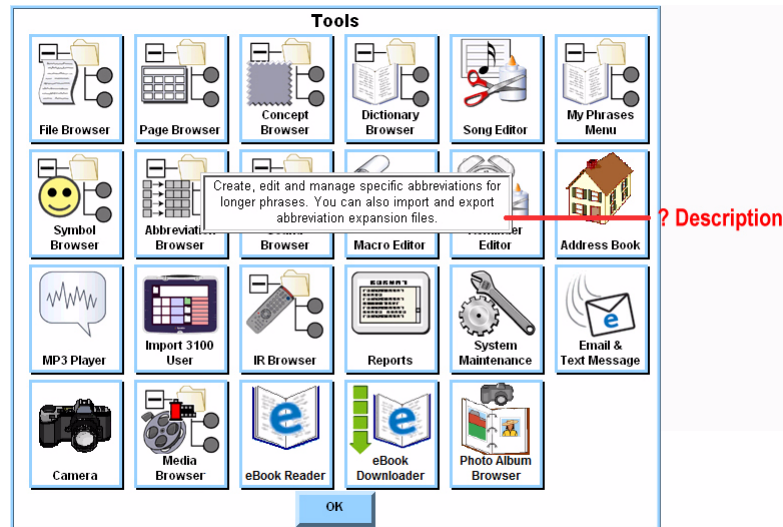
For more information on modifying the Describe button settings, refer to *Define the Describe Button Settings*.

Full-Screen Mode

In order to provide more usable space on the touch screen, you can put your Series 5 in full screen mode. In full screen mode, the title bar across the top of the touch screen is removed from view. The open communication page will cover the entire touch screen. All of the page elements will proportionately increase in size.

To change the display back to regular mode, select the small triangle button in the upper right corner of the screen. The page will return to its normal size, and the Series 5 title bar and border will return.

FULL SCREEN TRIANGLE (UPPER RIGHT CORNER)

For step-by-step instructions on turning full-screen mode on and off, and also for accessing the title bar when in full-screen mode, refer to *Use Full Screen Mode*.

Title Bar Icons

From time to time, you may see one or more icons appearing in the title bar. Refer to the following picture that displays the low battery icon:

TITLE BAR ICON PLACEMENT - EXAMPLE
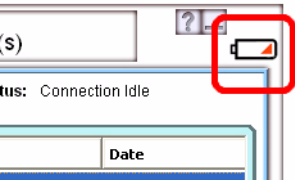
These "alert" icons correspond to the following alerts, and will disappear automatically, as soon as the alert situation is over:

TITLE BAR ALERT ICONS
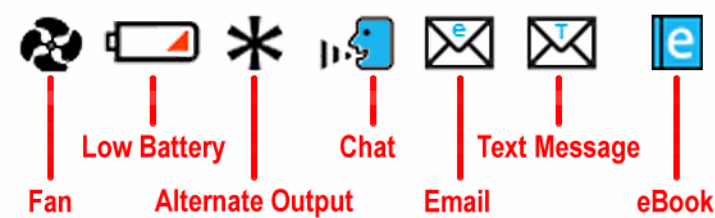
Fan icon	The internal temperature of your device is too high. You should shut the device down as soon as possible and see if anything is blocking the cooling fans.
Battery icon	The battery is almost out of power. You should connect the device to AC power as soon as possible. This will power the device and charge the battery (you may continue to use the device while the battery is charging).
Alternate Output icon	The device is in Alternate Output mode (refer to *Using Alternate Output with AccessIT* for more information).
Chat icon	The device is in Chat mode (refer to *Using Chat Mode*).

Email icon	There is at least one unread email message in your email *Inbox* folder (refer to **Read a Received Email Message** for more information).
Text Message icon	There is at least one unread text message in your text messaging *Inbox* folder (refer to **Speak a Received Email Message** for more information).
eBook icon	The Series 5 software is processing (and preparing to open) an eBook or periodical in the *eBook Reader* menu or an eBook page (refer to **Reading an eBook** for more information).

These "music" icons appear when you are playing music files through a page or a popup. They display the status of the music file that is currently playing (see **Playing Music in the Pages & Popups**):

TITLE BAR MUSIC ICONS

Play icon	The song is currently playing.
Pause icon	The song is paused.
Fast Forward icon	The song is advancing at a speed faster than the regular playing speed.
Rewind icon	The song is moving backwards at a speed faster than the regular playing speed.
Shuffle icon	The song is the playlist will be played in random order.
Repeat 1 Song icon	The current song will be repeated.
Repeat Playlist icon	The entire playlist will be repeated.

> **Note:** Multiple music icons can appear at the same time. The following example shows the Shuffle and Play icons simultaneously, indicating that the shuffle feature is on, and a song is playing.

TITLE BAR MUSIC ICON - EXAMPLE

SETUP MENU & TOOLS MENU

The DynaVox Series 5 software provides you with access to a wide variety of system settings and device functions. These settings and functions are collected into logical groups and displayed on the touch screen in menus. Two of the menus in the DynaVox Series 5 software, the *Setup* menu and the *Tools* menu, serve mainly as portals to a number of other menus.

The following sections provide a brief explanation of these menus, and the subsequent menus and functions they provide access to.

Setup Menu

The *Setup* menu provides easy access to many aspects of the device software that you can customize for your personal use. You can use the *Setup* menu to access the speaking voice settings, selection method settings, various system settings and other helpful tools that are available on your device.
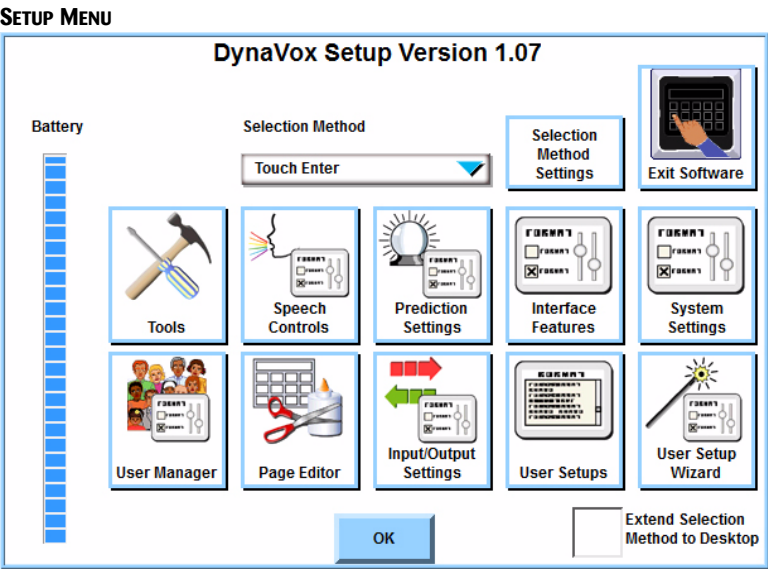
SETUP MENU

The *Setup* menu contains the following controls and buttons:

Battery gauge	This gauge indicates how much power is left in the device battery. For more information about the device battery, refer to **Battery Information and Care**.
Selection Method drop-down menu	Selecting this drop-down menu enables you to choose the selection method for your device. For more information on selection methods, refer to **Setting the Selection Method**.

Selection Method Settings	Selecting this button enables you to customize the settings for the current selection method. For more information, refer to **Setting the Selection Method**.
Shutdown	Selecting this button will provide options for shutting down the software and the device. You will be prompted to confirm the shutdown, in case you select this button by accident. For more information, refer to **Shutdown Options Menu**.
Tools	The *Tools* menu enables you to access many other features and aspects of the device software. For more information, refer to **Tools Menu**.
Speech Controls	The *Speech Controls* menu enables you to choose a speaking voice for the device, and to customize the voice to your liking. For more information, refer to **Modifying Speech Controls**.
Prediction Settings	The *Prediction Settings* menu enables you to activate, deactivate and customize the prediction settings for the device software. For more information, refer to **About Prediction Settings**.
Interface Features	The *Interface Features* menu enables you to customize the appearance and behavior of many of objects that appear on the communication pages. For more information, refer to **Customizing Interface Features**.
System Settings	The *System Settings* menu provides tools for customizing some important features of your device. For more information, refer to **Customizing System Settings**.
User Manager	The *User Manager* menu allows you to save your customized pages, sounds and pictures together in one file (a "user"). You can back up all of your important information in one simple process, and also create and save multiple users on your device. For more information, refer to **Chapter 20: Managing User Data Files**.
Page Editor	Selecting this button will open the Page Editor, enabling you to customize the current page or popup. For more information, refer to **Chapter 10: Using the Page Editor**.

Input/Output Settings	The *Input/Output Settings* menu enables you to configure your Series 5 device to send signals to a computer, and also to function properly with different kinds of external hardware (mouse, printer, etc.). For more information, refer to **Customizing Input/Output Settings**.
User Setups	The *User Setups* menu enables you to collect the customized settings and options you have chosen and store them in a report. The report can then be used to restore the settings, if necessary, at a later date. For more information, refer to **Creating and Using User Setups Reports**.
User Setup Wizard	Selecting this button will open the *User Setup Wizard* window, enabling you to enter personal information that will be used throughout the pages and popups on your device. For more information, refer to **Customizing Content with the User Setup Wizard**.
Extend Selection Method to Desktop	(open Series 5 devices only) The *Extend Selection Method to Desktop* check box enables you to use the same selection method that you are using within the Series 5 software to control the Windows desktop and Windows applications. For more information, refer to **Extending the Series 5 Selection Method to Windows**.
OK	Select the *OK* button to close the *Setup* menu and return to the open communication page or popup.

Shutdown Options Menu

The *Shutdown Options* menu provides several options for shutting down both the DynaVox Series 5 software and the Series 5 device.

To open the *Shutdown Options* menu:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Shutdown** button. The *Shutdown Options* menu will open.

SHUTDOWN OPTIONS MENU - OPEN DEVICE
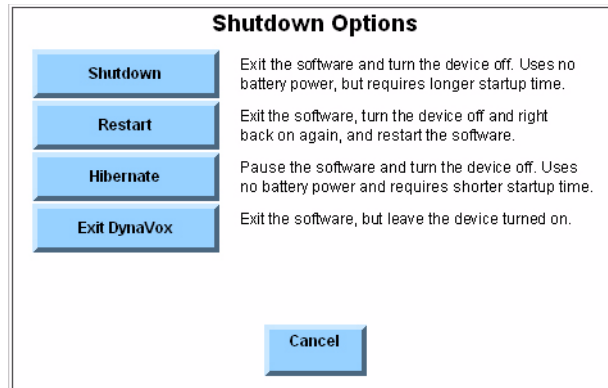
3. Select the button for one of the options listed:

- Select the **Shutdown** button to turn both the software and device off. This option uses no battery power, but requires more time to turn the device on and launch the software.

- Select the **Restart** button to exit the software, turn the device off and right back on again, and then restart the software.

- Select the **Hibernate** button to pause the software and shut the device off. This option uses no battery time and requires less time to launch the software.

- Select the **Exit DynaVox** button to exit the DynaVox Series 5 software but leave the device on.

> **Note:** The *Hibernate* and *Exit DynaVox* options are only available on the open Series 5 device. The dedicated Series 5 device only offers *Shut Down* and *Restart* as shutdown options.

SHUTDOWN MENU - DEDICATED DEVICE
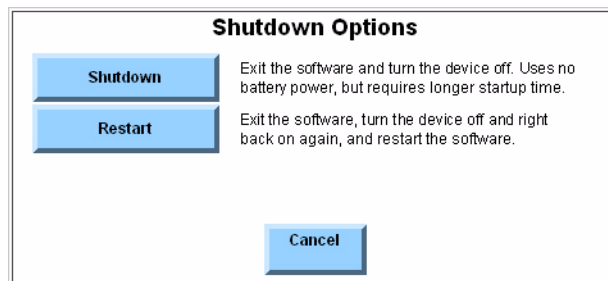
4. A software prompt will ask you to confirm your choice. Select the **Yes** button to continue.

5. The software and device will react according to the choice you made in step 5.

> 🏳 **Note:** The DynaVox Series 5 software will automatically save your current settings before shutting down. However, those settings will not be included in a user backup file until you save the current user (refer to **Save the Current User** for more information).

Tools Menu

The *Tools* menu provides easy access to many aspects of the device software that you can customize for your personal use. You can use the *Tools* menu to access the various rate enhancement components, environmental control features and other powerful and helpful tools that are available on your device.

TOOLS MENU
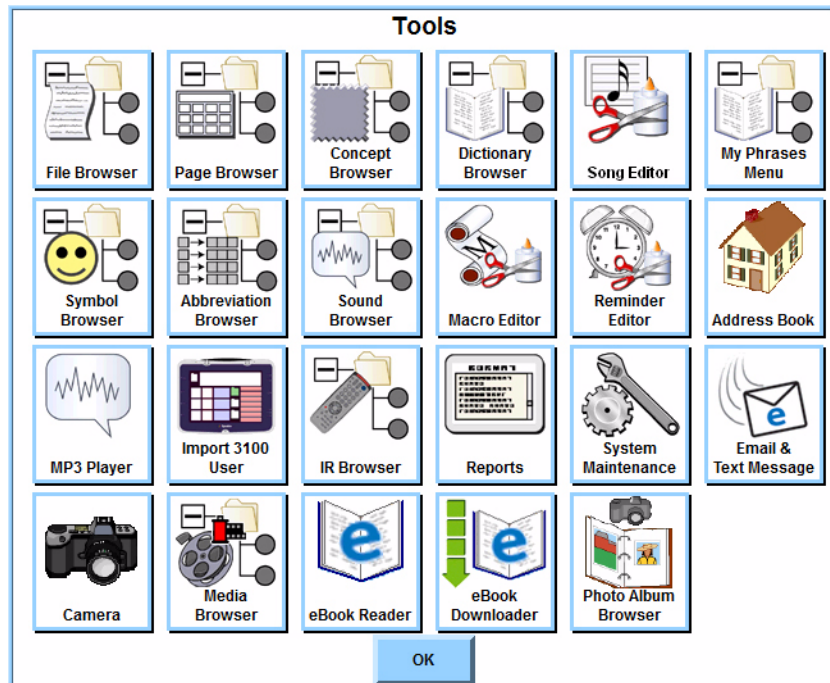
The *Tools* menu contains the following buttons:

File Browser	The *File Browser* menu enables you to organize and access every file on your device, including pages, pictures, sounds and files you have generated through the software (macros, reminders, pronunciation exceptions, etc.). Refer to **Using the File Browser**.

Page Browser	The *Page Browser* enables you to navigate to different communication pages and popups. It also provides tools for copying, pasting, renaming and deleting pages. Refer to ***Using the Page Browser***.
Concept Browser	The *Concept Browser* menu enables you to organize the symbols, dictionary entries and phrases on your device by category, making them easier to find during searches. Refer to ***Creating and Using Concepts***.
Dictionary Browser	The *Dictionary Browser* menu enables you to customize and manage the built-in vocabulary database, so that words you use frequently will be predicted faster by the rate enhancement tools. Refer to ***Creating and Using Dictionary Entries***
Song Editor	The *Song Editor* enables you to compose, edit and save original songs with your device. Refer to ***Create and Modify Songs***.
My Phrases Menu	The *My Phrases* menu enables you to create and edit a custom list of phrases that will be available at all times. Refer to ***Creating and Using My Phrases***.
Symbol Browser	The *Symbol Browser* menu enables you to organize and effectively search through the visual symbols loaded onto your device. For more information on the *Symbol Browser* menu, refer to ***Chapter 9: Working with Symbol Sets***.
Abbreviation Browser	The *Abbreviation Browser* menu enables you to create, edit and manage specific abbreviations for longer phrases. Refer to ***Creating and Using Abbreviations***.
Sound Browser	The *Sound Browser* menu enables you to record, edit and manage the custom digitized sounds you create yourself on your device. Refer to ***Creating and Modifying Sounds***.
Macro Editor	The *Macro Editor* menu enables you to create and edit macros (a series of functions grouped together as one large function). Refer to ***Using Macros to Automate Tasks***.
Reminder Editor	You can program your device to use reminders (text, sound or both) to alert you about important events in your daily schedule. The *Reminder Editor* menu enables you to create, modify, enable and disable these reminders. Refer to ***Using Personal Reminders***.

Address Book	The Address Book enables you to store contact information for family, friends, teachers, clinicians, etc. You may enter street address, telephone numbers, email addresses and even pictures for those people in your Address Book. Data stored in the Address Book is also used when sending or receiving email or text messages. Refer to ***Using the Address Book***.
MP3 Player	Your device can be used to play MP3 audio files. Refer to ***Using the MP3 Player***.
Import 3100 User	Your device allows you to import pages and popups that you may have customized on a DynaVox/DynaMyte 3100 device. Refer to ***Appendix C: Importing Content from Other Devices***.
IR Browser	The *IR Browser* menu enables you to program your device to act as a remote control for commercial appliances, such as televisions and DVD players. Refer to ***Remote Control Features***.
Reports	The *Reports* menu enables you to compile data on your personal device settings, as well as other aspects of your device use (custom vocabulary, abbreviations, etc.). Refer to ***Creating and Printing Other Reports***.
System Maintenance	Performing system maintenance on your device will optimize the efficiency of your page sets. For more information on system maintenance, refer to ***Perform a System Maintenance***.
Email & Text Message	The *Email & Text Message* menu enables you to send and receive email and text messages through your Series 5 device. Refer to ***Chapter 15: Email & Text Messaging***.
Camera	The *Camera* menu enables you to capture pictures with a connected web camera. These pictures can be used as page or popup backgrounds, or as custom symbols on your Series 5 device. Refer to ***Capturing Photos with a Webcam***.
Media Browser	The *Media Browser* menu enables you to search through the pictures and video files that are stored on your Series 5 device. You may view them in the *Media Browser* menu or at full screen size. Refer to ***Using the Media Browser***.

eBook Reader	The *eBook Reader* menu enables you to easily and quickly open and read your eBooks using your preferred selection method. Refer to ***Using the eBook Reader Menu***.
eBook Downloader	The *eBook Downloader* menu allows you to browse the *Bookshare.org* online library and download eBooks and periodicals. Refer to ***Downloading eBooks***.
Photo Album Browser	The *Photo Album Browser* menu enables you organize, search through, and manipulate pictures you have taken with a digital camera and stored on your Series 5 device. Refer to ***Working With Photo Albums***.
OK	Select the *OK* button to close the *Tools* menu.

SETTING THE SELECTION METHOD

Since the DynaVox Series 5 devices are designed to meet the varied physical and cognitive needs of many individuals, both the Vmax and the V offer several different ways to access information and send input to the device. Each of these unique selection methods can be customized to suit the specific needs and goals of an individual.

In addition to making selections by pressing the touch screen, individuals can access Series 5 devices through scanning, joysticks, audio touch, mouse pause, Morse code, and eye tracking (with the EyeMax accessory). Each of these selection methods can be activated in the *Selection Method* drop-down menu that is at the top of the *Setup* menu. Once a selection method has been chosen, it can be customized by choosing the *Selection Method Settings* button (also in the *Setup* menu). Since each selection method has its own unique attributes, a different settings menu will be presented for each one.

SELECTION METHODS MENU AND SETTINGS
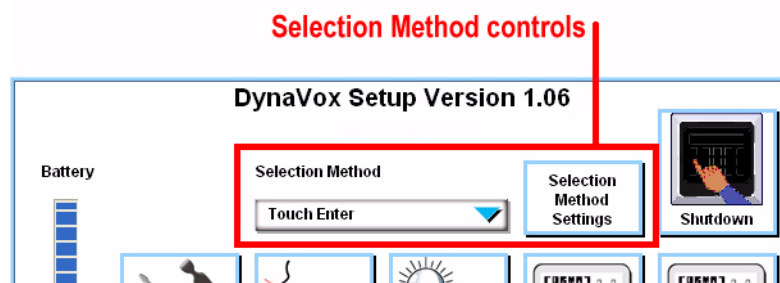
The following sections offer a brief explanation of each selection method. Step-by-step instructions for selecting and customizing each selection method are also provided.

Touch Enter Selection Method

The Touch Enter selection method relies on the device's touch screen. The individual using the device selects each item on the touch screen by physically touching it with a finger or a pointing device, or by selecting it with a mouse click. This is direct selection. With Touch Enter direct selection, the selected object is activated as soon as the touch is initiated. This selection method is ideal for individuals who have the fine motor skills and visual/cognitive abilities that are needed to recognize and select vocabulary items or symbols.

Touch enter is the default selection method for DynaVox Series 5 devices, so it is automatically active in new devices. If your device's selection method has been changed, use these steps to return to the Touch Enter selection method:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Selection Method** drop-down menu and choose the **Touch Enter** selection method.

3. Select the **Selection Method Settings** button. The *Touch Enter Settings* menu will open.

TOUCH ENTER SETTINGS MENU
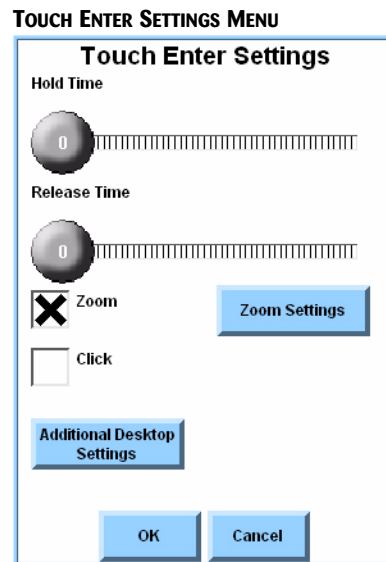
4. Customize the behavior of the selection method by adjusting the two sliders:

Hold Time	The *Hold Time* slider defines the amount of time a user must maintain contact with an item on the touch screen for the item to be selected. Select the slider thumb and drag it to the right to increase the hold time, or drag it to the left to decrease the hold time.
Release Time	The *Release Time* slider defines a window of time after the screen is touched when the device will not accept a new selection. This can help prevent accidental selections. The release time starts when contact to the screen is removed. If contact is made with the screen before the release time window ends, the clock will start over again. Select the slider thumb and drag it to the right to increase the required release time, or drag it to the left to decrease the release time.

> **Note:** If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

5. Select the **Zoom** check box if you want the device to zoom in on an area of the touch screen whenever a selection is made. Otherwise, make sure the *Zoom* check box is not selected.

   a. If you enable the *Zoom* check box, the *Zoom Settings* button will be enabled. Select the **Zoom Settings** button to customize the style and behaviors of the zoom function. Continue with ***Modify Zoom Settings***. Then return here.

6. Select the **Click** check box if you want the device to make an audible sound when you select a page element (button, tab control, Message Window, etc.). Otherwise, make sure the *Click* check box is not selected.

> **Note:** If you are using an open Series 5 device, you may select the *Additional Desktop Settings* button to define the settings used when this selection method is extended to the Windows desktop. Refer to ***Additional Desktop Settings for Selection Methods (Touch)*** for more information.

7. Select the **OK** button to save the settings and close the *Touch Settings* menu.

8. Select the **OK** button to close the *Setup* menu.

Touch Exit Selection Method

This direct selection method is similar to Touch Enter, but the Touch Exit option means that a selected object is activated when the selection is released. This method allows the user to maintain contact with the touch screen without accidentally making a selection. This means that the user may slide a finger or a pointer across the touch screen, or hold down on a mouse button while moving the cursor. A selection will not be made until the finger or pointer lifts off the touch screen, or when the mouse button is released. This makes the Touch Exit selection method ideal for a person who may find it easier drag a finger or a pointer across the touch screen while moving from selection to selection.

To activate and customize the Touch Exit selection method:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Selection Method** drop-down menu and choose the **Touch Exit** selection method.

3. Select the **Selection Method Settings** button. The *Touch Exit Settings* menu will open.

TOUCH EXIT SETTINGS MENU

4. Customize the behavior of the selection method by adjusting the two sliders:

Hold Time	Use the *Hold Time* slider to define the amount of time a user must maintain contact with an item on the touch screen for the item to be selected. Select the slider thumb and drag it to the right to increase the required hold time, or drag it to the left to decrease the required hold time.
Release Time	Use the *Release Time* slider to define the amount of time that lapses between the removal of contact from the touch screen and the item's selection. Once the release time elapses with no screen contact, the item will be selected. Select the slider thumb and drag it to the right to increase the required release time, or drag it to the left to decrease the required release time.

> **Note:** If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

5. Select the **Zoom** check box if you want the device to zoom in on an area of the touch screen whenever a selection is made. Otherwise, make sure the *Zoom* check box is not selected.

  a. If you enable the *Zoom* check box, the *Zoom Settings* button will be enabled. Select the **Zoom Settings** button to customize the style and behaviors of the zoom function. Continue with ***Modify Zoom Settings***. Then return here.

6. Select the **Highlight Target** check box if you want the device to highlight the area of the touch screen that is being selected. Otherwise, make sure the *Highlight Target* check box is not selected.

  a. If you enable the *Highlight Target* check box, the *Highlight Rules* button will be enabled. Select the **Highlight Rules** button to customize the

style and appearance of the screen highlight. Continue with ***Modify Highlight Rules Settings***. Then return here.

> 🏳 **Note:** If you are using an open Series 5 device, you may select the *Additional Desktop Settings* button to define the settings used when this selection method is extended to the Windows desktop. Refer to ***Additional Desktop Settings for Selection Methods (Touch)*** for more information.

7. Select the **OK** button to save the settings and close the *Touch Settings* menu.

8. Select the **OK** button to close the *Setup* menu.

Scanning Selection Method
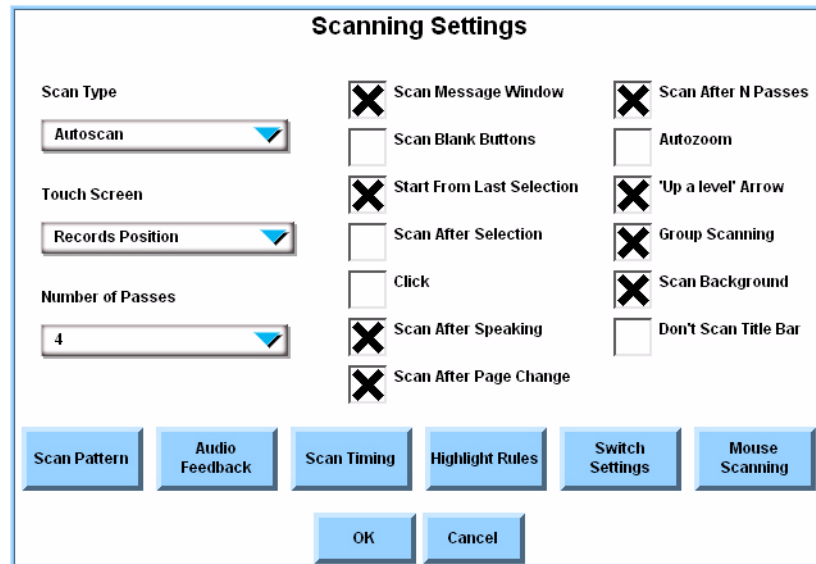
Scanning is intended for individuals whose motor skills may prevent them from effectively using direct selection. When Scanning is the active selection method, the DynaVox Series 5 software will highlight objects on the Series 5 screen in a specific pattern. The person who is using the device will use a switch or other device to make a selection when the desired item is highlighted.

Scanning selection includes two primary methods: visual scanning and auditory scanning. Individuals who use visual scanning must be able to identify the moving highlight and visually identify items on the touch screen. Auditory scanning is an ideal selection method for individuals whose visual abilities do not allow them to visually identify choices on the screen. When auditory scanning is being used, the Series 5 device will speak cues for the choices as they are highlighted. The person using the device makes a selection upon hearing the desired choice. Auditory scanning can also work well for individuals who can see the touch screen but would benefit from an auditory reinforcement of their vocabulary choices.

To activate and customize the Scanning selection method:

1. Select **Main Menu > Setup > Setup Menu** in the second drop-down menu. The *Setup* menu will open.

2. Select the **Selection Method** drop-down menu and choose the **Scanning** selection method.

3. Select the **Selection Method Settings** button. The *Scanning Settings* menu will open.

SCANNING SETTINGS MENU

4. Select the **Scan Type** drop-down menu and then select one of the available options:

Autoscan	When the autoscan feature is in use, the movement of the scanning highlight begins automatically after you select the switch.
1 Switch	The one-switch scanning option requires the connection of a single switch to the first switch port on the device. The user selects the switch to advance the highlight (each selection advances the highlight by one interval). To select the highlighted object, the user will select the switch and maintain the selection for a brief time.
1 Switch Dwell	When the one-switch dwell scanning option is active, the user selects the switch to advance the highlight (each selection advances the highlight by one interval) and then pauses to select an item.
2 Switch	The two-switch scanning option requires two switches connected to the device. One switch is used to start the movement of the scan highlight. The second switch is used to make selections.

Inverse	An individual using inverse scanning will hold down a switch to move the scanning highlight across the screen. When the individual releases the switch, the highlighted object will be selected.

5. Select the **Touch Screen** drop-down menu and then select one of the available options:

Is a Switch	A physical selection on the touch screen can be used to start the movement of the scanning highlight or to select a highlighted item. When this option is used with either *1 Switch* or *2 Switch* selected in the *Scan Type* drop-down menu, the touch screen acts as the first switch (If the scan type is set to 2 Switch, a physical switch must still be connected to the first switch port on the device).
Records Position	A physical selection on the touch screen will override the position of the scanning highlight and make a selection. This option may be useful for an individual who is learning to use the system.
Is Disabled	The DynaVox Series 5 software disregards physical selections on the touch screen.

6. Select the **Number of Passes** drop-down menu and then select one of the available options. The device can be set to scan infinitely or to stop scanning if no selection has been made after the touch screen has been scanned a set number of times.

> **Note:**   If you want the device to stop scanning if a selection has not been made after a certain number of passes, you must make sure that the *Scan After N Passes* check box is cleared in step 15.

7. To include the Message Window in the scan pattern, select the **Scan Message Window** check box.

8. To include blank buttons in the scan pattern, select the **Scan Blank Buttons** check box.

9. When a selection is made, scanning can start again at the location of the selection or it can start again at the top of the page. To restart scanning where the selection was made, select the **Start from Last Selection** check box. To restart scanning at the top of the page, make sure the check box is not selected.

10. To automatically resume scanning after a selection is made, select the **Scan After Selection** check box. If the scan pattern should wait for a cue to start again, make sure the check box is not selected.

11. To hear a audible click whenever the scanning highlight moves from one group or object to another, select the **Click** check box.

12. To automatically resume scanning after speaking the message in the Message Window, select the **Scan After Speaking** check box. If the scan pattern should wait for a selection before it starts again, make sure this check box is not selected.

> **Note:** In order for *Scan After Speaking* to work, the *Scan After Selection* check box must also be checked in step 12.

13. To automatically start the scan pattern immediately upon changing to a new page, select the **Scan After Page Change** check box. If the scan pattern should wait for a selection before it starts again, make sure this check box is not selected.

14. To continue scanning when no selection is made after the active scanning area has been scanned a certain number of times, select the **Scan After N Passes** check box. When this check box is selected, the device will continue scanning after the number of passes that is set in the *Number of Passes* drop-down menu. When this check box is not selected, the scan pattern will stop after completing the number of scan passes that is set in the *Number of Passes* drop-down menu.

15. To automatically increase the size of each object as it is scanned, select the **Zoom** check box. Otherwise, make sure the check box is not selected.

16. The 'up a level' arrow can be used to move the scanning highlight back one level. For example, if Row/Column scanning is in use, and the scan pattern is scanning the individual buttons in a row, selecting the 'up a level' arrow would move the highlight back to scanning row by row. To have the 'up a level' arrow presented when you are scanning, select the **'Up a Level' Arrow** check box. Otherwise, make sure the check box is not selected.

17. To activate the group scanning feature so you can use your own customized scan pattern, select the **Group Scanning** check box. Otherwise, make sure the check box is not selected.

> **Note:** Step-by-step instructions for setting up a group scanning pattern are available in ***Customizing Scanning***.

18. If the **Scan Background** check box is selected, and a popup is open in the foreground, then buttons and other objects that are completely visible in the background will be available for selection.

> **Note:** If the *Scan Background* check box is selected, any buttons or objects in the background that are even partially obstructed (covered) by the popup in the foreground will not be available for selection.

19. If you select the **Don't Scan Title Bar** check box, the title bar will be excluded from the scanning pattern.

> **Note:** Even if the *Don't Scan Title Bar* check box is selected, the Main Menu button will still respond to direct selection. This gives caregivers access to the system menus.

20. To change the scanning pattern, select the **Scan Pattern** button (the *Scan Pattern* menu will open) and complete the rest of this step:

SCAN PATTERN MENU

a. Select the drop-down menu at the top of the *Scan Pattern* menu and choose one of the available scan pattern options:

> **Note:** The two grids below the *Scan Pattern* drop-down menu will illustrate the behavior of the selected scan pattern.

Row/Column	The *Row/Column* scan pattern highlights each row individually. When a row is selected, the highlight moves from left to right across the buttons in the row.
Column/Row	The *Column/Row* scan pattern highlights each column individually. When a column is selected, the highlight moves from top to bottom over the buttons in the column.
Left/Right	The *Left/Right* scan pattern highlights the left and right halves of the touch screen. When one section is selected, the scan highlights the columns in the selected half. Once a column is chosen, the highlight moves from top to bottom over the buttons in the column.
Left/Center/ Right	The *Left/Center/Right* scan pattern highlights the far left, center and far right thirds of the touch screen. When one section is selected, the scan highlights the columns in the selected third of the touch screen. Once a column is chosen, the highlight moves from top to bottom over the buttons in the column.
Six Zones	The *Six Zones* scan pattern highlights six screen areas in a set order. When one section is selected, the scan highlights the rows in the selected area of the touch screen. Once a row is chosen, the highlight moves from left to right across the buttons in the row.
Linear	The *Linear* scan pattern highlights each row on the touch screen button by button. This scan pattern moves from top to bottom and from left to right.
Top/Bottom	The *Top/Bottom* scan pattern highlights the top and bottom halves of the touch screen. When one section is selected, the scan highlights the rows in the selected half. Once a row is chosen, the highlight moves from left to right across the buttons in the row.

The drop-down menu will close and display the selected option.

b. Select the **OK** button to close the *Scan Pattern* menu.

21. To adjust the audio feedback, select the **Audio Feedback** button (the *Audio Feedback* menu will open). Continue with ***Activate and Customize Audio Feedback***. Then return here.

22. Select the **Scan Timing** button. The *Scan Timing* menu will open. Complete the rest of this step.

SCAN TIMING MENU

a. Customize the scan timing by adjusting the sliders in this menu:

Scan Speed   Use the *Scan Speed* slider to determine the
                         speed at which the scanning highlight will move.
                         Select the slider thumb and drag it to the right to
                         speed up the scan pattern speed, or drag it to the
                         left to slow down the scan pattern speed.

> **Note:** The Scan Speed slider provides a slower range of
> scanning for users who require a longer period of time
> between each highlight. The slowest speed selections and
> their times (in seconds) are listed below:
>
> - slider value 0 = 10 seconds
> - slider value 1= 9 seconds
> - slider value 2 = 8 seconds
> - slider value 3 = 7 seconds

Delay when   Use the *Delay when Changing Levels* slider to
Changing Levels   adjust the amount of time the device will pause
                         between scanning two levels (for example,
                         between scanning rows and scanning the buttons
                         in a selected row). Select the slider thumb and
                         drag it to the right to make the pause longer, or
                         drag it to the left to make the pause shorter.

Hold Time   Use the *Hold Time* slider to determine how long a
                         switch must be activated to make a selection.
                         Select the slider thumb and drag it to the right to
                         increase the hold down time, or drag it to the left
                         to decrease the hold down time.

Release Time   Use the *Release Time* slider to define the window
                         of time after an item is selected before the device
                         will accept a command to advance the scan
                         highlight. The release time starts when contact is
                         released from either switch. If a switch is
                         selected before the release time window ends,
                         the clock will start over again. Select the slider
                         thumb and drag it to the right to lengthen the time
                         between the release of the switch and the start of
                         scanning, or drag it to the left to reduce the
                         release time. This works with the 1 Switch, 1
                         Switch Dwell and 2 Switch scanning types.

1-Switch Pause Time   Use the *1-Switch Pause Time* slider to specify the length of time a user must maintain contact with the switch to select an object when one-switch scanning is being used. Select the slider thumb and drag it to the right to increase the activation time, or drag it to the left to decrease the activation time.

> **Note:**   If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

b. Select the **OK** button to save the settings and close the *Scan Timing* menu.

23. Select the **Highlight Rules** button to customize the style and appearance of the scanning highlight. Continue with ***Modify Highlight Rules Settings***. Then return here.

24. If you want to define the keyboard keys that will provide switch inputs, select the **Switch Settings** button (the *Switch Settings* menu will open) and complete the rest of this step:

> 🏳 **Note:** This menu is primarily for individuals who use the DynaVox Series 5 Software on a Windows computer. These settings can also be used by SLPs to test pages that they have designed for patients that use the Scanning selection method.

SWITCH SETTINGS MENU

Switch Settings

You can set two keys on your keyboard to appear as if they were switches.
(If you have real switches connected, they will also work as they usually do.)

Left Arrow ▼	Right Arrow ▼
acts as Switch 1	acts as Switch 2

OK   Cancel

a. Select the **Acts as Switch 1** drop-down menu and then select the key that you want to act as switch 1. Use the scroll bar to view all of the available options. The drop-down menu will close and display the selected option.

b. Select the **Acts as Switch 2** drop-down menu and then select the key that you want to act as switch 2. Use the scroll bar to view all of the available options. The drop-down menu will close and display the selected option.

> 🏳 **Note:** You cannot use the same keyboard key to represent both switches.

c. Select the **OK** button to close the *Switch Settings* menu.

25. If you have an open Series 5 device, select the **Mouse Scanning** button to customize the style, speed and appearance of the scanning highlight

used in the Mouse Scanning selection method (refer to ***Adjusting the Mouse Scanning Settings***).

🏳 **Note:**   The Mouse Scanning selection method is only available on open Series 5 devices, and is used to scan the Windows desktop from an onscreen keyboard. Refer to ***Using Mouse Scanning on the Windows Desktop*** for more information.

---

26. Select the **OK** button to save the settings and close the *Scanning Settings* menu.

27. Select the **OK** button to close the *Setup* menu.

Joystick Selection Method

The Joystick selection method is a form of direct selection that lets an individual use a joystick to move a highlight across the touch screen, highlighting each item individually. When the desired item is highlighted, the joystick or a secondary switch is used to make the selection. This selection method may be a good fit for individuals whose motor skills do not allow them to successfully use the Touch Enter or Touch Exit selection methods, but who can effectively use a joystick to direct the movement of the highlight to the desired location. Direct selection through a joystick will allow for quicker spontaneous message composition than the Scanning selection method. Since auditory cues can be used with the Joystick selection method, this method is also applicable to individuals who may have difficulty seeing items on the touch screen, or to individuals who would benefit from auditory reinforcement of their selections.

🏳 **Note:**   The Joystick selection method for Series 5 devices will work with USB joysticks that can be purchased at any computer supply store. "Switch type" joysticks that can be connected to the DynaVox devices with the help of a serial-to-USB adapter may also be used. This type of switch joystick is available through DynaVox Technologies.

To activate and customize the Joystick selection method:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Selection Method** drop-down menu and choose the **Joystick** selection method.

3. Select the **Selection Method Settings** button. The *Joystick Settings* menu will open.

JOYSTICK SETTINGS MENU
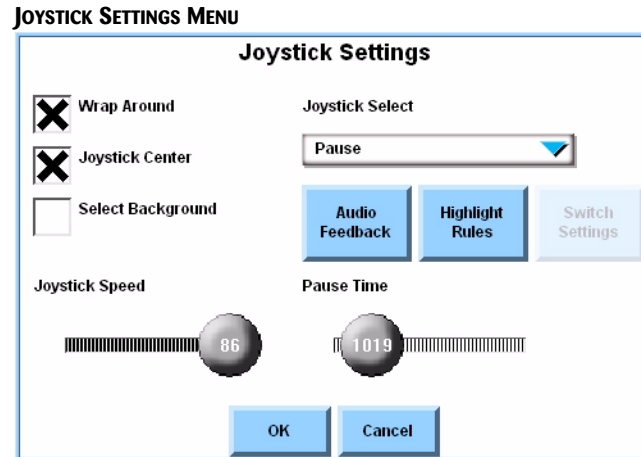
4. Select the **Wrap Around** check box to automatically send the highlight back to the beginning of a row of buttons when it reaches the end of a row. Otherwise, make sure the check box is not selected.

5. Select the **Joystick Center** check box to return the highlight to the center of the touch screen after a selection is made. If you want the highlight to remain where the selection was made, make sure the check box is deselected.

6. If the **Select Background** check box is selected, and a popup is open in the foreground, then buttons and other objects that are completely visible in the background will be available for selection.

> **Note:** If this check box is selected, any buttons or objects in the background that are even partially obstructed (covered) by the popup in the foreground will not be available for selection.

7. Select the **Joystick Select** drop-down menu and choose one of the three available settings:

Fire	Use a Fire button on the joystick to select the highlighted item on the touch screen.
Pause	Select the highlighted item on the touch screen by stopping the movement of the highlight for a specified amount of time. The amount of time the highlight must pause is determined by the *Pause Time* slider in step 14.

External Switch   Select the highlighted item on the touch screen when an external switch (separate from the joystick) is activated.

8. If you want to use audio feedback, select the **Audio Feedback** button (the *Audio Feedback* menu will open). Continue with ***Activate and Customize Audio Feedback***. Then return here.

9. Select the **Highlight Rules** button to customize the style and appearance of the screen highlight. Continue with ***Modify Highlight Rules Settings***. Then return here.

10. If you have the *Joystick Select* drop-down menu set to *External Switch*, and you want to define the keyboard keys that will provide switch inputs, select the **Switch Settings** button (the *Switch Settings* menu will open) and complete the rest of this step.

> **Note:**   This menu is primarily for individuals who use the DynaVox Series 5 Software on a Windows computer. These settings can also be used by SLPs to test pages that they have designed for patients that use the Scanning selection method.

SWITCH SETTINGS MENU

a. Select the **Acts as Switch 1** drop-down menu and then select the key that you want to act as switch 1. Use the scroll bar to view all of the available options. The drop-down menu will close and display the selected option.

b. Select the **Acts as Switch 2** drop-down menu and then select the key that you want to act as switch 2. Use the scroll bar to view all of the

available options. The drop-down menu will close and display the selected option.

> **Note:** You cannot use the same keyboard key to represent both switches.

   c. Select the **OK** button to close the *Switch Settings* menu.

11. Use the **Joystick Speed** slider to adjust the speed at which the highlight will move across the touch screen. Select the slider thumb and drag it to the right to increase the speed, or drag it to the left to decrease the speed.

12. If you have set the *Joystick Select* menu to *Pause*, use the **Pause Time** slider to determine the length of time the highlight must pause to make a selection. Select the slider thumb and drag it to the right to increase the pause time, or drag it to the left to decrease the pause time.

> **Note:** If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

13. Select the **OK** button to save the settings and close the *Joystick Settings* menu.

14. Select the **OK** button to close the *Setup* menu.

> **Note:** When Joystick is the active selection method, if you want to close a drop-down menu without selection any of the options in the menu, move the joystick to the left.

Audio Touch Selection Method

The Audio Touch selection method combines the speed of direct selection with the auditory cues that are typically associated with scanning. When Audio Touch is the active selection method, the individual using the DynaVox device makes selections by touching the touch screen. As the individual drags a finger (or a stylus, pointer or other means of contact) across the touch screen, the device will speak the options that are being passed.

This selection method is very effective for individuals who have the motor skills to use a touch panel or a computer mouse, but who also have limited vision and need to rely on auditory cues to make selections. Audio touch can also be successfully applied by individuals who have the visual ability to use the Touch Enter or Touch Exit selection methods, but who would benefit from an auditory reinforcement of their vocabulary choices.

To activate and customize the Audio Touch selection method:

1. Select **Main Menu > Setup > Setup Menu** in the second drop-down menu. The *Setup* menu will open.

2. Select the **Selection Method** drop-down menu and choose the **Audio Touch** selection method.

3. Select the **Selection Method Settings** button. The *Audio Touch Settings* menu will open.

AUDIO TOUCH SETTINGS MENU

4. Customize the hold time and release time by adjusting the two sliders at the top of the menu:

Hold Time   Use the *Hold Time* slider to define the amount of time a user must maintain contact with an item on the touch screen for the item to be selected. Select the slider thumb and drag it to the right to increase the hold time, or drag it to the left to decrease the hold time.

Release Time   The *Release Time* slider defines a window of time after the screen is touched when the device will not accept a new selection. This can help prevent accidental selections. The release time starts when contact to the screen is removed. If contact is made with the screen before the release time window ends, the clock will start over again. Select the slider thumb and drag it to the right to increase the required release time, or drag it to the left to decrease the release time.

> **Note:** If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

5. Select the **Zoom** check box if you want the device to zoom in on an area of the touch screen whenever a selection is made. Otherwise, make sure the *Zoom* check box is not selected.

   a. If you enable the *Zoom* check box, the *Zoom Settings* button will be enabled. Select the **Zoom Settings** button to customize the style and behaviors of the zoom function. Continue with ***Modify Zoom Settings***. Then return here.

6. Select the **Highlight Target** check box to highlight the area of the touch screen that is being selected. Otherwise, make sure the *Highlight Target* check box is not selected.

   a. If you enable the *Highlight Area* check box, the *Highlight Rules* button will be enabled. Select the **Highlight Rules** button to customize the

style and appearance of the screen highlight. Continue with ***Modify Highlight Rules Settings***. Then return here.

> 🏳 **Note:**   If you are using an open Series 5 device, you may select the *Additional Desktop Settings* button to define the settings used when this selection method is extended to the Windows desktop. Refer to ***Additional Desktop Settings for Selection Methods (Touch)*** for more information.

7. Select the **Audio Feedback** button. The *Audio Feedback* menu will open. Continue with ***Activate and Customize Audio Feedback***. Then return here.

8. Select the **OK** button to save the settings and close the *Audio Touch Settings* menu.

9. Select the **OK** button to close the *Setup* menu.

Mouse Pause Selection Method

The Mouse Pause selection method is an excellent direct select option for an individual who has the physical ability to maneuver a mouse to direct a cursor on the DynaVox touch screen, but who lacks the ability to press down on the mouse button to make selections. When the Mouse Pause selection method is active, moving a computer mouse or track ball connected to the DynaVox device will control a cursor on the touch screen. An item will be selected when the cursor pauses on it for a specified amount of time.

> 🏳 **Note:**   The Touch Enter selection method will continue to be active when the Mouse Pause selection method is in use. This feature enables caregivers and clinicians to make selections on a user's device without having to change the selection method.

To activate and customize the Mouse Pause selection method:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Selection Method** drop-down menu and choose the **Mouse Pause** selection method.

3. Select the **Selection Method Settings** button. The *Mouse Pause Settings* menu will open.

MOUSE PAUSE SETTINGS MENU

4. Select the **Select With** drop-down menu and then select one of the two available options:

Pause	If the movement of the cursor is stopped for a specified amount of time, the highlighted item is selected. The amount of time the highlight must pause is determined by the *Pause Time* slider in the *Pause Settings* menu.
External Switch	Select the highlighted item on the touch screen when an external switch (separate from the mouse) is activated.

The drop-down menu will close and display the chosen option. The button to the right of the drop-down menu will change to reflect the current drop-down menu settings.

5. Select the **Highlight Target** check box if you want the device to highlight the page element that the mouse is currently pointing to. Otherwise, make sure the *Highlight Target* check box is not selected.

   a. If you enable the *Highlight Target* check box, the *Highlight Rules* button will be enabled. Select the **Highlight Rules** button to customize the style and appearance of the screen highlight. Continue with ***Modify Highlight Rules Settings***. Then return here.

6. Select the **Zoom** check box if you want the device to zoom in on an area of the touch screen whenever a selection is made. Otherwise, make sure the *Zoom* check box is not selected.

   a. If you enable the *Zoom* check box, the *Zoom Settings* button will be enabled. Select the **Zoom Settings** button to customize the style and

behaviors of the zoom function. Continue with ***Modify Zoom Settings***. Then return here.

7. Select the **Click** check box if you want your Series 5 device to make an audible sound when it has selected the object the mouse cursor is currently pointing to. You may also use the *Volume* slider to increase or decrease the volume of the click. If you do not want to use audio feedback for object selection, make sure that the *Click* check box is not selected.

8. If you have set the *Select With* drop-down menu to *Pause*, select the **Pause Settings** button (the *Pause Settings* menu will open) and complete the rest of this step:

PAUSE SETTINGS MENU
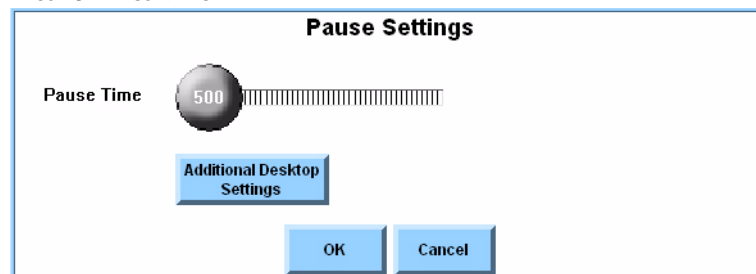
a. Use the **Pause Time** slider to adjust the length of time the mouse must pause to make a selection. Select the slider thumb and drag it to the right to increase the pause time, or drag it to the left to decrease the pause time.

> **Note:** If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

> **Note:** If you are using an open Series 5 device, you may select the *Additional Desktop Settings* button to define the settings used when this selection method is extended to the Windows desktop. Refer to ***Additional Desktop Settings for Selection Methods (Mouse Pause)*** for more information.

b. Select the **OK** button to close the *Pause Settings* menu, and continue with step 9.

9. If you have set the *Select With* drop-down menu to *External Switch*, and you want to define the keyboard keys that will provide switch inputs, select the **Switch Settings** button and complete the rest of this step. The *Switch Settings* menu will open.

> **Note:** This menu is primarily for individuals who use the DynaVox Series 5 Software on a Windows computer. These settings can also be used by SLPs to test pages that they have designed for patients that use the Scanning selection method.

SWITCH SETTINGS MENU

a. Select the **Acts as Switch 1** drop-down menu and then select the key that you want to act as switch 1. Use the scroll bar to view all of the available options. The drop-down menu will close and display the selected option.

b. Select the **Acts as Switch 2** drop-down menu and then select the key that you want to act as switch 2. Use the scroll bar to view all of the available options. The drop-down menu will close and display the selected option.

> **Note:** You cannot use the same keyboard key to represent both switches.

c. Select the **OK** button to close the *Switch Settings* menu.

10. Select the **OK** button to save the settings and close the *Mouse Pause Settings* menu.

11. Select the **OK** button to close the *Setup* menu.

> ⚑ **Note:**   For more information on using an external mouse with
> your device, refer to ***Using an External Mouse***.

Morse Code
Selection Method

The use of Morse code as a selection method is one way to increase speed and accuracy for individuals who need to use a switch input device to access their DynaVox. When active, this selection method adds a Morse code tag to every item on the touch screen. The person using the device then uses one or two switches to enter the Morse code for the item they want to select. Since the Morse code tags are automatically supplied for any onscreen options, it is not necessary for an individual to know Morse code before using this selection method. This unique option allows individuals to make direct switch selections instead of waiting for a scan to highlight the individual items.

> ⚑ **Note:**   For more information on Morse code, refer to
> *http://en.wikipedia.org/wiki/Morse_code*.

To activate and customize the Morse Code selection method:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Selection Method** drop-down menu and choose the **Morse Code** selection method.

3. Select the **Selection Method Settings** button. The *Morse Code Settings* menu will open.

MORSE CODE SETTINGS MENU

4. Select the **Input** drop-down menu and then select one of the two available options:

1 Switch	One switch is connected to one of the device's switch ports. A longer selection of the switch will produce a Morse code dash and a shorter selection will produce a dot. The required length of the selections is determined by the setting of the *Dot vs. Dash Threshold* slider.
2 Switch	Two switches are connected to the device's switch ports. One switch is used to create Morse code dashes and the other switch is used to create Morse code dots.

The drop-down menu will close and display the chosen option.

5. If you will be using visual feedback with this selection method, select the **Code Size** drop-down menu and select one of the available options: *Small*, *Medium* and *Large*. The drop-down menu will close and display the chosen option. Remember that the *Visual Feedback* check box must be selected in step 9 for the setting of this drop-down menu to be effective.

6. If you want to hear the Morse code dots and dashes, select the **Audio Feedback** check box. Otherwise, make sure the check box is not selected.

7. If you want the Morse code dots and dashes to be presented on the touch screen, select the **Visual Feedback** check box (and be sure to select a size for the visual feedback in step 7). Otherwise, make sure the check box is not selected.

8. If you want an entry (a dot or a dash) to keep repeating when you hold down on a selection, select the **Autorepeat** check box. Otherwise, make sure the check box is not selected.

9. If you want to define the keyboard keys that will provide switch inputs, select the **Switch Settings** button and complete the rest of this step. The *Switch Settings* menu will open.

> **Note:** This menu is primarily for individuals who use the DynaVox Series 5 Software on a Windows computer. These settings can also be used by SLPs to test pages that they have designed for patients that use the Scanning selection method.

SWITCH SETTINGS MENU

Switch Settings

You can set two keys on your keyboard to appear as if they were switches.
(If you have real switches connected, they will also work as they usually do.)

Left Arrow ▼	Right Arrow ▼
acts as Switch 1	acts as Switch 2

OK   Cancel

a. Select the **Acts as Switch 1** drop-down menu and then select the key that you want to act as switch 1. Use the scroll bar to view all of the available options. The drop-down menu will close and display the selected option.

b. Select the **Acts as Switch 2** drop-down menu and then select the key that you want to act as switch 2. Use the scroll bar to view all of the available options. The drop-down menu will close and display the selected option.

> **Note:** You cannot use the same keyboard key to represent both switches.

c. Select the **OK** button to close the *Switch Settings* menu.

10. Adjust the sliders on the right side of the menu to further customize the behavior of the Morse Code selection method:

Dot vs. Dash Threshold	Determine how much longer a switch selection must be maintained to produce a dash instead of a dot. Select the slider thumb and drag it to the right to increase the selection time required to create a dash, or drag it to the left to decrease the selection time required to create a dash.
Character End	Repeated switch selections are used to create the dashes and dots that make up letters in the Morse code alphabet. Because several selections can be required to enter one character, there must be a significant pause between the end of one character and the beginning of another. Use the *Character End* slider to determine the required length of this pause. Select the slider thumb and drag it to the right to increase the amount of pause time, or drag it to the left to decrease the pause time.
Hold Time	Determine the amount of time a user must maintain contact with a switch to make a selection. Select the slider thumb and drag it to the right to increase the required hold time, or drag it to the left to decrease the required hold time.
Volume	Determine the volume of the sound effects that accompany the dot and dash switch selections. Select the slider thumb and drag it to the right to increase the volume, or drag it to the left to decrease the volume.

Note: If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

11. Select the **OK** button to save the settings and close the *Morse Code Settings* menu.

12. Select the **OK** button to close the *Setup* menu.

Eye Tracking
Selection Method

The Eye Tracking selection method is intended for individuals whose diminished motor skills may prevent them from effectively using direct selection. When Eye Tracking is the active selection method, the person using the device must look at different locations and objects on the touch screen to select them. Objects can be selected by blinking, dwelling on them for specified amounts of time, or by using an external switch. This unique selection method allows the user to make direct selections instead of waiting for a scan to highlight the individual items, or without touch.

> **Note:** This selection method is only available for the Vmax device, and requires you to connect the EyeMax accessory to your device. Refer to the *EyeMax User's Guide* (that shipped with the EyeMax accessory hardware) for step-by-step instructions.

To activate and customize the Eye Tracking selection method:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Use the *Selection Method* drop-down menu to choose the **Eye Tracking** selection method.

3. Select the **Selection Method Settings** button. The *Eye Tracking Settings* menu will open.

EYE TRACKING SETTINGS MENU

4. Select the **Select With** drop-down menu and then choose one of the available options:

Blink	The software will register a selection when the user gazes at an object and then blinks within a specific length of time.
Dwell	If the user's gaze is stopped on an object for a specified length of time, the highlighted object is selected.
Blink/Dwell	If the user's gaze is stopped on an object for a specified length of time, the highlighted object is selected. The object may also be selected if the user blinks on it before the time elapses.
External Switch	The software will select the highlighted object when an external switch is activated.

The *Select With* drop-down menu will close and display the chosen option, and the button(s) to the right of the drop-down menu will change to reflect the chosen option.

5. Use the button(s) to the right of the *Select With* drop-down menu to refine the settings for your chosen method of selection:

- If you chose *Blink*, proceed to step 6.
- If you chose *Dwell*, proceed to step 7.
- If you chose *Blink/Dwell*, proceed to step 8.
- If you chose *External Switch*, proceed to step 9.

6. If you chose the *Blink* option or the *Blink/Dwell* option in the *Select With* drop-down menu, select the **Blink Settings** button (the *Blink Settings* menu will open) and complete the rest of this step:

BLINK SETTINGS MENU

🏳 **Note:** The *Primary Action* drop-down menu is set to *Select* by default.

---

a. If you want the software to perform a secondary action when you maintain the blink for a specified length of time, select the **Secondary Action** drop-down menu and choose the desired action.

b. The *Requires Both Eyes to Select* check box is enabled by default. You may clear the check box if you want to blink only one eye to trigger a selection.

🏳 **Note:** If you chose to calibrate only one eye (in the *Eye Tracking Settings* menu), the *Requires Both Eyes to Select* check box is automatically disabled.

---

c. Adjust the sliders to increase or decrease the time frames for each of the selection options:

- Select and drag the **Blink Time** slider to adjust the time that you must maintain the blink to make a selection (the primary action).

- Select and drag the **Secondary Time** slider to adjust the additional time that you must maintain the blink to trigger the secondary action.

- Select and drag the **Cancel Time** slider to adjust the total time that you must maintain the blink to cancel all actions (primary or secondary).

> **Note:** If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the **OK** button when finished. The new value will be displayed on the slider thumb.

The color-coded time frame bar at the bottom of the menu displays the cumulative time periods for each of the selection options.

d. Select the **OK** button to close the *Blink Settings* menu, and proceed to step 10.

7. If you chose the *Dwell* option or the *Blink/Dwell* option in the *Select With* drop-down menu, select the **Dwell Settings** button (the *Dwell Settings* menu will open) and complete the rest of this step:

DWELL SETTINGS MENU
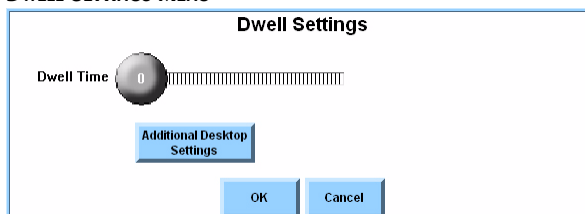
a. Use the **Dwell Time** slider to adjust the length of time your eyes must pause on an object to make a selection. Select the slider thumb and drag it to the right to increase the dwell time, or drag it to the left to decrease the dwell time.

> **Note:** If you are using an open Series 5 device, you may select the **Additional Desktop Settings** button to define the settings used when this selection method is extended to the Windows desktop. Refer to *Additional Desktop Settings for Selection Methods (Eye Tracking)* for more information.

b. Select the **OK** button to close the *Dwell Settings* menu, and proceed to step 10.

8. If you chose the *Blink/Dwell* option in the *Select With* drop-down menu, complete both steps 6 and 7 before proceeding to step 10.

> **Note:** If you chose the *Blink/Dwell* option, you may want to define a longer dwell setting in the *Dwell Settings* menu, to allow more time to blink.

9. If you chose the *External Switch* option in the *Select With* drop-down menu, and plan to use an external switch, you may proceed to step 10. However, if you want to use a computer keyboard instead of a switch, and you want to define the keyboard key that will provide the switch input, select the **Switch Settings** button (the *Switch Settings* menu will open) and complete the rest of this step:

SWITCH SETTINGS MENU

Switch Settings

You can set two keys on your keyboard to appear as if they were switches.
(If you have real switches connected, they will also work as they usually do.)

Left Arrow ▼	Right Arrow ▼
acts as Switch 1	acts as Switch 2

OK   Cancel

a. Select the **acts as Switch 1** drop-down menu and then select the key that you want to act as the switch input. Use the scroll bar to view all of the available options. The drop-down menu will close and display the selected option.

> **Note:** The Eye Tracking selection method only recognizes input from Switch 1. You cannot use two switches during eye tracking.

b. Select the **OK** button to close the *Switch Settings* menu.

10. Select the **Zoom** check box if you want the device to zoom in on an area of the touch screen whenever a selection is made. Otherwise, make sure the *Zoom* check box is not selected.

    a. If you enable the *Zoom* check box, the *Zoom Settings* button will be enabled. Select the **Zoom Settings** button to customize the style and behaviors of the zoom function. Continue with ***Modify Zoom Settings***. Then return here.

11. Select the **Highlight Target** check box in the *Eye Tracking Settings* menu if you want to highlight the area of the touch screen that is being selected. Otherwise, make sure the *Highlight Target* check box is not selected.

    • If you enable the *Highlight Target* check box, the *Highlight Rules* button will be enabled. Select the **Highlight Rules** button to customize the style and appearance of the screen highlight. Continue with ***Modify Highlight Rules Settings***. Then return here.

12. Many individuals who use eye tracking equipment depend on seeing the screen cursor. Select the **Show Cursor** check box if you want the cursor to be visible on the touch screen. Otherwise, make sure the *Show Cursor* check box is not selected.
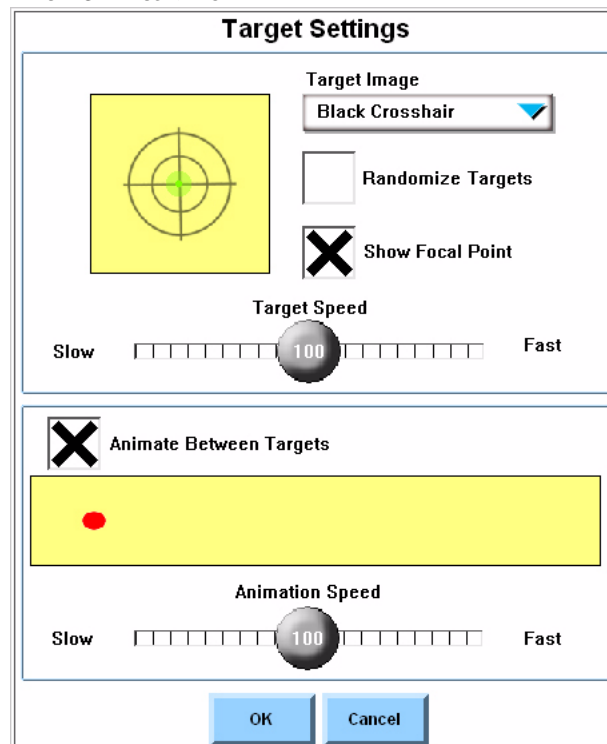
> **Note:**   If you chose *Dwell* in the *Select With* drop-down menu, it is recommended that you leave the *Show Cursor* check box unchecked (off).

13. Select the **Click** check box if you want your Series 5 device to make an audible sound when it selects an object. You may also use the **Volume** slider to increase or decrease the volume of the click. If you do not want to use audio feedback for object selection, make sure that the *Click* check box is not selected.

14. Select the **Number of Targets** drop-down menu to choose the number of screen targets used for calibrating the EyeMax accessory (the higher the number of targets, the more accurate the calibration, and the longer the calibration process will take to complete).

> **Note:**   It is recommended that you choose the *5 Targets (Good)* option, as it allows for an accurate calibration through the shortest process. The other two options should be explored if you cannot get an accurate calibration using the *5 Targets (Good)* option.

15. To select the visual target used in calibration (and customize its settings), select the **Target Settings** button (the *Target Settings* menu will open) and complete the rest of this step:

TARGET SETTINGS MENU

a. Select the **Target Image** drop-down menu to choose the image you want the user to focus their gaze on during the calibration process. The option that you choose will be shown in the display box on the left.

b. If you want to use multiple images during the calibration process, select the **Randomize Targets** check box.

c. If you want to display the focal point (the actual spot on the graphic that the user should be watching during calibration), select the **Show Focal Point** check box. The focal point will appear in the display box as a light green region.

d. Use the **Target Speed** slider to adjust the speed of the target. Select the slider thumb and drag it to the left to slow the target down, or drag it to the right to speed the target up. The display square above the slider will update to reflect the current setting.

e. If you want the software to display animation on the touch screen in-between displaying the calibration targets, select the **Animate Between Targets** check box. The animation will be shown in the display box underneath the check box.

    f. Use the **Animation Speed** slider to adjust the speed of the "in-between" animation. Select the slider thumb and drag it to the left to slow the animation down, or drag it to the right to speed the animation up. The display box above the slider will update to reflect the current setting.

    g. Select the **OK** button to close the *Target Settings* menu.

16. Select the **Background Color** drop-down menu to choose the scheme that is closest to the that of the page(s) you will most often use. The options are *Navigator Yellow* (appropriate for any page set dominated by light-colored buttons), *Black,* or *Grey* (appropriate for page sets with a darker color scheme).

17. If you want to use an external switch (or keyboard acting as a switch) to control when the software takes the calibration reading of the user's eyes, select the **Calibrate with Switch** check box. When this check box is selected, the calibration process will pause when each new target is displayed. The calibration reading for the current target will not be taken until the user activates the external switch.

> **Note:** This feature is helpful for users who have difficulty maintaining position (or attention) throughout the duration of the calibration process. They can rest or re-position themselves while the target is paused, and can use the external switch to take the calibration reading when they are properly positioned and prepared to continue.

18. By default, the software should use both of the user's eyes for calibration (this results in a more accurate calibration). If one of the user's eyes is compromised, select the check box that corresponds to the compromised eye (**Calibrate Left Eye** or **Calibrate Right Eye**) to clear the selection. Clearing the selection means that the software will not use that eye for calibration.

19. Select the **Eye Track Status** button to see the current status of the EyeMax accessory. The *Eye Track Status* menu will display a blue box, with a dynamic picture of your eyes. When properly calibrated and

positioned, your eyes should both appear in the blue box, and a green cross should appear on the eye(s) that the software is set to track.

EYE TRACK STATUS MENU
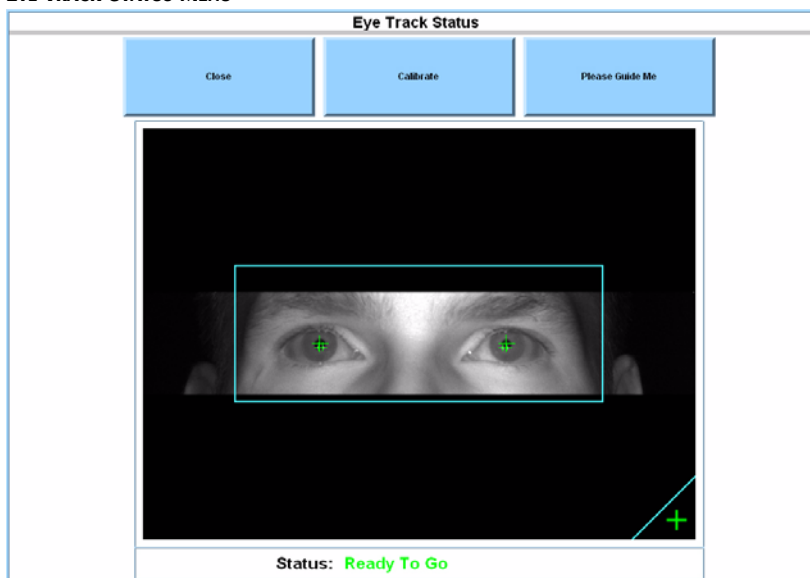
🏳 **Note:**   You may toggle the image in this menu to display either the live camera image or only the eye glints (green crosshairs that signify the pupil of each eye that is being tracked). To toggle the image, select the triangular button in the lower right corner of the viewing field. When the image is displaying the live camera feed, the button symbol will be green crosshairs. When the image is displaying only the eye glints, the button symbol will change to an eye.

🏳 **Note:**   You may select the **Please Guide Me** button to launch the Eye Tracking Wizard. This wizard will provide explanations about the calibration process, as well as a demonstration video. It will also walk you through the calibration process.

Select the **Close** button to close the *Eye Track Status* menu.

20.   To enable or adjust the advanced eye tracking settings, refer to *Modify Eye Tracking Advanced Settings*.

21.   Select the **OK** button to save the settings and close the *Eye Tracking Settings* menu.

22. Select the **OK** button to close the *Setup* menu.

Modify Eye Tracking Advanced Settings

When using the Eye Tracking selection method, you can set the Series 5 software to perform a specific action if your eyes have been 'lost' (out of calibration) for a set amount of time. You can set it to display the Dashboard popup, sound an audible alarm to request help from an assistant, or both.

> **Note:**   The Eye Tracking selection method is only available for the Vmax device, and requires you to connect the EyeMax accessory to your device. Refer to the *EyeMax User's Guide* (that shipped with the EyeMax accessory hardware) for step-by-step instructions.

To enable and adjust the advanced settings of the Eye Tracking selection method:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Use the *Selection Method* drop-down menu to choose the **Eye Tracking** selection method.

3. Select the **Selection Method Settings** button. The *Eye Tracking Settings* menu will open.

4. Select the **Advanced Settings** button. The *Advanced Settings* menu will open.

EYE TRACKING - ADVANCED SETTINGS MENU
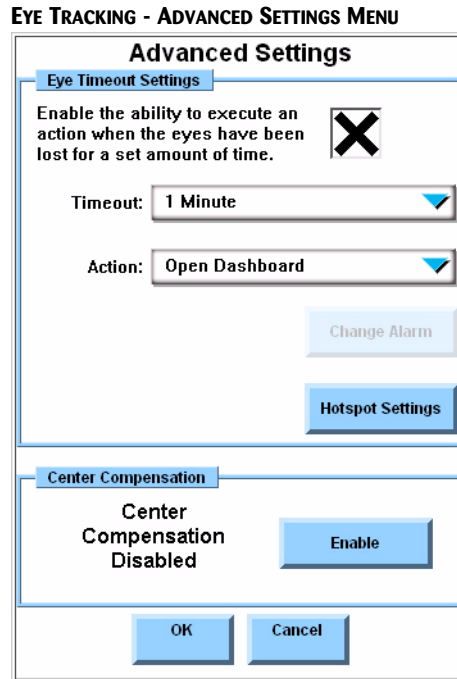
5. Select the check box at the top of the menu.

6. Select the **Timeout** drop-down menu and choose the time interval that your eyes are 'lost' before the software should take action.

7. Select the **Action** drop-down menu and choose the action the software should take:

Open Dashboard	The software will open your Dashboard popup (refer to ***Using the Dashboard Hotspot***).
Alarm	The device will sound an audible alarm, to alert a caregiver or others nearby that your eyes have been 'lost' by the EyeMax accessory.
Open Dashboard and Alarm	The software will open your Dashboard popup and sound an audible alarm.

8. To change the sound used as the alarm, select the **Change Alarm** button. Use the *Select Sound File* menu to browse the folders on your device and choose the sound that you want to use. When finished, select the **OK** button. The sound that you selected will be listed next to the *Change Alarm* button in the *Advanced Settings* menu.

9. To change the Dashboard settings, select the **Hotspot Settings** button (refer to ***Using Hotspots***).

10. If you are experiencing consistent issues with the eye tracking accuracy, you can try to improve the performance by selecting the **Enable** button in the *Center Compensation* group box. (By default, center compensation is initially disabled.)

> **Note:** DynaVox tests have shown that enabling center compensation has improved eye tracking accuracy for many users. However, it has decreased accuracy for a small percentage of users. If you experience poorer accuracy, it is recommended that you disable center compensation.

> **Note:** If you change the center compensation setting, the Series 5 software will need to restart before the change can take effect. Simply follow the software prompts to restart the software.

11. Select the **OK** button to close the *Advanced Settings* menu. Keep selecting the **OK** button to close all open menus.

Calibrate Eye Tracking (via Eye Tracking Dashboard)

The EyeMax accessory must be calibrated in order for the Eye Tracking selection method to work properly. It must be able to find your eyes and track their movement. You may need to recalibrate the EyeMax accessory several times a day, due to fatigue, or shifting positions.

It is important to stay relaxed during the calibration process. If your body is tense, or if your gaze is more intent than normal, this could negatively impact the calibration. You should stay as relaxed as possible, in your normal position, and allow your eyes to gently follow the targets.

> **Note:** If this is your first time calibrating the EyeMax accessory, please make sure that all of the options in the *Eye Tracking Settings* menu have been set to meet your needs and abilities (refer to *Eye Tracking Selection Method* for more information).

> **Note:** The recommended Dashboard popup for use with the EyeMax accessory is named *My EyeMax Dashboard.epg*. If you upgraded your Vmax software to version 1.05, you may need to import this popup into your page set (refer to the *EyeMax User's Guide*). Additionally, if you are using a page set other than the Navigator page set, you may need to define the Dashboard popup that opens when the Dashboard Hotspot is selected (refer to ***Using the Dashboard Hotspot***).

To calibrate the EyeMax accessory using the Dashboard:

1. To set the proper height for the Series 5 device: imagine a line, perpendicular to the user's face, extending out from the user's eye. This line should intersect the top of the Series 5 touch screen. Refer to the diagram below.

PROPER HEIGHT SETTING DIAGRAM

> **Note:** If the user is wearing glasses, positioning the Vmax device below the user's eyeline may help to reduce the possibility of glare reflecting off of the glasses' lenses. Refer to the optional angle diagram below.

ALTERNATE ANGLE FOR USERS WITH GLASSES

2. Make sure that the user's eyes are approximately 17 - 28 inches away from the Series 5 touch screen. This is the acceptable distance for proper focus of the EyeMax accessory (20 - 24 inches is the "optimal distance").

3. For users leaning to the side, it is helpful to tilt the Vmax and EyeMax sideways as well. Rotating the Vmax and EyeMax to match the user's head angle will greatly increase the allowed head movement.

PROPER TILT DIAGRAM

4. Select the Dashboard Hotspot in the bottom corner of the touch screen (refer to the example below).

DASHBOARD HOTSPOT (EXAMPLE)
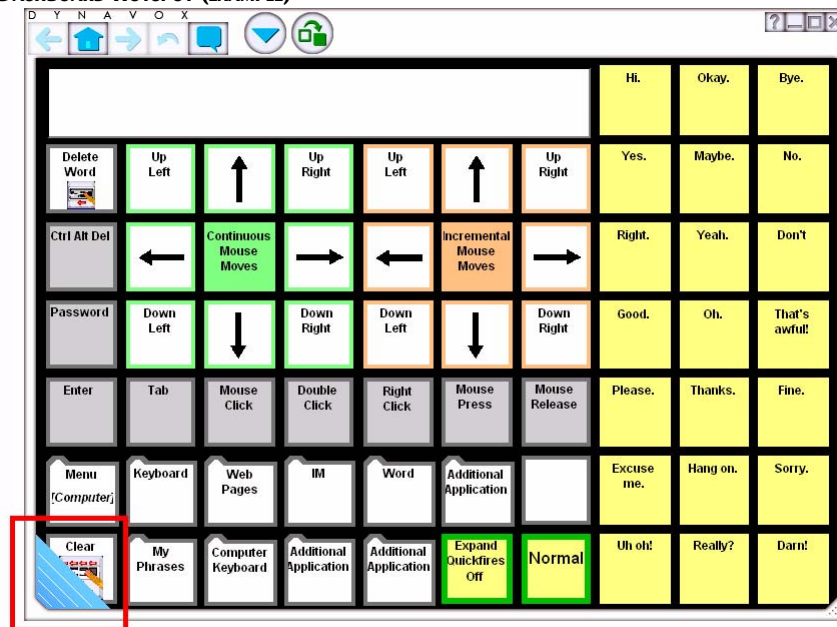
Dashboard Hotspot

The Dashboard popup will open.

MY EYEMAX DASHBOARD (NAV) POPUP
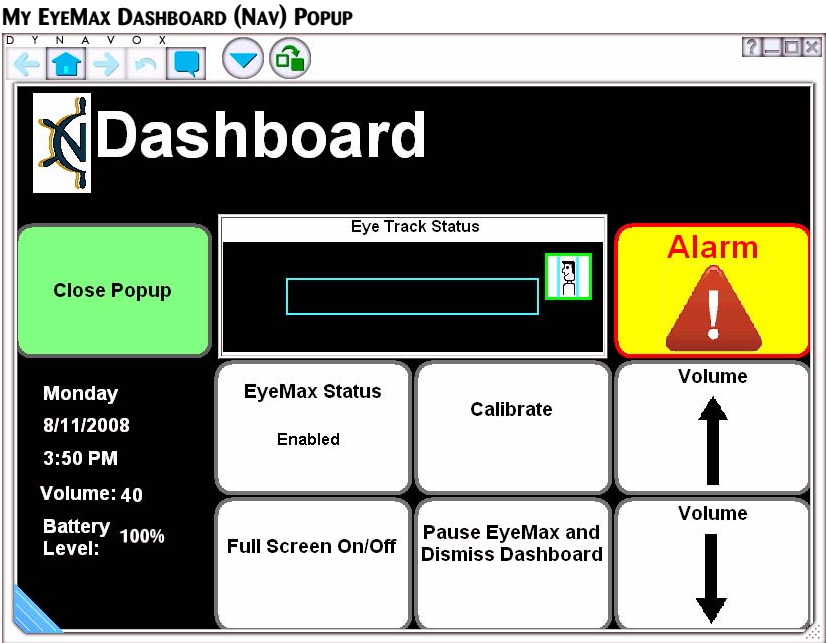
> ⚑ **Note:** By default, the My EyeMax Dashboard (Nav) popup will open. If a different popup opens, you must change the Dashboard Hotspot settings (refer to **Using the Dashboard Hotspot**).

5. Select the **EyeMax Status** button. The *Eye Track Status* menu will open.

EYE TRACK STATUS MENU

> **Note:** You may toggle the image in this menu to display either the live camera image or only the eye glints (green crosshairs that signify the pupil of each eye that is being tracked). To toggle the image, select the triangular button in the lower right corner of the viewing field. When the image is displaying the live camera feed, the button symbol will be green crosshairs. When the image is displaying only the eye glints, the button symbol will change to an eye.

> **Note:** If this is your first time calibrating the EyeMax accessory, it is recommended that you select the *Please Guide Me* button to launch the Eye Tracking Wizard, which walks you through the calibration process, and provides an instructional video.

6. Use the *Eye Track Status* menu to make sure that the following conditions are met:

- Both of the user's eyes (or the green glints) appear within the blue box

- The *Status* indicator at the bottom of the menu is "Ready to Go"

- Both LEDs on the front of the EyeMax accessory are a steady green color (not blinking)

If necessary, reposition yourself (or the device) accordingly.

7. Select the **Calibrate** button.

    • If you have selected the *Calibrate with Switch* check box in the *Eye Tracking Settings* menu, you will be prompted to make a selection using the switch to confirm that the switch is connected to the Vmax device. If you do not make a selection using the switch within 10 seconds, the calibration will proceed without waiting for switch input at each target.

8. The touch screen will change color and go blank, and a target will appear. The target will go through its animation. Follow the focal point of the target with your eyes. Keep looking at the focal point of the target until you hear a clicking sound.

    • If you are calibrating with a switch, the target will complete its animation, and then pause. Make sure that both of the EyeLock LEDs on the front of the EyeMax accessory are a steady green color (not blinking), and select your switch. The calibration reading will not take place until you select the switch.

> **Note:** If the EyeMax accessory has difficulty tracking your eyes for this target, the *Error Calibrating Target* menu will appear, giving you the option to *Retry Target* or to *Cancel* the calibration.

9. Repeat step 8 until you have calibrated using all of the targets the software displays.

10. The *Calibration Score* menu will open, showing the results of your calibration. It will also display the previous calibration scores.

CALIBRATION SCORE MENU

Calibration Score

| Improve Worst Target | Apply Calibration | Use Previous Calibration |

New Score
Left : 7, Right : 8

Previous Score
Left : 19, Right : 10

Scoring Guideline
0 - 10 Excellent
10 - 20 Good
20 - 30 Fair
30+ Poor

> **Note:** You may toggle the image in this menu to display either the live camera image or only the eye glints (green crosshairs that signify the pupil of each eye that is being tracked). To toggle the image, select the triangular button in the lower right corner of the viewing field. When the image is displaying the live camera feed, the button symbol will be green crosshairs. When the image is displaying only the eye glints, the button symbol will change to an eye.

- To try to improve your calibration score, select the **Improve Score** button and return to step 8.
- To use the newest calibration scores, select the **Apply Calibration** button.
- To discard the current calibration scores, select the **Use Previous Calibration** button.

11. Select the **Close Popup** button to close the Dashboard popup.

> **Note:** If you have difficulty calibrating the DynaVox EyeMax System, refer to the *Calibration Issues* section of the *EyeMax User's Guide* for more troubleshooting tips and solutions.

Calibrate Eye Tracking (via System Menus)

The EyeMax accessory must be calibrated in order for the Eye Tracking selection method to work properly. It must be able to find your eyes and track their movements. You may need to recalibrate the EyeMax accessory several times a day, due to fatigue, or shifting positions. The Series 5 software menus provide a simple process for calibrating the EyeMax accessory.

It is important for you to stay relaxed during the calibration process. If your body is tense, or if your gaze is more intent than normal, this could negatively impact the calibration. You should stay as relaxed as possible, in your normal position, and allow your eyes to gently follow the targets.

> **Note:** If this is your first time calibrating the EyeMax accessory, please make sure that all of the options in the *Eye Tracking Settings* menu have been set to meet your needs and abilities (refer to *Eye Tracking Selection Method* for more information).

To calibrate the EyeMax accessory using the *Eye Track Status* menu:

1. To set the proper height for the Series 5 device: imagine a line, perpendicular to the user's face, extending out from the user's eye. This line should intersect the top of the Series 5 touch screen. Refer to the diagram below.

PROPER HEIGHT SETTING DIAGRAM

> **Note:** If the user is wearing glasses, positioning the Vmax device below the user's eyeline may help to reduce the possibility of glare reflecting off of the glasses' lenses. Refer to the optional angle diagram below.

ALTERNATE ANGLE FOR USERS WITH GLASSES

2. Make sure that the user's eyes are approximately 17 - 28 inches away from the Series 5 touch screen. This is the acceptable distance for proper focus of the EyeMax accessory (20 - 24 inches is the "optimal distance").

3. For users leaning to the side, it is helpful to tilt the Vmax and EyeMax sideways as well. Rotating the Vmax and EyeMax to match the user's head angle will greatly increase the allowed head movement.

PROPER TILT DIAGRAM

> **Note:** As an alternative to steps 4- 12, you could select a button that was programmed with the Eye Tracking Calibration behavior. That behavior is in the Display System Features category of the *Behavior Editor* menu (see ***Use the Behavior Editor to Add a Behavior*** for more information). However, using this behavior will bypass the option of checking the eye track status or adjusting the number of targets used in the calibration process. If you use this behavior, proceed to step 13.

4. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

5. Make sure that the *Selection Method* drop-down is set to *Eye Tracking*. If it is not, select the drop-down menu and choose **Eye Tracking**.

6. Select the **Selection Method Settings** button. The *Eye Tracking Settings* menu will open.

7. Confirm the settings in the *Calibration Settings* box for the number of targets and which eye(s) will be calibrated. To change these settings,

select the **Number of Targets** drop-down menu and choose the proper option, and enable or disable the check boxes as appropriate.

> **Note:** It is recommended that you choose the *5 Targets (Good)* option, as it allows for an accurate calibration through the shortest process. The other two options should be explored if you cannot get an accurate calibration using the *5 Targets (Good)* option.

> **Note:** If you want to calibrate the EyeMax hardware without checking the current setting, select the *Quick Calibrate* button and proceed to step 11.

8. Select the **Eye Track Status** button. The *Eye Track Status* menu will open.

EYE TRACK STATUS MENU

> **Note:** You may toggle the image in this menu to display either the live camera image or only the eye glints (green crosshairs that signify the pupil of each eye that is being tracked). To toggle the image, select the triangular button in the lower right corner of the viewing field. When the image is displaying the live camera feed, the button symbol will be green crosshairs. When the image is displaying only the eye glints, the button symbol will change to an eye.

> **⚑ Note:** If this is your first time calibrating the EyeMax accessory, it is recommended that you select the **Please Guide Me** button to launch the Eye Tracking Wizard, which walks you through the calibration process, and provides an instructional video.

9. Use the *Eye Track Status* menu to make sure that the following conditions are met:

   - Both of the user's eyes appear within the blue box (green crosshairs will appear on each eye that is currently being tracked)
   - The *Status* indicator at the bottom of the menu is "Ready to Go"
   - Both LEDs on the front of the EyeMax accessory are a steady green color (not blinking)

   If necessary, reposition yourself (or the device) accordingly.

10. Select the **Calibrate** button.

    - If you have selected the *Calibrate with Switch* check box in the *Eye Tracking Settings* menu, you will be prompted to make a selection using the switch to confirm that the switch is connected to the Vmax device. If you do not make a selection using the switch within 10 seconds, the calibration will proceed without waiting for switch input at each target.

11. The touch screen will change color and go blank, and a target will appear. The target will go through its animation. Follow the focal point of the target with your eyes. Keep looking at the focal point of the target until you hear a clicking sound.

    - If you are calibrating with a switch, the target will complete its animation, and then pause. Make sure that both of the EyeLock LEDs on the front of the EyeMax accessory are a steady green color (not blinking), and select your switch. The calibration reading will not take place until you select the switch.

> **⚑ Note:** If the EyeMax accessory has difficulty tracking your eyes for this target, the *Error Calibrating Target* menu will appear, giving you the option to *Retry Target* or to *Cancel* the calibration.

12. Repeat step 11 until you have calibrated using all of the targets the software displays.

13. The *Calibration Score* menu will open, showing the results of your
     calibration. It will also display the previous calibration scores.

CALIBRATION SCORE MENU

> **Note:** You may toggle the image in this menu to display either
> the live camera image or only the eye glints (green
> crosshairs that signify the pupil of each eye that is being
> tracked). To toggle the image, select the triangular button
> in the lower right corner of the viewing field. When the
> image is displaying the live camera feed, the button
> symbol will be green crosshairs. When the image is
> displaying only the eye glints, the button symbol will
> change to an eye.

- To try to improve your calibration score, select the **Improve Score**
  button and return to step 11.

- To use the newest calibration scores, select the **Apply Calibration**
  button.

- To discard the current calibration scores, select the **Use Previous
  Calibration** button.

14. Select the **OK** button to close the *Eye Tracking Settings* menu. Keep
     selecting the **OK** button to close all open menus.

> **Note:** If you have difficulty calibrating the DynaVox EyeMax
> System, refer to the ***Calibration Issues*** section of the
> *EyeMax User's Guide* for more troubleshooting tips and
> solutions.

Using Hotspots

A "hotspot" is a button that appears on the outside edge of the touch screen of your Series 5 device. Hotspots provide immediate access to an important page or feature of the Series 5 software.

There are three hotspots available:

- **Dashboard Hotspot** – Selecting this hotspot will open a popup (or onscreen keyboard) that you defined as the "Dashboard."

- **Pause Selection Hotspot** – Selecting this hotspot will prevent the software from registering another selection until the hotspot is selected again. This provides a "resting place" for the selection method.

> **Note:** The Pause Selection Hotspot is only available when the current selection method is set to Mouse Pause or Eye Tracking, and a pause (dwell) setting is active.

- **Zoom Hotspot** – The Zoom hotspot works in conjunction with the zoom feature (see *Modify Zoom Settings*). When you select the Zoom Hotspot, the next spot you select on the touch screen will become the center of the zoom area. From there, you can use the zoom functionality to magnify the button (or object) that you want to select.

When active, hotspots are always shown "above" the buttons on the current page. They are always accessible. The following example screen shows all three hotspots, active around the touch screen.

> **Note:** The example shows all three hotspots at their largest size. Hotspots can be sized smaller, so that they do not occupy as much room on the screen.

THREE HOTSPOTS (EXAMPLE)

Zoom Hotspot (Left Position)   Dashboard Hotspot (Bottom Position)   Pause Selection Hotspot (Bottom Right Position)
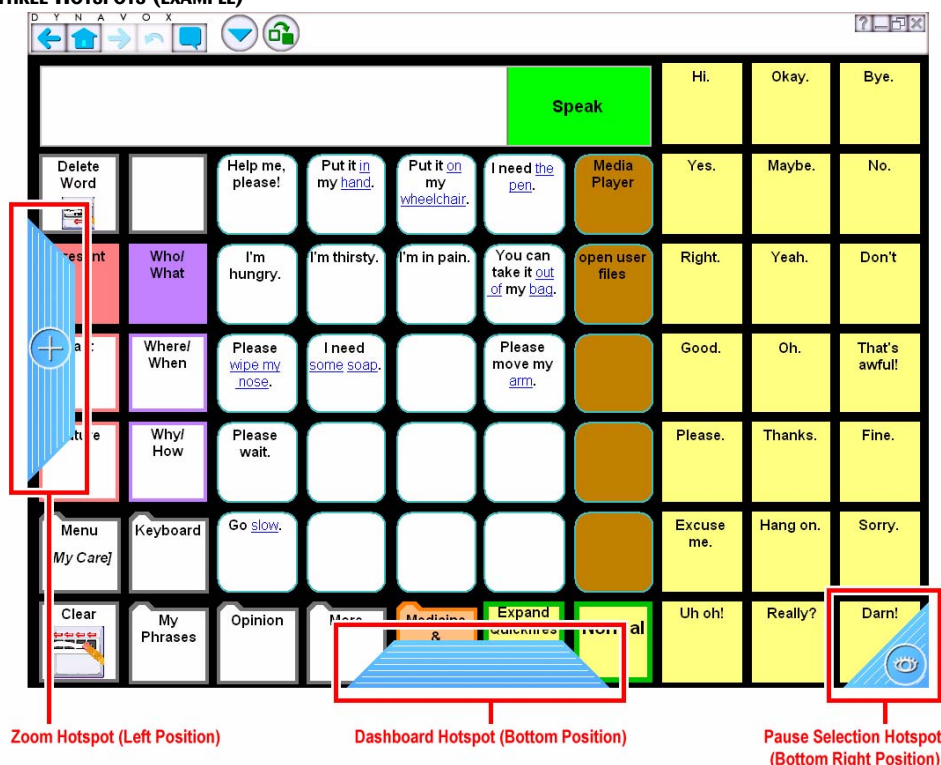
The *Hotspot Settings* menu enables you to manage the size and placement of the hotspots around the touch screen of your Series 5 device. You can also use the *Hotspot Settings* menu to define the Dashboard Popup and Dashboard onscreen keyboard, and access the *Zoom Settings* menu.

To change the hotspot settings:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Advanced** tab.

4. Select the **Hotspot Settings** button. The *Hotspot Settings* menu will open.

> **Note:** You can also open the *Hotspot Settings* menu by selecting the **Hotspot Settings** button in the *Zoom Settings* menu.

HOTSPOT SETTINGS MENU

5. To define the settings for the Dashboard Hotspot, complete these steps:

   a. Select the **Show Dashboard Hotspot** check box to display the Dashboard Hotspot on the touch screen of your Series 5 device.

   b. Select the **Position** drop-down menu in the *Dashboard* group box and choose the area along the edge of the touch screen where you want the Dashboard Hotspot to be displayed.

   c. Select the **Size** drop-down menu in the *Dashboard* group box and choose the size of the Dashboard Hotspot.

   d. Select the **Dashboard Popup** button to choose the popup that will open when the Dashboard Hotspot is selected. (The *Please select a popup* menu will open).

   • Find the popup by selecting the *Search* text box and entering the exact name of the popup you want to find. The appropriate popup will be highlighted in the right viewport. Or, visually search through the pages sets in the left viewport (the contents of the selected folder will be shown in the right viewport). Select the desired popup in the right viewport.

   • Select the **OK** button. The *Please select a popup* menu will close, and the name of the popup you selected will be shown in the *Dashboard Popup* button in the *Hotspot Settings* menu.

   e. Select the **Dashboard Onscreen Keyboard** button to choose the onscreen keyboard that will open when the Dashboard Hotspot is selected from an onscreen keyboard. (The *Please select an Onscreen Keyboard* menu will open).

- Find an onscreen keyboard by selecting the *Search* text box and entering the exact name of the onscreen keyboard you want to find. The appropriate onscreen keyboard will be highlighted in the right viewport. Or, visually search through the pages sets in the left viewport (the contents of the selected folder will be shown in the right viewport). Select the desired onscreen keyboard in the right viewport.

- Select the **OK** button. The *Please select an Onscreen Keyboard* menu will close, and the name of the onscreen keyboard you selected will be shown in the *Dashboard Onscreen Keyboard* button in the *Hotspot Settings* menu.

6. To define the settings for the Pause Selection Hotspot, complete these steps:

> **Note:** The Pause Selection Hotspot is only available when the current selection method is set to Mouse Pause or Eye Tracking, and a pause (dwell) setting is active.

   a. Select the **Show Selection Hotspot** check box to display the Pause Hotspot on the touch screen of your Series 5 device.

   b. Select the **Position** drop-down menu in the *Pause Hotspot* group box and choose the area along the edge of the touch screen where you want the Pause Hotspot to be displayed.

   c. Select the **Size** drop-down menu in the *Pause Hotspot* group box and choose the size of the Pause Hotspot.

7. To define the settings for the Zoom Hotspot, complete these steps:

   a. Select the **Show Zoom Hotspot** check box to display the Zoom Hotspot on the touch screen of your Series 5 device.

   b. Select the **Position** drop-down menu in the *One-Shot Zoom Hotspot* group box and choose the area along the edge of the touch screen where you want the Zoom Hotspot to be displayed.

   c. Select the **Size** drop-down menu in the *One-Shot Zoom Hotspot* group box and choose the size of the Zoom Hotspot.

   d. Select the **Zoom Settings** button to open the *Zoom Settings* menu, and adjust the parameters of the zoom function. (See *Modify Zoom Settings*).

8. If you want the hotspots to appear full-size on the Windows desktop (instead of appearing in a minimized state), check the **Show Full-Size Hotspots on Desktop** check box (see *Adjusting Hotspot Size on the Desktop* for more information).

9. Select the **OK** button to close the *Hotspot Settings* menu. Keep selecting the **OK** button to close all open menus.

Using the Dashboard Hotspot

The Series 5 software allows you to assign a popup (and an onscreen keyboard) that will always be accessible with only one selection. This popup (or onscreen keyboard) is referred to as the "Dashboard."

The Dashboard is opened by selecting the Dashboard Hotspot, which is a button that appears (when enabled) along the outer edge of the touch screen (you may choose its position). The Dashboard Hotspot is included in scan patterns, and is always visible on top of the current page.

DASHBOARD HOTSPOT (EXAMPLE)
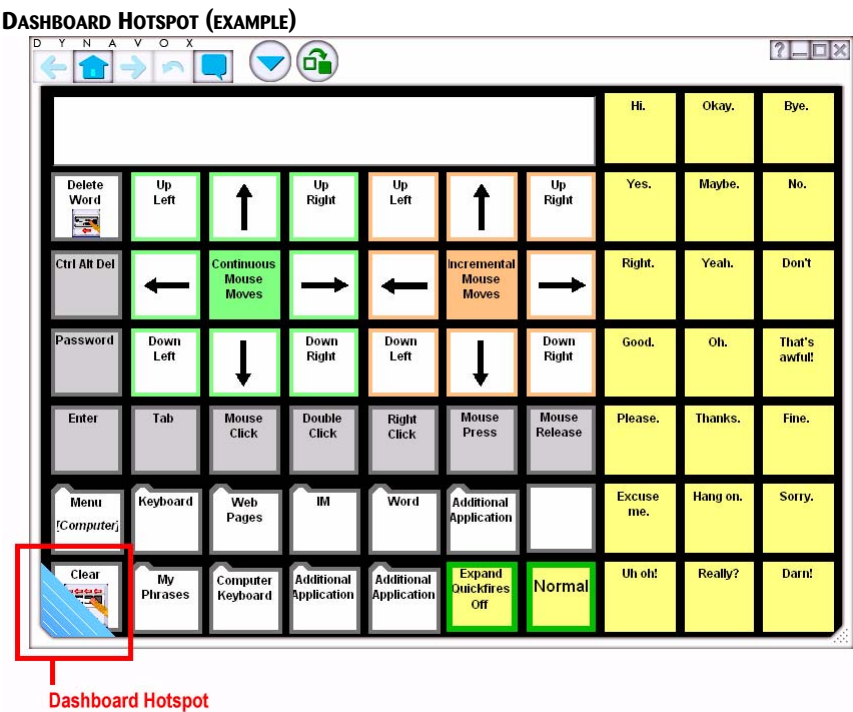
Dashboard Hotspot

Selecting the Dashboard Hotspot will immediately open the popup that you have designated as the Dashboard. The popup will open on top of the current page (or any other popups). If you are using an onscreen keyboard, selecting the Dashboard Hotspot will open the Dashboard in place of the current onscreen keyboard.

Using the Pause Selection Hotspot

When the Pause Selection Hotspot is turned on, the Series 5 software will not accept any selections on your Series 5 device (other than touch enter) until the Pause Selection Hotspot is turned off. This allows you to take a break from

making selections, and prevents any accidental selections from being made during this time.

> ⚑ **Note:**   The Pause Selection Hotspot is only available when the current selection method is set to Mouse Pause or Eye Tracking, and a pause (dwell) setting is active.

The Pause Selection Hotspot can be positioned on either the left or right sides, the bottom left or bottom right corners, or the bottom middle of the touch screen (see *Using Hotspots*). When this hotspot is active, it will contain an icon that corresponds to the current selection method – Mouse Pause or Eye Tracking. Refer to the following examples.

PAUSE SELECTION HOTSPOT EXAMPLES - MOUSE PAUSE & EYE TRACKING

Mouse Pause   **Eye Tracking**

To activate the Pause Selection Hotspot, simply select it. A large pause icon will briefly appear in the middle of the touch screen, and then fade away, and the icon in the center of the Pause Selection Hotspot will turn red. Refer to the following example.

PAUSE ICON & RED PAUSE SELECTION HOTSPOT ICON (EXAMPLE)
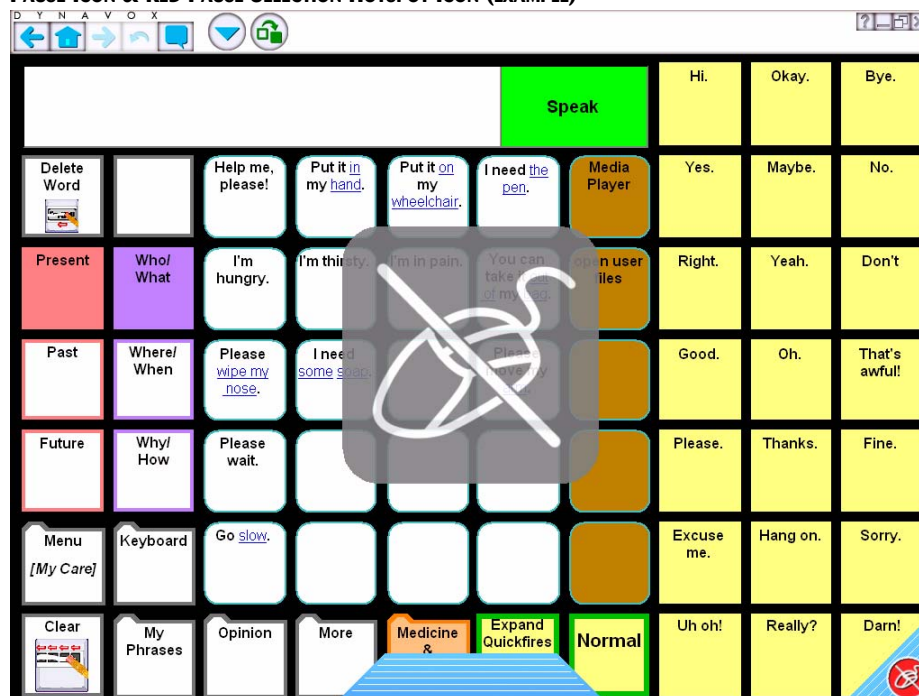
When the icon is red, the pause is enabled. The software will not accept selections again until you select the Pause Selection Hotspot again. Then the large icon will re-appear, and the Pause Selection Hotspot icon will return to its normal color (blue).

Using the Zoom Hotspot

The Zoom Hotspot works in conjunciton with the zoom feature. When you select the Zoom Hotspot, the next spot you select on the touch screen will become the center of the zoom area. From there, you can use the zoom functionality to magnify the button (or area) that you want to select.

The Zoom Hotspot can be positioned on either the left or right sides, the bottom left or bottom right corners, or the bottom middle of the touch screen (see ***Using***

Hotspots). When this hotspot is active, it will contain the Zoom icon (a plus sign). Refer to the following example.

ZOOM HOTSPOT EXAMPLE

To activate the Zoom Hotspot, simply select it. The icon in the center of the Zoom Hotspot will turn green. The next location that you select on the touch screen will become the center of the zoom area. You can then use the zoom settings to magnify the portion of the touch screen that you selected (see *Modify Zoom Settings*).

Customizing the Selection Method

This section contains instructions for modifying certain software parameters that are available for multiple selection methods. The *Zoom Settings* button, *Highlight Rules* button and *Audio Feedback* button appear in several different menus, as their functionality is applicable to a number of selection methods.

Modify Zoom Settings

Several selection methods (such as Scanning, Mouse Pause, Eye Tracking or Joystick selection) enable you to use the zoom feature to magnify an area of the touch screen for better visual recognition.

Before using the zoom feature, you will need to set the controls in the *Zoom Settings* menu. Select the **Zoom Settings** button in any of the selection method settings menus to open the *Zoom Settings* menu.

ZOOM SETTINGS MENU

1. Select the **Start Zoom With** drop-down menu and choose how often the zoom feature will be activated:

    • **Every Selection:** Every selection activates the zoom.

- **Zoom Hotspot:** Select the Zoom Hotspot, and then your next selection activates the zoom.

> ⚑ **Note:**   Select the *Hotspot Settings* button to adjust and position the Zoom Hotspot. See ***Using Hotspots*** for more information.

- **Secondary Blink (Eye Tracking):** The secondary blink activates the zoom.
- **System Menus Only:** The zoom is only activated when you navigate the system menus. It does not zoom on pages or popups.

2. Select the **Zoom Area** drop-down menu and choose how much of the touch screen will show the magnified area:

- **Entire Screen:** Shows the magnification on the entire screen and displays the Zoom Toolbar.
- **Inset:** Shows the magnification on a small area of the screen.

In the example below, the top picture shows the normal magnification. The bottom 2 pictures show the difference between the *Zoom Area* options when the "my home" button is selected.

ZOOM AREA OPTIONS - ENTIRE SCREEN (BOTTOM LEFT), INSET (BOTTOM RIGHT)
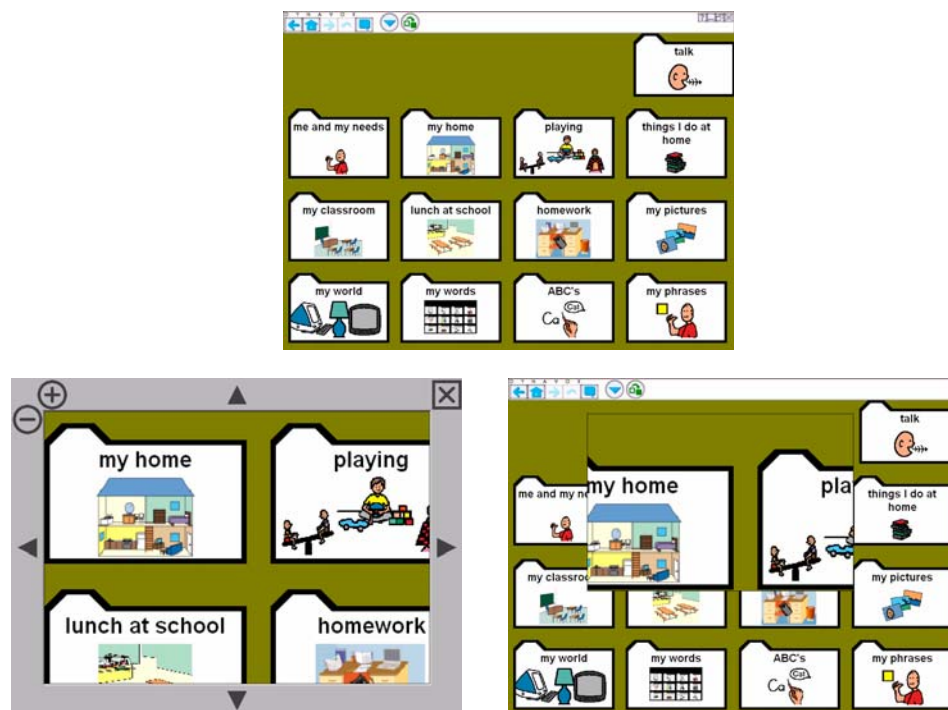
3. Use the **Zoom Amount %** slider to adjust the initial magnification factor of the zoom. Move the slider thumb to the right to increase the initial zoom, or to the left to decrease the initial zoom.

4. If you want to animate the zoom feature, showing the screen objects enlarge, select the Animate Zoom check box.

5. If you want scrolling (or panning) in the Zoom Toolbar to continue until you make another selection, select the **Continuous Scroll/Pan** check box. If you leave this check box unchecked, scrolling (or panning) will only move the zoomed area a small amount and then stop.

When the *Zoom Area* is set to *Entire Screen*, the Zoom Toolbar will appear whenever the zoom is activated. The Zoom Toolbar provides controls that help you move around the zoomed portion of the page, increase or decrease the zoom actor, or even cancel the zoom and start over.

The Zoom Toolbar has several settings that you can modify from within the Zoom Settings menu.

6. Select the **Movement Controls** dorp-down menu and choose the controls to be displayed in the Zoom Toolbar:

   • **Panning:** Displays increase zoom, decrease zoom, and arrows that will move the magnified area in the opposite direction of the arrows.

   • **Scrolling:** Displays increase zoom, decrease zoom, and arrows that will move the magnified area in the same direction of the arrows.

   • **Close Only:** Only the Close control to exit the zoom will be shown.

> **Note:** The example pictures for step 8 show the difference between the scrolling arrows and the panning arrows.

7. Select the **Size** drop-down menu to choose the margin of the Zoom Toolbar (and the size of the tools).

8. Select the **Position** drop-down menu to choose the position of the Zoom Toolbar. It can appear in any of the four corners of the touch screen, or around the entire perimeter. Refer to the examples below:

ZOOM TOOLBAR POSITION EXAMPLES - BOTTOM LEFT WITH PAN ARROWS (LEFT),
TOP RIGHT WITH SCROLLING ARROWS (RIGHT)
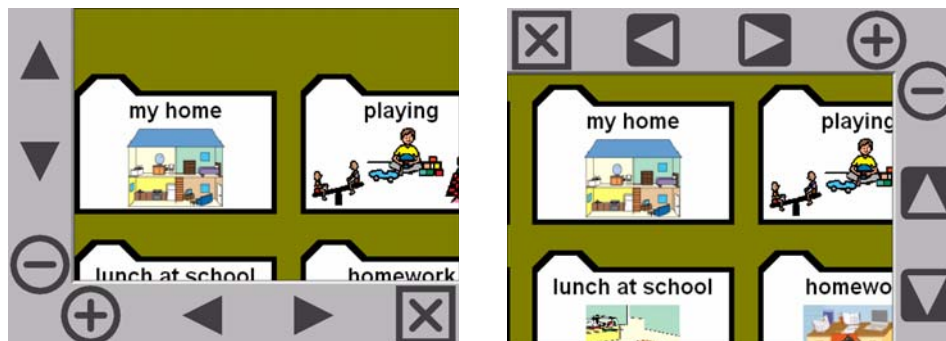
9. Select the **Toolbar Color** box to choose the color of the Zoom Toolbar.

10. Select the **Tool Color** box to choose the color of the tools within the Zoom Toolbar.

11. Select the **Active Tool Color** box to choose the color of the tool being selected within the Zoom Toolbar.

> **Note:** Selecting any of the color boxes will open the *Color Selector* menu, enabling you to select (or create) the desired color. When you have chosen the desired color, select the *OK* button to close the *Color Selector* menu.

12. When you are finished customizing the zoom settings, select the **OK** button to save the settings and close the *Zoom Settings* menu.

Modify Highlight Rules Settings

Several selection methods (such as Scanning, Mouse Pause, Eye Tracking or Joystick selection) use screen highlights to make items on the touch screen

available for selection. The *Highlight Rules* menu enables you to customize the appearance and behavior of the screen highlight, to make it easier to see.

HIGHLIGHT RULES MENU
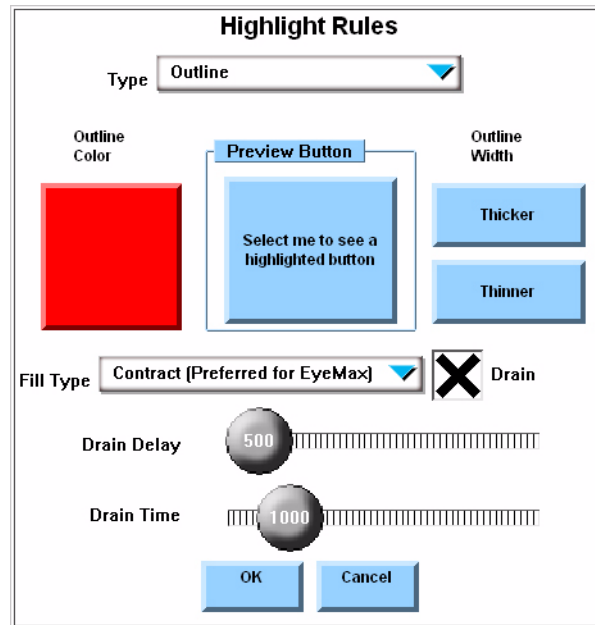
The *Highlight Rules* menu contains the following controls:

Type	Use the *Type* drop-down menu to select the type of highlight: *Invert* or *Outline.*
Outline Color	Use the *Outline Color* button open the *Color Selector* menu and select (or create) the desired color for the outline. When you have chosen the desired color, select the *OK* button to close the *Color Selector* menu.
Outline Width	Select the *Thicker* button to increase the width of the outline. Select the *Thinner* button to decrease the width of the outline.
Preview Button	Select the *Preview Button* to see an example of how the current highlight rule settings will appear.
Fill Type	Use the *Fill Type* drop-down menu to select the type of fill you want to use for the currently highlighted object: *None*, *Bottom Up,* or *Contract (Preferred for EyeMax)* (from the outside edges in).
Drain	Select the *Drain* check box if you want an object that you hovered over (but did not select) to retain its fill for a brief time before draining (this will enable the *Pre Drain* and the *Drain* sliders).

Drain Delay	Use the *Drain Delay* slider to set the time interval that the software will wait before it starts to drain the fill from a screen object.
Drain Time	Use the *Drain Time* slider to set the time interval required to completely drain the fill from a screen object.
OK/Cancel	Select the *OK* button to accept the current settings. Select the *Cancel* button to close the *Highlight Rules* menu without accepting any changes.

> **Note:** If the current selection method does not support the drain feature, the *Fill Type* drop-down menu, the *Drain* check box, and the *Drain Delay* and *Drain Time* sliders will not be displayed.

When the *Fill Type* drop-down menu is set to either *Bottom Up* or *Contract (Preferred for EyeMax)*, the software will highlight the object that is about to be selected, and will "fill" it with the highlight color. The examples below show the difference between the two fill types.

FILL TYPE EXAMPLE - BOTTOM UP
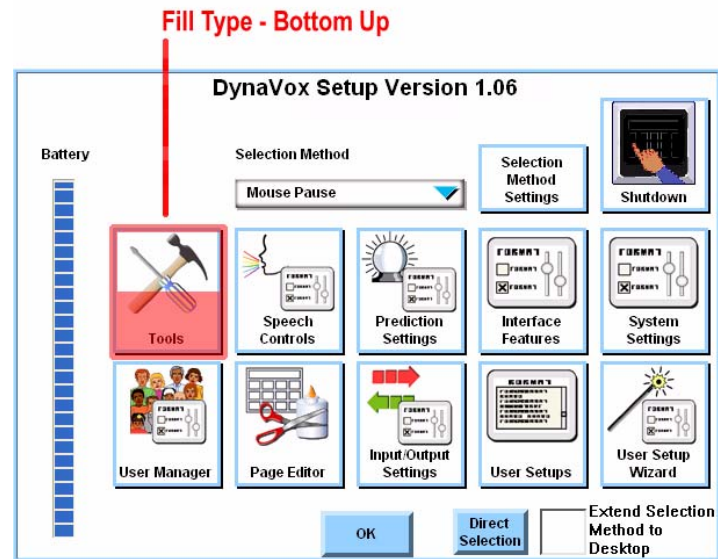
FILL TYPE EXAMPLE - CONTRACT
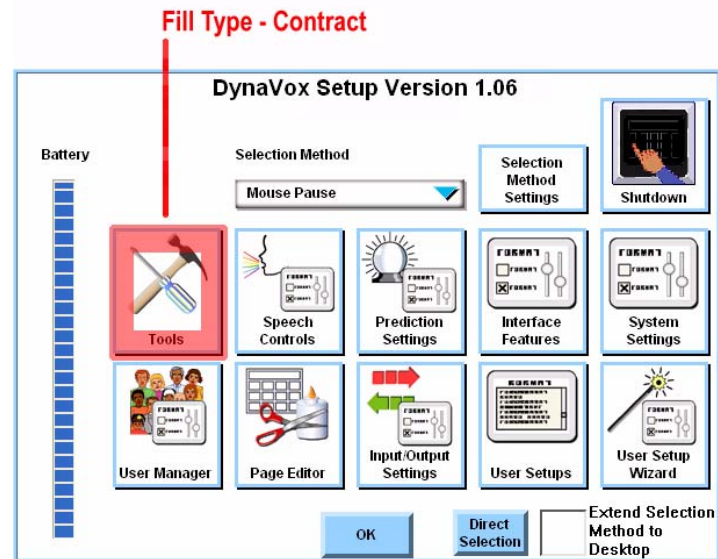
If the *Drain* check box is selected, screen objects will not lose their fill immediately after you move the cursor off of them. The *Drain Delay* slider indicates how long an object will maintain its fill before it starts to drain. The *Drain Time* slider indicates how long it will take screen objects to completely lose their fill.

Activate and Customize Audio Feedback

Audio feedback can be used to make a selection method more effective for individuals who have a hard time visually identifying choices on the touch screen or who would benefit from an auditory reinforcement of their choices. This feature relies on audio cues, which are short messages that are spoken by the device (through the main speaker or a private headphone attached to the device's speaker jack) to identify each item on the touch screen.

AUDIO FEEDBACK MENU

Audio feedback can be used to enhance the Scanning, Joystick selection, Audio Touch and Morse Code selection methods. If you select the *Audio Feedback* button while customizing one of these selection methods, you can set up audio feedback by following these steps:

1. Activate audio feedback by selecting the **Audio Feedback** check box. Otherwise, make sure the check box is not selected.

2. To send audio feedback through a private speaker, select the **Private Output** check box. If audio feedback should play through the main device speaker, make sure the check box is not selected.

3. To define how audio feedback will behave when music files are playing (and adjust the audio feedback volume), select the **Music Settings** button (refer to *Use the Music Settings Menu*).

4. If you want the audio feedback voice to be different than the main speaking voice, select the **Voice** drop-down menu and then select one of the available voice options.

5. Select the **Announce Using** drop-down menu and then select one of the two available options:

Label	The device will speak the button's label as audio feedback.
Audio Cue	The device will speak audio scan cue text as audio feedback. An audio scan cue is an unseen bit of text that can be added when a new button is created. Audio scan cues can also be added to an existing button through the *Modify Button* menu (click here).
Audio Cue or Label	The device will speak audio scan cue text as audio feedback. If the button does not have an audio cue, the device will speak the button label as audio feedback.

6. Use the two sliders at the bottom of the menu to adjust the volume and rate of the audio feedback:

Volume	Use the *Volume* slider to specify the volume at which audio feedback will be spoken by the device. Select the slider thumb and drag it to the right to make the audio feedback louder, or drag it to the left to make the audio feedback quieter.
Rate	Use the *Rate* slider to adjust the speed at which audio cues are spoken by the device. Select the slider thumb and drag it to the right to make the audio feedback faster, or drag it to the left to make the audio feedback slower.

Note: If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the **OK** button when finished. The new value will be displayed on the slider thumb.

7. Select the **OK** button to save the new settings and return to the previous menu.

📑 **Note:** The DynaVox Series 5 software cannot support using a VeriVox voice for audio feedback. If a VeriVox voice is currently selected as the public speaking voice, and you choose to activate audio feedback, an alert will appear when you close the *Setup* window, and both the public speaking voice and audio feedback voice will be changed.

CUSTOMIZING INTERFACE FEATURES

The presentation of objects on the touch screen can be defined to suit the visual and cognitive needs of an individual user.

Many of the features that affect the appearance and behavior of your Series 5 device can be adjusted in the *Interface Features* menu.

INTERFACE FEATURES MENU
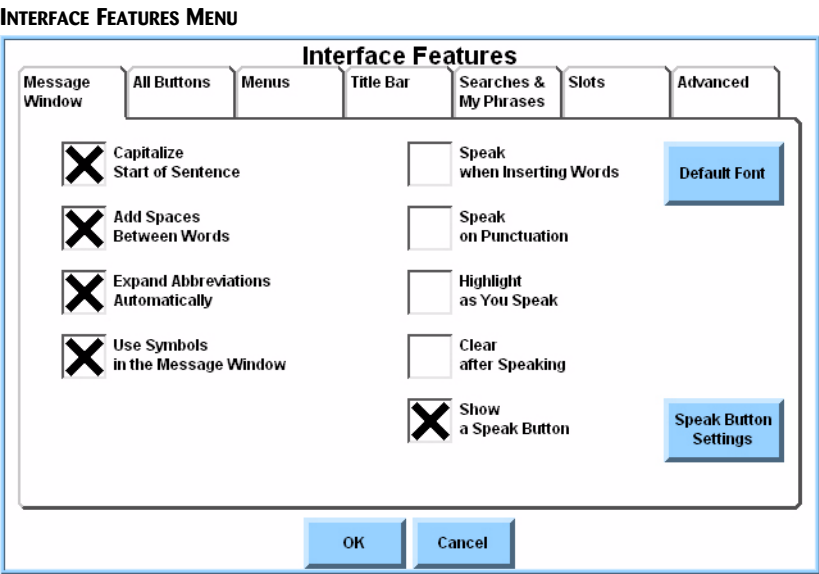
The *Interface Features* menu is organized by tabs. Each tab pane contains a different group of controls and options:

Message Window	This tab pane offers a variety of settings that apply to the Message Window. These options allow you to customize the functions of the Message Window to suit your own needs.
All Buttons	This tab pane provides a number of settings that will be implemented for all buttons on all communication pages and popups. Use these controls to customize how the buttons will react when selected.
Menus	The controls provided on this tab pane enable you to modify the appearance and display of all of the menus in the device software. Use these controls to customize the menu display to meet your needs.
Title Bar	This tab pane enables you to display or hide certain buttons in the title bar. It also enables you to set and change a password, thereby restricting access to software editing controls.

Searches and My Phrases	The controls in this tab pane enable you to modify the symbol preferences and search box settings when the software is populating search boxes. It also provides controls for customizing the use of phrases.
Slots	The controls in this tab pane enable you to choose whether or not the *Select Slot Filler* menu should display symbols associated with slot filler options. It also provides controls for setting the button size and grid layout for the *Select Slot Filler* menu.
Advanced	This tab pane provides controls for choosing your system keyboard and *Behavior Editor* menu layout. It also enables you to choose how symbols are selected, as well as the font size of your system messages.
OK/Cancel	Select the *OK* button to accept any changes made in the *Interface Features* menu and then close the menu. Select the *Cancel* button to close the menu without saving any changes.

Message Window Tab

The *Message Window* tab pane of the *Interface Features* menu offers a variety of options that help you define how the Message Window will operate. Use these controls to customize the Message Window to suit your needs.

To open the *Message Window* tab pane of the *Interface Features* menu, follow these steps.

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open with the *Message Window* tab pane active.

INTERFACE FEATURES MENU - MESSAGE WINDOW TAB
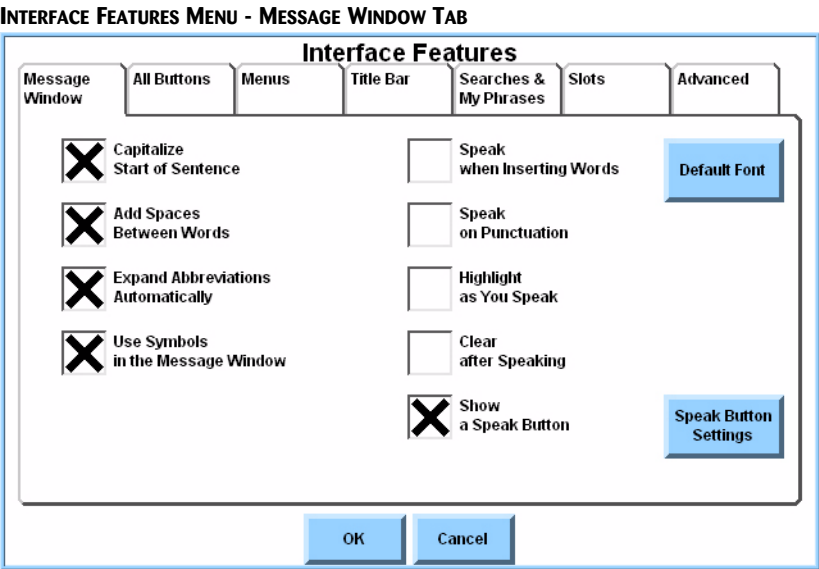
Define the Message Window Settings

The *Interface Features* menu offers a variety of settings that apply to the Message Window. These options allow you to customize the functions of the Message Window to suit your own needs.

To define the default settings for the Message Window:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Customize the behavior of the Message Windows by selecting or clearing any of the available check boxes:

Capitalize Start of Sentence	When this check box is selected, the first letter of the first word that is added to the Message Window will automatically be capitalized. The first letter of each subsequent sentence will also be capitalized.
Add Spaces Between Words	When this check box is selected, a space will automatically be placed between each word that is sent to the Message Window.

Expand Abbreviations Automatically	When this check box is selected, the Message Window will automatically replace an abbreviation with the text it represents. For this feature to work, the abbreviation must be saved as part of an abbreviation expansion in the *Abbreviation Browser* menu (see **Creating and Using Abbreviations** for more information).
Use Symbols in the Message Window	When this check box is selected, selecting a button that features a symbol and an Insert Text or Insert Label behavior will send both the text and the symbol of a button to the Message Window.
Speak when Inserting Words	When this check box is selected, your Series 5 device will speak each word as it is being added to the Message Window.
Speak on Punctuation	When this check box is selected, your Series 5 device will speak a sentence in the Message Window as soon as punctuation is used to close the sentence.
Highlight as You Speak	When this check box is selected, each word in the Message Window will be highlighted as it is spoken.
Clear After Speaking	When this check box is selected, the Message Window will automatically be cleared after the message it contains is spoken and you begin to enter a new message.
Default Font	Select this button to define the default font face, size and style for text in the Message Window.

4. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

Define the Message Window Font

To define the default font for the text that appears in the Message Window:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Default Font** button. The *Select Font* menu will open.
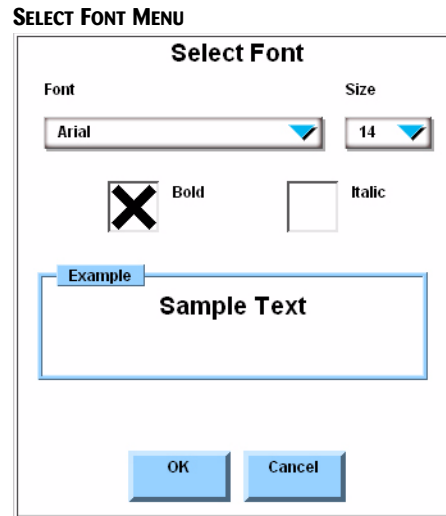
4. Select the **Font** drop-down menu and then select one of the available fonts. The drop-down menu will close and display the font you selected.

5. To choose a new font size, select the **Size** drop-down menu and then select one of the available font sizes. The drop-down menu will close and display only the size you selected.

6. To make all of the Message Window text bold, select the **Bold** check box.

7. To make all of the Message Window text italic, select the **Italic** check box.

8. See the **Example** group box to look at your current font settings. If the font still needs to be adjusted, repeat steps 6 through 9.

9. Select the **OK** button to close the *Select Font* menu and save changes.

10. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

Define the Speak Button Settings

In most cases, selecting any portion of the Message Window on a page will automatically speak its contents. However, the Series 5 software enables you to designate a particular section of the Message Window to serve as the selection area for speaking the Message Window contents. When this section ("Speak button") is active, the rest of the Message Window will not respond to selection.

> **Note:** The Speak button was designed primarily for those who use the Mouse Pause or Eye Tracking selection methods. It allows these users to read and review the contents of the Message Window without inadvertently signalling the Series 5 device to speak. However, it can be useful in other selection methods as well.

To enable (and define the settings for) the Speak button in the Message Window:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Show a Speak Button** check box.

4. Select the **Speak Button Settings** button. The *Speak Button Settings* menu will open.

SPEAK BUTTON SETTINGS MENU
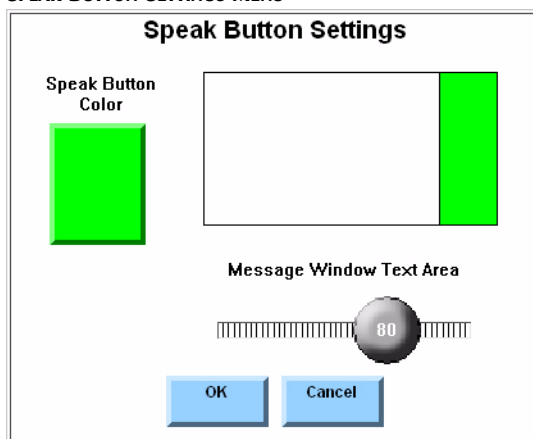
5. To change the color of the Speak button, select the **Speak Button Color** button (the *Color Selector* menu will open) and then complete the rest of this step.

   a. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the **My**

Swatches tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> 📖 **Note:**   If you want to create your own custom color, refer to ***Create a Custom Color***.

b. Select the **OK** button to close the *Color Selector* menu. The *Speak Button Settings* menu will update to show you how the Speak button will look in use. Continue with step 8.

6. Use the **Message Window Text Area** slider to define how much of the Message Window will be devoted to displaying text, and how much will be devoted to the Speak button. Select the slider thumb and drag it to the left to make the Speak button wider, or drag it to the right to make it narrower. The display square above the slider will update to reflect the current setting.

> 📖 **Note:**   If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

7. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

The Speak button will appear on the right side of the Message Window on every page.

All Buttons Tab

The *All Buttons* tab pane of the *Interface Features* menu provides a number of settings that will affect all buttons on all communication pages and popups. Use these controls to customize how the buttons will appear on the page and how they will react when selected.

To open the *All Buttons* tab pane of the *Interface Features* menu:

1. Select **Main Menu > Setup > Setup Menu** in the second drop-down menu. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **All Buttons** tab.

INTERFACE FEATURES MENU - ALL BUTTONS TAB
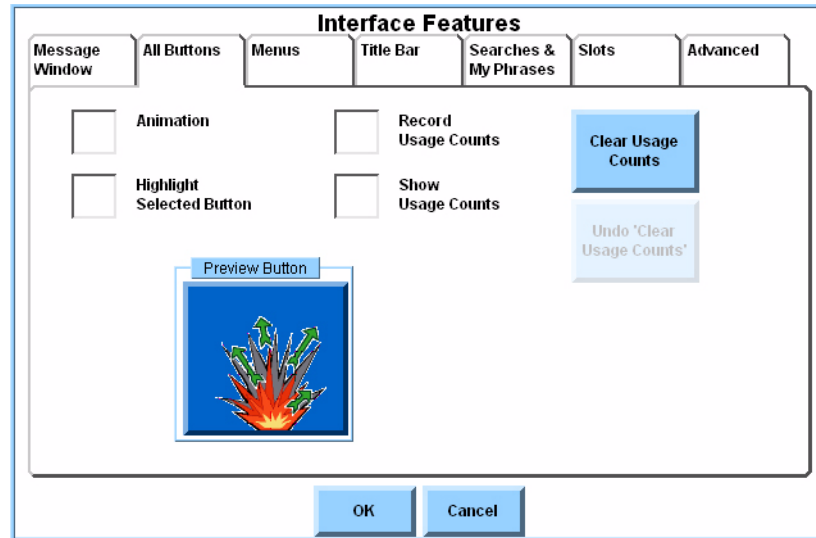
The *All Buttons* tab pane contains the following options:

Animation	Use this check box to activate or deactivate symbol animation.
Highlight Selected Button	Use this check box to activate or deactivate the enhanced button highlight feature. When active, this feature inversely highlights an object as it is being selected.
Record Usage Counts	Select this check box to record the usage of all buttons. The software will count each time a button is selected.
Show Usage Counts	Select this check box to display the usage counts for all buttons. The usage count will be displayed in the lower right corner of the button.
Clear Usage Counts	Select this button to erase the usage count information for all buttons.
Undo 'Clear Usage Counts'	Select this button to restore the usage count data that was cleared when you previously selected the *Clear Usage Counts* button.

The *Preview button* box will show how the currently selected options will affect the appearance and performance of the buttons. You may also select the button inside the *Preview button* box to see how the *Highlight Selected Button* option will look.

Activate/Deactivate the Button Animation Feature

Both the PCS symbol set and the DynaSyms symbol set provide some symbols with built-in animation. You can use the *Interface Features* menu to enable or disable the animation for all symbols in use on your pages and popups.

> ⚑ **Note:**   This setting will not affect the symbols that do not contain built-in animation.

To activate or deactivate the symbol animation feature:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **All Buttons** tab.

4. Select the **Animation** check box. If you are activating the feature, a checkmark will be added to the check box. If you are deactivating the feature, a checkmark will be removed from the check box.

5. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

Activate/Deactivate the Highlight for Selected Buttons

You may choose to highlight the button when it is selected. When this feature is active, a button's colors will change when it is selected. This kind of visual feedback can be very helpful to some users.

To activate or deactivate the highlight for selected buttons feature:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **All Buttons** tab.

4. Select the **Highlight Selected Button** check box. If you are activating the feature, a checkmark will be added to the check box. If you are deactivating the feature, a checkmark will be removed from the check box.

    You may test the feature by selecting the button in the *Preview button* box. That will show you how the highlight will look if you decide to activate it.

5. When finished, select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

Managing the Usage Counts

Usage counts enable you to track how often each button on each page or popup of your Series 5 device is selected. This information can be very helpful when you are designing new pages, to ensure that they provide the most frequently-used page tools and vocabulary items.

Several controls in the *All Buttons* tab pane of the *Interface Features* menu enable you to manage how your device handles usage counts. These options allow you to record the usage of all buttons, display the usage counts on the buttons and clear the usage counts.

To manage the usage counts settings on your Series 5 device:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **All Buttons** tab.

4. Use these check boxes and buttons to manage the usage counts feature:

Record Usage Counts	Select the *Record Usage Counts* check box to start recording the usage of each button on every page of your Series 5 device.
Show Usage Counts	Select the *Show Usage Counts* check box to dynamically display the individual usage counts for each button.
Clear Usage Counts	Select the *Clear Usage Counts* button to clear all of the recorded usage counts for all pages on your Series 5 device.
Undo 'Clear Usage Counts'	Select the *Undo 'Clear Usage Counts'* button to restore the recorded usage counts data.

   The button in the *Preview button* box will show you how the current settings will affect the display and the tracking of the usage counts.

5. When finished, select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

> **Note:** The changes made in the *Usage Counts* menu will not take effect until you have closed the *Interface Features* and *Setup* menus.

Menus Tab

The *Menus* tab pane of the *Interface Features* menu provides controls that enable you to modify the appearance and display of all of the menus in the device software. You can use these controls to customize the menu displays so that they meet your needs.

The following sections offer step-by-step instructions for using the *Interface Features* menu to customize these important aspects of the DynaVox Series 5 software.

To open the *Menus* tab of the *Interface Features* menu:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Menus** tab.

INTERFACE FEATURES MENU - MENUS TAB

The *Menus* tab pane contains the following options:

Scrollbar Size	Use this drop-down menu to adjust the size of the scroll bars that appear beside viewports.
Time Format	Select the *Time Format* drop-down menu to specify whether the software displays the time in an AM/PM format (i.e., 1:05:45 PM) or a 24-hour format (i.e. 13:05:45).
Date Format	Select the *Date Format* drop-down menu to specify whether the software displays the date in the month/day/year format or the day/month/year format.

Primary Color	Use this button to access the *Color Selector* menu and choose a new color for the background of the system menus.
Secondary Color	Use this button to access the *Color Selector* menu and choose a new color for the outlines and buttons that appear in the system menus.
Undo Last Color Change	Select this button to undo the last color change made with either the *Primary Color* or *Secondary Color* button.
Use Default Colors	Select this button to revert to the default color settings for menus.
Use 'Direct Selection' Buttons to temporarily override active Selection Method	Use this check box to activate or deactivate the *Direct Selection* buttons that appear in *Modify* menus and the *Setup* menu when the selection method is set to anything other than Touch Enter or Touch Exit. When these *Direct Selection* buttons are used, the selection method will temporarily change to direct selection. They are designed to facilitate easier page editing.

Select the Scrollbar Size

Scroll bars are used to navigate through a long list of items in a viewport. These vertical or horizontal bars have an arrow-shaped button (scroll button) at each end. Each time a scroll button is selected, the list in the viewport will move one interval in the direction of the button's arrow (up, down, right or left). Scroll bars also contain a slider thumb that indicates the position of the cursor. You can select the slider thumb and drag it along the scroll bar to reposition the list in the viewport.

In order to provide the easiest access when using your Series 5 device, the *Interface Features* menu contains tools that enable you to customize the size of the scroll bars.

To adjust the size of the scroll bars on your device:

1. Select Main Menu > **Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Menus** tab.

4. Select the **Scrollbar Size** drop-down menu and then select one of the three available options: *Small*, *Medium* and *Large*. The drop-down menu will close and the option you selected will be displayed below.

5. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

Select the Time Format

To select the desired format for displaying the time:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Menus** tab.

4. Select the **Time Format** drop-down menu, and then select one of the two available options:

> **Note:** The drop-down menu will display the time that is currently set on your Series 5 device. The example below uses a time of 1:05:45 PM only to show the differences in the formatting.

01:05:45 PM	Displays the time in the 12-hour AM/PM format.
13:05:45	Displays the time in the 24-hour format.

5. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

Select the Date Format

To select the desired format for displaying the calendar date:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Menus** tab.

4. Select the **Date Format** drop-down menu, and then select one of the two available options:

> 📂 **Note:** The drop-down menu will display the date of January 22, 2005 only to show the differences in the formatting.

1/22/2005	Displays the date in the month/date/year format.
22/1/2005	Displays the date in the date/month/year format.

5. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

Customize the Menu Colors

The standard colors for the system menus in DynaVox Series 5 software are white (primary) and blue (secondary).

To change these colors to suit your personal preferences or to make the menu options easier to see:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Menus** tab.

4. To change the background color of the menus, select the **Primary Color** button (the *Color Selector* menu will open) and then complete the rest of this step.

    a. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the **My Swatches** tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> 📂 **Note:** If you want to create your own custom color, refer to ***Create a Custom Color***.

    b. Select the **OK** button to close the *Color Selector* menu. The *Menus* tab will update to show you how your color selection will look in use. Continue with step 5.

5. To change the color used for menu outlines and buttons, select the
    Secondary Color button (the *Color Selector* menu will open) and then
    complete the rest of this step.

    a. Select the color that you want to use from the options in the *Swatches*
        tab pane. If you have saved custom colors, you can select the **My
        Swatches** tab control and then select one of the available colors. The
        display square on the right side of the *Color Selector* menu will fill with
        the selected color.

> **Note:** If you want to make your own color for menu buttons and
> outlines, refer to ***Create a Custom Color***.

    b. Select the **OK** button to close the *Color Selector* menu. The *Menus* tab
        pane will update to show you how your color selection will look in use.
        Continue with step 6.

6. If you decide that you do not like the colors you have just selected, you may
    do any of the following to change them:

    - Go through steps 4 and 5 again to choose different primary and
       secondary colors.

    - Select the **Undo Last Color Change** button to reverse the most recent
       color change.

    - Select the **Use Default Colors** button to revert to the default color
       scheme.

7. When finished, select the **OK** button to close the *Interface Features* menu.
    Any color changes that you made will now be in effect. Keep selecting the
    OK button to close all open menus.

Use the Direct Selection Buttons

The DynaVox Series 5 software contains new controls designed to help the
caregivers of individuals who use a selection method that does not involve direct
selection of the touch screen (Scanning, Joystick, Audio Touch, Mouse Pause or
morse code). The *Direct Selection* buttons are available on the *Setup* menu and
Modify menus, and they provide a faster way to make selections and edit the
software settings and page elements.

Once you select the *Direct Selection* button, the software will change to the
direct select selection method until you exit out of the menu using the *OK* or
Cancel button. This is designed to facilitate faster editing of the page elements,
and faster manipulation of the other software tools provided in the DynaVox
Series 5 software.

When enabled, the *Direct Selection* button can be found on the bottom of the *Setup* menu or the *Modify* menus, as shown below:

DIRECT SELECTION BUTTON IN SETUP MENU
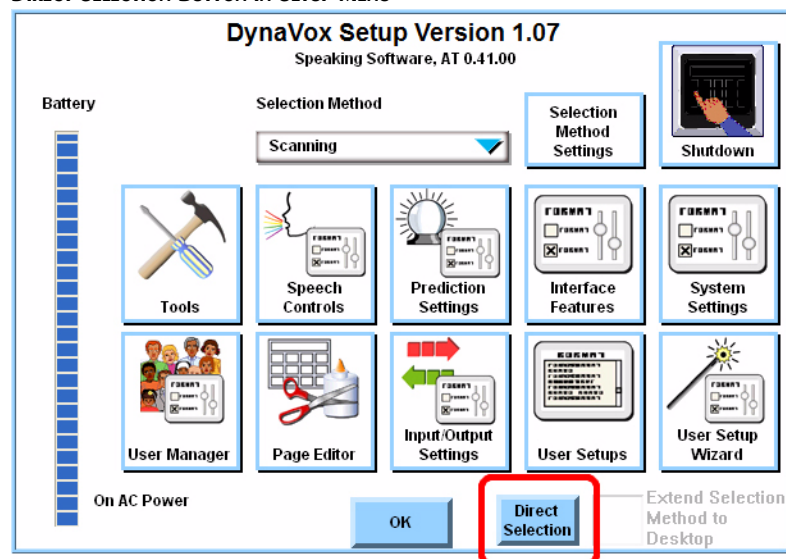
DIRECT SELECTION BUTTON IN MODIFY PAGE MENU
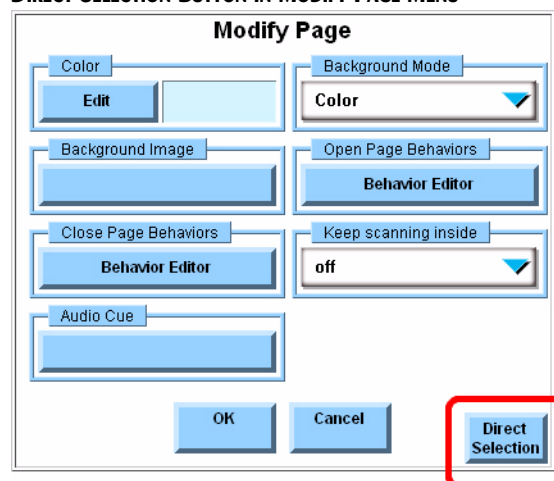
To enable the *Direct Selection* buttons:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Menus** tab.

4. Select the **Use 'Direct Selection' Buttons to temporarily override the active Selection Method** check box to enable the *Direct Selection* buttons.

5. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

The *Direct Selection* button will now appear in the bottom right corner of the *Setup* menu and/or the *Modify* menu, when you open them using a selection method other than Touch Enter or Touch Exit. If you select the *Direct Selection* button, it will disappear, indicating that the selection method has changed to Touch Enter.

Title Bar Tab

The *Title Bar* tab pane of the *Interface Features* menu enables you to display or hide certain buttons in the title bar at the top of the device touch screen. It also enables you to set and change a password, thereby restricting access to software editing controls.

To open the *Title Bar* tab pane of the *Interface Features* menu, follow these steps.

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Title Bar** tab.

INTERFACE FEATURES MENU - TITLE BAR TAB

The *Title Bar* tab pane contains the following options:

Menu Button	When the *Menu Hold* check box is active, you have to hold down for a while on the Main Menu button in the title bar before the drop-down menu will open. You can use the other controls in this group box to manage the password protection controls. For more information on these controls, refer to **Protecting System Settings**. Use the *Color* drop-down menu to define the color of the Main Menu button in the title bar.
Modify Button	Select this check box to display the Modify button in the title bar. To hide the Modify button, make sure this check box is cleared.
Describe Button	Use the controls in this group box to manage options associated with the Describe button.
My Phrases Button	Select this check box to display the My Phrases button in the title bar. To hide the My Phrases button, make sure this check box is cleared.
Home Page Button	Select the *Choose Home Page* button to designate a page as your "Home" page for easy navigation.
Color Theme	Use this drop-down menu to choose the color theme of the DynaVox Series 5 software. The theme chosen will affect the software window border, scroll bar button color, and icon and button color of the buttons in the title bar.

Select the Drop-Down Menu Button Color

The DynaVox Series 5 software enables you to change the color of the Main Menu button in the title bar.

To do so:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Title Bar** tab.

4. Select the **Color** drop-down menu in the *Menu Button* group box. The menu will expand to display the color theme options.

5. Select the color option that you want to use. The drop-down menu will close, displaying the option that you chose.

6.   Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

Show/Hide the Modify Button in the Title Bar

The green Modify button can be removed from the title bar if you want to limit access to button-editing tools. The Modify button can be restored to the title bar at any time.

To show or hide the Modify button:

1.   Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2.   Select the **Interface Features** button. The *Interface Features* menu will open.

3.   Select the **Title Bar** tab.

4.   Select the **Show Modify Button** check box. If you are showing the Modify button in the title bar, a checkmark will be added to the check box. If you are hiding the Modify button, a checkmark will be removed from the check box.

5.   Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

Define the Describe Button Settings

The Describe button ([?]) in the top right corner of the title bar provides short descriptions of the elements on the touch screen. After you select the Describe button, the title bar prompts you to select the item to be described. Once you select the item, the description is displayed near the item you selected.

The Describe button also provides descriptions of buttons in the system menus. Use the Describe button to remind you of the function of a particular button in the *Setup* menu, the *Interface Features* menu or the *Tools* menu, for example.

The Describe button provides dynamic descriptions of most of the elements and buttons found throughout the DynaVox Series 5 software.

DESCRIPTION OF THE ABBREVIATION BROWSER BUTTON IN THE TOOLS MENU
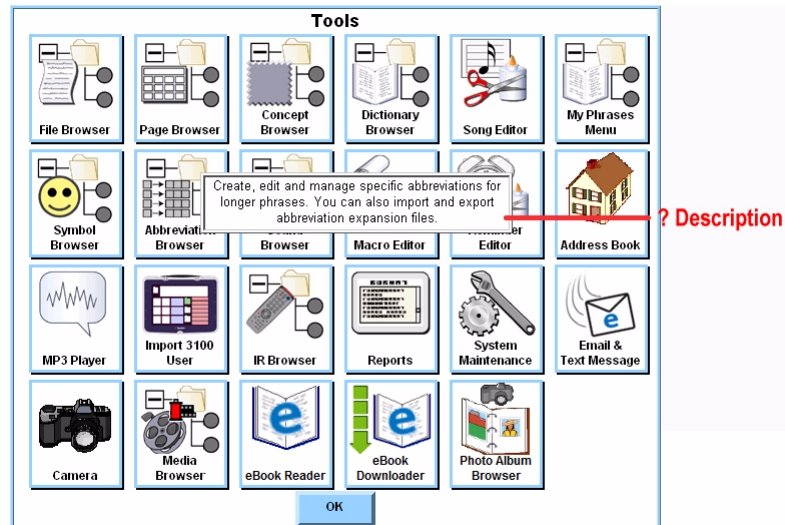
The *Title Bar* tab pane in the *Interface Features* menu provides the tools you need to customize the settings for the Describe button.

To customize the settings for the Describe button:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Title Bar** tab.

4. Use the options in the *Describe Button* group box to customize the settings of the Describe button.

Show Describe Button	Display the Describe button in the title bar. To hide the icon, make sure the check box is not selected.
Speak When Describing	Have your device speak the contents of the description when you select an object. Otherwise, make sure the check box is not selected.

5. When finished, select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

> ⚑ **Note:**   Any changes that you made to these settings will not take effect until you have closed the *Interface Features* and *Setup* menus.

Show/Hide the My Phrases Button in the Title Bar

The My Phrases button can be removed from the title bar if you want to limit access to custom phrases. The My Phrases button can be restored to the title bar at any time.

To show or hide the My Phrases button:

1. Select Main Menu > **Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Title Bar** tab.

4. Select the **Show My Phrases Button** check box. If you are showing the My Phrases button in the title bar, a checkmark will be added to the check box. If you are hiding the My Phrases button, a checkmark will be removed from the check box.

5. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

Choose Your Home Page

As your communication needs change, you may decide that you want to choose a different page as your "home page" - the page that serves as your main communication page. The DynaVox Series 5 software enables you to change or reset the home page designation at any time

> ⚑ **Note:**   Changing or resetting the home page designation does not delete pages from your device. It simply disconnects them from the Home Page button in the title bar.

To change or reset your home page designation:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Title Bar** tab.

4. Select the **Choose Home Page** button. The *Please Select Your Home Page* menu will open.

5. If you want to select a new page as your home page, proceed to step 6. If you only want to clear the current home page designation without defining a new home page, select the **Clear Page** button, and proceed to step 10.

6. Use the scroll buttons beside the left viewport to look through the available page set folders.

7. Select a page set folder in the left viewport. The right viewport will display a list of the pages that are included in that page set.

8. Select the name of the page you want to establish as your home page. A preview picture of that page will be displayed to the right.

9. Select the **OK** button to select your home page and close the *Please Select Your Home Page* menu.

10. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

When you select the Home Page button in the title bar, one of the following options will take place:

- If you selected a new home page, the software will take you to that page.

- If you only selected the *Clear Page* button, the software will open the *Please Select Your Home Page* menu, and enable you to select your new home page.

Select the Color Theme

The DynaVox Series 5 software offers several options for the color theme of the software. Selecting a different color theme will change the colors of the title bar and software window, the icon and button color in the title bar, and the scroll bar and drop-down menu buttons. The color themes can be used to add some variety to the software.

Note: If you have more than one *.user* file saved on your device (refer to **Chapter 20: Managing User Data Files**), you could assign a different color theme to each *.user* file, making it very easy to determine which user is currently active on your device.

To change the color theme of the DynaVox Series 5 software:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Title Bar** tab.

4. Select the **Color Theme** drop-down menu, then select the color theme option that you want to use.

5. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

Searches and My Phrases Tab

The *Searches and My Phrases* tab pane in the *Interface Features* menu provides controls that enable you to modify the symbol preferences and search box settings when populating search boxes. It also provides controls for customizing the use of phrases.

To open the *Searches* tab pane of the *Interface Features* menu:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Searches and My Phrases** tab.

INTERFACE FEATURES MENU - SEARCHES AND MY PHRASES TAB PANE

The *Searches and My Phrases* tab pane contains the following options:

Symbol Preferences	Use these controls to specify which of the available symbol sets should be used when searching for symbols or adding symbols to buttons.
'My Phrases' Popup	Select this button to choose the popup that will provide you with quick access to your custom phrases.
Find Similar Word	A button programmed with the Find Similar Word behavior will open a page or popup that will fill with word suggestions. The *Find Similar Word* button shown here allows you to choose the page that will be opened by that behavior.
Search Button Size	Use this drop-down menu to set a default size for the buttons that are presented in search boxes.

Select Symbol Preferences

DynaVox Series 5 devices are shipped a number of symbol sets (refer to *Chapter 9: Working with Symbol Sets*). Each Series 5 user can then decide which of these symbol sets he or she prefers to use. The *Interface Features* menu can be used to specify which symbol set should be used when the user is searching for symbols or adding symbols to buttons.

To choose a default symbol set:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Searches and My Phrases** tab.

4. Select the **Symbol Preferences** drop-down menu and select one of the available options.

5. Select the **applying this rule** drop-down menu and then select one of the available options:

Only show these symbols	The software will only show the symbol set that you have selected in the previous drop-down menu when displaying search results.
Show these symbols first	The software will show the symbol set that you have selected first when displaying search results.

6. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

Select a My Phrases Popup

The *Interface Features* menu enables you to assign a different popup to serve as your My Phrases popup. If, for some reason, the default My Phrases popup does not meet your needs or preferences, you may design a new popup to display your commonly-used phrases. You can then follow the steps below so that your new popup will be opened whenever you select the My Phrases button in the title bar.

> 🏴 **Note:**   Before you complete the steps below, you must create a custom popup to use as your My Phrases popup. Follow the steps in ***Create a Custom 'Select a Phrase' Popup***.

To use a custom popup as your My Phrases popup:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Searches and My Phrases** tab.

4. Select the **'My Phrases' Popup** button. The *Select a Popup* menu will open.

5. Select the **Search** text box and enter the name of the custom popup that you created to display your frequently-used phrases.

6. Select **OK** to close the system keyboard. Your custom popup will be highlighted in the right viewport.

> 🏴 **Note:**   If you cannot find the popup by searching, use the viewports and the expansion boxes to find the popup. Once you find it, select the popup in the right viewport.

7. Select the **OK** button to close the *Select a Popup* menu. Keep selecting the **OK** button to close all open menus.

When you select the My Phrases button in the title bar, your new popup will now open.

If you ever want to clear this setting and use the default popup provided by the software, see ***Assign the Default 'Select a Phrase' Popup***.

Find Similar Word

You can use the *Find Similar Word* button in the *Interface Features* menu to define the search page that will open when a button with the Find Similar Word behavior has been selected. The page or popup that you define should already have search capabilities on it.

To define the search page that will be used by the Find Similar Word behavior:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Searches and My Phrases** tab.

4. Select the **Find Similar Word** button. The *Select Pages* menu will open.

5. Use the viewports to navigate to the page or popup that you want to open whenever the Find Similar Word behavior is used. The page or popup that you select should already contain a search box programmed for non-local searching.

6. When you have found the page or popup that you want to use, select it in the right viewport. A thumbnail picture of the page will appear to the right.

7. Select the **OK** button.

> 🏳 **Note:**   If the page that you selected does not contain a search box programmed for non-local searching, you will receive a prompt, asking if you want to continue. If you choose not to, return to step 5 and find a page containing a search box.

8. The *Select Pages* menu will close, and the *Find Similar Word* button in the *Interface Features* menu will display part of the name of the page that you selected.

9. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

Select a Size for Search Buttons

You can use the *Interface Features* menu to set a default size for the buttons that are presented in search boxes.

To select a default size for search buttons:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Searches and My Phrases** tab.

4. Select the **Search Button Size** drop-down menu and then select one of the available options: *Small*, *Medium*, *Large* and *Use Preferences*. The drop-down menu will close and display the option you selected.

> **Note:** The *Use Preferences* option will base the size of the buttons on the settings in the *Spray/Button Grid Settings* group box in the *Preferences* menu that is available in the Page Editor. See ***Spray/Button Grid Settings*** for more information.

5. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

Slots Tab

The *Slots* tab pane of the *Interface Features* menu provides controls for controlling the symbol placement and button grid layout of the *Select Slot Filler* menu.

To open the *Slots* tab pane of the *Interface Features* menu:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Slots** tab.

INTERFACE FEATURES MENU - SLOTS TAB

The *Slots* tab pane contains the following options:

Symbol Placement	This drop-down menu allows you to select the symbol placement in the *Select Slot Filler* menu.
Slot Filler Grid Settings	This group box provides three methods for selecting the button grid layout in the *Select Slot Filler* menu.

Select the Symbol Placement

The *Slots* tab pane of the *Interface Features* menu allows you to select the placement of symbols on the *Select Slot Filler* menu (refer to **Select Slot Filler Menu**).

> **Note:** The *Select Slot Filler* menu will display slot filler options at the same font size as the system messages. To change the font size, refer to **Select the System Message Size**.

To select the placement of symbols in the *Select Slot Filler* menu:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Slots** tab.

4. Select the **Symbol Placement** drop-down menu to choose the placement of symbols in your slots:

    - Select **No Symbols** if you do not want symbols to be displayed in the slot buttons.
    - Select **On Bottom** if you want the symbols to be displayed below the text in the slot buttons.
    - Select **On the Left** if you want the symbols to be displayed to the left of the text in the slot buttons.

5. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

Define the Slot Filler Grid Settings

The *Slots* tab pane of the *Interface Features* menu enables you to change the button size and grid settings of the *Select Slot Filler* menu to suit your needs. The *Slot Filler Grid Settings* group box provides three methods for choosing the grid settings.

> **Note:** The *Select Slot Filler* menu will display slot filler options at the same font size as the system messages. To change the font size, refer to ***Select the System Message Size***.

To change the grid settings for the buttons in the *Select Slot Filler* menu:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Slots** tab.

4. In the *Slot Filler Grid Settings* group box, select the **Use Grid Settings for Slot Words** check box to enable the buttons in the group box.

5. Select the method that you want to use to define the button grid settings:

    - To match the grid settings with a specified page layout or keyguard size, proceed to step 6.
    - To use sliders to set the button size and spacing and see a dynamic preview of the size settings, proceed to step 7.
    - To manually enter the pixel values for the height, width, horizontal space and vertical space, proceed to step 8.

6. To use the settings of a pre-determined page layout, complete this step:

   a. Select the **Set Using Page Size** button. The *Page Size for Slot Alignment* menu will open.

   b. Select the page layout that you want to use from the viewport - *6 Button*, *12 Button*, *20 Button*, *30 Button*, *40 Button* or *60 Button*.

   c. Select the **OK** button to save your selection and close the menu.

   d. Proceed to step 9.

7. To set the size manually and see a dynamic display of the current options, complete this step:

   a. Select the **Set Using Grid Selector** button. The *Select Grid Settings* menu will open.

MENU - SELECT GRID SETTINGS MENU
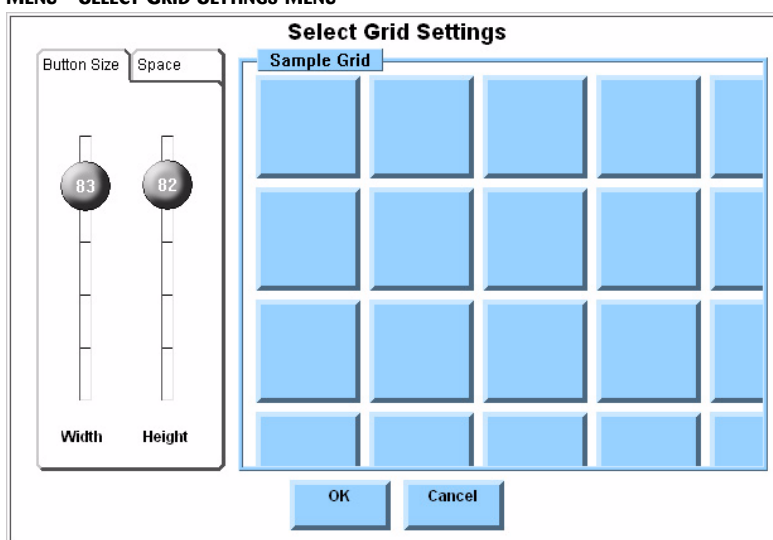
   b. To adjust the button size, select the **Button Size** tab.

   c. To adjust the button width, select the slider thumb on the *Width* slider. Maintain the selection while you move the slider thumb up to decrease the width, or down to increase the width.

   d. To adjust the button height, select the slider thumb on the *Height* slider. Maintain the selection while you move the slider thumb up to decrease the height, or down to increase the height.

   e. To adjust the default spacing for new button grids, select the **Space** tab.

   f. To adjust the amount of space between buttons in a horizontal row, select the slider thumb on the *Horz* slider. Maintain the selection while you move the slider thumb up to move the buttons closer together, or down to place the buttons farther apart.

   g. To adjust the amount of space between buttons in a vertical column, select the slider thumb on the *Vert* slider. Maintain the selection while

you move the slider thumb up to move the buttons closer together, or down to place the buttons farther apart.

> 📑 **Note:**   The *Sample Grid* on the right in the *Select Grid Settings* menu shows an example of how the slot button will look as you make setting changes in this menu.

> 📑 **Note:**   If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

---

h. Select the **OK** button to save your selection and close the menu.

i. Proceed to step 9.

8. To manually enter the pixel values for the height, width, horizontal space and vertical space, complete this step:

   a. Select the **Width** button. A window will open, enabling you to enter a numeric value.

   b. Enter the desired value and select the **OK** button close the window. The value you entered will appear in the button.

   c. Repeat the process in steps a-b for the *Height*, *Horz Space* and *Vert Space* values.

9. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

The grid settings you selected in the *Slot Filler Grid Settings* group box will be implemented the next time the *Select Slot Filler* menu is opened.

Advanced Tab

The *Advanced* tab pane of the *Interface Features* menu provides controls for choosing your system keyboard and the *Behavior Editor* menu layout.

To open the *Advanced* tab pane of the *Interface Features* menu.

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Advanced** tab.

INTERFACE FEATURES MENU - ADVANCED TAB (OPEN V/VMAX DEVICE)
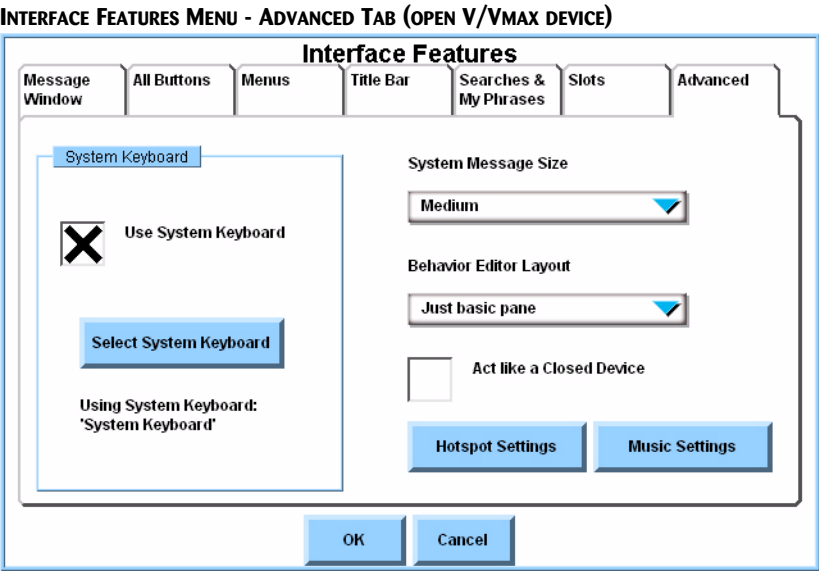
The *Advanced* tab pane contains the following options:

System Keyboard	This group box provides tools for selecting the keyboard (onscreen or physical) that will be used to enter text information.
System Message Size	Use this drop-down menu to determine the font size of system messages.
Behavior Editor Layout	Use this drop-down menu to determine if the *Behavior Editor* menu should display the *Basic* tab of behaviors, the *Advanced* tab of behaviors or both.
Act like a Closed Device	When this check box is selected, an open Series 5 device will emulate a dedicated Series 5 device (open Series 5 devices only).

Hotspot Settings	Select this button open the Hotspot Settings menu. This menu enables you to set the options for three different "hotspots" (buttons that are always accessible with only one selection): the Dashboard Hotspot, the Pause Hotspot, and the Zoom Hotspot (refer to **Using Hotspots**).
Music Settings	Select this button to open the *DynaVox Page Music Settings* menu. This menu enables you to determine what speech actions should interrupt a playing music file, as well as set the volume of spoken text, audio feedback and music (refer to **Use the Music Settings Menu**).

> **Note:** The *Act Like a Closed Device* check box is only available on open Series 5 devices. For more information, refer to **Restricting Windows Accessibility**.

Select a System Keyboard

The default system keyboard for the DynaVox Series 5 software is called *System Keyboard.* When you first begin to use your device, this system keyboard will be presented whenever you are required to enter text information or when you select a text box.

If you prefer, you may select a different keyboard to use as the default keyboard. The DynaVox Series 5 software provides several system keyboard options, each with a layout designed to meet specific selection method needs and preferences. You may use the Page Editor (see **Chapter 10: Using the Page Editor**) to further modify any of the provided system keyboards, or you may also design your own system keyboard. In order for a keyboard popup to function as the system keyboard, it must include an *OK* button and a *Cancel* button.

> **Note:** On bilingual Series 5 device, the Series 5 software maintains a different system keyboard setting for each language.

> **Note:** You may also choose to use an external keyboard as the system keyboard. Refer to **Using an External Keyboard** for step-by-step instructions.

To choose a different keyboard popup as the system keyboard:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Advanced** tab.

4. Make sure that the **Use System Keyboard** check box is selected.

5. Select the **Select System Keyboard** button. The *Select a Popup* menu will open.

6. Select the **Keyboard Pages** folder in the left viewport. A list of available keyboard popups will be displayed in the right viewport.

7. Select the name of a keyboard popup (*System Keyboard* is the default system keyboard) in the right viewport.

> **Note:** In order for a keyboard popup to function as the system keyboard, it must include a Message Window, an *OK* button (programmed with the OK & Close System Keyboard behavior) and a *Cancel* button (programmed with the Cancel & Close System Keyboard behavior).

8. Select the **OK** button to close the *Select a Popup* menu. Keep selecting the **OK** button to close all open menus.

Select the System Message Size

The *Advanced* tab pane of the *Interface Features* menu enables you to change the size of the system messages to suit your needs. A system message is generated by the software when you are prompted to answer a question, or at the end of a process, or when you need to be made aware of something. An example is shown below:

SYSTEM MESSAGE EXAMPLE (MEDIUM FONT SIZE)
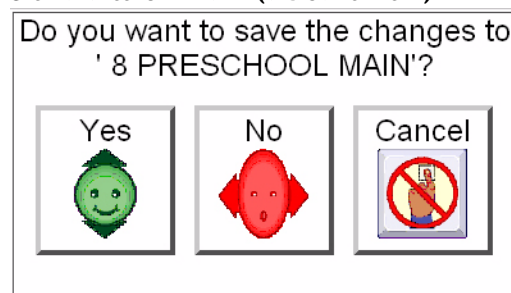
To change the font size used in system messages:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Advanced** tab.

4. Select the **System Message Size** drop-down menu, and then select one of the available options: *Small*, *Medium* and *Large*. The drop-down menu will close and display the option you selected.

5. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

The size you selected will be used the next time you see a system message.

> ⚑ **Note:** This setting also affects the font size of the *Select Slot Filler* menu (click here).

Select the Behavior Editor Layout

The *Behavior Editor* menu provides tab controls for both the basic and the advanced behaviors. You can use the tools in the *Advanced* tab of the *Interface Features* menu to determine which tabs are displayed in the *Behavior Editor* menu: only the *Basic* tab, only the *Advanced* tab, or both the *Basic* and *Advanced* tabs.

To change the organization of the *Behavior Editor* menu:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Advanced** tab.

4. Select the **Behavior Editor Layout** drop-down menu. and then select one of the available options: *Just Basic Pane, Basic and Adv.* or *Just Adv. Pane.* The drop-down menu will close and display the option you selected.

5. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

The settings you choose here will be implemented the next time you open the *Behavior Editor* menu.

CUSTOMIZING SYSTEM SETTINGS

The *System Settings* menu provides tools for customizing some important features of your device. This menu can be used to activate or deactivate a feature that will conserve battery power (backlight timeout), adjust the brightness of the light behind the touch screen and set your device's date and time.

SYSTEM SETTINGS MENU (OPEN V/VMAX DEVICE)
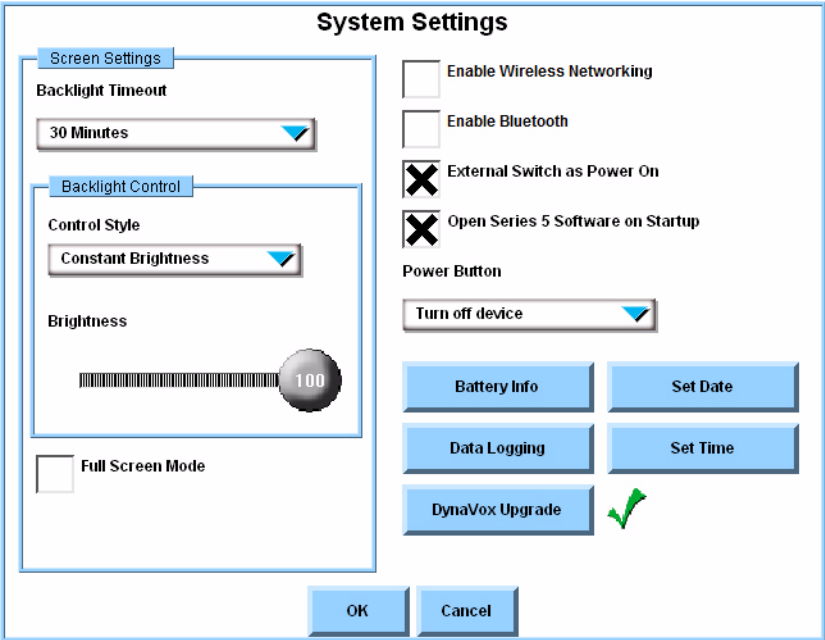
The *System Settings* menu offers the following tools:

Backlight Timeout	Use this drop-down menu to conserve battery power by defining the period of non-use after which the display backlight will dim.
Backlight Control	Use this drop-down menu and slider to control the brightness of the touch screen display.
Full Screen Mode	Select this check box to remove the title bar from the top of the touch screen. This will maximize the size of the open page. A small triangle will appear in the upper right corner. Select this triangle when you want to revert to regular mode and display the title bar.
Enable Wireless Networking	Select this check box to enable the built-in wireless networking ("WiFi") capabilities. Refer to **Establishing a Wireless Internet Connection**.

Enable Bluetooth	Select this check box to enable the built-in Bluetooth support.
External Switch as Power On	Select this check box to use an external switch to turn the Series 5 device on.
Open DynaVox Series 5 software on Startup	(Open Series 5 only) Select this check box to automatically launch the DynaVox Series 5 software whenever your device is turned on.
Power Button	Use this drop-down menu to assign different functions to the power button on the Series 5 device. The options are *Turn off device*, *Open Setup Menu* and *Disabled*.
Battery Info	Select this button to view the technical statistics of the battery charge history and current readings. Refer to **Battery Information and Care**.
Set Date	Select this button to set the date.
Set Time	Select this button to set the time.
Data Logging	Select this button to open the *Data Logging* menu, which provides options for logging the usage data for your Series 5 device.
DynaVox Upgrade	If a green check mark is shown beside this button, select this button to upgrade the DynaVox Series 5 software on your device. Refer to **Upgrading the Device Software**.
OK/Cancel	Select the *OK* button to accept any changes made and close the *System Settings* menu. Select the *Cancel* button to close the menu without saving any changes.

This section includes an overview of the *System Settings* menu and step-by-step instructions for the activities mentioned above.

Set the Backlight Timeout

You can conserve battery power by selecting a backlight timeout setting for your device. When your device is on, the backlight timeout feature will slightly dim the touch screen if no selections have been for a specified period of time. The dimmed screen will use less battery power than the normal brightness setting. When the device is in backlight timeout mode, you need simply to make a selection anywhere on the touch screen to return to the normal screen brightness.

To set the backlight timeout:

1. Select **Main Menu > Setup > System Settings**. The *System Settings* menu will open.

2. Select the **Backlight Timeout** drop-down menu in the *Screen Settings* group box and then select one of the available options.

3. Select the **OK** button to close the *System Settings* menu.

    The new backlight timeout setting will be effective immediately.

Adjust the Brightness Setting

The amount of light behind the Series 5 touch screen can be adjusted to suit the user's visual needs and to conserve battery power. The brightness can also be set to automatically adjust to the surrounding light level.

To adjust the brightness of the touch screen:

1. Select **Main Menu > Setup > System Settings**. The *System Settings* menu will open.

2. Select the **Control Style** drop-down menu in the *Backlight Control* group box and then select one of the following options:

Constant Brightness	When this is enabled, the slider in the *Backlight Control* group box will be labeled *Brightness*. It will display the current brightness level of the touch screen.
Ambient Light Sensor	When this is enabled, the slider in the *Backlight Control* group box will be labeled *Minimum Brightness*. It will display the minimum brightness level allowed by the light sensor. The sensor will adjust the screen brightness between this value and 100% brightness, based on the light level surrounding the device.

    Note: On the DynaVox Maestro (which does not have an ambient light sensor), the *Control Style* drop-down menu is always set to *Constant Brightness*.

3. Select the slider thumb on the slider in the *Backlight Control* group box, and adjust it to meet your needs. Maintain the selection while you drag the slider thumb left or right. Drag the slider thumb to the left to decrease the

screen brightness, or drag the slider thumb to the right to increase the screen brightness.

> **Note:** If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

4. If the brightness still needs to be adjusted, repeat step 5.

5. Select the **OK** button to close the *System Settings* menu.

   The amount of light behind the touch screen will immediately be adjusted to match the new setting.

Use Full Screen Mode

In order to provide more usable space on the touch screen, you can put your Series 5 in full screen mode. In full screen mode, the title bar across the top of the touch screen is removed from view. The open communication page will cover the entire touch screen. All of the page elements will proportionately increase in size.

To use full screen mode:

1. Select **Main Menu > Setup > System Settings**. The *System Settings* menu will open.

2. Select the **Full Screen Mode** check box in the *Screen Settings* group box.

3. Select the **OK** button to close the *System Settings* menu.

The title bar will disappear, and the open communication page will enlarge to cover the entire touch screen. A small triangle will appear in the upper right corner of the touch screen. By selecting that triangle, the title bar will return, and the page will return to its normal size.

FULL SCREEN TRIANGLE (UPPER RIGHT CORNER)

Use the Ambient Light Sensor

The ambient light sensor is designed to analyze the light surrounding the Series 5 device and automatically adjust the brightness of the touch screen accordingly. For example, if you take the device into a bright room, the touch screen could become difficult to read. The ambient light sensor would brighten the touch screen, making it easier to read. The sensor itself is located at the top of the touch screen, to the right of the power button.

To enable the ambient light sensor:

1. Select **Main Menu > Setup > System Settings**. The *System Settings* menu will open.

2. Select the drop-down menu in the *Backlight Control* group box.

3. Select **Ambient Light Sensor**. The drop-down menu will close and display your selection, and the slider name will change to *Minimum Brightness*.

4. Select the slider thumb on the **Minimum Brightness** slider. Maintain the selection while you drag the slider thumb to the left to make the minimum brightness dimmer, or to the right to make the minimum brightness brighter.

> **Note:** If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

5. Select the **OK** button to close the *System Settings* menu.

Use an External Switch to Turn Power On

You can configure your Series 5 device so that you can use an external switch to act as the power button. This enables a user without fine motor control to turn the Series 5 device on and begin communicating.

To use an external switch as the device power button:

1. Make sure that an external switch is connected to your Series 5 device. Refer to **Left Side of the V Device**, **Left Side of the Vmax+ Device**, or **Right Side of the Maestro Device** for more information.

2. Select **Main Menu > Setup > System Settings**. The *System Settings* menu will open.

3. Select the **External Switch as Power On** check box.

4. Select the **OK** button to close the *System Settings* menu.

The device will now treat an external switch as the power on button.

Change the Power Button Function

If you use an external switch as the power on button for your Series 5 device (see ***Use an External Switch to Turn Power On***), you can change the function of the power button (in the center of the device, above the touch screen).

To change the function of the power button:

1. Select **Main Menu > Setup > System Settings**. The *System Settings* menu will open.

2. Select the **Power Button** drop-down menu and then select one of the following options:

Turn off device	The power button will turn your Series 5 device off when pressed.
Open Setup Menu	The power button will open up the *Setup* menu when pressed.
Disabled	The power button will be disabled.

3. Select the **OK** button to close the *System Settings* menu.

The power button will now function according to your selection.

Check the Battery Info Menu

When fully charged, the battery pack for the Vmax can run the device continuously for approximately 5.25 to 5.75 hours. The V battery pack will support approximately 4 to 4.5 hours of continuous use when it is fully charged (these numbers may vary with actual use).

When the Series 5 device is running low on battery power, the low battery icon will appear in the title bar (refer to the following picture). When this icon

appears, the device should be plugged in and recharged as soon as possible (see *Extend the Battery Life* for more information).

LOW BATTERY ICON IN THE TITLE BAR

Periodically checking the battery power gauge in the *Setup* menu will make it easier to anticipate when the device will need to be recharged.

> **Note:** There are two ways to check the battery power gauge in the Series 5 software. The steps below show how to check it in the *System Settings* menu. Refer to *Check Available Battery Power* to check the battery gauge from the *Setup* menu.

To check the level of available battery power in the *Battery Info* menu:

1. Select **Main Menu > Setup > System Settings**. The *System Settings* menu will open.

2. Select the **Battery Info** button. The *Battery Info* menu will open.

BATTERY INFO MENU
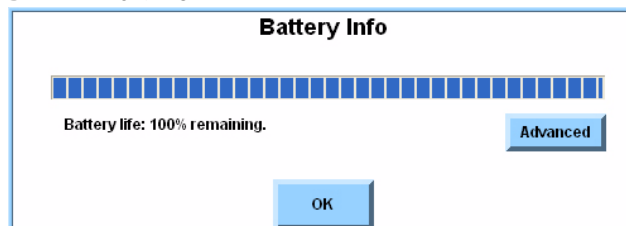
The horizontal gauge indicates the amount of power that is left in the battery. When the *Battery* gauge is full of blue blocks, the battery is fully charged. The caption below the gauge also shows the percentage of

battery life remaining. (If your Series 5 device is connected to the AC charger, the caption will read "On AC Power.")

> 🏳 **Note:**   You may select the **Advanced** button to open the *Detailed Battery Info* menu. This menu displays detailed information about the device battery (which may be useful if you speak to DynaVox Technical Support about issues with your battery). Select the **OK** button to close the menu.

3. Select the **OK** button to close the *Battery Info* menu. Keep selecting the **OK** button to close all open menus.

Set the Date

Once the date setting is correctly established, the Series 5 device can keep track of the current date. Active labels can be used to display the date on a communication page. The date feature is also necessary for reminders.

To set the correct date:

1. Select **Main Menu > Setup > System Settings**. The *System Settings* menu will open.

2. Select the **Set Date** button. The *Enter Date* menu will open.

ENTER DATE MENU

3. Select the month digits. The *Enter Month* menu will open.

4. Use the buttons in the number pad in the *Enter Month* menu to enter the current month, and select the **OK** button to return to the *Enter Date* menu.

5. Select the day digits. The *Enter Day* menu will open.

6. Use the buttons in the number pad in the *Enter Day* menu to enter the current day, and select the **OK** button to return to the *Enter Date* menu.

7. Select the year digits. The *Enter Year* menu will open.

8. Use the buttons in the number pad in the *Enter Year* menu to enter the current year, and select the **OK** button to return to the *Enter Date* menu.

9. Select the **OK** button to close the *Enter Date* menu. Keep selecting the **OK** button to close all open menus.

The new date setting is now in effect.
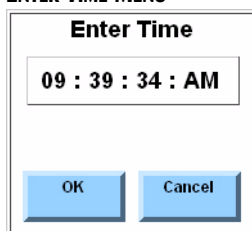
Set the Time

Once the time setting is correctly established, the Series 5 device can keep track of the current time. Active labels can be used to display the time on a communication page. The time feature is also necessary for reminders.

Set the correct time by following these steps:

1. Select **Main Menu > Setup > System Settings**. The *System Settings* menu will open.

2. Select the **Set Time** button. The *Enter Time* menu will open.

ENTER TIME MENU

Enter Time

09 : 39 : 34 : AM

OK   Cancel

3. Select the hour digits. The *Enter Hours* menu will open.

4. Use the buttons in the number pad in the *Enter Hours* menu to enter the current hour (1-12), and select the **OK** button to return to the *Enter Time* menu.

5. Select the minute digits. The *Enter Minutes* menu will open.

6. Use the buttons in the number pad in the *Enter Minutes* menu to enter the current minutes (00-59), and select the **OK** button to return to the *Enter Time* menu.

7. Select the seconds digits. The *Enter Seconds* menu will open.

8. Use the buttons in the number pad in the *Enter Seconds* menu to enter the current seconds (00-59), and select the **OK** button to return to the *Enter Time* menu.

9. Select the AM/PM setting. This setting toggles between the two options. For example, if you select the AM/PM setting when PM is displayed, the setting will change to AM.

10. Select the **OK** button to close the *Enter Time* menu. Keep selecting the **OK** button to close all open menus.

The new time setting is now in effect.

Set Up Data Logging

The data logging feature on your Series 5 device can be used to keep a record of how often the device is used and which pages or buttons are being frequently selected. Data logging can provide information that is helpful in tailoring the device to the user's needs.

To set up data logging:

1. Select **Main Menu > Setup > System Settings**. The *System Settings* menu will open.

2. Select the **Data Logging** button. The *Data Logging* menu will open.

DATA LOGGING MENU

3. Specify the type of information that should be logged by selecting any of the check boxes at the top of the menu:

Encrypt Text	The contents of the log file will be kept private so unauthorized individuals cannot easily view the log file.
Text Output	Text that was composed in the Message Window will be added to the log file.
Page Names	The pages or popups that the user selects will be recorded in the data log.
Button Labels	The labels of the selected buttons will be added to the log file.

4. Select the **Logfile:** button to define the name of the log file, and to define the directory where the log file is stored.

5. The *Key* text box contains the characters that are used to initialize the encryption algorithm that gets used if the *Encrypt Text* box is checked. In most cases, leaving this text box as "GenericKey" will provide more than enough security for encrypted files. If you do choose to change the key, however, note that a longer sequence of letters will provide more security.

6. Select the **Start Logging** button to begin compiling the log file. Once the *Start Logging* button is selected, it is replaced with a *Stop Logging* button that can be used to stop the compilation of the log file.

7. Select the **OK** button to close the *Data Logging* menu. Keep selecting the **OK** button to close all open menus.

CUSTOMIZING INPUT/OUTPUT SETTINGS

The *Input/Output Settings* menu enables you to customize various settings that handle how your Series 5 device communicates with other devices - computers, printers and other external hardware.

INPUT/OUTPUT SETTINGS MENU
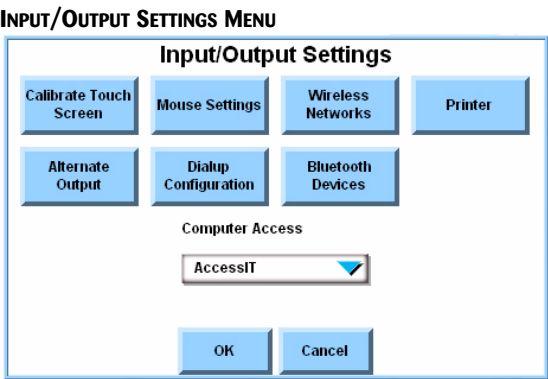
The *Input/Output Settings* menu offers the following tools:

Calibrate Touch Screen	Use this button to recalibrate the touch screen.
Mouse Settings	Use this button to set the sensitivity and change the icon of an external mouse connected to your Series 5 device.
Wireless Networks	Use this button to connect your Series 5 device to an available wireless network (Open Series 5 device only - refer to **Establishing a Wireless Internet Connection**).
Printer	Use this button to properly set up an external printer that you have connected to your Series 5 device.
Alternate Output	Use this button to configure the settings for sending information from your Series 5 communication pages directly to a computer (refer to **Using Alternate Output with AccessIT**).
Dialup Configuration	Use this button to connect your Series 5 device to the Internet through a dialup connection and modem (refer to **Establishing a Dialup Internet Connection**).
Bluetooth Devices	Use this button to set up a wireless Bluetooth connection between your Series 5 device and your computer (refer to **Using Computer Access with Bluetooth**).

Computer Access	Use this drop-down menu to choose the method by which you can send data and commands from your Series 5 device to a computer (refer to ***Computer Access***).
OK/Cancel	Select the *OK* button to accept any changes made and close the *Input/Output Settings* menu. Select the *Cancel* button to close the menu without saving any changes.

The following sections describe how to set up the options in the *Input/Output Settings* menu to best suit your needs and your available external hardware.

> 🏳 **Note:**   For more information on using external hardware with your Series 5 device, refer to ***Appendix D: External Hardware***.

Calibrate the Touch Screen

If you begin to have trouble making selections on your Series 5 touch screen, you may need to calibrate the touch screen.

To calibrate the touch screen:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Input/Output Settings** button. The *Input/Output Settings* menu will open.

3. Select the **Calibrate Touch Screen** button. A screen with instructions for calibrating the touch screen will open.

4. Use your finger or a stylus to select the center of the target that is presented on the screen with the message "Touch." Maintain your selection for a brief time, until the target message changes to "Release." At that point, release your selection.

5. Repeat step 6 for all of the targets that are displayed at different locations on the touch screen. When you release your selection of the last target, there will be a brief pause.

6. When prompted, select the touch screen and drag your selection across the touch screen to verify that the target is moving with your selection.

7. If you are satisfied with the calibration, select the **Accept** button in the lower left corner. The device will use the new screen calibration settings. If you are not satisfied, select the **Cancel** button. The device will use the previous screen calibration settings.

8. Select the **OK** button to close the *Input/Output Settings* menu. Keep
   selecting the **OK** button to close all open menus.

Customize the Mouse Settings

If you are using an external mouse with your Series 5 device, you can adjust the
speed at which the mouse moves across your device screen. You can also
customize the mouse pointer icon that moves across your device screen.

> **Note:**   Refer to *Using an External Mouse* for instructions on
> connecting an external mouse to your Series 5 device.

To adjust the mouse settings:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select **Input/Output Settings** from the *Setup* menu. The *Input/Output
   Settings* menu will open.

3. Select the **Mouse Settings** button. The *Mouse Settings* menu will open.

MOUSE SETTINGS MENU
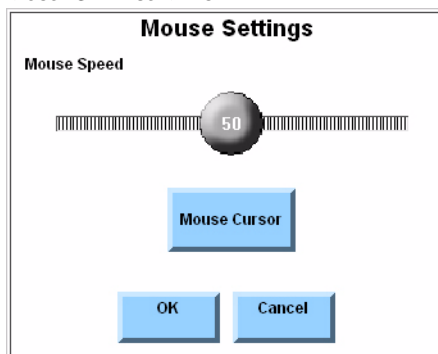
4. Use the *Mouse Speed* slider to adjust the speed of the mouse cursor
   across the touch screen. Select the slider thumb and drag it to the right to

increase the mouse cursor speed, or drag it to the left to slow the mouse cursor down.

> **Note:** If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

5. Select the **Mouse Cursor** button to open the *Mouse Cursor* menu and choose the set of mouse cursor icons you want to use. Select the drop-down menu to display the different options in the menu. When you have found the set of icons that you want to use, select the **OK** button to close the menu.

MOUSE CURSOR MENU
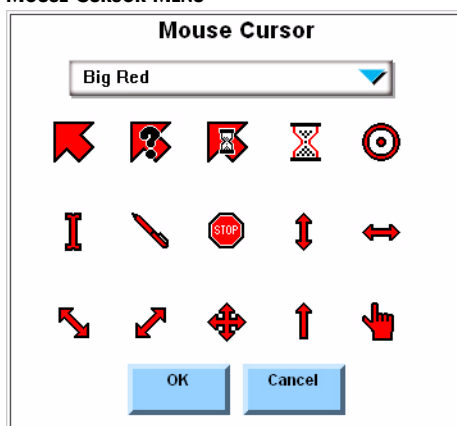
6. Select **OK** to close the *Mouse Settings* menu. Keep selecting the **OK** button to close all open menus.

Select a Printer

Before you can send any information from your Series 5 device to a printer, you must first select the kind of printer you want to use. The *Input/Output Settings* menu in the *Setup* menu enables you to choose the particular brand of printer

you are using and define the port on your Series 5 device to which it is
connected.

> **Note:** Refer to *Using an External Printer* for more information
> on connecting external printers, setting up Bluetooth
> printers, and programming buttons to print.

To define the printer you want to use with your Series 5 device:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Input/Output Settings** button. The *Input/Output Settings* menu
   will open.

3. Select the **Printer** button. The *Printer Manager* menu will open.

PRINTER MANAGER MENU

Printer Manager

Active Printer: None

| Make Printer Active | Add Printer Wizard | Delete Printer | Refresh Printers | Clear Print Spool |

OK
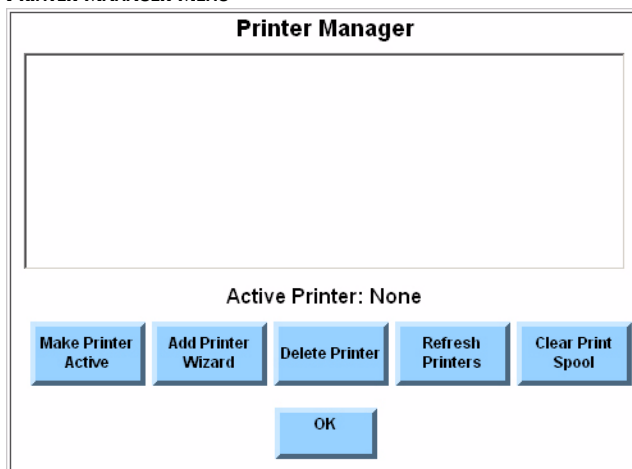
4. In the viewport, select the option that most closely matches the printer
   being used.

5. Select the **Make Printer Active** button.

6. Select **OK** to close the *Printer Manager* menu. Keep selecting the **OK**
   button to close all open menus.

PROTECTING SYSTEM SETTINGS

You can use password protection to prevent unauthorized users from gaining access to your system menus and the DynaVox Series 5 Page Editor. The *Interface Features* menu offers a *Show Page Editing Settings* group box with options for password protection. This section offers step-by-step instructions for setting up and managing password protection on your device.

Set up Password Protection

Your Series 5 device can be programmed with a password that will prevent any unauthorized access of the system menus.

To set up password protection for the first time:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Title Bar** tab.

4. Select the **Enable Password** check box. The system keyboard will open.

5. Enter a password and select the **OK** button. The system keyboard will request that you verify the password.

6. Enter the password exactly as you did the first time and select the **OK** button.

7. Select the **OK** button when the password is successfully verified. If the password verification fails, return to step 4 and try again.

8. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

You will now need to enter your password any time you select the Main Menu button in the title bar.

> **Note:** The system keyboard that prompts you to enter the password will close if no selections are made within 30 seconds.

Deactivate Password Protection

Turn password protection off by following these steps.

1. Select **Main Menu**.

> ⚑ **Note:**   Password protection is on, so you will need to use the system keyboard to enter your password and then select the **OK** button to close the system keyboard.

> ⚑ **Note:**   The system keyboard that prompts you to enter the password will close if no selections are made within 30 seconds.

2. Select **Setup > Setup Menu**. The *Setup* menu will open.

3. Select the **Interface Features** button. The *Interface Features* menu will open.

4. Select the **Title Bar** tab.

5. Select the **Enable Password** check box to remove the checkmark.

6. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

Password protection has been removed from your device and your password has been deleted. If you decide to reactivate password protection, you will have to enter a new password.

Change Your Password

You can change your Series 5 password at any time.

1. Select **Main Menu**.

> ⚑ **Note:**   If password protection is on, you will need to use the system keyboard to enter your password and then select the **OK** button to close the system keyboard.

> ⚑ **Note:**   The system keyboard that prompts you to enter the password will close if no selections are made within 30 seconds.

2. Select **Setup > Setup Menu**. The *Setup* menu will open.

3. Select the **Interface Features** button. The *Interface Features* menu will open.

4. Select the **Title Bar** tab.

5. Select the **Change Password** button. The system keyboard will open.

6. Enter the current password and select the **OK** button.

7. The system keyboard will request that you enter a new password. Enter a new password and select the **OK** button.

8. The system keyboard will request that you verify the new password. Enter the new password exactly as you did in step 7 and select the **OK** button.

9. Select the **OK** button when the password is successfully verified. If the password verification fails, return to step 5 and try again.

10. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

You will now need to enter your password any time you select the Main Menu button in the title bar.

> **Note:** The system keyboard that prompts you to enter the password will close if no selections are made within 30 seconds.

Activate/Deactivate the Menu Hold Feature

You can choose to limit access to the system menus by activating the menu hold feature. When this feature is active, a brief selection of the Main Menu button in the title bar will not open the main drop-down menu. An individual must maintain the selection for several seconds and then release it before the drop-down menu will open.

To turn the menu hold feature on or off:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Title Bar** tab.

4. Select the **Menu Hold** check box. Activatingthe feature will add a checkmark; deactivating the feature will remove the checkmark.

5. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

CUSTOMIZING CONTENT WITH THE USER SETUP WIZARD

The simplest way to customize the content on your DynaVox Series 5 pages is to make use of the User Setup Wizard. This feature is designed to work with active labels in the InterAACT page sets that are included in the DynaVox Series 5 software. Active labels display text that is supplied and maintained by the DynaVox Series 5 software. For example, active labels are often used for buttons that display the time and date. The time and date data is automatically supplied to the active labels by the software.

When you use the User Setup Wizard, you are prompted to enter the user's personal information one time. Then the information is automatically supplied to any buttons with active labels relating to that personal information. For example, if you enter the device user's name and address into the User Setup Wizard and then open a page with active labels set to "name" and "address," those labels will automatically be filled with the data that you entered.

This section contains step-by-step instructions on using the User Setup Wizard to add your personal information to your Series 5 device.

> **Note:** When launched from the *Setup* menu, the User Setup Wizard only allows you to change the contents of the active labels available in the InterAACT page sets. When you create a new user, the complete User Setup Wizard prompts you for answers about the users' capabilities and communication preferences, guides you to a recommended page set and home page, and also helps you decide on a speaking voice and other important device options. For a description of the complete User Setup Wizard, refer to ***Create a New User***.

Launch the User Setup Wizard

Begin to explore this customization tool by opening the User Setup Wizard:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **User Setup Wizard** button in the *Setup* menu. The main window of the User Setup Wizard will open.

USER SETUP WIZARD

🏴 **Note:** When launched from the *Setup* menu, the User Setup Wizard only allows you to change the contents of the active labels available in the InterAACT page sets. When you create a new user, the complete User Setup Wizard prompts you for answers about the users' capabilities and communication preferences, guides you to a recommended page set and home page, and also helps you decide on a speaking voice and other important device options. For a description of the complete User Setup Wizard, refer to **Create a New User**.

Navigate through the User Setup Wizard

Navigation buttons are presented at the bottom of each *User Setup Wizard* window:

Prev	Select the *Prev* button to go back to the previous window in the User Setup Wizard.
Next	Select the *Next* button to move to the next window in the User Setup Wizard.

Finish	Select the *Finish* button when you have entered as much information as you want in the User Setup Wizard. A *User Setup Wizard Confirmation Page* window will be presented. Use this window to review your information. Select the *Edit* button to make changes and choose the *Save and Exit* button to save the information.
Cancel	Select the *Cancel* button to close the User Setup Wizard without saving any changes or new information.

Enter Personal Information in the User Setup Wizard

The User Setup Wizard presents a series of pages that ask for specific information. To enter information, simply select the text box that you want to fill. The system keyboard will open. Enter the appropriate text and then select the *OK* button to close the system keyboard and continue with the User Setup Wizard.

As you continue to work through the User Setup Wizard, you will be able to enter the following information about the person who will be using the Series 5 device:

- Name (first, middle and last)
- Nickname
- Email address
- Age
- Birthday
- Hobbies
- Address (primary and secondary)
- The name of the facility where the user lives or receives therapy
- Phone numbers (home, work and cell phone)
- Parents' names
- Spouse's name
- Siblings' names
- Children's names
- Pets' names
- School and/or employer's name
- Friends' names
- Medical needs

• Favorite activities

🏳 **Note:** When launched from the *Setup* menu, the User Setup Wizard only allows you to change the contents of the active labels available in the InterAACT page sets. When you create a new user, the complete User Setup Wizard prompts you for answers about the users' capabilities and communication preferences, guides you to a recommended page set and home page, and also helps you decide on a speaking voice and other important device options. For a description of the complete User Setup Wizard, refer to **Create a New User**.

Confirm Your Information and Finish the User Setup Wizard

Once you have added your information to the User Setup Wizard, select the *Finish* button. You will be presented with a confirmation page that lists all of your setup data. Use the scroll bar to view all of the data entered in the User Setup Wizard.

USER SETUP WIZARD - CONFIRMATION PAGE

If you want to change any of the data entered, simply select that row in the viewport and then select the *Edit* button. The User Setup Wizard will take you to the appropriate page, with the selected text box active. Once the new data has been entered, select the **Finish** button. Select the *Save and Exit* button to preserve your data, and close the User Setup Wizard.

Select the *OK* button to close the *Setup* menu. The DynaVox Series 5 software will use the personal information stored in the User Setup Wizard to automatically customize any page with active labels for user information.

> **Note:** When launched from the *Setup* menu, the User Setup Wizard only allows you to change the contents of the active labels available in the InterAACT page sets. When you create a new user, the complete User Setup Wizard prompts you for answers about the users' capabilities and communication preferences, guides you to a recommended page set and home page, and also helps you decide on a speaking voice and other important device options. For a description of the complete User Setup Wizard, refer to **Create a New User**.

Chapter 4: Speech Setup

This section describes the menu that can be used to select and customize the speaking voice of the device, as well as the menu that can be used to create and edit pronunciation exceptions. Step-by-step instructions for all voice-related activities are included here.

DynaVox Series 5 devices offer a wide selection of voices, using a number of different text-to-speech (TTS) engines. These voices can be divided into adult male, adult female and gender-neutral child categories. These voices provide a variety of options that should meet the needs of any user. Once a voice is selected, the voice's volume, rate and pronunciation of words can be customized to suit an individual's preferences.

Be sure to read through the menu descriptions and step-by-step instructions in this chapter to learn the best practices for customizing your device's speech controls.

MODIFYING SPEECH CONTROLS

Your device's speaking voice is highly customizable. The Series 5 devices provide a range of voices that are suitable for men, women, children and teens. Once you select a voice, you can further adjust it to suit your preferences. You can specify how loud and how fast your selected voice will speak.

In addition, you can use pronunciation exceptions to customize the synthetic voice's pronunciation of familiar vocabulary. If the Series 5 device mispronounces a word or name that you use often, you can create a pronunciation exception to correct the device's pronunciation.

Voices, Volume, and Rate

The Series 5 devices offer a diverse library of different voices, using a number of text-to-speech (TTS) engines. These voices provide a number of options for adult male, adult female and gender-neutral child voices. Once you select a speaking voice for the device, you can adjust the speech rate and volume of the voice to meet your own preferences.

You can make changes to the device's speaking voice by following these steps:

1. Select **Main Menu > Setup > Speech Controls**. The *Speech Controls* menu will open.

SPEECH CONTROLS MENU

This menu offers the following options:

Language	Select the *Language* drop-down menu to choose a language to use for your main speaking voice.
Manufacturer	Select the *Manufacturer* drop-down menu to choose the manufacturer that provided the speaking voice options for the selected language.
Voice	Select the *Voice* drop-down menu to choose a voice to use as your main speaking voice.
Test Voice	Listen to your speech settings without closing the *Speech Controls* menu. When you select this button, the device will speak a sample sentence using the currently selected voice, volume and rate.
Pronunciation Exceptions	Open the *Pronunciation Exceptions* menu. This menu provides tools for creating, editing and managing pronunciation exception files.
Volume	Adjust the volume of the selected voice.
Rate	Adjust the speed at which the device will speak.
Public Speaker	Select this check box if the Series 5 should speak through the main speakers on the front of the Series 5 case.
Private Speaker	Select this check box if the Series 5 should speak through an external speaker (such as a set of headphones) that is attached to the speaker port on the left side of the device.
Speech Settings	Select this button to open the *Speech Settings* menu. This menu enables you to adjust voice parameters if a DECtalk voice is currently selected in the *Voice* drop-down menu.
Music Settings	Select this button to open the *DynaVox Page Music Settings* menu. This menu enables you to determine what speech actions should interrupt a playing music file, as well as set the volume of spoken text, audio feedback and music (refer to **Use the Music Settings Menu**).
OK/Cancel	Select the *OK* button to save any new *Speech Control* menu settings and then close the menu. Select the *Cancel* button to close the menu without saving any changes to the settings.

Select and Customize a Voice

To select the speaking voice that best suits your preferences:

1. Select **Main Menu > Setup > Speech Controls**. The *Speech Controls* menu will open.

2. Select the **Language** drop-down menu. The menu will expand to display all the available language options.

3. Select one of the language options. The menu will close and display the selected language.

> 🏳 **Note:**   The option you select in the *Language* drop-down menu will impact the options displayed in the *Manufacturer* drop-down menu. Your selections in the *Language* and *Manufacturer* menus will affect the options displayed in the *Voice* drop-down menu.

4. Select the **Manufacturer** drop-down menu. The menu will expand to display all the available manufacturer options for the selected language.

5. Select one of the manufacturer options. The menu will close and display the selected manufacturer.

6. Select the **Voice** drop-down menu. The menu will expand to display all the available voice options for the selected language and manufacturer.

7. Select one of the voice options. The menu will close and display the selected voice.

8. Customize the attributes of the selected voice by adjusting one or both of the *Speech Controls* menu sliders:

   a. To adjust the volume, select the slider thumb on the **Volume** slider. Maintain the selection while you drag the slider thumb to the left to make the voice quieter, or to the right to make the voice louder.

   b. To adjust the speed at which the voice speaks, select the slider thumb on the **Rate** slider. Maintain the selection while you drag the slider thumb to the left to make the voice speak more slowly, or to the right to make the voice speak more quickly.

> 🏳 **Note:**   If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

9. If you have selected a voice that uses the DECtalk TTS engine, the *Speech Settings* button will be enabled. To further customize the voice, select the **Speech Settings** button to open the *Speech Settings* menu and continue this step.

SPEECH SETTINGS MENU
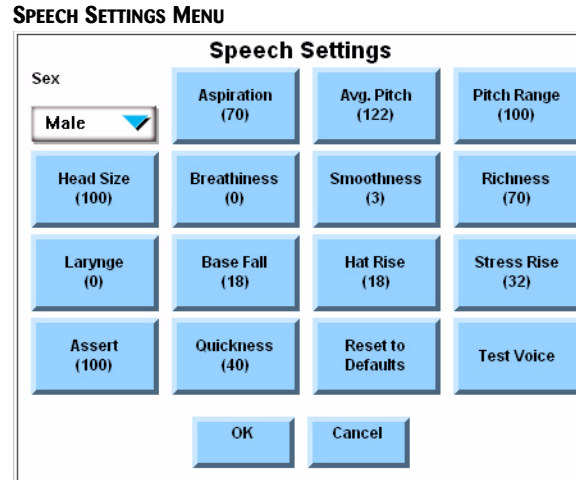
a. You can adjust the individual voice parameters by selecting the appropriate button and repositioning its slider. Select the *Test Voice* button in the bottom right-hand corner to hear your modifications.

b. Select the *Reset to Defaults* button to erase your modifications.

c. When finished, select the **OK** button to close the *Speech Settings* menu and save your changes.

10. Select the **Test Voice** button to check the voice settings. If more adjustments are necessary, repeat steps 4-7.

11. When the speaking voice is set to your liking, select the **OK** button to save your modifications and close the *Speech Controls* menu.

Choose a Speaker for Voice Output

Your Series 5 device contains two speaker options. The public speakers are located in the front of the device, behind the dark black plastic cover. The private speaker port is designed to work with hardware (external speaker or headphones) that is connected to the speaker port on the left side of the device. Refer to the following pictures:

PUBLIC SPEAKERS (V)

Speaker Holes   **Speaker Holes**

PRIVATE SPEAKER PORT (V)

Speaker Jack

To specify whether your device should speak through the public speakers or through the hardware connected to the private speaker port:

1. Select **Main Menu > Setup > Speech Controls**. The *Speech Controls* menu will open.

2. Select from the two available check boxes:

    • Select the **Public Speaker** check box if you want the device to speak through the main speaker in the front of the device.

    • Select the **Private Speaker** check box if you want the device to speak through a private speaker (an earphone, for example) or an accessory speaker attached to the speaker port.

> **Note:**   One of these two check boxes must be selected for the device to speak. If neither of the check boxes is selected, the device will not speak. If both check boxes are selected, the device will speak through the main speaker and any accessory connected to the public speaker port.

3. Select the **OK** button to close the *Speech Controls* menu.

Change the Volume

To adjust the volume at which your device will speak messages:

1. Select **Main Menu > Setup > Speech Controls**. The *Speech Controls* menu will open.

2. Select the slider thumb on the **Volume** slider. Maintain the selection while you drag the slider thumb to the left to make the voice quieter, or to the right to make the voice louder.

> **Note:** If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

3. Select the **Test Voice** button to check your new volume setting.

4. Repeat steps 2 - 3 if necessary.

5. Select the **OK** button to close the *Speech Controls* menu.

Change the Speech Rate

To adjust the rate (speed) at which your device will speak:

1. Select **Main Menu > Setup > Speech Controls**. The *Speech Controls* menu will open.

2. Select the slider thumb on the **Rate** slider. Maintain the selection while you drag the slider thumb to the left to make the voice speak more slowly, or to the right to make the voice speak more quickly.

> **Note:** If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

3. Select the **Test Voice** button to check the new rate setting.

4. Repeat steps 2 - 3 if necessary.

5. Select the **OK** button to close the *Speech Controls* menu.

Pronunciation Exceptions

The DynaVox Series 5 software allows you to use a unique phonemic (sound-based) spelling to create a customized pronunciation for any word that the software mispronounces. These special spellings are called pronunciation exceptions. Once a pronunciation exception has been created for a word, the DynaVox Series 5 software will pronounce the word according to its phonemic spelling (the word will still be presented in the Message Window with its correct, original spelling).

Pronunciation exceptions are created and managed in the *Pronunciation Exceptions* menu. To open the *Pronunciation Exceptions* menu:

1. Select **Main Menu > Setup > Speech Controls**. The *Speech Controls* menu will open.

2. Select the **Pronunciation Exceptions** button. The *Pronunciation Exceptions* menu will open.

PRONUNCIATION EXCEPTIONS MENU
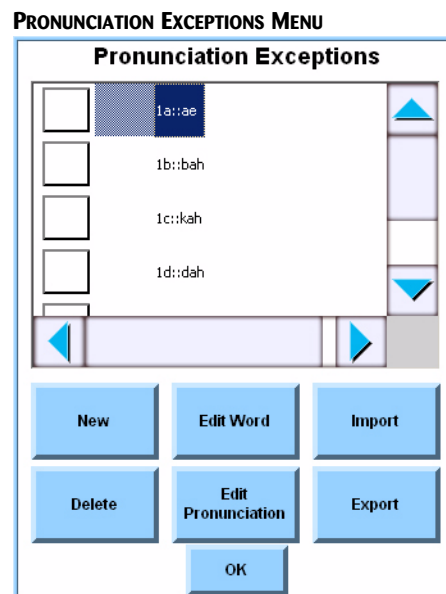
The *Pronunciation Exceptions* menu offers the following tools:

Viewport   Displays all the pronunciation exceptions that are stored on your device. If the entire list cannot be displayed in the viewport at one time, the viewport will feature a scroll bar that you can use to look through the list.

New   Create a new pronunciation exception.

Delete   Permanently remove the selected pronunciation from the viewport in the *Pronunciation Exceptions* menu.

Edit Word   Change the appearance of the word for which the selected pronunciation exception is being used.

Edit Pronunciation   Change the phonemes that have been used for the selected pronunciation exception.

Import   Add a pronunciation exception from another source by using a file sharing device (USB flash drive, CD or DVD) or the *Shared* folder (to share between users on the same device).

Export   Share one of your pronunciation exceptions with a file sharing device (USB flash drive, CD or DVD). or the *Shared* folder (to share between users on the same device).

OK   Save any new or changed pronunciation exceptions and close the *Pronunciation Exceptions* menu.

Create a Pronunciation Exception

To create a unique phonemic spelling to correct the Series 5 device's pronunciation of a word:

1. Select **Main Menu > Setup > Speech Controls**. The *Speech Controls* menu will open.

2. Select the **Pronunciation Exceptions** button. The *Pronunciation Exceptions* menu will open.

3. Select the **New** button. The system keyboard will open.

4. Enter the word that requires a customized pronunciation.

5. Select the **OK** button to close the system keyboard. The next menu you see will be based on the text-to-speech (TTS) engine that the current voice uses:

   - If the current voice is a DECtalk or a VeriVox voice, you will be presented with a window containing buttons with phonemes (speech sounds) that you can use to create a new pronunciation. Proceed to step 6.

   - If the current voice is an AT&T or Microsoft voice, you will be presented with a window that contains a text box. Proceed to step 7.

6. The window of phonemes displays the word for which you are creating a pronunciation, as well as a collection of buttons that contain phonemes (refer to the following screens). Select phonemes to create a new pronunciation for the word. The selected phonemes will be displayed in the text box at the top of the window.

PHONEME WINDOW - DECTALK VOICES (EXAMPLE)

1a			aa				Phonemes		▼
aa f(a)ther	ae b(a)t	ah b(u)t	ao b(ou)ght	ar b(ar)	aw b(ou)t	ax (a)bout	ay b(i)te	eh b(e)t	er b(ear)
ey b(a)ke	ih b(i)t	ix kiss(e)s	ir b(eer)	iy b(ea)t	or b(ore)	ow b(oa)t	oy b(oy)	rr b(ir)d	uh b(oo)k
ur p(oor)	uw b(oo)t	yu c(u)te	axm bott(om)	el bott(le)	en butt(on)	b (b)in	ch (ch)in	d (d)ebt	dh (th)is
dx ri(d)er	f (f)in	g (g)ive	hx (h)ead	jh (g)in	k (c)at	lx be(ll)	m (m)et	n (n)et	nx si(ng)
p (p)in	q w(e	r (r)ed	rx o(r)ate	s (s)it	sh (sh)in	t (t)est	tx La(t)in	th (th)in	v (v)est
w (w)est	yx (y)et	z (z)oo	zh nea(s)ure	_ silence	' major	` minor	" emphasis	/ rise	\ fall
∧ rise	- syllable	^ morpheme	# compound	(pp	) vp	, ,	. .	? ?	! !
+ new			OK	Cancel	Test	Clear	Undo		

- Select the *Undo* button to delete the phoneme in front of the cursor.
- Select the *Clear* button to delete all the phonemes entered in the text box.
- Select the *Cancel* button to delete all the phonemes in the text box and return to the *Pronunciation Exceptions* menu.

> **Note:** If you prefer, you can select the drop-down menu in the top right corner and select *As Is*. This enables you to use the text box to enter the syllables that you want to be spoken. You do not have to put spaces between the syllables.

When you are finished, proceed to step 8.

7. If there are no phoneme buttons in the window, select the text box and use the system keyboard to enter the phonetic spellings for the syllables that you want to be spoken. Select the **OK** button when finished to close the phoneme window.

8. Select the **Test** button to hear your pronunciation exception. If necessary, repeat step 6 (or step 7) to adjust the sound by selecting new phonemes.

9. Select the **OK** button to close the window of phonemes. The new pronunciation exception will be displayed in the viewport of the *Pronunciation Exceptions* menu.

10. Select the **OK** button to close the *Pronunciation Exceptions* menu.

11. Select the **OK** button to close the *Speech Controls* menu.

Edit a Pronunciation Exception

When you edit a pronunciation exception, you can choose to edit the word that uses the pronunciation exception, the phonemes of the new pronunciation itself, or both.

To make changes to a selected pronunciation exception:

1. Select **Main Menu > Setup > Speech Controls**. The *Speech Controls* menu will open.

2. Select the **Pronunciation Exceptions** button. The *Pronunciation Exceptions* menu will open.

3. Select the name of the pronunciation exception that you want to edit.

4. To change the word for which the pronunciation exception was created, select the **Edit Word** button and complete the rest of this step.
    a. Use the system keyboard to enter the new word.
    b. Select the **OK** button to close the system keyboard. A window with phoneme buttons will open. The word you entered with the system keyboard will appear in the top left corner of the window.
    c. To make changes to the pronunciation of the word, continue with step 7. If the pronunciation should remain unchanged, select the **OK** button to close the phonemes window.

5. To change the pronunciation of the word, select the **Edit Pronunciation** button. The next menu you see will be based on the text-to-speech (TTS) engine that the current voice uses:
    • If the current voice is a DECtalk or a VeriVox voice, you will be presented with a window containing buttons with phonemes (speech sounds) that you can use to create a new pronunciation. Proceed to step 6.
    • If the current voice is an AT&T or Microsoft voice, you will be presented with a window that contains a text box. Proceed to step 7.

6. The window of phonemes displays the word for which you are creating a pronunciation, as well as a collection of buttons containing phonemes (refer to the following screens). Select phonemes to create a new

pronunciation for the word. The selected phonemes will be displayed in the
text box at the top of the window.

PHONEME WINDOW - VERIVOX VOICES (EXAMPLE)

aa fAther	**ae** fAt	**ah** bUt	**ao** lAWn	**eh** gEt	**er** fERtile	**ih** bIt	**iy** bEAt	**uh** fUll	**uw** fOOl
aw hOW	**ay** hIde	**ey** gAte	**ow** lOne	**oy** tOY	**b** Book	**ch** CHart	**d** Done	**dh** THat	**f** Fat
g Good	**hh** Hello	**jh** diGit	**k** Camera	**l** Late	**m** Man	**n** maN	**ng** baNG	**p** Pat	**r** Reason
s Sit	**sh** SHip	**t** Tap	**th** THeatre	**v** Various	**w** Water	**z** Zero	**zh** viSion	**pau** short	**1** Stress

1a   ae   Phonemes

OK   Cancel   Test   Clear   Undo

- Select the *Undo* button to delete the phoneme in front of the cursor.
- Select the *Clear* button to delete all the phonemes entered in the text box.
- Select the *Cancel* button to delete all the phonemes in the text box and return to the *Pronunciation Exceptions* menu.

> **Note:** If you prefer, you can select the drop-down menu in the top right corner and select *As Is*. This enables you to use the text box to enter the syllables that you want to be spoken. You do not have to put spaces between the syllables.

When you are finished, proceed to step 8.

7. If there are no phoneme buttons in the window, select the text box and use the system keyboard to enter the phonetic spellings for the syllables that you want to be spoken. Select the **OK** button when finished to close the phoneme window.

8. Select the **Test** button to hear your pronunciation exception. If necessary, repeat step 6 to adjust the sound by selecting new phonemes.

9. Select the **OK** button to close the window of phonemes. The new pronunciation exception will be displayed in the viewport of the *Pronunciation Exceptions* menu.

10. Select the **OK** button to close the *Pronunciation Exceptions* menu.

11. Select the **OK** button to close the *Speech Controls* menu.

Delete a Pronunciation Exception

To permanently remove a selected pronunciation exception from the *Pronunciation Exceptions* menu viewport:

1. Select **Main Menu > Setup > Speech Controls**. The *Speech Controls* menu will open.

2. Select the **Pronunciation Exceptions** button. The *Pronunciation Exceptions* menu will open.

3. Select the check box beside the name of the pronunciation exception you want to delete. If there is a large list of pronunciation exceptions in the viewport, use the scroll buttons to help you find the appropriate pronunciation exception.

> **Note:** You can delete more than one pronunciation exception at the same time by selecting the check box beside each pronunciation exception that you want to delete.

4. Select the **Delete** button.

5. Select the **Yes** button to confirm that you want to delete the pronunciation exception(s). Be careful, a pronunciation exception cannot be retrieved after it is deleted.

6. Select the **OK** button to close the *Pronunciation Exceptions* menu.

7. Select the **OK** button to close the *Speech Controls* menu.

Import a Pronunciation Exception File

You can import a pronunciation exception file (*.pe*) into the *Pronunciation Exceptions* menu. This enables you to incorporate pronunciation exceptions that were developed on other Series 5 devices, other users on the same Series 5 device, and on Windows computers running the DynaVox Series 5 software into your Series 5 vocabulary.

⚠ **Caution:** When you are importing a *.pe* file, the active voice on your Series 5 device must be of the same type for which the *.pe* file was made. If is not, you will receive an error that reads, "*The Pronunciation Exceptions are defined for a Different TTS Engine.*" If that happens, return to the *Speech Controls* menu and select a different voice from the *Voice* drop-down menu. You may then continue to import the *.pe* file. Once the import is complete, you may revert to the previous voice.

In order to import the pronunciation exception file, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

Note: All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

To import a pronunciation exception file:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

   If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

Note: If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Speech Controls**. The *Speech Controls* menu will open.

3. Select the **Pronunciation Exceptions** button. The *Pronunciation Exceptions* menu will open.

4. Select the **Import** button. The *User Files* menu will open.

5. Select the **Files of Type** drop-down menu, and select **pe** to display only pronunciation exception files.

6. Select the location that contains the file you want to import:
   - If the file is on a file sharing device, proceed to step 7.
   - If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 8.

7. To import from a file sharing device, complete this step:
   a. Select the **Show All Directories** check box.
   b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

   DRIVE ICONS

   c. Proceed to step 9.

8. To import from another folder on your Series 5 device (or Windows computer) hard drive, complete this step:
   a. Select the **Show All Directories** check box.
   b. Use the left viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.
      - If you are using a dedicated Series 5 device, and you are importing the file from another user on the same device, the file should be *Shared* folder. Select the **Shared** icon in the left viewport.
      - If you are using an open Series 5 device, and you are importing the file from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. To open the *Shared* folder

(the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.

   c. Proceed to step 9.

9. In the right viewport, select the check box beside each pronunciation exception file (*.pe*) you want to import (you can import multiple files at one time).

10. Select the **OK** button to close the *User Files* menu.

> **Note:** You may be asked if you want to replace pronunciation exceptions with conflicting names. As the *.pe* file is imported, the DynaVox Series 5 software will check to see if any pronunciation exceptions in the file have the same name as pronunciations exceptions that already exist in the *Pronunciation Exceptions* menu. Select the **Yes** button to replace the existing pronunciation exception with the pronunciation exception from the *.pe* file. Select the **No** button to keep the existing pronunciation exception.

11. Select the **OK** button when the pronunciation exception has been successfully imported.

12. Select the **OK** button to close the *Pronunciation Exceptions* menu. Keep selecting the **OK** button to close all open menus.

13. You may disconnect the file sharing device if you wish.

The imported pronunciation exception is now available in the *Pronunciation Exceptions* menu for the active user.

Export a Pronunciation Exception File

You can share your pronunciation exceptions with other Series 5 users by exporting them, creating a separate file (with a *.pe* extension) that contains the data you want to share.

Exporting a pronunciation exception file enables you to share the pronunciation exception(s) with other Series 5 devices, other users on the same Series 5 device, and Windows computers running the DynaVox Series 5 software.

You can export a pronunciation exception file to one of the following locations:

- A folder on your Series 5 device hard drive

- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

To export a pronunciation exception file:

1. If you are exporting to a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

   If you are exporting from the Series 5 software on a Windows computer, connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer).

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Speech Controls**. The *Speech Controls* menu will open.

3. Select the **Pronunciation Exceptions** button. The *Pronunciation Exceptions* menu will open.

4. Select the check box beside each pronunciation exception that you want to export (you can export multiple pronunciation exceptions at one time).

5. Select the **Export** button. The *Enter File Name* menu will open.

6. Select the destination for the file you want to export:
   - To export to a file sharing device, proceed to step 7.
   - To export to a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 8.

7. To export to a file sharing device, complete this step:
   a. Select the **Show All Directories** check box.

b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

c. Proceed to step 9.

8. To export to a folder on your Series 5 (or Windows computer) device hard drive, complete this step:

a. Select the **Show All Directories** check box.

b. Use the left viewport to navigate to the folder where you want to export the file. Select the expansion box [+] next to a folder to see the sub-folders that it contains.

c. Select the destination folder in the left viewport.

- If you are using a dedicated Series 5 device, and you are exporting the file so that it can be imported by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.

- If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> **Note:** If you are using an open Series 5 device (or Windows computer), you may export the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

d. Proceed to step 9.

9. Select the **Name** text box. The system keyboard will open.

10. Enter a name for the export file and select the **OK** button.

> **Note:** The (*.pe*) extension will be assigned to the new file.

11. Select the **OK** button once the file is exported successfully.

12. Select the **OK** button to close the *Pronunciation Exceptions* menu. Keep selecting the **OK** button to close all open menus.

13. You may disconnect the USB flash drive if you wish.

A copy of the pronunciation exception file (with the *.pe* extension) can now be found in the destination that you selected.

- To share the pronunciation exception with another Series 5 user (on the same or a different device), or with a Windows computer running the DynaVox Series 5 software, see ***Import a Pronunciation Exception File***.

- To burn the exported file to CD or DVD using an external drive (open Series 5 device or Windows computer only), see ***Burn a File to CD or DVD***.

Chapter 5:   Introduction to Series 5 Pages

The DynaVox Series 5 software organizes vocabulary and activities onto pages. Each page in the DynaVox Series 5 software is designed to provide unique content and capabilities. Usually, each page is designed around a particular subject or goal, and the vocabulary and functionality on that page all relates to that goal.

This section also describes communicating with page sets. The DynaVox Series 5 software offers the DynaVox InterAACT and Gateway Series 5 page sets, two unique series of page sets that are designed to enable individual communicators start using the device right away. Each page set is described in this section.

PAGE NAVIGATION

The DynaVox Series 5 software enables you to navigate from page to page, as your communication needs change from moment to moment. You can use the page navigation buttons in the title bar, or the *Page Navigator* menu to open a different page. You can also program buttons on specific pages to open other pages (refer to **Add the Go to Page Behavior**).

This section provides an overview on the navigational tools available in the DynaVox Series 5 software.

- *Navigation Buttons*
- *Using the Page Navigator Menu*

Navigation Buttons

The navigation buttons in the top left corner of the title bar enable you to quickly scroll through pages or popups in your Page History. You can use these buttons to go back and review the pages you have most recently opened, and then to go forward again to the page from which you started. You can also open your "home" page, which is a page that you designate as your primary starting point.

NAVIGATION BUTTONS
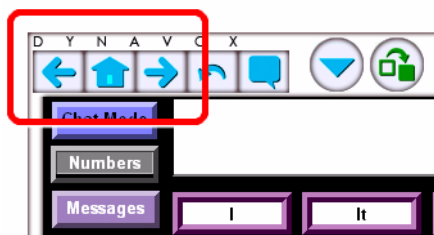
- Use the Page Back button (left arrow) to go backwards through your page history, opening pages and popups that you visited prior to the page that is currently open.
- Use the Home Page button (house icon) to return to the page you have designated as your "home" page, regardless of its position in your page history.
- Use the Page Forward button (right arrow) to go forward through your page history, opening pages and popups that you visited after the page that is currently open.
-

Defining Your Home Page

The DynaVox Series 5 software enables you to define a "home page" - the page that you will use as your main communication page. You can use the Home Page navigation button in the title bar to open your home page at any time. This is very helpful if you accidentally open a page or popup that is unfamiliar. The Home Page button makes it easy to get back to familiar territory.

> **Note:** The *User Setup Wizard* will help you choose the most effective page set for an individual. If you use the *User Setup Wizard*, it will assign a new home page based on the information you provide about the communicator's capabilities and preferences. For more information about the *User Setup Wizard*, refer to **Customizing Content with the User Setup Wizard**.

To define your home page:

1. Select the Home Page button in the title bar. One of the following options will take place:

   a. If you have already defined a home page, the software will open that page. If you want to redefine or reset your home page, refer to **Changing Your Home Page**.

   b. If no home page is currently defined, the *Please Select Your Home Page* menu will open. Continue with step 2.

> **Note:** You may also select the Modify button in the title bar, and then select the Home Page button. The *Please Select Your Home Page* menu will open.

2. Use the scroll buttons beside the left viewport to look through the available page set folders.

3. Select a page set folder in the left viewport. The right viewport will display a list of the pages that are included in that page set.

4. Select the name of the page you want to establish as your home page. A preview picture of that page will be displayed to the right.

5. Select the **OK** button to select your home page and close the *Please Select Your Home Page* menu.

When you select the Home Page button in the title bar, the software will return you to the page that you selected in step 4.

Changing Your Home Page

As your communication needs change, you may decide that you want to choose a different page as your "home page" - the page that serves as your main communication page. The DynaVox Series 5 software enables you to change or reset the home page designation at any time.

> **Note:** Changing or resetting the home page designation does not delete pages from your device. It simply disconnects them from the Home Page button in the title bar.

To change or reset your home page designation:

1. Select the Modify button in the title bar. It will turn red.

2. Select the Home Page button in the title bar. The *Please Select Your Home Page* menu will open.

3. If you want to select a new page as your home page, proceed to step 4. If you only want to clear the current home page designation without defining a new home page, select the **Clear Page** button, and proceed to step 7.

4. Use the scroll buttons beside the left viewport to look through the available page set folders.

5. Select a page set folder in the left viewport. The right viewport will display a list of the pages that are included in that page set.

6. Select the name of the page you want to establish as your home page. A preview picture of that page will be displayed to the right.

7. Select the **OK** button to select your home page and close the *Please Select Your Home Page* menu.

8. Select the **OK** button to close the *Interface Features* menu.

9. Select the **OK** button to close the *Setup* menu.

When you select the Home Page button in the title bar, one of the following options will take place:

-   If you selected a new home page, the software will take you to that page.

-   If you only selected the *Clear Page* button, the software will open the *Please Select Your Home Page* menu, and enable you to select your new home page.

Navigating to Your Home Page

Each page set in the DynaVox Series 5 software contains a variety of pages and popups. While browsing through the active page set, it is possible to open an unfamiliar page, or one that contains content that you do not want at the moment. In such instances, returning to your "home page" (your main communication page) will get you back into familiar territory.

There are several ways to return to your home page:

- Select the Page Back button (left arrow) in the title bar to go backward through your page history. This method can be used to trace your steps from the current page back to your home page.
- Select the Home Page button (house icon) to return to your home page immediately, regardless of its position in your page history.

NAVIGATION BUTTONS
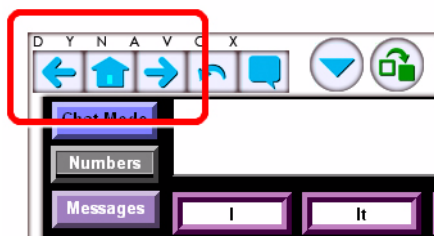
- Select a button that has been programmed with the Go to Home Page behavior. This is useful when your device is in full screen mode and the title bar is not visible.

> **Note:**   Refer to **Chapter 8: Assigning Behaviors** for instructions on programming a button. The Go to Home Page behavior can be found in the Page Navigation behavior category in the *Behavior Editor* menu. For more information about the other behaviors in the Page Navigation category in the *Behavior Editor* menu, refer to **Page Navigation Behaviors**.

Using the Page Navigator Menu

Before you begin to explore the page sets that have been provided with your DynaVox Series 5 software, it will be helpful to understand how to move from one page to another. This section offers a description of the *Page Navigator* menu and step-by-step instructions for using it to move from page to page.

Open the *Page Navigator* menu and look at the tools it provides. To find this menu:

1. Select **Main Menu > Setup > Page Navigator.** The *Page Navigator* menu will open.

PAGE NAVIGATOR MENU
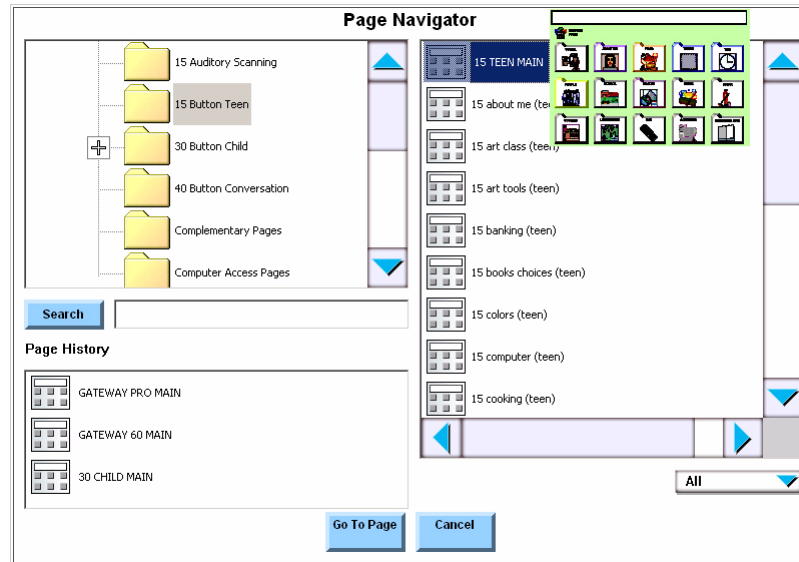
The *Page Navigator* menu features the following options:

Left Viewport	The left viewport shows each page set as an individual folder. When a page set folder is selected, the right viewport displays the pages and popups that are stored within the folder.
	Any folder that contains subfolders will have an expansion box to its left. When the expansion box shows a [+], you can select it to expand the folder and display all of the subfolders it contains. When the expansion box shows a [-], you can select it to hide the subfolders.
	For example, the *<toplevel>* folder has an expansion box. If the expansion box beside the *<toplevel>* folder shows a [+], no other folders will be visible. If you select the expansion box (or double-select the folder), the [+] will become a [-] and the folder will expand to display all the subfolders it contains.

Right Viewport	When a folder is selected in the left viewport, the right viewport will display all of the pages and popups (and other folders, if any) that are contained in the selected folder.
	The right viewport also displays a preview picture of the page or popup that is currently selected in the right viewport. You may select directly on the preview picture to close it.
Search Text Box	Use the *Search* feature to look for a page or popup by name or by content.
Page History Viewport	Use this viewport to quickly find pages that you have recently opened. The *Page History* viewport lists the pages you have opened in the order in which they were opened. The page that is currently open will be first in the list. Popups are not displayed in the *Page History* viewport.
Drop-Down Menu	The unnamed drop-down menu in the lower right corner of the *Page Navigator* menu enables you to specify what type of page files are displayed in the viewports. This drop-down menu has three options: *Popups Only*, *Pages Only* and *All*.
Go to Page/ Cancel	Select the *Go to Page* button to open the page or popup that is selected in the right viewport. Select the *Cancel* button to close the menu without opening a new page.

There are three ways to find a page or popup in the *Page Navigator* menu.

- You can scroll through the viewports to find the page or popup.
- You can use the *Search* feature to quickly locate a specific page by name or by content.
- You can use the *Page History* viewport to find a recently opened page or popup.

Step-by-step instructions for these three methods are included here.

Search for a Page by Name

To open the *Page Navigator* menu and use the *Search* feature to find a particular page or popup:

1. Select **Main Menu > Setup > Page Navigator.** The *Page Navigator* menu will open.

2. Select the **Search** text box. The system keyboard will open.

3. Enter the name of a page (or some content that you want to find on the page).

> ⚑ **Note:** You can perform wildcard searches using the asterisk (*) as the wildcard character. For example, if you enter *cat**, the software will present symbols that begin with *cat* (like *catalog* or *catch*). If you enter **days*, the software will present any symbols with names that end with *days* (like *weekdays* and *holidays*).

4. Select the **OK** button. An hourglass icon may appear while the software is searching.

The *Select Page* menu will open. The top viewport will list the pages whose names match the search text. The bottom viewport will list the pages that contain vocabulary that matches the search text.

SELECT PAGE MENU

> ⚑ **Note:** The viewport of the *Select Page* menu may partially obscured by the picture preview of the page that is currently highlighted. You may select the preview picture to remove it.

5. Select the desired page in one of the viewports (you may need to use the scroll bars to view all of the options in the viewports). A preview image of the page will appear next to the *Select Page* menu.

> ⚑ **Note:**   If the desired page is not listed in either viewport, select the *Cancel* button and return to step 3 to enter different search text.

6. Select the **OK** button to close the *Select Page* menu. The page that you selected will be highlighted in the right viewport of the *Page Navigator* menu.

7. Select the **Go To Page** button to close the *Page Navigator* menu.

The page you selected in the right viewport will open when the menu closes.

Scroll Through the Viewports to Find a Page

To open the *Page Navigator* menu and look through the viewports for a page or popup:

1. Select **Main Menu > Setup > Page Navigator.** The *Page Navigator* menu will open.

2. Select the up and down scroll buttons beside the left viewport to look through the available page set folders. You may need to select the expansion box beside the *Top level* folder (or double-select the folder) to see all the folders.

3. Select a page set folder in the left viewport. When a folder is selected, the right viewport will display a list of the pages and popups that are included in the chosen page set.

4. Select the scroll buttons beside the right viewport to look through the list of pages.

5. Select the name of the page you want to open.

6. Select the **Go to Page** button to close the *Page Navigator* menu.

The page you selected in the right viewport will open when the menu closes.

Use Page History

To open the *Page Navigator* menu and use the *Page History* viewport to open a page:

1. Select **Main Menu > Setup > Page Navigator.** The *Page Navigator* menu will open.

2. Select the up and down scroll buttons beside the *Page History* viewport to look through the pages that have been opened recently.

> **Note:**   Remember that popups are not displayed in this viewport.

3. Select the name of a page in the *Page History* viewport.

4. Select the **Go to Page** button to close the *Page Navigator* menu.

The page you selected will open when the menu closes.

SUPPLIED PAGE SETS

The DynaVox InterAACT page sets and Gateway Series 5 page sets are unique features of DynaVox Series 5 software. Your Series 5 device offers numerous pre-programmed page sets, each one exclusively designed to meet the communicative, symbolic, linguistic, cognitive and developmental needs of a specific group of individuals. The page sets have been created to provide useful, appropriate vocabulary and a reliable page navigation system to help Series 5 users communicate in their day-to-day lives.

Pre-programmed page sets should be used as a starting point for device customization. A page set provides the user with a platform from which to begin communicating. To be truly effective, these pages should be enhanced with personal information and information about the people the user talks to or about. Vocabulary words and phrases that are used often should also be added to the pages. The DynaVox InterAACT page sets feature many blank buttons to make it easy to add original information.

The rest of this section features a brief description of the DynaVox InterAACT page set strategy. While you are reading the page set overviews, be sure to use your device to explore the individual page sets.

When you first create a user for the DynaVox Series 5 software (refer to **Create a New User**), the User Setup Wizard will ask several questions about the user and his or her communications abilities and preferences. Your answers will help to build a profile for the user, and from that profile, the software will recommend a specific page set and automatically define a home page for the user.

> **Note:**   It is important to note that the results of the *User Setup Wizard* are only suggestions, based in the information gathered about the user's symbolic or language abilities and communication needs and preferences. You may access any provided communication page set, even after going through the *User Setup Wizard*. If you feel that a different page set and a different home page would be more appropriate, feel free to use them. The *User Setup Wizard* is provided to make suggestions, not to limit the DynaVox Series 5 software capabilities or the device's usefulness to the user.

Once you have learned more about the page set options available in the DynaVox Series 5 software, continue to read about quick ways to add your own personal information to these pages using the *User Setup Wizard* (click here), the Modify button (click here) and the Quick Page feature (click here).

DynaVox InterAACT

The InterAACT page sets were created by a team of clinicians and industry researchers with a diverse range of professional, academic and personal backgrounds. This team developed a communication strategy, framework and system that would meet a wide variety of communications needs, and also take advantage of the new hardware features and capabilities of the Series 5 device.

-

InterAACT Strategy

The InterAACT strategy draws upon the best practices from a range of developmental science and communication sources. InterAACT page sets incorporate the use of visual scenes, social networks as a communication inventory, and other methods for simplifying learning demands.

The InterAACT language system supports both functional communication and literacy development. It is driven primarily by three factors:

- communicator's age
- communication ability
- the context within which they want to communicate

The common elements throughout the InterAACT page sets support continuity and progression across the age and independence levels. They support the individual's chronological and communicative growth by maintaining the following elements in all page sets across the spectrum:

- Physical structure and layout
- Language use elements
- Language structure elements
- User interface framework
- Connections to the user's environment

InterAACT Page Sets

There are five age categories in the InterAACT framework:

Young Child	2-6 years old
Child	7-13 years old
Teen	14-21 years old
Young Adult	22-50 years old
Adult	50+ years old

Each of these age categories is a user in the *User Manager* menu (refer to **Chapter 20: Managing User Data Files**), as well as a group of page sets.

Each of the age categories contains the following communication levels:

Functional (Emergent)

- The individual is beginning to communicate using a variety of methods including gestures, body language, facial expression, and simple symbols.
- The focus is on communicating basic needs and beginning social interaction.
- The individual communicates best with familiar communication partners and in familiar settings.
- The individual may require assistance from communication partner to narrow choices or provide other guidance.
- It is often difficult to know if the individual actually understands his or her communication partners.
- The individual communicates a limited number of messages in small set of specific contexts and routines.

Situational (Context Dependent)

- The individual shows understanding of simple and clear symbols.
- The individual may communicate effectively in a limited number of situations or may communicate in a limited way across a variety of situations.
- The individual's ability to communicate effectively depends on the environment, topic, or communication partner.
- The individual understands most communication about things that are present but may misunderstand references to people, situations, and items that are not present.
- The individual is beginning to understand more abstract symbols.
- The individual has a very limited ability to creatively combine symbols to create new messages.
- Generally, the individual is not literate.

Creative (Independent)

- The individual is able to talk about a broad range or age-appropriate subjects in flexible ways.
- The individual understands communication and follows the linguistic rules appropriate for their age.
- The individual is socially engaged at his or her age level.
- The individual writes and spells at or near his or her age level.
- The individual is able to combine single words, spelling, and phrases together to create novel messages about a variety of subjects.

Each of the communication levels exists as a page set (in some cases, multiple page sets) within each of the 5 age-based users. You can see the page sets for each user in the *Page Navigator* (click here) or *Page Browser* (click here) menus.

> **Note:**   When you are creating a new user, the User Setup Wizard will prompt you to answer questions about the user's communication needs, preferences and capabilities. Based on your answers, the User Setup Wizard will recommend a home page and a primary page set that should meet the cognitive and physical requirements of the user. Refer to **Create a New User** for more information about creating a new user.

The *User Manager* menu also contains the following users:

- Startup User - This is the current user if you decide to cancel out of the User Setup Wizard when you first turn the device on.
- VSD-Adult (Aphasia/TBI) - This user takes advantage of visual scene displays to meet the needs of individuals with aphasia or other traumatic brain injuries.

> **Note:**   For more details on the Visual Scene Displays page set, refer to the online Knowledge Base on the DynaVox website. Browse to www.dynavoxtech.com, and select *24-7 Tech Support*. The Knowledge Base will open in a new browser window. Search the Knowledge Base on the keyword "Downloadable Resource Guides." Download the *.pdf* version of the *Visual Scene Displays* training module.

- Gateway - This user provides access to the Gateway page sets. For more information, refer to **Gateway Series 5**.

InterAACT Visual Scenes

One of the main features in the InterAACT page sets is the use of visual scenes. Visual scenes make use of background images and active areas (invisible buttons) to set the context for communication. Once the context is known, users

can select specific messages from a grid of buttons attached to an item in the scene, or communication partners can ask questions based on the scene.

VISUAL SCENE EXAMPLE - BEDROOM
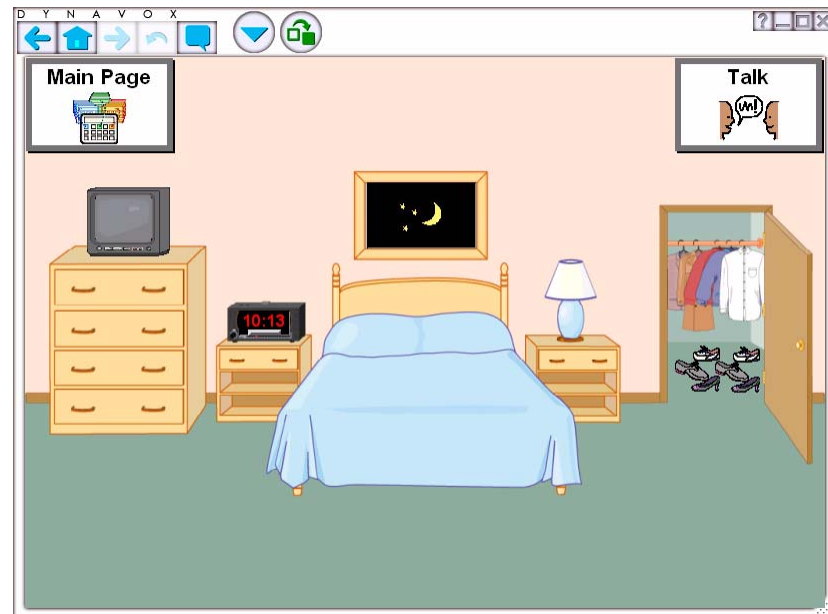
Visual scenes are excellent to use when communicating about an environment (bedroom, living room, office, etc.). They enable the user to select the item in the picture that they want to communicate about, rather than selecting a button. You can place active areas over the objects in the background image, and then program the active areas to speak a message, open a popup with communication options, play a recorded sound, send a remote control command, and more.

VISUAL SCENE EXAMPLE - OFFICE
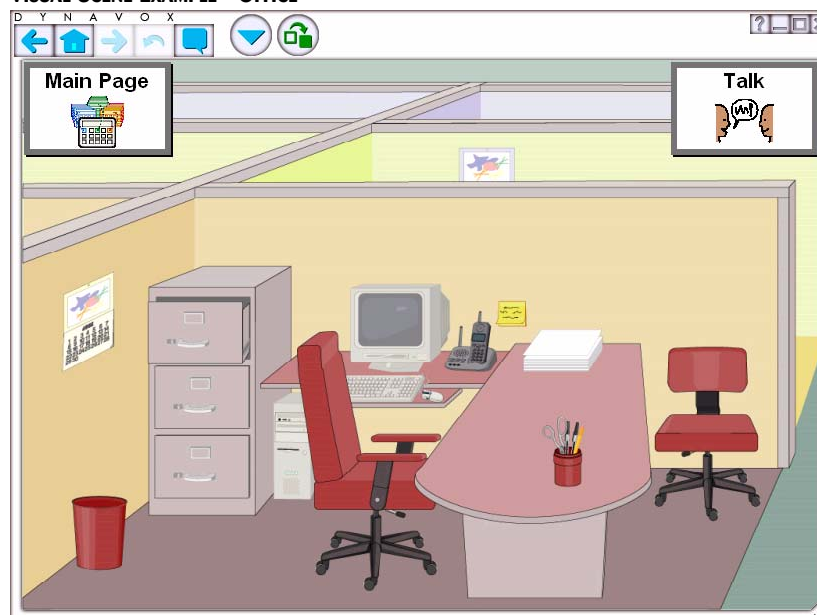
The InterAACT page sets provide a wide variety of ready-made visual scenes. You may also create your own visual scenes by importing custom digital pictures into new pages (refer to ***Using Digital Pictures as Backgrounds***), and placing and programming active areas over the objects of interest in the picture (refer to ***Modifying an Active Area***).

InterAACT Peripheral Pages

Each page set also includes these groups of peripheral pages. These pages match the button layouts and formats of the overall page sets:

- Calendar Pages: A collection of pages designed to emulate a calendar. Each page contains one month, with a button for each day of the month, as well as additional buttons for text messages or phrases.

- Computer Pages: A collection of pages that enable the user to control a computer. These pages offer buttons programmed with behaviors that can send text messages and control commands (for example, mouse movements) to a computer over an alternate output connection (click here).

- Digital Images Pages: A collection of pages designed to let the user organize and display custom digital pictures. The pages provide popups which contain digital pictures, as well as buttons that can be programmed to describe the pictures.

- Email and Text Messaging Pages: A collection of sample pages that you can use to simplify the process of sending an email message or a text

message. These pages include buttons programmed with email or text messaging commands. If space permits, they can also include buttons used to generate novel messages (keyboard buttons, predictor buttons, access to popups, etc.). You may choose one of these pages to act as your email page or your text messaging page (refer to **Assign an Email Page** and **Assign a Text Messaging Page**).

- Keyboard Pages: A collection of keyboard pages and popups, each with a layout designed to meet specific selection method needs and preferences. You may select one of the keyboard pages as a keyboard to create novel messages. You may also choose one of the popups to act as your system keyboard (refer to **Select a System Keyboard**).

- Onscreen Keyboards: A collection of popups that enable you to enter information in a DynaVox Series 5 style keyboard and transmit that information to an open Windows application (refer to **Using an OnScreen Keyboard**).

> **Note:** The onscreen keyboards pages only work on the open V/Vmax device.

- Phone Pages: Pages that enable your Series 5 device to control a landline telephone to dial out and receive telephone calls (this also requires the user of the DynaVox PhoneIT hardware).

Startup User

The Startup user is active when you turn the device on for the very first time, before you create a custom user (refer to **Create a New User**). This user provides a brief series of introductory pages that list the resources available on the device, and through DynaVox Technologies, including technical support information. Refer to **Supplied Resources** for more information.

After listing the available resources, the introductory pages provide you with the opportunity to start the User Setup Wizard, so that you can create your own custom user. Refer to **Create a New User** for more information.

If you decide to cancel out of the User Setup Wizard, the Startup user will display the Exploratory pages. The Exploratory pages provide an informal opportunity to explore the features of the DynaVox Series 5 software. The various activities are presented on a master page with five tab panes. Each pane offers buttons that link to the activity pages. The *Access Activities*, *Leisure Activities* and *Language Activities* panes allow users to experiment with page layout styles and try different access methods. This type of experimentation is a good way to learn about the features that are most efficient for an user's

linguistic abilities. The *Communication Pages* pane provides a link to the *User Manager* menu and the New User Wizard.

EXPLORATORY PAGES

> **Note:** The Exploratory Pages are not intended as a communication page set or as a formal evaluation tool, but as an informal observation of physical access abilities and communication skills.

Navigator

Navigator is targeted towards literate adult users of AAC devices who do not necessarily have the support staff or training opportunities that school-age AAC device users have. Navigator is designed to be intuitive and easy-to-use, providing quick, simple methods for communication.

> **Note:** The Navigator user is included on Vmax devices that ship running version 1.05 (or higher) of the Series 5 software. If you had to upgrade your Vmax software to version 1.05, you will have to install the Navigator user from the CD that accompanied the EyeMax accessory. Refer to the documentation provided on the CD for instructions on copying and installing the Navigator user.

Navigator was designed to take advantage of the flexibility and capabilities offered by the Eye Tracking selection method. The buttons are larger, and

easier to select with the EyeMax accessory, and the default Dashboard popup provides easy access to the EyeMax calibration menus.

> 🚩 **Note:**   The EyeMax accessory and the Eye Tracking selection method can be used effective with users besides Navigator. Conversely, the Navigator user may be used effectively with selection methods other than Eye Tracking.

•

Navigator Main Page

The Navigator Main Page contains 16 buttons (one of which is blank and available for customization).

NAVIGATOR MAIN PAGE

- **Keyboard Only:** This page provides a full-screen keyboard for typing novel messages. It also provides access to predictor buttons.
- **Main Keyboard:** This page provides a more detailed full-screen keyboard for typing novel messages. It provides access to predictor buttons, and also to Quickfires and core words for each letter.
- **Largest Keyboard:** This page provides very large targets for the letters. This page can used when the user is fatigued and having difficulty selecting smaller targets (or when conditions require larger targets).
- **Alarm:** This button will sound an audible alarm, to get the attention of a nearby caregiver.

- **Storytelling:** This page allows you to display a picture, and then enter several statements or questions about that picture. It provides a good framework for telling stories.

- **Remote Controls:** Selecting this button will open the remote control master page, which allows you to use your Vmax device to control electronic appliances like TVs, DVD players, radios, and more.

> **Note:** Refer to ***Remote Control Features*** for more information on remote controls.

- **Telephone:** This page contains tools for sending and receiving telephone calls using a Tash, GEWA, or AbleNet PRISM phone (or a DynaVox PhoneIT device). It also links to pages that contain phrases for use during the phone conversation.

- **eBooks:** This page enables you to import, open, and read books in electronic format.

> **Note:** Refer to ***Working with eBooks*** for more information on eBooks.

- **Email:** This page allows you to quickly and easily send, receive, and read email messages. (You must have email service and an active Internet connection to use this page.)

- **Internet:** This page provides tools for accessing the Internet. (You must have an active Internet connection to use this page.)

- **EyeMax Status:** This page displays the positioning and calibration status of the EyeMax accessory, and provides a quick link for recalibrating.

> **Note:** This button is only available when Eye Tracking is the current selection method. If any other selection method is active, this button is blank.

- **Help:** This button will launch a tutorial video on how to use the Navigator page set.

- **Tools:** This page provides tools for modifying the settings of your current selection method and other important interface features, without having to access the Main Menu button in the title bar.

- **Games:** This page provides links to some basic games, such as Concentration and Tic Tac Toe.

- **OnScreen Keyboards:** Selecting this button will display the group of onscreen keyboards that have been developed for use with the Navigator page set. OnScreen Keyboards enable you to send commands to the

Windows environment using the same selection method that you use for the DynaVox Series 5 software.

> 🏳 **Note:**   OnScreen Keyboards are only available on open Vmax devices. Refer to ***Using an OnScreen Keyboard*** for more information regarding onscreen keyboards.

Every page in the Navigator page set links to the Main Page. No matter which page is currently open, the Main Page is only one selection away.

Gateway Series 5

Series 5 devices also offer Gateway Series 5©, a developmentally-based series of page sets designed for DynaVox by Joan Bruno, Ph.D., CCC-SLP. The Gateway page sets accommodate the fundamental communication needs of young users as well as the complex communication needs of competent adult communicators. Consistency in the design of all the page sets ensures that a user can seamlessly move from a basic page set to the next level of complexity while maintaining communicative competence.

Each Gateway page set includes a "core" single word vocabulary that enables an individual to converse about a range of topics. Gateway page sets also feature activity-based pages to promote efficient communication within focused activities. Gateway Series 5 provides quick access to a core of phrases and sentences that target specific communicative contexts and enhance conversational control.

Each Gateway Series 5 page set targets a specific user population in terms of the core and fringe vocabulary selected for the page set and the word morphology features included. Each page sets addresses the expressive language, educational, recreational and community-based needs of the targeted population. Page set design enables educators and therapists to implement relevant intervention goals.

This section provides a brief description of each individual Gateway Series 5 page set and an overview of its intended user population.

Gateway 12

Gateway 12 is designed for children who are chronologically between 2 and 6 years of age whose receptive language performance is at the 18-24 month level. The targeted user can successfully access a 12-location array and is developmentally ready to begin combining words to create multi-word messages.

Gateway 12 includes different topical page sets. Each set is intended to be a part of a focused activity or routine mediated by an adult communication partner. There is an open page set, which is intended to be customized to meet the unique needs and interests of the child.

GATEWAY 12

> 📖 **Note:**   This page set is not incorporated into the InterAACT page sets. However, it is available in the *Gateway.user* file that is located on the DynaVox Series 5 CD. Refer to ***Import a User*** for more information.

Gateway 20 Child

The Gateway 20 Child page set targets two distinct user populations. The first includes children, chronologically between two and 15 years of age, whose receptive skills are at the 24-30 month level. These children may demonstrate severe physical impairments, mild to moderate cognitive limitations, and/or an oral apraxia. The second clinical population includes children whose diagnosis falls within the PDD - Autistic Spectrum. These children are chronologically between three and 10 years of age and typically use PECS with an "I want" sentence strip. They can recognize symbols for nouns, verbs and some adjectives and adverbs. Both of these user populations would be communicating in messages of one or two words.

Gateway 20 Child includes a variety of features that are intended to enhance language development opportunities and expand the core vocabulary. Sentence Development Links provide a simplified method for creating a sentence. Selecting a verb automatically opens a popup of associated "Things" that the user can use to complete a message. "Describing" and "Colors/Shapes" links are available on each of the associated "Thing" popups, providing additional

opportunities for a child to expand the sentence complexity. The present progressive verb form (-ing) is modeled on the verb page to promote spontaneous usage in later page sets.

In this page set, semantic Power Strips provide a set of grammatically associated words (walk, run, jog and skip, for example) that offer opportunities for a greater diversity of expression. An Opposite button on the Descriptive Words popup systematically expands the available vocabulary. A set of five tab controls (About Me, Time to Chat, Time to Learn, Time to Play, Time to Relax) can help to increase a child's opportunities for participating in dialogues and educational or recreational activities.

GATEWAY 20 CHILD
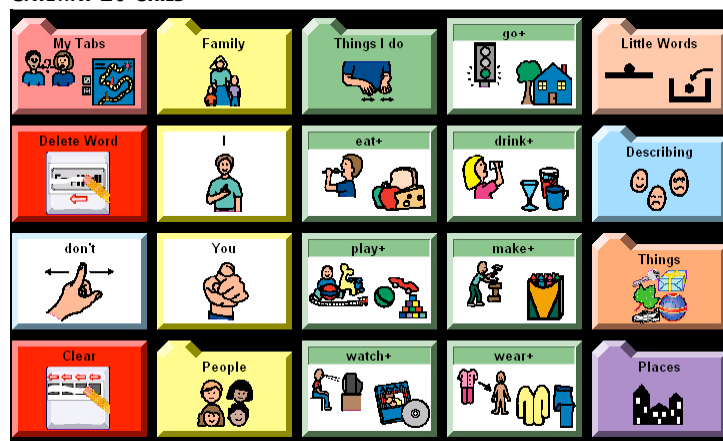
> **Note:**   This page set is incorporated into the InterAACT page sets. It is also available in the *Gateway.user* file that is located on the DynaVox Series 5 CD. Refer to ***Import a User*** for more information.

Gateway 20 Adult

Gateway 20 Adult includes a variety of features that are intended to enhance language development opportunities and expand the core vocabulary. Sentence Development Links provide a simplified method for creating a sentence. Selecting a verb automatically opens a popup of associated "Things" that the user can use to complete a message. "Describing" and "Colors/Shapes" links are available on each of the associated "Thing" popups, providing additional opportunities for the user to expand the sentence complexity. The present progressive verb form (-ing) is modeled on the verb page to promote spontaneous usage in later page sets.

In this page set, semantic Power Strips provide a set of grammatically associated words (walk, run, jog and skip, for example) that offer opportunities for a greater diversity of expression. An Opposite button on the Descriptive Words popup systematically expands the available vocabulary. A set of five tab controls (About Me, Time to Chat, Time to Learn, Time to Play, Time to Relax) can help to increase the user's opportunities for participating in dialogues and educational or recreational activities.

GATEWAY 20 ADULT
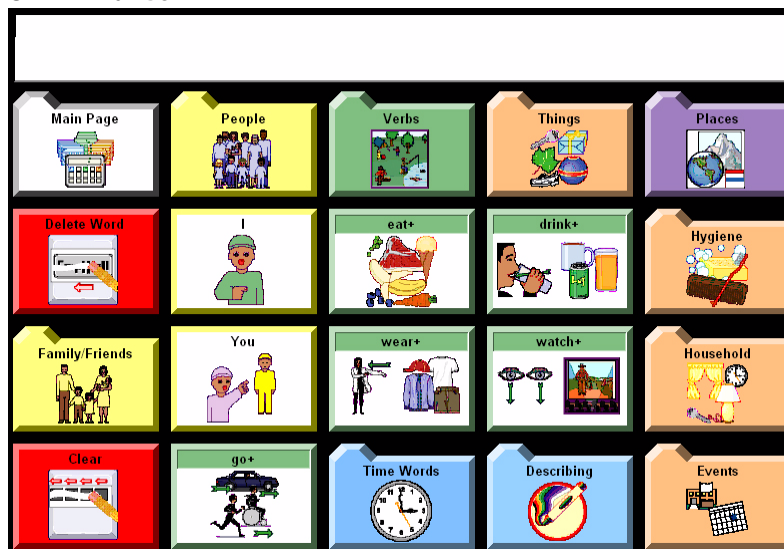
> ᗰ **Note:**   This page set is incorporated into the InterAACT page sets. It is also available in the *Gateway.user* file that is located on the DynaVox Series 5 CD. Refer to **Import a User** for more information.

Gateway 30 Teen

The Gateway 30 Teen page set is designed for adolescents and adults who demonstrate limitations in cognitive-language performance. Candidates for this page set communicate in single- or multiple-word utterances, and typically do not use function words (e.g. the, this, with) or word endings such as "-ing" as a part of their spontaneous message generation. The vocabulary in this page set is functionally based and reflects many of the activities of daily living.

In addition to a core of nouns, pronouns and verbs, the main page includes the Main tab (containing vocabulary related to basic needs) and the Town tab (containing words relevant to school, current events and community activities). A new link for Phrases provides the user access to a core of frequently used

messages, which can increase conversational control. Phrases are also helpful for individuals whose comprehension exceeds their expressive performance.

A set of five tab controls is included. The About Me tab control can be customized to include general information about the user. The Talk to Friends tab control offers expressions that can be used in social conversation. The Talk About Holidays tab control enables the user to talk about his or her birthday and the events that occur during the different months of the year. The Talking in Town tab control provides general messages for communicating within the community and the Time to Relax tab control offers a set of functions that the user can operate to help control his or her environment.

GATEWAY 30 TEEN
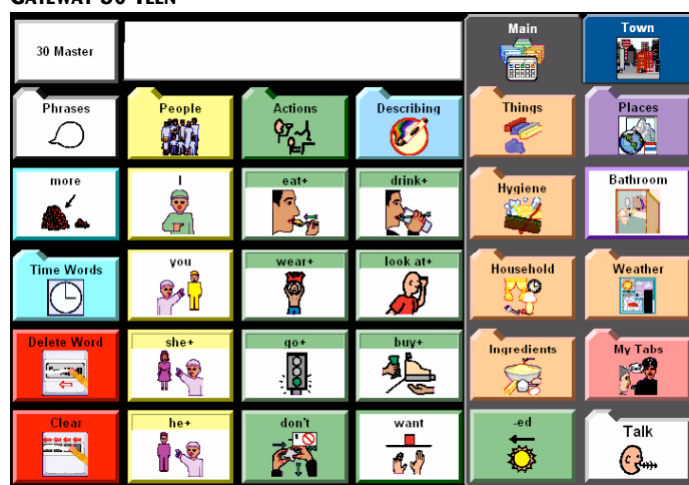
> 📖 **Note:**   This page set is not incorporated into the InterAACT page sets. However, it is available in the *Gateway.user* file that is located on the DynaVox Series 5 CD. Refer to ***Import a User*** for more information.

Gateway 30 Adult

This page set can be used by adults, who typically communicate in single or multiple word utterances, and do not use function words (e.g. the, this, with) or word endings such as "-ing or "ed" as a part of their spontaneous message generation. Language intervention goals would not include improving syntactical performance. Like the Gateway 30 Teen page set, the Gateway 30 Adult page set provides a core of nouns, pronouns and verbs, as well as the Main tab (containing vocabulary related to basic needs) and the Town tab (containing words relevant to school words, current events and community activities). A link

for Phrases provides the user access to a core of frequently used messages, which can increase conversational control and participation in everyday activities.

The My Tabs button links to a set of five tabs. Each tab contains phrases and/or sentences that can enable the user to provide communicate within a different context. The About Me tab contains sentences the user can select to share personal information and to request the same from others. Talk to Friends contains messages that can enable the user to express a range of pragmatic functions. Talk About Holidays contains information about what occurs during each different month of the year as well as a page that can be customized for his/her birthday. Talking in Town provides general messages that can be used for communicating within the community and Time to Relax offers a set of functions that the user can operate to help control his/her environment.

GATEWAY 30 ADULT
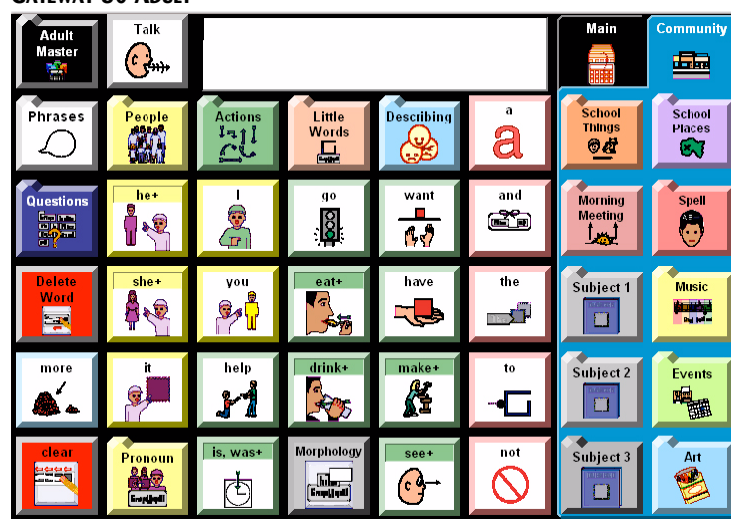
> **Note:** This page set is not incorporated into the InterAACT page sets. However, it is available in the *Gateway.user* file that is located on the DynaVox Series 5 CD. Refer to **Import a User** for more information.

Gateway 40 Child

The Gateway 40 Child page set addresses the needs of children, chronologically aged three to 12 years, whose receptive skills are at the 30-60 month level. The expressive performance of these individuals would range from use of two- or three-word telegraphic sentences to syntactically correct sentences. This page set is ideal for users who have the potential to learn to use

word endings, articles and prepositions. Spelling and reading should be among the educational goals of Gateway 40 Child users.

Semantic Power Strips provide a set of grammatically associated words (walk, run, jog and skip, for example) that offer opportunities for a greater diversity of expression. All forms of the verb "to be" and frequently-used object categories like Household and Toys are easily accessible from the main page. An Opposite button on the Descriptive Words popup expands the available vocabulary. Five tab controls (About Me, Time to Chat, Time to Learn, Time to Play, Time to Relax) can help to increase a child's opportunities for participating in dialogues and educational or recreational activities.

GATEWAY 40 CHILD
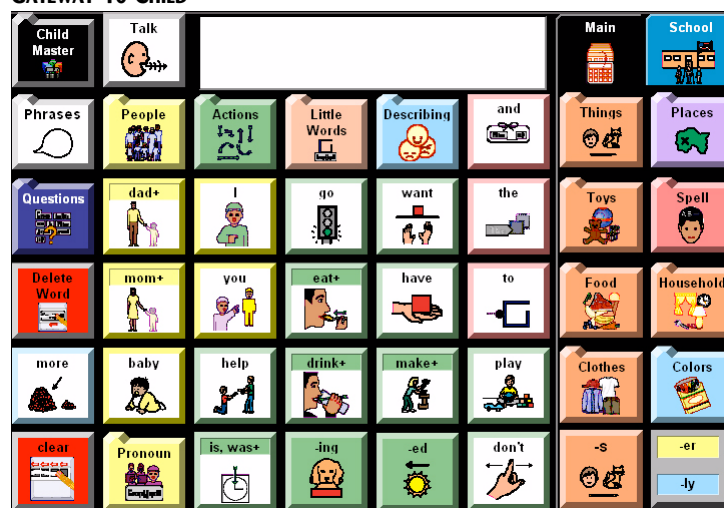
> **Note:** This page set is incorporated into the InterAACT page sets. It is also available in the *Gateway.user* file that is located on the DynaVox Series 5 CD. Refer to ***Import a User*** for more information.

Gateway 40 Adult

This page set targets individuals with intact expressive language skills but whose visual or motor limitations require a grid with no more than 40 locations. It includes a spelling page with word prediction to complement the single word vocabulary.

The main page is arranged in a modified Fitzgerald Key format with links to words from a variety of grammatically organized categories. The Word Morphology button enables a user to add the appropriate word ending each

word as needed. This page set has a tab set that gives the user consistent access to the core vocabulary without needing to navigate from Main page.

Semantic Power Strips offer greater diversity of expression. The School Things page contains vocabulary for School Supplies, Computer and Health along with an Edit Talk page that is designed to enable a user to make a presentation in class or to edit a document that has been written.

There is a Phrases link offering a range of 10 - 15 of phrases for each of the 6 selected topics- a set of high frequency comments, conversational control phrases, school phrases, messages to express basic needs and wants, questions and answers.

All forms of the verb "to be" are easily accessible from the Main page. The Pronoun page is organized to facilitate easier access to targeted words and frequently used Object categories are located on the main page. Use of an Opposite Strategy and links to Feelings, Sensory and More Describing on the "Descriptive Words" page systematically expands available vocabulary. A set of tabs is available – About me, Time to Chat, Time to Learn, Time to Play, Time to Relax – increasing the opportunity for participating in dialogues, well as in educational, social and recreational activities.

GATEWAY 40 ADULT

> **Note:** This page set is incorporated into the InterAACT page sets. It is also available in the *Gateway.user* file that is located on the DynaVox Series 5 CD. Refer to **Import a User** for more information.

Gateway 60 Child

The Gateway 60 Child page set targets children that are constructing 4-5 word sentences and either using, or learning to use articles, prepositions, and pronouns and the full range of word morphology features. There are many built-in features to enhance the efficiency of message generation and the ability to maintain conversational control.

The Main page contains a tab that a user can toggle to access the Main vocabulary or the School vocabulary without needing to navigate from the Main page as one did in previous versions of Gateway. Words on the Gateway core and within the school tab represent some of the most commonly used words in a child's reading and writing vocabulary.

Semantic Power Strips provide a focused array of words that offer greater diversity of expression. A Phrases link contains 8 topics with an average of 24 messages associated with each topic. Additionally, a "Predicted Category" popup minimizes the distance that a user must travel to access a targeted location.

This page set includes pages for Time words, Descriptive Words, States, Capitals, Planets, World Places, School Things, School Places, and others. Through use of the Alternative Access function (contained on the School Things page) a child can use the Gateway core vocabulary to write a story and send it directly to a computer.

An Editing page provides the user not only with a large message window to ease the task of editing large blocks of text, but the needed functions to deliver a speech or to participate in a school play. A set of five Tabs (About Me, Time to

Chat, Time for Fun, Time to Learn, Time to Relax) increases the user's opportunities for participating in dialogues, well as in a range of other activities.

GATEWAY 60 CHILD
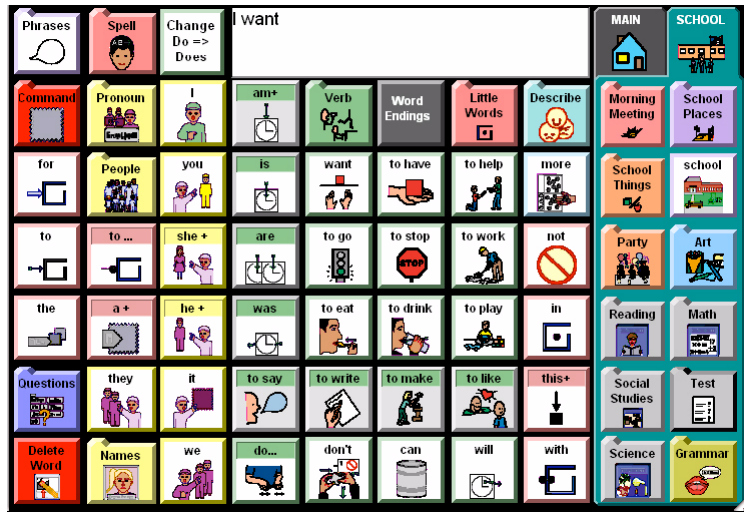
> 📛 **Note:**   This page set is not incorporated into the InterAACT page sets. However, it is available in the *Gateway.user* file that is located on the DynaVox Series 5 CD. Refer to ***Import a User*** for more information.

Gateway 60 Teen

The Gateway 60 Teen page set shares all of the features and functions of the Gateway 60 Child page set and differs only the content of the Phrases link and the inclusion of pages for emailing, text messaging, use of the MP3 player, and a page for integrating movies.

This page set targets teens that are constructing syntactically correct sentences. The format and organization of this page set are consistent with the Gateway 60 Child page set, as are the features to streamline message generation and maintain conversational control. This consistent design is intended to ease a child's transition to this page set.
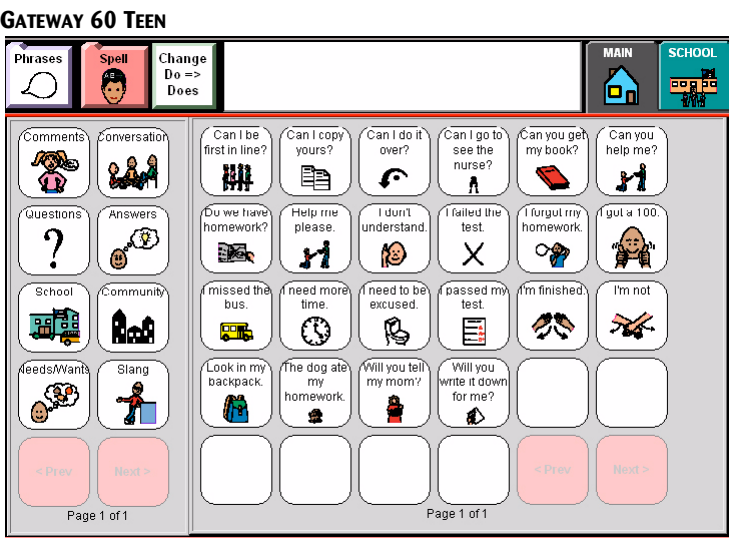
GATEWAY 60 TEEN

> **Note:** This page set is not incorporated into the InterAACT page sets. However, it is available in the *Gateway.user* file that is located on the DynaVox Series 5 CD. Refer to ***Import a User*** for more information.

Gateway 60 Adult

The Gateway 60 Adult page set shares all of the features and functions of the Teen version. The Main tab contains links for the core vocabulary and the Community tab includes pages for emailing, text messaging, use of the MP3 player, a page for integrating movies, a calculator, access to a computer page or the Alternative Access function. The Phone Link provides access to a core of phrases and messages that may be needed to engage in an efficient phone conversation. The Phrases link has a core of phrases related to 8 topics.

The format and organization of this page set is consistent with the Child and Teen versions Gateway 60. It targets adults that are constructing syntactically correct sentences and may benefit from pictures and/or may need access to larger squares than available on Gateway Pro.

The features to enhance the efficiency of message generation and the ability to maintain conversational control are the same as in the Gateway 60 Child and Gateway 60 Teen page sets.

ADULT GATEWAY 60
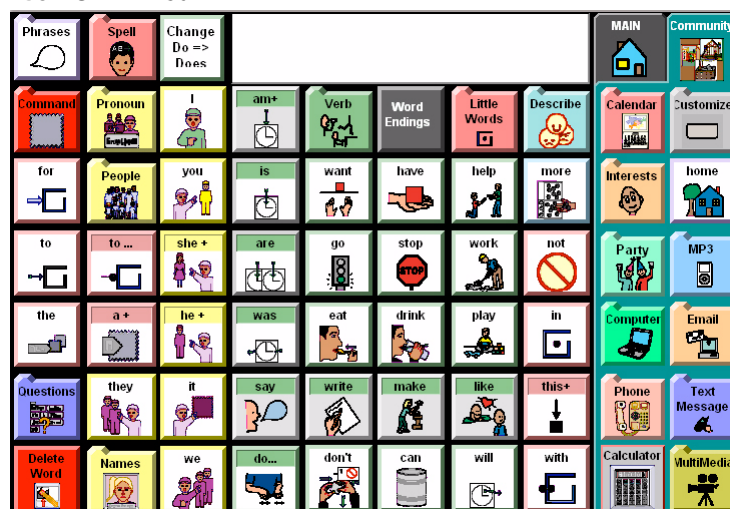
> **Note:** This page set is incorporated into the InterAACT page sets. It is also available in the *Gateway.user* file that is located on the DynaVox Series 5 CD. Refer to ***Import a User*** for more information.

Gateway Pro

The Gateway Pro page set is designed for literate AAC users who can use direct selection or scanning to work with at least 100 buttons on a page. A typical

Gateway Pro user would demonstrate fully developed syntactical performance with word endings, articles and prepositions. Spelling is also an important part of routine message generation.

The main page of Gateway Pro contains a QWERTY keyboard and consistent access to the most frequently used English words. The main page also includes a comprehensive selection of "Thing" words and access to popups for People, Questions, Pronouns, Verbs, Descriptive Words, Time Words and Places. In addition, it provides access to approximately 2000 words through semantically organized category links. Gateway also provides access to comprehensive computer access, editing and environmental control pages (ECU).

GATEWAY PRO
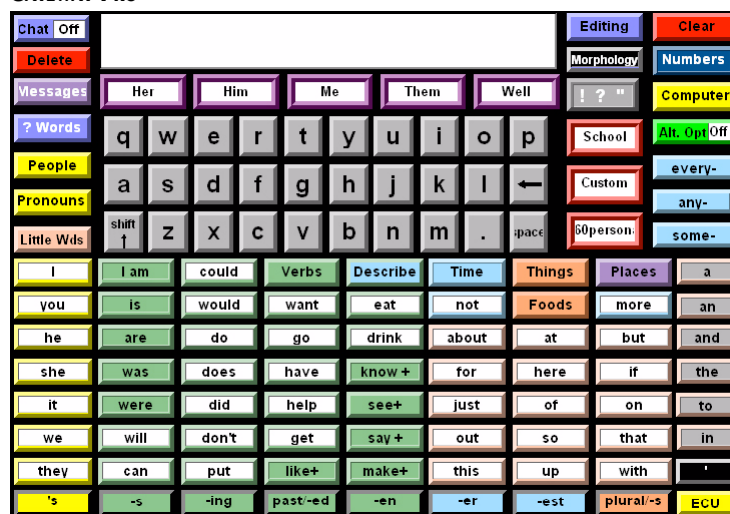
> **Note:** This page set is not incorporated into the InterAACT page sets. However, it is available in the *Gateway.user* file that is located on the DynaVox Series 5 CD. Refer to ***Import a User*** for more information.

Scanning Gateway Pro

Scanning Gateway Pro is designed for literate users of AAC devices who rely on scanning as their means to access a communication device. A custom scanning pattern enhances the efficiency. A typical user would demonstrate fully developed syntactical performance using word endings, articles and prepositions, etc. and rely heavily on spelling as a part of routine message generation.

The Main page of Gateway Pro is a dynamic page set that contains an ALPHA keyboard and provides consistent access the most frequently used words of our language. QWERTY and letter Frequency formats of the Main page are included and can be switched at the user's preference. Character Prediction enhances the rate of message generation and can minimize a user's need to scan the entire page to access a targeted word.

In addition to the core of words on the Main page, it provides access to approximately 2000 words through semantically organized category links. These include Popups for the following word categories: People, Questions, Pronouns, Verbs, Descriptive Words, Time Words, Places, and a comprehensive selection of Things. Gateway also provides access to comprehensive computer access, editing and environmental control pages (ECU).

SCANNING GATEWAY PRO

> **Note:**   This page set is not incorporated into the InterAACT page sets. However, it is available in the *Gateway.user* file that is located on the DynaVox Series 5 CD. Refer to ***Import a User*** for more information.

Chapter 6:   Creating Pages, Popups & Templates

When you create a new page or popup, you may start with a blank page or you may use a template. Templates are pages that are already designed and laid out with buttons that you can customize. All of the InterAACT page sets on your Series 5 device include templates. You can use a template to easily add a coordinating page to a page set. You can also build your own template and use it to create multiple pages based on your own design.

If you decide to create a page from scratch, think about its design and layout. Here are some questions you might ask:

- Should the page be a visual scene, using a digital picture in the background and active areas over the key elements of the picture to act as invisible buttons?
- If you are creating a page with buttons, should the buttons have symbols, labels, or both? How large do the buttons need to be?
- How many buttons are necessary? Should tab controls be used to divide many buttons among several tabs?
- Should the page include a Message Window?

You must also consider the new page in the context of the overall page set. For example, if none of the pages in your page set contain a Message Window, you probably would not include one in the page that you are making.

When you create a new page or popup, you should also think about how the page will be used. Communication is usually the focus of a page, but you can also include buttons for other purposes, such as navigation to access other pages or popups. (You may also wish to add navigation buttons to existing pages that will access your newly created page.)

Alternatively, an entire page may have a purpose other than communication. You might create a remote control page with buttons that contain IR behaviors for controlling the television or other devices, or a page to play your favorite

songs. See ***Appendix A: Behavior Reference*** for more information about the available behaviors.

The DynaVox Series 5 software offers several simple-to-use tools to help you quickly and easily customize the information on your communication pages. This chapter includes step-by-step instructions for working with these page creation methods.

You may also wish to read through ***Chapter 12: Page Layout Techniques in the Page Editor***, which describes several methods for creating pages, popups and templates in the Page Editor; and ***Organizing Page Objects***, which provides information on page objects such as boxes and dividers, which help you visually organize a page.

CREATING NEW PAGES WITH QUICK PAGE

If you want your own original pages to match the layout of your preferred page set, the Quick Page feature provides an easy way to add vocabulary and symbols to pages that are created from templates. In addition to being an efficient page creation tool, Quick Page also promotes consistency in page layout and navigation strategies. This consistency makes it easy to move from one page to another while you are using your Series 5 to communicate.

The templates used in the Quick Page feature are based on the layouts of the DynaVox InterAACT page sets that are available on your device. This allows you to build customized pages from templates that match the page set you are using. The *Quick Page Templates* menu enables you to select the template to use when creating a new page. You may also add or remove templates for use with the Quick Page feature.

> **Note:** Using Quick Page to make changes to a selected template does not permanently change the template. Quick Page creates a new page by using a copy of the template. Additionally, removing a template from the *Quick Page Templates* menu does not remove the template from your Series 5 device.

When you begin the Quick Page process, you will be asked to choose a template (if none are listed in the *Quick Page Templates* menu, you will have to add one). Once you choose a template, the Quick Page feature guides you through the process of adding vocabulary words to buttons on a copy of the template page. If symbols are associated with the vocabulary you choose, they will be automatically added to the buttons. Some template buttons may be pre-programmed with behaviors that will make sure the buttons perform specific actions when they are selected.

The remainder of this section offers step-by-step instructions for selecting a template and using the Quick Page feature to create a new page from a template copy.

Editing the Quick Page Templates List

Begin the Quick Page process by selecting a template in the *Quick Page Templates* menu:

1. Select **Main Menu > Page Editing > Quick Page.** The *Quick Page Templates* menu will open.

QUICK PAGE TEMPLATES MENU
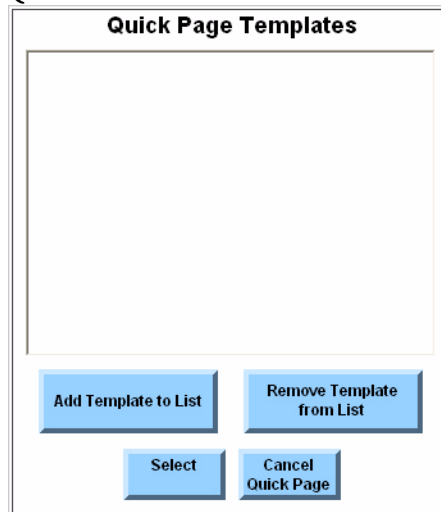
The *Quick Page Templates* menu features a large viewport where a list of selected templates can be created. The *Add Template to List* and *Remove Template from List* buttons below the viewport can be used to edit the list.

2. If the viewport in the *Quick Page Templates* menu is empty, or if you want to use a template that is not listed, select the **Add Template to List** button to open the *Select Template* menu.

SELECT TEMPLATE MENU
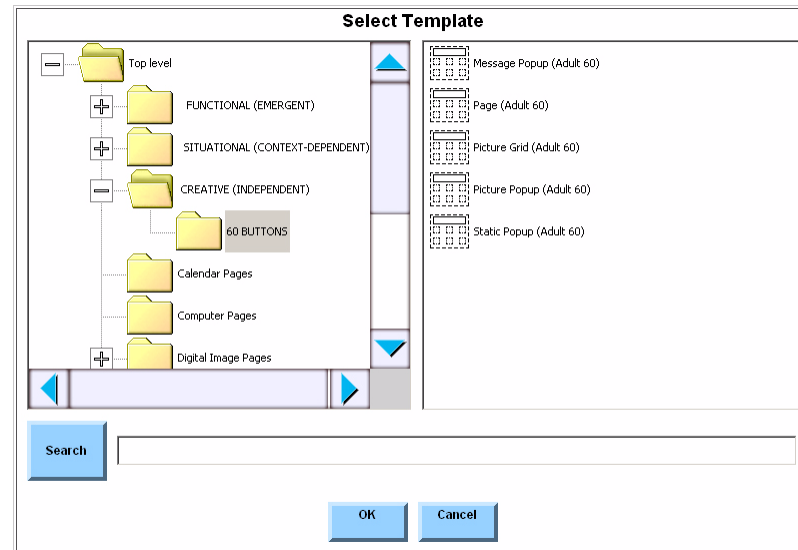
The left viewport in this menu contains a list of the page sets that are available for the active user. Each page set is displayed as an individual folder. When a page set folder is selected, the right viewport will display all of the templates that have been created for use with the page set. When the *Select Template* menu opens, the page set that you are currently using will be selected and the corresponding templates will be displayed in the right viewport.

3. In the right viewport, select the name of the template that you want to use with the Quick Page feature.

🏳 **Note:** If you want to select a template from another page set, use the scroll buttons beside the left viewport to look through the available page set folders. An expansion box will be displayed next to any folder that contains sub-folders. Select an expansion box with a [+] to display the sub-folders in the left viewport. Select an expansion box with a [-] to close the parent folder. Select the folder for the page set you want to use and then select a template from the right viewport.

4. Select the **OK** button to close the *Select Template* menu. The viewport in the *Quick Page Templates* menu will display the name of the template you selected.

> **Note:** A preview picture of the page or popup that is currently highlighted may be displayed to the right of the viewport. You may select directly on the preview picture to close it.

> **Note:** If you want to remove a template from this list, select the template in the viewport and then select the *Remove Template from List* button. Removing a template from the *Quick Page Templates* menu will not remove the template from your Series 5 device.

Once these steps have been completed, the template you selected is available to use with the Quick Page feature. You can now continue using Quick Page to customize the page by following one of the options described in ***Add Vocabulary to Buttons with Quick Page***.

Add Vocabulary to Buttons with Quick Page

There are two different methods for adding vocabulary to the buttons on the page you create with the Quick Page feature. You may choose to search your device for different concepts, and populate the buttons with text that matches those concepts, or you may choose to enter your own vocabulary. Each of these methods enables you to choose symbols that correspond to the vocabulary you select for the buttons.

Creating a Quick Page - Fill Buttons from Search

When you are using the Quick Page feature to develop a new page, you can populate the buttons with vocabulary and symbols by searching the various concepts and symbol sets in the DynaVox Series 5 software dictionary.

> **Note:** Before you complete these steps, you must select a template in the Quick Page Templates menu. Follow the steps in ***Editing the Quick Page Templates List*** and select the template that you want to use, and then continue with the steps below.

To create a new page using Quick Page, and search your device dictionary for content and symbols to fill the buttons:

1. The selected template will be highlighted in the *Quick Page Templates* menu. Select the **Select** button to continue.

2. Use the system keyboard to enter a name for your new page.

3. Select the **OK** button to close the system keyboard. A new page will open, and you will be prompted to choose how to fill the buttons on the page.

QUICK PAGE CONTENT OPTIONS

4. Select the **Fill from Search** button to use a concept search to fill the buttons. The *Edit Search* menu will open.

EDIT SEARCH MENU

5. Select the **Add** button in the *Concepts* group box. The *Select Concepts* menu will open.

6. In the *Select Concepts* menu, find a concept by using one of the following methods:

- Select the *Search* text box and enter the exact name of the concept you want to find. Select the **OK** button to close the system keyboard. The appropriate concept will be highlighted in the viewport. Select the check box to the left of the concept icon.

- Visually search through the concepts in the viewport. You can select a folder's expansion box (with a [+]) to display the concepts and sub-concepts that it contains. Selecting an open expansion box (with a [-]) will close the folder again. Use the scroll bar to view all of the available options. Once you find the concept you want, select the concept icon.

7. Select the **OK** button to close the *Select Concepts* menu. The name of the selected concept will be displayed in the *Concepts* viewport in the *Edit Search* menu.

8. Repeat steps 5 - 7 if you want to add more concepts to the search.

9. If you want to fill the buttons with specific parts of speech, select the **Add** button in the *Parts of Speech* viewport. The *Select Part of Speech* window will open. Complete the rest of this step.

   a. Select the part of speech you want to include in the search and select the **OK** button. You may need to use the scroll buttons to find the part of speech that you want. When you select it, the *Select Part of Speech* menu will close, and the part of speech you selected will be displayed in the *Parts of Speech* viewport.

   b. To include additional parts of speech in the search, repeat step 9.

> **Note:** If you do not specify parts of speech to include in the search, the search results will include all parts of speech by default.

10. If you want to fill the buttons with words that are derived from a specific stem, select the **Stem** text box (the system keyboard will open), enter the appropriate stem and select the **OK** button. The new stem will be displayed in the *Stem* text box.

11. If you want vocabulary to be presented in a specific order, select the **Sort** drop-down menu and choose one of the available options:

Alphabetically	Vocabulary items are presented in alphabetical order.
By Length	The shortest vocabulary items are presented first.
By Frequency	The vocabulary items that are used most often are presented first.

The drop-down menu will close and display only the selected option.

12. To limit the number of vocabulary items that will be presented, select the **Maximum # of Results** button and then use the *Enter Number Of* keypad to enter the number of items you want to see. Select the **OK** button to close the *Enter Number Of* keypad.

13. If you want to see only vocabulary items that have symbols, select the **Only Words or Phrases with Symbols** check box.

14. If you want to clear all of the fields in the *Edit Search* menu and start defining search parameters again, select the **Clear** button.

15. Select the **OK** button to close the *Edit Search* menu. The *Select Symbols* menu will open to display all the items that matched your search criteria.

16. Select the items you want to use to fill the buttons. Use the up and down scroll buttons on the right side of the viewport to see all the available items. As you select items, the menu will display the number of items you have chosen and the number of items that you still need to choose to fill the selected buttons.

17. When you are finished, select the **OK** button to close the *Select Symbols* menu. The buttons on the page will be filled with the vocabulary and symbols that you chose.

Creating a Quick Page - Fill Buttons from Text

When you are using the Quick Page feature to develop a new page, you can populate the buttons with vocabulary and symbols by entering a text label for each button.

> **Note:** Before you complete these steps, you must select a template in the Quick Page Templates menu. Follow the steps in *Editing the Quick Page Templates List* and select the template that you want to use, and then continue with the steps below.

To create a new page using Quick Page, and manually enter the text for the content and symbols to fill the buttons:

1. The selected template will be highlighted in the *Quick Page Templates* menu. Select the **Select** button to continue.

2. Use the system keyboard to enter a name for your new page and select the **OK** button. A new page will open, and you will be prompted to choose how to fill the buttons on the page.

QUICK PAGE CONTENT OPTIONS

How do you want to fill the buttons?

| Fill from Search | Fill from Text | Don't Fill |

3. Select the **Fill from Text** button. The *Enter Label* window will open.

4. Select the **Enter Label** text box. The system keyboard will open.

5. Enter a label for the first button.

> **Note:** You can make the text dynamic by inserting an active label or a concept slot. Select the *Insert Active Label* button to include an active label, or select the *Make Slot* button to include a concept slot in the text. For more information on active labels and slots, refer to the following sections:
>
> - ***Modifying an Active Label***
> - ***Adding Slots to Button Text***

6. Select the **OK** button.
    - If the label has only one associated symbol, the symbol will be automatically added to the button with the label, and the *Enter Label* window will be presented for the next button. Proceed to step 9.
    - If the label you entered has no associated symbol, the label will be added to the button without a symbol and an *Enter Label* window will also for the next button. Proceed to step 8.
    - If the label is associated with more than one symbol, the *Select a Symbol* window will open to display all the available symbols. If the *Select a Symbol* window is presented, continue with step 7.

> **Note:** Although the labels will be visible, the symbols will not be visible until you are finished creating the page.

7. Select the appropriate symbol from the options in the *Select a Symbol* window. The symbol will be added to the button. The *Enter Label* window will be presented for the next button.

8. Repeat steps 4 through 7 for each *Enter Label* window that is presented, or select one of the buttons at the bottom of the window:

Next	Select this button if you do not want to a label to one button but want to continue adding labels to the remaining ones.
Prev	Select this button if you want to revise the text (and symbol) that you chose for the previous button.
Stop Asking	Select this button if you want to stop adding labels before all the buttons are filled.

The buttons will now be filled with text that you entered and the symbols that you chose.

CREATING NEW PAGES WITH THE PAGE WIZARD

The Page Wizard enables you to quickly and easily create a new page, popup or template that you can customize to suit your personal preferences. The Page Wizard walks you through a sequence of steps where you can define all aspects of your new page. You choose the page layout elements (buttons, Message Window, tab controls, etc.), and you also specify the visual characteristics and the function(s) of each element. When you have finished creating your customized page, you can save the new page as either a page or a template to use for creating subsequent pages.

> **Note:** You cannot edit an existing page using the Page Wizard. To edit an existing page, you must use the Modify button (see **Chapter 7: Using the Modify Button**), the Page Editor (see **Chapter 10: Using the Page Editor**) or the *Modify Pages* menu (see **Modifying a Group of Pages**).

Using the Page Editing Preferences Wizard

The Page Editing Preferences Wizard enables you to quickly and easily set common attributes for new communication pages or popups that you create in the Series 5 Page Editor. You can use it to set common page preferences like button color, border color, page background color and font size. The page settings that you define here will be implemented in pages that are created using both the Page Wizard and the Page Editor.

> **Note:** The settings in the Page Editing Preferences Wizard will affect only future page creation in the Page Editor or the Page Wizard. The settings will not affect existing pages or popups, or pages that are created using the Quick Page feature.

Define New Page Settings

> **Note:** The default settings that you define here will not affect existing pages or popups, or pages creating using the Quick Page feature.

To define the default settings that will be used when you create new pages or popups with the Page Wizard or in the Page Editor:

1. Select **Main Menu > Page Editing > Preference Wizard**. The *Page Editing Preferences Wizard* menu will open.

2. Define the background color of all new pages by completing the rest of this step:
   a. Select the **Page Color** button to open the *Color Selector* menu and choose the background color for the page.
   b. Select the **OK** button to close the *Color Selector* menu.
   c. Select the **Next** button to continue.

3. Define the default visual preferences for all symbol buttons by completing this step:
   a. Select the **Symbol Button Color** button to choose the button color. Select a color swatch in the *Color Selector* menu and the select the **OK** button.
   b. Select the **Symbol Button Border Color** button to choose the border color. Select a color swatch in the *Color Selector* menu and the select the **OK** button.
   c. Select the **Symbol Button Font** button to choose the font size and style.
   d. Select the **Next** button to continue.

4. Define the default functional preferences for symbol buttons:
   a. Select the **Symbol (Symbol Button)** check box to include a symbol in every symbol button.
   b. Select the **Speak Label (Symbol Button)** check box to add the Speak Label behavior to every symbol button.
   c. Select the **Speak Text (Symbol Button)** check box to add the Speak Text behavior to every symbol button.
   d. Select the **Insert Label** (Symbol Button) check box to add the Insert Label behavior to every symbol button.
   e. Select the **Insert Text** (Symbol Button) check box to add the Insert Text behavior to every symbol button.

> **Note:** You should choose the behavior(s) that are consistent with the predominant behavior(s) in the other pages of your page set.

   f. Select the **Next** button to continue.

5. Define the default visual preferences for Go To buttons:

    a. Select the **Go To Button Color** button to choose the button color. Select a color swatch in the *Color Selector* menu and the select the **OK** button.

    b. Select the **Go To Button Border Color** button to choose the border color. Select a color swatch in the *Color Selector* menu and the select the **OK** button.

    c. Select the **Go To Button Font** button to choose the font size and style.

    d. Select the **Next** button to continue.

6. Define the default functional preferences for Go To buttons:

    - Select the **Symbol (Go To Button)** check box to include a symbol in every Go To button.

    - Select the **Speak Label (Go To Button)** check box to add the Speak Label behavior in every Go To button.

    - Select the **Speak Text (Go To Button)** check box to add the Speak Text behavior in every Go To button.

    - Select the **Insert Label (Go To Button)** check box to add the Insert Label behavior in every Go To button.

    - Select the **Insert Text (Go To Button)** check box to add the Insert Text behavior in every Go To button.

Note: You should choose the behavior(s) that are consistent with the predominant behavior(s) in the other pages of your page set.

7. Select the **Finish** button. The *Confirmation Page* window will open, summarizing all of your preferences. Use the scroll bar on the right of the viewport to scroll through the list.

PAGE EDITING PREFERENCES WIZARD - CONFIRMATION PAGE WINDOW

Page Editing Preferences Wizard

Confirmation Page

Setting	Value
Page Color:	13890814
Symbol Button Color:	32960
Symbol Button Border Color:	0
Symbol Button Font:	Arial 10pt
Symbol (Symbol Button):	1
Speak Label (Symbol Button):	0
Speak Text (Symbol Button):	0
Insert Label (Symbol Button):	1
Insert Text (Symbol Button):	0
Go To Button Color:	8454016
Go To Button Border Color:	32768
Go To Button Font:	Arial 10pt

Save   Cancel   <<Prev   Edit

To edit any individual preference, select it in the viewport and then select the **Edit** button. Or, you may also select the **Prev** button until you return to the screen showing the preference you want to edit. Once you have made the change, select the **Finish** button to return to the *Confirmation Page* window.

8. To save the preferences that you just defined, select the **Save** button.

Getting Started with the Page Wizard

> **Note:** The Page Wizard is designed to provide page element customizing options, depending on the page elements that are present in the page you are designing, and the selections you made in previous windows. Therefore, there is no one definitive "step-by-step" sequence of windows to take through the Page Wizard. Each sequence will differ, depending on the page elements you include in the page, and how you define them.

To launch the Page Wizard:

9. **Main Menu > Page Editing > Page Wizard**. The *Page Wizard* window will open. It is divided into two boxes, as shown in the following picture:

PAGE WIZARD - WELCOME TO THE PAGE WIZARD
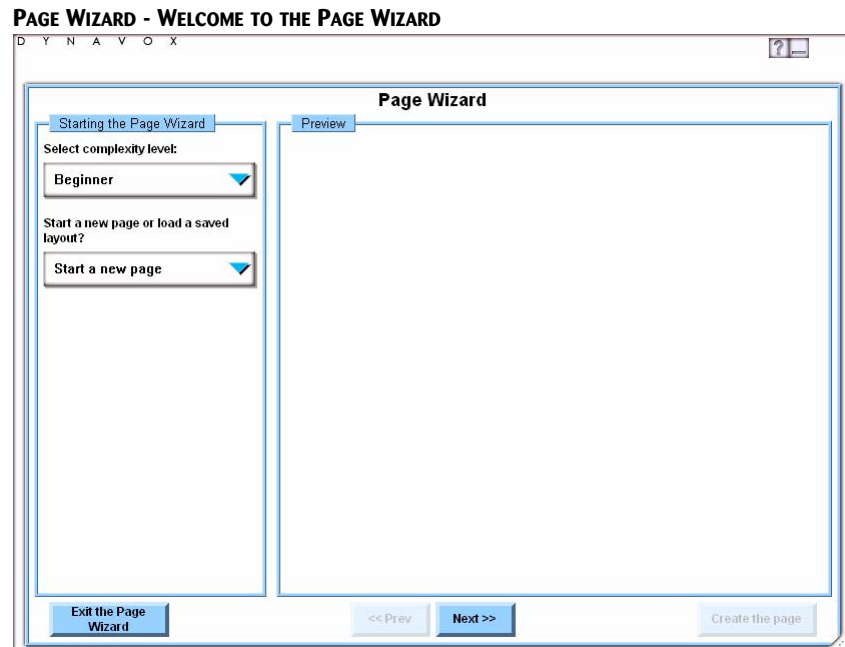
The controls in the box on the left enable you to modify the various characteristics of the page and the included page elements. The *Preview* box on the right displays a dynamic preview of the page as you proceed through the Page Wizard.

The navigation buttons at the bottom of each *Page Wizard* window enable you to step forward or backward through the page creation process.

- Select the *Next* button when you have modified the current elements of the page to your liking, and are ready to continue. The *Next* button will be disabled if an element on the page needs to be defined further.

- Select the *Prev* button to return to the previous step in the Page Wizard and revise your settings.

- When the page is designed to your satisfaction, you can select the *Create the Page* button. You will be prompted to enter a name for the page. Enter the page name in the system keyboard and select the *OK* button when finished. The new page that you designed will be open on your device.

- You may stop designing a page at any point in the process by selecting the *Exit the Page Wizard* button. You have the option to save the progress you have made to this point, or to delete all changes.

Set the Complexity Level

The Page Wizard allows you to create pages or popups that are as simple or as complex as your own communication needs. In order to accommodate all levels of page and popup organization, the Page Wizard has two levels of complexity: *Beginner* and *Expert*.

The *Beginner* level allows you to incorporate one page layout on your page. You can add as many buttons as you like, but the page will only contain one primary page layout.

The *Expert* level provides options that are not available in the Beginner level. Certain windows in the Page Wizard will display additional options for defining the elements of your page layout.

The *Expert* complexity level enables you to do the following:

- Define every aspect of each individual button on the page layout. You can access the complete *Behavior Editor* menu to program the buttons to perform multiple actions.
- Change the margins of the active area in a page, popup or tab set.
- Define the characteristics of every tab pane in a tab control simultaneously.
- Add a new page layout to any section of a page that contains a button grid. You can use multiple organizational layers on your page or popup. The following example shows a tab control laid over the button grid section of a layout with a Message Window on the top and a column of buttons on the left:

PAGE WIZARD - EXPERT COMPLEXITY LEVEL EXAMPLE
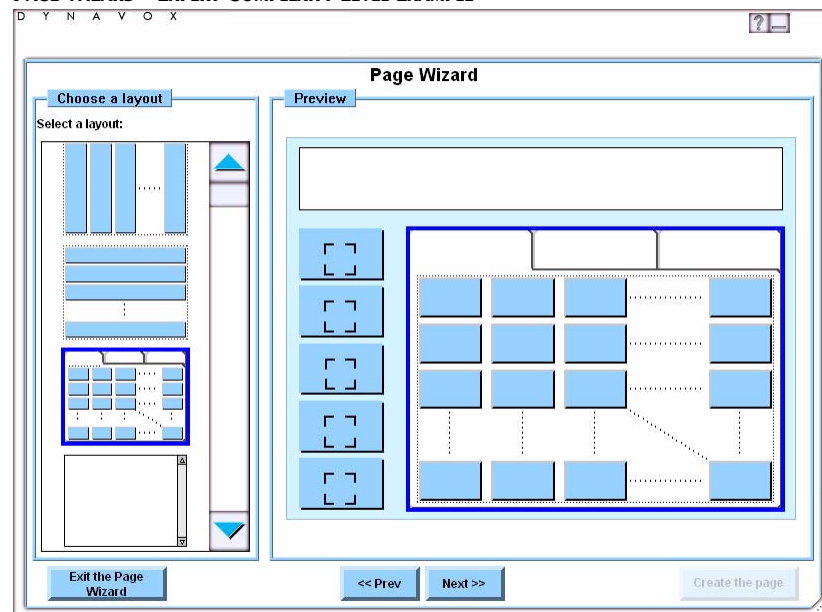
Use the *Select Complexity Level* drop-down menu to choose the complexity level that best suits your needs. Then select the *Next* button to continue and define the page layout.

Page Layouts & Page Elements

A page layout defines the elements that are available on the page, as well as their relative sizes and positions. When creating a page layout, you can incorporate any of the following page elements:

- Row of buttons
- Column of buttons
- Grid of buttons
- Message Window
- Search box
- Tab control

The Page Wizard provides several page layout templates that you can use as starting points for the pages and popups that you design. Use the scroll bars to look through all of the layout template options. The *Page Layout* box on the left shows the page layout options in the *Select a Layout:* viewport. The selected layout will be outlined in blue in the viewport and displayed as a larger picture in the *Preview* box.

PAGE WIZARD - PAGE LAYOUT WINDOW
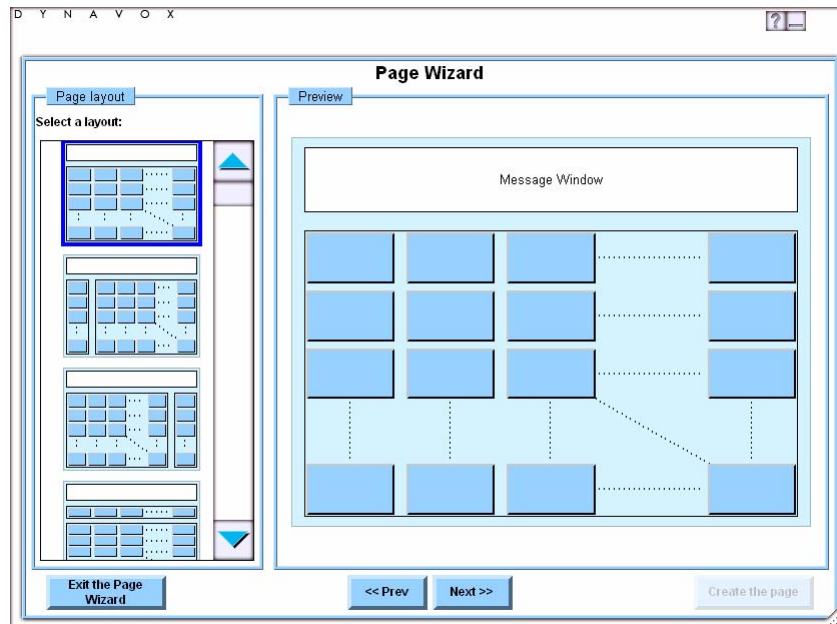
As you continue to work through the Page Wizard, you will be able to define and modify the following characteristics of the page or popup that you are creating:

- Audio cues for buttons
- Background colors for boxes, buttons and pages
- Border colors for boxes, buttons and pages
- Border thickness for buttons
- Button behaviors
- Button symbols
- Button type - Go To, Symbol or Predictor
- Button visual style
- Horizontal proportions for row items
- Horizontal space between row items
- Label colors, fonts and locations
- Label texts and text justification
- Link destinations
- Message Window behavior
- Margins between page (or popup) borders and the active page area
- Number of columns in a button row
- Number of rows in a button column
- Number of tab panes
- Searching parameters for Search boxes
- Vertical proportions for column items
- Vertical space between column items

Note: Some of these page layout elements are only available in the expert complexity mode. Refer to ***Set the Complexity Level*** for more information.

Note: The Page Wizard is designed to provide page element customizing options, depending on the page elements that are present in the page you are designing, and the selections you made in previous windows. Therefore, there is no one definitive "step-by-step" sequence of windows to take through the Page Wizard. Each sequence will differ, depending on the page elements you include in the page, and how you define them.

Finishing the Page Wizard

When you have defined all the elements in your page layout, the *Page Wizard complete* viewport will be shown on the left. You have the option to save the layout you just created as a page, or to save it as a template.

PAGE WIZARD COMPLETE (EXAMPLE)

When the page is designed to your satisfaction, you can select the *Create the Page* button. You will be prompted to enter a name for the page. Enter the page name in the system keyboard and select the *OK* button when finished. The new page that you designed will be open on your device.

> **Note:** It is important to note that the new page (or template) you create with the Page Wizard will be saved in the same directory as the page that was in use when you first launched the Page Wizard. It is recommended that you consider this before launching the Page Wizard, so that the page (or template) you create is saved in a directory that you will remember.

CREATING AND MODIFYING PAGES IN THE PAGE EDITOR

Building original communication pages in the Page Editor begins with the creation of the basic page. A page covers the entire touch screen below the title bar. Once it is created, it can be filled with buttons, symbols, text, behaviors, tab controls, search boxes, pictures and other visual characteristics.

A new page is created with the *New Page* option in the drop-down menu in the Page Editor. Its attributes are dependent on the settings in the *New Page Defaults* tab pane in the *Page Default Properties* menu (click here). These settings affect the creation of each new page in the DynaVox Series 5 software.

The characteristics of a single page can also be modified using the tools in the Page Editor (see ***Chapter 10: Using the Page Editor***). The changes made in the Page Editor affect only the page that is currently open.

Create a New Page

You may want to begin to build a communication page by opening a blank page in the Page Editor.

> **Note:**   The Page Editor must be open in order to complete the steps below. If the Page Editor is not currently open on your device, select the Main Menu button in the title bar, select *Page Editing* and then select *Page Editor*.

To do this:

1. Select **Main Menu > File > New Page**. The system keyboard will open.

2. Enter a name for the new page.

3. Select the **OK** button to close the system keyboard. A blank page will open in the Page Editor. The initial characteristics of this page will depend on the settings in the *New Page Defaults* tab pane in the *Page Default Properties* menu (click here).

4. You may add page elements (buttons, tab controls, dividers, etc.) to this new page to suit your preferences.

> **Note:**   To edit the new page, you can use the Modify button (see ***Chapter 7: Using the Modify Button***) or the Page Editor (see ***Chapter 10: Using the Page Editor*** and ***Chapter 11: Defining Page Elements in the Page Editor***).

5. When you are finished editing the new page, select **Main Menu > File > Save**. This will save the changes you made to the page.

6. Select **Main Menu > Exit Page Editor** to exit the Page Editor.

> **Note:** You must link this page to your current page set. You can create a Go To button on this page that links to an existing page in your page set, and then create a Go To button on that page (and others in your page set) that links to the page that you just created. Refer to ***Add the Go to Page Behavior*** for instructions on creating these links between pages.

Open an Existing Page

You may want to use the tools in the Page Editor to customize a page that already exists on your DynaVox Series 5 software.

> **Note:** The Page Editor must be open in order to complete the steps below. If the Page Editor is not currently open on your device, select the Main menu button in the title bar, select *Page Editing* and then select *Page Editor*.

To open an existing page in the Page Editor:

1. Select **Main Menu > File > Open Page**. The *Select Page* menu will open.

2. In the *Select Page* menu, find the desired page by using one of the following methods:

    • Select the *Search* text box and enter the exact name of the page you want to find. Select the **OK** button to close the system keyboard. The appropriate page will be highlighted in the right viewport.

    • Visually search through the page sets in the left viewport, selecting a folder to display its contents in the right viewport (you may also select an expansion box to display sub-folders in the left viewport). Use the scroll bars to view all of the available options in both viewports. Select the desired page in the right viewport.

3. Select the **OK** button to close the *Select Page* menu. The page you chose will open in the Page Editor.

Modify the Characteristics of a Page

Using the Modify button in the Page Editor enables you to customize the characteristics of the page to suit your needs and preferences. Refer to the sections listed below in *Chapter 7: Using the Modify Button* for step-by-step instructions on modifying the individual aspects of a page:

- *Select the Page's Color*
- *Define the Page's Background: Color or Picture*
- *Select the Page's Background Picture*
- *Define the Page's Open Page Behaviors*
- *Define the Page's Close Page Behaviors*
- *Define the Page's Scanning Properties*
- *Edit the Page's Audio Cue*

For step-by-step instructions on adding page elements (buttons, tab controls, dividers, etc.) to this new page, refer to *Chapter 11: Defining Page Elements in the Page Editor*.

CREATING AND MODIFYING POPUPS

A popup is very similar to a page and is often described as a miniature page that is displayed on top of a full-size page (although some popups can be the same size as a full-size page). A popup usually contains a group of buttons that are related to a specific topic or activity. A popup can also contain a Message Window.

The creation of a new popup is like the creation of a new page. Like a page, a popup is created from an option in the drop-down menus for the Page Editor. To create a new popup, choose the *New Popup* option in the drop-down menu. The popup will be created according to the settings in the *Popup Defaults* group box in the *New Page Defaults* tab pane in the *Page Default Properties* menu (click here). These settings affect the creation of each new popup in the DynaVox Series 5 software.

The characteristics of a single popup can also be modified using the tools available in the Page Editor (see **Chapter 10: Using the Page Editor**). Unlike the *Page Default Properties* menu settings, the changes made in the Page Editor affect only the popup that is currently open.

Create a New Popup

You may wish to create a new popup to accompany one of your pages. You can use the Page Editor to create a new popup.

> **Note:** The Page Editor must be open in order to complete the steps below. If the Page Editor is not currently open on your device, select the Main Menu button in the title bar, select *Page Editing* and then select *Page Editor*.

If you want to create a new popup:

1. Select **Main Menu > File > New Popup**. The system keyboard will open.

2. Enter a name for the new popup and select the **OK** button.

3. If the *New Page Defaults* tab pane in the *Page Default Properties* menu is set to automatically ask for a popup title (one that will be displayed on the popup), use the system keyboard to enter the popup title and select the **OK** button. If the device is not set to ask for a popup title, no further steps are necessary.

4. A blank popup will open in the Page Editor. The initial characteristics of this popup will depend on the settings for popups in the *New Page Defaults* tab pane in the *Page Default Properties* menu (click here). You may add page

elements (buttons, tab controls, dividers, etc.) to this new popup to suit your preferences.

> **Note:**   To edit the new popup, you can use the Modify button (see **Chapter 7: Using the Modify Button**) or the Page Editor (see **Chapter 10: Using the Page Editor** and **Chapter 11: Defining Page Elements in the Page Editor**).

5. When you are finished editing the new popup, select the Main Menu button in the title bar.

6. Select **Main Menu > File > Save**. This will save the changes you made to the popup.

7. Select the **Main Menu > Exit Page Editor** to exit the Page Editor.

> **Note:**   You must link this popup to your current page set. You must create a Go To button on any pages from which you want to access this popup that you just created. Refer to **Add the Go to Page Behavior** for instructions.

Open an Existing Popup

You may want to use the tools in the Page Editor to edit a popup that already exists on your Series 5 device.

> **Note:**   The Page Editor must be open in order to complete the steps below. If the Page Editor is not currently open on your device, select the Main Menu button in the title bar, select *Page Editing* and then select *Page Editor*.

To open an existing popup in the Page Editor, follow the steps below:

1. Select **Main Menu > FIle > Open Page**. The *Select Page* menu will open.

2. In the *Select Page* menu, find the desired popup by using one of the following methods:

   - Select the *Search* text box and enter the exact name of the popup you want to find. Select the **OK** button to close the system keyboard. The appropriate popup will be highlighted in the right viewport.

   - Visually search through the page sets in the left viewport, selecting a folder to display its contents in the right viewport (you may also select an expansion box to display sub-folders in the left viewport). Use the scroll bars to view all of the available options in both viewports. Select the desired popup in the right viewport.

3. Select the **OK** button to close the *Select Page* menu. The popup you chose will open in the Page Editor.

Modify the Characteristics of a Popup

Using the Modify button in the Page Editor enables you to customize the characteristics of the popup to suit your needs and preferences. Refer to the sections listed below in ***Chapter 7: Using the Modify Button*** for step-by-step instructions on modifying the individual aspects of a popup:

- ***Select the Popup's Style***
- ***Select the Popup's Border Color***
- ***Select the Popup's Text Color***
- ***Select the Popup's Font***
- ***Edit the Popup's Text***
- ***Define the Popup's On Page Jump Setting***
- ***Select the Popup's Color***
- ***Define the Popup's Background: Color or Picture***
- ***Select the Popup's Background Picture***
- ***Define the Popup's Open Page Behaviors***
- ***Define the Popup's Close Page Behaviors***
- ***Define the Popup's Scanning Properties***
- ***Edit the Popup's Audio Cue***

For step-by-step instructions on adding elements (buttons, tab controls, dividers, etc.) to this new popup, refer to ***Chapter 11: Defining Page Elements in the Page Editor***.

USING TEMPLATES

The DynaVox Series 5 software provides templates as an easy, efficient way to create original pages. Templates are pages and popups that provide a pre-programmed layout of buttons that can be filled with custom vocabulary. The DynaVox Series 5 software offers many templates that are based on the layouts of the DynaVox InterAACT page sets.

When you use a template, you are actually building a new page based on a copy of the template. This leaves the original template available for multiple uses.

Using templates allows you to build customized pages from templates that match the page set you are using. You can also use the Page Editor features to build your own unique templates.

The basic attributes of each new template that you create are dependent on the default settings that have been established for pages and popups on the *New Page Defaults* tab pane (click here) in the *Page Default Properties* menu. The characteristics of an individual template can be modified in the Page Editor.

> **Note:** The Quick Page feature uses templates to help you easily create new pages that match the layout and design of your existing page set. For more information, see ***Creating New Pages with Quick Page***.

Open a Template

You may decide to create a page that is based on a template. DynaVox Series 5 software offers templates that were designed to work with the DynaVox InterAACT page sets. You may open a template and modify it to suit your needs. Any changes you make to the template copy are saved as a new page. The original template remains unchanged and can be used again.

> **Note:** The Page Editor must be open in order to complete the steps below. If the Page Editor is not currently open on your device, select the Main Menu button in the title bar, select *Page Editing* and then select *Page Editor*.

To open a template in Page Editor mode:

1. Select **Main Menu > File > Open Template**. The system keyboard will open.

2. Enter a name for the page you will be creating.

3. Select the **OK** button to close the system keyboard. The *Select Template* menu will open.

4. In the *Select Template* menu, find the desired template by using one of the following methods:

    • Select the *Search* text box and enter the exact name of the template you want to find. Select the **OK** button to close the system keyboard. The appropriate template will be highlighted in the right viewport.

    • Visually search through the page sets in the left viewport, selecting a folder to display its contents in the right viewport (you may also select an expansion box to display sub-folders in the left viewport). Use the scroll bars to view all of the available options in both viewports. Select the desired template in the right viewport.

5. Select the **OK** button to close the *Select Template* menu. Your new page (or popup) will open, displaying the layout properties of the template that you chose. You may edit this new page (or popup) to suit your preferences.

> **Note:** To edit the new page or popup, you can use the Modify button (see *Chapter 7: Using the Modify Button*) or the Page Editor (see *Chapter 10: Using the Page Editor* and *Chapter 11: Defining Page Elements in the Page Editor*).

6. When you are finished editing your page or popup, select **Main Menu > File > Save**. This will save the changes you made to the page (or popup).

7. Select **Main Menu > Exit Page Editor** to exit the Page Editor.

> **Note:** The original template will remain unchanged.

Save a Page or Popup as a Template

If you want to use one layout to create a series of pages or popups, you can create your own template.

To create your own template:

1. Use the *Page Navigator* menu (click here) or *Page Browser* menu (click here) to open the page that you want to use as a template.

2. Select **Main Menu > Page Editing > Page Editor**. This will open the Page Editor.

3. Select **Main Menu > File > Save as Template**. The system keyboard will open.

4. Enter a name for the new template.

5. Select the **OK** button to close the system keyboard.

6. Select the **OK** button when the template has been successfully saved.

Note: Once a template has been saved, you will be unable to make additional changes to that template.

Note: To prevent any loss of information in the event of a device failure, you should also be sure to follow the steps in *Save the Current User* when you exit the Page Editor after making changes.

CHANGING THE PAGE CONTENT

The DynaVox Series 5 software provides several tools that you can use to change the content and characteristics of communication pages and popups. You can use any of the tools described below, along with the Modify button in the title bar (see **Chapter 7: Using the Modify Button**) and the Page Editor (see **Chapter 10: Using the Page Editor**) to customize your pages to meet your specific needs.

Modifying a Group of Pages

The DynaVox Series 5 software enables you to modify the characteristics of a group of pages simultaneously. You can use the *Modify Pages* menu to change the overall appearance and general functions for a group of pages.

> **Note:** The individual vocabulary, symbol content or behaviors (with exceptions, but not individual behaviors) on the pages in the group will not be affected by changes made in the *Modify Pages* menu.

There are two different ways to access the *Modify Pages* menu. One way is through the Main Menu button in the title bar. The other is through the *Page Browser* menu. This section provides step-by-step instructions for each process.

Modify a Group of Pages using the Main Menu Button

The Main Menu button in the title bar provides a *Modify Pages* option that you can use to access a menu with tools for customizing groups of pages. This menu can be used to modify one page, or to apply the same modifications to several pages at one time.

> **Note:** The *Modify Pages* menu cannot be used to change vocabulary or symbol content on a page. It can be used to customize the overall appearance and general function of a whole page (or group of pages).

To access the *Modify Pages* menu from the Main Menu button in the title bar:

1. Select **Main Menu > Page Editing > Modify Pages**. The *Select Pages* menu will open.

2. In the left viewport, select the folder for the page set that includes the page(s) you want to modify.

3. In the right viewport, select the check box beside the name of every page you want to modify.

4. Select the **OK** button. The *Modify Pages* menu will open.

MODIFY PAGES MENU

5. To specify whether the selected pages will have a Message Window, select the **Message Window** drop-down menu and then select one of the two available options:

Add	Add a Message Window to all the selected pages.
Delete	Remove the Message Window from all the selected pages.

When you make a change to this drop-down menu, the *Message Window* check box will be automatically selected.

6. To change the font that is used for button labels, select the **Select Font** button and then complete the rest of this step.

  a. To change the label font, select the **Font** drop-down menu and then select one of the font options.

  b. To change the font size, select the **Size** drop-down menu and then select one of the size options.

  c. To make the font bold, select the **Bold** check box.

  d. To make the font italic, select the **Italic** check box.

    e. Look at the *Example* box to see a sample of the font styles you have chosen. If necessary, repeat steps 8a through 8d to make additional changes to the font settings.

    f. Select the **OK** button to close the *Select Font* menu. The *Button Font* check box will automatically be selected.

7. To change the color of all the buttons on the selected pages, select the **Button Color** button and complete the rest of this step.

    a. Select the color that you want to use from the options in the *Color Selector* menu. The large, square swatch on the right side of the menu will fill with the selected color.

> **Note:** For instructions on creating a custom color, refer to ***Create a Custom Color***.

    b. Select the **OK** button to close the *Color Selector* menu. In the *Modify Pages* menu, the *Button Color* button will fill with the color you chose, and the *Button Color* check box will be automatically selected.

8. To change the background of the selected pages, select the **Background** drop-down menu and then complete the rest of this step.

    a. Select one of the five available options:

Solid Color	Select this option if you want the page background to be a solid color.
Centered Image	Select this option to add a selected picture to the center of the page background. The picture will be displayed at its original size.
Scaled Image	Select this option to alter the size and proportions of a selected picture to make it fill the entire page background.
Tiled Image	Select this option to fill the page background with copies of a selected picture at its original size.
Best Fit Image	Select this option to alter the size (but not the proportions) of a selected picture to make it fill either the entire height or the entire width of the page background.

    b. If you chose to use a solid color as the page background, select the **Color** button to the right of the *Background* drop-down menu. The *Color Selector* menu will open. Select the color you want to use from the buttons in the palette. Select the **OK** button to close the *Color Selector*

menu. In the *Modify Pages* menu, the *Color* button will fill with the color you chose.

> **Note:**   For instructions on creating a custom color, refer to ***Create a Custom Color***.

c. If you chose to use a picture as the page background, select the **Image** button. The *Select an Image File* menu will open. In the right viewport, select the name of the picture file you want to use. Select the **OK** button to close the *Select an Image File* menu. In the *Modify Pages* menu, the name of the file you selected will now be displayed in the *Images* button.

> **Note:**   To be used as the background of a communication page, a picture must be stored in the *Images* folder inside the *User Files* folder on the device's hard drive. Otherwise, the software will be unable to find the picture when the page is opened.

The *Background* check box will automatically be selected.

9. To use the Autofit feature to enlarge the symbols so they use as much space as is available on the buttons, select the **Autofit Buttons** check box.

10. To replace the existing symbols with symbols from a different symbol set, select the **Symbol Type** drop-down menu and then choose one of the available options. The *Symbol Type* check box will automatically be selected.

11. To modify the location of the button labels on the selected pages, select the **Label Location** drop-down menu and then select one of the two available locations: *Top* or *Bottom*. The *Label Location* check box will automatically be selected.

12. Most buttons have a behavior that either speaks vocabulary or inserts it into the Message Window. To modify this behavior in all of the buttons on your selected pages, select the **Change Behaviors From** drop-down menu and then select one of the available options:

Insert to Speak	Select this option to change all Insert Text and Insert Label behaviors to Speak Text and Speak Label behaviors.
Speak to Insert	Select this option to change all Speak Text and Speak Label behaviors to Insert Text and Insert Label behaviors.

The *Change Behaviors From* check box will automatically be selected.

13. Select the **OK** button to close the *Modify Pages* menu.

14. Select the **Yes** button to confirm that you want to permanently modify the selected pages.

15. You will be asked if you want to use these new settings as your page defaults. Select **Yes** if you want all new pages to use the settings you just modified in the *Modify Pages* menu, or select **No** to leave the page defaults as they are.

Modify a Group of Pages using the Page Browser

The *Page Browser* menu includes a *Modify Pages* button that can be used to access a menu with tools for customizing groups of pages. This menu can be used to modify one page, or to apply the same modifications to several pages at one time.

> **Note:** The *Modify Pages* menu cannot be used to change vocabulary or symbol content on a page. It can be used to customize the overall appearance and general function of a whole page (or group of pages).

To access the *Modify Pages* menu from the *Page Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Page Browser** button. The *Page Browser* menu will open.

3. In the left viewport, select the folder for the page set that includes the page(s) you want to modify.

4. In the right viewport, select the check box beside the name of every page you want to modify.

5. Select the **Modify Pages** button. The *Modify Pages* menu will open.

MODIFY PAGES MENU

6. To specify whether the selected pages will have a Message Window, select the **Message Window** drop-down menu and then select one of the two available options:

Add	Add a Message Window to all the selected pages.
Delete	Remove the Message Window from all the selected pages.

When you make a change to this drop-down menu, the *Message Window* check box will be automatically selected.

7. To change the font that is used for button labels, select the **Select Font** button and then complete the rest of this step.

a. To change the label font, select the **Font** drop-down menu and then select one of the font options.

b. To change the font size, select the **Size** drop-down menu and then select one of the size options.

c. To make the font bold, select the **Bold** check box.

d. To make the font italic, select the **Italic** check box.

e. Look at the *Example* box to see a sample of the font styles you have chosen. If necessary, repeat steps 7a through 7d to make additional changes to the font settings.

f. Select the **OK** button to close the *Select Font* menu. The *Button Font* check box will automatically be selected.

8. To change the color of all the buttons on the selected pages, select the **Button Color** button and complete the rest of this step.

   a. Select the color that you want to use from the options in the *Color Selector* menu. The large, square swatch on the right side of the menu will fill with the selected color.

   > **Note:** For instructions on creating a custom color, refer to ***Create a Custom Color***.

   b. Select the **OK** button to close the *Color Selector* menu. In the *Modify Pages* menu, the *Button Color* button will fill with the color you chose, and the *Button Color* check box will be automatically selected.

9. To change the background of the selected pages, select the **Background** drop-down menu and then complete the rest of this step.

   a. Select one of the five available options:

Solid Color	Select this option if you want the page background to be a solid color.
Centered Image	Select this option to add a selected picture to the center of the page background. The picture will be displayed at its original size.
Scaled Image	Select this option to alter the size and proportions of a selected picture to make it fill the entire page background.
Tiled Image	Select this option to fill the page background with copies of a selected picture at its original size.
Best Fit Image	Select this option to alter the size (but not the proportions) of a selected picture to make it fill either the entire height or the entire width of the page background.

   b. If you chose to use a solid color as the page background, select the **Color** button to the right of the *Background* drop-down menu. The *Color Selector* menu will open. Select the color you want to use from the buttons in the palette. Select the **OK** button to close the *Color Selector* menu. In the *Modify Pages* menu, the *Color* button will fill with the color you chose.

   > **Note:** For instructions on creating a custom color, refer to ***Create a Custom Color***.

   c. If you chose to use a picture as the page background, select the **Image** button. The *Select an Image File* menu will open. In the right viewport,

select the name of the picture file you want to use. Select the **OK** button to close the *Select an Image File* menu. In the *Modify Pages* menu, the name of the file you selected will now be displayed in the *Images* button.

> **Note:** To be used as the background of a communication page, a picture must be stored in the *Images* folder inside the *User Files* folder on the device's hard drive. Otherwise, the software will be unable to find the picture when the page is opened.

The *Background* check box will automatically be selected.

10. To use the Autofit feature to enlarge the symbols so they use as much space as is available on the buttons, select the **Autofit Buttons** check box.

11. To replace the existing symbols with symbols from a different symbol set, select the **Symbol Type** drop-down menu and then choose one of the available options. The *Symbol Type* check box will automatically be selected.

12. To modify the location of the button labels on the selected pages, select the **Label Location** drop-down menu and then select one of the two available locations: *Top* or *Bottom*. The *Label Location* check box will automatically be selected.

13. Most buttons have a behavior that either speaks vocabulary or inserts it into the Message Window. To modify this behavior in all of the buttons on your selected pages, select the **Change Behaviors From** drop-down menu and then select one of the available options:

Insert to Speak	Select this option to change all Insert Text and Insert Label behaviors to Speak Text and Speak Label behaviors.
Speak to Insert	Select this option to change all Speak Text and Speak Label behaviors to Insert Text and Insert Label behaviors.

The *Change Behaviors From* check box will automatically be selected.

14. Select the **OK** button to close the *Modify Pages* menu.

15. Select the **Yes** button to confirm that you want to permanently modify the selected pages.

16. You will be asked if you want to use these new settings as your page defaults. Select **Yes** if you want all new pages to use the settings you just modified in the *Modify Pages* menu, or select **No** to leave the page defaults as they are.

17. Select the **OK** button to close the *Page Browser* menu.

18. Select the **OK** button to close the *Tools* menu.

Using the Color Selector Menu

The DynaVox Series 5 software enables you to use different colors to create a unique look for your communication pages and system menus. Colors can be used creatively to make pages and menus more attractive to an individual's personal tastes, and can also be used practically to make objects easier to see and identify.

The colors can be customized for most items on the Series 5 touch screen, including symbols, buttons, text, tab controls, boxes, dividers, page backgrounds and the system menus. The primary tool for working with color is the *Color Selector* menu. This menu provides a large palette of stock colors that can be applied to objects on the touch screen. It also provides tools for creating and saving custom colors.

This menu can be accessed from several different places. It is typically opened through the *Modify* menu for the page element that you are currently customizing. If a symbol is being customized in the Page Editor, the *Color Selector* menu can be accessed through the *Symbol Editor* menu. When new colors are being chosen for the menus, the *Interface Features* menu provides access to the *Color Selector* menu.

COLOR SELECTOR MENU
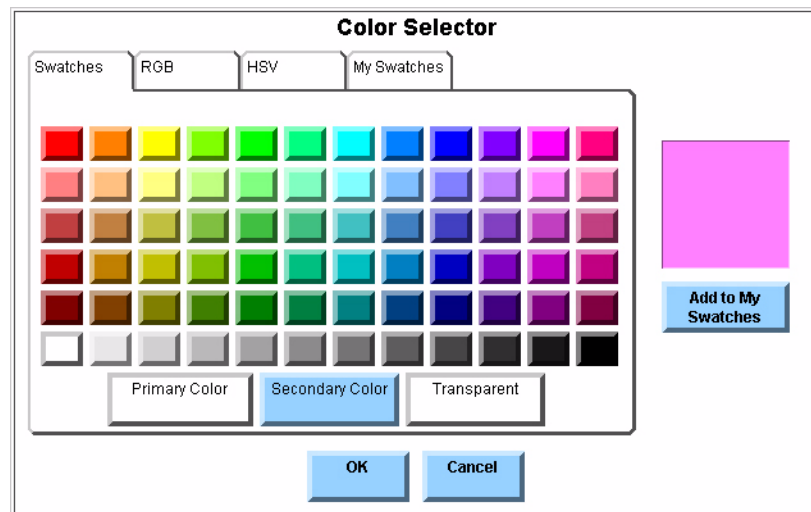
The *Color Selector* menu offers the following tools:

Swatches tab pane	Displays a palette of color buttons. When a color button is selected, the color will fill the unlabeled display square on the right side of the menu.
	The three buttons at the bottom of the *Swatches* tab pane can also be selected as color swatches. Select the *Primary Color* button to make the selected item the same color as the system menu backgrounds. Use the *Secondary Color* button to make the selected item the same color as the system menu buttons and outlines. Use the *Transparent* button to remove all solid color from the selected item.
RGB tab pane	Displays a tab pane with three sliders that can be used to create a customized color. Use the *Red* slider to specify the amount of red in the new color. The *Green* slider affects the amount of green in the new color. The *Blue* slider controls the amount of blue in the color. These sliders can be used alone or in combination with the sliders on the *HSV* tab pane.
HSV tab pane	Displays a tab pane with three sliders that can be used to create a customized color. Use the *Hue* slider to specify the color family for the new color. The *Saturation* slider affects the purity of a color. The *Brightness* slider controls the intensity of the color. These sliders can be used alone or in combination with the sliders on the *RGB* tab pane.
My Swatches	Displays a tab pane with an empty palette of buttons. You can fill this palette with custom colors.
Unlabeled Display Square	When you use the sliders to create a new color, or select a color in the *Swatches* tab pane, the color will be displayed in this square.
Add to My Swatches	Save the color that is shown in the display square. The color will be saved in the *My Swatches* tab pane.
OK/Cancel	Select the *OK* button to save your work in the *Color Selector* menu and close the menu. The item that you are currently customizing will be filled with the color in the display square. Select the *Cancel* button to close the menu without changing any colors.

The following sets of step-by-step instructions demonstrate how to use the *Color Selector* menu tools to choose and create colors.

Select a Color from the Color Palettes

If you have opened the *Color Selector* menu (click here) and want to use it to apply an existing color to the item that you are currently customizing:

> **Note:** More specific instructions for selecting a new color for a specific object can be found in ***Chapter 7: Using the Modify Button*** and in ***Chapter 10: Using the Page Editor***.

1. If you want to choose a custom color that you have created (refer to ***Create a Custom Color***), select the **My Swatches** tab. Otherwise, the *Swatches* tab is open by default, and displays a palette of available colors.

2. Select the color you want to use. The display square on the right side of the *Color Selector* menu will fill with the selected color.

3. Select the **OK** button to close the *Color Selector* menu. The item that you are currently customizing will automatically fill with the color you selected.

Create a Custom Color

If you have opened the *Color Selector* menu (click here) and want to create a unique color for the item that you are currently customizing:

1. Select the **RGB** tab. A tab pane with three sliders (*Red*, *Green* and *Blue*) will open.

2. Make adjustments to any (or all) of these sliders. To do this, select the slider thumb and then maintain the selection as you drag the slider thumb

toward the top or bottom of the slider. You can make the following adjustments:

Red	Drag the slider thumb toward the bottom to increase the amount of red in the color, or toward the top to decrease the amount of red.
Green	Drag the slider thumb toward the bottom to increase the amount of green in the color, or toward the top to decrease the amount of green.
Blue	Drag the slider thumb toward the bottom to increase the amount of blue in the color, or toward the top to decrease the amount of blue.

Note: If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

As you make adjustments to these sliders, the color you are creating will be displayed in the square display on the right side of the *Color Selector* menu.

3. Select the **HSV** tab. Another tab pane will open and display *Hue*, *Saturation* and *Brightness* sliders.

4. Make adjustments to any (or all) of these sliders. To do this, select the slider thumb and then maintain the selection as you drag the slider thumb toward the top or bottom of the slider. You can make the following adjustments:

Hue	Specify the color family for the new color. As you drag the slider thumb from the top of the slider to the bottom, the color family that the color is based on will change. For example, the base color may go from yellow to green to blue to purple.
Saturation	Change the intensity of a color. Drag the slider thumb toward the bottom of the slider to create a more intense shade. Drag the slider thumb toward the top of the slider to create a color that appears to be faded.

Brightness   Control the amount of light in the color. Drag the slider thumb toward the bottom of the slider to make the color brighter, or toward the top of the slider to make the color darker.

As you make adjustments to these sliders, the color you are creating will be displayed in the square display on the right side of the *Color Selector* menu.

5. Repeat steps 1 through 4 until the color in the display square is the color you want to use.

6. If you want to save the new color, complete this step. If you want to use the new color once without saving it in the *Color Selector* menu, continue with step 7.

　a. Select the **Add to My Swatches** button.

　b. Select the **My Swatches** tab.

MY SWATCHES TAB PANE
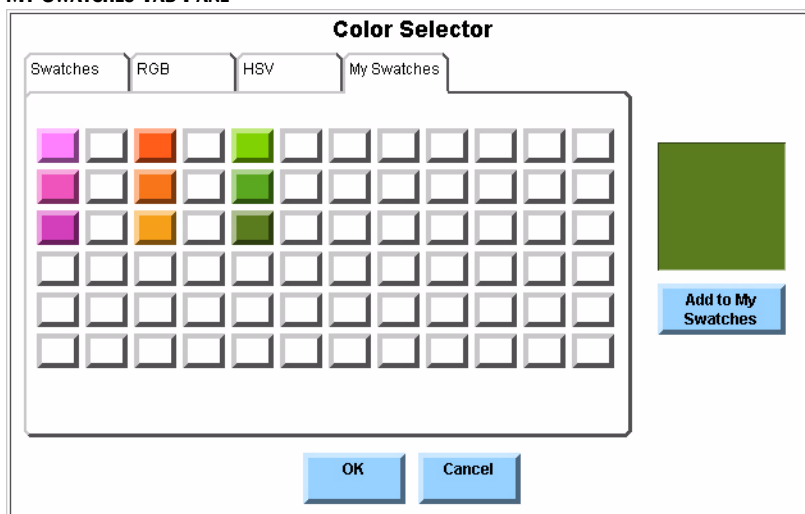
　c. Select any empty button on this tab pane. (If all the buttons are filled with color, select a button with a color that you are willing to overwrite.) The new color will be saved on the selected button. Continue with step 7.

7. Select the **OK** button to close the *Color Selector* menu. The item that you are currently customizing on the touch screen will fill with the color you chose.

Swap Buttons

You may wish to change the location of a button on a communication page. To move a button, you must swap it with another button on the same page.

To swap the placement of two buttons on a page or popup:

1. Select **Main Menu > Page Editing > Swap Buttons**. The green Modify button in the title bar will change to a red Swap button.

2. Select the first button that you want to swap.

3. Select the second button that you want to swap. The two buttons will change positions.

4. Repeat steps 2 and 3 to swap additional pairs of buttons, as desired.

5. When you are finished swapping buttons, select the red Swap button in the title bar. It will revert back to the green Modify button.

Chapter 7:   Using the Modify Button

The green Modify button in the title bar provides a quick and easy way to customize the software. You can use the Modify button to define the characteristics of the elements on a page or popup, including the page or popup itself. Select the Modify button and then select any page element to access customization tools that are specific to the element that you selected.

MODIFY BUTTON IN TITLE BAR
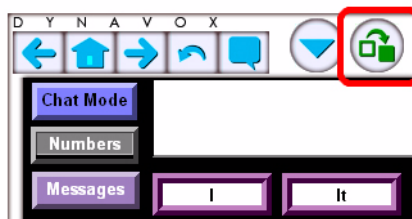
You can also use the Modify button when the Page Editor is open on your device (see **Chapter 10: Using the Page Editor**). In some cases, the Modify menus may contain additional options when they are accessed from the Page Editor. You can use the Object Selector tool (click here) in combination with the Modify button to customize the characteristics of page elements.

SCANNABLE MODIFY BUTTON

If you are using the Scanning, Joystick or Mouse Pause selection method, the DynaVox Series 5 software provides a different way for you to select the background of a box, page, or popup and access their respective *Modify* menus.

When you select the Modify button in the title bar, a scannable Modify button will appear in the top left corner of the currently highlighted grouping element (box, page or popup) that is visible on the touch screen. Refer to the following screen:

SCANNABLE MODIFY BUTTONS - PAGE & POPUP
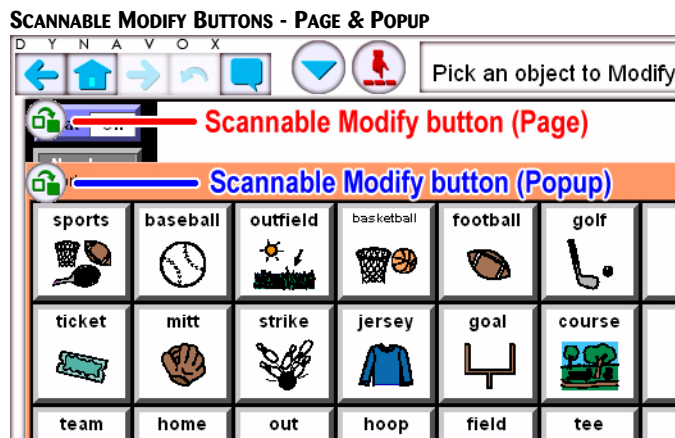
📌 **Note:**   If a popup is minimized, the scannable Modify button will appear on the left edge of the minimized popup.

Selecting the scannable Modify button for a page object will open its *Modify* menu.

📌 **Note:**   If you are using the Scanning, Joystick or Mouse Pause selection methods, you must use this technique in place of Step 2 in the instructions for modifying the grouping elements on the screen (pages, boxes and popups).

MODIFYING AN ACTIVE AREA

Active areas are like invisible buttons in that they can have assigned behaviors, but they have no borders or other defining characteristics. They are commonly used with digital pictures and visual scenes. If a digital picture is used as the background of a page or popup, active areas can be placed over objects in the picture. When the device user selects the object with the active area, the selection can play a sound file or video file, speak a message or trigger some other behavior. Refer to **InterAACT Visual Scenes** for more information.

When you select the Modify button in the title bar and then select an active area on the open page or popup, the *Modify Active Area* menu will open. Active areas can feature behaviors, but they have no visible characteristics. Because of this, the *Modify Active Area* menu features very few options:

MODIFY ACTIVE AREA MENU - STANDARD
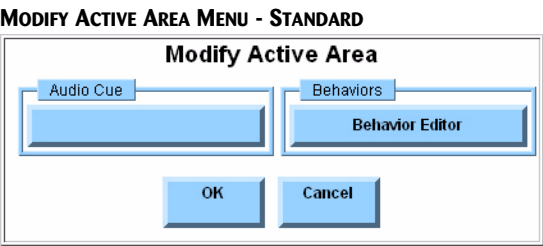
Audio Cue	Add an audio cue to the active area or edit the audio cue that has already been assigned.
Behaviors	Open the *Behavior Editor* menu (click here) and add new behaviors to an active area. The *Behavior Editor* menu can also be used to make changes to behaviors that have already been assigned to the active area.

> **Note:** The *Modify Active Area* menu contains additional options - the *Name* and *Messages* options - when it is opened in the Page Editor (see **Chapter 10: Using the Page Editor**). These options are not available when your device is in normal communication mode.

MODIFY ACTIVE AREA MENU - PAGE EDITOR

Modify Active Area

Audio Cue	Behaviors
	Behavior Editor
Name	Messages
	Message Editor

OK   Cancel

Name	Assign a name to the active area. This name is used to identify the active area for advanced programming purposes.
Messages	Create or edit message lists for the active area. These lists contain behaviors that will be executed if the proper broadcasts are received from other screen objects in your communication pages. They are only used for advanced programming purposes.

Edit the Active Area's Audio Cue

An audio cue is a short message that is spoken by the device (through the main speaker or a private headphone attached to the device's speaker jack) to identify each item on the touch screen.

> **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To edit an existing audio cue for an active area (or add an audio cue to an active area):

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the active area that you want to change. The *Modify Active Area* menu will open.

3. Select the *Audio Cue* button. The system keyboard will open.

4. Enter new audio cue text.

> **Note:** You can make the text dynamic by inserting an active label. Select the *Insert Active Label* button in the system keyboard to choose the active label that you want to include in the text. Your options include date and time information, system setting information, and personal information from the User Setup Wizard. For a description of active labels, refer to ***Modifying an Active Label***. For a list of the active labels that are available, refer to ***Define the Active Label Type***.

5. Select the **OK** button. The new audio cue will appear in the *Audio Cue* button.

6. Select the **OK** button to close the *Modify Active Area* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Active Area's Behaviors

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To add a behavior to an active area, or to change the behaviors that have already been assigned to an active area:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the active area that you want to change. The *Modify Active Area* menu will open.

3. Select the **Behaviors** button. The *Behavior Editor* menu will open.

4. Select the **Behaviors** drop-down menu. The menu will expand to display a list of the available behavior categories.

> **Note:** Refer to ***Appendix A: Behavior Reference*** to learn more about the various behaviors and their applications.

5. Select a behavior category from the drop-down menu. The viewport in the *Behaviors* box will display the names of the individual behaviors within the selected category.

6. Select a single behavior from the viewport.

7. Select the **Add** button. If the device requires no other additional information to complete the behavior, the selected behavior will be immediately added to the *Steps* viewport.

    If the selected behavior requires additional information, such as text, the name of a sound file or the name of a page, a window will open to request this information. Use the window that is presented to supply the required information and then select the **OK** button to return to the *Behavior Editor* menu.

> **Note:** To see step-by-step instructions for adding frequently used behaviors, see ***Chapter 8: Assigning Behaviors***.

8. To add another behavior, repeat steps 4 through 7.

9. To edit, remove or rearrange any of the behaviors that have been added to the active area, select the behavior in the *Steps* viewport and then select one of the following buttons:

Move Up	The selected behavior will exchange positions with the behavior above it.
Edit	If the behavior includes additional information such as text, a sound file or a page name, a menu will open to provide the tools for editing this information.
Delete	The selected behavior will be removed from the viewport list and the active area will no longer perform the behavior.
Move Down	The selected behavior will exchange positions with the behavior below it.

10. When you have finished adding behaviors to the *Steps* viewport, select the **OK** button to close the *Behavior Editor* menu.

11. Select the **OK** button to close the *Modify Active Area* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Active Area's Name

> **Note:** The Page Editor must be open on your device (see ***Chapter 10: Using the Page Editor***) before you begin this process. This option is not available in the *Modify Active Area* menu in standard communication mode.

The *Name* option enables you to assign a name to the active area. This name is a unique property, different than text or a label. It is not visible on a communication page, and it cannot be spoken or sent to the Message Window. The name is used to identify the active area for advanced programming purposes.

To edit the name for an active area (or add a name to an active area):

1. Select the active area that you want to change. The boundary of the active area will be highlighted.

2. Select the green Modify button in the title bar. The *Modify Active Area* menu will open.

3. Select the *Name* button. The system keyboard will open.

4. Enter the name for the active area and select the **OK** button. The name will appear in the *Name* button.

5. Select the **OK** button to close the *Modify Active Area* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Active Area's Messages

> **Note:** The Page Editor must be open on your device (see ***Chapter 10: Using the Page Editor***) before you begin this process. This option is not available in the *Modify Button* menu in standard communication mode.

The *Messages* box is only used for advanced programming purposes. An active area can be programmed to contain several different "messages." These are not groups of words that will be spoken or sent to the Message Window. In the advanced programming context, a message is a sequence of behaviors. When

the active area receives the proper broadcast from another object on one of your pages, the behaviors contained in the message will be executed.

You can use the *Message Editor* menu to program several messages for a single active area.

For more information on using the *Message Editor* menu, refer to ***Using the Message Editor Menu***.

MODIFYING AN ACTIVE LABEL

Active labels are a unique version of the standard labels that can be used to place text on buttons, pages and popups. Instead of being manually assigned with a system keyboard, the text in an active label is automatically filled in and maintained by the DynaVox Series 5 software. For example, active labels are often used for buttons that display the time and date. The time and date buttons are given active labels and the DynaVox Series 5 software automatically supplies the correct time and date. Active labels can also be used to create pages that display the current battery level or report the status (activated or deactivated) of various software features such as flexible abbreviation and autoclear.

Active labels are also frequently used in conjunction with the Series 5 User Setup Wizard. They enable users to enter personal data like names, addresses and family information into the DynaVox Series 5 software. Then the information is automatically added to buttons with related active labels. The User Setup Wizard uses active labels to provide a quick and easy way to customize communication pages and popups.

When you select the Modify button and then select an active label on the open page or popup, the *Modify Active Label* menu will open.

MODIFY ACTIVE LABEL MENU
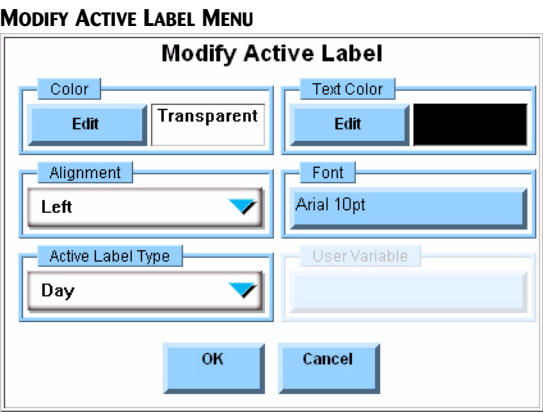
Color	Define the background color of the active label. The display square shows the current color selection.
Text Color	Define the color of the text in the active label. The display square shows the current color selection.
Alignment	Define the text alignment in the active label area. This drop-down menu offers the following options: *Left*, *Center* and *Right*. The drop-down menu displays the current selection.

Font	Define the font style, font size and treatment of the text that is shown in the active label. The button shows the current font settings.
Active Label Type	Define the data that will be displayed in the active label. The drop-down menu displays the current selection.
User Variable	Display one of the user variables that was created in the advanced programming environment.

The remainder of this section offers step-by-step instructions for using the *Modify Active Label* menu features to customize an active label on a communication page or popup.

Select the Active Label's Color

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the background color of an active label:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the active label that you want to change. The *Modify Active Label* menu will open.

3. Select the **Edit** button in the *Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:** To create a custom color, refer to ***Create a Custom Color***.

5. Select the **OK** button to close the *Color Selector* menu. In the *Modify Active Label* menu, the display square in the *Color* box will fill with the color you chose.

6. Select the **OK** button to close the *Modify Active Label* menu and accept the changes.

> **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Active Label's Text Color

> **Note:**   If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the text color used in an active label:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the active label that you want to change. The *Modify Active Label* menu will open.

3. Select the **Edit** button in the *Text Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:**   To create a custom color, refer to ***Create a Custom Color***.

5. Select the **OK** button to close the *Color Selector* menu. In the *Modify Active Label* menu, the display square in the *Text Color* box will fill with the color that you chose.

6. Select the **OK** button to close the *Modify Active Label* menu and accept the changes.

> **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Active Label's Text Alignment

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To adjust the text alignment in an active label:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the active label that you want to change. The *Modify Active Label* menu will open.

3. Select the **Alignment** drop-down menu. The drop-down menu will expand to display the following options:

    Left   Place the text against the left side of the label text box.

    Center   Center the text in the middle of the label text box.

    Right   Place the text against the right side of the label text box.

4. Select the alignment option that you want to use. The drop-down menu will close and display the option that you chose. The text in the selected label will move to reflect the new alignment setting.

5. Select the **OK** button to close the *Modify Active Label* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Active Label's Font

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the font for the text in an active label:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the active label that you want to change. The *Modify Active Label* menu will open.

3. Select the *Font* button. The *Select Font* menu will open.

4. To change the font, select the **Font** drop-down menu and then select one of the font options.

5. To change the font size, select the **Size** drop-down menu and then select one of the size options.

6. To make the font bold, select the **Bold** check box.

7. To italicize the font, select the **Italic** check box.

8. The *Example* box will display a sample of the font styles you have chosen. If necessary, repeat steps 4 through 7 to make additional changes to the font settings.

9. Select the **OK** button to close the *Select Font* menu. The new font settings will be applied to the text in the active label. In the *Modify Active Label* menu, the *Font* button will display the new font settings.

10. Select the **OK** button to close the *Modify Active Label* menu and accept the new font settings.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Active Label Type

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To specify the type of information that should be displayed by the active label:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the active label that you want to change. The *Modify Active Label* menu will open.

3. Select the **Active Label Type** drop-down menu. The drop-down menu will expand to display all of the following options:

Day	Displays the current day of the week as it is set in the *System Settings* menu.
Date	Displays the current date as it is set in the *System Settings* menu.
Time	Displays the current time as it is set in the *System Settings* menu.
Prediction	Reports whether the *Prediction* check box is selected in the *Prediction Settings* menu (yes or no).
Flexible AE	Reports whether the *Flexible Abbreviation* check box is selected in the *Prediction Settings* menu (yes or no).
Context Prediction	Reports whether the *Context Prediction* check box is selected in the *Prediction Settings* menu (yes or no).
Speak when inserting	Reports whether the *Speak When Inserting Words* check box is selected in the *Message Window* tab pane of the *Interface Features* menu (yes or no).
Autospacing	Reports whether the *Add Spaces Between Words* check box is selected in the *Message Window* tab pane of the *Interface Features* menu (yes or no).
Autocapitalize	Reports whether the *Capitalize Start of Sentence* check box is selected in the *Message Window* tab pane of the *Interface Features* menu (yes or no).
Autoclear	Reports whether the *Clear After Speaking* check box is selected in the *Message Window* tab pane of the *Interface Features* menu (yes or no).
Auto Expand	Reports whether the *Automatically Expand Abbreviations* check box is selected in the *Message Window* tab pane of the *Interface Features* menu (yes or no).
Highlight as you Speak	Reports whether the *Highlight as you Speak* check box is selected in the *Message Window* tab pane of the *Interface Features* menu (yes or no).

Mouse Pause	Reports the status of the Mouse Pause selection method (enabled or disabled) when a button with a Mouse Pause On or Off behavior is being used to switch between Mouse Pause and another selection method.
First Name	Displays the data that was entered into the *First Name* field of the User Setup Wizard.
Middle Name	Displays the data that was entered into the *Middle Name* field of the User Setup Wizard.
Last Name	Displays the data that was entered into the *Last Name* field of the User Setup Wizard.
Nickname	Displays the data that was entered into the *Nickname* field of the User Setup Wizard.
Age	Displays the data that was entered into the *Age* field of the User Setup Wizard.
Birth Date	Displays the data that was entered into the *Birth Date* field of the User Setup Wizard.
Hobby 1	Displays the data that was entered into the *Hobby 1* field of the User Setup Wizard.
Hobby 2	Displays the data that was entered into the *Hobby 2* field of the User Setup Wizard.
Hobby 3	Displays the data that was entered into the *Hobby 3* field of the User Setup Wizard.
Facility Name 1	Displays the data that was entered into the *Facility Name 1* field of the User Setup Wizard.
Address 1	Displays the data that was entered into the *Address 1* field of the User Setup Wizard.
City 1	Displays the data that was entered into the *City 1* field of the User Setup Wizard.
State 1	Displays the data that was entered into the *State 1* field of the User Setup Wizard.
Zip 1	Displays the data that was entered into the *Zip 1* field of the User Setup Wizard.
Country 1	Displays the data that was entered into the *Country 1* field of the User Setup Wizard.
Facility Name 2	Displays the data that was entered into the *Facility Name 2* field of the User Setup Wizard.
Address 2	Displays the data that was entered into the *Address 2* field of the User Setup Wizard.
City 2	Displays the data that was entered into the *City 2* field of the User Setup Wizard.

State 2	Displays the data that was entered into the *State 2* field of the User Setup Wizard.
Zip 2	Displays the data that was entered into the *Zip 2* field of the User Setup Wizard.
Country 2	Displays the data that was entered into the *Country 2* field of the User Setup Wizard.
Mother	Displays the data that was entered into the *Mother* field of the User Setup Wizard.
Father	Displays the data that was entered into the *Father* field of the User Setup Wizard.
Sister	Displays the data that was entered into the *Sister* field of the User Setup Wizard.
Brother	Displays the data that was entered into the *Brother* field of the User Setup Wizard.
Children	Displays the data that was entered into the *Children* field of the User Setup Wizard.
Spouse	Displays the data that was entered into the *Spouse* field of the User Setup Wizard.
Pets	Displays the data that was entered into the *Pets* field of the User Setup Wizard.
School	Displays the data that was entered into the *School* field of the User Setup Wizard.
Work	Displays the data that was entered into the *Work* field of the User Setup Wizard.
Battery Level	The active label will display the percentage of remaining battery power according to the *Battery Info* menu that can be accessed from the *System Settings* menu.
Keyboard Key	This type of active label should be used on keyboard buttons that feature the Insert Key behavior. The combination of the Keyboard Key active label and the Insert Key behavior enables the character on the button to change when a keyboard command button is selected. An example would be a button with a lower case letter that is capitalized when the *Shift* button is selected.

Keyboard State	This type of active label should be used on a keyboard page or popup. The active label will provide a visual reminder if a special command button is selected to change the state of the keyboard. For example, if the *Caps Lock* button is selected to change the alphabet buttons to capital letters, the text in the active label will be *Caps*. If no special command button has been selected, the text in the active label will be *Normal*.
Brother 2	Displays the data that was entered into the *Brother 2* field of the User Setup Wizard.
Sister 2	Displays the data that was entered into the *Sister 2* field of the User Setup Wizard.
Child 2	Displays the data that was entered into the *Child 2* field of the User Setup Wizard.
Pet 2	Displays the data that was entered into the *Pet 2* field of the User Setup Wizard.
Email	Displays the data that was entered into the *Email* field of the User Setup Wizard.
Home Phone	Displays the data that was entered into the *Home Phone* field of the User Setup Wizard.
Cell Phone	Displays the data that was entered into the *Cell Phone* field of the User Setup Wizard.
Work Phone	Displays the data that was entered into the *Work Phone* field of the User Setup Wizard.
Chat Mode	The active label will report the status of chat mode (on or off) on a communication page or popup that features a button with a Chat Mode On or Off behavior.
Alternate Output	The active label will report the status of alternate output (on or off) on a communication page or popup that features buttons with the Turn On Alternate Output and Turn Off Alternate Output behaviors.
User Variable	The active label will display the value of a variable that was created in the advanced programming environment.
Message Window File	The active label will display the name of the file that is currently loaded in the Message Window.
Joystick Mouse	The active label will report the status of whether the joystick that controls the mouse pointer in the DynaVox Series 5 software will control the mouse pointer in other Windows applications that are currently open.

Speak My Phrases	The active label will report whether or not the device will speak a phrase from the *My Phrases* menu as soon as it is selected.
Insert My Phrases	The active label will report whether or not the device will insert a phrase from the *My Phrases* menu into the Message Window as soon as it is selected.
Autoclose My Phrases	The active label will report whether or not the *Select a Phrase* menu will close immediately after a phrase is selected.
Pending Email To	Displays the email address of the email message currently being created.
Pending Email Subject	Displays the subject text of the email message currently being created.
Pending Text Message Number	Displays the telephone number of the text message currently being created.
Fine Tuning	Reports whether the *Enable Fine Tuning* check box is selected in the *Mouse Scanning* menu (yes or no).
Slow Near Target	Reports whether the *Slow Near Target* check box is selected in the *Mouse Scanning* menu (yes or no).
Current Remote Control	Displays the currently active remote control from the list available in the *My Remote Controls* menu.
Pending Email Attachments	Lists any and all attachments for the email message currently being created.
Pending Email CCs	Displays all of the email addresses that are listed in the *CC* field for the email message currently being created.
Eye Tracking	Reports whether Eye Tracking is the active selection method (yes or no).
Desktop Selection Methods	Reports whether the *Extend Selection Method to Desktop* check box is selected in the *Setup* men (yes or no).
Speech with Alt Output	Reports whether the speech engine is on or off when Alternate Output is activated (on or off).
eBook Speech	Reports the current speaking state of the currently loaded eBook (eBook Speaking, eBook Stopped, or eBook Paused).
Current Song	Displays the name of the currently playing (or loaded) music file (song).
Current Playlist	Displays the name of the currently loaded (or playing) playlist.

Music Playing Status	Displays the current music playing status (Stopped, Playing, or Paused).
Music Shuffle Status	Displays the current music shuffle (random play) status (Shuffle On or Shuffle Off).
Music Repeat Status	Displays the current music repeat status (Repeat One, Repeat All, or Repeat None).

4. Select one of drop-down menu options. The drop-down menu will close and display the chosen option. The active label will fill with the appropriate information.

> **Note:** Since active labels only contain the information that is supplied by the DynaVox Series 5 software, you may also want to create a secondary label to clearly identify the information in the active label. For example, if you create an active label and set the *Active Label Type* drop-down menu to *Flexible AE*, the text in the active label will say only *Yes* or *No*. A secondary label that says *Flexible Abbreviation Expansion* will help an individual to recognize that the *Yes* or *No* label refers to the status of the flexible abbreviation expansion feature. Refer to the example below:

ACTIVE LABEL EXAMPLE

5. Select the **OK** button to close the *Modify Active Label* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

MODIFYING A BOX

When you select the Modify button and then select a box on the active page or popup, the *Modify Box* menu will open.

MODIFY BOX MENU - STANDARD

Color		Define the background color of the box. The display square shows the current color selection.
Color		Define the background color of the box. The display square shows the current color selection.
Box Style		Define the style of the box. The options are: *Labeled, Unlabeled* and *Rectangle*.
Border Color		Define the border color of the box. The display square shows the current color selection.
Text Color		Define the color of the text in the title bar of the selected box. The display square shows the current color selection.
Font		Define the font style, font size and treatment of the text in the label of the selected box. The button shows the current font settings.
Text		Enter or edit the actual text of the label of the selected box. The button shows the current label text.
Keep Scanning Inside		This setting determines whether or not the scanning pattern will start over from the beginning or stay within the box when group scanning is used.
Audio Cue		Add an audio cue to the box or to edit the audio cue that has already been assigned.

> 🏳 **Note:** The *Modify Box* menu contains additional options - the *Name* and *Messages* options - when it is opened in the Page Editor (see ***Chapter 10: Using the Page Editor***). These options are not available when your device is in normal communication mode.

MODIFY BOX MENU - PAGE EDITOR

	Name	Assign a name to the box. This name is used to identify the box for advanced programming purposes.

Name   Assign a name to the box. This name is used to identify the box for advanced programming purposes.

Messages   Create or edit message lists for the box. These lists contain behaviors that will be executed if the proper messages are received from other screen objects in your communication pages. The *Messages* box is only used for advanced programming purposes.

The remainder of this section offers step-by-step instructions for using the *Modify Box* menu features to customize a box on a communication page or popup.

Select the Box Color

> **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To change the background color of a box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the box that you want to change. The *Modify Box* menu will open.

3. Select the **Edit** button in the *Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:** To create a custom color, refer to *Create a Custom Color*.

5. Select the **OK** button to close the *Color Selector* menu. In the *Modify Box* menu, the display square in the *Color* box will fill with the color you chose.

6. Select the **OK** button to close the *Modify Box* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Box Style

> **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To define the style of a box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the box that you want to change. The *Modify Box* menu will open.

3. Select the **Box Style** drop-down menu. The drop-down menu will expand to display the following options:

Unlabeled	This kind of text box will not display a text label.
Labeled	This kind of text box includes a text label embedded in the top border.
Rectangle	This kind of text box will not display a text label.

4. Select the style option that you want to use. The drop-down menu will close and display the option that you chose.

5. Select the **OK** button to close the *Modify Box* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Box Border Color

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the color used for the outside border of a box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the box that you want to change. The *Modify Box* menu will open.

3. Select the **Edit** button in the *Border Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches*

tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> 🏳 **Note:**   To create a custom color, refer to ***Create a Custom Color***.

5.   Select the **OK** button to close the *Color Selector* menu. The display square in the *Border Color* box will fill with the color that you chose.

6.   Select the **OK** button to close the *Modify Box* menu and accept the changes.

> 🏳 **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Box Text Color

> 🏳 **Note:**   This characteristic is only used if the *Box Style* drop-down menu is set to *Labeled*. For more information, refer to ***Select the Box Style***.

> 🏳 **Note:**   If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the text color used in the title of a box:

1.   Select the green Modify button in the title bar. The button will turn red after it is selected.

2.   Select a vacant spot in the box that you want to change. The *Modify Box* menu will open.

3.   Select the **Edit** button in the *Text Color* box. The *Color Selector* menu (click here) will open.

4.   Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches*

tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:** To create a custom color, refer to ***Create a Custom Color***.

5. Select the **OK** button to close the *Color Selector* menu. The display square in the *Text Color* box will fill with the color that you chose.

6. Select the **OK** button to close the *Modify Box* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Box Font

> **Note:** This characteristic is only used if the *Box Style* drop-down menu is set to *Labeled*. For more information, refer to ***Select the Box Style***.

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the font for the text in a box title:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the box that you want to change. The *Modify Box* menu will open.

3. Select the *Font* button. The *Select Font* menu will open.

4. To change the font, select the **Font** drop-down menu and then select one of the font options.

5. To change the font size, select the **Size** drop-down menu and then select one of the size options.

6. To make the font bold, select the **Bold** check box.

7.   To italicize the font, select the **Italic** check box.

8.   The *Example* box will display a sample of the font styles that you have chosen. If necessary, repeat steps 4 through 7 to make additional changes to the font settings.

9.   Select the **OK** button to close the *Select Font* menu. The new font settings will be applied to the text in the box title. In the *Modify Box* menu, the *Font* button will display the new font settings.

10.   Select the **OK** button to close the *Modify Box* menu and accept the new font settings.

> **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Box Label Text

> **Note:**   A box label is only used if the *Box Style* drop-down menu is set to *Labeled*. For more information, refer to ***Select the Box Style***.

> **Note:**   If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To edit the text of a box label:

1.   Select the green Modify button in the title bar. The button will turn red after it is selected.

2.   Select a vacant spot on the box that you want to change. The *Modify Box* menu will open.

3.   Select the *Text* button. The system keyboard will open.

4. Enter the desired text in the system keyboard.

> **Note:** You can make the text dynamic by inserting an active label. Select the *Insert Active Label* button in the system keyboard to choose the active label that you want to include in the text. Your options include date and time information, system setting information, and personal information from the User Setup Wizard. For a description of active labels, refer to **Modifying an Active Label**. For a list of the active labels that are available, refer to **Define the Active Label Type**.

5. Select the **OK** button to close the system keyboard. In the *Modify Box* menu, the *Text* button will display the text that you just entered.

6. Select the **OK** button to close the *Modify Box* menu and accept the new text settings.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Box's Name

> **Note:** The Page Editor must be open on your device (see **Chapter 10: Using the Page Editor**) before you begin this process.

The *Name* option enables you to assign a name to the box. This name is a unique property, different than text or a label. It is not visible on a communication page, and it cannot be spoken or sent to the Message Window. The name is used to identify the box for advanced programming purposes.

To edit the name for a box (or add a name to a box):

1. Select the box that you want to change. The boundary of the box will be highlighted.

2. Select the green Modify button in the title bar. The *Modify Box* menu will open.

3. Select the button in the *Name* box. The system keyboard will open.

4. Enter the name for the box and select the **OK** button. The name will appear in the *Name* button in the *Modify Box* menu.

5. Select the **OK** button to close the *Modify Box* menu and accept the changes.

> ⚐ **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Box's Messages

> ⚐ **Note:**   The Page Editor must be open on your device (see ***Chapter 10: Using the Page Editor***) before you begin this process.

The *Messages* box is only used for advanced programming purposes. A box can be programmed to contain several different "messages." These are not groups of words that will be spoken or sent to the Message Window. In the advanced programming context, a message is a sequence of behaviors. When the box receives the proper broadcast from another object on one of your pages, the behaviors contained in the message will be executed.

You can use the *Message Editor* menu to program several messages for a single box.

For more information on using the *Message Editor* menu, refer to ***Using the Message Editor Menu***.

Define the Box Scanning Properties

> ⚐ **Note:**   If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

> ⚐ **Note:**   For the *Keep Scanning Inside* option to work properly, you must first define the group scanning groups (refer to ***Customizing Scanning***), and then turn group scanning on in the *Scanning Settings* menu (click here). For more information on other settings that affect group scanning, refer to ***Scanning Selection Method***.

To define how group scanning is used for a box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the box that you want to change. The *Modify Box* menu will open.

3. Select the **Keep Scanning Inside** drop-down menu. The menu will expand to display the following options:

Off	The contents of the box and the contents surrounding the box will have equal importance. The software will proceed through the entire scan pattern before repeating.
On	Once the scan pattern has reached a box, the scan pattern will repeat inside that box until a selection is made. This selection does not have to be a button. It could be the "up arrow" which will drive the scan pattern out of the group and onto the previous scan level.

4. Select the option you want to use. The menu will close and display your selection.

5. Select the **OK** button to close the *Modify Box* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Box Audio Cue

An audio cue is a short message that is spoken by the device (through the main speaker or a private headphone attached to the device's speaker jack) to identify each item on the touch screen.

> **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To edit an existing audio cue for a box (or add an audio cue to a box):

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the box that you want to change. The *Modify Box* menu will open.

3. Select the *Audio Cue* button. The system keyboard will open.

4. Enter new audio cue text.

> **Note:** You can make the text dynamic by inserting an active label. Select the *Insert Active Label* button in the system keyboard to choose the active label that you want to include in the text. Your options include date and time information, system setting information, and personal information from the User Setup Wizard. For a description of active labels, refer to ***Modifying an Active Label***. For a list of the active labels that are available, refer to ***Define the Active Label Type***.

5. Select the **OK** button. The new audio cue will appear in the *Audio Cue* button.

6. Select the **OK** button to close the *Modify Box* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

MODIFYING A BUTTON

When you select the Modify button and then select a button on the active page or popup, the *Modify Button* menu will open.
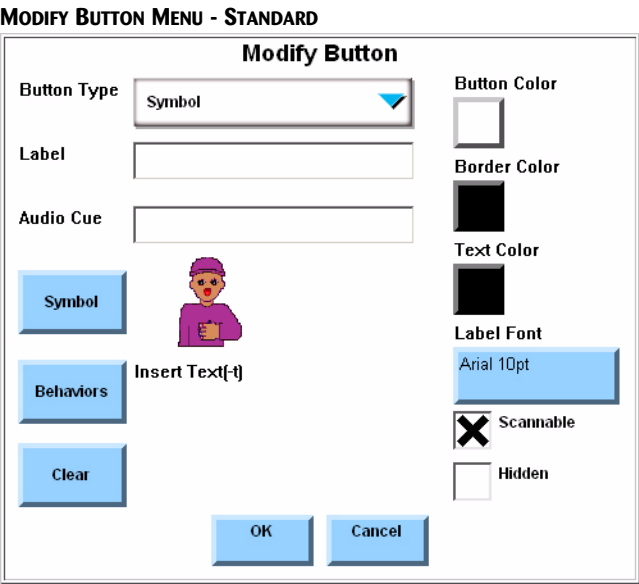
MODIFY BUTTON MENU - STANDARD

Button Type	Define the kind of button that has been selected. This drop-down menu offers the following choices: *Symbol*, *Flat*, *Rounded*, *Rectangle*, *Ellipse*, *Folder*, *Flat Folder*, *Predictor*, *Character Predictor*, *Recency* and *Phrase Predictor.*
Label	Add or edit the text label for the button.
Audio Cue	Add or edit the audio cue that is assigned to this button.
Symbol	Add a new symbol to the button or change the symbol that is already in place.
Behaviors	Open the *Behavior Editor* menu (click here) and edit this list of behaviors that are assigned to the button. Any editable parameters of the behavior will be displayed next to the behavior name.
Clear	Remove any label, audio cue, symbol or behavior that has been added to the button.
Button Color	Choose a new color for the button's background. The *Button Color* button displays the current color selection.

Border Color	Choose a new color for the button's border. The *Border Color* button displays the current border color selection.
Text Color	Choose a new color for the text in the button's label. The *Label Color* button displays the current color selection.
Label Font	Choose the font for the button's label. The *Font* button displays the current font settings.
Scannable	Select the *Scannable* check box to include this button in a page scanning pattern. If the *Scannable* check box is not active, this button will be not be accessible when the selection method is set to Scanning.
Hidden	Select the *Hidden* check box to hide the button from view. If this check box is active, the button will be hidden, and no action will take place when you select the button's space on the page.

Note: If you are modifying a predictor button in standard communication mode, the *Label*, *Audio Cue*, *Symbol*, *Behaviors*, *Clear*, *Scannable* and *Hidden* options are inactive.

When you open the *Modify Button* menu from the Page Editor, the menu is laid out differently, and offers different options:

MODIFY BUTTON MENU - PAGE EDITOR MODE

Modify Button

Behaviors	Name	Messages
Behavior Editor		Message Editor

Button Type	Color	Audio Cue
Flat ▼	Edit	

Border Color	Border Width	Scannable
Edit	Medium ▼	✖ Scannable

Hidden	Protected
☐ Hidden	☐ Cannot Copy To

OK   Cancel

Behaviors	Open the *Behavior Editor* menu (click here) and edit this list of behaviors that are assigned to the button. Any editable parameters of the behavior will be displayed next to the behavior name.
Name	Assign a name to the button. This name is used to identify the button for advanced programming purposes.
Messages	Create or edit message lists for the button. These lists contain behaviors that will be executed if the proper broadcasts are received from other screen objects in your communication pages. They are only used for advanced programming purposes.
Button Type	Define the kind of button that has been selected. This drop-down menu offers these choices: *Beveled*, *Folder*, *Flat*, *Rounded*, *Rectangle*, *Ellipse* and *Flat Folder*.
Color	Choose a new color for the button's background. The display square shows the current color selection.
Audio Cue	Add an audio cue to the button or to edit a cue that has already been assigned.
Border Color	Choose a new color for the button's border. The display square shows the current color selection.

Border Width	Choose the width of the button's border. The drop-down menu offers these choices: *Very Narrow, Narrower*, *Narrow*, *Medium*, *Wide*, *Wider* and *Very Wide*.
Scannable	Select the *Scannable* check box to include this button in a page scanning pattern. If the *Scannable* check box is not active, this button will be not be accessible when the selection method is set to Scanning.
Hidden	Select the *Hidden* check box to hide the button from view. If this check box is active, the button will be hidden, and no action will take place when you select the button's space on the page.
Cannot Copy To	Select the *Cannot Copy To* check box to protect all of the content of the button (label, behaviors, audio cue, messages, color scheme, etc.) from being copied over by the Copy To Insert Text and Copy To Speak Text behaviors.

Note: The *Modify Button* menu contains additional options - the *Name* and *Messages* options - when it is opened in the Page Editor (see ***Chapter 10: Using the Page Editor***). These options are not available when your device is in normal communication mode.

Note: You may access the "standard mode" Modify Button menu while the Page Editor is open. To do so, open the shortcut menu for the button that you want to modify, and select Modify Button from the shortcut menu (refer to ***Shortcut Menu for Buttons*** for more information).

The sections that follow describe in detail which controls are available in the different operation modes of your Series 5 device (standard communications or Page Editor). They also show the differences in the menus when you choose to modify a predictor button. Finally, they provide step-by-step instructions for using the *Modify Button* menu to customize all of the different characteristics of a button on a communication page or popup.

Define the Button Type

You can use the *Modify Button* menu to define the type of button you are editing. The available button types are as follows:

> 🏴 **Note:** The availability of these options depends on the kind of button you are modifying, and whether your device is in standard communication mode or if the Page Editor is open.

Beveled	A beveled button is a symbol button that has a beveled edge, to make it appear three-dimensional.
Character Predictor	A character predictor button can be used with (or instead of) a keyboard page by individuals who use the Scanning selection method. When a letter is selected, the character prediction button will predict the next logical letter selection.
Ellipse	An ellipse button usually contains both a symbol and a label. Its curved shape enables you to design oval or circular buttons. It can be used for communication or as a command button. You can assign multiple behaviors to an ellipse button.
Flat	A flat button is a symbol button that has a monochromatic border with no beveled edge.
Flat Folder	A flat folder button is shaped like a file folder with a tab in the top left corner and a monochromatic border with no beveled edge. This button shape is typically used to indicate that a button features a Go To Page behavior and can be used for page navigation.
Folder	A folder button is shaped like a file folder with a tab in the top left corner. This button shape is typically used to indicate that a button features a Go To Page behavior and can be used for page navigation.
Phrase Predictor	A phrase prediction button will predict phrases from the *My Phrases* menu. The phrases are predicted based on the concept(s) that are assigned to the phrase predictor button.
Predictor	A predictor button displays words, phrases and sentences that are predicted by the DynaVox rate enhancement features.

Recency	Recency buttons are similar to predictor buttons. The words and phrases that are displayed in recency buttons are predicted according to frequency of use.
Rectangle	A rectangular button usually contains both a symbol and a label. It can be used for communication or as a command button. You can assign multiple behaviors to a rectangular button.
Rounded	A rounded button usually contains both a symbol and a label. Its shape is primarily rectangular, but the corners are rounded. It can be used for communication or as a command button. You can assign multiple behaviors to a rounded button.
Symbol	A basic symbol button usually contains both a symbol and a label. It can be used for communication (with an Insert Label/Insert Text or Speak Label/Speak Text behavior) or as a command button. Many behaviors can be assigned to a symbol button, including the commands to activate a macro or perform an infrared command.

The picture below displays the available button shapes.
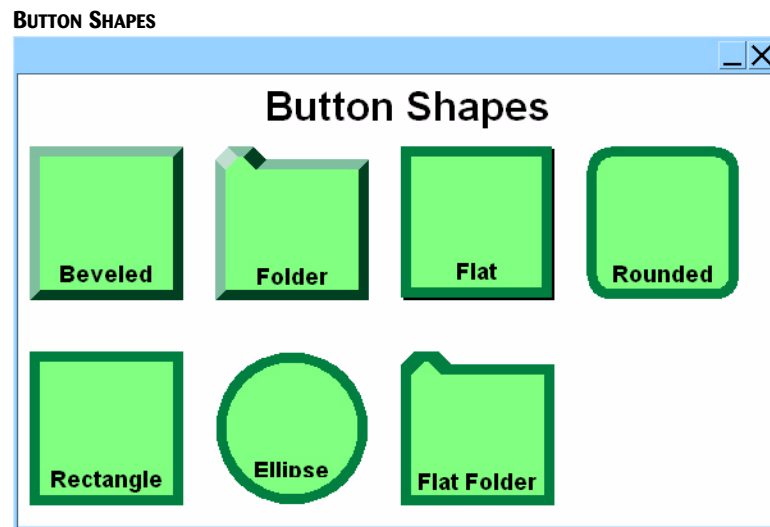
BUTTON SHAPES

> **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To change the button type of a button:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the button that you want to change. The *Modify Button* menu will open.

3. Select the **Button Type** drop-down menu. The drop-down menu will expand to display the available options:

Standard communication mode	*Symbol*
	Flat
	Rounded
	Rectangle
	Ellipse
	Folder
	Flat Folder
	Predictor
	Character Predictor
	Recency
	Phrase Predictor
Page Editor	*Beveled*
	Folder
	Flat
	Rounded
	Rectangle
	Ellipse
	Flat Folder

4. Select the button type you want to use. The drop-down menu will close and display the chosen option.

5. Select the **OK** button to close the *Modify Button* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Button's Behaviors

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To add a behavior to a button, or to change the behaviors that have already been assigned to a button:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the button that you want to change. The *Modify Button* menu will open.

3. Select the **Behaviors** button. (In the Page Editor, select the **Behavior Editor** button.) The *Behavior Editor* menu will open.

4. Select the **Behaviors** drop-down menu. The menu will expand to display a list of the available behavior categories.

> **Note:** Refer to ***Appendix A: Behavior Reference*** to learn more about the various behaviors and their applications.

5. Select a behavior category from the drop-down menu. The viewport in the *Behaviors* box will display the names of the individual behaviors within the selected category.

6. Select a single behavior from the viewport.

7. Select the **Add** button. If the device requires no additional information to complete the behavior, the selected behavior will be immediately added to the *Steps* viewport.

    If the selected behavior requires additional information, such as text, the name of a sound file or the name of a page, a window will open to request this information. Use the window that is presented to supply the required information and then select the **OK** button to return to the *Behavior Editor* menu.

> **Note:** To see step-by-step instructions for adding frequently used behaviors, see ***Chapter 8: Assigning Behaviors***.

8. To add another behavior to the *Steps* viewport, repeat steps 4 through 7.

9. To edit, remove or rearrange any of the behaviors that have been added to the button, select the behavior in the *Steps* viewport and then select one of the following buttons:

Move Up	The selected behavior will exchange positions with the behavior above it in the viewport list.
Edit	If the behavior includes additional information such as text, a sound file or a page name, a menu will open to provide the tools for editing this information.
Delete	The selected behavior will be removed from the viewport list and the button will no longer perform the behavior.
Move Down	The selected behavior will exchange positions with the behavior below it in the viewport list.

10. When you have finished adding behaviors to the *Steps* viewport, select the **OK** button to close the *Behavior Editor* menu. The selected behaviors are now displayed beside the *Behaviors* button in the *Modify Button* menu (standard mode only - not in the Page Editor).

11. Select the **OK** button to close the *Modify Button* menu and accept the changes.

> **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Button's Color Settings

The same basic steps can be used to select a new color for the different parts of a button.

> **Note:**   If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select a new color for any part of a button:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the button that you want to change. The *Modify Button* menu will open.

3. In the standard *Modify Button* menu, select the **Button Color** button, the **Border Color** button or the **Text Color** button. Each of these selections will open the *Color Selector* menu (click here).

> **Note:** In the Page Editor, you must select the **Edit** button in either the *Color* box or the *Border Color* box. To modify the button label font color in Page Editor, refer to ***Select the Label's Text Color***.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:** To create a custom color, refer to ***Create a Custom Color***.

5. Select the **OK** button to close the *Color Selector* menu. In the standard *Modify Button* menu, the button you selected (*Button Color*, *Border Color* or *Label Color*) will fill with the color you chose. In the Page Editor, the display square will fill with the color you chose.

6. Select the **OK** button to close the *Modify Button* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Make the Button Scannable

When you are using the Scanning selection method, your Series 5 device will highlight the elements on the touch screen according to a programmed pattern (see ***Scanning Selection Method***). When the default setting is active, all buttons are included in the scanning pattern. You may remove a particular button from the pattern to speed up the scanning process. You can remove a

button from the scanning pattern by clearing the *Scannable* check box in the *Modify Button* menu.

> **Note:**   If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To remove a button from an automatic scanning pattern:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the button that you want to change. The *Modify Button* menu will open.

3. Select the **Scannable** check box to remove the X.

4. Select the **OK** button to close the *Modify Button* menu and accept the changes.

> **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Hide the Button

When the default setting is active, all buttons are visible. You may hide a button, making it invisible and inaccessible in the normal mode of operation. You can hide a button by selecting the *Hidden* check box in the *Modify Button* menu.

> **Note:**   If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To hide a button from view, making it invisible and inaccessible:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the button that you want to change. The *Modify Button* menu will open.

3. Select the **Hidden** check box.

4. Select the **OK** button to close the *Modify Button* menu and accept the changes.

> ⚑ **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Set the Phrase Predictor Button's Concept

You can modify a phrase predictor button by changing the concepts that are assigned to it. The phrase predictor button will search for phrases that are relevant to its assigned concept(s). If you do not assign concept(s) to a phrase predictor button, it will predict phrases in all concepts.

> ⚑ **Note:**   If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the concept(s) for a phrase predictor button:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the phrase predictor button that you want to change. The *Modify Button* menu will open.

3. Select the **Concepts** button. The *Select Concepts* menu will open. The viewport will display the concepts that are currently associated with this button.

4. If you want to add a concept, select the **Add** button to open the *Select Concepts* window and then complete the rest of this step.

    a. Select the expansion box beside the *Top Concept* folder (or double-select the folder). The folder will expand.

    b. Use the *Search* text box and button to search for the desired concept.

    c. You may also use the scroll buttons to find an appropriate concept. If a concept has an expansion box to the left of its name, you may select the expansion box (or double-select the folder) to reveal its sub-concepts.

    d. When you find the concept (or sub-concept) that you want to associate with this phrase, select the concept's name.

    e. Select the **OK** button. The *Select Concepts* window will close, and the concept that you just selected will be displayed in the viewport of the *Select Concepts* menu.

> f. Repeat this step to associate additional concepts with this phrase predictor button

5. If you want to remove a concept from this phrase predictor button, select the concept in the viewport and then select the **Delete** button. When prompted, select the **Yes** button to confirm that you want to delete the concept from this phrase predictor button.

6. When you are finished assigning or removing concepts, select the **OK** button to close the *Select Concepts* menu and save your changes.

7. Select the **OK** button to close the *Modify Button* menu.

> 🏳 **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Button's Label

> 🏳 **Note:** This option is not available in the *Modify Button* menu when the Page Editor is open. To edit the button label while the Page Editor is open, refer to ***Edit the Label's Text***.

To use the *Modify Button* menu to edit an existing button label (or add a label to a button):

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the button that you want to change. The *Modify Button* menu will open.

3. Select the **Label** text box. The system keyboard will open.

4. Enter new label text.

> 🏳 **Note:** You can make the text dynamic by inserting an active label or a concept slot. Select the *Insert Active Label* button to include an active label, or select the *Make Slot* button to include a concept slot in the text. For more information on active labels and slots, refer to ***Modifying an Active Label*** or ***Adding Slots to Button Text***.

---

5. Select the **OK** button. The new label will appear in the *Label* text box in the *Modify Button* menu.

6. If the button already has a symbol assigned to it, the existing symbol will not be changed. Continue with step 7.

   If the button does not have a symbol and the new label is not associated with a symbol, no symbol will be added to the button. Continue with step 7.

   If the button does not have a symbol and the new label has one associated symbol, the symbol will automatically be added to the button. The symbol will be displayed beside the *Symbol* button in the *Modify Button* menu. Continue with step 7.

   If the button does not have a symbol and the new label has more than one associated symbol, a *Select a Symbol* menu will open. Complete the rest of this step.

   a. Select the symbol you want to use from the choices in the *Select a Symbol* menu viewport. The symbol you selected will be displayed beside the *Symbol* button in the *Modify Button* menu. Continue with step 7.

7. Select the **OK** button to close the *Modify Button* menu.

   The button you selected will now feature a new label and, if applicable, a new symbol. To change a symbol that was automatically added to the button, refer to **Edit the Button's Symbol**.

> **Note:** To undo the change, select **Main Menu > Page Editing > Undo Modify**.

Edit the Button's Audio Cue

An audio cue is a short message that is spoken by the device (through the main speaker or a private headphone attached to the device's speaker jack) to identify each item on the touch screen.

> **Note:** If you are starting this procedure from within the Page Editor (see **Chapter 10: Using the Page Editor**), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To edit an existing audio cue for a button (or add an audio cue to a button):

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the button that you want to change. The *Modify Button* menu will open.

3. Select the **Audio Cue** text box. (In the Page Editor, select the **Audio Cue** button.) The system keyboard will open.

4. Enter new audio cue text and select the **OK** button. The new audio cue will appear in the *Audio Cue* text box in the *Modify Button* menu. (In the Page Editor, the new text will appear on the *Audio Cue* button.)

5. Select the **OK** button to close the *Modify Button* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Button's Symbol

> **Note:** Your device must be in standard communication mode to complete these steps. This option is not available in the *Modify Button* menu when the Page Editor is open.

> **Note:** If you are using an open Series 5 device, you can use the "drag and drop" technique to drag a digital picture from another Windows application and drop it into a button. The picture will automatically be added to the *My Symbols* symbol set. For step-by-step instructions on dragging and dropping digital pictures as symbols, refer to ***Dragging and Dropping***.

To use the *Modify Button* menu to choose a new symbol for a button:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the button that you want to change. The *Modify Button* menu will open.

3. Select the **Symbol** button. The *Select a Symbol* menu will open.

SELECT A SYMBOL MENU

The left viewport in this menu contains a list of the available symbol concepts. Each concept is displayed as a folder with an expansion box to the left of its name. When the expansion box contains a plus sign [+], the concept folder can be expanded to display sub-folders and individual concepts (these have a gray, circular button to the left of their names). Select an expansion box (or double-select the folder) to see what the folder contains. When a concept or a sub-concept folder is selected, the right viewport will display the symbols that it contains.

4. Select the **Select Symbol Sets** button to show which symbol sets are currently active. You can select or deselect the check boxes to activate or deactivate the set(s) of your choice. When you are finished, select the **OK** button to close the *Select Symbol Sets* menu.

5. The *Select a Symbol* menu offers three ways to search for a symbol. Choose one of them and follow the appropriate step:

    • To search for the symbol by name using the *Search* feature, proceed to step 6.

    • To search for a symbol by concept, scrolling through the left and right viewports, proceed to step 7.

    • To import a digital picture from the *Images* or the *Shared* folder on your device hard drive (or from a file sharing device), proceed to step 8.

    • To use the *Camera* button to take a photo with a connected webcam and convert it into a symbol, proceed to step 9.

- To use the *Photo Album* browser button to browse your photo albums for a photo to use, proceed to step 10.

6. To search for a symbol by name, select the **Search** text box and then complete the rest of this step.

   a. Use the system keyboard to enter the name of the symbol that you want to find.

> **Note:** You can perform wildcard searches using the asterisk (*) as the wildcard character. For example, if you enter *cat**, the software will present symbols that begin with *cat* (like *catalog* or *catch*). If you enter **days*, the software will present any symbols with names that end with *days* (like *weekdays* and *holidays*).

   b. Select the **OK** button. All the symbols that are associated with the name you entered will be displayed in the viewport on the right side of the *Select a Symbol* menu.

> **Note:** To ensure that the right symbols are presented when you select the *Search* button, the DynaVox Series 5 software will check all of the word forms of a given word to find symbol matches. For example, if you search for "shoe" and the actual label of the symbol is "shoes," the symbol will still be presented.

   c. Repeat step 6 until the desired symbol is shown in the right viewport. You may have to use the scroll buttons to view all of your search results. When the desired symbol is shown in the right viewport, proceed to step 11.

7. To find a symbol by scrolling through the viewports, use the up and down scroll buttons beside the left viewport to find the concept folder where the desired symbol is stored. Complete the rest of this step.

   a. Select the folder name. To see a smaller list of symbols, you may select the expansion box beside the folder name (or double-select the folder). The folder will expand to display a number of sub-concepts. Select the name of the concept that may include the symbol you are looking for. The right viewport will display the symbols that are contained in the selected concept or concept folder.

   b. Use the scroll buttons beside the right viewport to find the desired symbol.

   c. When the desired symbol is shown in the right viewport, proceed to step 11.

8. To import a picture and convert it into the symbol for this button, select the **Quick Import** button and continue with this step.

  a. The *Select an Image File* menu will open, allowing you to search for the picture on the Series 5 device hard drive or on a file sharing device (USB flash drive, CD or DVD drive) that is connected to your device.

  b. Connect the file sharing device that contains the picture to your Series 5 device (the USB ports are on the left side). If you are importing from a CD or DVD drive, you may also need to plug the drive into a wall outlet for power, and make sure that the disc containing the picture file is loaded in the drive.

Note: If you are using an open Series 5 device, or the DynaVox Series 5 software on a Windows computer, a Microsoft window may appear and ask if you want to display the contents of the file sharing device. Close this window by selecting the Close button [X] in the top right corner, or by selecting the **Cancel** button.

---

  c. Use the left viewport to navigate to the folder where the picture is stored.

  • If the desired picture is already stored on your device hard drive, visually search through the folders in the left and right viewports. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

Note: The DynaVox Series 5 software provides an *Images* folder (in the *User Files* folder) as a recommended default folder to store digital pictures.

  • If you are using a dedicated device, select the **User Files** expansion box, and then select the **Images** folder.
  • If you are using an open device (or Windows computer), select the **Show All Directories** check box, then select the **C:** expansion box, then select the **5100** expansion box, then select the **User Files** expansion box, and then select the **Images** folder.

  • If the desired picture is on the file sharing device, select the **Show All Directories** check box and then select the icon (or the expansion box beside the icon) in the left viewport that represents the file sharing

device that is connected to your device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

d. Select the desired picture in the right viewport.

e. Select the **OK** button.

f. The system keyboard will open, prompting you to enter a symbol name for the picture. The picture file name will be in place as the default symbol name. Enter a new name (if desired), and select the **OK** button to close the system keyboard. Proceed to step 13.

9. To take a picture with a connected webcam and convert it into the symbol for this button, select the **Camera** button and continue with this step.

   a. The *Camera* menu will open, displaying the current view from the webcam lens.

> **Note:** For more information about adjusting the camera settings (i.e., zoom brightness, pan & tile, contrast, etc.,) refer to *Capturing Photos with a Webcam*.

   b. Select the **Capture and Save** button. The camera will take the photo, and the camera menu will close. The photo taken will be shown next to the *Symbol* button in the *Modify Button* menu.

   c. Proceed to step 12.

10. To browse through your photo albums and convert an existing photo into a symbol for this button, select the **Photo Album Browser** button and continue with this step.

   a. The *Photo Album Browser* menu will open, displaying all of your photo albums and their contents.

> **Note:** For more information about navigating through your photo albums, refer to *Working With Photo Albums*.

      b. Navigate through your photo albums until the desired photo is shown in the viewport of the *Photo Album Browser*.

      c. Select the desired photo, and then select the **OK** button. The selected photo taken will be shown next to the *Symbol* button in the *Modify Button* menu.

      d. Proceed to step 12.

11. When the symbol that you want to use is visible in the right viewport of the *Select a Symbol* menu, select it. The symbol that you chose will be displayed beside the *Symbol* button in the *Modify Button* menu.

12. Select the **OK** button to close the *Modify Button* menu.

    The new symbol will be immediately added to the selected button, and added to the *My Symbols* symbol set (if you imported the symbol into the Series 5 software). If there is no label on the button, the label that corresponds to the symbol will also be added. To change this label, refer to ***Edit the Button's Label***.

13. You may disconnect the file sharing device if you wish.

> 🏳 **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Button's Label Font

> 🏳 **Note:** This option is not available in the *Modify Button* menu when the Page Editor is open. To select the button label font while the Page Editor is open, refer to ***Select the Label's Font***.

To use the *Modify Button* menu to change the style of the font that is used in a button's label:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the button that you want to change. The *Modify Button* menu will open.

3. Select the **Label Font** button. The *Select Font* menu will open.

4. To change the label font, select the **Font** drop-down menu and then select one of the font options.

5. To change the font size, select the **Size** drop-down menu and then select one of the size options.

6. To make the font bold, select the **Bold** check box.

7. To italicize the font, select the **Italic** check box.

8. The *Example* box will display a sample of the font styles that you have chosen. If necessary, repeat steps 4 through 7 to make additional changes to the font settings.

9. Select the **OK** button to close the *Select Font* menu. In the *Modify Button* menu, the new font settings will be displayed in the *Label Font* button.

10. Select the **OK** button to close the *Modify Button* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Button's Border Width

> **Note:** The Page Editor must be open on your device (see *Chapter 10: Using the Page Editor*) before you begin this process. This option is not available in the *Modify Button* menu in standard communication mode.

To adjust the width around the border of a button:

1. Select the button that you want to change. The button will be highlighted.

2. Select the green Modify button in the title bar. The *Modify Button* menu will open.

3. Select the **Border Width** drop-down menu. The drop-down menu will expand to display the following options: *Very Narrow*, *Narrower*, *Narrow*, *Medium*, *Wide*, *Wider* and *Very Wide*.

4. Select the width option you want to use. The drop-down menu will close and display the option that you chose.

5. Select the **OK** button to close the *Modify Button* menu and accept the changes.

> **Note:** To undo the change, select **Main Menu > Edit > Undo**.

Select the Predictor Button's Text Alignment

> **Note:** The Page Editor must be open on your device (see **Chapter 10: Using the Page Editor**) before you begin this process. This option is not available in the *Modify Button* menu in standard communication mode.

You can select the text alignment of all varieties of predictor buttons - predictor, character predictor, recency, or phrase predictor. To define the text alignment in a predictor button:

1. Select the predictor button that you want to change.

2. Select the green Modify button in the title bar. The *Modify Button* menu will open.

3. Select the **Alignment** drop-down menu. The menu will expand to display the following options: *Left*, *Center* and *Right*.

4. Select the alignment option you want to use. The drop-down menu will close and display the option that you chose.

5. Select the **OK** button to close the *Modify Button* menu and accept the changes.

> **Note:** To undo the change, select **Main Menu > Edit > Undo**.

Edit the Button's Name

> **Note:** The Page Editor must be open on your device (see **Chapter 10: Using the Page Editor**) before you begin this process. This option is not available in the *Modify Button* menu in standard communication mode.

The *Name* option enables you to assign a name to the button. This name is a unique property, different than text or a label. It is not visible on a communication page, and it cannot be spoken or sent to the Message Window. The name is used to identify the button for advanced programming purposes.

To edit the name for a button (or add a name to a button):

1. Select the button that you want to change. The button will be highlighted.

2. Select the green Modify button in the title bar. The *Modify Button* menu will open.

3. Select the *Name* button. The system keyboard will open.

4. Enter the name for the button and select the **OK** button. The name will appear in the *Name* button.

5. Select the **OK** button to close the *Modify Button* menu and accept the changes.

> **Note:**   To undo the change, select **Main Menu > Edit > Undo**.

Edit the Button's Message

> **Note:**   The Page Editor must be open on your device (see *Chapter 10: Using the Page Editor*) before you begin this process. This option is not available in the *Modify Button* menu in standard communication mode.

The Messages box is only used for advanced programming purposes. A button can be programmed to contain several different "messages." These are not groups of words that will be spoken or sent to the Message Window. In the advanced programming context, a message is a sequence of behaviors. When the button receives the proper broadcast from another object on one of your pages, the behaviors contained in the message will be executed.

You can use the *Message Editor* menu to program several messages for a single button.

For more information on using the *Message Editor* menu, refer to **Using the Message Editor Menu**.

MODIFYING A DIVIDER

When you select the Modify button and then select a divider on the active page or popup, the *Modify Divider* menu will open.

MODIFY DIVIDER MENU

Modify Divider

Color   Edit   Width   Very Small ▼

OK   Cancel
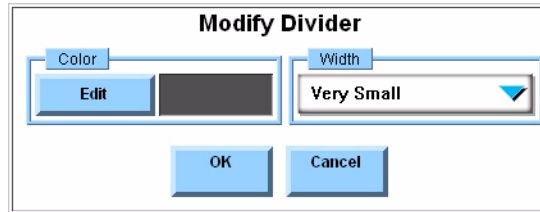
Color	Select the *Edit* button in the *Color* box to define the color of the divider. The display square shows the current color selection.
Width	Define the width of the divider. This drop-down menu offers the following options: *Very Small*, *Small*, *Medium*, *Big*, *Bigger* and *Extra Large*.

The remainder of this section offers step-by-step instructions for using the *Modify Divider* menu features to customize a divider on a communication page or popup.

Select the Divider's Color

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the color of a divider:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the divider that you want to change. The *Modify Divider* menu will open.

3. Select the **Edit** button in the *Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:** To create a custom color, refer to ***Create a Custom Color***.

5. Select the **OK** button to close the *Color Selector* menu. In the *Modify Divider* menu, the display square in the *Color* box will fill with the color that you chose.

6. Select the **OK** button to close the *Modify Divider* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Divider's Width

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To adjust the width of a divider:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the divider that you want to change. The *Modify Divider* menu will open.

3. Select the **Width** drop-down menu. The drop-down menu will expand to display the following options: *Very Small*, *Small*, *Medium*, *Big*, *Bigger* and *Extra Large*.

4. Select the width option you want to use. The drop-down menu will close and display the option that you chose.

5. Select the **OK** button to close the *Modify Divider* menu and accept the changes.

> ⚑ **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

MODIFYING A LABEL

A label is text that can be placed on a button, box, tab control, page or popup. Labels can be used as the title of a page or as an indication of the vocabulary contents of a button, box or tab control.

When you select the Modify button and then select a label on the active page or popup, the *Modify Label* menu will open.

MODIFY LABEL MENU - STANDARD
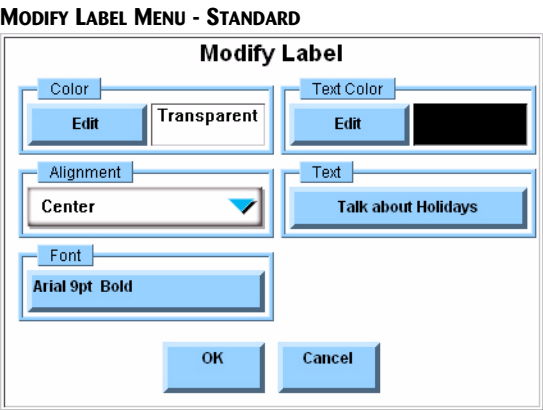
> ⚑ **Note:**   This menu offers different options than when you select a label that is attached to a button. For more information on those options, refer to ***Edit the Button's Label***.

Color	Define the color of the label field (the area that surrounds the label). The display square shows the current color selection.
Text Color	Define the color of the text used in the label. The display square shows the current color selection.
Alignment	Define the text alignment for the label. This drop-down menu offers the following options: *Left*, *Center* and *Right*. The drop-down menu displays the current selection.
Text	Enter or edit the actual text of the label. The button shows the current label text.
Font	Define the font style, font size and treatment of the text shown in the label area. The button shows the current font settings.

> 🏳 **Note:**   The *Modify Label* menu contains additional options - the *Name* and *Messages* options - when it is opened in the Page Editor (see ***Chapter 10: Using the Page Editor***). These options are not available when your device is in normal communication mode.

MODIFY LABEL MENU - PAGE EDITOR

Name	Assign a name to the label. This name is used to identify the label for advanced programming purposes.
Messages	Create or edit message lists for the label. These lists contain behaviors that will be executed if the proper broadcasts are received from other screen objects in your communication pages. They are only used for advanced programming purposes.

The remainder of this section offers step-by-step instructions for using the *Modify Label* menu features to customize a label on a communication page or popup.

> 🏳 **Note:**   The steps in this section describe how to manipulate independent labels (those not attached to buttons). For steps on modifying a button label, refer to ***Edit the Button's Label***.

Select the Color of the Label Field

The label field is the background surrounding a label. You can select the color of the label field, to make the label stand out visually. You can also make the label field transparent, to make the text appear to be directly on the background.

> **Note:** These steps will work for independent labels (those not attached to buttons). For steps on modifying the color behind the label on a button, refer to ***Select the Button's Color Settings***.

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the color of an independent label field:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the label that you want to change. The *Modify Label* menu will open.

3. Select the **Edit** button in the *Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. You can also choose the **Transparent** button, and make the label text appear to be directly on its background. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:** To create a custom color, refer to ***Create a Custom Color***.

5. Select the **OK** button to close the *Color Selector* menu. In the *Modify Label* menu, the display square in the *Color* box will fill with the color that you chose.

6. Select the **OK** button to close the *Modify Label* menu and accept the changes.

📒 **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Label's Text Color

📒 **Note:**   These steps will work for independent labels (those not attached to buttons). For steps on modifying the text color for a label on a button, refer to ***Select the Button's Color Settings***.

📒 **Note:**   If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the text color used in an independent label:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the label that you want to change. The *Modify Label* menu will open.

3. Select the **Edit** button in the *Text Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

📒 **Note:**   To create a custom color, refer to ***Create a Custom Color***.

---

5. Select the **OK** button to close the *Color Selector* menu. In the *Modify Label* menu, the display square in the *Text Color* box will fill with the color that you chose.

6. Select the **OK** button to close the *Modify Label* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Label's Text Alignment

> **Note:** These steps will work as written for independent labels (those not attached to buttons). To change the alignment of a button's label text, you must start this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), and reverse steps 1 and 2 below. Select the text label in the button first (it will be highlighted in blue), and then select the Modify button.

To adjust a label's text alignment:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the label that you want to change. The *Modify Label* menu will open.

3. Select the **Alignment** drop-down menu. The drop-down menu will expand to display the following options:

Left	The text will be placed against the left side of the label field.
Center	The text will be centered in the middle of the label field.
Right	The text will be placed against the right side of the label field.

4. Select the alignment option you want to use. The drop-down menu will close and display the option that you chose. The text in the selected label will move to reflect the new alignment setting.

5. Select the **OK** button to close the *Modify Label* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Label's Text

> **Note:** If you are starting this procedure from within the Page Editor (see **Chapter 10: Using the Page Editor**), and you have an external keyboard connected to your device (or you are using a computer), you can simply select the label and begin typing. The system keyboard will automatically open and use your new text in the label. Select the *OK* button to close the system keyboard. Your new text will be displayed in the label.

> **Note:** These steps will work for independent labels (those not attached to buttons). For steps on modifying the text for a label on a button, refer to **Edit the Button's Label**.

> **Note:** If you are starting this procedure from within the Page Editor (see **Chapter 10: Using the Page Editor**), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To edit the actual text of a label:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the label that you want to change. The *Modify Label* menu will open.

3. Select the *Text* button. The system keyboard will open.

4. Enter the new text in the system keyboard.

> **Note:** You can make the text dynamic by inserting an active label or a concept slot. Select the *Insert Active Label* button to include an active label, or select the *Make Slot* button to include a concept slot in the text. For more information on active labels and slots, refer to the following sections:
>
> • **Modifying an Active Label**
> • **Adding Slots to Button Text**

5. Select the **OK** button to close the system keyboard. In the *Modify Label* menu, the *Text* button will display the new text.

6. Select the **OK** button to close the *Modify Label* menu and accept the new text settings.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Label's Name

> **Note:** The Page Editor must be open on your device (see *Chapter 10: Using the Page Editor*) before you begin this process.

The *Name* option enables you to assign a name to a label. This name is a unique property, different than text or a label. It is not visible on a communication page, and it cannot be spoken or sent to the Message Window. The name is used to identify the label for advanced programming purposes.

To edit the name for a label (or add a name to a label):

1. Select the label that you want to change. The label boundary will be highlighted.

2. Select the green Modify button in the title bar. The *Modify Label* menu will open.

3. Select the *Name* button. The system keyboard will open.

4. Enter the name for the label and select the **OK** button. The name will appear in the *Name* button.

5. Select the **OK** button to close the *Modify Label* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Label's Message

> **Note:** The Page Editor must be open on your device (see *Chapter 10: Using the Page Editor*) before you begin this process.

The Messages box is only used for advanced programming purposes. A label can be programmed to contain several different "messages." These are not groups of words that will be spoken or sent to the Message Window. In the advanced programming context, a message is a sequence of behaviors. When the label receives the proper broadcast from another object on one of your pages, the behaviors contained in the message will be executed.

You can use the *Message Editor* menu to program several messages for a single label.

For more information on using the *Message Editor* menu, refer to ***Using the Message Editor Menu***.

Select the Label's Font

> **Note:** These steps will work for independent labels (those not attached to buttons). For steps on modifying the font for a label on a button, refer to ***Select the Button's Label Font***.

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the font for the text in a label:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the label that you want to change. The *Modify Label* menu will open.

3. Select the *Font* button. The *Select Font* menu will open.

4. To change the font, select the **Font** drop-down menu and then select one of the font options.

5. To change the font size, select the **Size** drop-down menu and then select one of the size options.

6. To make the font bold, select the **Bold** check box.

7. To italicize the font, select the **Italic** check box.

8. The *Example* box will display a sample of the font styles that you have chosen. If necessary, repeat steps 4 through 7 to make additional changes to the font settings.

9. Select the **OK** button to close the *Select Font* menu. The new font settings will be applied to the label text. In the *Modify Label* menu, the *Font* button will display the new font settings.

10. Select the **OK** button to close the *Modify Label* menu and accept the new font settings.

> **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

MODIFYING THE MESSAGE WINDOW

When you select the Modify button in the title bar at the top of the screen, and then select the Message Window, the *Modify Message WIndow* menu will open.

MODIFY MESSAGE WINDOW MENU - STANDARD
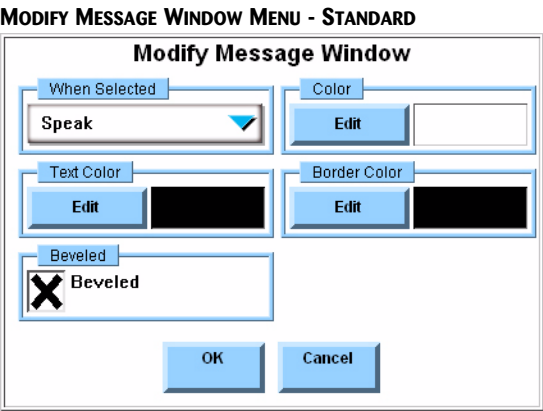
When Selected	Define what the Message Window should do when it is selected. The available choices are *Speak* and *Move Cursor.*
Color	Define the color of the Message Window. The display square shows the current color selection.
Text Color	Define the color of the text in the Message Window. The display square shows the current color selection.
Border Color	Define the color of the Message Window border. The display square shows the current color selection.
Beveled	Select the *Beveled* check box to display the Message Window with a beveled edge.

> **Note:**   The *Modify Message Window* menu contains additional options - the *Name* and *Messages* options - when it is opened in the Page Editor (see **Chapter 10: Using the Page Editor**). These options are not available when your device is in normal communication mode.

MODIFY MESSAGE WINDOW MENU - PAGE EDITOR

Name	Assign a name to the Message Window, a name for navigational purposes. This name will not be displayed on the Message Window, and it cannot be spoken by the device. This name is used to identify the Message Window for advanced programming purposes
Messages	Create or edit message lists for the active area. These lists contain behaviors that will be executed if the proper broadcasts are received from other screen objects in your communication pages. They are only used for advanced programming purposes.

Define the Function of the Message Window

> **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To define the function of the Message Window:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the Message Window. The *Modify Message Window* menu will open.

3. Select the **When Selected** drop-down menu. The menu will expand to display the following options:

> *Speak*   Select this option to have the Message Window speak the displayed text when selected.
>
> *Move Cursor*   Select this option to move the cursor to the position that you selected within the Message Window.

4. Select the function for the Message Window. The drop-down menu will close and display the chosen option.

5. Select the **OK** button to close the *Modify Message Window* menu and accept the new setting.

> **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Message Window Color

> **Note:**   If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To change the color of the Message Window:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the Message Window. The *Modify Message Window* menu will open.

3. Select the **Edit** button in the *Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:**   To create a custom color, refer to ***Create a Custom Color***.

5. Select the **OK** button to close the *Color Selector* menu. In the *Modify Message Window* menu, the display square in the *Color* box will fill with the color that you chose.

6. Select the **OK** button to close the *Modify Message Window* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**.

Select the Message Window Text Color

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select a color for the text that is displayed in the Message Window:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the Message Window. The *Modify Message Window* menu will open.

3. Select the **Edit** button in the *Text Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:** To create a custom color, refer to ***Create a Custom Color***.

5. Select the **OK** button to close the *Color Selector* menu. In the *Modify Message Window* menu, the display square in the *Text Color* box will fill with the color that you chose.

6. Select the **OK** button to close the *Modify Message Window* menu and accept the changes.

> 📩 **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Message Window Border Color

> 📩 **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the color used for the outside border of the Message Window:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the Message Window. The *Modify Message Window* menu will open.

3. Select the **Edit** button in the *Border Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> 📩 **Note:** To create a custom color, refer to *Create a Custom Color*.

5. Select the **OK** button to close the *Color Selector* menu. The display square in the *Border Color* box will fill with the color you chose.

6. Select the **OK** button to close the *Modify Message Window* menu and accept the changes.

> 📩 **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Set the Message Window's Border Style

> 🏳 **Note:**   If you are starting this procedure from within the Page
> Editor (see **Chapter 10: Using the Page Editor**), you
> must reverse steps 1 and 2 below. Select the page
> element first (it will be highlighted in blue), and then select
> the Modify button.

To define whether the Message Window should have a flat border or a beveled
border:

1. Select the green Modify button in the title bar. The button will turn red after
    it is selected.

2. Select the Message Window. The *Modify Message* menu will open.

3. To display the Message Window with a beveled edge, select the **Beveled**
    check box. To display the Message Window with a flat edge, make sure
    that the check box is not selected.

4. Select the **OK** button to close the *Modify Message Window* menu and
    accept the new setting.

> 🏳 **Note:**   To undo the change, select the **Main Menu > Page
> Editing > Undo Modify** (If the Page Editor is open, select
> **Main Menu > Edit > Undo**).

Edit the Message Window's Name

> 🏳 **Note:**   The Page Editor must be open on your device (see
> **Chapter 10: Using the Page Editor**) before you begin
> this process.

The *Name* option enables you to assign a name to the Message Window. This
name is a unique property, different than text or a label. It is not visible on a
communication page, and it cannot be spoken or sent to the Message Window.
The name is used to identify the Message Window for advanced programming
purposes.

To edit the name for the Message Window (or add a name to the Message
Window):

1. Select a spot inside the Message Window. The Message Window will be
    highlighted.

2. Select the Modify button in the title bar at the top of the screen. The *Modify Message Window* menu (click here) will open.

3. Select the *Name* button. The system keyboard will open.

4. Enter the name for the Message Window and select the **OK** button. The name will appear in the *Name* button.

5. Select the **OK** button to close the *Modify Message Window* menu and accept the changes.

> **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Message Window's Message

> **Note:**   The Page Editor must be open on your device (see ***Chapter 10: Using the Page Editor***) before you begin this process.

The *Messages* box is only used for advanced programming purposes. The Message Window can be programmed to contain several different "messages." These are not groups of words that will be spoken or sent to the Message Window. In the advanced programming context, a message is a sequence of behaviors. When the Message Window receives the proper broadcast from another object on one of your pages, the behaviors contained in the message will be executed.

You can use the *Message Editor* menu to program several messages for the Message Window.

For more information on using the *Message Editor* menu, refer to ***Using the Message Editor Menu***.

Insert Random Text into the Message Window

You may use the Insert Random Text behavior to assign multiple phrases to a button. For example, a Greetings button with this behavior can be used to randomly access phrases like "Hi," "How's it going?" and "Hello." Each time the button with the Insert Random Text behavior is selected, one of the phrases will be randomly selected and added to the Message Window.

To use a button to send random text messages to the Message Window:

1. Select the green Modify button in the title bar. The button will turn red when it is selected.

2. Select the button you want to modify. The *Modify Button* menu will open.

3. Select the **Behaviors** button. The *Behavior Editor* menu will open.

4. Select the **Message Window Operations** option from the *Behaviors* group box drop-down menu.

5. In the left viewport, select **Insert Random Text**.

6. Select the **Add** button. The *Insert Random Text Editor* window will open.

INSERT RANDOM TEXT EDITOR
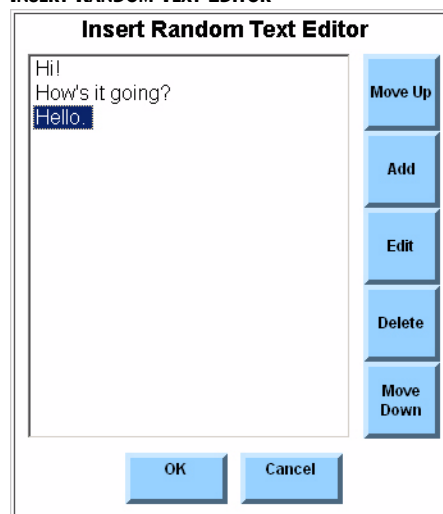
7. To add a message to this window, select the **Add** button. The system keyboard will open.

8. Use the keyboard to enter your message. When finished, select the **OK** button. Your message will appear in the *Speak Random Text Editor* window.

> **Note:** You can make the text dynamic by inserting an active label or a concept slot. Select the *Insert Active Label* button to include an active label, or select the *Make Slot* button to include a concept slot in the text. For more information on active labels and slots, refer to the following sections:
>
> • *Modifying an Active Label*
> • *Adding Slots to Button Text*

9. Repeat steps 6 through 8 until you have entered all of your desired messages.

10. Use the other buttons to modify the list of random messages.

Move Up	Select the *Move Up* button to move the selected message up one position in the order.
Edit	Select the *Edit* button to edit the selected message.
Delete	Select the *Delete* button to delete the selected message.
Move Down	Select the *Move Down* button to move the selected message down one position in the order.

11. When the list is complete, select the **OK** button to close the *Insert Random Text Editor* window. The Insert Random Text behavior will appear in the *Steps* viewport of the *Behavior Editor* menu.

12. Select **OK** to close the *Behavior Editor* menu. The Insert Random Text behavior will be listed next to the *Behaviors* button in the *Modify Button* menu.

13. Select **OK** to close the *Modify Button* menu.

You may test the button by selecting it. One of the messages you entered in the *Insert Random Text Editor* will appear in the Message Window.

> **Note:** If the message contains a slot, you may select the slot and change the current filler option before selecting the Message Window to speak the message. For more information, refer to ***Changing the Filler Options in a Slot***.

MODIFYING A MULTI PAGE BOX

A multi page box can be used in a variety of ways on your pages and popups:

- As a search box - used in conjunction with a Go To Page & Search behavior, or performing a local search
- As a static page - providing multiple pages of vocabulary that you can fill in manually, accessible by using the *Prev* and *Next* buttons
- As a phrase selector - providing easy access to the custom phrases in your *My Phrases* menu

When you select the Modify button and then select a multi page box, the *Modify Multi Page* menu will open.

MODIFY MULTI PAGE MENU

Number of Buttons	Define how many buttons should be shown in the multi page box.	
Color	Define the background color for the multi page box. The display square shows the current color selection.	
Border Color	Define the color of the border around the multi page box. The display square shows the current color selection.	
Button Color	Choose a new color for the buttons in the multi page box. The display square shows the current color selection.	

Next & Prev Color	Choose a new color for the *Next* and *Prev* buttons. The display square shows the current color selection.
Button Type	Define the kind of buttons that appear in the multi page box. This drop-down menu offers the following choices: *Beveled*, *Flat*, *Rounded*, *Rectangle* and *Ellipse*.
Button Border Color	Choose a new color for the borders of the buttons in the multi page box. The display square shows the current color selection.
Button Label Color	Define the color of the text in the button labels in the multi page box. The display square shows the current color selection.
Button Label Font	Define the font style, font size and treatment of the text in the button labels in the multi page box. The button shows the current font settings.
Behaviors	Open the *Behavior Editor* menu (click here) to edit the behaviors assigned to the multi page box.
Symbol Style	Choose the way in which symbols are presented in the multi page box. This drop-down menu offers the following choices: *No Symbols*, *On Bottom* and *On the Left*.
Audio Cue	Add an audio cue to the multi page box or edit the audio cue that has already been assigned.
Fill Style	Define how the buttons in the multi page box should be filled. This drop-down menu offers the following choices: *From Link*, *Local*, *Static*, *Phrase Concepts* and *Phrases*.
Local Search	Select the *Edit* button in the *Local Search* box to open an *Edit Search* menu where criteria for the local search can be defined. This option is only available when the *Fill Style* drop-down menu is set to *Local*.
Number of Pages	Select the *Number of Pages* button to define how many pages should be available for this multi page box. This option is only available when the *Fill Style* drop-down menu is set to *Static*.

The remainder of this section offers step-by-step instructions for using the *Modify Multi Page* menu features to customize a multi page box on a communication page or popup.

Define the Number of Buttons in a Multi Page Box

> **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To define the number of buttons that will be shown in a multi page box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the multi page box. The *Modify Multi Page* menu will open.

3. Select the **Number of Buttons** button. You will be asked if you want to use the Page Editing Preferences grid settings for the layout.

    •   If you select **Yes**, the number of buttons in the multi page box will be changed according to the *Spray/Button Grid Settings* in the *Preferences* menu in the Page Editor (refer to **Spray/Button Grid Settings**). Proceed to step 8.

    •   If you select **No**, the *Number of Rows* menu will open. Proceed to step 4.

4. Enter the number of button rows you want to be shown.

5. Select the **OK** button. The *Number of Columns* menu will open.

6. Enter the number of button columns you want to be shown.

7. Select the **OK** button. The *Number of Columns* menu will close.

8. Select the **OK** button to close the *Modify Multi Page* menu and accept the changes. The multi page box will change to display the rows and columns you entered.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Multi Page Box Color

> 📕 **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To change the background color of a multi page box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the multi page box. The *Modify Multi Page* menu will open.

3. Select the **Edit** button in the *Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> 📕 **Note:** To create a custom color, refer to ***Create a Custom Color***.

5. Select the **OK** button to close the *Color Selector* menu. In the *Modify Multi Page* menu, the display square in the *Color* box will fill with the color you chose.

6. Select the **OK** button to close the *Modify Multi Page* menu and accept the changes. The multi page box background will change to match the new color that you assigned.

> 📕 **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Multi Page Box Border Color

> **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the color for the outside border of a multi page box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the multi page box. The *Modify Multi Page* menu will open.

3. Select the **Edit** button in the *Border Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:** To create a custom color, refer to *Create a Custom Color*.

5. Select the **OK** button to close the *Color Selector* menu. The display square in the *Border Color* box will fill with the color that you chose.

6. Select the **OK** button to close the *Modify Multi Page* menu and accept the changes. The border of the multi page box will change to match the new color that you assigned.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select a Color for the Buttons in the Multi Page Box

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the color used for the buttons inside a multi page box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the multi page box. The *Modify Multi Page* menu will open.

3. Select the **Edit** button in the *Button Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:** To create a custom color, refer to ***Create a Custom Color***.

5. Select the **OK** button to close the *Color Selector* menu. The display square in the *Button Color* box will fill with the color that you chose.

6. Select the **OK** button to close the *Modify Multi Page* menu and accept the changes. The buttons in the multi page box will change to match the new color that you assigned.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Multi Page Box Next & Prev Color

> **Note:**   If you are starting this procedure from within the Page
> Editor (see ***Chapter 10: Using the Page Editor***), you
> must reverse steps 1 and 2 below. Select the page
> element first (it will be highlighted in blue), and then select
> the Modify button.

To select a color for the *Next* and *Prev* buttons in a multi page box:

1. Select the green Modify button in the title bar. The button will turn red after
    it is selected.

2. Select a vacant spot in the multi page box. The *Modify Multi Page* menu
    will open.

3. Select the **Edit** button in the *Next & Prev Color* box. The *Color Selector*
    menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab
    pane. If you have saved custom colors, you can select the *My Swatches*
    tab control and then select one of the available colors. The display square
    on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:**   To create a custom color, refer to ***Create a Custom
> Color***.

5. Select the **OK** button to close the *Color Selector* menu. The display square
    in the *Next & Prev Color* box will fill with the color that you chose.

6. Select the **OK** button to close the *Modify Multi Page* menu and accept the
    changes. The *Next* and *Prev* buttons in the multi page box will change to
    match the new color that you assigned.

> **Note:**   To undo the change, select the **Main Menu > Page
> Editing > Undo Modify** (If the Page Editor is open, select
> **Main Menu > Edit > Undo**).

Set the Multi Page Box Button Type

> **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the button type for the buttons in a multi page box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the multi page box. The *Modify Multi Page* menu will open.

3. Select the **Button Type** drop-down menu. The menu will expand to show the following options: *Beveled*, *Flat*, *Rounded*, *Rectangle* and *Ellipse*.

4. Choose the button type that you want to use. The drop-down menu will close, displaying the type that you chose.

5. Select the **OK** button to close the *Modify Multi Page* menu and accept the changes. The buttons in the multi page box will change according to the type you selected.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Multi Page Box Button Border Color

> **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the color used for the border of the buttons inside a multi page box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the multi page box. The *Modify Multi Page* menu will open.

3. Select the **Edit** button in the *Button Border Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:**   To create a custom color, refer to ***Create a Custom Color***.

5. Select the **OK** button to close the *Color Selector* menu. The display square in the *Button Border Color* box will fill with the color that you chose.

6. Select the **OK** button to close the *Modify Multi Page* menu and accept the changes. The button borders in the multi page box will change to match the new color that you assigned.

> **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Multi Page Box Button Label Color

> **Note:**   If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the color for the labels of the buttons in a multi page box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the multi page box. The *Modify Multi Page* menu will open.

3. Select the **Edit** button in the *Button Label Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches*

tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> ⚑ **Note:** To create a custom color, refer to ***Create a Custom Color***.

5. Select the **OK** button to close the *Color Selector* menu. The display square in the *Button Label Color* box will fill with the color that you chose.

6. Select the **OK** button to close the *Modify Multi Page* menu and accept the changes. The buttons in the multi page box will change to match the new color that you assigned.

> ⚑ **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Multi Page Box Button Label Font

> ⚑ **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the font for the label text of the buttons in a multi page box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the multi page box. The *Modify Multi Page* menu will open.

3. Select the *Button Label Font* button. The *Select Font* menu will open.

4. To change the font, select the **Font** drop-down menu and then select one of the font options.

5. To change the font size, select the **Size** drop-down menu and then select one of the size options.

6. To make the font bold, select the **Bold** check box.

7. To italicize the font, select the **Italic** check box.

8. The *Example* box will display a sample of the font styles that you have chosen. If necessary, repeat steps 4 through 7 to make additional changes to the font settings.

9. Select the **OK** button to close the *Select Font* menu. The new font settings will be shown in the *Button Label Font* button.

10. Select the **OK** button to close the *Modify Multi Page* menu and accept the new font settings. The buttons in the multi page box will change to match the new font that you assigned.

> **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Multi Page Box's Behaviors

> **Note:**   If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

By default, the Insert Label behavior is assigned to all of the buttons in a multi page box. Because of this, when you select a button in the multi page box, the button label will be inserted into the Message Window.

To add a behavior to a multi page box, or to change the behaviors that have already been assigned to it:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the multi page box. The *Modify Multi Page* menu will open.

3. Select the **Behavior Editor** button. The *Behavior Editor* menu will open.

4. Select the **Behaviors** drop-down menu. The menu will expand to display a list of the available behavior categories.

> **Note:**   Refer to ***Appendix A: Behavior Reference*** to learn more about the various behaviors and their applications.

5. Select a behavior category from the drop-down menu. The viewport in the *Behaviors* box will display the names of the individual behaviors within the selected category.

6. Select a single behavior from the viewport.

7. Select the **Add** button. If the software requires no additional information to complete the behavior, the selected behavior will be immediately added to the *Steps* viewport.

    If the selected behavior requires additional information, such as text, the name of a sound file or the name of a page, a window will open to request this information. Use the window that is presented to supply the required information and then select the **OK** button to return to the *Behavior Editor* menu.

> **Note:**   To see step-by-step instructions for adding frequently used behaviors, see ***Chapter 8: Assigning Behaviors***.

8. To add another behavior to the *Steps* viewport, repeat steps 4 through 7.

9. To edit, remove or rearrange any of the behaviors that have been added to the multi page box, select the behavior in the *Steps* viewport and then select one of the following buttons:

Move Up	The selected behavior will exchange positions with the behavior above it in the viewport list.
Edit	If the behavior includes additional information such as text, a sound file or a page name, a menu will open to provide the tools for editing this information.
Delete	The selected behavior will be removed from the viewport list and the button will no longer perform the behavior.
Move Down	The selected behavior will exchange positions with the behavior below it in the viewport list.

10. When you have finished adding behaviors to the *Steps* viewport, select the **OK** button to close the *Behavior Editor* menu.

11. Select the **OK** button to close the *Modify Multi Page* menu and accept the changes.

> **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Multi Page Box Symbol Style

By default, multi page boxes do not display the symbols that correspond to the text in the buttons. However, you may choose to include the symbols if you prefer. You can display the symbols by selecting one of the options in the *Symbol Style* drop-down menu in the *Modify Multi Page* menu.

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To display symbols in the buttons in a multi page box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the multi page box. The *Modify Multi Page* menu will open.

3. Select the **Symbol Style** drop-down menu. The menu will expand to show the following options: *No Symbols*, *On Bottom* and *On the Left*.

4. Choose the symbol display style that you want to use. The drop-down menu will close, displaying the type that you chose.

5. Select the **OK** button to close the *Modify Multi Page* menu and accept the new settings. The buttons in the multi page box will change their display to match the new symbol style settings.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Multi Page Box Audio Cue

An audio cue is a short message that is spoken by the device (through the main speaker or a private headphone attached to the device's speaker jack) to identify each item on the touch screen.

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To edit an existing audio cue for a multi page box or to add a new one:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the multi page box that you want to change. The *Modify Multi Page* menu will open.

3. Select the *Audio Cue* button. The system keyboard will open.

4. Enter new audio cue text.

> **Note:** You can make the text dynamic by inserting an active label. Select the *Insert Active Label* button in the system keyboard to choose the active label that you want to include in the text. Your options include date and time information, system setting information, and personal information from the User Setup Wizard. For a description of active labels, refer to ***Modifying an Active Label***. For a list of the active labels that are available, refer to ***Define the Active Label Type***.

5. Select the **OK** button. The new audio cue will appear in the *Audio Cue* button.

6. Select the **OK** button to close the *Modify Multi Page* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Multi Page Box Fill Style

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To define the method that will be used to populate the buttons in a multi page box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the multi page box that you want to change. The *Modify Multi Page* menu will open.

3. Select the *Fill Style* drop-down menu. The menu will expand to show the following options:

From Link	Select this option to fill the buttons with the search parameters that are programmed on a button on a different page.
Local	Select this option to fill the buttons with the results of a local search, instead of a search determined by a button on another page. Refer to **Define the Multi Page Box's Local Search Parameters** for more information.
Static	Select this option to make the multi page box static. This will enable you to edit the buttons individually, rather than fill them with search results.
Phrase Concepts	Select this option to fill the buttons with concepts from the *My Phrases* menu. This will enable you to create a custom My Phrases popup (see **Create a Custom 'Select a Phrase' Popup** for more information).
Phrases	Select this option to fill the buttons with the phrases from your *My Phrases* menu that correspond to the selected concept. This will enable you to create a custom My Phrases popup (see **Create a Custom 'Select a Phrase' Popup** for more information).

4. Select the **OK** button to close the *Modify Multi Page* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Multi Page Box's Local Search Parameters

> **Note:** The *Local Search* box will be accessible only if the *Fill Style* drop-down menu is set to *Local*. For more information, refer to **Define the Multi Page Box Fill Style**).

The contents of the buttons in a search box are usually defined by search criteria that are assigned to a button (on another page) with a Go to Page & Search behavior. When this button is used to open the page with the search

box, the search box buttons are automatically filled according to the search criteria. If the page with the search box is opened without the use of a Go to Page & Search behavior (like when the *Page Browser* menu is used to open the page directly), there will be no outside search criteria to direct the search box to fill with buttons. A local search can be used in this case to provide search criteria that will fill the search box with vocabulary.

To add a local search to a multi page box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the search box that you want to modify. The *Modify Multi Page* menu will open.

> 🏳 **Note:**   If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 above. Select the search box first (it will be highlighted in blue), and then select the Modify button. The *Modify* menu will open, enabling you to edit the search box characteristics.

3. Select the **Edit** button in the *Local Search* box. The *Edit Search* menu will open.

EDIT SEARCH MENU

4. Select the **Add** button in the *Concepts* box. The *Select Concepts* menu will open.

5. In the *Select Concepts* menu, find a concept by using one of the following methods:

   - Select the *Search* text box and enter the name of the concept you want to find. Select the **OK** button to close the system keyboard. The appropriate concept will be highlighted in the viewport.

   - Visually search through the concepts in the viewport. You can select a concept's expansion box (with a [+]) to display the concepts and sub-concepts that it contains. Selecting an open expansion box (with a [-]) will close the concept again. Use the scroll bar to view all of the available options. Once you find the concept you want, select the concept icon.

6. Select the **OK** button to close the *Select Concepts* menu. The name of the selected concept will be displayed in the *Concepts* viewport in the *Edit Search* menu.

7. Repeat steps 4 - 6 as desired to add more concepts to the search.

8. If you want to fill the buttons with specific parts of speech, select the **Add** button in the *Parts of Speech* viewport. The *Select Part of Speech* window will open. Complete the rest of this step.

   a. Select the part of speech you want to include in the search and select the **OK** button. The *Select Part of Speech* menu will disappear, and the part of speech you selected will be displayed in the *Parts of Speech* viewport.

   b. To include additional parts of speech in the search, repeat step 8.

> **Note:** If you do not specify parts of speech to include in the search, the search results will include all parts of speech by default.

9. To fill the buttons with words that are derived from a specific stem, select the **Stem** text box (the system keyboard will open), enter the appropriate stem and select the **OK** button. The new stem will be displayed in the *Stem* text box.

10. To dynamically fill the buttons with words that are predicted from the text in the Message Window on the current page, select the **Prediction** check box.

11. To present the vocabulary in a specific order, select the **Sort** drop-down menu and choose one of the available options:

Alphabetically	Vocabulary items are presented in alphabetical order.
By Length	The shortest vocabulary items are presented first.

By Frequency	The vocabulary items that are used most often are presented first.

The drop-down menu will close and display the selected option.

12. To limit the number of vocabulary items that are presented, select the **Maximum # of Results** button and then use the *Enter Number Of* keypad to enter the number of items you want to see.

13. To see only vocabulary items that have symbols, select the **Only Words or Phrases with Symbols** check box.

14. Select the **OK** button to close the *Edit Search* menu.

15. Select the **OK** button to close the *Modify Multi Page* menu.

The new search criteria will now be used to fill the search box with vocabulary when it is opened directly from the *Page Browser* menu or the *Page Navigator* menu.

Define the Number of Multi Page Box Pages

> **Note:** The *Number of Pages* box will be accessible only if the *Fill Style* drop-down menu is set to *Static*. For more information, refer to ***Define the Multi Page Box Fill Style***).

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

If you choose to make the multi page box a static box, you can define the number of pages it contains. You can also edit the buttons on each page individually, rather than fill with them with search results.

To define the number of pages on a static multi page box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the multi page box. The *Modify Multi Page* menu will open.

3. Select the button in the *Number of Pages* box. The *Enter Value* menu will open.

4. Enter the number of pages you want in the multi page box.

5. Select the **OK** button. The *Enter Value* menu will close, and the number you entered will be displayed in the *Number of Pages* button.

6. Select the **OK** button to close the *Modify Multi Page* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

MODIFYING A PAGE

When you select the Modify button and then select the background of a page, the *Modify Page* menu will open.

MODIFY PAGE MENU

Color	Define the background color of the page. The display square shows the current color selection.
Background Mode	Specify the characteristics of the page's background. The options are: *Color*, *Unscaled Image*, *Scaled Image*, *Tiled Image* or *Best Fit Image*. The drop-down menu displays the current selection.
Background Image	If you are using a picture as the page background, select the *Background Image* button to choose the picture.
Open Page Behaviors	Assign or edit behaviors that will be activated when the page is opened.
Close Page Behaviors	Assign or edit behaviors that will be activated when the page is closed.
Keep Scanning Inside	This setting is used with group scanning. It determines how the scan pattern will behave when a group is selected. The scan pattern will repeat within the group until a selection is made, or it will return to the other page elements after the group is scanned once.
Audio Cue	Add an audio cue to the page or to edit the audio cue that has already been assigned.

The remainder of this section offers step-by-step instructions for using the *Modify Page* menu features to customize a communication page.

Select the Page's Color

> 🏳 **Note:**   If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To change the background color of a page:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the page. The *Modify Page* menu will open.

3. Select the **Edit** button in the *Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> 🏳 **Note:**   To create a custom color, refer to ***Create a Custom Color***.

5. Select the **OK** button to close the *Color Selector* menu. In the *Modify Page* menu, the display square in the *Color* box will fill with the color that you chose.

6. Select the **OK** button to close the *Modify Page* menu and accept the changes.

> 🏳 **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Page's Background: Color or Picture

> **Note:** If you are starting this procedure from within the Page Editor (see **Chapter 10: Using the Page Editor**), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To define the type of background that a page will have (solid color or picture):

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the page. The *Modify Page* menu will open.

3. Select the **Background Mode** drop-down menu. The menu will expand to show the following options:

Color	Use the solid color that is defined in the *Color* box as the background for the page.
Unscaled Image	Use the digital picture that is listed in the *Background Image* box as the page background. The picture will be displayed at its original size.
Scaled Image	Use the digital picture that is listed in the *Background Image* box as the page background. The size and proportions of the picture will be altered to make it fill the entire background of the page.
Tiled Image	Fill the page background with copies of the digital picture that is listed in the *Background Image* box. The tiles will be the original size of the picture.
Best Fit Image	Use the digital picture that is listed in the *Background Image* box as the page background. The size of the picture will be altered (but not the proportions) to make it fill either the entire height or the entire width of the page.

4. Choose the background mode that you want to use. The drop-down menu will close, displaying the option that you chose.

5. If you are using a digital picture as the page background, follow the steps under **Select the Page's Background Picture** to select the background. Or select a solid color to use by following the steps under **Select the Page's Color**.

6. Select the **OK** button to close the *Modify Page* menu and accept the changes.

Note: To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Page's Background Picture

You can customize a page by using a digital picture file as a background instead of simply choosing a color.

Note: If you are using an open Series 5 device, you can use the "drag and drop" technique to drag a digital picture from another Windows application and drop it into a page background. The picture will automatically be copied to your *Images* folder. For step-by-step instructions on dragging and dropping digital pictures as page backgrounds, refer to ***Dragging and Dropping***.

Note: A picture that will be used in the background of a page or popup must be stored in the *Images* folder on the device's hard drive. If the picture is not stored on the device, the DynaVox Series 5 software will be unable to find it when the page or popup is opened. If you have not already imported and stored the picture you want to use, refer to ***Import a Digital Picture*** for further instructions.

Note: If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To use a digital picture file as a page background, follow these steps

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the page. The *Modify Page* menu will open.

3. Select the *Background Image* button. The *Select an Image File* menu will open, displaying the contents of the *Images* folder in the right viewport.

4. The *Select an Image File* menu offers three ways to search for a image. Choose one of them and follow the appropriate step:

    • To search your *Images* folder for an image by name using the *Search* feature, proceed to step 5.

    • To search your *Images* folder for an image by scrolling through the left and right viewports, proceed to step 6.

    • To import a digital picture from a file sharing device (USB flash drive, CD or DVD), proceed to step 7.

5. To search your *Images* folder for an image by name, select the **Search** text box and then complete the rest of this step.

    a. Use the system keyboard to enter the name of the image that you want to find.

    b. Select the **OK** button. The first image whose name matches the text you entered will be highlighted in the right viewport, and a preview of that image will be displayed.

> **Note:**   You do not have to enter complete file names (or extensions) for a digital picture search. The DynaVox Series 5 software will check all file names against the text you entered, and highlight the first match. For example, if you search for "shoe" and the actual file name is "shoebox.jpg", the image will still be highlighted.

    c. Repeat step 5 until the desired image is highlighted in the right viewport. You may have to use the scroll buttons to view all of your search results. When the desired image is highlighted in the right viewport, proceed to step 8.

6. To find a picture in your *Images* folder by scrolling through the viewports, use the up and down scroll buttons beside the left viewport to find the folder where the desired picture is stored. Complete the rest of this step.

    a. Select the name of the folder in the left viewport to display its contents in the right viewport.

    b. Select the name of a picture in the right viewport to see a small preview. Select the preview to close it.

    c. When the desired picture is shown in the right viewport, proceed to step 8.

7. To import a digital picture from a file sharing device, continue with this step.

    a. Connect the file sharing device that contains the picture to your Series 5 device (the USB ports are on the left side). If you are importing from a CD, you must also plug the external CD drive into a wall outlet for power,

and make sure that the CD containing the picture file is loaded in the CD drive.

> 🏳 **Note:** If you are using an open Series 5 device, or the DynaVox Series 5 software on a Windows computer, a Microsoft window may appear and ask if you want to display the contents of the file sharing device. Close this window by selecting the Close button [X] in the top right corner, or by selecting the *Cancel* button.

b. In the *Select an Image File* menu, select the **Show All Directories** check box.

c. Select the icon (or the expansion box beside the icon) in the left viewport that represents the file sharing device that is connected to your device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

d. Proceed to step 8.

8. Select the name of the picture in the right viewport.

9. Select the **OK** button to close the *Select an Image File* menu. The name of the picture file that you selected will be displayed on the *Background Image* button.

10. If you have not yet done so, follow the steps under ***Define the Page's Background: Color or Picture*** to define how the background picture will be displayed.

11. Select the **OK** button to close the *Modify Page* menu and accept the changes. The picture will appear on the background of the page. It will also be copied into the *Images* folder of the current user.

12. You may disconnect the file sharing device if you wish.

> 🏳 **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Page's Open Page Behaviors

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To assign specific behaviors that will be activated when you open a communication page:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the page. The *Modify Page* menu will open.

3. Select the **Behavior Editor** button in the *Open Page Behaviors* box. The *Behavior Editor* menu (click here) will open.

4. Select the **Behaviors** drop-down menu. The menu will expand to display a list of the available behavior categories.

> **Note:** For more information on behavior categories, individual behaviors and their uses, please refer to ***Appendix A: Behavior Reference***.

5. Select a behavior category from the drop-down menu. The viewport in the *Behaviors* group box will display the behaviors within the selected category.

6. Select a single behavior from the viewport.

7. Select the **Add** button.

8. If no additional information is needed to complete the behavior, the selected behavior will be added to the *Steps* viewport and you may continue with step 9.

   If the selected behavior requires additional information, such as text, the name of a sound file or the name of a page, a window will open to request this information. Use the window that is presented to supply the required information and then select the **OK** button to return to the *Behavior Editor* menu.

> **Note:** For more detailed steps on adding frequently used behaviors, see ***Chapter 8: Assigning Behaviors***.

9. To add another behavior to the *Steps* viewport, repeat steps 4 through 8.

10. To edit, remove or rearrange any of the behaviors that have been added to the page, select the behavior in the *Steps* viewport and then select one of the following buttons:

Move Up	The selected behavior will exchange positions with the behavior above it in the viewport list.
Edit	If the behavior includes additional information such as text, a sound file or a page name, a menu will open to provide the tools for editing this information.
Delete	The selected behavior will be removed from the viewport list.
Move Down	The selected behavior will exchange positions with the behavior below it in the viewport list.

11. When you have finished adding behaviors to the *Steps* viewport, select the **OK** button to close the *Behavior Editor* menu. The listed behaviors will be activated when the page is opened.

12. Select the **OK** button to close the *Modify Page* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Page's Close Page Behaviors

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To assign specific behaviors that will be activated when you close a communication page:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the page. The *Modify Page* menu will open.

3. Select the **Behavior Editor** button in the *Close Page Behaviors* box. The *Behavior Editor* menu (click here) will open.

4. Select the **Behaviors** drop-down menu. The menu will expand to display a list of the available behavior categories.

> **Note:** For more information on behavior categories, individual behaviors and their uses, please refer to *Appendix A: Behavior Reference*.

5. Select a behavior category from the drop-down menu. The viewport in the *Behaviors* box will display the names of the individual behaviors within the selected category.

6. Select a single behavior from the viewport.

7. Select the **Add** button.

8. If no additional information is needed to complete the behavior, the selected behavior will be added to the *Steps* viewport and you may continue with step 9.

   If the selected behavior requires additional information, such as text, the name of a sound file or the name of a page, a window will open to request this information. Use the window that is presented to supply the required information and then select the **OK** button to return to the *Behavior Editor* menu.

> **Note:** For more detailed steps on adding frequently used behaviors, see *Chapter 8: Assigning Behaviors*.

9. To add another behavior to the *Steps* viewport, repeat steps 4 through 8.

10. To edit, remove or rearrange any of the behaviors that have been added to the page, select the behavior in the *Steps* viewport and then select one of the following buttons:

Move Up	The selected behavior will exchange positions with the behavior above it in the viewport list.
Edit	If the behavior includes additional information such as text, a sound file or a page name, a menu will open to provide the tools for editing this information.
Delete	The selected behavior will be removed from the viewport list.
Move Down	The selected behavior will exchange positions with the behavior below it in the viewport list.

11. When you have finished adding behaviors to the *Steps* viewport, select the **OK** button to close the *Behavior Editor* menu. The listed behaviors will be activated when the page is closed.

12. Select the **OK** button to close the *Modify Page* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Page's Scanning Properties

> **Note:** If you are starting this procedure from within the Page Editor (see **Chapter 10: Using the Page Editor**), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

> **Note:** For the *Keep Scanning Inside* option to work properly, you must first define the group scanning groups (refer to **Customizing Scanning**), and then turn group scanning on in the *Scanning Settings* menu (click here). For more information on other settings that affect group scanning, refer to **Scanning Selection Method**.

To define how the scanning patterns and group scanning will be used for a communication page:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the page. The *Modify Page* menu will open.

3. Select the **Keep Scanning Inside** drop-down menu. The menu will expand to display the following options:

   Off   The contents of the box and the contents surrounding the box will have equal importance. The software will proceed through the entire scan pattern before repeating.

On   Once the scan pattern has reached a box, the
                            scan pattern will repeat inside that box until a
                            selection is made. This selection does not have
                            to be a button. It could be the "up arrow" which
                            will drive the scan pattern out of the group and
                            onto the previous scan level.

4. Select the option you want to use. The drop-down menu will display your
    selection.

5. Select the **OK** button to close the *Modify Page* menu and accept the
    changes.

> **Note:** To undo the change, select the **Main Menu > Page
> Editing > Undo Modify** (If the Page Editor is open, select
> **Main Menu > Edit > Undo**).

Edit the Page's Audio Cue

An audio cue is a short message that is spoken by the device (through the main
speaker or a private headphone attached to the device's speaker jack) to
identify each item on the touch screen.

> **Note:** If you are starting this procedure from within the Page
> Editor (see *Chapter 10: Using the Page Editor*), you
> must reverse steps 1 and 2 below. Select the page
> element first (it will be highlighted in blue), and then select
> the Modify button.

To edit an existing audio cue for a page (or add an audio cue to a page):

1. Select the green Modify button in the title bar. The button will turn red after
    it is selected.

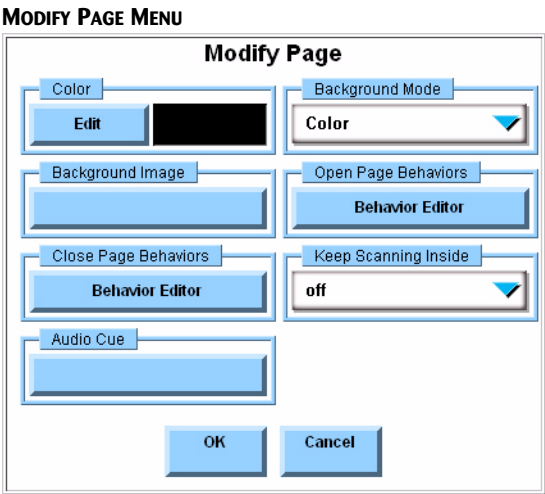2. Select a vacant spot on the page. The *Modify Page* menu will open.

3. Select the **Audio Cue** button. The system keyboard will open.

4. Enter new audio cue text.

> **Note:** You can make the text dynamic by inserting an active label. Select the *Insert Active Label* button in the system keyboard to choose the active label that you want to include in the text. Your options include date and time information, system setting information, and personal information from the User Setup Wizard. For a description of active labels, refer to **Modifying an Active Label**. For a list of the active labels that are available, refer to **Define the Active Label Type**.

5. Select the **OK** button. The new audio cue will appear in the *Audio Cue* button.

6. Select the **OK** button to close the *Modify Page* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

MODIFYING A POPUP

When you select the Modify button and then select background of a popup, the *Modify Popup* menu will open.

MODIFY POPUP MENU
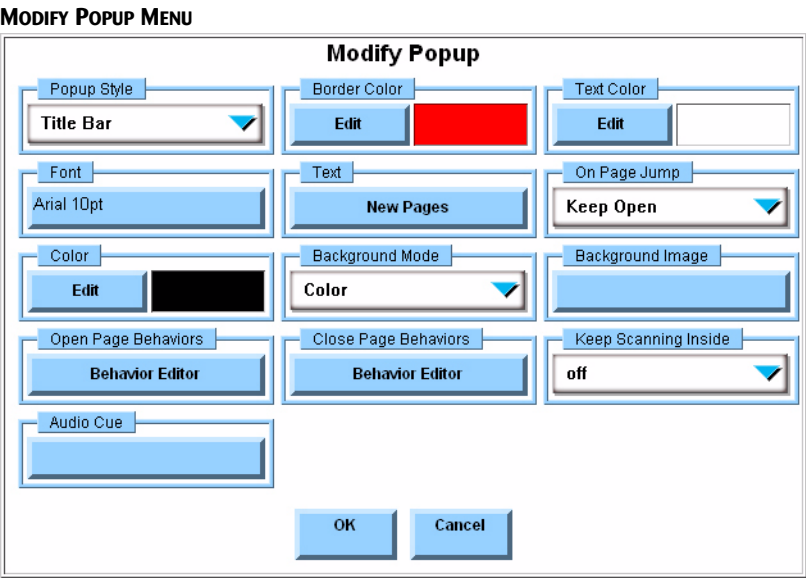
Popup Style	Define the style of the popup window. The options are: *Static*, *Moveable* and *Title Bar*. The drop-down menu displays the current selection.
Border Color	Define the border color for the selected popup. The display square shows the current color selection.
Text Color	Define the color of the text in the title bar of the selected popup. The display square shows the current color selection.
Font	Define the font style, font size and treatment of the text in the label of the selected popup. The button shows the current font settings.
Text	Enter or edit the actual text of the label of the selected popup. The button shows the current label text.

On Page Jump	Specify how the popup will behave when you navigate out of the popup by a method that would not necessarily close the popup. (selecting a Go To button on the popup, using the *Page Navigator* menu or *Page Browser* menu, etc.). The options are: *Keep Open*, *Close* or *Minimize*. The drop-down menu displays the current selection.
Color	Define the background color of the popup. The display square shows the current color selection.
Background Mode	Specify the characteristics of the popup's background. The options are: *Color*, *Unscaled Image*, *Scaled Image*, *Tiled Image* or *Best Fit Image*. The drop-down menu displays the current selection.
Background Image	If you have chosen to use a digital picture as the background of the popup, select the *Background Image* button to choose the picture that will be featured as the background. The button displays the picture file's name.
Open Page Behaviors	Assign or edit the behaviors to be activated when the popup is opened.
Close Page Behaviors	Assign or edit the behaviors to be activated when the popup is closed.
Keep Scanning Inside	This setting determines whether or not the scanning pattern will start over from the beginning of the page or stay within the popup when group scanning is used.
Audio Cue	Add an audio cue to the popup or to edit the audio cue that has already been assigned.

The remainder of this section offers step-by-step instructions for using the *Modify Popup* menu features to customize a popup.

Select the Popup's Style

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To define the style of a popup:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the popup. The *Modify Popup* menu will open.

3. Select the **Popup Style** drop-down menu. The drop-down menu will expand to display the following options:

Static	This kind of popup cannot be moved around the touch screen.
Moveable	This kind of popup can be moved to different areas of the touch screen by selecting the shaded rectangle in the lower right corner.
Title Bar	This kind of popup includes a title bar at the top of the popup window. It can also be moved when you select the title bar. It can be closed when you select the Close button in the top right corner, or minimized when you select the Minimize button to the left of the Close button.

4. Select the style option you want to use. The drop-down menu will close and display the option you chose.

5. Select the **OK** button to close the *Modify Popup* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Popup's Border Color

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the color used for the outside border of a popup:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the popup. The *Modify Popup* menu will open.

3. Select the **Edit** button in the *Border Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:**   To create a custom color, refer to ***Create a Custom Color***.

5. Select the **OK** button to close the *Color Selector* menu. The display square in the *Border Color* box will fill with the color you chose.

6. Select the **OK** button to close the *Modify Popup* menu and accept the changes.

> **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Popup's Text Color

> **Note:**   This option is only used if the *Popup Style* drop-down menu is set to *Title Bar*. For more information, refer to ***Select the Popup's Style***.

> **Note:**   If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the text color for the title of a popup:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the popup. The *Modify Popup* menu will open.

3. Select the **Edit** button in the *Text Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:** To create a custom color, refer to ***Create a Custom Color***.

5. Select the **OK** button to close the *Color Selector* menu. The display square in the *Text Color* box will fill with the color you chose.

6. Select the **OK** button to close the *Modify Popup* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Popup's Font

> **Note:** This option is only used if the *Popup Style* drop-down menu is set to *Title Bar*. For more information, refer to ***Select the Popup's Style***.

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the font for the text in a popup title:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the popup. The *Modify Popup* menu will open.

3. Select the *Font* button. The *Select Font* menu will open.

4. To change the font, select the **Font** drop-down menu and then select one of the font options.

5. To change the font size, select the **Size** drop-down menu and then select one of the size options.

6. To make the font bold, select the **Bold** check box.

7. To italicize the font, select the **Italic** check box.

8. The *Example* box will display a sample of the font styles that you have chosen. If necessary, repeat steps 4 through 7 to make additional changes to the font settings.

9. Select the **OK** button to close the *Select Font* menu. The new font settings will be applied to the text in the popup title. In the *Modify Popup* menu, the *Font* button will display the new font settings.

10. Select the **OK** button to close the *Modify Popup* menu and accept the new font settings.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Popup's Text

> **Note:** This option is only used if the *Popup Style* drop-down menu is set to *Title Bar*. For more information, refer to **Select the Popup's Style**.

> **Note:** If you are starting this procedure from within the Page Editor (see **Chapter 10: Using the Page Editor**), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To edit the text in a popup title:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the popup. The *Modify Popup* menu will open.

3. Select the *Text* button. The system keyboard will open.

4. Enter the desired text in the system keyboard.

> **Note:** You can make the text dynamic by inserting an active label. Select the *Insert Active Label* button in the system keyboard to choose the active label that you want to include in the text. Your options include date and time information, system setting information, and personal information from the User Setup Wizard. For a description of active labels, refer to ***Modifying an Active Label***. For a list of the active labels that are available, refer to ***Define the Active Label Type***.

5. Select the **OK** button to close the system keyboard. In the *Modify Popup* menu, the *Text* button will display the text you just entered.

6. Select the **OK** button to close the *Modify Popup* menu and accept the new text settings.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Popup's On Page Jump Setting

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To specify how a popup will behave when you select a Go To button on the popup, or when you navigate to another page by using the *Page Navigator* or *Page Browser* menus:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the popup. The *Modify Popup* menu will open.

3. Select the **On Page Jump** drop-down menu. The drop-down menu will expand to reveal the following options:

Keep Open	This option will keep the popup open. The new page will open behind it.
Close	This option will close the popup when a new page is selected.

> *Minimize*   This option will minimize the popup when a new
>   page is selected. The new page will open, and
>   the popup will be displayed in a small bar at the
>   bottom of the touch screen.

4. Select the jump setting that you want to use. The drop-down menu will close and display the option that you chose.

5. Select the **OK** button to close the *Modify Popup* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Popup's Color

> **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To change the background color of a popup:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the popup. The *Modify Popup* menu will open.

3. Select the **Edit** button in the *Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:** To create a custom color, refer to *Create a Custom Color*.

5. Select the **OK** button to close the *Color Selector* menu. In the *Modify Popup* menu, the display square in the *Color* box will fill with the color that you chose.

6. Select the **OK** button to close the *Modify Popup* menu and accept the changes.

> 🏳 **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Popup's Background: Color or Picture

> 🏳 **Note:**   If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To define the type of background that the popup will have (solid color or digital picture):

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the popup. The *Modify Popup* menu will open.

3. Select the **Background Mode** drop-down menu. The menu will expand to show the following options:

Color	Use the color that is defined in the *Color* box as a solid background for the popup.
Unscaled Image	Use the picture that is listed in the *Background Image* box as the popup background. The picture will be displayed at its original size.
Scaled Image	Use the picture that is listed in the *Background Image* box as the popup background. The size and proportions of the picture will be altered to make it fill the entire background of the popup.
Tiled Image	Fill the popup background with copies of the picture that is listed in the *Background Image* box. The tiles will be the original size of the picture.
Best Fit Image	Use the picture that is listed in the *Background Image* box as the popup background. The size of the picture will be altered (but not the proportions) to make it fill either the entire height or the entire width of the popup.

4. Choose the background mode that you want to use. The drop-down menu will close, displaying the mode that you chose.

5. If you are using a digital picture as the popup background, follow the steps under ***Select the Popup's Background Picture*** to select the background. Or select a solid color to use by following the steps under ***Select the Popup's Color***.

6. Select the **OK** button to close the *Modify Popup* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Popup's Background Picture

You can customize a popup by using a digital picture file as a background instead of simply choosing a color.

> **Note:** If you are using an open Series 5 device, you can use the "drag and drop" technique to drag a digital picture from another Windows application and drop it into a popup background. The picture will automatically be copied to your *Images* folder. For step-by-step instructions on dragging and dropping digital pictures as popup backgrounds, refer to ***Drag and Drop a Picture as a Background***.

> **Note:** A picture that will be used in the background of a page or popup must be stored in the *Images* folder on the device's hard drive. If the picture is not stored on the device, the DynaVox Series 5 software will be unable to find it when the page or popup is opened. If you have not already imported and stored the picture you want to use, refer to ***Import a Digital Picture*** for further instructions.

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To use a digital picture file as a popup background, follow these steps

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the popup. The *Modify Popup* menu will open.

3. Select the *Background Image* button. The *Select an Image File* menu will open, displaying the contents of the *Images* folder in the right viewport.

4. The *Select an Image File* menu offers three ways to search for a image. Choose one of them and follow the appropriate step:

   • To search your *Images* folder for the image by name using the *Search* feature, proceed to step 5.

   • To search your *Images* folder for a symbol by scrolling through the left and right viewports, proceed to step 6.

   • To import a digital picture from a file sharing device (USB flash drive, CD or DVD), proceed to step 7.

5. To search your *Images* folder for an image by name, select the **Search** text box and then complete the rest of this step.

   a. Use the system keyboard to enter the name of the image that you want to find.

   b. Select the **OK** button. The first image whose name matches the text you entered will be highlighted in the right viewport, and a preview of that image will be displayed.

> **Note:** You do not have to enter complete file names (or extensions) for a digital picture search. The DynaVox Series 5 software will check all file names against the text you entered, and highlight the first match. For example, if you search for "shoe" and the actual file name is "shoebox.jpg", the image will still be highlighted.

   c. Repeat step 5 until the desired image is highlighted in the right viewport. You may have to use the scroll buttons to view all of your search results. When the desired image is highlighted in the right viewport, proceed to step 8.

6. To find a picture in your *Images* folder by scrolling through the viewports, use the up and down scroll buttons beside the left viewport to find the folder where the desired picture is stored. Complete the rest of this step.

   a. Select the name of the folder in the left viewport to display its contents in the right viewport.

   b. Select the name of a picture in the right viewport to see a small preview. Select the preview to close it.

c. When the desired picture is shown in the right viewport, proceed to step 8.

7. To import a digital picture from a file sharing device, continue with this step.

a. Connect the file sharing device that contains the picture to your Series 5 device (the USB ports are on the left side). If you are importing from a CD or DVD, you may also need to plug the external drive into a wall outlet for power, and make sure that the disc containing the picture file is loaded in the drive.

> **Note:** If you are using an open Series 5 device, or the DynaVox Series 5 software on a Windows computer, a Microsoft window may appear and ask if you want to display the contents of the file sharing device. Close this window by selecting the Close button [X] in the top right corner, or by selecting the **Cancel** button.

b. In the *Select an Image File* menu, select the **Show All Directories** check box.

c. Select the icon (or the expansion box beside the icon) in the left viewport that represents the file sharing device that is connected to your device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

d. Select the desired picture in the right viewport.

e. Select the **OK** button and proceed to step 8.

8. Select the name of the picture in the right viewport.

9. Select the **OK** button to close the *Select an Image File* menu. The name of the picture file that you selected will be displayed on the *Background Image* button.

10. If you have not yet done so, follow the steps under **_Define the Popup's Background: Color or Picture_** to define how the background picture will be displayed.

11. Select the **OK** button to close the *Modify Popup* menu and accept the changes.

12. You may disconnect the file sharing device if you wish.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Popup's Open Page Behaviors

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To assign specific behaviors that will be activated when you open a popup:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the popup. The *Modify Popup* menu will open.

3. Select the **Behavior Editor** button in the *Open Page Behaviors* box. The *Behavior Editor* menu (click here) will open.

4. Select the **Behaviors** drop-down menu. The menu will expand to display a list of the available behavior categories.

> **Note:** For more information on behavior categories, individual behaviors and their uses, please refer to ***Appendix A: Behavior Reference***.

5. Select a behavior category from the drop-down menu. The viewport in the *Behaviors* box will display behaviors within the selected category.

6. Select a single behavior from the viewport.

7. Select the **Add** button.

8. If the device requires no other additional information to complete the behavior, the selected behavior will be added to the *Steps* viewport and you may continue with step 9.

   If the selected behavior requires additional information, such as text, the name of a sound file or the name of a page, a window will open to request this information. Use the window that is presented to supply the required

information and then select the **OK** button to return to the *Behavior Editor* menu.

> **Note:** For more detailed steps on adding frequently used behaviors, see ***Chapter 8: Assigning Behaviors***.

9. To add another behavior to the *Steps* viewport, repeat steps 4 through 8.

10. To edit, remove or rearrange any of the behaviors that have been added to the popup, select the behavior in the *Steps* viewport and then select one of the following buttons:

Move Up	The selected behavior will exchange positions with the behavior above it in the viewport list.
Edit	If the behavior includes additional information such as text, a sound file or a page name, a menu will open to provide the tools for editing this information.
Delete	The selected behavior will be removed from the viewport list.
Move Down	The selected behavior will exchange positions with the behavior below it in the viewport list.

11. When you have finished adding behaviors to the *Steps* viewport, select the **OK** button to close the *Behavior Editor* menu. The listed behaviors will be activated when the popup is opened.

12. Select the **OK** button to close the *Modify Popup* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Popup's Close Page Behaviors

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To assign specific behaviors that will be activated when you close a popup:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the popup. The *Modify Popup* menu will open.

3. Select the **Behavior Editor** button in the *Close Page Behaviors* box. The *Behavior Editor* menu (click here) will open.

4. Select the **Behaviors** drop-down menu. The menu will expand to display a list of the available behavior categories.

> **Note:** For more information on behavior categories, individual behaviors and their uses, please refer to ***Appendix A: Behavior Reference***.

5. Select a behavior category from the drop-down menu. The viewport in the *Behaviors* box will display the behaviors within the selected category.

6. Select a single behavior from the viewport.

7. Select the **Add** button.

8. If the device requires no other additional information to complete the behavior, the selected behavior will be added to the *Steps* viewport and you may continue with step 9.

    If the selected behavior requires additional information, such as text, the name of a sound file or the name of a page, a window will open to request this information. Use the window that is presented to supply the required information and then select the **OK** button to return to the *Behavior Editor* menu.

> **Note:** For more detailed steps on adding frequently used behaviors, see ***Chapter 8: Assigning Behaviors***.

9. To add another behavior to the *Steps* viewport, repeat steps 4 through 8.

10. To edit, remove or rearrange any of the behaviors that have been added to the popup, select the behavior in the *Steps* viewport and then select one of the following buttons:

Move Up	The selected behavior will exchange positions with the behavior above it in the viewport list.
Edit	If the behavior includes additional information such as text, a sound file or a page name, a menu will open to provide the tools for editing this information.

Delete	The selected behavior will be removed from the viewport list.
Move Down	The selected behavior will exchange positions with the behavior below it in the viewport list.

11. When you have finished adding behaviors to the *Steps* viewport, select the **OK** button to close the *Behavior Editor* menu. The listed behaviors will be activated when the popup is closed.

12. Select the **OK** button to close the *Modify Popup* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Popup's Scanning Properties

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

> **Note:** For the *Keep Scanning Inside* option to work properly, you must first define the group scanning groups (refer to ***Customizing Scanning***), and then turn group scanning on in the *Scanning Settings* menu (click here). For more information on other settings that affect group scanning, refer to ***Scanning Selection Method***.

To define how group scanning is used for a popup:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the popup. The *Modify Popup* menu will open.

3. Select the **Keep Scanning Inside** drop-down menu. The menu will expand to display the following options:

> *Off*   The contents of the box and the contents surrounding the box will have equal importance. The software will proceed through the entire scan pattern before repeating.
>
> *On*   Once the scan pattern has reached a box, the scan pattern will repeat inside that box until a selection is made. This selection does not have to be a button. It could be the "up arrow" which will drive the scan pattern out of the group and onto the previous scan level.

4. Select the option you want to use. The drop-down menu will display your selection.

5. Select the **OK** button to close the *Modify Popup* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Popup's Audio Cue

An audio cue is a short message that is spoken by the device (through the main speaker or a private headphone attached to the device's speaker jack) to identify each item on the touch screen.

> **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To edit an existing audio cue for a popup (or add an audio cue to a popup):

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot on the popup. The *Modify Popup* menu will open.

3. Select the **Audio Cue** button. The system keyboard will open.

4. Enter new audio cue text.

> **Note:** You can make the text dynamic by inserting an active label. Select the *Insert Active Label* button in the system keyboard to choose the active label that you want to include in the text. Your options include date and time information, system setting information, and personal information from the User Setup Wizard. For a description of active labels, refer to ***Modifying an Active Label***. For a list of the active labels that are available, refer to ***Define the Active Label Type***.

5. Select the **OK** button. The new audio cue will appear in the button of the *Audio Cue* button in the *Modify Popup* menu.

6. Select the **OK** button to close the *Modify Popup* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

MODIFYING A SEARCH BOX

The search box is an extremely changeable feature of the DynaVox Series 5 software. Search boxes are designed to work with the Go to Page & Search behavior. When a Go to Page & Search behavior is assigned to a button on a page or popup, criteria for a vocabulary search are defined and a page with a search box is selected. Then, when the button with the Go to Page & Search behavior is selected, the page with the search box will open and the buttons in the search box will fill with vocabulary that meets the search criteria.

Many buttons with Go to Page & Search behaviors can be linked to one search box. Each of these buttons can have unique criteria for the vocabulary search. The content of the buttons in the search box will depend on the search criteria of the button that was used to open the page. Because of this, search boxes make it easy to provide vocabulary on many different topics without requiring a user to navigate between pages for each topic.

When you select the Modify button and then select a search box on the active page or popup, the *Modify Search Box* menu will open.

MODIFY SEARCH BOX MENU
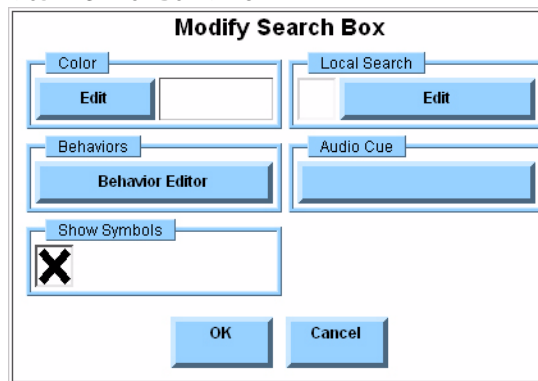
Color	Choose a new color for the background of the search box. The display square shows the current selection.
Local Search	Open an *Edit Search* menu where criteria for the local search can be defined.
Behaviors	Open the *Behavior Editor* menu (click here), which enables you to add new behaviors or edit the current behaviors assigned to the buttons in the search box.
Audio Cue	Add an audio cue to the search box or to edit the audio cue that has already been assigned.

Show Symbols   Select the *Show Symbols* check box to display symbols along with the search results.

The remainder of this section offers step-by-step instructions for using the *Modify Search Box* menu features to customize a search box on a communication page or popup.

Select the Search Box's Color

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select a color for the background of a search box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the search box that you want to change. The *Modify Search Box* menu will open.

3. Select the **Edit** button in the *Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:** To create a custom color, refer to ***Create a Custom Color***.

5. Select the **OK** button to close the *Color Selector* menu. The display square in the *Color* box will fill with the color you chose.

6. Select the **OK** button to close the *Modify Search Box* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Search Box's Local Search Parameters

The contents of the buttons in a search box are usually defined by search criteria that are assigned to a button (on another page) with a Go to Page & Search behavior. When this button is used to open the page with the search box, the search box buttons are automatically filled according to the search criteria. If the page with the search box is opened without the use of a Go to Page & Search behavior (like when the *Page Browser* menu is used to open the page directly), there will be no outside search criteria to direct the search box to fill with buttons. A local search can be used in this case to provide search criteria that will fill the search box with vocabulary.

To add a local search to a search box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the search box that you want to modify. The *Modify Search Box* menu will open.

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 above. Select the search box first (it will be highlighted in blue), and then select the Modify button. The *Modify* menu will open, enabling you to edit the search box characteristics.

3. Select the **Edit** button in the *Local Search* box. The *Edit Search* menu will open.

EDIT SEARCH MENU

4. Select the **Add** button in the *Concepts* box. A *Select Concepts* menu will open. To find the concept you want to use for your search, you can use the *Search* feature to locate a specific concept name or you can use the scroll buttons to look through the viewport. If you want to use the *Search* feature, continue with step 5. If you want to scroll through the viewports, continue with step 6.

5. To use the Search feature, select the **Search** text box (the system keyboard will open) and then complete the rest of this step:

    a. Enter the name of the concept you want to select. Be sure to use the exact name of the concept.

    b. Select the **OK** button. The concept name will be highlighted in the viewport.

    c. Select the check box beside the concept name.

    d. If you want to add an additional concept to the search, go back to step 5. If you have added all the concepts you want to search, proceed to step 7.

6. To find a concept in the viewport, select the expansion box beside the **Top Concept** folder (or double-select the folder). The viewport will display a list of concept folders. Complete the rest of this step.

   a. You may select the check box beside a concept folder or you may select the expansion box beside a folder name (or double-select the folder) to see the sub-concepts it contains. Select the check box next to each concept (or sub-concept) you want to use in the search. Once you have added all the concepts you want to search, continue with step 7.

7. Select the **OK** button to close the *Select Concepts* menu. The name of the selected concept will be displayed in the *Concepts* viewport in the *Edit Search* menu.

8. If you want to fill the buttons with specific parts of speech, select the **Add** in the *Parts of Speech* viewport. The *Select Part of Speech* window will open. Complete the rest of this step.

   a. Select the part of speech you want to include in the search and select the **OK** button. The *Select Part of Speech* menu will disappear, and the part of speech you selected will be displayed in the *Parts of Speech* viewport.

   b. To include additional parts of speech in the search, repeat step 8.

> **Note:** If you do not specify parts of speech to include in the search, the search results will include all parts of speech by default.

9. To fill the buttons with words that are derived from a specific stem, select the **Stem** text box (the system keyboard will open), enter the appropriate stem and select the **OK** button. The new stem will be displayed in the *Stem* text box.

10. To dynamically fill the buttons with words that are predicted from the text in the Message Window on the current page, select the **Prediction** check box.

11. To present the vocabulary in a specific order, select the **Sort** drop-down menu and choose one of the available options:

Alphabetically	Vocabulary items are presented in alphabetical order.
By Length	The shortest vocabulary items are presented first.
By Frequency	The vocabulary items that are used most often are presented first.

The drop-down menu will close and display the selected option.

12. To limit the number of vocabulary items that are presented, select the **Maximum # of Results** button and then use the *Enter Number Of* keypad to enter the number of items you want to see.

13. To see only vocabulary items that have symbols, select the **Only Words or Phrases with Symbols** check box.

14. Select the **OK** button to close the *Edit Search* menu.

15. Select the **OK** button to close the *Modify Search Box* menu.

The new search criteria will now be used to fill the search box with vocabulary when it is opened directly from the *Page Browser* menu or the *Page Navigator* menu.

Define the Behaviors of Buttons in a Search Box

> **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To add a behavior to a search box, or to change the behaviors that have already been assigned to a search box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the search box that you want to change. The *Modify Search Box* menu will open.

3. Select the **Behavior Editor** button in the *Behaviors* box. The *Behavior Editor* menu (click here) will open.

4. Select the **Behaviors** drop-down menu. The menu will expand to display a list of the available behavior categories.

> **Note:** Refer to *Appendix A: Behavior Reference* to learn more about the various behaviors and their applications.

5. Select a behavior category from the drop-down menu. The viewport in the *Behaviors* box will display the names of the individual behaviors within the selected category.

6. Select a single behavior from the viewport.

7. Select the **Add** button. If the device requires no other additional information to complete the behavior, the selected behavior will be immediately added to the *Steps* viewport.

If the selected behavior requires additional information, such as text, the name of a sound file or the name of a page, a window will open to request this information. Use the window that is presented to supply the required information and then select the **OK** button to return to the *Behavior Editor* menu.

> **Note:** To see step-by-step instructions for adding frequently used behaviors, see ***Chapter 8: Assigning Behaviors***.

8. To add another behavior to the *Steps* viewport, repeat steps 4 through 7.

9. To edit, remove or rearrange any of the behaviors that have been added to the search box, select the behavior in the *Steps* viewport and then select one of the following buttons:

Move Up	The selected behavior will exchange positions with the behavior above it in the viewport list.
Edit	If the behavior includes additional information such as text, a sound file or a page name, a menu will open to provide the tools for editing this information.
Delete	The selected behavior will be removed from the viewport list and the button will no longer perform the behavior.
Move Down	The selected behavior will exchange positions with the behavior below it in the viewport list.

10. When you have finished adding behaviors to the *Steps* viewport, select the **OK** button to close the *Behavior Editor* menu.

11. Select the **OK** button to close the *Modify Search Box* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Search Box's Audio Cue

An audio cue is a short message that is spoken by the device (through the main speaker or a private headphone attached to the device's speaker jack) to identify each item on the touch screen.

> **Note:** If you are starting this procedure from within the Page Editor (see **Chapter 10: Using the Page Editor**), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To edit an existing audio cue for a search box (or add an audio cue to a search box):

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the search box that you want to change. The *Modify Search Box* menu will open.

3. Select the **Audio Cue** button. The system keyboard will open.

4. Enter new audio cue text.

> **Note:** You can make the text dynamic by inserting an active label. Select the *Insert Active Label* button in the system keyboard to choose the active label that you want to include in the text. Your options include date and time information, system setting information, and personal information from the User Setup Wizard. For a description of active labels, refer to **Modifying an Active Label**. For a list of the active labels that are available, refer to **Define the Active Label Type**.

5. Select the **OK** button. The new audio cue will appear in the *Audio Cue* button.

6. Select the **OK** button to close the *Modify Search Box* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Show/Hide Symbols in the Search Box

To show or hide symbols in the search box:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the search box that you want to change. The *Modify Search Box* menu will open.

3. To display the symbols in the search box buttons, select the **Show Symbols** check box. To display only the words, make sure that the check box is not selected.

4. Select the **OK** button to close the *Modify Search Box* menu and accept the new setting.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

MODIFYING A SYMBOL

Symbols are pictures that can be used to represent vocabulary. They can be placed on buttons, tab controls, pages or popups. The DynaVox Series 5 Page Editor can be used to add and modify symbols. The *Tools* palette provides a Symbol tool for adding symbol properties to a communication page or popup. A symbol field is the square or rectangular area that surrounds the actual symbol. When a symbol field is drawn, its attributes will be dependent on the default settings in the *Symbol tool defaults* tab pane that is available in the *Default Properties* box of the *Page Defaults* menu. The default settings in the *Page Defaults* menu affect each symbol field in the DynaVox Series 5 software.

When you select the Modify button and then select a symbol that is not attached to a button on the active page or popup, the *Modify Symbol* menu will open.

MODIFY SYMBOL MENU - STANDARD
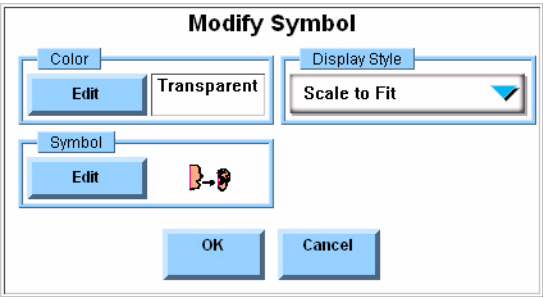
> 🏳 **Note:**   This menu offers different options than when you select a
>   symbol that is attached to a button. For more information
>   on those options, refer to ***Edit the Button's Symbol***.

Color	Choose a new background color for the symbol. The display square shows the current selection.
Display Style	Define how the picture will be displayed. This drop-down menu offers two choices: *Scale to Fit* or *Center*.
Symbol	Change the symbol that is already in place.

> **Note:** The *Modify Symbol* menu contains additional options - the *Name* and *Messages* options - when it is opened in the Page Editor (see ***Chapter 10: Using the Page Editor***). These options are not available when your device is in normal communication mode.

MODIFY SYMBOL MENU - PAGE EDITOR

Name	Assign a name to the active area. This name is used to identify the symbol for advanced programming purposes.
Messages	Create or edit message lists for the symbol. These lists contain behaviors that will be executed if the proper broadcasts are received from other screen objects in your communication pages. They are only used for advanced programming purposes.

The remainder of this section offers step-by-step instructions for using the *Modify Symbol* menu features to customize a symbol on a communication page or popup.

> **Note:** The steps in this section describe how to manipulate independent symbols (those not attached to buttons). For steps on modifying a button symbol, refer to ***Edit the Button's Symbol***.

Select the Symbol's Background Color

The symbol field is the background surrounding a symbol. You can select the color of the symbol field, to make the symbol stand out visually. You can also

make the symbol field transparent, to make the symbol appear to be directly on the background.

> **Note:** These steps will work for independent symbols (those not attached to buttons). For steps on modifying the color behind the symbol on a button, refer to **Select the Button's Color Settings**.

> **Note:** If you are starting this procedure from within the Page Editor (see **Chapter 10: Using the Page Editor**), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the color of an independent symbol field:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the symbol that you want to change. The *Modify Symbol* menu will open.

3. Select the **Edit** button in the *Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. You can also use the **Transparent** button, and make the symbol appear to lie flat on the page with no symbol field surrounding it. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:** To create a custom color, refer to **Create a Custom Color**.

5. Select the **OK** button to close the *Color Selector* menu. The display square in the *Color* box will fill with the color that you chose.

6. Select the **OK** button to close the *Modify Symbol* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Symbol's Display Style

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To define the picture display style of a symbol:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the symbol that you want to change. The *Modify Symbol* menu will open.

3. Select the **Display Style** drop-down menu. The drop-down menu will expand to display the following options:

    Scale to Fit   The symbol size will be altered to make it fit the entire space provided.

    Center   This symbol will be displayed in its original size.

4. Select the display style option that you want to use. The drop-down menu will close and display the option that you chose.

5. Select the **OK** button to close the *Modify Symbol* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Symbol's Name

> **Note:** The Page Editor must be open on your device (see ***Chapter 10: Using the Page Editor***) before you begin this process.

The *Name* option enables you to assign a name to a symbol. This name is a unique property, different than text or a label. It is not visible on a communication page, and it cannot be spoken or sent to the Message Window. The name is used to identify the symbol for advanced programming purposes.

To edit the name for a symbol (or add a name to a symbol):

1. Select the symbol that you want to change. The boundary of the symbol will be highlighted.

2. Select the green Modify button in the title bar. The *Modify Symbol* menu will open.

3. Select the *Name* button. The system keyboard will open.

4. Enter the name for the symbol and select the **OK** button. The name will appear in the *Name* button.

5. Select the **OK** button to close the *Modify Symbol* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Symbol's Message

> **Note:** The Page Editor must be open on your device (see *Chapter 10: Using the Page Editor*) before you begin this process.

A symbol can be programmed to contain several different "messages." These are not groups of words that will be spoken or sent to the Message Window. In the advanced programming context, a message is a sequence of behaviors. When the symbol receives the proper broadcast from another object on one of your pages, the behaviors contained in the message will be executed.

You can use the *Message Editor* menu to program several messages for a single symbol.

For more information on using the *Message Editor* menu, refer to ***Using the Message Editor Menu***.

Edit the Symbol

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

> **Note:** If you are using an open Series 5 device, you can use the "drag and drop" technique to drag a digital picture from another Windows application and drop it into a symbol. The picture will automatically be added to the *My Symbols* symbol set. For step-by-step instructions on dragging and dropping digital pictures as symbols, refer to ***Dragging and Dropping***.

To choose a new symbol:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the symbol that you want to change. The *Modify Symbol* menu will open.

3. Select the **Edit** button in the *Symbol* box. The *Select a Symbol* menu will open.

SELECT A SYMBOL MENU

The left viewport in this menu contains a list of the available symbol concepts. Each concept is displayed as a folder with an expansion box to

the left of its name. When the expansion box contains a plus sign [+], the concept folder can be expanded to display sub-folders and individual concepts (these have a gray, circular button to the left of their names). Select an expansion box (or double-select the folder) to see what the folder contains. When a concept or a sub-concept folder is selected, the right viewport will display the symbols that it contains.

4. Select the **Select Symbol Sets** button to show which symbol sets are currently active. You can select or deselect the check boxes to activate or deactivate the set(s) of your choice. When you are finished, select the **OK** button to close the *Select Symbol Sets* menu.

5. The *Select a Symbol* menu offers three ways to search for a symbol. Choose one of them and follow the appropriate step:

   - To search for the symbol by name using the *Search* feature, proceed to step 6.

   - To search for a symbol by concept, scrolling through the left and right viewports, proceed to step 7.

   - To use the *Quick Import* button to import a digital picture from a folder on your device hard drive (or from a file sharing device), proceed to step 8.

6. To search for a symbol by name, select the **Search** text box and then complete the rest of this step.

   a. Use the system keyboard to enter the name of the symbol that you want to find.

   > **Note:** You can perform wildcard searches using the asterisk (*) as the wildcard character. For example, if you enter *cat**, the software will present symbols that begin with *cat* (like *catalog* or *catch*). If you enter **days*, the software will present any symbols with names that end with *days* (like *weekdays* and *holidays*).

   b. Select the **OK** button. All the symbols that are associated with the name you entered will be displayed in the viewport on the right side of the *Select a Symbol* menu.

   > **Note:** To ensure that the right symbols are presented when you select the *Search* button, the DynaVox Series 5 software will check all of the word forms of a given word to find symbol matches. For example, if you search for "shoe" and the actual label of the symbol is "shoes," the symbol will still be presented.

   c. Repeat step 6 until the desired symbol is shown in the right viewport. You may have to use the scroll buttons to view all of your search results.

When the desired symbol is shown in the right viewport, proceed to step 9.

7. To find a symbol by scrolling through the viewports, use the up and down scroll buttons beside the left viewport to find the concept folder where the desired symbol is stored. Complete the rest of this step.

    a. Select the folder name. To see a smaller list of symbols, you may select the expansion box beside the folder name (or double-select the folder). The folder will expand to display a number of sub-concepts. Select the name of the concept that may include the symbol you are looking for. The right viewport will display the symbols that are contained in the selected concept or concept folder.

    b. Use the scroll buttons beside the right viewport to find the desired symbol.

    c. When the desired symbol is shown in the right viewport, proceed to step 9.

8. To import a picture and convert it into the symbol for this button, select the **Quick Import** button and continue with this step.

    a. The *Select an Image File* menu will open, allowing you to search for the picture on a file sharing device (USB flash drive, CD or DVD) that is connected to your device.

    a. Connect the file sharing device that contains the picture to your Series 5 device (the USB ports are on the left side). If you are importing from a CD or DVD, you may also need to plug the external drive into a wall outlet for power, and make sure that the disc containing the picture file is loaded in the drive.

> **Note:**   If you are using an open Series 5 device, or the DynaVox Series 5 software on a Windows computer, a Microsoft window may appear and ask if you want to display the contents of the file sharing device. Close this window by selecting the Close button [X] in the top right corner, or by selecting the **Cancel** button.

    b. Use the left viewport to navigate to the folder where the picture is stored.

    *   If the desired picture is already stored on your device, it should be in the *Images* folder in the *User Files* folder. Select the **User Files** expansion box in the left viewport, and then select the **Images** folder in the left viewport.

    *   If the desired picture is on the file sharing device, select the **Show All Directories** check box and then select the icon (or the expansion box beside the icon) in the left viewport that represents the file sharing

device that is connected to your device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

c. Select the desired picture in the right viewport.

d. Select the **OK** button.

e. The system keyboard will open, prompting you to enter a symbol name for the picture. The picture file name will be in place as the default symbol name. Enter a new name (if desired), and select the **OK** button to close the system keyboard. Proceed to step 11.

9. When the symbol that you want to use is visible in the right viewport of the *Select a Symbol* menu, select it. The symbol that you chose will be displayed beside the *Symbol* button in the *Modify Symbol* menu.

10. Select the **OK** button to close the *Modify Symbol* menu. The new symbol will be immediately placed on the page or popup.

11. You may disconnect the file sharing device if you wish.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

> **Note:** This menu offers different options than when you select a symbol that is not attached to a button. For more information on those options, refer to ***Edit the Button's Symbol***.

MODIFYING TAB CONTROLS

Tab controls are used to navigate between multiple layers of buttons on a page. Tab controls can contain up to six panes. The tab control feature can be very useful because it allows you to place many buttons (or vocabulary for several topics) on one page, limiting the amount of page navigation you will have to do to find vocabulary.

When the Page Editor is open, you can access the *Modify Tab Control* menu by selecting a tab control on the open page or popup and then selecting the Modify button in the title bar.

> **Note:** The Page Editor must be open on your device (see **Chapter 10: Using the Page Editor**) in order to open the *Modify Tab Control* menu. If you try while your device is in standard communication mode, the *Modify Tab Pane* menu (click here) will open instead.

MODIFY TAB CONTROL MENU

Tab Height	This setting determines the vertical height of the tab control.
Number of Tab Panes	This setting determined the number of tab panes in the tab control. You may place up to 6 tab panes in the tab control.
Audio Cue	Select the *Audio Cue* button to add an audio cue to the tab control or to edit the audio cue that has already been assigned.

The remainder of this section offers step-by-step instructions for using the *Modify Tab Control* menu features to customize a tab control.

> **Note:** You must be certain to select the entire tab control, rather than a specific tab pane. Use the Object Selector tool to drag your selection box around the entire perimeter of the tab control. Otherwise, the *Modify Tab Pane* menu will open, rather than the *Modify Tab Control* menu.

Define the Tab Control's Tab Height

> **Note:** The Page Editor must be open on your device (see *Chapter 10: Using the Page Editor*) before you begin this process. This menu is not available in standard communication mode.

To define the vertical height of all of the tab panes in the tab control:

1. Use the Object Selector tool to drag a selection box around the entire perimeter of the tab control that you want to change.

2. Select the green Modify button in the title bar. The *Modify Tab Control* menu will open.

3. Select the **Tab Height** drop-down menu. The drop-down menu will expand to display the following height options: *Very Small*, *Small*, *Medium*, *Big*, *Bigger* and *Extra Large*.

4. Select the size option that you want to use. The drop-down menu will close, displaying the option you selected.

5. Select the **OK** button to close the *Modify Tab Control* menu and accept the changes.

> **Note:** To undo the change, select **Main Menu > Edit > Undo**.

Select the Number of Tab Panes in the Tab Control

> **Note:** The Page Editor must be open on your device (see *Chapter 10: Using the Page Editor*) before you begin this process. This menu is not available in standard communication mode.

To define the number of tab panes available in a tab control:

1. Use the Object Selector tool to drag a selection box around the entire perimeter of the tab control that you want to change.

2. Select the green Modify button in the title bar. The *Modify Tab Control* menu will open.

3. Select the **Number of Tab Panes** drop-down menu. The drop-down menu will expand to display the following options: *2*, *3*, *4*, *5* and *6*.

4. Select the number of tab panes that you want to use. The drop-down menu will close, displaying the option that you selected.

5. Select the **OK** button to close the *Modify Tab Control* menu and accept the changes.

> **Note:** To undo the change, select **Main Menu > Edit > Undo**.

Edit the Tab Control's Audio Cue

An audio cue is a short message that is spoken by the device (through the main speaker or a private headphone attached to the device's speaker jack) to identify each item on the touch screen.

> **Note:** The Page Editor must be open on your device (see ***Chapter 10: Using the Page Editor***) before you begin this process. This menu is not available in standard communication mode.

To edit an existing audio cue for a tab control (or add an auditory scan cue to a tab control):

1. Use the Object Selector tool to drag a selection box around the entire perimeter of the tab control that you want to change.

2. Select the green Modify button in the title bar. The *Modify Tab Control* menu will open.

3. Select the **Audio Cue** button. The system keyboard will open.

4. Enter new audio cue text.

> **Note:** You can make the text dynamic by inserting an active label. Select the *Insert Active Label* button in the system keyboard to choose the active label that you want to include in the text. Your options include date and time information, system setting information, and personal information from the User Setup Wizard. For a description of active labels, refer to ***Modifying an Active Label***. For a list of the active labels that are available, refer to ***Define the Active Label Type***.

5. Select the **OK** button. The new audio cue will appear in the *Audio Cue* button.

6. Select the **OK** button to close the *Modify Tab Control* menu and accept the changes.

> **Note:**   To undo the change, select **Main Menu > Edit > Undo**.

MODIFYING A TAB PANE

Tab panes allow you to navigate between multiple layers of buttons on a page. A pane is displayed whenever its tab is selected. There can be up to six panes in one tab control. Using multiple tab panes enables you to place a large number of buttons (or vocabulary for several topics) on one page, limiting the amount of page navigation you will have to do to find vocabulary.

When you select the Modify button and then select a tab pane on the active page or popup, the *Modify Tab Pane* menu will open.

MODIFY TAB PANE MENU - STANDARD
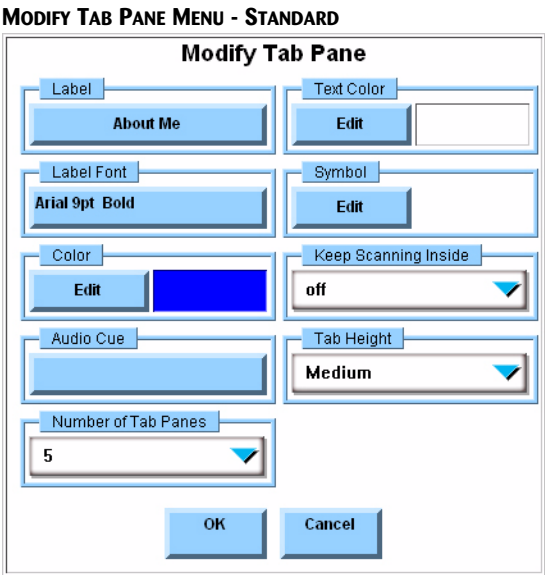
Label	Enter the label text for the selected tab pane. The button shows the current label text.
Text Color	Define the color of the text in the selected tab pane. The display square shows the current color selection.
Label Font	Define the font style, font size and treatment of the text shown in the selected tab pane. The button shows the current font settings.
Symbol	Add a new symbol or change the symbol that is already in place for the selected tab pane.
Color	Define the color for the selected tab pane. The display square shows the current color selection.
Keep Scanning Inside	This setting determines whether or not the scanning pattern will start over from the beginning of the page or stay within the tab pane when group scanning is used.
Audio Cue	Add an audio cue to the tab pane or to edit the audio cue that has already been assigned.
Tab Height	Determine the vertical height of the tab control.
Number of Tab Panes	Determine the number of tab panes in the tab control. You may place up to 6 tab panes in the tab control.

MODIFY TAB PANE MENU - PAGE EDITOR

Modify Tab Pane

Label	Text Color	Label Font
	Edit	Arial 10pt
Symbol	Color	Keep Scanning Inside
Edit	Edit	off
Audio Cue	Tab Height	Number of Tab Panes
	Medium	4
Name	Messages	
	Message Editor	

OK   Cancel

Name	Assign a name to the tab pane. This name is used to identify the active area for advanced programming purposes.
Messages	Create or edit message lists for the tab pane. These lists contain behaviors that will be executed if the proper broadcasts are received from other screen objects in your communication pages. They are only used for advanced programming purposes.

The remainder of this section offers step-by-step instructions for using the *Modify Tab Pane* menu features to customize a tab pane on a communication page or popup.

> **Note:**   When selecting a tab pane to edit, you must be certain to select outside of the label. Otherwise, the *Modify* menu that appears will only enable you to edit the label properties.

Edit the Tab Pane's Label Text

> **Note:**   If you are starting this procedure from within the Page Editor (see **Chapter 10: Using the Page Editor**), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.
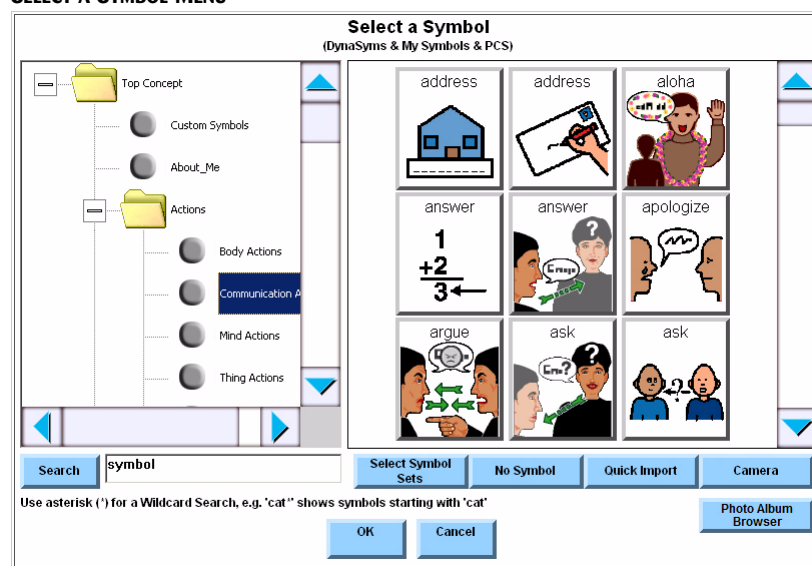
To edit the text of a tab pane label:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the tab pane that you want to change, being careful not to select the tab label or tab symbol by accident. The *Modify Tab Pane* menu will open.

3. Select the *Label* button. The system keyboard will open.

4. Enter the desired text in the system keyboard.

> **Note:** You can make the text dynamic by inserting an active label. Select the *Insert Active Label* button in the system keyboard to choose the active label that you want to include in the text. Your options include date and time information, system setting information, and personal information from the User Setup Wizard. For a description of active labels, refer to **Modifying an Active Label**. For a list of the active labels that are available, refer to **Define the Active Label Type**.

5. Select the **OK** button to close the system keyboard. In the *Modify Tab Pane* menu, the *Label* button will display the new text.

6. Select the **OK** button to close the *Modify Tab Pane* menu and accept the new text.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Tab Pane's Text Color

> **Note:** If you are starting this procedure from within the Page Editor (see **Chapter 10: Using the Page Editor**), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the text color used in the title of a tab pane:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the tab pane that you want to change, being careful not to select the tab label or tab symbol by accident. The *Modify Tab Pane* menu will open.

3. Select the **Edit** button in the *Text Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches*

tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> ⚑ **Note:** To create a custom color, refer to ***Create a Custom Color***.

5. Select the **OK** button to close the *Color Selector* menu. The display square in the *Text Color* box will fill with the color that you chose.

6. Select the **OK** button to close the *Modify Tab Pane* menu and accept the changes.

> ⚑ **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Tab Pane's Font

> ⚑ **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To select the font for the text in a tab pane:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the tab pane that you want to change, being careful not to select the tab label or tab symbol by accident. The *Modify Tab Pane* menu will open.

3. Select the *Label Font* button. The *Select Font* menu will open.

4. To change the font, select the **Font** drop-down menu and then select one of the font options.

5. To change the font size, select the **Size** drop-down menu and then select one of the size options.

6. To make the font bold, select the **Bold** check box.

7. To italicize the font, select the **Italic** check box.

8. The *Example* box will display a sample of the font styles that you have chosen. If necessary, repeat steps 4 through 7 to make additional changes to the font settings.

9. Select the **OK** button to close the *Select Font* menu. The new font settings will be applied to the text in the tab pane title. In the *Modify Tab Pane* menu, the *Label Font* button will display the new font settings.

10. Select the **OK** button to close the *Modify Tab Pane* menu and accept the new font settings.

> **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Tab Pane's Symbol

> **Note:**   If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

> **Note:**   If you are using an open Series 5 device, you can use the "drag and drop" technique to drag a digital picture from another Windows application and drop it into a tab pane. The picture will automatically be added to the *My Symbols* symbol set. For step-by-step instructions on dragging and dropping digital pictures as symbols, refer to ***Dragging and Dropping***.

To choose a new symbol for a tab pane (or edit the current symbol):

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the tab pane that you want to change, being careful not to select the tab label or tab symbol by accident. The *Modify Tab Pane* menu will open.

3. Select the **Edit** button in the *Symbol* box. The *Select a Symbol* menu will open.

SELECT A SYMBOL MENU

The left viewport in this menu contains a list of the available symbol concepts. Each concept is displayed as a folder with an expansion box to the left of its name. When the expansion box contains a plus sign [+], the concept folder can be expanded to display sub-folders and individual concepts (these have a gray, circular button to the left of their names). Select an expansion box (or double-select the folder) to see what the folder contains. When a concept or a sub-concept folder is selected, the right viewport will display the symbols that it contains.

4. Select the **Select Symbol Sets** button to show which symbol sets are currently active. You can select or deselect the check boxes to activate or deactivate the set(s) of your choice. When you are finished, select the **OK** button to close the *Select Symbol Sets* menu.

5. The *Select a Symbol* menu offers three ways to search for a symbol. Choose one of them and follow the appropriate step:

- To search for the symbol by name using the *Search* feature, proceed to step 6.
- To search for a symbol by concept, scrolling through the left and right viewports, proceed to step 7.
- To use the *Quick Import* button to import a digital picture from a folder on your device hard drive (or from a file sharing device), proceed to step 8.

6. To search for a symbol by name, select the **Search** text box and then complete the rest of this step.

   a. Use the system keyboard to enter the name of the symbol that you want to find.

> **Note:** You can perform wildcard searches using the asterisk (*) as the wildcard character. For example, if you enter *cat**, the software will present symbols that begin with *cat* (like *catalog* or *catch*). If you enter **days*, the software will present any symbols with names that end with *days* (like *weekdays* and *holidays*).

   b. Select the **OK** button. All the symbols that are associated with the name you entered will be displayed in the viewport on the right side of the *Select a Symbol* menu.

> **Note:** To ensure that the right symbols are presented when you select the *Search* button, the DynaVox Series 5 software will check all of the word forms of a given word to find symbol matches. For example, if you search for "shoe" and the actual label of the symbol is "shoes," the symbol will still be presented.

   c. Repeat step 6 until the desired symbol is shown in the right viewport. You may have to use the scroll buttons to view all of your search results. When the desired symbol is shown in the right viewport, proceed to step 9.

7. To find a symbol by scrolling through the viewports, use the up and down scroll buttons beside the left viewport to find the concept folder where the desired symbol is stored. Complete the rest of this step.

   a. Select the folder name. To see a smaller list of symbols, you may select the expansion box beside the folder name (or double-select the folder). The folder will expand to display a number of sub-concepts. Select the name of the concept that may include the symbol you are looking for. The right viewport will display the symbols that are contained in the selected concept or concept folder.

   b. Use the scroll buttons beside the right viewport to find the desired symbol.

   c. When the desired symbol is shown in the right viewport, proceed to step 9.

8. To import a picture and convert it into the symbol for this tab pane, select the **Quick Import** button and continue with this step.

    a. The *Select an Image File* menu will open, allowing you to search for the picture on a file sharing device (USB flash drive, CD or DVD) that is connected to your device.

    a. Connect the file sharing device that contains the picture to your Series 5 device (the USB ports are on the left side). If you are importing from a CD or DVD, you may also need to plug the external drive into a wall outlet for power, and make sure that the disc containing the picture file is loaded in the drive.

> **Note:** If you are using an open Series 5 device, or the DynaVox Series 5 software on a Windows computer, a Microsoft window may appear and ask if you want to display the contents of the file sharing device. Close this window by selecting the Close button [X] in the top right corner, or by selecting the **Cancel** button.

    b. Use the left viewport to navigate to the folder where the picture is stored.

        • If the desired picture is already stored on your device, it should be in the *Images* folder in the *User Files* folder. Select the **User Files** expansion box in the left viewport, and then select the **Images** folder in the left viewport.

        • If the desired picture is on the file sharing device, select the **Show All Directories** check box and then select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

    c. Select the desired picture in the right viewport.

    d. Select the **OK** button.

    e. The system keyboard will open, prompting you to enter a symbol name for the picture. The picture file name will be in place as the default symbol name. Enter a new name (if desired), and select the **OK** button to close the system keyboard. Proceed to step 11.

9. When the symbol that you want to use is visible in the right viewport of the *Select a Symbol* menu, select it. The symbol that you chose will be displayed in the *Symbol* box in the *Modify Tab Pane* menu.

10. Select the **OK** button to close the *Modify Tab Pane* menu.

    The new symbol will be immediately added to the selected tab pane. If there is no label on the tab pane, the label that corresponds to the symbol will also be added. To change this label, refer to ***Edit the Tab Pane's Label Text***.

11. You may disconnect the file sharing device if you wish.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Tab Pane's Color

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To change the background color of a tab pane:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the tab pane that you want to change, being careful not to select the tab label or tab symbol by accident. The *Modify Tab Pane* menu will open.

3. Select the **Edit** button in the *Color* box. The *Color Selector* menu (click here) will open.

4. Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the *My Swatches* tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:** To create a custom color, refer to ***Create a Custom Color***.

5. Select the **OK** button to close the *Color Selector* menu. In the *Modify Tab Pane* menu, the display square in the *Color* box will fill with the color that you chose.

6. Select the **OK** button to close the *Modify Tab Pane* menu and accept the changes.

Note: To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Define the Tab Pane's Scanning Properties

Note: If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

Note: In order for the *Keep Scanning Inside* option to work properly, you must first define the group scanning groups (refer to *Customizing Scanning*), and then turn group scanning on in the *Scanning Settings* menu (click here). For more information on other settings that affect group scanning, refer to *Scanning Selection Method*.

To define how group scanning is used for a tab pane:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the tab pane that you want to change, being careful not to select the tab label or tab symbol by accident. The *Modify Tab Pane* menu will open.

3. Select the **Keep Scanning Inside** drop-down menu. The menu will expand to display the following options:

   Off   The contents of the box and the contents surrounding the box will have equal importance. The software will proceed through the entire scan pattern before repeating.

On   Once the scan pattern has reached a box, the
                              scan pattern will repeat inside that box until a
                              selection is made. This selection does not have
                              to be a button. It could be the "up arrow" which
                              will drive the scan pattern out of the group and
                              onto the previous scan level.

4. Select the option you want to use. The drop-down menu will display your
    selection.

5. Select the **OK** button to close the *Modify Tab Pane* menu and accept the
    changes.

> **Note:**   To undo the change, select the **Main Menu > Page
>   Editing > Undo Modify** (If the Page Editor is open, select
>   **Main Menu > Edit > Undo**).

Edit the Tab Pane's Audio Cue

An audio cue is a short message that is spoken by the device (through the main
speaker or a private headphone attached to the device's speaker jack) to
identify each item on the touch screen.

> **Note:**   If you are starting this procedure from within the Page
>   Editor (see *Chapter 10: Using the Page Editor*), you
>   must reverse steps 1 and 2 below. Select the page
>   element first (it will be highlighted in blue), and then select
>   the Modify button.

To edit an existing audio cue for a tab pane (or add an audio cue to a tab pane):

1. Select the green Modify button in the title bar. The button will turn red after
    it is selected.

2. Select a vacant spot in the tab pane that you want to change, being careful
    not to select the tab label or tab symbol by accident. The *Modify Tab Pane*
    menu will open.

3. Select the **Audio Cue** button. The system keyboard will open.

4. Enter new audio cue text.

> **Note:** You can make the text dynamic by inserting an active
> label. Select the *Insert Active Label* button in the system
> keyboard to choose the active label that you want to
> include in the text. Your options include date and time
> information, system setting information, and personal
> information from the User Setup Wizard. For a description
> of active labels, refer to ***Modifying an Active Label***. For a
> list of the active labels that are available, refer to ***Define***
> ***the Active Label Type***.

5. Select the **OK** button. The new audio cue will appear in the *Audio Cue*
   button.

6. Select the **OK** button to close the *Modify Tab Pane* menu and accept the
   changes.

> **Note:** To undo the change, select the **Main Menu > Page**
> **Editing > Undo Modify** (If the Page Editor is open, select
> **Main Menu > Edit > Undo**).

Define the Tab Pane's Height

> **Note:** If you are starting this procedure from within the Page
> Editor (see ***Chapter 10: Using the Page Editor***), you
> must reverse steps 1 and 2 below. Select the page
> element first (it will be highlighted in blue), and then select
> the Modify button.

> **Note:** Modifying the tab pane height will affect the height of all
> tab panes in the tab control, not just the tab pane that you
> select.

To define the vertical height of all of the tab panes in the tab control:

1. Select the green Modify button in the title bar. The button will turn red after
   it is selected.

2. Select a vacant spot in the tab pane that you want to change, being careful
   not to select the tab label or tab symbol by accident. The *Modify Tab Pane*
   menu will open.

3. Select the **Tab Height** drop-down menu. The drop-down menu will expand to display the following height options: *Very Small*, *Small*, *Medium*, *Big*, *Bigger* and *Extra Large*.

4. Select the size option that you want to use. The drop-down menu will close, displaying the option you selected.

5. Select the **OK** button to close the *Modify Tab Pane* menu and accept the changes.

> **Note:** To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Select the Number of Tab Panes

> **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.
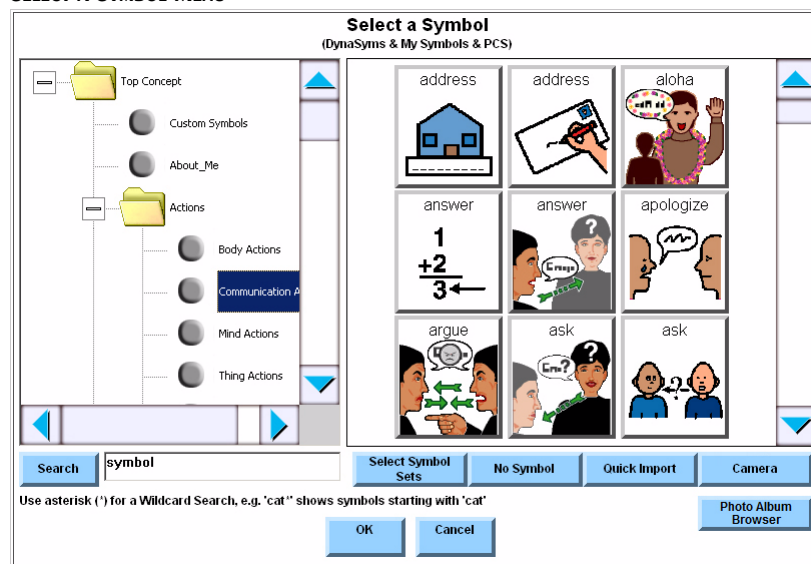
> **Note:** Modifying the number of tab panes will affect the entire tab control, not just the tab pane that you select.

To define the number of tab panes available in a tab control:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select a vacant spot in the tab pane that you want to change, being careful not to select the tab label or tab symbol by accident. The *Modify Tab Pane* menu will open.

3. Select the **Number of Tab Panes** drop-down menu. The drop-down menu will expand to display the following options: *2*, *3*, *4*, *5* and *6*.

4. Select the number of tab panes that you want to use. The drop-down menu will close, displaying the option that you selected.

5. Select the **OK** button to close the *Modify Tab Pane* menu and accept the changes.

> **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Tab Pane's Name

> **Note:**   The Page Editor must be open on your device (see ***Chapter 10: Using the Page Editor***) before you begin this process.

The *Name* option enables you to assign a name to the tab pane. This name is a unique property, different than text or a label. It is not visible on a communication page, and it cannot be spoken or sent to the Message Window. The name is used to identify the tab pane for advanced programming purposes.

To edit the name for an tab pane (or add a name to a tab pane):

1. Select a vacant spot in the tab pane that you want to change, being careful not to select the tab label or tab symbol by accident. The boundary of the tab pane will be highlighted.

2. Select the green Modify button in the title bar. The *Modify Tab Pane* menu will open.

3. Select the button in the *Name* box. The system keyboard will open.

4. Enter the name for the tab pane and select the **OK** button. The name will appear in the button of the *Name* box in the *Modify Tab Pane* menu.

5. Select the **OK** button to close the *Modify Tab Pane* menu and accept the changes.

> **Note:**   To undo the change, select the **Main Menu > Page Editing > Undo Modify** (If the Page Editor is open, select **Main Menu > Edit > Undo**).

Edit the Tab Pane's Message

Note: The Page Editor must be open on your device (see ***Chapter 10: Using the Page Editor***) before you begin this process.

A tab pane can be programmed to contain several different "messages." These are not groups of words that will be spoken or sent to the Message Window. In the advanced programming context, a message is a sequence of behaviors. When the tab pane receives the proper broadcast from another object on one of your pages, the behaviors contained in the message will be executed.

You can use the *Message Editor* menu to program several messages for a single tab pane.

For more information on using the *Message Editor* menu, refer to ***Using the Message Editor Menu***.

Chapter 8:   Assigning Behaviors

Behaviors are actions that can be assigned to objects on a communication page or popup. They are most frequently assigned to buttons, but behaviors can also be assigned to active areas, as well as directly to pages or popups. These actions are started when the object is selected. For example, you may want the selection of a particular button to send a message to the Message Window, speak the message and then clear the Message Window. This series of actions can be accomplished by assigning several behaviors to the same page object.

DynaVox Series 5 software offers more than 300 unique behaviors. They are divided into categories that group behaviors with similar purposes. The individual behaviors within these categories are defined in *Appendix A: Behavior Reference*.

USING THE BEHAVIOR EDITOR MENU

The *Behavior Editor* menu is used to add new behaviors to an object. This menu is primarily accessed through one of the Modify menus or through the Page Editor tools. It can also be used to edit, delete or reorganize behaviors that have already been added to an object.

BEHAVIOR EDITOR MENU

The *Behavior Editor* menu features the following options:

Basic Tab Pane	This tab pane provides access to the behaviors that are available for the basic operation of the DynaVox Series 5 software.
Advanced Tab Pane	This tab pane provides access to the behaviors (and behavior programming capabilities) of the Advanced Programming language. For more information, refer to **Appendix H: Advanced Programming Language**).
Behaviors Group Box	This group box contains a drop-down menu that displays the available behavior categories. The viewport below the drop-down menu will list the individual behaviors in the selected category. If the entire list cannot be displayed in the viewport at one time, use the scroll bar to look through the list.
Steps Viewport	This viewport lists the behaviors that have been assigned to the object that was selected on the touch screen.
Search	Locate all of the behaviors that contain a particular word or phrase. The behaviors that match your search criteria will be displayed so that you may choose one to add to the *Steps* viewport (refer to **Searching the Behavior Editor Menu**).
Make Favorite/Delete	When this button label is *Make Favorite*, selecting it will add the selected behavior to the Favorites category. If the Favorites category is active, this button label will be *Delete*, and selecting it will remove the selected behavior from the Favorites category.
Add	When you select a behavior in the *Behaviors* viewport and then select the *Add* button, the behavior will be added to the *Steps* viewport. If the behavior requires additional information (such as text or the name of a page), you will be prompted to enter this information before the behavior is added to the *Steps* viewport.
Move Up	Move the selected behavior in the *Steps* viewport up one position.
Edit	If the behavior that is selected in the *Steps* viewport includes additional information (such as text or the name of a page), use the *Edit* button to change this information.
Delete	Remove the selected behavior from the *Steps* viewport.

Move Down	Move the selected behavior in the *Steps* viewport down one position.
OK/Cancel	Select the *OK* button to save any changes made in the *Behavior Editor* menu and close the menu. Select the *Cancel* button to close the *Behavior Editor* menu without saving any changes.

> **Note:** When you select a behavior in the *Behaviors* viewport, the software will display a brief description of the behavior and its function. Select the behavior name again to close the description.

> **Note:** If the *Behavior Editor* menu on your Series 5 device displays an *Advanced* tab pane next to the *Basic* tab pane, you have access to the advanced programming behaviors and tools. For more information on advanced programming, refer to **Appendix H: Advanced Programming Language**.

> **Note:** If the *Behavior Editor* menu on your Series 5 device displays an *Open Advanced Pane* button, it means that the button that you are currently editing contains advanced behaviors, but the *Advanced* tab pane is not displayed in the *Behavior Editor* menu. Select this button to display the *Advanced* tab pane. For more information on advanced programming, refer to **Appendix H: Advanced Programming Language**.

Behavior Categories

The *Behavior Editor* menu provides access to over 300 behaviors that you can assign to page elements (buttons, active areas, etc.) buttons on your communication pages and popups. You can also assign behaviors directly to pages and popups. These behaviors are organized into categories to make them easier to find. These categories can be found by selecting the drop-down menu in the *Behaviors* viewport in the *Behavior Editor* menu.

These categories are listed below:

Favorites	This category is provided so that you can create a list of the behaviors that you use most often. You can add and remove behaviors from this list to best suit your needs. Refer to ***Using the Favorites Category*** for instructions on customizing the Favorites category.
Common	This category includes the most commonly-used behaviors.
Calculator	This category provides behaviors that you can use to perform mathematical calculations.
Computer Access	This category provides behaviors for using your Series 5 device to operate a computer.
Display System Features	This category includes behaviors that you can use to open various system menus without having to use the Main Menu button and the drop-down menus.
Email	This category provides behaviors for sending and receiving email through your Series 5 device.
Environmental Control	This category includes behaviors for using your Series 5 device to control appliances, lights and other devices through infrared (IR) commands.
Keyboard	This category includes behaviors that you can use to emulate a computer keyboard (for example, Ctrl Key, Caps Lock Key, etc.).
Message Window Navigation	This category provides behaviors that you can use to navigate through text in the Message Window (for example, Next Word, Previous Sentence, etc.).
Message Window Operations	This category includes behaviors that you can use to manage text in the Message Window (for example, Delete Word, Load File, etc.).
Miscellaneous	This category provides an assortment of different behaviors.
Multimedia	This category provides behaviors that you can use with sound files or video files.
Page Navigation	This category includes behaviors that you can use to navigate between pages and popups (for example, Go To Page, Minimize Popup, etc.).
Speech	This category provides behaviors that you can use to change the way your device speaks messages (for example, Volume Down, Temporary Rate, Change Voice, etc.).

System Settings   This category provides behaviors to control automatic system settings (for example, word prediction, autocapitalization of words, etc.).

Text Messaging   This category provides behaviors for sending and receiving text messages through your Series 5 device.

For a complete list of the behaviors and a brief description of each, refer to ***Appendix A: Behavior Reference***.

Searching the Behavior Editor Menu

The *Behavior Editor* includes a *Search* button, which enables you to search for a specific behavior by name. The software will list all of the behaviors that match your search criteria. You can the select the appropriate behavior from the list.

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the object first (it will be highlighted in blue), and then select the Modify button. The appropriate *Modify* menu will open.

To search for a specific behavior in the *Behavior Editor* menu:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the object that you want to modify. The appropriate Modify menu (for example, *Modify Button*, *Modify Page*, *Modify Active Area*, etc.) will open.

3. Select the **Behaviors** button. The *Behavior Editor* menu will open.

> **Note:** The button to open the *Behavior Editor* menu is labeled differently, depending on the menu that is opened in step 2. The button label could be *Behaviors* or *Behavior Editor*. If you started this procedure from the Page Editor, this button may appear in a box marked *Behaviors*, *Open Page Behaviors*, *Close Popup Behaviors*, etc.

4. Select the **Search** button. The system keyboard will open.

5. Enter the word in the name of the behavior that you want to search for, and select the **OK** button.

6. If only one behavior matches your search text, that behavior will be automatically added to the *Steps* viewport. If multiple behaviors match your search text, continue with the rest of this step.

   a. The *Choose Behavior* menu will open, listing all of the matching behaviors (and their respective categories) in the viewport.

CHOOSE BEHAVIOR MENU (SHOWING MATCHES FOR "PAGE")
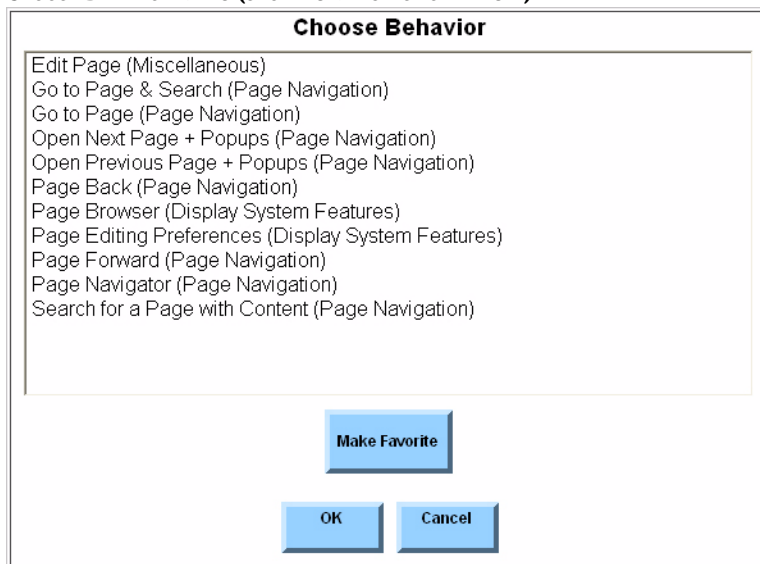
   b. Select the desired behavior in the viewport.

> 📖 **Note:** If the behavior that you wanted to use is not listed, select the *Cancel* button to return to the *Behavior Editor* menu and search again.

   c. To add the behavior to your Favorites category, select the **Make Favorite** button. The software will confirm that the behavior was added to the Favorites category. Select the **OK** button to close the prompt.

   d. Select the **OK** button. The *Choose Behavior* menu will close, and the selected behavior will appear in the *Steps* viewport of the *Behavior Editor* menu.

7. Select the **OK** button to close the *Behavior Editor* menu. Keep selecting the **OK** button to close all open menus.

Using the Favorites Category

The Favorites category in the *Behavior Editor* menu enables you to create a list of the behaviors that you frequently use when programming buttons. The Favorites category is always active when the *Behavior Editor* menu first opens, so you can quickly choose behaviors from this list.

You can add a behavior to the Favorites category from either the *Behavior Editor* menu or the *Choose Behavior* menu. Each of these menus provides a *Make Favorite* button. When you select this button in either menu, the behavior that is currently selected in the viewport will be added to your Favorites category.

To remove a behavior from the Favorites category, simply open the Favorites category in the *Behavior Editor* menu, select the behavior that you want to remove and then select the *Delete* button.

BEHAVIOR EDITOR - FAVORITES CATEGORY
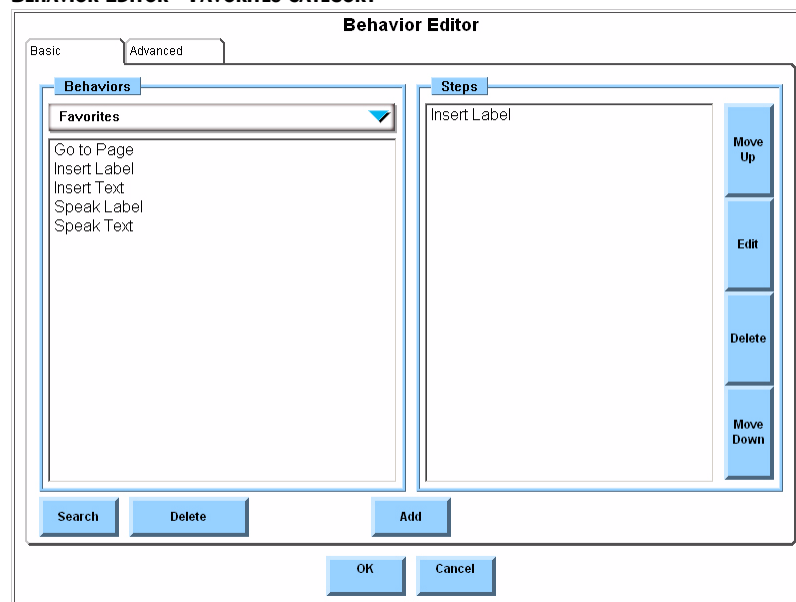
Note: Deleting a behavior from the Favorites category does not remove the behavior completely from the software. The behavior is still available in its original category in the *Behavior Editor* menu.

Use the Behavior Editor to Add a Behavior

Whether you are using Modify menu or the Series 5 Page Editor - if you want to add a behavior to a page object (button, active area, page or popup), you will have to open the *Behavior Editor* menu (click here).

Once this menu is open, you can add a behavior or edit an existing behavior by following these steps:

1. Select the **Behaviors** drop-down menu. The menu will expand to display a list of the available behavior categories.

> **Note:** Refer to ***Appendix A: Behavior Reference*** to learn more about the various behaviors and their applications.

2. Select a behavior category from the drop-down menu. The viewport in the *Behaviors* group box will show the behaviors that are available in the selected category.

3. Select a single behavior from the viewport. A brief description of the behavior and its function will appear (select the behavior name again to close the description).

> **Note:** If you cannot find the behavior that you want to add, select the *Search* button to open the system keyboard and enter a word that is in the behavior name. The *Choose Behavior* menu will display all of the behaviors that match your search criteria (and their respective categories). You may select any of these behaviors, or select the *Cancel* button to close the *Choose Behavior* menu and try again.

4. Select the **Add** button. If the software requires no other additional information to complete the behavior, the selected behavior will be immediately added to the *Steps* viewport.

    If the selected behavior requires additional information, such as text, the name of a sound file or the name of a page, a window will open to request this information. Use the window that is presented to supply the required information and then select the **OK** button to return to the *Behavior Editor* menu.

5. If you want to add another behavior to the *Steps* viewport, repeat steps 1 through 4.

6.   If you want to edit, remove or rearrange any of the behaviors that have been added to the button, select a behavior in the *Steps* viewport and then select one of the following buttons:

    a.   Select the **Delete** button to instantly remove the behavior from the *Steps* viewport.

    b.   Select the **Move Up** button to move the selected behavior up one position in the list of steps.

    c.   Select the **Move Down** button to move the selected behavior down one position in the list of steps.

    d.   Select the **Edit** button to make other changes to the selected behavior. Make the appropriate changes to the window that opens, and then select the **OK** button to return to the *Behavior Editor* menu.

7.   When you have finished adding behaviors to the *Steps* viewport, select the **OK** button to close the *Behavior Editor* menu.

8.   Return to the normal communications mode in one of the following ways:

    •   Select the **OK** button to close the open Modify menu.

    •   If the Page Editor is open, select the **Main Menu > Exit Page Editor**. Select **Yes** when asked about saving your changes.

The new behavior(s) will now be initiated when the object is selected.

ADDING FREQUENTLY-USED BEHAVIORS

This section offers general steps for using the *Behavior Editor* menu to add a behavior to an object on a page or popup (a button, an active area, or the page or popup itself).

> ⚑ **Note:**   Refer to ***Appendix A: Behavior Reference*** to learn more about the various behaviors and their applications.

Add the Add to 'My Phrases' Behavior

The Add to 'My Phrases' behavior will add the text in the Message Window to the *Phrase* text box in the *Edit Phrase* menu. This will enable you to add the phrase to the *My Phrases* menu.

Whether you are using the Modify button or the Page Editor to add this behavior to a button, you will have to open the *Behavior Editor* menu (click here).

Once the *Behavior Editor* menu is open, you can add the Add to 'My Phrases' behavior by following these steps:

1. Select the **Behaviors** drop-down menu, then select **Message Window Operations** (you may need to use the scroll bars to find it in the list).

2. Select **Add to 'My Phrases'** in the *Behaviors* viewport.

3. Select the **Add** button. The Add to 'My Phrases' behavior will be displayed in the *Steps* viewport in the *Behavior Editor* menu.

> ⚑ **Note:**   As an alternative, You could select the *Search* button in the *Behavior Editor* menu, enter **"Add"** in the system keyboard and press the **OK** button, select **Add to 'My Phrases'** from the *Choose Behavior* menu and select the **OK** button.

4. Select the **OK** button to close the *Behavior Editor* menu.

> ⚑ **Note:**   If you are assigning the behavior to a button, make any other desired changes (label text, label font, symbol, colors, etc.) to reflect the behavior. Refer to ***Modifying a Button*** for specific instructions.

5. When you are finished editing, return to the normal communications mode in one of the following ways:

    • Select the **OK** button to close the open Modify menu.

- If the Page Editor is open, select **Main Menu > Exit Page Editor**. Select **Yes** when asked about saving your changes.

The Add to 'My Phrases' behavior is now assigned to the selected page object. When it is selected, the *Edit Phrase* menu will open, displaying the text from the Message Window. To add this text to your custom phrases, refer to ***Edit a Phrase***.

Add the Go to Page Behavior

The Go to Page behavior will immediately open the page or popup that was selected when the behavior was assigned.

Whether you are using the Modify button or the Page Editor to add this behavior, you will have to open the *Behavior Editor* menu (click here).

Once this menu is open, you can add the Go to Page behavior by following these steps:

1. Select the **Go to Page** behavior (listed in the Favorites category) in the left viewport of the *Behavior Editor* menu.

2. Select the **Add** button. The *Select Pages* menu will open.

   There are three methods you can use to find the appropriate page:
   - To search for a page by name, continue with step 3.
   - To manually find the page by using the viewports and scroll buttons, proceed to step 4.
   - To name a page that you will create as the target for the Go To Page behavior, proceed to step 5.

3. To use the Search feature, select the **Search** text box (the system keyboard will open) and complete the rest of this step:
   a. Enter the name of the page or popup you are looking for.

b. Select the **OK** button to close the system keyboard. If only one page or popup matched your search text, it will be highlighted in the right viewport of the *Select Page* menu.

> **Note:** If several pages or popups matched your search text, they will be listed in the viewport of the *Select Page* window. Select the desired page from this list and then select the *OK* button to close the *Select Page* window. The page or popup you selected will then be highlighted in the right viewport of the *Select Pages* menu.

> **Note:** If no pages or popups matched your search text, the software will alert you that no matching pages were found. Select the *OK* button to close the alert, and return to step 3 to search again using different text.

c. Select the **OK** button. The *Select Pages* menu will close, and the name of the page you selected will be shown in the *Steps* viewport of the *Behavior Editor* window.

d. Proceed to step 6.

4. To find the page in the viewports, select the name of the appropriate page set folder in the left viewport. If the page set you want to see is part of a larger page set, select the expansion box beside the top-level folder (or double-select the folder). You may need to use the scroll buttons to the right of the viewport to look through all of the available options. Then, complete the rest of this step:

a. In the right viewport, select the name of the page or popup you want to open. You may need to use the scroll buttons to the right of the viewport to see all of the available pages and popups.

> **Note:** A preview picture of the page or popup that is currently highlighted may be displayed to the right of the viewport. You may select the preview picture to close it.

b. Select the **OK** button. The *Select Pages* menu will close, and the name of the page you selected will be shown in the *Steps* viewport of the *Behavior Editor* window.

c. Proceed to step 6.

5. To set the behavior to open a page that you have not yet created, first use the left viewport to select the page set where you want the new page to reside. Then, continue with this step:

a. Select the **New Page** button. The system keyboard will open.

    b. Enter the name of the new page.

    c. Select the **OK** button to close the system keyboard. The name of the page you entered will be shown in the *Steps* viewport of the *Behavior Editor* window.

    d. Proceed to step 6.

> **Note:** Once you finish assigning the Go To behavior, you must create the page that you named in this step (in the appropriate page set) or the behavior will have no destination. Refer to ***Chapter 6: Creating Pages, Popups & Templates*** for more information.

6. Select the **OK** button to close the *Behavior Editor* menu.

7. If you want this button to be folder-shaped, select the **Button Type** drop-down menu and then select the **Folder** option. In the InterAACT page sets, Go To buttons are often (but not always) shaped like file folders.

> **Note:** If you are assigning the behavior to a button, make any other desired changes (button shape, label text, label font, symbol, colors, etc.) to make the button consistent with the other Go To buttons in your page set. Refer to ***Modifying a Button*** for specific instructions.

8. When you are finished editing, return to the normal communications mode in one of the following ways:

    • Select the **OK** button to close the open Modify menu.

    • If the Page Editor is open, select the Main Menu button in the title bar, then select **Exit Page Editor**. Select **Yes** when asked about saving your changes.

The Go to Page behavior is now assigned to the object that you modified. When it is selected, the software will open the chosen page or popup.

Add the Go to Page & Search Behavior

The Go to Page & Search behavior is designed to work with a page that contains a search box. When selected, the behavior will immediately open the page and the search box will fill with vocabulary that matches the search criteria that was assigned to the behavior.

Whether you are using the Modify button or the Page Editor to add this behavior to a button, you will have to open the *Behavior Editor* menu (click here).

Once this menu is open, you can add the Go to Page & Search behavior by following these steps:

1. Select the **Behaviors** drop-down menu, then select **Common**. The viewport will display the behaviors that are available in the Common category.

2. Select the **Go to Page & Search** behavior in the left viewport of the *Behavior Editor* menu.

3. Select the **Add** button. The *Select Pages* menu will open.

> **Note:**   As an alternative to steps 1-4, You could select the *Search* button in the *Behavior Editor* menu, enter "Go" in the system keyboard and press the *OK* button, select *Go to Page & Search* from the *Choose Behavior* menu and select the *OK* button.

4. There are three methods you can use to find the appropriate page:

> **Note:**   The destination page must contain a Search box, or this behavior will not work. Refer to ***Creating and Modifying Search Boxes*** for more information.

- To search for a page by name, continue with step 6.
- To use the scroll buttons to find the appropriate page name in the viewports, proceed to step 7.
- To name a page that you will create as the target for the Go To Page & Search behavior, proceed to step 8.

5. To use the Search feature, select the **Search** text box (the system keyboard will open) and complete the rest of this step:

   a. Use the system keyboard to enter the name of the page or popup you are looking for.

b. Select the **OK** button. The appropriate page or popup name will be highlighted in the right viewport of the *Select Pages* menu.

> **Note:** If several pages or popups matched your search text, they will be listed in the viewport of the *Select Page* window. Select the desired page or popup from this list and then select the *OK* button to close the *Select Page* window. The page or popup you selected will then be highlighted in the right viewport of the *Select Pages* menu.

> **Note:** If no pages or popups matched your search text, the software will alert you that no matching pages were found. Select the *OK* button to close the alert, and return to step 6 to search again using different text.

   c. Select the **OK** button.

   d. Proceed to step 9.

6. To find the page in the viewports, select the name of the appropriate page set folder in the left viewport. If the page set you want to see is part of a larger page set, select the expansion box beside the top-level page set (or double-select the folder). You may need to use the scroll buttons to the right of the viewport to look through all the available options. Then, complete this step:

   a. In the right viewport, select the name of the page or popup you want to open. You may need to use the scroll buttons to the right of the viewport to see all the available pages and popups.

> **Note:** A preview picture of the page or popup that is currently highlighted may be displayed to the right of the viewport. You may select the preview picture to close it.

   b. Select the **OK** button. The *Select Pages* menu will close.

   c. Proceed to step 9.

7. To set the behavior to open a page that you have not yet created, first use the left viewport to select the page set where you want the new page to reside. Then, continue with this step:

   a. Select the **New Page** button. The system keyboard will open.

   b. Enter the name of the new page.

   c. Select the **OK** button to close the system keyboard.

    d. Proceed to step 9.

> 🏴 **Note:**   Once you finish assigning the Go To Page & Search behavior, you must create the page that you named in this step (in the appropriate page set) or the behavior will have no destination. Refer to ***Chapter 6: Creating Pages, Popups & Templates*** for more information.

8. The *Edit Search* menu (click here) will open. Use this menu to set the parameters of the search.

9. Select the **Add** button in the *Concepts* box. The *Select Concepts* menu will open.

10. You must choose at least one concept in the *Select Concepts* menu, so that the search box can fill with vocabulary. You can choose a concept by using one of the following methods:

    - Select the *Search* text box and enter the name of the concept you want to find. Select the **OK** button to close the system keyboard. The appropriate concept will be highlighted in the viewport.

    - Visually search through the concepts in the viewport. You can select a concept's expansion box (with a [+]) to display the concepts and sub-concepts that it contains. Selecting an open expansion box (with a [-]) will close the concept again. Use the scroll bar to view all of the available options. Once you find the concept you want, select the concept icon.

11. Select the **OK** button to close the *Select Concepts* menu. The name of the selected concept will be displayed in the *Concepts* viewport in the *Edit Search* menu.

12. Repeat steps 10-12 as desired to add more concepts to the search.

13. If you want to fill the buttons in the search box with specific parts of speech, select the **Add** button in the *Parts of Speech* viewport (the *Select Part of Speech* window will open) and complete the rest of this step.

    a. Select the part of speech you want to include in the search.

    b. Select the **OK** button. The *Select Part of Speech* menu will disappear, and the part of speech you selected will be displayed in the *Parts of Speech* viewport of the *Edit Search* menu.

    c. To include additional parts of speech in the search, repeat step 14.

> 🏴 **Note:**   If you do not specify parts of speech to include in the search, the search results will include all parts of speech by default.

14. To dynamically fill the buttons with words that are predicted from the text in the Message Window on the current page, select the **Prediction** check box.

15. To fill the buttons with words that are derived from a specific stem, select the **Stem** text box (the system keyboard will open), enter the appropriate stem and select the **OK** button. The new stem will be displayed in the *Stem* text box.

16. To present the vocabulary in a specific order, select the **Sort** drop-down menu and choose one of the available options:

Alphabetically	Vocabulary items are presented in alphabetical order.
By Length	The shortest vocabulary items are presented first.
By Frequency	The vocabulary items that are used most often are presented first.

The drop-down menu will close and display the selected option.

17. To limit the number of vocabulary items that are presented, select the **Maximum # of Results** button (the *Enter Number Of* menu will open) and complete this step:

a. Enter the number of items you want to see.

b. Select the **OK** button. The *Enter Number Of* menu will close, and the number that you entered will be displayed in the label of the *Maximum # of Results* button in the *Edit Search* menu.

18. To see only vocabulary items that have symbols, select the **Only Words or Phrases with Symbols** check box.

19. Select the **OK** button to close the *Edit Search* menu. The Go to Page & Search behavior and the name of the selected page will be displayed in the *Steps* viewport in the *Behavior Editor* menu.

20. Select the **OK** button to close the *Behavior Editor* menu.

21. If you want this button to be folder-shaped, select the **Button Type** drop-down menu and then select the **Folder** option. In the InterAACT page sets, Go To buttons are often (but not always) shaped like file folders.

> **Note:** If you are assigning the behavior to a button, make any other desired changes (button shape, label text, label font, symbol, colors, etc.) to make the button consistent with the other Go To buttons in your page set. Refer to ***Modifying a Button*** for specific instructions.

22. When you are finished editing, return to the normal communications mode in one of the following ways:

    • Select the **OK** button to close the open Modify menu.

    • If the Page Editor is open, select the Main Menu button in the title bar, then select **Exit Page Editor**. Select **Yes** when asked about saving your changes.

The Go to Page & Search behavior is now assigned to the object that you just modified. When the object is selected, the chosen page will open and the search box will display the results of the search parameters that you entered.

Add the Insert Label Behavior

The Insert Label behavior is one of the most commonly-used behaviors. Selecting a button with an Insert Label behavior will send the button's label text to the Message Window. The label text will be spoken when the Message Window is selected.

Whether you are using the Modify button or the Page Editor to add this behavior to a button, you will have to open the *Behavior Editor* menu (click here).

Once this menu is open, you can add the Insert Label behavior by following these steps:

1. Select the **Insert Label** behavior (listed in the Favorites category) in the left viewport of the *Behavior Editor* menu.

2. Select the **Add** button. The Insert Label behavior will be displayed in the *Steps* viewport in the *Behavior Editor* menu.

3. Select the **OK** button to close the *Behavior Editor* menu.

4. Select the **Label** text box. The system keyboard will open.

5. Enter the text you want to use as the button's label and select the **OK** button when finished.

6. The software will automatically search for symbols that correspond to the text that you entered. Based on the software's findings, continue with one of the options below:

    • If the label you entered has no associated symbol, the label will be added to the button without a symbol.

    • If the label has only one associated symbol, the symbol will be automatically added to the button. The symbol will appear next to the *Symbols* button in the *Modify Button* menu.

    • If the label is associated with more than one symbol, the *Select a Symbol* window will open to display all the available symbols. Select the

appropriate symbol (you may need to use the scroll bar to view all of the options). The symbol will appear next to the *Symbols* button in the *Modify Button* menu.

> **Note:** If you are assigning the behavior to a button, make any other desired changes (label font, colors, etc.). Refer to **Modifying a Button** for specific instructions.

> **Note:** If you are editing this button in the Page Editor, you will have to close the *Modify Button* menu, select the label, and then select the Modify button in the title bar to open the *Modify Label* menu before entering the desired label text. You will also have to select the symbol field and then select the Modify button in the title bar to open the *Modify Symbol* menu before selecting the desired symbol.

7. When you are finished editing, return to the normal communications mode in one of the following ways:

    • Select the **OK** button to close the open Modify menu.

    • If the Page Editor is open, select the Main Menu button in the title bar, then select **Exit Page Editor**. Select **Yes** when asked about saving your changes.

The Insert Label behavior is now assigned to the selected button.

Add the Insert Text Behavior

The Insert Text behavior is one of the most commonly-used behaviors. Selecting a button with an Insert Text behavior will send the button's text message to the Message Window. The text can be spoken when the Message Window is selected. For this behavior to work properly, a text message must be assigned to the button when the Insert Text behavior is selected.

Whether you are using the Modify button or the Page Editor to add this behavior to a button, you will have to open the *Behavior Editor* menu (click here).

Once this menu is open, you can add the Insert Text behavior by following these steps:

1. Select the **Insert Text** behavior (listed in the Favorites category) in the left viewport of the *Behavior Editor* menu.

2. Select the **Add** button. The system keyboard will open.

3. Enter the text you want the button to send to the Message Window.

> **Note:**   You can make the text dynamic by inserting an active label or a concept slot. Select the *Insert Active Label* button to include an active label, or select the *Make Slot* button to include a concept slot in the text. For more information on active labels and slots, refer to the following sections:
>
> *   ***Modifying an Active Label***
> *   ***Adding Slots to Button Text***

4. Select the **OK** button. The Insert Text behavior will be displayed in the *Steps* viewport in the *Behavior Editor* menu.

5. Select the **OK** button to close the *Behavior Editor* menu.

> **Note:**   If you are assigning the behavior to a button, make any other desired changes (label text, label font, symbol, colors, etc.). Refer to ***Modifying a Button*** for specific instructions.

6. When you are finished editing, return to the normal communications mode in one of the following ways:

    *   Select the **OK** button to close the open Modify menu.
    *   If the Page Editor is open, select the Main Menu button in the title bar, then select **Exit Page Editor**. Select **Yes** when asked about saving your changes.

The Insert Text behavior is now assigned to the selected button.

Add the Open Popup Exclusively Behavior

The Open Popup Exclusively behavior will open a popup that you specify when you add the behavior. Selections can be made on the popup, but not on the page behind it. The page behind the popup will be grayed out.

Whether you are using the Modify button or the Page Editor to add this behavior to a button, you will have to open the *Behavior Editor* menu (click here).

Once this menu is open, you can add the Open Popup Exclusively behavior by following these steps:

1. Select the **Behaviors** drop-down menu, then select **Common**. The viewport will show the behaviors available in the Common category.

2. Select the **Open Popup Exclusively** behavior in the left viewport of the *Behavior Editor* menu. You will have to use the scroll bar to find it in the viewport.

3. Select the **Add** button. The *Select a Popup* menu will open.

> **Note:**   As an alternative, You could select the **Search** button in the *Behavior Editor* menu, enter **"Open"** in the system keyboard and press the **OK** button, select *Open Popup Exclusively* from the *Choose Behavior* menu and select the **OK** button.

4. There are three methods you can use to find the appropriate popup:
    - To search for a popup by name, continue with step 5.
    - To manually find the popup name in the viewports, proceed to step 6.
    - To name a popup that you will create as the target for the Open Popup Exclusively behavior, proceed to step 7.

5. To use the Search feature, select the **Search** text box (the system keyboard will open).
    a. Enter the name of the popup you are looking for and select the **OK** button. The appropriate popup name will be highlighted in the right viewport of the *Select Page* menu.

> **Note:**   If several popups matched your search text, they will be listed in the viewport of the *Select Page* window. Select the desired popup from this list and then select the **OK** button to close the *Select Page* window. The popup you selected will then be highlighted in the right viewport of the *Select Popup* menu.

> **Note:**   If no popups matched your search text, the software will alert you that no matching popups were found. Select the **d** button to close the alert, and return to step 3 to search again using different text.

    b. Select the **OK** button. The *Select Popup* menu will close, and the name of the popup you selected will be shown in the *Steps* viewport of the *Behavior Editor* window.
    c. Proceed to step 8.

6. To find the popup in the viewports, select the name of the appropriate page set folder in the left viewport. If the page set you want to see is part of a larger page set, select the expansion box beside the top-level page set (or

double-select the folder). You may need to use the scroll buttons to the right of the viewport to look through all the available options.

a. In the right viewport, select the name of the popup you want to open. You may need to use the scroll buttons to the right of the viewport to see all the available popups.

> **Note:** A preview picture of the popup that is currently highlighted may be displayed to the right of the viewport. You may select the preview picture to close it.

b. Select the **OK** button. The *Select Popup* menu will close, and the name of the popup you selected will be shown in the *Steps* viewport of the *Behavior Editor* window.

c. Proceed to step 8.

7. To set the behavior to open a popup that you have not yet created, first use the left viewport to select the page set where you want the new popup to reside. Then, continue with this step:

a. Select the **New Page** button. The system keyboard will open.

b. Enter the name of the new popup and select the **OK** button. The name of the popup you entered will be shown in the *Steps* viewport of the *Behavior Editor* window.

c. Proceed to step 9.

> **Note:** Once you finish assigning the Open Popup Exclusively behavior, you must create the popup that you named in this step (in the appropriate page set) or the behavior will have no destination. Refer to ***Chapter 6: Creating Pages, Popups & Templates*** for more information.

8. Select the **OK** button to close the *Behavior Editor* menu.

> **Note:** If you are assigning the behavior to a button, make any other desired changes (label text, label font, symbol, colors, etc.). Refer to ***Modifying a Button*** for specific instructions.

9. When you are finished editing, return to the normal communications mode in one of the following ways:

- Select the **OK** button to close the open Modify menu.

- If the Page Editor is open, select **Main Menu > Exit Page Editor**. Select **Yes** when asked about saving your changes.

The Open Popup Exclusively behavior is now assigned to the selected button. When it is selected, the chosen popup will open, and the page behind it will be grayed out. Selections will only be possible on the popup itself.

Add the Pause Behavior

The Pause behavior adds a short pause between multiple behaviors that are assigned to one page object. For this behavior to work properly, the length of the pause must be specified when the behavior is added.

Whether you are using the Modify button or the Page Editor to add this behavior to a page object, you will have to open the *Behavior Editor* menu (click here).

Once this menu is open, you can add the Pause behavior by following these steps:

1. Select the **Behaviors** drop-down menu, then select **Environmental Control**. The viewport will display the behaviors that are available in the Environmental Control category.

2. Select the **Pause** behavior in the left viewport of the *Behavior Editor* menu.

3. Select the **Add** button.

> **Note:** As an alternative, You could select the **Search** button in the *Behavior Editor* menu, enter **"Pause"** in the system keyboard and press the **OK** button, select **Pause** from the *Choose Behavior* menu and select the **OK** button.

4. The *Enter Seconds* menu will open. Select the number of seconds the device should pause before initiating the next behavior in the list.

5. Select the **OK** button to close the *Enter Seconds* menu. The Pause behavior will be displayed in the *Steps* viewport in the *Behavior Editor* menu.

6. Select the **Pause** behavior in the *Steps* viewport.

7. Use the **Move Up** and **Move Down** buttons to change the position of the Pause behavior so that all of the behaviors assigned to the button occur in the desired sequence.

8. When the Pause behavior is in the desired location in the *Steps* viewport, select the **OK** button to close the *Behavior Editor* menu.

9. When you are finished editing, return to the normal communications mode in one of the following ways:

   - Select the **OK** button to close the open Modify menu.

- If the Page Editor is open, select **Main Menu > Exit Page Editor**. Select **Yes** when asked about saving your changes.

The Pause behavior is now assigned to the selected page object.

Add the Shut Down Device Behavior

The Shut Down Device behavior will turn off the device when the page object with this behavior is selected. You will be prompted "Do you want to turn off the device?" You can select the *Yes* button to turn the device off, or select the *No* button to leave the device turned on.

Whether you are using the Modify button or the Page Editor to add this behavior, you will have to open the *Behavior Editor* menu (click here).

Once this menu is open, you can add the Shut Down Device behavior by following these steps:

1. Select the **Behaviors** drop-down menu, then select **Common**. The viewport will show the behaviors available in the Common category.

2. Select the **Shut Down Device** behavior in the left viewport of the *Behavior Editor* menu.

3. Select the **Add** button.

> **Note:** As an alternative, You could select the **Search** button in the *Behavior Editor* menu, enter **"Shut"** in the system keyboard and press the **OK** button, select **Shut Down Device** from the *Choose Behavior* menu and select the *OK* button. Then proceed to step 4.

4. Select the **OK** button to close the *Behavior Editor* menu.

> **Note:** If you are assigning the behavior to a button, make any other desired changes (label text, label font, symbol, colors, etc.). Refer to ***Modifying a Button*** for specific instructions.

5. When you are finished editing, return to the normal communications mode in one of the following ways:
   - Select the **OK** button to close the open Modify menu.
   - If the Page Editor is open, select Main Menu > **Exit Page Editor**. Select **Yes** when asked about saving your changes.

The Shut Down Device behavior is now assigned to the selected page object.

Add the Speak Label Behavior

When a button with the Speak Label behavior is selected, the Series 5 device will immediately speak the button's text label.

Whether you are using the Modify button or the Page Editor to add this behavior to a button, you will have to open the *Behavior Editor* menu (click here).

Once this menu is open, you can add the Speak Label behavior by following these steps:

1. Select the **Speak Label** behavior (listed in the Favorites category) in the left viewport of the *Behavior Editor* menu.

2. Select the **Add** button. The Speak Label behavior will be displayed in the *Steps* viewport in the *Behavior Editor* menu.

3. Select the **OK** button to close the *Behavior Editor* menu.

4. Select the **Label** text box and enter text that you want the device to speak when you select this button.

> **Note:** If you are editing this button in Page Editor, you will have to close the *Modify Button* menu, select the label, and then select the Modify button in the title bar to open the *Modify Label* menu before entering appropriate label text.

5. The software will automatically search for symbols that correspond to the text that you entered. Based on the software's findings, continue with one of the options below:

    • If the label you entered has no associated symbol, the label will be added to the button without a symbol.

    • If the label has only one associated symbol, the symbol will be automatically added to the button. The symbol will appear next to the *Symbols* button in the *Modify Button* menu.

    • If the label is associated with more than one symbol, the *Select a Symbol* window will open to display all the available symbols. Select the appropriate symbol (you may need to use the scroll bar to view all of the

options). The symbol will appear next to the *Symbols* button in the *Modify Button* menu.

⚑ **Note:** If you are editing this button in the Page Editor, you will have to close the *Modify Button* menu, select the symbol field and then select the Modify button in the title bar to open the *Modify Symbol* menu before selecting the desired symbol.

⚑ **Note:** If you are assigning the behavior to a button, make any other desired changes (label font, colors, etc.). Refer to ***Modifying a Button*** for specific instructions.

---

6. When you are finished editing, return to the normal communications mode in one of the following ways:

    - Select the **OK** button to close the open Modify menu.
    - If the Page Editor is open, select **Main Menu > Exit Page Editor**. Select **Yes** when asked about saving your changes.

The Speak Label behavior is now assigned to the selected page object.

Add the Speak Text Behavior

When a page object with the Speak Text behavior is selected, the Series 5 device will immediately speak a text message that has been assigned to the object. For this behavior to work properly, a text message must be composed when the Speak Text behavior is assigned.

Whether you are using the Modify button or the Page Editor to add this behavior to a button, you will have to open the *Behavior Editor* menu (click here).

Once this menu is open, you can add the Speak Text behavior by following these steps:

1. Select the **Speak Text** behavior (listed in the Favorites category) in the left viewport of the *Behavior Editor* menu.

2. Select the **Add** button. The system keyboard will open.

3. Enter the text that should be spoken when the button is selected.

> **Note:** You can make the text dynamic by inserting an active label. Select the *Insert Active Label* button in the system keyboard to choose the active label that you want to include in the text. Your options include date and time information, system setting information, and personal information from the User Setup Wizard. For a description of active labels, refer to ***Modifying an Active Label***. For a list of the active labels that are available, refer to ***Define the Active Label Type***.

4. Select the **OK** button. The Speak Text behavior will be displayed in the *Steps* viewport in the *Behavior Editor* menu.

5. Select the **OK** button to close the *Behavior Editor* menu.

> **Note:** If you are assigning the behavior to a button, make any other desired changes (label text, label font, symbol, colors, etc.). Refer to ***Modifying a Button*** for specific instructions.

6. When you are finished editing, return to the normal communications mode in one of the following ways:
    - Select the **OK** button to close the open Modify menu.
    - If the Page Editor is open, select **Main Menu > Exit Page Editor**. Select **Yes** when asked about saving your changes.

The Speak Text behavior is now assigned to the selected page object.

Chapter 9:   Working with Symbol Sets

Using symbols to represent words, names, phrases, sentences and other messages can provide some individuals with a communication environment in which vocabulary choices can be made effectively and independently. Symbols provide an opportunity for people who are not literate or who are still developing literacy skills to have an effective representation of words and thoughts for speech or written communication.

- **DynaSyms** - The DynaVox Series 5 software features two different versions of DynaSyms, the visual language system developed by Faith Carlson, M.A., CCC-SLP:

DynaSyms	The DynaSyms symbol set features thousands of symbols developed exclusively for DynaVox Series 5 software. These symbols feature more elaborate drawings than the classic DynaSyms, and they may be more appealing to people with fine visual acuity.
DynaSyms Classic	These symbols feature simple line drawings and may be more easily read by individuals with limited visual acuity. The DynaSyms Classic symbols may also be more familiar for individuals who have used DynaVox 3100 products.

- **InterAACT** - The InterAACT symbol set contains the background pictures used to create the visual scene pages and popups, as well as supplemental symbols that are used throughout the InterAACT page sets.
- **PCS** - The DynaVox Series 5 software also includes the Picture Communication Symbols (PCS) set of symbols for use with your Series 5 device. The PCS library includes over 10,000 symbols, which are transparent, simple line drawings used to represent words and phrases for communication and learning.

- **PCS Animated** - The DynaVox Series 5 software also includes a set of animated Picture Communication Symbols (PCS). The PCS Animated symbol set contains approximately 1400 animated symbols.

- **System Symbols** - System symbols are used to illustrate the buttons in menus, and are limited in number and kind.

- **My Symbols** - The DynaVox Series 5 software gives you the ability to create custom symbols, whether by importing pictures, modifying copies of existing symbols, or drawing symbols from scratch. The default symbol set for your custom symbols is called My Symbols, but you may also create any number of different custom symbol sets, allowing you to store your custom symbols in an organized fashion.

All of the symbols used on your Series 5 device can be managed and customized within the *Symbol Browser* menu.

To open the *Symbol Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Symbol Browser** button. The *Symbol Browser* menu will open.

SYMBOL BROWSER MENU

This menu offers the following features:

Left Viewport	Each symbol is assigned to a concept (or category). These concepts are presented in the left viewport as an expanding tree of folder-shaped icons. The top level of this tree is the *Top Concept* folder, and holds all the concepts and symbols.
	Directly under the *Top Concept* folder is the *Custom Symbols* concept (represented by a gray, circular button). This concept is assigned to all custom symbols that you create or modify. The *Custom Symbols* concept provides an easy way for you to search through your custom symbols.
	The main concepts are below the *Custom Symbols* concept icon. An expansion box will be displayed to the left of any concept that contains any sub-concepts. When an expansion box with a [+] is selected, the sub-concepts inside the selected concept are displayed below the folder in the viewport. When an expansion box with the [-] is selected, the folder will close again.
Right Viewport	The right viewport displays all of the symbols that are assigned to the concept that is selected in the left viewport.
Search	Select the *Search* text box to find an individual symbol by name. The Search feature is the most efficient method for finding an item in the *Symbol Browser* menu.
Add	Use the *Add* button to import a symbol into one of the available symbol sets, or to create a symbol from an imported picture file.
View/Edit	View or edit the properties of the symbol you selected in the right viewport. If you selected a symbol that was provided by DynaVox, the *View* button enables you to view the symbol properties. If you selected a custom symbol that you created or modified, the *Edit* button enables you to edit the symbol properties.
Sets	Open the *Symbol Set Browser* menu, which provides tools for creating new symbol sets, editing the available symbol sets and determining which symbol sets are active (the active symbol sets are listed above the viewport in the *Symbol Browser* menu).
Copy	Make a copy of the selected symbol and then add the copy to a different symbol set.

Delete	Permanently remove a selected symbol from the *Symbol Browser* menu.
OK	Save any changes made in the *Symbol Browser* menu and close the menu.

> **Note:** To ensure that the right symbols are presented when you select the *Search* button, the DynaVox Series 5 software will check all of the word forms of a given word to find symbol matches. For example, if you search for "shoe" and the actual label of the symbol is "shoes," the symbol will still be presented.

Animated Symbols

The PCS symbol set and the DynaSyms symbol set each contain some symbols with built-in animation. Animated symbols can provide easier visual recognition for some users. However, for some users, animated symbols may prove to be too distracting.

You can use the *Interface Features* menu to enable or disable the animation for all symbols in use on your pages and popups. For step-by-step instructions on enabling or disabling the symbol animation feature, see **Activate/Deactivate the Button Animation Feature**.

> **Note:** This setting will not affect the symbols that do not contain built-in animation.

Create a New Custom Symbol Set

If you create unique symbols by using imported pictures or by customizing existing symbols, you must store them in a separate symbol set. The DynaVox Series 5 software provides a My Symbols set that will, by default, contain all of the symbols you customize or create. In addition, you can create other custom symbol sets to organize your custom symbols into logical groups.

> **Note:** You may create any number of custom symbol sets that allow you to edit copies of existing symbols and create new symbols. However, having an abundance of custom symbols or custom symbol sets can slow down the search efficiency and overall operation of the DynaVox Series 5 software.

To add a new symbol set to the *Symbol Browser* menu:

1.   Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2.   Select the **Symbol Browser** button. The *Symbol Browser* menu will open.

3.   Select the **Sets** button. The *Symbol Set Browser* menu will open.

4.   Select the **New** button. The system keyboard will open.

5.   Enter a name for the new symbol set and select the **OK** button. The new symbol set will be added to the viewport in the *Symbol Set Browser* menu. You may need to use the scroll buttons to see the new custom symbol set in the viewport.

6.   Select the **OK** button to close the *Symbol Set Browser* menu (and all open menus).

Copy a Symbol to a Custom Symbol Set

The default symbol sets that were provided with the Series 5 device are uneditable - you cannot modify the symbols themselves or the symbol sets. However, you can copy a symbol from a provided symbol set and store the copy in a custom symbol set. Doing so enables you to:

 • Modify the copied symbol to suit your own needs and preferences while maintaining the original symbol in a different symbol set (see ***Customize a Symbol***).

 • Use the copied symbol without making the entire provided symbol set available, which frees up system resources and makes searches more efficient.

The *Symbol Preferences* drop-down menu in the *Interface Features* menu enables you to select which symbol set(s) are available for the device to use at any given time (see ***Select Symbol Preferences***). If you want to deactivate a particular symbol set, but would still like to use a few selected symbols from that set, you can copy those symbols and add them to the custom symbol set you are using.

To copy a symbol and add it to a new symbol set:

1.   Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2.   Select the **Symbol Browser** button. The *Symbol Browser* menu will open.

3. Select the **Sets** button. The *Symbol Set Browser* menu will open.

SYMBOL SET BROWSER MENU
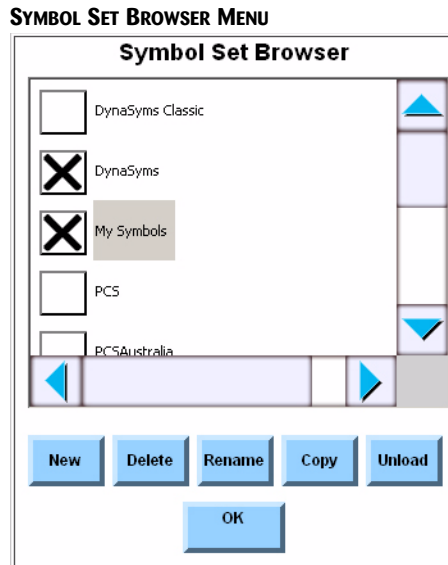
4. Select the check box beside the symbol set that features the symbol that you want to copy.

5. Select the **OK** button to close the *Symbol Set Browser* menu. The symbol set you chose will be featured in the *Symbol Browser* menu.

    You can use the scroll buttons beside the viewports in this menu to look for the symbol that you want to copy, or you can search for the symbol by name. If you want to use the scroll buttons, continue with step 6. If you want to use the Search feature, proceed to step 7.

6. To find the symbol by scrolling through the viewports, select the expansion box beside the *Top Concept* folder in the left viewport (or double-select the folder).

    a. Select the expansion box beside the category folder (or double-select the folder) that contains the symbol you are looking for. The category will expand to display the names of several sub-categories. You may need to use the up and down scroll buttons to look through all the available folders in the left viewport.

    b. Select the name of the sub-category that includes the symbol that you want to copy. You may need to use the up and down scroll buttons to look through all the available categories in the left viewport.

    c. In the right viewport, select the symbol that you want to copy. You may need to use the up and down scroll buttons to look through all the symbols. Continue with step 8.

7. To use the Search feature, select the **Search** text box (the system keyboard will open).

   a. Enter the name of the symbol you are looking for.

   b. Select the **OK** button. Any symbols that are associated with the name you entered will be displayed in the right viewport of the *Symbol Browser* menu.

   c. Select the appropriate symbol in the right viewport. Continue with step 8.

8. Select the **Copy** button. If you have not created additional custom symbol sets, the symbol will be copied to the *My Symbols* set. Proceed to step 9. If you have created custom symbol sets, continue with this step.

   a. The *Select a Symbol Set* menu will open, displaying all of the custom symbol sets you have created.

   b. Select the custom symbol set to which you want to add the copy of the symbol.

   c. Select the **OK** button to close the *Select a Symbol Set* menu. The copy of the symbol will be added to the selected symbol set.

9. Select the **OK** button to close the *Symbol Browser* menu. Keep selecting the **OK** button to close all open menus.

Delete a Symbol

You may permanently delete a symbol from the *Symbol Browser* menu. Deleting unwanted symbols can increase search efficiency and free up system resources.

> **Note:** You can only delete a symbol from the My Symbols symbol set or from a symbol set that you created. You cannot delete symbols from the symbol sets that were provided with your Series 5 device.

To permanently delete a symbol from the *Symbol Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Symbol Browser** button. The *Symbol Browser* menu will open.

3. Select the **Sets** button. The *Symbol Set Browser* menu will open.

4. Select the check box beside the custom symbol set that features the symbol that you want to delete.

5. Select the **OK** button to close the *Symbol Set Browser* menu. The symbol set you selected will be featured in the *Symbol Browser* menu.

You can use the scroll buttons beside the viewports in this menu to look for the symbol that you want to delete, or you can search for the symbol by name. If you want to use the scroll buttons, continue with step 6. If you want to use the Search feature, proceed to step 7.

6. To find the symbol by scrolling through the viewports, select the expansion box beside the *Top Concept* folder (or double-select the folder) in the left viewport.

   a. Select the expansion box beside the category folder (or double-select the folder) that contains the symbol you are looking for. The category will expand to display the names of several sub-categories. You may need to use the up and down scroll buttons to look through all the available folders in the left viewport.

   b. Select the name of the sub-category that includes the symbol that you want to delete. You may need to use the up and down scroll buttons to look through all the available categories in the left viewport.

   c. In the right viewport, select the symbol that you want to delete. You may need to use the up and down scroll buttons to look through all the symbols. Continue with step 8.

7. To use the Search feature, select the **Search** text box (the system keyboard will open).

   a. Enter the name of the symbol you are looking for.

   b. Select the **OK** button. Any symbols that are associated with the name you entered will be displayed in the right viewport of the *Symbol Browser* menu.

   c. Select the symbol that you want to delete in the right viewport. Continue with step 8.

8. Select the **Delete** button.

9. Select the **Yes** button to confirm that you want to delete the symbol. Be careful, as you will not be able to retrieve the symbol after it is deleted.

10. Select the **OK** button to close the *Symbol Browser* menu. Keep selecting the **OK** button to close all open menus.

Customize a Symbol

You can customize a symbol's appearance and vocabulary association in several ways. You can make simple changes to the symbol's appearance by coloring areas of the symbol. You can change the words and meaning related to

the symbol by assigning or changing the symbol's part of speech, associated labels and associated concepts.

> **Note:** Only symbols in your custom symbol set(s) may be customized. If you want to customize a symbol that was provided with your Series 5 device, you must first copy that symbol into one of your custom symbol sets. Refer to ***Copy a Symbol to a Custom Symbol Set*** for detailed instructions.

To customize a symbol:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Symbol Browser** button. The *Symbol Browser* menu will open.

3. Select the **Sets** button. The *Symbol Set Browser* menu will open.

4. Select the check box beside the custom symbol set that contains the symbol that you want to customize. You should also clear the check box beside all other custom symbol sets.

5. Select the **OK** button to close the *Symbol Set Browser* menu. The symbol set you selected will be featured in the *Symbol Browser* menu.

   You can use the scroll buttons beside the viewports in this menu to look for the symbol that you want to customize, or you can search for the symbol by name. If you want to use the scroll buttons, continue with step 6. If you want to use the *Search* feature, proceed to step 7.

6. To find the symbol by scrolling through the viewports, select the expansion box beside the *Top Concept* folder (or double-select the folder) in the left viewport.

   a. Select the expansion box beside the category folder (or double-select the folder) that contains the symbol you are looking for. The category will expand to display the names of several sub-categories. You may need to use the up and down scroll buttons to look through all the available folders in the left viewport.

   b. Select the name of the sub-category that includes the symbol that you want to customize. You may need to use the up and down scroll buttons to look through all the available categories in the left viewport.

   c. In the right viewport, select the symbol that you want to customize. You may need to use the up and down scroll buttons to look through all the symbols. Continue with step 8.

7. To use the Search feature, select the **Search** text box (the system keyboard will open).

   a. Enter the name of the symbol you are looking for.

b. Select the **OK** button. Any symbols that are associated with the name you entered will be displayed in the right viewport of the *Symbol Browser* menu.

c. Select the symbol that you want to customize in the right viewport. Continue with step 8.

8. Select the **Edit** button. The *Symbol Editor* menu will open.

SYMBOL EDITOR MENU
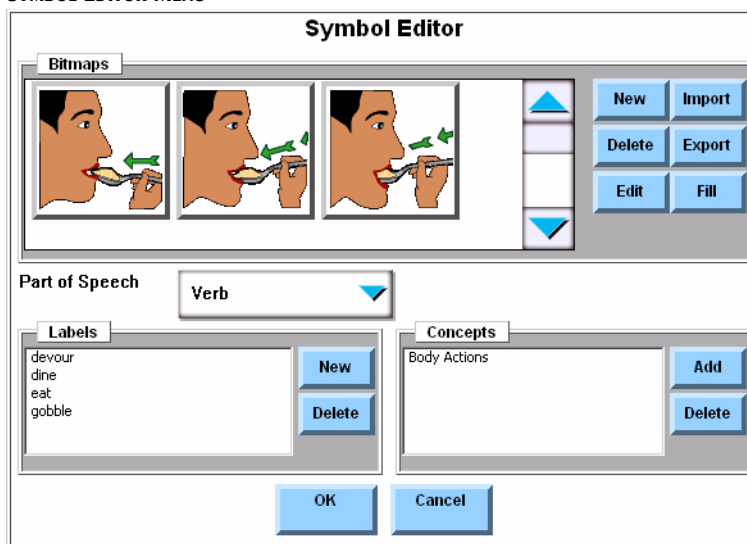
📖 **Note:**   If you are using the DynaVox Series 5 software on a Windows computer, the *Bitmaps* viewport will also contain an *Edit* button. Selecting the symbol in the viewport and then selecting the *Edit* button will launch Microsoft Paint, enabling you to use that software program to edit the symbol. When you are finished, select *File* from the toolbar, and then select *Save*. To close Microsoft Paint, select *File* from the toolbar, and then select *Quit*. The edited symbol will appear in the *Bitmaps* viewport of the *Symbol Editor* menu.

9. If you want to change the color of the symbol, select the symbol in the *Bitmaps* viewport and then complete the rest of this step.

a. Select the **Fill** button. A new window with a color palette will open.

b. Select a color button.

📖 **Note:**   If you want to use a color that is not displayed in the available palette, select the *Pick Another Color* button to open the *Color Selector* menu (click here).

c. Select an area of the symbol. The selected area will fill with the color that was selected in the previous step.

> **Note:** To make it easier to select small areas of a symbol, select the *Zoom In* button until the symbol has reached an accessible size.

> **Note:** Transparent areas always appear to be purple in this window.

d. Repeat steps 9a through 9c until the symbol contains all the colors you want.

e. Select the **Save** button to save the new color choices and return to the *Symbol Editor* menu. Then continue with step 10.

10. To associate the symbol with a specific part of speech (or change the part of speech that is currently assigned) select the **Part of Speech** drop-down menu and then select the most appropriate option.

11. To add a new label to the symbol, select the **New** button in the *Labels* group box and then complete the rest of this step.

    a. Use the open system keyboard to enter the new label.

    b. Select the **OK** button to close the system keyboard. The new label will be listed in the *Labels* viewport. Continue with step 12.

12. To delete a label that is assigned to the symbol, select the label in the *Labels* viewport and then complete the rest of this step.

    a. Select the **Delete** button.

    b. Select the **OK** button to confirm that you want to delete the label. Continue with step 13.

13. To add a new concept to the symbol, select the **Add** button in the *Concepts* group box and then complete the rest of this step.

    You can use the scroll buttons beside the viewport in this menu to look for the appropriate concept, or you can search for the concept by name. If you want to use the scroll buttons, continue with step 15a. If you want to use the Search feature, proceed to step 15b.

    a. To find a concept by looking through the viewport, select the expansion box beside the *Top Concept* folder (or double-select the folder). The folder will expand to display all the top-level concepts. Select the check box beside the name of a top-level concept (you may need to use the scroll buttons to see all the available items) or select the expansion box beside a top-level concept (or double-select the folder) to access check boxes for smaller concepts. Select the check box beside the name of

       each concept that you want to assign to the symbol and then continue with step 13c.

    b. To use the Search feature, select the **Search** text box (the system keyboard will open). Enter the entire name of the concept you are looking for, then select the **OK** button. The concept you searched for will be highlighted in the *Select Concepts* viewport. Continue with step 13c.

    c. Select the check box beside the highlighted concept name.

    d. Select the **OK** button to close the *Select Concepts* menu. The new concept will be added to the *Concepts* viewport. Continue with step 14.

14. To delete a concept that is assigned to the symbol, select the concept in the *Concepts* viewport and then complete the rest of this step.

    a. Select the **Delete** button.

    b. Select the **OK** button to confirm that you want to delete the concept.

15. Select the **OK** button to close the *Symbol Editor* menu. Keep selecting the **OK** button to close all open menus.

Save a Digital Picture as a Symbol

The DynaVox Series 5 software enables you to use your own digital pictures as symbols for buttons.

> **Note:** Before beginning these steps, make sure the digital picture is scaled within the maximum size restraints - 5000 pixels wide by 5000 pixels high. You will not be able to import pictures larger than this.

In order to import the digital picture, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

> **Note:** If you are using an open Series 5 device (or a Windows computer running the DynaVox Series 5 software), you can select a digital picture from the Windows Explorer on your device and drag and drop it onto a button in the DynaVox Series 5 software. Refer to ***Drag and Drop a Picture as a Symbol*** for more information.

To create a custom symbol from a digital picture, follow the steps below:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc that contains the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

    If you are using a Windows computer that is running the DynaVox Series 5 software, connect the file sharing device to the appropriate port on your computer. If your computer has an internal CD drive, you can use it to import a file from a CD. (You should also launch the DynaVox Series 5 software on your computer.)

> **Note:** If you are using an open Series 5 device, or the DynaVox Series 5 software on a Windows computer, a Microsoft window may appear and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **Symbol Browser** button. The *Symbol Browser* menu will open.

4. Select the **Add** button. If you have not created additional custom symbol sets, the new symbol will be added to the *My Symbols* set. Proceed with step 7. If you have created additional custom symbol sets, continue with this step.

    a. The *Select a Symbol Set* menu will open, displaying all of the custom symbol sets you have created.

    b. Select the custom symbol set where you want to add the new symbol.

    c. Select the **OK** button to close the *Select a Symbol Set* menu. The new symbol will be added to the selected symbol set.

> **Note:** If you want to create a separate symbol set for symbols that you have customized, follow the steps in ***Create a New Custom Symbol Set***.

5. The *Symbol Editor* menu will open. Select the **Import** button. The *Select File* menu will open.

6. Select the location that contains the digital picture file that you want to use as a symbol:

   • If the file is on an external file sharing device (USB flash drive, CD or DVD), proceed to step 7.

   • If the file is on your Series 5 device (or Windows computer) hard drive, proceed to step 9.

> **Note:** If the file is in the *Images* folder on your device hard drive (*C:\5100\User Files\Images* on an open Series 5 device), proceed to step 9.

7. If the file is located on a file sharing device, complete this step:

   a. Select the **Show All Directories** check box.

   b. In the left viewport, select the icon that represents the file sharing device that is connected to your Series 5 device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

   DRIVE ICONS
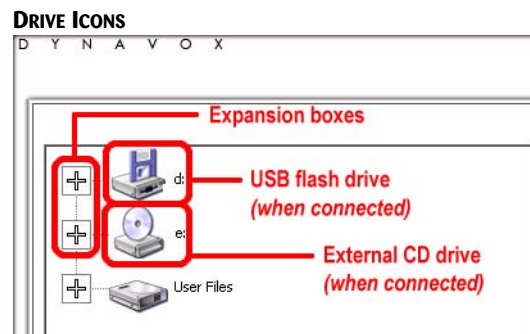
   c. Proceed to step 9.

8. If the file is located on your Series 5 device (or Windows computer) hard drive, complete this step:

   a. Use the left viewport to navigate to the folder that contains the file that you want to use. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

   • If you are using a dedicated Series 5 device, and you are importing the file from another user on the same device, the file should be *Shared* folder. Select the **Shared** icon in the left viewport.

   • If you are using an open Series 5 device, and you are importing the file from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. To open the *Shared* folder

(the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.

b. Proceed to step 9.

9. In the right viewport, select the name of the digital picture file that you want to use as a symbol.

10. Select the **OK** button to close the *Select File* menu.

11. The next window will ask you to choose an approximate size for the picture before importing it. This will save storage space on the device's hard drive. Select the button that reflects the appropriate size at which you will use this picture on your custom pages: *Small*, *Medium* or *Large* (if you do not know the size at which you will use the picture, select *Large*).

12. The system keyboard will open, prompting you to enter a label for the symbol. To use the name of the digital picture file as the label for the new symbol, select the **OK** button. To give the symbol a different label, enter a new label and then select the **OK** button.

    At this point, the *Symbol Editor* menu will display the following:

    • The *Bitmaps* viewport will show the digital picture.
    • The *Labels* viewport will show the label that you entered.
    • The *Concepts* viewport will show the *Custom Symbols* concept.

13. The default part of speech for the new symbol is *Noun*. To assign a part of speech to the new symbol, select the **Part of Speech** drop-down menu and then select one of the available options.

14. To add another label to the symbol, select the **New** button in the *Labels* group box (the system keyboard will open) and then complete the rest of this step.

    a. Enter the new label.
    b. Select the **OK** button. The new label will be listed in the *Labels* viewport.
    c. To add another label to this symbol, select the **New** button in the *Labels* group box and repeat steps a - b.
    d. To remove a label from this symbol, select the label name in the *Labels* viewport and then select the **Delete** button in the *Labels* group box.

15. Adding a concept tag to your new symbol will associate it with a small group of similar symbols. This will make it easier to find in the *Symbol Browser* menu. Concept tags also make symbols available for concept searches. To add a concept to the new symbol, select the **Add** button in the *Concepts* group box (the *Select Concepts* menu will open) and complete this step.

    a. In the *Select Concepts* menu, find a concept by using one of the following methods:

- Select the *Search* text box and enter the name of the concept you want to find. Select the **OK** button to close the system keyboard. The appropriate concept will be highlighted in the viewport. Select the check box next to the highlighted concept icon.

- Visually search through the concepts in the viewport. You can select a concept's expansion box (with a [+]) to display the concepts and sub-concepts that it contains. Selecting an open expansion box (with a [-]) will close the concept again. Use the scroll bar to view all of the available options. Once you find the concept you want, select the check box next to the concept icon.

b. Select the **OK** button to close the *Select Concepts* menu. The concept you selected will be added to the *Concepts* viewport in the *Symbol Editor* menu.

c. To add another concept to this symbol, select the **Add** button in the *Concepts* viewport and repeat steps a-b.

d. To remove a concept from this symbol, select the concept name in the *Concepts* viewport and then select the **Delete** button in the *Concepts* group box.

16. Select the **OK** button to close the *Symbol Editor* menu. Keep selecting the **OK** button to close all open menus.

17. You may disconnect the file sharing device if you wish.

Your new picture symbol is now saved as part of the designated custom symbol set.

> **Note:** Once a picture has been saved as a symbol, the picture no longer needs to be stored as a separate picture file on your Series 5 (or Windows computer) hard drive. If you choose to delete the picture file from the hard drive, you may want to export it to a file sharing device first. Refer to ***Export a Digital Picture*** for more information. Deleting unnecessary pictures from the device's hard drive will conserve storage space.

SHARING SYMBOLS

The following procedures enable you to create separate files (with a *.bmp* extension) that contain custom symbols.

Use the instructions in this section to learn how to create and share these symbol files with other Series 5 devices, as well as with a Windows computer running DynaVox Series 5 software.

Import a Symbol

You can import a symbol that was created by another DynaVox user into the *Symbol Browser* menu. This enables you to incorporate symbols that were developed on other Series 5 devices, other users on the same Series 5 device, and on Windows computers running the Series 5 software into your Series 5 page sets.

In order to import the symbol file, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

To import a symbol:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

   If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu.** The *Tools* menu will open.

3. Select the **Symbol Browser** button. The *Symbol Browser* menu will open.

4. Select the **Add** button. If you have not created any custom symbol sets, the symbol will be imported to the *My Symbols* set. Continue with step 5.

   a. If you have created custom symbol sets, the *Select a Symbol Set* menu will open.

   b. Select the custom symbol set into which you want to import the copy of the symbol.

   c. Select the **OK** button to close the *Select a Symbol Set* menu. The copy of the symbol will be imported to the selected symbol set.

5. The *Symbol Editor* menu will open. Select the **Import** button. The *Select File* menu will open.

6. The *Files of Type* drop-down menu defaults to display *All Images.* Select the **Files of Type** drop-down menu, and choose the picture file type that corresponds to the picture you want to import.

7. Select the location that contains the file you want to import:

   • If the file is on a file sharing device, proceed to step 8.

   • If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 9.

8. To import from a file sharing device, complete this step:

   a. Select the **Show All Directories** check box.

   b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

   c. Proceed to step 10.

9. To import from another folder on your Series 5 device (or Windows computer) hard drive, complete this step:

   a. Select the **Show All Directories** check box.

   b. Use the left viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see

the sub-folders that it contains. Select a folder to see its contents in the right viewport.

- If you are using a dedicated Series 5 device, and you are importing the file from another user on the same device, the file should be *Shared* folder. Select the **Shared** icon in the left viewport.

- If you are using an open Series 5 device, and you are importing the file from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. To open the *Shared* folder (the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.

c. Proceed to step 10.

10. In the right viewport, select the name of the symbol that you want to import. Select the **OK** button to continue.

11. You may see a window that asks you to choose an approximate size for the picture before importing it. This will save storage space on the hard drive. Select the button that reflects the appropriate size that this picture will be on your custom pages: *Small*, *Medium* or *Large* (if you do not know the size of the picture, or the size at which you will use the picture, select *Large*). If this window does not appear, continue with step 12.

12. The system keyboard will open, with the file name of the picture entered as the default label text. Enter a label for the new symbol (or keep the picture name at the label text) and select the **OK** button. The label will be displayed in the *Labels* viewport, and the imported symbol will be displayed in the *Bitmaps* group box.

13. Since you are importing the symbol into one of your custom symbol sets, it will have "Custom Symbol" listed in the *Concepts* group box. If you want to add other concepts to this symbol, select the **Add** button in the *Concepts* group box and complete this step:

a. In the *Select Concepts* menu, find a concept by using one of the following methods:

- Select the *Search* text box and enter the name of the concept you want to find. Select the **OK** button to close the system keyboard. The appropriate concept will be highlighted in the viewport. Select the check box next to the highlighted concept.

- Visually search through the concepts in the viewport. You can select a concept's expansion box (with a [+]) to display the concepts and sub-concepts that it contains. Selecting an open expansion box (with a [-]) will close the concept again. Use the scroll bar to view all of the available options. Once you find the concept you want, select the check box next to the concept icon.

b. To assign additional concepts to this symbol, repeat step 13a.

c. Select the **OK** button to close the *Select Concepts* menu.

14. The default part of speech for the new symbol is *Noun*. To assign a part of speech to the new symbol, select the **Part of Speech** drop-down menu and then select one of the available options.

15. Select the **OK** button to close the *Symbol Editor* menu. Keep selecting the **OK** button to close all open menus.

16. You may disconnect the file sharing device if you wish.

The new symbol will be available in the *Symbol Browser* menu when the appropriate symbol set is selected in the *Select Symbol Set* menu.

Export a Symbol

You can share your symbols with other Series 5 users. In order to do so, you must export the symbol(s), creating a separate file (with the *.bmp* extension) that contains the data you want to share.

Exporting a symbol enables you to share it with other Series 5 devices, other users on the same Series 5 device, and Windows computers running the DynaVox Series 5 software.

You can export a symbol file to one of the following locations:

- A folder on your Series 5 device hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

To export a symbol, follow the steps below:

1. If you are exporting to a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

   If you are exporting from the Series 5 software on a Windows computer, connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer).

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **Symbol Browser** button. The *Symbol Browser* menu will open.

4. Select the **Sets** button. The *Symbol Set Browser* menu will open.

5. Make sure that the custom symbol set that contains the symbol that you want to export is selected. Also, make sure that the symbol sets provided by DynaVox are not selected.

6. Select the **OK** button to close the *Symbol Set Browser* menu.

7. Use the *Select a Symbol* menu to select a symbol:

    - Select the *Search* text box and enter the name of the symbol you want to find. Select the **OK** button to close the system keyboard. The symbols that match the search text will appear in the right viewport.

> **Note:** You can perform wildcard searches using the asterisk (*) as the wildcard character. For example, if you enter *cat**, the software will present symbols that begin with *cat* (like *catalog* or *catch*). If you enter **days*, the software will present any symbols with names that end with *days* (like *weekdays* and *holidays*).

    - Visually search through the symbol concepts in the left viewport, selecting a folder to display its contents in the right viewport. Use the scroll bar to view all of the available options.

> **Note:** If you want to see a smaller list of symbols, select the expansion box beside the folder name in the left viewport (or double-select the folder). The folder will expand to display a number of smaller categories. Select the name of the category that includes the symbol you are looking for.

8. Select the symbol that you want to export in the right viewport.

9. Select the **Edit** button. The *Symbol Editor* menu will open.

10. If the symbol is not already selected in the *Bitmaps* viewport, select it.

11. Select the **Export** button. The *Enter File Name* menu will open.

12. Select the destination for the file you want to export:

    - To export to a file sharing device, proceed to step 13.
    - To export to a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 14.

13. To export to a file sharing device, complete this step:

    a. Select the **Show All Directories** check box.

b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS
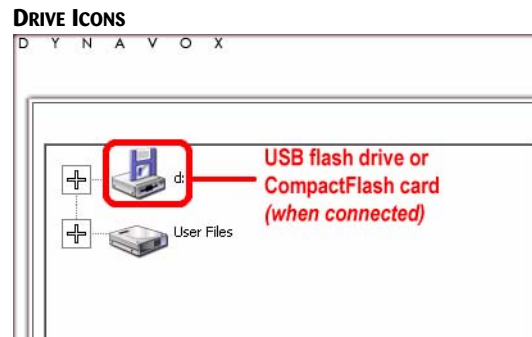
c. Proceed to step 15.

14. To export to a folder on your Series 5 (or Windows computer) device hard drive, complete this step:

a. Select the **Show All Directories** check box.

b. Use the left viewport to navigate to the folder where you want to export the file. Select the expansion box [+] next to a folder to see the sub-folders that it contains.

c. Select the destination folder in the left viewport.

- If you are using a dedicated Series 5 device, and you are exporting the file so that it can be imported by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.

- If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> **Note:** If you are using an open Series 5 device (or Windows computer), you may export the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

d. Proceed to step 15.

15. Select the **Name** text box. The system keyboard will open.

16. Enter a name for export file that will be created and select the **OK** button.

> **Note:**   The (*.bmp*) extension will be assigned to the new file.

17. Select the **OK** button to close the *Symbol Editor* menu. Keep selecting the **OK** button to close all open menus.

18. You may disconnect the file sharing device if you wish.

A copy of the symbol file (with the *.bmp* extension) can now be found in the destination that you selected.

- To share the file with another Series 5 user (on the same or a different device), or with a Windows computer running the DynaVox Series 5 software, see ***Import a Symbol***.

- To burn the exported file to CD or DVD using an external drive (open Series 5 device or Windows computer only), see ***Burn a File to CD or DVD***.

Chapter 10:   Using the Page Editor

In addition to customization tools like the User Setup Wizard, the Modify button and the Quick Page feature, the DynaVox Series 5 software provides a Page Editor. The Page Editor enables individuals to create original communication pages without relying on the use of pre-programmed pages and templates.

> **Note:**   If you want to add or delete objects on a page, you must use the Page Editor. If you simply want to modify an existing page element, you can usually do so using the Modify button (refer to **Chapter 7: Using the Modify Button** for more information).

The Page Editor can be used only for creating/editing pages and popups and and for setting the default settings for future pages; it cannot be used for speech communication. When the Page Editor is open, the following changes will occur to your device:

- Your device's speech engine will be temporarily suspended and the contents of the Message Window will be hidden. If any text was displayed in the Message Window when the Page Editor was opened, it will be restored when the Page Editor is closed.
- Every object on the page will display "handles" that enable you to select it. Once an object is selected, you can edit its properties.

- Additional tools will appear in the title bar, as shown in the following screen. (Refer to *Undock the Tools Palette* to make the *Tools* palette float over the active page.)

PAGE EDITOR TITLE BAR
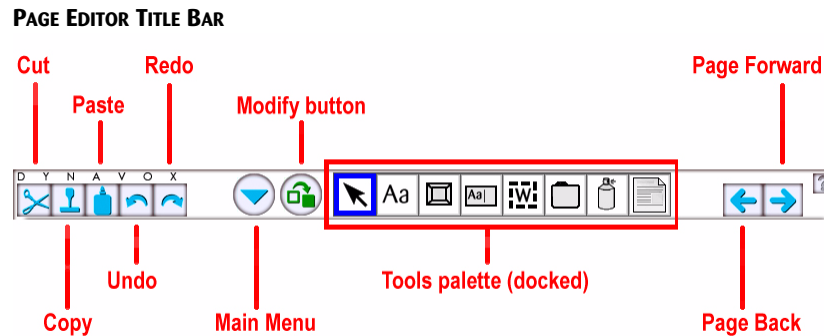
To access the DynaVox Series 5 Page Editor, select **Main Menu > Page Editing > Page Editor**.

This section explains the various tools and options that are offered in the Page Editor, and includes step-by-step instructions for using these tools to create and customize communication pages.

USING PAGE EDITOR TOOLS

The Series 5 Page Editor provides several features that can be used individually or in combination to create new pages, edit existing pages, or set defaults for future pages. These features include:

- Drop-down menus

  The drop-down menus for the Page Editor are accessed through the Main Menu button (arrow-shaped button) in the title bar. These menus provide a variety of options for customizing the many components of communication pages.

- *Tools* Palette

  The *Tools* palette is an expandable menu of icons. Each icon represents one tool. This palette provides all the tools for page creation and editing.

- *Preferences* Menu

  The *Preferences* menu can be opened through the Main Menu. It enables you to manage the grid options for the Page Editor, which are useful for a consistent button or page object layout when creating a new page. Every new page that you create will use the grid settings that you define in the *Preferences* menu (pre-existing pages are not affected by changes made in this menu).

- *Page Default Properties* Menu

  The *Page Default Properties* menu can be opened through the Main Menu. It enables you to define default settings for communication pages and popups, as well as all the components that can be added to a page (buttons, symbols, tab controls, etc.). Every new page that you create will be automatically organized according to the settings you define in the *Page Default Properties* menu (pre-existing pages are not affected by changes made in this menu).

- Title Bar Tools

  The title bar features several tools for editing pages and popups. When the *Tools* palette is not docked, the title bar provides a text description of the currently active tool from the *Tools* palette.

- Shortcut Menu

  The shortcut menu provides a convenient way to access the editing tools available for the specific page object that you selected. It can be opened by maintaining a selection (or clicking the right mouse button) on any page object.

Each of these features is described in the following sections.

About the Page Editor Main Menu Button

When the Page Editor is open, the Main Menu button provides tools for creating new pages or popups, opening existing pages or popups, saving pages, manipulating page objects, aligning page objects and setting preferences for the Page Editor controls.

> 🏳 **Note:** Any menu items that do not apply to the current screen object selected in the Page Editor are disabled.

To access the Main Menu button drop-down menus, complete the following steps:

1. Select the Main Menu button in the title bar. The menu opens showing the top level options. A small arrow next to the option's title indicates that a secondary menu of functions is available.

2. Select an option from the menu.

The top level options in the Page Editor drop-down menu include:

File	Create new pages or popups, open existing pages or templates, save pages or templates, and import or export pages.
Edit	Standard editing commands such as undo/redo, cut, copy, paste, delete and select all.
Object	Create and organize buttons and tab controls, organize and customize labels and position objects.
View	Choose whether or not to use grid lines, show the *Tools* palette, whether the *Tools* palette should be docked in the title bar, and the title bar position (top or bottom).
Preferences	Open the *Preferences* menu (click here).
Page Defaults	Open the *Page Default Properties* menu (click here).
Exit Page Editor	Close the Page Editor and return your device to normal communication mode.

Complete explanations for each of these menu options follow.

File

Selecting the *File* option in the main drop-down menu opens a secondary drop-down menu with eight options that are related to communication page and popup files:

New Page	Create a new page. After you enter a name for the new page, a blank page will open.
New Popup	Create a blank popup. After you enter a name for the new popup, a blank popup will open.
New Keyboard	Create an onscreen keyboard. After you confirm that you want to create a new onscreen keyboard, you will enter a name for the new keyboard page. Then a blank page will open. Refer to ***Modifying an OnScreen Keyboard*** for step-by-step instructions.
Open Page	Customize an existing page in the Page Editor. The *Select Page* menu will be presented. The left viewport displays page directories (page sets). The right viewport displays the pages in the selected page set. Use the *Search* feature to locate a page by name. Select the desired page in the right viewport and then select the *OK* button to close the menu and open the selected page.
Open Template	Build a new page from a copy of a template. After you name the new template, the *Select Template* menu will be presented. The left viewport displays page directories. The right viewport displays of individual template pages. Use the *Search* feature to locate a template by name. Select the desired template in the right viewport and then select the *OK* button to close the menu and open a new copy of the template.
Save	Save all changes you have made to the open page.
Save As	Save the open page under a new name. This makes it easy to duplicate a page or to save a copy of a changed page while leaving the original intact. When you select this option, you are prompted to enter a new page name. The page with the original name will remain unchanged unless you select the *Save* option in the *File* drop-down menu.

> **Note:** To minimize the loss of customized page information in the event of a device failure, you should follow the steps in ***Back Up the Selected User*** on a regular basis after you make changes in the Page Editor.

Save As Template   Save the open page as a template file. You will be
                            prompted to enter a new name. Copies of the new
                            template file can now be used for creating new
                            pages.

> **⚑ Note:**   Remember that once you save a page or popup as a
> template, you will be unable to make additional changes
> to that template.

Import/Export   When you select the *Import/Export* option, another
                            drop-down menu is presented. This third-level drop-
                            down menu offers two options:

Import Page   Import a page into the Page Editor. The *Select
                            Page File* menu will open. Select the *Show All
                            Directories* check box to import from a file sharing
                            device (for example, USB flash drive, CD, DVD
                            etc.). The left viewport displays directories. The
                            right viewport displays the individual pages (*.epg*
                            files) in the selected directory. Use the *Search*
                            feature to locate a page by name. Select the
                            desired page and then select the *OK* button to close
                            the menu and import the selected page.

Export Page   Export a page from the Page Editor to the *Exports*
                            folder in the *User Files* directory of your Series 5
                            device.

Edit

The second option in the main drop-down menu is *Edit*. Selecting *Edit* will open
a secondary drop-down menu with multiple options:

Undo   Undo the last change you made to the open
                            page. The DynaVox Series 5 software supports
                            multiple levels of undo.

Redo   Restore the last change that was deleted with the
                            Undo option. The DynaVox Series 5 software
                            supports multiple levels of redo.

Cut   Remove the selected object(s) from the page and
                            store it on a hidden clipboard. The clipboard
                            object can then be placed (pasted) in a new
                            location.

Copy	Make a duplicate of the selected object(s). This copy is stored on a hidden clipboard. The clipboard object can then be placed (pasted) in a new location. The original object will remain unchanged.
Paste	Place the last object that was cut or copied to the clipboard onto the open page. When the object appears on the page, highlighted with handles (small white boxes) on its border. To move the pasted object into position, select one of the handles on the object's border and drag it into place (maintain the selection while you are moving the object).
Delete	Remove the selected object from the page.
Select All	Select every object on the page.

Object

The third option in the Page Editor main drop-down menu is *Object*. When *Object* is selected, the DynaVox Series 5 software will present a secondary drop-down menu with the following options:

Buttons	Open a third-level drop-down menu that features options for organizing and filling buttons on a page:

Swap	Switch the contents of two selected buttons.
Fill from Search	Search the device vocabulary to fill selected buttons. The *Edit Search* menu will open. Use any of the fields in the menu to refine the details of your search and then select the *OK* button.
	The *Select Symbols* menu will open. The viewport will display all the available vocabulary and symbols that apply to the search. Select the symbols to fill the buttons on your page. The menu will display the number of symbols needed to fill all of the selected buttons. Select the *OK* button when you have finished picking symbols. Your selections will be organized alphabetically, by length or by frequency, based on the setting in the *Edit Search* menu.
Fill from Text	Fill selected buttons by adding your own text. The *Enter Label* window will open for the first selected button. Enter a label and then select the *OK* button. If a symbol is associated with the label, it will automatically be added to the button. If more than one symbol is brought up, the *Select a Symbol* menu will allow you to choose one symbol. Once the first button is filled, the *Enter Label* window will open for the next button. You may continue entering labels, select the *Skip to Next* button to leave a button empty or select the *Stop Asking* button to stop entering labels.

Pour	Pour the contents (button labels and symbols) of an existing page into a new page. To use the *Pour* option, create a new page with buttons, and select the buttons into which you want to pour information. Select the *Pour* option. The *Select a Page to Pour From* menu will open. Select the page from which you want to pour content. Select the *OK* button and the contents of the selected page will be poured into the selected buttons on the new page. Pouring continues until all buttons have been poured or there are no more empty buttons to be filled.
Pour from Clipboard	If a button has been copied to the clipboard, you can use this option to pour the contents of the button in the clipboard into the selected button on the page or popup.
Alphabetize	Sort the selected buttons in alphabetical order based on label text.
Change Type	Assign a new button type to the selected button(s). The *Button Type* menu opens. Select the appropriate option (*Character Predictor, Ellipse*, *Flat*, *Flat Folder*, *Folder*, *Phrase Predictor*, *Predictor*, *Recency*, *Rectangle*, *Rounded* or *Symbol*) and the selected buttons will be changed to reflect the your selection.
Clear	Clear the contents of the selected button(s).
Add Behaviors	Add one or more behaviors to all the selected buttons on the page. The *Behavior Editor* will open. Use the *Behaviors* drop-down menu to select a behavior category and then select a single behavior from the left viewport. Select the *Add* button to place the selected behavior in the *Steps* viewport. You will be prompted to supply any additional information, if necessary. When you are finished adding behaviors, select the *OK* button to close the menu.

> **Note:** The *Behavior Editor* menu may contain a *Basic* tab pane, an *Advanced* tab pane, or both, depending on the *Behavior Editor Layout* check box setting in the *Advanced* tab pane of the *Interface Features* menu. For instructions on using the advan3ced *Behavior Editor* features, see ***Appendix H: Advanced Programming Language***.

Remove Behaviors	Provides a list of behaviors that are shared by all of the selected buttons. You can choose the behavior(s) to remove from all of the selected buttons. This can be useful to, for example, remove the Close Popup behavior from all of the buttons on a popup, if you want the popup to remain open after a selection is made.
Autofit	Maximize all the symbols in a grid of symbol buttons. Each symbol will be resized to take up all the available space within the button.
Tab Controls	*Tab Controls* is the second option in the *Object* drop-down menu. Choosing this option will open a third drop-down menu with two options:
Swap Panes	Switch the position of two selected tab panes.
Insert Labels	Add label properties and text to a tab control. If you want to add labels to a tab control, be sure to select the whole tab control before choosing the *Insert Labels* option. When you select the *Insert Labels* option, the *Enter Label* window will be presented. Enter a label and then select the *OK* button to place the label on the first tab. An *Enter Label* window will open for the second tab. You may continue entering labels or select the *Stop Asking* button to stop entering labels.
Align	*Align* is the third option in the *Object* drop-down menu. When selected, this option presents a third drop-down menu with options for adjusting the position of object on a page or popup.

Align Top	Align the selected objects along the point in the selected group that is highest on the page (not necessarily the top edge of the page).
	This option is only effective for objects that are arranged in a horizontal row. If this option is used for objects in a vertical column, the lower objects will be layered over the highest object.
Align Left	Align the selected objects along the point in the selected group that is the farthest left on the page (not necessarily the left edge of the page).
	This option is only effective for objects that are arranged in a vertical column. If this option is used for objects in a horizontal row, all the objects will be layered over the object that is the farthest to the left.
Align Right	Align the selected objects along the point in the selected group that is the farthest right on the page (not necessarily the right edge of the page).
	This option is only effective for objects that are arranged in a vertical column. If this option is used for objects in a horizontal row, all the objects will be layered over the object that is the farthest to the right.
Align Bottom	Align the selected objects along the point in the selected group that is lowest on the page (not necessarily the bottom edge of the page).
	This option is only effective for objects that are arranged in a horizontal row. If this option is used for objects in a vertical column, the lower objects will be layered over the lowest object.
Center Vertically	Select the *Center Vertically* option to center the selected objects between the top and bottom of the page.
Center Horizontally	Select the *Center Horizontally* option to center the selected objects between the left and right sides of the page or popup.
Match	*Match* is the fourth option in the *Object* drop-down menu. When selected, this option presents a third drop-down menu with options for matching the width and/or the height of objects on the page.
Width	Adjust the width of all selected objects to match the width of the object that was selected first.

Height	Adjust the height of all selected objects to match the height of the object that was selected first.
Both	Adjust the width and the height of all selected objects to match the width and the height of the object that was selected first.

Space Evenly	*Space Evenly* is the fifth option in the *Object* drop-down menu. When selected, this option presents a third drop-down menu with options for adjusting the space between the selected objects on the page.
Horizontally	Adjust the position(s) of the selected objects so that there is an equal amount of horizontal space between them.
Vertically	Adjust the position(s) of the selected objects so that there is an equal amount of vertical space between them.
Bring to Front	Objects on a Series 5 page are layered and can overlap. If the object you have selected is being hidden by another object, select the *Bring to Front* option. This will reposition the selected object on the top layer.
Send to Back	Objects on a Series 5 page are layered and can overlap. If the object you have selected is in front of another object, select the *Send to Back* option. This will reposition the selected object on the bottom layer.
Free Resize	Adjust the size of an object without affecting any properties within the object. The selected object will be highlighted with handles (small white boxes) around its border. Select one of the handles and drag the object to a larger or smaller size, maintaining your selection (to keep the object's proportions, use one of the corner handles).
	Note that the *Free Resize* option does not affect the size of any field within the object you have changed. For example, if you use the *Free Resize* option to resize a button with a label and a symbol, the button will change size but the label and the symbol will remain unchanged.
Group Scanning	Develop your own customized scanning patterns. Selecting the *Group Scanning* option will open a third-level drop-down menu with two options for setting up group scanning for the scanning selection method:

Clear Scan Order	Erase the group scanning order that has been established for the open page. A window will open to inform you that the scan order has been cleared. Select the *OK* button to close this window.
Set Scan Order	Set a scan order for objects within a group or for several groups on a page. The *Select Items in Order* box with OK (green checkmark) and Cancel (red slashed circle) buttons will appear in the title bar. Select the objects on the page in the order you want them to be scanned. A small number will be assigned to each selected object. Once you have established your scan order, select the **OK** button in the *Select Items in Order* box to accept the new scan order.

SET SCAN ORDER NUMBERS
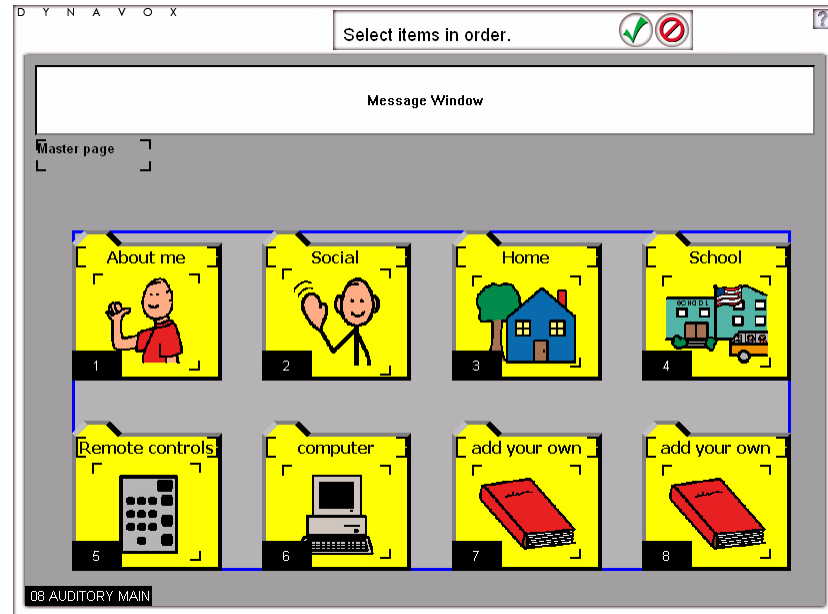
Close Top Popup	When selected, this option will close the top popup that is open in the Page Editor.

View

The *View* option in the main drop-down menu of the Page Editor enables you to customize the appearance of the touch screen when the Page Editor is open. Selecting this option presents a secondary drop-down menu, containing options

that are either active or inactive at all times. Active options are indicated by a blue checkmark. Select an option in the drop-down menu to add or remove the checkmark. The *View* drop-down menu contains the following options:

Grid Lines	Activating the *Grid Lines* option adds a background grid to the open page. The grid is a layout tool that can help you regulate the placement of objects. The grid lines will not be seen when the device is in normal communication mode.
Snap to Grid	Activating the *Snap to Grid* option will automatically line up new objects on the page with the background grid.
Tool Palette	Select the *Tool Palette* option if you want the *Tools* palette to be displayed whenever the Page Editor is open (the *Tools* palette is visible by default).
Dock Tools	When the *Dock Tools* option is selected, the *Tools* palette will be "docked" in the title bar (the *Tools* palette is docked by default).
Vocabulary Clipboard	(not available on the dedicated Series 5 device) Select the *Vocabulary Clipboard* option to view the Vocabulary Clipboard, and use it to populate buttons with text from other Windows applications (refer to ***Using the Vocabulary Clipboard***).

Preferences

The fifth option in the main drop-down menu for the Page Editor is *Preferences*. Select this option to access the *Preferences* menu (click here).

Page Defaults

The sixth option in the main drop-down menu for the Page Editor is *Page Defaults.* Select this option to access the *Page Default Properties* menu (click here).

Exit Page Editor

Exit Page Editor is the final option in the main drop-down menu for the Page Editor. This option allows you to close the Page Editor and resume using your

Series 5 device to communicate. You will be prompted to save any new changes when you exit the Page Editor.

About the Page Editor Tools Palette

The *Tools* palette is a key feature of the DynaVox Series 5 Page Editor. It offers tools for creating and editing all of the components of a communication page or popup. When the *Tools* palette is first presented in the title bar of the touch screen, only seven tools are visible. The active tool is highlighted with a blue outline. If the highlighted tool is selected again, the tool will expand to reveal additional tools that perform similar functions.

PAGE EDITOR - DOCKED TOOLS PALETTE & TITLE BAR
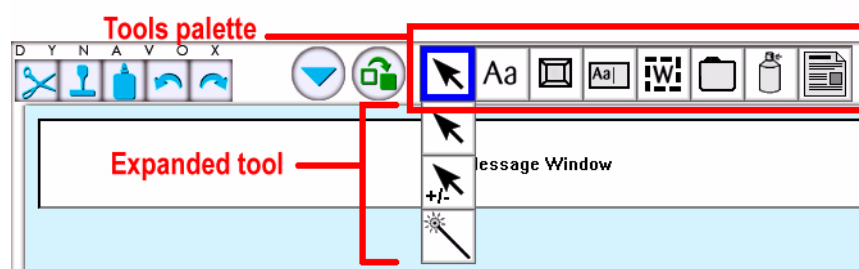
Display the Tools Palette

If the *Tools* palette is not displayed in the Page Editor, select **Main Menu > View > Tool Palette**. A blue checkmark will appear next to the *Tool Palette* option.

The *Tools* palette will open in the same position it held when it was last visible - either docked in the title bar, or floating above the current page.

Undock the Tools Palette

The default setting of the *Tools* palette is to be "docked" in the Series 5 title bar. You can undock the *Tools* palette and have it "float" above the DynaVox Series 5

software window. When the *Tools* palette is undocked, the name of the active tool is presented in the title bar.

PAGE EDITOR WITH UNDOCKED TOOLS PALETTE
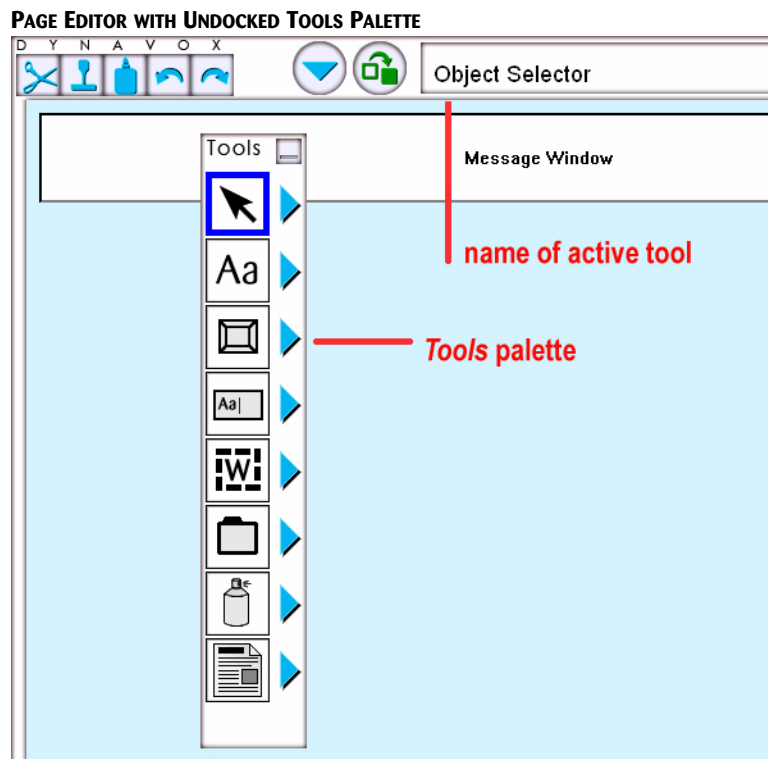
When the *Tools* palette is not docked, you can activate the tool that is visible in the title bar by selecting it once. If you select the arrow to the right of the tool, the tool will expand horizontally to reveal additional tools that perform similar functions.

To undock the *Tools* palette from the title bar, select **Main Menu > View > Dock Tools** to remove the blue checkmark next to the option.

Dock the Tools Palette

Docking the *Tools* palette in the title bar of the DynaVox Series 5 software window enables you to access all of the page elements without having to move the *Tools* palette out of the way.

> **Note:**   When the *Tools* palette is docked, it covers the area of the title bar that displays the name of the selected tool. You will not be able to see any messages shown in the title bar.

To dock the *Tools* palette in the title bar, select **Main Menu > View > Dock Tools**.

Object Selector Tool

The Object Selector tool in the *Tools* palette contains several options. To display them while the *Tools* palette is docked, select the Object Selector tool twice. The options will appear below, as shown in the following picture:
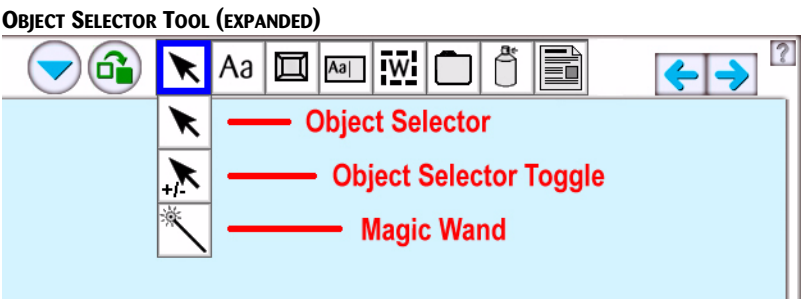
OBJECT SELECTOR TOOL (EXPANDED)

> **Note:** If the *Tools* palette is not docked in the title bar, you can expand the tool options horizontally by selecting the arrow to the right of the Object Selector tool.

Object Selector Tool	Use the Object Selector tool to select single items or to drag out an area for the selection of multiple items.
Object Selector Toggle Tool	Use the Object Selector Toggle tool to change the selection status of an object on the page. If the item was already selected, it will become unselected. This allows you to select multiple items at once, or unselect a single item while other items remain selected.
Magic Wand Tool	Use the Magic Wand tool to select all of the items on a page that are of the same type.

Label Tool

The Label tool in the *Tools* palette contains several options. To display them while the *Tools* palette is docked, select the Label tool twice. The options will appear below, as shown in the following picture:

LABEL TOOL (EXPANDED)

> **Note:** If the *Tools* palette is not docked in the title bar, you can expand the tool options horizontally by selecting the arrow to the right of the Label tool.

Label Tool	Use the Label tool to add a text label to an object or a page.
Symbol Tool	Use the Symbol tool to add a symbol to an object or a page.
Divider Tool	Use the Divider tool to place a dividing line between two objects.
Active Label Tool	The Active Label tool enables you to create labels with text that will be automatically filled in and maintained by the DynaVox Series 5 software.

Button Tool

The Button tool in the *Tools* palette contains several options. To display them while the *Tools* palette is docked, select the Button tool twice. The options will appear below, as shown in the following picture:

BUTTON TOOL (EXPANDED)

> 🏳 **Note:** If the *Tools* palette is not docked in the title bar, you can expand the tool options horizontally by selecting the arrow to the right of the Button tool.

Button Tool	The Button tool can be used to draw a blank button on a page or popup.
Symbol Button Tool	The Symbol Button tool can be used to create new buttons. If your device's default settings are being used, symbol buttons have both label and symbol properties, and an Insert Label behavior. These properties can be changed in the *Page Default Properties* menu (click here).
Folder Button Tool	The Folder Button tool can be used to create folder-shaped buttons. If your device's default settings are being used, folder buttons will include label and symbol properties and a Go To Page behavior. These properties can be changed in the *Page Default Properties* menu (click here).
Button Grid Tool	Use the Button Grid tool to draw out a uniform grid of symbol buttons. The size of these buttons and the horizontal/vertical spacing between them is defined in the *Preferences* menu (click here).

Freeform Button Tool   The Freeform Button tool can be used to create a custom-shaped button. You can draw the button to any size or shape that you want.

Photo Button   Use the Photo Button tool to create a button for holding a picture and its caption. Refer to ***Working With Photo Albums***.

Message Window Tool

The Message Window tool in the *Tools* palette contains several options. To display them while the *Tools* palette is docked, select the Message Window tool twice. The options will appear below, as shown in the following picture:
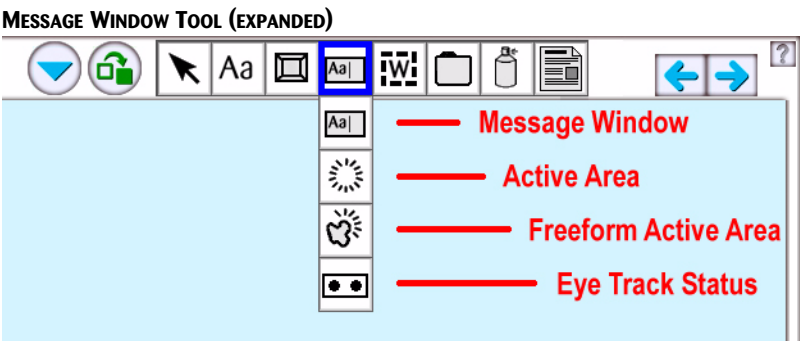
MESSAGE WINDOW TOOL (EXPANDED)

> **Note:** If the *Tools* palette is not docked in the title bar, you can expand the tool options horizontally by selecting the arrow to the right of the Message Window tool.

Message Window Tool	Use the Message Window tool to add a Message Window to a page or popup. There can only be one Message Window on a page or popup.
Active Area Tool	Use the Active Area tool to create active areas on a page or popup. Active areas are like invisible buttons. Selecting an active area will activate any behaviors that have been assigned to the area.
Freeform Active Area Tool	Use the Freeform Active Area tool to create a custom-shaped active area. You can draw the active area to any size or shape that you want. Active areas are like invisible buttons. Selecting an active area will activate any behaviors that have been assigned to the area.
Eye Track Status Tool	Use the Eye Track Status tool to draw out a tool that visually displays eye tracking status (for use with the Eye Tracking selection method only).

> **Note:** Active areas (free form active areas, especially) are particularly useful when used with pages that have background images. Refer to ***Using Digital Pictures as Backgrounds*** for more information on using active areas.

Predictor Button Tool

The Predictor Button tool in the *Tools* palette contains several options. To display them while the *Tools* palette is docked, select the Predictor Button tool twice. The options will appear below, as shown in the following picture:
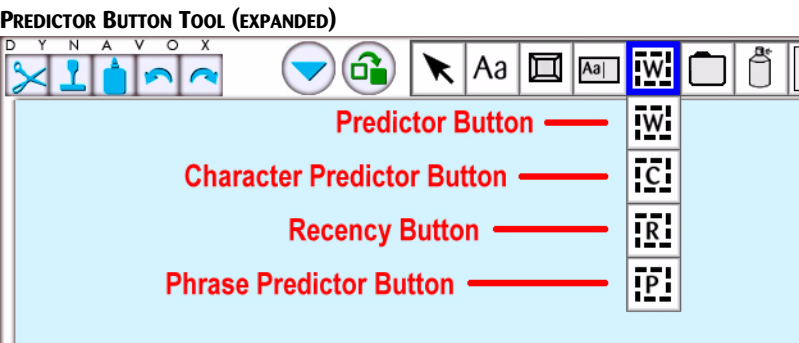
PREDICTOR BUTTON TOOL (EXPANDED)

> 🏴 **Note:**   If the *Tools* palette is not docked in the title bar, you can expand the tool options horizontally by selecting the arrow to the right of the Predictor Button tool.

Predictor Button Tool	The Predictor Button tool lets you add word prediction buttons to a keyboard page or popup. As you use keyboard buttons to compose a message, the prediction feature anticipates your word choices and displays various options for quick selection. These word choices are displayed in predictor buttons.
Character Predictor Button Tool	The Character Predictor tool enables you to place character prediction buttons on a keyboard page or popup. These buttons will use the letters you select on the keyboard page to predict and present letters that you may want to select next.
Recency Button Tool	The Recency Button tool is used to add recency buttons to a keyboard page or popup that also features predictor buttons. As you are typing, recency buttons predict the open class words (nouns, verbs and adjectives) that you have used recently.
Phrase Predictor Button Tool	Use the Phrase Predictor Button tool to add phrase predictor buttons to a keyboard page or popup. These buttons will use the letters you select on the keyboard page to predict and present phrases from the *My Phrases* menu.

Box Tool

The Box tool in the *Tools* palette contains several options. To display them while the *Tools* palette is docked, select the Box tool twice. The options will appear below, as shown in the following picture:
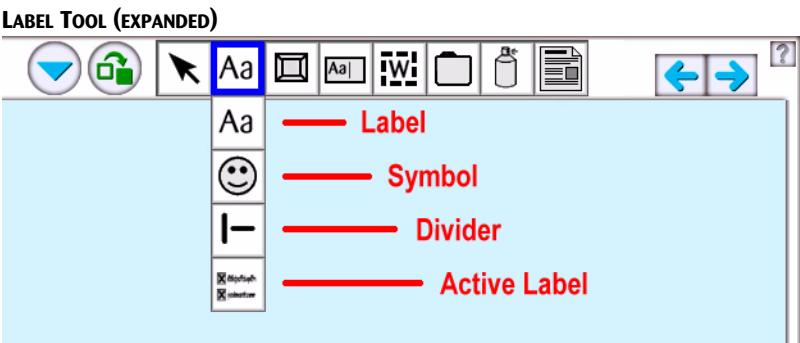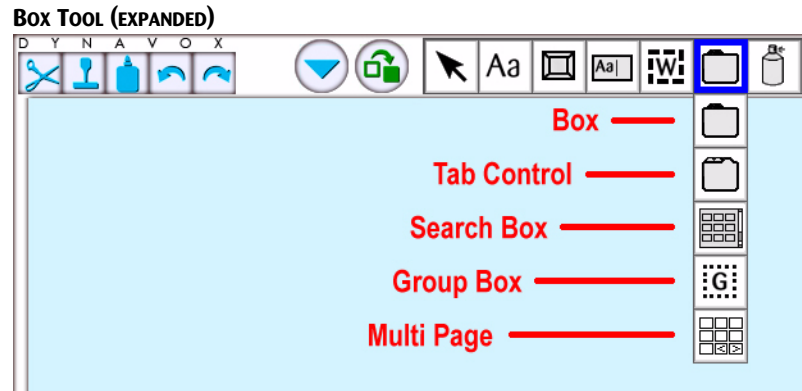
BOX TOOL (EXPANDED)

> 🏳 **Note:**   If the *Tools* palette is not docked in the title bar, you can expand the tool options horizontally by selecting the arrow to the right of the Box tool.

Box Tool	Use the Box tool to draw a box around objects on a page or popup. This is most often done to visually define a group of items. Boxes also visually reinforce the location of groups for group scanning.
Tab Control Tool	Use the Tab Control tool to add tab controls to a page. Tab controls resemble file folder tabs, and they allow you to create multiple layers (called panes) on a page. Each tab control can contain up to six tab panes. You can create as many tab controls on a page or popup as you want.
Search Box Tool	Use the Search Box tool to add a search box to a page or button. Criteria for the related search can be defined in the search box or in a button that will jump to the search box and begin the search. Buttons with this behavior can be placed on the same page as the search box.

Group Box Tool	The Group Box tool is used to create groups for a customized scanning pattern. Use the Group Box tool to draw a box around groups of items that should be scanned together. Then use the *Group Scanning* option in the Page Editor drop-down menu to assign a scan pattern and select group scanning features such as audio cues.
Multi Page Tool	Use the Multi Page tool to add a multi-page search box to a page. Criteria for the related search can be defined in the search box or in a button that will jump to the search box and begin the search. Buttons with this behavior can be placed on the same page as the multi page box.

Spray Tool

The Spray tool in the *Tools* palette contains several options. To display them while the *Tools* palette is docked, select the Spray tool twice. The options will appear below, as shown in the following picture:
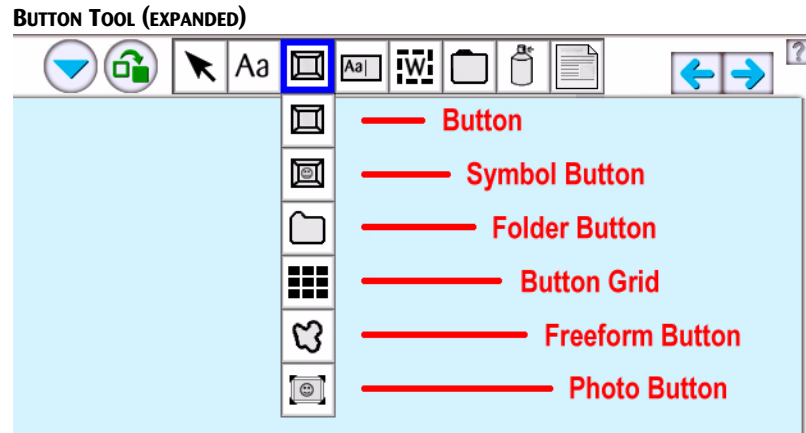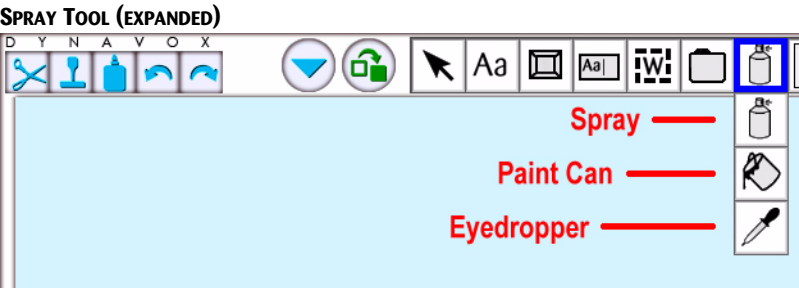
SPRAY TOOL (EXPANDED)

> **Note:**   If the *Tools* palette is not docked in the title bar, you can expand the tool options horizontally by selecting the arrow to the right of the Spray tool.

Spray Tool	Use the Spray tool to spray out a grid of copies of a selected object.
Paint Can and Eyedropper Tools	The Paint Can and Eyedropper tools let you customize the coloring on your pages and popups. Choose the Eyedropper tool and then select the color that you want to use on the page. Choose the Paint Can tool and then select the area that you want to fill with the selected color. The new color will be added immediately.

eBook Reader Tool

The eBook Reader tool in the *Tools* palette contains two options. To display them while the *Tools* palette is docked, select the eBook Reader tool twice. The options will appear below, as shown in the following picture:
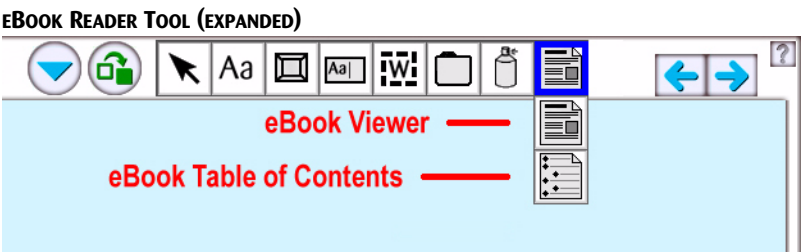
EBOOK READER TOOL (EXPANDED)

Note: If the *Tools* palette is not docked in the title bar, you can expand the tool options horizontally by selecting the arrow to the right of the eBook Reader tool.

eBook Viewer	Use the eBook Viewer tool to draw out a rectangle to contain the text of the loaded eBook.
eBook Table of Contents	Use the eBook Table of Contents tool to draw out a rectangle to contain the table of contents for the loaded eBook.

Close the Tools Palette

If you do not want to see the *Tools* palette in the Page Editor, select **Main Menu > View > Tool Palette**. This will hide the *Tools* palette, and remove the blue checkmark next to the option in the menu.

About the Page Editor Preferences Menu

The *Preferences* menu can be opened through the Main Menu. It enables you to manage the grid options for the Page Editor, which are instrumental for a consistent button or page object layout when creating a new page. Every new page that you create will use the grid settings that you define in the *Preferences* menu (pre-existing pages are not affected by changes made in this menu).

> **Note:** The settings in the *Preferences* menu only affect the creation of new pages. Changes to the settings in the *Preferences* menu will not affect pre-existing pages.

To open the *Preferences* menu in the Series 5 Page Editor:

1. Select the **Main Menu > Preferences**. The *Preferences* menu will open.
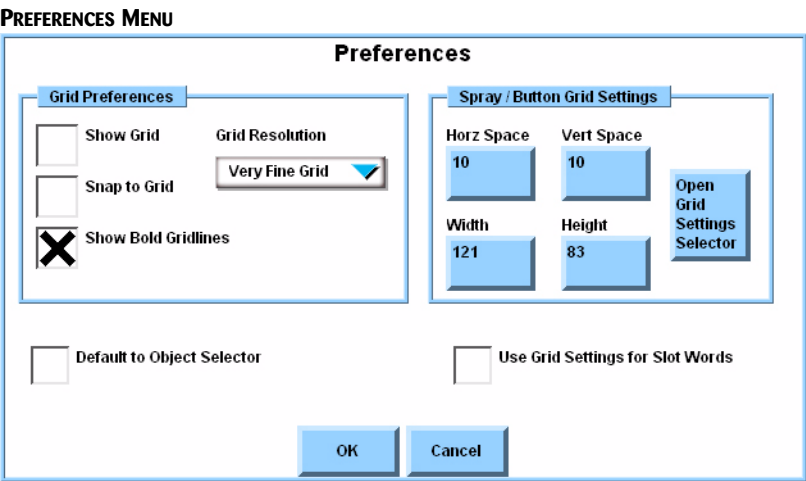
PREFERENCES MENU

The *Preferences* menu contains two group boxes and two stand-alone check boxes:

Grid Preferences	This group box provides tools for defining the default settings for the grid available in the Page Editor.
Spray/Button Grid Settings	This group box provides tools for defining automatic spacing for new button grids.

Default to Object Selector	If the *Default to Object Selector* check box is selected, the Object Selector tool will automatically be selected after any other tool is used. For example, after you use the Button tool to draw a new button, the Object Selector tool will automatically become active again.
Use Grid Settings for Slot Words	Select this check box to make the *Slot Word* window conform to the grid settings that are defined in the *Preferences* menu.

Grid Preferences

The *Preferences* menu also offers tools for placing a background grid on the page that is open in the Page Editor. A grid can help with alignment when you are placing or moving objects on a page. Use the *Grid Preferences* group box to set your default grid attributes:

Show Grid	Select the *Show Grid* check box to display a grid on the page that is open in the Page Editor. The grid is an editing tool only; it will not be seen on the page when you exit the Page Editor.
Grid Resolution	Use the *Grid Resolution* drop-down menu to choose the spacing of the lines on your grid. The options in this menu are *Very Fine Grid*, *Fine Grid*, *Medium Grid*, *Coarse Grid* and *Very Coarse Grid*.
Snap to Grid	Select the *Snap to Grid* check box to make sure that all new buttons are automatically aligned to the grid.
Show Bold Gridlines	Select the *Show Bold Gridlines* check box to make the grid easier to distinguish against the background of the page.

Spray/Button Grid Settings

The *Spray/Button Grid Settings* group box in the top right corner of the *Preferences* menu offers tools for defining automatic spacing for new button grids:

Horz (Horizontal) Space	Select the *Horz Space* button to set a default number of pixels that will be placed between the buttons in a horizontal row of buttons. Use the keypad in the *Grid Preferences* window to enter a number of pixels. Select the *OK* button to save the horizontal spacing preference.
Vert (Vertical) Space	Select the Vert Space button to set a default number of pixels that will be placed between the buttons in a vertical column of buttons. Use the keypad in the *Grid Preferences* window to enter a number of pixels. Select the *OK* button to save the vertical spacing preference.
Width	Select the *Width* button to set a default width for buttons in a new grid. Use the keypad in the *Grid Preferences* window to enter a number of pixels. Select the *OK* button to save the width preference.
Height	Select the *Height* button to set a default height for buttons in a new grid. Use the keypad in the *Grid Preferences* window to enter a number of pixels. Select the *OK* button to save the height preference.
Open Grid Settings Selector	To see a sample button grid while you adjust the width, height and horizontal/vertical spacing of buttons, select the *Open Grid Settings Selector* button. The *Select Grid Settings* menu will display a sample grid with the actual size and spacing of your current settings.

SELECT GRID SETTINGS MENU
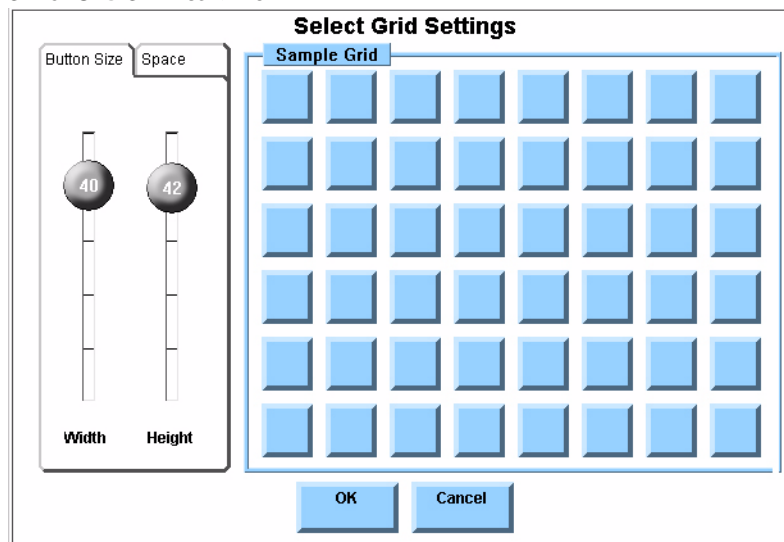
Two tab controls (*Button Size* and *Space*) provide sliders that you can use make adjustments to your settings:

1. To adjust the default size for buttons in a grid, select the **Button Size** tab. Two sliders will be presented: *Width* and *Height*.
   a. To adjust the default width of buttons in a grid, select the round slider thumb on the *Width* slider. Maintain the selection while you move the slider thumb along the slider. Move the slider thumb up to decrease the default width. Move the slider thumb down to increase the default width.
   b. To adjust the default height of buttons in a grid, select the round slider thumb on the *Height* slider. Maintain the selection while you move the slider thumb along the slider. Move the slider thumb up to decrease the default height. Move the slider thumb down to increase the default height.

> **Note:** If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

2. To adjust the default spacing for new button grids, select the **Space** tab. Two sliders will be presented: *Horz (Horizontal Space)* and *Vert (Vertical Space)*.
   a. To adjust the amount of space between buttons in a horizontal row, select the round slider thumb on the *Horz* slider. Maintain the selection

while you move the slider thumb along the slider. Move the slider thumb up to move the buttons closer together. Move the slider thumb down to place the buttons farther apart.

b. To adjust the amount of space between buttons in a vertical column, select the round slider thumb on the *Vert* slider. Maintain the selection while you move the slider thumb along the slider. Move the slider thumb up to move the buttons closer together. Move the slider thumb down to place the buttons farther apart.

3. Select the **OK** button to save your adjustments and return to the *Preferences* menu.

About the Page Default Properties Menu

The *Page Default Properties* menu provides basic formatting rules for all new pages, popups, buttons, labels, boxes, dividers, symbols and tab controls. Once you make any changes to these settings, any new pages or page elements that you create will adhere to the new settings. These settings will not have any effect on existing pages or page elements.

The *Page Default Properties* menu uses tab controls to manage the settings for different page elements: pages, buttons, labels, boxes/dividers, symbols and tabs.

PAGE DEFAULT PROPERTIES MENU
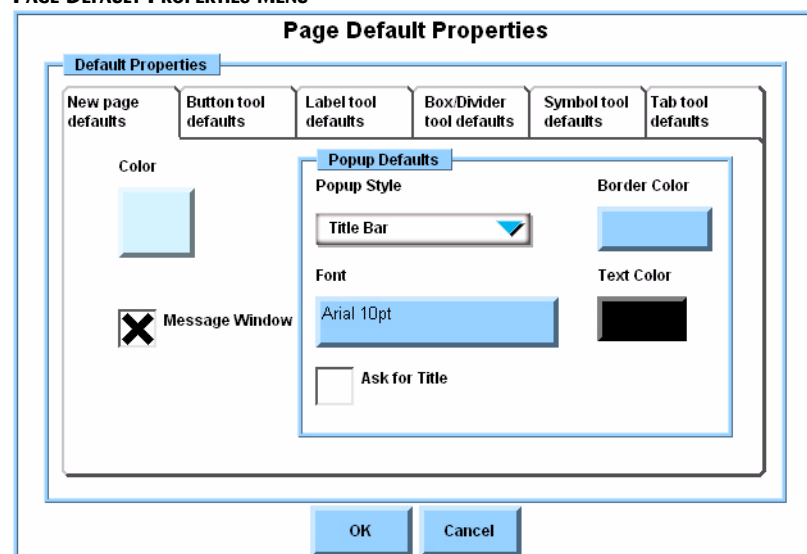
There are two different ways to access the *Page Default Properties* menu:

- If your device is in standard communications mode, select the Main Menu button in the title bar. Select *Page Editing*, and then select *Page Defaults*.
- If the Page Editor is open on your device, select the Main Menu button in the title bar, and then select *Page Defaults*.

New Page Defaults Tab

The *New Page Defaults* tab of the *Page Default Properties* menu enables you to view or change the default settings for new pages and popups. Any new pages or popups that you create will adhere to the settings in this tab. Changing these settings will not have any effect on existing pages or popups.

To view the *New Page Defaults* tab on the *Page Default Properties* menu:

1. Select **Main Menu > Page Editing > Page Defaults**. The *Page Default Properties* menu will open. The *New Page Defaults* tab will be visible.

> **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), select **Main Menu > Page Defaults**.

PAGE DEFAULT PROPERTIES MENU - NEW PAGE DEFAULTS TAB

2. Select the **Color** button to define a standard background color for new pages and popups, The *Color Selector* menu will open. Choose the new color and select the *OK* button to save the new color choice.

3. Select the **Message Window** check box to specify whether new pages should automatically include a Message Window.

4. Select the **Popup Style** drop-down menu in the *Popup Defaults* group box to specify the style of all new popups. The menu will expand to display the options (refer to the following example screen):

    •   *Static* boxes are popups that cannot be moved.

    •   *Moveable* popups are popups that can be moved to different areas of the touch screen.

    •   *Title Bar* popups include a title bar at the top of the popup window.

POPUP STYLES
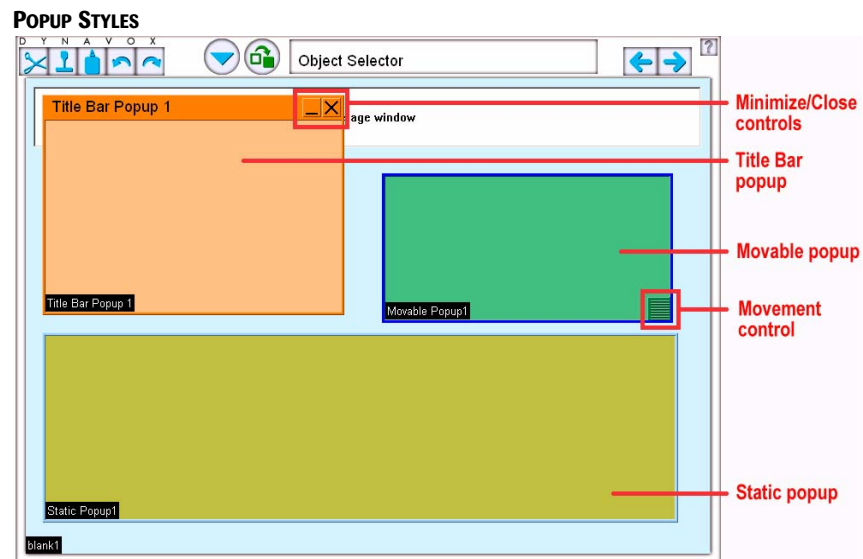
Select the option you want to use. The menu will close, displaying your choice.

5. To change the font used in title bar popup titles, select the **Font** button and complete the rest of this step.

    a. The *Select Font* menu will open.

    b. Select the **Font** drop-down menu to choose the font. The drop-down menu will display the name of the selected font.

    c. Select the **Size** drop-down menu to define the font size. The drop-down menu will display the selected font size.

    d. Select the **Bold** check box to use bold font.

    e. Select the **Italic** check box to use italicized font.

        The text in the *Example* box illustrates the current font settings.

    f. Select the **OK** button to accept any changes made in the *Select Font* menu.

6. Select the **Ask for Title** check box to prompt you to enter a title during the creation of a new popup. Otherwise, leave this check box clear.

> 🏳 **Note:** The title that is featured in the labeled window of a popup does not have to be the same as the popup name that is displayed in the *Page Browser* menu.

7. Select the **Border Color** button to define a standard color for popup borders. This will open the *Color Selector* menu. Choose a new color and then select the **OK** button to save it and return to the other popup default settings.

8. Select the **Text Color** button to define a standard color for title bar text of labeled popups. This will open the *Color Selector* menu. Choose a color and then select the **OK** button to save it and return to the other popup default settings.

9. When you are finished making changes to these settings, select the **OK** button to close the *Page Default Properties* menu and save your changes.

Button Tool Defaults Tab

The *Button Tool Defaults* tab of the *Page Default Properties* menu enables you to view or change the default settings for buttons. Any new buttons that you create will adhere to the settings in this tab. Changing these settings will not have any effect on existing buttons.

To view the *Button Tool Defaults* tab on the *Page Default Properties* menu:

1. Select **Main Menu > Page Editing > Page Defaults**. The *Page Default Properties* menu will open.

> 🏳 **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), select **Main Menu > Page Defaults**.

2. Select the **Button Tool Defaults** tab. The *Button Tool Defaults* tab pane will open.

PAGE DEFAULT PROPERTIES MENU - BUTTON TOOL DEFAULTS TAB
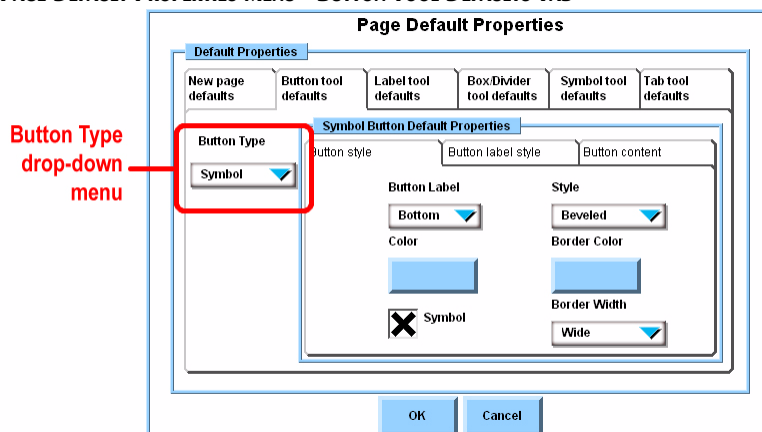
3. Select the **Button Type** drop-down menu. The menu will expand to display the two options: *Symbol* or *Go To.* Select the type of button defaults you want to set. The menu will close, displaying your selection.

   The group box to the right of the drop-down menu displays the default settings for the button type you just selected. Use the three tabs to select different controls for the buttons, and adjust them to your preference.

   Note: To maintain a consistent layout for pages, the defaults for the various button types should be kept similar. It is easier to access vocabulary on a page where different types of buttons are the same size and labels are in the same position. Each type of button may have its own unique behaviors.

4. To modify the default button style settings, select the **Button style** tab in the *Default Properties* group box and complete the rest of this step.

   a. Select the **Button Label** drop-down menu to specify the label placement on new buttons: *Bottom, Top* or *No Label.* If you select *No Label*, you can still add labels by using the Label tool in the *Tools* palette, or by using the Modify button.

   b. Select the **Color** button to set a default color for new buttons. This will open the *Color Selector* menu. Choose the desired color and select the **OK** button to save the new color and return to this menu.

   c. Select the **Symbol** check box to ensure that a symbol field is automatically added to all new buttons. If this check box is not selected, you can still add a symbol to a new button by using the Symbol tool in the *Tools* palette, or by using the Modify button.

d. Select the **Style** drop-down menu to choose the style of the button border. When finished, the drop-down menu will display your selected style.

e. Select the **Border Color** button to set a default color for the borders of new buttons. This will open the *Color Selector* menu. Choose the desired color and select the **OK** button to save the color and return to this menu.

f. Select the **Border Width** drop-down menu to define the default thickness of new button borders. When finished, the drop-down menu will display your selected style.

5. To modify the default button label style settings, select the **Button label style** tab in the *Default Properties* group box and complete the rest of this step.

a. Select the **Alignment** drop-down menu to define the default alignment setting for label text. The options are: *Left*, *Right* and *Center*. When finished, the drop-down menu will display your selected setting.

b. Select the **Color** button to define the default label background color. This will open the *Color Selector* menu. Choose a new color and select the **OK** button to save the color and return to this menu.

> 📁 **Note:** The *Transparent* option in the *Color Selector* menu is a common choice, so that the label background does not stand out against the button background.

c. Select the **Font** button to open the *Select Font* menu and change the font type, size and style of the button label. Select the **OK** button when finished.

d. Select the **Text Color** button to define the default label text color. This will open the *Color Selector* menu. Choose a new color and select the **OK** button to save the color and return to this menu.

6. To modify the default button content settings, select the **Button content** tab in the *Default Properties* group box and complete the rest of this step.

a. Select the **Speak Label** check box to automatically add a Speak Label behavior to every new button. Your device will speak the button label (without sending text to the Message Window) when the button is selected.

b. Select the **Speak Text** check box to automatically add a Speak Text behavior to all new buttons. You will be asked to compose a text message for each new button. This text message can be much longer than the button's label. When a button is selected, the assigned text will be spoken but not sent to the Message Window.

c. Select the **Insert Label** check box to automatically add an Insert Label behavior to every new button. Your device will send the label text of a button to the Message Window when the button is selected. The label text will not be spoken until the Message Window is selected.

d. Select the **Go to Page** check box to automatically add a Go to Page behavior to every new button. When a new button is created, you will be asked to identify a page to which you want to link the button. When the button is selected, you will be taken to the selected page.

e. Select the **Audio Cue** check box to automatically add a cue for auditory feedback to each new button. You will be asked to supply audio cue text when the button is created.

f. Select the **Insert Text** check box to automatically add an Insert Text behavior to every new button. You will be asked to compose a text message for each new button. This text message can be much longer than the button's label. When a button is selected, the assigned text will be sent to the Message Window.

7. Select the **Button Type** drop-down menu and choose the other button style, and repeat steps 4 - 6 if desired.

8. When you are finished making changes to these settings, select the **OK** button to close the *Page Default Properties* menu and save your changes.

Label Tool Defaults Tab

The *Label Tool Defaults* tab of the *Page Default Properties* menu enables you to view or change the default settings for labels. Any new labels that you create will adhere to the settings in this tab. Changing these settings will not have any effect on existing labels.

To view the *Label Tool Defaults* tab on the *Page Default Properties* menu:

1. Select **Main Menu > Page Editing > Page Defaults**. The *Page Default Properties* menu will open.

> **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), select **Main Menu > Page Defaults**.

2. Select the **Label Tool Defaults** tab. The *Label Tool Defaults* tab pane will open.

PAGE DEFAULT PROPERTIES MENU - LABEL TOOL DEFAULTS TAB
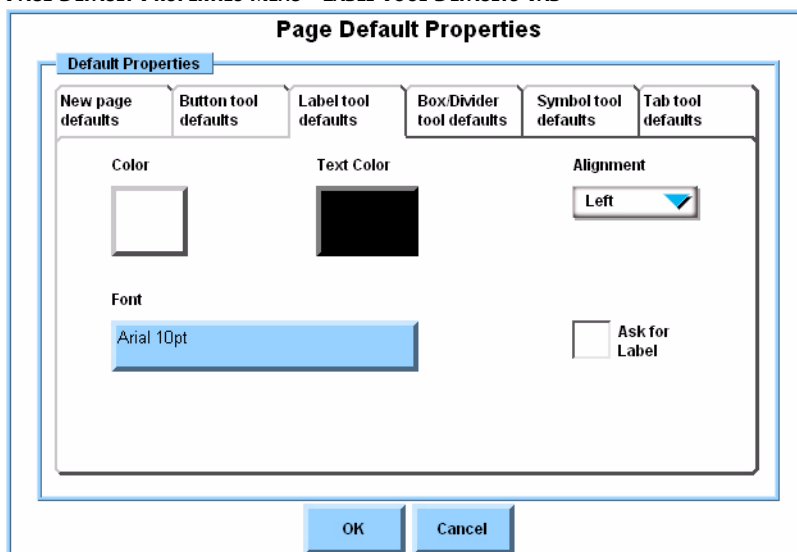
3. Select the **Color** button to set a default color for the new label properties (the area that surrounds label text). This will open the *Color Selector* menu. Choose a new color and then select the **OK** button to save it and return to this menu.

> **Note:** The *Transparent* option in the *Color Selector* menu is a common choice, so that the label background does not stand out against the button background.

4. Select the **Text Color** button to set a default color for new label text. This will open the *Color Selector* menu. Choose a new color and then select the **OK** button to save it and return to this menu.

5. Select the **Alignment** drop-down menu to define a standard position for new label text within the label's rectangle (field). The options are: *Left*, *Center* and *Right*. When finished, the drop-down menu will display your selected alignment setting.

6. To change the font used in labels, select the **Font** button and complete the rest of this step.

    a. The *Select Font* menu will open.

    b. Select the **Font** drop-down menu to choose the font. The drop-down menu will display the name of the selected font.

    c. Select the **Size** drop-down menu to define the font size. The drop-down menu will display the selected font size.

d. Select the **Bold** check box to use bold font.

e. Select the **Italic** check box to use italicized font.

The text in the *Example* box illustrates the current font settings.

f. Select the **OK** button to accept any changes made in the *Select Font* menu.

7. Select the **Ask for Label** check box for the software to prompt you to enter label text when a new label is created. Otherwise, leave the *Ask for Label* check box blank.

8. When you are finished making changes to these settings, select the **OK** button to close the *Page Default Properties* menu and save your changes.

Box/Divider Tool Defaults Tab

The *Box/Divider Tool Defaults* tab of the *Page Default Properties* menu enables you to view or change the default settings for boxes and dividers. Any new boxes or dividers that you create will adhere to the settings in this tab. Changing these settings will not have any effect on existing boxes or dividers.

To view the *Box/Divider Tool Defaults* tab on the *Page Default Properties* menu:

1. Select **Main Menu > Page Editing > Page Defaults**. The *Page Default Properties* menu will open.

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), select **Main Menu > Page Defaults**.

2. Select the **Box/Divider Tool Defaults** tab. The *Box/Divider Tool Defaults*
    tab pane will open.

PAGE DEFAULT PROPERTIES MENU - BOX/DIVIDER TOOL DEFAULTS TAB

3. Select the *Box Style* drop-down menu in the *Boxes* group box to define the
    box style. The drop-down menu will expand to display the options:
    *   *Labeled* boxes have a text label.
    *   *Unlabeled* boxes do not have a text label.
    *   *Rectangle* boxes do not have a label, and must contain at least two
        objects.

> **Note:** This is an option that is used by boards or pages that have
> been imported from Speaking Dynamically Pro (see
> ***Import Boards from the Boardmaker Software Family***).

4. Select the **Color** button in the *Boxes* group box to set a default color for the
    new box. This will open the *Color Selector* menu. Choose a new color and
    then select the **OK** button to save it and return to this menu.

5. Select the **Border Color** button to set a default color for new box borders.
    This will open the *Color Selector* menu. Choose a new color and then
    select the **OK** button to save it and return to this menu.

6. Select the **Text Color** button in the *Boxes* group box to set a default color
    for the text in new box labels. This will open the *Color Selector* menu.
    Choose a new color and then select the **OK** button to save it and return to
    this menu.

7. To change the font used in box labels, select the **Font** button in the *Boxes* group box and complete the rest of this step.

   a. The *Select Font* menu will open.

   b. Select the **Font** drop-down menu to choose the font. The drop-down menu will display the name of the selected font.

   c. Select the **Size** drop-down menu to define the font size. The drop-down menu will display the selected font size.

   d. Select the **Bold** check box to use bold font.

   e. Select the **Italic** check box to use italicized font.

   The text in the *Example* box illustrates the current font settings.

   f. Select the **OK** button to accept any changes made in the *Select Font* menu.

8. Select the **Ask for Label** check box in the *Boxes* group box to be prompted with an *Enter Label* window whenever you draw a labeled box. Otherwise, leave the check box blank.

9. Select the **Width** drop-down menu in the *Dividers* group box to set a default thickness for new divider lines. When you select an option, the menu will close and display your selected setting.

10. Select the **Color** button in the *Dividers* group box to choose a default color for new dividers. This will open the *Color Selector* menu. Choose a new color and then select the **OK** button to save it and return to this menu.

11. When you are finished making changes to these settings, select the **OK** button to close the *Page Default Properties* menu and save your changes.

Symbol Tool Defaults Tab

The *Symbol Tool Defaults* tab of the *Page Default Properties* menu enables you to view or change the default settings for symbols. Any new symbols that you create will adhere to the settings in this tab. Changing these settings will not have any effect on existing symbols.

To view the *Symbol Tool Defaults* tab on the *Page Default Properties* menu:

1. Select **Main Menu > Page Editing > Page Defaults**. The *Page Default Properties* menu will open.

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), select **Main Menu > Page Defaults**.

2. Select the **Symbol Tool Defaults** tab. The *Symbol Tool Defaults* tab pane will open.

PAGE DEFAULT PROPERTIES MENU - SYMBOL TOOL DEFAULTS TAB

3. Select the **Color** button to set the default color for symbol properties (the area surrounding the symbol). This will open the *Color Selector* menu. Choose a new color and then select the **OK** button to save it and close the *Color Selector* menu.

> **Note:** The *Transparent* option in the *Color Selector* menu is a common choice, so that the symbol background does not stand out against the button background.

4. Select the **Ask for Symbol** check box to automatically be asked to choose a symbol whenever you create a new symbol field. Otherwise, leave this check box blank.

5. Select the **Image Display Style** drop-down menu to specify whether symbols should be centered or scaled to fit the available symbol field. When you select an option, the menu will close and display your selected setting.

6. When you are finished making changes to these settings, select the **OK** button to close the *Page Default Properties* menu and save your changes.

Tab Tool Defaults Tab

The *Tab Tool Defaults* tab of the *Page Default Properties* menu enables you to view or change the default settings for tab controls. Any new tab control that you create will adhere to the settings in this tab. Changing these settings will not have any effect on existing tab controls.

To view the *Tab Tool Defaults* tab on the *Page Default Properties* menu:

1. Select **Main Menu > Page Editing > Page Defaults**. The *Page Default Properties* menu will open.

> **Note:**   If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), select **Main Menu > Page Defaults**.

2. Select the **Tab Tool Defaults** tab. The *Tab Tool Defaults* tab pane will open.

PAGE DEFAULT PROPERTIES MENU - TAB TOOL DEFAULTS TAB

3. Select the **Number of Tab Panes** drop-down menu to choose how many tab panes will be supplied when new tab controls are created. Choose any number between 2 and 6 tabs. When you select an option, the drop-down menu will close and display your selected setting.

4. Select the **Tab Height** drop-down menu to set the default height for new tab controls. When you select an option, the drop-down menu will close and display your selected setting.

5. To change the font used in tab labels, select the **Font** button and complete the rest of this step.

   a. The *Select Font* menu will open.

   b. Select the **Font** drop-down menu to choose the font. The drop-down menu will display the name of the selected font.

   c. Select the **Size** drop-down menu to define the font size. The drop-down menu will display the selected font size.

   d. Select the **Bold** check box to use bold font.

   e. Select the **Italic** check box to use italicized font.

     The text in the *Example* box illustrates the current font settings.

   f. Select the **OK** button to accept any changes made in the *Select Font* menu.

6. Select the **Color** button to define the default color setting for all new tabs. This will open the *Color Selector* menu. Choose a new color and select the **OK** button to save it and return to this menu.

7. Select the **Autofill Tabs** drop-down menu to specify whether new tab controls should be automatically filled with symbols or labels, or not at all. When you select an option, the drop-down menu will close and display your selected setting. If you choose to automatically fill the tab controls, you will be asked to supply symbol choices or label text when new tabs are created.

8. Select the **Text Color** button to set the default color for the text in new tab labels. This will open the *Color Selector* menu. Choose a new color and select the **OK** button to save it and return to the previous menu.

9. When you are finished making changes to these settings, select the **OK** button to close the *Page Default Properties* menu and save your changes.

About the Page Editor Title Bar Tools

In the Page Editor, the title bar contains additional tools that are useful in editing a communication page or popup.

TITLE BAR TOOLS IN PAGE EDITOR
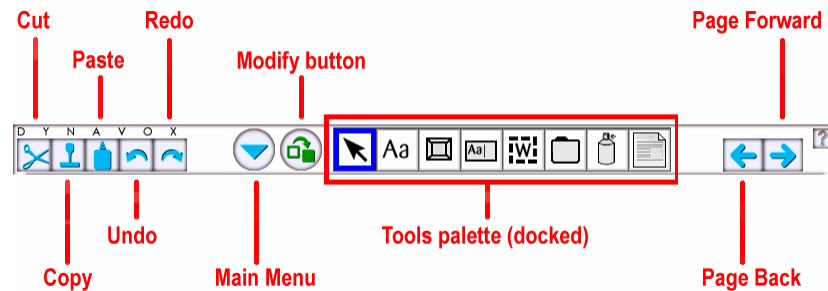
The page editing tools available in the title bar are as follows:

Cut	Remove the selected object(s) from the page and store it on a hidden clipboard. The clipboard object can then be placed (pasted) in a new location.
Copy	Make a duplicate of the selected object(s). This copy is stored on a hidden clipboard. The clipboard object can then be placed (pasted) in a new location. The original object will remain unchanged.
Paste	Place the last object that was cut or copied to the clipboard onto the open page. When the object appears on the page, it will be highlighted with handles (small white boxes) on its border, Select one of the handles on the object's border and drag it into position (maintain the selection while you are moving the object).
Undo	Undo the last change you made to the open page. The DynaVox Series 5 software supports multiple levels of undo.
Redo	Redo the last change that was removed from the open page by the Undo button. The DynaVox Series 5 software supports multiple levels of undo.
Main Menu button	Provides access to the main drop-down menu, the *Preferences* menu and the *Page Default Properties* menu.

Modify button	Opens a *Modify* menu that enables you to define the characteristics of the selected object(s).
Tools palette	Contains a variety of page editing tools. Typically, the *Tools* palette is docked in the title bar. However, you can undock it and have it float above the active page. For more information, see ***About the Page Editor Tools Palette***.
Page Back button	Use the Page Back button (left arrow) to go backwards through the pages that you have opened in the Page Editor, displaying pages and popups that you opened prior to the current page.
Page Forward button	Use the Page Forward button (right arrow) to go forward through the pages that you have opened in the Page Editor, displaying pages and popups that you opened after the current page.
Describe button [?]	The Describe button (question mark) in the top right corner of the toolbar provides short descriptions of the elements on the touch screen. Refer to ***Define the Describe Button Settings*** for more information.

Cut, Copy & Paste an Object

The Cut, Copy and Paste buttons in the left corner of the title bar allow you to remove and/or duplicate objects in the Page Editor. These tools enable you to quickly clear space on your page, or to populate the space with objects that are similar to what already exists on the page.

To cut (or copy) an object from page:

1. Select the Object Selector tool in the *Tools* palette (click here).

2. Select the object(s) you want to cut or copy. It will be outlined in blue.

> **Note:** If you select a button, all elements associated with that button (label, symbol, behaviors, etc.) will also be selected.

3. Select the Cut or the Copy function in one of the following ways:
    - Select the Cut button or the Copy button in the title bar.
    - Select **Main Menu > Edit,** and select either **Cut** or **Copy** in the second drop-down menu.

If you selected the Cut function, the object is placed onto the hidden clipboard and removed from the page. If you selected the Copy function, the object is copied to the clipboard and the original object is unchanged.

4. Select the Paste function in one of the following ways:

   • Select the Paste button in the title bar.

   • Select **Main Menu > Edit > Paste**.

   The last object that was cut or copied to the clipboard will be pasted onto the open page, bordered with handles (small white boxes).

5. To move the object into position, select one of the handles on the object's border and drag it into place (maintain the selection while you are moving the object).

> **Note:** The Cut, Copy and Paste commands are persistent across sessions in the Page Editor. This enables you to copy an object to the clipboard, open a different page in the Page Editor, and paste the object onto the newly-opened page. However, the clipboard will be cleared when the Series 5 device is turned off.

Cut, Copy & Paste Between Pages

The Cut, Copy and Paste buttons in the left corner of the title bar allow you to remove and/or duplicate objects in the Page Editor. These tools enable you to quickly clear space on your page, or to populate the space with objects that are similar to what already exists on the page.

Additionally, the Page Back and Page Forward arrows in the right corner of the title bar allow you to easily move between pages that you have opened in the Page Editor. Using these tools together enables you to quickly copy objects from one page and easily paste them onto another.

To cut (or copy) an object from page and paste it onto a different page:

1. Select the Object Selector tool in the *Tools* palette (click here).

2. Select the object(s) you want to cut or copy. It will be outlined in blue.

> **Note:** If you select a button, all elements associated with that button (label, symbol, behaviors, etc.) will also be selected.

3. Select the Cut or the Copy function in one of the following ways:

   • Select the Cut button or the Copy button in the title bar.

- Select **Main Menu > Edit**, and select either **Cut** or **Copy** in the second drop-down menu.

  If you selected the Cut function, the object is placed onto the hidden clipboard and removed from the page. If you selected the Copy function, the object is copied to the clipboard and the original object is unchanged.

4. Open a different page in one of the following ways:

   - If the Page Back or Page Forward buttons are active, you can select them to move backward or forward through the pages you have opened in the Page Editor.

   - Select **Main Menu > File > Open Page**. Use the *Select Page* menu to choose the new page to open.

5. Select the Paste function in one of the following ways:

   - Select the Paste button in the title bar.

   - Select **Main Menu > Edit > Paste**.

   The last object that was cut or copied to the clipboard will be pasted onto the open page, bordered with handles (small white boxes).

6. To move the object into position, select one of the handles on the object's border and drag it into place (maintain the selection while you are moving the object).

Modify Button in Page Editor

The Modify button (the square, green button in the title bar) provides a quick and easy way to way to customize the software. You can use the Modify button to define the characteristics of the objects on a page or popup, including the page or popup itself.

In the Page Editor, you can use the Object Selector tool (click here) in combination with the Modify button to customize the characteristics of objects. The *Modify* menu that appears will provide customization tools specific to the object(s) that you selected.

You can select multiple objects and then select the Modify button. The *Modify* menu will let you edit the properties that all of the selected objects have in common.

You can also use the Modify button when your device is in normal communication mode. In that case, you would select the Modify button first, and then select the object you want to modify.

Please refer to **Chapter 7: Using the Modify Button** for detailed information and step-by-step instructions on using the Modify button and the *Modify* menu to customize the objects on your pages.

- *Modifying an Active Area*
- *Modifying an Active Label*
- *Modifying a Box*
- *Modifying a Button*
- *Modifying a Divider*
- *Modifying a Label*
- *Modifying the Message Window*
- *Modifying a Multi Page Box*
- *Modifying a Page*
- *Modifying a Popup*
- *Modifying a Search Box*
- *Modifying a Symbol*
- *Modifying Tab Controls*
- *Modifying a Tab Pane*

> **Note:** When the Page Editor is open, you must reverse steps 1 and 2 for each procedure outlined in **Chapter 7: Using the Modify Button**. Select the page object first (it will be highlighted in blue), and then select the Modify button. The Modify menu will open, enabling you to edit the characteristics of the page object.

Paging Forward and Backward in Page Editor

The Page Back and Page Forward buttons in the right corner of the title bar in Page Editor enable you to quickly access pages that you have previously opened in the Page Editor. This feature simplifies the process of cutting or copying page objects from one page and pasting them onto another (see).

- To move forward in the page history, select the Page Forward button.
- To move backward in the page history, select the Page Back button.

About the Shortcut Menus

The DynaVox Series 5 Page Editor provides shortcut menus for easy access to some of the editing tools. Shortcut menus are available for every object on the page that you are editing. They provide a simple way to access some of the page editing tools without having to select another area of the touch screen.

To display a shortcut menu, simply select an object on the page and maintain your selection for a few seconds. The shortcut menu will appear to the right of the selected object.

> **Note:** You can also connect the USB mouse that was shipped with your Series 5 device and click the right button to access the shortcut menu. Refer to *Using an External Mouse* for more information.

SHORTCUT MENU FOR BUTTONS
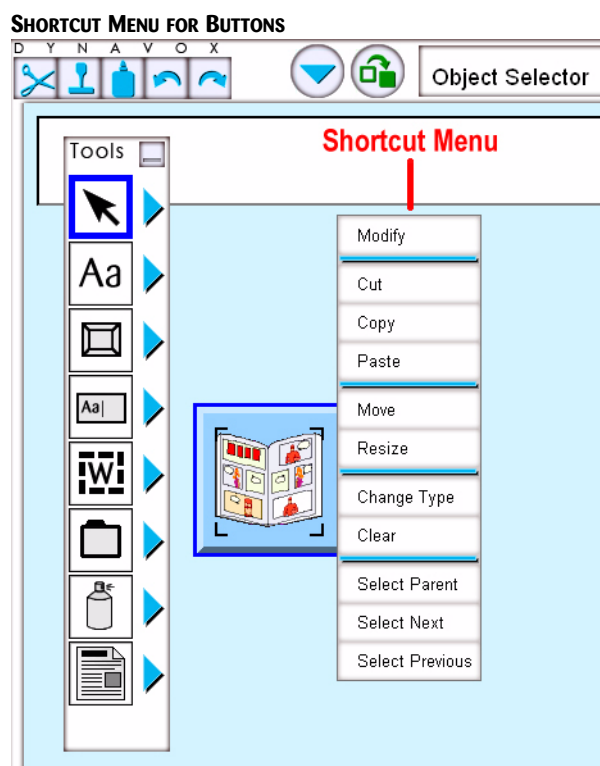
The shortcut menu is a dynamic menu. It displays tools that are available for the type of object you selected. For example, the tools for modifying a Message Window are different than those for modifying a button. The shortcut menu will only include tools that can be used to modify the selected object.

You can select multiple objects and then bring up the shortcut menu. The shortcut menu will only include tools that let you edit the properties that all of the selected objects have in common.

The following sections describe the tools that the shortcut menus display for different page objects.

Shortcut Menu for Active Areas

To display the shortcut menu for an active area, select the active area and maintain your selection for a few seconds.

> **Note:** If the USB mouse that came with your Series 5 device is connected, right-click on the active area to open the shortcut menu.

The shortcut menu will appear, containing the following options:

Modify	Opens the *Modify Active Area* menu (refer to **Modifying an Active Area**).
Cut	Cuts the selected active area from the open page (see to **Cut, Copy & Paste an Object**).
Copy	Copies the selected active area to the clipboard (see to **Cut, Copy & Paste an Object**).
Paste	Pastes the active area in the clipboard onto the open page (see **Cut, Copy & Paste an Object**).
Select Parent	Changes the selection outline to contain the "parent" object of the active area (usually the page on which the active area is placed).
Select Next	Moves the selection outline to the next object in the structure of the page.
Select Previous	Moves the selection outline to the previous object in the structure of the page.
*Copy Message*s	Copies the messages stored in this active area to the clipboard.
Paste Messages	Pastes the messages currently in the clipboard into the active area.

> **Note:** *Copy Messages* is only available if the active area has a message associated with it. *Paste Messages* is only available if there is a message copied to the clipboard. See **Appendix H: Advanced Programming Language**.

> **Note:** If multiple active areas are selected at the same time, *Select Parent*, *Select Next* and *Select Previous* will not be available in the shortcut menu.

Shortcut Menu for Active Labels

To display the shortcut menu for an active label, select the active label and maintain your selection for a few seconds.

> **Note:**   If the USB mouse that came with your Series 5 device is connected, right-click on the active label to open the shortcut menu.

The shortcut menu will appear, containing the following options:

Modify	Opens the *Modify Active Label* menu (refer to ***Modifying an Active Label***).
Cut	Cuts the selected active label from the open page (refer to ***Cut, Copy & Paste an Object***).
Copy	Copies the selected active label to the clipboard (refer to ***Cut, Copy & Paste an Object***).
Paste	Pastes a copy of the active label in the clipboard onto the open page (refer to ***Cut, Copy & Paste an Object***).
Select Parent	Changes the selection outline to contain the "parent" object of the active label that was originally selected, usually the button or page on which the active label is placed.
Select Next	Moves the selection outline to the next object in the structure of the page.
Select Previous	Moves the selection outline to the previous object in the structure of the page.

> **Note:**   If multiple active labels are selected at the same time, *Select Parent*, *Select Next* and *Select Previous* tools will not be available in the shortcut menu.

Shortcut Menu for Boxes

To display the shortcut menu for a box, select the box and maintain your selection for a few seconds.

> **Note:** If the USB mouse that came with your Series 5 device is connected, right-click on the box to open the shortcut menu.

The shortcut menu will appear, containing the following options:

Modify	Opens the *Modify Box* menu (see ***Modifying a Box***).
Cut	Cuts the selected box from the open page (see ***Cut, Copy & Paste an Object***).
Copy	Copies the selected box to the clipboard (see ***Cut, Copy & Paste an Object***).
Paste	Pastes a copy of the box in the clipboard onto the open page (see ***Cut, Copy & Paste an Object***).
Select Parent	Changes the selection outline to contain the "parent" object of the box (usually the page on which the box is placed).
Select Next	Moves the selection outline to the next object in the structure of the page.
Select Previous	Moves the selection outline to the previous object in the structure of the page.
*Copy Message*s	Copies the messages stored in this box to the clipboard.
Paste Messages	Pastes the messages currently in the clipboard into the box.

> **Note:** *Copy Messages* is only available if the box has a message associated with it. *Paste Messages* is only available if there is a message copied to the clipboard. See ***Appendix H: Advanced Programming Language***.

> **Note:** If you have multiple boxes selected at the same time, *Select Parent*, *Select Next* and *Select Previous* tools will not be available in the shortcut menu.

Shortcut Menu for Buttons

To display the shortcut menu for a button, select the button and maintain your selection for a few seconds.

> **Note:** If the USB mouse that came with your Series 5 device is connected, right-click on the button to open the shortcut menu.

The shortcut menu will appear, containing the following options:

Modify	Opens the *Modify Button* menu (refer to **Modifying a Button**).
Modify Button	Opens the "normal mode" *Modify Button* menu (refer to **Modifying a Button**).
Cut	Cuts the selected button from the open page (refer to **Cut, Copy & Paste an Object**).
Copy	Copies the selected button to the clipboard (refer to **Cut, Copy & Paste an Object**).
Paste	Pastes a copy of the button in the clipboard onto the open page (refer to **Cut, Copy & Paste an Object**).
Change Type	Enables you to redefine the kind of button that has been selected.
Clear	Enables you to remove any label, audio cue, symbol or behavior that has been added to the button.
Select Parent	Changes the selection outline to contain the "parent" object of the button (usually the page).
Select Next	Moves the selection outline to the next object in the structure of the page.
Select Previous	Moves the selection outline to the previous object in the structure of the page.
Go to Page	Opens the page or popup specified in the Go to Page behavior assigned to the button. (If the button is not programmed with the Go To Page behavior, this option is not available.)
*Copy Message*s	Copies the messages stored in this button to the clipboard.
Paste Messages	Pastes the messages currently in the clipboard into the button.

> **Note:**   *Copy Messages* is only available if the button has a message associated with it. *Paste Messages* is only available if there is a message copied to the clipboard. See **Appendix H: Advanced Programming Language**.

If you have selected more than one button, the following additional options will be available in the shortcut menu:

Modify	Opens the *Modify Button* menu (refer to **Modifying a Button**), enabling you to modify characteristics that are common to all of the selected buttons.
Swap	Enables you to swap the positions of the selected buttons (refer to **Swap Buttons**). This option will be available if only two buttons are selected.
Fill from Search	Enables you to fill the selected buttons with content from a search (refer to **Fill Buttons from Search**).
Fill from Text	Enables you to fill the selected buttons with content from text (refer to **Fill Buttons from Text**).
Pour	Enables you to fill the selected buttons with content that is "poured" from the buttons on another page or popup (refer to **Pour the Contents of a Page or Popup**).
Align	Enables you to align the selected buttons using one of the following options: *Align Top, Align Left, Align Right, Align Bottom, Center Vertically* or *Center Horizontally*.
Match	Enables you to match the width, height, or both width and height of the selected buttons to the size of the button that was selected first.

Shortcut Menu for Dividers

To display the shortcut menu for a divider, select the divider and maintain your selection for a few seconds.

Note: If the USB mouse that came with your Series 5 device is connected, right-click on the divider to open the shortcut menu.

The shortcut menu will appear, containing the following options:

Modify	Opens the *Modify Divider* menu (refer to ***Modifying a Divider***).
Cut	Cuts the selected divider from the open page (refer to ***Cut, Copy & Paste an Object***).
Copy	Copies the selected divider to the clipboard (refer to ***Cut, Copy & Paste an Object***).
Paste	Pastes a copy of the divider in the clipboard onto the open page (refer to ***Cut, Copy & Paste an Object***).
Select Parent	Changes the selection to contain the "parent" object of the divider (usually the page).
Select Next	Moves the selection outline to the next object in the structure of the page.
Select Previous	Moves the selection outline to the previous object in the structure of the page.

Note: If multiple dividers are selected at the same time, *Select Parent*, *Select Next* and *Select Previous* will not be available in the shortcut menu.

Shortcut Menu for Labels

To display the shortcut menu for a label, select the label and maintain your selection for a few seconds.

> 🏳 **Note:**   If the USB mouse that came with your Series 5 device is connected, right-click on the label to open the shortcut menu.

The shortcut menu will appear, containing the following options:

Modify	Opens the *Modify Label* menu (refer to ***Modifying a Label***).
Cut	Cuts the selected label from the open page (refer to ***Cut, Copy & Paste an Object***).
Copy	Copies the selected label to the clipboard (refer to ***Cut, Copy & Paste an Object***).
Paste	Pastes a copy of the label in the clipboard (refer to ***Cut, Copy & Paste an Object***).
Select Parent	Changes the selection to contain the "parent" object of the label (usually the button or page).
Select Next	Moves the selection outline to the next object in the structure of the page.
Select Previous	Moves the selection outline to the previous object in the structure of the page.
Clear	Removes the text from the selected label.
*Copy Message*s	Copies the messages stored in this label area to the clipboard.
Paste Messages	Pastes the messages currently in the clipboard into the label.

> 🏳 **Note:**   *Copy Messages* is only available if the label has a message associated with it. *Paste Messages* is only available if there is a message copied to the clipboard. See ***Appendix H: Advanced Programming Language***.

> 🏳 **Note:**   If multiple labels are selected at the same time, *Select Parent*, *Select Next* and *Select Previous* will not be available in the shortcut menu.

Shortcut Menu for Message Window

To display the shortcut menu for the Message Window, select the Message Window and maintain your selection for a few seconds.

> **Note:** If the USB mouse that came with your Series 5 device is connected, right-click on the Message Window to open the shortcut menu.

The shortcut menu will appear, containing the following options:

Modify	Opens the *Modify Message Window* menu (refer to **Modifying the Message Window**).
Cut	Cuts the selected Message Window from the open page (refer to **Cut, Copy & Paste an Object**).
Paste	Pastes a copy of the Message Window in the clipboard onto the open page (refer to **Cut, Copy & Paste an Object**).
Select Parent	Changes the selection to contain the "parent" object of the Message Window (usually the page).
Select Next	Moves the selection outline to the next object in the structure of the page.
Select Previous	Moves the selection outline to the previous object in the structure of the page.
*Copy Message*s	Copies the messages stored in the Message Window to the clipboard.
Paste Messages	Pastes the messages currently in the clipboard into the Message Window.

> **Note:** *Copy Messages* is only available if the Message Window has a message associated with it. *Paste Messages* is only available if there is a message copied to the clipboard. See **Appendix H: Advanced Programming Language**.

Shortcut Menu for Multi Page Boxes

To display the shortcut menu for a multi page box, select the multi page box and maintain your selection for a few seconds.

> 🏳 **Note:** If the USB mouse that came with your Series 5 device is connected, right-click on the multi page box to open the shortcut menu..

The shortcut menu will appear, containing the following options:

Modify	Opens the *Modify Multi Page Box* menu (refer to ***Modifying a Multi Page Box***).
Cut	Cuts the selected multi page box from the open page (refer to ***Cut, Copy & Paste an Object***).
Copy	Copies the selected multi page box to the clipboard (refer to ***Cut, Copy & Paste an Object***).
Paste	Pastes a copy of the multi page box in the clipboard onto the open page (refer to ***Cut, Copy & Paste an Object***).
Select Parent	Changes the selection to contain the "parent" object of the multi page box (usually the page).
Select Next	Moves the selection outline to the next object in the structure of the page.
Select Previous	Moves the selection outline to the previous object in the structure of the page.
Clear	Removes the contents of the selected multi page box.

> 🏳 **Note:** If several multi page boxes selected at the same time, *Select Parent*, *Select Next* and *Select Previous* will not be available in the shortcut menu.

Shortcut Menu for Pages

To display the shortcut menu for a page, select the page and maintain your selection for a few seconds.

> **Note:** If the USB mouse that came with your Series 5 device is connected, right-click on an empty area of the page to open the shortcut menu.

The shortcut menu will appear, containing the following options:

Modify	Opens the *Modify Page* menu (refer to ***Modifying a Page***).
Paste	Pastes a copy of the object in the clipboard onto the open page (refer to ***Cut, Copy & Paste an Object***). (If no objects are stored in the clipboard, this option will not be displayed.)

Shortcut Menu for Popups

To display the shortcut menu for a popup, select the popup and maintain your selection for a few seconds.

> **Note:** If the USB mouse that came with your Series 5 device is connected, right-click on the popup to open the shortcut menu.

The shortcut menu will appear, containing the following options:

Modify	Opens the *Modify Popup* menu (refer to **Modifying a Popup**).
Cut	This option does not work when editing a popup in the Page Editor.
Copy	This option does not work when editing a popup in the Page Editor.
Paste	This option does not work when editing a popup in the Page Editor.
Close Popup	Asks if you want to save changes to the popup before closing it.

> **Note:** If multiple popups are selected at the same time, you may hold your selection for a few seconds (or click the right mouse button) to display the shortcut menu. When this occurs, all of the tools listed above will be available.

Shortcut Menu for Search Boxes

To display the shortcut menu for a search box, select the search box and maintain your selection for a few seconds.

> **Note:** If the USB mouse that came with your Series 5 device is connected, right-click on the search box to open the shortcut menu.

The shortcut menu will appear, containing the following options:

Modify	Opens the *Modify Search Box* menu (refer to **Modifying a Search Box**).
Cut	Cuts the selected search box from the open page (refer to **Cut, Copy & Paste an Object**).
Copy	Copies the selected search box to the clipboard (refer to **Cut, Copy & Paste an Object**).
Paste	Pastes a copy of the search box in the clipboard onto the open page (refer to **Cut, Copy & Paste an Object**).
Select Parent	Changes the selection to contain the "parent" object of the search box (usually the page).
Select Next	Moves the selection outline to the next object in the structure of the page.
Select Previous	Moves the selection outline to the previous object in the structure of the page.

> **Note:** If multiple search boxes are selected at the same time, *Select Parent*, *Select Next* and *Select Previous* will not be available in the shortcut menu.

Shortcut Menu for Symbols

To display the shortcut menu for a symbol, select the symbol and maintain your selection for a few seconds.

> **Note:**   If the USB mouse that came with your Series 5 device is connected, right-click on the symbols to open the shortcut menu.

The shortcut menu will appear, containing the following tools:

Modify	Opens the *Modify Symbol* menu (refer to ***Modifying a Symbol***).
Cut	Cuts the selected symbol from the open page (refer to ***Cut, Copy & Paste an Object***).
Copy	Copies the selected symbol to the clipboard (refer to ***Cut, Copy & Paste an Object***).
Paste	Pastes a copy of the symbol in the clipboard (refer to ***Cut, Copy & Paste an Object***).
Select Parent	Changes the selection to contain the "parent" object of the symbol (usually the button or page).
Select Next	Moves the selection outline to the next object in the structure of the page.
Select Previous	Moves the selection outline to the previous object in the structure of the page.
Clear	Removes the selected symbol.
*Copy Message*s	Copies the messages stored in this symbol to the clipboard.
Paste Messages	Pastes the messages currently in the clipboard into the symbol.

> **Note:**   *Copy Messages* is only available if the symbol has a message associated with it. *Paste Messages* is only available if there is a message copied to the clipboard. See ***Appendix H: Advanced Programming Language***.

> **Note:**   If multiple symbols are selected at the same time, *Select Parent*, *Select Next* and *Select Previous* will not be available.

Shortcut Menu for Tab Controls

To display the shortcut menu for a tab control, select one of the tabs and maintain your selection for a few seconds.

> **Note:**   If the USB mouse that came with your Series 5 device is connected, right-click on the tab controls to open the shortcut menu.

In the shortcut menu that appears for the tab pane, select *Select Parent*. This will highlight the entire tab control. Select within the tab again and maintain the selection for a few seconds. This will display the shortcut menu for the tab control, which contains the following options:

Modify	Opens the *Modify Tab Controls* menu (refer to **Modifying Tab Controls**).
Cut	Cuts the selected tab controls from the open page (refer to **Cut, Copy & Paste an Object**).
Copy	Copies the selected tab controls to the clipboard (refer to **Cut, Copy & Paste an Object**).
Paste	Pastes a copy of the tab controls in the clipboard onto the open page (refer to **Cut, Copy & Paste an Object**).
Select Parent	Changes the selection to contain the "parent" object of the tab controls (usually the page).
Select Next	Moves the selection outline to the next object in the structure of the page.
Select Previous	Moves the selection outline to the previous object in the structure of the page.

Shortcut Menu for Tab Panes

To display the shortcut menu for a tab pane, select the tab pane and maintain your selection for a few seconds.

Note: You can also connect the USB mouse that was shipped with your Series 5 device and click the right mouse button on the tab pane to access the shortcut menu.

The shortcut menu will appear, containing the following options:

Modify	Opens the *Modify Tab Pane* menu (refer to **Modifying a Tab Pane**).
Select Parent	Changes the selection outline to contain the "parent" object of the tab pane that was originally selected, usually the tab control in which the tab pane is placed.
Select Next	Moves the selection outline to the next object in the structure of the page.
Select Previous	Moves the selection outline to the previous object in the structure of the page.
*Copy Message*s	Copies the messages stored in this tab pane to the clipboard.
Paste Messages	Pastes the messages currently in the clipboard into the tab pane.

Note: *Copy Messages* is only available if the tab pane has a message associated with it. *Paste Messages* is only available if there is a message copied to the clipboard. See **Appendix H: Advanced Programming Language**.

Note: If multiple tab panes are selected at the same time, only *Modify* will be available in th shortcut menu.

EXITING THE PAGE EDITOR

When you are finished creating and editing pages, you can exit the Page Editor. To do so:

1. Select **Main Menu > Exit Page Editor**.

2. If you made changes to the open page since the last time you saved information, you will be asked if you want to save changes to the page. Select one of the following options:

    Yes   New information will be saved before the Page Editor closes.

    No   New information will not be saved before the Page Editor closes. Any new, unsaved information will be permanently removed from the open page.

    Cancel   New information will not be saved and the Page Editor will not be closed.

Chapter 11: Defining Page Elements in the Page Editor

The Page Editor provides you with great flexibility in creating new pages and popups. The tools available in the Page Editor allow you to place several kinds of objects on pages and customize them to facilitate communication, navigation and other functions.

A page or popup may contain the following elements:

Buttons	A button can be selected with a touch, a mouse click or other input device. It may represent a behavior, a word or even several sentences. A button may feature a text label and/or a symbol, and can be programmed to perform specific behaviors when it is selected. Selecting a button is the most common way to initiate an action, such as speaking a word or opening a different page or popup.
Active Areas	Active areas are like "invisible buttons. Active areas are often used in conjunction with background pictures so that selecting an area on the picture will cause an action to occur (refer to **InterAACT Visual Scenes** for more information).
Labels	Labels are words placed on an object to help indicate the object's purpose. A label on a page might give a descriptive page title, while a label on a button might indicate the button's behavior or vocabulary content.
Active Labels	Active labels display information maintained by the device, such as the system date and time or battery charge. Active labels can also be used to display the personal information entered in the User Setup Wizard (click here), such as the user's name and address.

Symbols	Symbols are pictures that visually indicate a word or concept. Symbols are often placed on buttons to illustrate the button's purpose.
Message Windows	A Message Window allows an individual to compose a message from several selections of communication buttons. The words appear in the Message Window, and the whole text is not spoken until the Message Window is selected.
Dividers	Dividers are graphic objects that are placed on pages and popups to visually define a group of objects by separating them. A thick divider line drawn between two columns of buttons with distinctly different vocabulary or behaviors will emphasize the difference between the two columns (see **Create and Modify Dividers** for more information).
Boxes	Boxes are graphic objects that are placed on pages and popups to visually define a group of objects by grouping. Drawing a box around several buttons that have similar vocabulary or behaviors, for example, will distinguish those buttons as a group (see **Create and Modify Boxes** for more information).
Tab Controls	Adding tab controls to a page allows access to more buttons or other objects on a single page. A series of tabs appear along the top of the tab control, and selecting a tab shows a new tab pane (layer) of buttons.
Search Boxes	Search boxes are used with the Go to Page and Search behavior. The search box automatically fills with buttons based on search criteria defined in the behavior.
Multi Page Boxes	Multi page boxes can be used in a variety of ways - as search boxes, static pages or phrase selectors. They allow access to a large number of vocabulary options by enabling the user to scroll through pages using the *Prev* and *Next* buttons.

You can use any of these elements on the pages or popups that you create. This section describes in detail how to define and customize these page elements for your own communication needs.

CREATING AND MODIFYING BUTTONS

A button is a graphic object on a page or popup that can be selected with a touch, a mouse click or other input device. It may represent a behavior, a word or even several sentences. A button may feature a text label and/or a symbol, and can be programmed to perform specific behaviors when it is selected. There are several types of buttons, each with a specific function:

Button Type	Button Function
Symbol	This basic button usually features a symbol and a label. It can be used for communication or as a command button. Many behaviors can be assigned to a symbol button, including the commands to activate a macro or perform an infrared command.
Go To	This type of button is used to move from one page or popup to another. Go To buttons include a behavior from the Page Navigation category.
Predictor	This type of button displays words, phrases and sentences that are predicted by the DynaVox rate enhancement features.
Character Predictor	This type of button can be used with (or instead of) a keyboard page by individuals who use the Scanning selection method. When a letter is selected, the character prediction button will predict the next logical letter selection.
Phrase Predictor	This type of button displays phrases from the *My Phrases* menu that are predicted based on the sentence you are typing.
Recency	This type of button is similar to a predictor button. The words and phrases that are displayed in recency buttons are predicted according to the frequency of their use.

The *Tools* palette provides several tools for adding the different types of buttons to a page. When any kind of button is created, its default attributes are dependent on the settings established on the *Button Tool Defaults* tab pane (click here) that is available in the *Page Default Properties* menu.

The characteristics of individual buttons can also be modified using the Modify button (see **Chapter 7: Using the Modify Button**). Unlike the *Page Default Properties* menu default settings, the changes made using the *Modify Button* menu affect only the button that is currently selected.

Draw a Single Button

The *Tools* palette offers a variety of tools for drawing buttons for different purposes. If you are creating or customizing a page, you will likely use the Button tool, the Symbol Button tool or the Folder Button tool (see ***Button Tool***).

- Use the basic Button tool to draw a button that has a label field but not a symbol field.
- Use the Symbol Button tool to create a button with both label and symbol properties, and an Insert Label behavior.
- Use the Folder Button tool to create a folder-shaped button that includes both label and symbol properties, and a Go To Page behavior.

Note: The list above assumes that your device's default settings are in effect. These default button characteristics can be changed in the *Button Tool Defaults* tab pane in the *Page Default Properties* menu (click here).

Note: To create a freeform button, refer to ***Draw a Freeform Button***.

Four other tools - the Predictor Button tool, the Character Button tool, the Recency Button tool and the Phrase Predictor Tool (see ***Predictor Button Tool***), can be used to enhance pages. These types of buttons are used to incorporate the DynaVox Series 5 prediction features into keyboard pages.

Note: If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To create a new button:

1. Select one of the button-creation tools in the *Tools* palette. The Button tool is the third tool in the *Tools* palette (click here).

2. Select the area on the page where you want to draw a button. Do not release the selection.

3. Continue to maintain the selection while you drag the cursor out to draw a button. An outline of the button you are drawing will appear on the touch screen.

4. Move the cursor to adjust the size or shape of the button you are drawing, but do not release the selection until the button is the desired size and

shape. When you release the selection, the new button will be added to the touch screen.

5. If the *Page Default Properties* menu (click here) is set to automatically ask for label text for symbol buttons, the system keyboard will open and you should complete the rest of this step.

a. Enter a label for the new button.

> **Note:** You can make the text dynamic by inserting an active label or a concept slot. Select the *Insert Active Label* button to include an active label, or select the *Make Slot* button to include a concept slot in the text. For more information, see **Modifying an Active Label** or **Adding Slots to Button Text**.

b. Select the **OK** button to add the label to the button.

6. If the *Page Default Properties* menu is set to automatically add a Go to Page behavior to the kind of button you have drawn, the *Select Pages* menu will open and you should complete the rest of this step.

a. Use the *Select Pages* menu to select a page for the Go to Page behavior. Find the desired page by using one of the following methods:

- Select the *Search* text box and enter the exact name of the page you want to find. Select the **OK** button to close the system keyboard. The appropriate page will be highlighted in the right viewport.

- Visually search through the page sets in the left viewport, selecting a folder to display its contents in the right viewport (you may also select an expansion box to display sub-folders in the left viewport). Use the scroll bars to view all of the available options in both viewports. Select the desired page in the right viewport.

b. Select the **OK** button to close the *Select Pages* menu. The name of the page you selected will be added to the button's Go to Page behavior.

7. If the *Page Default Properties* menu is set to automatically add a symbol field to the button you have drawn and the label you entered is associated with one symbol, the appropriate symbol will be automatically added to the button and no further steps are necessary.

If a symbol field was automatically added but no symbol is associated with the label you entered, the symbol field will be left empty and no further steps are necessary.

If a symbol field was automatically added and more than one symbol is associated with the label you entered, the *Select a Symbol* menu will open and you should complete the rest of this step.

a. Select the symbol that you want to add to the new button.

b. Select the **OK** button to close the *Select a Symbol* button and add the symbol to the button.

The new button and its contents are now in place on the active page or popup.

Draw a Grid of Buttons

The *Tools* palette in the DynaVox Series 5 Page Editor offers a Button Grid tool (click here) that can be used to draw several buttons at once. When the grid tool is used, the buttons are drawn out in a uniform grid of rows and columns. If the default settings are still in place in your DynaVox Series 5 software, buttons in a new grid will automatically contain label and symbol properties.

> **Note:**   The default attributes of the buttons in the grid (and the spacing between them) will be determined by the settings in the *Preferences* menu (click here).

> **Note:**   If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To draw a grid of buttons with the Button Grid tool:

1. Select the Button Grid tool in the *Tools* palette. It is one of the options for the Button tool, the third tool in the *Tools* palette.

    - If the *Tools* palette is docked in the title bar, double-select the Button tool to expand the options, and select the Button Grid tool.

    - If the *Tools* palette is not docked in the title bar, expand the Button tool by selecting the blue arrow, and then select the Button Grid tool.

BUTTON GRID TOOL
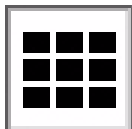
2. Select a location on the page to be a corner of the grid. Do not release the selection.

3. Continue to maintain the selection while you drag the cursor out to draw a grid of buttons. The buttons you are drawing will be outlined on the touch screen.

4. Move the cursor to adjust the number of button rows and columns you are drawing, but do not release the selection until the grid is complete. When you release the selection, the buttons will be placed on the page.

5. If the *Page Default Properties* menu is set to automatically add a label and symbol to each button in the grid, an *Enter Label* window will open and you should complete the rest of this step. Otherwise, no further steps are necessary.

a. Select the **Enter Label** text box. The system keyboard will open.

b. Enter a label for the first button.

> **Note:** You can make the text dynamic by inserting an active label or a concept slot. Select the *Insert Active Label* button to include an active label, or select the *Make Slot* button to include a concept slot in the text. For more information, see **Modifying an Active Label** or **Adding Slots to Button Text**.

c. Select the **OK** button. The label will be added to the button.

d. If the *Page Default Properties* menu is set to automatically add text to the button, the system keyboard will open again, prompting you to enter the text for the button (this text can be much longer than the button label). Enter the text for the button and select the **OK** button when finished. Or select the **Cancel** button to not enter text for this button and continue.

e. If the *Page Default Properties* menu is set to automatically add symbols to the new buttons, and a single symbol is associated with the label you entered, the symbol will also be added to the button. If more than one symbol is associated with the label, the *Select a Symbol* menu will display the symbol choices. Select one symbol and then select the **OK** button to add the symbol to the button.

f. If there is another empty button in the grid, a new *Enter Label* window will open. Start again at step 4a for each *Enter Label* window that is presented or select one of the buttons at the bottom of the window:

OK	Select this button if you do not want to add a label to the current button but want to continue adding labels to the remaining ones.
Stop Asking	Select this button if you want to stop adding labels before all the buttons are filled.

The grid of new buttons and their contents are now in place on the page or popup.

Draw a Freeform Button

The *Tools* palette in the DynaVox Series 5 Page Editor offers a Freeform Button tool (click here) that can be used to draw buttons of custom (irregular) shapes. When this tool is in use, you can draw the button to any size or shape that you want.

> 🏳 **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To use the Freeform Button tool to draw a custom-shaped button:

1. Select the Freeform Button tool in the *Tools* palette. It is one of the options for the Button tool, the third tool in the *Tools* palette.

    - If the *Tools* palette is docked in the title bar, double-select the Button tool to expand the options, and select the Freeform Button tool.

    - If the *Tools* palette is not docked in the title bar, expand the Button tool by selecting the blue arrow, and then select the Freeform Button tool.

FREEFORM BUTTON TOOL

2. Select a location on the page to be the starting point of the button. Do not release the selection.

3. Continue to maintain the selection while you drag the cursor to outline the shape of the button. The shape you draw will be outlined on the touch screen.

4. When you are finished drawing the button, release your selection. The software will automatically close off the shape, and create the button on the page. Refer to the examples below:

FREEFORM BUTTON IN PAGE EDITOR (EXAMPLES)
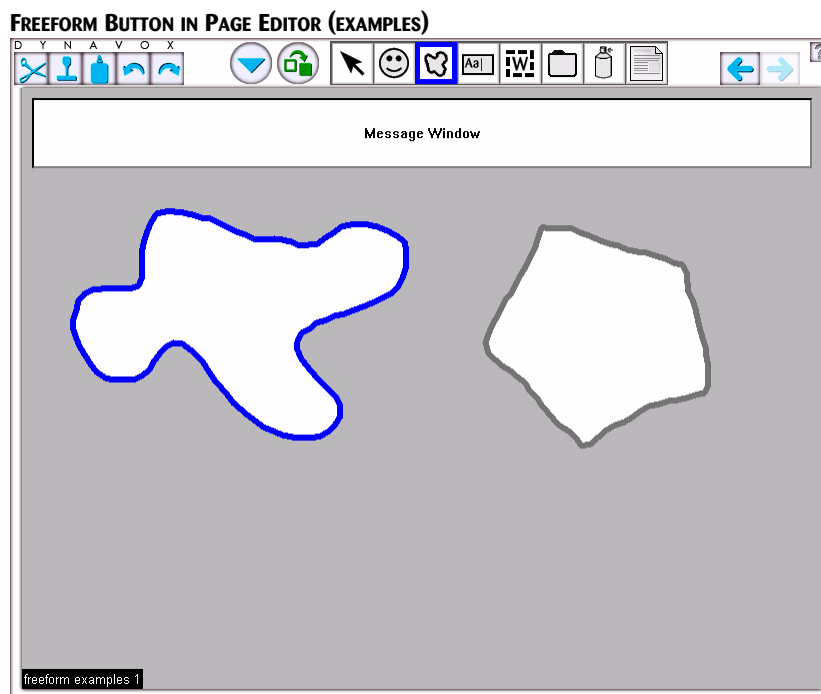
Once the button is on the page, you select the Modify button in the title bar (or double-select the button itself) to open the *Modify Button* menu and define the characteristics of the button. Refer to **Modifying a Button** for more information.

Customize a Button Border Width

The default width and color settings of a button's border are both defined in the *Button Tool Defaults* tab pane (click here) in the *Page Default Properties* menu. Once a button is created, tools in the *Modify Button* menu can be used to customize these characteristics in the new button.

To change a button's border width:

1. Use the options in the Object Selector tool (click here) to select the button(s) that you want to modify. The Object Selector tool is the first tool in the *Tools* palette.

   • If the *Tools* palette is docked in the title bar, double-select the Object Selector tool to expand the options, and choose the desired tool.

• If the *Tools* palette is not docked in the title bar, expand the Object Selector tool by selecting the blue arrow, and then select the desired tool.

OBJECT SELECTOR TOGGLE TOOL & MAGIC WAND TOOL

> 📁 **Note:**   Use the Object Selector Toggle tool to select more than one button. Use the Magic Wand tool to select all the buttons on a page or popup.

2. Select the green Modify button in the title bar. The *Modify Button* menu will open.

3. Select the **Border Width** drop-down menu in the *Modify Button* menu. The drop-down menu will expand to display all the available options for border width: *Very Narrow*, *Narrower*, *Narrow*, *Medium*, *Wide*, *Wider* and *Very Wide*.

4. Select the border width you want to use. The drop-down menu will close and display the chosen option.

5. Select the **OK** button to close the *Modify Button* menu.

The border on the selected button(s) will be changed to match the new width setting.

Set the Behaviors for a Group of Buttons

The DynaVox Series 5 Page Editor streamlines the page editing process by making it possible to set the same behavior(s) for multiple buttons at one time.

> 📁 **Note:**   Using the steps below to set behavior(s) to a group of buttons will automatically remove any behaviors that were previously assigned to the buttons.

To set the same behavior(s) to more than one button at the same time:

1. Use the options in the Object Selector tool (click here) to select the button(s) that you want to modify. The Object Selector tool is the first tool in the *Tools* palette.

- If the *Tools* palette is docked in the title bar, double-select the Object Selector tool to expand the options, and choose the desired tool.

- If the *Tools* palette is not docked in the title bar, expand the Object Selector tool by selecting the blue arrow, and then select the desired tool.

OBJECT SELECTOR TOGGLE TOOL & MAGIC WAND TOOL

> **Note:** Use the Object Selector Toggle tool to select more than one button. Use the Magic Wand tool to select all the buttons on a page or popup.

2. Select the green Modify button in the title bar. The *Modify Buttons* menu will open.

3. Select the **Behavior Editor** in the *Behaviors* group box. The *Behavior Editor* menu will open.

4. Select the **Behaviors** drop-down menu. The menu will expand to display a list of the available behavior categories.

> **Note:** For more information on behavior categories, individual behaviors and their uses, please refer to ***Appendix A: Behavior Reference***.

5. Select a behavior category from the drop-down menu. The *Behaviors* viewport will display the names of the individual behaviors within the selected category.

6. Select a single behavior from the viewport.

7. Select the **Add** button.

8. If the device requires no other additional information to complete the behavior, the selected behavior will be added to the *Steps* viewport and you may continue with step 9.

   If the selected behavior requires additional information, such as text, the name of a sound file or the name of a page, a window will open to request this information. Use the window that is presented to supply the required

information and then select the **OK** button to return to the *Behavior Editor* menu.

📛 **Note:**   For more detailed steps on adding frequently used behaviors, see ***Chapter 8: Assigning Behaviors***.

---

9. To add another behavior to the *Steps* viewport, repeat steps 4 through 8.

10. If you want to edit, remove or rearrange any of the behaviors that have been added to the button, select the behavior in the *Steps* viewport and then select one of the following buttons:

Move Up	The selected behavior will exchange positions with the behavior above it.
Edit	If the behavior includes additional information such as text, a sound file or a page name, a menu will open to provide the tools for editing this information.
Delete	The selected behavior will be permanently removed.
Move Down	The selected behavior will exchange positions with the behavior below it.

11. When you have finished adding behaviors to the *Steps* viewport, select the **OK** button to close the *Behavior Editor* menu. The new behavior(s) will be immediately added to all the selected buttons and any previous behaviors on the selected button(s) will be erased.

12. Select the **OK** button to close the *Modify Buttons* menu.

The buttons that you selected will all have the behavior(s) you just assigned. Any previous behaviors they had were removed.

Modify the Characteristics of a Button

Using the Modify button in the Page Editor enables you to customize the characteristics of a button. Refer to the sections listed below for step-by-step instructions on modifying the individual aspects of a button:

- ***Define the Button Type***
- ***Define the Button's Behaviors***
- ***Select the Button's Color Settings***
- ***Make the Button Scannable***
- ***Hide the Button***

- ***Edit the Button's Label***
- ***Edit the Button's Audio Cue***
- ***Edit the Button's Symbol***
- ***Select the Button's Label Font***
- ***Define the Button's Border Width***
- ***Edit the Button's Name***
- ***Edit the Button's Message***

CREATING ACTIVE AREAS

Active areas are like invisible buttons in that they can have assigned behaviors, but they have no borders or other defining characteristics.

Active areas are most commonly used with digital pictures and visual scenes. If a digital picture is used as the background of a page or popup, active areas can be placed over objects in the picture. When the device user selects the object with the active area, the selection can play a sound file or video file, speak a message or trigger some other behavior (refer to **InterAACT Visual Scenes** for more information).

Integrating active areas with digital pictures can have many benefits for Series 5 users. This combination can be used to make original pages that are creative and dynamic. It can also be an effective page-creation technique for an individual who may have trouble associating an abstract symbol with a vocabulary word, but who will immediately recognize items in a picture of his or her own surroundings. Active areas and digital pictures can also be effectively used to create interactive educational pages.

> **Note:** For more information on using a digital picture as the background of a page, refer to **Select the Page's Background Picture**.

The Page Editor enables you to create and modify active areas. The *Tools* palette provides an Active Area tool for drawing active areas on a page or popup. There are no default settings that regulate the attributes of active areas. Each active area can be individually customized using the Modify button that is available in the Page Editor.

Create an Active Area

Adding an active area to a page is like creating an invisible button. Use this feature when you want to assign a behavior to a place on a page or popup without putting a button in that spot. When the active area is selected, its assigned behavior will be triggered.

When you add an active area to a page, you must first define the area. Then you will need to use the Modify button to assign one or more behaviors to the active area.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To create an active area in the Page Editor:

1. Select the Active Area tool in the *Tools* palette. It is one of the options for the Message Window tool, the fourth tool in the *Tools* palette.

   • If the *Tools* palette is docked in the title bar, double-select the active Message Window tool to expand the options, and select the Active Area tool.

   • If the *Tools* palette is not docked in the title bar, expand the Message Window tool by selecting the blue arrow, and then select the Active Area tool.

ACTIVE AREA TOOL
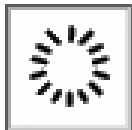
2. Select the location on the page or popup where you want to place one corner of the active area. Do not release the selection.

3. Continue to maintain the selection while you drag the cursor to draw out an active area. An outline of the box you are drawing will appear on the touch screen.

4. Move the cursor to adjust the size or shape of the active area you are drawing, but do not release the selection until the box is the desired size and shape.

5. When you release the selection, the active area will be placed on the page and the *Behavior Editor* menu will open.

6. Select the **Behaviors** drop-down menu. The menu will expand to display a list of the available behavior categories.

> **Note:** For more information on behavior categories, individual behaviors and their uses, please refer to ***Appendix A: Behavior Reference***.

7. Select a behavior category from the drop-down menu. The *Behaviors* viewport will display the names of the individual behaviors within the selected category.

8. Select a single behavior from the viewport.

9. Select the **Add** button.

10. If the device requires no other additional information to complete the behavior, the selected behavior will be added to the *Steps* viewport and you may continue with step 11.

   If the selected behavior requires additional information, such as text, the name of a sound file or the name of a page, a window will open to request this information. Use the window that is presented to supply the required information and then select the **OK** button to return to the *Behavior Editor* menu.

> **Note:** For more detailed steps on adding frequently used behaviors, see **Chapter 8: Assigning Behaviors**.

11. If you want to add another behavior to the *Steps* viewport, repeat steps 6 through 9.

12. If you want to edit, remove or rearrange any of the behaviors that have been added to the active area, select the behavior in the *Steps* viewport and then select one of the following buttons:

Move Up	The selected behavior will exchange positions with the behavior above it.
Edit	If the behavior includes additional information such as text, a sound file or a page name, a menu will open to provide the tools for editing this information.
Delete	The selected behavior will be permanently removed.
Move Down	The selected behavior will exchange positions with the behavior below it.

13. When you have finished adding behaviors to the *Steps* viewport, select the **OK** button to close the *Behavior Editor* menu. The selected behaviors are now applied to the new active area.

Draw a Freeform Active Area

Adding an active area to a page is like creating an invisible button. Use this feature when you want to assign a behavior to a place on a page or popup without putting a button in that spot. When the active area is selected, its assigned behavior will be triggered.

The *Tools* palette in the Page Editor offers a Freeform Active Area tool (click here) that enables you to draw active areas of custom (irregular) shapes. You

can use this tool to draw the active area to any size or shape that you want. This is very helpful when programming a visual scene - you can conform the active area to the shape of a specific object on the scene. Refer to the example screen below: the active area is drawn over the contour of the dentist's chair.

FREEFORM ACTIVE AREA (EXAMPLE)

After the active area is drawn, you will assign one or more behaviors to it.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To use the Freeform Active Area tool to draw a custom-shaped active area:

1. Select the Freeform Active Area tool in the *Tools* palette. It is one of the options for the Message Window tool, the fourth tool in the *Tools* palette.

   • If the *Tools* palette is docked in the title bar, double-select the Message Window tool to expand the options, and select the Freeform Active Area tool.

- If the *Tools* palette is not docked in the title bar, expand the Message Window tool by selecting the blue arrow, and then select the Freeform Active Area tool.

FREEFORM ACTIVE AREA TOOL

2. Select a location on the page to be the starting point for the active area. Do not release the selection.

3. Continue to maintain the selection while you drag the cursor to outline the shape of the active area. The shape you draw will be outlined on the touch screen.

4. When you are finished drawing the active area, release your selection. The software will automatically close off the shape, and create the active area on the page. The *Behavior Editor* menu will open.

5. Select the **Behaviors** drop-down menu. The menu will expand to display a list of the available behavior categories.

> **Note:** For more information on behavior categories, individual behaviors and their uses, please refer to ***Appendix A: Behavior Reference***.

6. Select a behavior category from the drop-down menu. The *Behaviors* viewport will display the names of the individual behaviors within the selected category.

7. Select a single behavior from the left viewport.

8. Select the **Add** button.

9. If the device requires no other additional information to complete the behavior, the selected behavior will be added to the *Steps* viewport and you may continue with step 10.

   If the selected behavior requires additional information, such as text, the name of a sound file or the name of a page, a window will open to request this information. Use the window that is presented to supply the required information and then select the **OK** button to return to the *Behavior Editor* menu.

> **Note:** For more detailed steps on adding frequently used behaviors, see ***Chapter 8: Assigning Behaviors***.

10. If you want to add another behavior to the *Steps* viewport, repeat steps 5 through 8.

11. If you want to edit, remove or rearrange any of the behaviors that have been added to the active area, select the behavior in the *Steps* viewport and then select one of the following buttons:

Move Up	The selected behavior will exchange positions with the behavior above it.
Edit	If the behavior includes additional information such as text, a sound file or a page name, a menu will open to provide the tools for editing this information.
Delete	The selected behavior will be permanently removed.
Move Down	The selected behavior will exchange positions with the behavior below it.

12. When you have finished adding behaviors to the *Steps* viewport, select the **OK** button to close the *Behavior Editor* menu. The selected behaviors are now applied to the new active area.

13. When you have finished editing the page, select the Main Menu button in the title bar and then select **Exit Page Editor**.

14. Select **Yes** to save your changes.

Modify the Characteristics of an Active Area

Using the Modify button in the Page Editor enables you to customize an active area. Refer to the section listed below for step-by-step instructions on modifying an active area:

- ***Define the Active Area's Behaviors***

CREATING AND MODIFYING LABELS

A label is text that can be placed on a button, box, tab control, page or popup. A label can be used as the title of a page or as an indication of the contents of a button, box or tab control.

The Series 5 Page Editor enables you to create and modify labels. The *Tools* palette provides a Label tool for drawing labels on a page. When a label is drawn, its default attributes depend on the settings established on the *Label Tool Defaults* tab pane (click here) that is available in the *Page Default Properties* menu.

The characteristics of labels can also be modified by using the Modify button (refer to **Modifying a Label**) that is available in the Page Editor. Unlike the *Page Default Properties* menu settings, the settings in the *Modify Label* menu affect only the label that is currently selected.

> **Note:**   You can make the label text dynamic by inserting an active label. Select the *Insert Active Label* button to choose the active label that you want to include in the text. Your options include date and time information, system setting information, and personal information entered in the User Setup Wizard. For a description of active labels refer to **Modifying an Active Label**. For a list of the active labels available, refer to **Define the Active Label Type**.

Create a New Label

Labels provide a way to place text on pages or page objects. Adding labels is the simplest way to clearly identify things like the central subject of a page or tab control, or the vocabulary contents of a button.

> **Note:**   The default attributes of a new label field will be determined by the settings in the *Label Tool Defaults* tab pane in the *Page Default Properties* menu (click here).

> **Note:**   If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To add a new label in the Page Editor:

1. Select the Label tool in the *Tools* palette. It is one of the options for the Label tool, the second tool in the *Tools* palette.

- If the *Tools* palette is docked in the title bar, double-select the active Label tool to expand the options, and select the Label tool.

- If the *Tools* palette is not docked in the title bar, expand the Label tool by selecting the blue arrow, and then select the Label tool.

LABEL TOOL

2. Select the location on the page where you want to draw a label field. Do not release the selection.

3. Maintain the selection while you drag the cursor out to draw a label field. An outline of the field you are drawing will appear on the touch screen.

4. Move the cursor to adjust the size or shape of the outline, but do not release the selection until the label field is the desired size and shape. When you release the selection, the label field is added to the page.

5. If the *Page Default Properties* menu is set to automatically ask for label text, the system keyboard will open and you should complete the rest of this step. Otherwise, no further steps are necessary.

    a. Enter text for the new label.

> **Note:** You can make the text dynamic by inserting an active label. Select the *Insert Active Label* button in the system keyboard to choose the active label that you want to include in the text. Your options include date and time information, system setting information, and personal information from the User Setup Wizard. For a description of active labels, refer to ***Modifying an Active Label***. For a list of the active labels that are available, refer to ***Define the Active Label Type***.

    b. Select the **OK** button to add the text to the label.

Modify the Characteristics of a Label

Using the Modify button in the Page Editor enables you to customize the characteristics of the label to suit your needs and preferences. Refer to the sections listed below for step-by-step instructions on modifying the individual aspects of a label:

- ***Select the Color of the Label Field***

- *Select the Label's Text Color*
- *Define the Label's Text Alignment*
- *Edit the Label's Text*
- *Edit the Label's Name*
- *Edit the Label's Message*
- *Select the Label's Font*

CREATING AND MODIFYING ACTIVE LABELS

Active labels are an interesting variation of the standard labels that can be used to place text on buttons, pages and popups. Instead of being entered with the system keyboard, the text in an active label is automatically maintained and filled in by the DynaVox Series 5 software.

For example, active labels are often used for buttons that display the time and date. The time and date buttons are given active labels and the DynaVox Series 5 software automatically supplies the correct time and date. Active labels can also be used to create buttons or pages that display the current battery level or report the status (activated or deactivated) of various software features, such as Flexible Abbreviation and Autoclear.

Active labels are frequently used in conjunction with the Series 5 User Setup Wizard (click here). This feature enables the user to enter personal data like names, addresses and family information into the DynaVox Series 5 software. Then the information is automatically displayed in buttons with related active labels. The User Setup Wizard uses active labels to provide a quick and easy way to customize communication pages and popups.

You can create and modify active labels using the DynaVox Series 5 Page Editor. The *Tools* palette provides an Active Label tool for drawing active labels on a page. There are no default settings that regulate the attributes of active labels. Each active label can be individually customized using the Modify button that is available in the Page Editor.

Create a New Active Label

You can use active labels when you want the DynaVox Series 5 software to automatically supply information in a label. When you add an active label to a page, you must first draw out the active label. Then you will need to use the Modify button to specify what kind of information should be added to the label.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To create a new active label in the Page Editor:

1. Select the Active Label tool in the *Tools* palette. It is one of the options for the Label tool, the second tool in the *Tools* palette.

   - If the *Tools* palette is docked in the title bar, double-select the active Label tool to expand the options, and select the Active Label tool.

- If the *Tools* palette is not docked in the title bar, expand the Label tool by selecting the blue arrow, and then select the Active Label tool.

2. Select the location in a button or on the page where you want to place one corner of the active label. Do not release the selection.

3. Continue to maintain the selection while you drag the cursor out to draw a label field. An outline of the box you are drawing will appear on the touch screen.

4. Move the cursor to adjust the size or shape of the label field you are drawing, but do not release the selection until the box is the desired size and shape. When you release the selection, the active label will be placed in the button or on the page or popup.

5. Select the green Modify button in the title bar. The *Modify Active Label* menu will open.

6. Select the **Active Label Type** drop-down menu. The drop-down menu will expand to display all the available options:

Day	Displays the current day of the week according to the date setting in the *System Settings* menu.
Date	Displays the current date as it is set in the *System Settings* menu.
Time	Displays the current time as it is set in the *System Settings* menu.
Prediction	Reports whether the *Prediction* check box is selected in the *Prediction Settings* menu (yes or no).
Flexible AE	Reports whether the *Flexible Abbreviation* check box is selected in the *Prediction Settings* menu (yes or no).
Context Prediction	Reports whether the *Context Prediction* check box is selected in the *Prediction Settings* menu (yes or no).
Speak when inserting	Reports whether the *Speak When Inserting Words* check box is selected in the *Message Window* tab pane of the *Interface Features* menu (yes or no).

Autospacing	Reports whether the *Add Spaces Between Words* check box is selected in the *Message Window* tab pane of the *Interface Features* menu (yes or no).
Autocapitalize	Reports whether the *Capitalize Start of Sentence* check box is selected in the *Message Window* tab pane of the *Interface Features* menu (yes or no).
Autoclear	Reports whether the *Clear after Speaking* check box is selected in the *Message Window* tab pane of the *Interface Features* menu (yes or no).
Auto Expand	Reports whether the *Automatically Expand Abbreviations* check box is selected in the *Message Window* tab pane of the *Interface Features* menu (yes or no).
Highlight as you Speak	Reports whether the *Highlight as You Speak* check box is selected in the *Message Window* tab pane of the *Interface Features* menu (yes or no).
Mouse Pause	Reports the status of the Mouse Pause selection method (enabled or disabled) when a button with a Mouse Pause On or Off behavior is being used to switch between Mouse Pause and another selection method.
First Name	Displays the data that was entered into the *First Name* field of the User Setup Wizard.
Middle Name	Displays the data that was entered into the *Middle Name* field of the User Setup Wizard.
Last Name	Displays the data that was entered into the *Last Name* field of the User Setup Wizard.
Nickname	Displays the data that was entered into the *Nickname* field of the User Setup Wizard.
Age	Displays the data that was entered into the *Age* field of the User Setup Wizard.
Birth Date	Displays the data that was entered into the *Birth Date* field of the User Setup Wizard.
Hobby 1	Displays the data that was entered into the *Hobby 1* field of the User Setup Wizard.
Hobby 2	Displays the data that was entered into the *Hobby 2* field of the User Setup Wizard.
Hobby 3	Displays the data that was entered into the *Hobby 3* field of the User Setup Wizard.
Facility Name 1	Displays the data that was entered into the *Facility Name 1* field of the User Setup Wizard.

Address 1	Displays the data that was entered into the *Address 1* field of the User Setup Wizard.
City 1	Displays the data that was entered into the *City 1* field of the User Setup Wizard.
State 1	Displays the data that was entered into the *State 1* field of the User Setup Wizard.
Zip 1	Displays the data that was entered into the *Zip 1* field of the User Setup Wizard.
Country 1	Displays the data that was entered into the *Country 1* field of the User Setup Wizard.
Facility Name 2	Displays the data that was entered into the *Facility Name 2* field of the User Setup Wizard.
Address 2	Displays the data that was entered into the *Address 2* field of the User Setup Wizard.
City 2	Displays the data that was entered into the *City 2* field of the User Setup Wizard.
State 2	Displays the data that was entered into the *State 2* field of the User Setup Wizard.
Zip 2	Displays the data that was entered into the *Zip 2* field of the User Setup Wizard.
Country 2	Displays the data that was entered into the *Country 2* field of the User Setup Wizard.
Mother	Displays the data that was entered into the *Mother* field of the User Setup Wizard.
Father	Displays the data that was entered into the *Father* field of the User Setup Wizard.
Sister	Displays the data that was entered into the *Sister* field of the User Setup Wizard.
Brother	Displays the data that was entered into the *Brother* field of the User Setup Wizard.
Children	Displays the data that was entered into the *Children* field of the User Setup Wizard.
Spouse	Displays the data that was entered into the *Spouse* field of the User Setup Wizard.
Pets	Displays the data that was entered into the *Pets* field of the User Setup Wizard.
School	Displays the data that was entered into the *School* field of the User Setup Wizard.
Work	Displays the data that was entered into the *Work* field of the User Setup Wizard.

Battery Level	The active label will display the percentage of remaining battery power according to the *Battery Info* menu that can be accessed from the *System Settings* menu.
Keyboard Key	This type of active label should be used on keyboard buttons that feature the Insert Key behavior. The combination of the Keyboard Key active label and the Insert Key behavior enables the character on the button to change when a keyboard command button is selected. An example would be a button with a lower case letter that is capitalized when the *Shift* button is selected.
Keyboard State	This type of active label should be used on a keyboard page or popup. The active label will provide a visual reminder if a special command button is selected to change the state of the keyboard. For example, if the *Caps Lock* button is selected to change the alphabet buttons to capital letters, the text in the active label will be *Caps*. If no special command button has been selected, the text in the active label will be *Normal*.
Brother 2	Displays the data that was entered into the *Brother 2* field of the User Setup Wizard.
Sister 2	Displays the data that was entered into the *Sister 2* field of the User Setup Wizard.
Child 2	Displays the data that was entered into the *Child 2* field of the User Setup Wizard.
Pet 2	Displays the data that was entered into the *Pet 2* field of the User Setup Wizard.
Email	Displays the data that was entered into the *Email* field of the User Setup Wizard.
Home Phone	Displays the data that was entered into the *Home Phone* field of the User Setup Wizard.
Cell Phone	Displays the data that was entered into the *Cell Phone* field of the User Setup Wizard.
Work Phone	Displays the data that was entered into the *Work Phone* field of the User Setup Wizard.
Chat Mode	The active label will report the status of chat mode (on or off) on a communication page or popup that features a button with a Chat Mode On or Off behavior.

Alternate Output	The active label will report the status of alternate output (on or off) on a communication page or popup that features a button with an Alternate Output On or Off behavior.
User Variable	The active label will display the value of a variable that was created in the Advanced Programming environment.
Message Window File	The active label will display the name of the file currently loaded in the Message Window.
Joystick Mouse	The active label will report the status of whether the joystick that controls the mouse pointer in the DynaVox Series 5 software will control the mouse pointer in other Windows applications that are currently open.
Speak My Phrases	The active label will report whether or not the device will speak a phrase from the My Phrases menu as soon as it is selected.
Insert My Phrases	The active label will report whether or not the device will insert a phrase from the My Phrases menu into the Message Window as soon as it is selected.
Autoclose My Phrases	The active label will report whether or not the *Select Phrase* menu will close immediately after a phrase is selected.
Pending Email To	Displays the email address of the email message currently being created.
Pending Email Subject	Displays the subject text of the email message currently being created.
Pending Text Messaging Number	Displays the phone number for the text message currently being created.
Fine Tuning	Reports whether the *Enable Fine Tuning* check box is selected in the *Mouse Scanning* menu (yes or no).
Slow Near Target	Reports whether the *Slow Near Target* check box is selected in the *Mouse Scanning* menu (yes or no).
Current Remote Control	Displays the currently active remote control from the list available in the *My Remote Controls* menu.
Pending Email Attachments	Lists any and all attachments for the email message currently being created.
Pending Email CCs	Displays all of the email addresses that are listed in the *CC* field for the email message currently being created.

Eye Tracking	Reports whether Eye Tracking is the active selection method (yes or no).
Desktop Selection Methods	Reports whether the *Extend Selection Method to Desktop* check box is selected in the *Setup* men (yes or no).
Speech with Alt Output	Reports whether the speech engine is on or off when Alternate Output is activated (on or off).
eBook Speech	Reports the current speaking state of the currently loaded eBook (eBook Speaking, eBook Stopped, or eBook Paused).
Current Song	Displays the name of the currently playing (or loaded) music file (song).
Current Playlist	Displays the name fo the currently loaded (or playing) playlist.
Music Playing Status	Displays the current music playing status (Stopped, Playing, or Paused).
Music Shuffle Status	Displays the current music shuffle (random play) status (Shuffle On or Shuffle Off).
Music Repeat Status	Displays the current music repeat status (Repeat One, Repeat All, or Repeat None).

7. Select one of the drop-down menu options. The drop-down menu will close and display only the option you chose. The active label will fill with the appropriate information.

> **Note:** You may also want to create a secondary label to clearly identify the information in the active label. For example, if you create an active label and set the *Active Label Type* drop-down menu to *Flexible AE*, the text in the active label will say only *Yes* or *No*. A secondary label that says *Flexible Abbreviation Expansion* will help an individual to recognize that the *Yes* or *No* label refers to the status of the flexible abbreviation expansion feature.

ACTIVE LABEL EXAMPLE

Flex Abb

No

8. Select the **OK** button to close the *Modify Active Label* menu.

Modify the Characteristics of an Active Label

Using the Modify button in the Page Editor enables you to customize the characteristics of the active label. Refer to the sections listed below in ***Chapter 7: Using the Modify Button*** for step-by-step instructions on modifying the aspects of an active label:

- ***Select the Active Label's Color***
- ***Select the Active Label's Text Color***
- ***Define the Active Label's Text Alignment***
- ***Select the Active Label's Font***
- ***Define the Active Label Type***

CREATING AND MODIFYING SYMBOL FIELDS

Symbols are pictures that can be used to represent vocabulary. They can be placed on buttons, tab controls, pages or popups. You can use the Series 5 Page Editor to add and modify symbols. The *Tools* palette provides a Symbol tool for adding a "symbol field" (the square or rectangular area that surrounds the actual symbol) to a page or page object. When a symbol field is drawn, its default attributes will depend on the settings established on the *Symbol Tool Defaults* tab pane that is available in the *Page Default Properties* menu (click here).

The attributes of symbol fields can also be customized with the Modify button that is available in the Page Editor. Unlike the *Page Default Properties* menu default settings, the changes made using the Modify button affect only the symbol field that is currently selected.

Draw a Symbol Field

You can use the Symbol tool in the *Tools* palette to draw a new symbol field that can then be filled with a symbol. You can draw symbol properties directly onto a page, or add them to buttons, tab controls or other objects.

> **Note:** The default attributes of a new symbol field will be determined by the settings in the *Symbol Tool Defaults* tab pane in the *Page Default Properties* menu (click here).

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To add a symbol field to a page in the Page Editor:

1. Select the Symbol tool in the *Tools* palette. It is one of the options for the Label tool, the second tool in the *Tools* palette.

    • If the *Tools* palette is docked in the title bar, double-select the active Label tool to expand the options, and select the Symbol tool.

- If the *Tools* palette is not docked in the title bar, expand the Label tool by selecting the blue arrow, and then select the Symbol tool.

SYMBOL TOOL

2. Select the location on the page where you want to draw a symbol field. Do not release the selection.

3. Continue to maintain the selection while you drag the cursor out to draw a symbol field. An outline of the field you are drawing will appear on the touch screen.

4. Move the cursor to adjust the size or shape of the outline, but do not release the selection until the symbol field is the desired size and shape. When you release the section, the symbol field will be placed on the page.

5. If the *Page Default Properties* menu is set to automatically ask for a symbol, the *Select a Symbol* menu will open and you should complete the rest of this step. Otherwise, no further steps are necessary.

   Use the *Select a Symbol* menu to select a symbol. Find the desired symbol by using one of the following methods:

   - Select the *Search* text box and enter the name of the symbol you want to find. Select the **OK** button to close the system keyboard. The symbols that match the search text will appear in the right viewport. Select the desired symbol in the right viewport.

   Note: You can perform wildcard searches using the asterisk (*) as the wildcard character. For example, if you enter *cat**, the software will present symbols that begin with *cat* (like *catalog* or *catch*). If you enter **days*, the software will present any symbols with names that end with *days* (like *weekdays* and *holidays*).

   - Visually search through the symbol concepts in the left viewport, selecting a folder to display its contents in the right viewport. Use the

scroll bar to view all of the available options. Select the desired symbol in the right viewport.

> **Note:** If you want to see a smaller list of symbols, select the expansion box beside the folder name in the left viewport (or double-select the folder). The folder will expand to display a number of smaller categories. Select the name of the category that includes the symbol you are looking for.

- Use the *Quick Import* button to import a digital picture from your device hard drive or from a file sharing device (see **Import a Digital Picture** for more information).

6. Select the **OK** button to close the *Select a Symbol* menu. The symbol you chose will be placed inside the symbol field.

The new symbol is now in place.

Modify the Symbol Field Characteristics

Using the Modify button in the Page Editor enables you to customize the symbol field. Refer to the sections listed below for step-by-step instructions on modifying the individual aspects of a symbol field:

- ***Select the Symbol's Background Color***
- ***Select the Symbol's Display Style***
- ***Edit the Symbol's Name***
- ***Edit the Symbol's Message***
- ***Edit the Symbol***

CREATING A MESSAGE WINDOW

The Message Window is an area on a page or popup where a text or symbol message can be composed. When the Message Window is selected, the Series 5 device will speak the message it contains. The size and location of the Message Window may vary, but moving from page to page will not delete or alter its contents.

Note: If your Series 5 device is playing a recorded sound file or video file, selecting the blank Message Window will stop the sound before it is done playing. Refer to ***Stop a Sound File*** or ***Create a Stop Video Button*** for more information.

The Message Window attributes can be customized to suit the needs of each individual user. The tools for creating default settings that will govern the behavior of Message Windows can be found in the *Message Window* tab of the *Interface Features* menu (click here).

The Modify button offers another behavior choice for Message Windows. It enables you to decide what will happen when the Message Window is selected. Unlike the *Interface Features* menu default settings, the changes made using the Modify button affect only the Message Window that is currently selected.

Note: Any page or popup can only have one Message Window. If you try to create a second Message Window on a page or popup, the existing Message Window will move to the location (and size) where you tried to insert the second Message Window.

Create a New Message Window

Note: The behavior of the new Message Window will depend on the default Message Window settings in the *Interface Features* menu. If you want to customize these behaviors, refer to ***Define the Message Window Settings***.

Note: If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To add a Message Window to a page or popup in the Page Editor:

1. Select the Message Window tool in the *Tools* palette. It is one of the options for the Message Window tool, the fourth tool in the *Tools* palette.

   • If the *Tools* palette is docked in the title bar, double-select the active Message Window tool to expand the options, and select the Message Window tool.

   • If the *Tools* palette is not docked in the title bar, expand the Message Window tool by selecting the blue arrow, and then select the Message Window tool.

MESSAGE WINDOW TOOL

2. Select the location on the page or popup where you want to place one corner of the Message Window. Do not release the selection.

3. Continue to maintain the selection while you drag the cursor out to draw a Message Window. An outline of the box you are drawing will appear on the touch screen.

4. Move the cursor to adjust the size or shape of the Message Window you are drawing, but do not release the selection until the box is the desired size and shape. When you release the selection, the Message Window will be placed on the page or popup.

Modify the Characteristics of a Message Window

You can use the Modify button to customize the Message Window of the current page. Refer to the sections listed below for step-by-step instructions on modifying the individual aspects of the Message Window:

• *Define the Function of the Message Window*
• *Select the Message Window Color*
• *Select the Message Window Text Color*
• *Select the Message Window Border Color*
• *Set the Message Window's Border Style*
• *Edit the Message Window's Name*
• *Edit the Message Window's Message*

CREATING AND MODIFYING TAB CONTROLS

Tab controls are used to navigate between multiple layers of buttons on a page. These layers are called panes. The top of each pane features a tab. A pane is displayed whenever its tab is selected. There can be up to six panes in a tab control. Tab controls can be very useful because they allow you to place many buttons (or vocabulary for several topics) on one page, limiting the amount of page navigation required to find vocabulary.

Tab controls can be created and modified in the DynaVox Series 5 Page Editor. The *Tools* palette provides a Tab Control tool for drawing tab controls on a page. When a new tab control is drawn, its default attributes will be determined by the settings in the *Tab Tool Defaults* tab pane in the *Page Default Properties* menu (click here).

Individual tab controls can be modified using the Modify button that is available in the Page Editor. Unlike the *Page Default Properties* menu settings, the changes made in the *Modify* menu affect only the tab control that is selected in the Page Editor.

Draw a Tab Control

You can use the Page Editor to create a tab control and add layered panes of buttons to a page or popup.

> **Note:**   The default attributes of the tab controls will be determined by the settings in the *Tab Tools Defaults* tab pane (click here) in the *Page Default Properties* menu.

> **Note:**   If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To create a new tab control:

1. Select the Tab Control tool in the *Tools* palette. It is one of the options for the Box tool, the sixth tool in the *Tools* palette.
   - If the *Tools* palette is docked in the title bar, double-select the active Box tool to expand the options, and select the Tab Control tool.

- If the *Tools* palette is not docked in the title bar, expand the Box tool by selecting the blue arrow, and then select the Tab Control tool.

TAB CONTROL TOOL

2. Select the location on the page or popup where you want to draw the tab control. Do not release the selection.

3. Continue to maintain the selection while you drag the cursor out to draw a tab control. An outline of the area you are drawing will appear on the touch screen.

4. Move the cursor to adjust the size or shape of the tab controls you are drawing, but do not release the selection until the tab control is the desired size and shape.

5. If the *Autofill Tabs* drop-down menu in the *Tab Tools Defaults* pane in the *Page Default Properties* menu is set to automatically add a label or a symbol to each tab pane, an *Enter Label* window will open and you should complete the rest of this step. Otherwise, no further steps are necessary.

   a. Select the **Enter Label** text box. The system keyboard will open.

   b. Enter a label for the first tab pane.

> **Note:** You can make the text dynamic by inserting an active label. Select the *Insert Active Label* button in the system keyboard to choose the active label that you want to include in the text. Your options include date and time information, system setting information, and personal information from the User Setup Wizard. For a description of active labels, refer to ***Modifying an Active Label***. For a list of the active labels that are available, refer to ***Define the Active Label Type***.

   c. Select the **OK** button. The label text and the symbol that corresponds to the label will be added to the tab pane.

   d. If you are adding symbols to the tab panes and more than one symbol is associated with the label you added, you will be asked to select one symbol. The *Select a Symbol* menu will open to display the symbol choices. Select one symbol and then select the **OK** button add the symbol to the tab pane.

e. If there is another empty tab pane, the *Enter Label* window will open again. Start at step 4a for each *Enter Label* window that is presented or select one of the buttons at the bottom of the window:

OK	Select this button if you do not want to enter a label for one tab but you want to continue adding labels to the remaining tab panes.
Stop Asking	Select this button if you want to stop adding labels before all the tab panes are filled.

The new set of tab panes is now in place on the page.

Swap Two Tab Panes

You may want to move the position of a tab pane. You can do this by exchanging its position with another tab pane in the same tab control.

To swap the position of two tab panes:

1. Use the Object Selector Toggle tool to select the two tab control panes that you want to swap. The Object Selector tool is the first tool in the *Tools* palette.

   - If the *Tools* palette is docked in the title bar, double-select the active Object Selector tool to expand the options, and select the Object Selector Toggle tool.
   - If the *Tools* palette is not docked in the title bar, expand the Object Selector tool by selecting the blue arrow, and then select the Object Selector Toggle tool.

OBJECT SELECTOR TOGGLE TOOL

2. Select **Main Menu > Object > Tab Controls > Swap Panes**. The two selected tab panes will exchange positions.

Modify the Characteristics of Tab Controls

Using the Modify button in the Page Editor enables you to customize the characteristics of a tab control to suit your needs and preferences. Refer to the sections listed below for step-by-step instructions on modifying a tab control:

- *Define the Tab Control's Tab Height*
- *Select the Number of Tab Panes in the Tab Control*
- *Edit the Tab Control's Audio Cue*

> **Note:** If you are starting any of the above procedures from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2. Select the tab control first (it will be highlighted in blue), and then select the Modify button.

Modify the Characteristics of Tab Panes

Using the Modify button in the Page Editor enables you to customize the characteristics of a tab pane to suit your needs and preferences. Refer to the sections listed below for step-by-step instructions on modifying the individual aspects of a tab pane:

- *Edit the Tab Pane's Label Text*
- *Select the Tab Pane's Text Color*
- *Select the Tab Pane's Font*
- *Edit the Tab Pane's Symbol*
- *Select the Tab Pane's Color*
- *Define the Tab Pane's Scanning Properties*
- *Edit the Tab Pane's Audio Cue*
- *Define the Tab Pane's Height*
- *Select the Number of Tab Panes*
- *Edit the Tab Pane's Name*

> **Note:** If you are starting any of the above procedures from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2. Select the tab controls first (it will be highlighted in blue), and then select the Modify button.

CREATING AND MODIFYING SEARCH BOXES

The search box is an extremely versatile feature of the DynaVox Series 5 software. Search boxes are designed to work primarily with the Go to Page & Search behavior. When you assign a Go to Page & Search behavior to a button, you define criteria for a vocabulary search and a link to a page that contains a search box. Then, when the button with the Go to Page & Search behavior is selected, the page with the search box will open and the search box will fill with buttons with vocabulary that meets the search criteria.

Many buttons with Go to Page & Search behaviors can be linked to one search box. Each of these buttons can have unique criteria for the vocabulary search. The content of the buttons in the search box will depend on the search criteria of the button that was used to open the page. Because of this, search boxes make it easy to provide vocabulary on many different topics without requiring a user to navigate to a different page for each topic.

The DynaVox Series 5 software search box displays the results of the search as a series of buttons in a viewport. The viewport provides a scroll bar on the right side, enabling you to scroll through the search results if they cannot all fit within the viewport. Refer to the following screen:

SEARCH BOX EXAMPLE
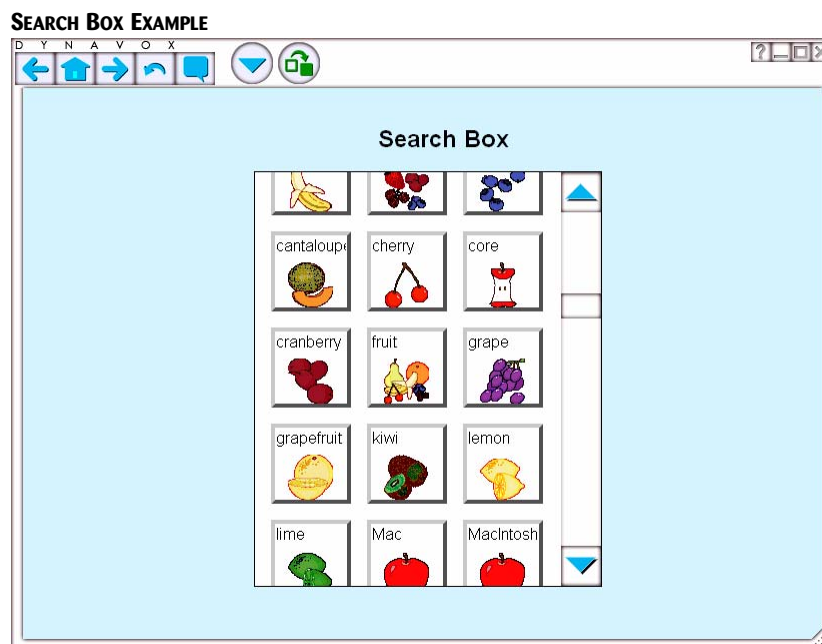
You can create and modify a search box using the DynaVox Series 5 Page Editor. The *Tools* palette provides a Search Box tool for drawing search boxes on a communication page or popup. There are no default settings that regulate

the attributes of search boxes. Each search box can be individually customized by selecting the search box and then selecting the Modify button.

Create a New Search Box

You can use the Page Editor to add a new search box to a page or popup.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To do this:

1. Select the Search Box tool in the *Tools* palette. It is one of the options for the Box tool, the sixth tool in the *Tools* palette.

   - If the *Tools* palette is docked in the title bar, double-select the active Box tool to expand the options, and select the Search Box tool.

   - If the *Tools* palette is not docked in the title bar, expand the Box tool by selecting the blue arrow, and then select the Search Box tool.

SEARCH BOX TOOL
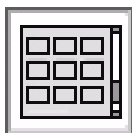
2. Select the location on the page or popup where you want to draw the search box. Do not release the selection.

3. Continue to maintain the selection while you drag the cursor to draw out a search box. An outline of the box you are drawing will appear on the touch screen.

4. Move the cursor to adjust the size or shape of the box, but do not release the selection until the search box is the desired size and shape. When you release the selection, the search box will be placed on the page.

The search box is now available on the page. Unless you want to customize the search box to add unique characteristics, no further steps are necessary.

An Insert Label behavior is automatically added to the buttons that will fill the search box. This ensures that the search box will work properly when it is opened by the selection of a button with a Go to Page & Search behavior. For step-by-step information on using a button with this behavior to open the new search box, see ***Add the Go to Page & Search Behavior***.

Modify the Characteristics of a Search Box

The *Modify Search Box* menu enables you to customize the characteristics of a search box to suit your needs and preferences. Refer to the sections listed below for step-by-step instructions on modifying the individual aspects of a search box:

- *Select the Search Box's Color*
- *Define the Search Box's Local Search Parameters*
- *Define the Behaviors of Buttons in a Search Box*
- *Edit the Search Box's Audio Cue*

CREATING AND MODIFYING MULTI PAGE BOXES

The multi page box is an extremely versatile feature of the DynaVox Series 5 software.

A multi page box can be used in a variety of ways on your pages and popups:

- As a search box: used in conjunction with a Go To Page & Search behavior, or performing a local search
- As a static page: providing multiple pages of vocabulary that you can fill in manually, accessible by using the *Prev* and *Next* buttons
- As a phrase selector: providing easy access to the custom phrases in your *My Phrases* menu

The DynaVox Series 5 software multi page box displays content in buttons on a page, inside a box. The box provides a *Prev* and a *Next* button, enabling you to navigate through the search results page by page. Refer to the following screen:

MULTI PAGE BOX EXAMPLE
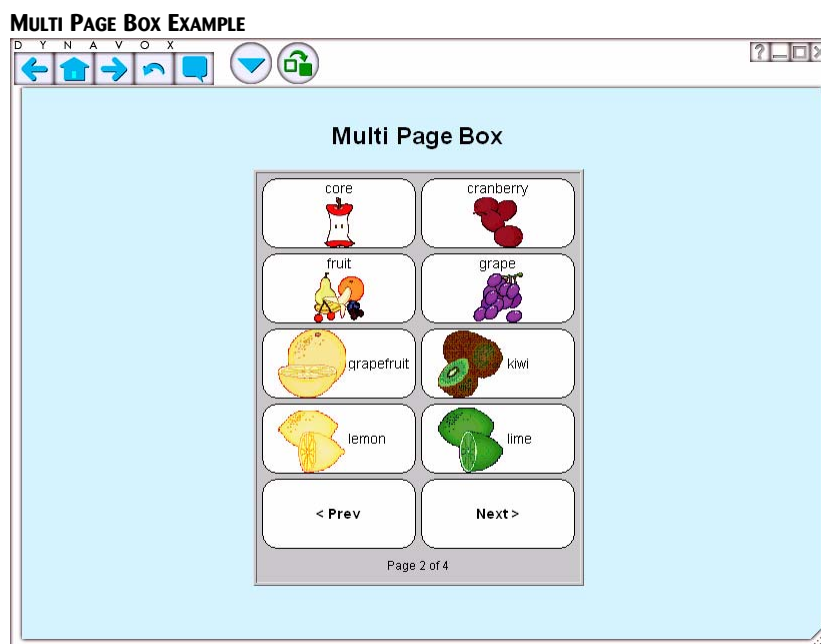
Multi page boxes are designed to work with the Go to Page & Search behavior. When you assign a Go to Page & Search behavior to a button, you define criteria for a vocabulary search and a link to a page that contains a search box. Then, when the button with the Go to Page & Search behavior is selected, the page with the multi page box will open and the multi page box will fill with buttons with vocabulary that meets the search criteria.

Many buttons with Go to Page & Search behaviors can be linked to the same multi page box. Each of these buttons can have unique criteria for the

vocabulary search. The content of the buttons in the multi page box will depend on the search criteria of the button that was used to open the page. Because of this, multi page boxes make it easy to provide vocabulary on many different topics without requiring a user to navigate to a different page for each topic.

You can create and modify a multi page box using the DynaVox Series 5 Page Editor. The *Tools* palette provides a Multi Page tool for drawing multi page boxes on a communication page or popup. There are no default settings that regulate the attributes of multi page boxes. Each multi page box can be individually customized in the Page Editor by selecting the search box and then selecting the Modify button.

Create a New Multi Page Box

You can use the Page Editor to add a new multi page box to a page or popup.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To do this:

1. Select the Multi Page tool in the *Tools* palette. It is one of the options for the Box tool, the sixth tool in the *Tools* palette.
   - If the *Tools* palette is docked in the title bar, double-select the active Box tool to expand the options, and select the Multi Page tool.
   - If the *Tools* palette is not docked in the title bar, expand the Box tool by selecting the blue arrow, and then select the Multi Page tool.
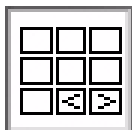
MULTI PAGE TOOL

2. Select the location on the page or popup where you want to draw the multi page box. Do not release the selection.

3. Continue to maintain the selection while you drag the cursor to draw out a search box. An outline of the box you are drawing will appear on the touch screen.

4. Move the cursor to adjust the size or shape of the box, but do not release the selection until the search box is the desired size and shape. When you release the selection, the search box will be placed on the page.

The multi page box is now available on the page. Unless you want to customize the search box to add unique characteristics, no further steps are necessary.

An Insert Label behavior is automatically added to the buttons that will fill the search box. This ensures that the search box will work properly when it is opened by the selection of a button with a Go to Page & Search behavior. For step-by-step information on using a button with this behavior to open the new multi page box, see ***Add the Go to Page & Search Behavior***.

Modify the Characteristics of a Multi Page Box

The *Modify Multi Page* menu enables you to customize the characteristics of a multi page box to suit your needs and preferences. Refer to the sections listed below for step-by-step instructions on modifying the individual aspects of a multi page box:

- ***Define the Number of Buttons in a Multi Page Box***
- ***Select the Multi Page Box Color***
- ***Select the Multi Page Box Border Color***
- ***Select a Color for the Buttons in the Multi Page Box***
- ***Select the Multi Page Box Next & Prev Color***
- ***Set the Multi Page Box Button Type***
- ***Select the Multi Page Box Button Border Color***
- ***Select the Multi Page Box Button Label Color***
- ***Select the Multi Page Box Button Label Font***
- ***Define the Multi Page Box's Behaviors***
- ***Define the Multi Page Box Symbol Style***
- ***Edit the Multi Page Box Audio Cue***
- ***Define the Multi Page Box Fill Style***
- ***Define the Multi Page Box's Local Search Parameters***
- ***Define the Number of Multi Page Box Pages***

USING THE MESSAGE EDITOR MENU

The *Message Editor* menu enables you to program an object on a page or popup with a list of behaviors, similar to a macro. This list of behaviors is referred to as the "message." When you use the advanced programming language to send the proper message to the object(s), they will perform the list of behaviors.

Different objects on the same page can have messages with the same name. For example, Button A and Button B (on the same page) could each contain a message named "test." For Button A, the message could include behaviors to change background color and speak a phrase. For Button B, the message could include behaviors for moving to a new location on the page and playing a video. Both of these buttons will execute their respective messages when they receive the message "test" from another object.

In order to invoke the messages for any screen object, the advanced programming behaviors Send Message or Broadcast Message must be used. The Send Message behavior will send a message directly to a single screen object. The Broadcast Message behavior will send the message to every object that is on a page or popup. Refer to **Message Behaviors** for more information.

The *Message Editor* menu is only available when the Page Editor is open, and it is only available for the following page objects:

- Active Areas
- Boxes
- Buttons
- Labels
- Message Window
- Symbols
- Tab Panes

When you select the *Message Editor* button in the Modify menu for any of the objects listed above, the *Message Editor* menu will open.

MESSAGE EDITOR MENU
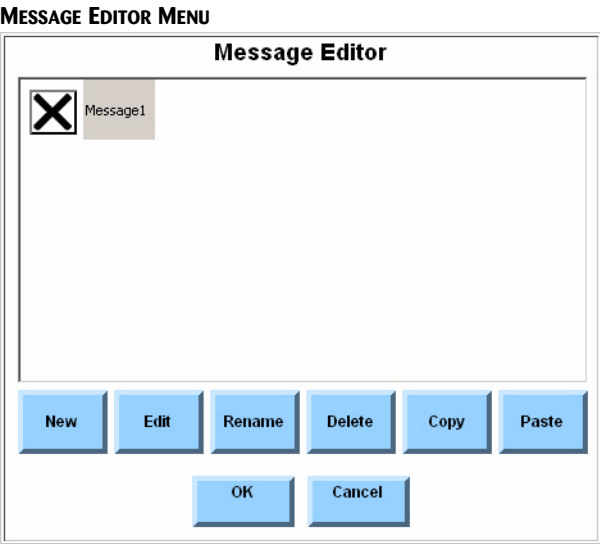
The *Message Editor* menu includes these tools:

Viewport	Displays the message(s) that are defined for the page object.
New	Create a new message.
Edit	Edit the selected message.
Rename	Rename the selected message.
Delete	Delete the selected message.
Copy	Copy the selected message to the clipboard.
Paste	Paste the message stored on the clipboard into this object.
OK/Cancel	Select the *OK* button to accept the current settings. Select the *Cancel* button to close the *Message Editor* menu without accepting any changes.

Create a New Message

Note: The Page Editor must be open on your device (see *Chapter 10: Using the Page Editor*) before you begin this process.

You can use the *Message Editor* menu to create a new message (list of behaviors) for any of the following page objects:

- Active Areas
- Boxes
- Buttons
- Labels
- Message Window
- Symbols
- Tab Panes

The *Message Editor* menu enables you to program several messages for a single object. To create a new message in the *Message Editor* menu:

1. Select the object that you want to modify.

2. Select the green Modify button in the title bar. The Modify menu will open.

3. Select the **Message Editor** button. The *Message Editor* menu will open.

4. Select the **New** button. The system keyboard will open.

5. Enter the name of the message that you want to create.

6. Select the **OK** button to close the system keyboard. The *Behavior Editor* menu (click here) will open.

> **Note:** The following steps describe using the tools in the *Basic* tab of the *Behavior Editor* menu to edit behaviors. You may also use the tools in the *Advanced* tab. For more information on the *Advanced* tab in the *Behavior Editor* menu, refer to **Advanced Programming Basics**.

7. Select the **Behaviors** drop-down menu and then choose one of the behavior categories that are displayed. The *Behaviors* viewport will display the names of behaviors within the selected category.

> **Note:** Refer to **Appendix A: Behavior Reference** to learn more about the various behaviors and their applications.

8. Select one behavior in the *Behaviors* viewport. You may need to use the scroll buttons on the right side of the viewport to see all the listed behaviors for the selected category.

9. Select the **Add** button. If no further information is needed to enact the behavior, the behavior name will be added to the *Steps* viewport. If further information, such as text or the name of a page or other file is needed, a window will open and prompt you to enter the necessary information. Use

the tools that are presented in the window to enter the information and then select the **OK** button to return to the *Behavior Editor* menu.

> 🏳 **Note:**   For step-by-step instructions for adding frequently used behaviors, see ***Chapter 8: Assigning Behaviors***.

10. To add additional behaviors to the message, repeat steps 7 - 9.

> 🏳 **Note:**   You may want the device to pause for a specific amount of time between the behaviors in a message. The Pause behavior (in the *Environmental Control* category) can be used to create delays between the behaviors in a message.

11. If you want to edit, reposition or delete an existing behavior in the message, select it in the viewport and then complete the rest of this step.

    a. To delete the highlighted behavior, select the **Delete** button. The step will be instantly deleted from the *Steps* viewport.

    b. To move a highlighted behavior up one position in a multi-step list, select the **Move Up** button. Keep selecting this button until the step is appropriately repositioned.

    c. To move a highlighted behavior down one position in a multi-step list, select the **Move Down** button. Keep selecting this button until the step is appropriately repositioned.

    d. To make other changes to the highlighted behavior, select the **Edit** button. Make the appropriate changes to the window that opens, and then select the **OK** button to return to the *Behavior Editor* menu.

12. Select the **OK** button to close the *Behavior Editor* menu. The message that you just created will be displayed in the viewport of the *Message Editor* menu.

13. Select the **OK** button to close the *Message Editor* menu.

14. Select the **OK** button to close the Modify menu.

When the object that you have edited receives the proper message from another object on an open page or popup, it will execute the sequence of behaviors contained in the message.

Edit a Message

> 🏳 **Note:**   The Page Editor must be open on your device (see ***Chapter 10: Using the Page Editor***) before you begin this process.

You can use the *Message Editor* menu to edit an existing message (list of behaviors) for any of the following page objects:

- Active Areas
- Boxes
- Buttons
- Labels
- Message Window
- Symbols
- Tab Panes

To open a message and make changes to its behaviors, follow these steps

1. Select the object that contains the message that you want to modify.

2. Select the green Modify button in the title bar. The Modify menu will open.

3. Select the **Message Editor** button. The *Message Editor* menu will open.

4. Select the name of the message that you want to edit in the viewport. If you have a large list of messages in the viewport, use the scroll buttons to find the one you are looking for.

5. Select the **Edit** button. The *Behavior Editor* menu (click here) will open.

> 🏳 **Note:**   The following steps describe using the tools in the *Basic* tab of the *Behavior Editor* menu to edit behaviors. You may also use the tools in the *Advanced* tab. For more information on the *Advanced* tab in the *Behavior Editor* menu, refer to ***Advanced Programming Basics***.

6. If you want to edit, reposition or delete an existing behavior in the message, select it in the viewport and then complete the rest of this step. If you want to add a new behavior to the message, proceed to step 7.

    a. To delete the highlighted behavior, select the **Delete** button. The step will be instantly deleted from the *Steps* viewport.

    b. To move a highlighted behavior up one position in a multi-step list, select the **Move Up** button. Keep selecting this button until the step is appropriately repositioned.

c. To move a highlighted behavior down one position in a multi-step list, select the **Move Down** button. Keep selecting this button until the step is appropriately repositioned.

d. To make other changes to the highlighted behavior, select the **Edit** button. Make the appropriate changes to the window that opens, and then select the **OK** button to return to the *Behavior Editor* menu.

7. To add a new behavior to the message, complete the rest of this step.

   a. Select the **Behaviors** drop-down menu and then choose one of the behavior categories that are displayed. The *Behaviors* viewport will display the names of behaviors within the selected category.

   b. Select one behavior in the *Behaviors* viewport. You may need to use the scroll buttons on the right side of the viewport to see all the listed behaviors.

   c. Select the **Add** button. If no further information is needed to enact the behavior, it will be added to the *Steps* viewport. If further information, such as text or the name of a page or another file is needed, a window will open and prompt you to enter the necessary information. Use the tools that are presented in the window to enter the information and then select the **OK** button to return to the *Behavior Editor* menu.

8. Select the **OK** button and close the *Behavior Editor* menu.

9. Select the **OK** button to close the *Message Editor* menu.

10. Select the **OK** button to close the Modify menu.

Rename a Message

> **Note:** The Page Editor must be open on your device (see *Chapter 10: Using the Page Editor*) before you begin this process.

You can use the *Message Editor* menu to rename an existing message (list of behaviors) for any of the following page objects:

- Active Areas
- Boxes
- Buttons
- Labels
- Message Window
- Symbols
- Tab Panes

To rename a message, follow these steps

1. Select the object that contains the message that you want to modify.

2. Select the green Modify button in the title bar. The Modify menu will open.

3. Select the **Message Editor** button. The *Message Editor* menu will open.

4. Select the name of the message that you want to edit in the viewport. If you have a large list of messages in the viewport, use the scroll buttons to find the one you are looking for.

5. Select the **Rename** button. The system keyboard will open, displaying the current name of the message.

6. Enter a new name and select the **OK** button. The new name for the message will be displayed in the viewport of the *Message Editor* menu.

7. Select the **OK** button to close the *Message Editor* menu.

8. Select the **OK** button to close the Modify menu.

Delete a Message

> **Note:**　The Page Editor must be open on your device (see ***Chapter 10: Using the Page Editor***) before you begin this process.

You can use the *Message Editor* menu to delete a message (list of behaviors) from any of the following page objects:

- Active Areas
- Boxes
- Buttons
- Labels
- Message Window
- Symbols
- Tab Panes

To delete a message, follow these steps

1. Select the object that contains the message that you want to delete.

2. Select the green Modify button in the title bar. The Modify menu will open.

3. Select the **Message Editor** button. The *Message Editor* menu will open.

4. Select the name of the message that you want to delete in the viewport. If you have a large list of messages in the viewport, use the scroll buttons to find the one you are looking for.

5. Select the **Delete** button. The selected message will be removed from the viewport.

6. Select the **OK** button to close the *Message Editor* menu.

7. Select the **OK** button to close the Modify menu.

Copy a Message

> **Note:** The Page Editor must be open on your device (see ***Chapter 10: Using the Page Editor***) before you begin this process.

You can use the *Message Editor* menu to copy a message (list of behaviors) from any of the following page objects:

- Active Areas
- Boxes
- Buttons
- Labels
- Message Window
- Symbols
- Tab Panes

Once the message is copied, it can be pasted into different screen objects.

To copy a message, follow these steps

1. Select the object that contains the message that you want to copy.

2. Select the green Modify button in the title bar. The Modify menu will open.

3. Select the **Message Editor** button. The *Message Editor* menu will open.

4. Select the name of the message that you want to copy in the viewport. If you have a large list of messages in the viewport, use the scroll buttons to find the one you are looking for.

5. Select the **Copy** button. The selected message will be copied to the clipboard.

6. Select the **OK** button to close the *Message Editor* menu.

7. Select the **OK** button to close the Modify menu.

Once the message is copied, you can paste it into another screen object. Refer to **_Paste a Message_** for more information.

Paste a Message

> 🏳 **Note:**   The Page Editor must be open on your device (see **_Chapter 10: Using the Page Editor_**) before you begin this process.

You can use the _Message Editor_ menu to paste a message that you have copied from another page object (refer to **_Copy a Message_**) into any of the following page objects:

- Active Areas
- Boxes
- Buttons
- Labels
- Message Window
- Symbols
- Tab Panes

To paste a message, follow these steps

1. Select the object that you want to receive the copied message.

2. Select the green Modify button in the title bar. The Modify menu will open.

3. Select the **Message Editor** button. The _Message Editor_ menu will open.

4. Select the **Paste** button.

> 🏳 **Note:**   If the object already contains a message with the same name, the software will alert you. Select the _OK_ button to close the prompt. The system keyboard will appear. Enter a new name for the message that you are pasting, and then select the _OK_ button to close the system keyboard.

The message that was copied onto the clipboard will be shown in the viewport.

5. Select the **OK** button to close the _Message Editor_ menu.

6. Select the **OK** button to close the Modify menu.

Chapter 12: Page Layout Techniques in the Page Editor

The Page Editor (**Chapter 10: Using the Page Editor**) offers an impressive array of tools for creating and manipulating objects on a communication page or popup. By using the tools available in the Tools palette, the title bar, and the Main Menu (in Page Editor), you have several methods at your disposal for customizing a page or popup to contain the content you want, and to suit your needs and preferences. The Page Editor also allows you to undo the changes you have made and revert to the original page format and layout.

This section provides step-by-step instructions for editing objects on your communication pages and popups.

CREATING AND MODIFYING PAGES

Building original communication pages in the Page Editor begins with creatinga basic page. A page covers the entire touch screen below the title bar. Once it is created, it can be edited to contain buttons, symbols, text, behavior, tab controls, search boxes, pictures and other visual characteristics.

The attributes of a new page created in the Page Editor are dependent on the settings in the *New Page Defaults* tab pane in the *Page Default Properties* menu (click here). These settings affect the creation of each new page in the DynaVox Series 5 software.

The characteristics of a single page can be modified using the tools available in the Page Editor (see ***Chapter 10: Using the Page Editor***). Unlike the *Page Default Properties* menu default settings, the changes made in the Page Editor affect only the page that is currently open.

Create a New Page

You may want to begin to build a communication page by opening a blank page in the Page Editor.

> **Note:**   If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To do this:

1. Select **Main Menu > File > New Page**. The system keyboard will open.

2. Enter a name for the new page.

3. Select the **OK** button to close the system keyboard. A blank page will open in the Page Editor. The initial characteristics of this page will depend on the settings in the *New Page Defaults* tab pane in the *Page Default Properties* menu (click here).

> **Note:**   To add page elements (butons, tab controls, dividers, etc.) to this new page, you can use the Modify button (see ***Chapter 7: Using the Modify Button***) or the Page Editor (see ***Chapter 10: Using the Page Editor*** and ***Chapter 11: Defining Page Elements in the Page Editor***).

4. When you are finished editing the new page, select **Main Menu > File > Save**. This will save the changes you made to the page.

> 🏴 **Note:** You should link this page to your current page set. Create a Go To button on this page that links to an existing page in your page set, and then create a Go To button on that page (and others in your page set) that links to the page that you just created. See to ***Add the Go to Page Behavior***.

Open an Existing Page

You may want to use the tools in the Page Editor to customize a page that already exists on your DynaVox Series 5 software.

> 🏴 **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To open an existing page in the Page Editor:

1. Select **Main Menu > File > Open Page**. The *Select Page* menu will open.

2. In the *Select Page* menu, find the desired page by using one of the following methods:
    - Select the *Search* text box and enter the exact name of the page you want to find. Select the **OK** button to close the system keyboard. The appropriate page will be highlighted in the right viewport.
    - Visually search through the page sets in the left viewport, selecting a folder to display its contents in the right viewport (you may also select an expansion box to display sub-folders in the left viewport). Use the scroll bars to view all of the available options in both viewports. Select the desired page in the right viewport.

3. Select the **OK** button to close the *Select Page* menu. The page you chose will open in the Page Editor.

Import a Page into the Page Editor

You can use the *Import Page* option in the Page Editor drop-down menu to bring a page to the Page Editor directly from a folder on your Series 5 device (or Windows computer running the DynaVox Series 5 software) hard drive or from an external file sharing device. This can be a time-saving option if you are

planning to make changes to a page that you are importing from an outside source, or from another user on your Series 5 device.

In order to import the page, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

Note: All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

Note: If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

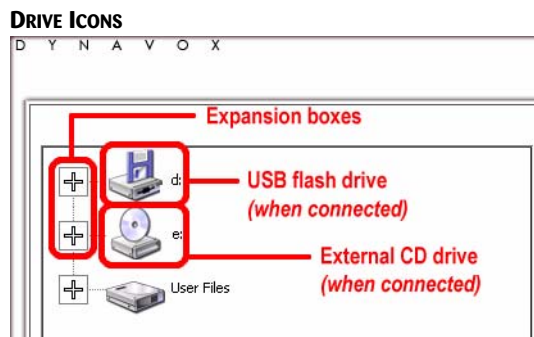To import a page directly into the Page Editor:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

   If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

Note: If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > File > Import/Export > Import Page**. The *Select Page File* menu will open.

3. Select the location that contains the file you want to import:
   - If the file is on a file sharing device, proceed to step 4.
   - If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 5.

4. To import from a file sharing device, complete this step:
   a. Select the **Show All Directories** check box.

    b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

    c. Proceed to step 6.

5. To import from another folder on your Series 5 device (or Windows computer) hard drive, complete this step:

    a. Select the **Show All Directories** check box.

    b. Use the left viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

       • If you are using a dedicated Series 5 device, and you are importing the file from another user on the same device, the file should be *Shared* folder. Select the **Shared** icon in the left viewport.

       • If you are using an open Series 5 device, and you are importing the file from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. To open the *Shared* folder (the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.

    c. Proceed to step 6.

6. In the right viewport, select the name of the page (*.epg*) that you want to import.

7. Select the **OK** button to close the *Select Page File* menu. A copy of the page you chose will be imported and opened in the Page Editor.

8. You may disconnect the file sharing device if you wish.

Modify the Characteristics of a Page

Using the Modify button in the Page Editor enables you to customize the characteristics of the page to suit your needs and preferences. Refer to the

sections listed below in ***Chapter 7: Using the Modify Button*** for step-by-step instructions on modifying the individual aspects of a page:

- ***Select the Page's Color***
- ***Define the Page's Background: Color or Picture***
- ***Select the Page's Background Picture***
- ***Define the Page's Open Page Behaviors***
- ***Define the Page's Close Page Behaviors***
- ***Define the Page's Scanning Properties***
- ***Edit the Page's Audio Cue***

For step-by-step instructions on adding page elements (buttons, tab controls, dividers, etc.) to this new page, refer to ***Chapter 11: Defining Page Elements in the Page Editor***.

Make a Duplicate Page or Save Changes under a New Name

The *Save As* option enables you to duplicate a communication page or to save a copy of a changed page while leaving the original intact. When you select this drop-down menu option, you may save changes to a new page name. The page with the original name will remain unchanged unless you select the *Save* option in the *File* drop-down menu.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To create a duplicate of a page or save changes under a new name:

1. Select **Main Menu > File > Save As**. The system keyboard will open.

2. Enter a name for the new page file.

3. Select the **OK** button to close the system keyboard. Any new changes will be saved to the new file name. The new changes will not be saved to the old file name.

> **Note:** To prevent any loss of information in the event of a device failure, you should follow the steps in ***Save the Current User*** on a regular basis.

Export a Page from the Page Editor

You can use the *Export Page* option in the Page Editor to share a page that you have edited. Exporting the page enables you to share it with another user on your Series 5 device, another Series 5 device, or a Windows computer that is running the DynaVox Series 5 software.

> **Note:**   If you intend to include a page in a package (see ***Create a Package***), you must follow the steps below and export it from the Page Editor before you create the package.

The export process will create a separate file (with the .*epg* extension) that contain any custom files that are in use on the page (digital pictures, sounds, video files, etc.). This .*epg* file will be stored in the *Exports* folder inside the *User Files* folder on your device's hard drive.

> **Note:**   If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To export the current page directly from the Page Editor:

1. Select **Main Menu > File > Import/Export > Export Page**.

2. Select the **OK** button when the page has been successfully exported.

3. Select **Main Menu > Exit Page Editor**.

A copy of the page (with the .*epg* extension) is now available in the *Exports* folder inside the *User Files* folder on your device's hard drive. To include this page in a package, see ***Create a Package***.

CREATING AND MODIFYING POPUPS

A popup is very similar to a page and is often described as a miniature page that is displayed on top of a full size page. A popup usually contains a group of buttons that are related to a specific topic or activity. A popup can also contain a Message Window.

The creation of a new popup is like the creation of a new page. Like a page, a popup is created from an option in the Page Editor main menu. To create a new popup, choose the *New Popup* option in the drop-down menu. The popup will be created according to the settings in the *New Page Defaults* tab pane in the *Page Default Properties* menu (click here). These settings affect the creation of each new popup in the DynaVox Series 5 software.

The characteristics of a single popup can also be modified using the tools available in the Page Editor (see **Chapter 10: Using the Page Editor**). Unlike the *Page Default Properties* menu default settings, the changes made in the Page Editor affect only the popup that is currently open.

Create a New Popup

You may wish to create a new popup to accompany one of your pages. You can use the Page Editor to create a new popup.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**..

If you want to create a new popup:

1. Select **Main Menu > File > New Popup**. The system keyboard will open.

2. Enter a name for the new popup.

3. Select the **OK** button to close the system keyboard.

4. If the *New Page Defaults* tab pane in the *Page Default Properties* menu is set to automatically ask for a popup title (one that will be displayed on the popup), the system keyboard will open. Enter the text you want to use as the popup title and select the **OK** button. If the device is not set to ask for a popup title, no further steps are necessary.

5. A blank popup will open in the Page Editor. The initial characteristics of this popup will depend on the settings for popups in the *New Page Defaults* tab pane in the *Page Default Properties* menu (click here). You may add page

elements (buttons, tab controls, dividers, etc.) to this new popup to suit your preferences.

> **Note:** To edit the new popup, you can use the Modify button (see *Chapter 7: Using the Modify Button*) or the Page Editor (see *Chapter 10: Using the Page Editor* and *Chapter 11: Defining Page Elements in the Page Editor*).

6. When you are finished editing the new popup, select **Main Menu > File > Save**. This will save the changes you made to the popup.

> **Note:** You should link this popup to your current page set. You must create a Go To button on any pages from which you want to access this new popup. Refer to *Add the Go to Page Behavior* for instructions.

Open an Existing Popup

You may want to use the tools in the Page Editor to edit a popup that already exists on your Series 5 device.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To open an existing popup in the Page Editor, follow the steps below:

1. Select **Main Menu > File > Open Page**. The *Select Page* menu will open.

2. In the *Select Page* menu, find the desired popup by using one of the following methods:

    • Select the *Search* text box and enter the exact name of the popup you want to find. Select the **OK** button to close the system keyboard. The appropriate popup will be highlighted in the right viewport.

    • Visually search through the page sets in the left viewport, selecting a folder to display its contents in the right viewport (you may also select an expansion box to display sub-folders in the left viewport). Use the scroll bars to view all of the available options in both viewports. Select the desired popup in the right viewport.

3. Select the **OK** button to close the *Select Page* menu. The popup you chose will open in the Page Editor.

Import a Popup into the Page Editor

You can use the *Import Page* option in the Page Editor drop-down menu to bring a popup to the Page Editor directly from a folder on your Series 5 device (or Windows computer running the DynaVox Series 5 software) hard drive or from an external file sharing device. This can be a time-saving option if you are planning to make changes to a popup that you are importing from an outside source, or from another user on your Series 5 device.

In order to import the popup, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

Note: All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

Note: If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To import a popup directly into the Page Editor:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.
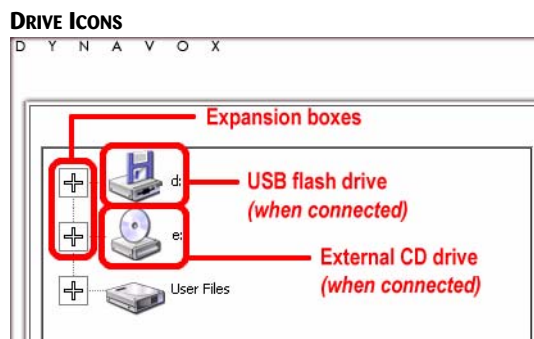
   If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

   Note: If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > File > Import/Export** > **Import Page**. The *Select Page File* menu will open.

3. Select the location that contains the file you want to import:
   - If the file is on a file sharing device, proceed to step 4.

- • If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 5.

4. To import from a file sharing device, complete this step:

   a. Select the **Show All Directories** check box.

   b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

   c. Proceed to step 6.

5. To import from another folder on your Series 5 device (or Windows computer) hard drive, complete this step:

   a. Select the **Show All Directories** check box.

   b. Use the left viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

   - • If you are using a dedicated Series 5 device, and you are importing the file from another user on the same device, the file should be *Shared* folder. Select the **Shared** icon in the left viewport.

   - • If you are using an open Series 5 device, and you are importing the file from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. To open the *Shared* folder (the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.

   c. Proceed to step 6.

6. In the right viewport, select the name of the popup (*.epg*) that you want to import.

7. Select the **OK** button to close the *Select Page File* menu. A copy of the popup you chose will be imported and opened in the Page Editor.

8. You may disconnect the file sharing device if you wish.

Resize a Popup

You can use the tools available in the Page Editor to change the size and shape of a popup.

> ⚑ **Note:**   If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To resize a popup:

1. Use the Object Selector tool (click here) in the *Tools* palette to select the popup in the Page Editor.

    - If the *Tools* palette is docked in the title bar, double-select the Object Selector tool to expand the options, and choose the Object Selector tool.

    - If the *Tools* palette is not docked in the title bar, expand the Object Selector tool by selecting the blue arrow, and then select the Object Selector tool.

OBJECT SELECTOR TOOL

2. Select the background of the popup that you want to resize. Small white boxes ("handles") should appear in each corner of the popup, as well as at the midpoint of each side.

3. Select one of the handles on the border of the popup and maintain the selection as you drag the object into a new size. Using the handles in the center of the top or bottom border will resize the object vertically. The handles in the center of the left or right border will resize the object horizontally. The handles on the corners will resize in both directions at once.

4. When the popup is the desired size, release your selection.

Modify the Characteristics of a Popup

Using the Modify button in the Page Editor enables you to customize the characteristics of the popup to suit your needs and preferences. Refer to the sections listed below in ***Chapter 7: Using the Modify Button*** for step-by-step instructions on modifying the individual aspects of a popup:

- *Select the Popup's Style*
- *Select the Popup's Border Color*
- *Select the Popup's Text Color*
- *Select the Popup's Font*
- *Edit the Popup's Text*
- *Define the Popup's On Page Jump Setting*
- *Select the Popup's Color*
- *Define the Popup's Background: Color or Picture*
- *Select the Popup's Background Picture*
- *Define the Popup's Open Page Behaviors*
- *Define the Popup's Close Page Behaviors*
- *Define the Popup's Scanning Properties*
- *Edit the Popup's Audio Cue*

For step-by-step instructions on adding elements (buttons, tab controls, dividers, etc.) to this new popup, refer to **Chapter 11: Defining Page Elements in the Page Editor**.

Export a Popup from the Page Editor

You can use the *Export Popup* option in the Page Editor to share a popup that you have edited. Exporting the popup enables you to share it with another user on your Series 5 device, another Series 5 device, or a Windows computer that is running the DynaVox Series 5 software.

> **Note:** If you intend to include a popup in a package (see **Create a Package**), you must follow the steps below and export it from the Page Editor before you create the package.

The export process will create a separate file (with the .epg extension) that contain any custom files that are in use on the popup (digital pictures, sounds, video files, etc.). This *.epg* file will be stored in the *Exports* folder inside the *User Files* folder on your device's hard drive.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To export the current popup directly from the Page Editor:

1. Select **Main Menu > File > Import/Export > Export Page**.

2. Select the **OK** button when the page has been successfully exported.

3. Select **Main Menu > Exit Page Editor**.

A copy of the popup (with the *.epg* extension) is now available in the *Exports* folder inside the *User Files* folder on your device's hard drive. To include this popup in a package, see ***Create a Package***.

CREATING AND USING TEMPLATES

The DynaVox Series 5 software provides templates as an easy, efficient way to create original pages. Templates are pages and popups that provide a pre-programmed layout of buttons that can be filled with custom vocabulary. The DynaVox Series 5 software offers many templates that are based on the layouts of the DynaVox InterAACT page sets. This allows you to build customized pages from templates that match the page set you are using. You can also use the Page Editor features to build your own customized templates.

The basic attributes of each new template that you create are dependent on the settings in the *New Page Defaults* tab pane in the *Page Default Properties* menu (click here). The default settings in the *Page Default Properties* menu affect the creation of each new page in the DynaVox Series 5 software.The characteristics of a single template can be modified in the Page Editor.

Open a Template

You may decide to create a page that is based on a template. DynaVox Series 5 software offers templates that were designed to work with the DynaVox InterAACT page sets. You may open a template and modify it to suit your needs. Any changes you make to the template copy are saved as a new page. The original template remains unchanged and can be used again.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To open a template in Page Editor mode:

1. Select **Main Menu > File > Open Template**. The system keyboard will open.

2. Enter a name for the page you will be creating.

3. Select the **OK** button to close the system keyboard. The *Select Template* menu will open.

4. In the *Select Template* menu, find the desired template by using one of the following methods:

   • Select the *Search* text box and enter the exact name of the template you want to find. Select the **OK** button to close the system keyboard. The appropriate template will be highlighted in the right viewport.

   • Visually search through the page sets in the left viewport, selecting a folder to display its contents in the right viewport (you may also select

an expansion box to display sub-folders in the left viewport). Use the scroll bars to view all of the available options in both viewports. Select the desired template in the right viewport.

5. Select the **OK** button to close the *Select Template* menu. Your new page (or popup) will open, displaying the layout properties of the template that you chose. You may edit this new page (or popup) to suit your preferences.

> ⚑ **Note:**   To edit the new page or popup, you can use the Modify button (see ***Chapter 7: Using the Modify Button***) or the Page Editor (see ***Chapter 10: Using the Page Editor*** and ***Chapter 11: Defining Page Elements in the Page Editor***).

6. When you are finished editing your page or popup, select **Main Menu > File > Save**. This will save the changes you made to the page (or popup).

> ⚑ **Note:**   The original template will remain unchanged.

Save a Page or Popup as a Template

If you want to use one layout to create a series of pages or popups, you can create your own template.

To create your own template:

1. Use the *Page Navigator* menu (click here) or *Page Browser* menu (click here) to open the page that you want to use as a template.

2. Select **Main Menu > Page Editing** > **Page Editor**.

3. Select **Main Menu > File > Save as Template**. The system keyboard will open.

4. Enter a name for the new template.

5. Select the **OK** button to close the system keyboard.

6. Select the **OK** button when the template has been successfully saved.

> ⚑ **Note:**   Once a template has been saved, you will be unable to make additional changes to that template.

> ⚑ **Note:**   To prevent any data loss, you should save the user after exiting the Page Editor (see ***Save the Current User***).

EDITING FUNCTIONS

This section offers information on using the Page Editor to edit the objects on a page or popup. Each selected item can be cut or copied, pasted into a new location, or deleted. You can also swap button locations, fill buttons with text from a search, or pour button content from one page to another.

> **Note:** See **Chapter 10: Using the Page Editor** for instructions on using other editing tools and techniques in the Page Editor.

Select all the Objects on a Page or Popup

You may want to select every object on a communication page or popup in order to make a change that will apply to each object.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To select all the objects, select **Main Menu > Edit > Select All**. Every item on the page will be selected.

Delete an Object

You may want to permanently remove an object from a communication page or popup.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To do this:

1. Use the Object Selector tool (click here) in the *Tools* palette to select the item you want to delete.
    *   If the *Tools* palette is docked in the title bar, double-select the Object Selector tool to expand the options, and choose the Object Selector tool.

- If the *Tools* palette is not docked in the title bar, expand the Object Selector tool by selecting the blue arrow, and then select the Object Selector tool.

OBJECT SELECTOR TOOL

2. Select **Main Menu > Edit > Delete**. The selected object will be removed from the page or popup.

> ⚑ **Note:** As an alternative, you could connect the USB keyboard that came with your Series 5 device and then select the *Delete* key (the key may be marked *Del*).

Undo a Change in the Page Editor

You may want to undo the last change that was made in the Page Editor.

> ⚑ **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To do this, select **Main Menu > Edit > Undo**. The last change you made to the page or popup will be undone.

> ⚑ **Note:** As an alternative, you could connect the USB keyboard that came with your Series 5 device and then and hold the *Ctrl+Z.*

The Page Editor supports multiple levels of undo.

Redo a Change in the Page Editor

The *Redo* option will override the last thing that was changed by the *Undo* option.

> ⚑ **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

If you used the *Undo* option to cancel a change, and then decide that you want to restore the change, select **Main Menu > Edit > Redo**. The last change that was deleted by the *Undo* option will be replaced.

> **Note:**   As an alternative, you could connect the USB keyboard that came with your Series 5 device and then select *Ctrl+Y.*

The Page Editor supports multiple levels of redo.

LAYING OUT BUTTONS

You can use the Page Editor to reorganize and change buttons on a page. This section includes step-by-step instructions for organizing buttons according to their label content, changing button types and clearing the contents of buttons.

Swap Buttons

While the Page Editor is active, you may wish to change the location of a button on a communication page. To move a button, you must swap it with another button on the same page.

> **Note:**   If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To swap the placement of two buttons on a communication page or popup:

1. Use the Object Selector Toggle tool in the *Tools* palette (click here) to select the two buttons whose positions you want to swap.

    - If the *Tools* palette is docked in the title bar, double-select the Object Selector tool to expand the options, and choose the Object Selector Toggle tool.

    - If the *Tools* palette is not docked in the title bar, expand the Object Selector tool by selecting the blue arrow, and then select the Object Selector Toggle tool.

OBJECT SELECTOR TOGGLE TOOL

2. Select **Main Menu > Object > Buttons > Swap**. The two buttons will change positions.

Fill Buttons from Search

If you use the Page Editor to create a number of empty buttons, you can easily fill them all with vocabulary by using the Fill from Search feature to find vocabulary that falls into a specific category.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To do this, follow the steps below:

1. Use the Object Selector Toggle tool (click here), the first tool available in the *Tools* palette, to select all the buttons you want to fill.

    - If the *Tools* palette is docked in the title bar, double-select the Object Selector tool to expand the options, and choose the desired tool.
    - If the *Tools* palette is not docked in the title bar, expand the Object Selector tool by selecting the blue arrow, and then select the desired tool.

OBJECT SELECTOR TOGGLE TOOL & MAGIC WAND TOOL

> **Note:** Use the Object Selector Toggle tool to select more than one button. Use the Magic Wand tool to select all the buttons on a page or popup.

2. Select **Main Menu > Object > Buttons > Fill from Search**. The *Edit Search* menu will open.

3. Select the **Add** button in the *Concepts* group box. A *Select Concepts* menu will open. Find an appropriate concept by using one of the following methods:

    - Select the *Search* text box and enter the name of the concept you want to find. Select the **OK** button to close the system keyboard and start the search.
    - Use the scroll buttons and the expansion boxes to search through the concept hierarchy. If a concept has an expansion box to the left of its name, you may select the expansion box (or double-select the folder) to reveal its sub-concepts.

4. Select the check box next to each concept you want to use.

5. Repeat steps 3 - 4 to search through additional concepts.

6. Select the **OK** button to close the *Select Concepts* menu. The name of the selected concept will be displayed in the *Concepts* viewport in the *Edit Search* menu.

7. If you want to fill the buttons with specific parts of speech, select the **Add** button in the *Parts of Speech* viewport. The *Select Part of Speech* window will open. Complete the rest of this step.

    a. Select the part of speech you want to include in the search and select the **OK** button. The *Select Part of Speech* menu will disappear, and the part of speech you selected will be displayed in the *Parts of Speech* viewport.

    b. To include additional parts of speech in the search, repeat step 7.

> **Note:** If you do not specify parts of speech to include in the search, the search results will include all parts of speech by default.

8. If you want to fill the buttons with words that are derived from a specific stem, select the **Stem** text box (the system keyboard will open) and enter the appropriate stem. Select the **OK** button. The new stem will be displayed in the *Stem* text box.

9. If you want vocabulary to be presented in a specific order, select the **Sort** drop-down menu and choose one of the available options:

Alphabetically	Vocabulary items are presented in alphabetical order.
By Length	The shortest vocabulary items are presented first.
By Frequency	The vocabulary items that are used most often are presented first.

    The drop-down menu will close and display only the selected option.

10. If you want to limit the number of vocabulary items that are presented, select the **Maximum # of Results** button and then use the *Enter Number Of* keypad to enter the number of items you want to see.

11. If you want to see only vocabulary items that have symbols, select the **Only Words with Symbols** check box.

12. If you want to clear all of the fields in the *Edit Search* menu and start defining search parameters again, select the **Clear** button.

13. Select the **OK** button to close the *Edit Search* button. A *Select Symbols* menu will open to display all the items that matched your search criteria.

14. Select the items you want to use to fill the buttons. Use the up and down scroll buttons on the right side of the viewport to see all the available items. As you select items, the menu will display the number of items you have chosen and the number of items that you still need to choose to fill the selected buttons.

15. Select the **OK** button to close the *Select Symbols* menu. The selected buttons will be filled with the vocabulary and symbols that you chose.

Fill Buttons from Text

If you use the Page Editor to create a number of empty buttons, you can easily fill them all with vocabulary and symbols by adding a text label to each one.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To do this, follow the steps below:

1. Use the Object Selector Toggle tool (click here), the first tool available in the *Tools* palette, to select all the buttons you want to fill.
   - If the *Tools* palette is docked in the title bar, double-select the Object Selector tool to expand the options, and choose the desired tool.
   - If the *Tools* palette is not docked in the title bar, expand the Object Selector tool by selecting the blue arrow, and then select the desired tool.

OBJECT SELECTOR TOGGLE TOOL & MAGIC WAND TOOL

> **Note:** Use the Object Selector Toggle tool to select more than one button. Use the Magic Wand tool to select all the buttons on a page or popup.

2. Select **Main Menu > Object > Buttons > Fill From Text**. The *Enter Label* window will open.

3. Select the **Enter Label** text box. The system keyboard will open.

4. Enter a label for the first button.

> ⚑ **Note:** You can make the text dynamic by inserting an active label or a concept slot. Select the *Insert Active Label* button to include an active label, or select the *Make Slot* button to include a concept slot in the text. For more information, see **Modifying an Active Label** or **Adding Slots to Button Text**.

5. Select **OK** to close the system keyboard.
    - If the label has only one associated symbol, the symbol will be automatically added to the button with the label, and the *Enter Label* window will be presented for the next button. Continue with step 7.
    - If the label you entered has no associated symbol, the label will be added to the button without a symbol and an *Enter Label* window will open for the next button. Continue with step 7.
    - If the label is associated with more than one symbol, a *Select a Symbol* menu will open to display all the available symbols. If a *Select a Symbol* menu is presented, continue with step 6.

6. Choose the appropriate symbol from the options in the *Select a Symbol* menu and then select the **OK** button to add the symbol to the button. An *Enter Label* window will be presented for the next button.

7. Repeat steps 3 through 6 for each *Enter Label* window that is presented or select one of the buttons at the bottom of the window:

Next	Select this button if you do not want to add a label to one button but want to continue adding labels to the remaining ones.
Prev	Select this button if you want to revise the text (and symbol) that you chose for the previous button.
Stop Asking	Select this button if you want to stop adding labels before all the buttons are filled.

The buttons will now be filled with text and symbols.

Pour the Contents of a Page or Popup

The *Pour* option in the *Page Editor* drop-down menu makes it easy to use the contents of the buttons on one page or popup to fill the buttons on a new page or popup. When the contents of one page are poured into another, all of the components of the buttons on the first page (including labels, symbols,

behaviors, audio cues and colors) are copied to the buttons on the second page. Only a copy of the button contents is poured; the page you are pouring from will remain unchanged.

> ⚑ **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

If you want to fill the buttons on a new page by pouring in the contents of another page:

1. Use the Object Selector Toggle tool (click here), the first tool available in the *Tools* palette, to select all the buttons you want to fill.

   • If the *Tools* palette is docked in the title bar, double-select the Object Selector tool to expand the options, and choose the desired tool.

   • If the *Tools* palette is not docked in the title bar, expand the Object Selector tool by selecting the blue arrow, and then select the desired tool.

OBJECT SELECTOR TOGGLE TOOL & MAGIC WAND TOOL

> ⚑ **Note:** Use the Object Selector Toggle tool to select more than one button. Use the Magic Wand tool to select all the buttons on a page or popup.

2. Select **Main Menu > Object > Buttons > Pour**. The *Select a Page to Pour From* menu will open.

   To find the page you want to pour from, you can use the Search feature to locate a specific page name or you can use the scroll buttons to look through the viewports. If you want to use the Search feature, continue with step 6. If you want to scroll through the viewports, proceed to step 4.

3. To use the Search feature, select the **Search** text box (the system keyboard will open). Enter the name of the page you want to use (be sure to use the page's exact name) and select the **OK** button. The page name will be highlighted in the right viewport. Proceed to with step 5.

4. To scroll through the viewports, use the up and down scroll buttons beside the left viewport to find the page set folder in which the page is stored.

   a. Select the appropriate page set folder. The right viewport will fill with the names of the files that are stored in the selected page set.

b. Use the up and down scroll buttons beside the right viewport to find the right page name.

c. Select the name of the page you want to use.

5. Select the **OK** button to close the *Select a Page to Pour From* menu. The contents of the buttons of the page from which you are pouring will be copied to the page that is currently being edited.

Button contents will be poured from left to right and from top to bottom. This means that the contents of the first button on the pouring page will be copied to the first button on the new page, and so on. If there are fewer buttons on the page to which you are pouring, some content will not be poured. If there are more buttons on the page to which you are pouring, some buttons at the bottom of the page will be left empty.

Alphabetize Selected Buttons

You may want to rearrange the buttons on a page so that their labels are in alphabetical order.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To alphabetize a group of buttons:

1. Use the Object Selector Toggle tool (click here), the first tool available in the *Tools* palette, to select all the buttons you want to alphabetize.

   • If the *Tools* palette is docked in the title bar, double-select the Object Selector tool to expand the options, and choose the desired tool.

   • If the *Tools* palette is not docked in the title bar, expand the Object Selector tool by selecting the blue arrow, and then select the desired tool.

OBJECT SELECTOR TOGGLE TOOL & MAGIC WAND TOOL

> **Note:** Use the Object Selector Toggle tool to select more than one button. Use the Magic Wand tool to select all the buttons on a page or popup.

2. Select **Main Menu > Object > Buttons > Alphabetize**. The buttons will be automatically rearranged into alphabetical order, according to the vocabulary in their labels.

Change the Button Type

You may want to choose a new button type for the selected button.

> **Note:**   If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**

To change the button type for a button or group of buttons:

1. Use the Object Selector Toggle tool (click here), the first tool available in the *Tools* palette, to select all the buttons you want to change.
    - If the *Tools* palette is docked in the title bar, double-select the Object Selector tool to expand the options, and choose the desired tool.
    - If the *Tools* palette is not docked in the title bar, expand the Object Selector tool by selecting the blue arrow, and then select the desired tool.

OBJECT SELECTOR TOGGLE TOOL & MAGIC WAND TOOL

> **Note:**   Use the Object Selector Toggle tool to select more than one button. Use the Magic Wand tool to select all the buttons on a page or popup.

2. Select **Main Menu > Object > Buttons > Change Type**. The *Button Type* menu will open.

3. Select the button that represents the type of button you want to use. The selected buttons will automatically change to the new type.

Clear Button Contents

If you like the layout of a page or popup but want to replace the labels, symbols, behaviors and other features of the buttons, you can do this easily by clearing the buttons.

> **Note:**   If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To clear the button contents, follow the steps below:

1. Use the Object Selector Toggle tool (click here), the first tool available in the *Tools* palette, to select all the buttons you want to change.

   • If the *Tools* palette is docked in the title bar, double-select the Object Selector tool to expand the options, and choose the desired tool.

   • If the *Tools* palette is not docked in the title bar, expand the Object Selector tool by selecting the blue arrow, and then select the desired tool.

OBJECT SELECTOR TOGGLE TOOL & MAGIC WAND TOOL

> **Note:**   Use the Object Selector Toggle tool to select more than one button. Use the Magic Wand tool to select all the buttons on a page or popup.

2. Select **Main Menu > Object > Buttons > Clear**. The contents of the selected buttons (including the label, symbol and associated behaviors) will be removed.

USING THE LAYOUT GRID

The Page Editor includes a page layout grid that can be helpful when trying to align buttons and other objects on a page. Use the step-by-step instructions in this section to learn about working with the layout grid.

Adjusting the Grid Preferences

The *Preferences* menu offers tools for placing a background grid on the page that is open in the Page Editor. A grid can help with alignment when you are placing or moving objects on a page. Use the *Grid Preferences* group box to set your default grid attributes.

> **Note:**   If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To open the *Preferences* menu in the Series 5 Page Editor:

1. Select **Main Menu > Preferences**. The *Preferences Menu* will open.
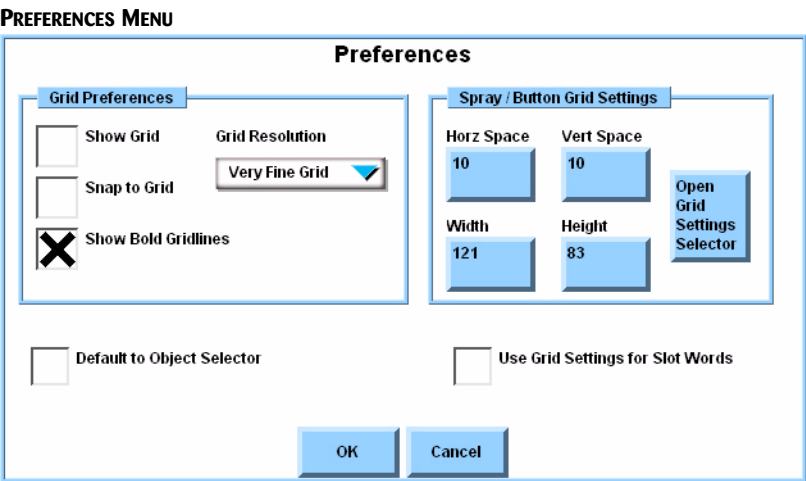
PREFERENCES MENU

Show Grid	Select the *Show Grid* check box to display a grid on the page that is open in the Page Editor. The grid is an editing tool only; it will not be seen on the page when you exit the Page Editor.

Grid Resolution	Use the *Grid Resolution* drop-down menu to choose the spacing of the lines on your grid.
Snap to Grid	Select the *Snap to Grid* check box to make sure that all new buttons are automatically aligned to the grid.
Show Bold Gridlines	Select the *Show Bold Gridlines* check box to make the grid easier to distinguish against the background of the page.

Display the Background Grid

A background grid can be useful when you are creating a new page. The grid lines can help you regulate the placement of objects. The grid lines will not be seen when the page is not in the Page Editor.

> **Note:**   If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To display the background grid in the Page Editor:

1. Select **Main Menu > View > Grid Lines**. A blue checkmark will appear next to the *Grid Lines* option, and the grid lines will appear on the open page or popup.

Remove the Background Grid

There are times when you will not want to see the grid lines displayed on the page you are editing. You can turn the background grid on or off at your convenience.

> **Note:**   If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To remove the background grid from view:

1. Select **Main Menu > View > Grid Lines**. The blue checkmark next to the option will disappear, and the grid lines will disappear from the open page or popup.

Activate the Snap to Grid Option

When the *Snap to Grid* feature is active, each new object that is added to a page or popup will be automatically lined up with the background grid.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

If you want to activate this option, select **Main Menu > View > Snap to Grid**. A blue checkmark will appear next to the *Snap to Grid* option.

Deactivate the Snap to Grid Option

There are times when you will not want to use the *Snap to Grid* option on the page you are editing. You can turn this feature on or off at your convenience.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To deactivate this option, select **Main Menu > View > Snap to Grid**. The blue checkmark next to the option will disappear.

POSITIONING OBJECTS

This section provides information on positioning objects on a page or popup. The DynaVox Series 5 Page Editor provides tools for creating uniform alignments for buttons and other objects. Objects can also be layered in such a way that objects can overlap or be hidden by other objects. Follow the step-by-step instructions in this section to learn about working with layers and alignment tools.

Move an Object on a Page or Popup

You can adjust the position of an object on a page or popup in the Page Editor in one of the following ways:

- By selecting the object on the touch screen and dragging your selection to a new location
- By using a USB mouse to click on the object and drag your selection to a new location
- By using the arrow keys on a USB keyboard to "nudge" the object to a new location

> **Note:** Your Series 5 device was shipped with a USB mouse and with a USB keyboard. To use either one of them, simply plug them into a USB port on the left side of your device.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To move an object on the page or popup that is currently open in the Page Editor, follow the steps below:

1. Use the Object Selector tool (click here) to select the object you want to move. The object will be highlighted with handles (small white boxes) on its border.

2. Choose one of the following methods to move the object:
   - To manually select the object on the touch screen, proceed to step 3.
   - To use a USB mouse, proceed to step 4.
   - To use a USB keyboard, proceed to step 5.

3. On the touch screen, select a space within the object (the onscreen cursor will change to a 4-arrowed shape) and complete this step:

    a. While maintaining your onscreen selection, drag the object to the new location.

    b. When the object is in place, release your selection.

    c. Proceed to step 6.

4. Click the mouse pointer on a space within the object (the onscreen cursor will change to a 4-arrowed shape) and complete this step:

    a. While holding the mouse button down, drag the object to the new location.

    b. When the object is in place, release the mouse button.

    c. Proceed to step 6.

5. Use the arrow keys on the keyboard to "nudge" the object into the new position.

6. The object is in the new position, and it is still outlined by handles and the mouse cursor is still the 4-arrowed shape. You may repeat step 3, 4 or 5 if necessary to make any adjustments to the new position of the object.

7. When the object is in the desired location, select any other object on the open page or popup. The white handles will disappear from the object that you just moved.

> **Note:**   If you want to undo the move, select **Main Menu > Edit > Undo**.

Resize an Object and its Contents

You can adjust the size of an object and its contents at the same time in the Page Editor. This means that if you increase the size of a button, the button's label and symbol will be automatically scaled to take up as much room as they did in the smaller button. Likewise, decreasing the size of a button will shrink the label and symbol proportionally.

You can resize an object in the Page Editor in one of the following ways:

• By selecting the object on the touch screen and dragging the handles to manually resize the object

- By using a USB mouse to click on the object and then click the handles to resize the object

> **Note:**   Your Series 5 device was shipped with a USB mouse. To use it, simply plug it into a USB port on the left side of your device.

> **Note:**   If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

If you want the contents of an object to be proportionally resized when you change the size of an object:

1. Use the Object Selector tool (click here) to select the object you want to resize. The object will be highlighted with handles (small white boxes) on its border.

2. Select one of the handles on the outline of the object (either manually on the touch screen or with the mouse pointer) and maintain the selection as you drag the object into a new size. To maintain the object's proportion while resizing, use one of the corner handles. Using the handles in the center of the top or bottom border will resize the object vertically. The handles in the center of the left or right border will resize the object horizontally.

3. Release your selection. The object will change to conform to the new size, and its contents will change size proportionally.

4. Repeat steps 2 and 3 as needed, until the object is the desired size.

5. When the object is in the desired size, select any other object on the open page or popup. The white handles will disappear from the object that you just resized.

> **Note:**   If you want to undo the resizing, select **Main Menu > Edit > Undo**.

Resize an Object without Resizing its Contents

When you use the *Free Resize* option in the *Page Editor* drop-down menu, you can change the size of an object without affecting the size of its contents. For example, if you use the *Free Resize* option to increase the size of a button, the size of the button's label and symbol will not be changed.

> **▷** **Note:**   If the Page Editor is not currently open on your device,
> select **Main Menu > Page Editing > Page Editor**.

If you want to resize an object without affecting its contents:

1. Use the Object Selector tool (click here) to select the item you want to resize.

2. Select **Main Menu > Object > Free Resize**. The object you selected will be highlighted with handles (small white boxes) on its border.

3. Select one of the handles on the outline of the object and maintain the selection as you drag the object(s) into a new size. To maintain the object's proportion while resizing, use one of the corner handles. Using the handles in the center of the top or bottom border will resize the item vertically. The handles in the center of the left or right border will resize the item horizontally.

Align Objects on a Page or Popup

You may want to use the Page Editor to line up a group of objects evenly on one side.

> **▷** **Note:**   If the Page Editor is not currently open on your device,
> select **Main Menu > Page Editing > Page Editor**.

To align a group of objects:

1. Use the Object Selector Toggle tool in the *Tools* palette (click here) to select the objects that you want to align.
    -   If the *Tools* palette is docked in the title bar, double-select the Object Selector tool to expand the options, and choose the Object Selector Toggle tool.
    -   If the *Tools* palette is not docked in the title bar, expand the Object Selector tool by selecting the blue arrow, and then select the Object Selector Toggle tool.

OBJECT SELECTOR TOGGLE TOOL

2.   Select **Main Menu > Object > Align**.

3.   In the *Align* drop-down menu, select one of the available alignment options:

Align Top	The selected objects will be aligned along the point in the selected group that is highest on the page. (not necessarily the top edge).
	This option is only effective for objects that are arranged in a horizontal row. If this option is used for objects in a vertical column, the lower objects will be layered over the object that is highest on the page.
Align Left	The selected objects will be aligned along the point in the selected group that is the farthest left on the page (not necessarily the left edge).
	This option is only effective for objects that are arranged in a vertical column. If this option is used for objects in a horizontal row, all the objects will be layered over the object that is the farthest to the left.
Align Right	The selected objects will be aligned along the point in the selected group that is the farthest right on the page (not necessarily the right edge).
	This option is only effective for objects that are arranged in a vertical column. If this option is used for objects in a horizontal row, all the objects will be layered over the object that is the farthest to the right.
Align Bottom	The selected objects will be aligned along the point in the selected group that is lowest on the page (not necessarily the bottom edge).
	This option is only effective for objects that are arranged in a horizontal row. If this option is used for objects in a vertical column, the lower objects will be layered over the object that is lowest on the page or popup.

The selected objects will be automatically aligned.

Match the Size of Objects on a Page or Popup

You may want to use the Page Editor to match the height or width (or both) of multiple objects on the same page or popup.

> **Note:**   If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To match the size of a group of objects:

1. Use the Object Selector Toggle tool in the *Tools* palette (click here) to select the objects that you want to resize.

    - If the *Tools* palette is docked in the title bar, double-select the Object Selector tool to expand the options, and choose the Object Selector Toggle tool.

    - If the *Tools* palette is not docked in the title bar, expand the Object Selector tool by selecting the blue arrow, and then select the Object Selector Toggle tool.

OBJECT SELECTOR TOGGLE TOOL

> **Note:**   All of the selected objects will be resized to match the first object that was selected.

2. Select **Main Menu > Object > Match**.

3. In the *Match* drop-down menu, select one of the available alignment options:

Width	The selected objects will be resized to match the width of the first object that was selected.
Height	The selected objects will be resized to match the height of the first object that was selected.
Both	The selected objects will be resized to match both the width and the height of the first object that was selected.

Center Objects on a Page or Popup

You may choose to line a group of objects up along a central point.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To do so:

1. Use the Object Selector Toggle tool in the *Tools* palette (click here) to select the objects that you want to center.

   - If the *Tools* palette is docked in the title bar, double-select the Object Selector tool to expand the options, and choose the Object Selector Toggle tool.
   - If the *Tools* palette is not docked in the title bar, expand the Object Selector tool by selecting the blue arrow, and then select the Object Selector Toggle tool.

OBJECT SELECTOR TOGGLE TOOL

2. Select **Main Menu > Object > Align**.

3. In the *Align* drop-down menu, select one of the options for centering:

Center Vertically	The selected objects will be centered between the top and bottom of the page or popup.
Center Horizontally	The selected objects will be centered between the left and right sides of the page or popup.

The selected objects will be automatically centered.

Space Objects Evenly on a Page or Popup

The Page Editor enables you to select a group of objects and adjust both the horizontal and vertical space between them, so that they are evenly positioned.

> ⚑ **Note:**   If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To even out the space between a group of objects in the Page Editor:

1. Use the Object Selector Toggle tool in the *Tools* palette (click here) to select the objects that you want to adjust.

    - If the *Tools* palette is docked in the title bar, double-select the Object Selector tool to expand the options, and choose the Object Selector Toggle tool.

    - If the *Tools* palette is not docked in the title bar, expand the Object Selector tool by selecting the blue arrow, and then select the Object Selector Toggle tool.

OBJECT SELECTOR TOGGLE TOOL

2. Select **Main Menu > Object > Space Evenly**.

3. In the *Space Evenly* drop-down menu, select one of the options for centering:

Horizontally	The selected objects will be adjusted so that the horizontal space between them is equal. The left-most and right-most object will not move - all of the objects between them will move so that the horizontal space between them is equal. This will not affect the vertical position of any of the selected objects.
Vertically	The selected objects will be adjusted so that the vertical space between them is equal. The upper-most and lower-most object will not move - all of the objects between them will move so that the vertical space between them is equal. This will not affect the horizontal position of any of the selected objects.

Bring an Object to the Front

Objects on a DynaVox Series 5 page are layered and can overlap.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

If the object you have selected is being hidden by another object, you can bring the object to the top layer by following these steps:

1. Use the Object Selector tool in the *Tools* palette (click here) to select the objects that you want to bring to the front.

    - If the *Tools* palette is docked in the title bar, double-select the Object Selector tool to expand the options, and choose the Object Selector tool.

    - If the *Tools* palette is not docked in the title bar, expand the Object Selector tool by selecting the blue arrow, and then select the Object Selector tool.

OBJECT SELECTOR TOOL

2. Select **Main Menu > Object > Bring to Front**. The selected object will be moved to the top layer of items on the page or popup. Keep in mind that the object may now be hiding objects that are on lower layers.

Send an Object to the Back

Objects on a DynaVox Series 5 page are layered and can overlap.

> 🏳 **Note:**   If the Page Editor is not currently open on your device,
> select **Main Menu > Page Editing > Page Editor**.

If the object you have selected is in front of another object, you can send the
selected object to the bottom layer by following these steps:

1. Use the Object Selector tool in the *Tools* palette (click here) to select the
   objects that you want to send to the back.

   • If the *Tools* palette is docked in the title bar, double-select the Object
     Selector tool to expand the options, and choose the Object Selector tool.

   • If the *Tools* palette is not docked in the title bar, expand the Object
     Selector tool by selecting the blue arrow, and then select the Object
     Selector tool.

OBJECT SELECTOR TOOL

2. Select **Main Menu > Object > Send to Back**. The selected object will be
   moved to the bottom layer of items on the page or popup. Keep in mind that
   objects on the top layer may now be hiding the object.

ORGANIZING PAGE OBJECTS

Boxes and dividers are graphic objects that are placed on pages and popups to visually define a group of objects by grouping or separating them. Drawing a box around several buttons that have similar vocabulary or behaviors, for example, will distinguish those buttons as a group. Likewise, a thick divider line drawn between two columns of buttons with distinctly different vocabulary or behaviors will emphasize the difference between the two columns.

This section provides step-by-step instructions for creating and customizing the appearance of boxes and dividers.

Create and Modify Boxes

The DynaVox Series 5 software enables you to draw a box around objects on a page in order to visually define a group of buttons or other objects. Boxes can be created and modified in the DynaVox Series 5 Page Editor. When a box is created, its default attributes are dependent on the settings in the *Box/Divider Tool Defaults* tab pane (click here) in the *Page Default Properties* menu.

These default features can be changed for individual boxes by selecting the box and then selecting the Modify button in Page Editor. Unlike the *Page Default Properties* menu default settings, the settings that you customize in the *Modify Box* menu (click here) only affect the box that is currently selected.

Draw a Box

You can use boxes to visually group items together on a page or popup.

> **Note:**   If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To draw a box:

1. Use the Box tool in the *Tools* palette (click here). The Box tool is the sixth tool in the *Tools* palette.

    - If the *Tools* palette is docked in the title bar, double-select the Box tool to expand the options, and choose the Box tool.

- If the *Tools* palette is not docked in the title bar, expand the Box tool by selecting the blue arrow, and then select the Box tool.

BOX TOOL

2. Select the area on the page or popup where you want to draw a box. Do not release the selection.

3. Continue to maintain the selection while you drag the cursor to draw out a box. An outline of the box you are drawing will appear on the touch screen.

4. Move the cursor to adjust the size or shape of the box you are drawing, but do not release the selection until the box is the desired size and shape. When you release the selection, the box will be placed on the page.

5. If the *Page Default Properties* menu is set to automatically add a label to the box, the system keyboard will open and you should complete the rest of this step. Otherwise, no further steps are necessary.

   a. Enter a label for the new box.

> **Note:** You can make the text dynamic by inserting an active label. Select the *Insert Active Label* button in the system keyboard to choose the active label that you want to include in the text. Your options include date and time information, system setting information, and personal information from the User Setup Wizard. For a description of active labels, refer to **Modifying an Active Label**. For a list of the active labels that are available, refer to **Define the Active Label Type**.

   b. Select the **OK** button to add the label to the box.

The new box is now in place on the page.

Modify the Characteristics of a Box

Using the Modify button in the Page Editor enables you to customize the characteristics of the box to suit your needs and preferences. Refer to the sections listed below in **Chapter 7: Using the Modify Button** for step-by-step instructions on modifying the individual aspects of a box:

- *Select the Box Color*
- *Select the Box Style*

- *Select the Box Border Color*
- *Select the Box Text Color*
- *Select the Box Font*
- *Edit the Box Label Text*
- *Edit the Box's Name*
- *Edit the Box's Messages*
- *Define the Box Scanning Properties*
- *Edit the Box Audio Cue*

Note: If you are starting any of the above procedures from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2. Select the box first (it will be highlighted in blue), and then select the Modify button.

Create and Modify Dividers

Dividers are simple tools for organizing information on a page. They are horizontal or vertical lines that are frequently used to visually separate a group of buttons with particular behaviors or functions from another group of buttons with different behaviors.

You can create and modify dividers in the Page Editor. The *Tools* palette provides a Divider tool for drawing dividers on a page. When a divider is drawn, its default attributes will be dependent on the settings in the *Box/Divider Tool Defaults* tab pane (click here) that is available in the *Page Default Properties* menu.

These default features can be changed for individual dividers by selecting the divider and then selecting the Modify button in Page Editor. Unlike the *Page Default Properties* menu default settings, the settings that you customize in the *Modify Divider* menu (click here) affect only the divider that is currently selected.

Draw a Divider

You can use horizontal or vertical dividers to visually separate groups of objects on a page.

Note: If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To draw a new divider:

1. Select the Divider tool in the *Tools* palette (click here). The Divider tool is one of the options of the Label tool, the second tool in the *Tools* palette.

    - If the *Tools* palette is docked in the title bar, double-select the Label tool to expand the options, and choose the Divider tool.

    - If the *Tools* palette is not docked in the title bar, expand the Label tool by selecting the blue arrow, and then select the Divider tool.

DIVIDER TOOL

2. Select the area on the page or popup where you want to place one end of the divider line. Do not release the selection.

3. Continue to maintain the selection while you drag the cursor out to draw a line. An outline of the divider you are drawing will appear on the touch screen.

4. Move the cursor to adjust the length or direction of the line you are drawing, but do not release the selection until the divider is the desired length. When you release the selection, the divider will be placed on the touch screen.

Modify the Characteristics of a Divider

Using the Modify button in the Page Editor enables you to customize the characteristics of the divider to suit your needs and preferences. Refer to the sections listed below in *Chapter 7: Using the Modify Button* for step-by-step instructions on modifying the individual aspects of a divider:

- *Select the Divider's Color*
- *Define the Divider's Width*

> **Note:**   If you are starting any of the above procedures from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2. Select the divider first (it will be highlighted in blue), and then select the Modify button.

CUSTOMIZING SCANNING

The Scanning selection method offers a number of different scanning patterns. Scanning patterns set the order in which buttons on the page are highlighted while scanning. For example, in the Row/Column scan pattern, first the buttons are highlighted row-by-row from top to bottom, and then, when a row is selected, the buttons are highlighted one-by-one from left to right.

For customized pages, however, you may wish to specify the groupings and order by which buttons are scanned. The group scanning features available in the Page Editor allow you to do so.

When you are using group scanning, each group on a page is highlighted in an order you specify. When a group is selected, each button or other object within it is highlighted in an order you specify.

To set up group scanning, first you will need to group buttons and other objects together by drawing group boxes to contain them. Then you will specify the order in which the groups and buttons are scanned.

For group scanning to function, you must use the Scanning selection method and enable the Group Scanning option. See *Scanning Selection Method* for more information.

Using Group Boxes

You can use a group box to group a collection of buttons together. You can draw a group box around any rectangular group of buttons on a page.

You define scanning groups explicitly with group boxes. Objects such as boxes (click here), tabs (click here), and search boxes (click here) also form groups for scanning without drawing a group box.

You can surround group boxes with larger group boxes. This can be used to implement scanning patterns similar to Left/Right, Six Zones and others. In these patterns, several areas of the page are highlighted, the area is highlighted row-by-row and then the buttons in the row are highlighted one by one. (See *Scanning Selection Method* for more details on these scanning patterns.) Scanning begins with the largest group box on the outside and proceeds inward to smaller groups.

> **Note:** You do not need to put all the buttons on a page inside groups. If you leave some buttons outside groups, they will still be scanned.

Group Buttons with a Group Box

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

To draw a group box in order to customize a scanning pattern:

1. Use the Group Box tool in the *Tools* palette (click here). It is one of the options of the Box tool, the sixth tool in the *Tools* palette.

   - If the *Tools* palette is docked in the title bar, double-select the Box tool to expand the options, and choose the Group Box tool.

   - If the *Tools* palette is not docked in the title bar, expand the Box tool by selecting the blue arrow, and then select the Group Box tool.

GROUP BOX TOOL

2. Select the location on the page where you want one corner of the rectangle to be. Do not release the selection.

3. Maintain the selection and drag the cursor to draw a group box around the buttons that should be grouped together. An outline of the group box you are drawing will appear on the touch screen.

4. Move the cursor to adjust the size or shape of the group box you are drawing, but do not release the selection until the group box is the desired size and shape. When you release the selection, the group box will be placed on the page.

5. Select the green Modify button in the title bar. The *Modify Box* menu will open, enabling you to customize the characteristics of the group box. Refer to ***Modifying a Box*** for step-by-step instructions on customizing the box.

You can draw as many group boxes as desired to contain the buttons on a page. You can also draw larger group boxes surrounding other groups. Once you are satisfied with the groupings of objects on the page, you can set the order in which the objects are scanned. Refer to ***Set Scanning Orders*** for step-by-step instructions.

Set Scanning Orders

You can set the order in which group boxes are scanned on a page. You can also set the scanning order for objects within a group box.

> **Note:** If the Page Editor is not currently open on your device, select **Main Menu > Page Editing > Page Editor**.

> **Note:** Before you can set a scanning order, you must first create a scanning group by following the instructions in ***Group Buttons with a Group Box***.

To set a scanning order, complete the following steps:

1. To set the order in which group boxes, buttons and the Message Window are scanned on a page, select the page background using the Object Selector tool (click here) in the *Tools* palette. The page background will be highlighted.

OBJECT SELECTOR TOOL

To set the scanning order within a group box, select the group box using the Object Selector tool. The group box will be highlighted.

> **Note:** When a group box is not selected, it is shown as a gray box that covers the background behind the group. The group box has no visible borders. Select an empty section of the group box background to highlight it (it will have a blue outline when selected).

2. Select **Main Menu > Object > Group Scanning** from the secondary drop-down menu. Another drop-down menu opens to the right. It contains the following options:

Clear Scan Order	Clear a previously entered scan order.
Set Scan Order	Specify a new scan order.

3. Select **Set Scan Order**. The *Select Items in Order* box with OK (green checkmark) and Cancel (red slashed circle) buttons will be displayed in the title bar.

    The objects on the page or in the group box will display numbers in their lower left corner indicating their current position in the scanning order, beginning with one and continuing so that each object has a number.

4. Select the object that you wish to be first in the scanning order. The number displayed on the button will change to one.

5. Continue selecting objects in the order in which you want them to be scanned.

    If you make a mistake, select the Cancel button in the *Select Items in Order* box in the title bar and begin again with step 1.

6. When you are finished setting the scan order, select the **OK** button in the *Select Items in Order* box in the title bar. The title bar will resume its normal appearance.

7. Select **Main Menu > Exit Page Editor**. Select **Yes** to save your changes.

After you have set a scan order for the page and within each group box on the page, the page is ready to be used with group scanning.

> **Note:**   Make sure that the *Group Scanning* check box in the *Scanning Settings* menu is selected (refer to click here).

Using Predictive Scanning

If you are using the scanning selection method, the DynaVox Series 5 software provides an option to customize the scan pattern on a specific page. The Set Next Scan behavior can be used to redirect the normal scan pattern from one button to another page object.

You can direct the scan pattern to a button, group, the Message Window, tab set, tab pane, label, symbol, active area, predictor button (character, word, phrase predictor or recency), or box. The destination object can exist on a different page or popup than the button you are programming.

> **Note:**   Group scanning is another method available for creating custom scan patterns. You can use group scanning to create a unique scanning pattern in the Page Editor. (To read more about group scanning, please refer to ***Group Buttons with a Group Box***).

When you add the Set Next Scan behavior (from the Miscellaneous behavior category) to a button, you will be asked to specify the name of the object that should be scanned next. An object name is a unique property, different than button text or a button label. This property is not visible on a communication page, and it cannot be spoken or sent to the Message Window. Object names are used only to identify a specific object. A page object's name can be assigned in the *Modify Button* menu in the Page Editor.

> **Note:** The *Modify* menus only contain the Name option when the Page Editor is active. This option is unavailable in standard communication mode. To learn more about adding a name to page objects, please refer to the ***Chapter 7: Using the Modify Button***.

When you select a button that has a Set Next Scan behavior, the device will perform any other behaviors (such as Speak Label or Insert Text) assigned to the button, and then the scan pattern will move immediately to the object that was specified when the behavior was added.

The Set Next Scan behavior is especially useful when you are using the Scanning selection method with communication pages that contain both individual buttons and buttons that are inside a box. For example, if you select a button that speaks the message "I would like to eat," you may want the scan pattern to proceed to a box of buttons that contain vocabulary for food. Then, when you have selected a button in the box, you may want the highlight to leave the box and return to the standard scan pattern. You could arrange this by adding a Set Next Scan behavior to the "I would like to eat" button and then to each button in the box containing vocabulary for food, specifying where the highlight should go if the button is selected.

> **Note:** This behavior can be applied to buttons that are part of any kind of group, such as a box, search box or multi page box. This behavior will also work for buttons that are within a group that was drawn in the Page Editor.

Add a Set Scan Behavior

> **Note:** The page objects that you will be using with the Set Next Scan behavior must be named before you can proceed with these steps. Object names are defined in the *Name* field, which is included in the *Modify* menus only when the Page Editor is open on your device. Refer to ***Chapter 7: Using the Modify Button*** for more information.

To customize the scan pattern on a page or popup by using the Set Next Scan behavior:

1. Select the green Modify button in the title bar.

2. Select the button that you want to modify. The *Modify Button* menu will open.

3. Select the **Behaviors** button. The *Behavior Editor* menu will open.

4. Select the **Behaviors** drop-down menu in the left viewport.

5. Select the **Miscellaneous** option. The *Behaviors* viewport will display all the behaviors in the Miscellaneous category.

6. Select the **Set Next Scan** behavior.

7. Select the **Add** button. The system keyboard will be presented.

8. Enter the name of the page object that should be scanned next.

> **Note:**   The name feature is case-sensitive. Be sure to remember whether you used capital letters in your page object name.

> **Note:**   Each page object should have its own original name. Using a name more than once on the same page may cause software problems.

> **Note:**   If the page object where you want to redirect the scan pattern is on a different page or popup than the button you are programming, you must include destination page or popup name along with the page object name. For example, if you want to redirect the scan pattern to the object "object1" on page "page2", you should enter "object1@page2."

9. Select the **OK** button to close the system keyboard. The Set Next Scan behavior and the name of the selected button will be displayed in the *Steps* viewport.

10. Select the **OK** button to close the *Behavior Editor* menu. The Set Next Scan behavior and the name of the selected button will be displayed beside the *Behaviors* button in the *Modify Button* menu.

11. Select the **OK** button to close the *Modify Button* menu.

The button you modified now includes the Set Next Scan behavior. When you select this button while using the Scanning selection method, the normal

progression of the scanning highlight will stop and the highlight will proceed to the destination object you defined in step 8.

Note: If you used the Set Next Scan behavior to specify that the scan should proceed to a button that is inside a box or group, you should be sure to assign the Set Next Scan behavior to each button within that box or group. The Set Next Scan behavior in these buttons will tell the DynaVox Series 5 software where the scan pattern should continue after a button in the group is selected. Otherwise, the scan pattern may continue to scan only the buttons in the group.

Chapter 13:   Adding Digital Pictures and Video Files

The DynaVox Series 5 software allows you to incorporate digital pictures into your pages and popups. This flexibility enables you to customize the device with familiar faces and locations. For example, you could use a picture of a room in your house as a page or popup background. You could then assign behaviors to active areas (invisible buttons) and place them at appropriate positions on the picture. When you select a particular section of the picture, the device would perform the behaviors assigned to the active area.

You can also import smaller pictures of individuals to use as custom symbols for buttons. You can take photos of family members, friends, clinicians, therapists and even pets, and convert them into symbols. Placing these custom symbols on buttons would make the Series 5 more accurately reflect the user's environment.

You may also incorporate digital video files into your page and popups. You can play a video file on the face of a button. You can resize the play button to display the video at any size you choose. You can program other buttons to play, pause, resume and stop the video.

In addition to importing pictures from external storage devices for customizing your pages and buttons, the Series 5 software also enables capture and save still photos from a web camera ("webcam") as either images or symbols. These photos are automatically stored in your device and you may use these photos to customize your pages, popups, and buttons.

This section explains how to properly format a picture (pixel size, graphics format, etc.) for use with the Series 5 device. It also provides sets of step-by-step instructions on transferring your pictures and video files to and from the device, and links to descriptions of how to incorporate the imported pictures and videos into your pages and buttons.

PICTURE SPECIFICATIONS

The following sections address the physical requirements that a picture file must meet in order to be used effectively with a Series 5 device.

Picture Size

When you are using digital pictures on your Series 5 device, you must always consider both picture clarity and storage space restrictions. If you import a very large picture and use it as a symbol on a button, the picture could appear blurry or jagged. Additionally, importing several large pictures can use up a significant amount of the device's memory and storage resources.

The DynaVox Series 5 devices offer two different screen resolutions: The V has a resolution of 800 pixels wide by 600 pixels high, while the Vmax+ and the Maestro offer a resolution of 1024 x 768 pixels. However, since most digital cameras will take pictures at much larger pixel sizes, all Series 5 devices will accept pictures as large as 5000 pixels wide by 5000 pixels high. The device will resize the picture appropriately for the best display.

For the best visual results, and to make the most efficient use of your device's hard drive, you should know how you will use the picture (page background or button symbol) and crop and resize it accordingly using third-party photo editing software before you import it to your Series 5 device. The following table provides guidelines for digital picture sizes based on their intended use:

Page Background	1024 pixels wide x 768 pixels high
Symbol	Since symbols can be resized to suit the user's needs and preferences, there can be no exact guidelines. You may want to adjust the original picture size, depending on the size of the symbol you want to create.

Picture Formats

The DynaVox Series 5 devices support the following common graphics formats:

- Bitmap (*.bmp*)
- JPEG (*.jpg*)
- TIFF (*.tif*)

Any digital picture that you want to use on a Series 5 page or popup must be in one of these formats. For more information on converting digital pictures into different formats, consult third-party photo editing software.

CAPTURING PHOTOS WITH A WEBCAM

The DynaVox Series 5 software enables you to connect a webcam to your Series 5 device (or Windows computer running DynaVox Series 5 software) and capture images to use in your pages and popups. This section provides a description of the recommended cameras and the step-by-step instructions for capturing still images and saving them as either images or symbols through the Camera menu.

> **Note:** The DynaVox Maestro contains a built-in webcam that supports the camera feature. To use the camera features on a different Series 5 device (V or Vmax+), you will need to install a third-party (or after market) webcam. The external webcam can be connected to a USB port on your Series 5 device.

To open the *Camera* menu on your Series 5 device:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Camera** button. The *Camera* menu will open.

CAMERA MENU

> ⚑ **Note:**   As an alternative to steps 1-2, you could select a button that was programmed with the Camera behavior. That behavior is in the Display System Features category of the *Behavior Editor* menu (see ***Use the Behavior Editor to Add a Behavior*** for more information).

The *Camera* menu contains the following components:

Optical Viewfinder	This large box is the primary feature of the *Camera* menu. This box allows you to see what is being captured by the lens of the webcam. Note that the camera is continually updating the image that is in view. Use the optical viewfinder to frame your photos.
Select Camera Controls drop-down menu	This drop-down menu includes numerous options for adjusting both your photos and your camera settings. The box below it contains the tools for the selected option in the drop-down menu.
Capture and Save	Take a photo and immediately save it in the current photo album.
Capture and Review	Take a photo and review it before saving in in a photo album.
Save Photo	Save the current photo in the current photo album.
Discard Photo	Delete the current photo.
Close	Close the *Camera* menu.

-
-

Camera Controls

The Select Camera Controls drop-down menu in the Camera menu numerous options for adjusting both your photos and your camera settings.

- **Zoom, Pan & Tilt -** Select this option to adjust the position of the webcam, or to zoom in and out when you take a photo.

- **Photo Albums -** Select this option to choose the photo album where your photos will be stored. You can also use this option to create a new photo album.

- **Brightness & Contrast -** Select this option to adjust the brightness and contrast in your photos.

• **Sharpness -** Select this option to increase or decrease the clarity of your photos.

• **Sounds -** Select this option to choose the sounds you want to hear when you take a photo.

• **Camera & Resolution -** Select this option to choose, install or rename your external webcam. You can also use this option to adjust the resolution of your photos.

The following sections describe these options in detail.

•

Adjust the Zoom, Pan & Tilt

To adjust the zoom, pan, or tilt of the webcam:

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Camera** button. The *Camera* menu will open.

3. Choose the **Select Camera Controls** drop-down menu and then select **Zoom, Pan & Tilt**. The tools will appear in the box below the drop-down menu.

CAMERA CONTROLS (ZOOM, PAN & TILT)
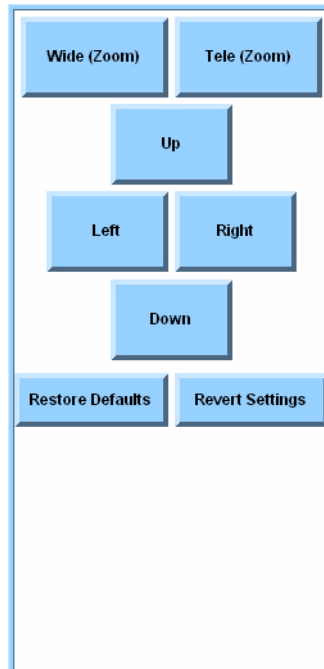
4. To zoom in, select the **Tele (Zoom)** button. The camera will continue to zoom in by a degree each time you select this button.

5. To zoom back out, select the **Wide (Zoom)** button. (You may need to select the **Tele (Zoom)** button before you can access the **Wide (Zoom)** button.)

6. Select the **Up**, **Down**, **Left** and **Right** buttons to change the camera's position.

7. Repeat steps 4 - 6 as needed, until the photo in the optical viewfinder is to your liking.

> **Note:** To restore the zoom, pan & tilt options to their default settings, simply select the **Restore Defaults** button. Select the **Revert Settings** button to return to the last setting you choose for these options (not the default).

8. Select the **Close** button to close the *Camera* menu. Keep selecting the **OK** button to close all open menus.

Select the Current Photo Album

When you take photos with the camera, they are automatically saved in the All Photos album. You can also choose to store new pictures that you take in any custom photo albums you have created (see ***Create a New Photo Album***).

To set the album where current photos will be stored:

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Camera** button. The *Camera* menu will open.

3. Choose the **Select Camera Controls** drop-down menu and then select **Photo Albums**. The tools will appear in the box below the drop-down menu.

CAMERA CONTROLS (PHOTO ALBUMS)

4. Select the check box next to the custom photo album where you want to store new photos.

> **Note:** To create a new photo album, select the **New Album** button. Use the system keyboard to enter an album title and then select the **OK** button. The new album will appear in the list, already selected.

> **Note:** If you do not choose a photo album, your new photo will be automatically stored in both the *All Photos* and *Unfiled Photos* albums in the *Photo Album Browser* menu.

5. Select the **Close** button to close the *Camera* menu. Keep selecting the **OK** button to close all open menus.

Adjust the Brightness & Contrast

To adjust the brightness or contrast of the preview picture in the optical viewfinder of the *Camera* menu:

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Camera** button. The *Camera* menu will open.

3. Choose the **Select Camera Controls** drop-down menu and then select **Brightness & Contrast**. The tools will appear in the box below the drop-down menu.

CAMERA CONTROLS (BRIGHTNESS & CONTRAST)

4. Use the **Darker** and **Brighter** buttons to adjust the amount of light in the photo.

5. Use the **Decrease** and **Increase** buttons to adjust the amount of contrast in the photo.

6. Repeat steps 4 - 5 as needed, until the photo in the optical viewfinder is to your liking.

> **Note:** To restore the brightness and contrast to their default settings, simply select the **Restore Defaults** button. Select the **Revert Settings** button to return to the last setting you choose for these options (not the default).

7. Select the **Close** button to close the *Camera* menu. Keep selecting the **OK** button to close all open menus.

Adjust the Sharpness

To adjust the sharpness of the preview picture in the optical viewfinder of the *Camera* menu:

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Camera** button. The *Camera* menu will open.

3. Choose the **Select Camera Controls** drop-down menu and then select **Sharpness**. The tools will appear in the box below the drop-down menu.

CAMERA CONTROLS (SHARPNESS)
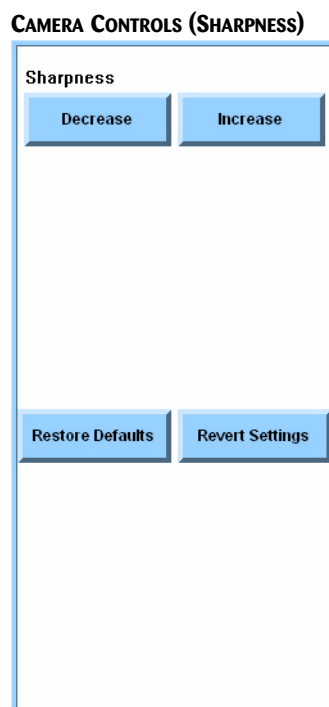
4. Use the **Decrease** and **Increase** buttons to adjust the sharpness of the photo.

5. Repeat step 4 as needed, until the photo in the optical viewfinder is to your liking.

> **Note:**   To restore the sharpness to its default setting, simply select the **Restore Defaults** button. Select the **Revert Settings** button to return to the last setting you choose for this option (not the default).

6. Select the **Close** button to close the *Camera* menu. Keep selecting the **OK** button to close all open menus.

Turn Camera Sounds On or Off

The Series 5 device can make a variety of sounds when a photo is being taken. To turn these sounds on or off, follow these steps:

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Camera** button. The *Camera* menu will open.

3. Choose the **Select Camera Controls** drop-down menu and then select **Sounds**.

4. Select each option to add or remove the X in the check box. The *Camera* menu offers five different sounds: the *Shutter Sound*, the *Hold Still! Sound*, the *Save Sound*, the *Discard Sound* and the *Error Sound*.

5. Select the **Close** button to close the *Camera* menu. Keep selecting the **OK** button to close all open menus.

Select the Webcam

If you use more than one external webcam with your Series 5 device, you will need to make sure the correct one is being recognized by the *Camera* menu. To select the webcam you are using, follow these steps:

> **Note:**   To install an external webcam on an open Series 5 device, simply plug the webcam into a USB port. Complete the camera installation according to the manufacturer's directions.

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Camera** button. The *Camera* menu will open.

3. Choose the **Select Camera Controls** drop-down menu and then select **Camera & Resolution**.

4. Select the correct option in the *Camera* drop-down menu.

> **Note:** To restore this option to its original default setting, simply select the **Restore Defaults** button. Select the **Revert Settings** button to return to the last setting you choose for this option (not the default).

> **Note:** If you are using a closed Series 5 device, use the **Install Other Camera Driver** option in this drop-down menu to begin the process of installing your webcam. See ***Connecting a Webcam & Installing the Camera Driver***

5. Select the **Close** button to close the *Camera* menu. Keep selecting the **OK** button to close all open menus.

Adjust the Preview and Capture Resolution

Resolution refers to the clarity of a photo. Some webcams provide the option to set different resolutions for preview (what you see in the optical viewfinder of the Camera menu) and capture (the photo that is acutally taken). You may choose to lower the preview resolution, for a faster refresh rate in the *Camera* menu. Or, you may choose to increase the capture resolution, to take sharper pictures.

It is important to note that resolution affects not only the quality of the final photo, but the speed at which the photo can be taken. A photo with very good resolution may take a while to be captured, while a low-resolution photo can be taken quickly.

To adjust either the preview or capture resolutions:

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Camera** button. The *Camera* menu will open.

3. Choose the **Select Camera Controls** drop-down menu and then select **Camera & Resolution**.

SELECT CAMERA CONTROLS MENU

Camera

Creative WebCam Live! Motion #2

Capture Resolution

RGB - 0.3 Megapixel ▼

✗ Advanced Choices

Preview Resolution

RGB - 0.3 Megapixel

Rename Camera

Restore Defaults   Revert Settings
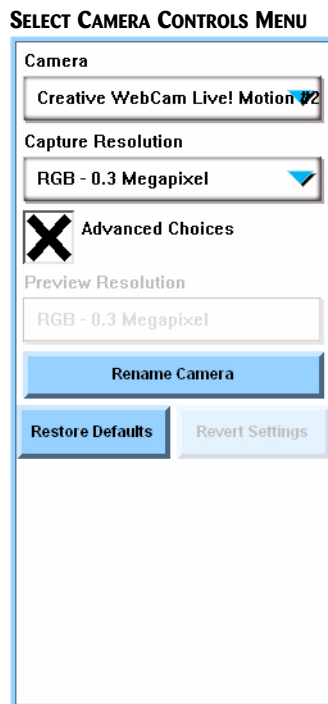
4. Select an option in the *Capture Resolution* drop-down menu: **Fine Resolution (Slowest)**, **Medium Resolution** or **Coarse Resolution (Fastest).**

Note: If you are using a closed Series 5 device, use the **Install Other Camera Driver** option in this drop-down menu to begin the process of installing your webcam. See ***Connecting a Webcam & Installing the Camera Driver***

5. To adjsut the preview resolution, select the **Advanced Choices** check box (if it is not already selected).

6. Select an option in the *Preview Resolution* drop-down menu: **RGB - 0.3 Megapixel**, **RGB - 0.10 Megapixel**, **RGB - 0.03 Megapixel**, **RGB - 0.03 Megapixel** or **RGB - 0.02 Megapixel**.

Note: To restore the resolution options to their original default settings, simply select the **Restore Defaults** button. Select the **Revert Settings** button to return to the last setting you choose for these options (not the default).

7. Select the **Close** button to close the *Camera* menu. Keep selecting the **OK** button to close all open menus.

Rename the Camera

To enter a new name for the webcam you are using, follow these steps:

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Camera** button. The *Camera* menu will open.

3. Choose the **Select Camera Controls** drop-down menu and then select **Camera & Resolution**.

4. Select the **Advanced Choices** check box.

5. Select the **Rename Camera** button. The system keyboard will open.

6. Enter a new name for the camera and then select the **OK** button. The new name will be displayed in the *Camera* drop-down menu.

7. Select the **Close** button to close the *Camera* menu. Keep selecting the **OK** button to close all open menus.

Connecting a Webcam & Installing the Camera Driver

The Creative brand cameras can be connected to your DynaVox Series 5 device by plugging the camera into one of the dual USB ports on your device. However, before you connect the camera to your device for the first time, you may have to install the camera driver software. The camera driver software is contained within the DynaVox Series 5 software.

Note: If your Series 5 device contains version 1.04 of the DynaVox Series 5 software, the camera drivers do not need to be installed. If your Series 5 device has been upgraded to version 1.04 from a previous software version, you must install the camera drivers the first time the camera is connected to your device.

To connect a camera to your Series 5 device:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Camera** button. The *Camera* menu will open.

3. If your V/Vmax device contains version 1.04 of the DynaVox Series 5 software, proceed to step 6. If your V/Vmax device has been upgraded to version 1.04 from a previous version of the software, complete this step to install the camera driver software.

   a. Make sure that the camera is NOT connected to your V/Vmax device.

   > **Note:** If the camera is connected to your Series 5 device during the driver installation procedure, a system message will prompt you to disconnect the camera.

   b. Select the **Camera** drop-down menu and choose the appropriate driver for the camera you will connect to your Series 5 device.

      - Select **Install Creative Webcam Live! Motion driver** to install the driver for the Creative Webcam Live! Motion camera.
      - Select **Install Live! Cam Optia driver** to install the driver for the Live! Cam Optia camera.

   c. Select **Yes** to install the selected driver.

   d. You will be prompted to connect the camera to your Series 5 device.

4. Connect the camera to one of the USB ports on the side of your Series 5 device. The camera will briefly initialize and power on. Your camera will display a blue light to indicate that the camera is powered on:

   > **Note:** When the Live! Motion camera is plugged into the device, the camera powers on and initializes by moving back and forth momentarily. The circular band around the Creative logo displays a blue light to indicate that the camera is powered on.

5. The *Camera* drop-down menu will contain the name of the camera plugged into your device.

   > **Note:** If a camera is connected to your Series 5 device, but is not displayed in the *Camera* drop-down menu, you may have to refresh the *Camera* menu to update the drop-down menu. Select the *OK* button to close the *Camera* menu (the *Tools* menu will appear). Then, select the *Camera* button to open the *Camera* menu again. The *Camera* drop-down menu will display the specific camera connected to your Series 5 device, and the *Video Preview* box should display an image.

6. The optical viewfinder displays the current view through the camera lens. Note that the camera is continually updating the image that is in view.

Taking Photos

When an external webcam is successfully connected to your Series 5 device, you can use the DynaVox Series 5 software to take digital photos. The tools for taking photos can be found in the *Camera* menu.

There are two options for taking photos:

- **Capture and Save -** This option enables you to take a photo and save it in one quick step.
- **Capture and Review -** This option gives you the chance to view your new photo before you save it.

This section offers step-by-step instructions for both of these photo-taking methods.

Capture and Save a Photo

You can use the *Capture and Save* button in the *Camera* menu to take a new digital photo and save it immediately. To take a photo with this option:

> **Note:**   The DynaVox Maestro contains a built-in webcam that supports the camera feature. To use the camera features on a different Series 5 device, you will need to install a third-party (or after market) webcam. The external webcam can be connected to a USB port on the Series 5 device.

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Camera** button. The *Camera* menu will open.

CAMERA MENU

3. To zoom in, select the **Tele (Zoom)** button. The camera will continue to zoom in by a degree each time you select this button. (Refer to ***Adjust the Zoom, Pan & Tilt***.)

4. To zoom back out, select the **Wide (Zoom)** button. (You may need to select the **Tele (Zoom)** button before you can access the **Wide (Zoom)** button.) (Refer to ***Adjust the Zoom, Pan & Tilt***.)

5. Select the **Up**, **Down**, **Left** and **Right** buttons to change the camera's position. (Refer to ***Adjust the Zoom, Pan & Tilt***.)

6. To adjust the amount of light in the photo, choose the **Select Camera Controls** drop-down menu and then select **Brightness and Contrast**. Use the **Darker** and **Brighter** buttons to adjust the light. (Refer to ***Adjust the Brightness & Contrast***.)

7. To adjust the amount of contrast in the photo, choose the **Select Camera Controls** drop-down menu and then select **Brightness and Contrast**. Use the **Decrease** and **Increase** buttons to adjust the contrast. (Refer to ***Adjust the Brightness & Contrast***.)

8. To adjust the level of sharpness in the camera's focus, choose the **Select Camera Controls** drop-down menu and then select **Sharpness**. Use the

Decrease and **Increase** buttons to adjust the sharpness.(Refer to *Adjust the Sharpness*.)

> **Note:** To restore the current option (i.e., Brightness and Contrast, or Sharpness) to its original default settings, simply select the **Restore Defaults** button. Select the **Revert Settings** button to return to the last setting you choose for this option (not the default).

9. To choose the photo album where the new photo will be stored, choose the **Select Camera Controls** drop-down menu and then select one of the listed photo albums.

> **Note:** To create a new photo album, select the **New Album** button. Use the system keyboard to enter an album title and then select the **OK** button. The new album will appear in the list, already selected.

> **Note:** If you do not choose a photo album, your new photo will be automatically stored in both the *All Photos* and *Unfiled Photos* albums in the *Photo Album Browser* menu.

10. Select **Capture and Save**.

11. Select the **Close** button to close the *Camera* menu. Keep selecting the **OK** button to close all open menus.

Your new digital photo can now be viewed, edited and shared in the *Photo Album Browser* menu.

Capture and Review a Photo

The *Capture and Review* button in the *Camera* menu enables you to take a new digital photo and review it before it is saved. To take a photo with this option:

> ⚑ **Note:**   The DynaVox Maestro contains a built-in webcam that supports the camera feature. To use the camera features on a different Series 5 device, you will need to install a third-party (or after market) webcam. The external webcam can be connected to a USB port on the Series 5 device.

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Camera** button. The *Camera* menu will open.

CAMERA MENU

3. To zoom in, select the **Tele (Zoom)** button. The camera will continue to zoom in by a degree each time you select this button. (Refer to ***Adjust the Zoom, Pan & Tilt***.)

4. To zoom back out, select the **Wide (Zoom)** button. (You may need to select the **Tele (Zoom)** button before you can access the **Wide (Zoom)** button.) (Refer to ***Adjust the Zoom, Pan & Tilt***.)

5. Select the **Up**, **Down**, **Left** and **Right** buttons to change the camera's position. (Refer to ***Adjust the Zoom, Pan & Tilt***.)

6. To adjust the amount of light in the photo, choose the **Select Camera Controls** drop-down menu and then select **Brightness and Contrast**. Use the **Darker** and **Brighter** buttons to adjust the light. (Refer to *Adjust the Brightness & Contrast*.)

7. To adjust the amount of contrast in the photo, choose the **Select Camera Controls** drop-down menu and then select **Brightness and Contrast**. Use the **Decrease** and **Increase** buttons to adjust the contrast. (Refer to *Adjust the Brightness & Contrast*.)

8. To adjust the level of sharpness in the camera's focus, choose the **Select Camera Controls** drop-down menu and then select **Sharpness**. Use the **Decrease** and **Increase** buttons to adjust the sharpness.(Refer to *Adjust the Sharpness*.)

> **Note:** To restore the current option (i.e., Brightness and Contrast, or Sharpness) to its original default settings, simply select the **Restore Defaults** button. Select the **Revert Settings** button to return to the last setting you choose for this option (not the default).

9. Select **Capture and Review**.

10. To delete the photo (without saving it), select the **Discard Photo** button.

11.   To select the photo album where the photo will be stored, choose an album in the *Destination Photo Album* box.

DESTINATION PHOTO ALBUM BOX

> **Note:**   If you do not choose a photo album, your new photo will be automatically stored in both the *All Photos* and *Unfiled Photos* albums in the *Photo Album Browser* menu.

> **Note:**   To create a new photo album, select the **New Album** button. Use the system keyboard to enter an album title and then select the **OK** button. The new album will appear in the list, already selected.

12.   Select **Save Photo**.

13.   Select the **Close** button to close the *Camera* menu. Keep selecting the **OK** button to close all open menus.

Your new digital photo can now be viewed, edited and shared in the *Photo Album Browser* menu, in the *All Photos* album, and in any other photo album you selected.

Working With Photo Albums

The digital photos you take with your Series 5 device are stored in files called "photo albums." These albums can be accessed in the *Photo Album Browser* menu, which provides an extensive set of tools for viewing, organizing, editing and sharing your photos. This lesson provides an overview to help you familiarize yourself with this menu. It also provides step-by-step instructions of viewing, organizing and editing your digital photos.

-
-
-
-
-
-
-
-
-

Photo Album Browser Overview

To open the *Photo Album Browser* menu, follow these steps:

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Photo Album Browser** button. The *Photo Album Browser* menu will open.

PHOTO ALBUM BROWSER MENU
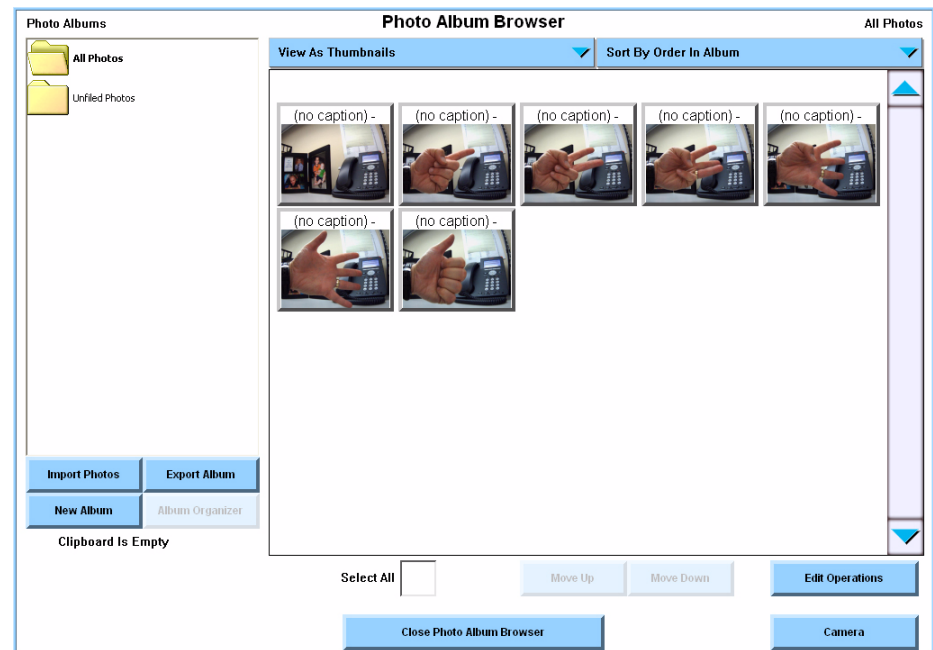
The *Photo Album Browser* menu contains the following components:

Photo Albums viewport	Displays all custom photo albums, as well as the *All Photos* and the *Unfiled Photos* albums (system defaults).
Import Photos	Import a photo from an outside source (file sharing device, etc.) into the currently selected photo album.
Export Album	Export the selected photo album (and all photos it contains) to a file sharing device.
New Album	Create a new custom photo album.
Album Organizer	Open the *Album Organizer* menu, allowing you to organize the custom photo albums shown in the *Photo Albums* viewport.
View drop-down menu	Choose how you want to view the photos in the viewport: thumbnails, list, individual photos, or with photo details.
Sort drop-down menu	Choose how the photos in the viewport should be sorted: by their order in the photo album, by caption, by date, or by file name.

Select All check box	Select all pictures currently visible in the viewport.
Move Up	Move the selected picture up one position in the album order.
Move Down	Move the selected picture down one position in the album order.
Edit Operations	Maximize the image displayed or video playing in the viewer.
Camera	Open the *Camera* menu to take a picture with the connected webcam.
Close Photo Album Browser	Close the *Photo Album Browser* menu.

Photo Albums Viewport

It is important to familiarize yourself with the *Photo Album Browser* menu, as it offers several important tools. Begin by noting the *Photo Albums* viewport on the left side. This box contains a list of your photo albums, each represented by a file folder. There are three default folders:

- **All Photos -** *All Photos* is your default photo album. Every photo that you take will be stored in this album. No matter how you organize your photos into new albums, each one of your photos will still be found in *All Photos*. Note that the *All Photos* album includes several sub-albums. These sub-albums make it easy to find your photos by dividing them into photos that were taken today, this week, this month or this year.

- **Unfiled Photos -** This album includes digital photos that have not yet been placed in a specific photo album. The photos in this album will also be displayed in the *All Photos* album. Like the *All Photos* album, *Unfiled Photos* offers sub-albums to organize photos that were taken today, this week, this month or this year.

- **Sample -** Your DynaVox Series 5 software includes several sample photos. These are stored in the *Sample* album. These photos can also be found in the *All Photos* album.

Whenever you create a new photo album, it will be automatically added to the list in the *Photo Albums* viewport.

PHOTO ALBUMS VIEWPORT, WITH ALL PHOTOS EXPANDED

Photo Albums

All Photos

Today

This Week

This Month

This Year

Unfiled Photos

| Import Photos | Export Album |
| New Album | Album Organizer |
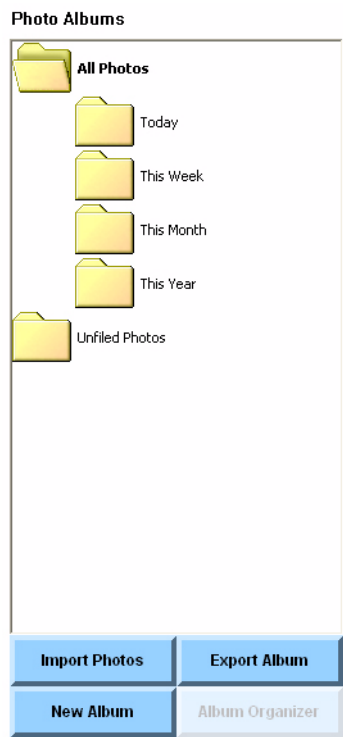
Photo Viewport

The photo viewport is the most prominent feature of the *Photo Album Browser* menu. It displays all the photos in the photo album that is currently selected in the *Photo Album* viewport.

PHOTO VIEWPORT
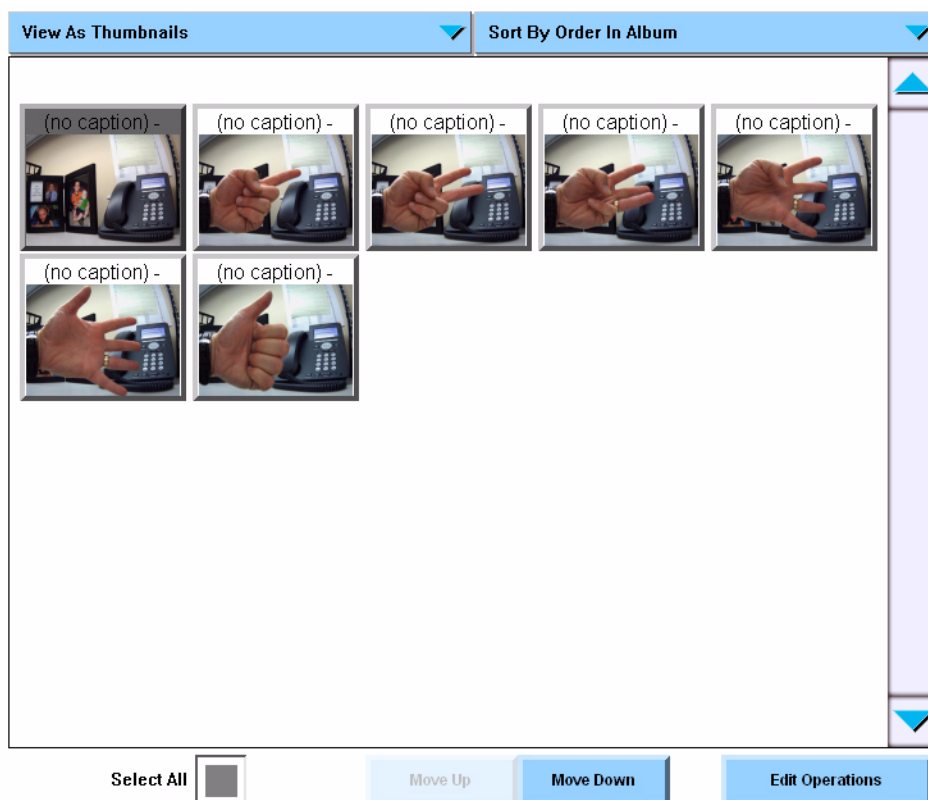
Two drop-down menus at the top of the viewport allow you to adjust the way photos are displayed in the photo viewport. Use the drop-down menu on the left to choose the way the photos are displayed.

- **View As Thumbnails -** Photos are displayed as a grid of small photos. If you add captions to your photos, a caption will be shown above each photo. You can rearrange the photos by selecting a thumbnail and then using the *Move Up* and *Move Down* buttons at the bottom of the viewport.

- **View As List -** Photos are displayed in a list. Each line on the list includes a small version of the photo, its caption and the time/date the photo was taken. You can rearrange the photos by selecting a line and then using the *Move Up* and *Move Down* buttons at the bottom of the viewport.

- **View Individual Photos -** Photos are displayed individually, each one taking up the entire photo viewport. Buttons at the bottom of the viewport enable you to navigate through the photos.
- **View Photo Details -** Each photo is displayed individually, with the name of the photo file and the date/time the photo was taken. Text boxes allow you to add/edit a caption and description for each photo.Buttons at the bottom of the viewport enable you to navigate through the photos.

Use the drop-down menu on the right to choose the order in which the photos will be displayed.

- **Sort By Order In Album -** The photos are displayed in the order in which they were added to the selected photo album.
- **Sort By Caption -** The photos are displayed with their captions in alphabetical order.
- **Sort By Date -** The photos are displayed according to the date they were taken, with the oldest photos presented first.
- **Sort By File Name -** The photos are displayed with their file names in alphabetical (or numerical) order.

The *Photo Albums* viewport and the photo viewport enable you to locate and view all of your digital photos. The remaining options in the *Photo Album Browser* menu provide you with the ability to organize, edit and share your photos.

The following sections illustrate how to organize and edit your digital photos. To learn about sharing photos, refer to ***Sharing Photos***.

Edit Photo Captions and Descriptions

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Photo Album Browser** button. The *Photo Album Browser* menu will open.

3. In the *Photo Albums* viewport, select the appropriate photo album.

4. In the photo viewport, select the photo you want to change.

5. Select **Edit Operations**. The *Photo Edit Operations* menu will open.

6. Select **Edit Captions and Descriptions**. The *Photo Edit Operations* menu will close. The photo you selected will be displayed in the photo viewport with all its file details.

PHOTO VIEWPORT, SHOWING CAPTION AND DESCRIPTION EDITING TOOLS

7. To add/edit a caption, select the **Caption** text box. The system keyboard will open. Enter a caption and then select the **OK** button. The new caption will be shown in the photo viewport.

8. To add/edit a description of the photo, select the **Description** text box. The system keyboard will open. Enter your description and then select the **OK** button. The new description will be shown in the photo viewport.

9. Select **Done** to return the photo viewport to its normal state.

10. Select the **Close Photo Album Browser** button to close the *Photo Album Browser* menu. Keep selecting the **OK** button to close all open menus.

Rotate a Digital Photo

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Photo Album Browser** button. The *Photo Album Browser* menu will open.

3. In the *Photo Albums* viewport, select the appropriate photo album.

4. In the photo viewport, select the photo you want to rotate. You can select more than one photo at a time.

5. Select **Edit Operations**. The *Photo Edit Operations* menu will open.

PHOTO EDIT OPERATIONS MENU
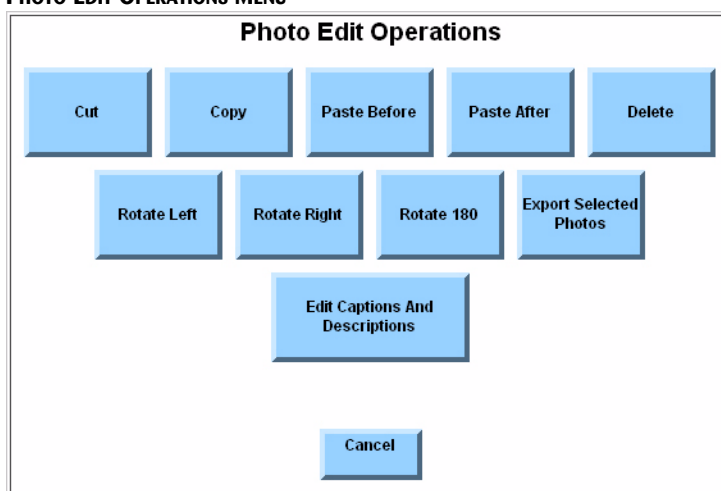
6. Select **Rotate Left**, **Rotate Right** or **Rotate 180**. The *Photo Edit Operations* menu will close and the photo will be rotated in the photo viewport.

Select the **Close Photo Album Browser** button to close the *Photo Album Browser* menu. Keep selecting the **OK** button to close all open menus.

Move a Digital Photo to a New Photo Album

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Photo Album Browser** button. The *Photo Album Browser* menu will open.

3. In the *Photo Albums* viewport, select the appropriate photo album.

4. In the photo viewport, select the photo you want to move. You can select more than one photo at a time.

5. Select **Edit Operations**. The *Photo Edit Operations* menu will open.

PHOTO EIT OPERATIONS MENU
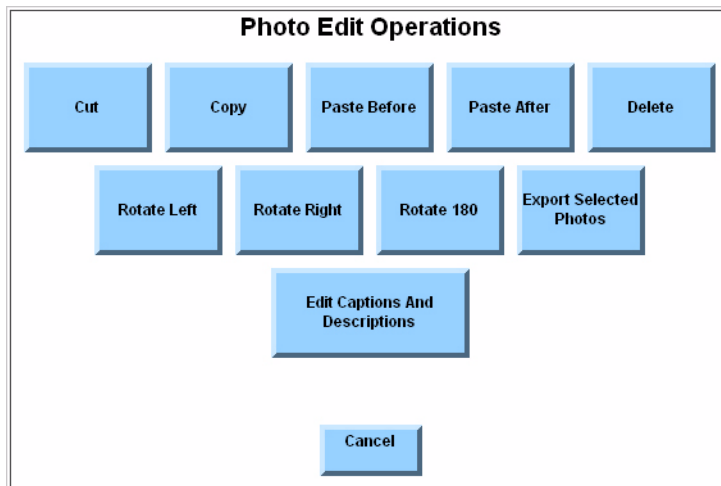
6. If you want to completely remove the digital photo from this photo album, select **Cut**. If you want to add a copy of the photo to a new photo album (leaving the photo in place in the current album), select **Copy**. The *Photo Edit Operations* menu will close, and the Clipboard (in the lower left corner of the *Photo Album Browser* menu) will show the photo(s) that you have cut/copied.

> **Note:** You cannot use the *Cut* option if you are currently viewing the *All Photos* album.

7. In the *Photo Albums* viewport, select the appropriate photo album.

8. In the photo viewport, select a photo. The photo you are moving will be placed before or after this photo in the album.

9. Select the **Edit Operations** button again.

10. To place the cut/copied photo in front of the photo you just selected, select **Paste Before**. To place the cut/copied photo behind the photo you just selected, select **Paste After**. The *Photo Edit Operations* menu will close and the photo you moved will be displayed in its new location.

Select the **Close Photo Album Browser** button to close the *Photo Album Browser* menu. Keep selecting the **OK** button to close all open menus.

Delete a Photo

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Photo Album Browser** button. The *Photo Album Browser* menu will open.

3. In the *Photo Albums* viewport, select the appropriate photo album.

4. In the photo viewport, select the photo you want to delete. You can select more than one photo at a time.

5. Select **Edit Operations**. The *Photo Edit Operations* menu will open.

PHOTO EDIT OPERATIONS MENU
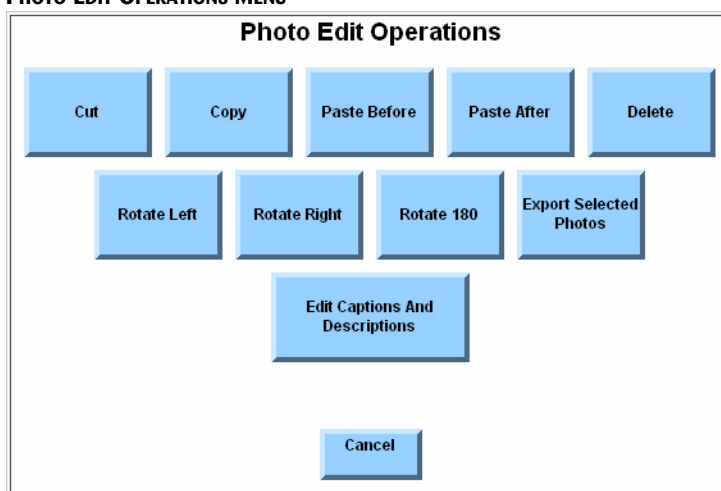
6. Select **Delete.**

> 🏳 **Note:**   Be careful! Once you have deleted a photo, it cannot be retrieved.

7. Select **OK** to confirm that you want to delete the photo. The photo will be permanently deleted. If the photo appears in more than one photo album (for example, an album you created and the *All Photos* album), it will be deleted from each one.

Create a New Photo Album

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Photo Album Browser** button. The *Photo Album Browser* menu will open.

3. Select **New Album**. The system keyboard will open.

4. Enter a name for the new album and then select the **OK** button. The new photo album will be added to the bottom of the list in the *Photo Albums* viewport.

5. Select the **Close Photo Album Browser** button to close the *Photo Album Browser* menu. Keep selecting the **OK** button to close all open menus.

Copy a Photo Album

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Photo Album Browser** button. The *Photo Album Browser* menu will open.

3. In the *Photo Albums* viewport, select the photo album you want to copy.

4. Select **Album Organizer**. The *Album Organizer* menu will open.

ALBUM ORGANIZER MENU

5. Select **Make Copy**. The *Album Organizer* menu will close and the new photo album will be displayed in the *Photo Albums* viewport.

6. Select the **Close Photo Album Browser** button to close the *Photo Album Browser* menu. Keep selecting the **OK** button to close all open menus.

> **Note:** Once you have created a copy of a photo album, be sure to give the new album a name. Refer to ***Rename a Photo Album***.

Rename a Photo Album

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Photo Album Browser** button. The *Photo Album Browser* menu will open.

3. In the *Photo Albums* viewport, select the photo album you want to rename.

4. Select **Album Organizer**. The *Album Organizer* menu will open.

ALBUM ORGANIZER MENU

5. Select **Rename**. The system keyboard will open.

6. Enter a new name for the photo album and then select the **OK** button. The new album name will be displayed in the **Photo Albums** viewport.

7. Select the **Close Photo Album Browser** button to close the *Photo Album Browser* menu. Keep selecting the **OK** button to close all open menus.

Move a Photo Album (Within the Photo Albums Viewport)

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Photo Album Browser** button. The *Photo Album Browser* menu will open.

3. In the *Photo Albums* viewport, select the photo album you want to move.

4. Select **Album Organizer**. The *Album Organizer* menu will open.
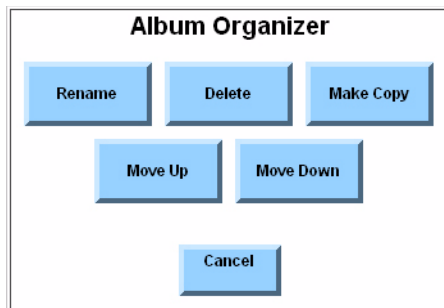
5. To move the album up one line in the *Photo Albums* viewport, select **Move Up**. To move the album down one line in the viewport, select *Move Down*. The *Album Organizer* menu will close and the selected album will be in its new position.

6. Repeat steps 3 - 5 until the photo album is in the desired location.

7. Select the **Close Photo Album Browser** button to close the *Photo Album Browser* menu. Keep selecting the **OK** button to close all open menus.

Delete a Photo Album

1. Select the **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Photo Album Browser** button. The *Photo Album Browser* menu will open.

3. In the *Photo Albums* viewport, select the photo album you want to delete.

4. Select **Album Organizer**. The *Album Organizer* menu will open.

5. Select **Delete**. The selected photo album will be deleted immediately. The photos in the album will not be deleted; they will be moved to the *Unfiled Photos* album. (They will also exist in the *All Photos* album.)

6. Select the **Close Photo Album Browser** button to close the *Photo Album Browser* menu. Keep selecting the **OK** button to close all open menus.

Sharing Photos

Your DynaVox Series 5 software offers the tools for sharing digital photo files. You can import digital photos from other sources, or you can export the photos you take with your Series 5 device. Exporting photos enables you to share them with other Series 5 users, and it allows you to keep backup copies of your photos in a safe place. This lesson offers steps for importing and exporting digital photos.

Import a Digital Photo

In order to import a digital photo file, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

To import a digital photo file:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

    If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an

internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.

> **Note:**   If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu.** The *Tools* menu will open.

3. Select the **Photo Album Browser** button. The *Photo Album Browser* menu will open.

4. Select the photo album where you want to place the imported photos.

5. Select the **Import Photos** button. The *Select a File* menu will open.

6. Select the location that contains the file you want to import:
    - If the file is on a file sharing device, proceed to step 7.
    - If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 8.

7. To import from a file sharing device, complete this step:
    a. Select the **Show All Directories** check box.
    b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:
    c. Proceed to step 9.

8. To import from another folder on your Series 5 device (or Windows computer) hard drive, complete this step:
    a. Select the **Show All Directories** check box.
    b. Use the left viewport to find the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.
       - If you are using a dedicated Series 5 device, and you are importing the file from another user on the same device, the file should be in the *Shared* folder. Select the **Shared** icon in the left viewport.
       - If you are using an open Series 5 device, and you are importing the file from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. To open the *Shared* folder (the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.
    c. Proceed to step 9.

9. In the right viewport, select the check box beside each digital photo file you want to import (you can import multiple photos at one time).

10. Select the **OK** button to close the *Select a File* menu. The photo(s) you imported will be added to the *Photo Album Browser* menu. The photos will appear in the photo album you selected in step 4, as well as in the *All Photos* album.

> **Note:** You may be asked if you want to replace photos with conflicting names. As the digital photo file is imported, the DynaVox Series 5 software will check to see if any photos in the file have the same name as photos that already exist in the *Photo Album Browser* menu. Select the **Yes** button to replace the existing photos with the imported photos. Select the **No** button to keep the photos exception.

11. Select the **Close Photo Album Browser** button. Then, select the **OK** button to close the *Tools* menu.

12. You may disconnect the file sharing device if you wish.

Export a Digital Photo

Exporting a digital photo file enables you to share the photo with other Series 5 devices, other users on the same Series 5 device, and Series 5 software on Windows computers.

You can export a digital photo file to one of the following locations:
- A folder on your Series 5 device hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

To export a selected digital photo file:

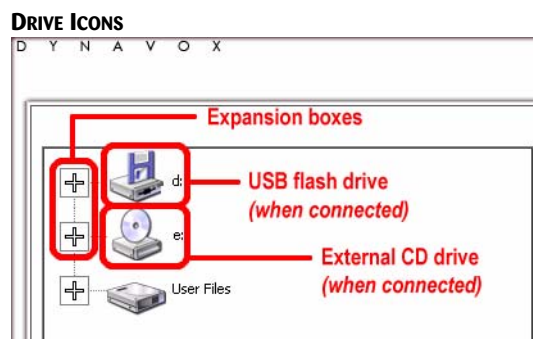1. If you are exporting to a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

    If you are exporting from the Series 5 software on a Windows computer,

connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer.)

> 📑 **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu.** The *Tools* menu will open.

3. Select the **Photo Album Browser** button. The *Photo Album Browser* menu will open.

4. In the *Photo Albums* viewport, select the photo album that contains the photo(s) you want to export.

> 📑 **Note:** You can export more than one photo at a time. However, you can only export photos from one album at a time.

5. In the photo viewport, select the photo(s) you want to export.

6. Select the **Edit Operations** button. The *Edit Operations* menu will open.

7. Select the **Export Selected Photos** button. The *Select a Directory* menu will open.

8. Select the destination for the file you want to export:
   • To export to a file sharing device, proceed to step 9.
   • To export to a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 10.

9. To export to a file sharing device, complete this step:
   a. Select the **Show All Directories** check box.
   b. Select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:
   c. Proceed to step 11.

10. To export to a folder on your Series 5 (or Windows computer) device hard drive, complete this step:
    a. Select the **Show All Directories** check box.
    b. Navigate to the folder where you want to export the file. Select the expansion box [+] next to a folder to see the sub-folders that it contains.
    c. Select the destination folder in the left viewport.
       • If you are using a dedicated Series 5 device, and you are exporting the file so that it can be imported by another user on the same device,

it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.

- If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> **Note:** If you are using an open Series 5 device (or Windows computer), you may export the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

d. Proceed to step 11.

11. Select the **OK** button. The selected photo(s) will be exported to the selected destination.

12. Select the **Close Photo Album Browser** button to close the *Photo Album Browser* menu. Keep selecting the **OK** button to close all open menus.

13. You may disconnect the file sharing device if you wish.

Export a Photo Album

You may also opt to simply export an entire photo album. This option enables you to share the photo album and its contents with other Series 5 devices, other users on the same Series 5 device, and Series 5 software on Windows computers.

You can export a photo album to one of the following locations:

- A folder on your Series 5 device hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

To export an entire photo album:

1. If you are exporting to a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

If you are exporting from the Series 5 software on a Windows computer, connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer).

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu.** The *Tools* menu will open.

3. Select the **Photo Album Browser** button. The *Photo Album Browser* menu will open.

4. In the *Photo Albums* viewport, select the photo album that you want to export. (You can export only one photo album at a time.)

5. Select the **Export Album** button. The *Select a Directory* menu will open.

6. Select the destination for the album you want to export:
   - To export to a file sharing device, proceed to step 7.
   - To export to a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 8.

7. To export to a file sharing device, complete this step:
   a. Select the **Show All Directories** check box.
   b. Select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:
   c. Proceed to step 9.

8. To export to a folder on your Series 5 (or Windows computer) device hard drive, complete this step:
   a. Select the **Show All Directories** check box.
   b. Use the left viewport to navigate to the folder where you want to export the file. Select the expansion box [+] next to a folder to see the sub-folders that it contains.
   c. Select the destination folder in the left viewport.
   - If you are using a dedicated Series 5 device, and you are exporting the file so that it can be imported by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.
   - If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to

export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> **Note:**   If you are using an open Series 5 device (or Windows computer), you may export the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

d. Proceed to step 9.

9. Select the **OK** button. The exported photo album will be available as a folder in the selected destination.

10. Select the **Close Photo Album Browser** button to close the *Photo Album Browser* menu. Keep selecting the **OK** button to close all open menus.

11. You may disconnect the USB flash drive if you wish.

SHARING PICTURES

This section provides step-by-step instructions for importing and exporting digital pictures to and from your Series 5 device. Each of these processes requires the use of a file sharing device - either a USB flash drive (also called a "USB jump drive"), USB-compatible CD drive or DVD drive that you can purchase separately at a computer electronics retail store.

Use the instructions in this section to learn how to create and share digital pictures with other Series 5 devices, a Windows computer running DynaVox Series 5 software, and other users on the same Series 5 device.

Import a Digital Picture

You can import a digital picture from an outside source into your DynaVox Series 5 software. This enables you to incorporate digital pictures that were developed on other Series 5 devices, other users on the same Series 5 device, and on Windows computers running the DynaVox Series 5 software into your Series 5 pages and popups.

In order to import the digital picture, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

Note: All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

Note: Before beginning these steps, make sure the digital picture is scaled within the maximum size restraints - 5000 pixels wide by 5000 pixels high. You will not be able to import pictures larger than this.

Note: If you are using an open Series 5 device, you can use the "drag and drop" technique to drag a digital picture from another Windows application and drop it into a button or a page background. See ***Dragging and Dropping***.

To import a digital picture:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

    If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

> **Note:**   If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **File Browser** button. The *File Browser* menu will open.

4. Select the location that contains the file you want to import:
    *   If the file is on a file sharing device, proceed to step 5.
    *   If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 6.

5. To import from a file sharing device, complete this step:
    a. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

    b. Proceed to step 7.

6. To import from another folder on your Series 5 device (or Windows computer) hard drive, complete this step:

    a. Use the left viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

        • If you are using a dedicated Series 5 device, and you are importing the file from another user on the same device, the file should be *Shared* folder. Select the **Shared** icon in the left viewport.

        • If you are using an open Series 5 device, and you are importing the file from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. To open the *Shared* folder (the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.

    b. Proceed to step 7.

7. In the right viewport, select the check box beside each picture file you want to import (you can import multiple files at one time).

8. Select the **Edit Operations** button. The *Edit Operations* menu will open.

9. Select the **Copy** button. The *Edit Operations* menu will close automatically.

10. Use the left and right viewports in the *File Browser* menu to navigate to the folder where you want to store the digital picture(s). Select the expansion box [+] next to a folder to see the sub-folders that it contains.

    You can save the digital picture(s) in any folder that you want. However, the Series 5 software provides an *Images* folder (in the *User Files* folder) as a recommended default folder to store digital images.

    > **Note:** If this folder does not exist, create it by selecting the **User Files** folder in the left viewport, then selecting the **New Folder** button, entering *"Images"* in the system keyboard and then selecting the **OK** button.

    • If you are using a dedicated Series 5 device, and you want to save the file(s) in the *Images* folder, select the **User Files** expansion box, and then select the **Images** folder.

    • If you are using an open Series 5 device, and you want to save the file(s) in the *Images* folder, select the **C:** expansion box, then select the **5100** expansion box, then select the **User Files** expansion box, and then select the **Images** folder.

    • If you are using a dedicated Series 5 device, and you want to save the file(s) so that it can be accessed by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.

- If you are using an open Series 5 device (or Windows computer), and you want to save the file(s) so that it can be imported by another user on the same device, the easiest method (and best practice) would be to save the file(s) to the *Shared* folder. To open the *Shared* folder (the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.

> **Note:** If you are using an open Series 5 device (or Windows computer), you may import the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

11. Select the **Edit Operations** button. The *Edit Operations* menu will open.

12. Select the **Paste** button. The *Edit Operations* menu will close and an hourglass icon may appear while the picture file is being copied into the destination that you selected.

> **Note:** If a picture file with the same name already exists, you will be given the option to overwrite the existing file with the file that you are importing. Select the **Yes** button to do so. If you do not want to overwrite the existing picture file, select the **No** button to stop the import process.

13. Select the **OK** button to close the *File Browser* menu. Keep selecting the **OK** button to close any other open menus.

14. You may disconnect the file sharing device if you wish.

The imported digital picture is now available for the active user. The picture can be used as a symbol or as the background for a page or popup (see ***Edit the Button's Symbol*** or ***Select the Page's Background Picture***).

Export a Digital Picture

Exporting a digital picture from your Series 5 device (or Windows computer running the DynaVox Series 5 software) enables you to share it with other Series 5 devices, other users on the same Series 5 device, and Windows computers running the DynaVox Series 5 software.

You can export a digital picture to one of the following locations:

- A folder on your Series 5 device hard drive

● A file sharing device (USB flash drive, CD, DVD, etc.)

> 🏳 **Note:**   All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

To export a picture file from your Series 5 device:

1. If you are exporting to a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

   If you are exporting from the Series 5 software on a Windows computer, connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer).

> 🏳 **Note:**   If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **File Browser** button. The *File Browser* menu will open.

4. Find the picture file that you want to export:

   ● Select the *Search* text box and enter the name of the picture file you want to find. Select the **OK** button to close the system keyboard. The file that matches the search text will appear and be selected in the right viewport.

   ● Visually search through the folders in the left and right viewports. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

> 🏳 **Note:**   The DynaVox Series 5 software provides an *Images* folder (in the *User Files* folder) as a recommended default folder to store digital pictures.
>
> > ● If you are using a dedicated device, select the **User Files** expansion box in the left viewport, and then select the **Images** folder.
> > ● If you are using an open device (or Windows computer), select the **C:** expansion box, then select the **5100** expansion box, then select the **User Files** expansion box, and then select the **Images** folder.

5. In the right viewport, select the check box beside each picture that you want to export (you can export multiple files at one time).

6. Select the **Edit Operations** button. The *Edit Operations* menu will open.

7. Select the **Copy** button. The *Edit Operations* menu will close automatically.

8. Select the destination for the file you want to export:
   - To export to a file sharing device, proceed to step 9.
   - To export to a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 10.

9. To export to a file sharing device, complete this step:
   a. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

   b. Proceed to step 11.

10. To export to a folder on your Series 5 (or Windows computer) device hard drive, complete this step:
    a. Use the left viewport to navigate to the folder where you want to export the file. Select the expansion box [+] next to a folder to see the sub-folders that it contains.
    b. Select the destination folder in the left viewport.
       - If you are using a dedicated Series 5 device, and you are exporting the file so that it can be imported by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.
       - If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to

export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> **Note:** If you are using an open Series 5 device (or Windows computer), you may export the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

    c. Proceed to step 11.

11. Select the **Edit Operations** button. The *File Edit Operations* menu will open again.

12. Select the **Paste** button. The *Edit Operations* menu will close and an hourglass icon may appear while the picture is being copied into the destination that you selected.

13. Select the **OK** button to close the *File Browser* menu. Keep selecting the **OK** button to close all other open menus.

14. You may disconnect the file sharing device if you wish.

A copy of the digital picture can now be found in the destination that you selected.

- To share the file with another Series 5 user (on the same or a different device), or with a Windows computer running the DynaVox Series 5 software, see ***Import a Digital Picture***.

- To burn the exported file to CD or DVD using an external drive (open Series 5 device or Windows computer only), see ***Burn a File to CD or DVD***.

USING PICTURES

The following sections provide instructions on using custom digital pictures with your Series 5 communication pages.

Using Digital Pictures as Backgrounds

The DynaVox Series 5 software enables you to use a digital picture as the background of a page or popup.

If a digital picture is used as the background of a page or popup, active areas (refer to **Creating Active Areas**) can be placed over objects in the picture. When that portion of the digital picture is selected, the device can speak a message, play a sound file or video file, or trigger some other behavior (refer to **InterAACT Visual Scenes**)

To use a digital picture as the background for a page or popup, follow **Select the Page's Background Picture**.

> **Note:** If you are using an open Series 5 device, you can use the "drag and drop" technique to drag a digital picture from another Windows application and drop it into a page or popup background. The picture will automatically fill the background space and be copied to your *Images* folder. See **Drag and Drop a Picture as a Background**.

> **Note:** Before beginning these steps, make sure the digital picture is scaled within the maximum size restraints - 5000 pixels wide X 5000 pixels high. If the picture is larger than any of these dimensions, you will not be able to import it.

Using Digital Pictures as Symbols

The Series 5 software allows you to use a digital picture as a button symbol. This enables you to personalize the device with pictures that the user would recognize. For example, you could create buttons with people's faces as the symbols, and program the buttons to say their names when selected.

To use a digital picture as a custom symbol, follow **Save a Digital Picture as a Symbol**.

> **Note:**   If you are using an open Series 5 device, you can use the "drag and drop" technique to drag a digital picture from another Windows application and drop it into a button. see **Dragging and Dropping**.

VIDEO SPECIFICATIONS

The following sections address the physical requirements that a digital video must meet in order to be used effectively with a Series 5 device.

Video Size

There are no size restrictions on video files that can be incorporated into your Series 5 pages or popups. However, keep in mind that the video files you incorporate require hard disk space, and they can impact the packages from pages (refer to **Create a Package from Pages**) that you create, and they will impact your backup users (refer to **Back Up the Selected User**). An excessive number of large video files will increase the processing time required to complete those tasks, and well as increase the size of the resulting files.

Video Formats

The DynaVox Series 5 devices support the following common video formats:

- Audio Video Interleave file (*.avi*)
- MPEG Animation file (*.mpg*)
- MPEG System 1 Stream file (*.mpeg*)
- Windows Media File file (*.wmv*)

Any digital video file that you want to use on a Series 5 page or popup must be in one of these formats. For more information on converting digital videos into different formats, consult third-party video editing software.

SHARING VIDEOS

This section provides step-by-step instructions for importing and exporting digital video files to and from your Series 5 device. Each of these processes requires the use of a file sharing device - the USB flash drive (also called a "USB jump drive") that was shipped with your Series 5 device, or a USB-compatible external CD or DVD drive that you can purchase separately at a computer electronics retail store.

Import a Digital Video File

You can import a digital video from an outside source into your DynaVox Series 5 software. This enables you to incorporate digital videos that were developed on other Series 5 devices, other users on the same Series 5 device, and on Windows computers running the DynaVox Series 5 software into your Series 5 pages and popups.

In order to import the digital video, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

> **Note:** If you are using an open Series 5 device, you can select a video file from the Windows Explorer on your device and drag and drop it onto a button in the DynaVox Series 5 software. The software will automatically copy the video file into your *Videos* folder, and program the button with the Play Video behavior. See ***Drag and Drop a Video File***.

To import a digital video file:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

   If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an

internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

> 🏴 **Note:**   If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select Main Menu > **Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **File Browser** button. The *File Browser* menu will open.

4. Select the location that contains the file you want to import:
    - If the file is on a file sharing device, proceed to step 5.
    - If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 6.

5. To import from a file sharing device, select the icon for the file sharing device in the left viewport. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:
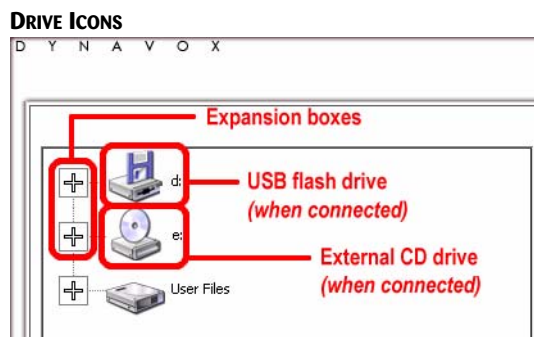
DRIVE ICONS

Proceed to step 7.

6. To import from another folder on your Series 5 device (or Windows computer) hard drive, use the left viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.
    a. Use the left viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

- If you are using a dedicated Series 5 device, and you are importing the file from another user on the same device, the file should be *Shared* folder. Select the **Shared** icon in the left viewport.

- If you are using an open Series 5 device, and you are importing the file from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. To open the *Shared* folder (the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.

    Proceed to step 7.

7. In the right viewport, select the check box for each video file that you want to import (you can import multiple files at one time).

8. Select the **Edit Operations** button. The *Edit Operations* menu will open.

9. Select the **Copy** button. The *Edit Operations* menu will close automatically.

10. Use the left and right viewports in the *File Browser* menu to navigate to the folder where you want to store the digital video(s). Select the expansion box [+] next to a folder to see the sub-folders that it contains.

    You can save the digital video(s) in any folder that you want. However, the DynaVox Series 5 software provides a *Videos* folder (in the *User Files* folder) as a recommended default folder to store digital videos.

    - If you are using a dedicated Series 5 device, and you want to save the file in the *Videos* folder, select the **User Files** expansion box, and then select the **Videos** folder.

    - If you are using an open Series 5 device, and you want to save the file in the *Videos* folder, select the **C:** expansion box, the select the **5100** expansion box, then select the **User Files** expansion box, and then select the **Videos** folder.

    - If you are using a dedicated Series 5 device, and you want to save the file so that it can be accessed by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.

    - If you are using an open Series 5 device (or Windows computer), and you want to save the file so that it can be imported by another user on the same device, the easiest method (and best practice) would be to save the file to the *Shared* folder. To open the *Shared* folder (the

preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder

> **Note:** If you are using an open Series 5 device (or Windows computer), you may export the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

11. Select the **Edit Operations** button. The *Edit Operations* menu will open.

12. Select the **Paste** button. The *Edit Operations* menu will close and an hourglass icon may appear while the video file is being copied into the *Videos* folder.

> **Note:** If a video file with the same name already exists, you will be given the option to overwrite the existing file with the file that you are importing. Select the **Yes** button to do so. If you do not want to overwrite the existing song file, select the **No** button to stop the import process.

13. Select the **OK** button to close the *File Browser* menu. Keep selecting the **OK** button to close all open menus.

14. You may disconnect the file sharing device if you wish.

The imported digital video is now available in the *Videos* folder inside the *User Files* folder for the current user on the Series 5 device (or Windows computer) hard drive. For more information on programming buttons to support the video, refer to ***Playing Videos on Pages***.

Export a Digital Video File

Exporting a digital video file from your Series 5 device (or Windows computer running the DynaVox Series 5 software) enables you to share it with other Series 5 devices, other users on the same Series 5 device, and Windows computers running the DynaVox Series 5 software.

You can export a digital video file to one of the following locations:

- A folder on your Series 5 device hard drive

- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

To export a video file from your Series 5 device:

1. If you are exporting to a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

   If you are exporting from the Series 5 software on a Windows computer, connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer).

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup** > **Tools Menu**. The *Tools* menu will open.

3. Select the **File Browser** button. The *File Browser* menu will open.

4. Find the video file that you want to export:

   - Select the *Search* text box and enter the name of the video file you want to find. Select the **OK** button to close the system keyboard. The file that matches the search text will appear and be selected in the right viewport.

   - Visually search through the folders in the left and right viewports. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

> **Note:** The DynaVox Series 5 software provides a *Videos* folder (in the *User Files* folder) as a recommended default folder to store digital video files.
>
> - If you are using a dedicated device, select the **User Files** expansion box in the left viewport, and then select the **Videos** folder.
> - If you are using an open device (or Windows computer), select the **C:** expansion box, then select the **5100** expansion box, then select the **User Files** expansion box, and then select the **Videos** folder.

5. In the right viewport, select the check box beside each video file that you want to export (you can export multiple files at one time).

6. Select the **Edit Operations** button. The *Edit Operations* menu will open.

7. Select the **Copy** button. The *Edit Operations* menu will close automatically.

8. Select the destination for the file you want to export:
   - To export to a file sharing device, proceed to step 9.
   - To export to a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 10.

9. To export to a file sharing device, complete this step:
   a. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

   b. Proceed to step 11.

10. To export to a folder on your Series 5 (or Windows computer) device hard drive, complete this step:
   a. Use the left viewport to navigate to the folder where you want to export the file. Select the expansion box [+] next to a folder to see the sub-folders that it contains.
   b. Select the destination folder in the left viewport.
      - If you are using a dedicated Series 5 device, and you are exporting the file so that it can be imported by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.
      - If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to

export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> ⚐ **Note:**   If you are using an open Series 5 device (or Windows computer), you may export the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

    c. Proceed to step 11.

11. Select the **Edit Operations** button. The *Edit Operations* menu will open again.

12. Select the **Paste** button. The *Edit Operations* menu will close and an hourglass icon may appear while the video is being exported.

13. Select the **OK** button to close the *File Browser* menu. Keep selecting the **OK** button to close all open menus.

14. You may disconnect the file sharing device if you wish.

A copy of the video file can now be found in the destination that you selected.

- If you want to share the file with another Series 5 user (on the same or a different device), or with a Windows computer running the DynaVox Series 5 software, see ***Import a Digital Video File***.

- To burn the exported file to CD or DVD using an external drive (open Series 5 device or Windows computer only), see ***Burn a File to CD or DVD***.

PLAYING VIDEOS ON PAGES

This section provides programming instructions for playing, pausing, resuming and stopping digital video files in the DynaVox Series 5 software. Using these instructions will help you to effectively incorporate digital video files into your pages.

Video Behaviors for Buttons

The DynaVox Series 5 software provides several behaviors that enable you to program your device to play, pause, resume and stop digital video files.

When you are designing a page or popup that will play digital videos, you should always program a button to pause/resume the videos, and also program a button to stop the videos.

The behaviors associated with playing digital videos are:

- Play Video - This behavior will play a digital video file within the boundary of the button. See **Create a Play Video Button**.
- Pause or Resume Video - This behavior will pause (or resume) a video file that is playing (or paused) on the page. See **Create a Pause/Resume Video Button**.
- Stop Video - This behavior will stop a video file that is currently playing in the page. See **Create a Stop Video Button**.

Create a Play Video Button

The DynaVox Series 5 software enables you to incorporate digital video files into your pages. In order to play a video, you must adjust the size of a button to

display the video at the desired size, and then program the button using the Play Video behavior.

> **Note:** Before you can program the button to play a video, you must import the video onto your Series 5 device (or Windows computer) hard drive. For more information and step-by-step instructions, refer to **Import a Digital Video File**.

> **Note:** If you are using an open Series 5 device, you can select a video file from the Windows Explorer on your device and drag and drop it onto a button in the DynaVox Series 5 software. This will automatically copy the video file into the *Videos* folder in the *User Files* folder on your device hard drive, program the button with the Play Video behavior and place a video symbol on the button.

To set up a button to play a video file:

1. Select **Main Menu > Page Editing > Page Editor**. The Page Editor will open.

2. Select the button that you want to resize.

3. Select one of the handles (small white boxes) on the outline of the button and maintain the selection as you drag the outline to a new size. To maintain the button's proportion while resizing, use one of the corner handles.

4. While the button is still selected, Select the green Modify button in the title bar. The *Modify Butto*n menu will open.

5. Select the **Behavior Editor** button in the *Behaviors* group box. The *Behavior Editor* menu will open.

6. Select the *Behaviors* drop-down menu.

7. Select **Multimedia** from the list of behavior groups.

8. In the *Behaviors* viewport, select the **Play Video** behavior.

9. Select **Add**. The *Select Video File* menu will open.

10. In the right viewport, select the name of the video file that you want to view in this button.

11. Select the **OK** button to close the *Select Video File* menu. The *Behavior Editor* menu will display the Play Video behavior in the *Steps* viewport.

> **Note:**   If any other behaviors appear in the *Steps* viewport, select them and then select the *Delete* button.

12. Select the **OK** button to close the *Behavior Editor* menu.

13. Select the **OK** button to close the *Modify Button* menu.

14. If you want to edit the label field for the button, select the label field and complete the rest of this step.
    a. Select the green Modify button in the title bar. The *Modify Label* menu will open.
    b. Select the *Text* button. The system keyboard will open.
    c. Enter the new text in the system keyboard.
    d. Select the **OK** button to close the system keyboard. In the *Modify Label* menu, the *Text* button will display the new text.
    e. Select the **OK** button to close the *Modify Label* menu and accept the new text settings.

15. Select **Main Menu > Exit Page Editor**.

16. Select **Yes** to save the changes you made to the page.

When you select the button, the digital video file that you selected in step 10 will play within the boundaries of the button. You may use the Page Editor to resize the button again, or to further edit the button, if desired.

The video will play through its entire duration unless you select one of the following:

- Any spot in the title bar
- Any spot in the Message Window
- The video itself
- A button programmed with the Pause or Resume Video behavior (click here) or the Stop Video behavior (click here)

Create a Pause/Resume Video Button

When you have incorporated a video file into a page or popup, you should also create a Pause/Resume Video button on that page or popup, so that you can pause the video at any time, and then continue playing it from the same point.

> **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To program a button to pause or resume any video file that is currently playing on the same page or popup:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the button that you want to change. The *Modify Button* menu will open.

3. Select the **Label** text box and use the system keyboard to enter "Pause/Resume Video" as a text label. When finished, select the **OK** button.

> **Note:** If the Page Editor is open, refer to the steps in ***Edit the Label's Text***.

4. Select the **Behaviors** button. The *Behavior Editor* menu will open.

5. Select the *Behaviors* drop-down menu.

6. Select **Multimedia** from the list of behavior groups.

7. In the *Behaviors* viewport, select the **Pause or Resume Video** behavior.

8. Select **Add**. The Pause or Resume Video behavior will appear in the *Steps* viewport.

> **Note:** If any other behaviors appear in the *Steps* viewport, select them and then select the *Delete* button.

9. Select the **OK** button to close the *Behavior Editor* menu.

10. Select the **OK** button to close the *Modify Button* menu.

When you select the button, any video file that is currently playing will pause. When you select the button a second time, the video will continue playing from the point at which it stopped.

> **Note:** If the video is on a popup, you may minimize the popup, make selections on another page, and then maximize the popup again. The video will still resume playing from the point at which it stopped.

> **Note:** You can also stop a video by selecting any spot in the title bar, selecting any spot in the Message Window, selecting a button with the Stop Video behavior, or selecting the video itself.

Create a Stop Video Button

When you have incorporated a video file into a page or popup, you should also create a Stop Video button on that page or popup, so that you can stop the video at any time.

> **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To program a button to stop any video file that is currently playing on the same page or popup:

1. Select the green Modify button in the title bar. The button will turn red after it is selected.

2. Select the button that you want to change. The *Modify Button* menu will open.

3. Select the **Label** text box and use the system keyboard to enter "Stop Video" as a text label. When finished, select the **OK** button.

> **Note:** If the Page Editor is open, refer to the steps in *Edit the Label's Text*.

4. Select the **Behavior Editor** button in the *Behaviors* group box. The *Behavior Editor* menu will open.

5. Select the *Behaviors* drop-down menu.

6. Select **Multimedia** from the list of behavior groups.

7. In the *Behaviors* viewport, select the **Stop Video** behavior.

8. Select **Add**. The Stop Video behavior will appear in the *Steps* viewport.

> **Note:**   If any other behaviors appear in the *Steps* viewport, select
> them and then select the *Delete* button.

9. Select the **OK** button to close the *Behavior Editor* menu.

10. Select the **OK** button to close the *Modify Button* menu.

When you select the button, any video file that is currently playing will stop.

> **Note:**   You can also stop a video by selecting any spot in the title
> bar, selecting any spot in the Message Window or
> selecting the video itself.

USING THE MEDIA BROWSER

The DynaVox Series 5 software enables you to use your Series 5 device to display images, play music files, and play videos. This section describes the *Media Browser* menu and provides step-by-step instructions for using it to play (or display) these kinds of files.

To open the *Media Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Media Browser** button. The *Media Browser* menu will open.

MEDIA BROWSER MENU
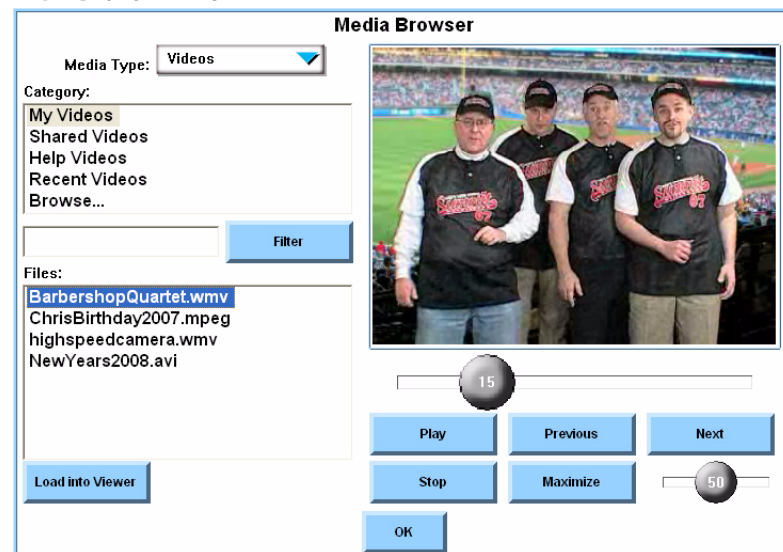
> **Note:** As an alternative, you could select a button that was programmed with the Media Browser behavior, from the Display System Features category of the *Behavior Editor* menu (see ***Use the Behavior Editor to Add a Behavior***).

The *Media Browser* menu contains the following components:

Media Type	Use this drop-down menu to select the type of media to view: *Images*, *Video*, or *Music*.
Category	Select the category of images, videos, or music that you want to view or play.
Filter	Use the text box and *Filter* button to narrow the selection of images, video, or music files displayed in the *Files* viewport.

Files	Select a file from this box to load into the viewer.
Load into Viewer	Select this button to load the selected file from the *Files* viewport into the viewer.
Slider	The slider moves from right to left, showing how many seconds the current video or music file has been playing. (The slider is inactive when viewing an image.)
Play/Pause	Play or pause the selected video or music file in the viewer.
Previous	Display the previous image or play the previous video or music file listed in the *Files* viewport.
Next	Display the next image or play the next video or music file listed in the *Files* viewport.
Stop	Stop the video or music file that is currently playing in the viewer.
Maximize	Maximize the image displayed or video playing in the viewer.
Volume Slider	Use this slider to control the volume of the video or music file that is currently playing.
OK	Close the *Media Browser* menu.

Display an Image in the Media Browser

To display an image in the *Media Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select **Media Browser** in the *Tools* menu. The *Media Browser* menu will open.

3. Select the **Media Type** drop-down menu.

4. Select **Images.** The *Category* viewport displays the categories of images you can select.

5. Select the category of the image you want:

    • If you want to display an image from your *Images* folder, select **My Images** and proceed to step 7.

    • If you want to view an image that is available for multiple users, select **Shared Images** and proceed to step 7.

- If you want to display an image that you have recently viewed, select **Recent Images** and proceed to step 7.

- If you want to browse the directories of your Series 5 device for an image, select **Browse...** to open the *Select a Directory* menu. Proceed to step 6.

6. To find an image through the *Select a Directory* menu, complete this step:

   a. Select the *Show All Directories* check box to display the drive icons.

   b. Select the folder that contains the image that you want. You may need to select the expansion box [+] next to a folder (or folders) to display sub-folders.

   c. Select the **OK** button to close the *Select a Directory* menu. The files from the selected folder will be displayed in the *Files* viewport.

7. Select the image you want to view from those displayed in the *Files* viewport.

> **Note:** If you want to narrow the selection of images listed in the *Files* viewport, enter a filter word(s) in the text box beside the *Filter* button, then select the *Filter* button. The *Files* viewport will only display images whose filenames contain your filter text.

8. Select the **Load into Viewer** button. The selected image will be displayed in the viewer window.

> **Note:** When an image is displayed in the viewer, the *Play, Stop,* and *Mute* buttons, as well as the slider, are inactive.

> **Note:** To expand the viewer to its maximum size, select the *Maximize* button. Select the *Close* button to close the expanded viewer.

9. To display the next image listed in the *Files* viewport, select the **Next** button. To display the previous image listed in the *Files* viewport, select the **Previous** button.

10. When finished, select the **OK** button to close the *Media Browser* menu.

11. Select the **OK** button to close the *Tools* menu.

Play a Video in the Media Browser

To play a video in the *Media Browser* menu:

1. Select **Main Menu > Setup** > **Tools Menu**. The *Tools* menu will open.

2. Select **Media Browser** in the *Tools* menu. The *Media Browser* menu will open.

3. Select the **Media Type** drop-down menu.

4. Select **Videos**. The *Category* viewport displays the categories of videos you can select.

5. Select the category of the video you want:

   • If you want to play a video from your *Video*s folder, select **My Videos** and proceed to step 7.

   • If you want to play a video that is available for multiple users, select **Shared Videos** and proceed to step 7.

   • If you want to play a help video, select **Help Videos** and proceed to step 7.

   • If you want to play a video that you have recently viewed, select **Recent Videos** and proceed to step 7.

   • If you want to browse the directories of your Series 5 device for a video, select **Browse** and proceed to step 6.

6. To find a video file through the *Select a Directory* menu, complete this step:

   a. Select the *Show All Directories* check box to display the drive icons.

   b. Select the folder that contains the video that you want. You may need to select the expansion box [+] next to a folder (or folders) to display sub-folders.

   c. Select the **OK** button to close the *Select a Directory* menu.

7. Select the video you want to play from those displayed in the *Files* viewport.

Note: If you want to narrow the selection of videos in the *Files* viewport, enter a filter word(s) in the text box beside the Filter button, then select the *Filter* button. The *Files* viewport will only display videos whose filenames contain your filter text.

---

8. Select the **Load into Viewer** button. The selected video will immediately start playing in the viewer window. The slider below the viewer will advance from left to right, showing how many seconds the video has been playing.

> **Note:** To expand the viewer to its maximum size, select the *Maximize* button. Select the *Close* button to close the expanded viewer.

9. Use the slider below the *Next* button to adjust the volume of the video. Select and drag the slider thumb to the left to decrease the volume, or select and drag the slider thumb to the right to increase the volume.

10. To find a specific spot in the video as it plays, you may select the slider below the viewer and move it to the right or the left.

11. To stop the video before it ends, select the **Stop** button. The video stops playing and the slider returns to the starting position. To start the video again, select the **Play** button. The *Play* button becomes the *Pause* button which you can use to pause the video.

12. To play the next video listed in the *Files* viewport, select the **Next** button. To play the previous video listed in the *Files* viewport, select the **Previous** button.

13. When finished, select the **OK** button to close the *Media Browser* menu.

14. Select the **OK** button to close the *Tools* menu.

Play a Music File in the Media Browser

To play a music file in the *Media Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select **Media Browser** in the *Tools* menu. The *Media Browser* menu will open.

3. Select the **Media Type** drop-down menu.

4. Select **Music**. The *Category* viewport displays the categories of music files you can select.

5. Select the category of the music file you want:

- If you want to play a music file from your *Sounds* folder, select **My Sounds** or **My Music** and proceed to step 7.

> **Note:** The *Files* folder will display every music file that is contained in all of the sub-folders of the *Sounds* folder.

- If you want to play a music file that is available for multiple users, select **Shared Music** and proceed to step 7.

> **Note:** The *Files* folder will display every music file that is contained in all of the sub-folders of the *Shared* folder.

- If you want to play a music file that you have recently played, select **Recent Music** and proceed to step 7.
- If you want to browse the directories of your Series 5 device for a music file, select **Browse** and proceed to step 6.

6. To find a music file through the *Select a Directory* menu, complete this step:

   a. Select the *Show All Directories* check box to display the drive icons.

   b. Select the folder that contains the music file that you want. You may need to select the expansion box [+] next to a folder (or folders) to display sub-folders.

   c. Select the **OK** button to close the *Select a Directory* menu.

7. Select the music file you want to play from those displayed in the *Files* viewport.

> **Note:** If you want to narrow the selection of music files in the *Files* viewport, enter a filter word(s) in the text box beside the Filter button, then select the *Filter* button. The *Files* viewport will only display music files whose filenames contain your filter text.

8. Select the **Load into Viewer** button. The name and directory location of the selected music file will appear in the viewer, and the music file will immediately start playing. The slider below the viewer will advance from left to right, displaying how many seconds the music file has been playing.

9. Use the slider below the *Next* button to adjust the volume of the music file. Select and drag the slider thumb to the left to decrease the volume, or select and drag the slider thumb to the right to increase the volume.

10. To find a specific spot in the music file as it plays, you may select the slider below the viewer and move it to the right or the left.

11. To stop the music file before it ends, select the **Stop** button. The music file stops playing and the slider returns to the starting position. To start the music file again, select the **Play** button. The *Play* button becomes the *Pause* button which you can use to pause the music file.

12. To play the next music file listed in the *Files* viewport, select the **Next** button. To play the previous music file listed in the *Files* viewport, select the **Previous** button.

13. When finished, select the **OK** button to close the *Media Browser* menu.

14. Select the **OK** button to close the *Tools* menu.

Program a Button to Open Media through the Media Browser

You can program a button to open the *Media Browser* menu and immediately display a specific media file (image, music file, or video). When you program a button with the Open Media File behavior, you will select the file that will open.

To program the Open Media File behavior on a button:

1. Select the green Modify button in the title bar. The button will turn red when it is selected.

2. Select the button you want to modify. The *Modify Button* menu will open.

3. Select the **Label** text box. The system keyboard will open.

4. Enter appropriate label text to show what image or video the button will open (e.g., Play Help Video, Show Picture of Classroom, etc.).

5. Select the **OK** button to close the system keyboard. The label you typed will be displayed in the *Label* text box.

> **Note:** If you want to use the *Modify Button* menu to customize any of the button's other attributes (i.e., add a symbol or change the button color, etc.), see ***Modifying a Button*** for more information.

6. Select the **Behaviors** button. The *Behavior Editor* menu will open.

7. Select the **Behaviors** drop-down menu and select **Multimedia**.

8. Select **Open Media File**.

9. Select the **Add** button. The *Select a File* menu will open.

10. Select the expansion box next to the *User Files* folder in the left viewport. Then complete this step.

- If you want to program the button with an image, select the expansion box [+] next to the *Images* folder (or other folder where you have stored images). The image files are displayed in the right viewport. Select the image you want to program on the button.

- If you want to program the button with a video, select the expansion box [+] next to the *Videos* folder (or other folder where you have stored videos). The video files are displayed in the right viewport. Select the video you want to program on the button.

- If you want to program the button with a help video, select the expansion box [+] next to the *Shared* folder, and then select the **Help** folder. The Help videos are displayed in the right viewport. Select the Help video you want.

- If you want to program the button with a sound, select the expansion box [+] next to the *Sounds* folder (or other folder where you have stored sounds). The sound files are displayed in the right view port. Select the sound you want to program on the button.

11. Select the **OK** button to close the *Select a File* menu. Keep selecting the **OK** button to close all open menus.

Selecting this button will now open the Media Browser menu and load the media file (image, music file, or video) that you selected in step 9.

Chapter 14:   Managing Custom Sound & Music Files

While the communication page is always the key component to accessing language with a Series 5 device, the DynaVox Series 5 software offers a variety of other features to enhance the device's effectiveness as a communication tool.

Some of these features, like the ability to record speech, sing songs and play custom sound files and MP3 files, provide access to a more creative range of expression.

This section addresses these unique features of the DynaVox Series 5 software.

CREATING AND MODIFYING SOUNDS

One of the unique features of the DynaVox Series 5 device is the *Sound Browser* menu. The tools in this menu, combined with the microphone on the front of the Series 5 device, enable you to record and play custom digital speech recordings.

The *Sound Browser* menu also enables you to organize custom sounds that you have imported from outside sources (refer to **Import a Sound File**).

To open the *Sound Browser* menu:

1.   Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2.   Select the **Sound Browser** button. The *Sound Browser* menu will open.

SOUND BROWSER MENU
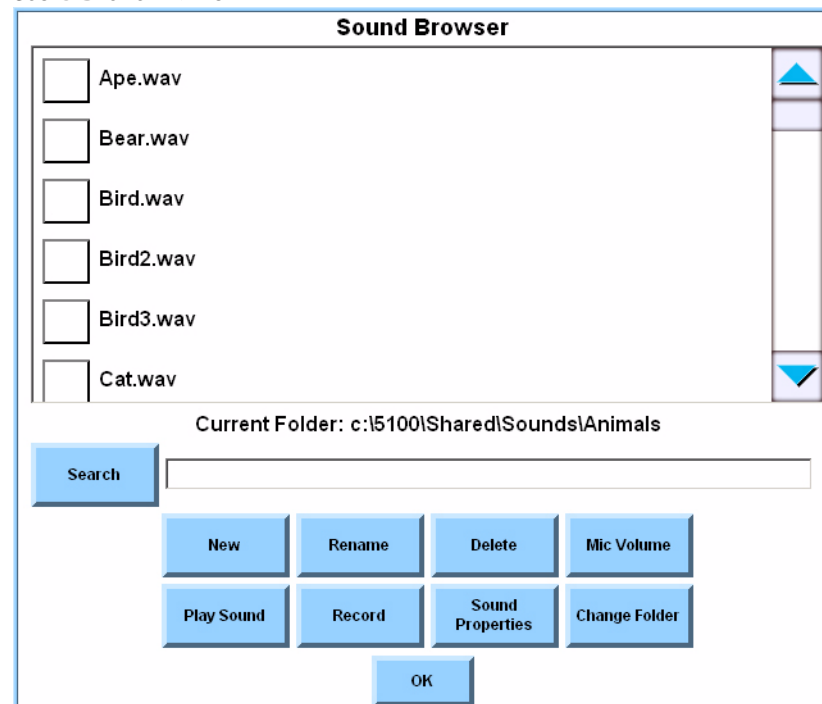
The *Sound Browser* menu features the following options:

Viewport	The viewport at the top of the menu displays a list of all the sound files that are available for the open user. If the entire list cannot be displayed in the viewport at one time, the viewport will feature a scroll bar that you can use to look through the list.

Search	Use the Search feature to find a sound file by name.
New	Create a new sound file. When this button is selected, you will be prompted to enter a name for the file and to record a new message.
Rename	Change the name assigned to a sound file.
Delete	Permanently erase the sound file that is selected in the viewport.
Mic Volume	Adjust the device's microphone volume.
Play Sound	Play the sound file that is selected in the viewport, or to stop the sound that is currently playing.
Record	Use the device's microphone to record a new sound file.
Sound Properties	View the properties of the sound file that is selected in the viewport. A window will open to display the date the sound file was created, the date it was last modified and its size.
Change Folder	View the sound files that are contained in a different file folder on your Series 5 device.
OK	Save the current settings in the *Sound Browser* before closing the menu.

Browse the Sound Library

The DynaVox Series 5 software includes a sound library that contains a variety of sample sound effects. You can use these sounds to add some variety to your communication pages. The sounds are stored in subject-specific folders.

> **Note:** The sound library provided by DynaVox is stored in the *Sounds* folder inside the *Shared* folder on your device hard drive. When you create your own custom sounds, they are stored in the *Sounds* folder inside the *User Files* folder on your device hard drive.

Follow these steps to use the *Sound Browser* menu to browse the sound library:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Sound Browser** button. The *Sound Browser* menu will open.

   By default, the *Sounds* folder (within the *User Files* folder) is the current folder on display in the *Sound Browser* menu. The *Sounds* folder contains

some sounds that are provided by DynaVox and pre-loaded onto your Series 5 device.

If you want to see the sounds that are contained in other folders on your device, continue with step 3. Otherwise, proceed to step 7.

3. Select the **Change Folder** button. The *Select a Directory* menu will open. The *Sounds* folder (within the *User Files* folder) will be shown in the top left corner of the viewport.

4. Select the expansion box [+] next to the *Sounds* folder to view the sub-folders that it contains.

> **Note:** If you know of a different folder on your device hard drive that contains sound files, you may select the **Show All Directories** check box and use the viewport to navigate to that folder.

5. Select the folder in the viewport that you want to open in the *Sound Browser* menu.

> **Note:** To view the complete library of sounds that are supplied by DynaVox on your Series 5 device, select the select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** expansion box, then select the **Sounds** folder.

6. Select the **OK** button to close the *Select a Directory* menu and open the selected folder. The *Sound Browser* menu will display the available sounds in the viewport. The "Current Folder" line will display the folder that is currently open.

7. To play a specific sound, select the sound's name in the viewport and then select the **Play** button. (While the sound is playing, this button will become the *Stop* button.)

8. To listen to a different sound, repeat step 6 and choose a different sound.

9. To browse through a different folder in the sound library, repeat steps 3-5, selecting a different folder.

10. When you are finished, select the **OK** button to close the *Sound Browser* menu.

11. Select the **OK** button to close the *Tools* menu.

Create a New Sound File

Follow these steps to use the *Sound Browser* menu to create a digital recording:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Sound Browser** button. The *Sound Browser* menu will open.

3. Select the **New** button. The system keyboard will open.

4. Enter a name for the new sound file and select the **OK** button.

5. Select the **OK** button to begin recording. The device will begin to record immediately, so you can begin to speak as soon as you select the button.

> **Note:** The built-in microphone is behind the small hole to the left of the power button (refer to ***Front of the V Device***).

> **Note:** Select the *Cancel* button to stop recording and delete anything you have recorded so far. You will be returned to the *Sound Browser* menu. To try the recording again, start over with step 5.

6. When you are finished, select the **OK** button. A window will open, providing the following options:

RECORDING COMPLETE MENU

Recording complete. Do you want to save it?

| OK | Playback | Record Again |
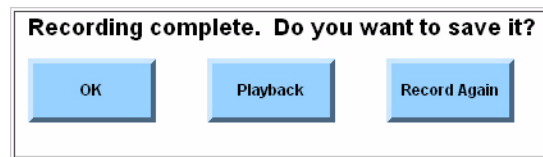
-   Select the **OK** button to accept the recording, and continue to step 7.
-   Select the **Playback** button to review the recording.
-   Select the **Record Again** button to return to step 8 and record your message again.

7. After you have finished recording and selected the **OK** button, a window may briefly display the message: "Saving, please wait...". The new sound file will be listed in the viewport of the *Sound Browser* menu.

8. To listen to the new recording, select the name of the sound file in the viewport and then select the **Play Sound** button.

> 🏳 **Note:** When you use the built-in microphone, there will be some background noise (fan buzzing) in your custom sounds. It is provided as a convenience, and is not the best device to use for permanent sound recordings. For better overall sound clarity, you may prefer to connect an external microphone (which you can purchase at most computer electronics retail stores), to the microphone port on the left side of the device (refer to *Left Side of the V Device*), and use it to make your custom recordings.

9. Select the **OK** button to close the *Sound Browser* menu.

10. Select the **OK** button to close the *Tools* menu.

> 🏳 **Note:** When you create your own custom sounds, they are stored in the *Sounds* folder inside the *User Files* folder on your device hard drive. The sound library provided by DynaVox is stored in the *Sounds* folder inside the *Shared* folder on your device hard drive.

Adjust the Microphone Volume

When you are recording your own custom sound files, you may have to adjust the sensitivity of the Series 5 microphone, which is behind the small hole to the left of the power button (refer to *Front of the V Device*).

Follow these steps to use the *Sound Browser* menu to adjust the microphone volume:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Sound Browser** button. The *Sound Browser* menu will open.

3. Select the **Mic Volume** button. The *Mic Volume* menu will open.

MIC VOLUME MENU
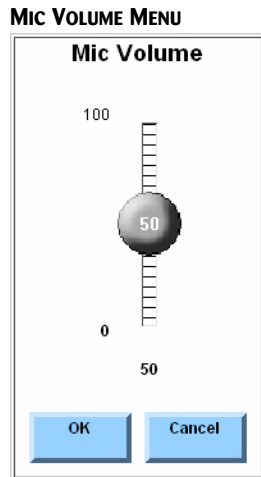
4. Use the slider thumb to adjust the microphone volume. To increase the volume (making the microphone more sensitive), select the slider thumb and drag it up towards *100*. To decrease the volume (making the microphone less sensitive), select the slider thumb and drag it down towards *0*.

> **Note:** If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

5. Select the **OK** button to close *Mic Volume* menu and save the new setting.

6. At this point, you should test the new microphone volume setting by recording a new sound. (See ***Create a New Sound File***.)

7. If the volume requires further adjustment, repeat steps 3 - 6 until the microphone volume is set to an optimum level.

8. When you are finished, select the **OK** button to close the *Sound Browser* menu.

9. Select the **OK** button to close the *Tools* menu.

> **Note:** When you use the built-in microphone, there will be some background noise (fan buzzing) in your custom sounds. It is provided as a convenience, and is not the best device to use for permanent sound recordings. For better overall sound clarity, you may prefer to connect an external microphone (which you can purchase at most computer electronics retail stores), to the microphone port on the left side of the device (refer to **Left Side of the V Device**), and use it to make your custom recordings.

Add a Play a Sound Behavior to a Button

The Play a Sound behavior provides a way to use digital recordings or other sounds that are stored in the *Sound Browser* menu as part of your communication pages and popups. If the Play a Sound behavior is assigned to a button, your Series 5 device will play a selected sound file when the button is selected.

To add the Play a Sound behavior to a button:

1. Select the green Modify button in the title bar. The button will turn red when it is selected.

2. Select the button that you want to modify. The *Modify Button* menu will open.

3. Select the **Behaviors** button. The *Behavior Editor* menu will open.

> **Note:** If you are using the Page Editor, select a button for the behavior and then access the *Behavior Editor* menu by selecting the Modify button. Then, select the *Behavior Editor* button in the *Modify Button* menu.

4. Select the drop-down menu in the *Behaviors* group box. The menu will expand to display all the behavior categories.

5. Select the **Multimedia** option (you will need to use the scroll bar to find it in the list). The drop-down menu will close and the viewport will display the behaviors for this category.

6. Select the **Play a Sound** behavior.

7. Select the **Add** button. The *Play Sound* menu will open.

8. Select the sound you want the button to play from the list in the *Play Sound* menu.

> ⚑ **Note:** If the desired sound is not shown in the viewport, select the *Change Folder* button to browse to a different folder (sometimes sounds are located in the *MP3* folder), or use the *Search* function to search for a sound file by name. Once the right sound is shown in the viewport, select it.

> ⚑ **Note:** Custom sounds that you have created are stored in the *Sounds* folder inside the *User Files* folder on your device hard drive. The sound library provided by DynaVox is stored in the *Sounds* folder inside the *Shared* folder on your device hard drive.

9. Select the **OK** button to close the *Play Sound* menu. The Play a Sound behavior and the name of the sound you selected will now be displayed in the *Steps* viewport.

10. Select the **OK** button to close the *Behavior Editor* menu. The Play a Sound behavior will be displayed beside the *Behaviors* button in the *Modify Button* menu (standard communication mode only).

11. If you want to use the Modify button to customize any of the button's other attributes (its label, symbol or color, for example), please refer to **Modifying a Button**.

12. Select the **OK** button to close the *Modify Button* menu.

The selected sound will now be played whenever the button is selected.

Delete a Sound File

> ⚑ **Note:** Custom sounds that you have created are stored in the *Sounds* folder inside the *User Files* folder on your device hard drive. The sound library provided by DynaVox is stored in the *Sounds* folder inside the *Shared* folder on your device hard drive.

To permanently remove a digital recording from the *Sound Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Sound Browser** button. The *Sound Browser* menu will open.

3. Select the check box beside the name of the sound file that you want to delete. If the viewport features a large list of sound files, use the scroll buttons to help you find the desired file.

> **Note:** If the desired sound file is not shown in the viewport, select the *Change Folder* button to browse through a different folder, or use the *Search* function to search for a sound file by name. Once the right sound is shown in the viewport, select it.

> **Note:** You can delete more than one sound file at the one time by selecting the check box beside the name of each file you want to delete.

4. Select the **Delete** button.

5. Select the **OK** button to confirm that you want to delete the selected sound file(s). Be careful, as you will not be able to retrieve the sound file once it has been deleted.

6. Select the **OK** button to close the *Sound Browser* menu.

7. Select the **OK** button to close the *Tools* menu.

Play a Sound File

> **Note:** Custom sounds that you have created are stored in the *Sounds* folder inside the *User Files* folder on your device hard drive. The sound library provided by DynaVox is stored in the *Sounds* folder inside the *Shared* folder on your device hard drive.

To play a sound file in the *Sound Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Sound Browser** button. The *Sound Browser* menu will open.

3. Select the name of the sound file that you want to play. If the viewport features a large list of sound files, use the scroll buttons to find the right file.

> **Note:** If the desired sound is not shown in the viewport, select the *Change Folder* button to browse through a different folder, or use the *Search* function to search for a sound file by name. Once the right sound is shown in the viewport, select it.

4. Select the **Play Sound** button. The selected file will begin to play.

> **Note:** When the *Play Sound* button is selected, it will be replaced with the *Stop* button until the recording has finished playing. To stop the sound file before it is done playing, select the *Stop* button.

5. Select the **OK** button to close the *Sound Browser* menu.

6. Select the **OK** button to close the *Tools* menu.

Stop a Sound File

There are several methods to stop a sound file or a digital recording before it is done playing:

- Selecting the title bar will stop a sound before it is done playing.
- If you are on a page that contains a Message Window, selecting the Message Window will stop a sound before it is done playing.
- If you are in a menu that contains a *Play Sound* button (which changes to a *Stop* button while the sound is being played), selecting the *Stop* button will stop the sound before it is done playing.

Rename a Sound File

> **Note:** Custom sounds that you have created are stored in the *Sounds* folder inside the *User Files* folder on your device hard drive. The sound library provided by DynaVox is stored in the *Sounds* folder inside the *Shared* folder on your device hard drive.

To change the name of a sound file on your Series 5 device:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Sound Browser** button. The *Sound Browser* menu will open.

3. Select the check box beside the sound file that you want to rename. If the viewport features a large list of sound files, use the scroll buttons to find the right file.

> **Note:** If the desired sound is not shown in the viewport, select the *Change Folder* button to browse through a different folder, or use the *Search* function to search for a sound file by name. Once the right sound is shown in the viewport, select it.

4. Select the **Rename** button. The system keyboard will open.

5. Enter a new name for the sound file.

> **Note:** If the current name includes a file extension (like *.mp3* or *.wav*), you should include that same extension after the new name that you enter.

6. Select the **OK** button to close the system keyboard. The new name will be featured in the viewport of the *Sound Browser* menu.

7. Select the **OK** button to close the *Sound Browser* menu.

8. Select the **OK** button to close the *Tools* menu.

Record Over a Sound File

> **Note:** Custom sounds that you have created are stored in the *Sounds* folder inside the *User Files* folder on your device hard drive. The sound library provided by DynaVox is stored in the *Sounds* folder inside the *Shared* folder on your device hard drive.

To replace an existing digital sound file with a new recording:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Sound Browser** button. The *Sound Browser* menu will open.

3. Select the sound file that you want to re-record. If the viewport features a large list of sound files, use the scroll buttons to find the desired file.

> 🏳 **Note:**   If the desired sound is not shown in the viewport, select the *Change Folder* button to browse through a different folder, or use the *Search* function to search for a sound file by name. Once the right sound is shown in the viewport, select it.

4. Select the **Record** button.

5. Select the **OK** button to confirm that you want to replace the previous recording.

6. Select the **OK** button to begin recording. The device will begin to record immediately, so you can begin to speak as soon as you select the button.

> 🏳 **Note:**   The built-in microphone is behind the small hole to the left of the power button (refer to ***Front of the V Device***).

> 🏳 **Note:**   Select the *Cancel* button to stop recording and delete anything you have recorded so far. You will be returned to the *Sound Browser* menu. To try the recording again, start over with step 6.

7. When you are finished, select the **OK** button. A window will open, providing the following options:

RECORDING COMPLETE MENU

Recording complete. Do you want to save it?
OK   Playback   Record Again
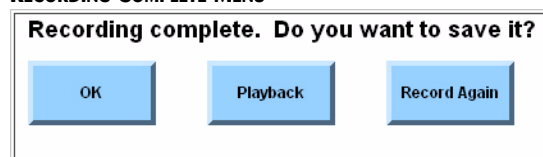
- Select the **OK** button to accept the recording, and continue to step 8.
- Select the **Playback** button to review the recording.
- Select the **Record Again** button to return to step 6 and record your message again.

8. After you have finished recording and selected the **OK** button, a window may open briefly with the message: "Saving, please wait..."

9. To listen to the new recording, select the name of the sound file in the viewport and then select the **Play Sound** button.

> **Note:**   When you use the built-in microphone, there will be some background noise (fan buzzing) in your custom sounds. It is provided as a convenience, and is not the best device to use for permanent sound recordings. For better overall sound clarity, you may prefer to connect an external microphone (which you can purchase at most computer electronics retail stores), to the microphone port on the left side of the device (refer to *Left Side of the V Device*), and use it to make your custom recordings.

10. Select the **OK** button to close the *Sound Browser* menu.

11. Select the **OK** button to close the *Tools* menu.

View the Properties of a Sound File

The DynaVox Series 5 software maintains a record of the date each sound file is created, the date of the last changes to each sound file and the size of each sound file.

> **Note:**   Custom sounds that you have created are stored in the *Sounds* folder inside the *User Files* folder on your device hard drive. The sound library provided by DynaVox is stored in the *Sounds* folder inside the *Shared* folder on your device hard drive.

To view this information for a selected sound file:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Sound Browser** button. The *Sound Browser* menu will open.

3. Select a sound file. If the viewport features a large list of sound files, use the scroll buttons to find the right file.

> **Note:**   If the desired sound is not shown in the viewport, select the *Change Folder* button to browse through a different folder, or use the *Search* function to search for a sound file by name. Once the desired sound is shown in the viewport, select it.

4. Select the **Sound Properties** button. The size of the selected file and the dates that it was created and last modified will be displayed in a window.

5. Select the **OK** button to close the sound properties window.

6. Select the **OK** button to close the *Sound Browser* menu. Keep selecting the **OK** button to close all open menus.

Sharing Sound Files

The DynaVox Series 5 software provides tools for sharing sound files that can be incorporated into your pages and popups. Review these instructions to learn about copying and sharing the sound files on your Series 5 device.

> **Note:**   The sound library provided by DynaVox is stored in the *Sounds* folder inside the *Shared* folder on your device hard drive. When you create your own custom sounds, they are stored in the *Sounds* folder inside the *User Files* folder on your device hard drive.

Import a Sound File

You can import a sound file (*.mp3* or *.wav*) into the *Sound Browser* menu on your DynaVox Series 5 software. This enables you to incorporate sounds that were developed on other Series 5 devices, other users on the same Series 5 device, and on Windows computers running the DynaVox Series 5 software into your DynaVox Series 5 software sound library.

In order to import the sound file, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:**   All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

> **Note:**   If you are using an open Series 5 device, you can select a sound file from the Windows Explorer on your device and "drag and drop" it onto a button in the DynaVox Series 5 software. Refer to ***Drag and Drop a Sound File*** for more information.

To import a sound file:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD

or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

> ⚐ **Note:**   If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **File Browser** button. The *File Browser* menu will open.

4. Select the location that contains the file you want to import:

    - If the file is on a file sharing device, proceed to step 5.

    - If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 6.

5. To import from a file sharing device, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

Proceed to step 7.

6. To import from another folder on your Series 5 device (or Windows computer) hard drive, use the left viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

    - If you are using a dedicated Series 5 device, and you are importing the file from another user on the same device, the file should be *Shared* folder. Select the **Shared** icon in the left viewport.

- If you are using an open Series 5 device, and you are importing the file from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. o open the *Shared* folder (the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.

Proceed to step 7.

7. In the right viewport, select the check box beside each sound file you want to import (you can import multiple files at one time).

8. Select the **Edit Operations** button. The *Edit Operations* menu will open.

9. Select the **Copy** button. The *Edit Operations* menu will close automatically.

10. Use the left and right viewports in the *File Browser* menu to navigate to the folder where you want to store the sound(s). Select the expansion box [+] next to a folder to see the sub-folders that it contains.

   You can save the sound(s) in any folder that you want. However, the DynaVox Series 5 software provides a *Sounds* folder (in the *User Files* folder) as a recommended default folder to store sounds.

   - If you are using a dedicated Series 5 device, and you want to save the file(s) in the *Sounds* folder, select the **User Files** expansion box, and then select the **Sounds** folder.

   - If you are using an open Series 5 device, and you want to save the file(s) in the *Sounds* folder, select the **C:** expansion box, then select the **5100** expansion box, then select the **User Files** expansion box, and then select the **Sounds** folder.

   - If you are using a dedicated Series 5 device, and you want to save the file(s) so that it can be accessed by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.

   - If you are using an open Series 5 device (or Windows computer), and you want to save the file(s) so that it can be imported by another user on the same device, the easiest method (and best practice) would be to save the file(s) to the *Shared* folder. To open the *Shared* folder (the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder..

> **Note:** If you are using an open Series 5 device (or Windows computer), you may import the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

11. Select the **Edit Operations** button. The *Edit Operations* menu will open.

12. Select the **Paste** button. The *Edit Operations* menu will close and an hourglass icon may appear while the sound file is being imported into the destination that you selected.

> **Note:** If a sound file with the same name already exists, you will be given the option to overwrite the existing file with the file that you are importing. Select the *Yes* button to do so. If you do not want to overwrite the existing file, select the *No* button to stop the import process.

13. Select the **OK** button to close the *File Browser* menu. Keep selecting the **OK** button to close all open menus.

14. You may disconnect the file sharing device if you wish.

The imported sound file is now available in the folder that you selected for the current user. For information on programming a button to play this sound, refer to ***Add a Play a Sound Behavior to a Button***.

Export a Sound File

Exporting a sound file from your Series 5 device (or Windows computer running the DynaVox Series 5 software) enables you to share it with other Series 5 devices, other users on the same Series 5 device, and Windows computers running the DynaVox Series 5 software.

You can export a sound file to one of the following locations:
- A folder on your Series 5 device hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

To export a sound file:

1. If you are exporting to a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

If you are exporting from the Series 5 software on a Windows computer, connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer).

> **⚑ Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **File Browser** button. The *File Browser* menu will open.

4. Find the sound file that you want to export:

   - Select the *Search* text box and enter the name of the sound file you want to find. Select the **OK** button to close the system keyboard. The file that matches the search text will appear and be selected in the right viewport.

   - Visually search through the folders in the left and right viewports. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

> **⚑ Note:** The DynaVox Series 5 software provides an *Sounds* folder (in the *User Files* folder) as a recommended default folder to store sound files.
>
> - If you are using a dedicated device, select the **User Files** expansion box in the left viewport, and then select the **Sounds** folder.
> - If you are using an open device (or Windows computer), select the **C:** expansion box, then select the **5100** expansion box, then select the **User Files** expansion box, and then select the **Sounds** folder.

> **⚑ Note:** If you want to export sounds supplied by DynaVox, navigate to the *Sounds* folder inside the *Shared* folder on your Series 5 device (or Windows computer) hard drive.
>
> - On a dedicated device, select the *Shared* folder in the left viewport.
> - On an open device (or Windows computer), select the **C:** expansion box in the left viewport, then select the **5100** expansion box, and finally select the **Shared** folder.

5. In the right viewport, select the check box beside each sound file that you want to export (you can export multiple files at one time).

6. Select the **Edit Operations** button. The *Edit Operations* menu will open.

7. Select the **Copy** button. The *Edit Operations* menu will close automatically.

8. Select the destination for the file you want to export:
    - To export to a file sharing device, proceed to step 9.
    - To export to a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 10.

9. To export to a file sharing device, complete this step:
    a. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

    b. Proceed to step 11.

10. To export to a folder on your Series 5 (or Windows computer) device hard drive, complete this step:
    a. Use the left viewport to navigate to the folder where you want to export the file. Select the expansion box [+] next to a folder to see the sub-folders that it contains.
    b. Select the destination folder in the left viewport.
       - If you are using a dedicated Series 5 device, and you are exporting the file so that it can be imported by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.
       - If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to

export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> **Note:** If you are using an open Series 5 device (or Windows computer), you may export the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

   c. Proceed to step 11.

11. Select the **Edit Operations** button. The *Edit Operations* menu will open again.

12. Select the **Paste** button. The *Edit Operations* menu will close and an hourglass icon may appear while the sound file is being pasted.

13. Select the **OK** button to close the *File Browser* menu. Keep selecting the **OK** button to close all open menus.

14. You may disconnect the file sharing device if you wish.

A copy of the sound file can now be found in the destination that you selected.

- To share the file with another Series 5 user (on the same or a different device), or with a Windows computer running the DynaVox Series 5 software, see *Import a Sound File*.

- To burn the exported file to CD or DVD using an external drive (open Series 5 device or Windows computer only), see ***Burn a File to CD or DVD***.

RECORDING SONGS

Among the most unique features of the Series 5 devices is the tool for composing and singing songs. This section explains the song feature and offers step-by-step instructions for using it.

Create and Modify Songs

The *Song Editor* menu can be used to compose original songs that can be sung by your Series 5 device. You may choose to use either a palette of note buttons or a group of buttons that resembles a piano keyboard to create the song. Once a song is created, it can be sung in the *Song Editor* menu or added as part of a behavior to a button on a page or popup. When a button with a Sing behavior is selected, the chosen song is automatically sung without requiring access to the *Song Editor* menu.

> **Note:** In order to use the *Song Editor* menu, your Series 5 must contain the DECtalk TTS (text-to-speech) engine and voices. If it does not, contact DynaVox Technologies at 1-800-344-1778 to receive the free CD containing the DECtalk upgrade.

To open the *Song Editor* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Song Editor** button. The *Song Editor* menu will open.

SONG EDITOR MENU
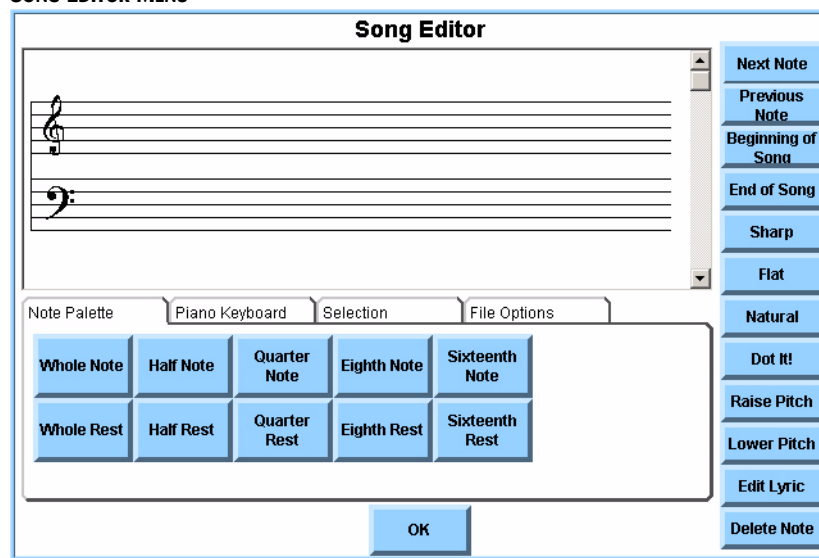
The *Song Editor* menu provides tools for composing sheet music and lyrics to create songs that can be sung by the Series 5 device.

Viewport	Contains a musical staff for notes and lyrics. Songs are composed and displayed on this staff. You can use the scroll bar on the right side of the viewport to see all the lines of a song that is too long to fit into the viewport.
Note Palette Tab Pane	Allows you to add notes to the staff in the viewport. Each time you add a note to the open song, you will be prompted to add a lyric word or syllable.
Piano Keyboard Tab Pane	Contains buttons that are designed to correspond to a piano keyboard. Like the buttons on the *Note Palette* tab pane, these keyboard buttons can be used to add notes to the staff in the viewport. Each time you add a note to the open song, you will be prompted to add a lyric word or syllable.
Selection Tab Pane	Enables you to manage the song that is currently on display in the viewport. Use these buttons to highlight, play, delete and rearrange all or parts of the selected song.
File Options Tab Pane	Allows you to manage song files. Use this pane to load a song file to the *Song Editor* viewport, sing a selected song, save a song file or clear the viewport of notes and lyrics. This tab pane also includes buttons for selecting a singing voice and changing the title of the selected song. The *Tempo* drop-down menu can be used to set the pace at which the song is sung.
Next Note	Move the highlight one note to the right in the viewport.
Previous Note	Move the highlight one note to the left in the viewport.
Beginning of Song	Move the highlight to the first note in the viewport.
End of Song	Move the highlight to the last note in the viewport.
Sharp	Place a # symbol next to the selected note. A sharp raises the note by half a step.
Flat	Place a *b* symbol next to the selected note. A flat lowers the note by half a step.
Natural	Remove a dot, flat (*b*) or sharp (#) from the current note.

Dot It!	Place a dot next to the selected note. A dot increases the duration of a note by one-half of its original length (i.e., a dotted half note lasts for 3 beats instead of 2, a dotted quarter note lasts for 1.5 beats instead of 1, etc.).
Raise Pitch	Move the selected note up one half line on the staff.
Lower Pitch	Move the selected note down one half line on the staff.
Edit Lyric	Make changes to the lyric that is associated with the selected note.
Delete Note	Permanently remove the selected note from the song.
OK	Save all the changes made in the *Song Editor* menu and close the menu.

Read the step-by-step instructions in this section for information on creating, editing and playing songs on your Series 5 device.

Use the Note Palette to Create a Song

When you use the buttons on the *Note Palette* tab pane to compose a song, each note must be entered and then adjusted for the correct timing and pitch.

To use the *Note Palette* buttons to compose a new song:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Song Editor** button. The *Song Editor* menu will open.

3. Select a note or rest button in the *Note Palette* tab pane. The system keyboard will open.

4. Enter a lyric for the note (either a complete word or a single syllable) and select the **OK** button. The new note and lyric will be displayed on the staff in the viewport.

5. Select buttons on the right side of the *Song Editor* menu to adjust the note:

Sharp	Raise the note by half a step. A # symbol will be placed next to the note.
Flat	Lower the note by half a step. A *b* symbol will be placed next to the note.
Natural	Remove a sharp or flat from the note.

Dot It!	Increase the note's duration by one-half of its original length. A dot will be placed next to the note.
Raise Pitch	Move the selected note up one half line on the staff.
Lower Pitch	Move the selected note down one half line on the staff.

6. To add more notes and lyrics to the song, repeat steps 3 - 5.

7. When the song is complete, select the **File Options** tab control. The buttons on the *File Options* tab pane will be displayed.

8. To adjust the speed at which the device will sing the song, select the **Tempo** drop-down menu and then select one of the three available options: *Lento* (slowly), *Moderato* (medium speed) or *Allegro* (quickly).

9. To play the new song, select the **Sing It!** button. The *Sing It!* button becomes a *Stop* button while the device is singing. Selecting the *Stop* button will end the singing. When the song is finished (or stopped), the *Stop* button will become a *Sing It!* button again.

10. To save the new song, select the **Save Song** button. The system keyboard will open.

11. Enter a name for the new song and select the **OK** button to close the system keyboard. The name will be displayed at the top of the viewport in the *Song Editor* menu.

12. Select the **OK** button to close the *Song Editor* menu.

13. Select the **OK** button to close the *Tools* menu.

The song is saved in the *Songs* folder in the *User Files* folder on your device hard drive.

Use the Piano Keyboard to Create a Song

When you use the buttons on the *Piano Keyboard* tab pane to compose a song, notes are added to the scale according to the piano key you selected and the length of time the selection is maintained.
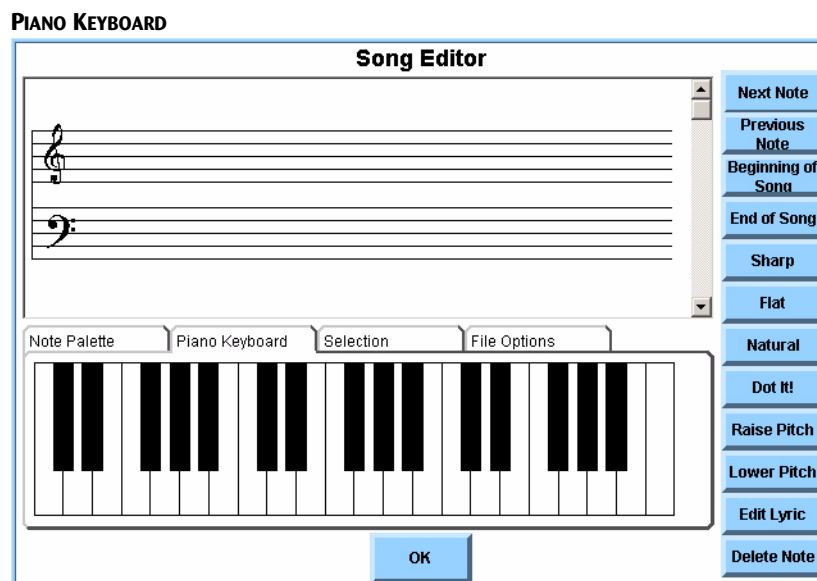
PIANO KEYBOARD

To use the buttons on the *Piano Keyboard* tab pane to compose a new song:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Song Editor** button. The *Song Editor* menu will open.

3. Select the **Piano Keyboard** tab control.

4. Select a piano key button on the *Piano Keyboard* tab pane. You can select natural notes (white keys), as well as sharp and flat notes (black keys). The note's value will depend upon the length of time you maintain the selection of the key. The longer you maintain the selection, the longer the note will be. When the piano key selection is released, the system keyboard will open.

5. Enter a lyric for the note (either a complete word or a single syllable) and select the **OK** button. The new note and lyric will be displayed on the staff in the viewport.

6. To make further adjustments to the new note, select buttons on the right side of the *Song Editor* menu:

    Sharp   Raise the note by half a step. A # symbol will be placed next to the note.

Flat	Lower the note by half a step. A *b* symbol will be placed next to the note.
Natural	Remove a sharp or flat from the note.
Dot It!	Increase the note's duration by one-half of its original length. A dot will be placed next to the note.
Raise Pitch	Move the selected note up one half line on the staff.
Lower Pitch	Move the selected note down one half line on the staff.

7. To add more notes and lyrics to the song, repeat steps 4 - 6.

8. When the song is complete, select the **File Options** tab control. The buttons on the *File Options* tab pane will be displayed.

9. To adjust the speed at which the device will sing the song, select the **Tempo** drop-down menu and then select one of the three available options: *Lento* (slowly), *Moderato* (medium speed) or *Allegro* (quickly).

10. To play the new song, select the **Sing It!** button. The *Sing It!* button becomes a *Stop* button while the device is singing. Selecting the *Stop* button will end the singing. When the song is finished, the *Stop* button will become a *Sing It!* button again.

11. To save the new song, select the **Save Song** button. The system keyboard will open.

12. Enter a name for the new song and select the **OK** button to close the system keyboard. The name will be displayed at the top of the viewport in the *Song Editor* menu.

13. Select the **OK** button to close the *Song Editor* menu.

14. Select the **OK** button to close the *Tools* menu.

The song is saved in the *Songs* folder in the *User Files* folder on your device hard drive.

Edit a Song

To make changes to a song that has already been saved in the *Song Editor* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Song Editor** button. The *Song Editor* menu will open.

3. Select the **File Options** tab control.

4. Select the **Load Song File** button in the *File Options* tab pane. The *Load Song File* menu will open.

5. Select the name of the song you want to edit. If the viewport presents a long list of songs, use the scroll buttons beside the viewport to look for the appropriate song.

6. Select the **OK** button to close the *Load Song File* menu. The notes and lyrics of the selected song will be displayed in the *Song Editor* viewport.

7. Select the first note/lyric you want to edit by selecting any combination of these buttons:

Next Note	The highlight will move one note to the right.
Previous Note	The highlight will move one note to the left.
Beginning of Song	The first note in the song will be highlighted.
End of Song	The last note in the song will be highlighted.

8. To delete the highlighted note/lyric, select the **Delete Note** button. The highlighted note and lyric will be removed from the staff. If you do not want to delete the note, continue with the next step.

9. To change the highlighted lyric (but not the note), select the **Edit Lyric** button, enter a new lyric for the note, and select the **OK** button to close the system keyboard. If you do not want to change the lyric, continue with step 10.

10. To add a note/lyric to the right of the highlighted note/lyric, select the **Note Palette** tab control or the **Piano Keyboard** tab control. Use the tools on the tab pane to add a new note and lyric. The highlight in the viewport will move to the new note once it is added to the staff. If you do not want to add a new note/lyric, continue with the next step.

11. To move or delete a single note (or several notes at once), select the **Selection** tab control and complete this step. If you do not want to edit multiple notes at one time, continue with step 12.

    a. Select the **Start Selection** button to begin the group at the note you highlighted in step 7.

    b. Select the **Next Note** button multiple times, until all of the notes you want to move or delete are highlighted.

    c. Move or delete the selected notes by using the following buttons:

Copy Selection	Copy of the highlighted group of notes. The copy can be pasted in another part of the viewport, and the original notes stay in place.

Cut Selection	Remove the highlighted group of notes from the staff. The notes that are cut can be pasted in another part of the song.
Paste Selection	Place a copy of a group of notes into a new position. Items are pasted to the right of the current highlight in the viewport.
Delete Selection	Permanently remove the selected notes/lyrics from the viewport. Use caution, since the notes/lyrics cannot be retrieved after they have been deleted.

12. Select the **OK** button to close the *Song Editor* menu.

13. Select the **OK** button to save the song with the new changes.

14. Select the **OK** button to close the *Tools* menu.

Sing a Song in the Song Editor Menu

Follow these steps to open a song in the *Song Editor* menu and then sing it:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Song Editor** button. The *Song Editor* menu will open.

3. Select the **File Options** tab control.

4. Select the **Load Song File** button on the *File Options* tab pane. The *Load Song File* menu will open.

5. Select the name of the song you want to sing. If necessary, use the scroll buttons beside the viewport to help you find the song.

6. Select the **OK** button to close the *Load Song File* menu. The song's notes and lyrics will be displayed in the *Song Editor* viewport.

7. Select the **Sing It!** button on the *File Options* tab pane. The device will sing the selected song. The *Sing It!* button becomes a *Stop* button while the device is singing. Selecting the *Stop* button will end the singing. When the song is finished (or stopped), the *Stop* button will become a *Sing It!* button again.

8. Select the **OK** button to close the *Song Editor* menu.

9. Select the **OK** button to close the *Tools* menu.

Add a Sing Behavior to a Button

Songs can be assigned to buttons by using the Sing behavior. Whenever a button with this behavior is selected, the device will automatically sing a selected song.

> **Note:** Before you can assign the Sing behavior to a button, you must first create at least one song using the *Song Editor* menu. Refer to ***Use the Note Palette to Create a Song*** or ***Use the Piano Keyboard to Create a Song*** for step-by-step instructions.

To add the Sing behavior to a button:

1. Select the green Modify button in the title bar. The button will turn red when it is selected.

2. Select the button you want to use to sing the song. The *Modify Button* menu will open.

3. Select the **Behaviors** button. The *Behavior Editor* menu will open.

> **Note:** If you are using the Page Editor, select a button for the behavior and then access the *Behavior Editor* menu by selecting the Modify button. Then, select the *Behavior Editor* button in the *Modify Button* menu.

4. Select the drop-down menu in the *Behaviors* group box. The menu will expand to display all the behavior categories.

5. Select the **Multimedia** category (you will need to use the scroll bars to display it in the list). The drop-down menu will close and display only this category.

6. Select the **Sing** behavior in the *Behaviors* viewport.

7. Select the **Add** button. The *Load Song File* menu will open.

8. Select the name of the song you want the button to sing from the list in the viewport.

9. Select the **OK** button to close the *Load Song File* menu. The *Sing* behavior and the name of the selected song will be displayed in the *Steps* viewport.

10. Select the **OK** button to close the *Behavior Editor* menu.

11. If you want to use the Modify button to customize any of the button's other attributes (its label, symbol or color, for example), please refer to ***Modifying a Button***.

12. Select the **OK** button to close the *Modify Button* menu.

When this button is selected, the software will open a *Singing...* window. To stop the device from singing before the song is over, select the *Cancel* button.

Change the Title of a Song

To change the title of a song that has already been saved in the *Song Editor* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Song Editor** button. The *Song Editor* menu will open.

3. Select the **File Options** tab control.

4. Select the **Load Song File** button in the *File Options* tab pane. The *Load Song File* menu will open.

5. Select the name of the song you want to edit.

6. Select the **OK** button to close the *Load Song File* menu. The notes and lyrics of the selected song will be displayed in the *Song Editor* viewport.

7. Select the **Change the Title** button in the *File Options* tab pane. The system keyboard will open.

8. Enter a new name for the song and select the **OK** button to close the system keyboard. The new song title will be displayed in the viewport in the *Song Editor* menu.

9. Select the **OK** button to close the *Song Editor* menu.

10. You will receive a warning that the current song has not been saved. Select the **Yes** button to save the song.

11. Select the **OK** button to close the *Tools* menu.

> **Note:** The song will be listed in the *Song Editor* viewport under the new title as well as under the previous title. To delete the song file with the previous title, refer to ***Delete a Song***.

Delete a Song

To permanently delete a song:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Song Editor** button. The *Song Editor* menu will open.

3. Select the **File Options** tab control.

4. Select the **Load Song File** button in the *File Options* tab pane. The *Load Song File* menu will open.

5. Select the name of the song you want to delete.

6. Select the **Delete Selection** button.

7. Select the **OK** button to confirm that you want to delete the selected file. Be careful, as you will not be able to retrieve the file once it is deleted.

8. Select the **OK** button to close the *Load Song File* menu. Keep selecting the **OK** button to close all open menus.

Sharing Song Files

The *Song Editor* menu also provides tools for sharing the song files that you have created using your DynaVox Series 5 software. Review the following sets of step-by-step instructions to learn about copying and sharing the songs that you compose.

> **Note:** Any song that is created in the DynaVox Series 5 Song Editor menu can only be played on a device running DynaVox Series 5 software. A computer or other media device (MP3 player) cannot properly play these songs.

Import a Song File

You can import a song file that was created on another Series 5 device (as well as song files developed in other users on the same device) into your *Songs* folder. Once the file is stored there, you can incorporate it into your pages and popups.

In order to import the song file, it must be stored on one of the following locations:

- In the *Shared* folder on your Series 5 device hard drive (for sharing files between users on the same device)
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

To import a song file:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD

or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

> 🏳 **Note:**   If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **File Browser** button. The *File Browser* menu will open.

4. Select the location that contains the file you want to import:
   - If the file is on a file sharing device, proceed to step 5.
   - If the file is in the *Shared* folder on your device hard drive, proceed to step 6.

5. To import from a file sharing device, complete this step:
   a. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

   b. Proceed to step 7.

6. To import from the *Shared* folder, complete this step:
   a. Select the **Shared** icon in the left viewport.

> 🏳 **Note:**   If you are using an open device, select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

        b. Proceed to step 7.

7. In the right viewport, select the check box beside each song file you want to import (you can import multiple files at one time).

8. Select the **Edit Operations** button. The *Edit Operations* menu will open.

9. Select the **Copy** button. The *Edit Operations* menu will close automatically.

10. If you are using a dedicated device, select the **User Files** expansion box (or double-select the folder) in the left viewport.

> **Note:** If you are using an open device, select the **C:** expansion box, then select the **5100** expansion box, and then select the **User Files** folder.

11. Select the **Songs** folder.

12. Select the **Edit Operations** button. The *Edit Operations* menu will open.

13. Select the **Paste** button. The *Edit Operations* menu will close and an hourglass icon may appear while the song file is being copied to the *Songs* folder.

> **Note:** If a song file with the same name already exists, you will be given the option to overwrite the existing file with the file that you are importing. Select the **Yes** button to do so. If you do not want to overwrite the existing song file, select the **No** button to stop the import process.

14. Select the **OK** button to close the *File Browser* menu. Keep selecting the **OK** button to close all open menus.

15. You may disconnect the file sharing device if you wish.

The imported song file is now available for the current user, in the *Songs* folder within the *User Files* folder in the *File Browser* menu. The song file is also available to be played or edited in the *Song Editor* menu. To program button on a page to play this song, refer to ***Add a Sing Behavior to a Button***.

Export a Song File

When a song is recorded and saved in the *Song Editor* menu, the song file is automatically stored in the *Songs* folder within the *User Files* folder on the Series 5 hard drive. You can share your custom song files with other Series 5

users, as well as Windows computers that are running the DynaVox Series 5 software.

> 🏳 **Note:**   Any song that is created in the DynaVox Series 5 Song Editor menu can only be played on a device (or a computer) that is running DynaVox Series 5 software. An off-the-shelf media device (MP3 player) cannot properly play these songs.

You can export the song file to one of the following locations:

- A folder on your Series 5 device hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> 🏳 **Note:**   All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

To export a song file from your Series 5 device, follow the steps below:

1. If you are exporting to a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

   If you are exporting from the Series 5 software on a Windows computer, connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer).

> 🏳 **Note:**   If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **File Browser** button. The *File Browser* menu will open.

4. If you are using a dedicated device, select the expansion box beside the **User Files** folder (or double-select the folder) in the left viewport.

> 🏳 **Note:**   If you are using an open device, select the **C:** expansion box, then select the **5100** expansion box, and then select the **User Files** expansion box.

5. Select the **Songs** folder. A list of available song files will fill the right viewport.

6. Select the check box beside the each song file you want to export (you can export multiple songs at one time).

7. Select the **Edit Operations** button. The *Edit Operations* menu will open.

8. Select the **Copy** button. The *Edit Operations* menu will close automatically.

9. Select the destination for the file you want to export:
    *   To export to a file sharing device, proceed to step 10.
    *   To export to a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 11.

10. To export to a file sharing device, complete this step:
    a. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS
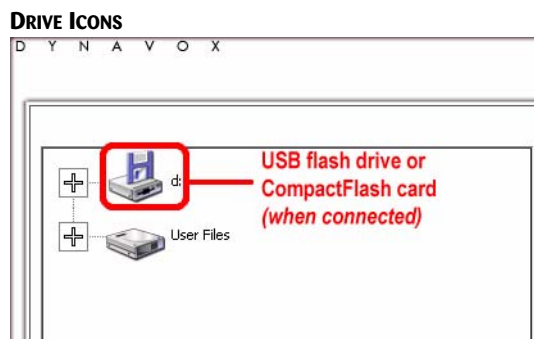
    b. Proceed to step 12.

11. To export to a folder on your Series 5 (or Windows computer) device hard drive, complete this step:
    a. Use the left viewport to navigate to the folder where you want to export the file. Select the expansion box [+] next to a folder to see the sub-folders that it contains.
    b. Select the destination folder in the left viewport.
        *   If you are using a dedicated Series 5 device, and you are exporting the file so that it can be imported by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.
        *   If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to

export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> **Note:** If you are using an open Series 5 device (or Windows computer), you may export the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

   c. Proceed to step 12.

12. Select the **Edit Operations** button. The *Edit Operations* menu will open again.

13. Select the **Paste** button. The *Edit Operations* menu will close and an hourglass icon may appear while the song file(s) is being pasted.

14. Select the **OK** button to close the *File Browser* menu. Keep selecting the **OK** button to close all open menus.

15. You may disconnect the file sharing device if you wish.

A copy of the song file can now be found in the destination that you selected.

- To share the file with another Series 5 user (on the same or a different device), or with a Windows computer running the DynaVox Series 5 software, see *Import a Song File*.

- To burn the exported file to CD or DVD using an external drive (open Series 5 device or Windows computer only), see ***Burn a File to CD or DVD***.

USING THE MP3 PLAYER

The DynaVox Series 5 devices can be used to play MP3 song files. The MP3 format is a popular compression system for music. Songs can be copied to your Series 5 device, added to customized lists of songs (playlists) and played through the device's speakers.

This can all be done with the tools that are provided in the *MP3 Player* menu:

To open the MP3 Player menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **MP3 Player** button. The *MP3 Player* menu will open.

> **Note:** Another option is to program a button with the MP3 Player behavior (in the Display System Features category of the *Behavior Editor* menu. See ***Chapter 8: Assigning Behaviors***.

MP3 PLAYER MENU
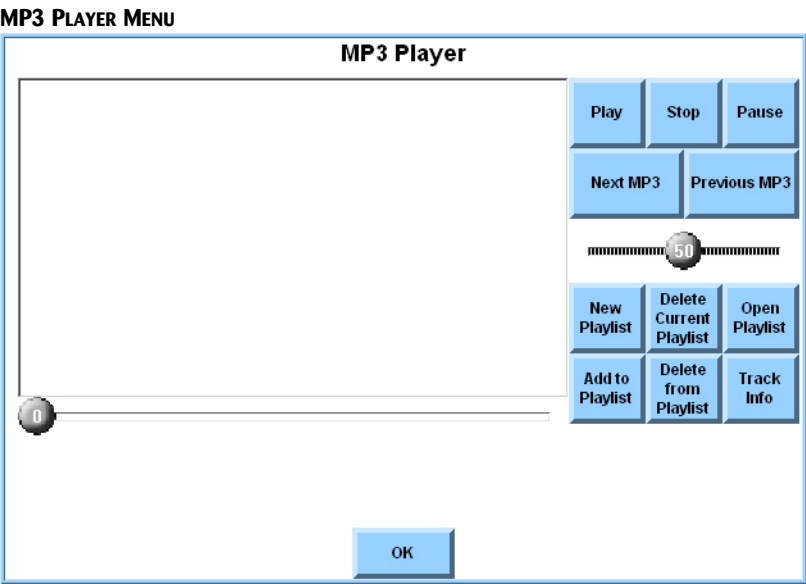
Viewport	Displays the MP3 files in the playlist that is currently open. If the entire list cannot be displayed in the viewport at one time, the viewport will feature a scroll bar that can be used to look through the list.
Play	Begin playing the songs in the open playlist.
Stop	Completely stop playing the music in the playlist.

Pause	Temporarily stop the music. When *Pause* is selected, the button will become a *Resume* button. Select the *Resume* button to continue playing the MP3 file.
Next MP3	Skip the current song and play the next song in the playlist.
Previous MP3	Skip the current song and play the previous song in the playlist.
Volume Slider	The volume slider is the unlabeled slider to the right of the viewport. To adjust the volume as a song is playing, select the slider thumb and drag it to the right to increase the volume, or to the left to decrease the volume.

> **Note:** If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished.

Progress Bar	The progress bar is the unlabeled slider under the viewport. The thumb on the progress bar will move as a song is playing, indicating how much of the MP3 file has been played.
New Playlist	Create and name a new playlist.
Delete Current Playlist	Permanently erase the open playlist (this does not delete the MP3 files themselves).
Open Playlist	Select a playlist and add its songs to the *MP3 Player* viewport.
Add to Playlist	Add a song to a selected playlist.
Delete from Playlist	Delete the selected song from the open playlist (this does not delete the song itself).
Track Info	View information about the MP3 file that is selected in the viewport. Track information must be imported to the Series 5 device with the MP3 file to be available for this feature.
OK	Save any changes to your MP3 playlists and close the *MP3 Player* menu.

Create an MP3 Playlist and Add Songs

A playlist is a group of one or more MP3 song files that will be played in order by the *MP3 Player* menu.

> **Note:** A temporary playlist can be created from MP3 files that exist on a file sharing device (USB flash drive, CD or DVD). A playlist that will be saved and stored indefinitely can include only MP3 files that are stored in the *MP3* folder inside the *User Files* folder on your device hard drive. If you want to create a permanent playlist and you have not already added your song files to this folder, begin by following **Import an MP3 File**.

To create an MP3 playlist and add songs:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **MP3 Player** button. The *MP3 Player* menu will open.

3. Select the **New Playlist** button. The system keyboard will open.

4. Enter a name for the new playlist and select the **OK** button to close the system keyboard. The new playlist name will be displayed in the *MP3 Player* menu below the track positioning slider (in the lower left corner).

5. Select the **Add to Playlist** button. The *Select a File* menu will open.

> **Note:** If the MP3 files you want to add are not in the *MP3* folder, select the *Show All Directories* check box. Then select the icon in the left viewportfor the file sharing device that contains the MP3 files. Typically, this is drive *D:*, *E:*, or *F:*. Remember that songs on a file sharing device will not be available for the playlist once the file sharing device is disconnected.

6. In the right viewport, select the check box beside the name of each MP3 file that should be added to the playlist. The files will be added to the playlist in the same order they appear in the *Select a File* menu.

7. Select the **OK** button to close the *Select a File* menu. An hourglass icon may be presented while the files are copied to the playlist. The names of the selected files will be displayed in the viewport in the *MP3 Player* menu.

8. Select the **OK** button to close the *MP3 Player* menu.

9. Select the **OK** button to close the *Tools* menu.

Delete a Playlist

> ⚑ **Note:**   Deleting a playlist does not actually delete MP3 files from your Series 5 device or a file sharing device.
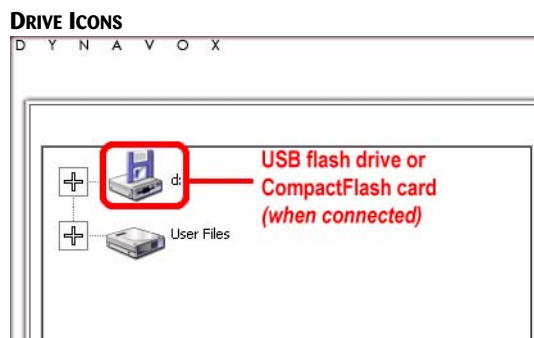
To delete an MP3 playlist:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **MP3 Player** button. The *MP3 Player* menu will open.

3. Select the **Open Playlist** button. The *Open Playlist* menu will open.

4. Select the name of the playlist in the viewport. If necessary, use the scroll buttons beside the viewport to find the playlist.

5. Select the **OK** button to close the *Open Playlist* menu. The selected playlist will be loaded into the *MP3 Player* menu.

6. Select the **Delete Current Playlist** button.

7. Select the **OK** button to confirm that you want to delete the playlist. Be careful, as the playlist cannot be retrieved once it has been deleted.

8. Select the **OK** button to close the *MP3 Player* menu.

9. Select the **OK** button to close the *Tools* menu.

Play MP3 Files

To open a playlist and play the MP3 files it contains:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **MP3 Player** button. The *MP3 Player* menu will open.

3. Select the **Open Playlist** button. The *Open Playlist* menu will open.

4. Select the name of the playlist in the viewport. If necessary, use the scroll buttons beside the viewport to search through all the playlists.

5. Select the **OK** button to close the *Open Playlist* menu. The songs in the playlist will now be displayed in the viewport of the *MP3 Player* menu.

6. Select the **Play** button. The songs in the playlist will be played in the order they appear in the viewport. You can control the order in which the MP3

files are being played by selecting any of the following buttons in the *MP3 Player* menu:

Stop	Completely stop playing the music in the playlist.
Pause	Temporarily stop the music. When *Pause* is selected, the button will become a *Resume* button. Select *Resume* to continue playing the MP3 file.
Next MP3	Skip the current song and play the next song in the playlist.
Previous MP3	Skip the current song and play the previous song in the playlist.

> ⚠ **Caution:** Do not connect any file sharing devices to your Series 5 device while an MP3 is playing. The MP3 may "skip," and the *File Browser* may not recognize the device that you connected.

7. When you have finished listening to the MP3 files, select the **OK** button to close the *MP3 Player* menu.

8. Select the **OK** button to close the *Tools* menu.

Edit a Playlist

To open a playlist and add or delete MP3 files:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **MP3 Player** button. The *MP3 Player* menu will open.

3. Select the **Open Playlist** button. The *Open Playlist* menu will open.

4. Select the name of the playlist in the viewport.

5. Select the **OK** button to close the *Open Playlist* menu. The songs in the playlist will now be displayed in the viewport of the *MP3 Player* menu.

6. If you want to remove a song from the playlist, select the check box beside the song name in the viewport and then complete this step.
   a. Select the **Delete from Playlist** button.
   b. Select the **OK** button to confirm that you want to remove the selected song from the playlist.

7. If you want to add a song to the playlist, select the **Add to Playlist** button and complete this step.

   a. In the right viewport of the *Select a File* menu, select the check box beside the name of the MP3 file that should be added to the playlist.

> ⚑ **Note:** If the MP3 files you want to add are not in the *MP3* folder, select the *Show All Directories* check box. Then select the icon in the left viewport for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Remember that songs on a file sharing device will not be available for the playlist once the file sharing device is disconnected.

   b. Select the **OK** button to close the *Select a File* menu. An hourglass icon may be presented while the file is copied to the playlist. Continue with step 10.

8. Repeat steps 6 and 7 as desired.

9. Select the **OK** button to close the *MP3 Player* menu.

10. Select the **OK** button to close the *Tools* menu.

View Track Information

If track information is available for an MP3 file, you can view it by following these steps:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **MP3 Player** button. The *MP3 Player* menu will open.

3. Select the **Open Playlist** button. The *Open Playlist* menu will open.

4. Select the name of the playlist in the viewport.

5. Select the **OK** button to close the *Open Playlist* menu. The songs in the playlist will now be displayed in the viewport of the *MP3 Player* menu.

6. Select the check box beside the MP3 file for which you want to see information.

7. Select the **Track Info** button. If information about the MP3 file is available, it will be presented in the *Track Info* window.

8. Select the **OK** button to close the *Track Info* window.

9. Select the **OK** button to close the *MP3 Player* menu.

10. Select the **OK** button to close the *Tools* menu.

Play an MP3 File with a Button

The Play a Sound behavior provides a way to use MP3 files or other sounds that are stored on your device hard drive as part of your communication pages and popups. If the Play a Sound behavior is assigned to a button, your Series 5 device will play a selected sound file when the button is selected.

To use the Play a Sound behavior to play an MP3 file when a button is selected:

1. Select the green Modify button in the title bar. The button will turn red when it is selected.

2. Select the button that you want to modify. The *Modify Button* menu will open.

3. Select the **Behaviors** button. The *Behavior Editor* menu will open.

> **Note:** If you are using the Page Editor, select a button for the behavior and then access the *Behavior Editor* menu by selecting the Modify button. Then, select the *Behavior Editor* button in the *Modify Button* menu.

4. Select the **Behaviors** drop-down menu. The menu will expand to display all the behavior categories.

5. Select the **Multimedia** option (you will need to use the scroll bar to find it in the list). The drop-down menu will close and the viewport will display the behaviors for this category.

6. Select the **Play a Sound** behavior.

7. Select the **Add** button. The *Play Sound* menu will open.

8. Select the **Change Folder** button. The *Select a Directory* menu will open.

9. Select the **Show All Directories** check box.

10. If you are using a dedicated device, select the expansion box beside the **User Files** folder (or double-select the folder) in the left viewport.

> **Note:** If you are using an open device, select the **C:** expansion box, then select the **5100** expansion box, and then select the **User Files** expansion box.

11. Select the **MP3** folder.

12. Select the **OK** button to close the *Select a Directory* menu. The *Play Sound* menu will open, displaying the contents of the *MP3* folder in the viewport.

13. Select the sound you want the button to play from the list in the *Play Sound* menu.

14. Select the **OK** button to close the *Play Sound* menu. The Play a Sound behavior and the name of the sound you selected will now be displayed in the *Steps* viewport.

15. Select the **OK** button to close the *Behavior Editor* menu. The Play a Sound behavior will be displayed beside the *Behaviors* button in the *Modify Button* menu (standard communication mode only).

16. If you want to use the Modify button to customize any of the button's other attributes (its label, symbol or color, for example), please refer to ***Modifying a Button***.

17. Select the **OK** button to close the *Modify Button* menu.

The selected MP3 file will now be played whenever the button is selected.

Sharing MP3 Files

Your Series 5 device enables you to sharing MP3 files between different Series 5 devices, between different users on the same Series 5 device, and with Windows computers running the DynaVox Series 5 software. Review the following sets of step-by-step instructions to learn about copying and sharing MP3 files.

Import an MP3 File

You can import an MP3 file from an outside source and save it on the hard drive of your Series 5 device. Once the file is stored on the hard drive, you can incorporate it into your communication pages and popups or add it to a playlist.

In order to import the MP3 file, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

Note: All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

Note: If you are using an open Series 5 device, you can use the "drag and drop" technique to drag an MP3 file from another Windows application (or external file sharing device) and drop it into a button. Refer to ***Drag and Drop a Sound File***.

To import an MP3 file:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

   If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **File Browser** button. The *File Browser* menu will open.

4. Select the location that contains the file you want to import:
   - If the file is on a file sharing device, proceed to step 5.
   - If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 6.

5. To import from a file sharing device, complete this step:
   a. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

   b. Proceed to step 7.

6. To import from another folder on your Series 5 device (or Windows computer) hard drive, complete this step:

   a. Use the left viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

      • If you are using a dedicated Series 5 device, and you are importing the file from another user on the same device, the file should be *Shared* folder. Select the **Shared** icon in the left viewport.

      • If you are using an open Series 5 device, and you are importing the file from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. To open the *Shared* folder (the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.

   b. Proceed to step 7.

7. In the right viewport, select the check box beside the name of each *.mp3* file you want to import (you can import multiple files at one time).

8. Select the **Edit Operations** button. The *Edit Operations* menu will open.

9. Select the **Copy** button. The *Edit Operations* menu will close automatically.

10. Use the left and right viewports in the *File Browser* menu to navigate to the folder where you want to store the *.mp3* file(s). Select the expansion box [+] next to a folder to see the sub-folders that it contains.

    You can save the *.mp3* file(s) in any folder that you want. However, the DynaVox Series 5 software provides an *MP3* folder (in the *User Files* folder) as a recommended default folder to store *.mp3* files.

    • If you are using a dedicated Series 5 device, and you want to save the file(s) in the *MP3* folder, select the **User Files** expansion box, and then select the **MP3** folder.

    • If you are using an open Series 5 device, and you want to save the file(s) in the *MP3* folder, select the **C:** expansion box, then select the **5100** expansion box, then select the **User Files** expansion box, and then select the **MP3** folder.

    • If you are using a dedicated Series 5 device, and you want to save the file(s) so that it can be accessed by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.

    • If you are using an open Series 5 device (or Windows computer), and you want to save the file(s) so that it can be imported by another user on the same device, the easiest method (and best practice) would be to save the file(s) to the *Shared* folder. To open the *Shared* folder (the

preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.

> **Note:** If you are using an open Series 5 device (or Windows computer), you may import the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

11. Select the **Edit Operations** button. The *Edit Operations* menu will open.

12. Select the **Paste** button. The *Edit Operations* menu will close and an hourglass icon may appear while the *.mp3* file is being copied into the destination that you selected.

> **Note:** If an *.mp3* file with the same name already exists, you will be given the option to overwrite the existing file with the file that you are importing. Select the **Yes** button to do so. If you do not want to overwrite the existing file, select the **No** button to stop the import process.

13. Select the **OK** button to close the *File Browser* menu. Keep selecting the **OK** button to close all open menus.

14. You may disconnect the file sharing device if you wish.

The imported *.mp3* file is now stored in the destination that you chose, and is available to be played in the *MP3 Player* menu.

Export an MP3 File

Exporting an MP3 file from your Series 5 hard drive (or from the DynaVox Series 5 software on a Windows computer) enables you to share the file with other Series 5 devices, other users on the same Series 5 device, and Windows computers running the DynaVox Series 5 software.

You can export an MP3 file to one of the following locations:

- A folder on your Series 5 device hard drive

- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

To export an MP3 file:

1. If you are exporting to a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

   If you are exporting from the Series 5 software on a Windows computer, connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer).

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **File Browser** button. The *File Browser* menu will open.

4. Find the *.mp3* file that you want to export:
   - Select the *Search* text box and enter the name of the file you want to find. Select the **OK** button to close the system keyboard. The file that matches the search text will appear and be selected in the right viewport.
   - Visually search through the folders in the left and right viewports. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

> **Note:** The DynaVox Series 5 software provides an *MP3* folder (in the *User Files* folder) as a recommended default folder to store MP3 files.
>
> - If you are using a dedicated device, select the **User Files** expansion box in the left viewport, and then select the **MP3** folder.
> - If you are using an open device (or Windows computer), select the **C:** expansion box, then select the **5100** expansion box, then select the **User Files** expansion box, and then select the **MP3** folder.

5. In the right viewport, select the check box beside each *.mp3* file you want to export (you can export multiple files at one time).

6. Select the **Edit Operations** button. The *Edit Operations* menu will open.

7. Select the **Copy** button. The *Edit Operations* menu will close automatically.

8. Select the destination for the file you want to export:
   - To export to a file sharing device, proceed to step 9.
   - To export to a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 10.

9. To export to a file sharing device, complete this step:
   a. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

   b. Proceed to step 11.

10. To export to a folder on your Series 5 (or Windows computer) device hard drive, complete this step:
   a. Use the left viewport to navigate to the folder where you want to export the file. Select the expansion box [+] next to a folder to see the sub-folders that it contains.
   b. Select the destination folder in the left viewport.
      - If you are using a dedicated Series 5 device, and you are exporting the file so that it can be imported by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.
      - If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to

export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> **Note:** If you are using an open Series 5 device (or Windows computer), you may export the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

   c. Proceed to step 11.

11. Select the **Edit Operations** button. The *Edit Operations* menu will open again.

12. Select the **Paste** button. The *Edit Operations* menu will close and an hourglass icon may appear while the MP3 file is being copied into the destination that you selected.

13. Select the **OK** button to close the *File Browser* menu. Keep selecting the **OK** button to close all open menus.

14. You may disconnect the file sharing device if you wish.

A copy of the MP3 file can now be found in the destination that you selected.

- To share the file with another Series 5 user (on the same or a different device), or with a Windows computer running the DynaVox Series 5 software, see ***Import an MP3 File***.

- To burn the exported file to CD or DVD using an external drive (open Series 5 device or Windows computer only), see ***Burn a File to CD or DVD***.

PLAYING MUSIC IN THE PAGES & POPUPS

DynaVox Series 5 devices can be used to play MP3 song files. The MP3 format is a popular compression system for music. Songs can be copied to your Series 5 device, added to customized lists of songs (playlists) and played through the device's speakers.

The Series 5 software contains a collection of behaviors that enable you to play music files (*.mp3*, *.wma*, and *.wav*) directly on a page or popup (see **Music Control Behaviors**). The InterAACT users (updated for the Series 5 version 1.06 software release) provide multiple popups that are pre-programmed and dedicated to playing music files. These popups are available for all users, and come in a variety of button layouts. You can choose the button layout that matches the button layout of your current page set. These pages and popups integrate seamlessly with your current page (and keyguard) layout. They give you access to your music files and your communication pages at the same time.

Open the Music Pages

The InterAACT users (updated for the Series 5 version 1.06 software release) provide multiple popups that are pre-programmed and dedicated to playing music files. These popups are available for all users, and come in a variety of button layouts. You can choose the button layout that matches the button layout of your current page set.

> **Note:** For step-by-step instructions on upgrading your user with the new 1.06 version, refer to **Restore the Current User from a Backup File**. Before you upgrade the user file on your V/Vmax device, be sure to create backup files of your customized pages, so that you can restore them once the upgrade is complete. Refer to **Create a Package from Pages**. The upgrade files can be found on the **Product Documentation & Upgrade Files CD**.

> **Note:** If you do not want to upgrade your current user with the new 1.06 version, you can still install the MP3 Pages. Simply use the *Page Browser* menu to create a folder named *MP3 Pages*, and then import the package file designed for your user from the DynaVox website (*www.dynavoxtech.com/downloads/v/*) into that folder. Refer to **Using the File Browser** and **Import a Package**.

To open the music pages:

1. Select **Main Menu > Setup > Page Navigator**. The *Page Navigator* menu will open.

2. Select the **MP3 Pages** menu in the left viewport.

3. Select the check box for the page that you want to open in the right viewport (a preview image of the page will appear).

4. Select the **Go To Page** button. The *Page Navigator* menu will close, and the page that you selected will open.

   An example page is shown below:

MP3 EXAMPLE PAGE - MP3 PLAYER (CHILD 40 CD)
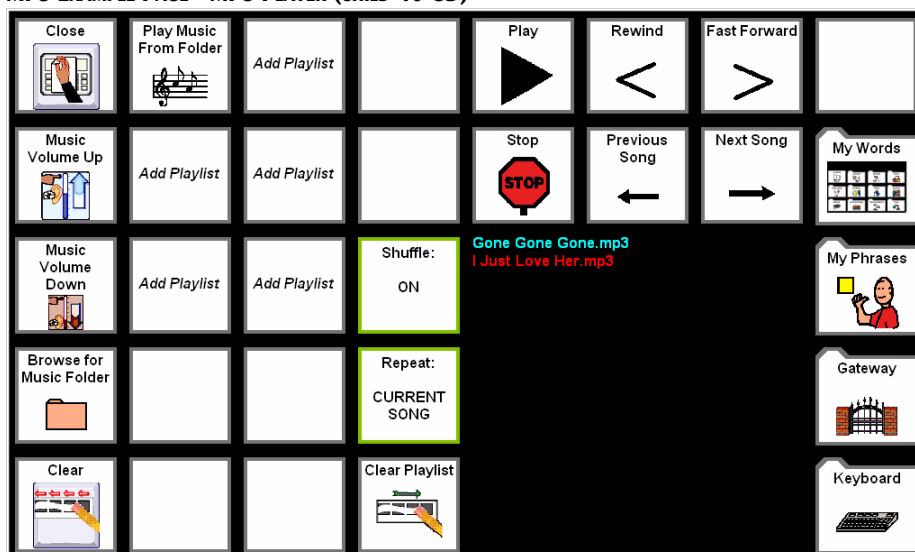
This sample page contains buttons that use the Music Control behaviors for playing music files (pause, volume controls, next & previous song, shuffle, repeat, etc.), as well space to display the current playlist. it also provides the core communication buttons down the column on the right.

This sample page also contains blank buttons, which you can use to add more music playlists, create links to communication pages, or even add other Music Control behaviors.

> **Note:** The amount and placement of blank buttons on the music pages is dependent on the button layout of the individual page.

> **Note:** For help modifying your buttons, see *Modifying a Button*.

> **Note:** Additional music pages can be found in the *Shared* directory.

Creating/Adding a Playlist

You can create a playlist (list of songs) where the songs come from different sources (in this case, different folders on your V/Vmax hard drive). These steps show how to create such a playlist on the example page shown previously.

1. Select the green Modify button in the title bar. The Modify button will turn red.

2. Select one of the buttons currently labeled "Add Playlist." The *Modify Button* menu will open.

3. Select the **Label** text box and use the system keyboard to change the label to something like "Playlist 1." Select the **OK** button.

4. Select the **Behaviors** button. The *Behavior Editor* menu will open.

5. Select the **Behaviors** drop-down menu in the left viewport, and select **Music Control**. The *Behaviors* viewport will show all of the behaviors in the Music Control category.

6. Select **Play a Music File** in the left viewport, and then select the **Add** button. The *Pick a Music File* menu will open.

PICK A MUSIC FILE MENU
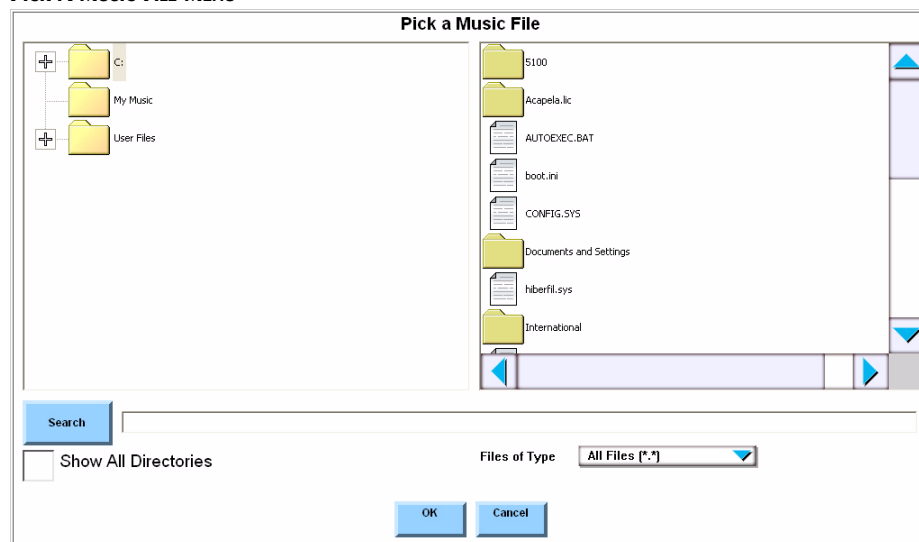
7. Navigate through the folders on your V/Vmax hard drive to find the music file that you want to add to the playlist.

> **Note:** To open the *Shared* folder, select the **Show All Directories** check box, then select the **C:** expansion box, the **5100** expansion box, and then the **Shared** folder.

8. Once you have found the file, select it in the right viewport. Then select the **OK** button. The *Pick Music From File* menu will close, and the *Behavior Editor* menu will show the behavior you just added (and the song you picked) in the *Steps* viewport.

9. Repeat steps 7 - 9 to add more songs to the playlist. You can select songs from different folders each time you add the behavior, if you wish.

10. When you are finished creating the playlist, select the **OK** button to close the *Behavior Editor* menu.

> **Note:** For instructions on modifying other facets of the button (color, label font size, etc.), see *Modifying a Button*.

11. Select the **OK** button to close the *Modify Button* menu.

When you select the button, the songs that you selected will play in the order that you programmed them into the button. The list of songs will appear in the popup, and the currently playing song will appear in blue.

Playing Music from a Folder

If you want to create a playlist that contains all of the song files in a particular folder (and its subfolders), you can use the Play Music From Folder behavior.

1. Select the green Modify button in the title bar. The Modify button will turn red.

2. Select one of the buttons currently labeled "Add Playlist." The *Modify Button* menu will open.

3. Select the **Label** text box and use the system keyboard to change the label to reflect the music in the folder for which you're creating the playlist. Select the **OK** button.

4. Select the **Behaviors** button. The *Behavior Editor* menu will open.

5. Select the **Behaviors** drop-down menu in the left viewport, and select **Music Control**. The *Behaviors* viewport will show all of the behaviors in the Music Control category.

6. Select **Play Music From Folder** in the left viewport, and then select the **Add** button. The *Pick a Folder that Contains some Music Files* menu will open.

PICK A FOLDER THAT CONTAINS SOME MUSIC FILES MENU
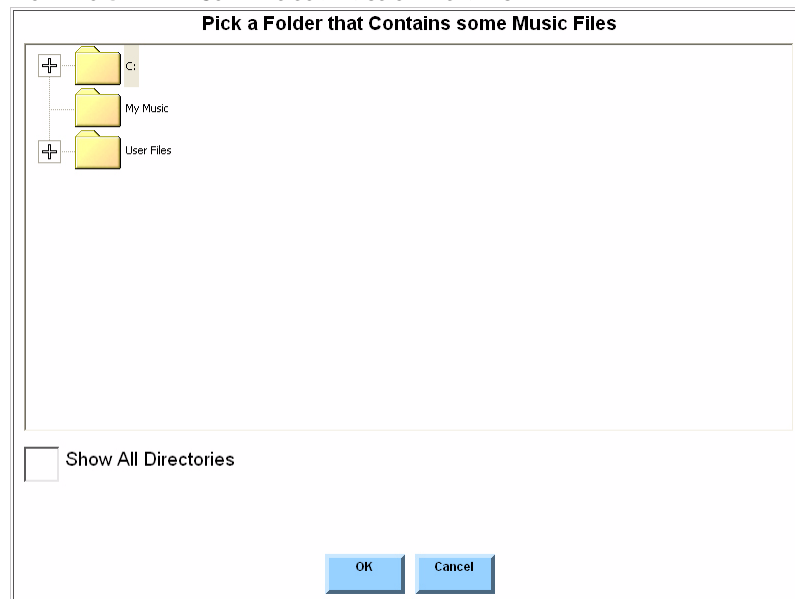
7. Navigate through the folders on your V/Vmax hard drive to find the folder that contains the music that you want in the playlist.

> **Note:** To open the *Shared* folder, select the **Show All Directories** check box, then select the **C:** expansion box, the **5100** expansion box, and then the **Shared** folder.

8. Select the folder, and then select the **OK** button. The *Pick a Folder that Contains some Music Files* menu will close, and the *Behavior Editor* menu will show the behavior you just added (and the folder you picked) in the *Steps* viewport.

9. Select the **OK** button to close the *Behavior Editor* menu.

> **Note:** For instructions on modifying other facets of the button (color, label font size, etc.), see *Modifying a Button*.

10. Select the **OK** button to close the *Modify Button* menu.

When you select the button, all of the song files in the folder you picked will play in order. The list of songs will appear in the popup, and the currently playing song will appear in blue.

Title Bar Music Icons

These "music" icons appear when you are playing music files through a page or a popup. They display the status of the music file that is currently playing (see **Playing Music in the Pages & Popups**):

TITLE BAR MUSIC ICONS

Play icon	The song is currently playing.
Pause icon	The song is paused.
Fast Forward icon	The song is advancing at a speed faster than the regular playing speed.
Rewind icon	The song is moving backwards at a speed faster than the regular playing speed.
Shuffle icon	The song is the playlist will be played in random order.
Repeat 1 Song icon	The current song will be repeated.
Repeat Playlist icon	The entire playlist will be repeated.

> **Note:** Multiple music icons can appear at the same time. The following example shows the Shuffle and Play icons simultaneously, indicating that the shuffle feature is on, and a song is playing.

TITLE BAR MUSIC ICON - EXAMPLE

Use the Music Settings Menu

The *Music Settings* menu enables you to define how music files will react when the Series 5 makes other sounds. It also enables you to define how playlists function when new music files are added to them, and allows you to set the volume of several elements of the Series 5 device.

The *Music Settings* menu can be opened by selecting the **Music Settings** button on any of the following menus:

- *Speech Controls* menu
- *Interface Features* menu - *Advanced* tab
- *Audio Feedback* menu

DYNAVOX PAGE MUSIC SETTINGS MENU

The *DynaVox Page Music Settings* menu contains the following controls:

1. Use the check boxes in the *Pause Music When Playing* group box to determine when music should be paused:

   - **Anything Else** - When selected, music will be paused when any other sound (spoken text, other sound file, etc.) is played.

   - **Do Not Pause Music** - When selected, music will not be paused when any other sound is played.

   - **Speech Messages (Message Window/Buttons) and Sound Files (no Audio Feedback)** - When selected, music will be paused when any speech message (from a button or from the Message Window) is

spoken or another sound file is played. Music will not be interrupted for audio feedback messages.

2. Use the check boxes in the *When Adding Files To Playlist* group box to manage how music files are added to existing playlists:

- **Add to the End** - When selected, new files will be added to the end of the current playlist.

- **Remove Non-Played Music** - When selected, each time a new song (or album) is added to the playlist, any songs that have not yet been played get automatically removed from the playlist and the new music gets added to the playlist.

- **Clear Playlist** - When selected, the current playlist is emptied every time a new song (or album) is added to the playlist.

3. Use the sliders in the *Volume Settings* group box to adjust the relative volumes of the speech messages and music played through the device speakers.

- **Speech Volume** - Set the speaking volume of the Series 5 device.

- **Audio Feedback Volume** - Set the volume of the audio feedback (if enabled).

- **Music Volume** - Set the volume of the music.

To increase the volume, select the slider thumb and drag it to the right. To decrease the volume, select the slider thumb and drag it to the left.

> **Note:** If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

4. Select the **OK** button to close the *Music Settings* menu.

Chapter 15:   Email & Text Messaging

The DynaVox Series 5 software enables you to send and receive electronic mail (email) and text messages with your Series 5 device. It provides the tools for composing and revising messages, sending and receiving messages, and sorting and saving drafts and messages that have been sent or received. You may choose to send simple text files or more complex email messages with embedded picture symbols and attached files, such as pictures, sounds, video files, or packages that contain Series 5 pages.

The software also includes a group of behaviors that will enable you to efficiently use these features from a communication page. You can use your standard pages to create a message, and then use the email behaviors to quickly change your text into an outgoing email message.

DynaVox offers a free email account to every Series 5 user. The DynaVox Series 5 software also gives you the option to use your own existing email account.

> **Note:** Before you can use the email capabilities of the DynaVox Series 5 software, you must acquire Internet service through a third-party vendor. DynaVox Technologies does not provide Internet access.

> **Note:** Before you can use the text messaging capabilities of the DynaVox Series 5 software, you must acquire cellular service and a Bluetooth-capable cell phone through a third-party vendor. Refer to the Knowledge Base on the DynaVox website (*www.dynavoxtech.com*) for the most current list of Bluetooth-capable cell phones. DynaVox Technologies does not provide cellular service or hardware.

This section provides instructions for configuring your device to send and receive messages, as well step-by-step instructions for composing, sending, receiving and managing emails and text messages.

•

USING THE ADDRESS BOOK

The DynaVox Series 5 software provides an address book which you can use to store contact information for important people in your life - family, friends, physicians, clinicians, etc. The *Address Book* menu is fully integrated with the email and text messaging features.

Before the *Address Book* menu can be used to streamline your emailing and text messaging activities, you must fill it with contact information. This section provides step-by-step instructions on managing the *Address Book* menu.

To open the *Address Book* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Address Book** button. The *Address Book* menu will open.

ADDRESS BOOK MENU

> 🏳 **Note:**   As an alternative, you could select a button that was programmed with the Address Book behavior. See ***Use the Behavior Editor to Add a Behavior***.

The *Address Book* menu contains the following fields and controls:

Viewport	Displays all of the entries in your *Address Book*. They are listed alphabetically by last name. If you have assigned a picture or symbol to an entry, it is shown to the left of the name.

Search button and text box	Use this button and text box to search the *Address Book* for a particular name (first or last).
New	Create a new entry.
Edit	Edit the selected entry.
Delete	Permanently remove the selected entry.
Import	Add an *Address Book* entry from another DynaVox Series 5 software source by using a file sharing device (USB flash drive, CD, or DVD) or the *Shared* folder (to share between users on the same device).
Export	Export entries from your *Address Book* to a file on a file sharing device (USB flash drive, CD, or DVD) or the *Shared* folder (to share between users on the same device).
OK	Save any changes and close the *Address Book* menu.

Create a New Address Book Entry

To create a new entry in the *Address Book* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Address Book** button. The *Address Book* menu will open.

3. Select the **New** button. The *New Contact* menu will open.

NEW CONTACT MENU

4. Select the **Full Name** text box. The system keyboard will open.

5. Enter the full name of the contact (as you want it to appear in the viewport) and select the **OK** button to close the system keyboard. The name that you entered will appear in the *Full Name* text box.

6. If you want to enter a street address for the contact, select the **Address** text box (the system keyboard will open) and complete this step.

    a. Enter the complete street address for the contact.

    b. Select the **OK** button to close the system keyboard. The text that you entered will appear in the *Address* text box.

7. If you want to enter an email address for the contact, select the **Email Address** text box (the system keyboard will open) and complete this step.

    a. Enter the complete email address for the contact.

    b. Select the **OK** button to close the system keyboard. The text that you entered will appear in the *Email Address* text box.

> **Note:**   Entering an email address will make sending email messages to this contact much more efficient.

8. If you want to associate a website address with this contact, select the **Web Address** text box (the system keyboard will open) and complete this step.

    a. Enter the website address for the contact.

    b. Select the **OK** button to close the system keyboard. The information that you entered will appear in the *Web Address* text box.

9. If you want to enter a home phone number for the contact, select the **Home Phone** button (the *Enter Number* keypad will open) and complete this step.

    a. Enter the complete home phone number (including area code) for the contact. You do not have to add hyphens or parentheses.

    b. Select the **OK** button to close the *Enter Number* keypad. The information that you entered will appear next to the *Home Phone* button.

10. If you want to enter a work phone number for the contact, select the **Work Phone** button (the *Enter Number* keypad will open) and complete this step.

    a. Enter the complete work phone number (including area code) for the contact. You do not have to add hyphens or parentheses.

    b. Select the **OK** button to close the *Enter Number* keypad. The information that you entered will appear next to the *Work Phone* button.

11. If you want to enter a cell phone number for the contact, select the **Cell Phone** button (the *Enter Number* keypad will open) and complete this step.

    a. Enter the complete cell phone number (including area code) for the contact. You do not have to add hyphens or parentheses.

b. Select the **OK** button to close the *Enter Number* keypad. The information that you entered will appear next to the *Cell Phone* button.

> **Note:** Entering a cell phone number will make sending text messages to this contact much more efficient.

12. If you want to associate a symbol or a digital picture with this contact, select the **Get Image** button (the *Select a Symbol* menu will open). Refer to the steps 4-12 in ***Edit the Button's Symbol*** for more instructions on using the *Select a Symbol* menu.

13. If there is any other information that you want to include for this contact, select the **Memo** text box (the system keyboard will open) and complete this step.

    a. Enter the information that you want to include about his contact.

    b. Select the **OK** button to close the system keyboard. The information that you entered will appear in the *Memo* text box.

14. When the contact information is complete, select the **OK** button to close the *New Contact* menu and add the contact to the *Address Book* menu.

Edit an Address Book Entry

To edit an existing entry in the *Address Book* menu on your Series 5 device:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Address Book** button. The *Address Book* menu will open.

3. In the viewport, select the check box beside the entry that you want to edit. You may have to use the scroll buttons on the right side of the viewport to find the entry.

> **Note:** You may also search for the entry that you want to edit. To do this, select the *Search* text box (the system keyboard will open). Enter the name of the entry that you want to find, then select the *OK* button. The entry will be highlighted in the viewport of the *Address Book* menu.

4. Select the **Edit** button. The *Edit Contact* menu will open.

EDIT CONTACT MENU

5. If you want to edit the name for the contact, select the **Full Name** text box (the system keyboard will open) and complete this step.
   a. Enter the new full name text for the contact for the contact.
   b. Select the **OK** button to close the system keyboard. The text that you entered will appear in the *Full name* text box.

6. If you want to edit the street address for the contact, select the **Address** text box (the system keyboard will open) and complete this step.
   a. Enter the new street address for the contact.
   b. Select the **OK** button to close the system keyboard. The text that you entered will appear in the *Address* text box.

7. If you want to edit the email address for the contact, select the **Email Address** text box (the system keyboard will open) and complete this step.
   a. Enter the new email address for the contact.
   b. Select the **OK** button to close the system keyboard. The text that you entered will appear in the *Email Address* text box.

> **Note:** Entering an email address will make sending email messages to this contact much more efficient.

8. If you want to associate a website address with this contact, select the **Web Address** text box (the system keyboard will open) and complete this step.
   a. Enter the website address for the contact.

b. Select the **OK** button to close the system keyboard. The information that you entered will appear in the *Web Address* text box.

9. If you want to edit the home phone number for the contact, select the **Home Phone** button (the *Enter Number* keypad will open) and complete this step.

   a. Enter the new home phone number (including area code) for the contact. You do not have to add hyphens or parentheses.

   b. Select the **OK** button to close the *Enter Number* keypad. The information that you entered will appear next to the *Home Phone* button.

10. If you want to edit the work phone number for the contact, select the **Work Phone** button (the *Enter Number* keypad will open) and complete this step.

    a. Enter the new work phone number (including area code) for the contact. You do not have to add hyphens or parentheses.

    b. Select the **OK** button to close the *Enter Number* keypad. The information that you entered will appear next to the *Work Phone* button.

11. If you want to edit the cell phone number for the contact, select the **Cell Phone** button (the *Enter Number* keypad will open) and complete this step.

    a. Enter the new cell phone number (including area code) for the contact. You do not have to add hyphens or parentheses.

    b. Select the **OK** button to close the *Enter Number* keypad. The information that you entered will appear next to the *Cell Phone* button.

> **Note:** Entering a cell phone number will make sending text messages to this contact much more efficient.

12. If you want to edit the symbol or a digital picture that is associated with this contact, select the **Get Image** button (the *Select a Symbol* menu will open). Refer to the steps 4-12 in ***Edit the Button's Symbol*** for more instructions on using the *Select a Symbol* menu.

13. If you want to edit any additional information that is included for this contact, select the **Memo** text box (the system keyboard will open) and complete this step.

    a. Enter the new information that you want to include about his contact.

    b. Select the **OK** button to close the system keyboard. The information that you entered will appear in the *Memo* text box.

14. When you are finished editing the contact information, select the **OK** button to close the *Edit Contact* menu and accept the changes you made.

Delete an Address Book Entry

To delete an existing entry from the *Address Book* menu on your Series 5
device:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Address Book** button. The *Address Book* menu will open.

3. In the viewport, select the check box beside the entry that you want to edit.
   You may have to use the scroll buttons on the right side of the viewport to
   find the entry.

> **Note:**   You may also search for the entry that you want to edit. To
> do this, select the *Search* text box (the system keyboard
> will open), and enter the name of the entry that you want
> to find. Then select the *OK* button to close the system
> keyboard. The entry will be highlighted in the viewport of
> the *Address Book* menu.

> **Note:**   You can delete more than one entry at once by selecting
> the check box beside the name of each entry you want to
> delete.

4. Select the **Delete** button.

5. Select the **OK** button to confirm that you want to delete the entry. Use
   caution, as you will not be able to recover the information once it is deleted.

6. Select the **OK** button to close the *Address Book* menu. Keep selecting the
   OK button to close all open menus.

Sharing Address Book Entry Files

The following sets of steps explain how to create separate files (with a *.abk*
extension) that contain *Address Book* entry information.

Use the instructions in this section to learn how to create and share these
address book entry files with other Series 5 devices, other users on the same
Series 5 device and also with Windows computers that are running DynaVox
Series 5 software.

Import an Address Book Entry File

You can import an address book file (*.abk*) into your *Address Book* menu. This enables you to incorporate address book entries that were developed on other Series 5 devices, other users on the same Series 5 device, and on Windows computers running the DynaVox Series 5 software.

> **Note:** DynaVox Series 5 software does not support importing address book or email contact information created in third-party email software. It will only import contact information that was created on another device using the DynaVox Series 5 software.

In order to import the address book file, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

To import an address book file:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

    If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **Address Book** button. The *Address Book* menu will open.

4. Select the **Import** button. The *User Files* menu will open.

5. Select the location that contains the file you want to import:
   - If the file is on a file sharing device, proceed to step 6.
   - If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 7.

6. To import from a file sharing device, complete this step:
   a. Select the **Show All Directories** check box.
   b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

   c. Proceed to step 8.

7. To import from another folder on your Series 5 device (or Windows computer) hard drive, complete this step:
   a. Select the **Show All Directories** check box.
   b. Use the left viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.
      - If you are using a dedicated Series 5 device, and you are importing the file from another user on the same device, the file should be *Shared* folder. Select the **Shared** icon in the left viewport.
      - If you are using an open Series 5 device, and you are importing the file from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. To open the *Shared* folder (the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.
   c. Proceed to step 8.

8. In the right viewport, select the check box beside the name of each address book (*.abk*) file you want to import (you can import multiple files at one time).

9. Select the **OK** button. The *User Files* menu will close, and the *Address Book* menu will display the imported entries in the viewport.

> **Note:** You may be asked if you want to replace address book entries with conflicting names. As the *.abk* file is imported, the DynaVox Series 5 software will check to see if any address book entries in the file have the same name as address book entries that already exist in the *Address Book* menu. Select the **Yes** button to replace the existing address book entry with the address book from the *.abk* file. Select the **No** button to keep the existing address book entry. Select the **Cancel** button to cancel the import process.

10. Select the **OK** button to close the *Address Book* menu. Keep selecting the **OK** button to close all open menus.

11. You may disconnect the file sharing device if you wish.

Export an Address Book Entry File

You can share your custom address book entries with other Series 5 users. In order to do so, you must export the address book entries, creating a separate file (with a *.abk* extension) that contains the data you want to share.

> **Note:** Address book information that is exported from the DynaVox Series 5 software cannot be integrated into a third-party email software program. It can only be used with another device (Series 5 or Windows computer) that is running the DynaVox Series 5 software.

Exporting an address book entry file enables you to share the address book entries with other Series 5 devices, other users on the same Series 5 device, and Windows computers running the DynaVox Series 5 software.

You can export an address book entry file to one of the following locations:

- A folder on your Series 5 device hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

To export an address book file:

1. If you are exporting to a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

   If you are exporting from the Series 5 software on a Windows computer, connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer).

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **Address Book** button. The *Address Book* menu will open.

4. In the viewport, select the check box next to each entry that you want to export (you can export multiple entries at one time).

5. Select the **Export** button. The *Enter File Name* menu will open.

6. Select the destination for the file you want to export (the menu defaults to the *User Files* folder):

   - To export to a file sharing device, proceed to step 7.
   - To export to a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 8.

7. To export to a file sharing device, complete this step:

   a. Select the **Show All Directories** check box.

   b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

   c. Proceed to step 9.

8. To export to a folder on your Series 5 (or Windows computer) device hard drive, complete this step:

   a. Select the **Show All Directories** check box.

   b. Use the left viewport to navigate to the folder where you want to export the file. Select the expansion box [+] next to a folder to see the sub-folders that it contains.

   c. Select the destination folder in the left viewport.

      - If you are using a dedicated Series 5 device, and you are exporting the file so that it can be imported by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.

      - If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> **Note:**   If you are using an open Series 5 device (or Windows computer), you may export the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

   d. Proceed to step 9.

9. Select the **Name** text box. The system keyboard will open.

10. Enter the name of the address file that you want to create to contain the exported data and select the **OK** button.

> **Note:**   The (*.abk*) extension will be assigned to the new file.

11. Select the **OK** button when the address book entries have been successfully exported.

12. Select the **OK** button to close the *Address Book* menu. Keep selecting the **OK** button to close all open menus.

13. You may disconnect the file sharing device if you wish.

A copy of the address book file (with the *.abk* extension) can now be found in the destination that you selected.

- To share the file with another Series 5 user (on the same or a different device), or with a Windows computer running the DynaVox Series 5 software, see *Import an Address Book Entry File*.

- To burn the exported file to CD or DVD using an external drive (open Series 5 device or Windows computer only), see ***Burn a File to CD or DVD***.

CONNECTING TO THE INTERNET

The Series 5 Series 5 device enables you to establish a connection with the Internet. Once you are connected, you can enhance the use of your Series 5 device with the following activities:

Internet Activity	Open V/Vmax	Dedicated V/Vmax
Email access (see **Using Email**)	X	X
Full Internet access	X	
Remote technical support (see **Remote Technical Support through your Device**)	X	X

> **Note:** Full internet access is only available on open Series 5 devices.

> **Note:** Before you can use your Series 5 device for any Internet activities, you must acquire Internet service through a third-party vendor. DynaVox Technologies does not provide Internet access.

Establishing a Wireless Internet Connection

The DynaVox Series 5 software offers the capability of connecting your Series 5 device to an existing wireless network (whether at home or in public), transmitting and receiving data from the Internet without the need for a wired connection.

> **Note:** Before you can use your Series 5 device for any Internet activities, you must acquire Internet service through a third-party vendor. DynaVox Technologies does not provide Internet access.

The following sections describe how to perform both of these tasks.

Connect to a Wireless Network

> **Note:** If you want to connect your Series 5 device to a public wireless network (at an educational facility, restaurant, coffee shop, etc.), you should get permission from the network administrator before attempting to connect.

> **Note:** If you are using an older Series 5 device that does not have built-in WiFi support, you must connect a wireless networking adapter to one of the USB ports. Refer to the Knowledge Base on the DynaVox website (***www.dynavoxtech.com***) and perform a keyword search on "wireless network adapters." A variety of wireless adapters are available at most computer electronics retail stores.

> **Note:** If you are using a USB wireless network adapter, the Microsoft *Add Hardware Wizard* may open and require you to manually step through the installation process. Simply follow the wizard directions to successfully install the adapter drivers. Also, be sure to always connect it to the same USB port on the right side of your Series 5 device. If you plug it into the other USB port, your Series 5 device may have to install the adapter drivers a second time.

Once your wireless networking adapter is connected, it will immediately search for a network. However, it will not connect to a particular network until you have selected that network in the *Wireless Networks* menu. After you have done this, the wireless network adapter will automatically connect to that network whenever your Series 5 device is in range.

To program your wireless adapter to connect your Series 5 device to a particular wireless network:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select **Input/Output Settings** from the *Setup* menu. The *Input/Output Settings* menu will open.

3. Select the **Wireless Networks** button. The *Wireless Networks* menu will open. Each available wireless network will appear as a button at the top of the menu. The button displays the network's name at the top, a "locked" icon

if the network has security in place (and requires a password), and the signal strength as a percentage in the bottom right.

WIRELESS NETWORKS MENU
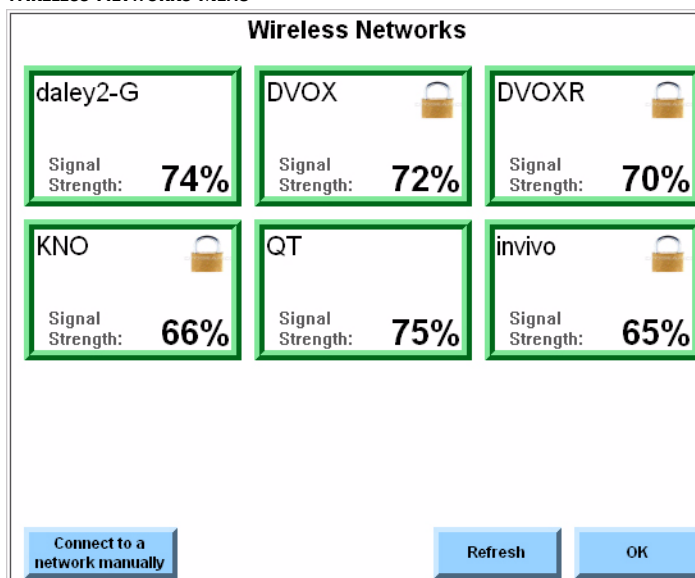
4. Select button that corresponds to the wireless network that you want to use.

> ⚑ **Note:** When your wireless networking adapter encounters a wireless network, the adapter will automatically add the network to this list. The network is automatically removed from the list when your device is out of the network's range.

---

5. Select **Yes** at the prompt to confirm that you want to connect to the network.

- If the wireless network is password-protected, the system keyboard will open. Enter the password and then select the **OK** button.

> ⚑ **Note:** You may be asked if you want to your Series 5 device to remember these network settings. If this is a wireless network that you will be connecting to frequently, select the **Yes** button to close the prompt.

---

6. If the wireless network you want to use is not shown in the menu, select the **Refresh** button. Your Series 5 device will scan again for the available networks and update the list shown in the *Wireless Networks* menu.

7. If the network you want to use still is not shown, you can select the **Connect to a network manually** button. Complete the rest of this step:

- Use the system keyboard to enter the name of the wireless network you want to use. Then select the **OK** button.

- The *Network Settings* menu will open. Use the **Security Type** and **Encryption Type** drop-down menus to enter the appropriate settings for the network you want to use.

- Select the **OK** button. Your Series 5 device will attempt to connect to the network you named, using the settings you entered.

   Once you are connected to a wireless network, the word *Connected* should appear in the network's button in the *Wireless Networks* menu.

8. Select the **OK** button to close the *Wireless Networks* button. Keep selecting the **OK** button to close all open menus. (This will **not** close your wireless network connection.)

To close your wireless network connection:

1. If the *Wireless Networks* menu is not open, open it (select **Main Menu > Setup > Setup Menu**, then select **Input/Output Settings**, then select **Wireless Networks**).

2. Select the button that corresponds to the wireless network you are currently using (the word *Connected* should appear in the button).

3. Select **Yes** at the prompt to confirm that you want to disconnect from the network.

> **Note:**   You may be asked if you want to remove this network from the list of saved networks. If this is a wireless network that you will be connecting to frequently, select the **No** button to close the prompt.

4. Select the **OK** button to close the *Wireless Networks* button. Keep selecting
    the **OK** button to close all open menus.

> **Note:**   Your Series 5 device shipped with Microsoft Security
> Essentials (MSE) software pre-loaded, set to protect your
> system from viruses. For more information on MSE, launch
> **Mozilla Firefox** from the Windows desktop, then select
> **Favorites > Get Anti-Virus**. This will open a DynaVox
> Knowledge Base article on MSE.

> **Note:**   It is important to remember that no virus protection
> method is foolproof. As with any computer, you should
> routinely back up your important data to an external
> location (refer to ***Back Up the Selected User*** for more
> information).

Connect a Wireless Network Adapter

If you are using an older Series 5 device that does not have built-in WiFi support,
you must connect a wireless networking adapter to one of the USB ports. Refer to
the Knowledge Base on the DynaVox website (***www.dynavoxtech.com***) and
perform a keyword search on "wireless network adapters." A variety of wireless
adapters are available at most computer electronics retail stores.

> **Note:**   If you choose to use a wireless network adapter that is not
> listed on the DynaVox Knowledge Base, you may be
> required to install drivers for the adapter that are shipped
> on CD. This would require the use of an external CD drive.
> The Series 5 devices do not include this hardware; you
> would need to purchase it at a computer electronics retail
> store.

The very first time that you connect a wireless adapter to your Series 5 device,
there will be a brief delay, as your Series 5 device installs the required drivers. If

you are using an open Series 5 device, you may see some progress messages from Microsoft Windows.

> **Note:** Depending on the wireless adapter that you are connecting, the Microsoft *Add Hardware Wizard* may appear, and require you to manually step through the installation process. Simply follow the wizard directions to successfully install the adapter drivers.

> **Note:** If you are using a USB wireless adapter, be sure to always connect it to the same USB port on your Series 5 device. If you plug it into another USB port, your Series 5 device will have to install the adapter drivers a second time.

Establishing a Wired Internet Connection

> **Note:** Before you can use your Series 5 device for any Internet activities, you must acquire Internet service through a third-party vendor. DynaVox Technologies does not provide Internet access.

- If you are using older Series 5 hardware that does not have built-in wireless Internet ("WiFi") capability, you can use a wired network connection to access the Internet through your Series 5 device. To do so, you must connect a network cable to the Ethernet port on the left side of your Series 5 device.

- If you are using a newer Series 5 device that does not have an Ethernet port, but cannot connect to a wireless network, you must acquire a USB-to-Ethernet adapter, and connect it to one of the USB ports on your Series 5 device (these adapters can be found at most computer electronics retail stores). Then, you can connect a network cable to the Ethernet adapter.

Once the network cable is attached, your device will be seen as a typical Windows computer on the network.

> **⚑ Note:**   Your Series 5 device shipped with Microsoft Security
> Essentials (MSE) software pre-loaded, set to protect your
> system from viruses. For more information on MSE, launch
> **Mozilla Firefox** from the Windows desktop, then select
> **Favorites > Get Anti-Virus**. This will open a DynaVox
> Knowledge Base article on MSE.

> **⚑ Note:**   It is important to remember that no virus protection
> method is foolproof. As with any computer, you should
> routinely back up your important data to an external
> location (refer to ***Back Up the Selected User*** for more
> information).

Establishing a Dialup Internet Connection

The DynaVox Series 5 software enables you to use an external dialup modem
connection to access the Internet through your Series 5 device.

> **⚑ Note:**   Before you can use your Series 5 device for any Internet
> activities, you must acquire dialup Internet service through
> a third-party vendor. DynaVox Technologies does not
> provide Internet access.

This type of connection requires the use of an external dialup modem and a
telephone line. Once you have acquired the modem and Internet service, you
will need to create at least one dialup profile. Then you can use that profile to
connect to the Internet through the dialup modem.

> **⚑ Note:**   The DynaVox Series 5 software provides a group of
> behaviors (Ask and Connect to Modem, Connect to
> Modem and Disconnect Modem) that are designed to
> make connecting to the Internet via dialup modem more
> efficient. These behaviors can be found in the
> Miscellaneous category in the *Behavior Editor* menu. For
> more information on adding behaviors to buttons, refer to
> ***Chapter 8: Assigning Behaviors***.

Create a Dialup Profile

Before you can use your the dialup modem with your Series 5 device, you must configure the modem settings for your Internet service (an account that is supplied by an independent email provider). You may need to consult the documentation, website or technical support of the third-party provider for information about Internet connectivity.

To create a dialup connection profile in your DynaVox Series 5 software:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select **Input/Output Settings** from the *Setup* menu. The *Input/Output Settings* menu will open.

3. Select the **Dialup Configuration** button. The *New Connection* menu will open.

NEW CONNECTION MENU

New Connection

Full Phone Number

Choose a name for this connection

User / Account Name

Password

OK   Cancel

> **Note:** If the Dialup Configuration menu appears, it means that you already have a dialup profile in your DynaVox Series 5 software. To add another dialup profile, select the drop-down menu in the Dialup Configuration menu, and then select Make a new connection. The New Connection menu will open.

4. Select the **Full Phone Number** text box (the system keyboard will open).

5. Enter the full telephone number (including any required additional numbers) and select the **OK** button to close the system keyboard.

6. Select the **Choose a name for this connection** text box (the system keyboard will open).

7. Enter a text name for this connection (for example, "Work Line," "Home Dialup," etc.) and select the **OK** button to close the system keyboard.

8. Select the **User/Account Name** text box (the system keyboard will open).

9. Enter the account name for your Internet access account and select the **OK** button to close the system keyboard.

10. Select the **Password** text box (the system keyboard will open).

11. Enter the password for your Internet service account and select the **OK** button to close the system keyboard.

12. Select the **OK** button to close the *New Connection* menu. Keep selecting the **OK** button to close all open menus.

The dialup profile that you just entered is now stored in your DynaVox Series 5 software. You may choose that profile the next time that you want to connect to the Internet through an external dialup modem.

Establish the Dialup Connection

> **Note:**   If you have not entered the necessary Internet connectivity information into your DynaVox Series 5 software, refer to .

To establish a dialup connection to the Internet on your Series 5 device:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select **Input/Output Settings** from the *Setup* menu. The *Input/Output Settings* menu will open.

3. Select the **Dialup Configuration** button. The *Dialup Configuration* menu will open.

DIALUP CONFIGURATION MENU

4. Select the **Available Connections** drop-down menu. The menu will expand to list all of the dialup profiles that you have created.

5. Select the profile that you want to use. The menu will close, displaying your selection.

6. Select the **Begin Dialing** button to establish the connection. The modem will begin the dialing procedure. When the connection status reads "Connected," the modem has successfully connected to the Internet.

7. Select the **OK** button to close the *Dialup Configuration* menu.

> **Note:** Closing the *Dialup Configuration* menu will not disconnect your Internet connection. For instructions on ending your Internet connection, refer to ***End the Dialup Connection***.

8. Select the **OK** button to close the *Input/Output Settings* menu. Keep selecting the **OK** button to close all open menus.

End the Dialup Connection

To end the dialup connection to the Internet on your Series 5 device:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select **Input/Output Settings** from the *Setup* menu. The *Input/Output Settings* menu will open.

3. Select the **Dialup Configuration** button. The *Dialup Configuration* menu will open.

4. Select the **Hang Up** button. When the connection is ended, the connection status will read "Not connected."

Select the **OK** button to close the *Dialup Configuration* menu. Keep selecting the **OK** button to close all open menus.

USING EMAIL

The *Email and Text Messaging* menu enables you to send and receive email messages through your Series 5 device. This menu can be accessed through the *Tools* menu. This menu provides tools for creating, sending, receiving and managing email messages.

> **Note:**   Before you can use the email capabilities of the DynaVox Series 5 software, you must acquire Internet access from a third-party vendors. DynaVox Technologies does not provide Internet access.

To open the *Email and Text Messaging* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

> **Note:**   You can also open this menu by selecting a button with the Show Email Browser behavior. See **Use the Behavior Editor to Add a Behavior**.

EMAIL AND TEXT MESSAGING MENU

Folders   Message Viewport   Preview Viewport

The *Email and Text Messaging* menu features the following options:

Email Tab	Select this tab to display the controls, viewports and message folders reserved for email messages.
Text Messaging Tab	Select this tab to display the controls, viewports and message folders reserved for text messages (see **Using Text Messaging**).
Next Msg Up	Move the highlight one message up in the message viewport.
Next Msg Down	Move the highlight one message down in the message viewport.
Select All	Select this check box to select all of the messages in the message viewport.
Folders	This small viewport displays the folders that contain your messages, and the number of messages in each folder. The active folder is highlighted and displayed in a larger font. The emails contained in the active folder are displayed in the message viewport. To display the messages that are in another folder, select the folder name.
Message Viewport	This viewport displays the messages contained in the active folder. The active message is highlighted, and a preview of its text is shown in the preview viewport below. You can sort the message viewport by sender, subject, date or number of attachments.
Preview Viewport	This viewport, located below the message viewport, displays a preview of the text of the active message (highlighted in the message viewport).
Compose	Compose a new email message.
Check for Messages	Send any outgoing messages that have not yet been sent and receive any incoming messages that have not yet been downloaded.
View	View a complete version of the message that is highlighted in the message viewport.
Reply	Compose a reply to the sender of the active message (highlighted in the message viewport).
Reply to All	Compose a reply to the sender and to all recipients of the active message (highlighted in the message viewport).

Forward	Compose a new email message that includes a copy of the active message (and its attachments). Your comments will be added at the beginning of the message.
Delete	Move the selected message into the *Trash* folder. If the *Trash* folder is the active folder, this will permanently delete the selected message.
Options	Open the *Email Options* menu and edit the settings for your email account (see **Configuring Email Options**).
Addresses	Open the *Address Book* menu (see **Using the Address Book**).
OK	Close the *Email and Text Messaging* menu and return to the regular communications mode for your Series 5 device.

The remainder of this section offers step-by-step instructions for composing original email messages, sending and receiving email messages, and sorting and storing received messages.

Configuring Email Options

Before you can use your Series 5 device to send and receive email, you must configure the communication settings between your device and your email client (either a free email account provided by DynaVox Technologies, or an account that is supplied by an independent email provider). If you will be using a third-party email provider, consult their documentation, website or technical support for information about email and Internet connectivity to properly configure your Series 5 device.

> **Note:** Even though DynaVox Technologies provides a free email account for use with a Series 5 device, you must acquire Internet service through a third-party vendor. DynaVox Technologies does not provide Internet access.

To open the *Email Options* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Options** button. The *Email Options* window will open.

EMAIL OPTIONS MENU

The *Email Options* menu is organized by tabs. Each tab pane contains a different group of controls and options:

General	Provides fields for general information about your email account, such as user information, logon information and the addresses of the servers that send and receive email. You can use this tab to set up your DynaVox email account. You can also use this tab to connect to a pre-existing email account through a third-party provider.
Composing Messages	Provides settings that affect the way you compose your outgoing email messages. You can select an email page and a signature file, specify the message format and more.
Managing Messages	Provides tools that help you choose how the DynaVox Series 5 software manages your email messages. You can select how often the software checks your server for incoming email, how the software alerts you when you receive email and more.

More Server Settings	Displays advanced port settings for sending and receiving email. It also provides access to authentication tools. These controls already contain default values that normally will not need to be adjusted.
Advanced	Enables you to change the password for your DynaVox email account. It also supplies diagnostic tools for Internet connection status and error reporting.

Create Your DynaVox Email Account

The *General* tab pane of the *Email Options* menu first requires you to select an email provider. You can either create the one free email account that DynaVox Technologies provides for each Series 5 device, or you can connect to an existing email account from an independent third-party email provider. After that choice is made, the menu provides a number of settings that define how the email client in the DynaVox Series 5 software interacts with your email service provider. Use these controls to enter the proper settings as determined by your email service provider.

> **Note:** Regardless of the number of users are stored on your Series 5 device, DynaVox Technologies only supplies one free email account per device.

> **Note:** You may enter email account and connectivity information for both your DynaVox email account and for a third-party email account in the *General* tab. However, the Series 5 device will only connect to one email account at a time.

> **Note:** The steps below describe how to set up your DynaVox email account. For the instructions on setting up a third-party email account, refer to ***Set Up a Third-Party Email Account***.

> **Note:** Your device must have an active connection to the Internet while performing this procedure. Refer to ***Connecting to the Internet*** for more information.

To set up your DynaVox email account in the *General* tab pane of the *Email Options* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Options** button in the bottom right corner of the menu. The *Email Options* window will open.

EMAIL OPTIONS MENU - GENERAL TAB

4. Select the **Use DynaVox Email Account** check box.

5. The *Create User Name* window will open. Select the text box (the system keyboard will open) and complete this step.

   a. Enter the first half of the email address that you want to create. For example, if you enter *john.doe*, your complete email address will be *john.doe@mydvox.com*.

📭 **Note:** Once the user name for this DynaVox email account is set, it cannot be changed.

---

   b. Select the **OK** button. The system keyboard will close, and the text that you entered will be shown in the text box of the *Create User Name* menu.

6. Select the **OK** button to continue. An hourglass will appear while the device is processing your email account (checking to make sure the name you requested is available).

7. The *Set DynaVox Email Password* window will open. Select the *Password* text box (the system keyboard will open) and enter your password. The password must be between 6 and 16 characters long. Select the **OK** button to close the system keyboard.

> ⚑ **Note:** The password for your DynaVox email account is case-sensitive. If you are ever prompted to enter it, you must match the upper and lower case letters that you assign here.

8. Select the *Confirm Password* text box and use the system keyboard re-enter your password, exactly as you did in the previous step. Then select the **OK** button.

9. Select the **OK** button to continue.

10. The *DynaVox Email Confirmation* window should open to state that your DynaVox email account is ready to use. Select the **OK** button to close this window and continue.

11. The *Email Options* menu will open again, with most of the text boxes filled in. The information in those text boxes was automatically generated by the DynaVox Series 5 software.

EMAIL OPTIONS MENU - GENERAL TAB PANE

Email Options

General | Composing Messages | Managing Messages | More Server Settings | Advanced

☒ Use DynaVox Email Account   ☐ Use Alternate Email Account

User Information

Your Name

Email Address   mart.s@mydvox.com

Logon Information

User Name   mart.s@mydvox.com

Password   ********

Server Information

Incoming mail server (POP3)   mail.mydvox.com

Outgoing mail server (SMTP)   smtp.mydvox.com

Test Server Connections

OK   Cancel

12. Select the *Your Name* text box (the system keyboard will open). Enter your name as you would like it to appear in outgoing email messages, then select the **OK** button to close the system keyboard.

13. You may select the **Test Server Connections** button to test your device's connection with the email services.

14. Once you have finished, select the **OK** button to close the *Email Options* menu.

> **Note:** It is recommended that you select the *Check for Messages* button in the *Email and Text Messaging* menu as soon as your DynaVox account is set up. If everything is set up properly, you should see a 'Welcome to MyDvox.com' email message appear in your *Inbox* folder, after you select the *Check for Messages* button. This message is sent to confirm that the free email account for your V/Vmax device has been activated.

15. Keep selecting the **OK** button to close all open menus.

Set Up a Third-Party Email Account

The *General* tab pane of the *Email Options* menu first requires you to select an email provider - either the email account provided by DynaVox Technologies, or an independent third-party email provider. After that choice is made, the menu provides a number of settings that define how the email client in the DynaVox Series 5 software interacts with your email service provider. Use these controls to enter the proper settings as determined by your email service provider.

> **Note:** You may enter email account and connectivity information for both your DynaVox email account and for a third-party email account in the *General* tab pane. However, the Series 5 device will only connect to one email account at a time.

> **Note:** The steps below describe how to set up your third-party email account. For the instructions on setting up your DynaVox email account, refer to ***Create Your DynaVox Email Account***.

To set up your third-party email account in the *General* tab pane of the *Email Options* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Options** button at the bottom of the menu. The *Email Options* window will open.

EMAIL OPTIONS MENU - GENERAL TAB PANE

4. Select the **Use Alternate Email Account** check box.

5. Fill in all of the text boxes according to the specifications from your third-party email provider.

Your Name	Select this text box and enter your name as you want it to appear in outgoing email messages.
Email Address	Select this text box and enter your email address (for example, *userid@provider-name.com*).
User Name	Select this text box and enter the user name for your email account.
Password	Select this text box and enter the password for your email account.
Incoming Mail Server (POP3)	Select this text box and enter the address of the POP3 (Post Office Protocol) server that stores your incoming email.
Outgoing Mail Server (SMTP)	Select this text box and enter the address of the SMTP (Simple Mail Transfer Protocol) server that will send your outgoing email.

Note: Consult the resources provided by your third-party email account supplier for information regarding the POP3 and SMTP email servers.

6. You may select the **Test Server Connections** button to test your device's connection with the email services. If an error occurs, you may need to edit one of the fields in the *General* tab pane.

7. Once you have finished, select the **OK** button to close the *Email Options* menu. Keep selecting the **OK** button to close all open menus.

Define Settings for Composing Messages

The *Composing Messages* tab pane of the *Email Options* menu provides options designed to simplify the process of creating outgoing email messages. It enables you to define an email page, a signature file and the message formatting, and also provides an option for automatically generating subject text. This tab pane defines the majority of the interactions between your Series 5 pages and the email functionality of the software.

To use the tools in the *Composing Messages* tab pane of the *Email Options* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Options** button at the bottom of the menu. The *Email Options* window will open.

4. Select the **Composing Messages** tab.

EMAIL OPTIONS MENU - COMPOSING MESSAGES TAB PANE

5. To choose the page you want to use when composing, forwarding or replying to email messages, select the **Use my Email Page to compose messages** check box (this check box is selected as a default setting). The current choice (assigned by the User Setup Wizard) is displayed on the button to the right of the check box. If you want to select a different page than the page the User Setup Wizard chose, then complete the rest of this step:

    a. Select the button to define your email page. The *Select an Email Page* menu will open.

    b. Find the page that you want to use when composing email messages by using one of the following methods:

    • Select the *Search* text box and enter the exact name of the page you want to find. Select the **OK** button to close the system keyboard. The appropriate page will be highlighted in the right viewport.

    • Visually search through the page sets in the left viewport, selecting a folder to display its contents in the right viewport (you may also select an expansion box to display sub-folders in the left viewport). Use the

scroll bars to view all of the available options in both viewports. Select the desired page in the right viewport.

   c. Select the **OK** button to close the *Select an Email Page* menu. The name of the page you selected will be displayed in the button in the *Composing Messages* tab pane.

6. To automatically append a "signature file" (a message that can contain your name, email address and other contact information) to the end of your messages, select the **Use my signature file** check box. The current choice is displayed on the button beside the check box. If the button reads "None selected", then complete the rest of this step:

> **Note:** To create a signature file, refer to the step-by-step instructions in ***Create a Signature File***. Once you have created the file, return here and complete these steps.

   a. Select the button to define your signature file. The *Choose Signature File* menu will open.

   b. Select the *Search* text box and enter the exact name of the signature file that you want to find. Select the **OK** button to close the system keyboard. The appropriate file will be highlighted in the right viewport.

   c. Select the desired file in the right viewport.

   d. Select the **OK** button to close the *Choose Signature File* menu. The name of the text file you selected will be displayed in the button in the *Composing Messages* tab pane.

7. Select the **Use the first line in my Email Page's Message Window as the subject line** check box to automatically fill the *Subject* field with the first line text from the Message Window.

> **Note:** If the *Subject* line is already filled with text (i.e., a reply to a previous message or a forwarded message), this setting will be overridden.

8. Select the **Send messages using this format** drop-down menu to choose the format for your outgoing messages. The options are: *Plain Text*, *HTML* or *Auto*.

> **Note:** If you set the format to *Auto*, a message that contains images or a non-standard font, font size or color will be sent as HTML. Otherwise, it will be sent as plain text.

9. Select the **OK** button to close the *Email Options* menu. Keep selecting the **OK** button to close all open menus.

Create a Signature File

> 🏳 **Note:** Before you begin these steps, your device must be in normal communications mode. You must close all system menus that may be currently open before continuing with this procedure. Additionally, the active page must have a Message Window.

You can use the Message Window to create a signature file that will be added to the end of your outgoing email messages. This file can include your contact information (email address, phone numbers, etc.), or any other information that you choose to include. An example of a signature file is shown below.

SIGNATURE FILE EXAMPLE WITH SYMBOLS

> 🏳 **Note:** If you want to include symbols in your signature file, make sure that the *Use Symbols in the Message Window* check box is checked in the *Message Window* tab pane of the *Interface Features* menu. Refer to **Define the Message Window Settings** for more information.

Once you have created the message that you want to use, follow these steps to save it as a text file.

1. Select **Main Menu > File > Save Message**. The *Enter File Name* menu will open.

2. Use the left viewport to find the folder where you want to save the file. If you want to save it in the *User Files* folder, proceed to step 5.

3. Select the **Name** text box. The system keyboard will open.

4. Enter the name for the signature file and select the **OK** button to close both the system keyboard and the *Enter File Name* menu.

The signature file will be saved in the folder that you chose in step 4. The software will automatically add a *.txt* extension to the file name.

Manage Your Email Messages

The *Managing Messages* tab pane of the *Email Options* menu offers a number of settings that help you manage your incoming and outgoing email messages.

To use the tools in the *Managing Messages* tab pane of the *Email Options* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Options** button at the bottom of the menu. The *Email Options* window will open.

4. Select the **Managing Messages** tab.

EMAIL OPTIONS MENU - MANAGING MESSAGES TAB PANE

The *Managing Messages* tab pane is divided into two group boxes: *Receiving Messages* and *Storing Messages.*

5. Select the **Check for new messages every ___ minutes** check box to automatically check for new email at regular intervals (this check box is selected by default, with the time interval set to 15 minutes). If you want to change the interval, complete this step:

   a. Select the button to the right of the *Check for new messages every ___ minutes* check box. The *Enter Number* keypad will open.

     b. Enter the desired number of minutes.

     c. Select the **OK** button. The *Enter Number* keypad will close, and the value you entered will be displayed on the button to the right of the check box.

6. Select the **When a message is received** drop-down menu to determine how the DynaVox Series 5 software will react when a new message is received. Choose from the following options: *Show Icon in Title Bar*, *Show an Alert* or *Show and Speak an Alert*.

> **Note:** Refer to *Set Up an Email Prompt* for more information on these options.

7. Select the **Leave messages on the server** check box to store a backup copy of your received messages on the email server. If this check box is not selected, your Series 5 device will contain the only copy of your received messages (no backup copies will exist).

   Most POP3 servers expect you to delete your incoming messages after you have downloaded them. If you leave messages on the server, they will download to the device whenever they are not found on your device (after you delete them, for example). Unless you are accessing your email from other email programs, this option is not recommended.

> **Note:** MyDvox account users do not have the option of leaving messages on the server.

8. Select the **Save Sent Messages** check box to save a copy of all the email messages that you send in your *Sent* folder (this check box is selected by default).

9. Select the **Empty Trash when exiting** check box to automatically delete messages from the *Trash* folder when you close the *Email and Text Messaging* menu.

10. Select the **OK** button to close the *Email Options* menu. Keep selecting the **OK** button to close all open menus.

Adjust Your Email Server Settings

The *More Server Settings* tab pane of the *Email Options* menu provides controls for adjusting the server port numbers for your outgoing and incoming email servers. In most cases, these settings will never need to be adjusted. They are

currently set to values that are in use by most email service providers. However, the controls are provided here, just in case they ever need to be adjusted.

This tab pane also provides the tools to enable SMTP authorization. This is not commonly used, but may be requested if you choose to use an independent third-party email provider.

To use the tools in the *More Server Settings* tab pane of the *Email Options* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Options** button at the bottom of the menu. The *Email Options* window will open.

4. Select the **More Server Settings** tab.

EMAIL OPTIONS MENU - MORE SERVER SETTINGS TAB PANE

The *More Server Settings* tab pane contains the following options:

Incoming Mail Server (POP3)	Typically, this port number should be set to 110. This is the standard port setting for POP3 access.
Outgoing Mail Server (SMTP)	Typically, this port number should be set to 25. This is the standard port setting for SMTP access.

> **Note:** Under most circumstances, these settings will not ever need to be changed.

Use SSL for Incoming Mail	Select this check box if your third-party email provider requires the SSL (Secure Sockets Layer) protocol for incoming email.
Use SSL for Outgoing Mail	Select this check box if your third-party email provider requires the SSL protocol for outgoing email.

> **Note:** For detailed information on SSL requirements, contact the technical support department of your third-party email provider.

Authenticate by connecting to POP3 server	Select this check box to verify your identity to the SMTP server by automatically connecting to your POP3 server before you attempt to send outgoing email.
Authenticate by using LOGIN	Select this check box if your SMTP server requires you to use a separate user name and password to send outgoing email. If you select this check box, enter the information that was supplied by your service provider in the *SMTP User Name* and *SMTP Password* text boxes. (If you leave these fields blank, the *User Name* and *Password* values on the *General* tab pane will be used.)

5. Select the **OK** button to close the *Email Options* menu. Keep selecting the **OK** button to close all open menus.

Note: The Series 5 software provides email enhancements which incorporate Universal SSL tunnel technology in accordance with the GNU General Public License for use of public source code. The SSL functionality was developed using the OpenSSL and Stunnel projects.

stunnel   Universal SSL tunnel
Copyright (C) 1998-2009 Michal Trojnara
<Michal.Trojnara@mirt.net>

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.

See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, see <http://www.gnu.org/licenses>.

Linking stunnel statically or dynamically with other modules is making a combined work based on stunnel. Thus, the terms and conditions of the GNU General Public License cover the whole combination.

In addition, as a special exception, the copyright holder of stunnel gives you permission to combine stunnel with free software programs or libraries that are released under the GNU LGPL and with code included in the standard release of OpenSSL under the OpenSSL License (or modified versions of such code, with unchanged license). You may copy and distribute such a system following the terms of the GNU GPL for stunnel and the licenses of the other code concerned.

Note that people who make modified versions of stunnel are not obligated to grant this special exception for their modified versions; it is their choice whether to do so. The GNU General Public License gives permission to release a modified version without this exception; this exception also makes it possible to release a modified version which carries forward this exception.

Advanced Email Options

The *Advanced* tab pane of the *Email Options* menu provides controls for changing the password for your DynaVox email account. It also supplies diagnostic tools for Internet connection status and error reporting.

> 🏳 **Note:**   For normal operation, you should have very little need to access this tab pane and use the controls that it contains. These tools are primarily provided to help DynaVox Technical Support staff in the event of a technical support issue concerning Internet connectivity and your DynaVox email account.

To use the tools in the *Advanced* tab pane of the *Email Options* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Options** button at the bottom of the menu. The *Email Options* window will open.

4. Select the **Advanced** tab.

EMAIL OPTIONS MENU - ADVANCED TAB PANE

The *Advanced* tab pane contains the following options:

Load DynaVox Email Account for this Device	If you imported a *.user* file from another DynaVox device and made it the active user (refer to **Chapter 20: Managing User Data Files** for more information), it is possible that the email account information for that *.user* file is in place on your device. Select this button to restore the email account information for your device.
Change DynaVox Email Password	Select this button to change the password for your DynaVox email account. You will be prompted to enter a new password.
Show Internet Connection Status	Select this button to display the current status of your Internet connection.
Show Last Errors	Select this button to display a report of the most recent Internet and connectivity errors (if any) logged into your device.

> **Note:** Under most circumstances, these controls will very rarely need to be accessed.

5. Select the **OK** button to close the *Email Options* menu. Keep selecting the **OK** button to close all open menus.

Save Sent Email Messages

The DynaVox Series 5 software provides you with the option to save copies of the email messages that you send. Saving sent messages in the *Sent* folder enables you to refer to them at a later time. You may choose to forward (or re-send) a sent message to a different recipient. Messages that are saved in the *Sent* folder can be accessed or deleted at any time.

> **Note:** The *Save Sent Messages* check box is selected by default.

To save a copy of your outgoing email messages:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Options** button at the bottom of the menu. The *Email Options* window will open.

4. Select the **Managing Messages** tab.

5. Select the **Save Sent Messages** check box.

6. Select the **OK** button to close the *Email Options* menu. Keep selecting the **OK** button to close all open menus.

Going forward, each message that you send will be copied to the *Sent* folder in the *Email* tab pane of the *Email and Text Messaging* menu.

Email Behaviors and Tools

The DynaVox Series 5 software provides several behaviors that streamline the process of sending an email message. You can use these behaviors to quickly and easily transform the text you have created in the Message Window into an email message, define the recipient(s), and send the message out over an active Internet connection.

> **Note:** Refer to ***Chapter 8: Assigning Behaviors*** for instructions on programming a button. These behaviors can be found in the Email behavior category of the *Behavior Editor* menu.

The Series 5 behaviors associated with sending email are:

- **Check for Email Messages:** sends any outgoing messages that have not yet been sent, and will also check the email server for any incoming messages that have not yet been downloaded to your Series 5 device.

- **Complete Email:** copies the contents of the Message Window into the body of an outgoing email message in the *Compose Email* menu. If you are replying to an email, the original sender's email address will be automatically filled in. If you are forwarding an email message, any attachments will be automatically included in the new message.

- **New Email:** opens the *Compose Email* menu, which enables you to create an original email message and send it to the recipient(s) of your choice. It also loads the contents of the Message Window into the message viewport of the menu.

- **Quick Email:** sends the text in the Message Window as an email message to the recipient that you defined when you programmed the behavior into the button.

- **Quick Email To... :** sends the text in the Message Window as an email message, but it allows you to choose the recipient from the *Address Book* menu before the message is sent.

- **Quick Reply to Current Email:** if you are viewing a received email message, this behavior immediately sends the text in the Message Window out as an email message, addressed to the sender of the current email message.

- **Read Next Email Message:** displays the text of the next received email message in the Message Window.

- **Read Previous Email Message**: displays the text of the previous received email message in the Message Window.

- **Show Email Browser:** opens the *Email and Text Messaging* menu.

The DynaVox Series 5 software also includes two active labels that are designed specifically for use on your email page. These are most useful when you are replying to or forwarding an email message that you have received:

- **Pending Email Subject:** displays the subject text of the email message that is currently being created

- **Pending Email To:** displays the email address to which the new email message will be sent

If you include these active labels on your email page, they will display the addresse(es) of the recipient(s) and the subject text of the email message that is currently open.

> **Note:**   Refer to ***Creating and Modifying Active Labels*** for step-by-step instructions on using active labels in your pages.

Send an Email using Quick Email Behaviors

The DynaVox Series 5 software provides behaviors that enable you to quickly transform the text that you entered in the Message Window into an email message. You can program buttons on your frequently-used communication pages with these behaviors, in order to efficiently send email messages to your family or friends.

The two applicable behaviors are:

- **Quick Email:** sends the text in the Message Window as an email message to the recipient that you defined when you programmed the behavior into the button.

- **Quick Email To...:** sends the text in the Message Window as an email message, but it allows you to choose the recipient from your *Address Book* before the message is sent.

> **Note:** Refer to ***Chapter 8: Assigning Behaviors*** for instructions on programming a button. These behaviors can be found in the Email behavior category of the *Behavior Editor* menu.

To send an email message using one of the Quick Email behaviors:

1. Program a button with either the Quick Email or the Quick Email To... behavior.

2. Create a message in the Message Window.

3. When the message is complete, select the button that you programmed with one of the Quick Email behaviors.

4. If you used the Quick Email behavior, the process is complete. Your message has been copied into the *Outbox* folder, and will be sent to the email address you listed when you added the behavior to the button. If you used the Quick Email To... behavior, complete the rest of this step:

   a. The *Send To* menu will open, listing the entries in the *Address Book* menu.

   b. Select the check box next to each email address that you want to include. If an intended recipient is not listed in the viewport, select the text box at the bottom of the menu and use the system keyboard to enter the recipient's email address.

   c. Select the **OK** button.

Use either of these behaviors to quickly and efficiently send email messages from your frequently-used communication pages.

Using an Email Page for Outgoing Email Messages

The *Composing Messages* tab pane of the *Email Options* menu enables you to define an email page. This page would contain specific behaviors, active labels and other features that are designed to simplify the process of sending an email message.

This page may also include the tools you use to generate novel messages (keyboard buttons, predictor buttons, access to popups, etc.). If your email page does not include these tools, then you should create a link between your email

page and the page that you typically use to create messages (refer to ***Add the Go to Page Behavior*** for step-by-step instructions).

> **Note:** The DynaVox Series 5 software includes a group of sample email pages. You can modify one of these sample pages and assign it as your email page. To find these sample email pages, open the *Page Navigator* menu (refer to click here) and select the *Email and Text Pages* folder in the left viewport.

If you create an email page, you can set up the software to automatically open this page when you are forwarding or replying to an email.

The following sections describe how to modify an email page, how to assign an email page, and how to use an email page to effectively and efficiently create outgoing email messages.

Modify a Sample Email Page

The DynaVox Series 5 software provides a wide variety of sample email pages (in the *Email and Text Pages* folder in the *Page Browser* menu). These pages already include the behaviors that were designed to simplify the process of sending an email message (see ***Email Behaviors and Tools***). You can use one of these email pages to quickly and easily create email messages.

It is likely that one of these sample email pages will provide all of the message-generation features and shortcuts that you need to efficiently communicate. In case none of them do, you can use the Page Editor to customize one of the sample email pages to perform your desired tasks.

Once you decided which sample page to use as your email page (and modified it if necessary), you can set up the software to automatically open this page when you are forwarding or replying to an email.

> **Note:** Depending on your preferred button layout, you may be able to fit the email-related controls on your Home page, and designate that as your email page. If you cannot, you should make a separate page with the email commands and designate that as your email page. You should then create a link to it from your main communication page and vice versa. Refer to ***Add the Go to Page Behavior*** for step-by-step instructions.

Your email page **must** contain these two elements:

- a Message Window
- a button with the Complete Email behavior

Other suggestions for the tools and behaviors that you could incorporate into your email page include:

- The Pending Email Subject and Pending Email To active labels, to display the current subject text and email recipient (see click here for more information)

- A Quick Email popup, containing buttons with the Quick Email or Quick Email To behaviors (see click here for more information)

- A button with the New Email behavior, to use when finished writing the text of a new email (see click here for more information)

- A button with the Show Email Browser behavior, to open the *Email and Text Messaging* menu (see click here for more information)

- Access to the *My Phrases* menu (whether through the title bar or through another button)

- Phrase prediction buttons or other rate enhancement tools of your choice (see ***Chapter 16: Using Rate Enhancement Tools*** for more information)

Once you have modified your email page to suit your preferences, refer to ***Assign an Email Page*** for instructions on defining your email page.

Assign an Email Page

Once you have programmed your email page with the email behaviors and tools that you want, you should assign the email page in the *Composing Messages* tab pane of the *Email Options* menu.

The software will open your email page whenever you compose, edit, forward or reply to an email message.

To assign the email page:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Options** button at the bottom of the menu. The *Email Options* window will open.

4. Select the **Composing Messages** tab.

5. Confirm that the **Use my Email Page to compose messages** check box is selected (this is a default setting). If it is not, then select it.

6. Select the button to the right of the check box. The *Select an Email Page* menu will open.

7. Find the page that you want to use when composing email messages by using one of the following methods:

- Select the *Search* text box and enter the exact name of the page you want to find. Select the **OK** button to close the system keyboard. The appropriate page will be highlighted in the right viewport.

- Visually search through the page sets in the left viewport, selecting a folder to display its contents in the right viewport (you may also select an expansion box to display sub-folders in the left viewport). Use the scroll bars to view all of the available options in both viewports. Select the desired page in the right viewport.

8. Select the **OK** button to close the *Select an Email Page* menu. The name of the page you selected will be shown in the button in the *Email Options* window.

9. Select the **OK** button to close the *Email Options* menu. Keep selecting the **OK** button to close all open menus.

Whenever you reply to or forward an email message, the DynaVox Series 5 software will automatically open your email page.

Create a New Email Message (via an Email Page)

You can use your email page to create an original message (using the tools that you are comfortable with) and quickly transform it into an outgoing email message. You can then send the email message to the recipient(s) of your choice. You can also attach other files to your email message, or save the message as a draft.

> **Note:** Before you can complete these steps, you must make sure that you have defined an email page (refer to click here), and that you have enabled the *Use my Email Page to compose messages* check box in the *Composing Messages* tab pane of the *Email Options* menu (refer to click here).

To create a new email message using your email page:

1. Navigate to your email page.

2. Create your message in the Message Window, using the behaviors and tools available on your email page.

3. When your message is complete, select the button with the Complete Email behavior. The *Compose Email* menu will open, displaying the text from the Message Window in the large viewport.

4. To enter the email address(es) for the recipient(s) of the message, select the To button (the *Send To* menu will open) and complete this step:

a. The *Send To* menu lists the entries in your *Address Book* menu. Select the recipient(s) from this list.

b. Select the **OK** button. The *Send To* menu will close, and the recipient(s) that you selected will appear in the text box to the right of the *To* button.

c. If a recipient was not included in the list shown in the *Send To* menu, select the *To* text box (the system keyboard will open).

d. Enter the email address that you want to include.

> **Note:** If there are already email addresses listed in the window of the system keyboard, use the arrow keys to move the cursor to the end of the list before adding any new email addresses. Multiple email addresses must be separated by semicolons.

e. Select the **OK** button. The system keyboard will close, and the address you entered will be added to those in the *To* text box.

5. If you want a "carbon copy" of the email message sent to another address, select the **Cc** button to open the *Send Copy To* menu. This menu lists the entries in your *Address Book* menu. Select the recipient(s) from this list and then select the **OK** button. If a recipient is not included in this list, select the text box to the right of the *Cc* button and use the system

keyboard to enter the email address. Then, select the **OK** button to close the system keyboard when finished.

> **Note:** Multiple email addresses must be separated by semicolons.

6. Select the **Subject** text box and use the system keyboard to enter the subject of the email. Then select the **OK** button.

> **Note:** To program the software to automatically generate subject text for outgoing email messages, refer to Refer to *Define Settings for Composing Messages*.

7. If you want to attach a file to this email message, select the **Attach Files** button and complete this step.

    a. Use the *Select a File* menu to find the file that you want to attach to the email message:

> **Note:** If you want to find a file that is stored on an external file sharing device that is connected to your Series 5 device, select the **Show All Directories** check box. Then, in the left viewport, select the icon that represents the file sharing device that is connected to your Series 5 device. Typically, this is drive *D:*, *E:,* or *F:*.

> **Note:** If you are using an open Series 5 device (or the DynaVox Series 5 software on a Windows computer), select the **Show All Directories** check box to gain access to the entire hard drive of your Series 5 device (or computer).

- To use the *Search* feature, select the **Search** text box (the system keyboard will open) and enter the name of the file that you want to find. Select **OK** to close the system keyboard. The file will be highlighted in the viewport.

- To find a file in the viewport, select the expansion box beside the **User Files** folder (or double-select the folder). Use the scroll bar buttons and the sub-folders to find the file that you want to attach, and select it in the right viewport.

    b. Select the **OK** button to close the *Select a File* menu. The name of the file you attached will be displayed to the right of the *Attach Files* button in the *Compose Email* menu. If you want to remove the attached file, select the *Remove Attachments* button.

8. When you are finished creating your email message, you have the following options:

   • Select the **Save Draft** button to save this email message as a draft that you could revise and send later. The *Compose Email* menu will close, and the message will be saved in the *Drafts* folder.

   • Select the **Send** button to send the email message. The *Compose Email* menu will close, and the message will be copied to the *Outbox* folder. An attempt will be made to send the message immediately.

> **Note:** If you have the *Save Sent Messages* option turned on, a copy of the email that you sent will be stored in the *Sent* folder.

Revise an Email Draft (via an Email Page)

The *Drafts* folder in the *Email* tab pane of the *Email and Text Messaging* menu contains any email messages that you have started to write but have not yet sent out. You have the option to revise these messages before sending them out.

> **Note:** Before you can complete these steps, you must make sure that you have defined an email page (refer to click here), and that you have enabled the *Use my Email Page to compose messages* check box in the *Composing Messages* tab pane of the *Email Options* menu (refer to click here).

To revise an email draft:

1. Navigate to your email page.

2. Select the button on your email page with the Show Email Browser behavior. The *Email and Text Messaging* menu will open.

3. Select the **Drafts** folder in the *Folders* viewport. The main viewport will show any message drafts contained in the *Drafts* folder.

4. In the main viewport, select the check box beside the email draft that you want to revise.

5. Select the **Edit** button. This will open the draft email message in your email page. The message text will be in the Message Window, and any subject text or recipient email addresses will be shown in the appropriate active labels.

6. Make any additions or changes to the message that you want.

7. Select the button with the Complete Email behavior. The *Compose Email* menu will open, with the revised message text in the large viewport.

8. If you want to revise the recipients, select the **To** button to open the *Send To* menu, which lists the entries in your *Address Book* menu. Select the recipient(s) from this list and then select the **OK** button. If a recipient is not included in this list, select the text box to the right of the *To* button and use the system keyboard to enter the email address. Select the **OK** button when finished.

> **Note:**   Multiple email addresses must be separated by semicolons.

9. If you want to revise the list of "carbon copy" recipients, select the **Cc** button to open the *Send Copy To* menu, which lists the entries in your *Address Book* menu. Select the recipient(s) from this list and select the **OK** button. If a recipient is not included in this list, select the text box to the right of the *Cc* button and use the system keyboard to enter the email address. Select the **OK** button when finished.

> **Note:**   Multiple email addresses must be separated by semicolons.

10. If you want to revise the subject text, select the **Subject** text box and use the system keyboard to enter the subject of the email. Then select the **OK** button.

> **Note:**   To program the software to automatically generate subject text for outgoing email messages, refer to Refer to ***Define Settings for Composing Messages***.

11. If you want to attach a file to this email message, select the **Attach Files** button and complete this step.

   a. Use the *Select a File* menu to find the file that you want to attach to the email message:

📂 **Note:**   If you want to find a file that is stored on an external file sharing device that is connected to your Series 5 device, select the **Show All Directories** check box. Then, in the left viewport, select the icon that represents the file sharing device that is connected to your Series 5 device.

📂 **Note:**   If you are using an open Series 5 device (or the DynaVox Series 5 software on a Windows computer), select the **Show All Directories** check box to gain access to the entire hard drive of your Series 5 device (or computer).

   • To use the *Search* feature, select the **Search** text box (the system keyboard will open) and enter the name of the file that you want to find. Select **OK** to close the system keyboard. The file will be highlighted in the viewport.

   • To find a file in the viewport, select the expansion box beside the **User Files** folder (or double-select the folder). Use the scroll bar buttons and the sub-folders to find the file that you want to attach, and select it in the right viewport.

   b. Select the **OK** button to close the *Select a File* menu. The name of the file you attached will be displayed to the right of the *Attach Files* button in the *Compose Email* menu. If you want to remove the attached file, select the *Remove Attachments* button.

12. When you are finished revising the draft email message, you have the following options:

   • Select the **Save Draft** button to save this email message as a draft that you could revise and send later. The *Compose Email* menu will close, and the message will be saved in the *Drafts* folder.

   • Select the **Send** button to send the email message. The *Compose Email* menu will close, and the message will be deleted from the *Drafts* folder and copied into the *Outbox* folder. An attempt will be made to send the message immediately.

📂 **Note:**   If you have the *Save Sent Messages* option turned on, a copy of the email that you sent will be stored in the *Sent* folder.

Forward an Email (via an Email Page)

The DynaVox Series 5 software enables you to forward an email message to another recipient. This will copy the text of the message (and any attached files) into a new email message, and allow you to add your own comments.

> **Note:** Before you can complete these steps, you must make sure that you have defined an email page (refer to click here), and that you have enabled the *Use my Email Page to compose messages* check box in the *Composing Messages* tab pane of the *Email Options* menu (refer to click here).

> **Note:** Outgoing email messages that are sent through the DynaVox Series 5 software have a maximum length of 32,768 characters. If you are forwarding a particularly long email, the end of the forwarded message may be cut off to keep it under the character limit.

To forward an email message using your email page:

1. Navigate to your email page.

2. Select the button on your email page with the Show Email Browser behavior. The *Email and Text Messaging* menu will open.

3. Select the folder that contains the message that you want to forward.

4. Select the check box for the message that you want to forward.

5. Select the **Forward** button. Your email page will display the forwarded message content in the Message Window. If your email page displays the active label for Pending Email Subject, you will notice that it is the original subject text with "FW:" added to the beginning.

6. Use the Message Window to add your own comments to the forwarded message text.

> **Note:** If this involves opening the system keyboard, keep in mind that when the system keyboard is first opened, the forwarded message text will be highlighted. Select the right arrow key in the lower left corner of the system keyboard to remove the highlight. Then, use the arrow keys to position the cursor in front of the text that you are forwarding, so that your new text appears before the forwarded text.

7. When you have finished editing the message, you have the following options:

    •   Select a Quick Email button on your email page to send the message to the recipient programmed into the behavior.

    •   To send the message to someone in your Address Book menu, Select the Quick Email To... button on your email page. Then, select the recipient from the Send To menu. No attachments or subject text will be sent.

    •   To attach a file to this email, select the Complete Email button on your email page to open the *Forward Email* menu and proceed to step 8.

8. If you want to revise the list recipients, select the **To** button to open the *Send To* menu, which lists the entries in your *Address Book* menu. Select the recipient(s) from this list and then select the **OK** button. If a recipient is not included in this list, select the text box to the right of the *To* button and use the system keyboard to enter the email address. Select the **OK** button when finshed.

> **Note:**   Multiple email addresses must be separated by semicolons.

9. If you want to revise the list of "carbon copy" recipients, select the **Cc** button to open the *Send Copy To* menu, which lists the entries in your *Address Book* menu. Select the recipient(s) from this list and then select the **OK** button. If a recipient is not included in this list, select the text box to the right of the *Cc* button and use the system keyboard to enter the email address. Select the **OK** button when finished.

> **Note:**   Multiple email addresses must be separated by semicolons.

10. The subject text will be the subject text of the original email with "FW:" added to the front. If you want to edit the subject text, select the **Subject** text box and use the system keyboard to alter the text. Select the **OK** button when finished.

11. If you want to attach a file to this email message, select the **Attach Files** button and complete this step:

a. Use the *Select a File* menu to find the file that you want to attach to the email message:

> **Note:** If you want to find a file that is stored on an external file sharing device that is connected to your Series 5 device, select the **Show All Directories** check box. Then, in the left viewport, select the icon that represents the file sharing device that is connected to your Series 5 device.

> **Note:** If you are using an open Series 5 device (or the DynaVox Series 5 software on a Windows computer), select the **Show All Directories** check box to gain access to the entire hard drive of your Series 5 device (or computer).

- To use the *Search* feature, select the **Search** text box (the system keyboard will open) and enter the name of the file that you want to find. Select **OK** to close the system keyboard. The file will be highlighted in the viewport.

- To find a file in the viewport, select the expansion box beside the **User Files** folder (or double-select the folder). Use the scroll bar buttons and the sub-folders to find the file that you want to attach, and select it in the right viewport.

b. Select the **OK** button to close the *Select a File* menu. The name of the file you attached will be displayed to the right of the *Attach Files* button in the *Compose Email* menu. If you want to remove the attached file, select the *Remove Attachments* button.

12. When you are finished editing your email message, you have the following options:

- Select the **Save Draft** button to save this email message as a draft that you could revise and send later. The *Forward Email* menu will close, and the message will be saved in the *Drafts* folder.

- Select the **Send** button to send the email message. The *Compose Email* menu will close, and the message will be saved in the *Outbox* folder. An attempt will be made to send the message immediately.

Reply to an Email (via an Email Page)

The DynaVox Series 5 software enables you to reply to a received email message. This process will automatically create a new email message

addressed to the sender, and copy the text of the message into a new email message. You can add your own comments at the beginning of the message.

> **Note:**   Before you can complete these steps, you must make sure that you have defined an email page (refer to click here), and that you have enabled the *Use my Email Page to compose messages* check box in the *Composing Messages* tab pane of the *Email Options* menu (refer to click here).

> **Note:**   Outgoing email messages that are sent through the DynaVox Series 5 software have a maximum length of 32,768 characters. If you are replying to a particularly long email, the end of the message may be cut off to keep it under the character limit.

To reply to a received email message using your email page:

1. Navigate to your email page.

2. Select the button on your email page with the Show Email Browser behavior. The *Email and Text Messaging* menu will open.

3. Select the folder that contains the message that you want to reply to.

4. Select the check box for the message that you want to reply to.

5. Select the **Reply** button to send the message to the original sender (or the **Reply to All** button to send the message to all of the recipients of the original message). Your email page will display the reply message content in the Message Window. If your email page displays the active label for Pending Email Subject, you will notice that it is the original subject text with "RE:" added to the beginning. If your email page displays the active label for Pending Email To, you will notice that it contains the email address of the original sender.

6. Use the Message Window to add your own comments to the message text.

> **Note:**   If this involves opening the system keyboard, keep in mind that when the system keyboard is first opened, the forwarded message text will be highlighted. Select the right arrow key in the lower left corner of the system keyboard to remove the highlight. Then, use the arrow keys to position the cursor in front of the text that you are forwarding, so that your new text appears before the forwarded text.

7. When you have finished editing the message, select the Complete Email button on your email page to open the *Reply To Email* menu.

8. The subject text will be the subject text of the original email with "RE:" added to the front. If you want to edit the subject text, select the **Subject** text box and use the system keyboard to alter the text. Select the **OK** button when finished.

9. If you want to attach a file to this email message, select the **Attach Files** button and complete this step.

> **Note:** If you want to find a file that is stored on an external file sharing device that is connected to your Series 5 device, select the **Show All Directories** check box. Then, in the left viewport, select the icon that represents the file sharing device that is connected to your Series 5 device.

> **Note:** If you are using an open Series 5 device (or the DynaVox Series 5 software on a Windows computer), select the **Show All Directories** check box to gain access to the entire hard drive of your Series 5 device (or computer).

   a. Use the *Select a File* menu to find the file that you want to attach to the email message:

- To use the *Search* feature, select the **Search** text box (the system keyboard will open) and enter the name of the file that you want to find. Select **OK** to close the system keyboard. The file will be highlighted in the viewport.

- To find a file in the viewport, select the expansion box beside the **User Files** folder (or double-select the folder). Use the scroll bar buttons and the sub-folders to find the file that you want to attach, and select it in the right viewport.

   b. Select the **OK** button to close the *Select a File* menu. The name of the file you attached will be displayed to the right of the *Attach Files* button in the *Compose Email* menu. If you want to remove the attached file, select the *Remove Attachments* button.

10. When you are finished creating your email message, you have the following options:

- Select the **Save Draft** button to save this email message as a draft that you could revise and send later. The *Compose Email* menu will close, and the message will be saved in the *Drafts* folder.

- Select the **Send** button to send the email message. The *Compose Email* menu will close, and the message will be saved in the *Outbox* folder. An attempt will be made to send the message immediately.

Using System Menus for Outgoing Email Messages

The DynaVox Series 5 software enables you to create email messages and send them to other recipients. The software provides behaviors that you can use on your preferred pages to quickly and efficiently create and send outgoing email messages (refer to ***Using an Email Page for Outgoing Email Messages***), but it also includes standard menus for composing and revising messages, if you prefer the traditional approach to creating email messages.

This section contains step-by-step instructions for using the email menus in the DynaVox Series 5 software to create, manage and send outgoing email messages. These menus are designed to emulate the structure and processes found in most third-party email applications.

Create a New Email Message (via System Menus)

The *Compose Email* menu enables you to write an original email message and send it to the recipient(s) of your choice. You can also use the *Compose Email* menu to attach other files to your email message, or to save the message as a draft.

> **Note:**   Before you complete these steps, make certain that the *Use my Email Page to compose messages* check box in the *Composing Messages* tab pane of the *Email Options* menu (refer to click here) is not checked.

To create a new email message using the *Compose Email* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Compose** button. The *Compose Email* menu will open.

COMPOSE EMAIL MENU

4. To enter the email address(es) for the recipient(s) of the message, select the To button (the *Send To* menu will open) and complete this step:

a. The *Send To* menu lists the entries in your *Address Book* menu. Select the recipient(s) from this list.

b. Select the **OK** button. The *Send To* menu will close, and the recipient(s) that you selected will appear in the text box to the right of the *To* button.

c. If a recipient was not included in the list shown in the *Send To* menu, select the *To* text box (the system keyboard will open).

d. Enter the email address that you want to include.

> **Note:** If there are already email addresses listed in the window of the system keyboard, use the arrow keys to move the cursor to the end of the list before adding any new email addresses. Multiple email addresses must be separated by semicolons.

e. Select the **OK** button. The system keyboard will close, and the address you entered will be added to those in the *To* text box.

5. If you want a "carbon copy" of the email message sent to another address, select the **Cc** button to open the *Send Copy To* menu. This menu lists the entries in your *Address Book* menu. Select the recipient(s) from this list and then select the **OK** button. If a recipient is not included in this list,

select the text box to the right of the *Cc* button and use the system keyboard to enter the email address. Select the **OK** button when finished.

> 🏳 **Note:**   Multiple email addresses must be separated by semicolons.

6. Select the **Subject** text box and use the system keyboard to enter the subject of the email. Select the **OK** button when finished.

> 🏳 **Note:**   To program the software to automatically generate subject text for outgoing email messages, refer to Refer to *Define Settings for Composing Messages*.

7. Select the large text box to open the system keyboard and compose the body of the email message. Then, select the **OK** button to close the system keyboard.

8. If you want to attach a file to this email message, select the **Attach Files** button and complete this step.

    a. Use the *Select a File* menu to find the file that you want to attach to the email message:

> 🏳 **Note:**   If you want to find a file that is stored on an external file sharing device that is connected to your Series 5 device, select the **Show All Directories** check box. Then, in the left viewport, select the icon that represents the file sharing device that is connected to your Series 5 device.

> 🏳 **Note:**   If you are using an open Series 5 device (or the DynaVox Series 5 software on a Windows computer), select the **Show All Directories** check box to gain access to the entire hard drive of your Series 5 device (or computer).

    • To use the *Search* feature, select the **Search** text box (the system keyboard will open) and enter the name of the file that you want to find. Select **OK** to close the system keyboard. The file will be highlighted in the viewport.

    • To find a file in the viewport, select the expansion box beside the **User Files** folder (or double-select the folder). Use the scroll bar buttons and the sub-folders to find the file that you want to attach, and select it in the right viewport.

    b. Select the **OK** button to close the *Select a File* menu. The name of the file you attached will be displayed to the right of the *Attach Files* button

in the *Compose Email* menu. If you want to remove the attached file, select the *Remove Attachments* button.

9. When you are finished creating your email message, you have the following options:

   - Select the **Save Draft** button to save this email message as a draft that you could revise and send later. The *Compose Email* menu will close, and the message will be saved in the *Drafts* folder.

   - Select the **Send** button to send the email message. The *Compose Email* menu will close, and the message will be copied to the *Outbox* folder. An attempt will be made to send the message immediately.

> **Note:** If you have the *Save Sent Messages* option turned on, a copy of the email that you sent will be stored in the *Sent* folder.

Revise an Email Draft (via System Menus)

The *Drafts* folder in the *Email* tab pane of the *Email and Text Messaging* menu contains any email messages that you have started to write but have not yet sent out. You have the option to revise these messages before sending them out.

To revise an email draft:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Drafts** folder in the *Folders* viewport. The main viewport will show any message drafts that are in the *Drafts* folder.

4. In the main viewport, select the check box beside the email draft that you want to revise.

5. Select the **Edit** button. This will open the draft email message in the *Compose Email* menu.

6. Select the viewport. The system keyboard will open, containing the current text of the draft.

7. Use the arrow keys to move the highlight off of the entire block of text.

8. Make any additions or changes to the message.

9. Select the **OK** button. The edited text will appear in the viewport of the *Compose Email* menu.

10. If you want to revise the recipients, select the **To** button to open the *Send To* menu, which lists the entries in your *Address Book* menu. Select the recipient(s) from this list and then select the **OK** button. If a recipient is not included in this list, select the text box to the right of the *To* button and use the system keyboard to enter the email address. Select the **OK** button when finished.

> **Note:** Multiple email addresses must be separated by semicolons.

11. If you want to revise the list of "carbon copy" recipients, select the **Cc** button to open the *Send Copy To* menu, which lists the entries in your *Address Book* menu. Select the recipient(s) from this list and select the **OK** button. If a recipient is not included in this list, select the text box to the right of the *Cc* button and use the system keyboard to enter the email address. Select the **OK** button when finished.

> **Note:** Multiple email addresses must be separated by semicolons.

12. If you want to revise the subject text, select the **Subject** text box and use the system keyboard to enter the subject of the email. Select the **OK** button when finished.

> **Note:** To program the software to automatically generate subject text for outgoing email messages, refer to Refer to ***Define Settings for Composing Messages***.

13. If you want to attach a file to this email message, select the **Attach Files** button and complete this step.

    a. Use the *Select a File* menu to find the file that you want to attach to the email message:

> **Note:**   If you want to find a file that is stored on an external file sharing device that is connected to your Series 5 device, select the **Show All Directories** check box. Then, in the left viewport, select the icon that represents the file sharing device that is connected to your Series 5 device.

> **Note:**   If you are using an open Series 5 device (or the DynaVox Series 5 software on a Windows computer), select the **Show All Directories** check box to gain access to the entire hard drive of your Series 5 device (or computer).

- To use the *Search* feature, select the **Search** text box (the system keyboard will open) and enter the name of the file that you want to find. Select **OK** to close the system keyboard. The file will be highlighted in the viewport.

- To find a file in the viewport, select the expansion box beside the **User Files** folder (or double-select the folder). Use the scroll bar buttons and the sub-folders to find the file that you want to attach, and select it in the right viewport.

    b. Select the **OK** button to close the *Select a File* menu. The name of the file you attached will be displayed to the right of the *Attach Files* button in the *Compose Email* menu. If you want to remove the attached file, select the *Remove Attachments* button.

14. When you are finished revising the draft email message, you have the following options:

- Select the **Save Draft** button to save this email message as a draft that you could revise and send later. The *Compose Email* menu will close, and the message will be saved in the *Drafts* folder.

- Select the **Send** button to send the email message. The *Compose Email* menu will close, and the message will be deleted from the *Drafts* folder and copied into the *Outbox* folder. An attempt will be made to send the message immediately.

> **Note:**   If you have the *Save Sent Messages* option turned on, a copy of the email that you sent will be stored in the *Sent* folder.

Send an Outgoing Email (via System Menus)

If you compose a new email message and send it while you are connected to Internet, the message will be sent immediately. If you are not connected to the Internet, the message will stay in your *Outbox* folder until an Internet connection is established, and then it will be sent.

You can use the *Managing Messages* tab pane of the *Email Options* menu (click here) to determine how often the DynaVox Series 5 software communicates with your email server to automatically send and receive email messages. You can also override that timed setting and send outgoing messages immediately, if desired.

To manually send an outgoing email message:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Check for Messages** button. This will immediately connect your device software to your email servers, and transmit any incoming or outgoing messages. Any messages in the *Outbox* folder will be sent, and any incoming messages will be copied to the *Inbox* folder.

Forward an Email (via System Menus)

The DynaVox Series 5 software enables you to forward an email message to another recipient. This will copy the text of the message (and any attached files) into a new email message, and allow you to add your own comments.

> **Note:**   Outgoing email messages that are sent through the DynaVox Series 5 software have a maximum length of 32,768 characters. If you are forwarding a particularly long email, the end of the forwarded message may be cut off to keep it under the character limit.

To forward an email message:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the folder that contains the message that you want to forward.

4. Select the check box beside the message that you want to forward.

5. Select the **Forward** button. The *Forward Email* menu will open, displaying a new email message with your revised text in the viewport. The *Subject* field will contain the subject text of the original message, with "FW:" added to the beginning.

6. If you want to add your own comments to the forwarded message, select the large text box to open the system keyboard.

> **Note:** If this involves opening the system keyboard, keep in mind that when the system keyboard is first opened, the forwarded message text will be highlighted. Select the right arrow key in the lower left corner of the system keyboard to remove the highlight. Then, use the arrow keys to position the cursor in front of the text that you are forwarding, so that your new text appears before the forwarded text.

When you are finished editing the text, select the **OK** button to close the system keyboard.

7. Enter the email address(es) for the recipient(s) of the message. Select the **To** button to open the *Send To* menu, which lists the entries in your *Address Book* menu. Select the recipient(s) from this list and then select the **OK** button. If a recipient is not included in this list, select the text box to the right of the *To* button and use the system keyboard to enter the email address. Select the **OK** button when finished.

> **Note:** Multiple email addresses must be separated by semicolons.

8. If you want a "carbon copy" of the email message to be sent to another address, select the **Cc** button to open the *Send Copy To* menu, which lists the entries in your *Address Book* menu. Select the recipient(s) from this list and then select the **OK** button. If a recipient is not included in this list, select the text box to the right of the *Cc* button and use the system keyboard to enter the email address. Select the **OK** button when finished.

> **Note:** Multiple email addresses must be separated by semicolons.

9. If you want to edit the subject text, select the **Subject** text box and use the system keyboard to alter the subject text of the email. Select the **OK** button when finished.

10. When you are finished editing your email message, you have the following options:

- Select the **Save Draft** button to save this email message as a draft that you could revise and send later. The *Forward Email* menu will close, and the message will be saved in the *Drafts* folder.

- Select the **Send** button to send the email message. The *Compose Email* menu will close, and the message will be saved in the *Outbox* folder. An attempt will be made to send the message immediately.

Reply to an Email (via System Menus)

The DynaVox Series 5 software enables you to reply to a received email message. This process will automatically create a new email message addressed to the sender, and copy the text of the message into a new email message. You can add your own comments at the beginning of the message.

> **Note:** Outgoing email messages that are sent through the DynaVox Series 5 software have a maximum length of 32,768 characters. If you are replying to a particularly long email, the end of the message may be cut off to keep it under the character limit.

To reply to a received email message:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the folder that contains the message that you want to reply to.

4. Select the check box for the message that you want to reply to.

5. Select the **Reply** button to send the message to the original sender (or the **Reply to All** button to send the message to all of the recipients of the original message). The *Reply to Email* menu will open, containing a new email message that is addressed to the sender (or to the sender and all of the original recipients, if you selected the *Reply to All* button). This message will also contain the text of the original message in the viewport. The *Subject* field will also contain the text of the original message, with "RE:" added to the beginning.

6. To add your own comments to the forwarded message, select the large text box to open the system keyboard.

> **⚑ Note:**   If this involves opening the system keyboard, keep in mind that when the system keyboard is first opened, the forwarded message text will be highlighted. Select the right arrow key in the lower left corner of the system keyboard to remove the highlight. Then, use the arrow keys to position the cursor in front of the text that you are forwarding, so that your new text appears before the forwarded text.

7. When you are finished adding your own comments, select the **OK** button to close the system keyboard.

8. When you are finished creating your email message, you have the following options:

    • Select the **Save Draft** button to save this email message as a draft that you could revise and send later. The *Compose Email* menu will close, and the message will be saved in the *Drafts* folder.

    • Select the **Send** button to send the email message. The *Compose Email* menu will close, and the message will be saved in the *Outbox* folder. An attempt will be made to send the message immediately.

Incoming Email Messages

The DynaVox Series 5 software enables you to receive incoming email messages. You can configure your device to display incoming messages or even speak the text of the message out loud. You can also save files (sounds, videos, pictures, etc.) that are attached to email messages, and incorporate those files into your custom page sets.

This section provides step-by-step instructions for setting up the DynaVox Series 5 software to receive, store and manage your incoming email messages.

Set Up an Email Prompt

You can set up the DynaVox Series 5 software to prompt you when you have received a new email message. The *Managing Messages* tab pane of the *Email Options* menu (click here) contains a *When a message is received* drop-down menu. This drop-down menu presents you with the following options:

- *Show Icon in Title Bar:* The software displays an icon in the right corner of the title bar when new email is received. The icon will disappear after you have read all of the messages in the *Inbox* folder.

EMAIL ICON IN TITLE BAR
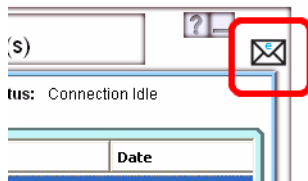
- *Show an Alert:* The software displays an alert that shows the beginning of the new email message. You can read the entire message, view the message later, start a reply, or delete the message.
- *Show and Speak an Alert:* The software displays an alert and also speaks the text of the message. You can open the *View Email* menu to read the entire message, view the message later, start a reply or delete the message.

EXAMPLE PROMPT FOR ONE RECEIVED EMAIL MESSAGE

> ⚑ **Note:** If you have received more than one email message, the prompt will give you the option to *View Now* (which would open the *Email and Text Messaging* menu) or *Close*, which would return you to your current page. Refer to the following screen:

EXAMPLE PROMPT FOR MULTIPLE RECEIVED MESSAGES
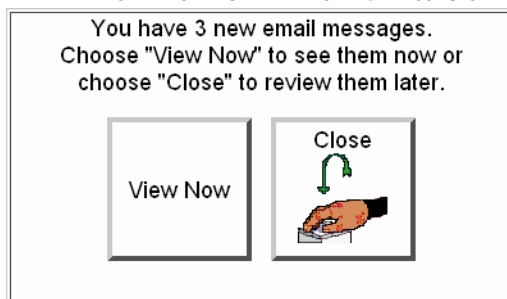
To set the software to prompt you when you have received new email messages:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Options** button at the bottom of the menu. The *Email Options* window will open.

4. Select the **Managing Messages** tab.

5. Select the **When a message is received** drop-down menu. The menu will expand to reveal the choices.

Show Icon in Title Bar	The software will display an icon in the title bar when new email is received but has not yet been read.
Show an Alert	The software will display an alert containing the beginning of the new email message, and give you the opportunity to open the *View Email* menu to read the entire message.
Show and Speak an Alert	The software will display an alert and also begin speaking the text of the message. You will have the opportunity to open the *View Email* menu to read the entire message.

6. Choose the option that you want to use. The menu will close, displaying your choice.

7. Select the **OK** button to close the *Email Options* menu. Keep selecting the **OK** button to close all open menus.

Check for Received Email Messages

You can use the *Managing Messages* tab pane of the *Email Options* menu (click here) to determine how often the DynaVox Series 5 software communicates with your email servers and sends and receives email messages. You can also override that timed setting and check for incoming messages whenever you want.

To program the device to check for incoming email messages at regular intervals:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Options** button. The *Email Options* menu will open.

4. Select the **Managing Messages** tab.

5. Select the **Check for new messages every __ minutes** check box (this check box is selected by default, with the time interval set to 15 minutes).

6. Select the button to the right of the check box. The *Enter Number* menu will open.

7. Enter the number of minutes you would like your software to wait in between checking for messages, and then select the **OK** button. The *Enter Number* menu will close, and the number you entered will be displayed on the button in the *Managing Messages* tab pane.

8. Select the **OK** button to close the *Email Options* menu. Keep selecting the **OK** button to close all open menus.

The DynaVox Series 5 software will automatically connect to your email server at the interval that you defined, and send any outgoing messages and download any incoming messages.

> **Note:** To manually check for incoming email messages, select the *Check for Messages* button in the *Email and Text Messaging* menu. This will immediately connect your device software to your email server, and transmit any incoming or outgoing messages.

Read a Received Email Message

The DynaVox Series 5 software provides several ways for you to get to your incoming email messages. You can read your received email directly from the *Email and Text Messaging* menu. You can also choose to display (and have the device speak) new email messages as soon as you receive them (see ***Set Up an Email Prompt***).

To read a received email message in the *Email and Text Messaging* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open. The contents of the *Inbox* will be displayed in the main viewport. Any unread email messages will be shown in a bold font.

3. Select the check box for the email message that you want the device to speak. The preview pane will show the first few lines of that message.

4. Select the **View** button. The *View Email* menu will open, displaying the entire email message.
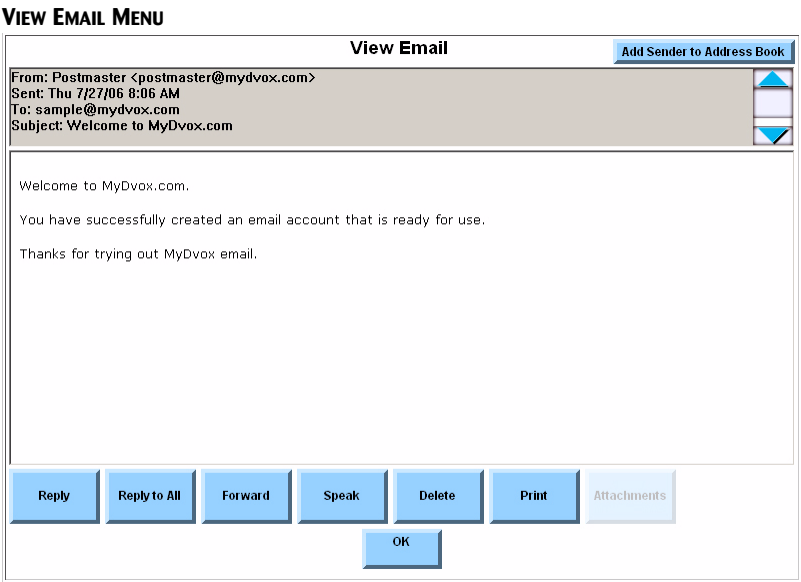
VIEW EMAIL MENU

The *View Email* menu features the following options:

Add Sender to Address Book	Opens the *New Contact* menu for the address book, and enters the sender's name and email address in the proper fields. Refer to **Edit an Address Book Entry** for more information.
Reply	Send a reply to the sender of the email. Refer to **Reply to an Email (via System Menus)** for more information.
Reply to All	Send a reply to the sender and all of the recipients of this email. Refer to **Reply to an Email (via System Menus)** for more information.
Forward	Forward this message to another recipient. Refer to **Forward an Email (via System Menus)** for more information.
Speak	Have the device speak the text of the email message. Refer to **Speak a Received Email Message** for more information.
Delete	Send this email message to the *Trash* folder.
Print	Send the email message to a printer. Refer to **Print an Email Message** for more information.
Attachments	If there are any files attached to this email message, you can select the *Attachments* button to save them in a folder on your device's hard drive or on a file sharing device. Refer to **Manage Email Attachments** for more information.

> **Note:**   If you are viewing a message that is in your *Sent* folder, the *Add Sender to Address Book* button will change to *Add Recipients to Address Book*.

5. When you are finished reading this email message, select the **OK** button to close the *View Email* menu. Keep selecting the **OK** button to close all open menus.

Speak a Received Email Message

To have your device speak the contents of a received email message in the *Email and Text Messaging* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open. The contents of the *Inbox* will be displayed in the main viewport. Any unread email messages will be shown in a bold font.

3. Select the check box for the email message that you want to speak. The preview pane will show the first few lines of that message.

4. Select the **View** button. The *View Email* menu will open, displaying the entire email message.

5. Select the Speak button. Your Series 5 device will say "You have received an email from..." and then speak the sender's name and subject of the email. It will continue to speak the entire contents of the email message.

> **Note:**   If you want to stop the device from speaking before it gets to the end of the message, select the *Speak* button again.

6. When you are finished reading this email message, select the **OK** button to close the *View Email* menu. Keep selecting the **OK** button to close all open menus.

Manage Email Attachments

You may receive an email message that contains one or more attached files. There are several ways to determine if an email message contains any attachments:

- In the *Email and Text Messaging* menu, the *Attach* column in the message viewport lists the number of files attached to an email message.

- If you set the software to show an alert when new email is received (in the *Managing Messages* tab of the *Email Options* menu), the alert box will display the number of files attached to the new email message.

- When you read an email message in the *View Email* menu, the *Attachments* button is only active when the message contains an attached files.

The DynaVox Series 5 software provides two options for managing email attachments:

- Import the attachment - The Series 5 software will attempt to automatically integrate the attached file. The following tables show the types of files that are supported by the import process, and how the software handles them.

Non-DynaVox File Type	Import Process Destination
Picture (*.jpg*, *.jpeg*, *.bmp*, *.gif*)	Asks if you want to create a custom symbol from the picture; If not, prompts you to save the picture in the *User Files/Images* folder.
Sound file (*.mp3*, *.wav*, *.wma*)	Saves the file in the *User Files\Sounds* folder.

DynaVox File Type	Import Process
Abbreviation expansion (*.abs*)	Imports into the *Abbreviation Expansion* menu.
Dictionary entry (*.lex*)	Imports into the *Dictionary Browser* menu.
IR command (*.ecu*)	Imports into the *IR Browser* menu.
Macro (*.mac*)	Imports into the *Macro Editor* menu.
Package (*.pak*)	Prompts you to select the folder in the *Page Browser* menu where the contents of the package will be imported.
Page (*.epg*)	Prompts you to select the folder in the *Page Browser* menu where the page will be imported.
Phrase file (*.phr*)	Imports into the *My Phrases* menu.

DynaVox File Type	Import Process
Pronunciation exception (*.pe*)	Imports into the *Pronunciation Exceptions* menu.
Template (*.tpl*)	Prompts you to select the folder in the *Page Browser* menu where the template will be saved.

- Save the attachment - The Series 5 software will let you choose the destination for saving the file, rather than suggest a location or function. You may choose any folder on the device hard drive, or any external file sharing device that is currently connected to the device.

> **Note:** If you want the attached file to be accessible to all users of the Series 5 device, you should save it in the *Shared* folder.

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

To manage the files that are attached to email messages:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open. The contents of the *Inbox* will be displayed in the main viewport. Any unread email messages will be shown in a bold font.

3. Select the check box for the email message that has an attached file.

4. Select the **View** button. The *View Email* menu will open, displaying the entire email message.

5. Select the **Attachments** button. The *Attachments* menu will open, displaying all of the files attached to the email message.
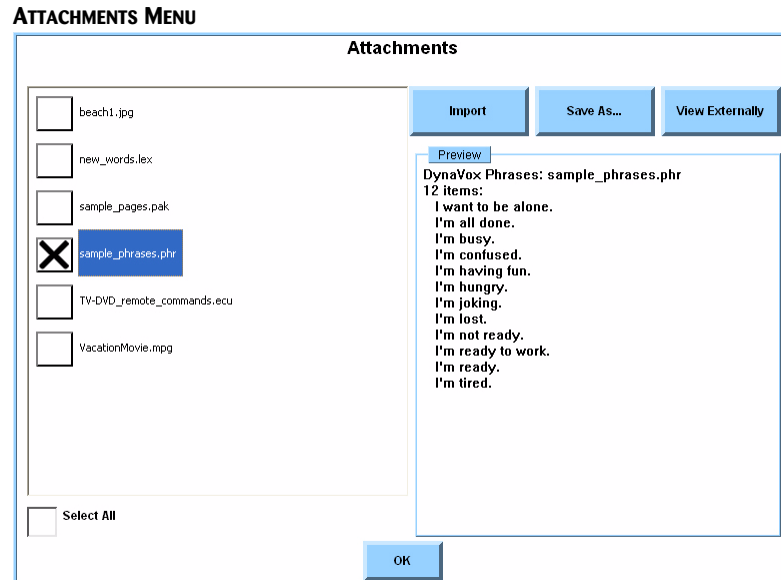
ATTACHMENTS MENU

The *Attachments* menu contains these tools:

Left viewport	Lists all of the files that are attached to the current email message.
Import	Integrates the contents of the selected attachment into your Series 5 software.
Save As	Saves the selected attachment to the destination of your choosing.
Preview viewport	Provides a preview of the attached file that is selected in the left viewport.
Select All	Select the check box for every attached file listed in the left viewport.
OK	Close the *Attachments* menu.

6. In the left viewport, select the check box for one of the attached files. The *Preview* pane will display any available preview information (for example, if the file is a picture, the picture will be displayed; if the file is a *.pak* file containing DynaVox Series 5 pages, the page names will be listed, etc.).

> **Note:** You may select more than one attached file. To select all of the files in the left viewport, select the *Select All* check box.

7. Choose how you want to handle the attached file:

- If you want to automatically import the file (or its contents) into your Series 5 software, proceed to step 8.

- If you want to manually save the file to a folder of your choosing, proceed to step 9.

8. To import an attached file:

a. Select the **Import** button.

b. The software will analyze the attached file and attempt to integrate it (or its contents) into the most logical area of the Series 5 software.

File Type	Import Process Destination
.jpg .jpeg .bmp .gif	My Symbols symbol set
.mp3 .wav .wma)	*User Files\Sounds* folder
.abs	*Abbreviation Expansion* menu
.lex	*Dictionary Browser* menu
.ecu	*IR Browser* menu
.mac	*Macro Editor*
.pak	folder of your choice in the *Page Browser* menu
.epg	folder of your choice in the *Page Browser* menu
.phr	*My Phrases* menu
.pe	*Pronunciation Exceptions* menu
.tpl	folder of your choice in the *Page Browser* menu

> **Note:** If the file or data that you are importing will overwrite an identically-named file or piece of data currently in your Series 5 software, you will be given the option to continue the import process or stop it.

c. Select the **OK** button when the import process is complete.

d. Proceed to step 10.

9. To manually save an attached file:
   a. Select the **Save As** button. The *Save As* menu will open.
   b. Select the destination for the attached file that you want to save:
      - To save the attachment to a file sharing device, select the **Show All Directories** check box, and then select the icon for the file sharing device (typically drive letter *D:*, *E:,* or *F:*).
      - To save the attachment to the *Shared* folder on your device hard drive (so it is accessible to other users on the same device), select the **Show All Directories** check box, then select the **Shared** icon in the left viewport.

> **Note:** If you are using an open device, select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

      - If you are using an open device (or a Windows computer running the DynaVox Series 5 software), you can save attachments in any folder on your device (or computer) hard drive by selecting the **Show All Directories** check box, then navigating to the desired folder.
   c. If you want to change the file name, select the **Name** text box and use the system keyboard to enter a new name. Select the **OK** button when finished.

> **Note:** If you change the file name, be sure to enter the same file extension. If you change the file extension, the file may become unusable.

   d. When the folder and file name are set to you liking, select the **OK** button in the *Enter File Name* menu to save the file.
   e. Select the **OK** button when the attachment has been saved successfully.
   f. Proceed to step 10.

10. Repeat steps 6 - 9 as necessary, to save all of the attached files in the viewport.

11. Select the **OK** button to close the *Attachments* menu. Keep selecting the **OK** button to close all open menus.

Print an Email Message

> **Note:** Before you begin this procedure, your Series 5 device must be connected to a printer (or configured to send information to a wireless printer). Refer to ***Using an External Printer*** for more information.

To send an email message to a printer:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the check box for the email message that you want to print. The preview pane will show the beginnings of that message.

4. Select the **View** button. The *View Email* menu will open, displaying the text of the email message.

5. Select the **Print** button. When you are asked to confirm that you want to print the email, select the **Yes** button.

6. The *Printer Selection* window will open. Select the printer in the viewport that you want to send the email to and the select the **OK** button.

7. When the print is complete, select the **OK** button to close the *View Email* menu.

8. Select the **OK** button to close the *Email and Text Messaging* menu.

USING TEXT MESSAGING

The *Email and Text Messaging* menu enables you to create, send, receive, and manage text messages through your Series 5 device. This menu is primarily accessed through the *Tools* menu (or by selecting a button programmed with the Show Text Message Browser behavior).

The differences between a text message and an email message are as follows:

- Text messages are sent using a cell phone, which means that they can be sent any time that your cell phone has reception. Email can only be sent when you have a connection to the Internet.

- Text messages are limited to 160 characters in length.

> **Note:** The DynaVox Series 5 software does not support attaching multimedia files to text messages.

> **Note:** Before you can use the text messaging capabilities of the DynaVox Series 5 software, you must acquire a GSM cellular service account, and a cell phone with Bluetooth capability. DynaVox Technologies does not provide cellular service or cell phone hardware. For more details on the hardware and service requirements, search for the keyword "Bluetooth" on the DynaVox online Knowledge Base (found at *www.dynavoxtech.com*).

To open the *Email and Text Messaging* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Text Message** tab.

EMAIL AND TEXT MESSAGING MENU
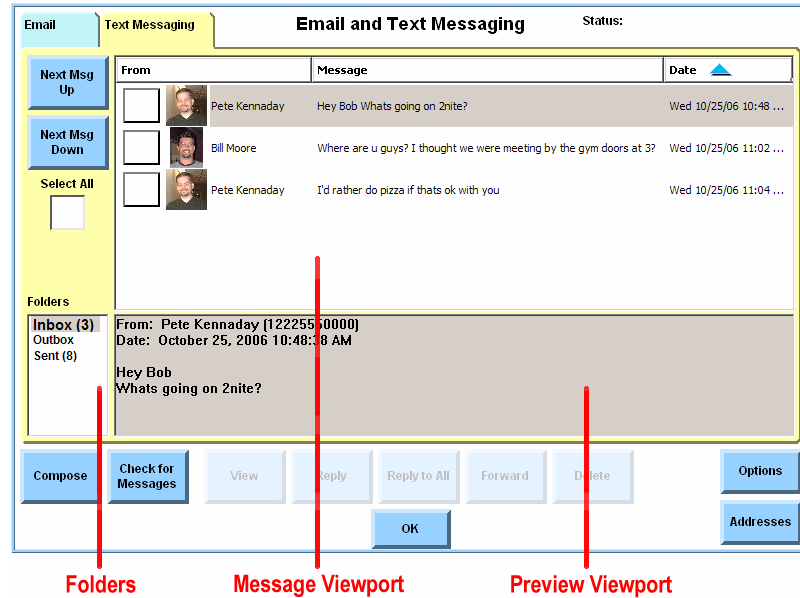
> 🏳 **Note:**   You can also open this menu by selecting a button with the Show Text Message Browser behavior. Refer to *Chapter 8: Assigning Behaviors* for instructions on programming a button.

The *Email and Text Messaging* menu features the following options:

Email Tab	Select this tab to display the controls, viewports and message folders reserved for email messages (see *Using Email*).
Text Messaging Tab	Select this tab to display the controls, viewports and message folders reserved for text messages.
Next Msg Up	Move the highlight one message up in the message viewport.
Next Msg Down	Move the highlight one message down in the message viewport.
Select All	Select this check box to select all of the messages in the message viewport.
Folders	Displays the folders that contain your messages, and the number of messages in each folder. The active folder is highlighted and displayed in a larger font. The text messages contained in the active folder are displayed in the message viewport. To display the messages that are in another folder, select the folder name.

Message Viewport	Displays the messages contained in the active folder. The active message is highlighted, and a preview of its text is shown in the preview viewport below. You can sort the message viewport by sender, subject, date or number of attachments.
Preview Viewport	This viewport, located below the message viewport, displays a preview of the text of the active message (highlighted in the message viewport).
Compose	Compose a new text message.
Check for Messages	Send any outgoing messages that have not been sent and receive any incoming messages that have not yet been downloaded.
View	View a complete version of the message that is highlighted in the message viewport.
Reply	Compose a reply to the sender of the active message (highlighted in the message viewport).
Reply to All	Compose a reply to the sender and to all recipients of the active message (highlighted in the message viewport).
Forward	Compose a new email message that includes a copy of the active message. Your comments will be added at the beginning of the message.
Delete	Move the selected message into the *Trash* folder. If the *Trash* folder is the active folder, this will permanently delete the selected message.
Options	Open the *Text Messaging Options* menu and edit the settings for your email account (see **Configuring Text Messaging Options**).
Addresses	Open the *Address Book* menu (see **Using the Address Book**).
OK	Close the *Email and Text Messaging* menu and return to the regular communications mode for your Series 5 device.

The remainder of this section offers step-by-step instructions for composing original text messages, sending and receiving text messages and sorting and storing received messages.

Hardware & Service Requirements

Before you can use the text messaging capabilities of the DynaVox Series 5 software, you must acquire the following services and hardware:

- **Service:** Cellular service through an independent third party that uses the GSM (Global System for Mobile Communications) standard for their cellular network. You should also check that the account has some allowance for text messages, or you could be charged for each individual message you send and receive. DynaVox Technologies does not provide cellular service.

- **Cell phone:** A GSM cell phone that supports a Bluetooth serial connection and which has been activated (set up to work with your service provider). DynaVox Technologies does not provide cell phone hardware.

> **Note:** If you are using an older Series 5 device that does not have built-in Bluetooth capability, you will need to acquire the DynaVox V/Vmax Bluetooth Adapter (#501244) to connect to a USB port on your Series 5 device.

Configuring Text Messaging Options

Before you can use your Series 5 device to send and text messages, you must configure the communication settings between your device and your cell phone (refer to **Hardware & Service Requirements** for more information).

To open the *Text Messaging Options* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Text Messaging** tab. The text messaging controls will become visible.

4. Select the **Options** button. The *Text Messaging Options* window will open.

TEXT MESSAGING OPTIONS MENU

The *Text Messaging Options* menu is organized by tabs. Each tab pane contains a different group of controls and options:

General   This tab pane provides controls for creating and testing a wireless connection between your Series 5 device and you cell phone. It also includes controls for configuring the interaction with your cellular provider and for running advanced diagnostics.

Details   This tab pane provides tools that help you choose how the DynaVox Series 5 software manages your text messages. You can define how often the software checks your phone for new messages, how the software alerts you when you receive a text message and more.

Set Up Text Messaging

The *General* tab pane of the *Text Messaging Options* menu offers controls for creating a wireless connection to your cell phone and for setting up proper communications with your cellular provider.

On your cell phone:

1. Make sure that the Bluetooth capability is turned on, and that your phone is ready to pair to other Bluetooth-enabled devices. This is sometimes called "putting your phone in a 'discoverable' state." (Refer to the documentation that came with your cell phone for specific instructions.)

> **Note:** Most cell phones have a default name that is the make or model of phone (e.g. Nokia 6103). Most phones also allow you to modify the name of your phone to be whatever you want (e.g. Mary's Phone). Refer to the documentation that came with your cell phone for details on customizing the name.

On your Series 5 device:

> **Note:** If you are using an older Series 5 device that does not have built-in Bluetooth support, you will need to acquire the DynaVox V/Vmax Bluetooth Adapter (#501244) to connect to a USB port on your Series 5 device.

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

4. Select the **Text Messaging** tab. The text messaging controls will become active.

5. Select the **Options** button at the bottom of the menu. The *Text Messaging Options* window will open.

6. Select the **Select New Phone** button. Your Series 5 will search for all available Bluetooth-enabled devices in the immediate area. (you can also select the **Find All** button to initiate another search). When the search is

completed, each discovered device will appear as a button in the *Bluetooth Devices* menu.

BLUETOOTH DEVICES MENU (EXAMPLE)
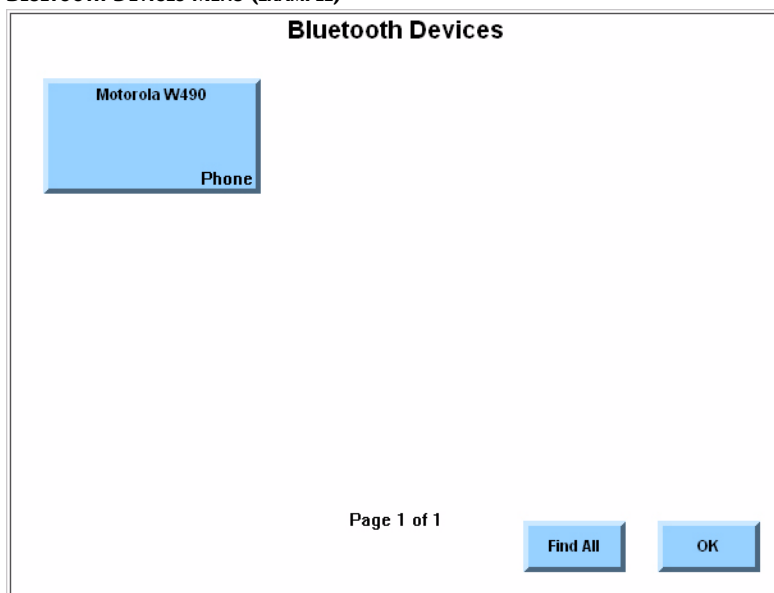
7. Select the button that corresponds to your cell phone. The pairing window will open.

BLUETOOTH PAIRING MENU (EXAMPLE)
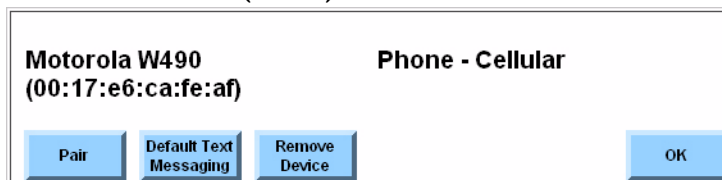
8. Select the **Pair** button (or, if you will always use this phone for text messaging, select the **Default Text Messaging** button).

9. Your Series 5 device will prompt you to enter a passkey of 4 numbers or more, to establish a connection with the cell phone. Select the **OK** button to close the prompt window.

10. The *Enter a Passkey* window will open. Enter a passkey sequence (it can be any sequence of numbers, as long as there are at least 4 numbers). Select the **OK** button when finished.

On your cell phone:

11. Your phone will ask you if you want to make a connection to your device. You will typically have to answer a question, then enter the same passkey that

you just entered on your Series 5 device. Follow the onscreen prompts on your phone.

On your Series 5 device:

12. Once the Series 5 device and the cell phone have established a connection, you will be informed that the phone is properly set up for text messaging. Select the **OK** button to close the prompt.

> **Note:** If you receive the message 'Could not connect to the phone at this time,' refer to ***Test Your Cell Phone Connection***.

13. Select the **Cellular Phone Provider** drop-down menu on your Series 5 device. The menu will expand to display the options.

14. Select your cellular service provider (if your provider is not listed, select *<other provider>*). The menu will close, showing the option you selected. The *SMS Center Number* and *Text to Email Code* fields will be populated automatically, based on the cellular provider that you selected in the drop-down menu.

> **Note:** If you selected *<other provider>* in the drop-down menu, you will have to enter the *SMS Center Number* and the *Text to Email Code* values manually. The SMS Center number may already be stored in your cell phone. If you cannot locate it, you will need to contact your service provider. Providers that allow you to send a text message to an email address will have a special number for sending those messages out. The DynaVox Series 5 software refers to that as the *Text to Email Code* but your provider may call it something else.

15. Select the **OK** button to close the *Text Messaging Options* menu. Keep selecting the **OK** button to close all open menus.

Test Your Cell Phone Connection

The *General* tab pane of the *Text Messaging Options* menu enables you to test the connection between your Series 5 device and your cell phone. If the test fails, you can use the DynaVox Series 5 software to reestablish the connection.

To test the connection between your Series 5 device and your cell phone:

> ▱ **Note:**   If you are using an older Series 5 device that does not have
> built-in Bluetooth support, you will need to acquire the
> DynaVox V/Vmax Bluetooth Adapter (#501244) to connect
> to a USB port on your Series 5 device.

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Text Messaging** tab. The text messaging controls will become active.

4. Select the **Options** button at the bottom of the menu. The *Text Messaging Options* window will open.

5. Select the **Test Phone Connection** button. Your Series 5 device will attempt to communicate with your cell phone.

    - If the communication is successful, you will be informed that the phone is properly set up for text messaging. Select the **OK** button to close the prompt.

    - If the communication is not successful, continue with step 7.

6. The *Could not connect to phone at this time* menu will open:

COULD NOT CONNECT... MENU

The most common causes of this are:

- The cell phone is turned off.
- Bluetooth is not enabled in the cell phone.
- The Bluetooth adapter is not installed.

Make sure none of these are the case before continuing.

7. Select one of the following options:

- **Retry:** Select the **Retry** button to retry the connection using the current parameters.

- **Start Setup:** Select the **Start Setup** button to have your Series 5 device find all available Bluetooth phones again. You will be prompted to select a phone. If you have previously connected to the phone you select, you will not need to enter a passkey as you did before.

- **Remove:** Select the **Remove** button to remove the current phone connection information so that you can start over.Then refer to the steps in *Set Up Text Messaging* to reconnect your Series 5 device with your cell phone.

8. Once you receive the prompt that your cell phone has been properly set up for text messaging, select the **OK** button to close the prompt.

9. Select the **Check for Messages** button. This will retrieve all of the text messages stored on the cell phone and display them in the viewport in the *Email and Text Messaging* menu.

10. Select the **OK** button to close the *Text Messaging Options* menu. Keep selecting the **OK** button to close all open menus.

Manage Your Text Messages

The *Details* tab pane of the *Text Messaging Options* menu offers a number of settings that help you manage your incoming and outgoing text messages, as well as the tools you use to compose text messages.

To open the *Details* tab pane of the *Text Messaging Options* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Text Messaging** tab. The text messaging controls will become active.

4. Select the **Options** button at the bottom of the menu. The *Text Messaging Options* window will open.

5. Select the **Details** tab. The *Details* tab pane will open:

TEXT MESSAGING OPTIONS MENU - DETAILS TAB PANE
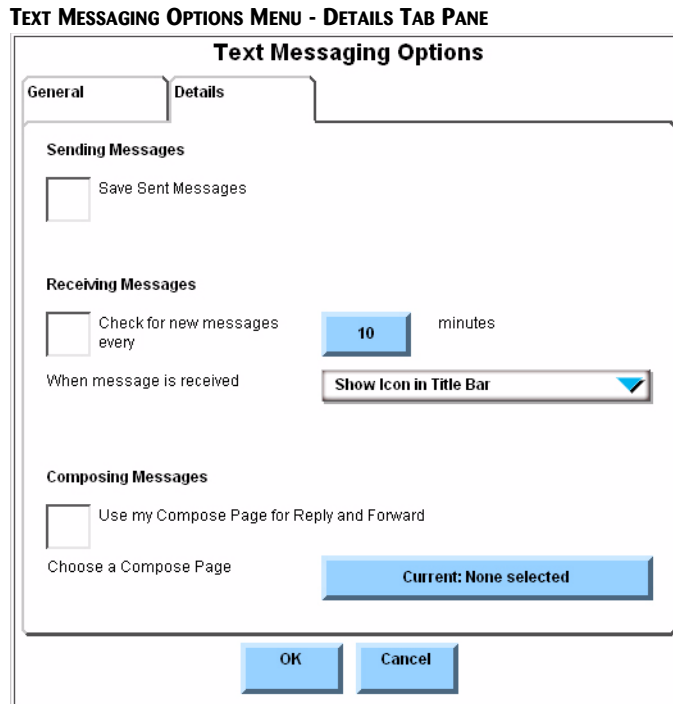
6. Select the **Save Sent Messages** check box to save copies of all of the messages that you have sent in your *Sent* folder.

7. Select the **Check for new messages every** check box to automatically check for new text messages at regular intervals (the default interval is 10 minutes). Select the button beside the check box to enter the number of minutes.

8. Select the **When a message is received** drop-down menu to determine how the DynaVox Series 5 software reacts when a new message is received. The options are *Show Icon in Title Bar*, *Show an Alert* and *Show and Speak an Alert*. The title bar icon is shown below:

TEXT MESSAGE ICON IN TITLE BAR
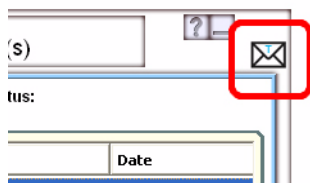
9. To use a specific page when you compose, forward or reply to text messages, select the **Use my Text Messaging Page to compose**

messages check box. The software will automatically open your text messaging page.

10. To define your text messaging page, select the **Choose a Text Messaging Page** button (the *Select a Text Messaging Page* menu will open) and complete the rest of this step:

   a. Find the page that you want to use when composing text messages by using one of the following methods:

   - Select the *Search* text box and enter the exact name of the page you want to find. Select the **OK** button to close the system keyboard. The appropriate page will be highlighted in the right viewport.

   - Visually search through the page sets in the left viewport, selecting a folder to display its contents in the right viewport (you may also select an expansion box to display sub-folders in the left viewport). Use the scroll bars to view all of the available options in both viewports. Select the desired page in the right viewport.

   b. Select the **OK** button to close the *Select a Text Messaging Page* menu. The name of the page you selected will be displayed in the button in the *Details* tab pane.

11. Once you have set the controls to your liking, select the **OK** button to close the *Text Messaging Options* menu.

12. Select the **OK** button to close the *Email and Text Messaging* menu. Keep selecting the **OK** button to close all open menus.

Save Sent Text Messages

The DynaVox Series 5 software provides you with the option of saving copies of the text messages that you send. Saving sent messages in the *Sent* folder enables you to refer to them at a later time. You may choose to re-send a previously sent message to a different recipient. Messages that are saved in the *Sent* folder can be accessed or deleted at any time.

To save a copy of your outgoing email messages:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Text Messaging** tab.

4. Select the **Options** button at the bottom of the menu. The *Text Messaging Options* window will open.

5. Select the **Details** tab.

6. Select the **Save Sent Messages** check box.

7. Select the **OK** button to close the *Text Messaging Options* menu. Keep selecting the **OK** button to close all open menus.

Going forward, each text message that you send will be copied to the *Sent* folder in the *Text Messaging* tab pane of the *Email and Text Messaging* menu.

Text Messaging Behaviors and Tools

The DynaVox Series 5 software provides several behaviors that streamline the process of sending a text message. You can use these behaviors to quickly and easily transform the text you have created in the Message Window into a text message, define the recipient, and send the message out through your active Bluetooth cell phone.

The Series 5 behaviors associated with sending text messages are:

- **Check for Text Messages:** sends any outgoing messages that have not yet been sent, and will also check your cell phone for any incoming messages that have not yet been downloaded to your Series 5 device.

- **Complete Text Message:** copies the contents of the Message Window into the body of an outgoing text message in the *Compose Text Message* menu. If you are replying to a text message, the original sender's phone number will be automatically filled in.

- **New Text Message:** copies the contents of the Message Window into the message viewport of the *Compose Text Message* menu. From there, you can choose a recipient from the *Address Book* or enter a phone number and select *Send* to send your text message.

- **Quick Reply to Current Text Message:** if you are viewing a received text message, this behavior immediately sends the Message Window contents out as a text message, addressed to the sender of the current message.

- **Quick Text Message:** sends the text in the Message Window as a text message to the recipient that you defined when you programmed the behavior into the button.

- **Quick Text Message To... :** sends the text in the Message Window as a text message, but it allows you to choose the recipient from the *Address Book* menu before the message is sent.

- **Read Next Text Message:** displays the text of the next received text message in the Message Window.

- **Read Previous Text Message:** displays the text of the previous received text message in the Message Window.

- **Show Text Message Browser:** opens the *Email and Text Messaging* menu with the text messaging tools active.

> 🏳 **Note:**   Refer to ***Chapter 8: Assigning Behaviors*** for instructions on programming a button. These behaviors can be found in the Text Messaging category in the *Behavior Editor* menu.

The DynaVox Series 5 software also includes an active label that is designed specifically for use on your text messaging page:

- **Pending Text Message Number:** displays the cell phone number for the recipient of the text message currently being created. This label will only show a phone number when you are using your text messaging page to reply to a text message.

If you include this active label on your text messaging page, it will display the phone number of the recipient of the text message that is currently open.

> 🏳 **Note:**   Refer to ***Creating and Modifying Active Labels*** for step-by-step instructions on using active labels in your pages.

Send a Text Message using Quick Text Message Behaviors

The DynaVox Series 5 software provides behaviors that enable you to quickly transform the text that you entered in the Message Window into a text message. You can program buttons on your frequently-used communication pages with these behaviors, in order to efficiently send text messages to your family or friends.

> 🏳 **Note:**   Before beginning these steps, you must make sure that your cell phone is turned on, and in close proximity (within 30 feet) of your Series 5 device.

> 🏳 **Note:**   Outgoing text messages sent through the DynaVox Series 5 software have a maximum length of 160 characters. Any characters beyond that limit will be truncated (removed) from your message and will not be sent.

The two applicable behaviors are:

- **Quick Text Message:** sends the text in the Message Window as a text message to the recipient that you defined when you programmed the behavior into the button.

- **Quick Text Message To...:** sends the text in the Message Window as a text message, but it allows you to choose the recipient from your *Address Book* before the message is sent.

> 📖 **Note:** Refer to ***Chapter 8: Assigning Behaviors*** for instructions on programming a button. These behaviors can be found in the Text Messaging behavior category of the *Behavior Editor* menu.

To send a text message using one of the Quick Text Message behaviors:

1. Program a button on your text messaging page with either the Quick Text Message or the Quick Text Message To... behavior.

2. Create a message in the Message Window.

3. When the message is complete, select the button that you programmed with one of the Quick Text Message behaviors.

4. If you used the Quick Text Message behavior, the process is complete. Your message has been copied into the *Outbox* folder, and will be sent to the cell phone number you listed when adding the behavior to the button. If you used the Quick Text Message To... behavior, complete the rest of this step:

   a. The *Send To* menu will open, listing the entries in the *Address Book* menu.

   b. Select the recipient for your message. If the recipient's cell phone number is not listed in the viewport, select the text box at the bottom of the menu. Then use the system keyboard to enter the recipient's cell phone number.

> 📖 **Note:** If you have not entered a cell phone number for a contact in the *Address Book*, their name will not appear in the *Send To* menu.

   c. Select the **OK** button.

Use either of these behaviors to quickly and efficiently send text messages from your frequently-used communication pages.

Using a Text Messaging Page for Outgoing Text Messages

The *Details* tab pane of the *Text Messaging Options* menu enables you to define a text messaging page. This page would contain specific behaviors and active labels that are designed to simplify the process of sending a text message.

This page may also include the tools you use to generate novel messages (keyboard buttons, predictor buttons, access to popups, etc.). If your text messaging page does not include these tools, then you should create a link between your text messaging page and the page that you typically use to create messages (refer to **Add the Go to Page Behavior** for step-by-step instructions).

> **Note:** The DynaVox Series 5 software includes a group of sample text messaging pages. You can modify one of these sample pages and assign it as your text messaging page. To find these sample email pages, open the *Page Navigator* menu (refer to click here) and select the *Email and Text Pages* folder in the left viewport.

If you create a text messaging page, you can set up the software to automatically open this page when you are composing, forwarding, or replying to a text message.

The following sections describe how to modify a text messaging page, how to assign a text messaging page, and how to use a text messaging page to effectively and efficiently create outgoing text messages.

Modify a Text Messaging Page

The DynaVox Series 5 software provides a wide variety of sample text messaging pages (in the *Email and Text Pages* folder in the *Page Browser* menu). These pages already include the behaviors that were designed to simplify the process of sending a text message (see **Text Messaging Behaviors and Tools**). You can use one of these text messaging pages to quickly and easily create text messages.

It is likely that one of these sample text messaging pages will provide all of the message-generation features and shortcuts that you need to efficiently communicate. In case none of them do, you can use the Page Editor to customize one of the sample text messaging pages to perform your desired tasks.

Once you decided which sample page to use as your text messaging page (and modified it if necessary), you can set up the software to automatically open this page when you are forwarding or replying to an email.

> **Note:** Depending on your preferred button layout, you may be able to fit the text messaging-related controls on your main communication page, and designate that as your text messaging page. If you cannot, you should make a separate page with the text messaging commands and designate that as your text messaging page. You should then create a link to it from your main communication page and vice versa. Refer to ***Add the Go to Page Behavior*** for step-by-step instructions.

Your text messaging page **must** contain these two elements:

- a Message Window
- a button with the Complete Text Message behavior

Other suggestions for the tools and behaviors that you could incorporate into your text messaging page include:

- The Pending Text Message Number active label, to display the phone number of the recipient of the current text message (see click here for more information)
- A Quick Text Message popup, containing buttons with the Quick Text Message or Quick Text Message To behaviors (see click here for more information)
- A button with the New Text Message behavior, to use when finished writing the text of a new text message (see click here for more information)
- A button with the Show Text Message Browser behavior, to open the *Email and Text Messaging* menu and show the text messaging controls
- Access to the *My Phrases* menu (whether through the title bar or through another button)
- Phrase prediction buttons or other rate enhancement tools of your choice (see ***Chapter 16: Using Rate Enhancement Tools*** for more information)

Once you have modified your text messaging page to suit your preferences, refer to ***Assign a Text Messaging Page*** for instructions on defining your text messaging page.

Assign a Text Messaging Page

Once you have programmed your text messaging page with the text messaging specific behaviors and tools that you want, you should assign the text messaging page in the *Details* tab pane of the *Text Messaging Options* menu.

The software will open your text messaging page whenever you compose, edit, forward, or reply to a text message.

To assign the text messaging page:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Text Messaging** tab.

4. Select the **Options** button at the bottom of the menu. The *Text Messaging Options* window will open.

5. Select the **Details** tab.

6. Select the **Use my Text Messaging page to compose messages** check box.

7. Select the button to the right of the check box. The *Select a Text Messaging Page* menu will open.

8. Find the page that you want to use when composing text messages by using one of the following methods:

    • Select the *Search* text box and enter the exact name of the page you want to find. Select the **OK** button to close the system keyboard. The appropriate page will be highlighted in the right viewport.

    • Visually search through the page sets in the left viewport, selecting a folder to display its contents in the right viewport (you may also select an expansion box to display sub-folders in the left viewport). Use the scroll bars to view all of the available options in both viewports. Select the desired page in the right viewport.

9. Select the **OK** button to close the *Select a Text Messaging Page* menu. The name of the page that you selected will be shown in the button on the *Text Messaging Options* menu.

10. Select the **OK** button to close the *Text Messaging Options* menu.

11. Select the **OK** button to close the *Email and Text Messaging* menu.

Whenever you compose, reply to forward a text message, the DynaVox Series 5 software will automatically open your text messaging page.

Create a New Text Message (via a Text Messaging Page)

Using your text messaging page enables you to create an original message (using the tools that you are comfortable with) and quickly transform it into an

outgoing text message. You can then send the text message to the recipient of your choice.

> **Note:** Before you can complete these steps, you must make sure that you have defined a text messaging page (refer to click here), and that you have enabled the *Use my Text Messaging page to compose messages* check box in the *Details* tab pane of the *Text Messaging Options* menu (refer to click here).

> **Note:** Before beginning these steps, you must make sure that your cell phone is turned on, and in close proximity (within 30 feet) of your Series 5 device.

> **Note:** Outgoing text messages that are sent through the DynaVox Series 5 software have a maximum length of 160 characters. Any characters that are beyond that limit will be removed from the message.

To create a new text message using your text messaging page:

1. Navigate to your text messaging page.

2. Create your message in the Message Window, using the behaviors and tools available on your text messaging page.

3. When your message is complete, select the button with the New Text Message behavior. The *Compose Text Message* menu will open, displaying the text from the Message Window in the large viewport.

COMPOSE TEXT MESSAGE MENU (FROM TEXT MESSAGING PAGE)

4. You may select the recipient based on their phone number (or their email address, if your provider supports sending text messages to email addresses). Select the drop-down menu in the top right corner. The menu will expand to reveal two options: *Cell Phone Number* or *Email Address*. Select whichever one you want to use to address the text message. The menu will close, displaying the option that you chose.

> **Note:**   If your cellular provider does not support sending a text message to an email address, the *Email Address* option will not be available in the drop-down menu. Few providers outside the United States seem to support this feature.

5. To enter the cell phone number (or email address) for the recipient of the message, select the To button (the *Send To* menu will open) and complete this step:

    a. The *Send To* menu lists the entries in your *Address Book* menu. Select the recipient from this list.

    b. Select the **OK** button. The *Send To* menu will close, and the recipient that you selected will appear in the text box to the right of the *To* button.

    c. If a recipient was not included in the list shown in the *Send To* menu, select the *To* text box (the system keyboard will open).

    d. Enter the cell phone number (or email address) that you want to include.

e. Select the **OK** button. The system keyboard will close, and the address you entered will be added to those in the *To* text box.

> **Note:** If the drop-down menu is set to *Cell Phone Number*, then the *Address Book* menu will only list recipients that have a cell phone number already entered in the *Address Book*. Similarly, if the drop-down menu is set to *Email Address*, then the *Address Book* menu will only list recipients that have a email address already entered in the *Address Book*.

6. Select the **Send** button to send the text message. The *Compose Text Message* menu will close, and the message will be copied to the *Outbox* folder. An attempt will be made to send the message immediately.

> **Note:** If you have the *Save Sent Messages* option turned on, the message that you sent will be stored in the *Sent* folder after it has been sent successfully. If your phone is turned off or too far away, the message will remain in the *Outbox* folder.

Forward a Text Message (via a Text Messaging Page)

The DynaVox Series 5 software enables you to forward an email message to another recipient. This will copy the text of the message into a new text message, and allow you to add your own comments.

> **Note:** Before you can complete these steps, you must make sure that you have defined a text messaging page (refer to click here), and that you have enabled the *Use my Text Messaging page to compose messages* check box in the *Details* tab pane of the *Text Messaging Options* menu (refer to click here).

> **Note:** Before beginning these steps, you must make sure that your cell phone is turned on, and in close proximity (within 30 feet) to your Series 5 device.

> **Note:** Outgoing text messages that are sent through the DynaVox Series 5 software have a maximum length of 160 characters. Any characters that are beyond that limit will be removed from the message.

To forward a text message using your text messaging page:

1. Navigate to your text messaging page.

2. Select the button on your text messaging page with the Show Text Message Browser behavior. The *Email and Text Messaging* menu will open and the text messaging tools will be active.

3. Select the folder that contains the message that you want to forward.

4. Select the check box for the message that you want to forward.

5. Select the **Forward** button. Your text messaging page will display the forwarded message content in the Message Window.

6. Use the Message Window to add your own comments to the forwarded message text.

7. When you have finished editing the message, you have the following options:

   • Select a Quick Text Message button on your text messaging page to send the message to the recipient programmed into the behavior.

   • To send the message to someone in your Address Book menu, Select the Quick Text Messaging To... button on your text messaging page and then select the recipient from the Send To menu.

8. If you want to change the recipient, select the **To** button to open the *Send To* menu, which lists the entries in your *Address Book* menu. Then select the recipient from this list and select the **OK** button. If the desired recipient is not included in this list, select the text box to the right of the *To* button. Then, use the system keyboard to enter the cell phone number. Select the **OK** button when finished.

9. Select the **Send** button to send the text message. The *Compose Text Message* menu will close, and the message will be saved in the *Outbox* folder. An attempt will be made to send the message immediately.

Reply to Text Message (via a Text Messaging Page)

To reply to a received text message using your text messaging page:

> **Note:** Before you can complete these steps, make sure that you have defined a text messaging page (refer to click here), and that the *Use my Text Messaging page to compose messages* check box in the *Details* tab pane of the *Text Messaging Options* menu (refer to click here).

> **Note:** Before beginning these steps, you must make sure that your cell phone is turned on, and in close proximity (within 30 feet) your Series 5 device.

> **Note:** Outgoing text messages that are sent through the DynaVox Series 5 software have a maximum length of 160 characters. Any characters that are beyond that limit will be removed from the message.

1. Navigate to your text messaging page.

2. Select the button on your text messaging page with the Show Text Message Browser behavior. The *Email and Text Messaging* menu will open with the text message controls active.

3. Select the folder that contains the message that you want to reply to.

4. Select the check box for the message that you want to reply to.

5. Select the **Reply** button. Your text messaging page will be displayed so that you can compose a reply. If your text messaging page displays the active label for Pending Text Message Number, you will notice that it is the cell phone number of the original sender of the text message.

6. Use the Message Window to compose your reply.

7. When you have finished composing your reply, select the Complete Text Message button on your text messaging page to open the *Reply To Text Message* menu.

8. When you are finished creating your text message, select the **Send** button to send the text message. The *Reply to Text Message* menu will close, and the message will be sent to the *Outbox* folder. An attempt will be made to send it immediately.

Using the Menus for Outgoing Text Messages

The DynaVox Series 5 software enables you to create text messages and send them to other recipients. The software provides behaviors that you can use on your preferred pages to quickly and efficiently create and send outgoing email messages (refer to **Using a Text Messaging Page for Outgoing Text Messages**), but it also includes standard menus for composing messages, if you prefer the traditional approach to creating text messages.

This section contains step-by-step instructions for using the text messaging menus in the DynaVox Series 5 software to create, manage and send outgoing text messages.

Create a New Text Message via System Menus)

The *Compose Text Message* menu enables you to write an original text message and send it to the recipient of your choice.

> **Note:** Before you complete these steps, make certain that the *Use my Text Messaging page to compose messages* check box in the *Details* tab of the *Text Messaging Options* menu (refer to click here) is not checked.

> **Note:** Before beginning these steps, you must make sure that your cell phone is turned on, and in close proximity (within 30 feet) to your Series 5 device.

> **Note:** Outgoing text messages that are sent through the DynaVox Series 5 software have a maximum length of 160 characters. Any characters that are beyond that limit will be removed from the message.

To create a new text message using the *Compose Text Message* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Text Messaging** tab.

4. Select the **Compose** button. The *Compose Text Message* menu will open.

COMPOSE TEXT MESSAGE MENU

5. You may select the recipient based on their cell phone number or their email address. Select the drop-down menu in the top right corner. The menu will expand to reveal two options: *Cell Phone Number* or *Email Address.* Select whichever one you want to use to address the text message. The menu will close, displaying the option that you chose.

> **Note:** If your cellular provider does not support sending a text message to an email address, the *Email Address* option will not be available in the drop-down menu. Few providers outside the United States seem to support this feature.

6. To enter the cell phone number (or email address) for the recipient of the message, select the To button (the *Send To* menu will open) and complete this step:

a. The *Send To* menu lists the entries in your *Address Book* menu. Select the recipient from this list.

b. Select the **OK** button. The *Send To* menu will close, and the recipient that you selected will appear in the text box to the right of the *To* button.

c. If a recipient was not included in the list shown in the *Send To* menu, select the *To* text box (the system keyboard will open).

d. Enter the cell phone number (or email address) that you want to include.

e. Select the **OK** button. The system keyboard will close, and the address you entered will be added to those in the *To* text box.

> **Note:** If the drop-down menu is set to *Cell Phone Number*, then the *Address Book* menu will only list recipients that have a cell phone number already entered in the *Address Book*. Similarly, if the drop-down menu is set to *Email Address*, then the *Address Book* menu will only list recipients that have a email address already entered in the *Address Book*.

7. Select the large text box to open the system keyboard.

8. Compose the body of the text message.

9. Select the **OK** button to close the system keyboard. The text that you wrote will appear in the large viewport in the *Compose Text* Message menu.

10. When you are finished creating your text message, select the **Send** button to send the text message. The *Compose Text Message* menu will close, and the message will be copied to the *Outbox* folder. An attempt will be made to send the message immediately.

> **Note:** If you have the *Save Sent Messages* option turned on, a copy of the message that you sent will be stored in the *Sent* folder after the message has been sent successfully. If your phone is turned off or too far away, the message will remain in the *Outbox* folder.

Send an Outgoing Text Message (via System Menus)

Normally, outgoing text messages are sent immediately when you compose, reply, or forward a message and select *Send*. If the message does not get sent for some reason (the cell phone is turned off or too far away from your Series 5 device) then it is possible to try again to send the message.

You can use the *Details* tab pane of the *Text Messaging Options* menu (click here) to determine how often the DynaVox Series 5 software communicates with your cell phone to send and receive text messages. You can also override that timed setting and check for new messages immediately, if desired.

> **Note:** Before beginning these steps, you must make sure that your cell phone is turned on, and in close proximity (within 30 feet) to your Series 5 device.

To manually check for new messages received by your cell phone but not yet transmitted to your Series 5 device:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Text Messaging** tab.

4. Select the **Check for Messages** button. This will immediately connect your device software to your cell phone, and transmit any incoming or outgoing messages. The software will attempt to send any messages in the *Outbox* folder, and any incoming messages will be copied to the *Inbox* folder.

Forward a Text Message (via System Menus)

The DynaVox Series 5 software enables you to forward a text message to another recipient. This will copy the text of the message into a new text message and allow you to add your own comments.

> **Note:** Before you complete these steps, make certain that the *Use my Text Messaging page to compose messages* check box in the *Details* tab pane of the *Text Messaging Options* menu (refer to click here) is not checked.

> **Note:** Before beginning these steps, you must make sure that your cell phone is turned on, and in close proximity (within 30 feet) to your Series 5 device.

> **Note:** Outgoing text messages that are sent through the DynaVox Series 5 software have a maximum length of 160 characters. Any characters that are beyond that limit will be removed from the message.

To forward a text message:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Text Messaging** tab.

4. Select the folder that contains the message that you want to forward.

5. Select the check box for the message that you want to forward.

6. Select the **Forward** button. The *Forward Text Message* menu will open, displaying a new text message with your revised text in the viewport.

7. If you want to add your own comments to the forwarded message, select the large text box to open the system keyboard.

> **Note:** If this involves opening the system keyboard, keep in mind that when the system keyboard is first opened, the forwarded message text will be highlighted. Select the right arrow key in the lower left corner of the system keyboard to remove the highlight. Then, use the arrow keys to position the cursor in front of the text that you are forwarding, so that your new text appears before the forwarded text.

When you are finished editing the text, select the **OK** button to close the system keyboard.

8. You may select the recipient based on their cell phone number (or email address, if your provider supports sending text messages to email). Select the drop-down menu in the top left corner. The menu will expand to reveal two options: *Cell Phone Number* or *Email Address*. Select whichever one you want to use to address the text message. The menu will close, displaying the option that you chose.

> **Note:** If your cellular provider does not support sending a text message to an email address, the *Email Address* option will not be available in the drop-down menu. Few providers outside the United States seem to support this feature.

9. To enter the cell phone number (or email address) for the recipient of the message, select the To button (the *Send To* menu will open) and complete this step:

   a. The *Send To* menu lists the entries in your *Address Book* menu. Select the recipient from this list.

   b. Select the **OK** button. The *Send To* menu will close, and the recipient that you selected will appear in the text box to the right of the *To* button.

   c. If a recipient was not included in the list shown in the *Send To* menu, select the *To* text box (the system keyboard will open).

   d. Enter the cell phone number (or email address) that you want to include.

e. Select the **OK** button. The system keyboard will close, and the address you entered will be added to those in the *To* text box.

> **Note:** If the drop-down menu is set to *Cell Phone Number*, then the *Address Book* menu will only list recipients that have a cell phone number already entered in the *Address Book*. Similarly, if the drop-down menu is set to *Email Address*, then the *Address Book* menu will only list recipients that have a email address already entered in the *Address Book*.

10. When you are finished editing your text message, select the **Send** button to send it. The *Compose Text Message* menu will close, and the text message will be saved in the *Outbox* folder. An attempt will be made to send the text message immediately.

Reply to a Text Message (via System Menus)

The DynaVox Series 5 software enables you to reply to a received text message.

> **Note:** Before you complete these steps, make certain that the *Use my Text Messaging page to compose messages* check box in the *Details* tab of the *Text Messaging Options* menu (refer to click here) is not checked.

> **Note:** Before beginning these steps, you must make sure that your cell phone is turned on, and in close proximity (within 30 feet) to your Series 5 device.

> **Note:** Outgoing text messages that are sent through the DynaVox Series 5 software have a maximum length of 160 characters. Any characters that are beyond that limit will be removed from the message.

To reply to a received text message:

1. Select **Main Menu > Setup > Tools Menu** in the second drop-down menu. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Text Messaging** tab.

4.   Select the folder that contains the message that you want to reply to.

5.   Select the check box for the message that you want to reply to.

6.   Select the **Reply** button. The *Reply to Text Message* menu will open, containing a new text message that is addressed to the sender.

7.   To compose a reply, select the large viewport to open the system keyboard.

> **Note:**   When the system keyboard is first opened, the forwarded message text will be highlighted. Select the right arrow key in the lower left corner of the system keyboard to remove the highlight. Then, use the arrow keys to position the cursor in front of the text that you are forwarding, so that your new text appears before the forwarded text.

8.   When you have finished composing your reply, select the **OK** button to close the system keyboard.

9.   Select the **Send** button to send the text message. The *Compose Text Message* menu will close, and the message will be sent to the *Outbox* folder. An attempt will be made to send it immediately.

Incoming Text Messages

The DynaVox Series 5 software enables you to receive incoming text messages. You can configure your device to display incoming messages or even speak the text message out loud.

This section provides step-by-step instructions for setting up the DynaVox Series 5 software to receive, store and manage your incoming text messages.

Set Up a Text Message Prompt

You can set up the DynaVox Series 5 software to prompt you when you have received a new text message. The *Details* tab pane of the *Text Messaging Options* menu (click here) contains a *When a message is received* drop-down menu. This drop-down menu presents you with the following options:

- *Show Icon in Title Bar:* The software will display an icon in the right corner of the title bar when a new text message is received but has not yet been

read. The icon will disappear after you have read all of the messages in the *Inbox* folder.

TEXT MESSAGE ICON IN TITLE BAR
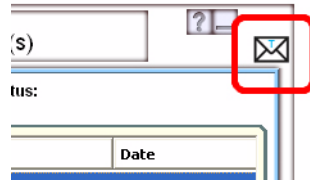
- *Show an Alert:* The software will display an alert that contains the beginning of the new text message. You can read the entire message, view the message later, start a reply, or simply delete the message.
- *Show and Speak an Alert:* The software will display an alert and also speak the text of the message. You can read the entire message, view the message later, start a reply, or simply delete the message.

EXAMPLE PROMPT FOR ONE RECEIVED TEXT MESSAGE

> 🏳 **Note:** If you have received more than one text message, the prompt will give you the option to *View Now* (which would open the *Email and Text Messaging* menu) or *Close*, which would return you to your current page. Refer to the following screen:

EXAMPLE PROMPT FOR MULTIPLE RECEIVED MESSAGES
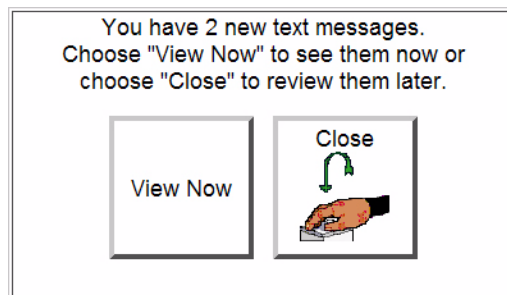
To set the software to prompt you when you have received new text messages:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Text Messaging** tab.

4. Select the **Options** button at the bottom of the menu. The *Text Messaging Options* window will open.

5. Select the **Details** tab.

6. Select the **When a message is received** drop-down menu. The menu will expand to reveal the choices.

Show Icon in Title Bar	The software will display an icon in the title bar when a new text message is received but has not yet been read.
Show an Alert	The software will display an alert containing the beginning of the new text message, and give you the opportunity to open the *View Text Message* menu to read the entire message.
Show and Speak an Alert	The software will display an alert and also begin speaking the text of the message. You will have the opportunity to open the *View Text Message* menu to read the entire message.

7. Choose the option that you want to use. The menu will close, displaying your choice.

8. Select the **OK** button to close the *Text Messaging Options* menu. Keep selecting the **OK** button to close all open menus.

Check for Received Text Messages

You can use the *Details* tab pane of the *Text Messaging Options* menu (click here) to determine how often the DynaVox Series 5 software communicates with your cell phone to check for new text messages and send out any that have not yet been sent. You can also override that timed setting and check for incoming messages whenever you want.

> **Note:** Before beginning these steps, you must make sure that your cell phone is turned on, and in close proximity (within 30 feet) your Series 5 device.

To program the device to check for incoming text messages at regular intervals:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Text Messaging** tab.

4. Select the **Options** button. The *Text Messaging Options* menu will open.

5. Select the **Details** tab.

6. Select the **Check for new messages every __ minutes** check box.

7. Select the button to the right of the check box. The *Enter Number* keypad will open.

8. Enter the number of minutes you would like your software to wait in between checking for messages (10 minutes is the default value), and then select the **OK** button. The *Enter Number* keypad will close, and the number you entered will be displayed on the button in the *Details* tab pane.

9. Select the **OK** button to close the *Text Messaging Options* menu. Keep selecting the **OK** button to close all open menus.

The DynaVox Series 5 software will automatically connect to your cell phone at the interval that you defined, and send any outgoing messages and download any incoming messages.

> **Note:** To manually check for incoming email messages, select the *Check for Messages* button in the *Email and Text Messaging* menu. This will immediately connect your device software to your cell phone, and transmit any incoming or outgoing messages.

Read a Received Text Message

The software provides several ways for you read your incoming text messages. You can read received text messages directly in the *Email and Text Messaging* menu. You can also have the device display (and speak) new text messages as soon as you receive them (see **Set Up a Text Message Prompt** information).

To read a received text message in the *Email and Text Messaging* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Text Messaging** tab. The contents of the *Inbox* will be displayed in the main viewport. Any unread text messages will be shown in a bold font.

4. Select the check box for the text message that you want to read. The preview pane will show the first few lines of that message.

5. Select the **View** button. The *View Text Message* menu will open, displaying the entire text message.

VIEW TEXT MESSAGE MENU
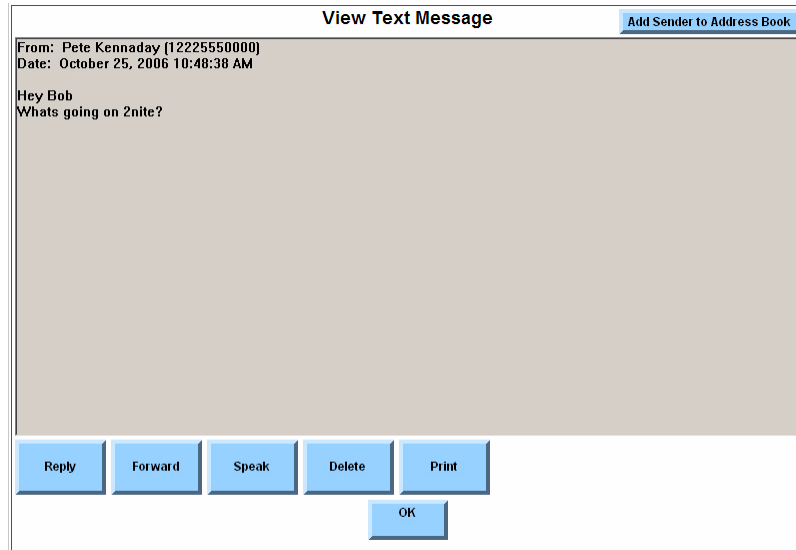
The *View Text Message* menu features the following options:

Add Sender to Address Book	Opens the *New Contact* menu for the address book, and enters the sender's name and cell phone number in the proper fields. (See **Edit an Address Book Entry**.)
Reply	Send a reply to the sender of the text message. (See **Reply to a Text Message (via System Menus)**.)
Forward	Forward this message to another recipient. (See **Forward a Text Message (via a Text Messaging Page)**.)
Speak	Have the device speak the text of the message. (See **Speak a Received Text Message**.)
Delete	Send this text message to the *Trash* folder.
Print	Send the text message to a printer. Refer to **Print a Text Message** for more information.

> **Note:**   If you are viewing a message that is in your *Sent* folder, the *Add Sender to Address Book* button will change to *Add Recipients to Address Book*.

6. When you are finished reading this text message, select the **OK** button to close the *View Text Message* menu.

Speak a Received Text Message

To have your device speak the contents of a received text message in the *Email and Text Messaging* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Text Messaging** tab. The contents of the *Inbox* will be displayed in the main viewport. Any unread text messages will be shown in a bold font.

4. Select the check box for the text message that you want to speak. The preview pane will show the first few lines of that message.

5. Select the **View** button. The *View Text Message* menu will open, displaying the entire text message.

6. Select the **Speak** button. Your Series 5 device will say "You have received a text message from..." and then speak the sender's cell phone number. It will continue to speak the date and time at which the message was received. Then, your device will read the contents of the text message.

> **Note:**   If you want to stop the device from speaking before it gets to the end of the message, select the *Speak* button again.

7. When you are finished reading this email message, select the **OK** button to close the *View Email* menu.

8. Select the **OK** button to close the *Email and Text Messaging* menu. Keep selecting the **OK** button to close all open menus.

Print a Text Message

> **Note:**   Before you begin this procedure, your Series 5 device must be connected to a printer (or configured to send information to a wireless printer). Refer to ***Using an External Printer*** for more information.

To send a text message to a printer:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Email & Text Message** button. The *Email and Text Messaging* menu will open.

3. Select the **Text Messaging** tab.

4. Select the check box for the text message that you want to print. The preview pane will show the beginnings of that message.

5. Select the **View** button. The *View Text Message* menu will open, displaying the text message.

6. Select the **Print** button. When you are asked to confirm that you want to print the text message, select the **Yes** button.

7. The *Printer Selection* window will open. Select the printer in the viewport that you want to send the text message to and the select the **OK** button.

8. When the print is complete, select the **OK** button to close the *View Text Message* menu.

9. Select the **OK** button to close the *Email and Text Messaging* menu.

Chapter 16:   Using Rate Enhancement Tools

The DynaVox Series 5 software offers rate enhancement features that can help you communicate more quickly and efficiently. Rate enhancement includes word prediction, context prediction, ready access to frequently-used phrases, flexible abbreviation and abbreviation expansion. These features all work to reduce the number of selections that are needed to perform a task or create a message. When fewer selections are required, your communication rate will be faster and more efficient.

This section offers general information about the rate enhancement on the DynaVox Series 5 devices and includes step-by-step instructions for selecting and working with the various features.

CREATING AND USING CONCEPTS

The DynaVox Series 5 software uses concepts to provide structure and organization for the various elements of the software, including symbols, dictionary entries, slots and phrases. Concepts are designed to group similar items or ideas together, making it more efficient to search for a particular item or idea.

The *Concept Browser* menu enables you to view and edit the list of concepts for your DynaVox Series 5 software. Any changes you make in the *Concept Browser* menu will be seen anywhere concepts are used. This includes the *Symbol Browser* menu, the *Dictionary Browser*, and the *My Phrases* menu, as well as the *Select Slot Filler* menu for slots.

To open the *Concept Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Concept Browser** button. The *Concept Browser* menu will open.

CONCEPT BROWSER MENU

The *Concept Browser* menu includes these tools:

Viewport	Displays all of the available concepts, organized in a folder (or "tree") structure. If a concept contains sub-concepts, an expansion box will appear to the left of the folder icon. Select a [+] expansion box to display the sub-concepts, or select a [-] expansion box to hide them.
	Concepts that do not contain sub-concepts appear with a gray circle icon.
Search	Use the *Search* feature to look for a concept by name. The *Search* feature is the most efficient way to find a concept in the *Concept Browser* viewport.
New Concept	Add a new concept to the tree structure. The new concept will be added as a sub-concept to currently selected concept.
Cut	Remove the selected concept (and all of its sub-concepts) from the viewport in the *Concept Browser* menu and place it on the clipboard.
Copy	Copy the selected concept (and all of its sub-concepts). The copy will be placed on the clipboard.
Paste	Add the concept that has been saved to the clipboard by the *Cut* or *Copy* feature as a sub-concept under the currently selected concept.
Rename	Rename the currently selected concept.
Edit Slot Fillers	Edit the list of slot fillers that are assigned to the selected concept.
OK	Save any changes and close the *Concept Browser* menu.

Add a Concept

The DynaVox Series 5 software uses concepts to organize software elements such as symbols, phrases, slots and dictionary entries. You may add your own custom concepts to the provided hierarchy of concepts.

To add a concept:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Concept Browser** button. The *Concept Browser* menu will open.

3. Select the text box to the right of the *Search* button to find the folder that will store the new concept (the concept you are adding will be a sub-concept of the selected concept). The system keyboard will open.

4. Enter the name of the concept you want to find and then select the **OK** button. The system keyboard will close and the concept (if it exists) will be highlighted in the viewport.

> 🏴 **Note:**   If you cannot find the concept by searching, use the viewport to find the concept that you want to rename. Once you find it, select the concept in the viewport.

> 🏴 **Note:**   If the new concept should not be a sub-concept, simply select the *Top Concept* folder.

5. Select the **New Concept** button. The system keyboard will open.

6. Enter the name of the concept you want to create, and then select the **OK** button. The system keyboard will close, and the new concept will be selected in the viewport.

7. Your new concept will be empty until you choose the slot fillers that it will include. To do this, select the **Edit Slot Fillers** button. The *Concept Slot Fillers* menu will open.

CONCEPT SLOT FILLERS MENU

8. Select the **Add** button. The system keyboard will open.

9. Enter the filler text that you want to add to the concept and select the **OK** button. The filler text that you just added will be highlighted in the viewport.

> **Note:** If the word you added was not already in the device dictionary, it will be added to the dictionary. If it was already included, the dictionary entry will be updated to include the new concept information.

10. To add more words, repeat steps 8-10.

11. To delete filler text from the concept, select it in the viewport and then select the **Remove** button.

> **Note:** Removing a word from a concept will not delete the word from the dictionary.

12. To change the order in which the filler options will appear when a slot is selected (refer to ***Editing the Filler Options for a Slot***), select a word in the viewport and then select the **Move Up** button or the **Move Down** button. Repeat this step until the words are displayed in the desired order.

13. When you are finished adding words, select the **OK** button to close the *Concept Slot Fillers* menu.

14. Select the **OK** button to close the *Concept Browser* menu. Keep selecting the **OK** button to close all open menus.

Rename a Concept

The DynaVox Series 5 software uses concepts to organize software elements such as symbols, phrases, slots and dictionary entries. You may rename concepts to make them more meaningful to you.

To rename a concept:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Concept Browser** button. The *Concept Browser* menu will open.

3. Select the text box to the right of the *Search* button. The system keyboard will open.

4. Enter the name of the concept you want to find and then select the **OK** button. The system keyboard will close and the concept (if it exists) will be highlighted in the viewport.

> **Note:** If you cannot find the concept by searching, use the viewport to find the concept that you want to rename. Once you find it, select the concept in the viewport.

5. Select the **Rename** button. The system keyboard will open.

6. Enter the new name of the concept and then select the **OK** button. The system keyboard will close, and the renamed concept will be selected in the viewport of the *Concept Browser* menu.

7. Select the **OK** button to close the *Concept Browser* menu. Keep selecting the **OK** button to close all open menus.

Every software element (including words, phrases, slots and symbols) that are associated with this concept will be updated to reflect the new concept name.

Edit the Filler Options in a Concept

The DynaVox Series 5 software uses concepts to provide a way to organize software elements such as symbols, phrases, slots and dictionary entries. You may edit the slot filler options that are assigned to a particular concept to broaden or condense the scope of the concept.

You may also change the order of the slot filler options in a concept. This can be very helpful when using the concept with a slot (see ***Creating and Using Concept Slots***).

To edit the list of slot fillers in a concept:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Concept Browser** button. The *Concept Browser* menu will open.

3. Select the text box to the right of the *Search* button. The system keyboard will open.

4. Enter the name of the concept you want to find and then select the **OK** button. The system keyboard will close and the concept (if it exists) will be highlighted in the viewport.

> 📒 **Note:** If you cannot find the concept by searching, use the viewport to find the concept that you want to edit. Once you find it, select the concept in the viewport.

5. Select the **Edit Slot Fillers** button. The *Concept Slot Fillers* menu will open.

CONCEPT SLOT FILLERS MENU

6. To add a slot filler option to the concept, select the **Add** button (the system keyboard will open) and complete this step.
   a. Enter the slot filler option that you want to add to the concept.
   b. Select the **OK** button to close the system keyboard. The slot filler option that you just added will be highlighted in the viewport.

> 📒 **Note:** If the word you added was not already in the device dictionary, it will be added to the dictionary. If it was already included, it will be updated to include the new concept information.

7. To delete a slot filler option from the concept, select it in the viewport and then select the **Remove** button.

> 📒 **Note:** Removing a word from a concept will not delete the word from the dictionary.

8. To change the order in which the filler options will appear when a slot is selected (refer to **Editing the Filler Options for a Slot**), select a filler option in the viewport and then select the **Move Up** button or the **Move Down** button. Repeat this step until the filler options are displayed in the desired order.

9. When you are finished, select the **OK** button to close the *Concept Slot Fillers* menu. Keep selecting the **OK** button to close all open menus.

Rearrange the Concepts in the Concept Browser

The DynaVox Series 5 software uses concepts to organize software elements such as symbols, phrases, slots and dictionary entries. You may rearrange the concepts in the *Concept Browser* by cutting a concept (and its sub-concepts) from one position in the viewport and pasting it into another.

To rearrange concepts in the *Concept Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Concept Browser** button. The *Concept Browser* menu will open.

3. Select the text box to the right of the *Search* button. The system keyboard will open.

4. Enter the name of the concept you want to find and then select the **OK** button. The system keyboard will close and the concept (if it exists) will be highlighted in the viewport.

> 📖 **Note:**   If you cannot find the concept by searching, use the viewport to find the concept that you want to rearrange. Once you find it, select the concept in the viewport.

5. Select one of these options:
    - Select the **Cut** button to remove the selected concept (and all of its sub-concepts) from the concept hierarchy and copy them to the clipboard.

> 📖 **Note:**   The software will warn you that cutting concepts may disrupt some search procedures on other pages. (If other pages or popups are programmed to conduct searches on this concept, those searches would not find the results from this concept because the concept had been moved or deleted.) Select the *Yes* button to continue.

- Select the **Copy** button to leave the selected concept (and all of its sub-concepts) intact, but also copy them to the clipboard.

6. Use the viewport and the expansion boxes to select the folder that will store the concept that you just cut (the concept you are adding will be a sub-concept of the selected concept). If the new concept should not be a sub-concept, select the **Top Concept** folder.

7. Select the **Paste** button. The concept that you cut in step 7 (and all of its sub-concepts) will be pasted back into the concept hierarchy, and will be displayed in the viewport.

> **Note:**   If you use the Copy function, the concept(s) that you paste will have "Copy 1 of" in front of its name For step-by-step instructions on renaming a concept, see ***Rename a Concept***. Additionally, all copied concepts are empty. For steps on filling copied concepts with words, see ***Edit the Filler Options in a Concept***.

8. Select the **OK** button to close the *Concept Browser* menu. Keep selecting the **OK** button to close all open menus.

Adding Slot Filler Options to a Concept

The DynaVox Series 5 software enables you to add new slot fillers (words or phrases) to the dictionary and assign them to a concept (or concepts) of your choice. You may also modify the concept settings for words that already exist in the dictionary. Both of these techniques enable you to associate words with specified concepts, so those words will appear in your concept searches.

- To add a slot filler directly into a concept of your choice, follow the steps in ***Edit the Filler Options in a Concept***.

- To add a new word in the *Dictionary Browser* menu and assign it to the concept (or concepts) of your choice, follow the steps in ***Create a New Dictionary Entry***.

- To modify the concept settings for word that already exists in the *Dictionary Browser* menu, follow the steps in ***Add a Concept Tag to a Dictionary Entry***.

Delete a Concept

The DynaVox Series 5 software uses concepts to organize software elements such as symbols, phrases, slots and dictionary entries. You may delete a concept from the *Concept Browser* menu.

> **Note:**   Deleting a concept does not delete any phrase, symbol or dictionary entry associated with the concept. However, any slots that are associated with the concept will no longer work.

To delete a concept:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Concept Browser** button. The *Concept Browser* menu will open.

3. Select the text box to the right of the *Search* button. The system keyboard will open.

4. Enter the name of the concept you want to find and then select the **OK** button. The system keyboard will close and the concept (if it exists) will be highlighted in the viewport.

> **Note:**   If you cannot find the concept by searching, use the viewport to find the concept that you want to delete. Once you find it, select the concept in the viewport.

5. Select the **Cut** button. The selected concept (and all of its sub-concepts) will be removed from the concept hierarchy and copied to the clipboard.

6. The software will warn you that cutting concepts may disrupt some search procedures. (If other pages or popups are programmed to conduct searches on this concept, those searches would not find the results from this concept because the concept had been moved or deleted.) Select the **Yes** button to continue.

7. Select the **OK** button to close the *Concept Browser* menu. Keep selecting the **OK** button to close all open menus.

CREATING AND USING MY PHRASES

Using phrases is one of the best ways to speed up communication with your Series 5 device. This rate enhancement feature allows you to define specific phrases for use in a variety of situations, thereby reducing the number of selections that are required to compose a message. Once you have defined a specific phrase in the software, you can easily send it to the Message Window as part of a longer message, or you can speak it directly as a stand-alone message.

Your custom phrases are available from anywhere in your page set. The My Phrases button in the title bar provides constant access to your phrases, regardless of the active page or popup. Additionally, your phrases can be predicted in a phrase predictor button.

MY PHRASES BUTTON
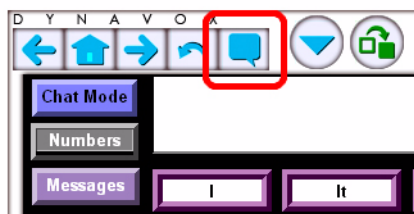
Phrases can be created and edited in the *My Phrases* menu.

To open the *My Phrases* menu for editing purposes:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the My Phrases button in the title bar to open the *My Phrases* menu.

> **Note:**   You can open the *My Phrases* menu for editing purposes by selecting **Main Menu > Setup > Tools Menu**, then select the **My Phrases Menu** button in the *Tools* menu.
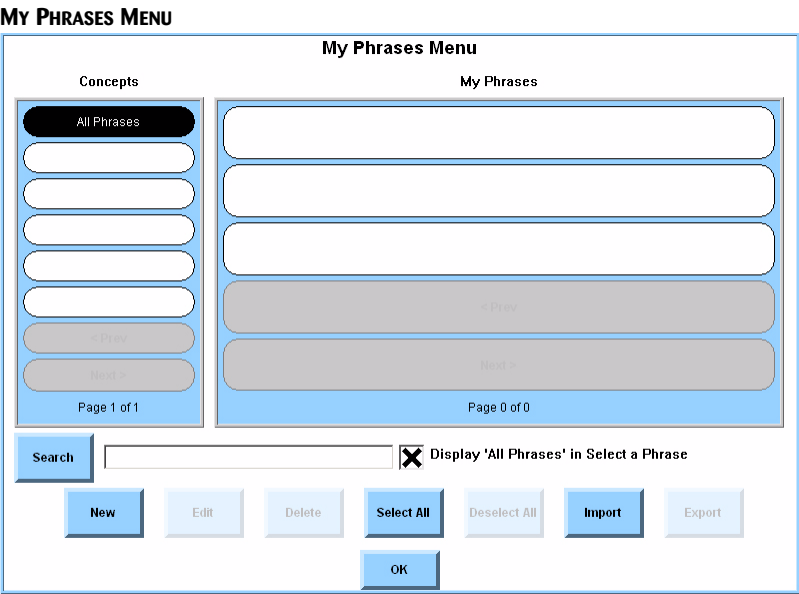
MY PHRASES MENU

The *My Phrases* menu includes these tools:

Concepts	The *Concepts* box displays a list of the phrase concepts (categories) that are available for the current user. These concepts enable you to group phrases according to common themes. Each concept is displayed as a rounded button. The bottom two buttons (*Prev* and *Next*) enable you to look through the entire list of concepts.
My Phrases	The *My Phrases* box displays the phrases (and any symbols assigned to the phrases) that are part of the currently selected concept. Each phrase is displayed as a rounded button. The bottom two buttons (*Prev* and *Next*) enable you to look through the entire list of phrases.
Search	Use the *Search* feature to look for a phrase by name. The *Search* feature is the most efficient way to find a phrase in the *My Phrases* menu.
Display (Current Concept) in Select a Phrase	Select this check box to list the currently selected concept in the *Concepts* box in the *Select a Phrase* menu. Otherwise, the selected concept will be not be included in the list of concepts.
New	Add a new phrase.
Edit	Make changes to the selected phrase.
Delete	Permanently remove the selected phrase from the *My Phrases* menu.

Select All	Select all of the phrases that are part of the currently selected concept.
Deselect All	Remove the selection from all of the phrases selected in the box.
Import	Add a phrase from the *User Files* folder on the device's hard drive to the *My Phrases* menu. Phrases can also be imported directly from a file sharing device.
Export	Send a copy of a selected phrase (or phrases) to the *User Files* folder on the device's hard drive. Phrases can also be exported directly to a file sharing device.
OK	Save the current settings and close the *My Phrases* menu.

Using the My Phrases Button

The *My Phrases* menu is designed to give you immediate access to the phrases that you use the most in everyday conversation. The easiest way to insert these phrases into your communication is by selecting the My Phrases button in the title bar. That will enable you to insert a phrase into the Message Window, or to speak the phrase as soon as you select it. The My Phrases button in the title bar provides constant access to your phrases from anywhere in your page set.

MY PHRASES BUTTON
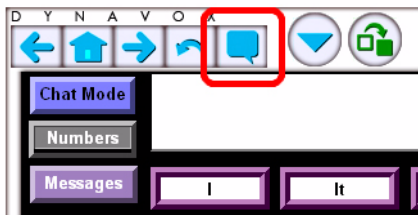
To quickly access the phrases you have created:

1. Select the My Phrases button in the title bar. The *Select a Phrase* menu will open.

SELECT A PHRASE MENU

2. Choose how you want to use the phrase by selecting one (or both) of the check boxes in the bottom left corner:

- To speak the phrase as soon as you select it, select the **Speak Phrase** check box. The phrase will not be sent to the Message Window.

- To send the phrase into the Message Window as soon as you select it, select the **Insert Phrase** check box. The phrase will not be spoken until you select the Message Window.

3. To automatically close the *Select a Phrase* menu after you select one phrase, select the **Close on Selection** check box. If this check box is empty, the *Select a Phrase* menu will remain open until you select the *OK* button or the *Cancel* button.

4. In the *Concepts* box, select the concept that contains the phrase you want to use. If the concept you want is not visible, use the *Prev* and *Next* buttons to scroll through the list of concepts.

5. In the *My Phrases* box, select the phrase you want to use. If the phrase is not visible, you may have to use the *Prev* and *Next* buttons to scroll through the phrases in the selected category.

6. After you select a phrase, the software will act according to the check boxes you have selected. The possibilities are:

- If the *Speak Phrase* check box is checked, the device will speak the phrase.

- If the *Insert Phrase* check box is checked, the phrase will be sent to the Message Window.

- If the *Close on Selection* check box is checked, the *Select a Phrase* menu will close.

7. If the *Close on Selection* check box is not selected, select the **OK** button to close the *Select a Phrase* menu.

Create a New Phrase

To add a new phrase to the *My Phrases* menu:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the My Phrases button in the title bar to open the *My Phrases* menu.

> **Note:** You can open the *My Phrases* menu for editing purposes by selecting **Main Menu > Setup > Tools Menu**, then select the **My Phrases Menu** button in the *Tools* menu.

3. Select the **New** button. The *New Phrase* menu will open.

NEW PHRASE MENU

4. Select the **Phrase** text box. The system keyboard will open.

5. Enter the phrase that you want to add and select the **OK** button. Your new phrase will be displayed in the *Phrase* text box.

> **Note:** As an alternative to steps 1 - 5, you can enter a message in the Message Window. Then, select the Main Menu button in the title bar. Then, select *Edit Message* from the main drop-down menu, Finally, select *Add to My Phrases* in the second drop-down menu. The *Edit Phrase* menu will open, with the message from the Message Window in the *Phrase* text box.

6. Adding a concept tag to your new phrase will associate it with a small group of similar phrases. This will make it easier to find in the *Select a Phrase* menu. Concept tags also make phrases available for concept searches and for concept-based phrase prediction. To add a concept to the new phrase, select the **Select Concept** button in the *Concepts* group box (the *Select Concepts* menu will open) and complete this step. To create a new concept for this phrase, proceed to step 8.

a. In the *Select Concepts* menu, find a concept by using one of the following methods:

- Select the *Search* text box and enter the name of the concept you want to find. Select the **OK** button to close the system keyboard. The appropriate concept will be highlighted in the viewport.

- Visually search through the concepts in the viewport. You can select a concept's expansion box (with a [+]) to display the concepts and sub-concepts that it contains. Selecting an open expansion box (with a [-]) will close the concept again. Use the scroll bar to view all of the available options. Once you find the concept you want, select the concept icon.

b. Select the **OK** button to close the *Select Concepts* menu. The concept you selected will be added to the *Concepts* viewport in the *New Phrase* menu.

c. To add another concept to this phrase, select the **Select Concept** button and repeat steps a-b.

7. To create a new concept for this phrase, select the **Add New Concept** button in the *Concepts* group box (the system keyboard will open) and complete this step.

a. Enter the name of the concept you want to create.

b. Select the **OK** button to close the system keyboard. The concept you just created will be added to the *Concepts* viewport in the *New Phrase* menu.

> **Note:** The concept that you just created will automatically be added to the *Concept Browser* menu as a sub-concept to the *My Phrases* concept.

c. To create another new concept for this phrase, select the **Add New Concept** button and repeat steps a-b.

8. To remove a concept from this phrase, select the concept in the *Concepts* group box and select the **Delete** button. The concept will still exist in the *Concept Browser* menu, but will no longer be associated with this phrase.

9. The frequency that is assigned to a phrase affects the way the phrase is predicted by rate enhancement. To assign a frequency to the new phrase, select the **Frequency** button (the *Enter Frequency* menu will open) and then complete this step. If you want to use the default frequency (10), proceed to step 11.

Frequency numbers range between one and 100, with 100 being reserved for items that will be used the most often.

a. Use the keypad to enter a new frequency number.

b. Select the **OK** button to close the *Enter Frequency* menu. The new number will be displayed in the *Frequency* button.

10. You may choose to assign a symbol to this phrase, for faster sight recognition or for use in predictor buttons. To assign a symbol to the new phrase, select the **Symbol** button (the *Select a Symbol* menu will open) and complete this step.

a. Select the **Search** text box in the *Select a Symbol* menu. The system keyboard will open.

b. Enter the name of the symbol that you want to find.

> **Note:** You can perform wildcard searches using the asterisk (*) as the wildcard character. For example, if you enter *cat**, the software will present symbols that begin with *cat* (like *catalog* or *catch*). If you enter **days*, the software will present any symbols with names that end with *days* (like *weekdays* and *holidays*).

c. Select the **OK** button to close the system keyboard.

d. If the software finds any symbols for the word you entered, they will be presented in the right viewport of the *Select a Symbol* menu.

e. Select the symbol that you want to use. The *Select a Symbol* menu will close automatically and the new symbol will be displayed inside the *Symbol* button in the *New Phrase* menu.

> **Note:** For more detailed information on choosing a symbol for the phrase, including steps for importing a symbol from a file sharing device, refer to ***Edit the Button's Symbol***.

11. Select the **OK** button to save the new phrase and close the *New Phrase* menu. The new phrase will be added to the *My Phrases* box in the *My Phrases* menu (under the concept **All Phrases**, as well as under any concepts you may have assigned or created). If you added a symbol, it will be displayed beside the phrase.

12. Select the **OK** button to close the *My Phrases* menu.

Edit a Phrase

To change a selected phrase in the *My Phrases* menu:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the My Phrases button in the title bar to open the *My Phrases* menu.

> **Note:** You can open the *My Phrases* menu for editing purposes by selecting **Main Menu > Setup > Tools Menu**, then select the **My Phrases Menu** button in the *Tools* menu.

3. Select the text box to the right of the *Search* button to find the phrase that you want to edit. The system keyboard will open.

4. Enter the phrase that you want to find and then select the **OK** button. If it exists, it will be selected in the *My Phrases* box.
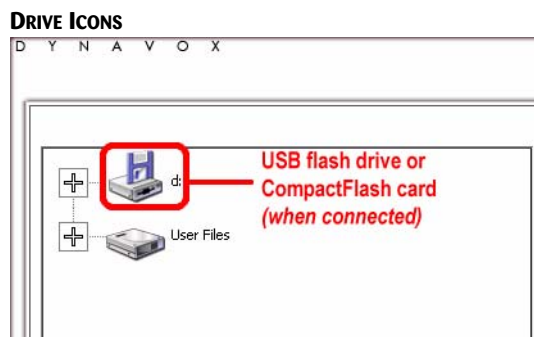
> **Note:** If you cannot find the phrase by searching, select a concept in the *Concept* box and then look through the *My Phrases* box to find the phrase. Use the *Prev* and *Next* buttons to look through all of the available concepts and phrases. Once you find the phrase you want to edit, select it in the *My Phrases* box.

5. Select the **Edit** button. The *Edit Phrase* menu will open.

EDIT PHRASE MENU

6. To change the phrase itself, select the **Phrase** text box, edit the text of the phrase using the system keyboard, and select the **OK** button. The revised text will appear in the *Phrase* text box in the *Edit Phrase* menu.

7. To add a concept to the phrase, select the **Select Concept** button in the *Concepts* group box (the *Select Concepts* menu will open) and complete this step. To create a new concept for this phrase, proceed to step 9.

    a. In the *Select Concepts* menu, find a concept by using one of the following methods:

        • Select the *Search* text box and enter the name of the concept you want to find. Select the **OK** button to close the system keyboard. The appropriate concept will be highlighted in the viewport.

        • Visually search through the concepts in the viewport. You can select a concept's expansion box (with a [+]) to display the concepts and sub-concepts that it contains. Selecting an open expansion box (with a [-]) will close the concept again. Use the scroll bar to view all of the available options. Once you find the concept you want, select the concept icon.

    b. Select the **OK** button to close the *Select Concepts* menu. The concept you selected will be added to the *Concepts* viewport in the *New Phrase* menu.

    c. To add another concept to this phrase, select the **Select Concept** button and repeat steps a-b.

8. To remove a concept from the *Concepts* group box, select the concept and then select the **Delete** button. The concept will still exist in the *Concept Browser* menu, but will no longer be associated with this phrase.

9. To create a new concept for this phrase, select the **Add New Concept** button in the *Concepts* group box, enter the name of the concept you want to create using the system keyboard, and select the **OK** button. The concept will be added to the *Concepts* viewport in the *New Phrase* menu.

> **Note:** The concept that you just created will automatically be added to the *Concept Browser* menu as a sub-concept to the *My Phrases* concept.

  a. To create another new concept for this phrase, select the **Add New Concept** button and repeat steps a-b.

10. The frequency that is assigned to a phrase affects the way the phrase will be predicted in phrase prediction buttons on keyboard pages. To assign a frequency to the new phrase, select the **Frequency** button and then complete the rest of this step. If you want to use the default frequency (10), proceed to step 11.

  Frequency numbers range between one and 100, with 100 being reserved for items that will be used the most often.

  a. Use the keypad to enter a new frequency number.

  b. Select the **OK** button to close the *Enter Frequency* menu. The new number will be displayed in the *Frequency* button.

11. You may choose to assign a symbol to this phrase (or edit the current symbol), for faster sight recognition or for use in predictor buttons. To assign a symbol to the new phrase, select the **Symbol** button (the *Select a Symbol* menu will open) and complete this step.

  a. Select the **Search** text box in the *Select a Symbol* menu. The system keyboard will open.

  b. Enter the name of the symbol that you want to find.

> **Note:** You can perform wildcard searches using the asterisk (*) as the wildcard character. For example, if you enter *cat**, the software will present symbols that begin with *cat* (like *catalog* or *catch*). If you enter **days*, the software will present any symbols with names that end with *days* (like *weekdays* and *holidays*).

  c. Select the **OK** button to close the system keyboard.

  d. If the software finds any symbols for the word you entered, they will be presented in the right viewport of the *Select a Symbol* menu.

e. Select the symbol that you want to use. The *Select a Symbol* menu will close automatically and the new symbol will be displayed inside the *Symbol* button in the *New Phrase* menu.

> 🏳 **Note:** For more detailed information on choosing a symbol for the phrase, including steps for importing a symbol from a file sharing device, refer to ***Edit the Button's Symbol***.

12. Select the **OK** button to close the *Edit Phrase* menu. If you made changes in the *Phrase* text box, or selected a new symbol, these changes will be displayed in the *My Phrases* box in the *My Phrases* menu.

13. Select the **OK** button to close the *My Phrases* menu.

Delete a Phrase

To permanently remove a phrase from the *My Phrases* menu:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the My Phrases button in the title bar to open the *My Phrases* menu.

> 🏳 **Note:** You can open the *My Phrases* menu for editing purposes by selecting **Main Menu > Setup > Tools Menu**, then select the **My Phrases Menu** button in the *Tools* menu.

3. Select the text box to the right of the *Search* button to find the phrase that you want to delete. The system keyboard will open.

4. Enter the phrase that you want to find and then select the **OK** button. If it exists, it will be selected in the *My Phrases* box.

> 🏳 **Note:** If you cannot find the phrase by searching, select a concept in the *Concept* box and then look through the *My Phrases* box to find the phrase. Use the *Prev* and *Next* buttons to look through all of the available concepts and phrases. Once you find the phrase you want to delete, select it in the *My Phrases* box.

5. Select the **Delete** button.

6. Select the **OK** button to confirm that you want to delete the phrase. Be careful, as you will not be able to retrieve a phrase after you have deleted it.

7. Select the **OK** button to close the *My Phrases* menu.

Create a Button to Open the Select a Phrase Menu

You can create a button on any page or popup to open the *Select a Phrase* menu. This is useful when the title bar is hidden or inaccessible.

To program a button to open the *My Phrases* menu:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button you want to use to open the *My Phrases* menu. The *Modify Button* menu will open.

> **Note:** If you are editing the button in the Page Editor, you must select the button first (it will be highlighted in blue), and then select the Modify button.

3. Select the **Label** text box. The system keyboard will open.

4. Enter a label for the button (for example, "My Phrases") and select the **OK** button when finished.

> **Note:** If the Page Editor is open, refer to *Edit the Label's Text* for steps on editing the label text.

5. Select the **Behaviors** button. The *Behavior Editor* menu will open.

6. You may want to delete other behaviors assigned to this button. If so, select them in the *Steps* viewport and then select the **Delete** button.

7. Select the **Behaviors** drop-down menu. The menu will expand to display all the behavior categories.

8. Select the **Message Window Operations** option (you will need to use the scroll bar to make it visible).

9. Select **Open 'My Phrases'** in the *Behaviors* viewport. You will have to use the scroll bar to make it visible.

> **Note:** If you want the *My Phrases* menu to be opened with a specific concept selected, select *Open 'My Phrases' with Concept* in the *Behaviors* viewport.

10. Select the **Add** button. The Open 'My Phrases' behavior will be displayed in the *Steps* viewport in the *Behavior Editor* menu.

> **Note:** If you selected the *Open My Phrases with Concept* behavior, the *Select Concepts* menu will open at this point. You can use the *Search* text box to search for a concept by name, or you can manually search through the viewports to find an appropriate concept. When you have selected the concept that you want to use, select the *OK* button to close the *Select Concept* menu.

11. Select the **OK** button to close the *Behavior Editor* menu. The Open 'My Phrases' behavior (and the concept, if you chose one) will be listed beside the *Behaviors* button in the *Modify Button* menu (in standard communication mode).

12. Continue to customize the other button attributes to suit your preferences.

13. Select the **OK** button to close the *Modify Button* menu.

The *Select a Phrase* menu will open whenever this button is selected. If you chose to specify a concept, that concept will be selected.

> **Note:** For instructions on using the Modify button to customize any of the button's other attributes (its symbol or color, for example), please refer to ***Modifying a Button***.

Create a Custom 'Select a Phrase' Popup

The DynaVox Series 5 software provides a *Select a Phrase* menu that you can use to access your frequently-used phrases. The software also enables you to create your own *Select a Phrase* popup that you can design to suit your own preferences. This popup will contain two multi page boxes: one to display the phrase concepts, and one to display the phrases within the selected concept.

To create your own custom popup for selecting phrases:

1. Select **Main Menu > Page Editing > Page Editor**. to open the Page Editor.

2. Select **Main Menu > File > New Popup**. The system keyboard will open.

3. Enter a name for the custom phrases page that you are creating and select the **OK** button. A blank popup will open. (The initial characteristics of this popup will depend on the default settings for popups in the *Page Default Properties* menu.)

4. Refer to ***Modifying a Popup*** for instructions on modifying the popup properties (size, color scheme, label font and text, etc.) to suit your preferences. When you are finished, continue with step 5.

5. Select the Multi Page tool in the *Tools* palette. It is one of the options for the Box tool, the sixth tool in the *Tools* palette.

    - If the *Tools* palette is docked in the title bar, double-select the Box tool to expand the options, and select the Multi Page tool.

    - If the *Tools* palette is not docked in the title bar, expand the Box tool by selecting the blue arrow, and then select the Multi Page tool.
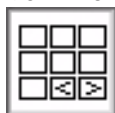
MULTI PAGE TOOL

6. Select the area on the page where you want to draw the multi page box that will display the phrase concepts. Do not release the selection.

7. Continue to maintain the selection while you drag the cursor out to draw the box. An outline of the box you are drawing will appear on the touch screen (do not release the selection yet).

8. Move the cursor to adjust the size or shape of the box you are drawing, but do not release the selection until the box is the desired size and shape. When you release the selection, the new multi page box will be added to the popup.

9. Select the Modify button in the title bar. The *Modify Multi Page* menu will open.

10. Select the **Fill Style** drop-down menu, and then select **Phrase Concepts**. The menu will close and display your choice.

11. Use the other options in the *Modify Multi Page* menu to customize the *Phrases* box to suit your preferences (refer to ***Modifying a Multi Page Box*** for more information).

12. Select the **OK** button to close the *Modify Multi Page* menu.

13. Repeat steps 5-12 to draw the Phrases multi page box on your popup (when you reach step 10, select the **Phrases** option instead of **Phrase Concepts**). This box will display the individual phrases and is typically much larger than the *Concepts* box.

14. When you have finished editing your page, select **Main Menu > Exit Page Editor**.

15. Select the **Yes** button to save your changes to this popup.

See to ***Assign a Custom 'Select a Phrase' Popup*** for instructions on programming the software to use your custom popup for selecting phrases instead of the default popup.

Assign a Custom 'Select a Phrase' Popup

If you have created a custom popup for selecting your frequently-used phrases (refer to ***Create a Custom 'Select a Phrase' Popup***) in the active user, you can program the DynaVox Series 5 software to open your popup instead of the default popup when you want to access your phrases.

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Searches and My Phrases** tab.

4. Select the **'My Phrases' Popup** button. The *Select a Popup* menu will open.

5. Select the **Search** text box and enter the name of the custom popup that you created to display your frequently-used phrases.

6. Select **OK** to close the system keyboard. Your custom popup will be highlighted in the right viewport.

> **Note:** If you cannot find the popup by searching, use the viewports and the expansion boxes to find the popup. Once you find it, select the popup in the right viewport.

7. Select the **OK** button to close the *Select a Popup* menu. Keep selecting the **OK** button to close all open menus.

When you select the My Phrases button in the title bar, your new popup will now open.

If you ever want to clear this setting and use the default popup provided by the software, follow steps in ***Assign the Default 'Select a Phrase' Popup***.

Assign the Default 'Select a Phrase' Popup

If the active user is currently using a custom popup for selecting your frequently-used phrases (refer to ***Assign a Custom 'Select a Phrase' Popup***), you can clear this setting and use the default popup provided by the DynaVox Series 5 software to access your phrases.

To do so:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Searches and My Phrases** tab.

4. Select the **'My Phrases' Popup** button. The *Select a Popup* menu will open.

5. Select the **Clear Page** button.

6. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

When you select the My Phrases button in the title bar, the software will open the default *Select a Phrase* menu.

Sharing Phrase Files

The following procedures enable you to create separate files (with a *.phr* extension) that contain custom phrase information.

A *.phr* file can contain more than one phrase. In addition, a *.phr* file will contain the following information related to the included phrase(s):

- all custom symbols assigned to the phrase
- concepts assigned to the phrase
- any slots embedded in the phrases, including their concepts, vocabulary and custom symbols assigned to the slot words
- the frequency assigned to the phrase

Use the instructions in this section to learn how to create and share these phrase files with other Series 5 devices, a Windows computer running DynaVox Series 5 software, and other users on the same Series 5 device.

Import a Phrase File

You can import a phrase file (*.phr*) into the *My Phrases* menu. This enables you to incorporate phrases that were developed on other Series 5 devices, other users on the same Series 5 device, and on Windows computers running the DynaVox Series 5 software into your DynaVox Series 5 software.

A *.phr* file can contain more than one phrase. In addition, a *.phr* file will contain the following information related to the included phrase(s):

- all custom symbols assigned to the phrase
- concepts assigned to the phrase
- any slots embedded in the phrases, including their concepts and vocabulary
- the frequency assigned to the phrase

In order to import the phrase file, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

To import a phrase file into your DynaVox Series 5 software:

To import a pronunciation exception file:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

    If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

> **Note:**   If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select the green Modify button in the title bar. It will turn red.

3. Select the My Phrases button in the title bar to open the *My Phrases* menu.

4. Select the **Import** button. The *Select Phrase File* menu will open.

5. Select the **Files of Type** drop-down menu, and select **phr** to display only phrase files.

6. Select the location that contains the file you want to import:
    * If the file is on a file sharing device, proceed to step 7.
    * If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 8.

7. To import from a file sharing device, complete this step:
    a. Select the **Show All Directories** check box.
    b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

    c. Proceed to step 9.

8. To import from another folder on your Series 5 device (or Windows computer) hard drive, complete this step:

   a. Select the **Show All Directories** check box.

   b. Use the left viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

      • If you are using a dedicated Series 5 device, and you are importing the file from another user on the same device, the file should be *Shared* folder. Select the **Shared** icon in the left viewport.

      • If you are using an open Series 5 device, and you are importing the file from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. To open the *Shared* folder (the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.

   c. Proceed to step 9.

9. In the right viewport, select the name of the phrase file (*.phr*) you want to import.

10. Select the **OK** button to close the *Select Phrase File* menu.

> **Note:** You may be asked if you want to overwrite phrases with conflicting names. As the *.phr* file is imported, the DynaVox Series 5 software will check to see if any phrases in the file have the same name as phrases that already exist in the *My Phrases* menu. Select the **Yes** button to replace the existing phrase with the phrase from the *.phr* file. Select the **No** button to keep the existing phrase. Select the **Yes to All** button to import all of the phrases from the *.phr* file, overwriting any existing phrases with conflicting names.

11. Select the **OK** button when the phrase file has been successfully imported.

12. Select the **OK** button to close the *My Phrases* menu.

13. You may disconnect the file sharing device if you wish.

The imported phrase is now available in the *My Phrases* menu.

> **Note:** If an imported phrase is associated with a concept that does not exactly match any concepts already included in your *Concept Browser*, it is automatically assigned to the *All Phrases* concept.

Export a Phrase File

You can share your phrases with other Series 5 users. In order to do so, you must export the phrase(s), creating a separate file (with a *.phr* extension) that contains the data you want to share. This file contains the following information related to the exported phrase(s):

- all custom symbols assigned to the phrase
- concepts assigned to the phrase
- any slots embedded in the phrases, including their concepts and vocabulary
- the frequency assigned to the phrase

Exporting a phrase file enables you to share the phrase(s) with other Series 5 devices, other users on the same Series 5 device, and Windows computers running the DynaVox Series 5 software.

You can export a phrase file to one of the following locations:

- A folder on your Series 5 device hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

To export a phrase file:

1. If you are exporting to a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

   If you are exporting from the Series 5 software on a Windows computer, connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer).

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select the green Modify button in the title bar. It will turn red.

3. Select the My Phrases button in the title bar to open the *My Phrases* menu.

4. Select the text box to the right of the *Search* button to find the phrase that you want to export. The system keyboard will open.

5. Enter the phrase that you want to find and then select the **OK** button. If it exists, it will be selected in the *My Phrases* box.

> **Note:** If you cannot find the phrase by searching, select a concept in the *Concept* box and then look through the *My Phrases* box to find the phrase. Use the *Prev* and *Next* buttons to look through all of the available concepts and phrases. Once you find the phrase you want to export, select it in the *My Phrases* box.

> **Note:** You may select multiple phrases to export by selecting the phrase buttons in the *My Phrases* box. You may also select the *Select All* button if you want to export all of the phrases in the currently selected concept.

6. Once the phrase is highlighted, select the **Export** button. The *Enter File Name for Exported Phrase(s)* menu will open.

7. Select the destination for the file you want to export:
   - To export to a file sharing device, proceed to step 8.
   - To export to a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 9.

8. To export to a file sharing device, complete this step:
   a. Select the **Show All Directories** check box.
   b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

   c. Proceed to step 10.

9. To export to a folder on your Series 5 (or Windows computer) device hard drive, complete this step:

   a. Select the **Show All Directories** check box.

   b. Use the left viewport to navigate to the folder where you want to export the file. Select the expansion box [+] next to a folder to see the sub-folders that it contains.

   c. Select the destination folder in the left viewport.

      • If you are using a dedicated Series 5 device, and you are exporting the file so that it can be imported by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.

      • If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

   > **Note:** If you are using an open Series 5 device (or Windows computer), you may export the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

   d. Proceed to step 10.

10. Select the **Name** text box. The system keyboard will open.

11. Enter a name for the export file that and select the **OK** button.

   > **Note:** The (*.phr*) extension will be assigned to the new file.

12. Select the **OK** button after the phrases were exported successfully.

13. Select the **OK** button to close the *My Phrases* menu.

14. You may disconnect the file sharing device if you wish.

A copy of the phrase file (with the *.phr* extension) can now be found in the destination that you selected.

• To share the file with another Series 5 user (on the same or a different device), or with a Windows computer running the DynaVox Series 5 software, see ***Import a Phrase File***.

• To burn the exported file to CD or DVD using an external drive (open Series 5 device or Windows computer only), see ***Burn a File to CD or DVD***.

CREATING AND USING CONCEPT SLOTS

One of the rate enhancement features offered by the DynaVox Series 5 software is the concept slot (also called "slot"). A slot is a variable placeholder that can be included in button text messages, button labels and phrases.

Slots are designed to provide a variety of vocabulary options while conserving space on the touch screen. Slots give you easy access to all of the words (or "slot fillers") that are associated with a particular concept. When you select a slot, you can choose to replace the word that is currently filling the slot with another word from the same concept.

Rather than build a dynamic message one word at a time, you can create sentences that contain slots in key locations. When the phrase is sent to the Message Window, you can then select the slots (displayed as blue underlined words) and replace the current slot filler text with different options. Refer to the example below:

SLOT EXAMPLE 1
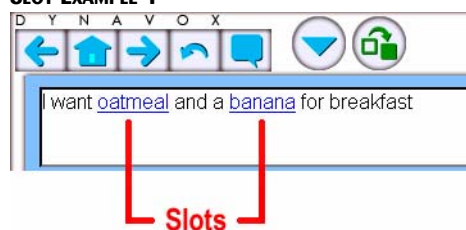
In this example, the message in the Message Window is the label text for a button. The first slot is associated with the "breakfast" concept and the second slot is associated with the "fruit" concept. The slots allow you to quickly create dynamic messages by making only a few selections.

By selecting the slots and changing the filler text, the example phrase can quickly and easily be changed to read as follows:

SLOTS EXAMPLE 2
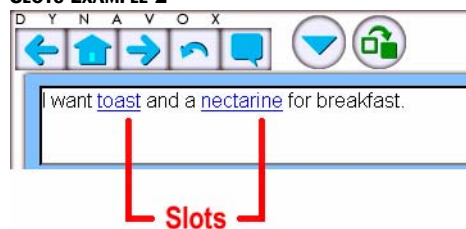
Adding Slots to Buttons

In the DynaVox Series 5 software, you can program a button to send a phrase with a slot to the Message Window. This phrase can be shown as the button label, or as a longer text message that is programmed into the button.

The following sections provide step-by-step instructions on the different ways you can program buttons to include slots.

Slots Behaviors for Buttons

The DynaVox Series 5 software provides several behaviors that enable you to program your device to create or use slots in button text and button labels.

The behaviors associated with slots are:

- Edit Current Slot - This behavior will permanently change the filler option that is displayed in the slot. For example, if the message reads "I want a pear," you could use this behavior to change it to read "I want a banana." This behavior is designed to be used on a custom keyboard page or a programming page only.

- Insert Label, Fill Slots - This behavior will send the button label to the Message Window. You will then be prompted to choose a new filler option for each slot that is included in the button label. Refer to for more information.

- Insert Slot - This behavior will insert a slot directly into the Message Window. You will be prompted to select the concept for the slot, and then prompted to select the filler option based on the concept that you chose.

- Insert Text, Fill Slots - This behavior will send the button text to the Message Window. You will then be prompted to choose the filler option for each slot that is included in the text. You must add the button text when you assign the behavior to the button. Refer to for more information.

- Make Slot From Selection - This behavior will transform the selected word(s) in the Message Window into a slot. The software will attempt to match an existing concept with the selected text, and also give you the option to create a new concept for the slot. This behavior is designed to be used on keyboard pages and programming pages only.

> **Note:**   If you have a physical keyboard attached to your device, you can use the *Ctrl+K* keyboard shortcut to perform this behavior.

- Next Slot - This behavior will move the selection highlight to the next slot to the right of the cursor in the Message Window.

- Previous Slot - This behavior will move the selection highlight to the first slot to the left of the cursor in the Message Window.

- Send Text, Fill Slots - This behavior will send the button text to a Windows computer using computer access (or another Windows application on an open Series 5 device). You will then be prompted to choose the filler option for each slot that is included in the text. You must enter the message text when you assign the behavior to the button.

In addition, if either the Speak Label or Speak Text behaviors are used to speak a message that contains any slots, the software will prompt you to choose the desired slot filler text before the message is spoken.

> **Note:** The Advanced behavior category contains several behaviors concerning slots. For more information, refer to **Advanced Behaviors**.

Adding Slots to Button Text

Slots are designed to quickly and efficiently provide a wide range of vocabulary options for Series 5 users. The DynaVox Series 5 software enables you to include slots in a button's text message. There are two different behaviors that you can use:

- Insert Text - This behavior will send the button text to the Message Window.

- Insert Text, Fill Slots - This behavior will send the button text to the Message Window, and then prompt you to replace the filler option that currently fills each slot in the text.

> **Note:** If you are adding a slot to a button on an onscreen keyboard, you must use the Send Text, Fill Slots behavior (in the Computer Access category of the *Behavior Editor* menu). This behavior will prompt you to select the slot filler text, and then send the entire button text message to the current Windows application. For more information on using onscreen keyboards, refer to **Using an OnScreen Keyboard**.

> **Note:** If you are starting this procedure from within the Page Editor (see **Chapter 10: Using the Page Editor**), you must reverse steps 1 and 2 below. Select the button first (it will be highlighted in blue), and then select the Modify button. The *Modify Button* menu will open, enabling you to edit the button characteristics.

To program a button to send a message with slots to the Message Window:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button that you want to modify. The *Modify Button* menu will open.

3. Select the **Behaviors** button. The *Behavior Editor* menu will open.

4. If there are any behaviors currently listed in the *Steps* viewport, you may want to delete them. If so, select them and then select the **Delete** button.

5. Select the **Behaviors** drop-down menu and then select **Message Window Operations** (you may need to use the scroll bars to find it in the list).

6. Select **Insert Text, Fill Slots** or **Insert Text** in the *Behaviors* viewport.

7. Select the **Add** button. The system keyboard will open.

8. Enter the text you want the button to add.

9. Highlight the word(s) that you want to use as a slot. You can make a selection on the touch screen at the beginning of the word(s) and drag your selection until all of the desired text is highlighted. If an external mouse is connected to your device, you can hold the mouse button down and move the pointer until all of the desired text is highlighted.

> **Note:** Your Series 5 device was shipped with a USB mouse. To use it, simply plug it into a USB port on the left side of your device.

10. Select the **Make Slot** button on the system keyboard. The *Select Concept for Slot* menu will open. If the word you chose as the slot is associated with any existing concepts, the concepts will be displayed in the buttons at the top of the *Select Concept for Slot* menu (you may need to use the *Prev* and *Next* buttons to see all the available concepts).

> **Note:** If you have a physical keyboard attached to your device, you can use the *Ctrl+K* keyboard shortcut to select the Make Slot behavior.

11. Choose a concept for the slot by using one of the following means:

    • If you want to choose one of the concepts in the *Select Concept for Slot* menu, simply select the concept that you want. The *Select Concept for Slot* menu will close. In the Message Window of the system keyboard, the new slot will be shown as a blue, underlined word. Proceed to step 15.

- If you want to search through the existing concepts, select the **Select Concept** button (the *Select Concepts* menu will open) and then proceed to step 13.

- If you want to add a new concept, select the **Add New Concept** button (the system keyboard will open) and then proceed to step 14.

12. To find a concept in the viewport of the *Select Concepts* menu, complete this step:

> **Note:** The *Search* option is not available for this procedure.

a. In the *Select Concepts* menu, each main concept is represented by a folder icon. Concepts that contain smaller sub-concepts are indicated by an expansion box (with a [+]). Select the expansion box to view the available sub-concepts. You may need to use the scroll bar on the right side of the viewport to see all of the available options. Select the concept that you want to use.

b. Select the **OK** button to close the *Select Concepts* menu. In the Message Window of the system keyboard, the new slot will be shown as a blue, underlined word. Proceed to step 15.

13. To create a new concept for the slot, use the system keyboard to enter a name for the new concept and then select the **OK** button. In the Message Window of the system keyboard, the new slot will be shown as a blue, underlined word. Proceed to step 15.

> **Note:** When you create a new concept for a slot, you must be sure to add more filler options to the concept at a later time. Since you do not assign any vocabulary to the concept that you create in this step, no other filler options will be presented when you select the slot. Complete the steps in ***Editing the Filler Options for a Slot*** after you have finished these remaining steps.

14. To create additional slots, repeat steps 10-14.

15. When you are finished editing the button text, select the **OK** button to close the system keyboard.

16. Select the **OK** button to close the *Behavior Editor* menu.

17. Continue editing the button to your preferences. (It is recommended that you edit the button's label to make it descriptive of the button text that you just created. Refer to ***Edit the Button's Label*** for more information.)

18. When you have finished modifying the button, select the **OK** button to close the *Modify Button* menu.

When you select the button that you just modified, the button text that you entered will be added to the Message Window. You may select the slot to change the current filler option, and then select the Message Window to speak the message.

> ⚑ **Note:** If you chose the Insert Text, Fill Slots behavior in step 6, you will be prompted to choose the filler option for each slot in the message when you select the button.

Adding Slots to Button Labels

Slots are designed to quickly and efficiently provide a wide range of vocabulary options for Series 5 users. The DynaVox Series 5 software enables you to include slots in a button label. There are two different behaviors that you can use:

- Insert Label - This behavior will send the button label to the Message Window.

- Insert Label, Fill Slots - This behavior will send the button label to the Message Window, and then prompt you to replace the current filler option for each slot in the text.

> ⚑ **Note:** If you are starting this procedure from within the Page Editor (see ***Chapter 10: Using the Page Editor***), you must reverse steps 1 and 2 below. Select the button first (it will be highlighted in blue), and then select the Modify button. The *Modify Button* menu will open, enabling you to edit the button characteristics.

To program a button to insert a label that includes slots into the Message Window:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button to modify. The *Modify Button* menu will open.

3. Select the **Behaviors** button. The *Behavior Editor* menu will open.

4. If there are any behaviors currently listed in the *Steps* viewport, you may want to delete them. If so, select them and then select the **Delete** button in the *Steps* viewport.

5. Select the **Behaviors** drop-down menu, then select **Message Window Operations** (you may need to use the scroll bars to find it in the list).

6. Select **Insert Label, Fill Slots** or **Insert Label** in the *Behaviors* viewport.

7. Select the **Add** button. The behavior will appear in the *Steps* viewport.

8. Select the **OK** button to close the *Behavior Editor* menu. The *Modify Button* menu will be displayed.

9. Select the **Label** text box. The system keyboard will open.

10. Enter the button label text.

11. Highlight the word(s) that you want to use as a slot. You can make a selection on the touch screen at the beginning of the word(s) and drag your selection until all of the desired text is highlighted. If an external mouse is connected to your device, you can hold the mouse button down and move the pointer until all of the desired text is highlighted.

> **Note:** Your Series 5 device was shipped with a USB mouse. To use it, simply plug it into a USB port on the left side of your device.

12. Select the **Make Slot** button on the system keyboard. The *Select Concept for Slot* menu will open. If the word you chose as the slot is associated with any existing concepts, the concepts will be displayed in the buttons at the top of the *Select Concept for Slot* menu (you may need to use the *Prev* and *Next* buttons to see all the available concepts).

> **Note:** If you have a physical keyboard attached to your device, you can use the *Ctrl+K* keyboard shortcut to select the Make Slot behavior.

13. Choose a concept for the slot by using one of the following means:

    • If you want to choose one of the concepts in the *Select Concept for Slot* menu, simply select the concept that you want. The *Select Concept for Slot* menu will close. In the Message Window of the system keyboard, the new slot will be shown as a blue, underlined word. Proceed to step 17.

    • If you want to search through the existing concepts, select the **Select Concept** button (the *Select Concepts* menu will open) and then proceed to step 14.

    • If you want to add a new concept, select the **Add New Concept** button (the system keyboard will open) and then proceed to step 15.

14. To find a concept in the *Select Concepts* menu, you must scroll through the viewport at the top of the menu. Complete this step:

> **Note:** The *Search* option is not available for this procedure.

    a. In the *Select Concepts* menu, each main concept is represented by a folder icon. Concepts that contain smaller sub-concepts are indicated by an expansion box (with a [+]). Select the expansion box to view the available sub-concepts. You may need to use the scroll bar on the right side of the viewport to see all of the available options. Select the concept that you want to use.

    b. Select the **OK** button to close the *Select Concepts* menu. In the Message Window of the system keyboard, the new slot will be shown as a blue, underlined word. Proceed to step 16.

15. To create a new concept for the slot, use the system keyboard to enter a name for the new concept and then select the **OK** button. In the Message Window of the system keyboard, the new slot will be shown as a blue, underlined word. Proceed to step 16.

> **Note:** When you create a new concept for a slot, you must be sure to add more filler options to the concept at a later time. Since you do not assign any vocabulary to the concept that you create in this step, no other filler options will be presented when you select the slot. Complete the steps in ***Editing the Filler Options for a Slot*** after you have finished these remaining steps.

16. To create additional slots, repeat steps 11-15.

17. When you are finished editing the label text, select the **OK** button to close the system keyboard.

18. Continue editing the button to your preferences (refer to ***Modifying a Button*** for more information).

19. When you have finished modifying the button, select the **OK** button to close the *Modify Button* menu.

When you select the button that you just modified, the label that you entered will be inserted into the Message Window. You may select the slot to change the current filler option, and then select the Message Window to speak the message.

> **Note:** If you chose the Insert Label, Fill Slots behavior in step 6, you will be prompted to choose the filler option for each slot in the message when you select the button.

Adding Slots to My Phrases

Adding slots to phrases is one way to maximize the potential of both rate enhancement features. This technique provides you with rapid access to complete statements, while still enabling you to vary your message.

For example, if you want to tell an assistant what clothes you want to wear every morning, then you may want to create a phrase to say "I want to wear my jeans today." Then, simply turn the word "jeans" into a slot that accesses the "clothing" concept. Every morning you can quickly access the same phrase, no matter what page or popup is active, and say "I want to wear my sweater today." or "I want to wear my boots today." You could even add more slots, such as one that accesses the "colors" concept or the "textures" concept to add more description to your statements.

To add a new phrase with a slot to the *My Phrases* menu:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the My Phrases button in the title bar to open the *My Phrases* menu.

3. Select the **New** button. The *New Phrase* menu will open.

NEW PHRASE MENU

4. Select the **Phrase** text box. The system keyboard will open.

5. Enter the phrase that you want to add.

6. Highlight the word(s) that you want to act as the slot. You can make a selection on the touch screen at the beginning of the word(s) and drag your selection until the all of the desired text is highlighted. If an external mouse

is connected to your device, you can hold the mouse button down and move the pointer until all of the desired text is highlighted.

> 🏳 **Note:** Your Series 5 device was shipped with a USB mouse. To use it, simply plug it into a USB port on the left side of your device.

7. Select the **Make Slot** button on the system keyboard. The *Select Concept for Slot* menu will open.

> 🏳 **Note:** If you have a physical keyboard attached to your device, you can use the *Ctrl+K* keyboard shortcut to select the Make Slot behavior.

8. Choose a concept for the slot by using one of the following means:
    * If you want to associate this slot with one of the concepts in the *Select Concept for Slot* menu (use the *Prev* and *Next* buttons to scroll through the options if necessary), select the option.
    * If you want to visually search through the concepts, select the **Select Concept** button to open the *Select Concepts* menu. You can select a folder's expansion box (with a [+]) to display the concepts and sub-concepts that it contains. Selecting an open expansion box (with a [-]) will close the folder again. Use the scroll bars to view all of the available options. Once you find the concept you want, select the name of the concept in the viewport.Select the desired concept in the right viewport and then select the **OK** button.
    * If you want to add a new concept, select the **Add New Concept** and enter the name of the new concept. Select the **OK** button when finished.

> 🏳 **Note:** To add more slot filler options to a concept that you create here, refer to *Editing the Filler Options for a Slot*.

9. Use the system keyboard to continue adding text to your phrase, if desired. To create additional slots, repeat steps 6 - 8.

10. When you are finished editing the phrase text, select the **OK** button. Your new phrase will be displayed in the *Phrase* text box of the *New Phrase* menu.

11. You should now choose a concept for the new phrase (this concept is different than the one that you chose for the slots within the phrase). Adding a concept tag to your new phrase will associate it with a group of similar phrases. Concept tags also make phrases available for concept searches. To add a concept to the new phrase, select the **Select Concept**

button in the *Concepts* group box and complete this step. To create a new concept for this phrase, proceed to step 12.

a. In the *Select Concepts* menu, find a concept by using one of the following methods:

- Select the *Search* text box and enter the name of the concept you want to find. Select the **OK** button to close the system keyboard. The appropriate concept will be highlighted in the viewport.

- Visually search through the concepts in the viewport. You can select a concept's expansion box (with a [+]) to display the concepts and sub-concepts that it contains. Selecting an open expansion box (with a [-]) will close the concept again. Use the scroll bar to view all of the available options. Once you find the concept you want, select the concept icon.

b. Select the **OK** button to close the *Select Concepts* menu. The concept you selected will be added to the *Concepts* viewport in the *New Phrase* menu.

c. To add another concept to this phrase, select the **Select Concept** button and repeat steps a-b.

12. To create a new concept for this phrase, select the **Add New Concept** button in the *Concepts* group box and complete this step.

a. The system keyboard will open. Enter the name of the concept you want to create.

b. Select the **OK** button to close the system keyboard. The concept you just created will be added to the *Concepts* viewport in the *New Phrase* menu.

> **Note:** The concept that you just created will automatically be added (as a sub-concept) to the *My Phrases* concept.

c. To create another new concept for this phrase, select the **Add New Concept** button and repeat steps a-b.

> **Note:** To add more words to a concept that you create here, refer to *Editing the Filler Options for a Slot*.

13. To remove a concept from this phrase, select the concept in the *Concepts* group box and select the **Delete** button. The concept will still exist, but will no longer be associated with this phrase.

14. The frequency that is assigned to a phrase affects the way the phrase is predicted by rate enhancement. To assign a frequency to the new phrase,

select the **Frequency** button and then complete this step. If you want to use the default frequency (10), proceed to step 15.

Frequency numbers range between one and 100, with 100 being reserved for items that will be used the most often.

a. Use the keypad to enter a new frequency number.

b. Select the **OK** button to close the *Frequency* keypad. The new number will be displayed in the *Frequency* button.

15. You may choose to assign a symbol to this phrase, for faster sight recognition or for use in predictor buttons. To assign a symbol to the new phrase, select the **Symbol** button and then follow the steps found in ***Edit the Button's Symbol*** to choose the desired symbol.

16. Select the **OK** button to save the new phrase and close the *New Phrase* menu. The new phrase will be added to the box in the *My Phrases* menu (under the concept ***All Phrases***, as well as under any concepts you may have assigned or created). If you added a symbol, it will be displayed beside the phrase.

17. Select the **OK** button to close the *My Phrases* menu.

Your new phrase can now be used in the current user, no matter where you are in the page set. It can also be presented by phrase predictor buttons on keyboard pages in the current user.

Changing the Filler Options in a Slot

Once a message with a slot is sent to the Message Window, you can change the filler text that currently appears in the slot by selecting the slot directly. The

Select Slot Filler menu will open, displaying all of the other words that are associated with the slot's concept.

SELECT SLOT FILLER MENU
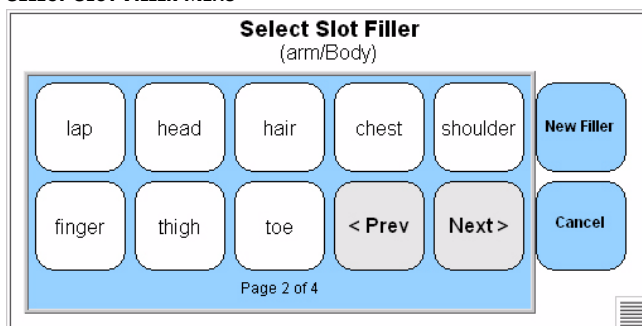
> **Note:** The only selection method that does not allow you to select a slot and change the filler text in the Message Window is Morse Code.

> **Note:** The *Select Slot Filler* menu will display slot filler options at the same font size as the system messages. To change the font size, refer to ***Select the System Message Size***.

You can change the current filler text in the slot by choosing any of the options that are shown in the *Select Slot Filler* menu. Use the *Prev* and *Next* buttons to scroll through the available options.

If you want to add a new filler option to this concept, select the *New Filler* button. Refer to ***Adding a New Filler Option to a Slot*** for step-by-step instructions.

To close the *Select Slot Filler* menu without selecting a new filler option, select the *Cancel* button.

 Note: If a button that contains the slot was programmed with either the Insert Text, Fill Slots behavior or the Insert Label, Fill Slots behavior, then as soon as you select the button, the *Select Slot Filler* menu will open, prompting you to select the filler text. These behaviors will prompt you to fill in every slot that is included in the button text (or label).

 Note: To edit the filler options that are included in a particular concept (and therefore available when using a slot), refer to ***Edit the Filler Options in a Concept***.

Adding a New Filler Option to a Slot

Slots provide a wide variety of vocabulary options for customizing messages while reducing the number of buttons that are needed on a page and minimizing the number of selections that are needed to compose a message.

When you select a slot in the Message Window, the *Select Slot Filler* menu appears. This menu displays all of the options that are in the concept that is assigned to the slot. You can easily add more options to this concept.

To add a word or phrase to the list of words that will be displayed when a slot is selected:

1. Select the slot in the Message Window. The *Select Slot Filler* menu will open.

SELECT SLOT FILLER MENU
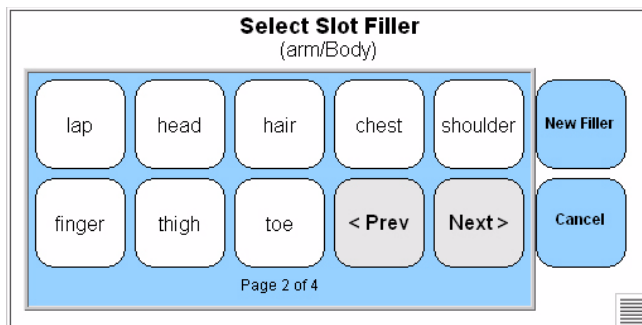
> 🏳 **Note:**   If the slot was part of a button that has the Insert Label, Fill Slots behavior or the Insert Text, Fill Slots behavior, then the *Select Slot Filler* menu will open automatically.

2. Select the **New Filler** button. The system keyboard will open.

3. Enter the filler text that you want to add to the concept for this slot.

> 🏳 **Note:**   You may include an active label in the filler text by selecting the *Insert Active Label* button on the system keyboard, and then selecting the active label from the *Select Active Label Type* menu. The slot will display (and speak) the current value of the active label. For more information on active labels, refer to ***Creating and Modifying Active Labels***.

4. Select the **OK** button to close the system keyboard.

The word that you entered will replace the current slot filler text in the Message Window. The new word (or phrase) will now be available in the *Select Slot Filler* menu whenever you select this slot. It will also be permanently added to the related concept in the *Concept Browser* menu for the active user.

Editing the Filler Options for a Slot

The *Select Slot Filler* menu displays the options that are available for the slot that you have selected in the Message Window. You can easily change the

order in which those words are presented in the *Select Slot Filler* menu, and also add or remove words from the list.

To edit the filler options that will be presented when you select a slot:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the slot in the Message Window. The *Concept Slot Fillers* menu will open, displaying every word in the concept that is assigned to the slot. These are the same words that will be displayed in the *Select Slot Filler* menu when you select the slot.

CONCEPT SLOT FILLERS MENU

3. To add a filler option to this concept, select the **Add** button (the system keyboard will open) and complete the rest of this step.
   a. Enter the word that you want to add and select the **OK** button when finished.

> ⚑ **Note:**   You may include an active label in the filler text by selecting the *Insert Active Label* button on the system keyboard, and then selecting the active label from the *Select Active Label Type* menu. The slot will display (and speak) the current value of the active label. For more information on active labels, refer to ***Creating and Modifying Active Labels***.

b. The system keyboard will disappear, and the word that you just added will be highlighted in the viewport in the *Concept Slot Fillers* menu.

> **Note:** If the word you added was not already in the device dictionary, it will be added to the dictionary. If it was already included, the dictionary entry will be updated to include the new concept information.

4. To delete a filler option from the concept, select it in the viewport and then select the **Remove** button.

> **Note:** Removing a word from the concept will not delete the word from the dictionary.

5. To replace a specific slot filler with different text, select the slot filler that you want to change and complete the rest of this step:

   a. Select the **Change Filler** button. The system keyboard will open.

   b. Enter the filler text that you want to use and select the **OK** button when finished.

> **Note:** You may include an active label in the filler text by selecting the *Insert Active Label* button on the system keyboard, and then selecting the active label from the *Select Active Label Type* menu. The slot will display (and speak) the current value of the active label. For more information on active labels, refer to ***Creating and Modifying Active Labels***.

   c. The system keyboard will disappear, and the filler text that you just added will be highlighted in the viewport in the *Concept Slot Fillers* menu.

> **Note:** If the word you added was not already in the device dictionary, it will be added to the dictionary. If it was already included, the dictionary entry will be updated to include the new concept information. The word that you replaced will not be removed from the dictionary.

6. To change the order in which the words will appear in the *Select Slot Filler* menu, select a word in the viewport and then select the **Move Up** or **Move Down** buttons accordingly. Repeat this step until the filler options are displayed in the desired order in the viewport.

7. To define (or change) the symbol that is associated with a particular slot filler option, select the slot filler option in the viewport and then select the

Change Symbol button. Then follow the steps found in ***Edit the Button's Symbol*** to choose the desired symbol.

8. When you are finished, select the **OK** button to close the *Concept Slot Fillers* menu.

The changes you made here will be visible in the *Select Slot Fillers* menu the next time you select a slot that corresponds to this concept. Changes will also affect the concept in the *Concept Browser* menu for the active user.

Creating a Nested Slot

You can create a "nested slot" by making the one of the filler options of a slot into a slot itself. For example, you may have the text "I want <u>meal</u> for lunch," where "meal" is a slot. The filler options for meal could include "soup", "salad" and "<u>sandwich</u>," which is itself a slot.

When you use the *Select Slot Filler* menu to choose the slot filler option, and you choose a nested slot, the nested slot will appear in the Message Window. You may then select the nested slot and choose from its filler options to further change the message.

To create a nested slot as one of the filler options for a slot in the Message Window:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the slot in the Message Window. The *Concept Slot Fillers* menu will open.

3. Select the **Add** button to add a new slot filler. The system keyboard will open.

4. Enter the word that you want to act as the nested slot.

5. Highlight the word(s) that you want to act as the nested slot. You can make a selection on the touch screen at the beginning of the word(s) and drag your selection until the all of the desired text is highlighted. If an external mouse is connected to your device, you can hold the mouse button down and move the pointer until all of the desired text is highlighted.

> **Note:** Your Series 5 device was shipped with a USB mouse. To use it, simply plug it into a USB port on the left side of your device.

6. Select the **Make Slot** button on the system keyboard. The *Select Concept for Slot* menu will open.

> ⚐ **Note:**   If you have a physical keyboard attached to your device, you can use the *Ctrl+K* keyboard shortcut to select the Make Slot behavior.

7. Choose a concept for the slot by using one of the following means:

- If you want to associate this slot with one of the concepts in the *Select Concept for Slot* menu (use the *Prev* and *Next* buttons to scroll through the options if necessary), select the option.

- If you want to visually search through the concepts, select the **Select Concept** button to open the *Select Concepts* menu. You can select a folder's expansion box (with a [+]) to display the concepts and sub-concepts that it contains. Selecting an open expansion box (with a [-]) will close the folder again. Use the scroll bars to view all of the available options. Once you find the concept you want, select the name of the concept in the viewport.Select the desired concept in the right viewport and then select the **OK** button.

- If you want to add a new concept, select the **Add New Concept** and enter the name of the new concept. Select the **OK** button when finished.

> ⚐ **Note:**   To add more slot filler options to a concept that you create here, refer to ***Editing the Filler Options for a Slot***.

8. Select the **OK** button to close the system keyboard. The nested slot will now appear in the *Concept Slot Fillers* menu, along with the other slot filler options for the original slot.

9. To change the order in which the nested slot will appear in the *Concept Slot Fillers* menu, select the **Move Up** or **Move Down** buttons accordingly. Repeat this step until the filler options are displayed in the desired order in the viewport.

10. Select the **OK** button to close the *Concept Slot Fillers* menu.

The nested slot will be available as a slot filler the next time you select this slot in the Message Window. If you choose the nested slot from the *Select Slot Filler* menu, you will then be able to choose from the filler options for the nested slot in the Message Window.

Using Symbols with Slots

The DynaVox Series 5 software enables you to display both text and symbols in the Message Window. If your device is set to display symbols in the Message Window, and the button that you select has a symbol and slots, the software will divide your message into a series of slotted and non-slotted words. Refer to the following example screen:

SLOTS WITH SYMBOLS IN THE MESSAGE WINDOW
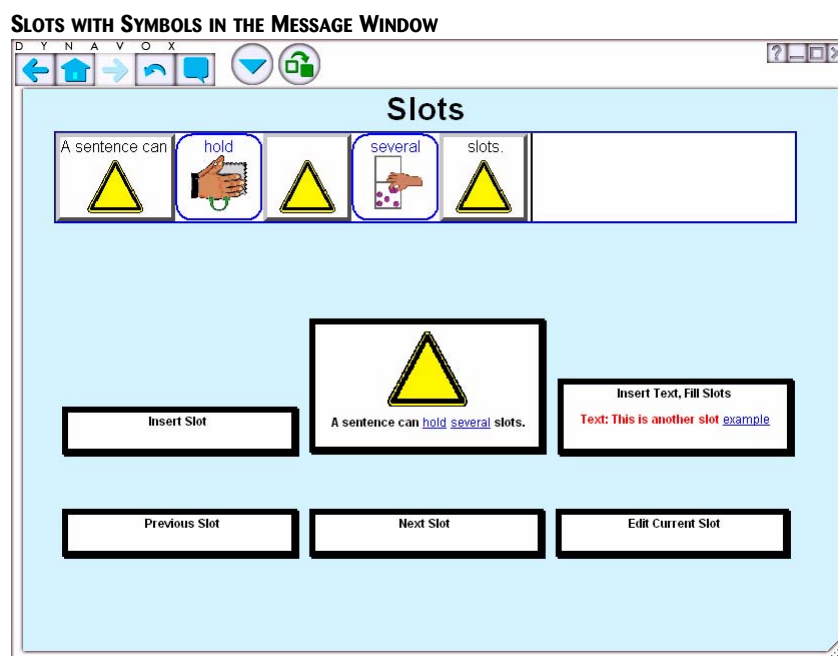
The non-slotted sections of the text all use the symbol from the button.The slots with symbols will appear in the Message Window in a blue outline with rounded corners.

You can still select each slot in the Message Window if you want to replace the current filler option. The *Select Slot Filler* menu will display symbols for any filler options that are associated with symbols. Refer to the following example screen:

SELECT SLOT FILLER MENU WITH SYMBOLS

In order to display slots and symbols in the Message Window, you must select the *Use Symbols in the Message Window* check box in the *Message Window* tab of the *Interface Features* menu. Refer to **Message Window Tab** for more information.

The *Concept Slot FIllers* menu enables you to assign symbols of your choice to the filler options of the current slot. To do so:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the slot in the Message Window. The *Concept Slot Fillers* menu will open.

3. Select the button that contains the desired filler option in the viewport.

4. Select the **Change Symbol** button. The *Select a Symbol* menu will open.

SELECT A SYMBOL MENU
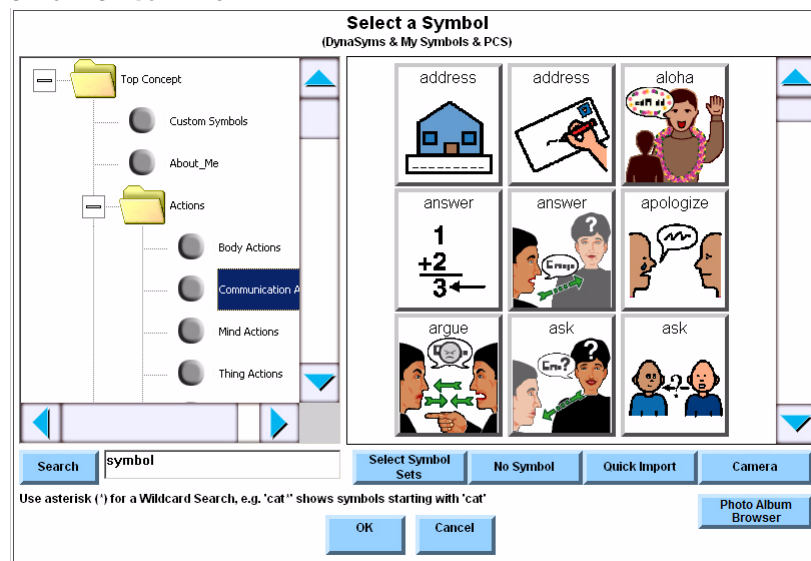
The left viewport contains a list of the available symbol concepts (these are different from slot concepts). Each concept is displayed as a folder with an expansion box to the left of its name. When the expansion box contains a plus sign [+], the concept folder can be expanded to display sub-folders and individual concepts (these have a gray, circular button to the left of their names). Select an expansion box (or double-select the folder) to see what the folder contains. When a concept or a sub-concept folder is selected, the right viewport will display the symbols that it contains.

5. Select the **Select Symbol Sets** button to show which symbol sets are currently active. You can select or deselect the check boxes to activate or deactivate the set(s) of your choice. When you are finished, select the **OK** button to close the *Select Symbol Sets* menu.

6. The *Select a Symbol* menu offers three ways to search for a symbol. Choose one of them and follow the appropriate step:

- To search for the symbol by name using the *Search* feature, proceed to step 7.

- To search for a symbol by concept, scrolling through the left and right viewports, proceed to step 8.

- To use the *Quick Import* button to import a digital picture from the *Images* or the *Shared* folder on your device hard drive (or from a file sharing device), proceed to step 9.

7. To search for a symbol by name, select the **Search** text box and then complete the rest of this step.

　　a. Use the system keyboard to enter the name of the symbol that you want to find.

> **Note:**　You can perform wildcard searches using the asterisk (*) as the wildcard character. For example, if you enter *cat**, the software will present symbols that begin with *cat* (like *catalog* or *catch*). If you enter **days*, the software will present any symbols with names that end with *days* (like *weekdays* and *holidays*).

　　b. Select the **OK** button. All the symbols that are associated with the name you entered will be displayed in the viewport on the right side of the *Select a Symbol* menu.

> **Note:**　To ensure that the right symbols are presented when you select the *Search* button, the DynaVox Series 5 software will check all of the word forms of a given word to find symbol matches. For example, if you search for "shoe" and the actual label of the symbol is "shoes," the symbol will still be presented.

　　c. Repeat step 7 until the desired symbol is shown in the right viewport. You may have to use the scroll buttons to view all of your search results. When the desired symbol is shown in the right viewport, proceed to step 10.

8. To find a symbol by scrolling through the viewports, use the up and down scroll buttons beside the left viewport to find the concept folder where the desired symbol is stored. Complete the rest of this step.

　　a. Select the folder name. To see a smaller list of symbols, you may select the expansion box beside the folder name (or double-select the folder). The folder will expand to display a number of sub-concepts. Select the name of the concept that may include the symbol you are looking for. The right viewport will display the symbols that are contained in the selected concept or concept folder.

　　b. Use the scroll buttons beside the right viewport to find the desired symbol.

　　c. When the desired symbol is shown in the right viewport, proceed to step 10.

9. To import a picture and convert it into the symbol for this button, select the **Quick Import** button and continue with this step.

    a. The *Select an Image File* menu will open, allowing you to search for the picture on the Series 5 device hard drive or on a file sharing device (USB flash drive, CD or DVD drive) that is connected to your device.

    b. Connect the file sharing device that contains the picture to your Series 5 device (the USB ports are on the left side). If you are importing from a CD or DVD, you may also need to plug the external drive into a wall outlet for power, and make sure that the disc containing the picture file is loaded in the drive.

> **Note:**   If you are using an open Series 5 device, or the DynaVox Series 5 software on a Windows computer, a Microsoft window may appear and ask if you want to display the contents of the file sharing device. Close this window by selecting the Close button [X] in the top right corner, or by selecting the **Cancel** button.

    c. Use the left viewport to navigate to the folder where the picture is stored.

    •   If the desired picture is already stored on your device hard drive, visually search through the folders in the left and right viewports. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

> **Note:**   The DynaVox Series 5 software provides an *Images* folder (in the *User Files* folder) as a recommended default folder to store digital pictures.
>
> •   If you are using a dedicated device, select the **User Files** expansion box in the left viewport, and then select the *Images* folder.
> •   If you are using an open device (or Windows computer), select the **C:** expansion box, then select the **5100** expansion box, then select the **User Files** expansion box, and then select the **Images** folder.

    •   If the desired picture is on the file sharing device, select the **Show All Directories** check box and then select the icon for the file sharing

device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

d. Select the desired picture in the right viewport.

e. Select the **OK** button.

f. The system keyboard will open, prompting you to enter a symbol name for the picture. The picture file name will be in place as the default symbol name. Enter a new name (if desired) and select the **OK** button. Proceed to step 11.

10. When the symbol that you want to use is visible in the right viewport of the *Select a Symbol* menu, select it.

11. The symbol that you chose will be displayed beside the filler option that you selected in the *Concept Slot Fillers* menu.

12. Select the **OK** button to close the *Concept Slot Fillers* menu.

Whenever symbols are used in the Message Window, the symbol that you chose will be displayed when this filler option is currently filling the slot.

Aligning the Select Slot Filler Menu with Grid Settings

You can adjust the button size and grid settings of the *Select Slot Filler* menu to suit your needs. This is helpful for individuals who may require a keyguard, or who simply prefer to use a standardized visual grid in their page and menu layout.

Note: This setting is only applicable for the current user.

The grid settings for the Select Slot Filler menu are controlled in the *Slots* tab pane of the *Interface Features* menu. For step-by-step instructions on setting the grid layout, refer to **Define the Slot Filler Grid Settings**.

WORKING WITH PREDICTION

Prediction can be used with keyboard pages and popups that include predictor buttons. As you use the keyboard buttons to compose a message, the prediction feature anticipates your word choices and displays various options for quick selection. These word choices are displayed in predictor buttons. If the software predicts the word you are trying to compose, you can save time by selecting the predictor button that features the correct word. This will immediately send the word to the Message Window, allowing you to simply move on to the next word in your message.

The prediction feature draws its selections from the device's dictionary. You can make your own personal vocabulary (including names, single words, multiple word phrases and full sentences) available for word prediction by adding these items to the dictionary. To make the most of the DynaVox Series 5 word prediction features, be sure to create dictionary entries for the names of family, friends, businesses, towns, hobbies, foods, movies or other things that you talk about often.

Context Prediction

The word prediction feature can be further enhanced with context prediction. When this feature is active, the software anticipates word selections based on the grammatical structure (*Grammatical Prediction*) or word sequence (*Natural Language Prediction*) of the sentence you are typing. For context prediction to function efficiently, all dictionary entries must be assigned the correct part of speech.

For step-by-step instructions on activating context prediction, refer to **Edit Prediction Settings**.

Flexible Abbreviation

Flexible abbreviation is a rate enhancement feature that is especially helpful for names and long phrases. If dictionary entries are created for vocabulary that you use often (including words, names, sentences and phrases), those items can be automatically predicted by this feature. When you use a keyboard page to type a few letters, the flexible abbreviation expansion feature will search the dictionary and present items that include the given letters in the same sequence. (The letters do not need to be next to one another. For example, you could enter "SCL" and flexible abbreviation would present words such as "school.") You then can quickly choose the predicted items rather than continuing to type.

Flexible abbreviation expansion is very simple to use, as no specifically defined abbreviations are required. You may type abbreviations without needing to memorize one specific abbreviation. Flexible abbreviation expansion can accelerate your communication if you include frequently-used greetings, farewells and questions in your device's dictionary.

For step-by-step instructions on activating flexible abbreviations, refer to *Edit Prediction Settings*.

> ⚑ **Note:**   Flexible abbreviation is only available for *Grammatical Prediction* and *Combined Prediction.*

About Prediction Settings

You can activate and deactivate the DynaVox Series 5 software prediction features in the *Prediction Settings* menu.

To open the *Prediction Settings* menu:

1.   Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2.   Select the **Prediction Settings** button. The *Prediction Settings* menu will open.

PREDICTION SETTINGS MENU

The *Prediction Settings* menu contains the following tools:

Prediction Settings Group Box	Use the tools in this group box to activate and deactivate the various prediction features.
Presentation Settings Group Box	Use the tools in this group box to specify how the predictor buttons are filled.
OK/Cancel	Select the *OK* button to save any changes to the prediction settings before automatically closing the *Prediction Settings* menu. Select the *Cancel* button to close the menu without saving any changes.

Continue reading this section to review step-by-step instructions for customizing your selected prediction settings.

Edit Prediction Settings

When you first turn on your Series 5 device, the prediction settings are all selected as defaults. As you become more familiar with your device, you may decide that you want to make changes to the prediction feature selections in this menu.

To review and change your current prediction settings:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Prediction Settings** button. The *Prediction Settings* menu will open.

3. Use the controls in the *Prediction Settings* group box to activate or deactivate various prediction features:

Prediction check box	Select this box to activate basic word prediction. To deactivate it, make sure this check box is not selected.
Prediction drop-down menu	Select the drop-down menu to determine the kind of word prediction you want to use:

- **Grammatical Prediction** examines the parts of speech of the previous 2 words, then predicts the next word based on characters entered and part of speech.

- **Natural Language Prediction** examines the previous 2 words and predicts the next word based on words that frequently follow them.

- **Combined Prediction** uses both prediction options (natural language options are listed first).

Flexible Abbreviation check box	Select this box to activate the flexible abbreviation feature. To deactivate it, make sure this check box is not selected.

> **Note:** Flexible abbreviation is only available for *Grammatical Prediction* and *Combined Prediction.*

Don't Predict Words Already on Buttons check box	When this check box is selected, the prediction features will not predict a word that is already on a button on the page. Only words that do not appear on the page will be predicted. When this check box is not selected, a word may appear in a predictor button even if it appears on the page.
Add New Words to Dictionary check box	When this check box is selected, the software will examine words as they are entered into the Message Window. When the software discovers a word that is not in the dictionary, it will automatically add it to the dictionary. To deactivate this feature, make sure that it is not selected.
Context Prediction check box	Select this box to activate the context prediction feature. To deactivate it, make sure this check box is not selected.
Show Recent Words in Word Prediction Boxes check box	When this check box is selected, words that you have recently entered will be candidates for prediction, appearing in word prediction boxes. The more frequently a word is entered, the higher its placement in the prediction order.

> **Note:**   This feature is only available for *Natural Prediction* and *Combined Prediction*.

Only Words or Phrases with Symbols check box	When this check box is selected, only words or phrases that have assigned symbols will be predicted. Any words or phrases that do not have symbols will not be predicted. When this check box is not selected, all words or phrases are eligible for prediction.
Predict Items Only Once check box	When this check box is selected, you have only one chance to select a word in a predictor button. If you are entering letters into a keyboard page and you do not select a word from a predictor button, that word will not be predicted again until after you complete the entry you are typing (by entering end punctuation or a space).
Predict All Capitals check box	When this check box is selected, words will appear in the predictor buttons in all capital letters.

Only Predict Phrases From Start of Sentence check box	When this check box is selected, phrases will be predicted based on the beginning of the phrase, rather than any matching characters (For example, "can you" would match "Can you help me?" but not "How can you tell?"). If this check box is not selected, phrases will be predicted based on any part of the phrase, not just the beginning.

4. If you want the selected prediction features to predict vocabulary after you have typed a specific number of letters, select the **Predict After _ Letters** drop-down menu and select one of the available options: *0*, *1*, *2* and *3*. The drop-down menu will close and display the chosen option.

> **Note:**   When *0* is the selected option, the prediction features will begin to predict common vocabulary before you even begin to type.

5. To specify the order in which vocabulary should be presented in the prediction boxes, select the **Prediction Order** drop-down menu and select one of the three available options:

Alphabetical	Vocabulary items are presented in alphabetical order.
Frequency	The vocabulary items that are used most often are presented first.
Length	The longest vocabulary items are presented first.

The drop-down menu will close and display the chosen option.

6. If you want symbols to be presented with vocabulary in the predictor buttons, select the **Symbol Prediction** check box. If you want only text to be presented in the predictor buttons, make sure the check box is not selected.

7. If you want to maximize the size of a symbol within the predictor button, select the **Symbols on the Left** check box.

8. Select the **OK** button to close the *Prediction Settings* menu. Keep selecting the **OK** button to close all open menus.

Create a Predictor Button

You can create a button that will predict characters or words, based on the message you are creating in the Message Window. This useful feature can help decrease the selections that are required to add a phrase to the Message Window. Predictor buttons are typically found on keyboard pages or popups.

> **Note:** Your device must be in standard communication mode before beginning these steps.

To create a predictor button:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button you want to modify. The *Modify Button* menu will open.

3. Select the **Button Type** drop-down menu. The menu will open to display all of the options.

4. To create a predictor button, select one of the following options from the drop-down menu (you may need to use the scroll bar):
    - *Predictor:* The button will predict word options.
    - *Character Predictor:* The button will predict individual character options.
    - *Recency:* The button will predict only the words and phrases that you have used recently.

> **Note:** For step-by-step instructions on creating a phrase predictor button, see **Create a Phrase Predictor Button**.

5. If you are creating a word predictor button, continue with step 6. If you are creating a character predictor button or a recency button, proceed to step 12.

6. After you selected *Predictor* in the *Button Type* drop-down menu (in step 4), the *Symbol* button became a *Concepts* button. Select the **Concepts** button to open the *Select Concepts* window.

7. Select the **Add** button. The *Select Concepts* menu will open.

8. Use the *Select Concepts* menu to select the concepts for the predictor button. Find the desired concepts by using one of the following methods:
    - Select the *Search* text box and enter the exact name of the concept you want to find. Select the **OK** button to close the system keyboard. The appropriate concept will be highlighted in the viewport.
    - Visually search through the concepts in the viewport, selecting a folder to display its contents (you may also select an expansion box to display

sub-folders in the viewport). Use the scroll bars to view all of the available concepts. Select the desired concept.

> ⚑ **Note:**   If you want to create a new concept, you must exit out of this procedure and open the *Concept Browser*. For more information, refer to ***Add a Concept***.

9. Select the **OK** button to close the *Select Concepts* menu. The concept you selected will be added to the viewport in the *Select Concepts* window.

10. You may select multiple concepts for the predictor button to search. To do so, repeat steps 7-9.

11. When you have finished assigning concepts, select the **OK** button. The *Select Concepts* menu will close. The concept(s) that you chose will be displayed in the *Modify Button* menu, next to the *Concepts* button. Continue with step 12.

12. You may modify the font or color characteristics of the button to suit your preferences. Refer to ***Select the Button's Color Settings*** and ***Select the Button's Label Font*** for step-by-step instructions.

13. When you are finished, select the **OK** button to close the *Modify Button* menu.

The predictor button that you just created will display letter or word options based on the text that is being entered in the Message Window. If the desired letter or word is displayed in the predictor button, you can select that button to instantly send its contents to the Message Window.

Phrase Prediction

The DynaVox Series 5 software prediction feature can be further enhanced with phrase prediction. When this feature is active, the software anticipates phrase selections from the *My Phrases* menu based on the message that you are creating. For phrase prediction to function efficiently, you must populate the *My Phrases* menu with entries, and create a phrase prediction button to search the concepts that contain these phrases.

For detailed explanations and instructions regarding the *My Phrases* menu, refer to ***Creating and Using My Phrases***.

Create a Phrase Predictor Button

You can modify a button to create a predictor button that will present phrases from the *My Phrases* menu. This button will display phrases that contain words

that match any part of the text that is being entered in the Message Window (not just from the beginning of a sentence). This useful feature can help decrease the amount of selections that are required to add a phrase to the Message Window.

You can also perform concept-based phrase prediction by assigning concepts to a phrase predictor button. This will enable you to narrow the search results to phrases that match not only the text in the Message Window, but also the concepts you have assigned to the phrase predictor button.

> **Note:** Your device must be in standard communications mode before beginning these steps.

To create a phrase predictor button:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button you want to modify. The *Modify Button* menu will open.

3. Select the **Button Type** drop-down menu. The menu will open to display all of the options.

4. Select the **Phrase Predictor** option from the drop-down menu (you may need to use the scroll bar). The *Symbol* button will change into a *Concepts* button.

5. To assign concepts to the phrase predictor button, select the **Concepts** button. The *Select Concepts* window will open.

6. Select the **Add** button. The *Select Concepts* menu will open.

7. Use the *Select Concepts* menu to select the concepts for the phrase predictor button. Find the desired concepts by using one of the following methods:

   • Select the *Search* text box and enter the exact name of the concept you want to find. Select the **OK** button to close the system keyboard. The appropriate concept will be highlighted in the viewport.

   • Visually search through the concepts in the viewport, selecting a folder to display its contents (you may also select an expansion box to display sub-folders in the viewport). Use the scroll bars to view all of the available concepts. Select the desired concept.

> **Note:** If you want to create a new concept, you must exit out of this procedure and open the *Concept Browser*. For more information, refer to ***Add a Concept***.

8. Select the **OK** button to close the *Select Concepts* menu. The concept you selected will be added to the viewport in the *Select Concepts* window.

9. You may select multiple concepts for the phrase prediction button to search. To do so, repeat steps 6-8.

10. When you have finished assigning concepts, select the **OK** button. The *Select Concepts* menu will close. The concept(s) that you chose will be displayed in the *Modify Button* menu, next to the *Concepts* button.

11. You may modify the font or color characteristics of the button to suit your preferences. Refer to **Select the Button's Color Settings** and **Select the Button's Label Font** for step-by-step instructions.

> **Note:**   Phrase predictor buttons do not use labels or symbols.

12. When you are finished, select the **OK** button to close the *Modify Button* menu.

The phrase predictor button you just created will provide phrase options based on any part of the text that is being entered in the Message Window (not just from the beginning of a sentence). It will search the concepts that you listed when you defined the button properties and display the phrases that you have created within those concepts in the *My Phrases* menu.

CREATING AND USING ABBREVIATIONS

One of the rate enhancement features offered by the DynaVox Series 5 software is abbreviation expansion. This allows you to define specific abbreviations for longer words and phrases, thereby reducing the number of selections required to compose a message. Once you have defined a specific abbreviation in the software, the device will automatically expand the abbreviation into the full word or phrase whenever the abbreviation is entered on a keyboard page or popup. For example, you may define "PP" as an abbreviation for "Pittsburgh, Pennsylvania." If the abbreviation expansion feature is active, "Pittsburgh, Pennsylvania" will be placed in the Message Window when you enter "PP" followed by a space on a keyboard page.

With the abbreviation expansion feature, you can send things you say often (greetings, introductions and questions, for example) to the Message Window with just a few selections. Since the abbreviation expansion feature is active by default when you receive your device, all you need to do to use this feature is create and save your own unique abbreviations.

Abbreviation expansions are created and edited in the *Abbreviation Browser* menu.

ABBREVIATION BROWSER MENU
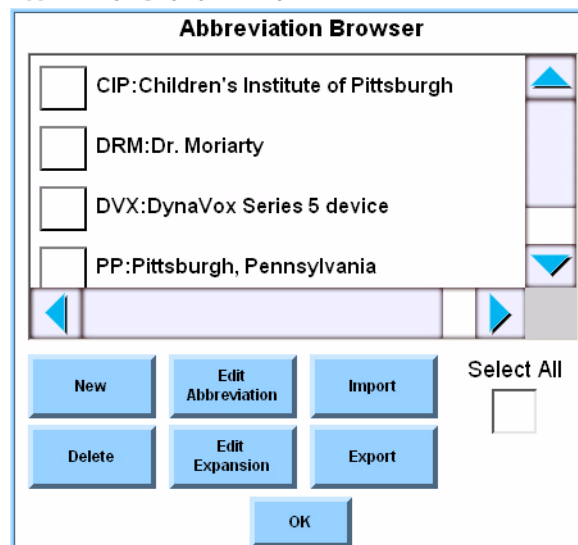
The *Abbreviation Browser* menu features the following tools:

Viewport	Displays every abbreviation expansion that is stored for the active user. Scroll bars on the sides of the viewport enable you to look through the entire list.

New	Create a new abbreviation expansion.
Delete	Permanently remove the selected abbreviation expansion from the viewport.
Edit Abbreviation	Make changes to the abbreviation text.
Edit Expansion	Make changes to the word, name or phrase that an abbreviation expansion represents.
Import	Add an abbreviation expansion to the viewport from another user by using a file sharing device.
Export	Share one of your abbreviation expansions with another user by using a file sharing device.
Select All	Select every abbreviation expansion in the viewport.
OK	Save the current settings and close the *Abbreviation Browser* menu.

The remainder of this section offers step-by-step instructions for creating and editing original abbreviation expansions.

Activate the Abbreviation Expansions Feature

If the abbreviation expansion feature has been deactivated on your Series 5 device, you can reactivate it by following these steps:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Expand Abbreviation Automatically** check box.

4. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

5. Select the **OK** button to close the *Setup* menu.

The abbreviation expansion feature is now active for the current user.

Create an Abbreviation Expansion

An abbreviation expansion consists of two parts: the abbreviation, which is the character combination you want to enter into the device (i.e., "INY"), and the text expansion, which is the word or phrase that the abbreviation represents (i.e., "It's nice to meet you").

To create a unique abbreviation expansion for a word, name or phrase:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Abbreviation Browser** button. The *Abbreviation Browser* menu will open.

3. Select the **New** button. The system keyboard will open.

4. Enter the abbreviation and select the **OK** button when finished.

5. The system keyboard will open again. This time, enter the expansion text.

6. Select the **OK** button to close the system keyboard. The abbreviation expansion that you just created should be visible in the viewport of the *Abbreviation Browser* menu.

7. Select the **OK** button to close the *Abbreviation Browser* menu. Keep selecting the **OK** button to close all open menus.

The abbreviation expansion will be available for the current user.

Edit an Abbreviation Expansion

Once an abbreviation expansion has been saved, you can change the abbreviation and/or the word, name or phrase that the abbreviation represents.

To make changes to an abbreviation expansion:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Abbreviation Browser** button. The *Abbreviation Browser* menu will open.

3. Select the name of the abbreviation expansion you want to edit (you may need to use the scroll bars to find it in the list).

4. To edit the abbreviation, select the **Edit Abbreviation** button. Enter the new abbreviation text and then select the **OK** button to close the system keyboard. The edited abbreviation will be displayed in the viewport of the *Abbreviation Browser* menu.

5. To edit the expansion, select the **Edit Expansion** button. Enter the new sxpansion text and then select the **OK** button to close the system keyboard. The edited expansion will be displayed in the viewport of the *Abbreviation Browser* menu.

6. Select the **OK** button to close the *Abbreviation Browser* menu. Keep selecting the **OK** button to close all open menus.

Delete an Abbreviation Expansion

To permanently remove an abbreviation expansion from the viewport in the *Abbreviation Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Abbreviation Browser** button. The *Abbreviation Browser* menu will open.

3. Select the check box beside the abbreviation expansion(s) you want to delete (you can delete multiple abbreviation expansions at one time). You may need to use the scroll bars to search through the complete list.

4. Select the **Delete** button.

5. Select the **OK** button to confirm that you want to delete the selected abbreviation expansion(s). Be careful, as you will not be able to retrieve an abbreviation expansion once it is deleted.

6. Select the **OK** button to close the *Abbreviation Browser* menu. Keep selecting the **OK** button to close all open menus.

Sharing Abbreviation Expansions

The following procedures enable you to create separate files (with an *.abs* extension) that contain abbreviation expansion information. You can then share these abbreviation expansion files with other Series 5 devices, other Series 5 users files on the same device, and Windows computers running DynaVox Series 5 software.

Import an Abbreviation Expansion File

You can import an abbreviation expansion file (*.abs*) into the *Abbreviation Browser* menu. This enables you to incorporate abbreviation expansions that were developed on other Series 5 devices, other users on the same Series 5 device, and on Windows computers running the DynaVox Series 5 software into your DynaVox Series 5 software.

In order to import the abbreviation expansion file, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

To import an abbreviation expansion (*.abs*) file:

To import a pronunciation exception file:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

    If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **Abbreviation Browser** button. The *Abbreviation Browser* menu will open.

4. Select the **Import** button. The *User Files* menu will open.

5. Select the **Show All Directories** check box.

6. Select the **Files of Type** drop-down menu, and select **abs** to display only abbreviation expansion files.

7. Select the location that contains the file you want to import:
   - If the file is on a file sharing device, proceed to step 8.
   - If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 9.

8. To import from a file sharing device, complete this step:
   a. Select the **Show All Directories** check box.
   b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

   c. Proceed to step 10.

9. To import from another folder on your Series 5 device (or Windows computer) hard drive, complete this step:
   a. Select the **Show All Directories** check box.
   b. Use the left viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.
      - If you are using a dedicated Series 5 device, and you are importing the file from another user on the same device, the file should be *Shared* folder. Select the **Shared** icon in the left viewport.
      - If you are using an open Series 5 device, and you are importing the file from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. To open the *Shared* folder (the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.
   c. Proceed to step 10.

10. In the right viewport, select the check box beside each abbreviation expansion (*.abs*) file that you want to import (you can import multiple files at one time).

11. Select the **OK** button to close the *User Files* menu.

> **Note:** You may be asked if you want to replace abbreviation expansions with conflicting names. As the *.abs* file is imported, the software will check to see if any abbreviation expansions in the file have the same name as abbreviation expansions that already exist in the *Abbreviation Browser* menu. Select **Yes** to replace the existing abbreviation expansion with the abbreviation expansion from the *.abs* file. Select **No** to keep the existing abbreviation expansion exception.

12. Select the **OK** button when the abbreviation expansion has been successfully imported.

13. Select the **OK** button to close the *Abbreviation Browser* menu. Keep selecting the **OK** button to close all open menus.

14. You may disconnect the file sharing device if you wish.

The new abbreviation expansion is now available in the *Abbreviation Browser* menu.

Export an Abbreviation Expansion File

You can share your abbreviation expansions with other Series 5 users. In order to do so, you must export the abbreviation expansion(s), creating a separate file (with the *.abs* extension) that contains the data you want to share.

Exporting an abbreviation expansion file enables you to share the abbreviation expansion(s) with other Series 5 devices, other users on the same Series 5 device, and Windows computers running the DynaVox Series 5 software.

You can export an abbreviation expansion file to one of the following locations:

- A folder on your Series 5 device hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.
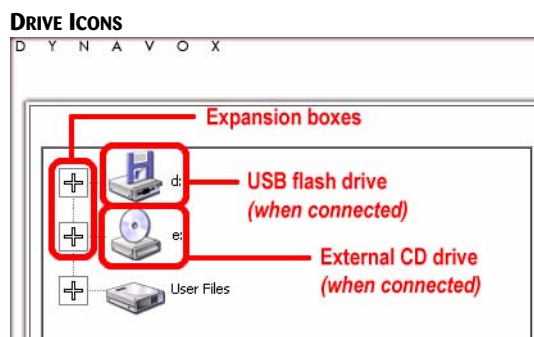
To export an abbreviation expansion file:

1. If you are exporting to a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

If you are exporting from the Series 5 software on a Windows computer, connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer).

> 🏳 **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **Abbreviation Browser** button. The *Abbreviation Browser* menu will open.

4. Select the check box beside each abbreviation expansion you want to export (you can export multiple abbreviation expansions at one time).

5. Select the **Export** button. The *Enter File Name* menu will open.

6. Select the destination for the file you want to export:
   • To export to a file sharing device, proceed to step 7.
   • To export to a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 8.

7. To export to a file sharing device, complete this step:
   a. Select the **Show All Directories** check box.
   b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS
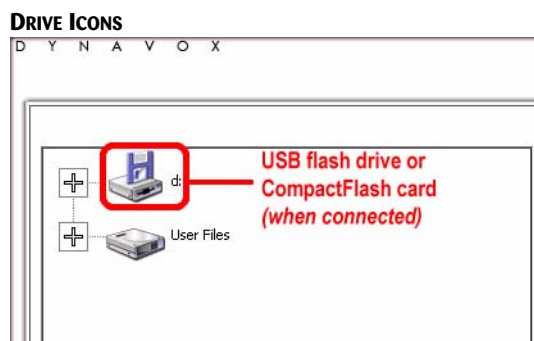
   c. Proceed to step 11.

8. To export to a folder on your Series 5 (or Windows computer) device hard drive, complete this step:
   a. Select the **Show All Directories** check box.

b. Use the left viewport to navigate to the folder where you want to export the file. Select the expansion box [+] next to a folder to see the sub-folders that it contains.

c. Select the destination folder in the left viewport.

- If you are using a dedicated Series 5 device, and you are exporting the file so that it can be imported by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.

- If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> **Note:** If you are using an open Series 5 device (or Windows computer), you may export the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

d. Proceed to step 9.

9. Select the **Name** text box. The system keyboard will open.

10. Enter a name for the export file and select the **OK** button.

> **Note:** The (.abs) extension will be assigned to the new file.

11. Select the **OK** button once the file is exported successfully.

12. Select the **OK** button to close the *Abbreviation Browser* menu. Keep selecting the **OK** button to close all open menus.

13. You may disconnect the file sharing device if you wish.

A copy of the abbreviation expansion file (with the *.abs* extension) can now be found in the destination that you selected.

- To share the file with another Series 5 user (on the same or a different device), or with a Windows computer running the DynaVox Series 5 software, see ***Import an Abbreviation Expansion File***.

- To burn the exported file to CD or DVD using an external drive (open Series 5 device or Windows computer only), see ***Burn a File to CD or DVD***.

CREATING AND USING DICTIONARY ENTRIES

The Series 5 dictionary is an alphabetized catalog of every word, name and phrase that is stored within the device's vocabulary database. This dictionary can be customized easily and since rate enhancement on the Series 5 devices is based on dictionary vocabulary, it is essential that you add your own dictionary entries. Be sure that names, questions and statements that you use often are added as dictionary entries. This ensures that these words and phrases are available for rate enhancement features like word prediction, helping you to create messages more quickly on keyboard pages with predictor buttons.

Dictionary entries can be created and edited in the *Dictionary Browser* menu.

To open the *Dictionary Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Dictionary Browser** button. The *Dictionary Browser* menu will open.

DICTIONARY BROWSER MENU
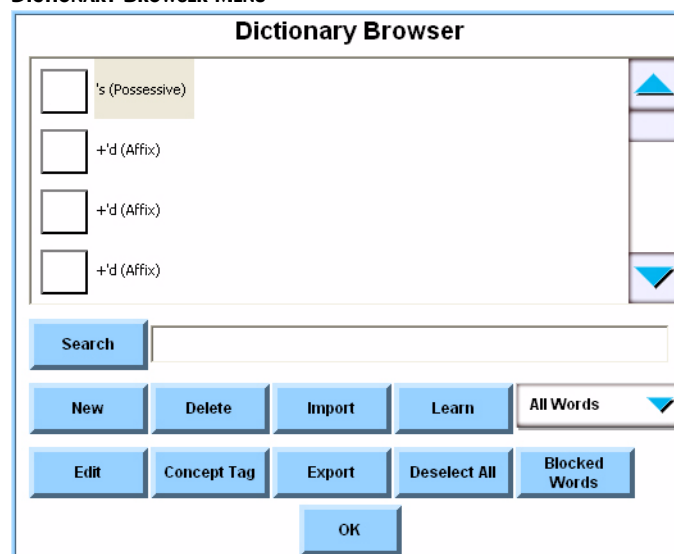
The *Dictionary Browser* menu includes these tools:

Viewport	Displays of every word, name or phrase that is stored in the DynaVox Series 5 software dictionary for the active user. Scroll bars on the sides of the viewport enable you to look through the entire list.

Search	Use the *Search* feature to look for a dictionary entry by name. The *Search* feature is the most efficient way to find an item in the *Dictionary Browser* viewport.
New	Add a new word, name or phrase to the Series 5 dictionary.
Edit	Make changes to the selected dictionary entry.
Delete	Permanently remove the selected entry from the device dictionary.
Concept Tag	Add a concept tag to a selected dictionary entry. Concept tags are used to make vocabulary items available for searches.
Import	Add a dictionary entry from another user to the *Dictionary Browser* menu using the *Shared* folder or a file sharing device.
Export	Share a copy of a selected dictionary entry (or entries) with another user. Dictionary entries can be exported to the *Shared* folder or a file sharing device.
Learn	Use the software's *Learn Vocabulary* feature to quickly scan a text file for words and phrases that are not included in the Series 5 dictionary. You can then choose to add the words and phrases that are presented to the dictionary.
Deselect All	Remove the selections from all check boxes in the viewport.
All Words/User Words	Select this drop-down menu to display either the entire device dictionary or only the entries that you have added to the dictionary in the viewport.
Blocked Words	Manage the list of words that are blocked from word prediction (refer to **Block Words from Prediction**).
OK	Save the current settings and close the *Dictionary Browser* menu.

Create a New Dictionary Entry

To add a word, name or phrase to the Series 5 dictionary:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Dictionary Browser** button. The *Dictionary Browser* menu will open.

3. Select the **New** button. The *Edit Word* menu will open.

Edit Word

Word

Word Forms

Variant

plural ▼

Part of Speech

Noun ▼

Word Form

s

Kind of

Mass Noun ▼

Concepts

Add

Delete

Frequency: 75

OK   Cancel

4. Select the **Word** text box. The system keyboard will open.

5. Enter the word, name or phrase you want to add to the dictionary.

6. Select the **OK** button to close the system keyboard. Your new dictionary entry will be displayed in the *Word* text box.

7. Select the **Part of Speech** drop-down menu and then select the option that best applies to the new dictionary entry.

8. If the *Kind of* drop-down menu is available, complete this step. Otherwise, continue with the next step.

    The setting of the *Kind of* drop-down menu adds a more specific definition to the part of speech that you have assigned to your new dictionary entry. For example, an entry that has been categorized as a noun may be further defined as a proper noun. To adjust this setting, select the **Kind of** drop-down menu and then select one of the available options.

9. If the items in the *Word Forms* group box are available, complete the remaining parts of this step.

    The items in the *Word Forms* group box offer a chance to review any word form variations that apply to the new dictionary entry (for example, "colder" and "coldest" for the adjective "cold"). The *Variant* drop-down menu offers a list of variation types that are associated with the part of speech that is assigned to the new vocabulary item. The *Word Form* text box displays an example of the dictionary entry when the variant form that is selected in the

Variant drop-down menu is applied. If one of the word forms presented in this text box must be corrected:

a. Select the **Word Form** text box. The system keyboard will open.

b. Enter the corrected form of the dictionary entry and select the **OK** button. The change will be displayed in the *Word Form* text box.

10. The frequency that is assigned to a dictionary entry affects how quickly the entry is predicted by rate enhancement. To assign a frequency to the new dictionary entry, select the **Frequency** button and then complete the rest of this step. If you want to use the default frequency (10), proceed to step 11.

    Frequency numbers range between one and 100, with 100 being reserved for items that will be used the most often.

    a. Use the *Frequency* keypad to enter a new frequency number.

    b. Select the **OK** button to close the *Frequency* keypad. The new frequency will be displayed in the *Frequency* button.

11. Adding a concept tag to your new dictionary entry will associate the item with a group of similar vocabulary items. Concept tags make dictionary entries available for concept searches. To add a concept to the dictionary entry, select the **Add** button in the *Concepts* group box and continue with the rest of this step.

    a. FInd the appropriate concept tag for your dictionary entry using one of the following methods:

       • Select the *Search* text box and enter the name of the concept you want to find. Select the **OK** button to close the system keyboard and start the search.

       • Use the scroll buttons and the expansion boxes to search through the concept hierarchy. If a concept has an expansion box to the left of its name, you may select the expansion box (or double-select the folder) to reveal its sub-concepts.

    b. When you find an appropriate concept, select the check box next to its name.

    > **Note:**   You can select more than one concept tag for your entry by selecting the check box beside each concept you want to use.

    c. Repeat steps 11a and 11b until all of the desired concepts are selected.

    d. Select the **OK** button to close the *Select Concepts* menu. The concepts you selected will be added to the *Concepts* group box in the *Edit Word* menu.

12. Select the **OK** to save the new dictionary entry and close the *Edit Word* menu. The new dictionary entry will be added to the viewport in the *Dictionary Browser* menu.

13. Select the **OK** button to close the *Dictionary Browser* menu. Keep selecting the **OK** button to close all open menus.

The dictionary entry will be available in the user where it was created.

Edit a Dictionary Entry

To make changes to a selected dictionary entry:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Dictionary Browser** button. The *Dictionary Browser* menu will open.

3. Select the **Search** text box. The system keyboard will open.

4. Enter the dictionary entry you want to edit, then select the **OK** button. The appropriate dictionary entry will be highlighted in the viewport in the *Dictionary Browser* menu.

5. Select the **Edit** button. The *Edit Word* menu will open.

6. To change the name of the dictionary entry, select the **Word** text box and use the system keyboard to make changes to the dictionary entry. Select the **OK** button when finished. The changes will be shown in the *Word* text box.

7. Select the **Part of Speech** drop-down menu and then select the option that best applies to the new dictionary entry.

8. If the *Kind of* drop-down menu is available, complete this step.

   The setting of the *Kind of* drop-down menu adds a more specific definition to the part of speech that you have assigned to your new dictionary entry. For example, an entry that has been categorized as a noun may be further defined as a proper noun. To adjust this setting, select the **Kind of** drop-down menu and then select one of the available options.

9. If the items in the *Word Forms* group box are available, complete the remaining parts of this step.

   The items in the *Word Forms* group box offer a chance to review any word form variations that apply to the new dictionary entry (for example, "colder" and "coldest" for the adjective "cold"). The *Variant* drop-down menu offers a list of variation types that are associated with the part of speech that is assigned to the new vocabulary item. The *Word Form* text box displays an example of the dictionary entry when the variant form that is selected in the

Variant drop-down menu is applied. If one of the word forms presented in this text box must be corrected:

a. Select the **Word Form** text box. The system keyboard will open.

b. Enter the corrected form of the dictionary entry and select the **OK** button. The change will be displayed in the *Word Form* text box.

10. The frequency that is assigned to a dictionary entry affects the way the entry is predicted by rate enhancement. To assign a frequency to the new dictionary entry, select the **Frequency** button and then complete the rest of this step. If you want to use the default frequency (10), proceed to step 11.

    Frequency numbers range between one and 100, with 100 being reserved for items that will be used the most often.

    a. Use the keypad to enter a new frequency number.

    b. Select the **OK** button to close the *Frequency* keypad. The new frequency will be displayed in the *Frequency* button.

11. Adding a concept tag to your new dictionary entry will associate the item with a group of similar vocabulary items. Concept tags make dictionary entries available for concept searches. To add a concept to the dictionary entry, select the **Add** button in the *Concepts* group box and continue with the rest of this step.

    a. FInd the appropriate concept tag for your dictionary entry using one of the following methods:

    - Select the *Search* text box and enter the name of the concept you want to find. Select the **OK** button to close the system keyboard and start the search.

    - Use the scroll buttons and the expansion boxes to search through the concept hierarchy. If a concept has an expansion box to the left of its name, you may select the expansion box (or double-select the folder) to reveal its sub-concepts.

    b. When you find an appropriate concept, select the check box next to its name.

    Note: You can select more than one concept tag for your entry by selecting the check box beside each concept you want to use.

    c. Repeat steps 11a and 11b until all of the desired concepts are selected.

    d. Select the **OK** button to close the *Select Concepts* menu. The concepts you selected will be added to the *Concepts* group box in the *Edit Word* menu.

12. Select the **OK** button to close the *Edit Word* menu. If you made changes to the *Word* text box, these changes will be displayed in the viewport of the *Dictionary Browser* menu.

13. Select the **OK** button to close the *Dictionary Browser* menu. Keep selecting the **OK** button to close all open menus.

Delete a Dictionary Entry

To permanently remove a dictionary entry from the *Dictionary Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Dictionary Browser** button. The *Dictionary Browser* menu will open.

3. Select the **Search** text box. The system keyboard will open.

4. Enter the dictionary entry you want to delete and then select the **OK** button. The appropriate dictionary entry will be highlighted in the viewport of the *Dictionary Browser* menu.

5. Select the check box beside the entry.

> **Note:** You can delete more than one dictionary entry at the same time by selecting the check box beside each entry that you want to delete.

6. Select the **Delete** button.

7. Select the **Yes** button to confirm that you want to delete the dictionary entry. Be careful, as you will not be able to retrieve a dictionary entry after you have deleted it.

8. Select the **OK** button to close the *Dictionary Browser* menu. Keep selecting the **OK** button to close all open menus.

Learn Vocabulary from a Text File

When a text file is added to your Series 5 device, the *Learn Vocabulary* feature can be used to quickly scan the text for words and phrases that are not included in the Series 5 dictionary. You may then choose to add those words and phrases to the dictionary.

You may also learn vocabulary from a text file that is stored on a file sharing device (USB flash drive, CD or DVD).

To use the *Learn Vocabulary* feature to look for new vocabulary in a text file:

1. If the text file is located on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If the file is on a CD or DVD, you may also have to plug the external CD or DVD drive into a wall outlet for power, and make sure that the disc containing the text file is loaded in the drive.

> **Note:** If you are using an open Series 5 device, or the DynaVox Series 5 software on a Windows computer, a Microsoft window may appear and ask if you want to view the contents of the file sharing device. Close this window by selecting the Close button [X] in the top right corner, or by selecting the **Cancel** button.

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **Dictionary Browser** button. The *Dictionary Browser* menu will open.

4. Select the **Learn** button. The *Learn Vocabulary* menu will open.

LEARN VOCABULARY MENU

5. If you want the DynaVox Series 5 software to search the selected text for new words that can be added to the *Dictionary Browser*, make sure the **Learn New Words** check box is selected. Otherwise, make sure the check box is not selected.

6. If you want the DynaVox Series 5 software to analyze the ways new words are used in sentences in the selected text, make sure the **Learn Grammar** check box is selected. Using this feature will help the software predict words when context prediction is activated. Otherwise, make sure the check box is not selected.

7. If you want the DynaVox Series 5 software to search the selected text for phrases that can be added to the *Dictionary Browser*, make sure the

Suggest New Phrases check box is selected. Adding phrases to the dictionary makes them eligible for word prediction. Otherwise, make sure the check box is not selected.

8. Select the **Choose File** button. The *Select File* menu will open.

9. To search your *User Files* folder for the text file, proceed to step 11. To search a file sharing device for the text file, select the **Show All Directories** check box and continue with step 10.

10. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:, E:,* or *F:.* Refer to the following screen:

DRIVE ICONS
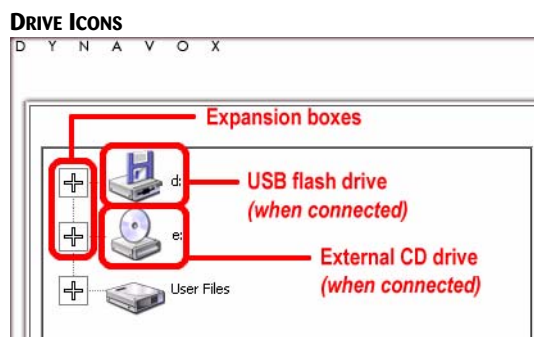
11. In the right viewport, select the name of the text file you want to use.

12. Select the **OK** button to close the *Select File* menu. The name of the file you selected will be displayed on the *Choose File* button.

13. Select the **OK** button to close the *Learn Vocabulary* menu. It may take a few minutes for the software to learn the file. An hourglass icon will appear during the process.

14. After the text has been scanned, the *Select Words to Add* menu will open. Use the scroll bar to the right of the viewport to look through the listed words and phrases. Select the check box beside any word or phrase you want to add to the dictionary, or select the **Select All** check box to select all of the words in the viewport.

15. Select the **OK** button to close the *Select Words to Add* menu.

16. A window will open to display the total number of items that were added to the dictionary. Select the **OK** button to close this window.

17. Select the **OK** button to close the *Dictionary Browser* menu. Keep selecting the **OK** button to close all open menus.

18. You may disconnect the file sharing device if you wish.

Find an Item in the Dictionary

To quickly locate a word or phrase in the *Dictionary Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Dictionary Browser** button. The *Dictionary Browser* menu will open.

3. Select the **Search** text box. The system keyboard will open.

4. Enter the word or phrase you are looking for, then select the **OK** button. The word or phrase will be highlighted in the viewport of the *Dictionary Browser* menu.

5. Complete your desired task with the dictionary entry:
   - To edit the dictionary entry, follow ***Edit a Dictionary Entry***.
   - To delete the dictionary entry, follow ***Delete a Dictionary Entry***.

6. Select the **OK** button to close the *Dictionary Browser* menu. Keep selecting the **OK** button to close all open menus.

View All the Dictionary Entries

The Series 5 dictionary allows you to use the *Dictionary Browser* menu to view either the full dictionary or a smaller user dictionary. The full dictionary includes every word, name and phrase that has been saved to the dictionary, including the user dictionary. The user dictionary consists of only the vocabulary items that have been created and saved by the person who is using the device. The full dictionary provides a way to find and customize any and all vocabulary items stored on your Series 5 device.

To view the full dictionary for the current user in the *Dictionary Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Dictionary Browser** button. The *Dictionary Browser* menu will open.

3. Select the drop-down menu in the lower right area of the menu and choose **All Words**. The *Dictionary Browser* viewport will display every word and phrase in the dictionary.

4. Complete your desired task(s) with the dictionary entries:
   - To edit a dictionary entry, follow ***Edit a Dictionary Entry***.
   - To delete a dictionary entry, follow ***Delete a Dictionary Entry***.

5. Select the **OK** button to close the *Dictionary Browser* menu. Keep selecting the **OK** button to close all open menus.

View Only the User Dictionary

The Series 5 dictionary allows you to use the *Dictionary Browser* menu to view either the full dictionary or a smaller user dictionary. The full dictionary includes every word, name and phrase that has been saved to the dictionary. The user dictionary consists of only the vocabulary items that have been created and saved by the person who is using the device. These items are also saved as part of the full dictionary, but the user dictionary provides an easier way to find and customize your own personal vocabulary.

To view the smaller user dictionary in the *Dictionary Browser* menu:

1. Select Main Menu > **Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Dictionary Browser** button. The *Dictionary Browser* menu will open.

3. Select the drop-down menu in the lower right area of the menu and choose **User Words**. The *Dictionary Browser* viewport will display only words and phrases that were added to the dictionary by the user.

4. Complete your desired task(s) with the dictionary entries:
   - To edit a dictionary entry, follow *Edit a Dictionary Entry*.
   - To delete a dictionary entry, follow *Delete a Dictionary Entry*.

5. Select the **OK** button to close the *Dictionary Browser* menu. Keep selecting the **OK** button to close all open menus.

Add a Concept Tag to a Dictionary Entry

Concept tags are used to make dictionary entries available for concept searches.

To add a concept tag to a word, name or phrase in the dictionary:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Dictionary Browser** button. The *Dictionary Browser* menu will open.

3. Select the **Search** text box. The system keyboard will open.

4. Enter the word or phrase to which you want to add a concept tag and select the **OK** button. The word or phrase will be highlighted in the viewport of the *Dictionary Browser* menu.

5. Select the check box beside the highlighted dictionary entry.

6. Select the **Concept Tag** button. The *Select Concepts* menu will open.

7. Find the appropriate concept tag for your dictionary entry using one of the following methods:

    • Select the *Search* text box and enter the name of the concept you want to find. Select the **OK** button to close the system keyboard and start the search.

    • Use the scroll buttons and the expansion boxes to search through the concept hierarchy. If a concept has an expansion box to the left of its name, you may select the expansion box (or double-select the folder) to reveal its sub-concepts.

8. When you find an appropriate concept, select the check box next to its name.

> **Note:**   You can select more than one concept tag for your entry by selecting the check box beside each concept you want to use.

9. Select the **OK** button to close the *Select Concepts* menu. Keep selecting the **OK** button to close all open menus.

Block Words from Prediction

The *Edit Blocked Words* menu allows you to prevent certain words from being predicted by the word prediction feature.

To manage your blocked words:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Dictionary Browser** button. The *Dictionary Browser* menu will open.

3. Select the **Blocked Words** button. The *Edit Blocked Words* menu will open.

EDIT BLOCKED WORDS MENU

The words that have recently been predicted are shown in the *Recently Predicted Words* viewport. Select the drop-down menu to choose the order in which the words are displayed - **Show Most Recent Words First** or **Show in Alphabetical Order**.

4. To block a word, select the check box to the left of the word(s) in the *Recently Predicted Words* viewport, then select the **Block Selected Words** button. The word(s) will move to the *Blocked Words* viewport.

5. To block a word that does not appear in the *Recently Predicted Words* viewport, select the text box to the right of the *Block Word* button and enter the word that you want to block. Then select the **Block Word** button. The word will appear in the *Blocked Words* viewport.

6. To unblock a word, select the check box to the left of the word(s) in the *Blocked Words* viewport and then select the **Unblock Selected Words** button. The word(s) will be removed from the *Blocked Words* viewport.

7. Select the **OK** button to close the *Edit Blocked Words* menu. Keep selecting the **OK** button to close all open menus.

Sharing Dictionary Entries

The following procedures enable you to create separate files (with a *.lex* extension) that contain dictionary entry information. You can then share these dictionary entry files with other Series 5 devices, as well as with Windows computers running DynaVox Series 5 software.

Import a Dictionary Entry File

You can import a dictionary entry file (*lex*) into the *Dictionary Browser* menu. This enables you to incorporate dictionary entries that were developed on other Series 5 devices, other users on the same Series 5 device, and on Windows computers running the DynaVox Series 5 software into your DynaVox Series 5 software.

In order to import the dictionary entry file, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

To import a dictionary entry file:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

   If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

   > **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **Dictionary Browser** button. The *Dictionary Browser* menu will open.

4. Select the **Import** button. The *Select File* menu will open.

5. Select the **Files of Type** drop-down menu, and select **lex** to display only dictionary entry files.

6. Select the location that contains the file you want to import:

    - If the file is on a file sharing device, proceed to step 7.

    - If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 8.

7. To import from a file sharing device, complete this step:

    a. Select the **Show All Directories** check box.

    b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

    c. Proceed to step 9.

8. To import from another folder on your Series 5 device (or Windows computer) hard drive, complete this step:

    a. Select the **Show All Directories** check box.

    b. Use the left viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

        - If you are using a dedicated Series 5 device, and you are importing the file from another user on the same device, the file should be *Shared* folder. Select the **Shared** icon in the left viewport.

        - If you are using an open Series 5 device, and you are importing the file from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. To open the *Shared* folder (the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.

c. Proceed to step 9.

9. In the right viewport, select the name of the dictionary entry you want to import.

10. Select the **OK** button to close the *Select File* menu.

> **Note:** You may be asked if you want to create additional dictionary entries with conflicting names. As the *.lex* file is imported, the DynaVox Series 5 software will check to see if any dictionary entries in the file have the same name as dictionary entries that already exist in the *Dictionary Browser* menu. Select the **Yes** button to create an additional dictionary entry for the word in question, importing the word from the *.lex* file. Select the **No** button to not import the word in question from the *.lex* file.

11. Select the **OK** button when the dictionary entry has been successfully imported.

12. Select the **OK** button to close the *Dictionary Entry* menu. Keep selecting the **OK** button to close all open menus.

13. You may disconnect the file sharing device if you wish.

The imported dictionary entry information is now available in the *Dictionary Browser* menu for the active user.

Export a Dictionary Entry File

You can share your dictionary entries with other Series 5 users. In order to do so, you must export the dictionary entries, creating a separate file (with the *.lex* extension) that contains the data you want to share.

Exporting a dictionary entry file enables you to share the dictionary entries with other Series 5 devices, other users on the same Series 5 device, and Windows computers running the DynaVox Series 5 software.

You can export a dictionary entry file to one of the following locations:

- A folder on your Series 5 device hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

To export a dictionary entry file:

1. If you are exporting to a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

If you are exporting from the Series 5 software on a Windows computer, connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer).

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **Dictionary Browser** button. The *Dictionary Browser* menu will open.

4. Select the **Search** text box. The system keyboard will open.

5. Enter the name of the dictionary entry and select the **OK** button. The dictionary entry will be highlighted in the viewport.

6. Select the check box beside each dictionary entry that you want to export (you can export multiple dictionary entries at once).

7. Select the **Export** button. The *Enter File Name* menu will open.

8. Select the destination for the file you want to export:

 • To export to a file sharing device, proceed to step 9.

 • To export to a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 10.

9. To export to a file sharing device, complete this step:

 a. Select the **Show All Directories** check box.

 b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

c. Proceed to step 11.

10. To export to a folder on your Series 5 (or Windows computer) device hard drive, complete this step:

a. Select the **Show All Directories** check box.

b. Use the left viewport to navigate to the folder where you want to export the file. Select the expansion box [+] next to a folder to see the sub-folders that it contains.

c. Select the destination folder in the left viewport.

- If you are using a dedicated Series 5 device, and you are exporting the file so that it can be imported by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.

- If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> **Note:**   If you are using an open Series 5 device (or Windows computer), you may export the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

d. Proceed to step 11.

11. Select the **Name** text box. The system keyboard will open.

12. Enter a name for the export file and select the **OK** button.

> **Note:**   The (*.lex*) extension will be assigned to the new file.

13. Select the **OK** button to close the *Dictionary Browser* menu. Keep selecting the **OK** button to close all open menus.

14. You may disconnect the file sharing device if you wish.

A copy of the dictionary entry file (with the *.lex* extension) can now be found in the destination that you selected.

- To share the file with another Series 5 user (on the same or a different device), or with a Windows computer running the DynaVox Series 5 software, see *Import a Dictionary Entry File*.

- To burn the exported file to CD or DVD using an external drive (open Series 5 device or Windows computer only), see ***Burn a File to CD or DVD***.

Chapter 17:   Using Environmental Controls

The infrared remote control and computer access capabilities that are built into Series 5 devices provide convenience for Series 5 users. With DynaVox Series 5 devices, the same access method used to make selections on the device can send data to personal computers, control an X-10 infrared system, or make phone calls with a GEWA Jupiter phone or a TASH phone. The Series 5 devices can also be used to send commands to commercial appliances like televisions, compact disc players, and DVD players.

DynaVox Series 5 devices also offer alternate output, an access method that can send information to a computer from any communication page. Alternate output allows DynaVox users to compose text documents while taking advantage of the rate enhancement features that are available on their Series 5 devices.

REMOTE CONTROL FEATURES

The latest version of the Series 5 software allows you to easily program your Series 5 device to act as the remote control for your many different electronic appliances (e.g., TVs, DVDs, VCRs). You can program your device with all the IR commands that are needed at one time instead of programming each command separately.

Newer Series 5 devices contain advanced IR hardware that allows you to quickly find the set of IR commands that correspond to your appliance. Once the commands are found (by using a software wizard), you can assign them to a default remote (supplied in the software) or to a custom remote that you create yourself.

> **Note:** If your Series 5 device does not have the advanced IR hardware, the software wizard will help you to quickly program IR commands manually, and create a custom remote.

The Series 5 software contains remote control pages that allow you to access the default remotes or custom remote controls you create. These remote control pages contain the buttons that will enable you to control your appliances by making selections on your Series 5 device. The software provides a universal remote control page and a variety of other remote control pages in your page set. The buttons on these pages contain the appropriate environmental control behaviors that will work with the default remotes. A custom made remote control can be assigned to any remote control page in your page set.

X-10 commands and the commands for GEWA Jupiter and Tash phones are pre-programmed according to the device that is being used. You will need to refer to the documentation that came with your X-10 system or your phone to know which command codes to select. For infrared remote (IR) control, you must access and use the tools on the *IR Browser* menu.

To open the *IR Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **IR Browser** button. The *IR Browser* menu will open.

IR BROWSER MENU

```
                        IR Browser

    ┌─┐   TV Channel Down
    └─┘

    ┌─┐   TV Channel Up
    └─┘

    ┌─┐   TV Power
    └─┘

    ┌─┐   TV Volume Down
    └─┘

    ┌─┐   TV Volume Up
    └─┘


    ┌──────┐  ┌──────┐  ┌──────┐  ┌──────┐  ┌──────────┐
    │ New  │  │Learn │  │Import│  │      │  │My Remote │
    └──────┘  └──────┘  └──────┘  │ Test │  │ Controls │
    ┌──────┐  ┌──────┐  ┌──────┐  │      │  │          │
    │Delete│  │Rename│  │Export│  └──────┘  └──────────┘
    └──────┘  └──────┘  └──────┘

                     ┌──────┐
                     │  OK  │
                     └──────┘
```

The *IR Browser* menu contains the following options:

Viewport	The viewport at the top of the menu displays a list of all the infrared remote control commands that are stored on your device. If the entire list cannot be displayed in the viewport at one time, the viewport will contain a scroll bar that you can use to scroll through the list.
New	Create a name for a new remote control command. The command name will be added to the *IR Browser* viewport.
Delete	Permanently remove the selected remote control command from the *IR Browser* viewport.
Learn	Teach an infrared signal to your device. The remote control for the appliance you want to control must be on hand for this IR learning to take place.
Rename	Change the name of a selected infrared control command.
Import	Import an infrared control command from another Series 5 device (using a file sharing device).

Export	Export an infrared control command from your Series 5 device to a file sharing device.
Test	Use the *Test* button to try out a new infrared command. When this button is selected, the device will send out the command that is highlighted in the *IR Browser* viewport.
My Remote Controls	Enables you to manage, edit, import, export, and delete any of the remote controls that are defined on your Series 5 device.
OK	Save any changes and close the *IR Browser* menu.

Programming Remote Controls

Release 1.05 of the DynaVox Series 5 software enables you to program a default remote control or create a custom remote control to control your electronic appliance. The software provides a remote control wizard that will easily help you program your DynaVox Series 5 device to act as the remote control for your appliance. When you create a custom remote control on your Series 5 device, you can assign the custom remote control to the remote control page on which you will use it. The software also allows you to reprogram buttons individually on a remote control you have already programmed.

Program a Default Remote

 The Series 5 software provides a number of default remote controls that are already set up to work with any remote control page in your page set. These default remote controls are for common electronic appliances you have in your home such as the Bedroom TV, Living Room TV, DVD Play, VCR, or stereo. All you need to do is program the appropriate default remote control in the Series 5 software that matches your electronic appliance. A remote control wizard will prompt you for information about your electronic appliance and help you find the proper code that will allow your Series 5 device to act as the remote control for your electronic appliance.

To program a default remote for your appliance:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **IR Browser** button. The *IR Browser* menu will open.

3. Select the **My Remote Controls** button. The *My Remote Controls* menu will open.

MY REMOTE CONTROLS MENU
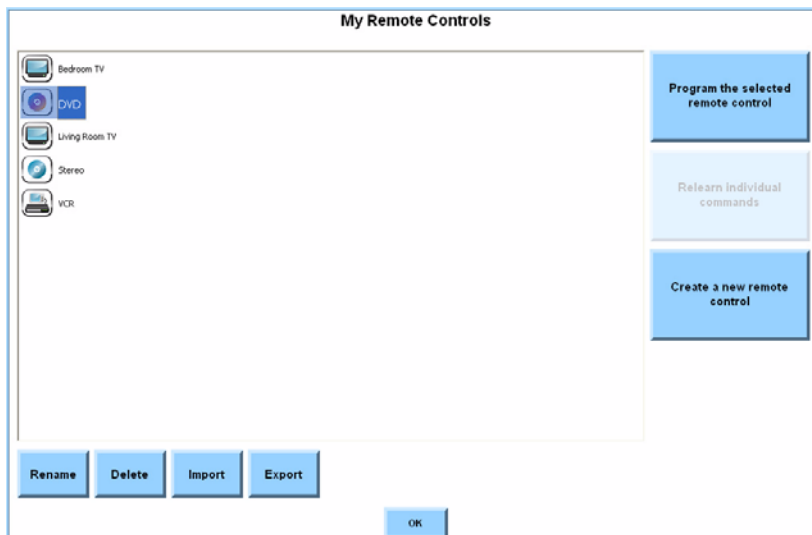
4. In the viewport, select the default remote that you want to program. The *Program the selected remote control* button will be activated.

> **Note:** If the currently selected default remote has already been programmed, the button name will be *Reprogram the selected remote control*.

5. Select the **Program the selected remote control** button. The remote control wizard will open (in a menu called *Program Remote Control).*

REMOTE CONTROL WIZARD (IN THE PROGRAM REMOTE CONTROL MENU)
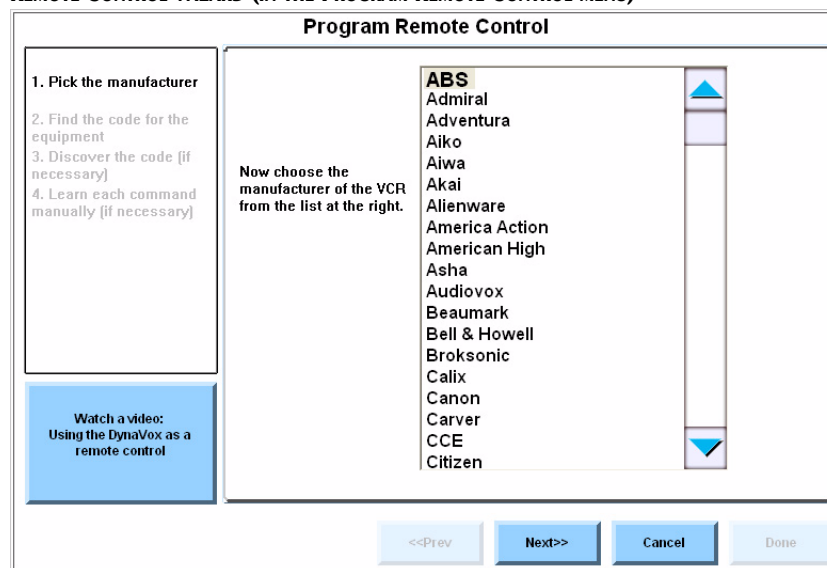
The left viewport shows the steps involved in programming the selected default remote. Each step is highlighted as you perform it.

> **Note:** To watch a help video about using your Series 5 device as a remote control, select the *Watch a video: Using the DynaVox as remote control* button. The software will open the *Media Browser* menu and play the video. When the video is completed, select the *OK* button to close the *Media Browser* menu.

6. Select the manufacturer of your appliance in the main viewport on the right (you may need to use the scroll bar to view all of the options). If the manufacturer of your electronic appliance is not listed, just continue with step 7.

7. Select the **Next** button.

  • If your Series 5 device hardware has been upgraded with the IR commands chip, the wizard will display the number of possible standard codes that may be valid for your appliance. Proceed to step 8.

- If your Series 5 device hardware has not been upgraded with the IR commands chip, the wizard will display the steps you must perform to "learn" each IR command individually. Proceed to step 17.

> **Note:** To watch a help video about finding the correct standard code for your appliance, select the *Watch a video: Finding the right code for your remote* button. The software will open the *Media Browser* menu and play the video. When the video is completed, select the *OK* button to close the *Media Browser* menu.

8. Turn on the appliance that you want to control.

9. Aim the dark plastic panel on the top edge of the Series 5 device at your appliance. The dark plastic panel is the location of the IR commands chip in your Series 5 device. While aiming your device, select the **Find the right code** button. The *Test Standard IR Codes* menu will open.

TEST STANDARD IR CODES MENU (EXAMPLE)

Test Standard IR Codes

Aim the top of the DynaVox at the VCR

POWER

Press the POWER button.

(Testing number 1 of 3 possible codes)

| Yes - button works as expected | No - button does not work as expected | Cancel all tests |

10. Press the **POWER** button while aiming the top edge of your Series 5 device at the appliance. The wizard will show the current code being tested.

- If the appliance shuts off, it received the proper IR signal. Select the **Yes - button works as expected** button. The wizard will inform you that you have successfully programmed your equipment with the appropriate IR commands. Select the **Done** button. Proceed to step 19.

- If the appliance does not shut off, it did not receive the proper IR signal. Select the **No - button does not work as expected** button. Repeat Step 10 to test each of the remaining possible standard codes.

- If you do not want to test the standard codes at this time, select the **Cancel all tests** button.

11. If none of the standard codes works as expected (i.e. by shutting off the electronic appliance), select the **No - button does not work as expected** button after the last standard code is tested. The wizard will give you the option to "discover" a non-standard code that may work with your appliance. Proceed to step 12.

12. Select the **Discover the right code** button to attempt to discover a non-standard code that will control your appliance.

13. Aim the top edge of your Series 5 device at the appliance, and select the **OK** button to continue.

14. The *Discover Non-Standard IR Codes* menu will display the total number of non-standard codes that can be tested, and the software automatically begins testing the first 10 non-standard codes.

DISCOVER NON-STANDARD IR CODES MENU (EXAMPLE)

- If one of the codes successfully shuts off your appliance, select the **Yes - one of the commands did what was expected** button. The *Test Non-Standard IR Codes* menu opens, allowing you to find the specific code that powered off your electronic appliance. Proceed to step 16.

- If none of the codes in the first group of 10 shut your appliance off, select the **No - none of the commands did what was expected** button. The wizard will continue testing with the next group of 10 non-standard codes. If the correct code is not found, the remaining non-standard codes will be tested in the same way.

- If you want to cancel testing the non-standard codes, select the **Cancel everything** button.

15. If none of the non-standard codes works as expected, the wizard will inform you that each of the IR commands for your appliance will have to be manually learned. Select the **Next** button and proceed to step 17.

16. To find the specific non-standard code that shut off your appliance, press the **POWER** button in the *Test Non-Standard IR Codes* menu while aiming the top edge of the Series 5 device at the electronic appliance.

TEST NON-STANDARD IR CODES MENU (EXAMPLE)

Test Non-Standard IR Codes

Aim the top of the DynaVox at the Amplifier

POWER

Press the POWER button.

(Testing number 5 of 10 possible codes)

| Yes - button works as expected | No - button does not work as expected | Cancel all tests |

- If one of the codes turns your appliance back on, select the **Yes - one of the commands works as expected** button. The wizard will inform you that you have successfully programmed your equipment with the appropriate IR commands. Select the **Done** button. Proceed to step 19.

- If a non-standard code did not turn your appliance back on, select the **No - button does not work as expected** button and continue testing the remaining codes until one of the codes turns your appliance back on.

- If you want to cancel testing the non-standard codes, select the **Cancel all tests** button.

17. If the wizard could not find the proper standard or non-standard code for your appliance, it will inform you that each command on your remote will

have to be individually learned. The wizard displays the steps you must perform to "learn" each IR command individually.

REMOTE CONTROL WIZARD

Program Remote Control

1. Pick the manufacturer

2. Find the code for the equipment
3. Discover the code (if necessary)
4. Learn each command manually (if necessary)

Watch a video:
Learning the commands from your remote

To create your remote, the DynaVox must learn each of the commands on the remote control for your Asha VCR.

Do the following to prepare for learning:

1. Get your remote
2. Aim it at the front of the DynaVox
3. Press the 'Start learning each command' button below

The DynaVox will prompt you as to which key on your remote to press. If the DynaVox prompts you for a key that is not on your remote, you should select the 'Skip this command' button and move on to the next one.

Start learning each command

<<Prev   Next>>   Cancel   Done
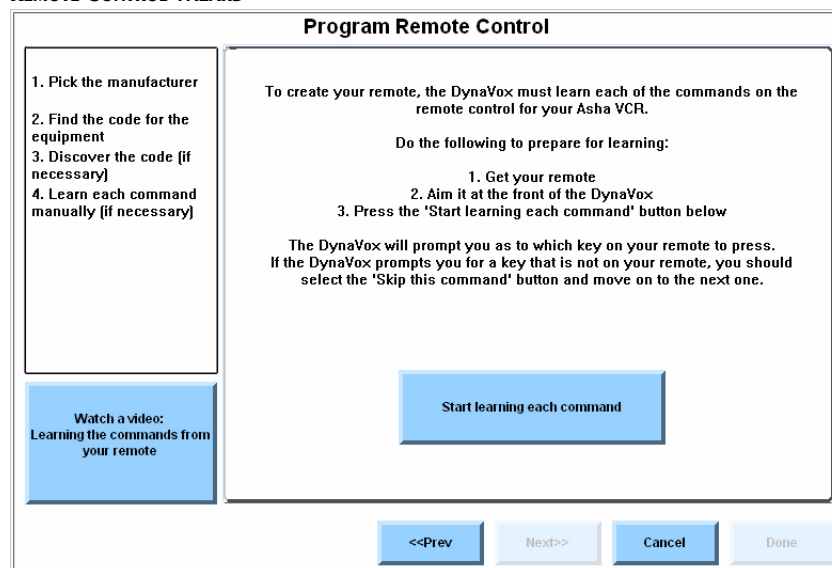
Note: To watch a help video about learning the commands from your remote, select the *Watch a video: Learning the commands from your remote* button. The software will open the *Media Browser* menu and play the video. When the video is completed, select the *OK* button to close the *Media Browser* menu.

18. To learn each IR command from the electronic appliance's remote control:

a. Obtain the remote control that belongs to your appliance.

b. Aim the remote control at the dark plastic panel on the front edge of your Series 5 device.

c. Select the **Start learning each command** button. The *IR Learning* menu will open. The first command that your Series 5 device must learn will be displayed and you will be automatically prompted for each command that your device must learn from the remote control.

d. Select the **Start IR Learning** button on the device and then press the appropriate button on the remote control.

Select the **Stop IR Learning** button when finished.

- If the Series 5 device did not receive a signal from the remote control, a message will inform you that no signal was detected. Select the **Try again** button to send the signal again, or select the **Cancel all learning** button to cancel the IR learning process.

- The IR command has a maximum time interval of 20 seconds. If you do not select the *Stop IR Learning* button before that time runs out, you will receive an error. Select the **Try again** button to send the signal again, or select the **Cancel all learning** button to cancel the IR learning process.

> **Note:** If you are prompted for a button that is not on your remote control, select the *Skip this command* button in the *Learn IR Command* menu.

    e. To learn the remaining commands, repeat steps b-e.

    f. Select the **OK** button once the command learning is complete.

    g. When the remote control buttons have been learned, the wizard will inform you that you have successfully programmed the commands for your appliance. Select the **Done** button.

    h. To test the commands, refer to ***Relearn a Command on your Remote Control***, and use the *Test* button to test each command.

19. Select the **OK** button to close the *My Remote Controls* menu. Keep selecting the **OK** button to close all open menus.

> **Note:** You can now use your Series 5 device as a remote control for your electronic appliance. Every InterAACT page set contains remote control pages that work with the default remotes (once they are programmed). See ***Supplied Page Sets***.

Create a Custom Remote Control

The Series 5 software enables you to create a custom remote control to control an electronic appliance from your Series 5 device. This create function is typically used when you have a new electronic appliance in your home and you want to control the appliance through your Series 5 device and the default remote controls (that may be included in your Series 5 software) are already programmed for other electronic appliances in your home (refer to ***Program a Default Remote***). A remote control wizard will step you through the process of creating a custom remote control and finding the appropriate commands to Series 5 control your appliance.

To create a new remote control on your Series 5 device:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **IR Browser** button. The *IR Browser* menu will open.

3. Select the **My Remote Controls** button. The *My Remote Controls* menu will open.

MY REMOTE CONTROLS MENU
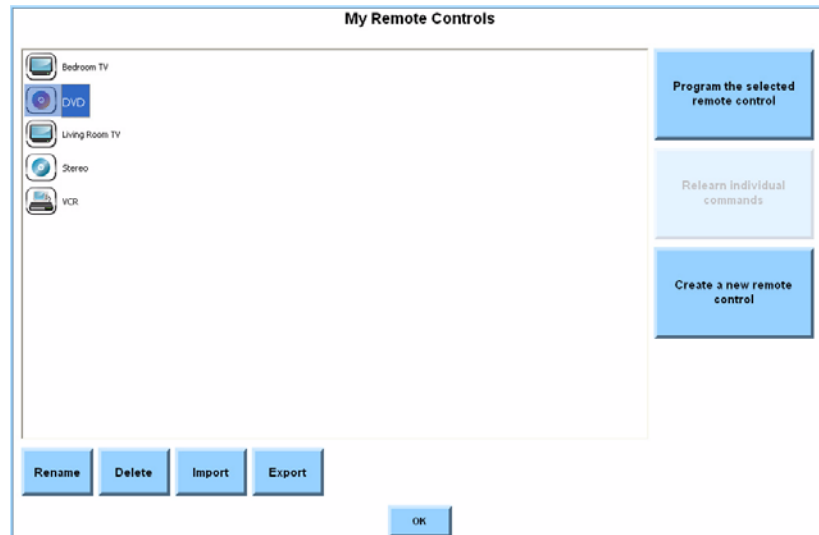
4. Select the **Create a new remote control** button. The remote control wizard will open (in a menu called *Create a new remote control*).

REMOTE CONTROL WIZARD (IN THE CREATE A NEW REMOTE CONTROL MENU)
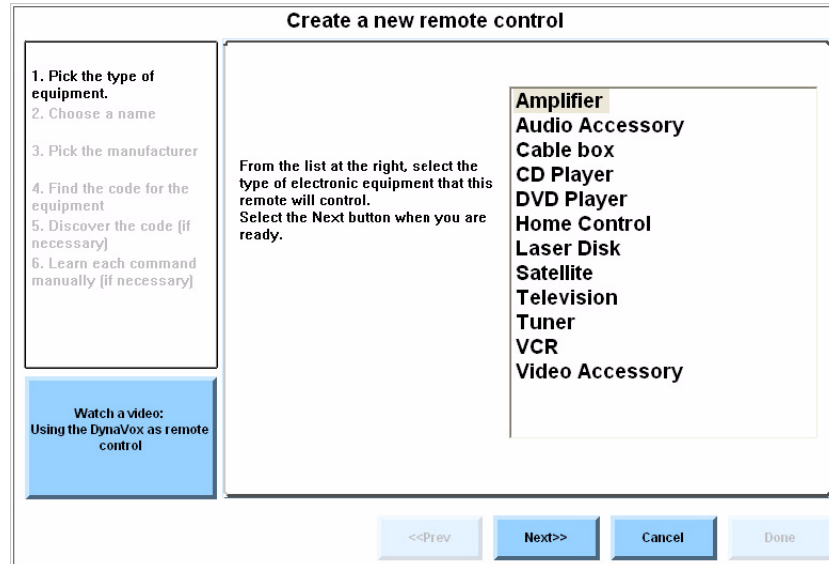
The left viewport shows the steps involved in creating a new remote control. Each step is highlighted as you perform it.

> **Note:** To watch a help video about using your Series 5 device as a remote control, select the *Watch a video: Using the DynaVox as a remote control* button. The software will open the *Media Browser* menu and play the video. When the video is completed, select the *OK* button to close the *Media Browser* menu.

5. In the main viewport on the right, select the type of electronic appliance that the new remote will control.

6. Select the **Next** button. The *Choose a name* step is highlighted in the left viewport and a text box prompts you to enter a name for the new remote control.

7. Select the text box to open the system keyboard and enter a name for your new remote control (e.g., Justin's DVD Player, Kitchen TV). Select the **OK** button when finished to close the system keyboard. The name you entered on the system keyboard is displayed in the text box.

8. Select the **Next** button. The *Pick the manufacturer* step is highlighted in the left viewport.

9. Select the manufacturer of your appliance in the main viewport on the right (you may need to use the scroll bar to view all of the options). If the manufacturer of your electronic appliance is not listed, continue with step 10.

10. Select the **Next** button.

    - If your Series 5 device hardware has been upgraded with the IR commands chip, the wizard will display the number of possible standard codes that may be valid for your appliance. Proceed to step 11.

    - If your Series 5 device hardware has not been upgraded with the IR commands chip, the wizard will display the steps you must perform to "learn" each IR command individually. Proceed to step 20.

> **Note:** To watch a help video about finding the correct standard code for your appliance, select the **Watch a video: Finding the right code for your remote** button. The software will open the *Media Browser* menu and play the video. When the video is completed, select the **OK** button to close the *Media Browser* menu.

11. Turn on the appliance that you want to control.

12. Aim the dark plastic panel on the top edge of the Series 5 device at your appliance. The dark plastic panel is the location of the IR commands chip

in your Series 5 device. While aiming your device, select the **Find the right code** button. The *Test Standard IR Codes* menu will open.

TEST STANDARD IR CODES MENU (EXAMPLE)

13. Press the **POWER** button while aiming the top edge of your Series 5 device at the appliance. The wizard will show the current code being tested.
    - If the appliance shuts off, it received the proper IR signal. Select the **Yes - button works as expected** button. The wizard will inform you that you have successfully programmed your equipment with the appropriate IR commands. Select the **Done** button. Proceed to step 22.
    - If the appliance does not shut off, it did not receive the proper IR signal. Select the **No - button does not work as expected** button. Repeat Step 13 to test each of the remaining possible standard codes.
    - If you do not want to test the standard codes at this time, select the **Cancel all tests** button.

14. If none of the standard codes works as expected (i.e. by shutting off the electronic appliance), select the **No - button does not work as expected** button after the last standard code is tested. The wizard will give you the option to "discover" a non-standard code that may work with your appliance. Proceed to step 15.

15. Select the **Discover the right code** button to attempt to discover a non-standard code that will control your appliance.

16. Aim the top edge of your Series 5 device at the appliance, and select the **OK** button to continue.

17. The *Discover Non-Standard IR Codes* menu will display the total number of non-standard codes that can be tested, and the software automatically begins testing the first 10 non-standard codes.

Discover Non-Standard IR Codes

IR Codes 1 - 10 out of 207 candidates.

Automatically testing code 10

| Yes - one of the commands did what was expected | No - none of the commands did what was expected | Cancel everything |

- If one of the codes successfully shut your appliance off, select the **Yes - one of the commands did what was expected** button. The *Test Non-Standard IR Codes* menu opens allowing you to find the specific code that powered off your electronic appliance. Proceed to step 19.

- If none of the codes in the first group of 10 shuts your appliance off, select the **No - none of the commands did what was expected** button. The wizard will continue testing with the next group of 10 non-standard codes. If the correct code is not found, the remaining non-standard codes will be tested in the same way.

- If you want to cancel testing the non-standard codes, select the **Cancel everything** button.

18. If none of the non-standard codes works as expected, the wizard will inform you that each of the IR commands for your appliance will have to be manually learned. Select the **Next** button and proceed to step 20.

19. To find the specific non-standard code that shut off your appliance, press the **POWER** button in the *Test Non-Standard IR Codes* menu while aiming the top edge of the Series 5 device at the electronic appliance.

TEST NON-STANDARD IR CODES MENU (EXAMPLE)

- If one of the codes turns your appliance back on, select the **Yes - button works as expected** button. The wizard will inform you that you have successfully programmed your equipment with the appropriate IR commands. Select the **Done** button. Proceed to step 22.

- If a non-standard code did not turn your appliance back on, select the **No - button does not work as expected** button and continue testing the remaining codes until one of the codes turns your appliance back on.

- If you want to cancel testing the non-standard codes, select the **Cancel all tests** button.

20. If the wizard could not find the proper standard or non-standard code for your appliance, it will inform you that each command on your remote will

have to be individually learned. The wizard displays the steps you must perform to "learn" each IR command individually.

REMOTE CONTROL WIZARD

> **Note:** To watch a help video about learning the commands from your remote, select the **Watch a video: Learning the commands from your remote** button. The software will open the Media Browser menu and play the video. When the video is completed, select the **OK** button to close the *Media Browser* menu.

21. To learn each IR command from the electronic appliance's remote control:

   a. Obtain the remote control that belongs to your appliance.

   b. Aim the remote control at the dark plastic panel on the front edge of your Series 5 device.

   c. Select the **Start learning each command** button. The *IR Learning* menu will open. The first command that your Series 5 device must learn will be displayed and you will be automatically prompted for each command that your Series 5 device must learn from the remote control.

   d. Select the **Start IR Learning** button on the device and then press the appropriate button on the remote control.

   e. Select the **Stop IR Learning** button when finished.

   • If the Series 5 device did not receive a signal from the remote control, a message will inform you that no signal was detected. Select the **Try again** button to send the signal again, or select the **Cancel all learning** button to cancel the IR learning process.

- The IR command has a maximum time interval of 20 seconds. If you do not select the *Stop IR Learning* button before that time runs out, you will receive an error. Select the **Try again** button to send the signal again, or select the **Cancel all learning** button to cancel the IR learning process.

> **Note:** If you are prompted for a button that is not on your remote control, select the **Skip this command** button in the *Learn IR Command* menu.

f. To learn the remaining commands, repeat steps b through e. Select the **OK** button once the command learning is complete.

g. When the remote control buttons have been learned, the wizard will inform you that you have successfully programmed the commands for your appliance. Select the **Done** button.

h. To test the commands, refer to ***Relearn a Command on your Remote Control*** and use the *Test* button to test each command.

22. Select the **OK** button to close the *My Remote Controls* menu. Keep selecting the **OK** button to close all open menus.

> **Note:** When you have completed the steps in this section to create a custom remote control, you must assign the newly created remote control to the universal remote control page or to a remote control page in your page set before you can use your Series 5 device as the remote control for your electronic appliance. To assign your new custom remote control to the universal remote control page or to a remote control page in your page set, refer to ***Assign a Custom Remote Control to the Universal Remote Control Page***, or ***Assign a Custom Remote Control to a Specific Remote Control Page***.

Reprogram a Remote Control

The Series 5 software allows you to reprogram a previously programmed remote control for another electronic appliance. You may need to reprogram a remote control when, for example, you replace your living room TV with a new TV.

To reprogram a remote control, follow the procedures in ***Program a Default Remote***. When you select a previously programmed remote control in the *My Remote Controls* menu, the *Reprogram the selected remote control* button will be activated. When you select this button to reprogram a the selected remote control, the Series 5 software will step you through the remote control wizard to reprogram your remote control.

Relearn a Command on your Remote Control

The Series 5 software allows you to relearn the commands on the buttons of the remote control page you are using. This procedure can be used when you need to reprogram a button on your remote control page that may have been incorrectly programmed by individually relearning the command from the remote control that belongs to your electronic appliance.

> **Note:**   You will need your electronic appliance's remote control to relearn a command on your remote control page. You will also need to turn on your electronic appliance to test it after you change the command for a button.

To relearn a command on your remote control:

1. Get the remote control that belongs to your electronic appliance.

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **IR Browser** button. The *IR Browser* menu will open.

4. Select the **My Remote Controls** button. The *My Remote Controls* menu will be open. The existing remote controls are displayed.

5. Select the remote control you want to modify. The *Relearn individual commands* button activates.

6. Select the **Relearn individual commands** button. The *Modify....* menu will open (with the name of the selected remote control in the menu title). The commands for the selected remote control are displayed in the menu.

MODIFY (SELECTED REMOTE CONTROL) MENU (EXAMPLE)
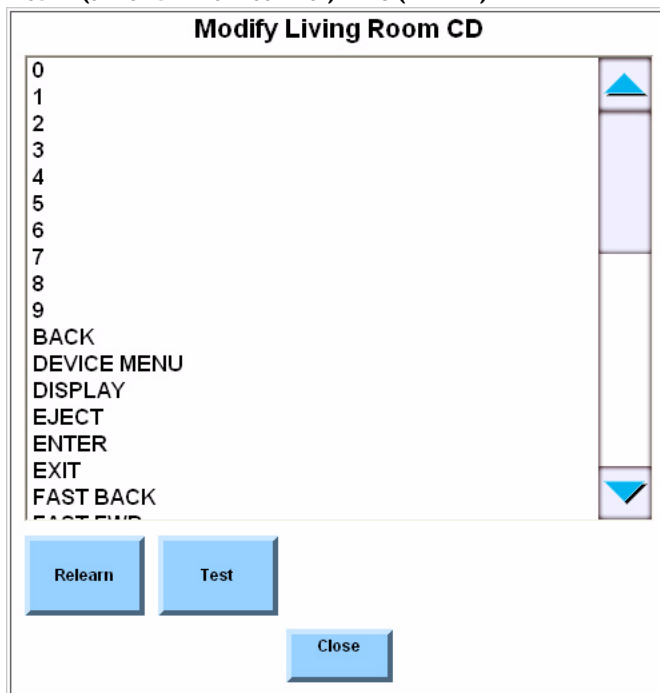
7. Select the command you want to reprogram. Use the scroll bar to find the command you want if it is not visible.

8. While aiming the appliance's remote control at the top edge of the Series 5 device, select the **Relearn** button. A message is displayed asking you to verify that you want to learn over the command.

9. Select the **Yes** button. The *IR Learning* menu will open. The command you selected to relearn is displayed.

> **Note:** Make sure the electronic appliance is powered on before you test the reprogrammed button in the next step.

10. While aiming the appliance's remote control at the top edge of the Series 5 device, press the button on the remote control that you want to relearn and select the **Start IR Learning** button on the device.

11. Select the **Stop IR Learning** button when finished.

- If the command was successfully relearned, a message displays informing you that the learning is completed. Select the **OK** button and proceed to step 12.

- If the Series 5 device did not receive a signal from the remote control, a message will inform you that a valid signal was not detected. Select the **Try again** button to send the signal again, or select the **Cancel** button to cancel the IR learning process.

- The IR command has a maximum time interval of 20 seconds. If you do not select the *Stop IR Learning* button before that time runs out, you will receive an error. If you receive an error, select the **Try again** button to send the signal again, or select the **Cancel** button to cancel the IR learning process.

> **Note:** Make sure the appliance is powered on before you test the reprogrammed button in the next step.

12. Test the reprogrammed command by following these steps:

- Aim the top edge of the Series 5 device at the electronic appliance and select the reprogrammed command on the *Modify...* menu.

- Select the **Test** button.

- Observe the electronic appliance to verify that the correct command was performed. If the command was performed correctly, continue with step 15. If the command was not performed correctly, repeat steps 7 -12.

13. Select the **Close** button to close the *Modify (selected remote control)* menu.

14. Select the **OK** button to close the *My Remote Controls* menu. Keep selecting the **OK** button to close all open menus.

Use the Universal Remote Control Page

The Series 5 software provides a universal remote control page that contains buttons for controlling your electronic appliances. The universal remote control page contains buttons that are programmed to work with the default remotes provided in the Series 5 software. When you select one of these buttons, the appropriate buttons for the default remote are displayed. The universal remote

control page also contains blank buttons to which custom remote controls can be assigned.

To use the universal remote control page:

1. Select **Main Menu > Setup > Page Navigator**. The *Page Navigator* menu will open.

2. In the left viewport, select the **Remote Control Pages** folder.

3. In the right viewport, select **Universal Remote Control**. The universal remote control page will open. The top of the page will contain specific remote control buttons that correspond to the default remote controls on the *My Remote Controls* menu (e.g. Bedroom TV, VCR).

UNIVERSAL REMOTE CONTROL PAGE (EXAMPLE)

4. Select the button that corresponds to the remote control you want to use. The page will display the appropriate remote control buttons.

5. Use the displayed remote control buttons as you would use the buttons on the remote control that belongs to your appliance.

> **Note:** You may want to link the universal remote control page to your page set. Refer to ***Add the Go to Page Behavior*** for step-by-step instructions.

Assign a Custom Remote Control to the Universal Remote Control Page

The Series 5 software provides a universal remote control page that contains the buttons for remotely controlling your electronic appliances. When you create a custom remote control for an appliance, you can assign it to one of the blank buttons on the universal remote control page and then use the universal remote control page as your remote control.

> **Note:** You may also assign a custom remote control to a specific remote control page in your page set. Refer to ***Assign a Custom Remote Control to a Specific Remote Control Page***.

To assign a custom remote control to the Universal Remote Control page:

1. Select **Main Menu > Setup > Page Navigator**. The *Page Navigator* menu will open.

2. In the left viewport, select the **Remote Control Pages** folder.

3. In the right viewport, select **Universal Remote Control page**. The universal remote control page will open. The top of the page contains specific remote control buttons that correspond to the default remote controls on the *My Remote Controls* menu (e.g. Bedroom TV, Living Room

VCR). The top of the page also contains blank buttons to which a custom remote control can be assigned.

UNIVERSAL REMOTE CONTROL PAGE (EXAMPLE)

4. Select the green Modify button in the title bar. It will turn red.

5. Select the blank button at the top of the page that you want to assign to your custom remote control. The *Modify Button* menu will open.

6. Select the **Label** field and enter the name of the remote control you want to assign to the button (e.g. Den TV, Bob's VCR).

> **Note:** The label name you enter should match the name of the remote control you entered when you created the remote control (e.g. Den TV, Bob's VCR).

7. Select the **Behaviors** button. The *Behavior Editor* menu will open.

8. Select the **Behaviors** drop-down menu, and then select **Environmental Control**.

9. Select the **Set Active Remote Control** behavior in the viewport.

10. Select the **Add** button. The *Select Remote Control* menu will open displaying the default remotes and any custom remotes that you have created.

11. Select the remote control that you want to assign to the button.

12. Select the **Assign selected remote control** button. The *Select Remote Control* menu will close. The *Set Active Remote Control* behavior will appear in the *Steps* viewport of the *Behavior Editor* menu.

13. Select the **OK** button to close the *Behavior Editor* menu. Keep selecting the OK button to close all open menus.

The button you modified on the universal remote control page can now be used to select the new remote control you assigned to it.

> **Note:** You should link the universal remote control page to your page set. Refer to ***Add the Go to Page Behavior*** for step-by-step instructions.

Assign a Custom Remote Control to a Specific Remote Control Page

When you create a custom remote control for an electronic appliance, you can assign it to a specific remote control page in your page set. Your page set already contains several types of remote control pages (TV, DVD, VCR, and stereo). You should select the remote control page that corresponds to the remote control that you created so that the page has the same buttons as the actual remote control for the electronic appliance. You can then save the remote control page as a new page so that you can assign it exclusively to your custom remote control.

> **Note:**   You may also assign a custom remote control to a blank button on the universal remote control page (refer to *Assign a Custom Remote Control to the Universal Remote Control Page*).

To assign a remote control to a specific remote control page:

1. Select **Main Menu > Setup > Page Navigator**. The *Page Navigator* menu will open.

2. In the left viewport, select the folder that contains the remote control page. Use the scroll bar to view all of the folders.

3. In the right viewport, select the remote control page that corresponds to the type of electronic appliance (e.g. TV, DVD, VCR) for your remote control. Use the scroll bar to view all of the pages.

> **Note:**   If you are unable to find the appropriate remote control page in your page set, you can search for a remote control page by selecting the *Search* field to display the system keyboard, typing search keywords (e.g. TV, DVD), and selecting the **OK** button. Select the desired remote control page and select the **OK** button, then select the **Go to Page** button.

4. Select the **Go to Page** button. The selected remote control page will open.

REMOTE CONTROL PAGE (EXAMPLE)

5. Select **Main Menu > Page Editing > Page Editor**. The remote control page is highlighted for editing.

6. Select the page. The page is "selected" when the page border displays blue highlight.

7. Select **Main Menu > File > Save as**. The system keyboard will open.

8. Enter the name of the new remote control page that you want to create. Select **OK** to close the system keyboard.

> **Note:**   The name of the new remote control page you saved will be displayed at the bottom left corner of the page while the *Page Editor* is open.

9. View the current behavior associated with the new remote control page by following these steps:

   a. Select the page. The page is selected when the page border displays blue highlight.

   b. Select the Modify button in the title bar. The *Modify Page* menu will open.

   c. Select the **Behavior Editor** button in the *Open Page Behaviors* box. The *Behavior Editor* menu will open.

   d. View the behaviors displayed in the *Steps* viewport. If the *Set Active Remote* behavior is displayed, proceed to step 10. If the *Set Active Remote* behavior is not displayed, proceed to step 11.

10. If the *Set Active Remote* behavior is displayed in the *Steps* viewport, perform the following steps:

    a. Select the **Set Active Remote** behavior in the *Steps* viewport.

    b. Select the **Edit** button. The *Select Remote Control* menu will open.

SELECT REMOTE CONTROL MENU (EXAMPLE)
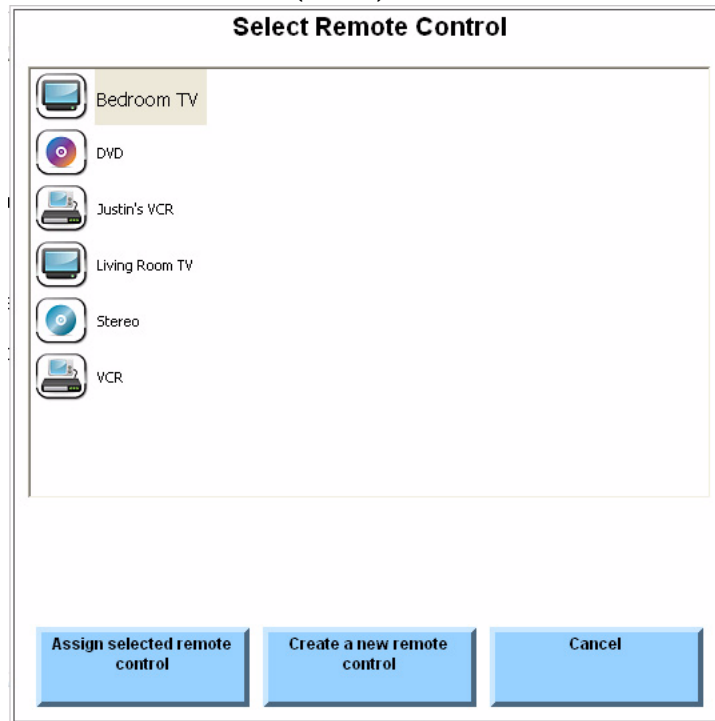
c. Select the remote control you want as the active remote control for the page.

d. Select the **Assign select remote control** button. The name of the remote control you selected is displayed in parentheses beside *Set Active Remote* behavior in the *Steps* viewport of the *Behavior Editor* menu.

e. Proceed to step 12.

11. If the *Set Active Remote* behavior is not displayed in the *Steps* viewport, you must assign the behavior to each button on the remote control page. To do so, perform the following steps:

    a. Select the **Cancel** button to close the *Behavior Editor* menu.

    b. Select the **Cancel** button to close the *Modify Page* menu.

    c. Select the first remote control command button.

    d. Select the Modify button in the title bar. The *Modify Button* menu will open.

e. Select the **Behavior Editor** button in the *Behaviors* box. The *Behavior Editor* menu will open.

f. Select **Environmental Control** in the *Behaviors* drop-down menu.

g. Select the **Play Command from Specific Remote** behavior.

h. Select the **Add** button. The *Select Remote Control* menu will open.

i. Select the remote control you want as the active remote control for the button.

j. Select the **Assign selected remote control** button. The *Select Command* menu will open.

k. Select the command you want to assign to the button and select the **OK** button. The name of the remote control and the command you assigned will be displayed in parentheses beside the *Play Command from Specific Remote* behavior in the *Steps* viewport.

   • If the remote control is not correct, select the behavior in the *Steps* viewport, then select the **Edit** button to display the *Select Remote Control* menu. Select the correct remote control, then select the **Assign** selected remote control button. The *Select Command* menu will open in case you want to change the command for the button, then select **OK** to close the menu.

   • If there are any other behaviors displayed in the viewport besides the *Play Command from Specific Remote* behavior, you may wish to delete them by selecting them, then selecting the **Delete** button.

l. Repeat steps a-k to assign the *Play Command from Specific Remote* behavior for every button on your remote control page.

m. Proceed to step 12.

12. Select the **OK** button to close the *Behavior Editor* menu.

13. Select the **OK** button to close the *Modify Page* menu or *Modify Button* menu.

14. Select **Main Menu > Exit Page Editor**.

15. Select **Yes** to save the changes you made to the new remote control page.

The remote control page is ready to be used to control your electronic appliance. Select the **Close** button to close the remote control page.

> **Note:** You may want to link your new remote control page to a communications page in your page set. Refer to ***Add the Go to Page Behavior*** for step-by-step instructions.

Programming Individual IR Commands

The following procedures enable you to program individual IR commands, delete individual IR commands, and rename them. The Create and Learn a New IR Command procedure is used if you do not have the newest Series 5 software release.

> 📛 **Note:** If you have the newest software release and the IR hardware chip that contains thousands of commands for common electronic appliances, you can program IR commands quickly through the remote control wizard. Refer to ***Programming Remote Controls***.

Create and Learn a New IR Command

Infrared (IR) is an invisible, low frequency light that is used for wireless access to many home appliances such as televisions, DVD players and stereos. The DynaVox Series 5 devices have the ability to learn IR codes to send signals to any appliance that can be used with an infrared remote control. To make use of DynaVox IR capabilities, you must teach your device the IR commands you want to use.

> 📛 **Note:** To complete these steps, you will need the remote control unit that is used for the command you want to add.

To teach an IR command to your Series 5 device:

1. Select Main Menu > **Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **IR Browser** button. The *IR Browser* menu will open.

3. Select the **New** button. The system keyboard will be open.

4. Enter a name for the new infrared command and select the **OK** button. The new command will be displayed and highlighted in the *IR Browser* viewport.

5. Select the **Learn** button.

6. Aim the remote control at the dark plastic panel on the front edge of your Series 5 device. Select the **Start IR Learning** button on the device and then press the appropriate button on the remote control.

7. Select the **Stop IR Learning** button when finished.

- If the Series 5 device did not receive a signal from the remote control, a window will inform you that no signal was detected. Select the **Try again** button to send the signal again, or select the **Cancel** button to cancel the IR learning process.

- The IR command has a maximum time interval of 20 seconds. If you do not select the *Stop IR Learning* button before that time runs out, you will receive an error. Select the **Try again** button to send the signal again, or select the **Cancel** button to cancel the IR learning process.

8. Select the **OK** button once the command learning is complete.

9. To test the new command, aim the front edge of the Series 5 at the appropriate appliance and select the **Test** button.

10. If the appliance did not perform the desired function, repeat steps 5-8. If it did perform the desired function, proceed to step 11.

11. Select the **OK** button to close the *IR Browser* menu. Keep selecting the **OK** button to close all open menus.

> **Note:** Once an infrared remote control command has been created and learned, it should be assigned to a button with a Perform IR Command behavior. For more information, refer to ***Add an IR Command to a Button***.

Delete an IR Command

To permanently remove an infrared remote control command from the *IR Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **IR Browser** button. The *IR Browser* menu will open.

3. Select the check box beside the command you want to delete.

4. Select the **Delete** button.

5. Select the **OK** button to confirm that you want to delete the command. Be careful, as you will not be able to retrieve the command after it is deleted.

6. Select the **OK** button to close the *IR Browser* menu. Keep selecting the **OK** button to close all open menus.

Rename an IR Command

To change the name of a selected infrared remote control command:

1. Select Main Menu > **Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **IR Browser** button. The *IR Browser* menu will open.

3. Select the name of the command that you want to rename.

4. Select the **Rename** button. The system keyboard will open.

5. Enter a new name for the command and select the **OK** button. The new name will be displayed in the *IR Browser* viewport.

6. Select the **OK** button to close the *IR Browser* menu. Keep selecting the **OK** button to close all open menus.

Adding IR Commands to Buttons

The following sections provide step-by-step instructions for adding remote control commands to buttons on your pages or popups.

Add an IR Command to a Button

Once an infrared remote control command has been learned by your Series 5 device, you can use the Perform IR Command behavior to assign the new command to a button on a page or popup. When the button with this behavior is selected, your Series 5 device will automatically send the infrared command to the appropriate appliance.

To add a Perform IR Command behavior to a button:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button that you want to modify. The *Modify Button* menu will open.

3. Select the **Label** text box and enter a label that will remind you of the remote control behavior that you are assigning to this button. Select the **OK** button to close the system keyboard when finished.

4. Select the **Behaviors** button. The *Behavior Editor* menu (click here) will open.

> 📕 **Note:**   If there are other behaviors listed in the *Steps* viewport, select them and then select the *Delete* button.

5. Select the **Behaviors** drop-down menu, and then select the **Environmental Control** option.

6. Select **Perform IR Command** in the *Behaviors* viewport.

7. Select the **Add** button. The *Select IR Command* menu will open.

8. Select the name of the command you want to add to the button.

9. Select the **OK** button to close the *Select IR Command* menu. In the *Behavior Editor* menu, the name of the command will appear next to *Perform IR Command* in the *Steps* viewport.

10. Select the **OK** button to close the *Behavior Editor* menu. In the *Modify Button* menu, *Perform IR Command* will be displayed beside the *Behaviors* button.

> 📕 **Note:**   If you want to use the Modify button to customize any of the button's other attributes (its label, symbol or color, for example), please refer to ***Modifying a Button***.

11. Select the **OK** button to close the *Modify Button* menu.

To test the new IR button, aim the front edge of the Series 5 at the appropriate appliance and then select the button that you just modified. When the button is selected, the remote control command will be sent to the appliance.

Add a New Infrared X-10 Command to a Button

The X-10 environmental control method enables individuals to use a remote control to operate appliances that do not typically have infrared remote control capabilities. The X-10 signaling language allows control signals to be transmitted over existing electrical lines. An individual using a DynaVox Series 5 device can use the X-10 feature to:

- Independently control any appliance that plugs into an electrical outlet (lamps, kitchen appliances, air conditioners, etc.).
- Maintain privacy by opening and closing curtains or blinds.
- Lock and unlock doors for safety.

To use X-10 environmental control with your Series 5, you will need an individual X-10 Appliance Module for each appliance to be controlled. The X-10 Appliance Module must be specifically designed for the type of appliance for which it is intended. For example, lamps and air conditioners each have their own unique X-10 module.

You will also need an X-10 Command Center for each of the rooms in which you plan to use X-10. Each X-10 Command Center includes specific codes that control the various X-10 Modules. You will not need to program any X-10 signals into your Series 5; the ability to transmit these codes is already programmed into your device.

The Perform IR X10 Command behavior is used to add an X-10 command to a button on a Series 5 page or popup. Whenever a button with this behavior is selected, the device will automatically send the assigned command to the appropriate X-10 Command Center.

To add a Perform IR X10 Command behavior to a button:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button that you want to modify. The *Modify Button* menu will open.

3. Select the **Label** text box and enter a label that will remind you of the remote control behavior that you are assigning to this button. Select the **OK** button to close the system keyboard when finished.

4. Select the **Behaviors** button. The *Behavior Editor* menu (click here) will open.

> **Note:**   If there are other behaviors listed in the *Steps* viewport, select them and then select the *Delete* button.

5. Select the **Behaviors** drop-down menu, and then select the **Environmental Control** option.

6. Select **Perform IR X10 Command** in the *Behaviors* viewport.

7. Select the **Add** button. The *Select X10 Command* menu will open.

SELECT X10 COMMAND MENU

8. Select the **Command Type** drop-down menu, and then select the appropriate option.

9. Select the **Number Code** drop-down menu, and then select the appropriate option.

10. Select the **Alpha Code** drop-down menu, and then select the appropriate option.

> **Note:** Refer to the documentation that was shipped with your X-10 Command Center to learn the correct code sequence for each X-10 command.

11. Select the **OK** button to close the *Select X10 Command* menu. In the *Behavior Editor* menu, *Perform IR X10 Command* will be displayed in the *Steps* viewport.

12. Select the **OK** button to close the *Behavior Editor* menu. In the *Modify Button* menu, *Perform IR X10 Command* will be displayed beside the *Behaviors* button.

> **Note:** If you want to use the Modify button to customize any of the button's other attributes (its label, symbol or color, for example), please refer to **Modifying a Button**.

13. Select the **OK** button to close the *Modify Button* menu.

To test your new X-10 command button, aim the front edge of the Series 5 at the X-10 Command Module and then select the button that you just modified. When the button is selected, the command will be sent to the command module.

Add a GEWA Phone Command to a Button

Your Series 5 device can be used to wirelessly interface with a GEWA Jupiter or GEWA 200 phone. You can program your device to work with this type of phone by adding Perform GEWA Jupiter Command behaviors to the buttons on a communication page or popup. When a button with this behavior is selected, the phone command will be automatically sent to the GEWA phone.

To add a Perform GEWA Jupiter Command or Perform GEWA 20 Command behavior to a button:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button that you want modify. The *Modify Button* menu will open.

3. Select the **Label** text box and enter a label that will remind you of the remote control behavior that you are assigning to this button. Select the **OK** button to close the system keyboard when finished.

4. Select the **Behaviors** button. The *Behavior Editor* menu (click here) will open.

> **Note:** If there are other behaviors listed in the *Steps* viewport, select them and then select the *Delete* button.

5. Select the **Behaviors** drop-down menu, and then select the **Environmental Control** option.

6. Select **Perform GEWA Jupiter Command** or **Perform GEWA 200 Command** in the *Behaviors* viewport.

7. Select the **Add** button. The *Select GEWA Command* menu will open.

8. Select the **Command Type** drop-down menu, and then select the appropriate option.

> **Note:** Refer to the documentation that was shipped with your GEWA phone to learn about the available commands.

9. Select the **OK** button to close the *Select GEWA Command* menu. In the *Behavior Editor* menu, *Perform GEWA Jupiter Command* or *Perform GEWA 200 Command* will be displayed in the *Steps* viewport.

10. Select the **OK** button to close the *Behavior Editor* menu. In the *Modify Button* menu, the command you chose will be displayed beside the *Behaviors* button.

> **Note:** If you want to use the Modify button to customize any of the button's other attributes (its label, symbol or color, for example), please refer to ***Modifying a Button***.

11. Select the **OK** button to close the *Modify Button* menu.

To test your new GEWA phone command button, aim the front edge of the Series 5 at the GEWA phone and then select the button that you just programmed. When the button is selected, the command will be sent to the phone module.

Add a Tash Phone Command to a Button

Your Series 5 device can be used to wirelessly interface with a Tash telephone. You can program your device to work with this type of phone by adding Perform Tash Phone Command behaviors to the buttons on a communication page or popup. When a button with this behavior is selected, the phone command will be automatically sent to the Tash phone.

To add a Perform Tash Phone Command to a button:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button that you want to modify. The *Modify Button* menu will open.

3. Select the **Label** text box and enter a label that will remind you of the remote control behavior that you are assigning to this button. Select the **OK** button to close the system keyboard when finished.

4. Select the **Behaviors** button. The *Behavior Editor* menu (click here) will open.

> **Note:**   If there are other behaviors listed in the *Steps* viewport, select them and then select the *Delete* button.

5. Select the **Behaviors** drop-down menu, and then select the **Environmental Control** option.

6. Select **Perform Tash Phone Command** in the *Behaviors* viewport.

7. Select the **Add** button. The *Select Tash Phone Command* menu will open.

8. Select the **Command Type** drop-down menu, and then select the appropriate option.

> **Note:**   Refer to the documentation that was shipped with your Tash phone to learn about the available commands.

9. Select the **OK** button to close the **Select Tash Phone Command** menu. In the *Behavior Editor* menu, *Perform Tash Phone Command* will be displayed in the *Steps* viewport.

10. Select the **OK** button to close the *Behavior Editor* menu. In the *Modify Button* menu, *Perform Tash Phone Command* will be displayed beside the *Behaviors* button.

> **Note:** If you want to use the Modify button to customize any of the button's other attributes (its label, symbol or color, for example), please refer to ***Modifying a Button***.

11. Select the **OK** button to close the *Modify Button* menu.

To test your new Tash phone command button, aim the front edge of the Series 5 at the Tash phone and then select the button with the Perform Tash Phone Command behavior. When the button is selected, the command will be sent to the phone module.

Building Multi-Step Commands

Sometimes an infrared remote control command is made up of several individual commands that need to be sent in rapid succession. This is true, for example, when you use the remote control to select a three-digit TV channel. If you are trying to select channel 501, you need to select the commands for five, zero and one within a very short span of time. Depending on your selection method with your Series 5 device, it may take too long to accomplish this by selecting three individual buttons, each with a Perform IR Command behavior. If too much time lapses between the button selections, the three command components won't be recognized as part of a whole command.

DynaVox Series 5 software offers queueing behaviors to resolve this problem. A queue is a line or a sequence. When you program buttons with the Enqueue IR Command behavior (instead of the Perform IR Command behavior), selecting these buttons will create a sequence of commands, rather than send them as soon as the button is pressed. After all of the individual commands in the sequence have been entered, you can select a button with a Send IR Queue behavior to send the entire sequence at one time.

In order to properly use multi-step commands, your page or popup should feature buttons with the following types of behaviors:

- *Enqueue IR Command:* This behavior will add the programmed IR command to the current queue.

- *Send IR Queue:* This behavior will send the current IR queue, which contains all of the commands that were entered by buttons with the Enqueue IR Command behavior.

- *Clear IR Queue:* This behavior will erase all of the IR commands in the current queue. This enables you to delete a sequence of behaviors, in case you have made a wrong selection.

Add the Enqueue IR Command Behavior to a Button

The Enqueue IR Command behavior enables you to use your Series 5 device for complex multi-step IR command tasks. This behavior adds the IR command that you select into a queue (or sequence). This allows you to build a queue containing several IR commands (changing the channel on a TV to 123, for example). When the IR queue is complete, you will need to select a button that is programmed with the Send IR Queue behavior (refer to click here).

To add the Enqueue IR Command behavior to a button:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button you want modify. The *Modify Button* menu will open.

3. Select the **Label** text box and enter a label that will remind you of the remote control behavior that you are assigning to this button. Select the **OK** button to close the system keyboard when finished.

4. Select the **Behaviors** button. The *Behavior Editor* menu (click here) will open.

> **Note:**   If there are other behaviors listed in the *Steps* viewport, select them and then select the *Delete* button.

5. Select the **Behaviors** drop-down menu, and then select the **Environmental Control** option.

6. Select **Enqueue IR Command** in the *Behaviors* viewport.

7. Select the **Add** button. The *Select IR Command* menu will open.

8. Select the IR command that you want to add to the button.

9. Select the **OK** button to close the *Select IR Command* menu. In the *Behavior Editor* menu, the name of the command will appear next to *Enqueue IR Command* in the *Steps* viewport.

10. Select the **OK** button to close the *Behavior Editor* menu. In the *Modify Button* menu, *Enqueue IR Command* will be displayed beside the *Behaviors* button.

> 🏳 **Note:** If you want to use the Modify button to customize any of the button's other attributes (its label, symbol or color, for example), please refer to ***Modifying a Button***.

11. Select the **OK** button to close the *Modify Button* menu.

12. If you want to add an Enqueue IR Command behavior to other buttons, repeat steps 1 through 11. If you have finished adding Enqueue IR Command behaviors to buttons, continue with step 13.

13. Select the **OK** button to close the *Modify Button* menu.

You can now use this button to create command sequences for infrared remote control commands. When a button with the Send IR Queue behavior is selected (click here), the Series 5 device will immediately send out the entire string of IR commands in the queue.

Add the Send IR Queue Command Behavior to a Button

The Send IR Command behavior will send a queue of infrared behaviors that you have created using buttons with the Enqueue IR Command (refer to click here). This allows you to build a queue containing several IR commands (changing the channel on a TV to 123, for example). When the IR queue is complete, you can send the queue to the appliance by selecting a button with the Send IR Queue behavior.

To add the Enqueue IR Command behavior to a button:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button you want modify. The *Modify Button* menu will open.

3. Select the **Label** text box and enter a label that will remind you of the remote control behavior that you are assigning to this button. Select the **OK** button to close the system keyboard when finished.

4. Select the **Behaviors** button. The *Behavior Editor* menu (click here) will open.

> 🏳 **Note:** If there are other behaviors listed in the *Steps* viewport, select them and then select the *Delete* button.

5. Select the **Behaviors** drop-down menu, and then select the **Environmental Control** option.

6. Select **Send IR Queue** in the *Behaviors* viewport.

7. Select the **Add** button. The Send IR Queue behavior will be added to the *Steps* viewport.

8. Select the **OK** button to close the *Behavior Editor* menu. In the *Modify Button* menu, *Send IR Queue* will be shown beside the *Behaviors* button.

9. Select the **OK** button to close the *Modify Button* menu.

You can now use this button to send a string of IR commands to an appliance.

Add the Clear IR Queue Behavior to a Button

When you are building multi-step IR commands, it is helpful to have a button with the Clear IR Queue behavior. Use it to delete a sequence that is currently in the IR queue, in case you made a wrong selection and want to start building the queue over again.

To add the Clear IR Queue behavior to a button:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button you want modify. The *Modify Button* menu will open.

3. Select the **Label** text box and enter a label that will remind you of the remote control behavior that you are assigning to this button. Select the **OK** button to close the system keyboard when finished.

4. Select the **Behaviors** button. The *Behavior Editor* menu (click here) will open.

> **Note:** If there are other behaviors listed in the *Steps* viewport, select them and then select the *Delete* button.

5. Select the **Behaviors** drop-down menu, and then select the **Environmental Control** option.

6. Select **Clear IR Queue** in the *Behaviors* viewport.

7. Select the **Add** button. The Clear IR Queue behavior will be added to the *Steps* viewport.

8. Select the **OK** button to close the *Behavior Editor* menu. In the *Modify Button* menu, *Clear IR Queue* will be shown beside the *Behaviors* button.

9. Select the **OK** button to close the *Modify Button* menu.

Sharing IR Commands

The following procedures enable you to create separate files (with an *.ecu* extension) that contain infrared command information. You can then share these infrared command files with other Series 5 devices, as well as with Windows computers running DynaVox Series 5 software.

Import an IR Command File

You can import an infrared command file (*.ecu*) into the *IR Browser* menu. This enables you to incorporate IR commands that were developed on other Series 5 devices or by other users on the same Series 5 device into the current user.

In order to import the IR command file, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

To import an infrared command file:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

   If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **IR Browser** button. The *IR Browser* menu will open.

4. Select the **Import** button. The *Select File* menu will open.

5. Select the **Files of Type** drop-down menu, and select **ecu** to display only infrared command files.

6. Select the location that contains the file you want to import:

- If the file is on a file sharing device, proceed to step 7.

- If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 8.

7. To import from a file sharing device, complete this step:

a. Select the **Show All Directories** check box.

b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

c. Proceed to step 9.

8. To import from another folder on your Series 5 device (or Windows computer) hard drive, complete this step:

a. Select the **Show All Directories** check box.

b. Use the left viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

- If you are using a dedicated Series 5 device, and you are importing the file from another user on the same device, the file should be *Shared* folder. Select the **Shared** icon in the left viewport.

- If you are using an open Series 5 device, and you are importing the file from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. To open the *Shared* folder (the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.

c. Proceed to step 9.

9. In the right viewport, select the check box beside the name of the infrared command file (*.ecu*) you want to import.

10. Select the **OK** button to close the *Select File* menu.

> 📋 **Note:** You may be asked if you want to replace IR commands with conflicting names. As the *.ecu* file is imported, the DynaVox Series 5 software will check to see if any IR commands in the file have the same name as IR commands that already exist in the *IR Browser* menu. Select the **Yes** button to replace the existing command with the command from the *.ecu* file. Select the **No** button to keep the existing command.

11. Select the **OK** button when the infrared command has been successfully imported.

12. Select the **OK** button to close the *IR Browser* menu. Keep selecting the **OK** button to close all open menus.

13. You may disconnect the file sharing device if you wish.

The imported infrared command is now available in the *IR Browser* menu for the active user.

Export an IR Command File

You can share your infrared commands with other Series 5 users. In order to do so, you must export the IR command(s), creating a separate file (with the *.ecu* extension) that contains the data you want to share.

Exporting an IR command file enables you to share the IR command(s) with other Series 5 devices, other users on the same Series 5 device, and Windows computers running the DynaVox Series 5 software.

You can export an IR command file to one of the following locations:

- A folder on your Series 5 device hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> 📋 **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

To export an infrared command:

1. If you are exporting to a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

   If you are exporting from the Series 5 software on a Windows computer, connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer).

   > **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **IR Browser** button. The *IR Browser* menu will open.

4. Select the check box beside the name of each infrared command that you want to export (you can export multiple commands at one time).

5. Select the **Export** button. The *Enter File Name* menu will open.

6. Select the destination for the file you want to export:
   - To export to a file sharing device, proceed to step 7.
   - To export to a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 8.

7. To export to a file sharing device, complete this step:
   a. Select the **Show All Directories** check box.
   b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

   DRIVE ICONS

   c. Proceed to step 9.

8. To export to a folder on your Series 5 (or Windows computer) device hard drive, complete this step:

   a. Select the **Show All Directories** check box.

   b. Use the left viewport to navigate to the folder where you want to export the file. Select the expansion box [+] next to a folder to see the sub-folders that it contains.

   c. Select the destination folder in the left viewport.

      • If you are using a dedicated Series 5 device, and you are exporting the file so that it can be imported by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.

      • If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> **Note:** If you are using an open Series 5 device (or Windows computer), you may export the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

   d. Proceed to step 9.

9. Select the **Name** text box. The system keyboard will open.

10. Enter a name for the export file and select the **OK** button.

> **Note:** The (*.ecu*) extension will be assigned to the new file.

11. Select the **OK** button once the file is exported successfully.

12. Select the **OK** button to close the *IR Browser* menu. Keep selecting the **OK** button to close all open menus.

13. You may disconnect the file sharing device if you wish.

A copy of the infrared command file (with the *.ecu* extension) can now be found in the destination that you selected.

   • To share the file with another Series 5 user (on the same or a different device), or with a Windows computer running the DynaVox Series 5 software, see ***Export an IR Command File***.

- To burn the exported file to CD or DVD using an external drive (open Series 5 device or Windows computer only), see ***Burn a File to CD or DVD***.

COMPUTER ACCESS

Many DynaVox users have educational, personal and professional reasons to use a computer. With DynaVox Series 5 computer access features, you can use your Series 5 device to:

- Use commercial software programs
- Compose and send email or instant messages
- Surf the Internet
- Generate text documents
- Send information to a printer

> 📕 **Note:**   If you are using an open Series 5 device, you can install other Windows applications directly on your open Series 5 device and access them with onscreen keyboards, or by connecting the USB keyboard that was shipped with your Series 5 device. Refer to ***Using an OnScreen Keyboard*** for more information.

You can use your Series 5 device to access and control a standard computer using either a DynaVox AccessIT device or Bluetooth wireless technology.

To access and control your computer using a DynaVox AccessIT device, you must connect the AccessIT device to the computer that you want to control with your Series 5 device. The AccessIT will receive infrared signals from your Series 5 device and transfer the command information to the computer.

> 📕 **Note:**   Contact your DynaVox salesperson for information about purchasing a DynaVox AccessIT device.

Your Series 5 device also supports Bluetooth technology for wireless computer access. To access and control your computer using a Bluetooth connection, you must plug a wireless Bluetooth adapter into a USB port on your V/Vmax device. If the computer you want to control with your Series 5 device is not already Bluetooth enabled (if it does not have built-in Bluetooth capability), you must plug a second adapter into the USB port on the computer that you want to

control. A wireless connection will be established between the two adapters that will transfer the command information from your V/Vmax device to the computer.

> ⬡ **Note:**   DynaVox has tested a number of Bluetooth adapters for compatibility with the DynaVox Series 5 software. Please refer to the Knowledge Base on the DynaVox website (*www.dynavoxtech.com*) for a list of compatible adapters recommended by Dynavox. These adapters may be purchased from the computer electronics retail store of your choice or directly from DynaVox.

When the AccessIT is connected to the computer, or when the Bluetooth connection has been enabled, your Series 5 device can send information from buttons and from the Message Window. This requires the use of Computer Access behaviors (see **Computer Access Behaviors**). AccessIT requires the use of Alternate Output (see **Using Alternate Output with AccessIT**).

Using Computer Access with AccessIT

To use infrared computer access, plug the AccessIT cable into a USB port on the Windows or Macintosh computer that you want to control with your Series 5 device. Windows computers may display a series of *Found New Hardware* windows as the AccessIT is recognized and drivers are installed.

> ⬡ **Note:**   The AccessIT is compatible with Windows computers using the Windows 2000 operating system or later. The AccessIT is compatible with Macintosh computers running Mac OS 8.1 or later (with versions 10 and 10.2, the computer must be booted in "classic" mode).

After a few seconds, the computer will be ready to receive infrared commands from your Series 5 through the AccessIT.

When you are transmitting commands from your Series 5 device, be sure to point the infrared devices in the top (and front) of your Series 5 device towards the AccessIT.

DYNAVOX ACCESSIT SHOWING INFRARED SENSOR

INFRARED DEVICES ON THE V
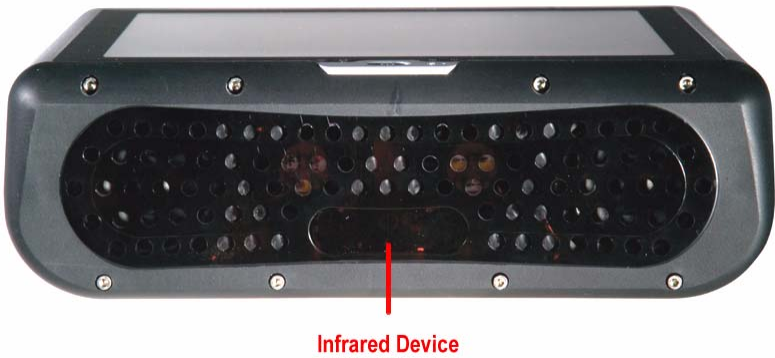
Computer Access Behaviors with AccessIT

The behaviors in the Computer Access behavior category of the Behavior Editor menu (refer to **Computer Access Behaviors**) enable your Series 5 to convert button selections into keyboard and mouse inputs for the computer. You can use the Modify button (refer to **Define the Button's Behaviors**) to add these behaviors to buttons on any communication page.

The DynaVox InterAACT page sets provide pages with computer access commands already programmed into the buttons. These pages and popups can be found throughout the InterAACT page sets.

Additionally, the DynaVox Series 5 software provides a group of sample pages in the *Computer Pages* folder in the *Page Navigator* menu (refer to **Using the Page Navigator Menu**) or in the *Page Browser* menu (refer to **Using the Page Browser**). These pages can be used for computer access with a connected AccessIT as soon as they are opened.

COMPUTER PAGE (EXAMPLE)
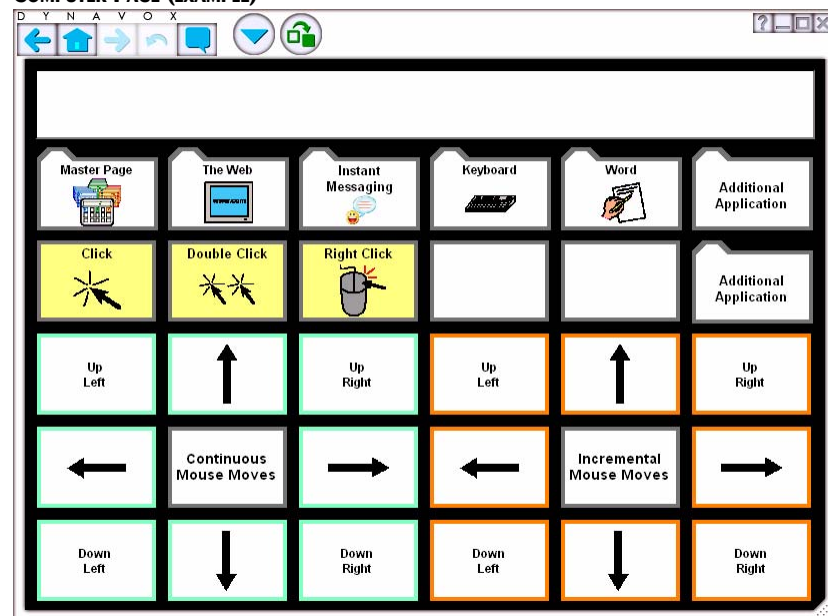
Using Alternate Output with AccessIT

Alternate output is a computer access method that enables DynaVox Series 5 users to send information to a computer (with a connected AccessIT) from any communication page. It is an excellent way for many DynaVox users to compose mails or other text documents because it allows them to employ the rate enhancement features they use on their dedicated Series 5 devices. Since

special computer access pages are not required, individuals can use symbol buttons that feature whole words, phrases or sentences to compose messages instead of typing letter by letter.

When buttons are selected, the information sent to a computer will depend on the behaviors that are programmed into each button:

Speak Text or Speak Label	If a button has a Speak Text or Speak Label behavior, vocabulary will be automatically sent to the computer when the button is selected.
Insert Text or Insert Label	If a button has an Insert Text or Insert Label behavior, vocabulary will be sent to the Message Window when the button is selected. The vocabulary will be sent to the computer as soon as the Message Window is selected.

Computer access behaviors are not necessary for Alternate Output, but they can be used to enhance it. For optimum computer access through Alternate Output, you should try using a computer command page in addition to your communication pages.

Note: Alternate output offers no mouse moves or computer commands. Before Alternate Output can be used, a blank email or other word processing file must be open on the computer and ready to receive information.

Alternate output computer access can be set up through the infrared capabilities of a DynaVox AccessIT device. You can use the AccessIT to transmit information from your Series 5 device to a computer. Plug the AccessIT cable into a USB port on the Windows or Macintosh computer that you want to use with your Series 5 device. (Windows computers may display a series of *Found New Hardware* windows as the AccessIT is recognized and drivers are installed.)

Note: The AccessIT is compatible with Windows computers using the Windows 2000 operating system or later. The AccessIT is compatible with Macintosh computers running Mac OS 8.1 or later (with versions 10 and 10.2, the computer must be booted in "classic" mode).

After a few seconds, the computer will be ready to receive infrared commands from your Series 5 through the AccessIT.

When you are transmitting alternate output messages from your Series 5 device, be sure to point the infrared devices in the top (and front) of your Series 5 device towards the AccessIT.

INFRARED SENSOR ON THE DYNAVOX ACCESSIT

INFRARED DEVICES ON THE V
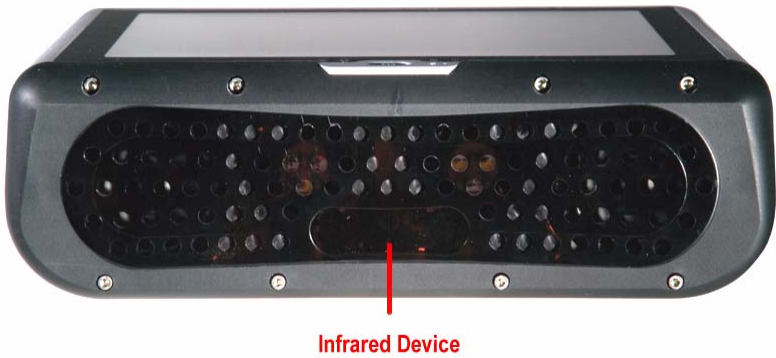
> **Note:** If you are using an open Series 5 device, you can interact with other Windows applications directly on your open Series 5 device using onscreen keyboards. Refer to ***Using an OnScreen Keyboard*** for more information.

Add an Alternate Output Behavior to a Button

To add the Alternate Output behavior to a button:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button you want to modify. The *Modify Button* menu will open.

3. Select the **Label** text box. The system keyboard will open.

4. Enter a label that will remind you of the Alternate Output behavior that you are assigning to this button (i.e., "Alternate Output" or "Alt Out") and then select the **OK** button. The label you typed will be displayed in the *Label* text box.

5. If you want to add a symbol to the button, select the **Symbol** button (the *Select a Symbol* menu will open) and complete this step:

   a. Select the text box beside the *Search* button. The system keyboard will open.

   b. Type in "computer."

   c. Select the **OK** button. The name you entered will be displayed in the *Search* text box and computer-related symbols will be displayed in the right viewport.

> **Note:** If you want to search for a different symbol, repeat steps 5a - 5c, entering a different search word in step 5b.

   d. Select the symbol you want to use.

   e. Select the **OK** button. The *Select a Symbol* menu will close and the symbol you chose will be displayed next to the *Symbol* button in the *Modify Button* menu.

6. Select the **Behaviors** button in the *Modify Button* menu. The *Behavior Editor* menu (click here) will open.

7. Select the **Behaviors** drop-down menu, then select **Message Window Operations**.

8. Select the **Alternate Output** behavior in the *Behaviors* viewport.

9. Select the **Add** button. The Alternate Output behavior will be added to the *Steps* viewport.

10. Select the **OK** button to close the *Behavior Editor* menu. The Alternate Output behavior will now be listed next to the *Behaviors* button in the *Modify Button* menu.

> **Note:**   If you want to use the Modify Button menu to customize any of the button's other attributes (change the color, add an audio cue, etc.) please refer to **Modifying a Button**.

11. Select the **OK** button to close the *Modify Button* menu.

Activating Alternate Output

Since alternate output applies computer access behaviors to standard communication pages with buttons that do not feature computer commands, this feature must be activated and deactivated. When you select the button with the Alternate Output behavior, the *Alternate Output Options* menu will open, enabling you to activate or deactivate alternate output.

> **Note:**   Before you begin these steps, make sure that the AccessIT infrared device is connected to the computer that you want to control. Also, make certain that the infrared devices on the Series 5 device are pointed at the infrared receiver on the AccessIT.

> **Note:**   Before you begin sending data to the computer using Alternate Output, make sure that a blank email or other word processing file is open on the computer and ready to receive information from your device.

To activate Alternate Output:

1. Select the button with the Alternate Output behavior. The *Alternate Output Options* menu will open.

ALTERNATE OUTPUT OPTIONS MENU

2. Select the **Enable Alternate Output** check box.

3. If you want your device to speak the words as it is sending them to the computer, select the **Use Speech Engine** check box.

4. Select the **OK** button to close the menu.

Your device is now in alternate output mode. The Alternate Output icon will be visible in the top right corner of the DynaVox Series 5 software window.

ALTERNATE OUTPUT ICON IN TITLE BAR

Try composing a text message in the Message Window. When you select the Message Window, the text will be sent to the email or word processing file that is open on your computer.

Deactivating Alternate Output

When you have finished sending text to your computer, use these steps to deactivate alternate output mode:

1. Select the button with the Alternate Output behavior. The *Alternate Output Options* menu will open.

2. Select the **Enable Alternate Output** check box to remove the check mark.

3. Select the **OK** button to close the menu.

4. You may disconnect the AccessIT device from the computer if you wish.

Your Series 5 is now restored to its normal communication mode. The Alternate Output icon will disappear from the top right corner of the title bar.

Using Computer Access with Bluetooth

Bluetooth wireless technology is a short-range communication system that allows "Bluetooth-enabled" devices to communicate with each other without the use of cables. Your Series 5 device has built-in Bluetooth support.

To access and control your computer using a Bluetooth connection, you must plug a wireless Bluetooth adapter (such as the DynaVox Bluetooth AccessIT, shown here) into a USB port on the computer that you want to control. Once your Series 5 device and the AccessIT are "paired", you will be able to control your computer using your Series 5 device.

DYNAVOX BLUETOOTH ACCESSIT

Connect button   Activity LED

> **Note:** If you are using an older Series 5 device that does not have built-in Bluetooth support, you will need to acquire the DynaVox V/Vmax Bluetooth Adapter (#501244) to connect to a USB port on your Series 5 device.

On your Windows computer:

1. Plug the AccessIT into a USB port on your computer. (You may see some automatic *New Hardware Found* or *Installing Device Drive Software* updates on your computer screen. You do not need to take any action.)

2. Press and hold the Connect button on the AccessIT until the Activity LED starts to blink (approximately 2 seconds).

On your Series 5 device:

3. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

4. Select the **Input/Output Settings** button. The *Input/Output Settings* menu will open.

5. Select the **Bluetooth Devices** button. The *Bluetooth Devices* menu will open, and will automatically search for all Bluetooth-enabled devices in the immediate area. (You can also select the **Find All** button to initiate another search.) When the search is completed, each discovered device will appear as a button in the *Bluetooth Devices* menu.

BLUETOOTH DEVICES MENU
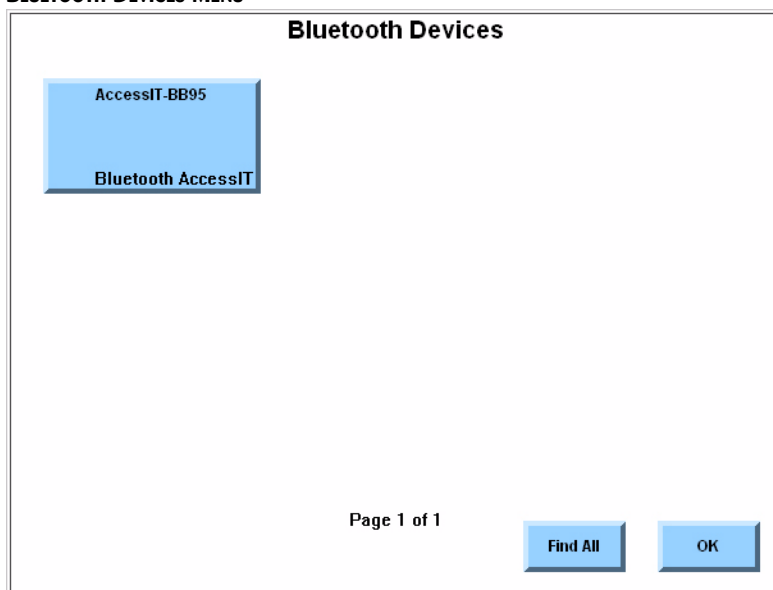
6. Select the button that corresponds to the AccessIT. The pairing window will open.

AccessIT-BB95   Miscellaneous - Unknown
(00:06:66:02:bb:95)

Make Default AccessIT   Remove Device   OK
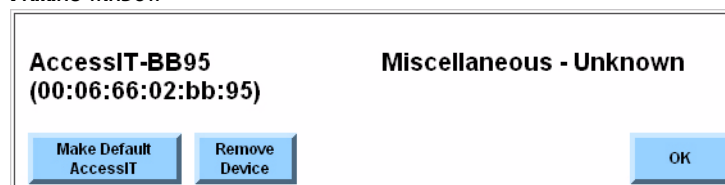
7. Select the **Make Default AccessIT** button.

8. You should see an alert window after the Bluetooth device is successfully authenticated, and another alert window after it is successfully configured. Select the **OK** button to close each of these windows.

> **Note:** You may also see a window that prompts you to return to the *Input/Output* menu and select **Bluetooth AccessIT** from the *Computer Access* drop-down menu. Select the **OK** button to close this window.

9. If the pairing window is still open, select the **OK** button to close it. The words *[Paired]* and *[Connected]* should appear in the AccessIT button in the *Bluetooth Devices* menu. (If you selected the *Make Default AccessIT* button, it should read *[Default]* as well.)

10. Select the **OK** button to close the *Bluetooth Devices* menu.

11. In the *Input/Output* menu, select the **Computer Access** drop-down menu and choose **Bluetooth AccessIT**.

12. Select the **Alternate Output** button. The *Alternate Output* menu will open.

13. Select the **Enable Alternate Output** check box.

14. Select the **Alternate Output Destination** drop-down menu, and choose **Bluetooth AccessIT**.

15. Select the **OK** button to close all open menus.

Your Series 5 device is now enabled to access and control your Windows computer over a Bluetooth connection.

> **Note:** If the Bluetooth connection has been idle for a period of time, you may need to press and hold the Connect button on the AccessIT until the Activity LED blinks again. This will reestablish the connection.

Computer Access Behaviors

The behaviors in the Computer Access behavior category of the Behavior Editor menu (refer to **Computer Access Behaviors**) enable your Series 5 to convert button selections into keyboard and mouse inputs for the computer. You can use the Modify button (refer to **Define the Button's Behaviors**) to add these behaviors to buttons on any communication page.

The DynaVox InterAACT page sets provide pages with computer access commands already programmed into the buttons. These pages and popups can be found throughout the InterAACT page sets.

Additionally, the DynaVox Series 5 software provides a group of sample pages in the *Computer Pages* folder in the *Page Navigator* menu (refer to **Using the Page Navigator Menu**) or in the *Page Browser* menu (refer to **Using the Page Browser**). These pages can be used for computer access with a Bluetooth connection as soon as they are opened.

Chapter 18:   Miscellaneous Features

While the communication page is always the key component to accessing language with a Series 5 device, various other features are included to enhance the device's effectiveness as a communication tool.

This section addresses some of the non-communicative features available on your Series 5 device. While not directly used for day-to-day communication with others, these features provide important functionality and can help to improve the device user's quality of life. The user can access electronic books using his or her preferred selection method. Macros can be used to automate certain tasks, reducing the amount of user input. Personal reminders can help a user keep track of his or her schedule. And the User Setup Reports enable educators and clinicians to use a single device for multiple users.

WORKING WITH EBOOKS

The DynaVox Series 5 software enables you to use your current selection method to access electronic books (eBooks). Digital talking eBooks can be downloaded directly from the Internet and read on your V/Vmax device either by sight using scalable fonts or by using auditory feedback.

> **Note:** eBooks can be downloaded using either an open or a dedicated V/Vmax device with an active Internet connection.

Once you have downloaded an eBook, you may use the same access method you use to make selections on the device to scroll through the pages of the eBook, speak text on the page of the eBook, bookmark your place on the eBook page, send text to the Message Window or Vocabulary Clipboard, and/or symbolate each page of the eBook. You may use the behaviors in the eBook Actions category of the *Behavior Editor* menu to modify buttons, customize scrolling behaviors, and create your own eBook Reader pages.

The following topics in this section provide information on eBook formats and on Bookshare, an Internet-based organization that provides an online library of accessible reading materials. Also included are step-by-step instructions for downloading an eBook using the *eBook Downloader* menu, for loading and reading an eBook using the *eBook Reader* menu, and for creating and managing bookmarks.

eBook Formats

An eBook ("electronic book") is a digital representation of a printed publication. Many different formats of eBooks have emerged in the past several years.

The DynaVox Series 5 software supports eBooks in only DAISY (*.ncx* and *.ncc*) and text file (*.txt* and *.text*) formats.

> **Note:** It is important to remember that DynaVox Series 5 software supports digital talking eBooks only in DAISY and plain text formats.

- *.ncx* and *.ncc* files: The DAISY format is a specialized format for digital talking books. The DAISY standard was developed by the Daisy Consortium to provide published information in an easy-to-navigate format for people with print disabilities.

  EBooks in the DAISY format are fully supported by the DynaVox Series 5 eBook Reader. DAISY formatted eBooks will preserve all formatting,

generate a table of contents, and respond to all the eBook Actions behaviors. To utilize all of the features of the eBook Reader, DynaVox Systems recommends that you download eBooks in the DAISY format.

The primary repository for eBooks in the DAISY format is the Bookshare website, *www.bookshare.org.* (See ***Bookshare***.) DynaVox Series 5 software provides a direct link that enables you to search for and download eBooks directly from *www.bookshare.org*. (See ***Downloading eBooks***.)

- *.txt* or *text* files: An eBook in a text (or "plain text") format will appear in the eBook Reader on your V/Vmax device as an unformatted document. That is, it will have no paragraph or page breaks and usually no bold or italic text. The table of contents may not appear, and the Next Page and Previous Page behaviors will not work.

Note: DynaVox recommends that you use the *eBook Downloader* menu to download eBooks from Bookshare. The *eBook Downloader* menu has been specifically designed to provide quick and easy access to eBooks, automatically downloading and unzipping the selected eBook directly onto the hard drive of your V/Vmax device.

Note: If you are not using the *eBook Downloader* menu to download an eBook, be sure to choose the DAISY format (if available) or the zipped plain text (*.txt* or *text*) format of the eBook and follow the instructions on the website for downloading the eBook.

Bookshare

Bookshare is a nonprofit Internet-based organization that was developed by the Benetech literacy initiative to provide digital talking books to the visually impaired or print-disabled. Bookshare maintains an online library of over 45,000 eBooks. This includes both books and periodicals.

Individual subscriptions that allow access to Bookshare's complete library of eBooks are available for a nominal fee to individuals who submit proof of a qualifying print disability. Subscriptions are free for qualifying U.S. students of all ages.

Note: You must have a subscription to Bookshare before you can use the *eBook Downloader* menu to download eBooks to your V/Vmax device.

For information on membership options, guidelines on qualifying print disabilities, computer requirements, and individual and group subscriptions,

navigate to Bookshare's website at *www.bookshare.org* on your open V/Vmax device or your personal computer. To start an individual subscription, you must register, provide proof of disability, and submit payment.

> **Note:** Schools or groups that serve individuals with print disabilities can also subscribe to *www.bookshare.org*. and can set up services to manage downloads or sponsor individual subscriptions.

Downloading eBooks

The DynaVox Series 5 software enables you to directly access Bookshare's online library through the *eBook Downloader* menu. You may search for books or periodicals, and you may search by author, title, keyword, or periodical ID number. You can maintain favorite searches so that you can quickly and easily access your favorite periodicals, authors, or keyword search parameters. You can download eBooks from the *bookshare.org* website directly into your *eBooks* folder on your V/Vmax device. The eBook you download will immediately be available for you to read using the *eBook Reader* menu or your custom eBook page

> **Note:** You must have an active Internet connection to use the *eBook Downloader* menu to download eBooks.

> **Note:** You must have a subscription to Bookshare before you can use the *eBook Downloader* menu to download eBooks. (See **Bookshare**.)

Bookshare Download Menu

The *Bookshare Download* menu is accessed through the *Tools* menu. To open the *Bookshare Download* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **eBook Downloader** button. The *Bookshare Download* menu will open.

BOOKSHARE DOWNLOAD MENU

📇 **Note:** As an alternative, you could select a button programmed with the Download eBook behavior. (See ***Use the Behavior Editor to Add a Behavior***.)

The *Bookshare Download* menu contains the following fields and controls:

Search/See All	This button toggles between *Search* and *See All*, depending on whether you are in Book View or Periodical View. In Book View, selecting the *Search* button will start a search of the Bookshare library based on the search criteria entered in the *Search* text box. In Periodical View, selecting the *See All* button will start a search for all available periodicals.
Search text box	Use this text box to enter your search criteria. In Book View, enter a title, author, or keyword. In Periodical View, enter the periodical ID number.

> **Note:** Selecting the *Search* text box in Book View will open the system keyboard. Selecting the *Search* text box in Periodical View will open the *Periodical ID* menu (see ***Downloading a Book*** and ***Downloading a Periodical***).

Clear	Erases text in the *Search* text box and any search results from the viewport.
View Favorites	Opens the *Favorite Searches* menu.
Toggle View	Changes the current view in the *Bookshare Download* menu. This button will toggle the menu from Book View to Periodical View.
Previous	Navigates to the previous group of search results.
Next	Navigates to the next group of search results.

> **Note:** The *Previous* and *Next* buttons in the *Searching* group box will only be enabled if your search results fill more than one viewport. (The viewport can show up to 100 results at a time.)

Viewport	In Book View, displays a listing of the eBooks that meet your search criteria. In Periodical View, displays all available periodicals. Use the scroll buttons beside the viewport to move to the bottom of the viewport. Use the *Previous* and *Next* buttons in the *Searching* group box above the viewport to navigate to the next group of search results.
Details	When a selection has been made in the viewport, the *Details* group box displays a short summary of the content of the book (Book View) or information on periodical editions (Periodical View).
Content Details	Opens the *Bookshare Content Details* window, which displays information on the selected book or periodical, including its publication date, category, synopsis (Book View), and Periodical ID (Periodical View).

Open Existing	When you select a book or periodical in the viewport that you have previously downloaded, a checkmark will appear on its icon. The *Open Existing* button will allow you to open the previously downloaded eBook.
Download	Downloads the selected book or periodical to the default download directory.

> **Note:** The *Content Details*, *Open Existing*, and *Download* buttons in the *Actions* group box will not be enabled until you make a selection in the viewport.

Download Location group Box	Displays the default location for saving downloaded eBooks: *C:\5100\User Files\eBooks\.*
Change Default	Opens the *Pick a Download Directory* menu, which enables you to change the default location for saving eBooks. The location you choose will remain as the default location until you change it.
New Source	This button is not currently enabled.
Done	Closes the *eBook Downloader* menu.
Open Last Download	Opens the last eBook you have downloaded into the *eBook Reader* menu or into your eBook Reader page. (This is in case you choose not to open the eBook immediately after it downloads to your device's hard drive.)

The procedures to search for and download a book and to search for and download a periodical differ slightly. See **Downloading a Book** and **Downloading a Periodical** for step-by-step instructions for each procedure.

You may also use the *Bookshare Download* menu to download a book or periodical onto a file sharing device for a user who doesn't have an active Internet connection. See **Downloading an eBook to a File Sharing Device** for step-by-step instructions for this procedure.

Downloading a Book

> ⚑ **Note:** You must have an active Internet connection and a subscription to Bookshare before you can use the *Bookshare Download* menu to download eBooks. (See **Bookshare**).

To download a book:

1. Open the *Bookshare Download* menu. (See ***Bookshare Download Menu***.)

BOOKSHARE DOWNLOAD MENU - BOOK VIEW

> ⚑ **Note:** Books will automatically download into the default folder (*C:5100\User Files\eBooks*). If you wish to change the default folder, select the **Change Default** button in the *Download Location* group box and navigate to the folder into which you want to save the book.

> ⚑ **Note:** If you are downloading books for use in a clinical setting and want all of the users on this device to have access to downloaded books, you should change the default download location to the *C:\5100|User Files\Shared* folder.

2. Check to make sure that Book View is displayed in the *Current View* area of the *Searching* group box. If Periodical View is displayed, select the **Toggle View** button to change to Book View.

3. Select the **Search** text box. The system keyboard will open.

> **Note:** You may also use the *Favorites* menu to perform a search. See ***Favorite Searches***.

4. Enter a title, author, or a keyword in the system keyboard and select the **OK** button.

5. Select the **Search** button.

6. An hourglass will appear while the software is searching the Bookshare library. A list of books that meet your search criteria will appear in the viewport. Use the scroll buttons on the right side of the viewport to move to the bottom of the viewport. Use the *Previous* and *Next* buttons in the *Searching* group box above the viewport to navigate through the search results.

> **Note:** Results appear in alphabetical order in each viewport.

7. Select a book in the viewport that you would like to download.

> **Note:** To view details for the currently selected book, select the *Content Details* button in the *Actions* group box to open the *Bookshare Content Details* window. You may download the book directly from this window by selecting the *Download* button (then continue with step 9 below), or select the *Close* button to close the window.

BOOKSHARE CONTENT DETAILS WINDOW - BOOK CONTENT

8. Select the **Download** button in the *Actions* group box.

    • The *Bookshare.org Account* menu may appear. (See the figure below.) Enter your *bookshare.org* user name and password in the appropriate text boxes. (Selecting a text box will open the system keyboard.) Then select the **Login** button.

> **Note:** The *Bookshare.org. Account* menu will only appear the first time you attempt to download an eBook after a software reboot.

BOOKSHARE.ORG ACCOUNT MENU

9. The book will automatically download into your *C:\5100 User Files\eBooks* folder or into a default folder that you have selected.

10. A software prompt will appear, asking whether you want to open the book. Select **Yes** to open the book. Select **No** to return to the *Bookshare Download* menu.

Downloading a Periodical

> **Note:** You must have an active Internet connection and a subscription to Bookshare before you can use the *Bookshare Download* menu to download a periodical. (See **Bookshare**).

To search for all periodicals available from Bookshare follow these steps:

1. Open the *Bookshare Download* menu. (See ***Bookshare Download Menu***.)

BOOKSHARE DOWNLOAD MENU - PERIODICAL VIEW

> 🏳 **Note:**   Periodicals will automatically download into the default folder (*C:5100\User Files\eBooks*). If you wish to change the default folder, select the *Change Default* button in the *Download Location* group box and navigate to the folder in which you want to save the periodical.

> 🏳 **Note:**   If you are downloading periodicals for use in a clinical setting and want all of the users on this device to have access to downloaded periodicals, you should change the default download location to the *C:\5100 User Files\Shared* folder.

2. Check to make sure that Periodical View is displayed in the *Current View* area of the *Searching* group box. If Book View is displayed, select the **Toggle View** button to change to Periodical View.

3. Select the **See All** button.

> ⚑ **Note:** If you know the Periodical ID number, you can select the *Search* text box. This will open the *Periodical ID* menu. Enter the Periodical ID number, and continue with step 5.

> ⚑ **Note:** You may use the *Favorites* menu to perform a search for a specific periodical. See **Favorite Searches**.

4. An hourglass will appear while the software is searching the Bookshare library. A list of all available periodicals will appear in the viewport. Use the scroll buttons on the right side of the viewport to move to the bottom of the viewport. Use the *Previous* and *Next* buttons in the *Searching* group box above the Search Results pane to navigate to the next group of search results.

> ⚑ **Note:** Results appear in alphabetical order in each viewport.

5. Select a periodical in the viewport. All available editions of the periodical will be displayed.

BOOKSHARE DOWNLOAD MENU - AVAILABLE EDITIONS

6. Select an edition of the periodical that you would like to download.

> 🏳 **Note:** To view details for the currently selected periodical, select the *Content Details* button in the *Actions* group box to open the *Bookshare Content Details* window. You may download the periodical directly from this window by selecting the *Download* button, (then continue with step 8 below). You may also select the *Make Favorite* button to add this periodical ID to your Favorite Searches or select the *Close* button to close the window.
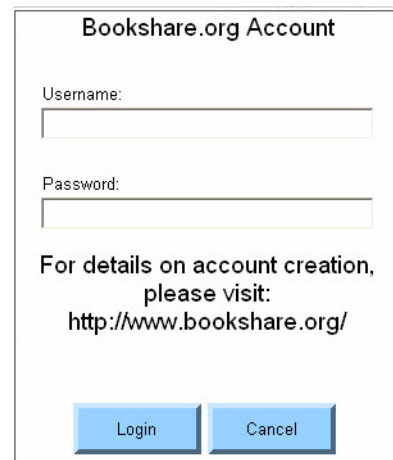
BOOKSHARE CONTENT DETAILS WINDOW - PERIODICAL CONTENT

Bookshare Content Details

Periodical Content

Title: San Francisco Chronicle

Publication Date: 03 / 30 / 2009

Category(s): California Newspapers

Time Uploaded: 3:55 AM

Revision Number: 1

Periodical ID: 46256   Make Favorite

Download   Close

7. Select the **Download** button in the Actions group box.

- The *Bookshare.org Account* menu may appear. (See the figure below.) Enter your *bookshare.org* user name and password in the appropriate text boxes. (Selecting the text box will open the system keyboard.) Then select the **Login** button

.

> 🏳 **Note:** The *Bookshare.org. Account* menu will only appear the first time you attempt to download an eBook after a software reboot.

Bookshare.org Account

Username:

Password:

For details on account creation,
please visit:
http://www.bookshare.org/

Login   Cancel

8. The periodical will automatically download into your *C:\5100 User Files\eBooks* folder (or into a default folder that you have selected).

9. A software prompt will appear, asking whether you want to open the periodical. Select **Yes** to open the periodical or **No** to return to the *Bookshare Download* menu.

Downloading an eBook to a File Sharing Device

If you are downloading an eBook for a user that does not have an active Internet connection, you should download it onto a USB flash drive. The user can then import the eBook from the file sharing device and save it into their *C:5100\User Files\eBooks* folder. (See ***Importing an eBook from a File Sharing Device*.*)

To download an eBook onto a file sharing device:

1. Connect the file sharing device to your V/Vmax device (the USB ports are on the left side).

2. Open the *Bookshare Download* menu. (See ***Bookshare Download Menu*.**)
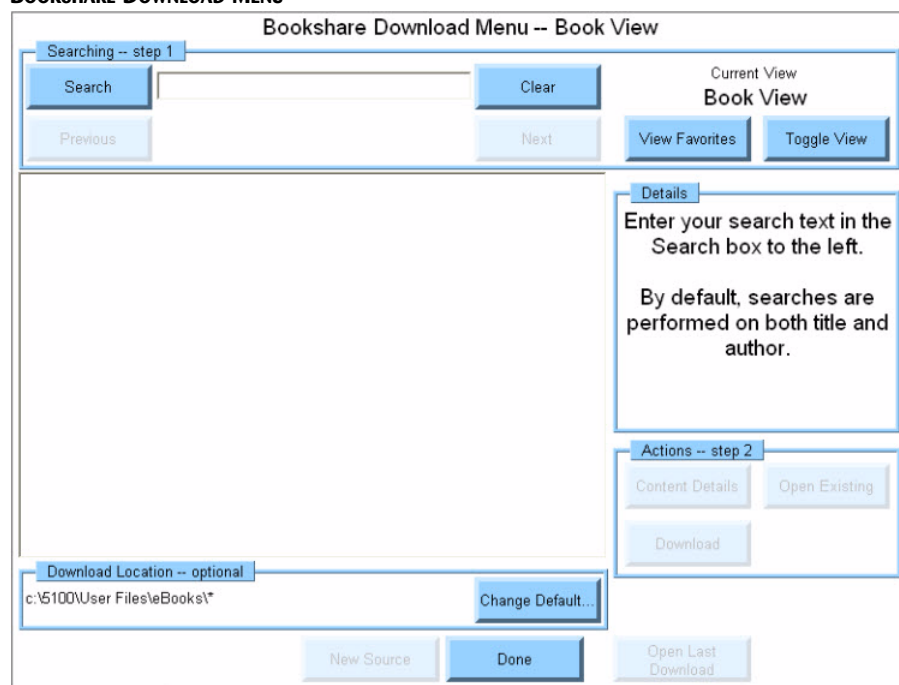
3. Select the **Change Default** button in the *Download Location* group box. The *Pick a Download Directory* menu will open.

4. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:
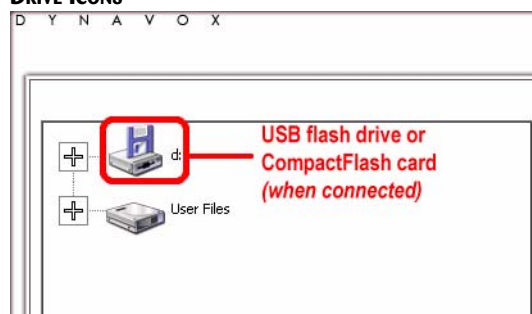
5. Continue this procedure by referring to the instructions in one of the following sections:

- If you are downloading a book, continue with step 2 of ***Downloading a Book***.

- If you are downloading a periodical, continue with step 2 of ***Downloading a Periodical***.

The eBook will download onto your file sharing device.

6. Disconnect the file sharing device from your V/Vmax device.

> **Note:** When you have finished downloading the eBook(s), repeat steps 2 through 4 above and change the default folder back to the *C:\5100 User Files\Shared* folder.

Favorite Searches

The DynaVox Series 5 software enables you to save your search criteria so that you can quickly access your favorite periodicals, authors, or subject matter. You can maintain favorite search parameters for both books and periodicals.

FAVORITES SEARCHES MENU - BOOK VIEW

The *Favorite Searches* menu contains the following fields and controls:

Search Favorites	This group box contains three buttons labeled with search criteria (author or keyword in Book View) or periodical ID number (Periodical View).
Create New text box	When this text box is selected, the system keyboard opens so you can enter new search criteria (book search) or the *Periodical ID* menu opens so you can enter a periodical ID number (periodical search).
Search	Initiates a search based on search criteria entered in the *Create New* text box.
Search & Save	Initiates a search based on search criteria entered in the *Create New* text box. Saves the search criteria to a *Search Favorites* button.
Cancel	Closes the *Favorite Searches* menu.
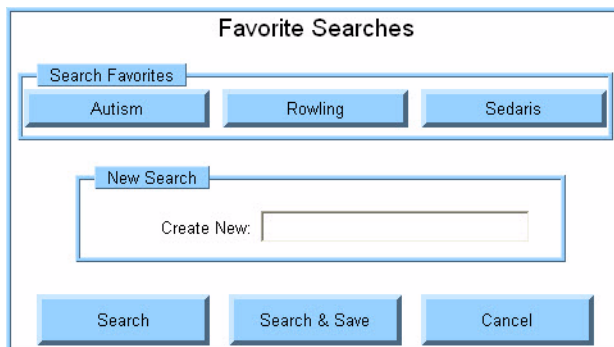
The *Favorite Searches* menu is accessed through the *Bookshare Download* menu. To open the *Favorite Searches* menu:

1. Open the *Bookshare Download* menu (see **Bookshare Download Menu**).

BOOKSHARE DOWNLOAD MENU
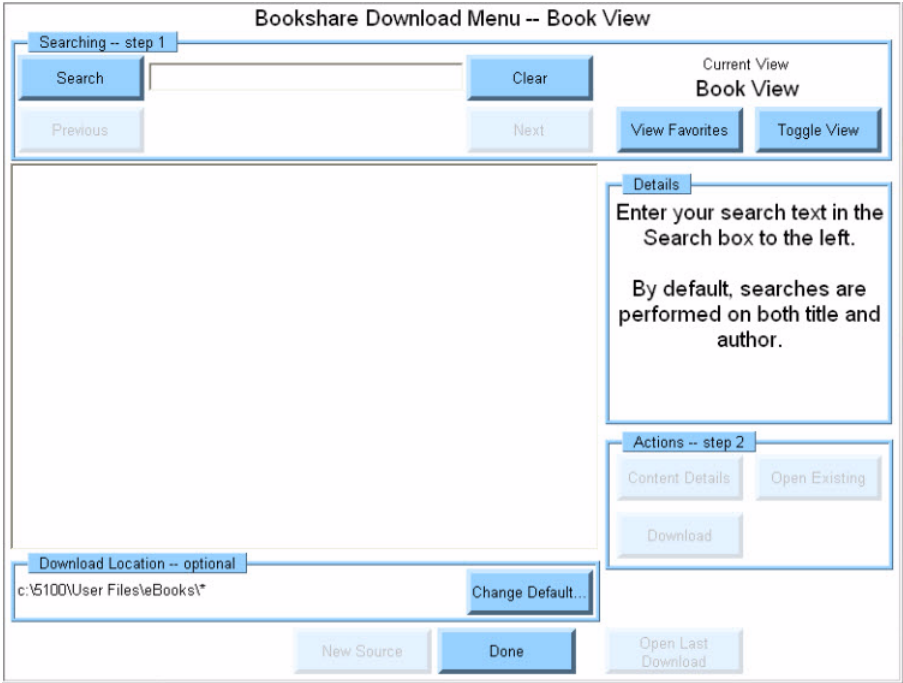
2. Select the **View Favorites** button in the *Searching* group box. The *Favorite Searches* menu will open.

FAVORITES SEARCHES MENU - BOOK VIEW
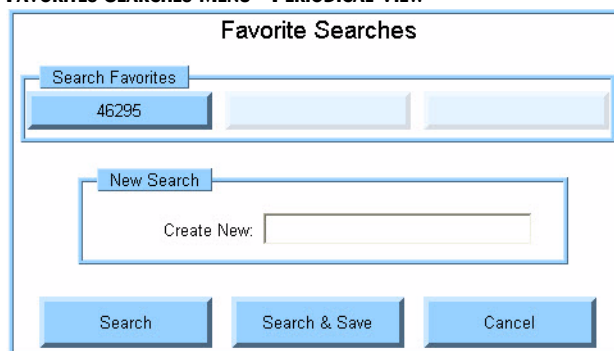
```
                        Favorite Searches
   ┌ Search Favorites ─────────────────────────────────────┐
   │                                                        │
   │   [   Autism   ]     [   Rowling   ]     [   Sedaris   ] │
   │                                                        │
   │      ┌ New Search ──────────────────────────────┐      │
   │      │                                           │      │
   │      │   Create New: [                       ]   │      │
   │      │                                           │      │
   │      └───────────────────────────────────────────┘      │
   │                                                        │
   │   [   Search   ]   [ Search & Save ]   [   Cancel   ]  │
   │                                                        │
   └────────────────────────────────────────────────────────┘
```

FAVORITES SEARCHES MENU - PERIODICAL VIEW

```
                        Favorite Searches
   ┌ Search Favorites ─────────────────────────────────────┐
   │                                                        │
   │   [    46295    ]     [             ]     [             ] │
   │                                                        │
   │      ┌ New Search ──────────────────────────────┐      │
   │      │                                           │      │
   │      │   Create New: [                       ]   │      │
   │      │                                           │      │
   │      └───────────────────────────────────────────┘      │
   │                                                        │
   │   [   Search   ]   [ Search & Save ]   [   Cancel   ]  │
   │                                                        │
   └────────────────────────────────────────────────────────┘
```

> **Note:**   Favorite Search options will differ depending on whether you are in Book View or Periodical View. In Periodical View, you may only search by Periodical ID number.

3. Select the **Create New** text box. If you are in Book View, the system keyboard will open. If you are in Periodical View, the *Periodical ID* menu will open. (Refer to the figure below.)

> **Note:** If you have saved a prior search as a Favorite Search, you may select that search from one of the *Search Favorites* buttons in the *Search Favorites* group box rather than creating a new search.

PERIODICAL ID MENU

4. Enter your search criteria (author, title, or keyword) for a book search, or enter the Periodical ID number for a periodical search.

5. After you have entered your search criteria you have three options:

    - Select the **Search** button. This will begin a search of the Bookshare library for the books that meet your search criteria (or for the periodical ID number). Your search criteria will not be saved.

> **Note:** You can save up to three Favorite Searches for both books and periodicals. These Favorite Searches will be replaced in chronological order by subsequent searches (the oldest search will be replaced first).

    - Select the **Search and Save** button. This will begin a search of the Bookshare library for the books (or for the periodical ID number) that meet your search criteria. Your search criteria will be saved as a Search Favorite.

    - Select the **Cancel** button. Your search will be cancelled, and you will return to the *Bookshare Download* menu.

Reading an eBook

The DynaVox Series 5 software enables you to use your current selection method to read eBooks. After you have downloaded an eBook or imported an eBook from a file sharing device, you can use the same access methods you use to make selections on the device to scroll through the pages of an eBook, speak and highlight text on the eBook page, and send text to a Message Window or Vocabulary Clipboard. You can symbolate each page of the eBook or bookmark your place on the page of an eBook.

> **Note:**   The DynaVox Series 5 software will automatically save your place in the currently loaded eBook if you navigate away from your eBook Reader page.

As you become familiar with the *eBook Reader* menu, you may want to modify one of the sample eBook pages included with the Series 5 software or create a custom eBook page to access your eBooks. You can design your custom eBook page to reflect your own specific needs and preferences. In addition, creating a custom eBook page will enable you to use all of the eBook Actions behaviors such as downloading an eBook, defining scrolling behaviors, "jumping to" bookmarks, and sending eBook pages to the Message Window or Vocabulary Clipboard.

Using the eBook Reader Menu

The DynaVox Series 5 software *eBook Reader* menu has been designed so that you can easily and quickly open and read your eBooks using your preferred selection method.

EBOOK READER MENU
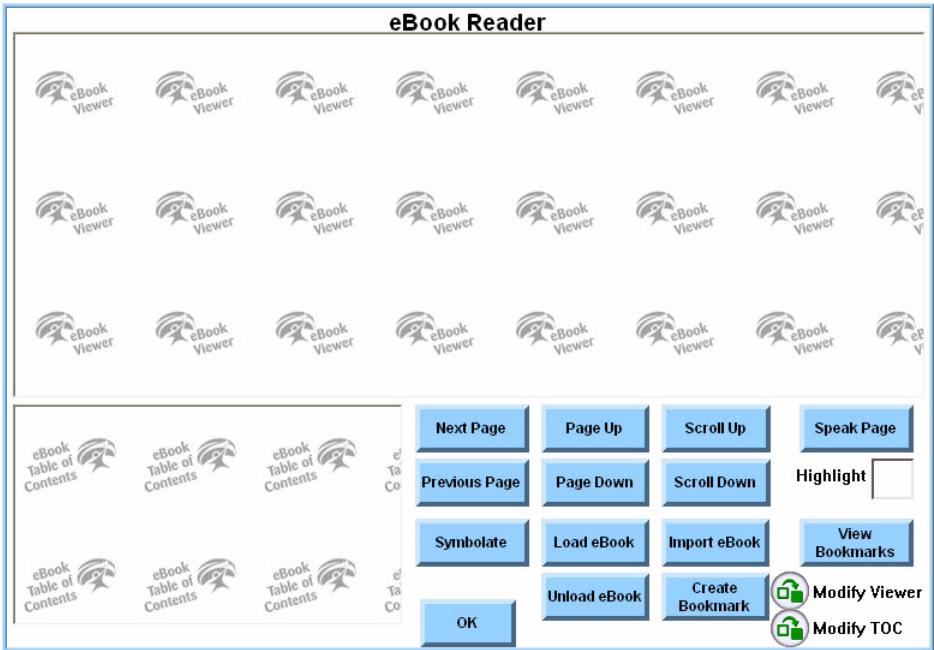
The *eBook Reader* menu contains the following fields and controls:

eBook Viewer	Displays one page of the currently loaded eBook.
eBook Table of Contents	When a book is currently loaded into the eBook Reader menu, displays a list of the pages in the book. (You may use the Table of Contents to move through the pages in the book.) When a periodical is currently loaded into the eBook Reader menu, displays the publication date of the periodical.
Next Page	Moves the current eBook forward one page in the eBook Viewer pane.
Previous Page	Moves the current eBook backward one page in the eBook Viewer pane.

> **Note:** The Next Page and Previous Page behaviors will not be active if you have loaded a periodical. The periodical will open as one long page. Use the Page Up and Page Down and the Scroll Up and Scroll Down buttons to read through the periodical.

Symbolate/ Desymbolate	Adds or removes symbols on the current page in the eBook Viewer. This button toggles between Symbolate and Desymbolate functions.
OK	Closes the *eBook Reader* menu.
Page Up	Moves the current page in the eBook Viewer incrementally up toward the top of the page.
Page Down	Moves the current page in the eBook Viewer incrementally down toward the bottom of the page.
Load eBook	Opens the Select an eBook File menu and loads the selected eBook onto the *eBook Reader* menu.
Unload eBook	Removes the current eBook from the eBook Viewer and Table of Contents panes.
Scroll Up	Scrolls the current page in the eBook Viewer toward the top of the page.
Scroll Down	Scrolls the current page in the eBook Viewer toward the bottom of the page.

Import eBook	Loads an eBook that has been saved in a location other than the *C:\5100\User Files\eBooks* folder (such as on a USB storage device). The imported eBook will automatically be saved in the default folder: *C:\5100\User Files\eBooks*.
Create Bookmark	Places a bookmark at the current location on the loaded eBook page. (See ***Creating Bookmarks***.)
Speak Page/ Stop Speaking	Speaks or stops speaking the current page of the loaded eBook. This button toggles between Speak Page and Stop Speaking.
Highlight	When this box is selected, words will be highlighted as they are spoken on the current eBook page.
View Bookmarks	Opens the *View Bookmarks* menu, which lists all bookmarks in the currently loaded eBook. (See ***Managing Bookmarks***.)
Modify Viewer	Opens the *Modify Viewer* menu, which enables you to change the background color of the eBook Viewer, change the text color and size, disable or enable selection of text in the eBook Viewer to start or stop eBook speech, and choose a reading voice.

> **Note:** The DynaVox Series 5 software enables you to select a different reading voice from the voice you normally use for communication. For optimum performance, you must use a SAPI 4 voice for reading eBooks. If you do not choose a reading voice in the *Modify Viewer* menu, the software will automatically default to a SAPI 4 voice when speaking an eBook page.

Modify TOC	Opens the *Modify eBook Table of Contents* menu, which enables you to change the background color of the Table of Contents and change the text color and size.

The *eBook Reader* menu is accessed through the *Tools* menu. To open the *eBook Reade*r menu:

1. Select **Main Menu > Setup** > **Tools Menu**. The *Tools* menu will open.

2. Select the **eBook Reader** button. The *eBook Reader* menu will open.

3. Select the **Load eBook** button on the *eBook Reader* menu or on your eBook page. The *Select an eBook File* menu will open. (See figure below.)

> 🏳 **Note:**   The *Select an eBook File* menu will open to the *EBooks* folder in the C:*5100\User Files* folder on your V/Vmax device unless you have designated another folder as the default folder.

> 🏳 **Note:**   If you have saved an eBook on a USB flash drive, you will use the Import eBook behavior rather than the Load eBook behavior. See ***Importing an eBook from a File Sharing Device***.

> 🏳 **Note:**   If you have saved an eBook in another folder, select the *Show All Directories* check box on the *Select an eBook File* menu, and navigate to the location in which you have saved the eBook.

> 🏳 **Note:**   The default file type on the *Select an eBook File* menu is the *.ncx* (DAISY) file format. If the eBook you wish to load is in text file format, select the *Files of Type* drop-down menu and choose *.txt* .

4. Select the expansion box to the left of the *eBook*s folder in the left viewport. The *eBooks* folder will open, and the subfolder(s) for the eBooks you have downloaded will be displayed.

5. Select an eBook subfolder in the left viewport. The eBook file it contains will be displayed in the right viewport.

6. Select the eBook in the right viewport. Refer to the figure below.

SELECT AN EBOOK FILE MENU
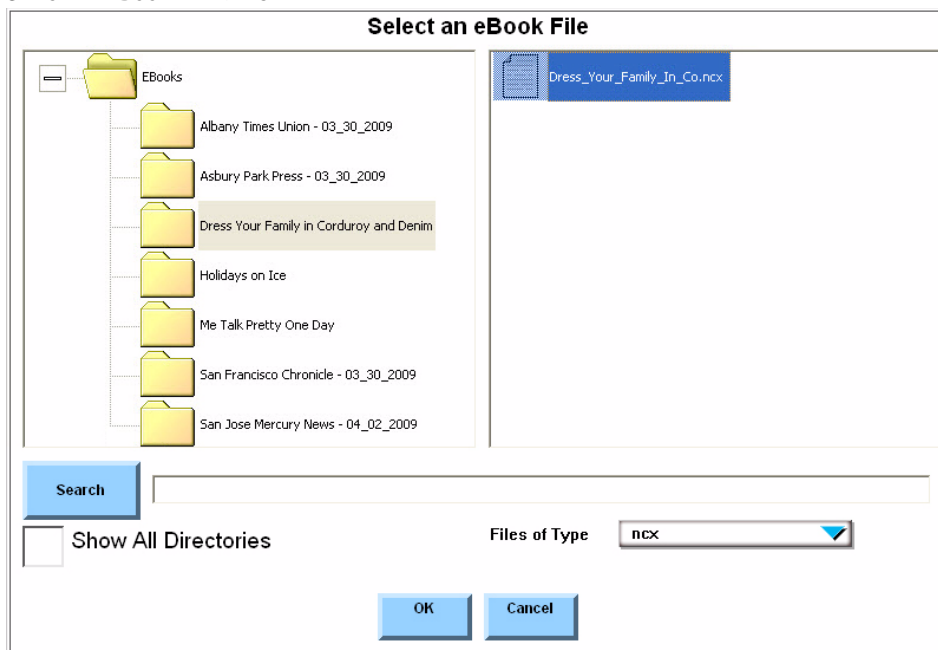
7. Select the **OK** button. The first page of the book will appear in the eBook Viewer pane, and a page list will appear in the eBook Table of Contents Viewer pane.

> **Note:** If you have opened a periodical, the Next Page and Previous Page behaviors will not be active. The periodical will open as one long page. Use the Page Up and Page Down and the Scroll Up and Scroll Down behaviors to read through the periodical.

The eBook Action behaviors preprogrammed on the buttons of the *eBook Reader* menu (or that you have programmed on your custom eBook page) can now be used to read the eBook.

Importing an eBook from a File Sharing Device

If you do not have an active Internet connection, you can import eBooks that have been downloaded onto a USB flash drive. (See ***Downloading an eBook to a File Sharing Device***.)

To import an eBook from a file sharing device:

1. Connect the file sharing device to your Series 5 device (the USB ports are on the left side).

2. Open the *eBook Reader* menu. (See ***Using the eBook Reader Menu***.)

3. Select the **Import eBook** button on the *eBook Reader* menu or on your eBook page. The *Select an eBook File* menu will open.

4. Select the *Show All Directories* check box on the *Select an eBook File* menu.

5. In the left viewport, select the expansion box next to the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*.

6. In the left viewport, select the folder that contains the eBook you want to import.

SELECT AN EBOOK FILE MENU - SHOW ALL DIRECTORIES

7. Select the eBook in the right viewport.

8. Select the **OK** button. The eBook will open in the eBook Reader.

> 📁 **Note:** When you unload the eBook, it will automatically be saved into the *C:\5100\User Files\eBooks* folder on your device.

> 📁 **Note:** If you want to copy several eBooks from a file sharing device to your V/Vmax device at the same time, you should use the *File Browser* menu (accessible from the *Tools* menu). You can copy the eBook folders from the file sharing device, and then paste them into the *C:/5100/UserFiles/eBooks* folder. If you want the eBooks to be accessible to other users on this device, paste the eBook folders into the *C:/5100/Shared* folder.

Modifying an eBook Page

The DynaVox Series 5 software includes a group of sample eBook pages (20, 40, and 60-button). These pages are located in the *eBooks Pages* folder, which you can find using the *Page Navigator* menu. (See ***Using the Page Navigator Menu***.) These pages already include some behaviors designed to help you read eBooks.

You may want to modify one of these pages to reflect your own preferences. The buttons on these pages can be modified using the eBook Actions behavior category of the *Behavior Editor* menu (see ***Use the Behavior Editor to Add a Behavior***, ***Modifying a Button***, and ***Appendix A: Behavior Reference*** for more information).

Building a New eBook Reader Page

> 📁 **Note:** The Page Editor must be open on your device in order to complete the steps below. If the Page Editor is not currently open, select **Main Menu > Page Editing > Page Editor**.

To build a new eBook Reader page:

1. Select **Main Menu > File > New Page**. The system keyboard will open.

2. Enter a name for the new page and select the **OK** button. A blank page will open in the Page Editor. (The initial characteristics of this page will depend on the settings in the *New Page Defaults* tab pane in the *Page Default Properties* menu.)

3. Use the eBook Viewer tool in the *Tools* palette of the Page Editor title bar to draw out a large rectangle to contain the text of the eBook (the eBook Viewer pane):

a. Select the eBook Viewer tool in the *Tools* palette. (Refer to the figure below.)

eBook Reader Tools
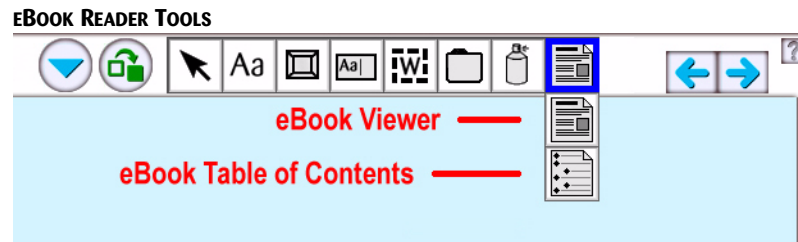
b. Select the location on the page where you want to place one corner of the eBook Viewer pane. Do not release the selection.

c. Continue to maintain the selection while you drag out the cursor to form a large rectangle. An outline of the eBook Viewer pane you are drawing will appear on the page.

d. Move the cursor to adjust the size and shape of the rectangle. Do not release the selection until the eBook Viewer pane is the desired size and shape.

e. Release the selection.

4. Use the eBook Table of Contents tool in the *Tools* palette of the Page Editor title bar to draw out a second, smaller rectangle to contain the table of contents of the eBook (the eBook Table of Contents pane):

a. Select the eBook Table of Contents tool in the *Tools* palette.

b. Select the location on the page where you want to place one corner of the eBook Table of Contents pane. Do not release the selection.

c. Continue to maintain the selection while you drag out the cursor to form a second rectangle. An outline of the eBook Table of Contents pane you are drawing will appear on the page.

d. Move the cursor to adjust the size and shape of the rectangle. Do not release the selection until the eBook Table of Contents pane is the desired size and shape.

e. Release the selection.

5. Use the tools in the *Tools* palette of the Page Editor to add buttons and other page elements that you want on your eBook page. It is recommended that, at a minimum, you add buttons that will use the Load eBook, Unload

eBook, Play/Pause/Resume eBook Speech, and the Page Up and Page Down scrolling behaviors.

> 🏳 **Note:**   For a complete list of the eBook behaviors available in the Series 5 software, refer to ***eBook Actions Behaviors***.

> 🏳 **Note:**   If you wish to use the eBook Page to Message Window behavior, you should add a Message Window to the page you are creating to read eBooks.

6. Use the Modify button (see ***Modifying a Button***) to add labels and behaviors to the buttons you have created (see ***eBook Actions Behaviors***).

7. When you are finished building the new page, select Main Menu > **File > Save.**

8. Select **Main Menu > Exit Page Editor**.

> 🏳 **Note:**   You should link your new eBook page to your current page set by creating a *Go To* button on this page that links to an existing page in your page set, and then create a *Go To* button on that page (and others in your page set) that links to the page that you just created. Refer to ***Add the Go to Page Behavior*** for instructions on creating links between pages.

eBook Actions Behaviors

The eBook Actions category of behaviors allows you to program a custom page for loading and reading eBooks. Once your custom eBook page is complete, you can use it to search for and download eBooks from *bookshare.org,* move page-by-page through an eBook, scroll through the pages of the eBook, bookmark your current place on an eBook page and jump to that bookmark, speak text and highlight each spoken word on the page of the eBook, send eBook text to the Message Window or Vocabulary Clipboard, and/or symbolate each page of the eBook.

The behaviors in the eBook Actions category are as follows:

Adjust eBook Font Size	Increases, decreases, or sets a specific font size in the eBook Viewer pane or the TOC pane.

Assign Loaded eBook to a Button	Assigns the currently loaded eBook to a specific button.
Create Bookmark	Places a bookmark at the current location on the loaded eBook page.
Desymbolate eBook Page	Removes the symbols from the current page of the eBook.
Download eBook	Opens the *Bookshare Download* menu, which enables you to search for and download an eBook from Bookshare.

> **Note:**   You must have an active Internet connection to use the Download eBook behavior.

eBook Page to Message Window	Sends text on the current page to the Message Window.
eBook Page to Vocabulary Clipboard	Opens the Vocabulary Clipboard and sends the vocabulary on the current page to the Vocabulary Clipboard.
eBook Reader	Opens the *eBook Reader* menu.
Jump to Bookmark	Opens the *Available Bookmarks* menu that lists all bookmarked locations in the loaded eBook and enables you to select a bookmark to which to navigate.
Jump to Specific Bookmark	Navigates to a specific bookmark that you have preselected within the loaded eBook.
Load eBook	Opens the Select an eBook File menu and loads the selected eBook onto the *eBook Reader* menu.

> **Note:** You might want to add a button with the Load eBook behavior to other pages in your page set.

Next Page	Moves the current eBook forward one page in the eBook Viewer pane.
Open eBook	Opens a specific eBook that you can preselect to be loaded each time this button is selected.
Play/Pause/ Resume eBook Speech	Toggles among speaking, pausing speech, and resuming speech on the current page of the loaded eBook.
Previous Page	Moves the current eBook backward one page in the eBook Viewer pane.
Scroll eBook	Opens the *Scroll Behavior Settings* menu, which allows you to scroll through an eBook at a desired measure (refer to the figure below).
	The drop-down menus on the *Scroll Behavior Settings* menu allow you to choose:
	Object to scroll: (Viewer or Table of Contents)
	Type of Scroll: (Up, Down, Page Up, Page Down, Continuous Up, Continuous Down)
	Span Pages: (Yes or No).

> 🏳 **Note:**   The *Span Pages* option in the *Scroll Behavior Settings*
>   menu can be applied to each type of scrolling behavior.
>   Selecting *No* in the *Span Pages* drop-down menu will
>   cause the eBook to scroll to the top (or bottom) of the
>   current page and then stop scrolling. Selecting *Yes* in the
>   *Span Pages* drop-down menu will cause the eBook to
>   scroll continuously through the pages of the eBook.

SCROLL BEHAVIOR SETTINGS MENU

Scroll Behavior Settings

Object to Scroll   Type of Scroll
Viewer   ▼   Up

                                    Up

                                    Down

Span Pages
No   ▼   Page Up

                                    Page Down

              OK   Continuous Up

                                    Continuous Down
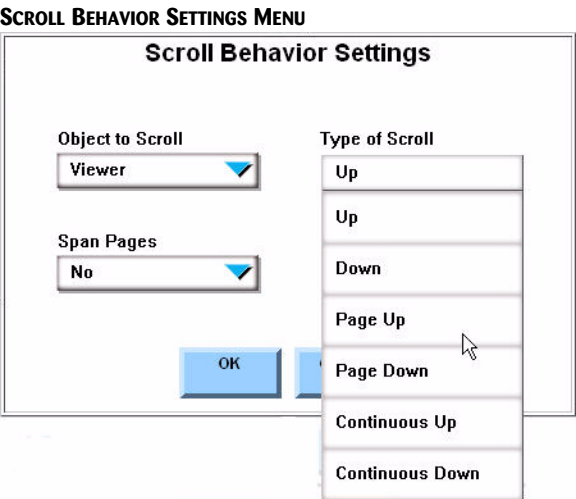
> 🏳 **Note:**   For a complete explanation of the Scroll eBook behaviors
>   available in the Series 5 software, refer to ***Appendix A:***
>   ***Behavior Reference***.

Symbolate eBook Page	Adds symbols to words on the current eBook page.
Unload eBook	Removes the current eBook from the eBook Viewer and Table of Contents panes.

Using Bookmarks

The DynaVox Series 5 software enables you to place bookmarks at specific locations in the currently loaded eBook. You can add a bookmark to save your place when you stop reading and add additional bookmarks to return to content you wish to reread.

To use bookmarks, you will want to create (at a minimum) buttons with the Create Bookmark and Jump to Bookmark behaviors. These behaviors can be found in the eBook Actions category of the *Behavior Editor* menu (see ***Use the***

Behavior Editor to Add a Behavior and *Email Behaviors* in *Appendix A: Behavior Reference*). You may also want to add a button with the Jump to Specific Bookmark behavior (see *Jumping to a Specific Bookmark*). Also included in this section are step-by-step instructions for managing your bookmarks.

Creating Bookmarks

To create a bookmark:

1. Navigate to the location on the currently loaded eBook page where you want to place a bookmark.

2. Select the **Create Bookmark** button on the *eBook Reader* menu or that you have added to your eBook page. The system keyboard will open.

3. Enter a name for the bookmark on the system keyboard (for example, a point in the story or the date and time), and then select the **OK** button to close the system keyboard. The bookmark will automatically be inserted at the location you have specified.

> **Note:** If you do not enter a name for the bookmark, each bookmark will, by default, be labeled consecutively throughout the currently loaded eBook as "bookmark 1," "bookmark 2," etc.

> **Note:** There is no limit to the number of bookmarks you can add to each eBook.

Jumping to a Bookmark

After you have created bookmarks in the currently loaded eBook, it is easy to quickly navigate, or "jump" to the bookmarked locations. To jump to a bookmark:

1. Select the **Jump to Bookmark** button you have added to your eBook page. The *Available Bookmarks* menu will open. A list of all available

bookmarks will appear in the *Bookmarks* viewport. Use the scroll buttons on the right side of the viewport to move to the bottom of the viewport.
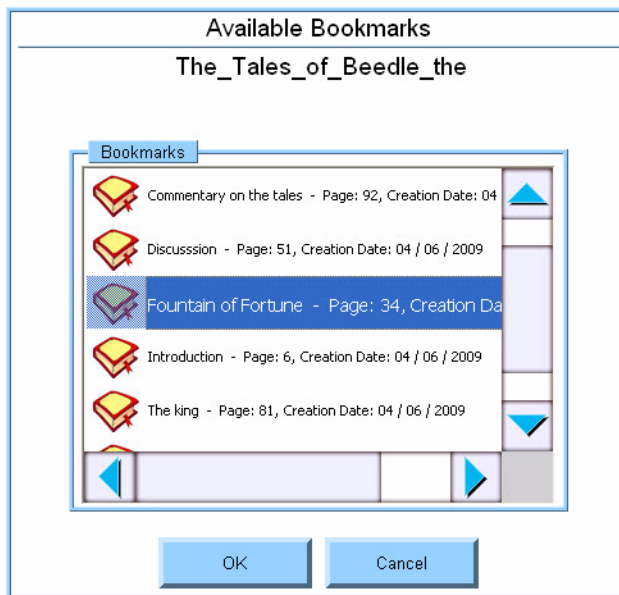
2. Select the bookmark to which you want to jump and select the **OK** button. The bookmarked page you have selected will appear in the eBook Viewer pane on your eBooks page.

Jumping to a Specific Bookmark

Adding a button with the Jump to Specific Bookmark behavior will allow you to navigate directly to a bookmark you have specified within the loaded eBook. When you select a button with the Jump to Specific Bookmark behavior, the bookmarked page that you have preselected will automatically appear in the eBook Viewer pane on your eBooks page.

To add the Jump to Specific Bookmark behavior to a button:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button to which you want to assign the Jump to Specific Bookmark behavior. The *Modify Button* menu will open.

> **Note:** If you are editing the button in the Page Editor, you must select the button first (it will be highlighted in blue), and then select the Modify button.

3. Select the **Label** text box. Use the system keyboard to enter a label for the button and select the **OK** button.

4. Select the **Behaviors** button. The *Behavior Editor* menu will open.

> **Note:** If there are any behaviors currently listed in the *Steps* viewport, select them and then select the *Delete* button in the *Steps* viewport.

5. Select the **Behaviors** drop-down menu in the left viewport. The menu will expand to display all the behavior categories.

6. Select **eBook Actions**.

7. Select the Jump to Specific Bookmark behavior in the left viewport of the *Behavior Editor* menu.

8. Select the **Add** button. The *Available Bookmarks* menu will open. A list of all available bookmarks will appear in the *Bookmarks* viewport.

9. Select the bookmark to which you want to automatically jump when the *Jump to Specific Bookmark* button is selected. Use the scroll buttons on the right side of the viewport to move to the bottom of the viewport.

10. Select the **OK** button to close the *Available Bookmarks* menu. Keep selecting the **OK** button to close all open menus.

The Jump to Specific Button behavior is now assigned to the selected button.

Managing Bookmarks

You can rename or delete bookmarks in the currently loaded eBook by using the *eBook Reader* menu. To manage your bookmarks:

1. With an eBook currently loaded on your eBook page, select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **eBook Reader** button. The *eBook Reader* menu will open.

3. Select the **View Bookmarks** button on the *eBook Reader* menu. The *View Bookmarks* menu will open. A list of all bookmarks in the currently loaded

eBook will appear in the *Bookmarks* viewport. Use the scroll buttons on the right side of the viewport to move to the bottom of the viewport.

VIEW BOOKMARKS MENU
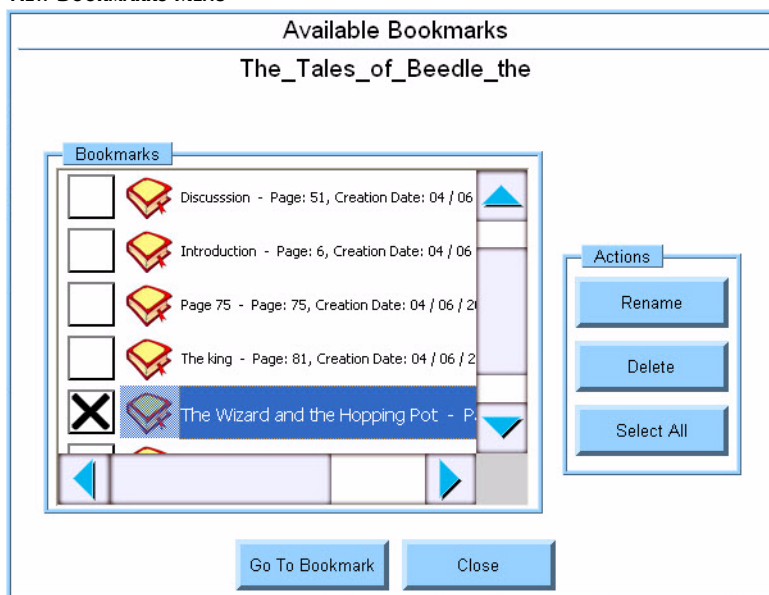
4. To rename a bookmark:
   a. Select the bookmark you want to rename. An "**X**" will appear in the check box to the left of the bookmark's name.
   b. Select the **Rename** button in the *Actions* group box. The system keyboard will open.
   c. Enter a new name for the bookmark, and select the **OK** button to close the system keyboard.
   d. Proceed to step 6.

5. To delete a bookmark or bookmarks:
   a. Select the bookmark or bookmarks you want to delete. An "**X**" will appear in the check box to the left of the bookmark's name.

> 🏳 **Note:** To delete all of the bookmarks in the currently loaded eBook, select the *Select All* button in the *Actions* group box.

   b. Select the **Delete** button in the *Actions* group box.
   c. A system prompt will appear asking if you are sure you want to delete the bookmark. Select the **Yes** button.

6. Select the **Close** button to return to the *eBook Reader* menu.

7. Select the **OK** button to return to the *Tools* menu.

8. Select the **OK** button to return to the your eBook Reader page.

> **Note:**   At any time that the *View Bookmarks* menu is open, you may select the *Go to Bookmark* button to jump to the selected bookmark.

USING CHAT MODE

The DynaVox Series 5 software allows you to temporarily interrupt the composition of a message in the Message Window so that you may speak a different message. This feature is called "Chat mode."

Chat mode is useful when you are creating a long message, and you need to provide a quick response without erasing the other message you are creating. Chat mode enables you to open a second Message Window to create the second message. Once you select the second Message Window, your device will speak the second message. Then you can quit Chat mode and continue creating the first message.

When you put your Series 5 device into Chat mode, the Chat mode icon will appear in the right corner of the title bar. Refer to the following picture:

CHAT MODE ICON IN TITLE BAR
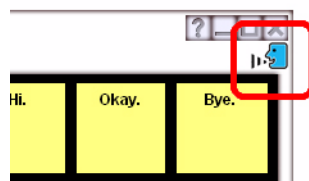
The DynaVox Series 5 software provides a behavior that will toggle your device in and out of Chat mode. In order to have Chat mode available, you must first program a button with the Chat Mode On or Off behavior.

Add the Chat Mode On or Off Behavior

The Chat Mode On or Off behavior will activate and deactivate Chat mode. If the Series 5 device is not in Chat mode, selecting a button with this behavior will activate Chat mode and temporarily present a clear Message Window for a second message. Select the button again to deactivate Chat mode and return to the previous Message Window.

To add the Chat Mode On or Off behavior to a button:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button you want to modify. The *Modify Button* menu will open.

> **Note:** If you are editing the button in the Page Editor, you must select the button first (it will be highlighted in blue), and then select the Modify button.

3. Select the **Label** text box, and enter the label "Chat Mode." Select the **OK** button when finished.

> 🏳 **Note:**   If the Page Editor is open, refer to ***Edit the Label's Text*** for steps on editing the label text.

4. Select the **Behaviors** button. The *Behavior Editor* menu will open.

5. If there are any behaviors currently listed in the *Steps* viewport, select them and then select the **Delete** button.

6. Select the **Behaviors** drop-down menu, and then select **Message Window Operations** (you may need to use the scroll bars to find it in the list).

7. Select the **Chat Mode On or Off** behavior in the left viewport of the *Behavior Editor* menu.

8. Select the **Add** button. The Chat Mode On or Off behavior will be displayed in the *Steps* viewport in the *Behavior Editor* menu.

9. Select the **OK** button to close the *Behavior Editor* menu. Keep selecting the **OK** button to close all open menus.

The Chat Mode On or Off behavior is now assigned to the selected button.

> 🏳 **Note:**   For instructions on using the Modify button to customize any of the button's other attributes (its symbol or color, for example), please refer to ***Modifying a Button***.

USING MACROS TO AUTOMATE TASKS

DynaVox Series 5 software includes a macro feature that lets DynaVox users create customized operations that include all the behaviors for completing a complex procedure. Macros promote efficiency since the Activate a Macro behavior enables a user to perform all the steps in a macro with only one button selection.

Macros can be combined with other features of your Series 5 device, like the DynaVox Series 5 environmental control capabilities. You can create macros for activities you do often, like turning on the TV for favorite programs. A single macro could turn on the living room light, turn on the television, change the channel and speak the message "My show is on."
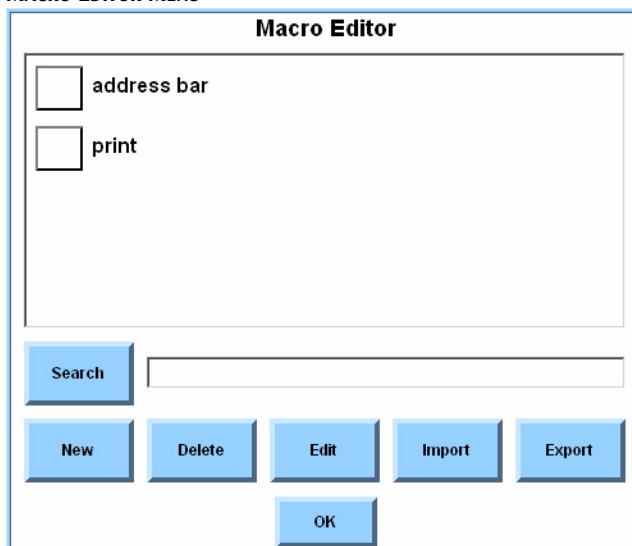
For the Series 5 devices, macros are most often used with the reminders feature. Since a reminder can be set to activate a macro, it is possible to program your device to perform a series of behaviors when a reminder is presented. For example, you may want to attach the macro for turning on your favorite TV show to a reminder. The reminder will let you know when it's time for the show, and then automatically launch the behaviors for controlling the TV. For more information on reminders, see **Using Personal Reminders**.

Macros can be created and edited with the features of the *Macro Editor* menu.

To open the *Macro Editor* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Macro Editor** button. The *Macro Editor* menu will open.

MACRO EDITOR MENU

The *Macro Editor* menu features the following options:

Viewport	The viewport displays a list of all the macro files that are available for the active user. If the entire list cannot be displayed in the viewport at one time, the viewport will feature a scroll bar that can be used to look through the list.
Search	Find a macro file by name.
New	Create an original macro.
Delete	Permanently remove a selected macro from the *Macro Editor* viewport.
Edit	Make changes to a selected macro's name or behaviors.
Import	Add a macro to the viewport from another source, such as another Series 5 user, a computer, another Series 5 device or a USB flash drive.
Export	Share one of your macros with another Series 5 user, using a file sharing device (USB flash drive, external CD or DVD drive).
OK	Save all changes and close the *Macro Editor* menu.

Create a New Macro

To create an original macro:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Macro Editor** button. The *Macro Editor* menu will open.

3. Select the **New** button. The *New Macro* menu will open.

4. Select the **Name** text box. The system keyboard will open.

5. Enter a name for the new macro and select the **OK** button. The new macro name will be displayed in the *Name* text box in the *New Macro* menu.

6. Select the **Behaviors** button. The *Behavior Editor* menu (click here) will open.

7. Select the **Behaviors** drop-down menu and then choose one of the behavior categories that are displayed. The *Behaviors* viewport will display the names of behaviors within the selected category.

> **Note:** Refer to ***Appendix A: Behavior Reference*** to learn more about the various behaviors and their applications.

8. Select one behavior in the *Behaviors* viewport. You may need to use the scroll buttons on the right side of the viewport to see all the listed behaviors for the selected category.

9. Select the **Add** button. If no further information is needed to enact the behavior, the behavior name will be added to the *Steps* viewport. If further information, such as text or the name of a page or other file is needed, a window will open and prompt you to enter the necessary information. Use the tools that are presented in the window to enter the information and then select the **OK** button to return to the *Behavior Editor* menu.

> **Note:**   For step-by-step instructions for adding frequently used behaviors, see *Chapter 8: Assigning Behaviors*.

10. To add additional behaviors to the new macro, repeat steps 6 - 9.

> **Note:**   You may want the device to pause for a specific amount of time between the behaviors in a macro. The Pause behavior (in the *Environmental Control* category) can be used to create delays between the steps of a macro.

11. If you want to edit, reposition or delete an existing behavior in the macro, select it in the viewport and then complete the rest of this step.

    a. To delete the highlighted behavior, select the **Delete** button. The step will be instantly deleted from the *Steps* viewport.

    b. To move a highlighted behavior up one position in a multi-step list, select the **Move Up** button. Keep selecting this button until the step is appropriately repositioned.

    c. To move a highlighted behavior down one position in a multi-step list, select the **Move Down** button. Keep selecting this button until the step is appropriately repositioned.

    d. To make other changes to the highlighted behavior, select the **Edit** button. Make the appropriate changes to the window that opens, and then select the **OK** button to return to the *Behavior Editor* menu.

12. Select the **OK** button to close the *Behavior Editor* menu. The behavior(s) you selected will be displayed in the viewport beside the *Behaviors* button in the *New Macro* menu.

13. Select the **OK** button to close the *New Macro* menu (The new macro will be displayed in the viewport of the *Macro Editor* menu.) Keep selecting the **OK** button to cloase all open menus.

The new macro is now available for the current user.

To use a macro, you can add it to a reminder in the *Reminder Editor* menu (see **Create a New Reminder**). You can also use an *Activate a Macro* behavior to assign the macro to a button. This behavior will launch the steps to the selected macro whenever the button is selected. See **Add an Activate a Macro Behavior to a Button** for more information.

Edit a Macro

To open a macro and make changes to its name or steps:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Macro Editor** button. The *Macro Editor* menu will open.

3. Select the name of the macro that you want to edit. (You may need to use the scroll bars to find it in the list.)

4. Select the **Edit** button. The *Edit Macro* menu will open.

5. To change the name of the macro, select the **Name** text box use the system keybaord to enter a new macro name. Select the OK button when finished.

6. To make changes to the behaviors in the macro, select the **Behaviors** button and continue with step 7. Otherwise, proceed to step 9.

7. If you want to edit, reposition or delete an existing behavior in the macro, select it in the viewport and then complete the rest of this step. If you want to add a new behavior to the macro, proceed to step 8.
    a. To delete the highlighted behavior, select the **Delete** button. The step will be instantly deleted from the *Steps* viewport.
    b. To move a highlighted behavior up one position in a multi-step list, select the **Move Up** button. Keep selecting this button until the step is appropriately repositioned.
    c. To move a highlighted behavior down one position in a multi-step list, select the **Move Down** button. Keep selecting this button until the step is appropriately repositioned.
    d. To make other changes to the highlighted behavior, select the **Edit** button. Make the appropriate changes to the window that opens, and then select the **OK** button to return to the *Behavior Editor* menu.

8. To add a new behavior to the macro, complete the rest of this step.
    a. Select the **Behaviors** drop-down menu and then choose one of the behavior categories that are displayed. The *Behaviors* viewport will display the names of behaviors within the selected category.

b. Select one behavior in the *Behaviors* viewport. You may need to use the scroll buttons on the right side of the viewport to see all the listed behaviors.

c. Select the **Add** button. If no further information is needed to enact the behavior, it will be added to the *Steps* viewport. If further information, such as text or the name of a page or another file is needed, a window will open and prompt you to enter the necessary information. Use the tools that are presented in the window to enter the information and then select the **OK** button to return to the *Behavior Editor* menu.

9. Select the **OK** button and close the *Behavior Editor* menu. Keep selecting the **OK** button to close all open menus.

Delete a Macro

To permanently remove a selected macro from the *Macro Editor* viewport:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Macro Editor** button. The *Macro Editor* menu will open.

3. Select the check box next to each macro that you want to delete. (You may delete multiple macros at one time.)

4. Select the **Delete** button.

5. Select the **Yes** button to confirm that you want to delete the macro. Be careful, as you will not be able to retrieve a macro once it is deleted.

6. Select the **OK** button to close the *Macro Editor* menu. Keep selecting the OK button to close all open menus.

Add an Activate a Macro Behavior to a Button

You can attach a macro to a button by using the Activate a Macro behavior. Whenever a button with this behavior is selected, a specific macro will be launched.

To add an Activate a Macro behavior to a button:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button you want to use to launch the macro. The *Modify Button* menu will open.

> ⚑ **Note:**   If you are editing the button from the Page Editor, you must select the button first (it will be highlighted in blue), and then select the Modify button.

3. Select the **Behaviors** button. The *Behavior Editor* menu (click here) will open.

4. If there are any behaviors currently listed in the *Steps* viewport, select them and then select the **Delete** button.

5. Select the *Behaviors* drop-down menu, and then select **Common**.

6. Select **Activate a Macro** in the *Behaviors* viewport.

7. Select the **Add** button. The *Activate a Macro* window will open. The names of the available macros will be displayed in the viewport.

8. Select the name of the macro you want to assign to the button.

9. Select the **OK** button to close the *Activate a Macro* window. The *Activate a Macro* behavior and the name of the selected macro will be displayed in the *Steps* viewport in the *Behavior Editor* menu (in standard communication mode).

10. Select the **OK** button to close the *Behavior Editor* menu. The *Activate a Macro* behavior will be listed beside the *Behaviors* button in the *Modify Button* menu.

11. Select the **OK** button to close the *Modify Button* menu.

The selected macro will now be launched whenever this button is selected. If you want to use the Modify button to customize any of the button's other attributes (its label, symbol or color, for example), please refer to ***Modifying a Button***.

Sharing Macros

The following procedures enable you to create separate files (with a *.mac* extension) that contain macro information. You can then share these macro files with other Series 5 devices, as well as with Windows computers running DynaVox Series 5 software.

Import a Macro File

You can import a macro file (*.mac*) into the *Macro Editor* menu. This enables you to incorporate macros that were developed on other Series 5 devices, other users on the same Series 5 device, and on Windows computers running the DynaVox Series 5 software into your DynaVox Series 5 software.

In order to import the macro file, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

To import a macro into your DynaVox Series 5 software:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

    If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **Macro Editor** button. The *Macro Editor* menu will open.

4. Select the **Import** button. The *Select Macro to Import* menu will open.

5. Select the **Files of Type** drop-down menu, and select **mac** to display only macro files.

6. Select the location that contains the file you want to import:
    - If the file is on a file sharing device, proceed to step 7.
    - If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 8.

7. To import from a file sharing device, complete this step:

   a. Select the **Show All Directories** check box.

   b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

   c. Proceed to step 9.

8. To import from another folder on your Series 5 device (or Windows computer) hard drive, complete this step:

   a. Select the **Show All Directories** check box.

   b. Use the left viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

      • If you are using a dedicated Series 5 device, and you are importing the file from another user on the same device, the file should be *Shared* folder. Select the **Shared** icon in the left viewport.

      • If you are using an open Series 5 device, and you are importing the file from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. To open the *Shared* folder (the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.

   c. Proceed to step 9.

9. In the right viewport, select the name of the macro you want to import.

> **Note:** You may be asked if you want to replace macros with conflicting names. As the *.mac* file is imported, the DynaVox Series 5 software will check to see if any macros in the file have the same name as macros that already exist in the *Macro Editor* menu. Select the **Yes** button to replace the existing macro with the macro from the *.mac* file. Select the **No** button to keep the existing macro.

10. Select the **OK** button to close the *Select Macro to Import* menu. Keep selecting the **OK** button to close all open menus.

11. You may disconnect the file sharing device if you wish.

The imported macro(s) will be added to the viewport in the *Macro Editor* menu for the active user.

Export a Macro File

You can share your macro files with other Series 5 users. In order to do so, you must export the macro(s), creating a separate file (with the *.mac* extension) that contains the data you want to share.

Exporting a macro file enables you to share the macro(s) with other Series 5 devices, other users on the same Series 5 device, and Windows computers running the DynaVox Series 5 software.

You can export a macro file to one of the following locations:

- A folder on your Series 5 device hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

To export a macro:

1. If you are exporting to a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

   If you are exporting from the Series 5 software on a Windows computer, connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer).

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **Macro Editor** button. The *Macro Editor* menu will open.

4. Select the check box beside each macro you want to export. (You can export multiple macros at one time.)

5. Select the **Export** button. The *Enter File Name for Exported Macro(s)* menu will open.

6. Select the destination for the file you want to export:

    ● To export to a file sharing device, proceed to step 7.

    ● To export to a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 8.

7. To export to a file sharing device, complete this step:

    a. Select the **Show All Directories** check box.

    b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

    c. Proceed to step 9.

8. To export to a folder on your Series 5 (or Windows computer) device hard drive, complete this step:

    a. Select the **Show All Directories** check box.

    b. Use the left viewport to navigate to the folder where you want to export the file. Select the expansion box [+] next to a folder to see the sub-folders that it contains.

    c. Select the destination folder in the left viewport.

    ● If you are using a dedicated Series 5 device, and you are exporting the file so that it can be imported by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.

    ● If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to

export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> **Note:** If you are using an open Series 5 device (or Windows computer), you may export the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

d. Proceed to step 9.

9. Select the **Name** text box. The system keyboard will open.

10. Enter a name for the export file and select the **OK** button.

> **Note:** The (*.mac*) extension will be assigned to the new file.

11. Select the **OK** button once the file is exported successfully. Keep selecting the **OK** button to close all open menus.

12. You may disconnect the file sharing device if you wish.

A copy of the macro file (with the *.mac* extension) can now be found in the destination that you selected.

- To share the file with another Series 5 user (on the same or a different device), or with a Windows computer running the DynaVox Series 5 software, see ***Import a Macro File***.

- To burn the exported file to CD or DVD using an external drive (open Series 5 device or Windows computer only), see ***Burn a File to CD or DVD***.

USING PERSONAL REMINDERS

Your Series 5 device can be programmed to automatically remind you of important events in your daily schedule. Each reminder can be presented with a text message, a sound and/or a macro. When the reminder is presented at the scheduled date and time, a small reminder window will open in the middle of the touch screen. If a text message is assigned to the reminder, it will appear in the reminder window. The device can also be programmed to automatically speak this text message. If no text message has been added to the reminder, the name of the reminder will be displayed at the top of the reminder window. When this reminder window is presented, you should select the *OK* button to acknowledge the reminder and close the window.
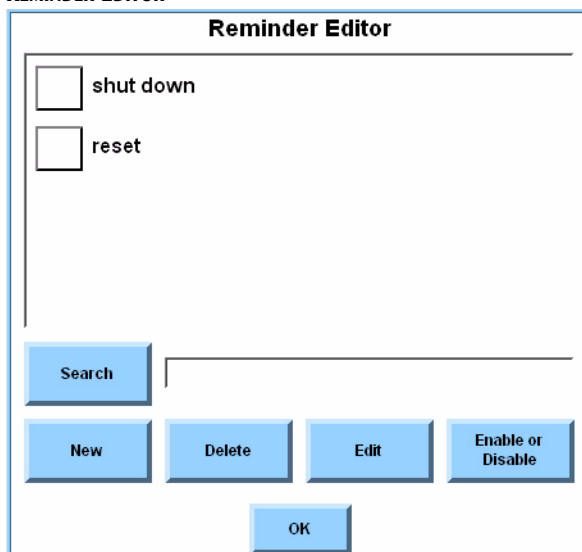
Once the *OK* button has been selected, the device will automatically play any sound file or launch any macro that was assigned to the reminder. Selecting the *Cancel* button in the reminder window will stop the reminder before a sound file or macro can be started.

Tools for creating and editing reminders are provided in the *Reminder Editor* menu.

To open the *Reminder Editor* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Reminder Editor** button. The *Reminder Editor* menu will open.

REMINDER EDITOR

The *Reminder Editor* menu features the following options:

Viewport	The viewport displays all of the reminders that are available for the active user. If the entire list cannot be displayed in the viewport at one time, the viewport will feature a scroll bar that can be used to look through the list.
Search	Look for a reminder by name.
New	Create an original reminder.
Delete	Permanently remove the selected reminder from the viewport.
Edit	Make changes to the selected reminder.
Enable or Disable	Turn a selected reminder on or off. This button can be used to toggle between both settings. If the selected reminder is already turned on, the button will be labeled *Disable*. If the selected reminder is already turned off, only an *Enable* button will be available.
OK	Save the current settings in the *Reminder Editor* and close the menu.

Create a New Reminder

To create a new reminder:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Reminder Editor** button. The *Reminder Editor* menu will open.

3. Select the **New** button. The *Edit Reminder* menu will open.

EDIT REMINDER MENU

4. Select the **Name** text box. The system keyboard will open.

5. Enter a name for the reminder and select the **OK** button. The name will be displayed in the *Name* text box.

6. Select the **Enter Time** button. The *Enter Time* window will open. Use this window to specify the time that you want to receive the reminder.
    a. Set the hour, minute, and second digits individually. When you select each one of these digits, a keypad window will open to let you enter the appropriate number. After entering each number, select the **OK** button in the keypad to return to the *Enter Time* window.
    b. Select the **AM** or **PM** setting. This setting toggles between both options.
    c. Select the **OK** button to close the *Enter Time* window. Your time selection will be displayed to the right of the *Enter Time* button.

7. Select the **Enter Date** button. The *Enter Date* window will open. Use this window to specify the date that you want to receive the reminder.
    a. Set the day, date and year digits individually. When you select each one of these digits, a keypad window will open to let you enter the appropriate number. After entering each number, select the **OK** button in the keypad to return to the *Enter Date* window.
    b. Select the **OK** button to close the *Enter Date* window. Your date selection will appear to the right of the *Enter Date* button.

8. Select the **Reminder Enabled** check box to enable the reminder.

9. A reminder can automatically power up your Series 5 if the device is in low power mode when it is time for the reminder. If you want this to happen, select the **Power Up Device** check box.

10. Select the **Speak Message** check box if you want the reminder to automatically speak the text message that has been assigned to it.

11. If you want the reminder to perform the assigned macro or play the assigned sound file without displaying the reminder window, select the **Skip Message** check box.

12. To add a text message to your reminder (that will appear in a small window when the reminder is activated if the *Skip Message* check box is not selected), select the **Message** text box and enter the message in the system keyboard. Select the OK button when finished. The message will be displayed in the *Message* text box.

13. To add a sound to the reminder, select the **Play Sound** button and complete this step.

    a. In the *Play Sound...* menu viewport, select the name of a sound file you want the reminder to play. Use the scroll bars or the *Search* button and text box to search your Series 5 for sound files. You can also use the *Change Folder* button to view the sound files in a different folder on your device hard drive.

    b. Select the **OK** button. The name of the sound file you selected will be displayed to the right of the *Play Sound…* button in the *Edit Reminder* menu.

14. If you want the reminder to launch the steps in a macro, select the **Activate Macro...** button select the macro in the *Activate Macro…* menu viewport. Select the OK button. The macro you selected will be shown to the right of the *Activate Macro…* button in the *Edit Reminder* menu.

15. Specify the number of times you want the new reminder to appear by selecting the **Occurrence** drop-down menu and then selecting one of the three available options:

Only Once	The reminder will be presented one time only.
Daily	The reminder will be presented at the same time each day.
Weekly	The reminder will be presented at the same time on the same day every week.

    The drop-down menu will close and display the chosen option.

16. Select the **OK** button to close the *Edit Reminder* menu. Keep selecting the OK button to close all open menus.

The new reminder will be available for the current user.

Edit a Reminder

To make changes to an existing reminder:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Reminder Editor** button. The *Reminder Editor* menu will open.

3. Select the reminder that you want to edit. You may need to use the scroll bars to find it in the list.

4. Select the **Edit** button. The *Edit Reminder* menu will open.

5. From this point, follow the procedure in ***Create a New Reminder***, starting with step 4.

Enable a Reminder

To enable a reminder:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Reminder Editor** button. The *Reminder Editor* menu will open.

3. Select the name of the reminder that you want to enable. If there is a large list of reminders in the viewport, use the scroll buttons to find the one you want.

4. Select the **Enable** button. Once the reminder is enabled, this button will become a *Disable* button.

5. Select the **OK** button to close the *Reminder Editor* menu. Keep selecting the **OK** button to close all open menus.

Audio and Visual Cues for Reminders

The *Edit Reminder* menu contains controls that enable you to define how you are alerted when a reminder has been activated.

- *Speak Message:* If you enabled the *Speak Message* check box, your device will speak the text that you entered in the *Message* text box before performing any tasks assigned to the reminder. If this check box is disabled, your Series 5 device will just perform the tasks assigned to the reminder.

- *Skip Message*: If you disabled the *Skip Message* check box, a window will open when the reminder is activated. This window will display the text that you entered into the *Message* field before performing any tasks assigned

to the reminder. Select the **OK** button to close the window and perform the tasks that are assigned to the reminder. Select the **Cancel** button to close the window without performing any of the tasks assigned to the reminder.

REMINDER WINDOW
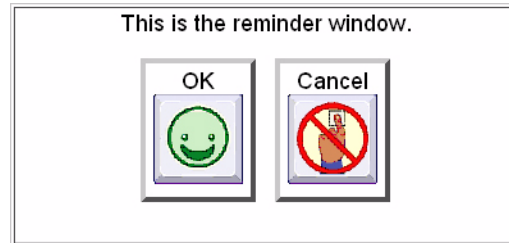
If you enabled the *Skip Message* check box, then no message is displayed, and your Series 5 device will just perform the tasks assigned to the reminder. This is useful if you want to run an activity while the device is unattended (for example, running system maintenance in the in the middle of the night).

Disable a Reminder

To disable a reminder:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Reminder Editor** button. The *Reminder Editor* menu will open.

3. Select the name of the reminder that you want to disable. If there is a large list of reminders in the viewport, use the scroll buttons to find the one you want.

4. Select the **Disable** button. Once the reminder is disabled, this button will become an *Enable* button.

5. Select the **OK** button to close the *Reminder Editor* menu. Keep selecting the **OK** button to close all open menus.

Delete a Reminder

To permanently remove a reminder from the *Reminder Editor* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Reminder Editor** button. The *Reminder Editor* menu (click here) will open.

3. Select the check box beside each reminder that you want to delete (you can delete multiple reminders at one time).

4. Select the **Delete** button.

5. Select the **OK** button and to confirm that you want to delete the selected reminder. Be careful, as you will not be able to retrieve a reminder once it has been deleted.

6. Select the **OK** button to close the *Reminder Editor* menu. Keep selecting the **OK** button to close all open menus.

CREATING AND USING USER SETUPS REPORTS

Periodically saving the user setup reports for the Series 5 device can be an effective time-saving procedure. The various settings and options that an individual has chosen to customize his or her device can be collected and stored in the form of a report. Once the report has been saved, the information can be used for troubleshooting problems with your device (the DynaVox Technical Support staff will want to check your user settings). The user setup report also provides a quick way to use one person's settings for another person.

It is also recommended that each Series 5 user create a user setups report so that any preferred device settings can be easily restored in the event of a device crash.

To open the *User Setups* menu:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **User Setups** button. The *User Setups* menu will open.
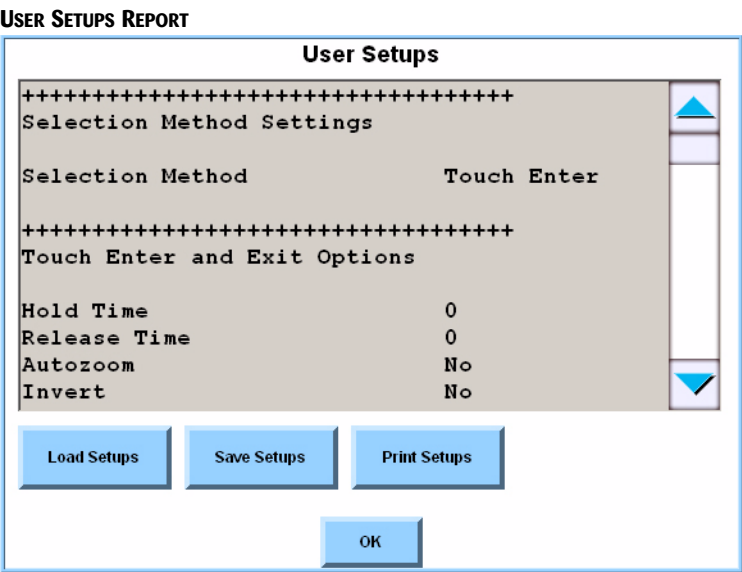
USER SETUPS REPORT

A user setups report includes the following information about the active user:

Selection Method Settings	Records the user's chosen selection method (selected in the *Setup* menu). It also saves the options that are selected in the *Selection Method Settings* menu and the *Audio Feedback* menu.
Speech Options	Reflects the user's selections in the *Speech Controls* menu.
Prediction Settings	Records the rate enhancement settings that have been created in the *Prediction Settings* menu.

Interface Features	Preserves the settings in the *Interface Features* menu. The items in this menu affect the basic device features like system keyboards, symbol preferences and system menu color.
Show Message Window Settings	Includes settings that affect the way text is presented and composed in the Message Window. These settings are determined in the *Message Window* tab pane in the *Interface Features* menu.
System Settings	Records the user's selections in the *System Settings* menu. These settings include the brightness of the touch screen and backlight timeout (low power mode).
Data Logging	Includes the selected options in the *Data Logging* menu that can be accessed through the *System Settings* menu.
Input/Output Settings	Saves the printer selections in the *Input/Output Settings* menu.
Page Editing Preferences	Contains the settings in the *Preferences* menu that is featured in the Page Editor. These settings affect the way that the Page Editor tools are presented.
Page Default Properties	Preserves the default settings that govern the creation of new pages in the Page Editor. These settings are found in the *Page Default Properties* menu. These include default settings for pages, popups, buttons, symbol buttons, folder buttons, button grids, labels, boxes, dividers, symbols and tab controls.
Active Labels	Saves the personal information that was entered in the Series 5 User Setup Wizard.
My Swatches	Preserves the custom colors that are stored in the *My Swatches* tab pane of the *Color Selector* menu.

Save User Setups

Creating a user setups report will save the settings for the active user, enabling you to share this information with another user, or for technical support purposes.

You can create the user setups file on one of the following locations:

- A folder on your Series 5 device hard drive

- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

To create a report that preserves your user settings:

1. If you are creating the file on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

   If you are creating the file from the Series 5 software on a Windows computer, connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer).

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

3. Select the **User Setups** button. The *User Setups* menu will open.

4. Select the **Save Setups** button. The *Save Setups* menu will open.

5. Select the destination for the file you want to create:
   - To export to a file sharing device, proceed to step 6.
   - To export to a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 7.

6. To export to a file sharing device, complete this step:
   a. Select the **Show All Directories** check box.
   b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS
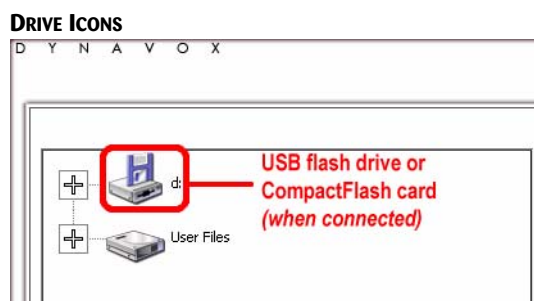
    c. Proceed to step 8.

7. The DynaVox Series 5 software provides a *Setups* folder (in the *User Files* folder) as the recommended default folder to store user setup reports. This folder is active when the *Save Setups* menu opens. To create the report in the *Setups* folder, proceed to step 10. To back up the selected user to a different folder on your Series 5 (or Windows computer) device hard drive, complete this step:

    a. Select the **Show All Directories** check box.

    b. Use the left viewport to navigate to the folder where you want to create the file. Select the expansion box [+] next to a folder to see the sub-folders that it contains.

    c. Select the destination folder in the left viewport.

       • If you are using a dedicated Series 5 device, and you are creating the file so that it can be loaded by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.

       • If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> **Note:** If you are using an open Series 5 device (or Windows computer), you may create the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

    d. Proceed to step 8.

8. Select the **Name** text box. The system keyboard will open.

9. Enter a name for the user setups file. It is a good idea to incorporate the name of the user and the date into the file name (for example, *usersetup_daniel_1_15_2010*). Select the **OK** button when finished.

10. Select the **OK** button to close the *User Setups* menu. Keep selecting the **OK** button to close all open menus.

11. You may remove the file sharing device if you wish.

A copy of the user setups file (with the *.stp* extension) can now be found in the destination that you selected.

    • To share the file with another Series 5 user (on the same or a different device), or with a Windows computer running the DynaVox Series 5 software, see ***Load a User Setups Report***.

- To burn the file to CD or DVD using an external drive (open Series 5 device or Windows computer only), see **Burn a File to CD or DVD**.

Load a User Setups Report

Loading a user setups report will automatically change your device settings to reflect the options in the selected report.

In order to import the user setups report, it must be stored on one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

To restore your device settings to the state that is recorded in a user setups report:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

    If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

3. Select the **User Setups** button. The *User Setups* menu will open.

4. Select the **Load Setups** button. The *Load Setups* menu will open.

5. Select the location that contains the file you want to import:

    - If the file is on a file sharing device, proceed to step 6.

- If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 7.

> 🏳 **Note:** If the file is in the *Setups* folder on your device hard drive (*C:\5100\User Files\Setups* on an open Series 5 device), proceed to step 8.

6. To import from a file sharing device, complete this step:

   a. Select the **Show All Directories** check box.

   b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS
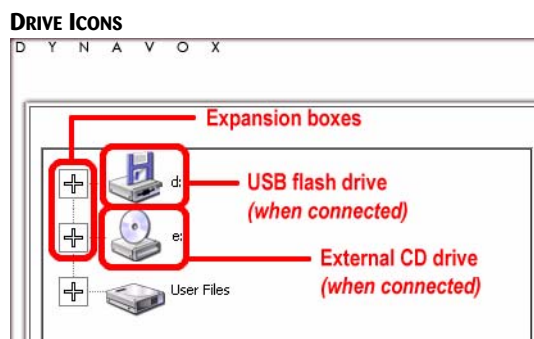
   c. Proceed to step 8.

7. If the file is in a folder on your Series 5 (or Windows computer) device hard drive, complete this step:

   a. Select the **Show All Directories** check box.

   b. Use the left viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

   - If you are using a dedicated Series 5 device, and you are importing the file from another user on the same device, the file should be *Shared* folder. Select the **Shared** icon in the left viewport.

   - If you are using an open Series 5 device, and you are importing the file from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. To open the *Shared* folder (the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.

   c. Proceed to step 8.

8. In the right viewport, highlight the name of the setup file you want to use.

9. Select the **OK** button to close the *Load Setups* menu. The device settings will be automatically reset according to the selected setup file.

10. Select the **OK** button to close the *User Setups* menu. Keep selecting the **OK** button to close all open menus.

11. You may disconnect the file sharing device if you wish.

Print a User Setups Report

Printing a user setups report will produce a hard copy of the information that appears in the viewport of the *User Setups* menu. Filing a hard copy of your user setup report may be helpful if you ever have to restore the device settings by hand.

> **Note:**   Be sure that your device is connected to a printer.

To print a user setup report:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **User Setups** button. The *User Setups* menu will open.

3. Select the **Print Setups** button. If you have already defined your printer settings, the report will print and you may proceed to step 8. If you have not yet defined your printer settings, the *Select Printer* menu will open and you can continue with step 4.

4. Select the printer you are using in the viewport. You may need to use the scroll bars to find it in the list.

> **Note:**   If you have not installed an external printer on your Series 5 device, refer to **Connecting a USB Printer to Your Device** for step-by-step instructions.

5. Select the **Make Printer Active** button. The printer that was selected in the viewport will be listed as the Active Printer.

6. Select the **OK** button to close the *Select Printer* menu.

7. Select the **Print Setups** button in the *User Setups* menu. The report will print.

8. Select the **OK** button to close the *User Setups* menu. Keep selecting the **OK** button to close all open menus.

CREATING AND PRINTING OTHER REPORTS

Periodically saving the device's user setups can be an effective time saving procedure. The various settings and options that a user has chosen to customize his or her device can be collected and stored in the form of a report.

You can generate reports that focus on specific aspects of the DynaVox Series 5 software and how it is configured by the user. These reports can be helpful when developing pages for a new user with a similar cognitive level, or for restoring a device after a system crash.

To open the *Reports* menu:

1.   Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2.   Select the **Reports** button. The *Reports* menu will open.

REPORTS MENU

Reports Menu

User Setups	User Vocabulary	Page Editing Preferences	Reminder List
Page List	Abbreviations	Macros	Concepts
Save		Print	
	OK		
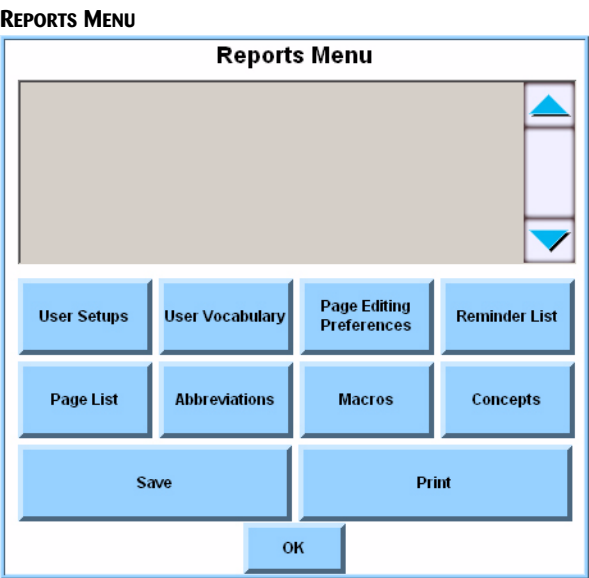
The *Reports* menu offers the following features:

Viewport	When you select one of the eight report buttons below the viewport, the text contained in the report will be displayed in the viewport. You can use the scroll bar on the right side of the viewport to scroll through the entire contents of the report.
User Setups	Display the various settings that a user has chosen to customize his or her device. Refer to ***Creating and Using User Setups Reports*** for more information on user setup reports.

User Vocabulary	Display a report of all of the custom vocabulary words or phrases that the user has added to the dictionary.
Page Editing Preferences	Display the page editing preferences in place for the current user.
Reminder List	Show all of the personal reminders that the current user has created.
Page List	Display a list of every page and popup on available to the current user.
Abbreviations	Display a report of all of the abbreviation expansions for the current user. This list includes abbreviation expansions that shipped with the device, as well as any user-created abbreviation expansions.
Macros	Show a list of the macros that the current user has created.
Concepts	Display a list of all of the concepts that are in use for the current user.
Save	Save the text in the viewport as a report file. Refer to **Save a Report** for more information.
Print	Create a hard copy of the report that is displayed in the viewport. Refer to **Print a Report** for more information.
OK	Close the *Reports* menu.

Save a Report

The *Reports* menu enables you to create a number of different reports about various aspects of your Series 5 device.

To create a report from the *Reports* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Reports** button. The *Reports* menu will open.

3. Select the button that corresponds to the report that you want to save. The viewport will display the data to be written to the report.

User Setups	Display the settings that a user has chosen to customize his or her device. Refer to (click here) for more information on user setup reports.

User Vocabulary	Display a report of all of the custom vocabulary words or phrases that the user has added to the dictionary.
Page Editing Preferences	Display the page editing preferences in place for the current user.
Reminder List	Show all of the personal reminders that the current user has created.
Page List	Display a list of every page and popup on available to the current user.
Abbreviations	Display a report of all of the abbreviation expansions for the current user. This list includes abbreviation expansions that shipped with the device, as well as any user-created abbreviation expansions.
Macros	Show a list of the macros that the current user has created.
Concepts	Display a list of all of the concepts that are in use for the current user.

4. Select the **Save** button. The system keyboard will open.

5. Enter the file name for the report file and select the **OK** button. The report will be saved as a text file (*.txt*) in the *User Files* folder.

6. Select the **OK** button to close the prompt that the report was saved successfully. Keep selecting the **OK** button to close all open menus.

Print a Report

Printing a report will produce a hard copy of the information that appears in the viewport of the *Reports* menu. Filing a hard copy of your reports may be helpful if you ever have to restore some device settings by hand, or want to share the settings with another user.

> **Note:**   Be sure that your device is connected to a printer.

To print a user setup report:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Reports** button. The *Reports* menu will open.

3. Select the button that corresponds to the report that you want to print. The viewport will display the data to be printed.

User Setups	Display the settings that a user has chosen to customize his or her device. Refer to (click here) for more information on user setup reports.
User Vocabulary	Display a report of all of the custom vocabulary words or phrases that the user has added to the dictionary.
Page Editing Preferences	Display the page editing preferences in place for the current user.
Reminder List	Show all of the personal reminders that the current user has created.
Page List	Display a list of every page and popup on available to the current user.
Abbreviations	Display a report of all of the abbreviation expansions for the current user. This list includes abbreviation expansions that shipped with the device, as well as any user-created abbreviation expansions.
Macros	Show a list of the macros that the current user has created.
Concepts	Display a list of all of the concepts that are in use for the current user.

4. Select the **Print** button.

5. Select the **Yes** button to continue with the printing procedure. If you have already defined your printer settings, the report will print and you may proceed to step 8. If you have not yet defined your printer settings, the *Select Printer* menu will open and you can continue with step 6.

6. Select printer you are using in the viewport. You may need to use the scroll bars to find it in the list.

> **Note:** If you have not installed a printer on your Series 5 device, see ***Connecting a USB Printer to Your Device***.

7. Select the **Make Printer Active** button. The printer that was selected in the viewport will be listed as the Active Printer.

8. Select the **OK** button to close the *Select Printer* menu.

9. Select the **Print** button in the *Reports* menu. The report will print.

10. Select the **OK** button to close the *Reports* menu. Keep selecting the **OK** button to close all open menus.

Chapter 19:   Managing Files & Pages

The DynaVox Series 5 software includes several menus for storing, managing and sharing files of information. Symbol files are managed in the *Symbol Browser* menu (see **Chapter 9: Working with Symbol Sets**). Pages and popups are maintained in the *Page Browser* menu. Other type of files can be managed in the *File Browser* menu.

This section explains the components of the *Page Browser* menu and the *File Browser* menu. It also provides step-by-step instructions for using the tools in these menus to manage and share individual files.

USING THE FILE BROWSER

Each piece of information that you create or store on your Series 5 device is saved as a file. DynaVox Series 5 software supports and creates several types of files, depending on what kind of information is being stored. Each type of file is identified by its own unique extension (the letters that follow the file name). For example, macro files have a *.mac* extension (*macro.mac*) and pronunciation exceptions are saved with a *.pe* extension (*pronunciation.pe*).

All the files that you create on your Series 5 device (except for pages, popups and templates, which are accessible through the *Page Browser* menu) are stored in the *File Browser* menu. This menu provides you with tools for managing and organizing your files. It also offers tools for sharing files (including pages) with DynaVox Series 5 software on a Windows computer, other Series 5 devices and various storage devices.

To open the *File Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **File Browser** button. The *File Browser* menu will open.

FILE BROWSER MENU - DEDICATED V/VMAX DEVICE

The *File Browser* menu features the following components:

Left Viewport	Displays the folders (directories) that contain the files available for the current user. These folders may also include sub-folders. Any external storage devices (for example, USB flash drive or external CD drive, etc.) that are plugged into the device can be displayed in the left viewport.
	Any folder that contains sub-folders will have an expansion box. Selecting a closed expansion box [+] will display all of the sub-folders in the viewport. Selecting an open expansion box [-] will hide them.
Right Viewport	Displays all of the files and sub-folders contained in the folder that is selected in the left viewport. Each file and sub-folder has a check box next to its name.
Search Text Box/Button	Find an file or a folder by name. The *Search* feature is the most efficient method for finding an item in the two *File Browser* viewports.
Select All	Automatically selects the check box beside every item in the right viewport.
Drop-Down Menu	Specifies which types of files are displayed in the viewports. *All Files* will show every available; *User Files* will only show the files in the *User Files* folder.
New Folder	Creates a new sub-folder within the currently selected folder.
Properties	Shows the properties (file size, creating date, modification date) of a selected file or folder.
Rename	Assigns a new name to a selected file or folder.
Edit Operations	Opens the *Edit Operations* menu. This menu provides tools for copying, pasting, cutting and deleting selected files or folders.
Burn Files to CD	Burns a copy of the selected file to a CD. This button is only active for open Series 5 devices (or Windows computers running DynaVox Series 5 software) when an external CD drive is connected to the device.
OK	Saves all settings and closes the *File Browser* menu.

File Browser - Open vs. Dedicated V/Vmax Devices

The differences between the open Series 5 device and the dedicated Series 5 are apparent in the left viewport of the *File Browser* menu:

- The dedicated Series 5 device limits your access to the device hard drive. The highest level directories that you can access are the *Backup*, *Shared* and *User Files* folders. All higher-level directories are blocked. Refer to the following screen:

FILE BROWSER MENU - DEDICATED V/VMAX DEVICE
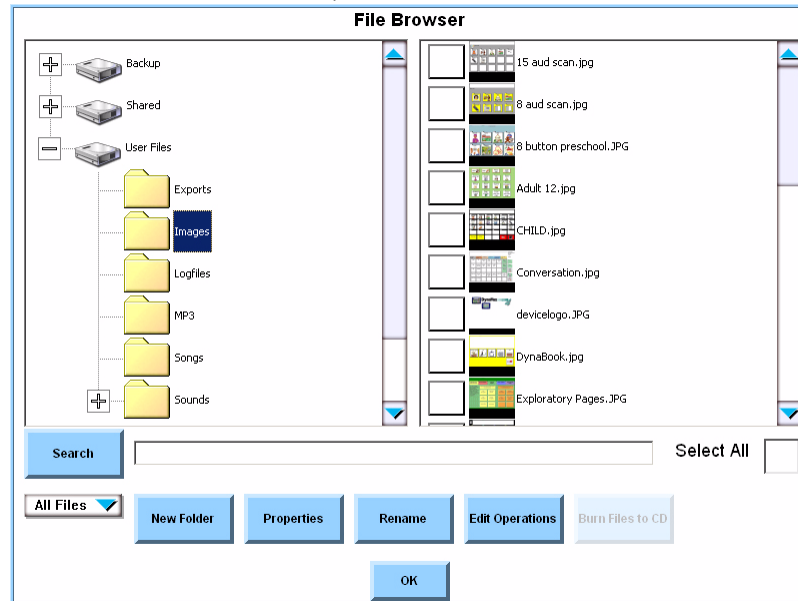
Backup	The default location for storing user backup files (refer to **Back Up the Selected User**).
Shared	Holds files that you want to copy from one user to another user on the same Series 5 device. The *Shared* folder is accessible no matter which user file is currently active on the device.
User Files	The DynaVoox Series 5 software can support multiple users on a single device. However, only one user file can be active at a time. The *User Files* folder contains all of the files and menu settings that are specific to the active (or "current") user. These can include selection method settings, custom vocabulary, imported images, sounds, videos, and more.

- The open Series 5 device (and DynaVox Series 5 software on a Windows computer) allows you to access the entire hard drive (*C:/*) of the device. You can copy, paste, remove or delete files in any directory or subdirectory. Refer to the following screen:

FILE BROWSER MENU - OPEN V/VMAX DEVICE
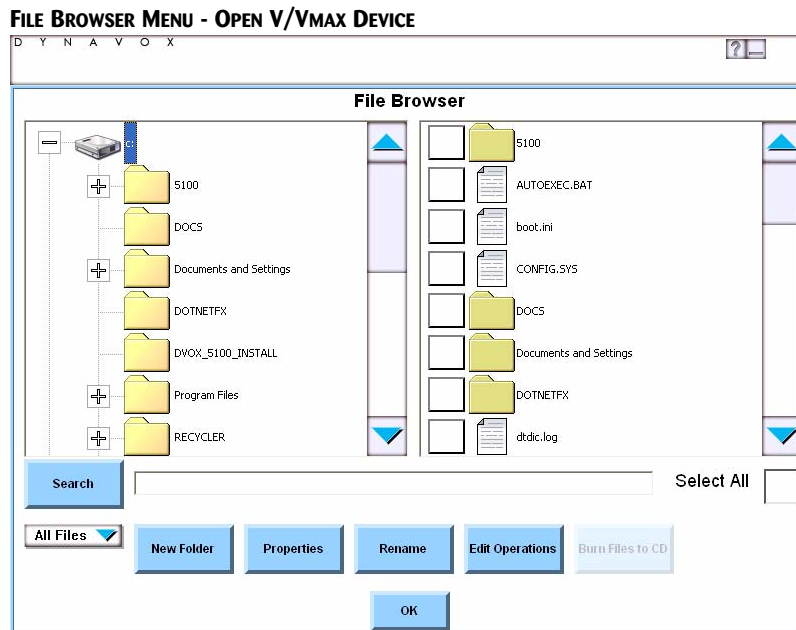
If you have an open device, you must be careful when you are working with files that exist outside of the *C:/5100* directory (the directory for the DynaVox Series 5 software). The Windows operating system (and other Windows applications that you might install on your open device) require the use of many support files. It is recommended that you do not move, rename or delete any files on your device hard drive unless you put them there yourself or can verify their origins.

> **Note:** DynaVox Technologies is unable to provide any technical support for issues involving other Windows applications, or problems that might result from manipulating files that exist outside of the *C:/5100* folder on an open Series 5 device or DynaVox Series 5 software on a Windows computer.

Contents of the User Files Folder

The *User Files* folder (*C:/5100/User Files* on an open Series 5 device or Windows computer running the DynaVox Series 5 software) contains a number of sub-folders to help organize the custom files that you use with your Series 5 pages and popups. You can use the *File Browser* menu to view and access the contents of these sub-folders.

To view the contents of the *User Files* folder:

1. Select **Main Menu > Setup** > **Tools Menu**. The *Tools* menu will open.

2. Select the **File Browser** button. The *File Browser* menu will open.

3. In the left viewport, select the *User Files* folder.

> ⚐ **Note:** If you are using an open device (or Windows computer), select the **C:** expansion box, then select the **5100** expansion box, and then select the **User Files** folder.

4. The right viewport will display the contents of the *User Files* folder:

Email	This sub-folder contains all of the received email messages and all email setup data for the current user.
Exports	This sub-folder contains page and popup files that are exported from the Page Editor using the default settings.
Images	This folder contains the custom images that are used in the current user's pages and popups.
MP3	This folder contains the MP3 files that are available for the current user.
PageWiz	This folder contains data that you have saved from the Page Wizard. If you exit the Page Wizard without making a page or popup, and you choose to save your progress, the file is stored in this sub-folder.
Rules	This folder contains the expansion rules data file.
Songs	This folder contains songs that the current user created in the *Song Editor* menu.
Sounds	This folder contains the custom sound files that are available for the current user.
Videos	This folder contains the custom video files that are used in the current user's pages and popups.

The *User Files* folder may contain some additional sub-folders that are the default locations for storing log files or email attachments.

Attachments	This is the default folder for saving files that were attached to incoming email messages.
Logfiles	This is the default folder for saving logs generated by the *Data Logging* feature in the *System Settings* menu.

Setups   This is the default folder for saving setups files
                            generated in the *User Setups* menu.

If these folders do not exist, and are required to complete a task, the
DynaVox Series 5 software will create them as needed and store the
appropriate file(s) in them.

5. When you are finished viewing or working with these files, select the **OK**
    button to close the *File Browser* menu. Keep selecting the **OK** button to
    close all open menus.

Create a New Folder in the File Browser Menu

To add a new folder to the *File Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **File Browser** button. The *File Browser* menu will open.

3. In the left viewport, choose where you want to create a new folder. The new
    folder will be placed within the folder that you select.

> **Note:**   If you are using an open Series 5 device or DynaVox
>   Series 5 software on a Windows computer, make sure that
>   your new folder is created within the *C:/5100/User Files*
>   folder. Otherwise, it will not be included in user backup
>   files.

4. Select the **New Folder** button. The system keyboard will open.

5. Enter a name for the new folder and select the **OK** button. The new folder
    will be added in the specified location.

Rename a File in the File Browser Menu

The *File Browser* menu allows you rename files. This feature is primarily meant
to be used on the files that are stored within the *User Files* folder or the *Shared*
folder on your Series 5 device. However, they will also work in other folders that
are accessible on an open Series 5 device (or a Windows computer running the

DynaVox Series 5 software), or on a file sharing device that is connected to your Series 5 device (or Windows computer).

> **Note:** Take extreme caution if you use these steps on files that are stored outside of the *C:/5100/User Files* folder on an open Series 5 device or Windows computer. DynaVox Technologies is unable to provide any technical support for issues involving other Windows applications, or problems that might result from renaming files that exist outside of the *C:/5100/User Files* folder on an open Series 5 device or DynaVox Series 5 software on a Windows computer.

To change the name of a file in the *File Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **File Browser** button. The *File Browser* menu will open.

3. Find the desired file by using one of the following methods:

> **Note:** If you want to rename a file on a file sharing device, select the icon in the left viewport that represents the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*.

- Select the *Search* text box and enter the name of the file you want to find. Select the **OK** button to close the system keyboard. The appropriate file will be highlighted in the right viewport.

- Visually search through the folders in the left viewport by selecting a folder to display its contents in the right viewport (you may also select an expansion box to display sub-folders in the left viewport). Use the scroll bars to view all of the available options in both viewports. Select the desired file in the right viewport.

4. Select the **Rename** button. The system keyboard will open, displaying the current file name.

5. Enter the new name for the file, and select the **OK** button.

> **Note:** If the file has an extension after its name, make sure that you do not change the extension. Changing the file extension can make the file unrecognizable, and unable to be opened.

6. When the file renaming process is complete, you will see the renamed file in the right viewport of the *File Browser* menu.

7. Select the **OK** button to close the *File Browser* menu. Keep selecting the **OK** button to close all open menus.

Cut, Copy & Paste a File in the File Browser Menu

The *Edit Operations* menu in the *File Browser* menu enables you to cut or copy a file from one folder and paste it into another folder on your Series 5 device hard drive. If you cut the file, it will be removed from its original location. If you copy the file, the original file will stay intact.

These features are primarily meant to be used on the files that are stored within the *User Files* folder or the *Shared* folder on your Series 5 device. However, they will also work in other folders that are accessible on an open Series 5 device (or a Windows computer running the DynaVox Series 5 software), or on a file sharing device that is connected to your Series 5 device (or Windows computer).

> **Note:** Take extreme caution if you use these steps on files that are stored outside of the *C:/5100/User Files* folder on an open Series 5 device or Windows computer. DynaVox Technologies is unable to provide any technical support for issues involving other Windows applications, or problems that might result from cutting, copying or pasting files that exist outside of the *C:/5100/User Files* folder on an open Series 5 device or DynaVox Series 5 software on a Windows computer.

To cut or copy a file from one location on your Series 5 hard drive and paste it into another:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **File Browser** button. The *File Browser* menu will open.

3. Find the desired file by using one of the following methods:

> **Note:** If you want to cut or copy and paste a file on a file sharing device, select the icon in the left viewport that represents the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*.

- Select the *Search* text box and enter the name of the file you want to find. Select the **OK** button to close the system keyboard. The appropriate file will be highlighted in the right viewport.

- Visually search through the folders in the left viewport by selecting a folder to display its contents in the right viewport (you may also select an expansion box to display sub-folders in the left viewport). Use the scroll bars to view all of the available options in both viewports. Select the desired file in the right viewport.

4. In the right viewport, select the check box next to each file that you want to cut or copy (you can cut or copy several files at a time).

> **Note:** Select the *Select All* check box to select every file in the current folder.

5. Select the **Edit Operations** button. The *Edit Operations* menu will open.

6. Select one of the following options:
   - To cut the file, which removes it from its current location and copies it to the clipboard, select the **Cut** button.
   - To copy the file, which leaves the file intact in its current location and copies it to the clipboard, select the **Copy** button.

   The *Edit Operations* menu will close.

7. Use the left viewport of the *File Browser* menu to find the folder where you want to paste the file that you just copied to the clipboard. Select the folder in the left viewport.

8. Select the **Edit Operations** button. The *Edit Operations* menu will open.

9. Select the **Paste** button. The file from the clipboard will be pasted into the selected folder.

10. Select the **OK** button to close the *File Browser* menu. Keep selecting the **OK** button to close all open menus.

Delete a File in the File Browser Menu

The *Edit Operations* menu in the *File Browser* menu enables you to delete a file from a folder on your Series 5 device hard drive. This feature is primarily meant to be used on the files that are stored within the *User Files* folder or the *Shared* folder on your Series 5 device. However, it will also work in other folders that are accessible on an open Series 5 device (or on a Windows computer running the DynaVox Series 5 software), or on a file sharing device that is connected to your Series 5 device (or Windows computer).

> **Note:** Take extreme caution if you use these steps on files that are stored outside of the *C:/5100/User Files* folder on an open Series 5 device or Windows computer. DynaVox Technologies is unable to provide any technical support for issues involving other Windows applications, or problems that might result from deleting files that exist outside of the *C:/5100/User Files* folder on an open Series 5 device or DynaVox Series 5 software on a Windows computer.

To use the *File Browser* menu to delete a file from your Series 5 hard drive:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **File Browser** button. The *File Browser* menu will open.

3. Find the desired file by using one of the following methods:

> **Note:** If you want to delete a file on a file sharing device, select the icon in the left viewport that represents the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*.

- Select the *Search* text box and enter the name of the file you want to find. Select the **OK** button to close the system keyboard. The appropriate file will be highlighted in the right viewport.
- Visually search through the folders in the left viewport by selecting a folder to display its contents in the right viewport (you may also select an expansion box to display sub-folders in the left viewport). Use the scroll bars to view all of the available options in both viewports. Select the desired file in the right viewport.

4. In the right viewport, select the check box next to each file that you want to delete (you can delete multiple files at one time).

> **Note:** Select the *Select All* check box to select every file in the current folder.

5. Select the **Edit Operations** button. The *Edit Operations* menu will open.

6. Select the **Delete** button. The *Edit Operations* menu will close.

7. The software will ask you to confirm that you want to delete the selected file(s) or directory. Select the **Yes** button.

8. Select the **OK** button to close the *File Browser* menu. Keep selecting the **OK** button to close al open menus.

Burn a File to CD or DVD

> **Note:** This feature is only available on the open Series 5 device (or a Windows computer running the DynaVox Series 5 software). If you are using a dedicated Series 5 device, you cannot burn files to CD or DVD.

The DynaVox Series 5 software enables you to use an open Series 5 device to burn copies of files onto CD or DVD. You can use this technique to create an archive of important files (user backup files, custom sounds, videos or pictures, etc.), as well as to share these files with other Series 5 devices or Windows computers running the DynaVox Series 5 software.

You can burn files to CD or DVD using a USB-compatible external CD (or DVD) read/write drive (and writable media). These can be found at most computer electronics retail stores.

> **Note:** If you are running the DynaVox Series 5 software on a Windows computer and your computer is equipped with an internal CDR/W drive or DVDR/W, you can use it to burn files.

To burn a file from your open Series 5 device to a CD or DVD:

1. Prepare the drive by loading the media that you want to receive the file(s) and connecting it to a USB port on your Series 5 device (or Windows computer).
   - You may need to plug the external drive into a wall outlet for power.
   - If you are using a Windows computer, launch the DynaVox Series 5 software on your computer.

> **Note:** A Microsoft window may appear and display the contents of the media in the drive (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the *Cancel* button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **File Browser** button. The *File Browser* menu will open.

4. Select the **Burn Files to CD/DVD** button. The *CD Burner* menu will open.

5. Select the **Add Files** button. The *Select Files for CD/DVD* menu will open.

SELECT FILES FOR CD/DVD MENU
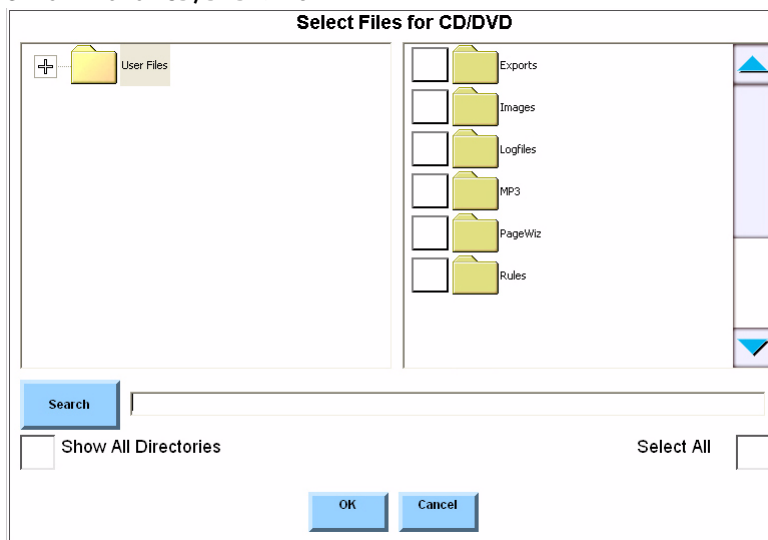
6. Find the file that you want to burn onto CD (or DVD) by using one of the following methods:

- Select the *Search* text box and enter the name of the file you want to find. Select the **OK** button to close the system keyboard. The appropriate file will be highlighted in the right viewport.

- Visually search through the folders in both viewports. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

> **Note:**   You can select the *Show All Directories* check box to search through other directories on your Series 5 (or Windows computer) hard drive. To find other files that are associated with the DynaVox Series 5 software, select the **C:** expansion box, and then select the **5100** expansion box.

7. In the right viewport, select the check box beside each file that you want to burn to CD or DVD (you can burn multiple files at one time).

> **Note:**   You can also select the *Select All* check box to select the check box for all files in the right viewport.

8. Select the **OK** button to close the *Select Files for CD/DVD* menu.

9. If you want to burn more files from a different folder onto the CD, repeat steps 6 - 8.

10. In the *CD/DVD Burner* menu, select the check box beside each file in the viewport that you want to burn to CD.

11. Select the **Burn** button. Please be patient - it may take some time to burn the file(s) to the CD or DVD.

> **Note:** A Microsoft window may appear and display the contents of the CD or DVD (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the *Cancel* button, if available).

12. Select the **OK** button to close the *File Browser* menu. Keep selecting the **OK** button to close all open menus.

13. You may remove the media from the drive and store it in a safe place. If you used an external drive, you may disconnect it if you wish.

The CD or DVD will now contain a copy of each file that you selected.

USING THE PAGE BROWSER

Pages and popups (and templates for building new pages and popups) are accessible through the *Page Browser* menu. The tools in this menu provide you with ways to manage, edit and share these page files.

To open the *Page Browser* menu:

1. Select Main Menu > **Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Page Browser** button. The *Page Browser* menu will open.

PAGE BROWSER MENU
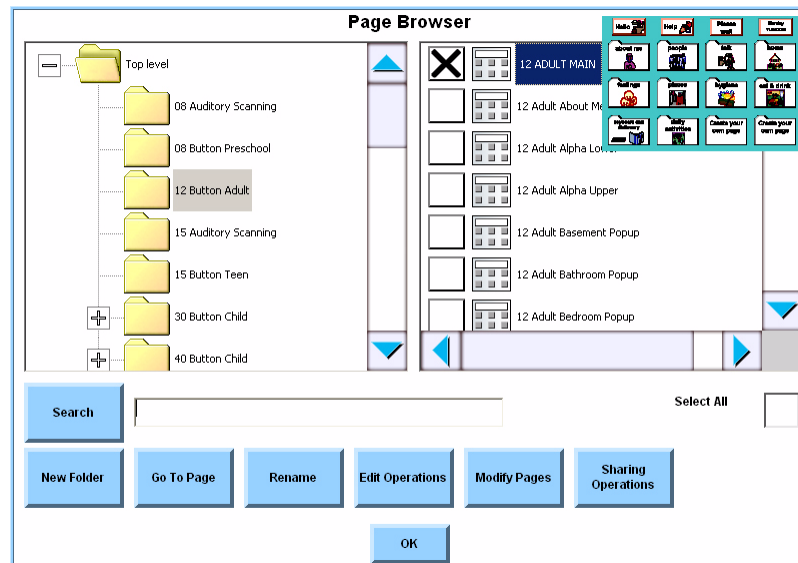
The *Page Browser* menu offers the following tools:

Left Viewport	Displays the folders (or directories) that are provided in the DynaVox InterAACT page sets. Each folder represents a page set and contains all of the pages, popups and templates in that page set. You can add your own folders to the individual page set folders, or to the *Top level* folder.
Right Viewport	Displays all of the pages, popups and/or templates that are inside the folder that is highlighted in the left viewport. If the selected folder contains sub-folders, these will also be displayed in the right viewport. Scroll bars on the sides of the viewport can be used to look through all the available options.
Preview Picture	The right viewport also displays a preview picture of the page or popup that is currently selected in the right viewport. You may select the preview picture to close it.
Search Text Box/Button	Select this text box to find an page or popup by name or by content. The *Search* feature is the most efficient method for finding an item in the two *Page Browser* viewports.

> **Note:** You can perform wildcard searches using the asterisk (*) as the wildcard character. For example, if you enter *cat**, the software will present symbols that begin with *cat* (like *catalog* or *catch*). If you enter **days*, the software will present any symbols with names that end with *days* (like *weekdays* and *holidays*).

Select All	Automatically select the check box beside every item in the right viewport.
New Folder	Create a new folder in the left viewport. The new folder will be added as a sub-folder of the folder that is selected in the left viewport.
Go To Page	Open the page, popup or template that is selected in the right viewport.
Rename	Change the name of the item that is selected in the right viewport.
Edit Operations	Open the *Edit Operations* menu, which provides tools for copying, pasting, cutting and deleting selected pages and popups.

Modify Pages	Open the *Modify Pages* menu, which provides tools for customizing the pages, popups or templates that are selected in the right viewport. .
Sharing Operations	Open the *Sharing Operations* menu, which contains tools for importing and exporting pages, popups and templates and creating packages.
OK	Save the current settings and close the menu.

Create a New Folder in the Page Browser Menu

To create a new folder in the *Page Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Page Browser** button. The *Page Browser* menu will open.

3. In the left viewport, select the folder that you want to contain the new folder.

> **Note:** To create a folder in the main directory, select the *Top level* folder in the left viewport.

4. Select the **New Folder** button. The system keyboard will open.

5. Enter the name of the folder you want to create and select the **OK** button. The new folder will be visible in the left viewport of the *Page Browser* menu. It will be a sub-folder of the folder you selected in step 4.

6. Select the **OK** button to close the *Page Browser* menu. Keep selecting the **OK** button to close all open menus.

Delete a Page in the Page Browser Menu

To permanently remove a page from the *Page Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Page Browser** button. The *Page Browser* menu will open.

3. Find the desired page by using one of the following methods:
   - Select the *Search* text box and enter the name of the page you want to find. Select the **OK** button to close the system keyboard. The appropriate page will be highlighted in the right viewport.
   - Visually search through the page sets in the left viewport by selecting a folder to display its contents in the right viewport (you may also select

an expansion box to display sub-folders in the left viewport). Use the scroll bars to view all of the available options in both viewports. Select the desired page in the right viewport.

4. Select the **Edit Operations** button. The *Edit Operations* menu will open.

5. Select the **Delete** button.

6. Select the **Yes** button to confirm that you want to delete the page. Be careful, as the page cannot be retrieved after it is deleted.

7. Select the **OK** button to close the *Page Browser* menu. Keep selecting the **OK** button to close all open menus.

Rename a Page in the Page Browser Menu

To change the name of a page in the *Page Browser* menu:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Page Browser** button. The *Page Browser* menu will open.

3. Find the desired page by using one of the following methods:
    - Select the *Search* text box and enter the name of the page you want to find. Select the **OK** button to close the system keyboard. The appropriate page will be highlighted in the right viewport.
    - Visually search through the page sets in the left viewport, selecting a folder to display its contents in the right viewport (you may also select an expansion box to display sub-folders in the left viewport). Use the scroll bars to view all of the available options in both viewports. Select the desired page in the right viewport.

4. Select the **Rename** button. The system keyboard will open, displaying the current page name.

5. Enter the new name for the page and select the **OK** button. The renamed page will appar in the right viewport of the *Page Browser* menu.

6. Select the **OK** button to close the *Page Browser* menu. Keep selecting the OK menu to close all open menus.

Copy a Page to a New Location in the Page Browser Menu

To add a copy of a page to another folder without moving or deleting the original page:

1. Select Main Menu > **Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Page Browser** button. The *Page Browser* menu will open.

3. Find the desired page by using one of the following methods:

    • Select the *Search* text box and enter the name of the page you want to find. Select the **OK** button to close the system keyboard. The appropriate page will be highlighted in the right viewport.

    • Visually search through the page sets in the left viewport, selecting a folder to display its contents in the right viewport (you may also select an expansion box to display sub-folders in the left viewport). Use the scroll bars to view all of the available options in both viewports. Select the desired page in the right viewport.

4. Select the **Edit Operations** button. The *Edit Operations* menu will open.

5. Select the **Copy** button.

6. In the left viewport, select the folder where you want to place the copy of the page. You may need to use the scroll bars to find it in the viewport (or if it is a sub-folder, you may need to select the expansion box of its parent folder).

7. Select the **Edit Operations** button. The *Edit Operations* menu will open.

8. Select the **Paste** button. The page copy will be added to the selected folder. The page will be named to indicate that it is a copy of the original (for example, if you copied *page1*, the copy will be named *Copy of page1*).

9. Select the **OK** button to close the *Page Browser* menu. Keep selecting the **OK** button to close all open menus.

> **Note:** If you want to copy a page to a different user, refer to ***Create a Package***.

Cut and Paste a Page in the Page Browser Menu

To permanently remove a page from one location and place it in a new spot:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Page Browser** button. The *Page Browser* menu will open.

3. Find the desired page by using one of the following methods:

    • Select the *Search* text box and enter the name of the page you want to find. Select the **OK** button to close the system keyboard. The appropriate page will be highlighted in the right viewport.

    • Visually search through the page sets in the left viewport, selecting a folder to display its contents in the right viewport (you may also select an expansion box to display sub-folders in the left viewport). Use the

scroll bars to view all of the available options in both viewports. Select the desired page in the right viewport.

> **Note:** You cannot cut the page that is currently open. Make sure that the current page is not selected in the right viewport.

4. Select the **Edit Operations** button. The *Edit Operations* menu will open.

5. Select the **Cut** button. The page will be removed from the open folder.

6. In the left viewport, select the folder where you want to place the page that was cut. You may need to use the scroll bars to find it in the viewport (or if it is a sub-folder, you may need to select the expansion box of its parent folder).

7. Select the **Edit Operations** button. The *Edit Operations* menu will open.

8. Select the **Paste** button. The page will be added to the selected folder.

> **Note:** If you want to copy a page to a different user, refer to ***Create a Package***.

Import a Page into the Page Browser Menu

You can import a page file (*.epg*) into the *Page Browser* menu. This enables you to incorporate pages that were developed on other Series 5 devices, other users on the same Series 5 device, and on Windows computers running the DynaVox Series 5 software into your DynaVox Series 5 software.

In order to import the page, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

To import a page directly into the *Page Browser* menu:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

   If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an

internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **Page Browser** button. The *Page Browser* menu will open.

4. Use the left viewport to navigate to the folder where you want to store the page you are importing.

> **Note:** If you want to store the page in a new folder, refer to the steps in ***Create a New Folder in the Page Browser Menu***, and then complete these steps.

5. Select the desired folder in the left viewport.

6. Select the **Sharing Operations** button. The *Sharing Operations* menu will open.

7. Select the **Import Pages or Templates** button. The *Select Page File(s)* menu will open.

8. Select the location that contains the file you want to import:
   - If the file is on a file sharing device, proceed to step 9.
   - If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 10.

9. To import from a file sharing device, complete this step:
   a. Select the **Show All Directories** check box.

  b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS
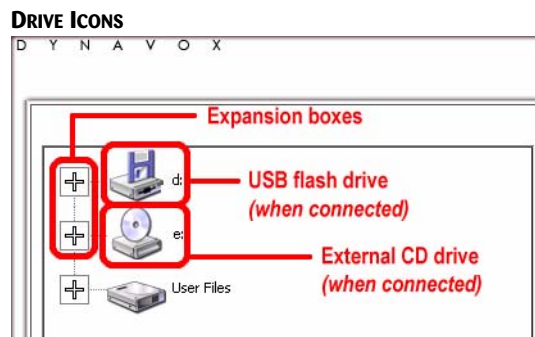
  c. Proceed to step 11.

10. To import from another folder on your Series 5 device (or Windows computer) hard drive, complete this step:

  a. Select the **Show All Directories** check box.

  b. In the left viewport, navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

   • If you are using a dedicated Series 5 device, and you are importing the file from another user on the same device, the file should be *Shared* folder. Select the **Shared** icon in the left viewport.

   • If you are using an open Series 5 device, and you are importing the file from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. To open the *Shared* folder (the preferred location for exported files), select the **C:** expansion box, then select the **5100** expansion box, then select the **Shared** folder.

  c. Proceed to step 11.

11. In the right viewport, select the name of the page (*.epg*) that you want to import.

12. Select the **OK** button to import the page.

> 🏳 **Note:** If a page with the same name already exists on your Series 5 device (even in a different folder), you will be asked if you want to overwrite pages with conflicting names. Two different pages with the same name cannot exist within one user. Select the **Yes** button to do so. If you do not want to overwrite the existing page, select the **No** button. Or select the **Cancel** button to stop the import process.

13. Select the **OK** button when the page has been successfully imported. Keep selecting the **OK** button to close all open menus.

14. You may disconnect the file sharing device if you wish.

The imported page is now available in the folder that you selected in the *Page Browser* menu for the active user.

Export a Page from the Page Browser Menu

You can export a page file from the *Page Browser* menu and share it with another user on your Series 5 device, another Series 5 device, or a Windows computer that is running the DynaVox Series 5 software. The export process will create a separate file (with the *.epg* extension) that contains any custom files that are in use on the page (digital pictures, sounds, video files, etc.).

You can export an *.epg* file to one of the following locations:
- A folder on your Series 5 device hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

To export a page from the *Page Browser* menu:

1. If you are exporting to a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

   If you are exporting from the Series 5 software on a Windows computer, connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer).

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **Page Browser** button. The *Page Browser* menu will open.

4. Find the desired page:

- Select the *Search* text box and enter the name of the page you want to find. Select the **OK** button to close the system keyboard. The appropriate page will be highlighted in the right viewport.

- Visually search through the page sets in the left viewport, selecting a folder to display its contents in the right viewport (you may also select an expansion box to display sub-folders in the left viewport). Use the scroll bars to view all of the available options in both viewports. Select the desired page in the right viewport.

5. Select the check box beside each page that you want to export (you can export multiple pages at one time).

6. Select the **Sharing Operations** button. The *Sharing Operations* menu will open.

7. Select the **Export Pages or Templates** button. The *Select a Directory* menu will open.

8. Select the destination for the file you want to export:
   - To export to a file sharing device, proceed to step 8.
   - To export to a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 9.

9. To export to a file sharing device, complete this step:
   a. Select the **Show All Directories** check box.
   b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

   DRIVE ICONS
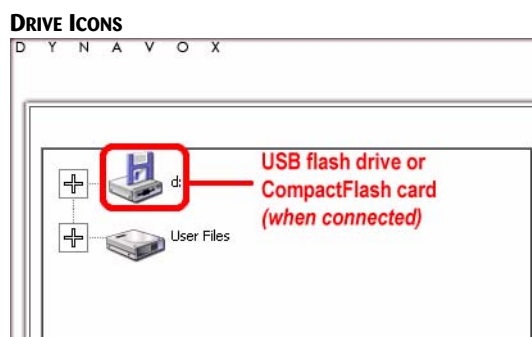
   c. Proceed to step 10.

10. To export to a folder on your Series 5 (or Windows computer) device hard drive, complete this step:
   a. Select the **Show All Directories** check box.
   b. Navigate to the folder where you want to export the file. Select the expansion box [+] next to a folder to see the sub-folders that it contains.
   c. Select the destination folder in the viewport.

- If you are using a dedicated Series 5 device, and you are exporting the file so that it can be imported by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the viewport.

- If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> **Note:** If you are using an open Series 5 device (or Windows computer), you may export the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

    d. Proceed to step 11.

11. Select the **OK** button. The software will export the page that you selected.

12. Select the **OK** button once the file is exported successfully. Keep selecting the **OK** button to close all open menus.

A copy of the page file (with the *.epg* extension) can now be found in the destination that you selected.

- To share the file with another Series 5 user (on the same or a different device), or with a Windows computer running the DynaVox Series 5 software, see *Import a Page into the Page Browser Menu*.

- To burn the exported file to CD or DVD using an external drive (open Series 5 device or Windows computer only), see *Burn a File to CD or DVD*.

Search Pages by Content

You can search every page and directory of your Series 5 device for specific pages or popups that contain specific vocabulary items. This feature will search all of the pages and directories available to the current user on your Series 5 device, not just those you have selected in the viewports. Once the search is completed, you will have the option to open any one of the pages that contains the text you were searching for.

To search your pages & popups for specific content:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Page Browser** button. The *Page Browser* menu will open.

3. Select the **Search** text box. The system keyboard will open.

4. Enter the vocabulary content that you want to search for and select the **OK** button. An hourglass icon may appear while the software is searching.

   After a few moments, the *Select Page* menu will open. The top viewport will list the pages whose names match the search text. The bottom viewport will list the pages that contain vocabulary that matches the search text.

SELECT PAGE MENU (EXAMPLE)

5. Select the desired page in one of the viewports (you may need to use the scroll bars to view all of the options). A preview image of the page will appear next to the *Select Page* menu.

> **Note:** If the desired page is not listed in either viewport, select the *Cancel* button and return to step 5 to enter different search text.

6. Select the **OK** button to close the *Select Page* menu. The page that you selected will be highlighted in the right viewport of the *Page Browser* menu.

7. Select the **Go To Page** button to close the *Page Browser* menu.

The page you selected in the right viewport will open when the menu closes.

WORKING WITH PACKAGES

The most efficient way to share information between Series 5 devices (or with a Windows computer running DynaVox Series 5 software) is by creating a package. A package is a collection of pages, popups or templates, and all of their related files. Any supplemental items (custom symbols, sounds, videos, pictures, etc.) that are used in a page or popup will be included in a package.

> **Note:**   If desired, you can make a package with only one page.

By using packages to share page information with other Series 5 users, you can be sure that all of the required files are included with the pages that you want to share.

> **Note:**   While the steps in this section apply to pages, popups and templates, only the term "pages" will be used throughout the steps. When directed to select a page file, simply select the type of file (page, popup or template) you want to use.

There are two different methods that you can use to create a package:

- *Create a Package:* This option lets you select any number of unrelated files from any accessible folders and combine them into one package file. For example, you can select several pages from different page sets, a dictionary entry file, a phrase file and an imported video file and assemble them all into one package.

- *Package from Pages:* This option lets you select a number of pages from the same page set and quickly create a single file that contains all of the embedded or referenced files required for them to work on another Series 5 device (or Windows computer running DynaVox Series 5 software).

> **Note:**   It is important to note that packages do not include the contents of the *My Phrases* menu. If the pages that you are sharing rely heavily on the use of phrases (especially custom phrases), refer to **Sharing Phrase Files**.

When you are creating a package, you must select its destination:

- You can create a package on a file sharing device (USB flash drive, external CD or DVD drive) that is connected to your Series 5 device (or Windows computer running the DynaVox Series 5 software). This will enable you to share the contents of the package with another Series 5 device or Windows computer.

- You can also create a package in the *Shared* folder on your Series 5 hard drive. This will enable you to share the contents of the package with another user on the same Series 5 device (see **Chapter 20: Managing User Data Files**).

Create a Package

Creating a package enables you to gather a group of files together and save them as one combined file. This allows you to keep a separate copy of those files in another location. You can also share those files with another Series 5 user (or a different user on the same device).

You can include any kind of file from your Series 5 device in a package. Packages can include page files; exported dictionary entries, phrase files, macro files, and the like; custom symbols; custom pictures, videos and sounds; and so on. On open Series 5 devices or Windows computers running the DynaVox Series 5 software, you can include files from other Windows applications (documents, spread sheets, graphics, etc.) in your packages.

> **Note:** Before beginning these steps, be sure that you export every DynaVox Series 5 page, popup or template that you want to include in the package into the *Exports* folder inside the *User Files* folder on your device's hard drive (refer to **Export a Page from the Page Editor** and **Export a Popup from the Page Editor**). The *.epg* file that the export process creates will contain any custom files that are in use on the page (digital pictures, sounds, video files, etc.).

You can create a package in the following locations:
- A folder on your Series 5 device hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

To create a package:

1. If you are creating the package on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

   If you are creating the package from the DynaVox Series 5 software on a Windows computer, connect the file sharing device to the appropriate port

on your computer. (You should also launch the DynaVox Series 5 software on your computer).

> **Note:** If you are using an open Series 5 device, or the DynaVox Series 5 software on a Windows computer, a Microsoft window may appear and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **Page Browser** button. The *Page Browser* menu will open.

4. Select the **Sharing Operations** button. The *Sharing Operations* menu will open.

5. Select the **Create Package** button. The *Enter Package Name* menu will open.

6. Select the destination for the package you are creating:
   - To create the package on a file sharing device, proceed to step 7.
   - To create the package in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 8.

7. To create the package on a file sharing device, complete this step:
   a. Select the **Show All Directories** check box.
   b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS
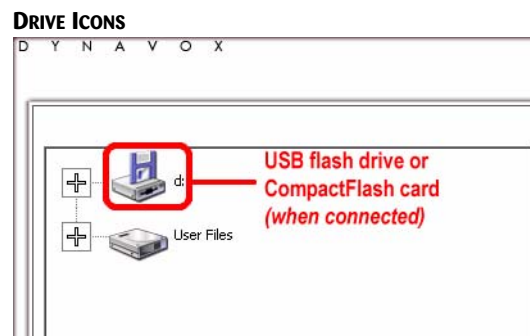
   c. Proceed to step 9.

8. To create the package in a folder on your Series 5 (or Windows computer) device hard drive, complete this step:
   a. Select the **Show All Directories** check box.

b. Use the left viewport to navigate to the folder where you want to create the package. Select the expansion box [+] next to a folder to see the sub-folders that it contains.

c. Select the destination folder in the left viewport.

- If you are using a dedicated Series 5 device, and you are creating the package so that it can be imported by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.

- If you are using an open Series 5 device (or Windows computer), and you are creating the package so that it can be imported by another user on the same device, the easiest method (and best practice) would be to export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> **Note:** If you are using an open Series 5 device (or Windows computer), you may create the package in any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

d. Proceed to step 9.

9. Select the **Name** text box. The system keyboard will open.

10. Enter a name for the new package and select the **OK** button. The *Select Files for Package* menu will open.

SELECT FILES FOR PACKAGE MENU

11. Collect the files for the package by completing this step:

   a. Browse through the contents of the *Exports* folder (shown in the right viewport) and select the check box next to each Series 5 page, popup and template that you want to include in the package.

   > 📇 **Note:**   To select all of the files that are visible in the upper right viewport, select the *Select All* check box.

   b. Select the **Add** button. The selected file(s) will be listed in the small viewport next to the *Add* button.

   c. If you want to include files outside of the *Exports* folder (for example, an exported dictionary entry file or phrase file, or a document or spread sheet on an open device or Windows computer running the DynaVox Series 5 software) , select the **Show All Directories** check box.

   d. Use the left viewport to open the folder that contains the file(s) that you want to include in the package. The contents of the selected folder (or page set) will be shown in the upper right viewport.

   > 📇 **Note:**   If you are using an open device, you can find the *User Files* folder by selecting the **C:** expansion box, then selecting the **5100** expansion box, and then selecting the **User Files** folder.

   e. Select the check box next to each file in the upper right viewport that you want to include in the package.

   > 📇 **Note:**   To select all of the files in the upper right viewport, select the *Select All* check box.

   f. Select the **Add** button. The file(s) will be listed in the viewport next to the *Add* button.

   g. To add more files to the package, repeat steps a - f.

   h. To remove a file from the package list, select it in the small right viewport and then select the **Delete** button.

   i. When all of the desired files are listed in the small viewport, proceed to step 15.

12. Select the **OK** button to create the package.

13. A window will open with the message "Package successfully created." Select **OK** to close the window.

14. Select the **OK** button to close the *Page Browser* menu. Keep selecting the **OK** button to close all open menus.

15. You may disconnect the file sharing device if you wish.

The package (with the *.pak* extension) can now be found in the destination that you selected.

- To share the package with another Series 5 user (on the same or a different device), or with a Windows computer running the DynaVox Series 5 software, see ***Import a Package***.

- To burn the package to CD or DVD using an external drive (open Series 5 device or Windows computer only), see ***Burn a File to CD or DVD***.

> **Note:** It is important to note that packages do not include the contents of the *My Phrases* menu. If the pages that you are sharing rely heavily on the use of phrases (especially custom phrases), refer to ***Sharing Phrase Files***.

Create a Package from Pages

Creating a package from pages is the preferred method for sharing Series 5 files. This process generates a single file (with the *.pak* extension) that contains page files from your Series 5 device. This enables you to keep a separate copy of those files in another location. It also enables you to share those files with another Series 5 user, a different user on the same device, or a Windows computer running the DynaVox Series 5 software.

When you create a package from pages, the software creates a *.pak* file that contains all of the custom symbols, background pictures or special features that are included on the pages you put in the package. This streamlines the process of page sharing. It is especially easy to share a page set if all the included pages are grouped into one package.

You can create a package in the following locations:

- A folder on your Series 5 device hard drive

- A file sharing device (USB flash drive, CD, DVD, etc.)

> ⚑ **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

> ⚑ **Note:** While this set of steps applies to pages, popups and templates, only the term "pages" will be used throughout the steps. When directed to select a page file, simply select the type of file (page, popup or template) you want to use.

To create a package from pages:

1. If you are creating the package on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

   If you are creating the package from the DynaVox Series 5 software on a Windows computer, connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer).

> ⚑ **Note:** If you are using an open Series 5 device, or the DynaVox Series 5 software on a Windows computer, a Microsoft window may appear and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **Page Browser** button. The *Page Browser* menu will open.

4. In the left viewport, select the folder that contains the pages that you want to include in the package. The contents of the folder will be shown in the right viewport.

5. In the right viewport, select the check box beside the name of any page (or page set folder) you want to include in the package. You can choose multiple pages (or page set folders) for one package.

> ⚑ **Note:** Select the *Select All* check box to select the check box for every folder or file in the right viewport.

6. Select the **Sharing Operations** button. The *Sharing Operations* menu will open.

7. Select the **Package from Pages** button. The *Enter Package Name* menu will open.

8. Select the destination for the package you are creating:

   - To create the package on a file sharing device, proceed to step 9.

   - To create the package in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 10.

9. To create the package on a file sharing device, complete this step:

   a. Select the **Show All Directories** check box.

   b. In the left viewport, select the icon for the file sharing device. Typically, this is drive letter *D:*, *E:,* or *F:*. Refer to the following screen:

   DRIVE ICONS
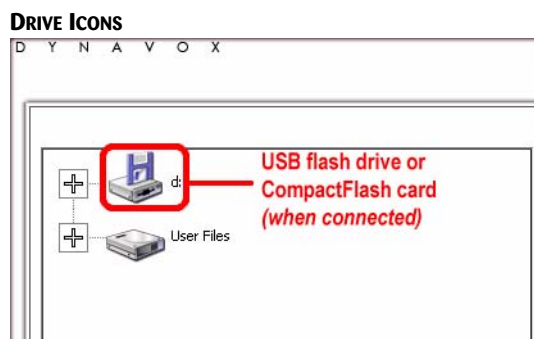
   c. Proceed to step 11.

10. To create the package in a folder on your Series 5 (or Windows computer) device hard drive, complete this step:

    a. Select the **Show All Directories** check box.

    b. Use the left viewport to navigate to the folder where you want to create the package. Select the expansion box [+] next to a folder to see the sub-folders that it contains.

    c. Select the destination folder in the left viewport.

       - If you are using a dedicated Series 5 device, and you are creating the package so that it can be imported by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.

       - If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to

export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> 📙 **Note:**   If you are using an open Series 5 device (or Windows computer), you may create the package in any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

d. Proceed to step 11.

11. Select the **Name** text box. The system keyboard will open.

12. Enter a name for the new package and select the **OK** button.

13. Select the **OK** button when the package has been successfully created. Keep selecting the **OK** button to close all open menus.

14. You may disconnect the file sharing device if you wish.

The package (with the *.pak* extension) can now be found in the destination that you selected.

- To share the package with another Series 5 user (on the same or a different device), or with a Windows computer running the DynaVox Series 5 software, see ***Import a Package***.

- To burn the package to CD or DVD using an external drive (open Series 5 device or Windows computer only), see ***Burn a File to CD or DVD***.

> 📙 **Note:**   It is important to note that packages do not include the contents of the *My Phrases* menu. If the pages that you are sharing rely heavily on the use of phrases (especially custom phrases), refer to ***Sharing Phrase Files***.

Import a Package

You can import a package file (*.pak*) into your DynaVox Series 5 software. This enables you to incorporate sets of pages and their support files (custom sounds, symbols, pictures, videos, etc.) that were developed on other Series 5 devices, other users on the same Series 5 device, and on Windows computers running the DynaVox Series 5 software into your DynaVox Series 5 software.

In order to import the package, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive

• A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

To import a package:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

    If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

3. Select the **Page Browser** button. The *Page Browser* menu will open.

4. Select the destination folder for the package files:
    • To save the package files in an existing folder, proceed to step 5.
    • To save the package files in a new folder, proceed to step 6.

5. To save the package contents in an existing page set, complete this step:
    a. Select the appropriate folder in the right viewport. If the folder you want to use is a sub-folder of another folder, you must first select the expansion box beside the larger folder (or double-select the folder).
    b. Proceed to step 7.

6. If you are creating a new folder for the package contents, complete this step:
    a. Select the folder in which you want to create a new folder. If the new folder should be on the top level, select the **Top level** folder. If the new folder should be placed within an existing folder, select the appropriate folder.
    b. Select the **New Folder** button. The system keyboard will open.

    c. Enter a name for the new folder and select the **OK** button. The new folder will be highlighted in the left viewport.

    d. Proceed to step 7.

7. Select the **Sharing Operations** button. The *Sharing Operations* menu will open.

8. Select the **Import Package** button. The *Select Package* menu will open.

9. Select the location that contains the package you want to import:

   - If the package is on a file sharing device, proceed to step 10.

   - If the package is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 11.

10. To import from a file sharing device, complete this step:

    a. Select the **Show All Directories** check box.

    b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS
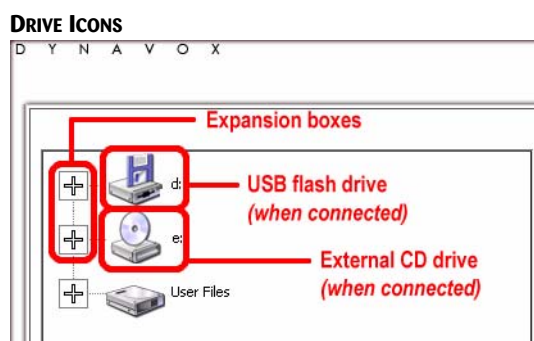
    c. Proceed to step 12.

11. To import from another folder on your Series 5 device (or Windows computer) hard drive, complete this step:

    a. Select the **Show All Directories** check box.

    b. Use the left viewport to navigate to the folder that contains the package that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

   - If you are using a dedicated Series 5 device, and you are importing the package from another user on the same device, the package should be *Shared* folder. Select the **Shared** icon in the left viewport.

   - If you are using an open Series 5 device, and you are importing the package from another user on the same device, it could be in any folder outside of the *C:\5100\User Files* folder. To open the *Shared* folder (the preferred location for exported files), select the **C:**

expansion box, then select the **5100** expansion box, then select the **Shared** folder.

c. Proceed to step 12.

12. In the right viewport, select the name of the package file you want to import.

> **Note:** When you select the package name in the viewport, a preview window will open and display the contents of the package. You may select the preview window to close it.

13. Select the **OK** button to close the *Select Package* menu.

14. You may be asked if you want to overwrite pages with conflicting names. As the new package is imported, the DynaVox Series 5 software will check to see if any pages in the package have the same name as pages that already exist anywhere in the active user. Two different pages with the same name cannot exist within one user.

- If you want to automatically overwrite your existing pages with new pages from the package, select the **Yes** button.

- If you want to look at each conflict on an individual basis, select the **No** button. Each time the software finds a page in the package that has the same name as an existing page you will be given three choices. You can choose to rename the existing page, not to import the conflicting page from the package, or replace the existing page with the one in the package.

> **Note:** If the package that you are importing contains symbols that have the same name as existing symbols, the software will compare the new symbol against the old symbol. If they are the same, the new symbol will not be imported. If they are different, the new symbol will be imported and given a new name.

An hourglass icon will be displayed while the pages are being imported. This process may take a moment.

15. Select the **OK** button when the pages have been successfully loaded. Keep selecting the **OK** button to cloase all open menus.

16. You may disconnect the file sharing device if you wish.

The contents of the package are now available in the destination folder that you selected for the active user.

Chapter 20: Managing User Data Files

The DynaVox Series 5 software can maintain multiple sets of files that define a personalized communication environment. This set of files contains information such as communication pages and popups, vocabulary, symbols, setups, digitized sounds, digital pictures and video, and statistical data. Each of these communication environments is called a "user."

When you first start your Series 5 device and go through the User Setup Wizard (refer to **Launch the User Setup Wizard**), you create your own user. You may customize this default user and you may also create additional users on your Series 5 device (this is especially helpful if several individuals are sharing one device). Each user will be stored as a self-contained file with a *.user* extension.

This DynaVox Series 5 file structure enables you to save all of your customized information (pages, pictures, sounds, dictionary entries, IR commands, etc.) together in one file. You can also use it to back up all of your important information in one simple process. You can save backup copies of your *.user* files on a computer or on a file sharing device. This will help you to avoid losing customized information and support files.

Once you create a backup *.user* file, you can use it to restore the device if there is a problem. This will make the device behave as it did before the problem occurred. You can also restore files if you have altered them and decide to return them to their previous configuration.

This section provides step-by-step instructions for creating and managing *.user* files on your Series 5 device.

USER-SPECIFIC ELEMENTS AND SETTINGS

The DynaVox Series 5 software can host several users, but only one user can be active at any time. This means that the personal settings and files for one individual will be enabled and active at one time.

There are certain elements, files and software settings in the DynaVox Series 5 software that are defined as user-specific. These files and settings enable you to customize the device for a specific individual.

The user-specific files and settings are saved in the *.user* file when the current user is backed up or saved. When you change the active user (see **Open a Different User**), the current user's files and settings are replaced by those of the user that you are opening.

The user-specific elements and settings in the DynaVox Series 5 software are listed below:

- Selection Method
  - Highlight Rules settings
  - Audio Feedback settings
- Voice Settings
  - Voice
  - Rate
  - Volume
  - Speakers for output
  - Pronunciation exceptions
- Pages in the *Page Browser* menu
  - Pages, popups and templates
  - Quick Page templates
  - Page and popup default settings
  - Custom symbols
- Email and Text Messaging settings
  - Address Book entries
  - Email account information and stored messages
  - Text messaging settings and stored messages
- Rate Enhancement information
  - Concepts
  - Phrases
  - Custom 'Select a Phrase' popup
  - Slots
  - Prediction settings

- Abbreviation expansions
- Song files (created in the *Song Editor* menu)
- Dictionary entries
- IR commands
- Macros
- Reminders
- User preference settings
- Expansion rules
- Files in the *User Files* folder
  - Imported digital pictures
  - Imported video files
  - Custom sounds
  - Imported sounds
  - Imported MP3 files

Sharing Files Between Users

There may be files specific to one user (refer to ***User-Specific Elements and Settings***) that you want to share with another user on the same Series 5 device. The DynaVox Series 5 software provides a *Shared* folder that is always accessible in the *File Browser* (and when importing or exporting files), regardless of the active user. You can export a file to the *Shared* folder, change users, and then import the file when the new user is active.

If you are using an open Series 5 device (or the DynaVox Series 5 software on a Windows computer), you can access folders on the hard drive that are outside of the *C:/5100/User Files* folder. Any files outside of this folder are available all the time, regardless of the current user.

> **Note:** DynaVox Technologies is unable to provide any technical support for issues involving other Windows applications, or problems that might result from manipulating files that exist outside of the *C:/5100* folder on an open Series 5 device or DynaVox Series 5 software on a Windows computer.

USING THE USER MANAGER

In the DynaVox Series 5 software, a group of files and settings that make up a personalized communication environment is called a "user." User files contain pages, vocabulary, symbols, setups, digitized sounds, digital pictures and more. The DynaVox Series 5 software can support multiple users on a single device.

The *User Manager* menu enables you to select the current user for the Series 5 device. You can also use the *User Manager* menu to add, copy, rename and delete users, as well as to export and import users between Series 5 devices.

To open the *User Manager* menu:

1. Select **Main Menu > Setup** > **Setup Menu**. The *Setup* menu will open.

2. Select the **User Manager** button. The *User Manager* menu will open.
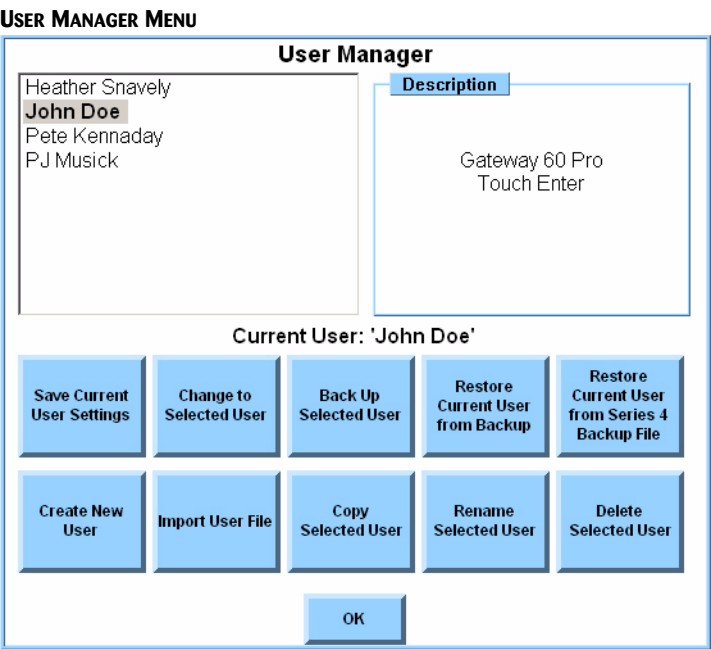
USER MANAGER MENU

The *User Manager* menu contains the following options:

Left Viewport	The viewport lists all of the users that are available on this device. The current user is highlighted and shown in a bold font.
Description viewport	The *Description* viewport displays the home page and selection method of the current user.
Save Current User Settings	Save the current user.

Change to Selected User	Activate the user that is selected in the viewport.
Back Up Selected User	Create a backup copy of the user that is selected in the viewport.
Restore Current User from Backup	Overwrite the information in the current user with the data stored in a backup user.
Restore Current User from Series 4 Backup File	Overwrite the current user settings with a DynaVox Series 4 backup file (*.bck*).
Create New User	Create a new user.
Import User File	Import a new user from an external source (file sharing device).
Copy Selected User	Create a copy of the user that is selected in the viewport.
Rename Selected User	Change the name of the user that is selected in the viewport.
Delete Selected User	Delete the user that is selected in the viewport.
OK	Save any changes and close the *User Manager* menu.

The remainder of this section provides step-by-step instructions on using the options in the *User Manager*.

Create a New User

You can use the *User Manager* menu to create a new user for your Series 5 device. This creates a user file (*.user*) in the *Users* folder on your device's hard drive.

To create a new user:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **User Manager** button. The *User Manager* menu will open.

3. Select the **Create New User** button.

4. You will be asked if you want to use the User Setup Wizard to specify the properties of the user. Select the **Yes** button. The system keyboard will open.

5. Enter a name for the new user, and select the **OK** button when finished.

6. The first several pages of the User Setup Wizard will ask questions about the needs, preferences and capabilities of the individual who will be using

the device. Your answers to these questions will help the User Setup Wizard to choose a set of communication pages (refer to ***DynaVox InterAACT*** for more information). Answer these questions to the best of your ability and select the **Next** button in the lower right corner to continue (there will be an opportunity at the end to go back and make changes, if necessary).

> **Note:** The User Setup Wizard gives you the opportunity to load a user environment from a DynaVox 3100 device or a backup file from a DynaVox DV4/MT4 device into the user that you are creating. These files must be stored on a USB flash drive in order to include them in the new Series 5 *.user*.

7. Eventually, you will see a page with the subheading "General Information". Refer to the following screen:

USER SETUP WIZARD - FIRST GENERAL INFORMATION SCREEN

The User Setup Wizard contains several pages that enable you to enter personal information about the person who will be using the device (name, address, phone number, email address, parents' names, siblings' names, hobbies, clinician names, medical needs, favorite activities, etc.). Answer these questions to the best of your ability and select the **Next** button in the lower right corner to continue.

8. Eventually, you will see a page with the subheading "Speech Settings." Refer to the following screen:

USER SETUP WIZARD - SPEECH SETTINGS SCREEN

Select the *Voice* drop-down menu to select a voice option for the user you are creating. You may adjust the *Volume* and *Rate* sliders to your liking, and you may use the *Test Voice* button to hear a sample of the voice at your current settings. Once the voice is set to your liking, select the **Next** button to continue.

9. The next page enables you to enter your Message Window settings options for using symbols and font size. Once these options are set to your liking, select the **Next** button to continue.

10. Select the time and date formats, and whether or not you want to use button animation, and select the **Next** button to continue.

11. Use the *Confirmation Page* to check all of the information that you entered in the User Setup Wizard.

If you need to change any of the information, select the item in the viewport and then select the **Edit** button. This will return you to the appropriate page of the User Setup Wizard. When you have made your changes, select the **Finish** button to return to the *Confirmation Page*.

12. Once you have reviewed the information in the viewport, select the **Save and Exit** button. An hourglass icon will be displayed in the center of the touch screen for a moment while your information is saved.

13. The new user will be added to the viewport in the *User Manager* menu.

14. If you want to open the newly created user, complete the rest of this step.
    a. Highlight the name of the new user in the viewport at the top of the menu.
    b. Select the **Change to Selected User** button.
    c. Select the **Yes** button to confirm that you want to change users.
    d. Select the **Exit DynaVox** button to confirm that you want to restart your device software. The Series 5 software will restart. A series of splash screens may be presented for a few moments. Do not make any selections on these screens. Do not select the power button. After a brief period, your device software will automatically restart.

15. If you do not want to open the new user, select the **OK** button to close the *User Manager* menu. Keep selecting the **OK** button to close all open menus.

Save the Current User

As you are working to customize your user by creating pages, importing pictures and adjusting settings, you should periodically save your work.

To save new files or settings to the currently active user:

1. Select **Main Menu > Setup > Setup Menu** in the second drop-down menu. The *Setup* menu will open.

2. Select the **User Manager** button. The *User Manager* menu will open. The name of the current user will be displayed below the viewport at the top of the menu.

3. Select the **Save Current User Settings** button.

4. Select the **OK** button to close the *User Manager* menu. Keep selecting the **OK** button to close all open menus.

Copy a User

To create a copy of the selected user in the *User Manager* menu:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **User Manager** button. The *User Manager* menu will open.

3. In the left viewport, select the user that you want to copy.

4. Select the **Copy Selected User** button. The system keyboard will open.

5. Enter a name for the copy you want to create and select the **OK** button. An hourglass icon may appear while the copy is being created. The new user will be added to the viewport in the *User Manager* menu.

6. If you want to open the newly created user, complete the rest of this step.
   a. Highlight the name of the new user in the viewport at the top of the menu.
   b. Select the **Change to Selected User** button.
   c. Select the **Yes** button to confirm that you want to change users.
   d. Select the **Exit DynaVox** button to confirm that you want to restart your device software. The Series 5 software will restart. A series of splash screens may be presented for a few moments. Do not make any selections on these screens. Do not select the power button. After a brief period, your device software will automatically restart.

7. If you do not want to open the new user, select the **OK** button to close the *User Manager* menu.

8. Select the **OK** button to close the *Setup* menu.

Rename a User

To rename the selected user in the *User Manager* menu:

1. Select **Main Menu Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **User Manager** button. The *User Manager* menu will open.

3. In the left viewport, select the user that you want to rename.

4. Select the **Rename Selected User** button. The system keyboard will open.

5. Enter a new name for the user and select the **OK** button. The selected user will display the new name in the left viewport at the top of the *User Manager* menu.

6. Select the **OK** button to close the *User Manager* menu. Keep selecting the **OK** button to close all open menus.

Open a Different User

If there are multiple *.user* files in your DynaVox Series 5 software, you can easily switch from one to another. Changing users will close any custom pages, pictures, sounds and video files that are assigned to the current user. All of the customized pages, pictures, sounds and video files that are assigned to the user that you open will be accessible.

To open a different user on your Series 5 device:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **User Manager** button. The *User Manager* menu will open, displaying the current user below the viewports.

3. In the left viewport, select the name of the user that you want to open.

4. Select the **Change to Selected User** button.

5. Select the **Yes** button to confirm that you want to change users.

6. Select the **Exit DynaVox** button to confirm that you want to restart your device software. The Series 5 software will restart. A series of splash screens may be presented for a few moments. Do not make any selections on these screens. Do not select the power button. After a brief period, your device software will automatically restart.

The new user is now active.

Delete a User

To permanently delete a user from the *User Manager* menu:

1. Select **Main Menu > Setup > Setup Menu**.

2. Select the **User Manager** button. The *User Manager* menu will open, displaying the current user below the viewports.

> **Note:** You cannot delete the user that is currently open. If you want to delete the user that you are currently using, you must first switch to another user. Refer to ***Open a Different User*** for steps on opening another user.

3. In the left viewport at the top of the menu, select the user that you want to delete.

4. Select the **Delete Selected User** button.

5. Select the **Yes** button to confirm that you want to delete the selected user. Use caution, since you will not be able to retrieve the user information once the user is deleted.

6. Select the **OK** button to close the *User Manager* menu. Keep selecting the **OK** button to close all open menus.

Back Up the Selected User

The DynaVox Series 5 software enables you to create a backup copy of a selected user onto an external media source. This process will store all of the software settings and custom files (including pages, pictures, sounds and user settings) that are associated with the selected user in a new file on the separate media source.

The *.user* file can be shared with other Series 5 devices, other users on the same Series 5 device, and Windows computers running the DynaVox Series 5 software.

You can create a backup of the selected user on one of the following locations:

- A folder on your Series 5 device hard drive

- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

> **Note:** Although you can create backup user files in the *Backup* folder on your Series 5 device hard drive, you should keep a copy of your most recent backup file on an external file sharing device (USB flash drive, CD, or DVD, or separate computer).

> **Note:** If you want to copy a *.user* file to CD using the external CD drive, refer to ***Back Up a User to CD or DVD***.

To back up a user onto a file sharing device:

1. If you are backing up to a file sharing device, connect it to your Series 5 device (the USB ports are on the left side).

   If you are backing up from the DynaVox Series 5 software on a Windows computer, connect the file sharing device to your computer. (You should also launch the DynaVox Series 5 software on your computer).

> **Note:** If you are using an open Series 5 device, or the DynaVox Series 5 software on a Windows computer, a Microsoft window may appear and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup** > **Setup Menu**. The *Setup* menu will open.

3. Select the **User Manager** button. The *User Manager* menu will open.

4. In the viewport at the top of the menu, select the name of the user you want to back up.

5. Select the **Back Up Selected User** button.

6. A window will open, asking if you want to back up your photos as well. Select either the **Yes** or **No** button to continue.

> 🚩 **Note:** Be aware that backing up your photos could significantly increase the size of the backup file, as well as the time required to create it.

7. A window will open, asking if you want to include the email settings and email information in the *.user* file. Select either the **Yes** or **No** button to continue.

> 🚩 **Note:** If you plan to share this backup *.user* file with another Series 5 device user, it is recommended that you select *No*. If you are creating a backup file to prevent losing data, it is recommended that you select *Yes*.

8. The *Enter File Name* menu will open. Select the destination for the backup file:

- To export to a file sharing device, proceed to step 9.
- To export to a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 10.

9. To back up the selected user to a file sharing device, complete this step:

a. Select the **Show All Directories** check box.

b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS
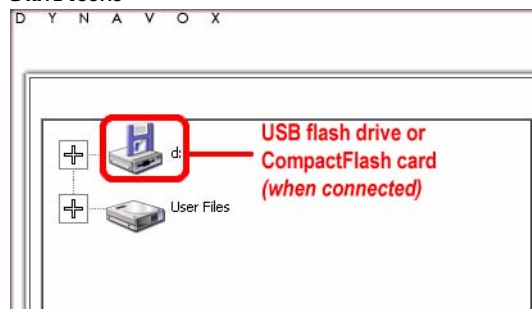
c. Proceed to step 11.

10. The DynaVox Series 5 software provides a *Backup* folder (in the *User Files* folder) as the recommended default folder to store backup *.user* files. This folder is active when the *Enter File Name* menu opens. To backup the selected user to the *Backup* folder, proceed to step 11. To back up the

selected user to a different folder on your Series 5 (or Windows computer) device hard drive, complete this step:

a. Select the **Show All Directories** check box.

b. Use the left viewport to navigate to the folder where you want to export the file. Select the expansion box [+] next to a folder to see the sub-folders that it contains.

c. Select the destination folder in the left viewport.

- If you are using a dedicated Series 5 device, and you are exporting the file so that it can be imported by another user on the same device, it **must** be located in the *Shared* folder. Select the **Shared** icon in the left viewport.

- If you are using an open Series 5 device (or Windows computer), and you are exporting the file so that it can be imported by another user on the same device, the easiest method (and best practice) is to export the file to the *Shared* folder. Select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

> **Note:**   If you are using an open Series 5 device (or Windows computer), you may export the file to any folder on your Series 5 (or Windows computer) hard drive, as long as it is not within the *C:\5100\User Files* folder. Those files are specific to the current user, and are not accessible to other users.

d. Proceed to step 11.

11. Select the **Name** text box. The system keyboard will open.

12. Enter a name for the backup file. It is a good idea to incorporate the name of the user and the date into the file name (for example, *backup_daniel_1_15_10*). The file will automatically be given a *.user* file extension.

13. Select the **OK** button. Please be patient - an hourglass icon may appear while the backup *.user* file is being created.

14. Select the **OK** button once the user backup is successful.

15. Select the **OK** button to close the *User Manager* menu. Keep selecting the **OK** button to close all open menus.

16. You may disconnect the file sharing device if you wish.

The user backup file (*.user*) is now available in the destination that you chose.

Back Up a User to CD or DVD

> **Note:** These steps are only available to open Series 5 devices (or Windows computers running the DynaVox Series 5 software). They are not available for dedicated Series 5 devices.

When you back up a user, you save all the information and files (including pages, pictures, sounds and user settings) that are associated with the selected user. You can use a .*user* back up file to restore your device to a previous condition.

Backing up a user to CD or DVD will enable you to store the .*user* file in a separate location (Windows or Macintosh computers), and even to share the .*user* file with other Series 5 devices and Windows computers running DynaVox Series 5 software. You can burn a copy of a backup user file to CD or DVD by using a USB-compatible external CD or DVD drive (and writable discs) that are available at most computer electronics retail stores.

> **Note:** If you are running the DynaVox Series 5 software on a Windows computer and your computer is equipped with an internal CDR/W or DVR/W drive, you can use it to burn the files.

To burn a backup user file to CD or DVD:

1. Prepare the drive by loading the disc that you want to receive the file(s) and connecting it to a USB port on your Series 5 device (or Windows computer).

   - You may need to plug the external drive into a wall outlet for power.
   - If you are using a Windows computer, launch the DynaVox Series 5 software on your computer.

> **Note:** A Microsoft window may appear and display the contents of the disc in the external CD or DVD drive (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup** > **Setup Menu**. The *Setup* menu will open.

3. Select the **User Manager** button. The *User Manager* menu will open.

4. In the viewport at the top of the menu, select the name of the user you want to back up.

5. Select the **Back Up Selected User** button.

6. A window will open, asking if you want to back up your photos as well. Select either the **Yes** or **No** button to continue.

> 🏳 **Note:**   Be aware that backing up your photos could significantly increase the size of the backup file, as well as the time required to create it.

7. A window will open, asking if you want to include your saved emails and email settings in the *.user* file. Select either the *Yes* or *No* button to continue.

> 🏳 **Note:**   If you plan to share this backup *.user* file with another Series 5 device user, it is recommended that you select **No**. If you are creating a backup file to prevent losing data, it is recommended that you select **Yes**.

8. You will be asked if you want to back up to disc. Select the **Yes** button.

9. Please be patient - there will be several text prompts while the software is burning the file to the disc (preparing to burn, burning files, etc.). When you are prompted that the user backup was successful, select the **OK** button to close the prompt.

> 🏳 **Note:**   A Microsoft window may appear and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

10. Select the **OK** button to close the *User Manager* menu. Keep selecting the **OK** button to close all open menus.

11. You may remove the disc from the drive and disconnect the external drive if you wish.

The backed up user file (*.user*) is now available on the disc. The file is named the same as the user in the *User Manager* menu.

Restore the Current User from a Backup File

The *Restore Current User from Backup* button allows you to overwrite the information in the user that is currently open with the information in a user file that was saved as a backup on a file sharing device (USB flash drive, CD or

DVD), or in the *Backup* folder on your Series 5 device. Be careful, however. Doing this will overwrite the information in the user that is currently open on your device.

To restore the current user from a backup file:

1. If the backup file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, you may also have to plug it into a wall outlet for power, and make sure that the disc with the *.user* file is loaded in the CD drive.

> **Note:** If you are using an open Series 5 device, or the DynaVox Series 5 software on a Windows computer, a Microsoft window may appear and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

3. Select the **User Manager** button. The *User Manager* menu will open, displaying the name of the current user below the viewports.

> **Note:** You can only restore the currently active user. If you want to restore a user that is not currently active, you must change users to make that user active. Refer to ***Open a Different User*** for step-by-step instructions.

4. Select the **Restore Current User from Backup** button.

5. Select the **Yes** button to confirm that you want to continue. The *Select File* menu will open.

6. Select the location that contains the backup file that you want to use to restore your device:
    - If the file is on a file sharing device, proceed to step 7.
    - If the file is in the *Backup* folder on your device hard drive, proceed to step 8.

7. To restore from a backup file on a file sharing device, complete this step:
    a. Select the **Show All Directories** check box.

> **b.** In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS
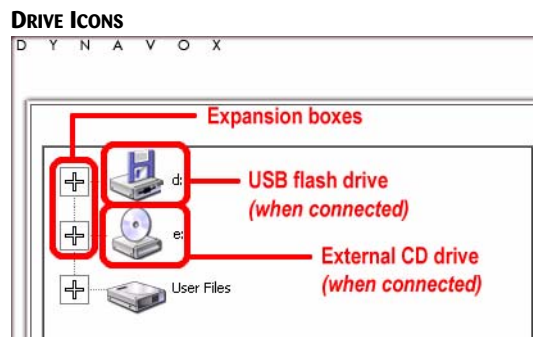
> **c.** Proceed to step 8.

8. In the right viewport, select the backup file (*.user*) that you want to use.

9. Select the **OK** button to close the *Select File* menu and start the restore process. Please be patient - the restore process may take a few minutes. An hourglass icon may appear. Do not make any screen selections during this process. Do not select the power button. Do not disconnect any file sharing devices.

10. If both the current user and the backup .user file contain saved photos, you will be presented with the following options:

  • **Merge** the backup photos with the current photos

  • **Replace** the current photos with the backup photos

  • **Cancel** the restore

Select the appropriate button for how you want to handle the photos.

Note: If you choose to **Merge** the photos:

When merging photosIf a photo in the backup file does not exist in the current user, it will be added to a *Restored Photos* album (as well as the *All Photos* album). This will show you which photos were added by the restore process.

If a photo in the backup file already exists in the current user, the current photo is preserved.

If a photo album in the backup file does not exist identically (same pictures in the same order) in the current user, it will be added, with the word *Restored* in front of the album name.

If a photo album in the backup file already exists identically in the current user, the current photo album is preserved.

---

11. When the restore process is complete, select the **Exit DynaVox** button to confirm that you want to restart your device software. The touch screen will go dark and the device will begin the reset process. A series of splash screens may be presented for a few moments. Do not make any selections on these screens. Do not select the power button. After a brief period, your device software will automatically restart.

12. After the device has completely finished the restart process, you may disconnect the file sharing device if you wish.

Import a User

The DynaVox Series 5 software gives you the option to share users. You can import to your device a user that was created on another Series 5 device. You may also choose to conserve memory space by storing users that aren't needed frequently on a computer or a file sharing device (USB flash drive, CD or DVD). These users can be imported to your device whenever necessary.

In order to import the user file, it must be stored (or copied onto) on one of the following types of file sharing devices:

- USB flash drive
- CD
- DVD

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

> **Note:** If you are using an open Series 5 device, you can use the "drag and drop" technique to drag a *.user* file from another Windows application and drop it into the *Users* folder in the *5100* folder on your device hard drive. For step-by-step instructions on dragging and dropping, refer to ***Dragging and Dropping***.

To import a user to your DynaVox Series 5 device:

1. Connect the file sharing device that contains the *.user* file to your Series 5 device (the USB ports are on the left side). If you are using an external CD

or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

3. Select the **User Manager** button. The *User Manager* menu will open.

4. Select the **Import User File** button. The *Select File* menu will open.

5. Select the **Show All Directories** check box.

6. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS
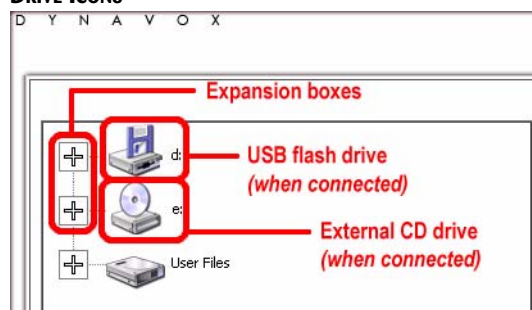
7. In the right viewport, select the name of the user file that you want to import.

8. Select the **OK** button to close the *Select File* menu. The system keyboard will be presented.

9. Enter a name for the new user and select the **OK** button.

> **Note:** If you enter the name of a user that already exists on your device, you will be asked if you want to overwrite the existing user with the one you are importing. Select the **Yes** button to overwrite the existing user. Select the **No** button to re-open the system keyboard and enter a different name for the user that you are importing.

Please be patient - an hourglass icon may be displayed while the user file is being imported. When it is finished, the name of the new user will be displayed in the left viewport in the *User Manager* menu.

10. If you want to open the newly created user, complete the rest of this step.

   a. Highlight the name of the new user in the left viewport at the top of the menu.

   b. Select the **Change to Selected User** button.

   c. Select the **Yes** button to confirm that you want to change users.

   d. Select the **Exit DynaVox** button to confirm that you want to restart your device software. The touch screen will go dark and the device will begin the reset process. A series of splash screens may be presented for a few moments. Do not make any selections on these screens. Do not select the power button. Do not disconnect any file sharing devices. After a brief period, your device software will automatically restart.

11. If you did not choose to open the new user, select the **OK** button to close the *User Manager* menu. Keep selecting the **OK** button to close all open menus.

12. You may disconnect the file sharing device if you wish.

Export a User

When you have created a user in the *User Manager* menu, you may use the *File Browser* menu to export it to another media source. The exported *.user* file can also be stored as a system backup file to help prevent data loss in the event of a problem with your Series 5 device.

You can export a *.user* file to one of the following locations:

- A folder on your Series 5 device hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives. However, only open Series 5 devices can burn files to CD or DVD using an external drive.

To export a *.user* file to a file sharing device, refer to the steps in **_Back Up the Selected User_**.

> 🏳 **Note:**   If you want to copy a user file from your open Series 5 device to a CD or DVD in an external drive, refer to **_Back Up a User to CD or DVD_**.

Appendix A: Behavior Reference

Behaviors are an extremely important feature of DynaVox Series 5 software. Without behaviors, none of the objects on a communication page would have any function when selected. Assigning a behavior to an item (a page or popup, a button, a tab control, an active area, etc.) gives the item a specific task to perform when it is selected.

DynaVox Series 5 software offers an impressive collection of unique behaviors. These individual behaviors are divided into various categories. The behaviors in each category are typically related to one general topic or device feature.

This appendix provides a list of every available behavior and a definition of the function of each behavior. The behaviors are presented according to category, as they are in the software.

-
-

FAVORITES BEHAVIORS

The Favorites category enables you to create a personal list of the behaviors that you use most often. You may add or delete behaviors to best suit your needs. Refer to *Using the Favorites Category* for instructions on customizing the Favorites category.

Before you customize the Favorites category, it will contain the behaviors listed below.

Go to Page

This behavior opens another page. You must select the page that will be opened when you assign the behavior.

Insert Label

This behavior sends the text in the button's label to the Message Window. The label text will be spoken when the Message Window is selected.

Insert Text

This behavior sends a text message to the Message Window. This text may be different than the text in the button's label. The text for this behavior is assigned to the button when the behavior is added. The text will be spoken when the Message Window is selected.

Speak Label

This behavior causes the device to speak the text in the button's label. The label text will not be sent to the Message Window.

Speak Text

This behavior causes the device to speak a text message. The text that is spoken through this behavior may be different than the text in the button's label. You must enter the text for this behavior when you assign the behavior to the button. The text will not be sent to the Message Window.

COMMON BEHAVIORS

Activate a Macro

This behavior activates the steps in a macro. You must select the macro to be launched when you assign the behavior to the button.

Ask Yes or No Before Proceeding

This behavior prompts the user to answer a yes or not question. This gives the user a chance to confirm (or cancel) the remaining behaviors or processes that are assigned to this button. You must enter the text of the question to be asked, and the labels for the positive and negative responses, when you assign the behavior to the button.

Backspace

This behavior deletes one space behind the cursor in the Message Window.

Clear

This behavior clears the contents of the Message Window.

Close Popup

This behavior closes the open popup.

Delete Word

Selecting a button with the Delete Word behavior will delete the last word that was entered in the Message Window.

Exit Software

This behavior will close the DynaVox Series 5 software. You will be asked if you want to exit out of the DynaVox Series 5 software. Select **Yes** to continue the exit procedure, or select **No** to keep the software running.

Go to Home Page

This behavior opens your "home page" (main communication page). The home page is defined by selecting the *Choose Home Page* button in the *Title Bar* tab pane of the *Interface Features* menu.

Go to Page

This behavior opens another page. You must select the page that will be opened when you assign the behavior to the button.

Go to Page & Search

This behavior opens a page with a search box and conduct a search. You must select the page that will be opened and the search criteria when you assign the behavior to the button.

Insert Active Label

This behavior sends the contents of the active label to the Message Window.

Insert Label

This behavior sends the text in the button's label to the Message Window. The label text will be spoken when the Message Window is selected.

Insert New Line

This behavior inserts a new line at the spot of the cursor in the Message Window.

Insert Text

This behavior sends a text message to the Message Window. This text may be different than the text in the button's label. The text for this behavior is assigned to the button when the behavior is added. The text will be spoken when the Message Window is selected.

Open 'My Phrases'

This behavior opens the *Select a Phrase* menu, allowing you to speak a phrase directly or insert it into the Message Window.

Open Popup Exclusively

This behavior opens a popup that you specify when you assign the behavior. The page behind the popup will be grayed out and non-selectable.

Page Back

This behavior opens the previous page in the Page History.

Page Forward

If the Page Back behavior was used to move back one page, this behavior will "forward" in the page history.

Popup Exclusively to Position

This behavior opens a popup to a specified position on the screen. The page behind the popup will be grayed out and non-selectable. When you assign this behavior, you will be prompted to choose the popup you want to open and define the X and Y coordinates where you want it to be positioned. You

can also choose whether the popup should close when a selection is made outside of the popup.

Restart Device

This button saves any changes to the current user and then restarts your device. When the restart is complete, the software will open to the page that was active prior to the restart.

Select Active Label and Insert

This behavior opens a menu that lists all of the active labels. When you select an active label and then select the **OK** button, the text associated with the active label is sent to the Message Window.

Shut Down Device

This behavior shuts down your device immediately. You will be prompted to confirm the shutdown. Select **Yes** to shut down, or select **No** to keep the device turned on.

Speak Label

This behavior causes the device to speak the text in the button's label. The label text will not be sent to the Message Window.

Speak Text

This behavior causes the device to speak a text message. The text that is spoken through this behavior may be different than the text in the button's label. You must enter the text for this behavior when you assign the behavior to the button. The text will not be sent to the Message Window.

CALCULATOR BEHAVIORS

> **Note:** These behaviors are designed to work on a calculator page or popop (or any page with a Message Window).

(

This behavior places an open parenthesis in front of a value in an equation that is being calculated.

)

This behavior places a close parenthesis behind a value in an equation that is being calculated.

Add

This behavior adds a number to the number that is in the Message Window.

Change Sign

This behavior changes a number from positive to negative, or from negative to positive.

Cosine

This behavior finds the cosine of the number in the Message Window.

Divide

This behavior divides the number in the Message Window by another number.

Equal

This behavior finds the total of the equation that is being calculated.

Multiply

This behavior multiplies the number in the Message Window by another number.

Percentage

This behavior finds a specific percentage of the number in the Message Window.

Reciprocal

This button finds the reciprocal of the number in the Message Window.

Sin

This behavior finds the sine of the number in the Message Window.

Square Root

This behavior finds the square root of the number in the Message Window.

Squared

This behavior multiplies the number in the Message Window by itself.

Subtract

This behavior subtracts a specified number from the number in the Message Window.

Tangent

This behavior finds the tangent of the number in the Message Window.

Y to the X

This behavior applies a Y to the X equation.

CAMERA CONTROL BEHAVIORS

> **Note:** These behaviors will work with either an on-board webcamera (included on the DynaVox Maestro hardware) or on an external webcam, connected to the a USB port on other Series 5 devices.

Capture Photo

This behavior captures a photo in the camera viewfinder.

Close Camera View Finder

This behavior closes the camera viewfinder.

Discard Photo

This behavior closes the photo that is currently captured in the camera viewfinder.

Open Camera View Finder

This behavior opens the camera viewfinder on the current photo symbol.

Pan Left

This behavior moves the cameras view to the left.

Pan Right

This behavior moves the cameras view to the right.

Save Photo

This behavior saves the photo that is currently captured in the camera viewfinder.

Tilt Down

This behavior tilts the camera view down.

Tilt Up

This behavior tilts the camera view up.

Zoom In

This behavior increases the camera magnification.

Zoom Out

This behavior decreases the camera magnification.

COMPUTER ACCESS BEHAVIORS

These behaviors are designed to represent or simulate keystrokes or other actions used to control a computer. You can program buttons on your Series 5 pages and popups with these behaviors, and then use your open V/Vmax device to send keystrokes and commands to a Windows computer.

These behaviors can be used to control the Windows desktop on your open V/Vmax device, as well as to send keystrokes to an external Windows computer (using either an infrared or Bluetooth connection through a DynaVox AccessIT device).

> **Note:**   Several of the behaviors in this category are designated "Internal Only," and are only applicable to controlling the Windows desktop on your open Series 5 device (and to the selection method you use on your device).

Cancel Bluetooth AccessIT Output

This behavior will stop sending signals to the Bluetooth AccessIT to which your Series 5 device is currently paired.

Change Active Program (Internal Only)

This behavior opens a window that displays all of the Windows software programs currently running on your Series 5 device. You can use this menu to select which program should be active.

Change Window Position or Size (Internal Only)

This behavior adjusts the position or the size of a software window (including the Series 5 window). You can move and resize any side of the window in any direction. You must select the movement or resizing command when you assign the behavior to the button. When this behavior is selected, the software window will continue to change position or size until another selection is made.

Disable Fine Tuning (Internal Only)

This behavior disables the fine tuning capabilities of the scanning mouse (*Mouse Scanning* menu, clears the *Enable* check box in the *Fine Tuning* group box) used on the Windows desktop on your open Series 5 device.

Enable Fine Tuning (Internal Only)

This behavior enables the fine tuning capabilities of the scanning mouse (*Mouse Scanning* menu, checks the *Enable* check box in the *Fine Tuning* group box) used on the Windows desktop on your open Series 5 device.

Send Absolute Mouse Move

This behavior sends the mouse to a specific location on your computer or open Series 5 device screen. When you assign this behavior to a button, you will be asked to enter the X (horizontal) and Y (vertical) pixel coordinates of the desired location.

Send Continuous Mouse Move

This behavior will continually move the mouse (in the direction and speed that you choose) on your computer or Series 5 screen until you make a selection to stop it.

Send Dialog Control (Internal Only)

This behavior sends a command to the active dialog box in the current Windows application on your open Series 5 device. This behavior allows you to page up/down, move the arrow pointer, select certain buttons (*OK*/*Cancel*) and more. You must specify the command that is sent when you assign the behavior to the button.

Send Key

This behavior sends an alphabetical or numerical character of your choice to your computer or open Series 5 device screen.

Send Key Press

This behavior simulates the practice of holding down one key on a keyboard while pressing another (e.g., *Shift* or *Ctrl*), to send a specific command to your computer or open Series 5 device screen. You must specify the key being held down when you assign the behavior to the button.

Send Key Release

This behavior releases the selection of a button with a Send Key Press behavior. You must specify the key being released when you assign the behavior to the button.

Send Label

This behavior sends the label text from the button to the active Windows application on your computer or open Series 5 device.

Send Mouse Button Click

This behavior simulates a mouse click. You must specify the type of click (left-click, right-click, or double-click) when you assign the behavior to the button.

Send Mouse Move

This behavior moves the mouse pointer. You must specify the direction and distance of the mouse movement when you assign the behavior to the button.

Send SerialKeys Command (Bluetooth Only)

Use this behavior to add special commands for SerialKeys to buttons on a Series 5 computer access page. When you assign this behavior, you must enter the GIDI command of interest into a system keyboard, using "<*ESC*>" to represent the Escape key.

This behavior can only be used with Bluetooth serial key connections to an external computer.

Send Special Key

This behavior sends a specific command (e.g., Enter, Tab or Clear). When you assign this behavior, you must specify the type of command and the type of selection (press, release or press and release) to be sent.

Send Text

This behavior sends text to the currently active Windows application. You must define the text to be sent when you assign the behavior.

Send Text, Fill Slots

This behavior prompts you to choose the desired word(s) for each slot in the message, and then sends the text to the active Windows application. You must enter the text to be inserted when you assign the behavior.

Send Windows Button (Internal Only)

This behavior sends a command to the active Windows application on your open Series 5 device. You can access the menus in the menu bar, scroll up/down, minimize/maximize/restore the software window, and more. You must specify the command that is sent when you assign the behavior.

Start Scanning Mouse (Internal Only)

When Scanning is the current selection method, this behavior will begin scanning the Windows desktop of your open Series 5 device. You must specify the scan level and the button click type when you assign the behavior.

This behavior applies to the scanning mouse, which is only used when accessing the Windows desktop on your open Series 5 device.

Toggle Fine Tuning (Internal Only)

This behavior toggles the setting of the *Enable* check box in the *Fine Tuning* group box without accessing the *Mouse Scanning* menu.

This behavior applies to the scanning mouse, which is only used when accessing the Windows desktop on your open Series 5 device.

Toggle Joystick Mouse (Internal Only)

This behavior enables the joystick that controls the pointer within the Series 5 software to control the pointer movements in other open Windows applications. When this behavior is active, you can move the cursor in all open Windows applications by using the joystick, and make selections by using the joystick button. Select the button with this behavior again to return the pointer control settings to normal.

This behavior applies to the Joystick selection method, which is only used when accessing the Windows desktop on your open Series 5 device.

Toggle Slow Fine Tuning Near Target (Internal Only)

This behavior toggles the setting of the *Slow Near Target* check box in the *Fine Tuning* group box without accessing the *Mouse Scanning* menu.

This behavior applies to the scanning mouse, which is only used when accessing the Windows desktop on your open Series 5 device.

DISPLAY SYSTEM FEATURES BEHAVIORS

Abbreviation Expansions

This behavior opens the *Abbreviation Browser* menu.

Address Book

This behavior opens the *Address Book* menu.

Battery Information

This behavior opens the *Battery Info* window.

Camera

This behavior opens the *Camera* menu.

Chat with Tech Support

This behavior enables you to contact a technical support representative live (through an active Internet connection) and receive one-on-one technical support in real time. For more information, see **Appendix E: Remote Technical Support through your Device**.

Concept Browser

This behavior opens the *Concept Browser* menu.

Create New User Wizard

This behavior prompts you to create a new user in the DynaVox Series 5 software. For more information, see **Create a New User**.

Dictionary Browser

This behavior opens the *Dictionary Browser* menu.

Email & Text Messaging

This behavior opens the *Email and Text Messaging* menu.

Eye Tracking Calibration

This behavior starts the eye tracking calibration procedure. The touch screen will go black, and the first calibration target will appear. For more information, refer to **Calibrate Eye Tracking (via Eye Tracking Dashboard)**.

Eye Tracking Status Menu

This behavior opens the *Eye Track Status* menu.

Eye Tracking Wizard

This behavior launches the Eye Tracking wizard.

File Browser

This behavior opens the *File Browser* menu.

Interface Features Menu

This behavior opens the *Interface Features* menu.

IR Browser

This behavior opens the *IR Browser* menu.

Load User Setup

This behavior opens the *Load Setups* menu, enabling you to change your device settings to reflect the options in a different setup file.

Macro Editor

This behavior opens the *Macro Editor* menu.

Media Browser

This behavior opens the *Media Browser* menu.

MP3 Player

This behavior opens the *MP3 Player* menu.

Open a User Files Directory

This behavior opens a specific directory in the *File Browser* menu. You must define the directory to open when you assign the behavior.

Page Browser

This behavior opens the *Page Browser* menu.

Page Editing Preferences

This behavior opens the *Preferences* menu that is usually available only in the Page Editor.

Photo Album Browser

This behavior opens the *Photo Album Browser* menu.

Prediction Settings Menu

This behavior opens the *Prediction Settings* menu.

Preference Wizard

This behavior opens the Page Editing Preferences Wizard.

Reminders Menu

This behavior opens the *Reminders* menu.

Reports Menu

This behavior opens the *Reports* menu.

Save User Setup

This behavior opens the *Save Setups* menu, enabling you to save the current user settings in a file. This file can be used to restore the settings on your own device, or it can be shared with other devices.

Set Symbol from Camera

This behavior opens the *Camera* menu and assigns the current photo as the symbol for the current button.

Setup Menu

This behavior opens the *Setup* menu.

Speech Controls Menu

This behavior opens the *Speech Controls* menu.

Symbol Browser

This behavior opens the *Symbol Browser* menu.

System Settings

This behavior opens the *System Settings* menu.

Tools

This behavior opens the *Tools* menu.

User Manager

This behavior opens the *User Manager* menu.

User Setup Wizard

This behavior launches the User Setup Wizard.

EBOOK ACTIONS BEHAVIORS

Adjust eBook Font Size

This behavior will increase, decrease, or set a specific font size in the eBook Viewer pane or in the eBook Table of Contents pane.

Assign Loaded eBook to a Button

This behavior assigns the currently loaded eBook to a specific button. (This behavior attaches the Open eBook behavior to the specified button.)

Create Bookmark

This behavior places a bookmark at the current location on the loaded eBook page.

Desymbolate eBook Page

This behavior removes the symbols from the current page in the eBook Viewer pane.

Download eBook

This behavior opens the *Bookshare Download* menu, which allows you to search for (and download) books or periodicals from *Bookshare.org*.

eBook Page to Message Window

This behavior sends the text on the current page in the eBook Viewer pane to the Message Window.

eBook Page to Vocabulary Clipboard

This behavior sends the vocabulary on the current eBook page to the Vocabulary Clipboard.

eBook Reader

This behavior opens the *eBook Reader* menu.

Jump to Bookmark

This behavior opens a menu listing all bookmarked locations in the loaded eBook and enable navigation to a specific bookmark.

Jump to Specific Bookmark

This behavior navigates to a specific bookmark location within the loaded eBook. This bookmark is defined when the behavior is assigned.

Load eBook

This behavior opens the *Select an eBook* file menu and then loads the selected eBook into the eBook Reader.

Next Page

This behavior moves the current page in the eBook Viewer pane forward one page.

Open eBook

This behavior opens a specific eBook. The eBook must be selected when you assign the behavior.

Play/Pause/Resume eBook Speech

This behavior toggles among speaking, pausing speech, or resuming speech on the current page in the loaded eBook.

Previous Page

This behavior moves the current page in the eBook Viewer pane back one page.

Scroll eBook

This behavior enables you to move throughout the currently loaded eBook. When you assign this behavior, you must define the following aspects of the scrolling behavior:

- The object to scroll (the Viewer pane or the Table of Contents)
- Whether the scroll will span pages or not
- The direction and magnitude of the scroll (up, down, up a full page, down a full page, continuous up, or continuous down). If you choose a continuous scroll, you can also choose the speed at which the content will scroll (slow, medium, fast, or turbo).

> **Note:** The *Span Pages* option in the *Scroll Behavior Settings* menu can be applied to each option in the *Type of Scroll* drop-down menu for the current page in the eBook Viewer pane (Up, Down, Page Up, Page Down, Continuous Up, and/or Continuous Down). Selecting *No* in the *Span Pages* drop-down menu will cause the eBook to scroll to the top (or bottom) of the current page and then stop scrolling. Selecting *Yes* in the *Span Pages* drop-down menu will move the eBook to the next/previous page when the eBook reaches the top/bottom of the current page.

Symbolate eBook Page

This behavior causes symbols to appear for each word on the current page in the eBook Viewer pane for which there is a valid word-symbol match.

Unload eBook

This behavior unloads the current eBook.

EMAIL BEHAVIORS

Check for Email Messages

This behavior sends any messages in the Outbox folder that have not been sent and retrieves any incoming messages that have not yet been downloaded from the email server.

Complete Email

This behavior is only useful when you are using a custom Compose page to reply to or forward an email message that you received. After you compose your new message in the Message Window, you can select a button with the Complete Email behavior. The contents of the Message Window in your Compose page will be dumped into the body of an outgoing email message. If you are replying to an email, the original sender's email address will be automatically filled in. If you are forwarding an email message, any attachments will be automatically included in the new message.

New Email

This behavior opens the *Compose Email* menu, enabling you to create a new email message.

Quick Email

This behavior sends the text in the Message Window to a specified email address as an email message. You will be prompted to enter the recipient's email address when you assign the behavior to the button.

Quick Email To...

This behavior sends the text in the Message Window to a specified email address as an email message. You will be prompted to choose the recipient's email address from the *Address Book* (or manually enter the recipient's email address).

Quick Reply to Current Email

This behavior is only useful when you are using a custom Compose page to reply to an email message that you received. After you compose your new message in the Message Window, you can select a button with the Quick Reply to Current Email behavior. The contents of the Message Window will immediately be sent in an email message to the sender of the original email.

Read Next Email Message

This behavior displays the content from the next email in the *Email and Text Messaging* menu in the Message Window of the current page.

Read Previous Email Message

This behavior displays the content from the previous email in the *Email and Text Messaging* menu in the Message Window of the current page.

Show Attachments Browser

This behavior opens the *Attachments* menu, displaying any files that are attached to the current email.

Show Email Browser

This behavior opens the *Email and Text Messaging* menu. The *Email* tab will be visible.

ENVIRONMENTAL CONTROL BEHAVIORS

Clear IR Queue

This behavior works with the Enqueue IR Command behavior. If buttons that feature the Enqueue IR Command behavior have been used to create a queue (line) of infrared commands, selecting a button with a Clear IR Queue behavior will remove all the commands from the queue.

Enqueue IR Command

This behavior enables you to assign a number of IR commands to a button, so that they can be sent as a group (i.e., sending commands for changing to a multiple-digit TV channel). When a button with the Enqueue IR Command behavior is selected, the commands are lined up (queued) in the order that they are selected. They will not be transmitted until a button with a Send IR Queue behavior is selected.

When you add this behavior to a button, you must select a specific command in the *Select an IR Command* menu.

Millisecond Pause

This behavior enables you to specify that there should be breaks of a specified number of milliseconds between actions in a macro or behaviors assigned to a button.

Pause

This behavior enables you to specify that there should be breaks of a specified number of seconds between actions in a macro or behaviors assigned to a button.

Perform 2007 Tash Phone Command

This behavior transmits one of the commands that operates the AbleNet Prism phone through your Series 5 device's IR transmitter. You must use the *Select Tash Phone Command* window to assign the specific command that the button sends when you assign the behavior.

Perform GEWA 200 Command

This behavior transmits one of the commands that operates the GEWA 200 phone through your Series 5 device's IR transmitter. You must use the *Select GEWA Command* window to assign the specific command that the button initiates when you assign the behavior.

Perform GEWA Jupiter Command

This behavior transmits one of the commands that operates a GEWA phone through your Series 5 device's IR transmitter. You must use the *Select GEWA Command* window to assign the specific command that the button initiates when you assign the behavior.

Perform IR Command

This behavior sends commands for controlling appliances through your Series 5 device's IR transmitter. You must program the IR commands into the Series 5 device prior to assigning this behavior to a button. You must select the commands to send from the *Select an IR Command* menu when you assign this behavior to a button.

Perform IR X10 Command

This behavior transmits commands for controlling an appliance connected to an X-10 module to the X-10 module. You must select the commands to send from the *Select X10 Command* window when you assign this behavior.

Perform Possum Phone Command

This behavior transmits one of the commands that operates a Possum phone through your Series 5 device's IR transmitter. You must specify the command that the button will initiate using the *Possum Phone Command* window that appears when you assign the behavior.

Perform Tash Phone Command

This behavior transmits one of the commands that operates a Tash phone through your Series 5 device's IR transmitter. You must specify the command that the button will initiate using the *Select Tash Phone Command* window that appears when you assign the behavior.

Play Command from Current Remote

This behavior sends an IR command from the remote control that is currently assigned as the 'active' remote control. You must specify the IR command that is sent when you assign this behavior.

Play Command from Specific Remote

This behavior sends an IR command from a specific remote control (not necessarily the 'active' remote control). You must specify both the remote control and the IR command that is sent when you assign this behavior to the button.

Send IR Queue

This behavior works with the Enqueue IR Command behavior to allow you to line up multiple IR commands (such as the digits for TV channels) and send

them to an appliance at one time. This behavior sends the queue (line) of commands that was created by using the Enqueue IR Command behavior.

Set Active Remote Control

This behavior sets the active remote control for the current page. You must specify the remote control that will become active when you assign this behavior.

KEYBOARD BEHAVIORS

This group of behaviors enable you to create a keyboard page or popup with buttons that work like the keys on a standard keyboard.

Alt Key

This behavior initiates an Alt keyboard command.

Cancel & Close System Keyboard

This behavior closes the open keyboard popup without saving any of the text that has been entered.

Caps Lock Key

This behavior toggles the Caps Lock keyboard command.

Ctrl Key

This behavior initiates a Ctrl Key keyboard command.

Insert Key

This behavior inserts information into the Message Window. When you assign this behavior to a button, you must specify what will be sent to the Message Window when the button is selected in normal mode, or after a Shift, Ctrl, Alt or Caps Lock button has been selected.

Normal Key Mode

This behavior deactivates any buttons that have been selected in a keyboard page or popup (for example, Caps Lock).

OK & Close System Keyboard

This behavior saves any text that has been entered into the open keyboard and then closes the popup.

Shift Key

This behavior initiates a Shift keyboard command.

MESSAGE WINDOW NAVIGATION BEHAVIORS

Cursor Down

This behavior moves the cursor down one line space in the Message Window.

Cursor Left

This behavior moves the cursor one space or character to the left in the Message Window.

Cursor Right

This behavior moves the cursor one space or character to the right in the Message Window.

Cursor Up

This behavior moves the cursor up one line space in the Message Window.

End of Selection

This behavior moves the cursor to the end of the selected text.

Line Begin

This behavior moves the cursor to the beginning of the current line in the Message Window.

Line End

This behavior moves the cursor to the end of the current line in the Message Window.

Message Window End

This behavior moves the cursor to the right of the last character in the Message Window.

Message Window Start

This behavior moves the cursor to the left of the first character in the Message Window.

Next Paragraph

This behavior moves the cursor to the beginning of the next paragraph in the Message Window.

Next Sentence

This behavior moves the cursor to the beginning of the next sentence in the Message Window.

Next Slot

This behavior moves the selection highlight to the next slot to the right of the cursor in the Message Window.

Next Word

This behavior moves the cursor to the beginning of the next word in the Message Window.

Previous Paragraph

This behavior moves the cursor to the beginning of the previous paragraph in the Message Window.

Previous Sentence

This behavior moves the cursor to the beginning of the previous sentence in the Message Window.

Previous Slot

This behavior moves the selection highlight to the first slot to the left of the cursor in the Message Window.

Previous Word

This behavior moves the cursor to the beginning of the previous word in the Message Window.

Scroll Down

If the contents of the Message Window are larger than the available window, this behavior moves the visible contents of the Message Window up one line, showing the text that is hidden below the bottom of the Message Window. (This behavior will not move the cursor within the Message Window.)

Scroll Up

If the contents of the Message Window are larger than the available window, this behavior moves the visible contents of the Message Window down one line, showing the text that is hidden above the top of the Message Window. (This behavior will not move the cursor within the Message Window.)

Search Again for Text

This behavior is intended for use in combination with the Search for Text behavior. After you have used the Search for Text behavior to highlight the

first occurrence of a word or phrase in the Message Window, this behavior will highlight the next occurrence of the same word or phrase.

Search for Text

This behavior enables you to search the contents of the Message Window for a specific word or phrase. It opens the system keyboard, prompting you to enter a word or phrase. The software will then search the Message Window contents and highlight the first occurrence of that word or phrase.

Start of Selection

This behavior moves the cursor to the beginning of the selected text.

MESSAGE WINDOW OPERATIONS BEHAVIORS

Add Prefix

This behavior adds a selected prefix to the last word added to the Message Window. You must specify the prefix when you assign the behavior.

Add Suffix

This behavior adds a selected suffix to the last word added to the Message Window. You must specify the suffix when you assign the behavior.

Add to 'My Phrases'

This behavior places the text in the Message Window in the *Edit Phrase* menu, enabling you to add the phrase to the *My Phrases* menu.

Alternate Output

This behavior opens an *Alternate Output Options* window. You can use this window to launch an alternate output connection between a computer and the Series 5.

Backspace

This behavior deletes one space behind the cursor in the Message Window.

Capitalize or Lowercase Word

This behavior affects the last word that was added to the Message Window. If the first letter of the word is capitalized, this behavior will make it lower case. If the first letter is lower case, this behavior will capitalize it.

Change Font

This behavior enables you to temporarily customize the font used for text in the Message Window. The font will revert to the default settings once the Message Window is cleared.

Change Word Form

This behavior changes the form of the last word that was added to the Message Window. You will specify the word form that the behavior should apply when you assign the behavior to the button.

Chat Mode On or Off

This behavior toggles the Chat mode. If Chat mode is off, the behavior will activate Chat mode and temporarily present a clear Message Window. When used again, the behavior will deactivate Chat mode and return to the previous Message Window.

Clear

This behavior clears the contents of the Message Window.

Clear Expansion Rules

This behavior clears any expansion rules that are currently in effect.

Combine Last 2 Words Into One

This behavior combines the last two words in the Message Window into one word.

> **Note:**   This behavior is only used with the German version of the Series 5 software.

Copy

This behavior copies the highlighted text in the Message Window. This copy is temporarily stored on the clipboard, and can be pasted in another location.

Copy to 'Abbreviation Expansion'

This behavior saves the contents of the Message Window as the expanded text of an abbreviation expansion. The system keyboard will prompt you to enter an abbreviation to represent the expanded text.

Copy to 'Insert Text'

This behavior copies the text in the Message Window. You will be prompted to select another button. The copied text will be pasted into this button as part of an Insert Text behavior.

Copy to 'Insert Text' With Confirmation

This behavior copies the text in the Message Window. You will be prompted to select another button. If the button already contains an Insert Text behavior, you will be asked if you want to replace the text of that current behavior. If you choose *Yes*, the Message Window text will be pasted into this button as part of an Insert Text behavior.

Copy to 'Speak Text'

This behavior copies the text in the Message Window. You will be prompted to select another button. The copied text will be pasted into this button as part of a Speak Text behavior.

Copy to 'Speak Text' With Confirmation

This behavior copies the text in the Message Window. You will be prompted to select another button. If the button already contains a Speak Text behavior, you will be asked if you want to replace the text of that current behavior. If you choose *Yes*, the Message Window text will be pasted into this button as part of a Speak Text behavior.

Cut

This behavior removes the highlighted text in the Message Window and stores it the clipboard. The text can then be pasted in another location.

Delete Character

This behavior deletes the character or space to the right of the cursor in the Message Window.

Delete Word

This behavior deletes the word to the left of the cursor in the Message Window.

Deselect Text

This behavior removes the highlight from any text that is selected in the Message Window.

Desymbolate the Selection

This behavior removes the symbols from the text that is highlighted in the Message Window.

Edit Current Slot

This behavior enables you to edit the filler text displayed in the currently selected slot in the Message Window.

Expand Abbreviation

This behavior enables you to make use of abbreviation expansions even when your device is not set to automatically expand abbreviations. If you type a registered abbreviation into the Message Window and then select a button with this behavior, the abbreviation will be expanded into the full word or phrase.

Expand All With Rules and Present

This behavior applies the expansion rules to the current text in the Message Window and present the expansions for all rules that match.

Expand One With Rule and Replace

This behavior automatically replaces a sequence of words in the Message Window with the first applicable expansion rule that matches the text in the Message Window.

Insert Active Label

This behavior sends the contents of the active label to the Message Window. You will also need to select the Active Label to be inserted.

Insert Image and Sound

This behavior inserts a button that contains the button symbol and a sound file into the Message Window. You will be prompted to identify the sound file when you first assign the behavior. The sound file will be played when you select the Message Window.

Insert Image and Text

This behavior inserts a button that contains the button symbol and the button text into the Message Window. You will be prompted to enter the button text when you first assign the behavior to the button. The button text will be spoken when you select the Message Window.

Insert Label

This behavior sends the text in the button's label to the Message Window. The label text will be spoken when the Message Window is selected.

Insert Label, Fill Slots

This behavior inserts the button label into the Message Window. You will then be prompted to choose the desired word(s) for each slot that is included in the text.

Insert New Line

This behavior moves down one line space in the Message Window.

Insert Random Text

This behavior sends one of several text messages previously assigned to the button to the Message Window. You will define the text messages when you assign the behavior. This behavior selects one of the text messages at random and inserts it into the Message Window. The text will be spoken when the Message Window is selected.

Insert Slot

This behavior enables you to insert a slot in the Message Window. You will be prompted to select the concept for the slot. The slot will be added to the Message Window in the cursor's current location.

Insert Text

This behavior sends a text message to the Message Window. You must enter the text to be inserted when you assign the behavior. This text may be different than the text in the button's label. The text will be spoken when the Message Window is selected.

Insert Text After Selection

This behavior inserts a text message in the Message Window. This text may be different than the text in the button's label. The text will be inserted immediately following the word or phrase that is selected in the Message Window (if no words are selected, it will be inserted at the cursor location). You define the text to be added when you add this behavior.

Insert Text Before Selection

This behavior inserts a text message in the Message Window. This text may be different than the text in the button's label. The text will be inserted immediately preceding the word or phrase that is selected in the Message Window (if no words are selected, it will be inserted at the cursor location). You define the text to be added when you add this behavior.

Insert Text, Fill Slots

This behavior inserts the button text into the Message Window. You will then be prompted to choose the desired word(s) for each slot that is included in the text. You must enter the text to be inserted when you assign the behavior.

Load Expansion Rules

This behavior enables any expansion rules that may be referenced by your page set. The vocabulary displayed in the Message Window may be changed to streamline communication.

Load File

This behavior enables you to fill the Message Window with saved text. The *Select File* menu will open, prompting you to choose the file containing the text you want to put in the Message Window.

Load File and Speak

This behavior fills the Message Window with the text from an existing file and immediately speaks the text. You will define the file to be loaded into (and spoken from) the Message Window when you assign this behavior.

Load Named File

This behavior fills the Message Window with the text from an existing file. You will define the file to be loaded into the Message Window when you assign this behavior.

Load Text and Symbolate

This behavior enables you to fill the Message Window with text from a text file. The *Select File* menu will open, prompting you to choose a file. The text from the file you choose will fill the Message Window, and will immediately be symbolated.

Make Slot from Selection

This behavior transforms the selected text in the Message Window into a slot. The software will attempt to match an existing concept with the selected text, and also give you the option to create a new concept for the slot.

Open 'My Phrases'

This behavior opens the *Select a Phrase* menu, enabling you to speak a phrase directly or insert it into the Message Window. Once you have selected a phrase, the *Select a Phrase* menu will close.

Open 'My Phrases' with Concept

This behavior opens the *Select a Phrase* menu, and display phrases assigned to a particular concept (you must define the concept when you assign the behavior). This enables you to speak a phrase directly or insert it into the Message Window. Once you have selected a phrase, the *Select a Phrase* menu will close.

Paste

This behavior pastes the last text that was cut or copied to the clipboard into the Message Window.

Phrase Prediction Insert

Selecting a predictor button with this behavior replaces the current 'stem' from the Message Window with the label of the button it is part of.

Prediction Insert

Selecting a predictor button with this behavior sends the contents of the predictor button to the Message Window. This behavior can only be assigned to a predictor button.

Print All

If your Series 5 device is connected to a printer, this behavior prints the entire contents of the Message Window, including symbols.

Print Selection

If your Series 5 device is connected to a printer, this behavior prints the highlighted contents of the Message Window.

Print Text

If your Series 5 device is connected to a printer, this behavior will print the text in the Message Window (symbols will not be printed).

Redo

This behavior restores the last action that was taken by the Undo command. There are multiple levels of Redo, enabling you to reverse several of your recent Undo commands (in reverse order).

Save Message Window

This behavior enables you to save Message Window contents (text, symbols and font information) in a file (.*dyw*) for future use. The *Enter File Name* menu will open, prompting you to assign a name to the file and decide where to store it. If the file already exists, this behavior will save the current text to the existing file.

Save Message Window As Text...

This behavior enables you to save the text in the Message Window in a text file (.*txt*) for future use. The *Enter File Name* menu will open, prompting you to assign a name to the file and decide where to store it. The file will contain text only; it will not contain any font or symbol information.

Save Message Window As...

This behavior enables you to save Message Window text under a new name. The *Enter File Name* menu will open, prompting you to assign a name to the file and decide where to store it.

Select Active Label and Insert

This behavior opens a menu that lists all of the active labels. When you select an active label and then select the **OK** button, the text associated with the active label is sent to the Message Window.

Select All

This behavior highlights everything in the Message Window.

Select Previous Word

This behavior highlights the last word to be added to the Message Window. Selecting this behavior again will move the highlight one word to the left.

Send to the Next Window

This behavior copies the Message Window text and pastes it into the next open Windows application.

Send To...

This behavior copies the Message Window text and prompts you to select which open Windows application will receive it. Once you select from the drop-down menu, the text is copied into selected application.

Set Default Font

This behavior opens the *Select Font* menu, enabling you to customize the default font used for text in the Message Window.

Set Message Window Font

This behavior changes the font settings (font, style, and size) used in the Message Window to those that are defined in the behavior. You must define the font settings that you want to use when you assign the behavior.

Show Word Forms

This behavior enables you to replace the last word in the Message Window with another form of the word. The *Choose a Word* window will open, displaying the available forms of the selected word. The word you select in this menu will replace the last word in the Message Window.

Spell Check

This behavior checks the contents of the Message Window for spelling errors.

Start Selecting

If you are using arrow buttons to move the cursor in the Message Window, this behavior creates the beginning of a highlight at the position of the cursor. Use the arrow buttons to move across or up and down the Message Window. An ending point for the highlight will be added when you select a button with the Stop Selecting behavior.

Stop Selecting

If you are using arrow buttons to highlight text after using the Start Selecting behavior, this behavior creates an end to the highlight.

Symbol Spell Check

This behavior checks the label fields of symbols in the Message Window for spelling errors.

Symbolate the Selected Text

This behavior scans the highlighted text in Message Window and adds a symbol to any word that has a related symbol.

Undo

This behavior reverses the most recent action taken. There are multiple levels of Undo, which enable you to reverse several of your recent commands, in reverse order.

MISCELLANEOUS BEHAVIORS

Ask and Connect to Modem

This behavior opens the *Dialup Configuration* menu, enabling you to choose the phone connection that you want to use. If you have not defined any phone connections in the *Input/Output Settings* menu, this behavior opens the *New Connection* menu, enabling you to define a phone connection to use with your Series 5 device.

Ask Yes or No Before Proceeding

This behavior prompts the user to answer a yes or not question. This gives the user a chance to confirm (or cancel) the remaining behaviors or processes that are assigned to this button. You must enter the text of the question to be asked, and the labels for the positive and negative responses, when you assign the behavior.

Calculator

This behavior opens a *Calculator* window.

Connect to Modem

This behavior attempts to use the phone connection that was most recently active to connect the Series 5 device to the Internet. If you have not defined any phone connections in the *Input/Output Settings* menu, this behavior opens the *New Connection* menu, enabling you to define a phone connection to use with your Series 5 device.

Decrease Eye Tracking Dwell Time

This behavior shortens the amount of time the user must fix his or her gaze on an object before it is selected (using the Eye Tracking selection method).

Decrease Joystick Pause Time

This behavior shortens the amount of time the joystick pointer must rest on an object before it is selected (using the Joystick selection method).

Decrease Mouse Pause Time

This behavior shortens the amount of time the mouse pointer must rest on an object before it is selected (using the Mouse Pause selection method).

Decrease Scan Speed

This behavior slows down the movement of the scanning highlight across the different scannable objects on the touch screen (using the Scanning selection method).

Disable Integrated Bluetooth and Wireless Networking

This behavior will deactivate the internal Bluetooth and WiFi capabilities of the newer Series 5 devices (Vmax+, V and Maestro).

Disconnect Modem

This behavior disconnects any active connection via modem to the Internet.

Edit Button

Once you select a button with this behavior, selecting another button will open the Page Editor. The second button will be ready to edit.

Edit Page

This behavior opens the Page Editor.

Enable Integrated Bluetooth and Wireless Networking

This behavior will activate the internal Bluetooth and WiFi capabilities of the newer Series 5 devices (Vmax+, V and Maestro).

Exit Software

This behavior closes the DynaVox Series 5 software. You will be asked if you want to exit out of the DynaVox Series 5 software. Select **Yes** to continue the exit procedure, or select **No** to keep the DynaVox Series 5 software running.

Find Similar Words

This behavior enables you to search for vocabulary that is similar to the label on a selected button. You will be prompted to select another button. A page with a search box will display vocabulary that is similar to the label in the selected button. The page that opens must be designated in the *Search and My Phrases* tab pane of the *Interface Features* menu (select the *Find Similar Words:* button in this menu).

Go to Sleep

This behavior shuts the device down after a specified number of minutes.

Increase Eye Tracking Dwell Time

This behavior lengthens the amount of time the user must fix his or her gaze on an object before it is selected (using the Eye Tracking selection method).

Increase Joystick Pause Time

This behavior lengthens the amount of time the joystick pointer must rest on an object before it is selected (using the Joystick selection method).

Increase Mouse Pause Time

This behavior lengthens the amount of time the mouse pointer must rest on an object before it is selected (using the Mouse Pause selection method).

Increase Scan Speed

This behavior speeds up the movement of the scanning highlight across the different scannable objects on the touch screen (using the Scanning selection method).

Launch an Application

This behavior opens a new Windows application on your device. When defining the behavior, you may also specify a particular file for the application to open.

Learn Vocabulary

Selecting a button with the Learn Vocabulary behavior will open the *Learn Vocabulary* menu. You can then select a file from which your device will learn the vocabulary.

Maximize or Restore Series 5

This behavior restores the Series 5 software window to its previous size on an open Series 5 device. If the Series 5 software window is not minimized, this behavior will maximize the Series 5 software window.

Minimize Series 5

This behavior minimizes the Series 5 software window on an open Series 5 device.

Modify

This behavior is equivalent to selecting the Modify button in the title bar. The Modify button will turn red and you will be prompted to select the object that you want to modify.

Open Document

This behavior opens the document or file that you specify when you program the behavior, as well as the Windows application required to open it.

Print Screen

If your Series 5 device is connected to a printer, this behavior prints out a hard copy of the entire touch screen.

Put Device Into Hibernate

This behavior puts your Series 5 device into a hibernated state. This will pause the DynaVox Series 5 software and turn your device off. This option uses no battery time and requires less time to launch the software.

Reset Prediction

This behavior resets the prediction results of all prediction buttons on the current page. Each prediction button will return to the first word or phrase in its prediction sequence.

Restart Device

This behavior shuts down the DynaVox Series 5 software and restarts your device. Your most recent changes will be saved automatically.

Scroll Down Search Box

This behavior scrolls down through the search box on the same page. This behavior is an alternative to selecting the scroll down arrow on the side of a viewport.

Scroll Up Search Box

This behavior scrolls up through the search box on the same page. This behavior is an alternative to selecting the scroll up arrow on the side of a viewport.

Set Eye Tracking Dwell Time

This behavior sets the length of time that the user must fix his or her gaze on an object before it is selected (using the Eye Tracking selection method). You will define the length of time required when you assign this behavior.

Set Eye Tracking Selection Method

If Eye Tracking is the current selection method, this behavior changes the value of the *Select With* drop-down menu in the *Eye Tracking Settings* menu (blink, dwell, blink/dwell, or external switch). You must define the new setting when you assign this behavior.

Set Language

If you are using a bilingual Series 5 device, this behavior will change the language of the DynaVox Series 5 software system menus. (This behavior will not change the current *.user* file, or the page content.) You will define the language that will be activated when you assign this behavior.

Set Mouse Pause Time

This behavior sets the length of time that the mouse pointer must point to an object before it is selected (using the Mouse Pause selection method). You will define the length of time required when you assign this behavior.

Set Mouse Scan Speed

This behavior sets the speed of the mouse scanning selection method. You will define the speed of the scanning highlight when you assign this behavior.

Set Next Scan

If you are using the Scanning selection method, you can use this behavior to direct where the scanning pattern will go. You can direct the scan pattern to a button, group, the Message Window, tab set, tab pane, label, symbol, active area, predictor button, or box. The object can exist on a different page or popup than the button you are programming.

When you add this behavior, you are prompted to define the destination object (using the text in the object's *Name* field). If this object is on a different page or popup, you must include the page or popup name in the destination (unless the popup will already be open). Refer to ***Using Predictive Scanning*** for more information.

Set Phrase Button Concepts

This behavior limits the concepts that a phrase predictor button will access when it is predicting text, based on the text entered in the Message Window. When you assign this behavior to a phrase predictor button, you will define the concept(s) that the button will search for phrases.

Set Scan Pattern

This behavior resets the pattern used to scan the display. You must specify the scan pattern to be set when you assign the behavior.

Set Scan Speed

This behavior resets the rate at which the display is being scanned. You must specify the scan speed to be set when you assign the behavior.

Set Selection Method

This behavior activates a different selection method for the device. You must specify the selection method to be activated when you assign the behavior.

Show More Predictions

This behavior causes each prediction button on the page to advance to the next word or phrase in its prediction sequence.

Shut Down Device

This behavior immediately shuts down the device without selecting the power button. You will be asked to confirm the shutdown.

Stop Behaviors

This behavior stops any behavior that displays the stop sign icon in the title bar while it is running. This includes playing audio or video files. This behavior will not stop the device from speaking the contents of the Message Window.

MULTIMEDIA BEHAVIORS

Open Media File

This behavior opens the *Media Browser* menu and immediately load the image file, video file, or sound/music file that you select. You must define the file when you assign this behavior.

Pause or Resume Video

This behavior pauses or resumes a video file that is playing on the same page or popup.

Play a Sound

This behavior plays a selected sound file. You must specify the sound that will be played when you assign the behavior.

Play Video

This behavior plays a video clip within the boundaries of the button. You will be prompted to select the video clip when you add the behavior.

Sing

This behavior will make the Series 5 device sing a song that was created in the *Song Editor* menu. You must specify the song to be sung when you assign the behavior.

Stop Video

This behavior stops any video file that is currently playing on the same page or popup.

MUSIC CONTROL BEHAVIORS

Browse for Music Folder

This behavior lets you search through the folders on your V/Vmax device (or a connected USB flash drive) and select a folder that contains music files.

Change Playback Rate

This behavior allows you to adjust the rate of the music file that is currently playing. You can select an specific speed (*Slow*, *Medium*, or *Fast*), or choose to increase or decrease the playback speed.

Change Repeat Mode

This behavior cycles through the available repeat options for playing music: repeat one song, repeat the entire playlist, or turn repeat off.

Clear Playlist

This behavior clears the current playlist.

Fast Forward

This behavior advances through the currently playing music file at a speed faster than at which it would normally play. You can specify the fast forward rate (*Slow*, *Medium*, or *Fast*).

Music Settings

This behavior opens the *Music Settings* menu.

Music Volume Down

This behavior decreases the volume of the music. (This will not affect the speech volume).

Music Volume Up

This behavior increases the volume of the music. (This will not affect the speech volume).

Next Song

This behavior plays the next song in the current playlist.

Play a Music File

This behavior queues up a single song file. You can add this behavior multiple times to one button to create a playlist.

Play Music from Folder

This behavior plays all of the music files in a specified folder. You must select the folder when you program the button.

Play/Pause/Resume

This behavior cycles through the three states of a music file: playing, paused, or resume play.

> **Note:**   Use the Music Playing Status active label to monitor the status of this behavior.

Previous Song

This behavior plays the previous song in the playlist.

Rewind

This behavior rewinds through the currently playing music file at a speed faster than at which it would normally play. You can specify the rewind rate (*Slow*, *Medium*, or *Fast*).

Stop

This behavior stops the currently playing song. Once this behavior is used, the song will play again from the beginning. (To start the song playing from the point at which it was stopped, use the Play/Pause/Resume behavior.)

Toggle Shuffle

This behavior plays the music files in the current playlist in random order. To turn off the shuffle and play the current playlist in order, simply activate the behavior again.

PAGE NAVIGATION BEHAVIORS

Close All Popups

This behavior closes any open popups.

Close Popup

This behavior closes the current popup.

Exit Onscreen Keyboard

This behavior closes the current onscreen keyboard and returns the DynaVox Series 5 software to its normal mode.

Go to Bookmark

This behavior opens the page that has been designated as the "bookmark page" (as defined by using the Set Bookmark behavior).

Go to Home Page

This behavior opens the page that has been designated as your "home page" (as defined in the *Title Bar* tab of the *Interface Features* menu).

Go to Page

This behavior opens another page. You must select the page that will be opened when you assign the behavior.

Go to Page & Search

This behavior opens a page with a search box and conducts a search. You must specify the page that will be opened and the search criteria when you assign the behavior.

Maximize All Popups

This behavior maximizes all popups that are currently open.

Minimize Popup

This behavior minimizes the current popup. When a popup is minimized, it is reduced to a small bar at the bottom of the touch screen. Select the expansion button inside the bar to bring the popup back to full size.

Open Next Page + Popups

This behavior restores the next page state, including the base page and any popups. The software will open the next page in the Page History, as well as any popups that were open when this page was active.

Open Popup Exclusively

This behavior opens a specified popup, and prohibits you from making any selections on the page behind the popup.

Open Previous Page + Popups

This behavior restores the last page state, including the base page and any popups. The device will open the previous page in the Page History, as well as any popups that were open when this page was active.

Page Back

This behavior opens the previous page in the Page History.

Page Forward

If the Page Back behavior was used to move back one page, this behavior will "forward" in the page history.

Page Navigator

This behavior opens the *Page Navigator* menu.

Popup Exclusively to Position

This behavior opens a popup to a specified position on the screen. The page behind the popup will be grayed out and non-selectable. When you assign this behavior, you will be prompted to choose the popup you want to open and define the X and Y coordinates where you want it to be positioned. You can also choose whether the popup should close when a selection is made outside of the popup.

Search for a Page with Content

This behavior lets you search for pages and popups that contain a specific vocabulary word or concept. The system keyboard prompts you to enter a word or phrase. Then the software displays a list of pages and popups that include the word or phrase. Select one of these pages or popups to open it.

Set Bookmark

This behavior marks the current page as the "bookmark page." You can then use the Go To Bookmark behavior to open this page.

Only one page may be designated as the bookmark page. Each time you place the bookmark on a new page, the link to the previous bookmark page is changed to open the new bookmark page.

PHOTO ALBUM CONTROL BEHAVIORS

Choose Photo Album

This behavior will prompt you to choose a different photo album to display on the current photo page.

Delete Photo

If the viewfinder is open, this behavior will delete the photo immediately preceding the viewfinder (normally the last photo taken). If the viewfinder is closed, this behavior will delete the current photo.

Delete Photo With Confirmation

If the viewfinder is open, this behavior will delete the photo immediately preceding the viewfinder (normally the last photo taken). If the viewfinder is closed, this behavior will delete the current photo. The software will ask for user confirmation before deleting any photos.

Go To Page & Choose Photo Album

This behavior will open a photo album page. You must specify the photo album page to open when you assign the behavior to a button.

Go To Page & Keep The Same Photo Album

This behavior will open a photo album page, and display the currently selected photo album. You must specify the photo album page to open when you assign the behavior to a button

Make This The Current Photo

This behavior will make the selected photo the "current photo" in the photo album (valid only on photo buttons). You have the option of speaking the caption and/or the description of the photo.

Next Page

This behavior will open the next page in the photo album. You have the option of speaking the caption and/or the description of the first photo on the new page.

Next Photo

This behavior will move to the next photo in the photo album, changing pages if necessary. You have the option of speaking the caption and/or the description of the new photo.

Open Photo Album

This behavior will change to a different photo album on the current photo page. When you assign the behavior to the button, you must choose the photo album to open.

Play/Pause/Resume Slide Show (Basic)

This behavior will play a slide show that is stopped, pause a show that is currently playing, or resume a slide show that is currently paused. You have the option of speaking the caption and/or the description of each photo.

Play/Pause/Resume Slide Show (Extended)

This behavior will play a slide show that is stopped, pause a show that is currently playing, or resume a slide show that is currently paused. You have the option of speaking the caption and/or the description of each photo,a nd you can control the amount of time that each photo is shown.

Previous Page

This behavior will open the previous page in the photo album. You have the option of speaking the caption and/or the description of the last photo on the new page.

Previous Photo

This behavior will move to the previous photo in the photo album, changing pages if necessary. You have the option of speaking the caption and/or the description of the new photo.

Speak The Photo Caption and/or Description

This behavior will speak the caption and/or description of the photo on the button. If there is no photo on the button, this behavior will speak the caption and/or description of the current photo.

Stop Slide Show

This behavior will stop the current slide show.

SPEECH BEHAVIORS

Audio Feedback Louder

This behavior increases the audio feedback volume.

Audio Feedback Softer

This behavior decreases the audio feedback volume.

Change Rate

This behavior changes the rate of speech. You must specify the speech rate when you assign the behavior.

Change Voice

This behavior changes the device's speaking voice. You must specify the new voice when you assign the behavior.

Change Volume

This behavior increases or decreases the volume at which the device speaks. You must specify the new volume when you assign the behavior.

Lower Speech Rate

This behavior decreases the current rate of speech by 5 percent.

Query for Speech Rate

This behavior prompts you to select a speech rate. Use the slider bar in the *Select Speech Rate* menu to choose a new speech rate.

Query for Voice

This behavior prompts you to select a speaking voice. Use the drop-down menu in the *Select Voice* menu to choose a speaking voice.

Raise Speech Rate

This behavior increases the current rate of speech by 5 percent.

Speak Label

This behavior causes the device to speak the text in the button's label. The label text will not be sent to the Message Window.

Speak Message Window

This behavior cause the device to speak the Message Window contents.

Speak Paragraph

This behavior causes the device to speak the paragraph that is on the same line as the cursor in the Message Window.

Speak Random Text

This behavior allows multiple vocabulary items to be assigned to one button. When the button is selected, the software chooses one of the items at random and speaks it. You must create the vocabulary items in the *Speak Random Text Editor* menu when you assign the behavior.

Speak Selection

This behavior causes the device to speak the highlighted text in the Message Window.

Speak Sentence

This behavior causes the device to speak the sentence that follows the cursor in the Message Window.

Speak Text

This behavior causes the device to speak a text message. The text that is spoken through this behavior may be different than the text in the button's label. You must enter the text for this behavior when you assign the behavior to the button. The text will not be sent to the Message Window.

Speak Word

This behavior causes the device to speak the word that follows the cursor in the Message Window.

Stop Speaking

This behavior causes the device to stop speaking any message.

Temporary Rate

This behavior enables you to use a speech rate that is different from the normal speaking rate for any speaking behaviors that are assigned to the same button. When you select the next button, the device will revert to the default speech rate.

Temporary Voice

This behavior enables you to use a speaking voice that is different from the normal speaking voice for any speaking behaviors that are assigned to the same button. When you select the next button, the device will revert to the default speaking voice.

Temporary Volume

This behavior enables to you to increase or decrease the volume for any sound or speaking behaviors that are assigned to the same button. When you select the next button, the device will revert to the default volume.

Volume Down

This behavior decreases the device's volume by one interval.

Volume Setting

This behavior opens the *Volume* slider, enabling you to set the device volume without having to access the *Speech Controls* menu.

Volume Up

This behavior increases the device's volume by one interval.

SYSTEM SETTINGS BEHAVIORS

These behaviors allow you to manipulate the settings of various software controls without having to directly access the system menus. The name of the system menu is included in the behavior description.

Auto Expand On or Off

This behavior toggles the setting of the *Automatically Expand Abbreviations* check box (*Interface Features* menu, *Message Window* tab pane).

Autocapitalize On or Off

This behavior toggles the setting of the *Capitalize Start of Sentence* check box (*Interface Features* menu, *Message Window* tab pane).

Autoclear On or Off

This behavior toggles the setting of the *Close on Selection* check box (*Select a Phrase* menu).

Autoclose 'My Phrases' On or Off

This behavior toggles the setting of the *Clear after Speaking* check box (*Interface Features* menu, *Message Window* tab pane).

Autospacing On or Off

This behavior toggles the setting of *Add Spaces Between Words* check box (*Interface Features* menu, *Message Window* tab pane).

Change Brightness

This behavior increases or decreases the screen brightness of the device (*Systems Settings* menu). You must specify the new brightness level when you assign the behavior.

Context Prediction On or Off

This behavior toggles the setting of the *Context Prediction* check box (*Prediction Settings* menu).

Eye Tracking On or Off

If Eye Tracking is the current selection method, this behavior toggles the selection method between Eye Tracking and Touch Enter (*Setup* menu).

Flexible Abbreviation Expansion On or Off

This behavior toggles the setting of the *Flexible Abbreviation* check box (*Prediction Settings* menu).

Full Screen On or Off

This behavior toggles the setting of the *Full Screen* check box (*System Settings* menu).

Highlight as You Speak On or Off

This behavior toggles the setting of the *Highlight as You Speak* check box (*Interface Features* menu, *Message Window* tab pane).

Insert 'My Phrases' On or Off

This behavior toggles the setting of the *Insert Phrase* check box (*Select a Phrase* menu).

Mouse Pause On or Off

If Mouse Pause is the current selection method, this behavior toggles the selection method between Mouse Pause and Touch Enter (*Setup* menu).

Set Backlight Timeout

This behavior changes the time that the device screen will remain backlit after the last selection (*System Settings* menu). You must specify the new backlight timeout value when you assign the behavior.

Speak 'My Phrases' On or Off

This behavior toggles the setting of the *Speak Phrase* check box (*Select a Phrase* menu).

Speak When Inserting On or Off

This behavior toggles the setting of the *Speak when Inserting Words* check box (*Interface Features* menu, *Message Window* tab pane).

Turn Off Alternate Output

This behavior deactivates alternate output, disabling your V/Vmax device from sending information to a computer.

Turn Off Speech with Alternate Output

This behavior turns off the speech engine of the V/Vmax device when alternate output is on. Messages that you create on your device will be sent to a computer, but will not be spoken by your device.

Turn On Alternate Output

This behavior activates alternate output, enabling your device to send information from your V/Vmax device to a computer.

Turn On Speech with Alternate Output

This behavior turns on the speech engine of the V/Vmax device when Alternate Output is on. Messages that you create on your device will be sent to a computer and will also be spoken by your device.

Word Prediction On or Off

This behavior toggles the setting of the *Prediction* check box (*Prediction Settings* menu).

TEXT MESSAGING BEHAVIORS

Check for Text Messages

This behavior sends any text messages in the *Outbox* folder that have not been sent and also checks your cell phone for any incoming messages that have not yet been downloaded to your Series 5 device.

Complete Text Message

This behavior works best when you are using your custom text messaging page to reply to a text message that you received. After you enter your new message in the Message Window, selecting a button with this behavior will:

- copy the text from the Message Window into the Message Window of the *Compose Text Message* menu
- place the original sender's phone number or email address in the *To* text box

At this point, you can send the message by selecting the *Send* button.

New Text Message

This behavior will open the *Compose Text Message* menu, enabling you to create a new text message.

Quick Reply to Current Text Message

This behavior is only useful when you are using a custom Compose page to reply to a text message that you received. After you compose your new message in the Message Window, this behavior immediately sends the contents of the Message Window as a text message to the cell phone number (or email address) of the sender of the original text message.

Quick Text Message

This behavior sends the text in the Message Window to a specified cell phone number as a text message. You will be prompted to enter the recipient's cell phone number when you assign the behavior to the button.

Quick Text Message To...

This behavior sends the text in the Message Window to a specified cell phone number as a text message. You will be prompted to choose the recipient's cell phone number from the *Address Book* (or manually enter the recipient's cell phone number) when you assign the behavior.

Read Next Text Message

This behavior displays the content from the next text message in the *Email and Text Messaging* menu in the Message Window of the current page.

Read Previous Text Message

This behavior displays the content from the previous text message in the *Email and Text Messaging* menu in the Message Window of the current page.

Show Text Message Browser

This behavior opens the *Email and Text Messaging* menu. The *Text Messaging* tab will be visible.

ADVANCED BEHAVIORS

The Advanced Programming Language that is included in the DynaVox Series 5 software contains a list of behaviors. These behaviors are only accessible through the *Advanced* tab of the *Behavior Editor* menu.

> **Note:** Refer to ***Select the Behavior Editor Layout*** for instructions on displaying the *Advanced* tab in the *Behavior Editor* menu.

For more information on the behaviors available in the Advanced Programming Language, refer to ***Advanced Behaviors***.

Appendix B: Interacting with Windows (Open V/Vmax Only)

> 🏳 **Note:**   This section describes features and functionality that are only available on the open Series 5 device. These instructions are not meant to be used with the dedicated Series 5 device.

The open Series 5 device enables you to access other Microsoft Windows applications, just like a regular Windows computer. The DynaVox Series 5 software provides multiple methods using the selection methods and rate enhancement tools supported by the DynaVox software to interact with and operate Windows applications. You can use the text and character selection features in the DynaVox Series 5 software to easily create a text message in a word processing program, fill out a form on a website, and more.

> 🏳 **Note:**   An open DynaVox V/Vmax device can only tolerate 1 person or account logged in at a time, whether the operating system in use is Windows XP Home or Windows XP Pro.

Additionally, the open Series 5 device enables you to quickly and easily share files between other Windows applications and the DynaVox Series 5 software. The open Series 5 device allows you to take full advantage of standardized Windows "shortcuts" (keyboard combinations, "dragging and dropping," etc.). For example, you can copy sound, picture and video files from the Windows Explorer and paste them into Series 5 pages, popups and buttons. You can also "drag and drop" text from Windows files into Series 5 pages. This functionality opens a whole new world for the Series 5 pages that you create and customize.

INTERACTING WITH THE WINDOWS DESKTOP

> ⌘ **Note:**   This section describes features and functionality that are only available on the open Series 5 device. These instructions are not meant to be used with the dedicated Series 5 device.

This section contains instructions on setting up and using the tools that enable you to interact with and control the Windows desktop using the same techniques and methods that you use in the Series 5 software.

Minimizing and Maximizing the Series 5 Software Window

On an open Series 5 device (or on the Series 5 software running on a Windows computer), the Series 5 software window provides standard Windows buttons in the top right corner of the title bar. These buttons can be used for minimizing, restoring, maximizing and closing the Series 5 software.

SERIES 5 SOFTWARE WINDOW - TOP RIGHT CORNER
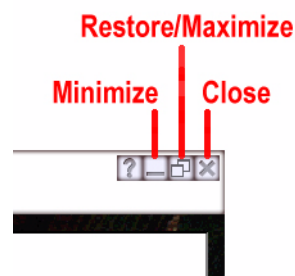
- Minimize - Select this button to minimize the Series 5 software window. It will appear as a small bar in the Windows task bar.
- Restore/Maximize - Select this button to toggle the Series 5 software window size between completely maximized (entirely covering the touch screen, including the Windows task bar) and the default size, which is slightly smaller.
- Close - Select this button to close the Series 5 software. A software prompt will ask you to confirm your choice.

Extending the Series 5 Selection Method to Windows

> 📭 **Note:** This section describes features and functionality that are only available on the open Series 5 device. These instructions are not meant to be used with the dedicated Series 5 device.

The architecture of the open Series 5 device enables you to access the Microsoft Windows operating system and the Windows desktop. The Series 5 software includes a Desktop Selection Method, which enables an open Series 5 device (or Windows computer running the Series 5 software) to extend certain selection methods to other Windows applications outside of the Series 5 software. The selection methods that can be extended are:

- Touch Enter
- Touch Exit
- Audio Touch
- Mouse Pause
- Eye Tracking

If you use any of these selection methods to manipulate the Series 5 software, you can also use them to select the Windows desktop or Windows applications on an open Series 5 device.

Enabling/Disabling the Desktop Selection Method through the Series 5 Software

To enable the Desktop Selection Method through the Series 5 software:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Extend Selection Method to Desktop** check box.

3. Select the **Yes** button when prompted to confirm your decision.

4. Select the **OK** button to close the *Setup* menu.

The Desktop Selection Method icon (white mouse with a red "X") in the Windows system tray (right side of the Windows task bar) will change to display a green check mark. The current selection method in the Series 5 software is now

extended to the Windows desktop and to all Windows applications on your open Series 5 device.
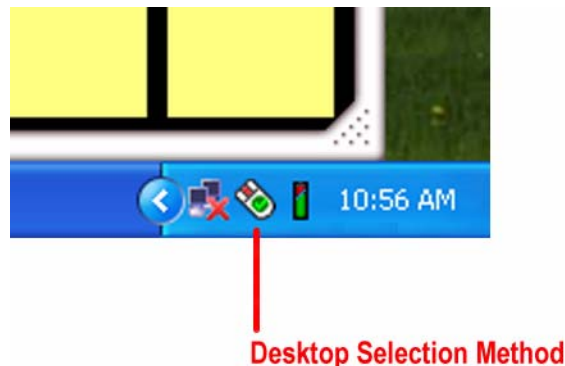
To disable the Desktop Selection Method, repeat the steps above and clear the X from the *Extend Selection Method to Desktop* check box in the *Setup* menu. The Desktop Selection Method icon in the Windows system tray will change to display a red "X." The Series 5 selection method will no longer be active for any applications other than the Series 5 software.

Additional Desktop Settings for Selection Methods (Touch)

The Series 5 software provides additional settings for each of the touch-based selection methods that you can extend to the Windows desktop of your open Series 5 device (Touch Enter, Touch Exit, and Audio Touch). To access these settings:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Use the *Selection Method* drop-down menu to choose the desired selection method (**Touch Enter**, **Touch Exit**, or **Audio Touch**). The appropriate menu will open.

3. Select the **Selection Method Settings** button. The *Touch Enter Settings* menu will open.

4. Select the **Additional Desktop Settings** button. The *Additional Touch Desktop Settings* menu will open.

ADDITIONAL TOUCH DESKTOP SETTINGS MENU
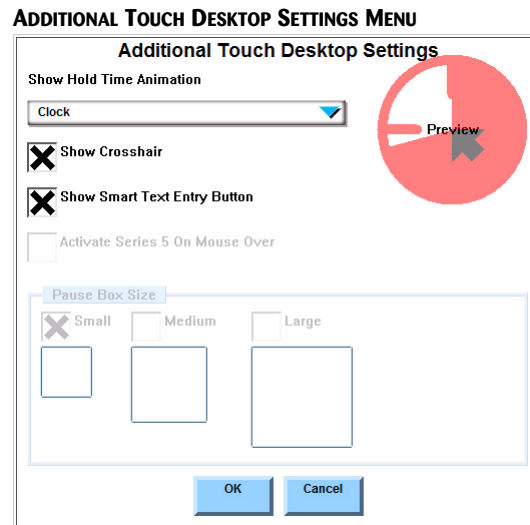
5. Select the **Show Hold Time Animation** check box if you want to display the hold time animation when making a selection on the Windows desktop.

6. Select the **Show Crosshair** check box to display the cross hair on the animation (to provide more visual reference for the pointer location).

7. Select the **Show Smart Text Entry Button** to display an "Enter Text" box whenever you move the cursor over a text box or other place to enter text. (Selecting this text box will open the DynaVox system keyboard, so you can use the larger keyboard to enter text. Selecting **OK** on the system keyboard will place your text in the text box.)

SMART TEXT ENTRY BUTTON ON WINDOWS DESKTOP (EXAMPLE)
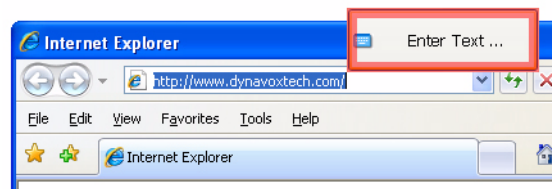
> 🏴 **Note:**   The Smart Text Entry feature only works with select Windows applications.

8. Select the **OK** button to close the *Additional Touch Desktop Settings* menu.

9. Select the **OK** button to save the settings and close the touch settings menu that you opened in step 2.

10. Select the **OK** button to close the *Setup* menu.

When you make a selection on the Windows desktop (and if you have defined a hold time), the Series 5 software will show an animation (circular sweep) that indicates the hold time. If you maintain your selection during the entire animation, the selection will take place.

Additional Desktop Settings for Selection Methods (Mouse Pause)

The Series 5 software provides additional settings for the Mouse Pause selection method when it is extended to the Windows desktop of your open Series 5 device. To access these settings:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Use the *Selection Method* drop-down menu to choose the **Mouse Pause** selection method.

3. Select the **Selection Method Settings** button. The *Mouse Pause Settings* menu will open.

4. Select the **Pause Settings** button. The *Pause Settings* menu will open.

5. Select the **Additional Desktop Settings** button. The *Additional Mouse Pause Desktop* menu will open.

ADDITIONAL MOUSE PAUSE DESKTOP SETTINGS MENU
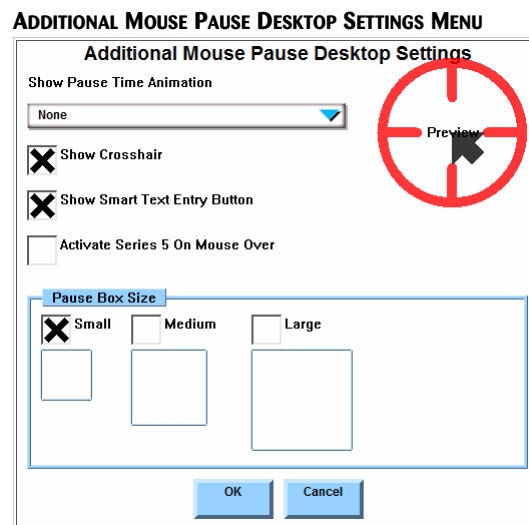
6. Select the **Show Pause Time Animation** check box if you want to display the pause time animation when making a selection on the Windows desktop.

7. Select the **Show Crosshair** check box to display the cross hair around the pointer (to provide more visual reference for the pointer location).

8. Select the **Show Smart Text Entry Button** to display an "Enter Text" box whenever you move the cursor over a text box or other place to enter text. (Selecting this text box will open the DynaVox system keyboard, so you can use the larger keyboard to enter text. Selecting **OK** on the system keyboard will place your text in the text box.)

SMART TEXT ENTRY BUTTON ON WINDOWS DESKTOP (EXAMPLE)
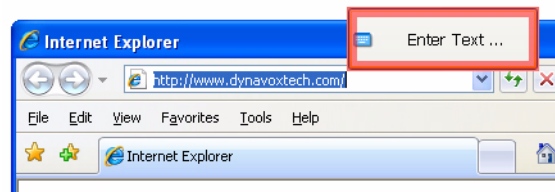
> **Note:** The Smart Text Entry feature only works with select Windows applications.

9. Select the **Activate Series 5 on Mouse Over** button to automatically bring the Series 5 window (or onscreen keyboard) to the "top" of the Windows desktop priority whenever you mouse over it. (Leaving the check box empty requires you to make a selection in the Series 5 window to give it "focus".)

10. Use the *Pause Box Size* group box to define the area the mouse must remain in for the duration of the pause time for the selection to register. Select either the **Small**, **Medium**, or **Large** check box.

11. Select the **OK** button to close the *Additional Mouse Pause Desktop Settings* menu. Keep selecting the **OK** button to close all open menus.

When you stop the mouse pointer on the Windows desktop (and if you have defined a hold time), the Series 5 software will show an animation (circular sweep) that indicates the hold time. If you keep the mouse within the pause box during the entire animation, the selection will take place.

Additional Desktop Settings for Selection Methods (Eye Tracking)

The Series 5 software provides additional settings for the Eye Tracking selection method when it is extended to the Windows desktop of your open Series 5 device. To access these settings:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Use the *Selection Method* drop-down menu to choose the **Eye Tracking** selection method.

3. Select the **Selection Method Settings** button. The *Eye Tracking Settings* menu will open.

4. Select the **Select With** drop-down menu, and select either the **Dwell** or **Blink/Dwell** option.

5. Select the **Dwell Settings** button. The *Dwell Settings* menu will open.

6. Select the **Additional Desktop Settings** button. The *Additional Eye Tracking Desktop* menu will open.

ADDITIONAL EYE TRACKING DESKTOP MENU

7. Select the **Show Dwell Time Animation** check box if you want to display the dwell time animation when making a selection on the Windows desktop.

8. Select the **Show Crosshair** check box to display the cross hair around the pointer (to provide more visual reference for the pointer location).

9. Select the **Show Smart Text Entry Button** to display an "Enter Text" box whenever you move the pointer over a text box or other place to enter text. (Selecting this text box will open the DynaVox system keyboard, so you

can use the larger keyboard to enter text. Selecting **OK** on the system keyboard will place your text in the text box.)

SMART TEXT ENTRY BUTTON ON WINDOWS DESKTOP (EXAMPLE)
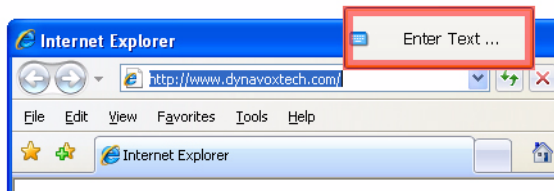
> 📖 **Note:**   The Smart Text Entry feature only works with select Windows applications.

10. Select the **Activate Series 5 on Mouse Over** button to automatically bring the Series 5 window (or onscreen keyboard) to the "top" of the Windows desktop priority whenever you move the pointer over it. (Leaving the check box empty requires you to make a selection in the Series 5 window to give it "focus".)

11. Use the *Dwell Box Size* group box to define the area your eyes must remain in for the duration of the dwell time for the selection to register. Select either the **Small**, **Medium**, or **Large** check box.

12. Select the **OK** button to close the *Additional Eye Tracking Desktop* menu. Keep selecting the **OK** button to close all open menus.

When you stop your gaze on the Windows desktop (and if you have defined a hold time), the Series 5 software will show an animation (circular sweep) that indicates the hold time. If you keep your gaze within the dwell box during the entire animation, the selection will take place.

Adjusting Hotspot Size on the Desktop

If you have enabled hotspots in the Series 5 software (see ***Using Hotspots***), the Hotspots will also be visible on the Windows desktop. They will function the same way that they do when running in the Series 5 software.

You can minimize the hotspots so that they do not obstruct the Windows desktop behind them. That enables you to still select icons or areas of the desktop that are located "behind" the hotspots. When minimized, the hotspots appear as small lines. You can select the hotspots in their minimized state, and they will still function properly.

To change the size settings of the hotspots on the Windows desktop:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Advanced** tab.

4. Select the **Hotspot Settings** button. The *Hotspot Settings* menu will open.

Note: You can also open the *Hotspot Settings* menu by selecting the **Hotspot Settings** button in the *Zoom Settings* menu.

HOTSPOT SETTINGS MENU

5. If you want the hotspots to appear full-size on the Windows desktop, check the **Show Full-Size Hotspots on Desktop** check box. If you want the hotspots to appear in the minimized size, make sure that this check box is cleared.

6. Select the **OK** button to close the *Hotspot Settings* menu. Keep selecting the **OK** button to close all open menus.

Enabling/Disabling the Desktop Selection Method through Windows

To enable the Desktop Selection Method through the Windows software:

1. Select the Desktop Selection Method icon (white mouse with a red "X") in the Windows system tray (right side of the Windows task bar). A menu will open.

DESKTOP SELECTION METHOD ICON WITH DISABLED MENU (OPEN V/VMAX DEVICES ONLY)
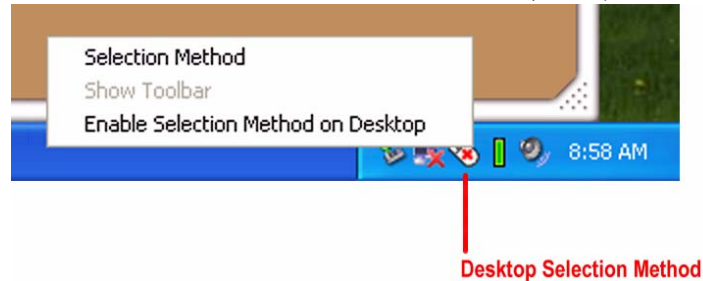
2. Select **Enable Selection Method on Desktop**.

3. Select the **Yes** button when prompted to confirm your decision.

The Desktop Selection Method icon will change to display a green check mark, and the selection method that is currently in use in the DynaVox Series 5 software will be extended to the Windows desktop and all Windows applications on your open Series 5 device.

To disable the Desktop Selection Method through the Windows software:

1. If the *Click Types* menu is not already open on your Windows desktop, select the Desktop Selection Method icon in the Windows system tray one time. The *Click Types* menu will open.

CLICK TYPES MENU
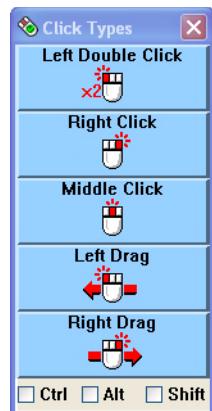
2. Select the **Right Click** button in the *Click Types* menu.

3. Select the Desktop Selection Method icon (white mouse) in the Windows system tray. A menu will open.

DESKTOP SELECTION METHOD ICON WITH ENABLED MENU (OPEN V/VMAX DEVICES ONLY)
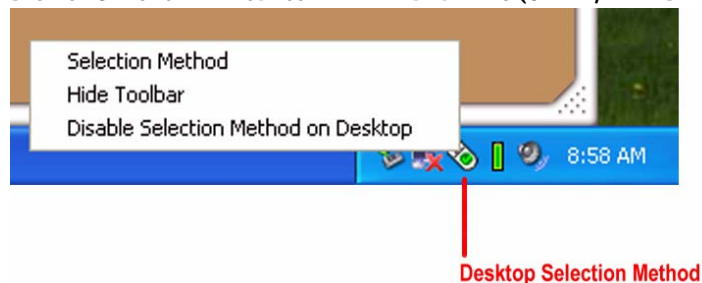
4. Select **Disable Selection Method on Desktop**.

5. Select the **Yes** button when prompted to confirm your decision.

The Desktop Selection Method icon will change to display a red "X," and the selection method that is currently in use in the DynaVox Series 5 software will no longer be extended beyond the Series 5 software.

Adjusting the Selection Method through Windows

When the Series 5 selection method is extended to the Windows desktop (the Desktop Selection Method icon contains the green check mark), you can make adjustments to the selection method settings by opening the *DynaVox V Properties* menu.

To open the *Selection Method* tab pane of the *DynaVox V Properties* menu, follow these steps.

1. If the *Click Types* menu is not already open on your Windows desktop, select the Desktop Selection Method icon in the Windows system tray one time. The *Click Types* menu will open.

2. Select the **Right Click** button in the *Click Types* menu.

3. Select the Desktop Selection Method icon (white mouse) in the Windows system tray. A menu will open.

DESKTOP SELECTION METHOD ICON WITH ENABLED MENU (OPEN V/VMAX DEVICES ONLY)

Desktop Selection Method
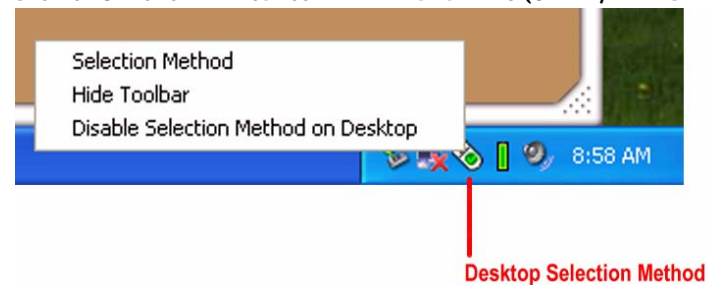
4.   Select **Selection Method**. The *DynaVox V Properties* menu will open, and the options on the *Selection Method* tab pane will be displayed.

DYNAVOX V PROPERTIES MENU - SELECTION METHOD TAB
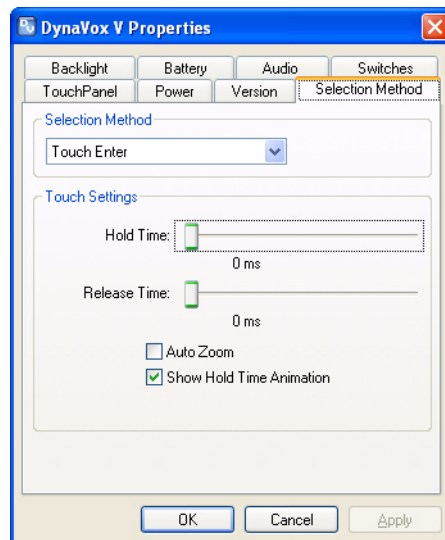
5.   Select the **Selection Method** drop-down menu and choose the selection method that you want to use.

6.   The controls displayed in the *Selection Method Settings* group box will vary, depending on the current selection method. Define the settings for these controls just as you would within the Series 5 software.

> **Note:**   Any changes that you make to the selection method or its settings in this menu will be reflected and honored in the Series 5 software.

7.   Select the **OK** button to save the current settings and close the *DynaVox V Properties* menu.

Mouse Clicks on the Windows Desktop

When the Series 5 selection method is extended to the Windows desktop (the Desktop Selection Method icon contains the green check mark), the default setting is for a touch screen selection to simulate a single click of the left mouse button (this is also the Windows standard selection method). To perform other kinds of mouse clicks, you will need to use the *Click Types* menu. By selecting one of the options in the *Click Types* menu, you can change selections on the Windows desktop into any of the different mouse clicks that are supported by Windows.

To open the *Click Types* menu, simply select the Desktop Selection method icon (white mouse with a green check mark) in the Windows system tray. The *Click Types* menu will open on the Windows desktop.

DYNAVOX ICONS IN WINDOWS SYSTEM TRAY (OPEN V/VMAX DEVICES ONLY)

Desktop Selection Method

> 🏳 **Note:**   If the Desktop Selection Method icon displays a red "X," you must first extend the Desktop Selection Method to Windows. Select the icon, and then select **Enable Selection Method** in the menu that opens. Select **Yes** to confirm that you want to extend the selection method to Windows.

CLICK TYPES MENU

You can move or resize the *Click Types* menu just like any other menu on the Windows desktop. (If you make the menu very narrow, the button captions will disappear, but the icons will remain.)

To use the *Click Types* menu, simply select the button that corresponds to the type of mouse click that you want to perform. The button will change color and recess, to indicate that it is the active choice.

Left Double-Click	Make your next selection on the desktop act as a left double click (for example, to double-click a desktop icon to launch an application).
Right Click	Make your next selection on the desktop act as a right click (for example, to right-click on the Windows desktop and create a new folder).
Middle Click	Make your next selection on the desktop act as a middle click (for example, to use the scroll wheel on a three-button mouse).
Left Drag	Make your next selection on the desktop start a left click-and-drag action (for example, to click and drag an icon to the *Recycle Bin* on the Windows desktop). This is a two-step action. Your first selection will simulate pressing the left mouse button down. Your second selection will simulate releasing the left mouse button (so it should happen on the location on the touch screen where you want the "drag" to end).
Right Drag	Make your next selection on the desktop start a right click-and-drag action. This is a two-step action (for example, to copy files from one folder in Windows Explorer). Your first selection will simulate pressing the right mouse button down. Your second selection will simulate releasing the right mouse button (so it should happen on the location on the touch screen where you want the "drag" to end). Any menus that might open at the end of the right drag will open, and you can make your selection appropriately.
Ctrl	Select this check box to simulate holding the *Ctrl* key down with your mouse click (for example, to select multiple files in a list when they are not next to each other).
Alt	Select this check box to simulate holding the *Alt* key down with your mouse click.
Shift	Select this check box to simulate holding the *Shift* key down with your mouse click (for example, to select multiple files in a list when they are next to each other).

Once you have finished your selection on the Windows desktop, the active button in the *Click Types* menu will revert to its unselected state.

> **Note:** The *Ctrl, Alt* and *Shift* check boxes in the *Click Types* menu will stay selected until you manually unselect them.

To close the *Click Types* menu, simply select the Desktop Selection method icon (white mouse with a green check mark) in the Windows system tray one time. The *Click Types* menu will close. You may also select the red [X] in the top right corner of the *Click Types* menu to close it.

Using Mouse Scanning on the Windows Desktop

The Series 5 software provides a new method of scanning that was designed specifically for interacting with Windows applications on the desktop of an open Series 5 device. The Mouse Scanning selection method initially divides the Windows desktop into quadrants. Once one of the quadrants is selected, it is divided into smaller quadrants. This process shrinks the highlighted region on the Windows desktop until the desired object or Windows software element can be selected.

MOUSE SCANNING EXAMPLE - QUADRANT LEVELS 1 AND 2
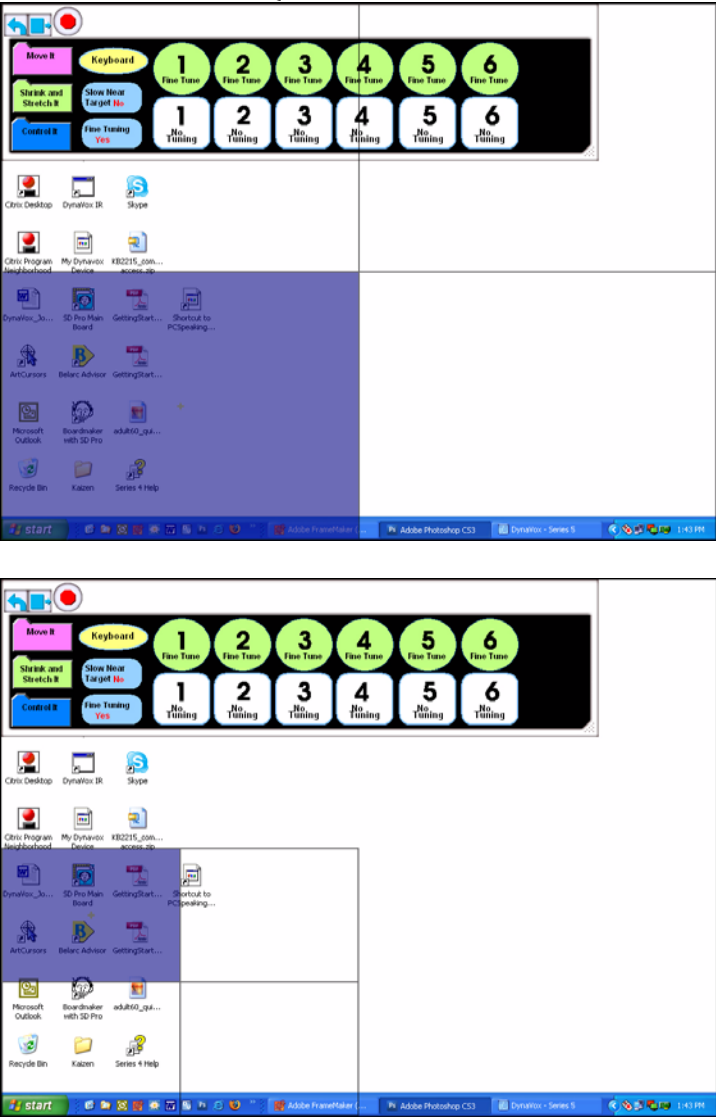
The Mouse Scanning selection method includes two different fine tuning settings for making small adjustments to the scanning highlight at the end of the scan cycle.

- **Radar:** The selection line will sweep through the quadrant in a circular fashion. When the line intersects the desired object, make a selection. Then the selection target will move from the center of the quadrant, along the selection line. When the target touches the desired object, make a selection.

MOUSE SCANNING EXAMPLE - CLOSE-UPS OF RADAR FINE TUNING
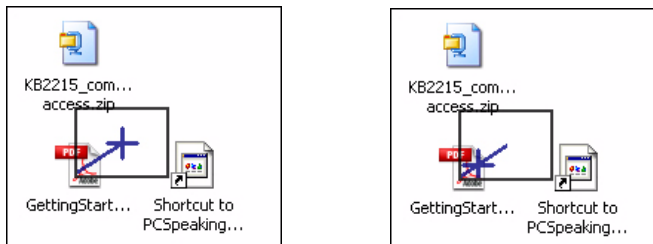
- **X/Y:** The horizontal selection line will start at the top of the quadrant and move down. When it intersects the desired object, make a selection. Then the vertical selection line will start at the left of the quadrant and move to the right. When the vertical line touches the desired object, make a selection.

MOUSE SCANNING EXAMPLE - CLOSE-UPS OF X/Y FINE TUNING
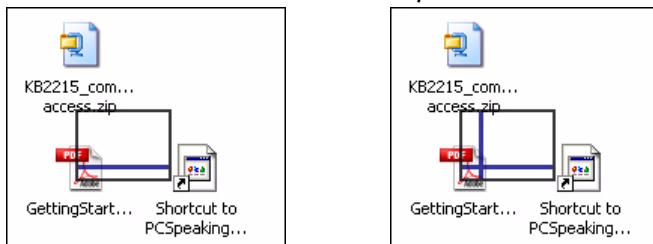
> **Note:** Mouse Scanning is not designed to control the Series 5 software. It is managed by the Series 5 software, but it is meant to scan and select the Windows desktop on an open Series 5 device.

The Mouse Scanning selection method can only be invoked from an onscreen keyboard. When you add the Start Scanning Mouse behavior to a button on an onscreen keyboard, you will indicate how many quadrant levels deep the scan will go before the fine tuning controls are activated (or you can choose to turn the fine tuning controls off).

Adjusting the Mouse Scanning Settings

You can customize the speed and appearance of the scanning highlight in the Mouse Scanning selection method. You can also enable or disable the fine tuning controls, as well as select their style.

To adjust the Mouse Scanning selection method settings:

1.   Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2.   Use the *Selection Method* drop-down menu to choose the **Scanning** selection method.

3.   Select the **Selection Method Settings** button. The *Scanning Settings* menu will open.

4.   Select the **Mouse Scanning** button. The *Mouse Scanning* menu will open.

MOUSE SCANNING MENU
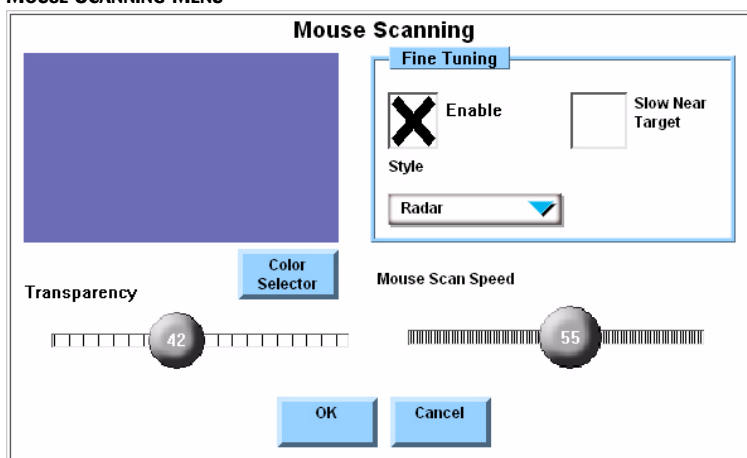
5.   To change the color of the scanning highlight, select the **Color Selector** button (the *Color Selector* menu will open) and then complete the rest of this step.

   a.   Select the color that you want to use from the options in the *Swatches* tab pane. If you have saved custom colors, you can select the **My Swatches** tab control and then select one of the available colors. The display square on the right side of the *Color Selector* menu will fill with the selected color.

> **Note:**   If you want to create your own custom color, refer to ***Create a Custom Color***.

b. Select the **OK** button to close the *Color Selector* menu. The *Mouse Scanning* menu will update to show you how your color selection will look in use. Continue with step 8.

6. Use the **Transparency** slider to define the transparency of the scanning highlight. Select the slider thumb and drag it to the left to make the scanning highlight more opaque, or drag it to the right to make it more transparent. The display square above the slider will update to reflect the current setting.

> **Note:** If any selection method other than Touch Enter is currently active, selecting a slider thumb will open the *Enter Value* menu, with the current value displayed. (If Touch Enter is the current selection method, you must double-select a slider thumb to open the *Enter Value* menu.) Use the numbered keys to enter a new value and select the *OK* button when finished. The new value will be displayed on the slider thumb.

7. To customize the fine tuning controls for Mouse Scanning, use the tools in the *Fine Tuning* group box:

   • Select the **Enable** check box to turn the fine tuning controls on.

   • If the **Slow Near Target** check box is selected, you can slow the scanning highlight down as it approaches the object that you want to select (this will require another selection during the scanning process).

   • Select the **Style** drop-down menu and choose which style of fine tuning controls you want to use: **Radar** or **X/Y**.

8. Use the **Mouse Scan Speed** slider to control the speed of the scanning highlight. Select the slider thumb and drag it to the left to make the scanning highlight slower, or drag it to the right to make it faster.

> **Note:** The *Mouse Scan Speed* slider will only affect the speed of the scanning highlight if the *Scan Type* drop-down menu in the *Scanning Settings* menu is set to *Autoscan* or *Inverse* (see **Scanning Selection Method** for more information). It will not affect the scanning highlight if an external switch is used to advance the scan.

9. Select the **OK** button to save the settings and close the *Mouse Scanning* menu. Keep selecting the **OK** button to close all open menus.

Add the Start Scanning Mouse Behavior

The Start Mouse Scanning behavior enables you to invoke the Mouse Scanning selection method from an onscreen keyboard. This behavior will determine how many quadrant levels the scan cycle will contain, and the kind of mouse click to be used when selecting the object on the Windows desktop.

> 🏳 **Note:**   This behavior can only be used on buttons in an onscreen keyboard. It is not meant to be used on standard communication pages or popups.

To program a button on an onscreen keyboard to use the Mouse Scanning selection method:

1. Open the onscreen keyboard that contains the button that you want to modify (refer to ***Linking to an OnScreen Keyboard*** for more information).

2. Select the green Modify button in the title bar. It will turn red.

3. Select the button that you want to modify. The *Modify Button* menu will open.

4. Select the **Behaviors** button. The *Behavior Editor* menu will open.

5. Select the **Behaviors** drop-down menu, and then select **Computer Access**. The computer access behaviors will be listed in the left viewport.

6. Select the **Start Scanning Mouse** behavior.

7. Select the **Add** button. The *Enter Click Type & Level* menu will open.

ENTER CLICK TYPE & LEVEL MENU

Enter Click Type & Level

Mouse Button Type

| Press Left ▼ |

Click At:

| 1st Level Scan ▼ |

| OK | | Cancel |

8. Select the Mouse Button Type drop-down menu and select the type of mouse click you want to use when selecting the object on the Windows desktop.

| *Press Left* | Simulate pressing the left mouse button down. |
| *Press Right* | Simulate pressing the right mouse button down. |

Release Left	Simulate releasing the left mouse button.
Release Right	Simulate releasing the right mouse button.
Click Left	Simulate clicking the left mouse button.
Click Right	Simulate clicking the right mouse button.
Double Click Left	Simulate double-clicking the left mouse button.
Double Click Right	Simulate double-clicking the right mouse button.

9. Select the **Click At** drop-down menu and select the level where the mouse click will take place (or where the fine tuning controls will appear, if the *Fine Tuning* feature is enabled).

10. Select the **OK** button to close the *Enter Click Type & Level* menu. The behavior name will appear in the *Steps* viewport of the *Behavior Editor* menu.

11. To add any other behaviors to the button, return to step 5 and select another behavior.

> **Note:** If you want this button to perform a "click-and-drag" function, you will need to add the *Start Mouse Scanning* behavior to the button twice. In the first behavior, select *Press Left* in the *Mouse Button Type* drop-down menu. In the second behavior, select *Release Left* in the *Mouse Button Type* drop-down menu.

12. When you are finished adding behaviors, select the **OK** button to close the *Behavior Editor* menu.

13. Make any other desired changes (label font, colors, etc.) to the button (refer to **Modifying a Button** for specific instructions).

14. Select the **OK** button to close the *Modify Button* menu.

The next time that you select that button, the Mouse Scanning selection method will become active and begin scanning the Windows desktop.

DYNAVOX V PROPERTIES MENU IN THE WINDOWS CONTROL PANEL

> **Note:** This section describes features and functionality that are only available on the open Series 5 device. These instructions are not meant to be used with the dedicated Series 5 device.

On an open Series 5 device, the Windows *Control Panel* menu contains a *DynaVox V* icon. Double-selecting this icon will open the *DynaVox V Properties* menu, which provides another way to access certain hardware and software settings that are normally controlled within the DynaVox Series 5 software.

The *DynaVox V Properties* menu also synchronizes the settings between the DynaVox Series 5 software and the rest of the Windows environment on the open Series 5 device. Any changes that are made in the *DynaVox V Properties* menu will be reflected in the DynaVox Series 5 software. Likewise, any changes that are made in the DynaVox Series 5 software will be reflected in the *DynaVox V Properties* menu.

To open the *DynaVox V Properties* menu from the Windows desktop:

1. Select the green **Start** button in the bottom left corner of the Windows desktop.

2. Select **Control Panel**. The *Control Panel* menu will open.

3. Double-select the **DynaVox V** icon. The *DynaVox V Properties* menu will open.

DYNAVOX V PROPERTIES MENU
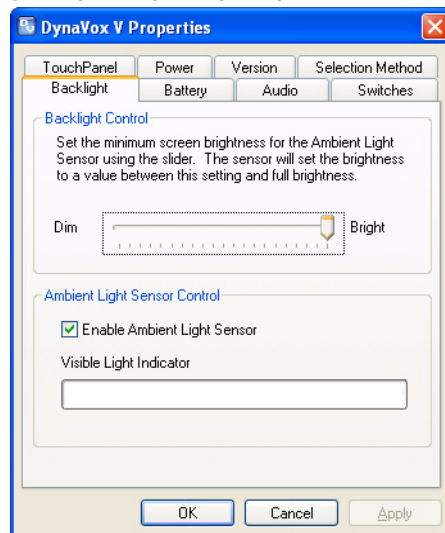
The *DynaVox V Properties* menu is organized by tabs. Each tab pane contains a different group of controls:

Backlight	Enables you to control the brightness of the touch screen, and also enable or disable the ambient light sensor.
Battery	Displays the current charge in the battery and also displays whether the device is plugged in with the DC adapter/charger.
Audio	Enables you to activate or deactivate both sets of speakers on the Series 5 device.
Switches	Enables you to define the action that is taken in other Windows applications when either of the two optional external switches is activated. (When a switch is activated in the DynaVox Series 5 software, it is still regarded as a selection).
Touch Panel	Enables you to calibrate the device touch panel.
Power	Enables you to specify how quickly the touch screen should dim when the device is on but not in use. It also includes an option for using an external switch to turn the Series 5 device on.
Version	Provides information that is meant to be helpful if you are speaking with a DynaVox technical support representative. This includes version numbers of important files in the DynaVox Series 5 software, hardware version and device temperature, and a basic diagnostic tool to analyze the device health.
Selection Method	Enables you to choose the active selection method for both the Series 5 software and the Windows desktop. If you select Scanning, Joystick or Morse Code, that selection method will only be active for the Series 5 software window. All other selection methods are available for both the Series 5 software and the Windows desktop.

Backlight Tab

The *Backlight* tab pane of the *DynaVox V Properties* menu enables you to control the brightness of the touch screen, and also enable or disable the ambient light sensor.

To open the *Backlight* tab pane of the *DynaVox V Properties* menu:

1. Select the green **Start** button in the bottom left corner of the Windows desktop.

2. Select **Control Panel**. The *Control Panel* menu will open.

3. Double-select the **DynaVox V** icon. The *DynaVox V Properties* menu will open.

DYNAVOX V PROPERTIES MENU - BACKLIGHT TAB
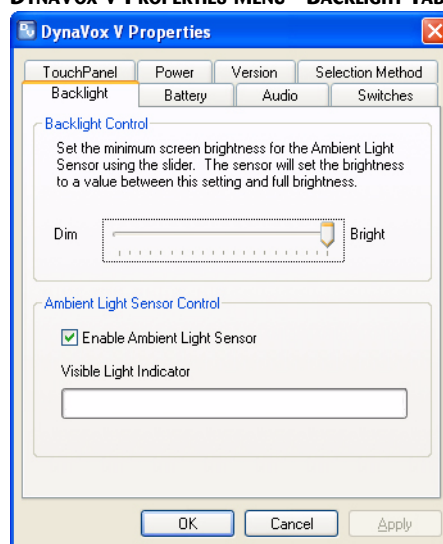
4. To adjust the backlight control, select the slider in the *Backlight Control* group box, and adjust it to meet your needs. Maintain the selection while you drag the slider left or right. Drag the slider thumb to the left to decrease the screen brightness, or drag the slider thumb to the right to increase the screen brightness.

5. To use the ambient light sensor, select the **Enable Ambient Light Sensor** check box. The ambient light sensor (located at the top of the touch screen, to the right of the power button) will analyze the light surrounding the Series 5 device and automatically adjust the brightness of the touch screen accordingly.

For example, if you take the device into a bright room, the touch screen could become difficult to read. The ambient light sensor would brighten the touch screen, making it easier to read.

> **Note:**   If the *Enable Ambient Light Sensor* check box is selected, the *Visible Light Indicator* bar will become active, and show the ambient light level surrounding the Series 5 device.

6. Select the **OK** button to close the *DynaVox V Properties* menu and save the current settings. (To close the menu without saving any changes, select the *Cancel* button.)

Battery Tab

The *Battery* tab pane of the *DynaVox V Properties* menu enables you to check the available battery power for the Series 5 device.

To open the *Battery* tab pane of the *DynaVox V Properties* menu:

1. Select the green **Start** button in the bottom left corner of the Windows desktop.

2. Select **Control Panel**. The *Control Panel* menu will open.

3. Double-select the **DynaVox V** icon. The *DynaVox V Properties* menu will open.

4. Select the **Battery** tab.

DYNAVOX V PROPERTIES MENU - BATTERY TAB
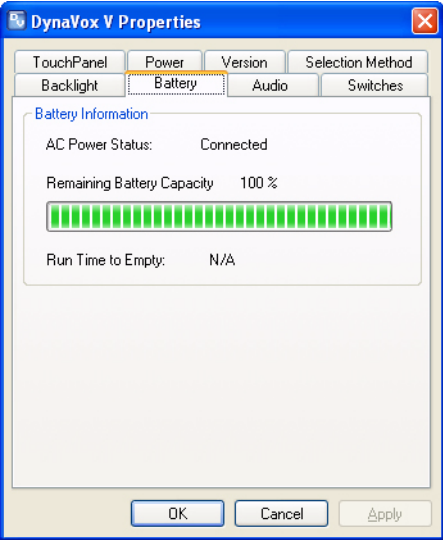
AC Power Status	Displays whether your Series 5 device is connected to the DC adapter/charger.
Remaining Battery Capacity	Displays the remaining battery capacity as a percentage.
Run Time to Empty	Displays the estimated run time until the battery is empty and will have to be charged.

> **Note:**   You do not have to wait until the battery is completely discharged before charging it. Additionally, you can operated the device while it is charging. Refer to ***Charge the Battery*** for more information.

5.   Select the **OK** button to close the *DynaVox V Properties* menu and save the current settings. (To close the menu without saving any changes, select the *Cancel* button.)

> **Note:**   For tips on extending the battery life of the Series 5 battery, refer to ***Extend the Battery Life***.

Audio Tab

The *Audio* tab pane of the *DynaVox V Properties* menu enables you to activate or deactivate both sets of speakers on the Series 5 device. The public speakers are located in the front of the device, behind the dark black plastic cover. The private speaker port is designed to work with hardware (external speaker or headphones) that is connected to the speaker port on the left side of the device. Refer to the following pictures:

PUBLIC SPEAKERS (V)

Speaker Holes   Speaker Holes

PRIVATE SPEAKER PORT (V)

Speaker Jack

To open the *Audio* tab pane of the *DynaVox V Properties* menu:

1. Select the green **Start** button in the bottom left corner of the Windows desktop.

2. Select **Control Panel**. The *Control Panel* menu will open.

3. Double-select the **DynaVox V** icon. The *DynaVox V Properties* menu will open.

4. Select the **Audio** tab.

DYNAVOX V PROPERTIES MENU - AUDIO TAB
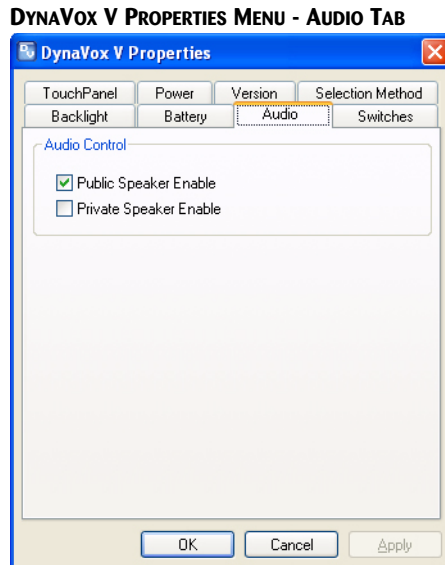
5. Select from the two available check boxes:

- Select the **Public Speaker Enable** check box if you want the device to speak through the main speaker in the front of the device.

- Select the **Private Speaker Enable** check box if you want the device to speak through a private speaker (an earphone, for example) or an accessory speaker attached to the speaker port.

> **Note:** One of these two check boxes must be selected for the device to speak. If neither of the check boxes is selected, the device will not speak. If both check boxes are selected, the device will speak through the main speaker and any accessory connected to the private speaker port.

6. Select the **OK** button to close the *DynaVox V Properties* menu and save the current settings. (To close the menu without saving any changes, select the *Cancel* button.)

Switches Tab

When external switches are connected to the Series 5 device, they can be used to make selections in the DynaVox Series 5 software. The *Switches* tab pane of the *DynaVox V Properties* menu enables you to change the functions of external switches in other Windows applications running on your open Series 5 device.

The switch jacks are located on the left side of the device. Refer to the following picture:

SWITCH JACKS (V)
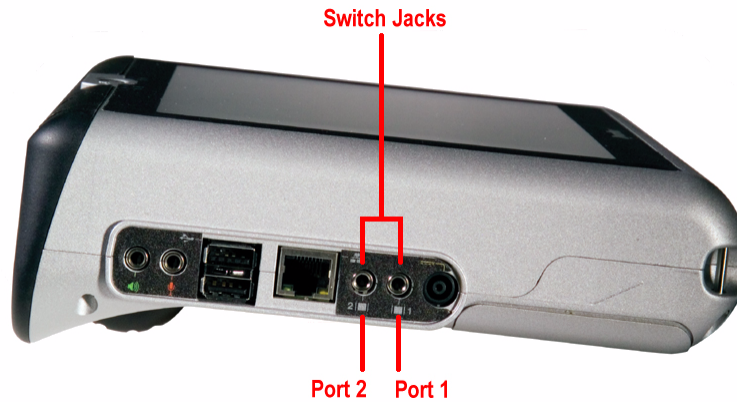
To open the *Switches* tab pane of the *DynaVox V Properties* menu:

1. Select the green **Start** button in the bottom left corner of the Windows desktop.

2. Select **Control Panel**. The *Control Panel* menu will open.

3. Double-select the **DynaVox V** icon. The *DynaVox V Properties* menu will open.

4. Select the **Switches** tab.

DYNAVOX V PROPERTIES MENU - SWITCHES TAB
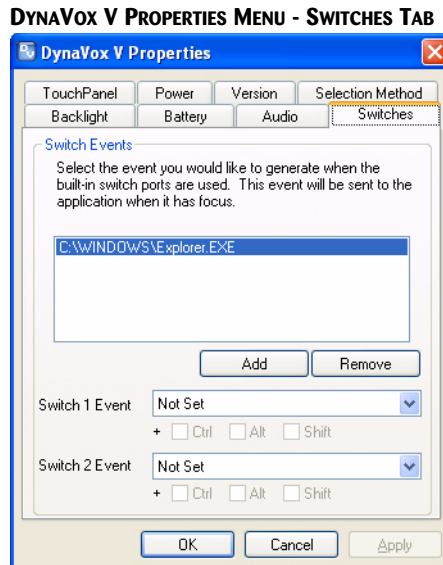
5. To define the behavior for an external switch connected to port 1, select the arrow button in the **Switch 1 Event** drop-down menu. The menu will expand to display all of the switch options. (You will need to use the scroll bar to see all of the options.)

6. Select one of the switch options. The menu will close and display the option that you selected.

📕 **Note:**   To add a modifier to your switch option, select the *Ctrl*, *Alt* or *Shift* check box underneath the drop-down menu.

7. To define the behavior for an external switch connected to port 2, select the arrow button in the **Switch 2 Event** drop-down menu. The menu will expand to display all of the switch options. (You will need to use the scroll bar to see all of the options.)

8. Select one of the switch options. The menu will close and display the option that you selected.

📕 **Note:**   To add a modifier to your switch option, select the *Ctrl*, *Alt* or *Shift* check box underneath the drop-down menu.

9. Select the **OK** button to close the *DynaVox V Properties* menu and save the current settings. (To close the menu without saving any changes, select the *Cancel* button.)

Touch Panel Tab

The *Touch Panel* tab pane of the *DynaVox V Properties* menu enables you to calibrate the touch panel of the Series 5 device.

To open the *Touch Panel* tab pane of the *DynaVox V Properties* menu:

1. Select the green **Start** button in the bottom left corner of the Windows desktop.

2. Select **Control Panel**. The *Control Panel* menu will open.

3. Double-select the **DynaVox V** icon. The *DynaVox V Properties* menu will open.

4. Select the **Touch Panel** tab.

DYNAVOX V PROPERTIES MENU - TOUCH PANEL TAB
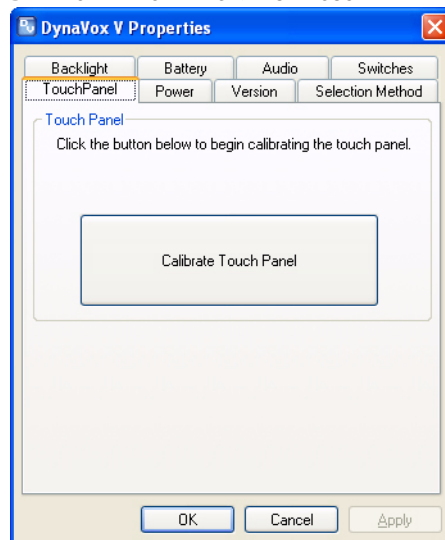
5. Select the **Calibrate Touch Panel** button to calibrate the touch panel of the Series 5 device. A screen with instructions for calibrating the touch screen will open.

6. Use your finger or a stylus to select the center of the target that is presented on the screen with the message "Touch." Maintain your selection for a brief time, until the target message changes to "Release." At that point, release your selection.

7. Repeat step 6 for all of the targets that are displayed at different locations on the touch screen. When you release your selection of the last target, there will be a brief pause.

8. When prompted, select the touch screen and drag your selection across the touch screen to verify that the target is moving with your selection.

9. If you are satisfied with the calibration, select the **Accept** button in the lower left corner. The device will use the new screen calibration settings. If you are not satisfied, select the **Cancel** button. The device will use the previous screen calibration settings.

10. Select the **OK** button to close the *DynaVox V Properties* menu and save the current settings. (To close the menu without saving any changes, select the *Cancel* button.)

Power Tab

The *Power* tab pane of the *DynaVox V Properties* menu enables you to specify how quickly the touch screen should dim when the device is on but not in use. It also includes an option for using an external switch to turn the Series 5 device on.

To open the *Power* tab pane of the *DynaVox V Properties* menu:

1. Select the green **Start** button in the bottom left corner of the Windows desktop.

2. Select **Control Panel**. The *Control Panel* menu will open.

3. Double-select the **DynaVox V** icon. The *DynaVox V Properties* menu will open.

4. Select the **Power** tab.

DYNAVOX V PROPERTIES MENU - POWER TAB
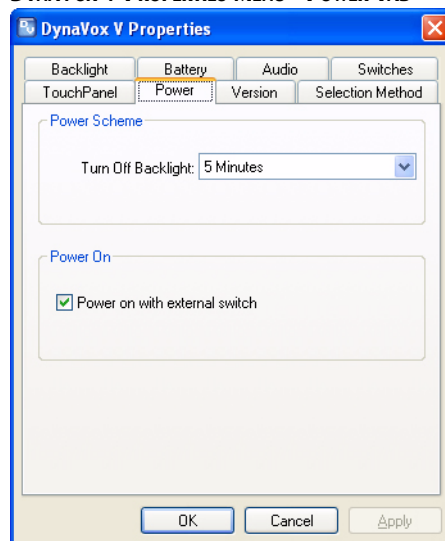
5. Select the arrow button in the **Turn off backlight** drop-down menu in the *Power Scheme* group box and then select one of the four available options:

1 Minute	The touch screen will dim if no selection is made for one minute.
5 Minutes	The touch screen will dim if no selection is made for five minutes.
30 Minutes	The touch screen will dim if no selection is made for thirty minutes.
Never	The Backlight Timeout feature will be inactive. The touch screen will never dim.

The menu will close and display the option that you selected.

6. If you want to use an external switch as the device power button, select the **Power on with external switch** check box.

7. Select the **OK** button to close the *DynaVox V Properties* menu and save the current settings. (To close the menu without saving any changes, select the *Cancel* button.)

Version Tab

The *Version* tab pane of the *DynaVox V Properties* menu provides information that is meant to be helpful if you are speaking with a DynaVox technical support representative.

To open the *Version* tab pane of the *DynaVox V Properties* menu:

1. Select the green **Start** button in the bottom left corner of the Windows desktop.

2. Select **Control Panel**. The *Control Panel* menu will open.

3. Double-select the **DynaVox V** icon. The *DynaVox V Properties* menu will open.

4. Select the **Version** tab.

DYNAVOX V PROPERTIES MENU - VERSION TAB
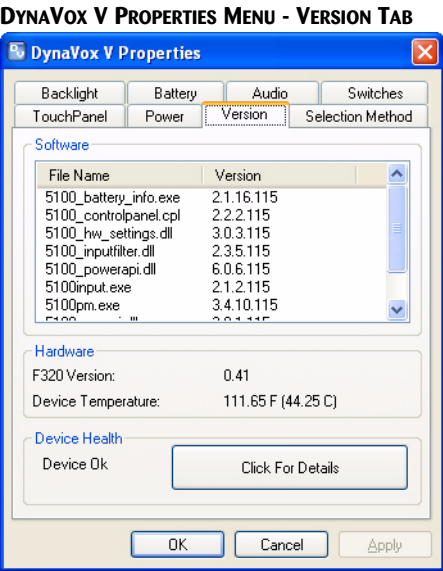
Software		Displays the file name and version number of important files in the Series software.	
Hardware		Displays the hardware version and current device temperature.	
Device Health		Contains a simple diagnostic tool for some of the components of the Series 5 device. Select the **Click for Details** button to display the device health details in a separate. Select the **OK** button to close the window when finished.	

5. Select the **OK** button to close the *DynaVox V Properties* menu and save the current settings. (To close the menu without saving any changes, select the *Cancel* button.)

Selection Method Tab

The *Selection Method* tab pane of the *DynaVox V Properties* menu enables you to choose the active selection method for both the Series 5 software and the Windows desktop.

> **Note:** If you select Scanning, Joystick or Morse Code, that selection method will only be active for the Series 5 software window. All other selection methods are available for both the Series 5 software and the Windows desktop

To open the *Selection Method* tab pane of the *DynaVox V Properties* menu, follow these steps.

1. Select the green **Start** button in the bottom left corner of the Windows desktop.

2. Select **Control Panel**. The *Control Panel* menu will open.

3. Double-select the **DynaVox V** icon. The *DynaVox V Properties* menu will open.

4. Select the **Selection Method** tab.

DYNAVOX V PROPERTIES MENU - SELECTION METHOD TAB
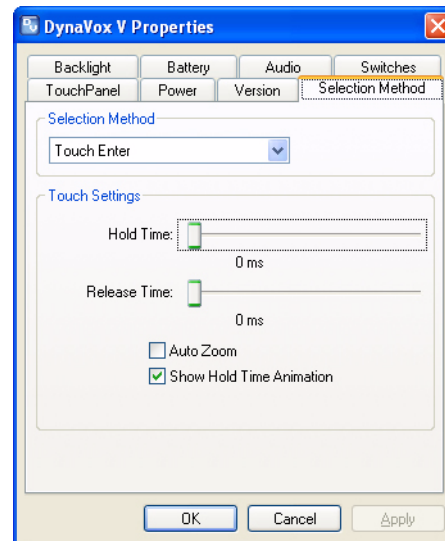
5. Select the **Selection Method** drop-down menu and choose the selection method that you want to use.

6. The controls displayed in the *Selection Method Settings* group box will vary, depending on the current selection method. Define the settings for these controls just as you would within the Series 5 software.

> **Note:**   Any changes that you make to the selection method or its settings in this menu will be reflected and honored in the Series 5 software.

7. Select the **OK** button to close the *DynaVox V Properties* menu and save the current settings. (To close the menu without saving any changes, select the *Cancel* button.)

USING THIRD-PARTY WINDOWS APPLICATIONS

The architecture of the open Series 5 device enables you to access the Microsoft Windows operating system and install third-party Windows software applications. The open Series 5 can be used as a computer as well as a communication device.

> **Note:** DynaVox Technologies cannot provide technical support for any third-party Windows applications that you may install on your open V/Vmax device. Our technical support is limited to the DynaVox Series 5 software and how it can interact with third-party Windows applications.

Since the Series 5 device does not have a built-in CD drive, you must use either the USB flash drive that was shipped with the Series 5 device or an external CD or DVD drive to install third-party software.

Installing Software using a USB Flash Drive

Most Windows software is distributed on CD. You should be able to copy the entire contents of a CD onto the USB flash drive that was shipped with your V/Vmax device.

> **Note:** These steps will not work if the CD is copy-protected, or if the software is stored on a DVD-ROM. In either of these cases, refer to *Installing Software using an External Drive*.

These steps will require the use of a Windows computer and the USB flash drive that was shipped with your open V/Vmax device.

> **Note:** Make sure that the USB flash drive is completely empty before beginning these steps.

To install Windows software on your open Series 5 device using the USB flash drive:

1. Connect the USB flash drive to a USB port on your Windows computer.

2. Insert the CD that you want to copy into your computer's CD drive.

> **Note:** If the CD launches automatically, close the software window by selecting the Close button [X] in the top right corner (or select *Cancel*, if available).

3. Double-select the **My Computer** icon on the Windows desktop.

4. Double-select the CD drive icon to display the contents of the CD.

5. Select **Edit > Select All**.

6. Select **Edit > Copy**.

7. Select the **Back** button in the menu bar. The window should display all of the drives and devices available to your computer.

8. Double-select the drive that corresponds to the USB flash drive.

9. Select **Edit** > **Paste**. The files that you copied from the CD will be pasted onto the USB flash drive.

10. When the files are in place, select the Close button [X] in the top right corner to close the window.

11. Disconnect the USB flash drive from your computer.

> **Note:** Before you install the software on your V/Vmax device, make sure that the device is on, but the DynaVox Series 5 software is closed.

12. Connect the USB flash drive to a USB port on the left side of your open V/Vmax device.

> **Note:** The software installation program may start automatically. If it does, simply follow the prompts to install the software on your open V/Vmax. If it does not, continue with the steps below.

13. A Microsoft window may appear and display the contents of the file sharing device (or ask what kind of action should be taken). Select **Open folder to view files** and proceed to step 14. If this window does not appear, complete the rest of this step:

   a. Double-select the **My Computer** icon on the Windows desktop.

   b. Double-select the USB flash drive icon.

14. Select the installer program on the USB flash drive. Typically, this file has an *.exe* extension.

15. Follow the prompts to install the software on your V/Vmax device.

When the software has been successfully installed, you may delete the files that you copied from the CD onto your USB flash drive.

> **Note:** DynaVox Technologies cannot provide technical support for any third-party Windows applications that you may install on your open V/Vmax device. Our technical support is limited to the DynaVox Series 5 software and how it can interact with third-party Windows applications.

Installing Software using an External Drive

These steps outline the procedure for installing software from a copy-protected CD or from a DVD onto your Series 5 device.

> **Note:** These steps will require the use of an external drive - either an USB-compatible external CD drive, or a USB-compatible external DVD drive. You can purchase either of these external drives at most computer electronics retail stores.

> **Note:** Before you install the software on your V/Vmax device, make sure that the device is on, but the DynaVox Series 5 software is closed.

To install Windows software on your open Series 5 device using an external drive:

1. Connect the external drive to a wall outlet for power (if necessary).

2. Connect the external drive to your Series 5 device (the USB ports are on the left).

> **Note:** It may take a moment for the Series 5 device to load the drivers necessary to use the external drive.

3. Insert the disc containing the software into the external drive.

> **Note:** The software installation program may start automatically. If it does, simply follow the prompts to install the software on your open V/Vmax. If it does not, continue with the steps below.

4. Double-select the **My Computer** icon on the Windows desktop.

5. Double-select the external drive icon to display the contents of the disc.

6. Select the installer program on the disc. Typically, this file has an *.exe* extension.

7. Follow the prompts to install the software on your Series 5 device.

When the software has been successfully installed, you may remove the disc from the external drive and disconnect the external drive from your Series 5 device and the wall outlet.

> **Note:**   DynaVox Technologies cannot provide technical support for any third-party Windows applications that you may install on your open V/Vmax device. Our technical support is limited to the DynaVox Series 5 software and how it can interact with third-party Windows applications.

Launching a Windows Application

The DynaVox Series 5 software enables you to launch Windows applications by selecting a button on your communication pages or popups. The Launch an Application behavior allows you to select the software application to launch, as well as a specific file to open when the application is launched.

To program a Series 5 button to launch a Windows application:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button that you want to program to launch an application. The *Modify Button* menu will open.

3. Select the **Behaviors** button. The *Behavior Editor* menu will open.

4. Select the **Behaviors** drop-down menu, and then select **Miscellaneous**.

5. Select **Launch an Application** in the *Behaviors* viewport. You may have to use the scroll buttons to find it.

6. Select the **Add** button. The *Select a File* menu will open.

7. Use the left and right viewports to navigate to the directory that contains the executable file (*.exe*) for the application that you want to launch.

> **Note:**   Most Windows applications can be found in the *Program Files* folder (if they were installed using the default folder settings).

8. When you find the desired *.exe* file, select it in the right viewport and select the **OK** button. The *Optional Parameters* menu will open.

9. If you want the application to open a specific file, select the text box in the *Optional Parameters* menu. The system keyboard will open. Enter the file name (and extension) in the system keyboard and select the **OK** button to continue. Otherwise, select the **Cancel** button to not open any specific file.

10. Select the **OK** button to close the *Behavior Editor* menu.

11. Use the other options available in the *Modify Button* menu to customize other elements of the button (it is recommended that you change the *Label* text to reflect either the name of the application you chose or the name of the file it will open).

12. When you are finished, select the **OK** button to close the *Modify Button* menu.

The button will now launch the application that you selected. If you named a specific file to open, that file will be open within the application.

Opening a Windows File

The DynaVox Series 5 software enables you to open a Windows file from a page or popup. When you are programming a button with the Open Document behavior, you will select the file that will open. Your open Series 5 device will automatically launch the appropriate Windows software application to view the file, and the file itself.

> **Note:** Before you can complete these steps, make certain that the required Windows application is already installed on your open Series 5 device. Otherwise, this behavior will return a Windows error and the file will not open.

> **Note:** If the file that you want to open is currently stored on a file sharing device, you should copy the file to a folder on your *C:* drive and then start this process. Refer to ***Cut, Copy & Paste a File in the File Browser Menu*** for step-by-step instructions.

To program a Series 5 button to open a Windows file (and the appropriate Windows application):

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button that you want to program to launch an application. The *Modify Button* menu will open.

3. Select the **Behaviors** button. The *Behavior Editor* menu will open.

4. Select the **Behaviors** drop-down menu, and then select **Miscellaneous**.

5. Select **Open Document** in the *Behaviors* viewport. You may have to use the scroll buttons to find it.

6. Select the **Add** button. The *Select a File* menu will open.

> **Note:**   As an alternative to steps 4-6, You could select the **Search** button in the *Behavior Editor* menu, enter "Document" in the system keyboard and press the **OK** button. The software will automatically assign the Open Document to the button and open the *Select a File* menu.

7. Use the left and right viewports to navigate to the directory that contains the file that you want to open.

8. Select the file in the right viewport and select the **OK** button. The *Select a File* menu will close.

9. Select the **OK** button to close the *Behavior Editor* menu.

10. Use the other options in the *Modify Button* menu to customize other elements of the button (it is recommended that you change the *Label* text to reflect the name of the file that will open).

11. Select the **OK** button to close the *Modify Button* menu.

Selecting this button will now launch file that you selected, as well as the required Windows application.

USING WINDOWS SHORTCUTS

The DynaVox Series 5 software provides a set of keyboard shortcuts and mouse shortcuts that enable you to quickly accomplish tasks that you perform frequently. Use these shortcuts whenever possible to simplify the page programming process.

These shortcuts will work when you are using the DynaVox Series 5 software on a Windows PC, or when you have connected the USB keyboard and USB mouse that shipped with your Series 5 device. You can connect the keyboard and mouse to USB ports on the left side of the device.

USB PORTS (V)

Dual USB Host Port

> **Note:** Refer to **Keyboard Shortcuts** and **Keyboard & Mouse Shortcuts** to see the shortcuts that are available when you connect both the USB keyboard and the USB mouse to your Series 5 device.

USING AN ONSCREEN KEYBOARD

> **Note:** This section describes features and functionality that are only available on the open Series 5 device. These instructions are not meant to be used with the dedicated Series 5 device.

The DynaVox Series 5 software includes a set of interface tools called "onscreen keyboards." Onscreen keyboards are special pages that enable you to control other Windows applications using the same selection method that you use to control the DynaVox Series 5 software.

When you are using an onscreen keyboard, the Series 5 communication page will disappear. In its place, the onscreen keyboard will "float" (like a popup) on the Windows desktop. Selecting buttons on the onscreen keyboard will send words, phrases, symbols and commands into the active Windows application.

The DynaVox Series 5 software provides several example onscreen keyboards. One of them is displayed in the following picture:

WINDOWS DESKTOP SHOWING ONSCREEN KEYBOARD WITH OTHER WINDOWS APPLICATIONS
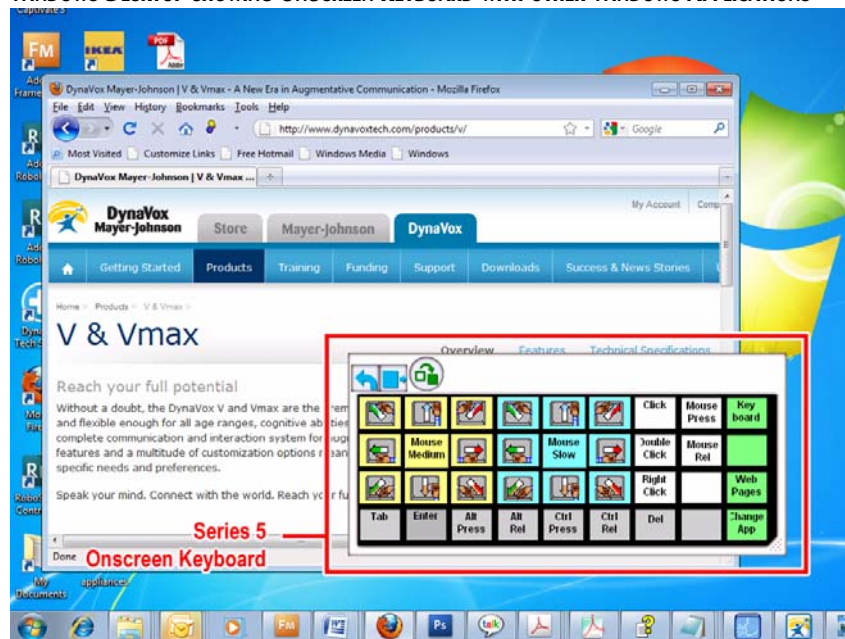
Onscreen keyboards are designed to make as many controls available to you as possible in the smallest required space. That leaves more screen area open to see the Window application that you are controlling with the onscreen keyboard.

Every onscreen keyboard contains three buttons in the upper left corner of the title bar:

ONSCREEN KEYBOARD CONTROL BUTTONS
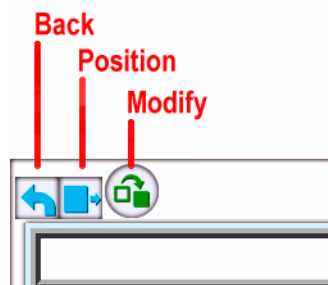
- Select the Back arrow button to close the onscreen keyboard and return the DynaVox Series 5 software to its normal mode.
- Select the Position button to move the onscreen keyboard to a different corner of the device screen, to better view the Windows application that is receiving the data.

> **Note:** You can also move the onscreen keyboard by selecting an empty spot in its title bar and dragging the keyboard to a new spot while maintaining your selection.

- Select the Modify button to modify any of the buttons on the onscreen keyboard (refer to *Chapter 7: Using the Modify Button* for more information).

Linking to an OnScreen Keyboard

To open an onscreen keyboard, you must program a button with the Go To Page behavior, and set your onscreen keyboard as the destination.

When you program a button to open an onscreen keyboard, you should consider also programming the same button to launch the Windows application that you want to control with the onscreen keyboard. Having both behaviors on the same button would be an efficient way to start working with the Windows application.

> **Note:** If you are starting this procedure from within the Page Editor (see *Chapter 10: Using the Page Editor*), you must reverse steps 1 and 2 below. Select the page element first (it will be highlighted in blue), and then select the Modify button.

To program a button to open an onscreen keyboard:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button that you want to change. The *Modify Button* menu will open.

3. Select the **Label** text box. The system keyboard will open.

4. Enter a label that will remind you of the onscreen keyboard that you are linking to this button, and select the **OK** button. The text will appear in the *Label* text box in the *Modify Button* menu.

5. If you want this button to be folder-shaped, select the **Button Type** drop-down menu and then select the **Folder** option. In the InterAACT page sets, Go To buttons are often (but not always) shaped like file folders.

6. Select the **Behaviors** button. The *Behavior Editor* menu will open.

7. Select the **Go to Page** behavior in the *Behaviors* viewport.

8. Select the **Add** button. The *Select Pages* menu will open.

9. Use the viewports to navigate to the directory where the onscreen keyboard is located (onscreen keyboards supplied by DynaVox can be found in the *OnScreen Keyboard* folder).

> **Note:** If you are using a bilingual Series 5 device, you may need to select the folder that corresponds to your language first, then search for the *OnScreen Keyboard* folder.

10. Select the onscreen keyboard in the right viewport.

11. Select the **OK** button to close the *Select Pages* menu.

12. If you also want to program this button to launch a Windows application that will receive input from the onscreen keyboard, complete this step:

    a. Select the **Behaviors** drop-down menu, then select **Miscellaneous** (you may need to use the scroll bars to find it).

    b. Select **Launch an Application** in the *Behaviors* viewport.

    c. Select the **Add** button. The *Select a File* menu will open.

    d. Select the **Show All Directories** check box.

    e. Find the *.exe* file for the Windows application that you want to launch:

    - Select the **Search** text box and enter the file name of the *.exe* file in the system keyboard. Select the **OK** button when finished. The software will search for your file, and highlight it in the right viewport if it finds it. Select the file in the right viewport.

    - Use the left and right viewports to find the *.exe* file for the Windows application that you want to launch. (Most Windows applications have

their own folders in the *C:/Program Files* folder.) Select the desired file in the right viewport.

f. The system keyboard will open. If you want the application to open a specific file when it launches, enter the name of the file here. Otherwise, select the **OK** button to continue.

> **Note:** After the Launch An Application behavior is programmed, select the *Go To Page* behavior in the *Steps* viewport and select the *Down* button until it is the last behavior in the viewport. When this behavior is used to open an onscreen keyboard, it must be last in any button that is programmed with multiple behaviors.

13. Select the **OK** button to close the *Behavior Editor* menu.

14. Make any other desired changes (label text, label font, symbol, colors, etc.) to the button. Refer to ***Modifying a Button*** for specific instructions.

15. When you are finished, select the **OK** button to close the *Modify Button* menu.

The next time this button is selected, the DynaVox Series 5 software will open the onscreen keyboard that you specified. If you also programmed the button to launch a Windows application, the software will launch that application and make it active.

Modifying an OnScreen Keyboard

The DynaVox Series 5 software provides a wide variety of sample onscreen keyboards (in the *OnScreen Keyboard* folder in the *Page Browser* menu). It is likely that one (or several) of these provided onscreen keyboards will provide all of the commands that you need to transmit to Windows applications.

In case they do not, you can modify an onscreen keyboard using the following methods:

- To modify a button, select the Modify button in the title bar, then select the button that you want to modify (refer to ***Modifying a Button*** for more information).

- To modify the onscreen keyboard itself, select the Modify button in the title bar, and then select an empty section of the page (refer to ***Modifying a Page*** for more information).

- To make more extensive changes (add buttons, move the title bar to the left side, change the size or shape of the onscreen keyboard, etc.), you can modify the onscreen keyboard using the Page Editor.

> **Note:** You must close the onscreen keyboard (putting your Series 5 software in its normal mode) in order to open the Page Editor.

To modify an onscreen keyboard in the Page Editor:

1. Select **Main Menu > Page Editing > Page Editor**. The Page Editor will open.

2. Select **Main Menu > File > Open Page**. The *Select Page* menu will open.

3. Select the **OnScreen Keyboards** folder in the left viewport. The provided onscreen keyboards will be displayed in the right viewport.

> **Note:** If you are using a bilingual Series 5 device, you may need to select the folder that corresponds to your language first, then search for the *OnScreen Keyboard* folder.

4. Select the onscreen keyboard that you want to modify in the right viewport.

5. Select the **OK** button. The selected onscreen keyboard will be opened in the Page Editor.

> **Note:** It is important to note that some of the tools in the title bar may be constrained by the size of the onscreen keyboard. The *Tools* palette and any menus that are opened will float outside of or over the onscreen keyboard, but the Modify button and the Page Back and Page Forward buttons may not be accessible, based on the width of the onscreen keyboard. If this is the case, select the bottom right corner of the onscreen keyboard window, and while maintaining your selection, drag the window out so that it is large enough to access the tools in the title bar. When you are finished, use the same process to resize the window again.

6. You may now add buttons to the onscreen keyboard, or modify the existing buttons using behaviors found in the Computer Access category in the *Behavior Editor* menu. These functions can include:
   - mouse movements and mouse clicks
   - sending strings of text or individual characters
   - sending key presses and key releases (for upper case or control characters)

Refer to *Chapter 10: Using the Page Editor* for more information on editing a page in the Page Editor.

Refer to *Computer Access Behaviors* for more information on the available computer access behaviors.

You may also add phrase prediction buttons or slots to the onscreen keyboard, to streamline the process of creating novel messages. Refer to *Create a Phrase Predictor Button* for more information on phrase predictor buttons, and refer to *Creating and Using Concept Slots* for more information on creating slots.

> **Note:** When designing your onscreen keyboard, try to keep it as small as possible. That will make it easier to see the Windows application that is running underneath it.

7. When you have finished adding and programming buttons, you should resize your onscreen keyboard to make it as small as possible (in order to see the Windows application that it will float over). To resize the onscreen keyboard, complete this step:

    a. Select the lower right corner of the software window and do not release your selection.

    b. Drag the corner up and to the left, to make the onscreen keyboard smaller.

    c. When the onscreen keyboard is the desired size, release your selection.

8. If you want to change the position of the title bar on your onscreen keyboard, complete this step:

    a. Select a blank section of the onscreen keyboard page. The page will be highlighted in blue.

    b. Select the Modify button in the title bar. The *Modify Page* menu will open.

    c. Select the **Title Bar** drop-down menu, and choose the position of the title bar: *Top* or *Left*.

    d. Select the **OK** button to close the *Modify Page* menu.

    e. Select the **OK** button to close the prompt about the change taking place the next time you open the onscreen keyboard.

9. When you have finished editing your onscreen keyboard, select **Main Menu > Exit Page Editor**.

> **Note:** If the onscreen keyboard is larger than 800 x 600 pixels, the software will warn you, and ask if you want to save the changes anyway. If you do not, select the *No* button and return to step 7 to resize the onscreen keyboard.

10. Select **Yes** at the prompt to save changes to your onscreen keyboard.

The revised onscreen keyboard will be active. You may use it to send commands to a Windows application that is currently open, or you can select the Back arrow button in the title bar to close the onscreen keyboard and restore the DynaVox Series 5 software window.

Resizing an OnScreen Keyboard While Using It

The DynaVox Series 5 software enables you to resize an onscreen keyboard while you are using it to send data and commands to a Windows application.

1. Select the lower right corner of the onscreen keyboard.

ONSCREEN KEYBOARD (EXAMPLE) - LOWER RIGHT CORNER
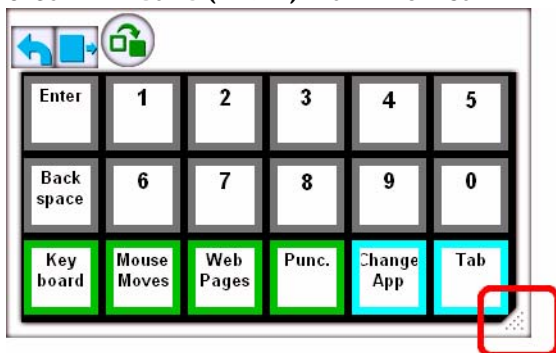
2. Maintain your selection as you drag the onscreen keyboard to a new size.

3. Release your selection. The onscreen keyboard will be resized. The buttons inside the onscreen keyboard will maintain their relative sizes.

4. Repeat steps 1-3 as necessary to change the onscreen keyboard to the desired size.

When you select the Back arrow button in the title bar to close the onscreen keyboard and restore the DynaVox Series 5 software window, the size changes you made to the onscreen keyboard will be lost. The next time you open the onscreen keyboard, it will have its original dimensions.

> **Note:** To permanently change the size of an onscreen keyboard, you must edit it in the Page Editor. See ***Modifying an OnScreen Keyboard*** for more information.

Closing an OnScreen Keyboard

There are two ways to close an onscreen keyboard and return the DynaVox Series 5 software to normal mode:

- Select the Back arrow button in the onscreen keyboard title bar.

ONSCREEN KEYBOARD CONTROL BUTTONS
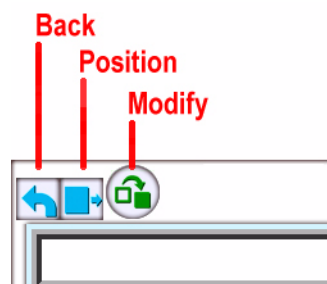
- Select a button on the onscreen keyboard that has been programmed with the Exit OnScreen Keyboard behavior. (This is useful for individuals who use a keyguard with the Series 5 device.)

Note: Refer to *Chapter 8: Assigning Behaviors* for instructions on programming a button. The Exit Onscreen Keyboard behavior can be found in the Page Navigation behavior category of the *Behavior Editor* menu. For more information about the other behaviors in the Page Navigation category in the *Behavior Editor* menu, refer to *Page Navigation Behaviors*.

Binding OnScreen Keyboards to Windows Applications

The DynaVox Series 5 software provides an *Application Manager* menu, which enables you to specify how the DynaVox software communicates with other Windows applications running on your open Series 5 device.

To open the *Application Manager* menu:

1. Select **Main Menu > Setup > Application Manager**. The *Application Manager* menu will open.

APPLICATION MANAGER MENU
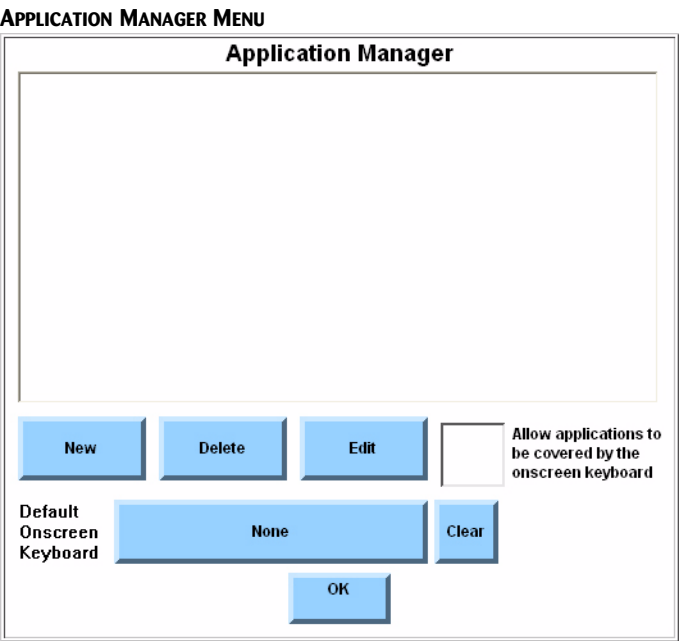
The *Application Manager* menu contains the following options:

Viewport	The viewport displays the Windows applications that you have already assigned links to, and what those links are.
New	Create a link to manage a Windows application using a specific onscreen keyboard or custom switch settings.
Delete	Delete the link that is currently selected in the viewport.
Edit	Edit the characteristics of the link that is currently selected in the viewport.

Allow applications to be covered by the onscreen keyboard	Select this check box if you want the onscreen keyboard to be able to cover portions of the Windows application software window. If this check box is not selected, your Series 5 device will automatically resize the Windows application software window if you move the onscreen keyboard or open an onscreen keyboard of a different size.
Default Onscreen Keyboard	Designate a default onscreen keyboard that will open whenever a Windows application that has no associated onscreen keyboard becomes active.
Clear	Clear the current default onscreen keyboard designation.
OK	Save the current settings and close the menu.

The following sections describe various methods for using the *Applications Manager* menu to define how the Series 5 software interacts with Windows applications.

Creating a Windows Application Binding

You can use the *Application Manager* menu to control how the Series 5 software interacts with other Windows applications on your open Series 5 device.

- You can bind (or link) an onscreen keyboard with a particular Windows application on your open Series 5 device. When that Windows application becomes active (and your DynaVox Series 5 software is in onscreen keyboard mode), the Series 5 software will automatically open the appropriate onscreen keyboard. This feature allows you to create different onscreen keyboards to use with different Windows applications. You could customize these onscreen keyboards with commands and sequences that are specific to the particular Windows application, thereby making smaller, more efficient onscreen keyboards, and more efficient access and control.

- Alternatively, you can define a pair of commands that can be sent to the open Windows application by external switches that are connected to your Series 5 device.

To define how the Series 5 software will interact with a specific Windows application:

1. Make sure that the Windows application that you want to use is currently running on your Series 5 device.

2. In the Series 5 software, select **Main Menu > Setup > Application Manager**. The *Application Manager* menu will open.

APPLICATION MANAGER MENU
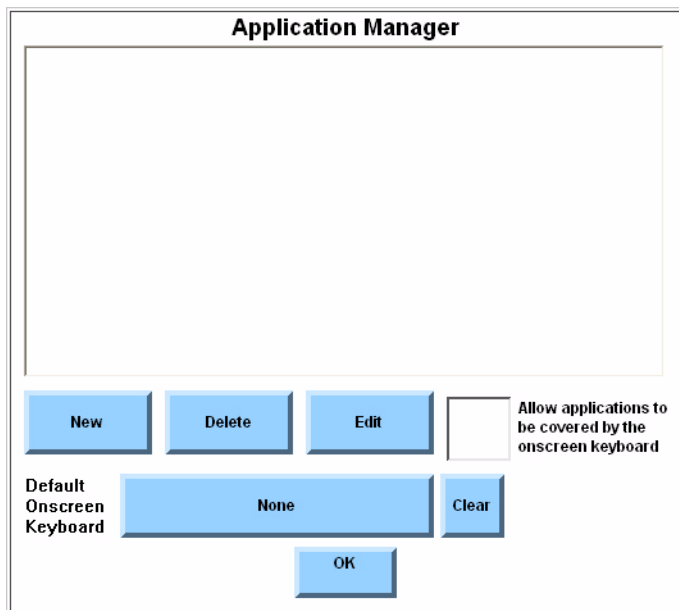
The viewport will list any links that have already been created to Windows applications.

3. To create a new link, select the **New** button. The *Select an Application* menu will open, displaying all of the open Windows applications in the viewport.

4. Select the Windows application that you want to link to a specific onscreen keyboard.

> **Note:** If the Windows application you want to use is not shown in the viewport, select the *Browse* button to open the *Select File* menu. Then select the *C:* drive icon in the left viewport, and use the right viewport to find the desired Windows application (.*exe*) file. Most Windows application files are stored in the *Program Files* sub-folder on the *C:* drive. Select the desired .*exe* file in the right viewport.

5. Select the **OK** button to continue.

6. The *Edit Application Bindings* menu will open. Select the drop-down menu to determine how the Series 5 device will react when the selected Windows application becomes active.

EDIT APPLICATION BINDINGS MENU

- *Change the onscreen keyboard to:* - Changes the current onscreen keyboard with the onscreen keyboard that you select, and transmits input from the onscreen keyboard to the active Windows application. Proceed to step 7.

- *Hide onscreen keyboard and handle switches* - hides the DynaVox Series 5 software and enables the external switch(es) connected to the device to directly control the active Windows application. Proceed to step 8.

7. If you selected *Change the onscreen keyboard to:*, select the **Onscreen Keyboard** button (the *Please select an Onscreen Keyboard* menu will open) and complete the rest of this step:

   a. Use the left and right viewports to locate the onscreen keyboard that you want to bind to the selected Windows application. Select the desired onscreen keyboard page in the right viewport.

   b. Select the **OK** button.

   c. Proceed to step 9.

8. If you selected *Hide onscreen keyboard and handle switches*, complete the rest of this step:

    a. Select the **Switch 1** drop-down menu. The menu will expand to display all of the commands that can be assigned to switch 1.

    b. Select the command to assign to switch 1. The drop-down menu will close, displaying the selected command.

    c. Select the **Switch 2** drop-down menu. The menu will expand to display all of the commands that can be assigned to switch 2.

    d. Select the command to assign to switch 2. The drop-down menu will close, displaying the selected command.

    e. Select any of the **Shift**, **Ctrl** or **Alt** check boxes for switch 1 or switch 2 to add any of these modifiers to the switch output.

    f. Proceed to step 9.

9. Select the **OK** button to close the *Edit Application Bindings* menu. The binding will appear in the viewport of the *Application Manager* menu.

10. Select the **OK** button to close the *Application Manager* menu.

The next time that the Windows application is open (and you have an onscreen keyboard open), the DynaVox Series 5 software will transmit data to the Windows application based on the options you selected in the *Application Manager* menu.

Editing a Windows Application Binding

You can use the *Application Manager* menu to edit a software binding that you have created between the Series 5 software and a Windows application on your open Series 5 device.

To do so:

1. Select **Main Menu > Setup > Application Manager**. The *Application Manager* menu will open. The viewport will list any links that have already been created to Windows applications.

2. Select the binding that you want to edit in the viewport.

3. Select the **Edit** button. The *Edit Application Bindings* menu will open.

4. Select the drop-down menu to determine how the Series 5 device will react when the selected Windows application becomes active.

EDIT APPLICATION BINDINGS MENU

- *Change the onscreen keyboard to:* - Changes the current onscreen keyboard with the onscreen keyboard that you select, and transmits input from the onscreen keyboard to the active Windows application. Proceed to step 5.

- *Hide onscreen keyboard and handle switches* - hides the DynaVox Series 5 software and enables the external switch(es) connected to the device to directly control the active Windows application. Proceed to step 6.

5. If you selected *Change the onscreen keyboard to:*, select the **Onscreen Keyboard** button (the *Please select an Onscreen Keyboard* menu will open) and complete the rest of this step:

   a. Use the left and right viewports to locate the onscreen keyboard page that you want to bind to the selected Windows application. Select the desired onscreen keyboard page in the right viewport.

   b. Select the **OK** button.

   c. Proceed to step 7.

6. If you selected *Hide onscreen keyboard and handle switches*, complete the rest of this step:

   a. Select the **Switch 1** drop-down menu. The menu will expand to display all of the commands that can be assigned to switch 1.

b. Select the command to assign to switch 1. The drop-down menu will close, displaying the selected command.

c. Select the **Switch 2** drop-down menu. The menu will expand to display all of the commands that can be assigned to switch 2.

d. Select the command to assign to switch 2. The drop-down menu will close, displaying the selected command.

e. Select any of the **Shift**, **Ctrl** or **Alt** check boxes for switch 1 or switch 2 to add any of these modifiers to the switch output.

f. Proceed to step 7.

7. Select the **OK** button to close the *Edit Application Bindings* menu.

8. Select the **OK** button to close the *Application Manager* menu.

The next time that the Windows application is open (and you have an onscreen keyboard open), the DynaVox Series 5 software will transmit data to the Windows application based on the options you defined in the *Application Manager* menu.

Deleting a Windows Application Binding

To delete a binding that you have created between the Series 5 software and a Windows application on your open Series 5 device:

1. Select Main Menu > **Setup > Application Manager**. The *Application Manager* menu will open.

2. Select the binding that you want to delete in the viewport.

3. Select the **Delete** button.

4. Select the **Yes** button to confirm the deletion.

5. Select the **OK** button to close the *Application Manager* menu.

Setting a Default OnScreen Keyboard

The DynaVox Series 5 software enables you to define a default onscreen keyboard. This onscreen keyboard will open whenever a Windows application that does not have an associated onscreen keyboard becomes active.

1. Select **Main Menu > Setup > Application Manager** . The *Application Manager* menu will open.

APPLICATION MANAGER MENU
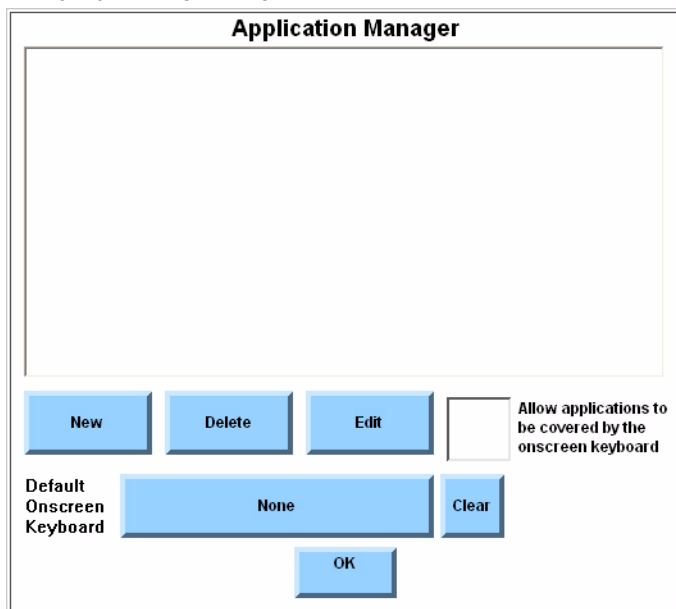
2. Select the **Default Onscreen Keyboard** button (it should have the label "*None*"). The *Please select an Onscreen Keyboard* menu will open.

3. Use the viewports to navigate to the directory where the desired onscreen keyboard is located (onscreen keyboards supplied by DynaVox can be found in the *OnScreen Keyboard* folder).

> **Note:** If you are using a bilingual Series 5 device, you may need to select the folder that corresponds to your language first, then search for the *OnScreen Keyboard* folder.

4. Select the desired onscreen keyboard in the right viewport.

5. Select the **OK** button to close the *Please select an Onscreen Keyboard* menu. The name of the onscreen keyboard you chose will appear in the *Default Onscreen Keyboard* button.

> **Note:** To clear this setting, select the *Clear* button. This will not delete the onscreen keyboard; it will simply clear the selection for the default onscreen keyboard.

6. Select the **OK** button to close the *Application Manager* menu.

The next time that you launch a Windows application that does not have an onscreen keyboard associated with it, the Series 5 software will open the default onscreen keyboard that you selected.

SURFING THE INTERNET

> **Note:** This section describes features and functionality that are only available on the open Series 5 device. These instructions are not meant to be used with the dedicated Series 5 device.

The open Series 5 device provides two different web browsing software applications: Microsoft Internet Explorer and Mozilla Firefox. You can use either of these applications to browse the Internet, download files, play online videos, and more.

> **Note:** In order to effectively use either web browsing software application, you will need to either connect the USB keyboard that shipped with the Series 5 to a USB port on the left side of the device, or you will need to use an onscreen keyboard to send text to the software window. The DynaVox Series 5 software provides several onscreen keyboards designed for Internet surfing. Refer to ***Using an OnScreen Keyboard*** for more information.

Launching Microsoft Internet Explorer from Windows

You can launch the Microsoft Internet Explorer software on your open Series 5 through any of the following means:

- From the WIndows desktop, select **Start > Internet** (Internet Explorer)
- From the Windows desktop, select the **Internet Explorer** icon

INTERNET EXPLORER ICON

- You may also program a button on a page or popup to launch Internet Explorer (see ***Programming a Button to Launch a Web Browser***).

Launching Firefox from Windows

You can launch the Firefox web browsing software on your open Series 5 through either of the following means:

- From the Windows desktop, select the **Mozilla Firefox** icon

MOZILLA FIREFOX ICON

- You may also program a button on a page or popup to launch Firefox (see *Programming a Button to Launch a Web Browser*).

Programming a Button to Launch a Web Browser

The DynaVox Series 5 software allows you to program a button to launch either Microsoft Internet Explorer or Firefox on your open Series 5 device. This will enable you to launch web browsing software from a page or popup, instead of navigating to the Windows desktop or task bar.

To program a button to launch a web browser:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the button you want to modify. The *Modify Button* menu will open.

3. Select the **Label** text box. The system keyboard will open.

4. Enter a label that will remind you of the Alternate Output behavior that you are assigning to this button (for example, "Internet," "Surf the Web," etc.) and select the **OK** button. The label you typed will be displayed in the *Label* text box.

5. If you want to add a symbol to the button, select the **Symbol** button (the *Select a Symbol* menu will open) and complete this step:

   a. Select the text box beside the *Search* button. The system keyboard will open.

b. Enter "Internet" and select the **OK** button. The name you entered will be displayed in the *Search* text box and Internet-related symbols will be displayed in the right viewport.

🏳 **Note:** If you want to search for a different symbol, repeat steps 5a-5c, entering a different search word in step 5b.

---

c. Select the symbol you want to use.

d. Select the **OK** button. The *Select a Symbol* menu will close and the symbol you chose will be displayed next to the *Symbol* button in the *Modify Button* menu.

6. Select the **Behaviors** button in the *Modify Button* menu. The *Behavior Editor* menu will open.

🏳 **Note:** If any behaviors currently appear in the *Steps* viewport, select them and then select the *Delete* button.

---

7. Select the **Behaviors** drop-down menu, and then select **Miscellaneous**.

8. Select the **Launch an Application** behavior.

9. Select the **Add** button. The *Select File* menu will open.

10. Select the **Show All Directories** check box.

11. Select the expansion box next to the **C:** drive in the left viewport.

12. Select the expansion box next to the **Program Files** folder in the left viewport.

13. Select the web browsing software that you want to open. Use one of the following options:
    - To open Microsoft Internet Explorer, proceed to step 14.
    - To open Firefox, proceed to step 15.

14. To open Microsoft Internet Explorer, complete this step:
    a. Select the **Internet Explorer** folder in the left viewport.
    b. Select the **IEXPLORE.EXE** file in the right viewport.
    c. Proceed to step 16.

15. To open Firefox, complete this step:
    a. Select the **Mozilla Firefox** folder in the left viewport.
    b. Select the **firefox.exe** file in the right viewport.
    c. Proceed to step 16.

16. Select the **OK** button. The *Select File* menu will close, and the system keyboard will open.

17. Enter the web address (URL) for the website that you want the web browser to access when it first launches (for example, *www.dynavoxtech.com*).

> **Note:** If you would prefer to set your Internet home page through the web browser itself, leave the system keyboard blank and select the **Cancel** button.

18. Select the **OK** button. The *Behavior Editor* menu will appear, with the Launch an Application behavior listed in the *Steps* viewport.

> **Note:** At this point, you may choose to add the Go to Page behavior to this button, and program it to open an onscreen keyboard (several web-optimized onscreen keyboards can be found in the *Onscreen Keyboards* folder in the *Select Pages* menu). Refer to ***Add the Go to Page Behavior*** for more information.

19. When you are finished adding behaviors to the button, select the **OK** button to close the *Behavior Editor* menu. The Launch an Application behavior (and any others that you programmed) will now be listed next to the *Behaviors* button in the *Modify Button* menu.

> **Note:** If you want to use the Modify Button menu to customize any of the button's other attributes (change the color, add an audio cue, etc.) please refer to ***Modifying a Button***.

20. Select the **OK** button to close the *Modify Button* menu.

The next time you select this button, the web browser you selected will launch. If you entered a URL in step 17, that content will be presented (provided that you have an active Internet connection).

> **Note:** If you programmed the button to open on onscreen keyboard page, the DynaVox Series 5 software window will disappear, and the onscreen keyboard page will appear. Refer to ***Using an OnScreen Keyboard*** for more information.

Enable/Disable Mouseless Browsing through Firefox

Mouseless Browsing (MLB) is a technique that enables you to browse the Internet without using a mouse. This innovative functionality adds small boxes with unique ID numbers to every selectable element (link, button, text field, etc.)

on the current web page. To trigger an action on the web page (follow a link, press a button, select a text field, etc.), you simply enter the corresponding ID number and select *Enter*.

The screen below shows an example screen shot of mouseless browsing. The ID numbers are shown next to each link.

MOUSELESS BROWSING (EXAMPLE)
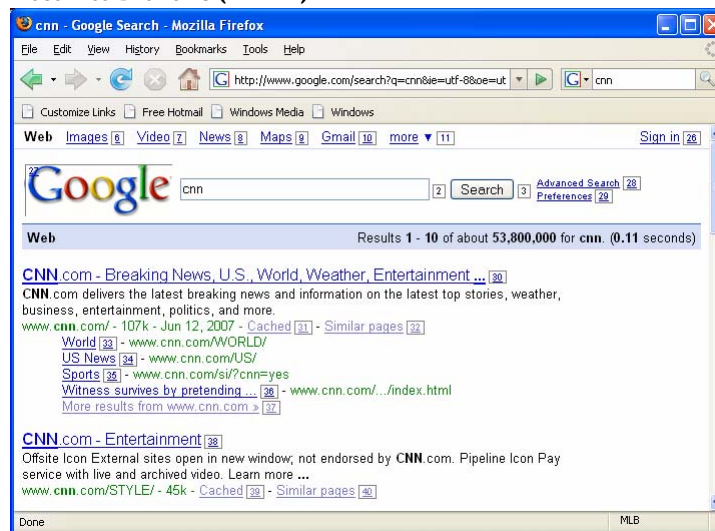
MLB is currently available as an extension to the Firefox web browser. Both Firefox and the MLB extension come pre-installed on your Series 5 device.

To enable or disable the MLB extension in your Firefox browser:

1. Make sure that you have an active connection the Internet.

2. Launch the Firefox web browser (refer to **Launching Firefox from Windows** or **Programming a Button to Launch a Web Browser**).

3. Select the **Tools** menu item in the Firefox browser window.

4. Select **Add-ons** in the drop-down menu. The *Add-ons* window will open. The *Mouseless Browsing* extension will be visible in the viewport.

5. Select **Mouseless Browsing**.

6. To change the status of the *Mouseless Browsing* extension, do one of the following:

   • To enable mouseless browsing, select the **Enable** button.

   • To disable mouseless browsing, select the **Disable** button.

> **Note:** You may select the *Uninstall* button to permanently remove the MLB extension. However, this is not recommended, in case you want to use MLB in the future.

7. Select the **X** button in the top right corner to close the *Add-ons* window.

8. Select the **X** button in the top right corner to close the Firefox browser.

The option that you chose in step 6 will be active the next time that you launch the Firefox browser.

> **Note:** Your Series 5 contains a collection of onscreen keyboards that are specially designed to take advantage of MLB capabilities. These keyboard can be found in the *Onscreen Keyboards* folder in the *Page Browser* menu. Refer to **Using an OnScreen Keyboard** for more information.

Installing Virus Protection Software

> **Note:** These instructions are not meant to be used with the dedicated Series 5 device. Dedicated Series 5 devices are not susceptible to computer viruses.

Your open Series 5 device can also function as a Windows computer for direct Internet access and is therefore at risk from viruses. DynaVox Technologies advises installing anti-virus software. There are many versions of anti-virus software available for purchase.

Your Series 5 device shipped with Microsoft Security Essentials (MSE) software pre-loaded, set to protect your system from viruses. For more information on MSE:

1. Open Mozilla Firefox (refer to **Launching Firefox from Windows**).

2. Select **Favorites** in the title bar.

3. Select **Get Anti-Virus** in the *Favorites* list to access the DynaVox Knowledge Base.

> **Note:** It is important to remember that no virus protection method is foolproof. As with any computer, you should routinely back up your important data to an external location.

DRAGGING AND DROPPING

> **Note:** This section describes features and functionality that are only available on the open Series 5 device. These instructions are not meant to be used with the dedicated Series 5 device.

The DynaVox Series 5 software enables you to drag files from your computer desktop and drop them into different page objects. You can drag pictures, sounds and video files from any open Windows application, including:

- web browsers and search engines
- word processing files
- Windows Explorer windows

You can place dragged items into buttons, page backgrounds, and popups in the DynaVox Series 5 software.

> **Note:** SInce dragging and dropping takes place outside of the DynaVox Series 5 software, the only selection method that is supported for dragging and dropping is Touch Enter. However, you may also connect the USB mouse that was shipped with your Series 5 device and use it to drag and drop files.

Drag and Drop a Picture as a Background

The DynaVox Series 5 software enables you to quickly change the background picture of a page or popup. You can drag a picture file from any open Windows application (web browser showing picture search results, Windows Explorer window showing a digital camera memory card, etc.) and drop it onto an open page or popup. This will copy the picture into the *Images* folder of the DynaVox Series 5 software, and display the picture in the background of the open page or popup.

> **Note:** SInce dragging and dropping takes place outside of the DynaVox Series 5 software, the only selection method that is supported for dragging and dropping is Touch Enter. However, you may also connect the USB mouse that was shipped with your Series 5 device and use it to drag and drop files.

To drag a picture from any open Windows application and drop it in as the background image of the open page or popup in your DynaVox Series 5 software:

1. Navigate to the Series 5 page or popup that you want to edit.

2. Select an empty area of the title bar in the DynaVox Series 5 software window. Do not release your selection.

3. Drag the DynaVox Series 5 software window to the side, so that the other Windows desktop icons and controls are visible. Make sure that you can still see part of the page (or popup) background in the DynaVox Series 5 software window.

4. When the Series 5 window is out of the way, release your selection.

5. Using other Windows applications, find the picture that you want to drag into the DynaVox Series 5 software.

6. Select the picture and maintain the selection.

7. Drag your selection onto the Series 5 application window, and onto a blank spot on the page (or popup) where you want to insert the picture.

8. Release the mouse button.

9. Select an empty area of the title bar in the DynaVox Series 5 software window. Do not release your selection.

10. Drag the DynaVox Series 5 software window back to its original location. You may release your selection when the software window is properly placed.

The picture is now saved in the *Images* folder for the current user, and displayed as the background for the page or popup.

> **Note:** For more information on modifying how the background picture is displayed, refer to ***Define the Page's Background: Color or Picture*** or ***Define the Popup's Background: Color or Picture***.

Drag and Drop a Picture as a Symbol

The DynaVox Series 5 software enables you to quickly create custom symbols from existing pictures on a computer. You can drag a picture file from any open Windows application (web browser showing picture search results, Windows Explorer window showing a digital camera memory card, etc.) and drop it onto a

button. This will copy the picture into a custom symbol set for the current user and display the picture as a button symbol.

> **Note:** SInce dragging and dropping takes place outside of the DynaVox Series 5 software, the only selection method that is supported for dragging and dropping is Touch Enter. However, you may also connect the USB mouse that was shipped with your Series 5 device and use it to drag and drop files.

To drag a picture from any open Windows application and drop it into your DynaVox Series 5 software for use as a symbol:

1. Navigate to the Series 5 page or popup that contains the button that you want to edit.

2. Select an empty area of the title bar in the DynaVox Series 5 software window. Do not release your selection.

3. Drag the DynaVox Series 5 software window to the side, so that the other Windows desktop icons and controls are visible. Make sure that you can still see the button that you want to edit in the DynaVox Series 5 software window.

4. When the Series 5 window is out of the way, release your selection.

5. Using other Windows applications, find the picture that you want to drag into the DynaVox Series 5 software.

6. Select the picture and maintain your selection.

7. Drag your selection onto the DynaVox Series 5 software window, onto the destination button in the DynaVox Series 5 software window, and release your selection.

8. You will be asked if you want to set the button's label. (The picture's filename will appear in the text box of the prompt window.)
   - Select **Yes** to use the picture's filename as the button label.
   - Select **No** to leave the button label as is.
   - If you want to change the button label, select the text box and enter the desired text. Select the **OK** button to close the system keyboard when finished.

9. Select an empty area of the title bar in the DynaVox Series 5 software window. Do not release your selection.

10. Drag the DynaVox Series 5 software window back to its original location. You may release your selection when the software window is properly placed.

The picture will be displayed as the button symbol. It will also be saved in the *My Symbols* symbol set for the current user.

> **Note:** For more information on modifying how the symbol is displayed, refer to ***Modifying a Symbol***.

Drag and Drop a Group of Pictures as Symbols

The DynaVox Series 5 software enables you to quickly create custom symbols from existing pictures on a computer. You can drag a group of picture files from a Windows Explorer window and drop them into the *Symbol Browser* menu. This will copy the pictures into a custom symbol set for the current user and enable you to define the concept under which they can be found.

> **Note:** SInce dragging and dropping takes place outside of the DynaVox Series 5 software, the only selection method that is supported for dragging and dropping is Touch Enter. However, you may also connect the USB mouse that was shipped with your Series 5 device and use it to drag and drop files.

> **Note:** You cannot drag and drop a group of pictures from a web browser to create custom symbols.

To create Series 5 symbols from a group of pictures displayed in a Windows Explorer window:

1. In the DynaVox Series 5 software, select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Symbol Browser** button. The *Symbol Browser* menu will open.

3. Select an empty area of the title bar in the DynaVox Series 5 software window. Do not release your selection.

4. Drag the DynaVox Series 5 software window to the side, so that the other Windows desktop icons and controls are visible. Make sure that you can still see some of the right viewport of the *Symbol Browser* menu in the DynaVox Series 5 software window.

5. When the Series 5 window is out of the way, release your selection.

6. Use the Windows Explorer to find the group of pictures that you want to drag into the DynaVox Series 5 software.

7. In the Windows Explorer window, select the pictures that you want to import as symbols and maintain the selection.

8. Drag your selection onto the DynaVox Series 5 software window, onto the right viewport in the *Symbol Browser* menu, and release your selection.

9. Select an empty area of the title bar in the DynaVox Series 5 software window. Do not release your selection.

10. Drag the DynaVox Series 5 software window back to its original location. You may release your selection when the software window is properly placed.

11. If the current user has more than one custom symbol set, the *Select Symbol Set* menu will open. Complete the rest of this step. Otherwise, proceed to step 12.

    a. Select the custom symbol set where you want to store these symbols in the viewport of the *Select Symbol Set* menu.

    b. Select the **OK** button.

12. The *Select Concepts* menu will open. Select the expansion box beside the **Top Concept** folder (or double-select the folder). The folder will expand.

    a. In the *Select Concepts* menu, find a concept by using one of the following methods:

    • Select the *Search* text box and enter the name of the concept you want to find. Select the **OK** button to close the system keyboard. The appropriate concept will be highlighted in the viewport. Select the check box next to the concept.

    • Visually search through the concepts in the viewport. You can select a concept's expansion box (with a [+]) to display the concepts and sub-concepts that it contains. Selecting an open expansion box (with a [-]) will close the concept again. Use the scroll bar to view all of the available options. Once you find the concept you want, select the check box next to the concept.

    b. Repeat step 12a to assign multiple concepts to the new symbols.

    > **Note:** The concepts that you select will be assigned to all of the symbols you are importing.

    c. Select the **OK** button to close the *Select Concepts* menu.

13. You will be asked if you want to specify a label for each new symbol (by default, the picture filename will be used as the symbol label). If you want

to change the symbol labels, select the **Yes** button and continue with this step.

a. The system keyboard will open, displaying the filename of one of the pictures that you dragged into the *Symbol Browser* menu. Enter the new label that you want to use and select the **OK** button.

b. Repeat step 13a for each of the symbols that you dragged into the *Symbol Browser* menu. When you are finished, the window prompting you for new symbol labels will disappear.

14. The *Symbol Browser* menu will open. You can select the **Top Concept** folder in the left viewport to view the new symbols. They will be sorted alphabetically, along with any other symbols in the top viewport.

> **Note:**   If your new symbols are not visible in the viewport, select the *Sets* button to open the *Symbol Set Browser* menu, and make sure that the check box for the symbol set received the new pictures is checked. Select the *OK* button to close the menu. The new symbols should now be visible in the right viewport of the *Symbol Browser* menu.

15. Select the **OK** button to close the *Symbol Browser* menu. Keep selecting the **OK** button to close all open menus.

The pictures are now saved as symbols in the custom symbol set for the current user.

Drag and Drop Text onto a Button

The DynaVox Series 5 software enables you to quickly incorporate text from other Windows applications (word processing documents, web pages, etc.) into a button on your active DynaVox page or popup.

> **Note:**   SInce dragging and dropping takes place outside of the DynaVox Series 5 software, the only selection method that is supported for dragging and dropping is Touch Enter. However, you may also connect the USB mouse that was shipped with your Series 5 device and use it to drag and drop files.

> **Note:**   For step-by-step instructions on using the Vocabulary Clipboard to make text from Windows applications available for a number of buttons, refer to ***Drag and Drop Text with the Vocabulary Clipboard***.

You can drag a single word (or a short phrase) from a Windows application and drop it onto a button on the open page or popup. The text will be assigned as the label for the button. The software will prompt you to choose a symbol for the button, based on the text that you dropped in place.

> **Note:** If you drag a long phrase onto a button, you will be given the option to drop the phrase into the Vocabulary Clipboard, which will enable you to paste one word at a time onto a number of buttons.

To drag a word or phrase from another Windows application or document and drop it into a button on your Series 5 page:

1. Select an empty area of the title bar in the DynaVox Series 5 software window. Do not release your selection.

2. Drag the DynaVox Series 5 software window to the side, so that the other Windows desktop icons and controls are visible. Make sure that you can still see the destination button in the DynaVox Series 5 software window.

3. When the Series 5 window is out of the way, release your selection.

4. Using other Windows applications, find the text that you want to drag into the button on the DynaVox Series 5 software page or popup.

5. Select the word or phrase from a Windows document that you want to assign to a button on the open DynaVox Series 5 software page. Do not release your selection.

6. Drag the word or phrase into the DynaVox Series 5 software window, position it over the button of your choice and release your selection.

7. Select an empty area of the title bar in the DynaVox Series 5 software window. Do not release your selection.

8. Drag the DynaVox Series 5 software window back to its original location. You may release your selection when the software window is properly placed.

9. If you dragged a long phrase onto the button, you will be asked if you want to use the text as the button label. Select the Yes button to use the text as a button label, or the No button to not use it as the button label.

10. The next window will ask if you want to add a behavior to the button to manipulate the block of text:

> Would you like to add a behavior to the button using that text?
>
> Speak Text   Insert Text   No Thanks
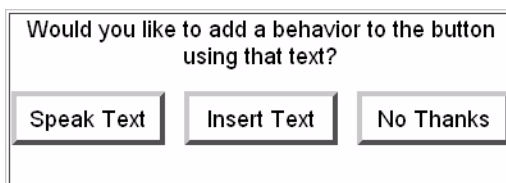
- Select the **Speak Text** button to assign the Speak Text behavior to the button. The button would speak the text that you dragged when it is selected.

- Select the **Insert Text** button to assign the Insert Text behavior to the button. The button would send the text that you dragged to the Message Window when it is selected.

> **Note:** The *Select A Symbol* window may appear. You can select a symbol for the button from the options listed, or select the *Cancel* button to close the *Select A Symbol* window without assigning a symbol.

- Select the **No Thanks** button to stop the drag and drop procedure.

The word or phrase is now assigned as the button's label text. If you chose a symbol in step 10, then the symbol is also assigned to the button.

> **Note:** If you selected either the Speak Text or Insert Text behaviors in step 10, and did not use the dragged text as the button label in step 9, you should modify the button's label and/or symbol, to remind you of the text that you have attached to this button. Refer to *Edit the Button's Label* and *Edit the Button's Symbol* for step-by-step instructions.

Drag and Drop Text into the Message Window

The DynaVox Series 5 software enables you to quickly incorporate text from other Windows applications (word processing documents, web pages, etc.) into the Message Window on your active DynaVox page or popup. You can drag a

single word, short phrase or even several paragraphs from a Windows application and drop it into the Message Window.

> ⚑ **Note:**   SInce dragging and dropping takes place outside of the DynaVox Series 5 software, the only selection method that is supported for dragging and dropping is Touch Enter. However, you may also connect the USB mouse that was shipped with your Series 5 device and use it to drag and drop files.

To drag text from another Windows application and drop it into the Message Window:

1. Select an empty area of the title bar in the DynaVox Series 5 software window. Do not release your selection.

2. Drag the DynaVox Series 5 software window to the side, so that the other Windows desktop icons and controls are visible. Make sure that you can still see part of the Message Window in the DynaVox Series 5 software window.

3. When the Series 5 window is out of the way, release your selection.

4. Using other Windows applications, find the text that you want to drag into the Message Window.

5. Select the text in the Windows application and do not release your selection.

6. Drag the selected text into the DynaVox Series 5 software window, position it over the Message Window and release your selection. The selected text will be copied into the Message Window.

7. Select an empty area of the title bar in the DynaVox Series 5 software window. Do not release your selection.

8. Drag the DynaVox Series 5 software window back to its original location. You may release your selection when the software window is properly placed.

You may select the Message Window to speak the text, or you may save the text as a text file (refer to **File Menu** for more information).

Drag and Drop a Sound File

The DynaVox Series 5 software enables you to quickly assign a sound file (.*wav* or .*mp3* format) to a button or an active area on a page or popup. You can drag a sound file from any open Windows application (web browser showing sound files or links to sound files, Windows Explorer window, etc.) and drop it onto a

button or active area. This will copy the sound file into the *Sounds* folder for the current user, and add a Play Sound behavior to the button (or active area) so that the sound is played whenever it is selected.

> **Note:** SInce dragging and dropping takes place outside of the DynaVox Series 5 software, the only selection method that is supported for dragging and dropping is Touch Enter. However, you may also connect the USB mouse that was shipped with your Series 5 device and use it to drag and drop files.

To drag a sound file from any Windows application and assign it to a button or active area on a DynaVox Series 5 software page or popup:

1. Select an empty area of the title bar in the DynaVox Series 5 software window. Do not release your selection.

2. Drag the DynaVox Series 5 software window to the side, so that the other Windows desktop icons and controls are visible. Make sure that you can still see the destination button (or active area) in the DynaVox Series 5 software window.

3. When the Series 5 window is out of the way, release your selection.

4. Using other Windows applications, find the sound file that you want to drag into the DynaVox Series 5 software.

5. Select the sound file and maintain your selection.

6. Drag your selection onto the DynaVox Series 5 software window, onto the button (or active area) that you want to associate with the sound file, and release your selection.

> **Note:** You should hear an audible "click" sound to indicate that the sound has successfully been added to the button.

7. Select an empty area of the title bar in the DynaVox Series 5 software window. Do not release your selection.

8. Drag the DynaVox Series 5 software window back to its original location. You may release your selection when the software window is properly placed.

The sound file is now saved in the *Sounds* folder for the current user, and the button (or active area) contains a Play Sound behavior that will play the sound whenever it is selected.

> **Note:** You should modify the button's label and/or symbol, to remind you of the sound file that you have attached to this button. Refer to *Edit the Button's Label* and *Edit the Button's Symbol* for step-by-step instructions.

> **Note:** If the button is programmed with default behaviors that you no longer want it to use, refer to *Define the Button's Behaviors* for instructions on removing unwanted behaviors.

Drag and Drop a Video File

The DynaVox Series 5 software enables you to quickly assign a video file to a button or active area on a page or popup. You can drag a video file from any open Windows application (web browser showing video files or links to sound files, Windows Explorer window, etc.) and drop it onto a button (or active area). This will copy the video file into the *Videos* folder for the current user, display a symbol of a video camera on the button, default add a Play Video behavior to the button (or active area) so that the video is played whenever it is pressed.

> **Note:** SInce dragging and dropping takes place outside of the DynaVox Series 5 software, the only selection method that is supported for dragging and dropping is Touch Enter. However, you may also connect the USB mouse that was shipped with your Series 5 device and use it to drag and drop files.

To drag a video file from any Windows application and assign it to a button (or active area) on a DynaVox Series 5 software page or popup:

1. Select an empty area of the title bar in the DynaVox Series 5 software window. Do not release your selection.

2. Drag the DynaVox Series 5 software window to the side, so that the other Windows desktop icons and controls are visible. Make sure that you can still see the destination button (or active area) in the DynaVox Series 5 software window.

3. When the Series 5 window is out of the way, release your selection.

4. Using other Windows applications, find the video file that you want to drag into the DynaVox Series 5 software.

5. Select the video file and maintain your selection.

6. Drag your selection onto the DynaVox Series 5 software window, onto the button (or active area) where you want to display the video, and release your selection.

> **Note:**   You should hear an audible "click" sound to indicate that the video has successfully been added to a button. You will not hear a "click" if you are adding the video to an active area.

> **Note:**   If you are dragging onto a button that does not have a symbol, the button will display the default video symbol, so that you know that a video has assigned to the button. If the button already has a symbol, it will not change. You may change the symbol if desired. Refer to *Edit the Button's Symbol* for more information. No symbol will be added if you are dragging to an active area.

7. Select an empty area of the title bar in the DynaVox Series 5 software window. Do not release your selection.

8. Drag the DynaVox Series 5 software window back to its original location. You may release your selection when the software window is properly placed.

The video file is now saved in the *Videos* folder for the current user, and the button (or active area) contains a Play Video behavior that will play the video whenever it is selected.

> **Note:**   Once the video is in place, you may want to use the Page Editor to adjust the size of the button (or active area) so that the video can be seen at its optimum size. Refer to *Resize an Object and its Contents* for more information.

> **Note:**   It is recommended that you create a Stop Video button on any page that contains a video, so that you can stop the video if desired. Refer to *Create a Pause/Resume Video Button* for more information. You may also select any spot in the title bar, the Message Window, or select the video itself, to stop a video that is currently playing.

USING THE VOCABULARY CLIPBOARD

> **Note:** This section describes features and functionality that are only available on the open Series 5 device. These instructions are not meant to be used with the dedicated Series 5 device.

The DynaVox Series 5 software provides a Vocabulary Clipboard for a quick and easy way to populate buttons on your Series 5 pages and popups with content. You can use the Vocabulary Clipboard to pull in text from other Windows applications (documents, web pages, etc.). You can also use the Vocabulary Clipboard to search the vocabulary within the DynaVox Series 5 software dictionary.

To open the Vocabulary Clipboard:

1. Select **Main Menu > Setup > Vocabulary Clipboard**. The Vocabulary Clipboard will open.

VOCABULARY CLIPBOARD
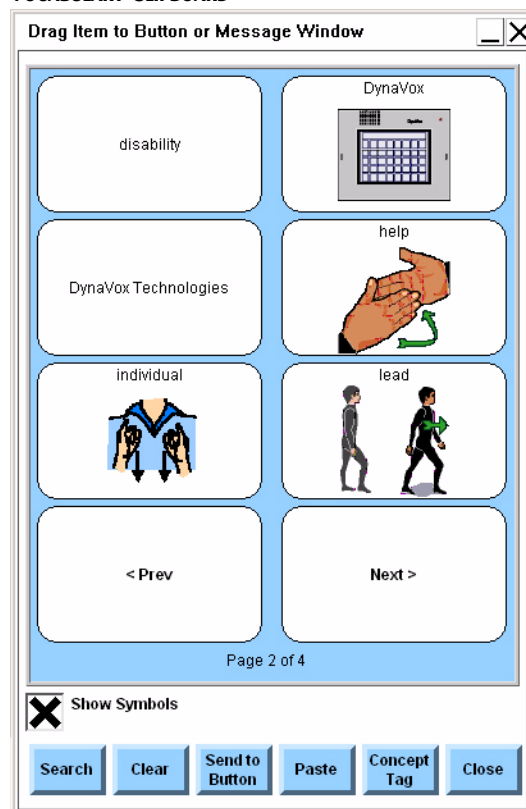
The Vocabulary Clipboard provides the following tools:

Vocabulary Box	The vocabulary box at the top of the Vocabulary Clipboard displays all of the words and phrases that are currently contained in the Vocabulary Clipboard. The bottom two buttons (*Prev* and *Next*) in the box enable you to look through the entire list of concepts.
Show Symbols	Select this check box to show any symbols that match words in the Vocabulary Clipboard. To hide symbols, make sure this box is unchecked.
Search	Populate the Vocabulary Clipboard with words from the Series 5 dictionary.
Clear	Empty the Vocabulary Clipboard.
Send to Button	Send the word that is currently selected in the Vocabulary Clipboard to the first empty button on the active page or popup.
Paste	Populate the Vocabulary Clipboard with words that were copied from a Windows application (document, web page, etc.) outside of the DynaVox Series 5 software.
Concept Tag	Assign a concept from the *Concept Browser* to the word that is currently selected in the Vocabulary Clipboard.
Close	Close the Vocabulary Clipboard.

The following sections describe various methods for using the Vocabulary Clipboard to fill buttons on your Series 5 pages and popups.

Drag and Drop Text with the Vocabulary Clipboard

The DynaVox Series 5 software and the open Series 5 device enable you to quickly incorporate text from other Windows applications (word processing documents, web pages, etc.) into multiple buttons on your DynaVox pages and popups. You can drag a block of text from any Windows application and drop it into an empty spot in the DynaVox Series 5 window. This will automatically open the Vocabulary Clipboard, presenting the following words from the selected text:

- nouns
- phrases (including short phrases in quotes)
- verbs and adjectives below a frequency threshold
- words that are not recognized by the Series 5 dictionary
- consecutive capitalized words

You can then drag a word or phrase from the Vocabulary Clipboard onto a button on the open page or popup, and the word will be assigned as the label to that button. If a symbol is associated with the word, it will be assigned as the button's symbol.

> **Note:** For step-by-step instructions on dragging and dropping text directly onto a button, refer to ***Drag and Drop Text onto a Button***

You can also drag words or phrases from the Vocabulary Clipboard into the Message Window.

To drag text from another Windows application or document and drop it into DynaVox Series 5 software:

1. Select an empty area of the title bar in the DynaVox Series 5 software window. Do not release your selection.

2. Drag the DynaVox Series 5 software window to the side, so that the other Windows desktop icons and controls are visible. Make sure that you can still see some of the page background in the DynaVox Series 5 software window.

3. When the Series 5 window is out of the way, release your selection.

4. Using other Windows applications, find the text that you want to drag into the DynaVox Series 5 software.

> **Note:** Make certain that the DynaVox Series 5 software window is still visible while you are working with the other Windows applications.

5. Select the block of text from the Windows application that you want to incorporate into your DynaVox Series 5 page. Do not release your selection.

6. Drag the block of text onto a blank area of the page background in the DynaVox Series 5 window and release your selection. The Vocabulary

Clipboard will open, displaying the words and phrases from the selected text.

VOCABULARY CLIPBOARD
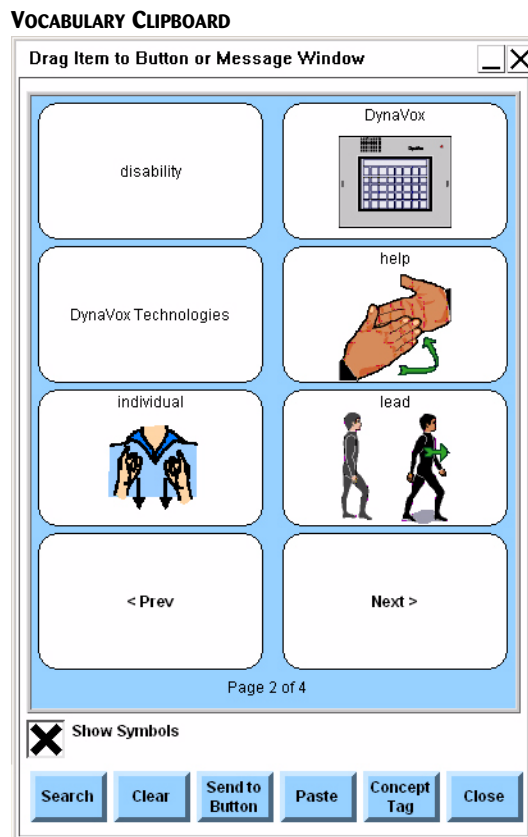
7. You may close the other Windows application(s), if desired.

8. Select an empty area of the title bar in the DynaVox Series 5 software window. Do not release your selection.

9. Drag the DynaVox Series 5 software window back to its original location. You may release your selection when the software window is properly placed.

⚑ **Note:** The Vocabulary Clipboard will always appear to float "on top of" the DynaVox Series 5 software window. The two windows can be moved independently of one another. If you need to move either window, simply select its title bar and maintain your selection while you drag the window to a new location. When the window is in the desired location, release your selection.

⚑ **Note:** You can minimize the Vocabulary Clipboard, just like any other popup with a title bar. To minimize the Vocabulary Clipboard, select the Minimize button (horizontal line) in the right corner of its title bar. It will shrink to a small bar at the bottom of the DynaVox Series 5 software window. To maximize it, select the square in the right corner of the small bar.

---

10. Find the word that you want to copy into the open page or popup. Use the *Prev* and *Next* buttons to scroll through the Vocabulary Clipboard if necessary.

11. Use one of the following options to copy content from the Vocabulary Clipboard to the open page or popup:

   • Select the word and, maintaining your selection, drag the word from the Vocabulary Clipboard onto the empty button of your choice.

   • Select the word and, maintaining your selection, drag the word from the Vocabulary Clipboard into the Message Window.

   • Select the word and then select the **Send to Button** button in the Vocabulary Clipboard. The word (and symbol) will be copied to the first open button.

   • Double-select the word in the Vocabulary Clipboard. The word will be copied into the first empty button on the page.

⚑ **Note:** Moving text from the Vocabulary Clipboard onto a button does not affect the behaviors assigned to the button. You will have to use the Behavior Editor to adjust the button behaviors to use the new label (and symbol) to meet your preferences. Refer to *Define the Button's Behaviors* for more information.

The word is now saved as the button's label text. If the software found a symbol associated with that word, the symbol is also assigned to the button.

The Vocabulary Clipboard acts independently of the current page or popup. You may leave the Vocabulary Clipboard open while navigating to different pages or popups, so that you can add content from the Vocabulary Clipboard to them.

The contents will remain in the Vocabulary Clipboard until you select the *Clear* button. This allows you to drag and drop text from multiple Windows documents and have the results all displayed at once. Selecting the *Clear* button will remove all contents, as will closing the Vocabulary Clipboard. You can close the Vocabulary Clipboard by selecting the [X] button in the top right corner of its title bar or by selecting the *Close* button at the bottom.

Search the Dictionary with the Vocabulary Clipboard

You can use the Vocabulary Clipboard to search the dictionary in the DynaVox Series 5 software. Once the search results are displayed in the Vocabulary Clipboard, you can easily send words from the Vocabulary Clipboard to empty buttons on the active page or popup.

To use the Vocabulary Clipboard to search the DynaVox Series 5 software dictionary:

1. Select **Main Menu > Setup > Vocabulary Clipboard**. The Vocabulary Clipboard will open.

2. Select the **Search** button in the Vocabulary Clipboard. The *Edit Search* menu will open.

> **Note:** The Vocabulary Clipboard may partially obscure the *Edit Search* menu. If it does, select the title of the Vocabulary Clipboard and drag it away from the *Edit Search* menu, or minimize the Vocabulary Clipboard by selecting the Minimize button (horizontal line) in the right corner of its title bar.

EDIT SEARCH MENU

3. Select the **Add** button in the *Concepts* group box. The *Select Concepts* menu will open.

4. In the *Select Concepts* menu, find a concept by using one of the following methods:

    •   Select the *Search* text box and enter the name of the concept you want to find. Select the **OK** button to close the system keyboard. The appropriate concept will be highlighted in the viewport. Select the check box next to the concept.

    •   Visually search through the concepts in the viewport. You can select a concept's expansion box (with a [+]) to display the concepts and sub-concepts that it contains. Selecting an open expansion box (with a [-]) will close the concept again. Use the scroll bar to view all of the available options. Once you find the concept you want, select the check box next to the concept.

5. Repeat step 4 as desired to add more concepts to the search.

6. Select the **OK** button to close the *Select Concepts* menu. The name of the selected concept will be displayed in the *Concepts* viewport in the *Edit Search* menu.

7. If you want the search results to match every concept listed in the *Concepts* viewport, select the **Must match all concepts** check box.

8. If you want to fill the buttons with specific parts of speech, select the **Add** in the *Parts of Speech* viewport and complete this step.

    a. The *Select Part of Speech* window will open. In the viewport, select the part of speech you want to include in the search.

b. Select the **OK** button. The *Select Part of Speech* menu will disappear, and the part of speech you selected will be displayed in the *Parts of Speech* viewport.

c. To include additional parts of speech in the search, repeat step 8.

> ⚑ **Note:** If you do not specify parts of speech to include in the search, the search results will include all parts of speech by default.

9. If you want to fill the buttons with words that are derived from a specific stem, select the **Stem** text box (the system keyboard will open) and enter the appropriate stem. Select the **OK** button when finished. The new stem will be displayed in the *Stem* text box.

10. If you want vocabulary to be presented in a specific order, select the **Sort** drop-down menu and choose one of the available options:

Alphabetically	Vocabulary items are presented in alphabetical order.
By Length	The shortest vocabulary items are presented first.
By Frequency	The vocabulary items that are used most often are presented first.

The drop-down menu will close and display only the selected option.

11. If you want to see only vocabulary items that have symbols, select the **Only Words or Phrases with Symbols** check box.

12. Select the **OK** button to close the *Edit Search* menu. The Vocabulary Clipboard will display all the items that matched your search criteria. If there is a symbol associated with the item (and the *Show Symbols* check box is checked), it will be displayed as well. If necessary, use the *Prev* and *Next* buttons to scroll through the pages of search results.

> ⚑ **Note:** If you minimized the Vocabulary Clipboard in step 4 to see the *Edit Search* menu, it shrank to a small bar at the bottom of the touch screen. To maximize back to normal size, select the square in the right corner of the small bar.

13. Use one of the following options to copy content from the Vocabulary Clipboard to the open page or popup:

   • Select the word and, maintaining your selection, drag the word from the Vocabulary Clipboard onto the empty button of your choice.

- Select the word and, maintaining your selection, drag the word from the Vocabulary Clipboard into the Message Window.

- Select the word and then select the **Send to Button** button in the Vocabulary Clipboard. The word (and symbol) will be copied to the first open button.

- Double-select the word in the Vocabulary Clipboard. The word will be copied into the first empty button on the page.

> **Note:** Moving text from the Vocabulary Clipboard onto a button does not affect the behaviors assigned to the button. You will have to use the Behavior Editor to adjust the button behaviors to use the new label (and symbol) to meet your preferences. Refer to **Define the Button's Behaviors** for more information.

The word is now saved as the button's label text. If the software found a symbol associated with that word, the symbol is also assigned to the button.

The Vocabulary Clipboard acts independently of the current page or popup. You may leave the Vocabulary Clipboard open while you navigate to different pages, so that you can add content from the Vocabulary Clipboard to more than one page.

The search results will remain in the Vocabulary Clipboard until you select the *Clear* button. This allows you to display the results from several consecutive searches at the same time. Selecting the *Clear* button will remove all contents, as will closing the Vocabulary Clipboard. You can close the Vocabulary Clipboard by selecting the [X] button in the top right corner of its title bar or by selecting the *Close* button at the bottom.

Copy and Paste with the Vocabulary Clipboard

The DynaVox Series 5 software and the open Series 5 device enable you to quickly incorporate text from other Windows applications (word processing documents, web pages, etc.) into your DynaVox pages and popups. You can copy blocks of text from a Windows application into the Windows clipboard and paste it into the Series 5 Vocabulary Clipboard. The Vocabulary Clipboard will present the following words from the selected text:

- nouns
- phrases (including short phrases in quotes)
- verbs and adjectives below a frequency threshold
- words that are not recognized by the Series 5 dictionary

- consecutive capitalized words

You can then select a word from the Vocabulary Clipboard and paste it as the label of an empty button on the open page or popup. If a symbol is associated with the word, it will be assigned as the button's symbol.

> **Note:** You can also select a word in the Vocabulary Clipboard and drag it into the Message Window. The word will remain as part of the message being composed until the Message Window is cleared.

To copy a block of text from another Windows application, paste it into the Series 5 Vocabulary Clipboard and then paste it onto a button:

1. Select the block of text from a Windows document that you want to incorporate into your DynaVox Series 5 pages and popups.

2. Copy the text using the tools of that software package (typically by selecting **Edit > Copy** from the menu bar, or using the **Ctrl+C** keyboard shortcut).

3. Make the DynaVox Series 5 software the active application.

4. Select **Main Menu > Setup > Vocabulary Clipboard**. The Vocabulary Clipboard will open.

5. Select the **Paste** button at the bottom of the Vocabulary Clipboard. The Vocabulary Clipboard will display the words from the copied text.

6. Find the word that you want to paste onto the open page. Use the *Prev* and *Next* buttons to scroll through the Vocabulary Clipboard if necessary.

> **Note:** The Vocabulary Clipboard will always appear to float "on top of" the DynaVox Series 5 software window. The two windows can be moved independently of one another. If you need to move either window, simply select its title bar and maintain your selection while you drag the window to a new location. When the window is in the desired location, release your selection.

7. Use one of the following options to copy content from the Vocabulary Clipboard to the open page or popup:

   - Select the word and, maintaining your selection, drag the word from the Vocabulary Clipboard onto the empty button of your choice.

   - Select the word and, maintaining your selection, drag the word from the Vocabulary Clipboard into the Message Window.

   - Select the word and then select the **Send to Button** button in the Vocabulary Clipboard. The word (and symbol) will be copied to the first open button.

• Double-select the word in the Vocabulary Clipboard. The word will be copied into the first empty button on the page.

> **Note:** Moving text from the Vocabulary Clipboard onto a button does not affect the behaviors assigned to the button. You will have to use the Behavior Editor to adjust the button behaviors to use the new label (and symbol) to meet your preferences. Refer to ***Define the Button's Behaviors*** for more information.

The word is now saved as the button's label text. If the software found a symbol associated with that word, the symbol is also assigned to the button.

The Vocabulary Clipboard acts independently of the current page or popup. You may leave the Vocabulary Clipboard open while you navigate to different pages, so that you can add content from the Vocabulary Clipboard to more than one page.

The contents will remain in the Vocabulary Clipboard until you select the *Clear* button. This allows you to copy and paste from multiple Windows documents and have the results all displayed at once. Selecting the *Clear* button will remove all contents, as will closing the Vocabulary Clipboard. You can close the Vocabulary Clipboard by selecting the [X] button in the top right corner of its title bar or by selecting the *Close* button at the bottom.

Assign Concept Tags with the Vocabulary Clipboard

The Vocabulary Clipboard enables you to assign new concept tags to the words or phrases that it contains. Concepts are designed to group similar items or ideas together, making it more efficient to search a particular item or idea. By adding concepts to a word or phrase, you will make it available to a wider variety of search options.

Using the Vocabulary Clipboard to assign a new concept tag to a word or phrase will automatically add the word or phrase to the DynaVox Series 5 software dictionary. If the word or phrase was already included in the dictionary, it will up updated to reflect the new concept tag that you assign.

> **Note:** Before you begin these steps, you must have the Vocabulary Clipboard open, with words and phrases already listed inside it. For options on opening and filling the Vocabulary Clipboard, refer to ***Drag and Drop Text with the Vocabulary Clipboard***, ***Search the Dictionary with the Vocabulary Clipboard*** or ***Copy and Paste with the Vocabulary Clipboard***.

To assign a new concept tag to a word or phrase that currently appears in the Vocabulary Clipboard:

1. Select the button that contains the word or phrase that you want to edit in the Vocabulary Clipboard. The button will change color.

2. Select the **Concept Tag** button in the Vocabulary Clipboard. The *Select Concepts* menu will open.

> **Note:** The Vocabulary Clipboard may partially obscure the *Select Concepts* menu. If it does, select the title of the Vocabulary Clipboard and drag it away from the *Select Concepts* menu, or minimize the Vocabulary Clipboard by selecting the Minimize button (horizontal line) in the right corner of its title bar.

3. In the *Select Concepts* menu, find a concept by using one of the following methods:

   • Select the *Search* text box and enter the name of the concept you want to find. Select the **OK** button to close the system keyboard. The appropriate concept will be highlighted in the viewport. Select the check box next to the highlighted concept.

   • Visually search through the concepts in the viewport. You can select a concept's expansion box (with a [+]) to display the concepts and sub-concepts that it contains. Selecting an open expansion box (with a [-]) will close the concept again. Use the scroll bar to view all of the available options. Once you find the concept you want, select the check box next to the concept icon.

4. Repeat step 3 as desired, to add more concepts to this word or phrase.

5. When you have selected all of the desired concepts, select the **OK** button to close the *Select Concepts* menu.

The concept(s) that you selected will be added to the word in the Series 5 dictionary.

The Vocabulary Clipboard acts independently of the current page or popup. You may leave the Vocabulary Clipboard open while you navigate to different pages, so that you can add content from the Vocabulary Clipboard to more than one page.

The contents will remain in the Vocabulary Clipboard until you select the *Clear* button. This allows you to copy and paste from multiple Windows documents and have the results all displayed at once. Selecting the *Clear* button will remove all contents, as will closing the Vocabulary Clipboard. You can close the Vocabulary Clipboard by selecting the [X] button in the top right corner of its title bar or by selecting the *Close* button at the bottom.

SENDING TEXT TO WINDOWS APPLICATIONS

> **Note:**　This section describes features and functionality that are only available on the open Series 5 device. These instructions are not meant to be used with the dedicated Series 5 device.

The DynaVox Series 5 software provides several behaviors to help you share messages that you create in the Message Window of the DynaVox Series 5 software with other Windows applications (word processors, email programs, spreadsheets, presentation software, etc.).

- *Send to the Next Window:* Selecting a button with this behavior will send the text in the Message Window to the next open Windows application.

- *Send To...:* Selecting a button with this behavior enables you to choose the open Windows application that will receive the text in the Message Window. Once you select from the drop-down menu, the text in the Message Window is sent into the selected application.

- *Save Message Window:* Selecting a button with this behavior enables you to save the text in the Message Window as a text file, which you could then import into other Windows applications. The *Enter File Name* menu allows you to define the name of the file and choose the folder where the file is saved. If the file already exists, selecting this button will save the current text to the existing file.

- *Save Message Window As...:* Selecting a button with this behavior enables you to save the text in the Message Window as a text file under a new name, which you could then import into other Windows applications. The *Enter File Name* allows you to define the name of the file and choose the folder where the file is saved.

For more information on programming behaviors into buttons, refer to ***Using the Behavior Editor Menu***.

> **Note:**　For instructions on using an onscreen keyboard to enter text into other Windows applications, refer to ***Using an OnScreen Keyboard***.

RESTRICTING WINDOWS ACCESSIBILITY

In some situations, you may want to limit the access to the Windows environment on an open Series 5 device. The *Interface Features* menu offers an *Act like a Closed Device* check box that enables you to password-protect the Windows environment on an open Series 5 device, making it function like a dedicated Series 5 device.

> **Note:**   This password is not the same as the password that may restrict access to system menus and the DynaVox Series 5 Page Editor (see **Protecting System Settings**).

This section offers step-by-step instructions for setting up and managing password protection for the Windows environment on your open Series 5 device.

Set Up Windows Password Protection

Your open Series 5 device can be programmed with a password that restricts access to the Windows desktop and all other Windows applications. This feature will effectively make your open Series 5 device behave like a dedicated Series 5 device.

> **Note:**   This password is not the same as the password that may restrict access to system menus and the DynaVox Series 5 Page Editor (see **Protecting System Settings**).

To set up Windows password protection on your open Series 5 device:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Advanced** tab.

INTERFACE FEATURES MENU - ADVANCED TAB (OPEN V/VMAX DEVICE)
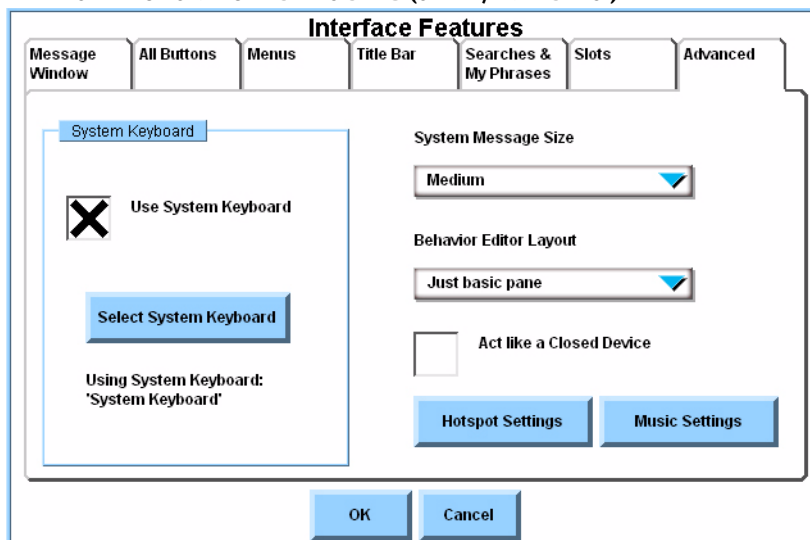
4. Select the **Act like a Closed Device** check box.

5. Select the **OK** button. The system keyboard will open.

6. Enter a password and select the **OK** button. The system keyboard will request that you verify the password.

7. Enter the password again exactly as you did the first time and select the **OK** button.

> 🏳 **Note:** If the passwords did not match, you will see an alert. Select the **OK** button to close the alert and return to step 6.

8. The *Interface Features* menu will close. Select the **OK** button to close the *Setup* menu.

The DynaVox Series 5 software will expand to fill the entire touch screen (if it is not already maximized). You will not be able to access any Windows applications or functionality.

To gain access to the Windows desktop and other Windows applications, refer to *Disable/Enable Windows Password Protection*.

Disable/Enable Windows Password Protection

If you have enabled the *Act like a Closed Device* check box in the *Advanced* tab of the *Interface Features* menu, your access to the Windows desktop and other Windows applications is restricted by a password.

> **Note:** This password is not the same as the password that may be set up to restrict access to system menus and the DynaVox Series 5 Page Editor (see ***Protecting System Settings***).

To temporarily access the Windows functionality on a password-protected open Series 5 device:

1. Select the Restore button in the right corner of the title bar (to the left of the Close button). The system keyboard will open.

RESTORE BUTTON (ON DEDICATED DYNAVOX SERIES 5 SOFTWARE)
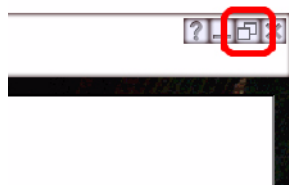
2. Enter the password that was created to restrict access to Windows.

3. Select the **OK** button.

> **Note:** If the password is incorrect, you will see an alert. Select the **OK** button to close the alert and return to step 1.

You now have access to Windows applications and functionality.

To enable the password protection again, simply select the Maximize button in the right corner of the title bar (to the left of the Close button). The DynaVox Series 5 software will expand to fill the entire touch screen (if it is not already

maximized), and you will not be able to access any Windows applications or functionality.

MAXIMIZE BUTTON (ON OPEN DYNAVOX SERIES 5 SOFTWARE)

Deactivate Windows Password Protection

> 🏳 **Note:** This password is not the same as the password that may restrict access to system menus and the DynaVox Series 5 Page Editor (see ***Protecting System Settings***).

You can turn off Windows password protection on your open Series 5 device by following these steps.

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Advanced** tab.

4. Select the **Act like a Closed Device** check box to remove the checkmark.

5. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

Windows password protection has been deactivated on your open Series 5 device and the Windows password has been deleted. If you decide to set up Windows password protection again, you will have to enter a new password.

Appendix C: Importing Content from Other Devices

You may have many customized pages and popups that you have created using other AAC hardware or software. The DynaVox Series 5 software enables you to import this custom information and integrate it on your Series 5 device (or Windows computer running the DynaVox Series 5 software). This feature enables an individual to begin using a new system with familiar pages.

You may import customized content from the following sources:

- DynaVox Series 4 (DV4/MT4) devices or software
- DynaVox 3100 or DynaMyte 3100 devices
- Mayer-Johnson's Speaking Dynamically Pro software family
- IntelliTools' Overlay Maker

The following sections give step-by-step instructions for transferring the pages and popups by any of these methods.

Restore a Series 5 User from a DynaVox Series 4 Backup File

DynaVox Series 5 software provides you with the option to use your preferred settings and pages from the DynaVox Series 4 devices (DV4/MT4). If you created a backup (*.bck*) file on your DynaVox Series 4 device, you can import the information in this file into a Series 5 user. To do this, you must import the backup file by using a file sharing device.

> **Note:**   You can only restore the currently active user. If you want to restore a user that is not currently active, you must change users to make that user active. Refer to ***Open a Different User*** for step-by-step instructions.

In order to import the Series 4 backup file, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- A file sharing device (USB flash drive, CD, DVD, etc.)

Note: All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

Note: If you are importing the Series 4 backup file into an existing user on your Series 5 device, follow the steps below. If you plan to create a new user, the User Setup Wizard on your Series 5 device gives you the opportunity to import the Series 4 backup file while creating the new *.user* file. Refer to **Create a New User** for more information.

Note: If you are using an open Series 5 device, you can use the "drag and drop" technique to drag the backup file from another Windows application and drop it into the *Users* folder in the *5100* folder on your device hard drive. For step-by-step instructions on dragging and dropping, refer to **Dragging and Dropping**.

To restore information from a Series 4 backup file into the current Series 5 user:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

   If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

Note: If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

3. Select the **User Manager** button. The *User Manager* menu will open.

4. Select the **Restore Current User from Series 4 Backup File** button.

5. Select the **Yes** button to confirm that you want to overwrite the current user information by importing the DynaVox Series 4 user. The *Select File* menu will open.

6. Select the location that contains the file you want to import:
   - If the file is on a file sharing device, proceed to step 7.
   - If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 8.

7. To import from a file sharing device, complete this step:
   a. Select the **Show All Directories** check box.
   b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

   c. Proceed to step 9.

8. To import from another folder on your Series 5 device (or Windows computer) hard drive, complete this step:
   a. Select the **Show All Directories** check box.
   b. Use the left viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.
   c. Proceed to step 9.

9. In the right viewport, select the name of the backup (*.bck*) file that you want to import.

10. Select the **OK** button to close the *Select File* menu and start the restore process. Please be patient - the restore process may take a few minutes. An hourglass icon may appear. Do not make any screen selections during this process. Do not select the power button.

11. When the restore process is complete, select the **Exit DynaVox** button to confirm that you want to restart your device software. The Series 5

software will restart. A series of splash screens may be presented for a few moments. Do not make any selections on these screens. Do not select the power button. Do not disconnect any file sharing devices. After a brief period, your device software will automatically restart.

12. After the device has completely finished the restart process, you may disconnect the file sharing device if you wish.

Import DynaVox 3100 Pages

The DynaVox Series 5 software enables you efficiently import pages and custom symbols created on your DynaVox 3100 device. This feature is helpful if you used to communicate with a DynaVox 3100 or DynaMyte 3100 device, and you would like to continue to use pages that you created in that environment.

Before you begin this process, you must complete the following tasks:

* Create a user backup file from your DynaVox 3100 device to the DynaVox System Software on your Windows computer. (You can find the instructions for this operation in the DynaVox 3100 manual or on the DynaVox Knowledge Base at *www.dynavoxtech.com*.)

* If you are importing this user backup file onto a Series 5 device, copy the user backup file from your Windows computer to an external file sharing device (USB flash drive, CD or DVD).

Note: All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

Once those tasks are complete, you can follow these steps to import the 3100 user backup file (*.bck*) into your DynaVox Series 5 software:

1. If the file is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an

internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**.

3. Select the **Import 3100 User** button.

4. Select the **3100 Backup** button. The *Select 3100 Backup File* menu will open.

5. Select the location that contains the file you want to import:
   - If the file is on a file sharing device, proceed to step 6.
   - If the file is in a folder on your Series 5 device (or Windows computer) hard drive, proceed to step 7.

6. To import from a file sharing device, complete this step:
   a. Select the **Show All Directories** check box.
   b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS

   c. Proceed to step 8.

7. To import from another folder on your Series 5 device (or Windows computer) hard drive, complete this step:
   a. Select the **Show All Directories** check box.
   b. Use the left viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the right viewport.

   c. Proceed to step 8.

8. In the right viewport, select the backup file (*.bck*) that you want to import.

9. Select the **OK** button. You will be asked to wait while the backup file is imported into the DynaVox Series 5 software. This may take several minutes.

   Once the 'Importing, please wait.' message disappears, the *Select 3100 Backup File* menu will close.

10. Select the **Page Browser** button in the *Tools* menu. The *Page Browser* menu will open. The pages that you imported from the 3100 backup file will be in a folder with the same name as the backup file. This folder will be visible in the left viewport, as a sub-folder to the *Top level* folder.

Once the 3100 pages have been successfully imported, you can access them through the *Page Navigator* menu (see **Using the Page Navigator Menu**) or the *Page Browser* menu (see **Using the Page Browser**).

Import a DynaVox 3100 User Environment

The DynaVox Series 5 software enables you efficiently import an entire user environment that was created on your DynaVox 3100 device. This feature is helpful if you have invested time in customizing a 3100 user environment, and you would like to use it on your Series 5 device (or Windows computer running the DynaVox Series 5 software).

Before you begin this process, you must complete the following tasks:

- Copy the user file folder that you want to import from your DynaVox 3100 device to the DynaVox 3100 Backup Software on your Windows computer. (You can find the instructions for this operation in the DynaVox 3100 manual or on the DynaVox Knowledge Base at *www.dynavoxtech.com*.)

- If you are importing this user environment onto a Series 5 device, copy the user folder from your Windows computer to an external file sharing device (USB flash drive, CD or DVD).

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

> **Note:** If you are importing the 3100 user environment into an existing user on your Series 5 device, follow the steps below. If you plan to create a new user, the User Setup Wizard on your Series 5 device gives you the opportunity to import the 3100 user environment while creating the new .*user* file. Refer to ***Create a New User*** for more information.

Once those tasks are complete, you can import the user folder into the DynaVox Series 5 software by following these steps:

1. If the folder is stored on a file sharing device, connect it to your Series 5 device (the USB ports are on the left side). If you are using an external CD or DVD drive, make sure that the disc containing the file is loaded in the drive. You may also have to plug the drive into a wall outlet for power.

   If you are importing into the Series 5 software on a Windows computer, connect the file sharing device to your computer. If your computer has an internal CD or DVD drive, load the disc containing the file into the drive. (You should also launch the Series 5 software on your computer.)

> **Note:** If you are using an open Series 5 device (or Windows computer), a Microsoft window may open and display the contents of the file sharing device (or ask what kind of action should be taken). Close this window by selecting the Close button [X] in the top right corner (or by selecting the **Cancel** button, if available).

2. Select **Main Menu > Setup > Tools Menu**.

3. Select the **Import 3100 User** button.

4. Select the **3100 User** button. The *Select 3100 User Directory* will open.

5. Select the location that contains the folder that you want to import:
   - If the folder is on a file sharing device, proceed to step 6.
   - If the folder is on your Series 5 device (or Windows computer) hard drive, proceed to step 7.

6. To import the folder from a file sharing device, complete this step:

    a. Select the **Show All Directories** check box.

    b. In the left viewport, select the icon for the file sharing device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:
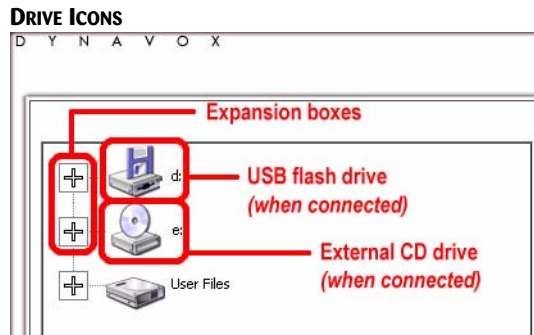
c. Proceed to step 8.

7. To import from another folder on your Series 5 device (or Windows computer) hard drive, complete this step:

    a. Select the **Show All Directories** check box.

    b. Use the viewport to navigate to the folder that contains the file that you want to import. Select the expansion box [+] next to a folder to see the sub-folders that it contains. Select a folder to see its contents in the viewport.

    c. Proceed to step 8.

8. In the viewport, select the folder that you want to import.

9. Select the **OK** button. You will be asked to wait while the user environment file is imported onto your Series 5 device. This may take several minutes.

    Once the 'Importing, please wait.' message disappears, the *Select 3100 User Directory* menu will close.

10. Select the **Page Browser** button in the *Tools* menu. The *Page Browser* menu will open. The folder that you imported will be visible in the left viewport, as a sub-folder to the *Top level* folder.

11. You can now disconnect the USB flash drive from your Series 5 device.

You can access the imported 3100 user environment through the *Page Navigator* menu by following the steps in ***Using the Page Navigator Menu***.

Import Boards from the Boardmaker Software Family

DynaVox Series 5 software was designed to work with the Boardmaker Software Family (BSF) of page-creation software by Mayer-Johnson LLC. The BSF includes pages that have been created in Boardmaker, Boardmaker Plus and Speaking Dynamically Pro. The BSF products use the complete set of Picture Communication Symbols to design low-tech activity or communication boards. The BSF products can be used to add behaviors to the boards, enabling you to use them on a computer.

You can now import boards created by the BSF software packages onto to your DynaVox Series 5 device (or your DynaVox Series 5 software) and use them as functional activity or communication pages.

> **Note:** Your DynaVox Series 5 software must feature PCS symbols to support pages that were created with BSF software products.

> **Note:** Your edition of Boardmaker or Speaking Dynamically Pro must be at least version 5 or greater to work with the DynaVox Series 5 software.

When you import a board from the BSF products, the DynaVox Series 5 software will open a board conversion utility that acts as a bridge between the two software applications. This conversion utility will convert the imported board to the DynaVox format.

There are several ways to import BSF activity or communication boards to your Series 5 device:

- You may add the files to an external file sharing device (USB flash drive, CD, or DVD) and then use the device to import and convert the boards.
- You can also import and convert the boards into the DynaVox Series 5 software. Once this has been done, you can import the converted page to your Series 5 device with an external file sharing device.

> **Note:** If you are using a removable USB flash drive, be sure that it contains the BSF files that you want to import. The USB flash drive should be plugged a USB host port on the left side of your Series 5 device.

To import a BSF activity or communication board to your DynaVox Series 5 software:

1. Select **Main Menu > Setup > Tools Menu**. The *Tools* menu will open.

2. Select the **Page Browser** button. The *Page Browser* menu will open.

3. Select the folder into which you want to import the new pages.

> 🚩 **Note:** If you want to create a new folder for the imported pages, refer to ***Create a New Folder in the Page Browser Menu***.

4. Select the **Sharing Operations** button. The *Sharing Operations* menu will open.

5. Select the **Import from BM Plus or SDPro Boards** button. The *Boardmaker Software Family Conversion Utility* window will open.

SPEAKING DYNAMICALLY BOARD CONVERSION UTILITY WINDOW
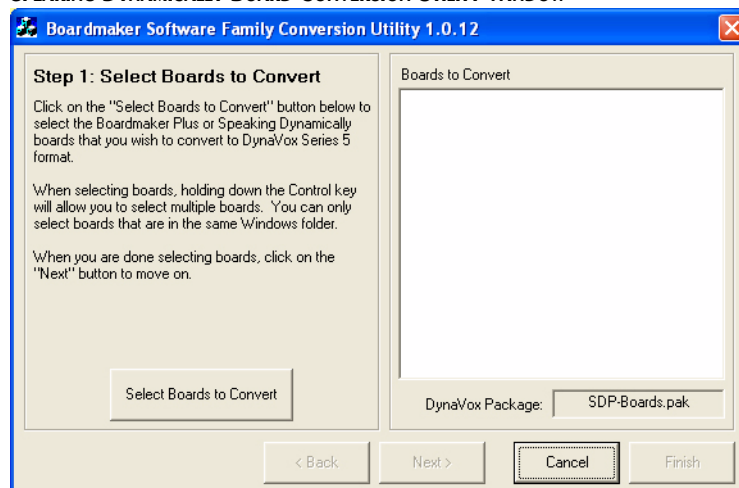
6. Select the **Select Boards to Convert** button. The *Choose Mayer-Johnson Boards* window will open.

CHOOSE MAYER-JOHNSON BOARDS WINDOW

- If you are using a Series 5 device, select the appropriate USB flash drive in the *Look In* drop-down menu. If you are using a removable USB flash drive, select the drive that represents the USB flash drive. Typically, this is drive *E:* or *F:*.

- If you are using DynaVox Series 5 software, this window will present all the boards that are stored in the *My Boards* folder, since this folder is the default storage location for files that are created with BSF software. If you stored your boards in another location, use the *Look In* drop-down menu at the top of this window to navigate to the correct location.

7. Select the activity or communication board that you want to import.

8. Select the **Open** button. The name of the board that you selected will be added to the *Boards to Convert* viewport in the *Speaking Dynamically Board Conversion Utility* window.

9. If you want to import any other boards, return to step 6.

10. Select the **Next** button at the bottom of the *Speaking Dynamically Board Conversion Utility* window.

11. You will be asked if you want to import all of the boards that are linked to the board(s) you selected. If you want to do this, select the **Add Associated Boards** button. It may take a few moments for the converter to find all of the associated boards.

    a. If you want to import only the board(s) you selected, continue with the next step.

12. Select the **Next** button at the bottom of the *Speaking Dynamically Board Conversion Utility* window.

13. Select the **Convert Boards** button. Please be patient - this may take several minutes.

> **Note:** Due to the differences between the DynaVox Series 5 software and the BSF software products, the conversion process may change the appearance or functionality of the boards. Select the *Review Warnings* button to be informed of any of these changes.

14. Select the **Finish** button. The converted activity or communication boards will be imported to your DynaVox Series 5 software in the form of a package. Please be patient - this may take several minutes.

15. Select the **OK** button to confirm that the package has been successfully loaded.

The new pages are now available in the DynaVox Series 5 software.

> **Note:** If you imported the boards to DynaVox Series 5 software, you can now transfer them to your Series 5 device. The best way to do this is to create a package (using the package from pages method) and add it to a USB flash drive. For instructions, see **Create a Package from Pages**. The USB flash drive can then be used to transfer the package to your Series 5 device (see the **Import a Package**).

Import from Overlay Maker

DynaVox Series 5 software was designed to work with the Overlay Maker software by IntelliTools. Users of Overlay Maker 3 and the IntelliTools Classroom Suite can create an overlay for IntelliTools Classroom Suite and export it to use on a Series 5 device (or Windows computer running the DynaVox Series 5 software). This combination provides a unique gateway to curriculum in the general education classroom for AAC device users.

> **Note:** Your edition of Overlay Maker must be at least version 3 or greater to work with the DynaVox Series 5 software.

When you export your materials from Overlay Maker, you will create a package file (with the *.pak* extension). Then, you can use the DynaVox Series 5 software to import the package file and integrate the Overlay Maker files into the Series 5 page set.

In order to import the Overlay Maker package file, it must be stored in one of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive
- An external file sharing device (USB flash drive, CD or DVD)

> **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

Once you successfully copy the Overlay Maker package file to one of the locations listed above, refer to **Import a Package** for step-by-step instructions on importing it into the DynaVox Series 5 software.

> **Note:** It is recommended that you create a new folder in the *Page Browser* menu to store the files that you import from the Overlay maker package.

Appendix D: External Hardware

Your Series 5 device is capable of interacting with other pieces of computer hardware. For example, you can use a USB flash drive to transfer files to and from your Series 5 device. Other pieces of external hardware may help to expand the capabilities of your Series 5 device. In addition, some individuals may require the use of external hardware to properly use the Series 5 device as a daily communication tool. The following sections describe the different pieces of hardware that can interface with your Series 5, and provide step-by-step instructions on connecting and using them.

USING EXTERNAL SWITCHES

To enable individuals with limited mobility to make use of the Series 5 device, you may connect one or two external switches to the device. When using the Joystick, Mouse Pause, Scanning or Morse Code selection methods (see *Joystick Selection Method*, *Mouse Pause Selection Method*, *Scanning Selection Method* or *Morse Code Selection Method*), the user can activate the switch(es) to make a selection on a Series 5 communication page, a menu or the title bar.

An external switch must have a 1/8" diameter plug in order to connect to the switch ports on the Series 5 device. You may connect up to two external switch(es) to your Series 5 device by using the ports shown below. No more than one switch should be plugged into a switch port at any time.

Note: The second switch port should only be used for the following applications:

- As the "select" switch for the 2-Switch Scanning selection method
- As the "dash" switch in a 2-switch setup for the Morse Code selection method

SWITCH PORTS (V)
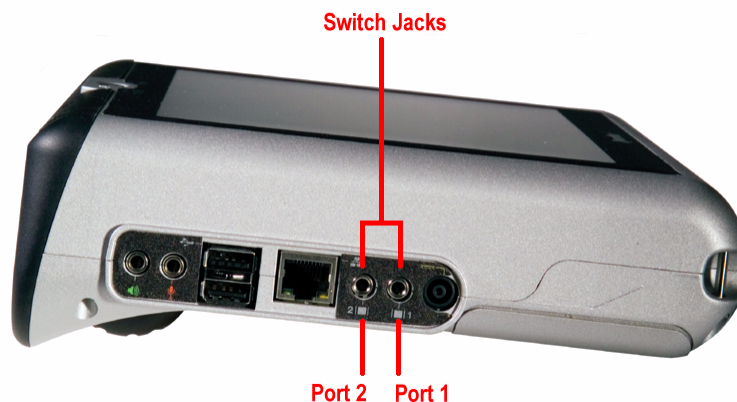
Using an External Switch to Turn on the Device

Series 5 users who are unable to select the power button on the front of the device can use an external switch to turn their devices on.

> **Note:** An external switch must be connected to the first switch port (labeled with a "1") on your Series 5 to successfully use this feature.

To set up this feature, use the following steps:

1. Select **Main Menu > Setup > System Settings**. The *System Settings* menu will open.

2. Select the **External Switch as Power On** check box.

3. Select the **OK** button to close the *System Settings* menu.

The external switch can now be used to turn on the device.

USING AN EXTERNAL MONITOR

You can connect your Series 5 device to an external monitor or projector (VGA device) in order to display the communication pages on a larger screen.

In order to connect your Series 5 device to an external monitor or projector, you will have to use an adapter that is available from DynaVox Technologies.

Note: For more information on ordering the required adapter, contact DynaVox Technologies at 1-866-DynaVox (396-2869).

To connect an external monitor to the Series 5 device:

1. Connect the adapter to a USB port on the side of your Series 5 device.

2. Connect the other end of the adapter to the external monitor or projector.

Note: If the VGA output is not displayed as you expect, please contact DynaVox Technologies Technical Support at 1-800-344-1778.

USING AN EXTERNAL KEYBOARD

 A standard computer keyboard (a "physical keyboard") with a USB connection can be used with your Series 5 device, instead of the system keyboard page that is displayed on the touch screen.

Your Series 5 device was shipped with a USB keyboard. To use the keyboard with your Series 5 device, simply plug it into a USB port on side of the device.

The DynaVox Series 5 software will accept input from the USB keyboard whenever it is connected.

Keyboard Shortcuts

If you are using a physical keyboard with your Series 5 device, you can use keyboard shortcuts to make selections more quickly and efficiently. This section describes the available keyboard shortcuts.

> **Note:** Your Series 5 device was shipped with a USB keyboard. To use it, simply plug it into a USB port on the left side of your device.

> **Note:** Refer to **Keyboard & Mouse Shortcuts** to see the shortcuts that are available when you connect both the USB keyboard and the USB mouse to your Series 5 device.

Nudging with the Arrow Keys

When the Page Editor is open, you can use the arrow keys to move the selected object to the left, to the right, up or down.

Delete Key

When the Page Editor is open, you can use the Delete key to delete the selected object.

Control Key Shortcuts - Windows Commands

The DynaVox Series 5 software enables you to easily perform several Windows commands using standard keyboard shortcuts. To use these shortcuts, you

must connect the external keyboard to the USB port on the left side of your Series 5 device.

Most of these keyboard shortcuts use the Control (*Ctrl*) key of the external keyboard. To use these shortcuts, press and hold the *Ctrl* key while you press the appropriate letter key.

> **Note:** Some keyboard shortcuts are designed to work within a Message Window only. These behaviors are marked in the *MW Only* column in the following table.

The list of available *Ctrl* key shortcuts for Windows commands is as follows:

Shortcut	Function	MW Only
Ctrl + A	Select all contents of the Message Window	X
Ctrl + B	Toggle the bold setting of the selected text in the Message Window	X
Ctrl + C	Copy the selected text (or object) to the clipboard	
Ctrl + D	Send the contents of the Message Window to the *Edit Phrase* menu	X
Ctrl + E	Speak the contents of the Message Window	X
Ctrl + F	Open a find box to search the Message Window text	X
Ctrl + I	Toggle the italic setting of the selected text in the Message Window	X
Ctrl + K	Create a Slot from Selection	
Ctrl + L	Insert an active label	
Ctrl + N	Clear the Message Window	X
Ctrl + O	Open a file	X
Ctrl + P	Open the *Select a Phrase* menu	X
Ctrl + S	Save the contents of the Message Window as a file	X
Ctrl + T	Add a slot	
Ctrl + V	Paste the contents of the clipboard	
Ctrl + X	Cut the selected text (or object) and place it in the clipboard	
Ctrl + Y	Redo the most recent "undo" command	
Ctrl + Z	Undo the most recent command	

Shortcut	Function	MW Only
Ctrl + left arrow	Move the cursor one word to the left	
Ctrl + right arrow	Move the cursor one word to the right	
Ctrl + Delete	Delete the word to the right of the cursor	
Ctrl + Backspace	Delete the word to the left of the cursor	
Ctrl + End	Move the cursor to the end of the text in the Message Window	
Ctrl + Home	Move the cursor to the beginning of the text in the Message Window	
Shift + select	Edit the properties of a symbol, label or button	
F3	Search the Message Window again using the last search criteria	X
F7	Spell check the selected text (or the entire document)	X
Tab	Move the highlight to the next text box (text box only)	

Control Key Shortcuts - Accented Characters

The DynaVox Series 5 software enables you to use keyboard shortcuts to send accented characters to the Message Window. These are only available when you use an external keyboard. To use these shortcuts, press and hold the *Ctrl* key while you press the appropriate key combination.

The list of available accented characters is as follows:

Accent Mark	Shortcut Keys
à	*Ctrl* + ` (above Tab) and release. Then press *a*.
á	*Ctrl* + ' (single quote) and release. Then press *a*.
ä	*Ctrl* + *Shift* + *:* (colon) and release. Then press *a*.
â	*Ctrl* + *Shift* + ^ (on the 6 key) and release. Then press *a*.
ç	*Ctrl* + *,* (comma) and release. Then press *c*.
è	*Ctrl* + ` (above Tab) and release. Then press *e*.
é	*Ctrl* + ' (single quote) and release. Then press *e*.
ë	*Ctrl* + *Shift* + *:* (colon) and release. Then press *e*.
ê	*Ctrl* + *Shift* + ^ (on the 6 key) and release. Then press *e*.
ì	*Ctrl* + ` (above Tab) and release. Then press *i*.

Accent Mark	Shortcut Keys
í	*Ctrl* + *'* (single quote) and release. Then press *i*.
ï	*Ctrl* + *Shift* + *:* (colon) and release. Then press *i*.
î	*Ctrl* + *Shift* + *^* (on the 6 key) and release. Then press *i*.
ñ	*Ctrl* + *Shift* + *~* (above Tab) and release. Then press *n*.
ò	*Ctrl* + *`* (above Tab) and release. Then press *o*.
ó	*Ctrl* + *'* (single quote) and release. Then press *o*.
ö	*Ctrl* + *Shift* + *:* (colon) and release. Then press *o*.
ô	*Ctrl* + *Shift* + *^* (on the 6 key) and release. Then press *o*.
ù	*Ctrl* + *`* (above Tab) and release. Then press *u*.
ú	*Ctrl* + *'* (single quote) and release. Then press *u*.
ü	*Ctrl* + *Shift* + *:* (colon) and release. Then press *u*.
û	*Ctrl* + *Shift* + *^* (on the 6 key) and release. Then press *u*.
¿	*Ctrl* + *Alt* + *Shift* + *?*. Then release all keys.
¡	*Ctrl* + *Alt* + *Shift* + *!*. Then release all keys.

Editing Labels in the Page Editor

When the Page Editor is open, you can select a label and then simply type new text. The system keyboard will automatically open and use your new text in the label. When you are finished, select the *OK* button. The system keyboard will close, and your text will be in place in the label.

> **Note:** If you are modifying a button label, you will be given the opportunity to change the button symbol, based on the new button label text.

Closing Series 5 Software System Menus

When an external keyboard is connected to your Series 5 device, you can close system menus, windows and prompts in the DynaVox Series 5 software by using keys on the external keyboard.

- Use the *Enter* button on the keyboard to select the *OK* button in the active Series 5 software menu.

- Use the *Esc* button on the keyboard to select the *Cancel* button in the active Series 5 software menu.

USING AN EXTERNAL MOUSE

You can connect a standard USB computer mouse, mouse-emulating USB joystick or USB trackball to your Series 5 device to assist the user in controlling screen selections. Moving a mouse that is connected to the DynaVox device will control a cursor on the touch screen. The user can click the mouse button to make a selection, or use the Mouse Pause selection method to select an item when the cursor pauses on it for a specified amount of time (see **Mouse Pause Selection Method**).

> **Note:** If you are using a two-button mouse, the right mouse button can be used to access the Shortcut Menu in the Page Editor. Refer to **About the Shortcut Menus** for more information.

Your Series 5 device was shipped with a USB mouse. To use the mouse with your Series 5 device, simply plug it into a USB port on the side of the device. (For assistance, refer to the **Hardware Overview** section of the **Quick Start Guide** that shipped with your device.)

> **Note:** Refer to **Customize the Mouse Settings** for detailed instructions on configuring the mouse settings for your Series 5 device.

Keyboard & Mouse Shortcuts

The DynaVox Series 5 software provides a number of keyboard and mouse shortcuts that are designed to streamline the use Series 5 pages when you are using an external computer keyboard along with an external mouse. These shortcuts are especially helpful when you are using the Page Editor to program or customize pages. Many of the shortcuts included here are based on standard Microsoft WIndows standard shortcuts, and some of them have been customized to address the unique capabilities of the DynaVox Series 5 software.

> **Note:** Your Series 5 device was shipped with a USB keyboard and a USB mouse. To use them, simply plug them into USB ports on the left side of your device.

Shift + Click Shortcuts

When the software is in normal communication mode (the Page Editor is not open), you can hold down the Shift key on the external keyboard and click the mouse cursor on a screen object to open the Modify menu for that object. You can use this technique to quickly modify buttons, symbols, labels or any other screen objects.

The list of available shift + click shortcuts is as follows:

Shift + Click	Opens
Active area	*Modify Active Area* menu
Active label	*Modify Active Label* menu
Box	*Modify Box* menu
Empty space on a button	*Modify Button* menu
Divider	*Modify Divider* menu
Label	System keyboard to modify label text
Message Window	*Modify Message Window* menu
Multi Page search box	*Modify Multi Page* menu
Empty space on a page	*Modify Page* menu
Empty space on a popup	*Modify Popup* menu
Search box	*Modify Search Box menu*
Symbol	*Select a Symbol* menu
Tab pane	*Modify Tab Pane* menu

Alt + Click Shortcuts

When the Page Editor is open, you can hold down the *Alt* key on the external keyboard and click the mouse cursor on an object to move or resize the object.

As you hold the *Alt* key down, move the mouse pointer over the object you want to edit.

- To move the object, position the mouse pointer over the center of the object. The pointer will change to display 4 arrows. Click and drag the mouse to move the object.

- To resize the object, position the mouse pointer over one of the edges of the object. The pointer will change to display 2 arrows (horizontal, vertical or diagonal, depending on which edge it is over. Click and drag the mouse to resize the object in that direction.

USING AN EXTERNAL PRINTER

You can use a printer with your Series 5 device to create hard copies (printouts) of information from your Series 5 device. You can print a diagram of an entire page or popup layout, the Message Window text, or a number of different reports from your Series 5 device.

Connecting a USB Printer to Your Device

> **Note:** Installing printer drivers on your Series 5 device will most likely require the use of a USB-compatible external CD or DVD drive. The Series 5 devices do not include this hardware; you would need to purchase it at a computer electronics retail store.

You can connect a USB printer to a USB port on the side of your device. (Refer to the **Hardware Overview** section of the **Quick Start Guide** that shipped with your device.)

The very first time that you connect a printer to your Series 5 device, there will be a brief delay, as your Series 5 device installs the required drivers. If you are using an open Series 5 device, you may see some progress messages from Microsoft Windows.

> **Note:** Depending on the printer that you are connecting, the Microsoft *Add Printer Wizard* may appear, and require you to manually step through the installation process. Simply follow the wizard directions and refer to the instructions supplied with the printer to successfully install the printer drivers.

> **Note:** When the *Add Printer Wizard* requires the use of the CD, connect the external CD drive to a USB host port on the left side of your Series 5 device. Then insert the CD that contains the printer drivers.

After the printer drivers are successfully installed, you may disconnect the external drive from your Series 5 device.

> **Note:** Be sure to always connect the USB printer to the same USB port on the left side of your Series 5 device. If you plug it into the other USB port, your Series 5 device will have to install the printer drivers a second time.

Using a Bluetooth Printer with Your Device

> **Note:** Installing printer drivers on your Series 5 device will most likely require the use of a USB-compatible external CD drive. The Series 5 devices do not include this hardware; you would need to purchase it at a computer electronics retail store.

You can use a Bluetooth printer with your device to print without the need for a wired connection.

> **Note:** If you are using an older Series 5 device that does not have built-in Bluetooth support, you will need to acquire the DynaVox V/Vmax Bluetooth Adapter (#501244) to connect to a USB port on your Series 5 device.

To set up your device to install drivers for the Bluetooth printer, follow these steps.

1. Turn the Bluetooth printer on.

2. If you are using an open Series 5 device, the Microsoft *Add Printer Wizard* should automatically open. If you are using a dedicated Series 5 device, you may have to launch the *Add Printer Wizard* manually. To do so, complete this step:

   a. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

   b. Select the **Input/Output Settings** button. The *Input/Output Settings* menu will open.

   c. Select the **Printer** button. The *Printer Manager* menu will open.

   d. Select the **Add Printer Wizard** button. The Microsoft *Add Printer Wizard* will open.

3. Follow the instructions provided in the *Add Printer Wizard* (and those provided with your printer) to install the proper drivers.

> **Note:** When the *Add Printer Wizard* requires the use of the CD, connect the external CD drive to a USB port on the side of your Series 5 device. Then insert the CD that contains the printer drivers.

4. If you are using a dedicated device, select the **OK** button to close all open menus.

5. After the printer drivers are successfully installed, you may disconnect the external drive from your Series 5 device.

Using the Printer Manager Menu

The *Printer Manager* menu enables you to choose the active printer for your Series 5 device, install new printer drivers, clear jobs that have not yet printed, and more.

To open the *Printer Manager* menu:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Input/Output Settings** button. The *Input/Output Settings* menu will open.

3. Select the **Printer** button. The *Printer Manager* menu will open.

PRINTER MANAGER MENU
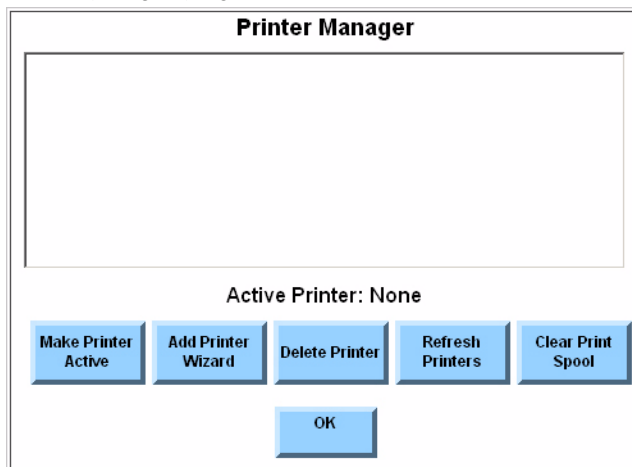
The *Printer Manager* menu includes these tools:

Viewport	Displays the printer drivers that are installed on your device.
Make Printer Active	Make the selected printer in the viewport the active printer.
Add Printer Wizard	Launch the Microsoft *Add Printer Wizard*, to add a printer that would not install automatically.
Delete Printer	Remove the highlighted printer from the viewport.
Refresh Printers	Refresh the list of printers in the viewport.
Clear Print Spool	Clear any jobs that have not yet printed from the active printer.

4. Select the **OK** button to close the *Printer Manager* menu. Keep selecting the **OK** button to close all open menus.

Programming Buttons to Print

The DynaVox Series 5 software contains several behaviors that you can use to send text, symbols or pages from your Series 5 device to a printer.

Print All	Selecting a button with the Print All behavior will print the entire contents of the Message Window, including symbols.
Print Screen	Selecting a button with the Print Screen behavior will print out a hard copy of the entire touch screen as it appears when the button is selected.
Print Selection	Selecting a button with the Print Selection behavior will print the highlighted contents of the Message Window, including symbols.
Print Text	Selecting a button with the Print Text behavior will print the text in the Message Window. Symbols in the Message Window will not be printed.

You can program buttons with these behaviors to send the information you want to the printer. Refer to **Define the Button's Behaviors** for step-by-step instructions on programming a button.

> **Note:** For step-by-step instructions on setting up your printer to work with your Series 5 device, refer to **Connecting a USB Printer to Your Device**.

Printing the Screen from the Drop-Down Menu

If your Series 5 device is connected to a USB printer, you can print a hard copy of the current contents of the entire screen by using the drop-down menu.

To do so:

1. Connect the USB printer to a USB port on the left side of your Series 5 device.

2. Select **Main Menu > File > Print**.

3. Select **Yes** to confirm that you want to print.

4. The *Select Printer* window will open.

5. In the *Printer Selection* viewport, select the option that most closely matches the printer being used.

6. Select the **Make Printer Active** button.

7. Select **OK** to send the print job to the printer.

Printing the Message Window Contents from the Drop-Down Menu

If your Series 5 device is connected to a USB printer, you can print a hard copy of the current Message Window contents (including symbols) by using the Main menu.

To do so:

1. Connect the USB printer to a USB port on the left side of your Series 5 device.

2. Enter the message that you want to print into the Message Window.

3. Select **Main Menu > File > Print Message**.

The Message Window contents will be sent to the printer that you set up in the *Select Printer* window.

USING AN EXTERNAL INFRARED TRANSMITTER

The DynaVox Series 5 devices support the use of DynaVox AccessIT infrared device to transmit signals from the Series 5 device to a computer.

DYNAVOX ACCESSIT

To install your AccessIT, plug the device's USB cable into a USB port on your Windows or Macintosh computer. (Windows computers may display a series of *Found New Hardware* windows as the AccessIT is recognized.) The windows will close automatically and you will be able to use the AccessIT without any further setup.

> **Note:** The AccessIT is compatible with Windows computers using the Windows 2000 operating system or later. The AccessIT is compatible with Macintosh computers running Mac OS 8.1 or later (with versions 10 and 10.2, the computer must be booted in "classic" mode).

For more information on using your AccessIT to receive signals that are transmitted from your Series 5 device, refer to **Computer Access**.

Appendix E: Remote Technical Support through your Device

The DynaVox Series 5 software provides a new way to get technical support. You can use your Series 5 device to contact a DynaVox Technical Support representative live (through an active Internet connection), and receive one-on-one technical support in real time. You will be able to "chat" with the technician through a dialog window on your device. If you grant the proper permission, the technician can remotely perform diagnostics on your hardware and software. This new application enables you to receive efficient, personal and immediate technical support.

Remote technical support is available Monday through Friday, from 9:00 a.m. to 5:00 p.m. Eastern Standard Time.

Before you begin the steps below, make sure that your Series 5 device has an active connection to the Internet. Refer to **Connecting to the Internet** for more information.

> **Note:** Since the system keyboard is unavailable for remote technical support, you must either connect the USB keyboard and mouse that were shipped with your Series 5 device, or you must navigate to a page that links to an onscreen keyboard (refer to **Using an OnScreen Keyboard**) that provides a full QWERTY keyboard.

OPENING A REMOTE TECHNICAL SUPPORT SESSION

To enable the DynaVox Series 5 remote technical support application:
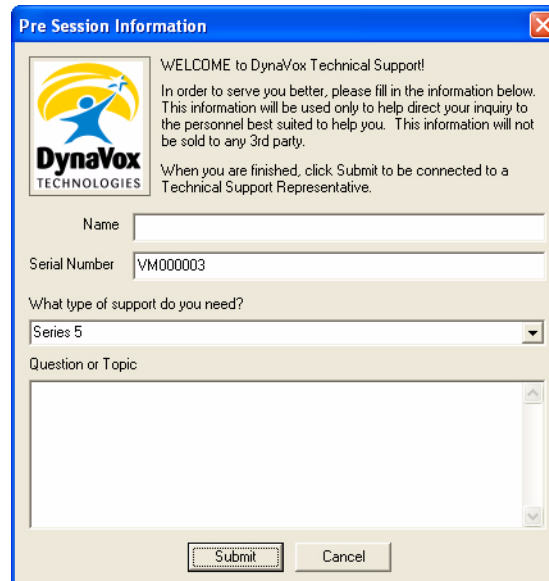
1. Connect the USB keyboard and the USB mouse that were shipped with your Series 5 device to USB ports on the left side of your device.

> **Note:** Instead of the physical USB keyboard, you may choose to use an onscreen keyboard. Refer to ***Using an OnScreen Keyboard*** for more information.

2. Select **Main Menu > Help**.

3. Select **Tech Support** in the second drop-down menu. The *Pre Session Information* window will open.

PRE SESSION INFORMATION WINDOW

> **Note:** The page behind the *Pre Session Information* window will remain active.

> **Note:** You will need to directly select the text boxes in the *Pre Session Information* window. To do this, you may use the USB mouse to move the cursor to the appropriate text field in the window and make a selection. You may also select the *Tab* button on the USB keyboard to move the selection to the next text box.

4. Select the **Name** text box and enter your name.

> **Note:** The serial number for your Series 5 device should already be visible in the *Serial Number* text box. If it is not, select the field and enter the serial number. It can be found on bottom of the device, printed on the sticker on the battery door (refer to ***Back of the V Device***).

5. Select the arrow button in the *What type of support do you need?* drop-down menu to open a list of devices.

6. Select the name of the device for which you need technical support. The list will close and the drop-down menu will display your selection.

7. Select the **Question or Topic** field and enter a brief explanation of your situation.

8. Select the **Submit** button. The *DynaVox Technical Support* window will open.

DYNAVOX TECHNICAL SUPPORT WINDOW
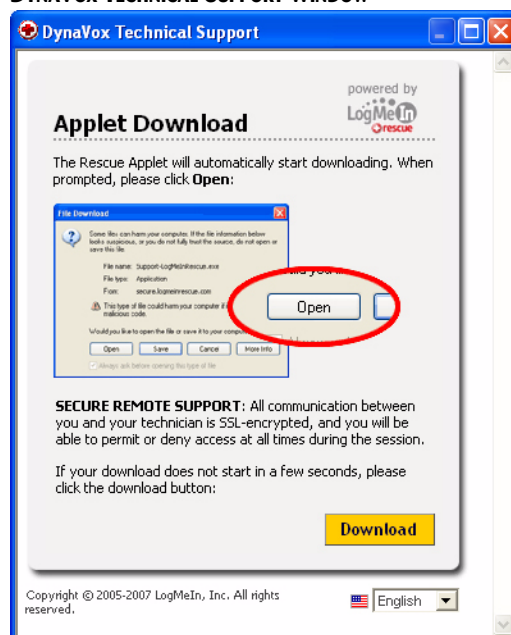
9. If you see a *File Download* window, prompting you to save or run the *Support-LogMeInResue.exe* file, select the **Run** button.

10. If you see a *Windows Security Alert* window, referring to *LogMeIn Rescue*, select the **Unblock** button.

11. The *DynaVox Technologies* window will open. You can use this window to communicate with the technical support representative.

DYNAVOX TECHNOLOGIES REMOTE TECHNICAL SUPPORT WINDOW

This window contains the following:

Viewport	The viewport lists all of the relevant activities of your technical support session (connection time, permissions granted, etc.). It also displays all of the comments that were sent by both you and the technical support representative.
Text box	The text box is directly under the viewport. It enables you to enter comments that will be read by the technical support representative. When you are ready to send your comment, select the *Send* arrow to the right of the text box.
Text Size	Use the *Text Size* drop-down menu to adjust the size of the text in the window.
Send File	Use the *Send File* button to send a file from your Series 5 device to the technical support representative.
End	Use the *End* button to end any remote control permission you may have granted the technical support representative.
Disconnect	Use the *Disconnect* button to end the remote technical support session.

12. Use the text box and the viewport to explain your technical support issues to the representative. Both your comments and those made by the technical support representative will be displayed in the viewport.

> **Note:** If you see a *Windows Security Alert* window referring to *LogMeIn Rescue* at any point during your session, select the *Unblock* button.

13. At some point during the session, the technical support representative may request permission to control your device locally. If that happens, the following screen will appear:

REQUEST FOR REMOTE CONTROL WINDOW

> **Note:** Remote control of your device is only requested to facilitate the most efficient technical support for the DynaVox Series 5 software. None of your personal, confidential information will be at risk.

Select **Yes** to allow the remote control of your device. The representative can now control your mouse and keyboard, in order to make adjustments to your DynaVox Series 5 software.

> **Note:** The DynaVox technical support representative should end the remote control feature when he or she is finished. If he or she does not, you can end the remote control by selecting the *End Desktop Sharing* button.

14. When you are finished with the technical support session, select the **Disconnect** button. This will end your technical support session.

> **Note:** If you are prompted to confirm the ending of your chat session select the **Yes** button.

15. Select the Close [X] button in the top right corner to close the *DynaVox Technologies* window.

SENDING A FILE THROUGH REMOTE TECHNICAL SUPPORT

During a remote technical support session, your technical support representative may ask you to send a file for in-depth analysis.

> ⚑ **Note:** Before you can begin these steps, you must have an active remote technical support session. Refer to ***Opening a Remote Technical Support Session*** for more information.

To send a file to a DynaVox technical support representative with the remote technical support feature:

1. Select the **Send File** button in the DynaVox Technologies window. The *DynaVox Technologies File Transfer* menu will open.

DYNAVOX TECHNOLOGIES FILE TRANSFER MENU
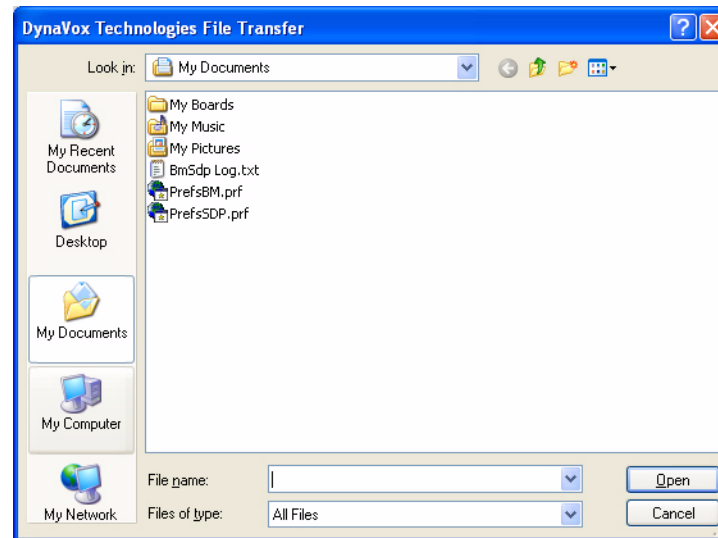
- If the file that you want to send is on a file sharing device that is connected to your Series 5 device, select the appropriate file sharing device in the *Look In* drop-down menu. Typically, this is drive *D:*, *E:,* or *F:*.

- If the file that you want to send is on your Series 5 hard drive, select the **Local Disk (C:)** icon in the *Look In* drop-down menu. Then, navigate to the folder that contains the file.

> **Note:** If you are using a dedicated Series 5 device: select the *Local Disk (C:)* icon first, then select the *5100* folder, then select the *User Files* folder. All of the files that you have access to are contained in the *User Files* folder.

2. Select the file that you want to send in the viewport.

3. Select the **Open** button. The file that you selected will be sent to the DynaVox technical support representative.

Appendix F: Expansion Rules

Expansion rules are a type of rate enhancement feature that enables you to change a group of words into a complete sentence in the Series 5 Message Window. When an expansion rules file is active, the device user may only need to enter a few words (for example, "I go park") and the expansion rules can generate a full sentence ("I will go to the park.").

Expansion rules operate in a similar fashion to abbreviation expansions (refer to *Creating and Using Abbreviations*), except that the user is entering words instead of a series of letters. These expansions will enable the device user to easily generate complete thoughts from a few words, and to communicate much faster than by creating the complete thoughts manually. Expansion rules can even be written to launch macros on the Series 5 device (for example, entering "TV 5" could launch a macro that uses IR commands to turn a television on and change the channel to channel 5.)

CREATING AN EXPANSION RULES FILE

An expansion rules file is simply a text file that contains all of the rules that you create. The text file must be saved in ASCII format, and have the *.rules* extension. You can use any third-party word processing software program or text editor to create a *.rules* file.

A rule contains 3 parts:

- a pattern to match (LHS)
- the 'produces' token (=>)
- a pattern to generate (RHS)

LHS Attributes

The LHS consists of a list of expressions (separated by commas) that describe the attributes of each word that you want to match. There is one expression for each word that you want to match. Each expression describes the properties of the word that you want to match. The standard set of relational operations and Boolean combiners are available. To just match a word literally, you can use the shortcut of typing a string instead of an expression. Strings can include our standard regular expression syntax.

The attributes that are supported in LHS expressions include:

- WORD – the word stem itself – value is a string, possibly containing regular expression characters
- POS – part of speech – one of the following:
  - Noun – noun
  - Verb – verb
  - Adj – adjective
  - Adv – adverb
  - Det – determiner
  - Aux – auxiliary
  - Prep – preposition
  - Conj – conjunction
  - Num – number
  - Pron – pronoun
  - Not – negative
  - Poss – possessive
  - Intj – interjection
- TAG – the part of speech tag - this offers more detailed grammatical information (e.g., count vs. mass noun)

- AJ0 – Adjective (general or positive) (e.g., good, old, beautiful)
- AJC – Comparative adjective (e.g., better, older)
- AJS – Superlative adjective (e.g., best, oldest)
- AT0 – Article (e.g., the, a, an, no) [N.B. no is included among articles, which are defined here as determiner words which typically begin a noun phrase, but which cannot occur as the head of a noun phrase.]
- AV0 – General adverb: an adverb not subclassified as AVP or AVQ (see below) (e.g., often, well, longer (adv.), furthest. [Note that adverbs, unlike adjectives, are not tagged as positive, comparative, or superlative. This is because of the relative rarity of comparative and superlative adverbs.]
- AVP – Adverb particle (e.g., up, off, out) [N.B. AVP is used for such 'prepositional adverbs,' whether or not they are used idiomatically in a phrasal verb (e.g., in 'Come out here' and 'I can't hold out any longer', the same AVP tag is used for out.]
- AVQ – Wh-adverb (e.g., when, where, how, why, wherever) [The same tag is used, whether the word occurs in interrogative or relative use.]
- CJC – Coordinating conjunction (e.g., and, or, but)

  CJS – Subordinating conjunction (e.g., although, when)
- CJT – The subordinating conjunction that [N.B. that is tagged CJT when it introduces not only a nominal clause, but also a relative clause, as in 'the day that follows Christmas.' Some theories treat that here as a relative pronoun, whereas others treat it as a conjunction. DynaVox has adopted the latter analysis.]
- CRD – Cardinal number (e.g., one, 3, fifty-five, 3609)
- DPS – Possessive determiner (e.g., your, their, his)
- DT0 – General determiner (e.g., a determiner which is not a DTQ) [Here a determiner is defined as a word which typically occurs either as the first word in a noun phrase, or as the head of a noun phrase (e.g., This is tagged DT0 both in 'This is my house' and in 'This house is mine'.)]
- DTQ – Wh-determiner (e.g., which, what, whose, whichever) [The category of determiner here is defined as for DT0 above. These words are tagged as wh-determiners whether they occur in interrogative use or in relative use.]
- EX0 – Existential there, i.e. there occurring in the there is ... or there are ... construction
- ITJ – Interjection or other isolate (e.g., oh, yes, mhm, wow)
- NN0 – Common noun, neutral for number (e.g., aircraft, data, committee) [N.B. Singular collective nouns such as committee and team are tagged NN0, on the grounds that they are capable of taking singular

or plural agreement with the following verb: e.g., 'The committee disagrees/disagree'.]

- NN1 – Singular common noun (e.g., pencil, goose, time, revelation)
- NN2 – Plural common noun (e.g., pencils, geese, times, revelations)
- NP0 – Proper noun (e.g., London, Michael, Mars, IBM) [N.B. the distinction between singular and plural proper nouns is not indicated in the tag set, plural proper nouns being a comparative rarity.]
- ORD – Ordinal numeral (e.g., first, sixth, 77th, last) . [N.B. The ORD tag is used whether these words are used in a nominal or in an adverbial role. Next and last, as 'general ordinals,' are also assigned to this category.]
- PNI – Indefinite pronoun (e.g., none, everything, one [as a pronoun], nobody) [N.B. This tag applies to words which always function as [heads of] noun phrases. Words like some and these, which can also occur before a noun head in an article-like function, are tagged as determiners (see DT0 and AT0 above).]
- PNP – Personal pronoun (e.g., I, you, them, ours) [Note that possessive pronouns like ours and theirs are tagged as personal pronouns.]
- PNQ – Wh-pronoun (e.g., who, whoever, whom) [N.B. These words are tagged as wh-pronouns whether they occur in interrogative or in relative use.]
- PNX – Reflexive pronoun (e.g., myself, yourself, itself, ourselves)
- POS – The possessive or genitive marker 's or ' (e.g., for 'Peter's or somebody elses', the sequence of tags is: NP0 POS CJC PNI AV0 POS)
- PRF – The preposition 'of'. Because of its frequency and its almost exclusively postnominal function, of is assigned a special tag of its own.
- PRP – Preposition (except for 'of') (e.g., about, at, in, on, on behalf of, with)
- PUL – Punctuation: left bracket - e.g., (or [
- PUN – Punctuation: general separating mark - e.g. . , ! , : ; - or ?
- PUQ – Punctuation: quotation mark - e.g. ' or "
- PUR – Punctuation: right bracket - e.g.) or]
- TO0 – Infinitive marker 'to'
- UNC – Unclassified items which are not appropriately classified as items of the English lexicon. [Items tagged UNC include foreign (non-English) words, special typographical symbols, formulae, and (in spoken language) hesitation fillers such as er and erm.]
- VBB – The present tense forms of the verb BE, except for is, 's: i.e. am, are, 'm, 're and be [subjunctive or imperative]
- VBD – The past tense forms of the verb BE: was and were
- VBG – The -ing form of the verb BE: being

- VBI – The infinitive form of the verb BE: be
- VBN – The past participle form of the verb BE: been
- VBZ – The -s form of the verb BE: is, 's
- VDB – The finite base form of the verb BE: do
- VDD – The past tense form of the verb DO: did
- VDG – The -ing form of the verb DO: doing
- VDI – The infinitive form of the verb DO: do
- VDN – The past participle form of the verb DO: done
- VDZ – The -s form of the verb DO: does, 's
- VHB – The finite base form of the verb HAVE: have, 've
- VHD – The past tense form of the verb HAVE: had, 'd
- VHG – The -ing form of the verb HAVE: having
- VHI – The infinitive form of the verb HAVE: have
- VHN – The past participle form of the verb HAVE: had
- VHZ – The -s form of the verb HAVE: has, 's
- VM0 – Modal auxiliary verb (e.g., will, would, can, could, 'll, 'd)
- VVB – The finite base form of lexical verbs (e.g., forget, send, live, return) [Including the imperative and present subjunctive]
- VVD – The past tense form of lexical verbs (e.g., forgot, sent, lived, returned)
- VVG – The -ing form of lexical verbs (e.g., forgetting, sending, living, returning)
- VVI – The infinitive form of lexical verbs (e.g., forget, send, live, return)
- VVN – The past participle form of lexical verbs (e.g., forgotten, sent, lived, returned)
- VVZ – The -s form of lexical verbs (e.g., forgets, sends, lives, returns)
- XX0 – The negative particle not or n't
- ZZ0 – Alphabetical symbols (e.g., A, a, B, b, c, d)
- FREQUENCY – frequency – a number
- CONCEPT – the name of the concept you want the word to match (refer to *Creating and Using Concepts*)
- INFLECTION – one of the following:
  - Root
  - Plural
  - Past
  - 3rd
  - Participle
  - Past Participle

- Comparative
- Superlative

RHS Attributes

The RHS is a string that may contain embedded variables and/or operations. Variables are embedded in a string as: {n} where n is the position in the LHS (indexed from 1). Operations are also embedded in curled brackets.

The operations that are currently supported are:

- {inflect {1} Plural}
- {addPrefix {2} un}
- {addSuffix {2} like}
- {macro 'macroName'}

Operators

The relational operators that are supported in expansion rules are:

- =
- !=
- <
- >
- >=
- <= (interpreted appropriately for the underlying types)

The Boolean operators that are supported in expansion rules are:

- NOT
- AND
- OR

Examples of Rules

When you are creating expansion rules, you can use parentheses to group related elements (but they are not required).

Refer to the example rules below:

- "eat", (POS = Noun) AND (CONCEPT = Food) AND (TAG = NN0) => "I want to eat some {1}."

  E.G., if the user entered "eat" and "pie," the rule would expand the text to "I want to eat some pie."

- "eat", (POS = Noun) AND (CONCEPT = Food) AND (TAG = NN1) => "I want to eat a {1}."

E.G., if the user entered "eat" and "pear," the rule would expand the text to "I want to eat a pear."

- "eat", (POS = Noun) AND (CONCEPT = Food) AND (TAG = NN2) => "I want to eat {1}."

E.G., if the user entered "eat" and "brownies," the rule would expand the text to "I want to eat brownies."

- (POS = Verb) => "I am {Inflect {1} Participle}."

E.G., if the user entered "sleep," the rule would expand the text to "I am sleeping."

- "woo", "hoo" => {macro'Play WooHoo Sound'}

E.G., if the user entered "woo hoo," the software would launch the 'Play WooHoo Sound' macro.

The order of the rules within the *.rules* file is significant in that it reflects your preference. When an expansion rules file is in use, the DynaVox Series 5 software will use the first rule that it finds (in top-down order) that matches the current group of core words in the Message Window.

> **Note:** If the Expand All Rules and Present behavior is in effect, all of the expansions will be listed in the order in which they are generated from the file. You will be able to choose the expansion that you want to use in the Message Window.

BEHAVIORS FOR EXPANSION RULES

The DynaVox Series 5 software provides a group of behaviors to work with expansion rules files. These behaviors can be programmed into buttons, or into pages or popups.

- Load Expansion Rules – the *.rules* file that was selected when the behavior was assigned will be loaded for use. You can program this behavior into a button,. You can also assign it to a page as an open page behavior, so that when the page is opened, the expansion rules file is loaded.

- Clear Expansion Rules – the current expansion rules file will be cleared from use. You can program this behavior onto a button. You can also assign it to a page as a close page behavior, so that when the page is closed, the expansion rules file is cleared.

- Expand all with Rules and Present – the DynaVox Series 5 software will apply the expansion rules to the current text in the Message Window and present the expansions for all rules that match.

- Expand One with Rules and Replace – the DynaVox Series 5 software will automatically replace a sequence of words in the Message Window with the first applicable expansion rule that matches the text in the Message Window.

> **Note:** Refer to **Chapter 8: Assigning Behaviors** for instructions on programming a button. These behaviors can be found in the Text Message Window Operations category in the *Behavior Editor* menu.

Loading an Expansion Rules File

To load an expansion rules file, you must use the Load Expansion Rules behavior. You can program a button to load the file when the button is selected, or you can program a page or popup to load the file when the page or popup is opened.

When you are programming the behavior, the software will prompt you to select the expansion rules file that you want to load. This *.rules* file (a text file save in ASCII format) may be stored on of the following locations:

- A folder on your Series 5 device (or Windows computer) hard drive (the default location for previously imported rules files is *Rules* folder)

● A file sharing device (USB flash drive, CD, DVD, etc.)

> 🏳 **Note:** All Series 5 devices are compatible with a variety of USB storage devices, including flash drives, zip drives, and USB-compatible external CD drives and DVD drives.

To program your Series 5 device to load an expansion rules file:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the object (button, page or popup) that you want to modify. The appropriate Modify menu (*Modify Button*, *Modify Page* or *Modify Popup*) will open.

3. Select the appropriate button in the Modify menu to open the *Behavior Editor* menu:
   ● If you are modifying a button, select the **Behaviors** button.
   ● If you are modifying a page, select the **Behavior Editor** button in the *Open Page Behaviors* box.
   ● If you are modifying a popup, select the **Behavior Editor** button in the *Open Popup Behaviors* box.

   The *Behavior Editor* menu will open.

> 🏳 **Note:** As an alternative to steps 4 - 7, You could select the *Search* button in the *Behavior Editor* menu, enter "Load Expansion" in the system keyboard and press the **OK** button. Then, proceed to step 8.

4. Select the **Behaviors** drop-down menu, and then select **Message Window Operations**.

5. Select the **Load Expansion Rules** behavior in the left viewport of the *Behavior Editor* menu. You will have to use the scroll bar to find it in the viewport.

6. Select the **Add** button. The *Select File* menu will open.

7. Select the location that contains the file you want to import:
   ● If the file is on a file sharing device, proceed to step 8.
   ● If the file is in the *Shared* folder on your device hard drive, proceed to step 9.
   ● If the file is in the *Rules* folder on your device hard drive, proceed to step 10.

8. To import from a file sharing device, complete this step:
   a. Select the **Show All Directories** check box.

b. In the left viewport, select the icon for the file sharing device device. Typically, this is drive *D:*, *E:,* or *F:*. Refer to the following screen:

DRIVE ICONS
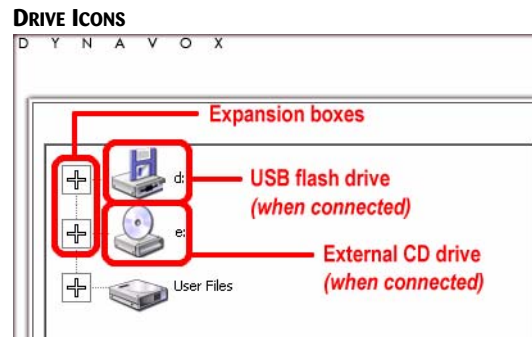
c. Proceed to step 10.

9. To import from the *Shared* folder, complete this step:

    a. Select the **Show All Directories** check box.

    b. Select the **Shared** icon in the left viewport.

> 📖 **Note:**   If you are using an open device, select the **C:** expansion box, then select the **5100** expansion box, and then select the **Shared** folder.

c. Proceed to step 10.

10. In the right viewport, select the check box beside the name of the expansion rules file (*.rules*) you want to import.

11. Select the **OK** button to close the *Select File* menu. The Load Expansion File behavior and the name of the file that you selected will appear in the *Steps* viewport of the *Behavior Editor* menu.

12. Select the **OK** button to close the *Behavior Editor* menu. Keep selecting the **OK** button to close all open menus.

Whenever you select the button (or open the page or popup) that you modified, the expansion rules file that you selected will be loaded into the DynaVox Series 5 software.

Clearing the Expansion Rules

To clear the expansion rules, you use the Clear Expansion Rules behavior. You can program a button to clear the expansion rules when the button is selected,

or you can program a page or popup to clear the file when the page or popup is closed.

> **Note:** Clearing an expansion rules file does not delete it from your Series 5 device. It simply makes it inactive.

To program your Series 5 device to clear the expansion rules:

1. Select the green Modify button in the title bar. It will turn red.

2. Select the object (button, page or popup) that you want to modify. The appropriate Modify menu (*Modify Button*, *Modify Page* or *Modify Popup*) will open.

3. Select the appropriate button in the Modify menu to open the *Behavior Editor* menu:

   • If you are modifying a button, select the **Behaviors** button.

   • If you are modifying a page, select the **Behavior Editor** button in the *Close Page Behaviors* box.

   • If you are modifying a popup, select the **Behavior Editor** button in the *Close Popup Behaviors* box.

   The *Behavior Editor* menu will open.

> **Note:** As an alternative to steps 4-7, You could select the *Search* button in the *Behavior Editor* menu, enter "Clear Expansion" in the system keyboard and press the *OK* button. Then, proceed to step 8.

4. Select the **Behaviors** drop-down menu, then select **Message Window Operations**.

5. Select the **Clear Expansion Rules** behavior in the left viewport of the *Behavior Editor* menu. You will have to use the scroll bar to find it in the viewport.

6. Select the **Add** button. The Clear Expansion Rules behavior will appear in the *Steps* viewport of the *Behavior Editor* menu.

7. Select the **OK** button to close the *Behavior Editor* menu. Keep selecting the OK button to close all open menus.

Whenever you select the button (or close the page or popup) that you modified, the expansion rules file that is currently loaded into the DynaVox Series 5 software will be cleared.

Appendix G: Glossary

A

Abbreviation Expansion

An abbreviation expansion is a rate enhancement feature that allows you to define specific abbreviations for longer words and phrases. Once you have defined a specific abbreviation, the software will automatically expand the abbreviation into the full word or phrase whenever the abbreviation is entered on a keyboard page.

Active Area

Active areas are like invisible buttons. They have no borders or physical characteristics, but they can be assigned a behavior that will initiate an action when the active area is selected.

Active Label

Active labels are a unique version of the standard labels that can be used to place text on buttons, pages and popups. Instead of being manually assigned with the system keyboard, the text in an active label is automatically filled in and maintained by the DynaVox Series 5 software.

Address Book

The Address Book provides a place to store contact information for important people in your life - family, friends, physicians, clinicians, etc. The Address Book is integrated with the Series 5 email and text messaging features, allowing you to quickly address an outgoing message to a recipient that is listed in your Address Book.

Audio Cue

A short message that is spoken by the device to identify an item on the touch screen.

Audio Feedback

An option designed to help users that have a hard time visually identifying choices on the touch screen or who would benefit from an auditory reinforcement of their choices. This feature relies on audio cues, which are short messages that are spoken by the device (through the main speaker or a private headphone attached to the device's speaker jack) to identify each item on the touch screen.

Audio Touch

This selection method combines the speed of direct selection with the auditory cues that are typically associated with scanning. The user makes selections by touching the touch screen. As the point of contact (finger, stylus, etc.) is moved across the touch screen, the device will speak the options that are being passed.

B

Behavior

A behavior is an action or command that can be programmed into a button. When the button is selected, the assigned behavior will be launched automatically.

Browser

A browser is a type of menu that contains a viewport and buttons. The buttons provide tools for customizing the item that is selected in the viewport. Browsers are used to navigate through multiple options and to customize user information like pages, popups, vocabulary words and concepts, sounds and songs.

Button

A button is a graphic object on a page or popup that can be selected with a touch, a mouse click or other input device. It may represent a behavior, a word or even several sentences. A button may feature a text label and/or a symbol, and can be programmed to enact specific behaviors when it is selected. There are several different kinds of buttons: symbol buttons, Go To buttons, predictor buttons, character predictor buttons and recency buttons.

C

Character Predictor Button

Character Predictor buttons are found on keyboard pages or popups. These buttons will use the letters you select on the keyboard page to predict and present letters that you may want to select next.

Check Box

A check box is used to enable and disable an option. A check box is a small box beside a text label that identifies the option. When the check box is selected, an X appears inside the box.

Concept

Concepts provide structure and organization for the symbols, dictionary entries and phrases stored in your Series 5 device. Using concepts to group similar words or phrases makes searching for those items much more efficient.

D

Dictionary Entry

An entry in the device's vocabulary database. The Series 5 dictionary is an alphabetized catalog of words, names and phrases. Be sure to add names, questions and statements you use often to the dictionary, since word prediction results are based on dictionary entries.

Drag and Drop

The process by which you select an object with the mouse button, move the mouse (maintaining the button selection) into another Windows program and then release the button. The item you selected will be incorporated into the new Windows program. The DynaVox Series 5 software enables you to drag and drop digital pictures, sound files, text and video files from other Windows applications into Series 5 pages, popups and buttons.

Drop-Down Menu

A drop-down menu contains a list of options that is displayed only when the menu is active. When it is inactive, this menu appears to be a labeled bar. An arrow inside the bar indicates that the menu can be opened. To see the drop-down menu options, select the menu and it will expand to its full size. Select one of the options to close the menu. When the menu is closed it will display only the selected option.

E

Email

Transmitting messages and files from one computer system to another by using a telephone connection and modems. The Series 5 device enables you to send and receive email messages and files. You may set up the device to use the email account provided by DynaVox Technologies, or you may use a separate, private email account.

Expansion Box

Expansion boxes are small boxes that are used to expand and compress folders (directories) within a viewport. These boxes appear to the left of the folder name. When the folder is compressed, the box will feature a plus [+] sign. Selecting the box once will expand the folder. When the folder is expanded, the box will feature a minus [-] sign. Selecting the box again will compress the folder.

F

Folder/Directory

A directory is a stored group of files, pages or other items. Directories are displayed in the viewports of browser menus. Because a graphic that is shaped like a small file folder is always displayed beside the name of a directory, directories are often called folders.

G

Go To Button

This type of button includes a behavior from the Page Navigation category of behaviors. Go To buttons are used to navigate from one communication page or popup to another. These buttons are usually shaped like folders.

H

Home Page

The page in the DynaVox Series 5 software that will serve as your main communication page. The User Setup Wizard can help you choose a home page, based on your communications needs and abilities. Selecting the Home Page button in the title bar will open your home page at any time. This is very helpful if you accidentally open a page or popup that is unfamiliar.

I

Infrared (IR) Commands

The Series 5 device contains an infrared (IR) transmitter. You can program buttons on your pages and popups with environmental control behaviors and use your Series 5 device to control appliances that respond to IR remote controls (DVD players, TVs, VCRs, etc.).

J

Joystick

The Joystick selection method lets an individual use a joystick to move a highlight across the touch screen, highlighting each item individually. When the desired item is highlighted, the joystick or a secondary switch is used to make the selection.

This selection method may work well for users whose motor skills do not allow them to successfully use the Touch Enter or Touch Exit selection methods, but who can effectively use a joystick. Since auditory cues can be used with this method, it can also be applicable to users who may have difficulty seeing items on the touch screen, or to those who would benefit from auditory reinforcement of their selections.

L

Label

A label is text that can be placed on a button, tab control, page or popup. Labels can be used as the title of a page or as an indication of the vocabulary in a button.

M

Macro

Macros provide a way to assemble a group of behaviors together to complete a complex operation. When creating a macro, you list the behaviors in the order that they should be activated, and then assign the macro a name. Macros promote efficiency since the Activate a Macro behavior enables a user to perform all the steps in a macro with only one button selection. You can create macros for activities you do often. For example, a single macro could turn on the living room light, turn on the television, change the channel and speak the message "My show is on."

Menu

A menu is a group of tools with related functions that can be used to customize and maintain your device. Menus can include buttons, viewports, scroll buttons, sliders, check boxes and text boxes. Menus are presented in windows.

Menu Button

Menus often include buttons that link to other windows or menus. Selecting a menu button will usually take you to a window with several options or to a menu with the same name as the button.

Message Window

The Message Window is an area on a page or popup where a text or symbol message can be composed. When the Message Window is selected, the device will speak the text inside it. The size and location of the Message Window may vary, but moving from page to page will not delete or alter its contents.

Morse Code

This selection method adds a Morse code tag to every item on the touch screen. The user then activates one or two switches to enter the Morse code for the item they want to select (the user does not need to know Morse code to use this selection method). This selection method allows users to make direct switch selections instead of waiting for a scan to highlight the individual items.

Mouse Pause

This selection method is an excellent option for a user who can maneuver a mouse to move a cursor on the touch screen but cannot press down on the mouse button to make selections. With this selection method, moving a computer mouse or track ball connected to the DynaVox device will control a cursor on the touch screen. An item will be selected when the cursor pauses on it for a specified amount of time.

Multi Page Box

A multi page box is a page object that can be used in several different ways - as a search box used in conjunction with a Go To Page & Search behavior, or performing a local search; as a static page providing multiple pages of vocabulary that you can fill in manually; or as a phrase selector - providing easy access to the custom phrases in your My Phrases menu. A multi page box provides a *Prev* and a *Next* button, enabling you to navigate through its contents page by page, rather than by using a scroll bar.

O

Onscreen Keyboard

An onscreen keyboard enables you to use a DynaVox Series 5 style keyboard to enter information into a Windows application. The onscreen keyboard will float on top of the current Windows application. Selecting buttons on the onscreen keyboard will send the characters into the active Windows application.

P

Package

A package is a group of selected pages and support files (pictures, sounds, videos, etc.) gathered into one single file to streamline the process of page sharing. When multiple pages are grouped into a package, you can share the package without having to select each of the individual files.

Page

A page contains a collection of buttons that represent words, phrases, sentences, behaviors or links to other pages and popups. A page covers the entire touch screen below the title bar.

Page Editor

The Page Editor is a customization tool that enables you to create original communication pages without relying on the use of pre-programmed pages and templates. You can also modify objects (buttons, dividers, boxes, etc.) on existing pages using the Page Editor.

Page Set

A page set is a collection of pages that are designed to work together to provide useful, appropriate vocabulary and a reliable page navigation system to help DynaVox users communicate in their day-to-day lives. The Series 5 page sets are exclusively designed to meet the cognitive, developmental and conversational needs of a specific group of individuals.

Pre-programmed page sets should be used as a starting point for device customization. A page set provides the user with a platform from which to begin communicating. To be really effective, these pages should be enhanced with personal information and information about the people the user talks to or about.

Phrase

Phrases are a rate enhancement feature that allow you to define specific groups of words to use in a variety of situations. Once you have done so, you can easily insert a phrase into the Message Window with a reduced number of selections. You can also program the device to speak your phrase by itself as a stand-alone message.

Phrase Predictor Button

Phrase predictor buttons are found on keyboard pages or popups. As you use the keyboard buttons to compose a message, the DynaVox Series 5 prediction feature anticipates your phrase choices and displays various phrases for quick selection. This button will display phrases that contain words that match the current text in the Message Window and the concept(s), if any, that are assigned to the button. This feature can help decrease the amount of selections that are required to enter a phrase into the Message Window.

POP3 Server

Server that retrieves incoming email messages. POP stands for "post office protocol."

Popup

A popup is a mini page that is displayed on top of a full size page. A popup usually contains a group of buttons that are related to a specific topic or activity. A popup can also contain a mini Message Window.

Predictor Button

Predictor buttons are found on keyboard pages or popups. As you use the keyboard buttons to compose a message, the DynaVox Series 5 prediction feature anticipates your word choices and displays various options for quick selection. These word choices are displayed in predictor buttons.

R

Recency Button

Recency buttons are found on keyboard pages or popups that feature predictor buttons. As you are typing, recency buttons predict only the words and phrases that you have used recently.

Redo

Selecting a button with the Redo behavior will enable you to restore the last action that was taken by the Undo command. There are multiple levels of

Redo, which enable you to reverse several of your recent Undo commands, in reverse order.

Reminder

A reminder is an automatic message that you can use to alert yourself to important events in your daily schedule. Each reminder can be presented with a text message, a sound and/or a macro. When the reminder is presented at the scheduled date and time, a small reminder window will open in the middle of the touch screen.

Reset

Resetting your Series 5 device can improve performance when the device seems to be lagging. It enables the software to clear the active memory and work with all available resources. Your most recent page changes and current data should be preserved before the reset process.

S

Scanning

This selection method is for users that cannot effectively use a direct selection method (Touch Enter, Touch Exit, etc.). The software will highlight objects on the touch screen in a specific pattern. The user will activate a switch or other device to make a selection when the desired item is highlighted.

Scanning selection includes two primary methods: visual scanning, which moves a visual highlight across the touch screen, and auditory scanning, where the device speaks an audio cue for the highlighted screen object.

Scroll Bar

Scroll bars are used to navigate through the options in a viewport. These vertical or horizontal bars have an arrow shaped button (scroll button) at each end. Each time a scroll button is selected, the list in the viewport will move one interval in the direction of the button's arrow (up, down, right or left). Scroll bars can also work like a slider. A slider thumb on the bar indicates the position of the cursor and can be slid along the bar to reposition the list in the viewport.

Search Box

A search box is an area on a page that will fill with symbol buttons when the page is opened by the selection of a button with a Go to Page & Search behavior. When a Go to Page & Search behavior is assigned to a button on a communication page, criteria for a vocabulary search are defined and a page

with a search box is selected. Then, when the button with the Go to Page & Search behavior is selected, the page with the search box will open and the search box will fill with buttons with vocabulary that meets the search criteria.

Shortcut Menu

A shortcut menu is a group of tools that can be used to edit objects on a page or popup. The shortcut menu is only available when your device is in the Page Editor. To display the shortcut menu for an object on a page, select the object and maintain your selection for a few seconds.

Slider

A slider is a vertical or horizontal bar that shows the current setting of a function, such as volume or battery power, within a possible range of settings. Slider settings are adjusted by moving a slider thumb along the bar.

Slot

A slot is a variable placeholder that can be included in messages, button text, button labels and phrases. Slots provide easy access to all of the words associated with a particular concept. By selecting the slot, you can choose to replace the word that is currently in the message with another word from the same concept.

SMTP Server

Server that sends outgoing email messages. SMTP stands for "simple mail transfer protocol."

Sound File

A digital recording that can be played by the Series 5 device. You can create custom recordings using the built-in microphone, or import sound files (*.wav* or *.mp3* format) using a USB flash drive. You can program buttons to play sound files when they are selected.

Symbol

Symbols are pictures that can be used to represent vocabulary. They can be placed on buttons, tab controls, pages or popups.

Symbol Button

This basic button is usually a square button that features a symbol and a label. It can be used for communication (with an Insert Label/Insert Text or Speak Label/Insert Text behavior) or as a command button. Many behaviors can be assigned to a symbol button, including the commands to activate a macro or perform an infrared command.

System Keyboard

The system keyboard is a page that contains buttons that correspond to the keys on a standard "QWERTY" keyboard. It is presented whenever you are required to enter text information, or when you select a text box.

System Maintenance

Performing system maintenance on your Series 5 device optimizes the efficiency of the page sets by removing any unnecessary links or information. It is recommended that you perform system maintenance after deleting or renaming numerous pages.

T

Tab Control

Tab controls are used to navigate between multiple layers of buttons on a page. These layers are called panes. The top of each pane features a tab. A pane is displayed whenever its tab is selected. There can be up to six panes on a page.

Template

A templates is a page or popup that is designed and laid out with empty buttons. Every page set that was provided with your device includes templates. You can use a template to easily add a coordinating page into a page set.

Text Box

Text boxes provide an area where text can be entered. The person using the device can enter text with a physical keyboard that is connected to the device or with a special system keyboard.

Text Messaging

Transmitting messages from one cell phone to another. The Series 5 device enables you to send and receive text messages. You must use a Bluetooth cell phone along with your Series 5 device to successfully send and receive text messages.

Title Bar

The DynaVox title bar is always displayed at the top of the software window. The title bar features a blue DynaVox logo, an arrow button that can be used to open the main drop-down menu, the green Modify button (see *Chapter 7: Using the Modify Button*) and other active tools.

Touch Enter

This selection method enables the user to select each item on the touch screen by physically touching it with a finger or a pointing device, or by selecting it with a mouse click. This selection method is ideal for individuals who have the fine motor skills and visual/cognitive abilities that are needed to recognize and select vocabulary items or symbols. Touch enter is the default selection method for DynaVox Series 5 devices.

Touch Exit

With this selection method, a selected object is activated when the selection is released. The user can slide a finger or a pointer across the touch screen, or hold down on a mouse button while moving the cursor. A selection will not be made until the finger or pointer lifts off the touch screen, or when the mouse button is released. This selection method is ideal for a person who finds it easier to drag a pointer across the touch screen while moving from selection to selection.

U

Undo

Selecting a button with the Undo behavior will reverse the most recent action taken. There are multiple levels of Undo, which enable you to reverse several of your recent commands, in reverse order.

USB Flash Drive

A USB flash drive (also known as a "USB jump drive") can be used to share files between Series 5 devices, or copy files between a Series 5 device and a Windows computer running DynaVox Series 5 software.

User

A series of files that defines a particular communication environment. A *.user* file can contain information such as custom communication pages and popups, vocabulary, symbols, setups, digitized sounds, digital pictures and video, and statistical data. The DynaVox Series 5 software can store multiple *.user* files, but only *.user* file may be in use at any time.

V

Viewport

A viewport is an area on some menus where a list of files or other items is displayed. The viewport may sometimes be too small to display the entire list. A scroll bar beside the viewport allows you to move through the whole list.

Visual Scene

A visual scene is a page that uses a background image to convey toe context for communication. Active areas (invisible buttons) are placed over key elements of the picture, and programmed with standard behaviors. When the picture element is displayed, the active area will perform whatever behaviors have been programmed (speak a message, play a recording, open a page of communication options, etc.).

Voice

The file that determines the tone and style that your Series 5 device uses to verbally communicate. The Series 5 device provides a library of voices, each with a different tone or style. You may choose an adult male, adult female, or gender-neutral child voice to suit your own preferences.

W

Window

A window is a box that appears on the touch screen to inform you of the status of an operation, provide a text box or request a confirmation.

Appendix H: Advanced Programming Language

The advanced programming environment is a new feature of the DynaVox Series 5 software that allows users to create pages with enhanced features and capabilities. If you are familiar with creating pages in the Page Editor (for DynaVox Series 4 or DynaVox Series 5 software), then you will already be acquainted with many of the common concepts that are associated with page editing. You know that pages are the primary objects of the DynaVox Series 5 software. When you create new items, a page or a popup is the one basic object that must be created first. Once created, pages can contain other objects such as buttons, active areas, tab panes and images. These objects are arranged and edited within the confines of the page according to your needs and preferences as a programmer.

> **Note:** "Programmer" is a term that is commonly used in corporate and academic environments to signify a person who designs computer software (like the software you are using to read this document). A programmer designs the individual windows, buttons, scroll bars and other tools that are used by software, and then writes a "program" to instruct the software how to behave when a user performs certain actions on these objects.

Once it is completed, the new page uses the programmer's instructions to "behave" (or react) to the actions of the person who is using the page. If the programmer placed a Junk Food Go To button on the page and then added a behavior to that button to instruct the software to jump to another programmer-created page that contains buttons that relate to junk food, then the button has been programmed with a behavior. Each time a user presses the Junk Food button, the button will respond by jumping to the page with vocabulary about junk food.

A programmer can use the DynaVox Series 5 Page Editor to create a large collection of pages that are populated with a wide variety of objects. The

programmer can specify that each object should behave in a different way. For example, you can create a My School page with seven tab panes. Each tab pane may be associated with particular class during the school day. The Lunch tab pane may contain a grid of buttons that have each been programmed to contain both a label and symbol that represent specific food items. The Hamburger button is programmed with a behavior that instructs the software to say "hamburger." Other buttons on the same tab pane have been assigned behaviors that instruct the software to say the names of other food items, such as "milk" or "french fries." The bottom row of buttons on the same tab pane may have behaviors that instruct the software to speak phrases that are commonly-used in the school lunch room. These could include phrases like "Could you please give me some napkins?"

Once the new page is completed, the individual who is using the V/Vmax device can now use it regularly to communicate during school lunches. But what happens when something changes and the contents of the My School page aren't useful anymore? Maybe the school cafeteria decides to offer vegetarian meals and the page does not contain any vocabulary for this topic. If you are using the standard editing tools for DynaVox Series 5 software (the Modify button, the Page Editor, etc.), then you must edit the My School page to change the contents of some buttons on the Lunch tab pane, or even add new buttons to represent the new menu choices.

With the DynaVox Series 5 advanced programming environment, you can simply begin by creating a page that will respond differently to certain actions. For example, the Lunch tab pane may prompt the device user to choose a type of cuisine, such as "vegetarian food," when it is opened. The buttons on the tab pane would them automatically fill with vocabulary that was related to the selected type of cuisine.

ADVANCED PROGRAMMING BASICS

The DynaVox Series 5 advanced programming environment can be used to create more interactive and dynamic pages. The advanced programming options do not change the basic structure of a page. The objects on a page (buttons, tabs, symbols, etc.) are created with standard page-creation tools. The advanced programming tools enable you to enhance these objects with variables and expressions, to add new behaviors that use variables and expressions, and to apply the concept of inter-object messaging. The advanced programming options can be found in the *Advanced* tab pane of the *Behavior Editor* menu.

BEHAVIOR EDITOR - ADVANCED PANE
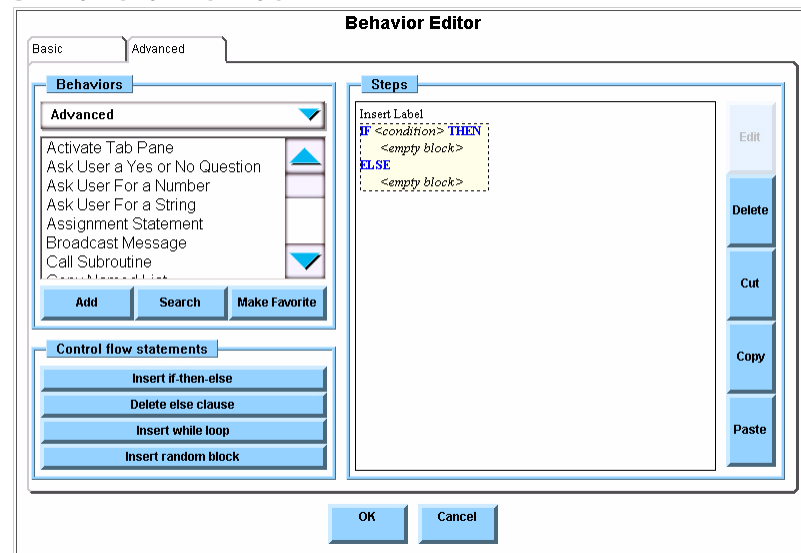
Activating Advanced Programming

When you first receive your V/Vmax device, the *Advanced* tab will not be visible in the *Behavior Editor* menu. To see the advanced programming options, you must first activate the *Advanced* tab by following these steps:

1. Select **Main Menu > Setup > Setup Menu**. The *Setup* menu will open.

2. Select the **Interface Features** button. The *Interface Features* menu will open.

3. Select the **Advanced** tab.

4. Select the **Behavior Editor Layout** drop-down menu, and choose one of the following options:

- **Basic and Adv.:** Choose this option if you want to see both the Basic tab and the *Advanced* tab in the *Behavior Editor* menu.
- **Just Adv. Pane:** Choose this option if you want to see only the Advanced tab pane. The *Basic* tab will not be available.

5. Select the **OK** button to close the *Interface Features* menu. Keep selecting the **OK** button to close all open menus.

The advanced programming features are now available in the *Behavior Editor* menu. To see these features, simply select the *Advanced* tab.

The Advanced Tab Pane - Behaviors Group Box

The *Advanced* tab pane is very similar to the *Basic* tab pane, especially in the *Behaviors* group box. You can use the tools in this group box to add one or more behaviors to the object that is selected on the page. Use the *Behaviors* drop-down menu to choose a behavior category. Then, select a behavior in the viewport below the drop-down menu. Once you have chosen a behavior, select the *Add* button. If the behavior requires additional information, you will be prompted to add it. Then, the behavior will be added to the *Steps* viewport.

BEHAVIOR EDITOR MENU - ADVANCED TAB PANE
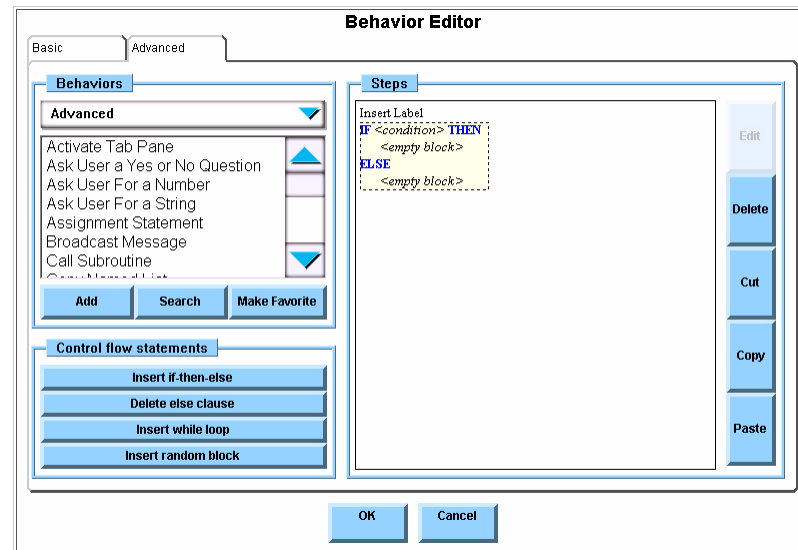
The *Behaviors* group box on the *Advanced* tab pane includes a new Advanced behaviors category. This category enables you to access new functionality, such as inter-object messaging and the creation and assignment of variables.

Select the **Search** button in the *Behaviors* group box if you want to search for a behavior by name. If you want to add a behavior to the Favorites category, select it in the *Behaviors* viewport and then select the *Make Favorite* button.

> ⚑ **Note:**   Remember that the Favorites category can be viewed on both the *Basic* and *Advanced* tab panes. If you use the *Make Favorite* button to add a behavior from the *Advanced* category to the Favorites category, then that advance behavior will be available even if the advanced programming features are turned off.

The Advanced Tab Pane - Control Flow Statements and Steps Group Boxes

The *Control Flow Statements* group box is in the bottom left corner of the *Advanced* tab pane. The options in this group box enable you to use the following four new types of behaviors:

- Insert if-then-else
- Delete else clause
- Insert while loop
- Insert random block

BEHAVIOR EDITOR MENU - ADVANCED TAB PANE
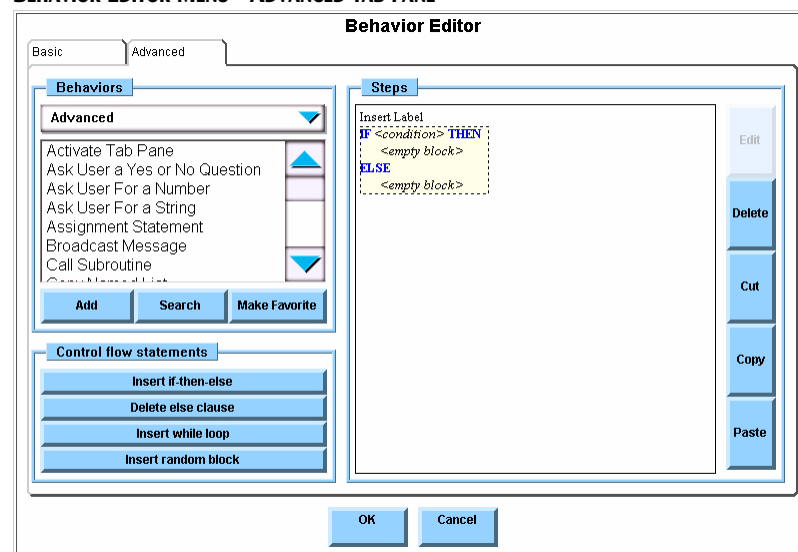
These behaviors are unique because they contain lists of behaviors as properties. These nested behavior lists are displayed in the *Steps* viewport. They are presented as a block of items that begins with *if*, *while* or *else*. You can modify these behaviors directly in the *Steps* viewport, without selecting the *Edit* button in the *Steps* group box.

> **Note:** The function and application of control flow statements will be explained later in this document. This section simply describes how they are created and edited.

When a flow-of-control behavior is created, its nested behavior list is initially empty. This state is indicated by an *<empty block>* item. When you select an *<empty block>* place-holder (see Figure 1) and then add a behavior from the *Behaviors* group box, the *<empty block>* place-holder will be replaced with the selected behavior (see Figure 2).

FIGURE 1
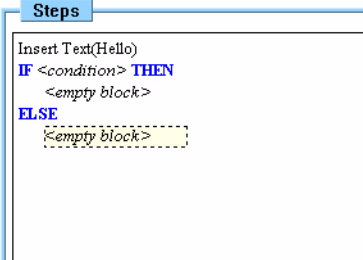
FIGURE 2
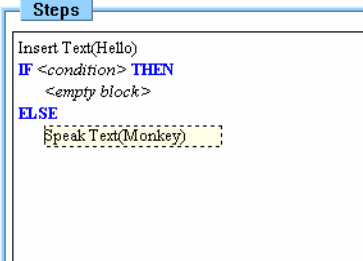
If any other type of item (not a single *<empty block>* place-holder) is highlighted (see Figure 3) when you select the *Add* button in the *Behaviors* group box, then the selected item will not be replaced. Instead, the new behavior will be added

to the *Steps* viewport directly below the selected item at the same nesting level (see Figure 4).

FIGURE 3
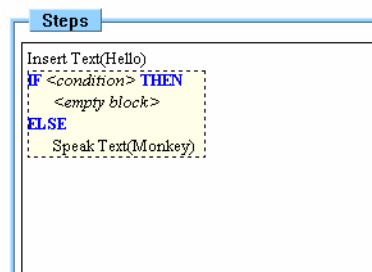
FIGURE 4
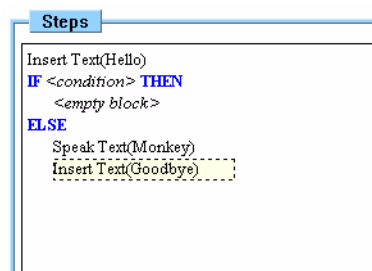
If you replace an *<empty block>* place-holder with a behavior, the new behavior will be highlighted in the *Steps* viewport (see Figure 2). If you then add another behavior, the new behavior will be added on the same nesting level, directly after the behavior step that is selected (see Figure 5).

FIGURE 5
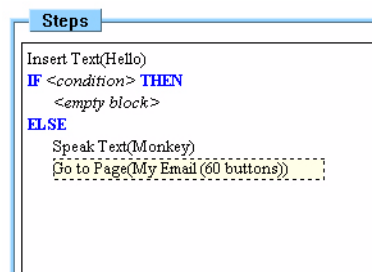
Note that in the next example (see Figure 6) the entire while loop is selected, including its body. Since the bodies of control flow items are properties of a behavior, selecting a control flow behavior will also select the entire contents of

its nested behavior list. It is not possible to select, for example, just the if-line of an if-then statement.

FIGURE 6
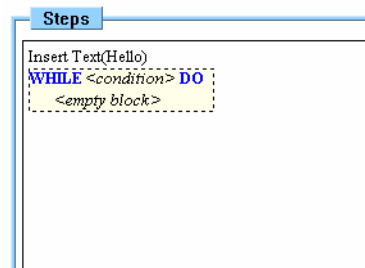
On the *Advanced* tab pane of the *Behavior Editor* menu, you can select (sweep select) multiple items in the *Steps* viewport as long as all the items are included under one parent item. The *Steps* group box also provides *Edit*, *Delete*, *Cut*, *Copy* and *Paste* buttons that work exactly as they do in the *Steps* group box on the *Basic* tab pane. These buttons can be used with both single behaviors and a sweep-selected list of behaviors.

If-then behaviors and while loop behaviors also have a condition property that can be edited if you select the condition's text or the *<condition>* place-holder in the *Steps* viewport and then select the *Edit* button. A condition property is a predicate (a kind of expression) that can be edited in the *Condition Editor* menu. Expressions and predicates are discussed in ***Expressions***.

All new if-then statements will automatically include an else-clause (see Figure 5). The else-clause is not necessary, however, and you may choose to remove it. If you select the *Insert if-then-else* button in the *Control Flow Statements* group box, then the *Delete else clause* button will become active. (This button cannot be selected at other times). Select this button to remove the else-clause from the if-then statement in the *Steps* viewport. Once the else-clause is removed, the *Delete else clause* button will become an *Insert else clause* button. Select this button to restore the else-clause to the if-then statement.

VARIABLES AND EXPRESSIONS

The concept of variables is a major new addition to the DynaVox Series 5 software. Variables may be combined into expressions that are used by advanced behaviors to provide conditional and dynamic functionality to a Series 5 page. A predicate is an expression that's value is interpreted as being either true or false.

Variables

A variable is a named value that may be created and filled by the user. Variable names are case-sensitive, must be alphanumeric (starting with a letter) and cannot contain spaces (but may contain underscores). The contents of a variable can be spoken, inserted into the Message Window, embedded within the text of a label, etc. A variable can contain a string, a number, or an array (list) of strings or numbers. Variables can be temporary or persistent. A temporary variable is not saved across application sessions.

Temporary variables are created with the Assignment Statement behavior (in the Advanced behavior category) and a persistent variable that is created with the Set Permanent Variable behavior (also in the Advanced behavior category). Variables are global in scope. This means that once a variable is set its value is accessible in any execution context and at any time, regardless of whether the user has moved to another context (for example, jumped to another page or opened a different popup).

Assignment Statement behaviors and Set Permanent Variable behaviors are identical in all ways other than the lifespan of the created variable. Both of these behaviors have a left side and a right side that are entered as text when the editor for the assignment behavior is invoked. The left side of the following assignment statement is *abc* and its right side is *"foo" + x*:

> Let *abc* = *"foo" + x*

The right side of an assignment statement is an expression. An expression combines numbers, strings, variables and operators in such a way that the expression can be evaluated to a unique value. The left side of an assignment statement must either be the name of a variable or a reference to an item in an array variable.

Executing an assignment behavior causes its right side expression to be evaluated and the result to be stored where the left side specifies. If an assignment statement is executed and its left side is a variable that doesn't exist, then the variable will be created and filled. If the variable already exists, then its old value will be overwritten. If the variable was persistent, then it will now be temporary. Likewise, if a temporary variable is overwritten with the set-permanent-variable behavior, then it will become persistent.

Array variables that are called list variables are an aggregate of simple variables. The array variable itself has a name and each item in the array may be accessed via an index, a number from one to the size of the list. Each item in an array may contain either a string or a number. An array variable is created by executing an assignment statement in which the left side is a list reference. An array reference has the following form: *<array variable name>[<index expression>]*. For, example, the assignment statement:

   Let testlist[10] = 55

assigns the number 55 to the tenth element of an array variable named *testlist*. This is similar to the case of assignment to an undefined simple variable; if the left side of an assignment behavior references an array that doesn't exist at execution time, the array is created. The items of the newly created list are filled with blank values except for the element that is specified by the provided index. The specified item, filled with the value of the right side expression, becomes the last item in the newly created array. In the example above, if *testlist* did not exist prior to execution of the assignment statement, then after execution *testlist* has ten items. Nine of these items are blank and the last one contains the number 55.

If an assignment statement is executed with a left side that is an array item reference but the array variable has already been defined as a simple variable, then the simple variable will be overwritten with an array. If an assignment statement is executed with a left side that is an array item reference, and the array already exists but is not big enough to include the specified item, then the array will be resized so that it is just big enough to execute the assignment behavior.

Expressions

Expressions are combinations of strings, numbers, variables and operators that compute a unique value. The process of computing the value that an expression defines in a given execution context is called "evaluating the expression." Expressions in the DynaVox Series 5 advanced programming language evaluate to either a string or a number. If a given expression is well-formed, but for some reason cannot be meaningfully evaluated (for example, if it is a reference to a variable that has not been defined), then evaluating it results in a special value called the null value. The null value is defined as a string that contains no text.

Basic Expressions

Complex expressions have a tree-like structure, composed hierarchically from simpler expressions. At the bottom of the tree are instances of five basic types of expressions:

- String literals
- Number literals
- Variable references
- Array item references
- Function calls

a. String Literals

String literals are entered by the user as text that is delimited by double quotes. A string literal evaluates to the text between the quotes. Currently, quotes cannot be part of string literals. An example of a string literal is:

"Hello there"

b. Number Literals

Number literals are straightforward, represented as numerals without quotes. Number literals evaluate to numeric values. An example of a number literal is:

42

c. Variable References

Variable references are represented as the text of the variable's name without quotes. A variable reference evaluates to the variable's value if it is defined and to the null value otherwise. The name of an array without a specified index will evaluate to the null value, because an expression cannot evaluate to an array of values. An example of a variable is:

AnElement

d. Array Item References

Array item references are represented as the array's name, followed by an index expression that is enclosed in square brackets. When an array reference is evaluated, its index expression is first evaluated to an index value. If the index value is not a number (or if it is a number but is less than one or greater than the size of the array), then evaluating the reference results in the null value. Otherwise, evaluating the reference results in the value that resides in the array slot that is specified by the index value. An example of an array item reference is:

anArray[3]

e. Function Calls

Function calls are represented as two adjacent spaceless strings that are separated by a period. The first string is called the namespace and the second string is called the method. They provide the user with a mechanism for incorporating information about the state of the V/Vmax into the programming environment.

e1. Array Namespace

Array namespaces (represented by array names) provide a method, size, for determining the number of elements in a given list. For example, if an array variable called *my_list* is defined and has seven elements, then the expression:

> *my_list.size*

will return seven when it is evaluated.

The method make_word can be used with arrays that contain character values. If an array called anArray contains three elements, *'c', 'a'* and *'t,'* then we can call the *make_word* function:

> *anArray.make_word*

which returns the string literal *"cat."*

The method *make_sentence* can be used with arrays that contain string values. If an array called *anArray* contains three elements, *"My", "head"* and *"hurts,"* then we can call the *make_sentence* function:

> *anArray.make_sentence*

which returns the string literal *"My head hurts."*

e2. The System Namespace

The system namespace (indicated by the reserved word *sys*) is used to access or set most of the settings that control the system's operation. For example, the expression:

> *sys.selection_method*

will return the string *"Touch Enter"* if the device is in Touch Enter mode. Using an assignment statement, you could change the selection method to scanning via:

> *Let sys.selection_method = "Scanning"*

A complete list of the approximately 200 method names in the system namespace is included at the end of this appendix.

e3. The Message Window Namespace

The Message Window namespace provides methods for treating the contents of the Message Window as though it were a variable. This namespace is indicated by the reserved word *msgwnd* and is used to access any of the information in the user's preferences file.

For example, the expression

> *msgwnd.all*

returns a string literal of the entire contents of the Message Window.

The method *selection*

> *msgwnd.selection*

returns a string literal that contains the currently selected text from the Message Window.

The methods *word, sentence,* and *paragraph*

> *msgwnd.word*

> *msgwnd.sentence*
> *msgwnd.paragraph*

return string literals that contains the current word, sentence and paragraph, respectively.

e4. Other Methods

There are also three methods for determining the type of a variable: *is_word*, *is_num* and *is_list*. To determine, for example, whether or not the variable *var* has a number value, you would call

> *var.is_num*

This would return the string literal *"TRUE"* if *var* is a number and *"FALSE"* otherwise.

Operators

Compound expressions are constructed by binding basic expressions together with operators. An operator may combine two input expressions or modify a single expression. An operator that requires two arguments is called *binary* and one that takes a single argument is called *unary*.

a. The Binary Operators

a1.And

An *and* clause, such as *(arg1 AND arg2),* evaluates to the string *"TRUE"* if neither of its arguments evaluate to the null value. Otherwise, it evaluates to the null value.

a2.Or

An *or* clause, such as *(arg1 OR arg2)*, evaluates to the string *"TRUE"* if at least one of its arguments evaluates to a non-null value. Otherwise, it evaluates to the null value.

a3.Equal To

An *equal to* clause, such as *(arg1 = arg2)*, evaluates to the string *"TRUE"* in the following cases: a) both of the argument expressions evaluate to string values and the strings are identical, or b) both of the arguments evaluate to numeric values and the values are numerically equal. In all other cases, an *equal to* clause evaluates to null.

a4. Not Equal To

 A *not equal* to clause, such as *(arg1 != arg2)*, evaluates to the string *"TRUE"* in cases where an *equal to* clause would evaluate to null. Otherwise, it evaluates to null.

a5. Less Than

A *less than* clause, such as *(arg1 < arg2)*, returns null if at least one argument evaluates to a string value. If both arguments evaluate to numbers, then it evaluates to the string *"TRUE"* if its left argument is strictly less than its right argument. Otherwise, it evaluates to null.

a6. Greater Than

The *greater than* clause, such as *(arg1 > arg2)*, returns null if at least one argument evaluates to a string value. If both arguments evaluate to numbers, then it evaluates to the string *"TRUE"* if its left argument is strictly greater than its right argument, Otherwise, it evaluates to null.

a7. Less Than or Equal To

Written *(arg1 <= arg2)*, analogous to the *less than* operator but performs the less-than-or-equal-to operation.

a8. Greater Than or Equal To

Written *(arg1 >= arg2)*, analogous to the *greater than* operator but performs the greater-than-or-equal-to operation.

a9. Plus

If both arguments of a *plus* clause evaluate to string values, then it returns the concatenation of the strings. If both arguments evaluate to numeric values, then a *plus* clause evaluates to the sum of the argument values. If one argument is a string and the other is a number, then the expression evaluates to the concatenation of the string and the string representation of the number. For example, the expression *("monkey" + 5)* evaluates to the string value *"monkey5"*, whereas *(1000 + 5)* evaluates to the numeric value *1005*.

a10. Minus

If both arguments of a *minus* clause evaluate to numeric values, then the *minus* clause evaluates to the difference of these values when the right argument is subtracted from the left argument. In all other cases, it evaluates to the null value. Written *(arg1 - arg2)*.

a11. Multiply

If both arguments of a *multiply* clause evaluate to numeric values, then the expression evaluates to the product of these values. In all other cases, it evaluates to the null value. Written *(arg1 * arg2)*.

a12. Divide

If both arguments of a *divide* clause evaluate to numeric values, then the expression evaluates to the integer quotient that is returned when the left side is divided by the right side. In all other cases, it evaluates to the null value. Written *(arg1 / arg2)*.

a13. Remainder

If both arguments of a *remainder* clause evaluate to numeric values, then the expression evaluates to the remainder that is returned when the left side is divided by the right side. In all other cases, it evaluates to the null value. Written *(arg1 % arg2)*.

a14. Includes

The *INCLUDES* clause, written as *arg1 INCLUDES arg2*, returns the string *"TRUE"* if the array *arg1* contains *arg2.*

b. The Unary Operators

b1. Negation

A *negation* clause, such as *(- arg1),* returns null if its argument does not evaluate to a numeric value. Otherwise, it returns *-1* times the value of the argument.

b2. Not

A *not* clause, written *(NOT arg1),* returns the string *"TRUE"* if its argument evaluates to the null value and returns null otherwise.

b3. Random

A *random* clause, written *(RND arg1)*, returns null if its argument evaluates to a string value. If its argument is a number *n*, then the expression evaluates to a random number between *1* and *n*, inclusive.

b4.EVAL

The *EVAL* clause, written *EVAL(arg1)*, returns the evaluated result of the string type *arg1*.

c. Precedence

In a given compound expression, the order in which the various operators fire is dependent upon a pre-defined hierarchy of operator precedence. For example, the expression *(1 + 2 * 3)* evaluates to *7* rather than *9* because multiplication takes precedence over addition. The following table depicts the operator precedence hierarchy:

Parentheses
The basic expressions, the unary operators
Multiply, divide, modulus
Plus, minus
Greater than, less than, greater than or equal to, less than or equal to
Equal, not equal

And
Or

If an operator A is in a box of the table that is above operator B's box, then operator A takes precedence over operator B. If two operators are in the same box, then their order of execution is determined from left to right.

Note the operator with highest precedence. Placing a clause in parentheses allows one to supersede the default order of operator precedence (e.g., the expression *((1 + 2) * 3)* evaluates to *9* rather than *7*).

Predicates

Predicates are expressions that are interpreted in some context as representing a true value or a false value. An expression is taken to be false if it evaluates to the null value and true if it evaluates to anything else. The operators *equal to*, *not equal to*, *and*, *or*, *not* and all numeric comparison operators are intended to be used in the construction of predicates. Predicates appear in two contexts within the new programming environment: as the condition properties of while-loop behaviors and as if-then-else behaviors.

Predicates are edited with the *Condition Editor* menu:

CONDITION EDITOR MENU
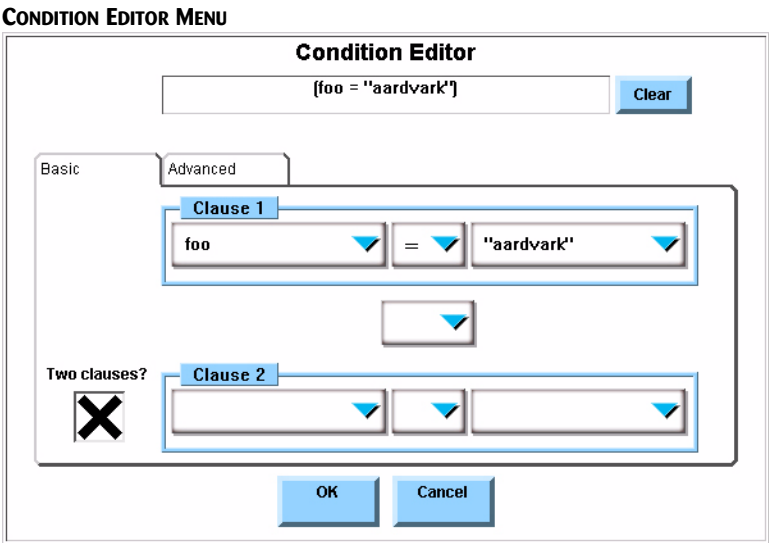
Simple predicates can be constructed with the *Basic* tab pane of the *Condition Editor* menu. The programmer can toggle between a predicate with a single clause or a predicate with two clauses by selecting (or deselecting) the *Two Clauses?* check box. The drop-down menus in the *Clause 1* combo box allow

the user to choose the operator that joins the two clauses (either the *and*-operator or the *or*-operator). The drop-down menus in the *Clause 1* and *Clause 2* combo boxes allow the programmer to specify a clause in which a simple variable is compared to either a string or number using one of the equality operators.

If the programmer must specify a more complex predicate (for example, a predicate with greater than two clauses, a predicate that references an array item or a predicate that uses additional operators), then the *Advanced* tab pane of the *Condition Editor* menu allows the programmer to type in the predicate expression as text.

ADVANCED BEHAVIORS

The user can insert advanced behaviors into an object's behavior list from the *Control Flow Statements* group box on the *Advanced* tab pane of the *Behavior Editor* menu, or by selecting the Advanced category from the drop-down menu in the *Behaviors* group box.

Many of the new behaviors take expressions as properties. Expressions are entered as text and assumed to be well-formed. If the user fills an expression property with an expression that is not well-formed, then the expression is treated as though it evaluates to null.

Also, several behaviors require a "target" to be provided. Such behaviors apply some action to an object other than their activating object. For example, a button might cause another button to change colors, or a picture object to change its displayed symbol. To facilitate such behaviors, buttons, labels, picture objects and tab panes now have an optional "name" property that may be filled from the appropriate Modify menu in the Page Editor. Names are just strings that uniquely identify an object. A named object may be the target of a behavior by assigning its name to the behavior's target field.

Buttons, labels, picture objects and tab panes also now have a message list property, another feature that is related to the name field. Each message in a message list assigns a name (a string) to a behavior list. A message's behavior list executes if the object receives the list's corresponding message name. Behaviors for sending messages will be discussed below.

The list included for each behavior in the following section enumerates the behavior's properties and their types.

Flow of Control Behaviors

Each of the following behaviors includes as a property at least one behavior list. The behavior list properties are edited directly in the source editor, unlike other behavior properties.

If-Then-Else

- *condition* (expression)
- *then block* (behavior list)
- *else block* (behavior list)

When an if-then-else behavior is executed, its *condition* expression is evaluated. If the expression evaluates to a non-null value, then the expression is considered true and its *then block* behavior list is executed. If *condition* evaluates to null and the behavior has a non-null *else block*, then *else block* is executed. Otherwise, the behavior does nothing.

After the execution of the behavior (which may mean after all of the behaviors in one of its behavior list properties have executed), control passes to the next behavior in the behavior list in which the if-then-else resides. Below is a simple example of using the If-then-else statement:

> *Ask User Yes or No Question(Are you feeling good today?, answer, Yes, No)*
> **IF** *(answer="Yes")* **THEN**
> > *Speak Text(This is great to hear!)*
> **ELSE**
> > *Speak Text(I am sorry to hear that.)*

While Loop

- *condition* (expression)
- *body* (behavior list)

A while loop exhibits the following behavior:

First, *condition* is evaluated. If it returns a non-null value, then *body* is executed and then *condition* is re-evaluated. This cycle continues until *condition* evaluates to null, at which point execution passes to the behavior that follows the while loop behavior in the while loop's parent behavior list. Below is a simple example of using the while loop:

> *Speak Text(Look I can count to ten. Listen.)*
> *Let counter = 1*
> **WHILE** *(counter <=10)* **DO**
> > *Speak Expression(counter)*
> > *Let counter = (counter + 1)*

Random Block

- *body* (behavior list)

One of the behaviors in *body* is chosen at random and executed. After the execution of the random behavior, control moves to the behavior after the random block. Below is a simple example of using the random block:

> *Speak Text(Your fortune is.)*
> **RANDOM**
> > *Speak Text (You will be rich.)*
> > *Speak Text (Love is on the horizon.)*

Speak Text (It's better to be save than sorry.)
Speak Text (You will meet a new friend.)

Only one of the fortunes will be spoken and it is chosen by random.

Source Code Comment

- *comment* (any)

This behavior allows you to add comments within your code.

Behaviors for Creating and Setting Variables

Assignment Statement

- *left-side* (expression)
- *right-side* (expression)

Right-side is evaluated and the result is assigned to the variable or list item specified by *left-side*, perhaps after creating a simple variable or list variable first. If *left-side* is not a variable expression or a list item reference, the assignment behavior fails. This behavior creates a temporary variable.

Examples:

Let favorite_color = "Blue"

This assigns the string *Blue* to the variable *favorite_color*.

Let my_age = 29

This statement assigns the numeric value of 29 to the variable *my_age*.

Let my_age_in_10_yrs = my_age+10

This statement evaluates the variable *my_age*, adds 10 and assigns the value of 39 to the variable *my_age_in_10_yrs*.

Set Permanent Variable

- *left-side* (expression)
- *right-side* (expression)

Right-side is evaluated and the result is assigned to the variable or list item specified by *left-side*, perhaps after creating a simple variable or list variable

first. If *left-side* is not a variable expression or a list item reference, the assignment behavior fails. This behavior creates a persistent variable.

Fill Array

- *array* (string)
- *items* (string list)

Fills the array variable named *array* with the strings contained in items. If *array* does not exist, then it is created. If *array* does exist, then its previous contents are deleted and it is resized so that it has as many elements as the number of strings in *items*.

Examples:

> *Let days = {"Sun", "Mon", "Tue", "Wed", "Thu", "Fri", "Sat"}*

This statement assigns seven strings to the array days.

> *Let first_day = days[1]*

This statement assigns the first element (*"Sun"*) to the variable *first_day*.

Fill Array from Search

- *array* (string)
- *search* (lexical search)

Fills the array variable named *array* with the strings returned from the lexical search *search*. If *array* does not exist, then it is created. If array does exist, then its previous contents are deleted and it is resized so that it has as many elements as the number of items returned from the search.

Fill Array from Slot Words

- *array* (string)
- *slot* (expression)

Fills the array variable named *array* with the slot filler options that are assigned to the concept named *slot*.

Example:

> *Let BirdsArray = Slot Words of "Birds"*
> *Let N=1*
> *While (N<=10) Do*
> *Set Label of ("a" + N) to BirdsArray[N]*

Let N=N+1

These statements use the slot filler options assigned to the concept *Birds* and assigns them to 10 different labels.

Fill Array from Slot Symbols

- *array* (string)
- *slot* (expression)

Fills the array variable named *array* with the symbols that are associated with the slot fillers assigned to the concept named *slot*.

Example:
> *Let BirdsSymbolsArray = Slot Symbols of "Birds"*
> *Let N=1*
> *While (N<=8) Do*
> *Set Symbol of ("b" + N) to BirdsSymbolsArray[N]*
> *Let N=N+1*

These statements use the symbols of the slot filler options assigned to the concept *Birds* and assigns them to 8 symbol buttons.

Is Filler in Slot?

- *filler* (expression)
- *slot* (expression)
- *destination* (variable)

Determines whether the named *slot* includes the named slot filler and assigns the answer to a variable.

Example:
> *Is Filler ("dog") in Slot ("Pets")*

This statement determines whether "*dog*" is a filler for the slot "*Pets*."

Explode Word

- *array* (string)
- *word* (string)

Assigns the nth character of word to the nth item of *array*. If *array* does not exist, then it is created. If *array* does exist, then its previous contents are deleted and

it is resized to the number of characters in *word*. Note that *word* may contain spaces -- such a string will result in *array* containing items that are spaces.

Examples:

> *Let letters = Explode Word("Hello")*

This statement assigns each letter of *Hello* to an element of the array *letters*.

> *Let second_letter = Letters[2]*

This statement assigns the string *"e"* to the variable *second_letter*.

Explode Sentence

- *array* (string)
- *sentence* (string)

Assigns the nth space-delimited substring of *sentence* to the nth item of *array*. If *array* does not exist, then it is created. If array does exist, then its previous contents are deleted and it is resized to the number of space-delimited substrings in *sentence*.

Explode Sentence is similar to Explode Word, except that it will separate words instead of characters and it assigns them to an item in an array variable.

Ask User for a String

- *destination* (expression)
- *question* (string)

Invokes a dialog popup that contains a label that displays *question*, a text edit box, an *OK* button, and a *Cancel* button. If the user selects the *OK* button, the string the user has entered in the text edit box is stored in *destination*.

Note that *destination* must be a left-side-type expression (for example, it must be the name of a variable or a reference to a array item).

Example:

> *Let name = Ask Use for String("What is your name?")*

This statement opens the system keyboard and prompts the user to enter a string. The string will then be saved in the variable *name*.

Ask User for a Page Name

- *left-side* (expression)

Asks the user to enter a page name and stores the answer as an expression, *left-side*. When invoked, the user will be prompted with the *Select Pages* menu in order to select a page.

Example:

> *Let selectedpage name = Symbol of page*

This statement assigns the selected page from the *Select Pages* menu to selectedpage.

Ask User for a Number

- *question* (string)
- *destination* (expression)

Invokes a dialog popup containing a label displaying *question*, a number keypad, an *OK* button, and a *Cancel* button. If the user selects the *OK* button, the integer value the user has entered is stored in *destination*.

Note that *destination* must be a left-side-type expression.

Ask User a Yes or No Question

- *destination* (expression)
- *question* (string)
- *choice1* (string)
- *choce2* (string)

Invokes a *question* dialog popup that contains a *choice1* button and a *choice2* button. When the user selects a button, the button's text is stored in *destination*.

Note that *destination* must be a left-side-type expression.

Change Word Form

- *transformation* (morphological transformation)
- *var* (variable)
- *expr* (expression)

Changes the string stored in the expression *expr* using the specified morphological transformation, storing the result in the variable *var*. If the transformation is not appropriate for the value of *expr*, nothing is stored in *var*.

Does Word Match Part of Speech?

- *lbl1* (variable)
- *var1* (variable)
- *destination* (variable)

For a specified word, this behavior checks the entry of the word in the *Dictionary Browser* menu to determine if it is defined as a specific part of speech. The answer is stored in a variable and may be used in programming or displayed on a page.

Example:
> *Does word ("dog") have part of speech ("Noun")?*

This statement sets the label of *lbl1* to *var1*.

Get a Label

- *left-side* (expression)
- *Name* (expression)

Name is an expression that should evaluate to an object such as a button. The label of that object is assigned to the variable that is specified by *left-side*.

Example:
> *Let button_label = label of "button1"*

This statement assigns the label of the object *"button1"* to the variable *button_label*.

Get a Position

- *X Position* (expression)
- *Y Position* (expression)
- *Name* (expression)

Name is an expression that should evaluate to an object such as a button. The *X* and *Y* position of the top left corner of that object are assigned to the variable that is specified by *X Position* and *Y Position*.

> **Note:** The coordinates are relative the window where they are located. For example, if an object is located within a popup window, then the object position represents the distance to the top-left corner of the popup window, not the main application window.

Example:

> *Let (posX, posY) = position of "button1"*

This statement assigns the x-axis and y-axis coordinates (in pixels) of the object *"button1"* to the variables *posX* and *posY*, respectively.

Get a Size

- *Width* (expression)
- *Height* (expression)
- *Name* (expression)

Name is an expression that should evaluate to an object such as a button. The width and height of that object are assigned to the variable that is specified by *Width* and *Height*.

Example:

> *Let (width, height) = size of "button1"*

This statement assigns the width and height (in pixels) of the object *"button1"* to the variables *width* and *height*, respectively.

Get a Symbol

- *left-side* (expression)
- *Name* (expression)

Name is an expression that should evaluate to an object as a button. The symbol identifier of that object is assigned to the variable that is specified by *left-side*.

Example:

> *Let symbol_name = symbol of "button1"*

This statement assigns the unique symbol identifier name of the object *"button1"* to the variable *symbol_name*.

Get Clipboard

- *left-side* (expression)

Assigns the most recent contents of the Windows Clipboard to the variable specified by *left-side*.

Example:

> *Let news = clipboard*

This statement assigns the contents of the clipboard to the *left-side* variable *news*.

Store Symbol Name

- *sym* (symbol)
- *destination* (expression)

When this behavior is edited in the *Behavior Editor* menu, the symbol picker is invoked and the page programmer selects a symbol *sym*. Upon execution, a string that uniquely identifies *sym* is placed at *destination*. Once again, *destination* must be a left-side-type expression.

> **Note:** Unlike the Get a Symbol behavior, this behavior assigns a symbol at the time the behavior is defined and then stays constant.

> **Note:** This behavior is intended to be used in conjunction with the Set Symbol to Named Symbol behavior (click here).

Copy Named List

- *source* (string)
- *destination* (string)

This behavior copies the content of one array to another.

> **Note:** The parameters must be string expressions and not variable names.

Example:

> *Let list1 = {"Joe","Bob"}*

> *Let sourceList = "list1"*
> *Let destList = "list2"*
> *Copy list sourceList to destList*

These statements copy the content of the array *list1* to the array *list2*; *list2* now contains {"Joe","Bob"}.

Subroutine Behaviors

A subroutine is simply a named behavior list that may be executed as a single behavior. Subroutines are very similar to macros DynaVox Series 4 software, except that they are not persistent. Instead, they bear the same relationship to macros that temporary variables bear toward permanent variables.

It is often convenient to create a number of subroutines in a page's list of open page behaviors.

Create Subroutine

- *subname* (string)
- *body* (behavior array)

Creates a subroutine named *subname* that will perform the behaviors in *body* when executed. Note that *body* is not executed on creation; this behavior is similar to assigning a value to a variable in that it will have no effect noticeable to the user.

The behavior list *body* is created and edited directly in the source editor, like the bodies of the control flow behaviors. This inline editing is the primary advantage of using subroutines rather than macros.

Call Subroutine

- subname (string)

Executes the subroutine subname. If subname does not exist, the behavior does nothing.

Behaviors for Modifying the State of Objects

The behaviors in this section all effect some change on a target object. The target object is specified by the programmer as the result of evaluating an expression *target*. If the programmer does not provide a *target* expression, then the target object is assumed to be the object that activated the behavior (for example, the button that was selected). If *target* evaluates to a string *x*, then the target object is the object named *x*. If the target expression evaluates to a number, to the null value or to a string that is not the name of an object on the current page, then the behavior performs no action. In some cases, the type of object that may be the target of a behavior is dependent on the type of behavior; if an invalid object is targeted, then the behavior has no effect.

Set Label

- *text* (string)
- *target* (expression)

Sets the text of the target object's label to *text*. Button and label objects are the only valid targets of this behavior.

Example:

> *Set label of "button1" to "Click me"*

This statement sets the label of the object *"button1"* to the string *"Click me."*

Set Symbol

- *sym* (symbol)
- *target* (expression)

Sets the target object's symbol to *sym*. The only valid targets of this behavior are buttons or picture objects.

Example:

> *Set symbol of "symbol1"*

This statement sets the symbol of the object *"symbol1"* to the symbol specified at definition of the behavior.

Set Symbol to Named Symbol

- *symname* (expression)
- *target* (expression)

If *symname* evaluates to a string that is the name of some symbol *x*, sets the target object's symbol to *x*; does nothing otherwise. The only valid targets of this behavior are buttons or picture objects.

This behavior is intended to be used in conjunction with the Store Symbol Name behavior (click here).

Example:

> *Let symbol_name = "DynaSyms|pudding"*
> *Set symbol of "symbol1" to symbol_name*

This statement sets the symbol of the object *"symbol1"* to the symbol that was specified when the behavior was defined.

Set Behaviors

- *bhvrs* (behavior list)
- *target* (expression)

Sets the behaviors property of the target object to *bhvrs*. This behavior's behavior list property is not edited inline in the source editor but by recursively invoking the *Behavior Editor* menu. Buttons are the only valid targets for this behavior.

Disable

- *target* (expression)

Disables the target object. Disabled objects appear to be grayed out and do not respond to user input. Buttons are the only valid targets for this behavior.

Example:

> *Disable "button1"*

This statement disables the object *"button1."*

Enable

- *target* (expression)

Enables the target object.

Example:

> *Enable "button1"*

This statement enables the object *"button1."*

Activate Tab Pane

- *target* (expression)

Brings the targeted tab pane to the top of the tab control.

> **Note:** Only tab panes may be targeted. This behavior is used in conjunction with messages of a tab pane. A message is sent to a tab which then activates itself with the Activate Tab Pane behavior (in the Advanced behaviors category).

Set Color

- *clr* (color)
- *target* (expression)

Sets the color property of the target object to *clr*.

> **Note:** The color must be specified when the behavior is defined.

Set Text Color

- *clr* (color)
- *target* (expression)

Sets the text color property of the target object to *clr*.

> **Note:** The color must be specified when the behavior is defined.

Set Font

- *font* (font)
- *target* (expression)

Sets the font property of the target object to *font.*

> 🏳 **Note:** The font must be specified when the behavior is defined.

Set Background

- *background* (background)

Sets the background image of the current page to *background.*

> 🏳 **Note:** The background image must be specified when the behavior is defined.

Set Border Color

- *clr* (color)
- *target* (expression)

Sets the border color property of the target object (buttons and the Message Window) to *clr.*

> 🏳 **Note:** The color must be specified when the behavior is defined.

Move Object to Position

- *x expr* (expression)
- *y expr* (expression)
- *target* (expression)

Evaluates expressions *x expr* and *y expr* to numbers *x* and *y*, and moves the target object such that its upper left-hand corner is located at (*x, y*). If both expressions do not evaluate to numbers the behavior performs no action.

Example:

   Move "button1" to (10,20)

This statement moves the object *"button1"* to the pixel coordinates of (10,20).

Move Object by Amount

- *offset x* (expression)
- *offset y* (expression)
- *target* (expression)

Evaluates expressions *offset x* and *offset y* to numbers *x* and *y*, and offsets the position of the target object by *x* pixels horizontally and *y* pixels vertically. If both expressions do not evaluate to numbers the behavior performs no action.

Example:

> *Move "button1" by (5,-7)*

This statement moves the object *"button1"* by five pixels to the right and by seven pixels upwards from its current position.

Make String Speakable

- *left-side* (expression)
- *destination* (string)

Converts a string, *left-side*, that can contain embedded slots or active labels into a string, *destination*, that can be spoken.

Edit Slot Words

- *slot* (expression)

This behavior will open the *Concept Slot Fillers* menu to the slot entered as the expression.

Example:

> *Edit Slot Words ("Pets")*

This statement will launch the *Concept Slot Fillers* menu to the *Pets* slot. This menu allows for the full editing of the filler options in the slot.

Hide

- target (expression)

Makes the target object disappear. The target object is not deleted, just rendered invisible to the user.

Example:

Hide "button1"

This statement hides the object *"button1."*

Show

- *target* (expression)

Reverses the effect of the Hide behavior (in the Advanced behaviors category) on the target object.

Jump to Named Page

- *target* (expression)

This behavior expects a string expression of a page name and then jumps to that page (similar to the Go to Page behavior).

Example:
> *Jump to Named Page("Page1")*

This statement will perform a Go to Page behavior and jump to *"Page1"* if it exists.

Save Open Pages

This behavior saves the system variables to the *variables.dvx* file and also saves the current state of all open pages.

Always Maximize Dropped Images

This behavior always maximizes the resolution of images that you "drag and drop" from the Windows desktop into a Series 5 button or object.

Message Behaviors

If the programmer would like to effect several small changes or one complex change to a targeted object, it is often easier on the programmer to perform the operation by passing the target object a message rather than executing a long series of the behaviors listed in ***Behaviors for Modifying the State of Objects***.

Send Message to Object

- *msg* (expression)
- *target* (expression)

A target object is determined as described in the **Behaviors for Modifying the State of Objects** section. If the expression *msg* evaluates to a string *x* and the target object has a message handler *y* for message *x*, behavior array *y* is executed. Otherwise, the behavior performs no action.

Broadcast Message

- *msg* (expression)

If the expression msg evaluates to a string, then the behavior list that is associated with the string is executed for each object on the page that has an appropriate message handler. If msg evaluates to null or a number, then the behavior does nothing.

Show Message

- *msg* (expression)
- *choice* (expression)

Invokes a dialog popup that contains the expression *msg* and a *choice* button.

Expression Behaviors

Insert Variable

- *expr* (expression)

Evaluates expr and inserts the result into the Message Window.

Example:

> *Let my_var = "Hello World!"*
> *Insert Variable(my_var)*

This statement inserts the string *"Hello World!"* into the Message Window.

Speak Expression

- *expr* (expression)

Evaluates *expr* and runs the result through the text-to-speech engine.

Example:

> *Let my_var = "Hello World!"*
> *Speak Expression(my_var)*

This statement speaks the message *"Hello World!"*

SYSTEM VARIABLES

The DynaVox Series 5 advanced programming language owes a great deal of its power to the access to and control over the properties of the system through system variables. This appendix lists those system variables and the values that they can take. All of these variables (except where otherwise indicated) can be accessed and set with the programming language, enabling you to read the state of the system and change that state through the use of these variables.

Selection Method Settings

This section describes settings that affect selection methods. The variables in this section correspond to the settings that available in the *Selection Method Settings* menu.

- sys.selection_method - Value is one of:
  - "Touch Enter"
  - "Touch Exit"
  - "Scanning"
  - "Joystick"
  - "Audio Touch"
  - "Mouse Pause"
  - "Morse Code"
- sys.touch_hold_time - Value is an integer between 0 and 5000 (milliseconds)
- sys.touch_release_time - Value is an integer between 0 and 5000 (milliseconds)
- sys.touch_autozoom - Value is either "Yes" or "No"
- sys.touch_invert - Value is either "Yes" or "No"
- sys.touch_click - Value is either "Yes" or "No"
- sys.scan_type - Value is one of:
  - "Autoscan"
  - "1 Switch"
  - "1 Switch Dwell"
  - "2 Switch"
  - "Inverse"
- sys.scan_touch_screen - Value is one of:
  - "Is a Switch"

- "Records Position"
- "Is Disabled"

- sys.scan_message_window - Value is either "On" or "Off"
- sys.scan_blank_buttons - Value is either "On" or "Off"
- sys.scan_start_from_last_selection - Value is either "Yes" or "No"
- sys.scan_after_selection - Value is either "Yes" or "No"
- sys.scan_after_n_passes - value is either "Yes" or "No"
- sys.scan_after_speaking - Value is either "Yes" or "No"
- sys.scan_autozoom - Value is either "Yes" or "No"
- sys.scan_pattern - Value is one of:
    - "Row/Column"
    - "Column/Row"
    - "Left/Right"
    - "Left/Center/Right"
    - "Six Zones"
    - "Linear"
    - "Top/Bottom"
    - "Custom Pattern"
    - "Is a Switch"
- sys.scan_hold_time - Value is an integer between 0 and 5000 (milliseconds)
- sys.scan_release_time - Value is an integer between 0 and 5000 (milliseconds)
- sys.scan_pause_time - Value is an integer between 0 and 5000 (milliseconds)
- sys.scan_switch_1 - Value is one of:
    - "Left Arrow"
    - "Right Arrow"
    - "Up Arrow"
    - "Down Arrow"
    - "Space"
    - "Enter"
    - "Page Up"
    - "Page Down"
    - "End"
    - "Home"
    - "Backspace"
    - "Tab"

- "Escape"
- "Numpad 0" through "Numpad 9"
- "Numpad Decimal"

  "Numpad Add"
- "Numpad Subtract"
- "Numpad Multiply"
- "Numpad Divide"
- "A" through "Z"
- "0" through "9"
- "Left Mouse Button"
- "Right Mouse Button"

- sys.scan_switch_2 - Value is one of:
  - "Left Arrow"
  - "Right Arrow"
  - "Up Arrow"
  - "Down Arrow"
  - "Space"
  - "Enter"
  - "Page Up"
  - "Page Down"
  - "End"
  - "Home"
  - "Backspace"
  - "Tab"
  - "Escape"
  - "Numpad 0" through "Numpad 9"
  - "Numpad Decimal"

    "Numpad Add"
  - "Numpad Subtract"
  - "Numpad Multiply"
  - "Numpad Divide"
  - "A" through "Z"
  - "0" through "9"
  - "Left Mouse Button"
  - "Right Mouse Button"

- sys.scan_number_of_passes - Value is one of:
  - "Infinite"

- "1"
- "2"
- "3"
- "4"
- sys.scan_dont_scan_title_bar - Value is either "Yes" or "No"
- sys.aud_feedback_audio_feedback_on - Value is either "Yes" or "No"
- sys.aud_feedback_private_output - Value is either "On" or "Off"
- sys.aud_feedback_voice - Value is a string that is the name of a voice
- sys.aud_feedback_announce_using - Value is one of:
  - "Label"
  - "Audio Cue"
- sys.aud_feedback_volume - Value is a percentage between 0 and 100
- sys.aud_feedback_rate - Value is an integer is a percentage between 0 and 100
- sys.joystick_wrap_around - Value is either "Yes" or "No"
- sys.joystick_center - Value is either "Yes" or "No"
- sys.joystick_select - Value is one of:
  - "Fire"
  - "Pause"
  - "External Switch"
- sys.joystick_speed - Value is a percentage between 0 and 100
- sys.joystick_pause - Value is an integer between 0 and 5000 (milliseconds)
- sys.joystick_switch_1 -Value is one of:
  - "Left Arrow"
  - "Right Arrow"
  - "Up Arrow"
  - "Down Arrow"
  - "Space"
  - "Enter"
  - "Page Up"
  - "Page Down"
  - "End"
  - "Home"
  - "Backspace"
  - "Tab"
  - "Escape"

- "Numpad 0" through "Numpad 9"
- "Numpad Decimal"
  "Numpad Add"
- "Numpad Subtract"
- "Numpad Multiply"
- "Numpad Divide"
- "A" through "Z"
- "0" through "9"
- "Left Mouse Button"
- "Right Mouse Button"
- sys.joystick_select_background - Value is either "Yes" or "No"
- sys.mouse_select_with - Value is one of:
  - "Pause"
  - "External Switch"
- sys.mouse_pause_time - Value is an integer between 0 and 5000 (milliseconds)
- sys.mouse_x_speed - Value is a percentage between 0 and 100
- sys.mouse_y_speed - Value is a percentage between 0 and 100
- sys.mouse_click - Value is either "Yes" or "No"
- sys.mouse_switch_1 - Value is one of:
  - "Left Arrow"
  - "Right Arrow"
  - "Up Arrow"
  - "Down Arrow"
  - "Space"
  - "Enter"
  - "Page Up"
  - "Page Down"
  - "End"
  - "Home"
  - "Backspace"
  - "Tab"
  - "Escape"
  - "Numpad 0" through "Numpad 9"
  - "Numpad Decimal"
    "Numpad Add"
  - "Numpad Subtract"

- "Numpad Multiply"
- "Numpad Divide"
- "A" through "Z"
- "0" through "9"
- "Left Mouse Button"
- "Right Mouse Button"

- sys.morse_input - Value is one of:
  - "1 Switch"
  - "2 Switch"

- sys.morse_audio_feedback - Value is either "Yes" or "No"
- sys.morse_visual_feedback - Value is either "Yes" or "No"
- sys.morse_dot_vs_dash_threshold - Value is an integer between 0 and 5000 (milliseconds)
- sys.morse_character_end - Value is an integer between 0 and 5000 (milliseconds)
- sys.morse_hold_time -Value is an integer between 0 and 5000 (milliseconds)
- sys.morse_switch_1 - Value is one of:
  - "Left Arrow"
  - "Right Arrow"
  - "Up Arrow"
  - "Down Arrow"
  - "Space"
  - "Enter"
  - "Page Up"
  - "Page Down"
  - "End"
  - "Home"
  - "Backspace"
  - "Tab"
  - "Escape"
  - "Numpad 0" through "Numpad 9"
  - "Numpad Decimal"
    "Numpad Add"
  - "Numpad Subtract"
  - "Numpad Multiply"
  - "Numpad Divide"
  - "A" through "Z"

- "0" through "9"
- "Left Mouse Button"
- "Right Mouse Button"
- sys.morse_switch_2 - Value is one of:
    - "Left Arrow"
    - "Right Arrow"
    - "Up Arrow"
    - "Down Arrow"
    - "Space"
    - "Enter"
    - "Page Up"
    - "Page Down"
    - "End"
    - "Home"
    - "Backspace"
    - "Tab"
    - "Escape"
    - "Numpad 0" through "Numpad 9"
    - "Numpad Decimal"
      "Numpad Add"
    - "Numpad Subtract"
    - "Numpad Multiply"
    - "Numpad Divide"
    - "A" through "Z"
    - "0" through "9"
    - "Left Mouse Button"
    - "Right Mouse Button"
- sys.morse_code_size - Value is one of:
    - "Small"
    - "Medium"
    - "Large"
- sys.morse_volume - Value is an integer from 0 to 100
- sys.morse_autorepeat - Value is either "Yes" or "No"

Date and Time

This section describes variables for accessing the current date and time. Note that the variables in this section can only be used to access those values and cannot be used to change the values for the system.

- sys.month – Value is an integer from 1 to 12
- sys.day_of_month – Value is an integer from 1 to 31
- sys.year – Value is an integer which is the value of the current year
- sys.hour – Value is an integer from 0 to 23
- sys.minute – Value is an integer from 0 to 59

Speech Settings

This section describes settings that control speech output. These settings correspond to those in the *Speech Settings* menu.

- sys.speech_voice - Value is a string that is the name of a voice
- sys.speech_volume - Value is a percentage (0 to 100)
- sys.speech_rate - Value is a percentage (0 to 100)
- sys.speech_language - Value is one of:
  - "U.S. English"
  - "Spanish"
  - "German"
  - "Canadian French"
  - "Dutch"
- sys.speech_speak_what - Value is one of:
  - "All"
  - "Current Sentence"
  - "Current Paragraph"
- sys.speech_private_speaker - Value is either "Yes" or "No"
- sys.speech_public_speaker - Value is either "Yes" or "No"

Prediction Settings

This section describes settings that control word and phrase prediction. These settings correspond to the settings in the *Prediction Settings* menu.

- sys.pred_prediction - Value is either "On" or "Off"
- sys.pred_flexible_abbreviation - Value is either "On" or "Off"
- sys.pred_dont_predict_visible_words - Value is either "On" or "Off"
- sys.pred_predict_after - Value is an integer greater than or equal to zero
- sys.pred_context - Value is either "On" or "Off"

- sys.pred_only_words_with_symbols - Value is either "On" or "Off"

- sys.pred_predict_items_only_once - Value is either "On" or "Off"

- sys.pred_prediction_order - Value is one of:

  - "Alphabetical"

  - "Frequency"

  - "Length"

- sys.pred_symbol_prediction - Value is either "On" or "Off"

- sys.pred_learn_new_words - Value is either "On" or "Off"

- sys.pred_symbols_on_the_left - Value is either "On" or "Off"

- sys.pred_all_capitals - Value is either "On" or "Off"

- sys.pred_only_predict_phrases_from_start_of_sentence - Value is either "On" or "Off"

Interface Features
Settings

This section describes settings that control various aspects of the user interface in the DynaVox Series 5 software. These settings correspond to settings in the *Interface Features* menu.

- sys.intfeat_system_keyboard - Value is one of:

  - "Popup"

  - "Physical"

- sys.intfeat_system_keyboard_page - Value is a number representing a page

- sys.intfeat_enable_password - Value is either "Yes" or "No"

- sys.intfeat_menu_hold - Value is either "Yes" or "No"

- sys.intfeat_modify_button - Value is either "Yes" or "No"

- sys.intfeat_search_button_size - Value is one of:

  - "Small"

  - "Medium"

  - "Large"

- sys.intfeat_mouse_type - Value is one of:

  - "Continuous"

  - "Jump"

  - "Touch"

- sys.intfeat_symbol_preferences - Value is a string which is the name of the preferred symbol set

- sys.intfeat_animation - Value is either "Yes" or "No"

- sys.intfeat_primary_color - Value is an integer representing the primary system menu color
- sys.intfeat_secondary_color - Value is an integer representing the secondary system menu color
- sys.intfeat_highlight - Value is one of:
  - "Invert"
  - "Outline"
- sys.intfeat_outline_color - Value is an integer representing the outline color for selection methods
- sys.intfeat_outline_width - Value is an integer representing the width of the outline for selection methods
- sys.intfeat_highlightselected_button - Value is either "Yes" or "No"
- sys.intfeat_scrollbar_size - Value is one of:
  - "Small"
  - "Medium"
  - "Large"
- sys.intfeat_behavior_editor_layout - Value is one of:
  - "Just basic pane"
  - "Just adv. pane"
  - "Basic and adv."
- sys.intfeat_direct_selection - Value is either "Yes" or "No"
- sys.intfeat_show_my_phrases_button - Value is either "Yes" or "No"
- sys.intfeat_color_theme - Value is one of:
  - "Default"
  - "Black"
  - "Blue"
  - "Green"
  - "Pink"
  - "Silver"
  - "Chocolate"
  - "Lime"
  - "Tangerine"
  - "Bubblegum"
  - "Aqua"
  - Orange and Gray
  - Blue and Gray
- sys.intfeat_home_page - Value is a string representing the home page
- sys.intfeat_sys_message_size - Value is one of:

- "Small"
- "Medium"
- "Large"

Message Window Settings

This section describes settings for controlling various attributes of the Message Window and the user's interaction with it. The settings correspond to settings in the *Message Window* tab pane of the *Interface Features* menu.

- sys.msgwnd_capitalizestart_of_sentence - Value is either "Yes" or "No"
- sys.msgwnd_add_spacesbetween_words - Value is either "Yes" or "No"
- sys.msgwnd_clearafter_speaking - Value is either "Yes" or "No"
- sys.msgwnd_expand_abbreviations - Value is either "Yes" or "No"
- sys.msgwnd_use_symbols_in_message_window - Value is either "Yes" or "No"
- sys.msgwnd_highlightas_you_speak - Value is either "Yes" or "No"
- sys.msgwnd_speakwhen_inserting_words - Value is either "Yes" or "No"
- sys.msgwnd_speakon_punctuation - Value is either "Yes" or "No"
- sys.msgwnd_font_name - Value is a string naming the typeface for the font
- sys.msgwnd_font_size - Value is an integer representing the message window font point size

System Settings

This section describes variables that correspond to settings in the *System Settings* menu.

- sys.sys_brightness - Value is an integer between 0 and 100
- sys.sys_backlight_timeout - Value is an integer representing the number of minutes for the backlight timeout (or 0 for no timeout)
- sys.sys_vga_output - Value is either "Yes" or "No"
- sys.sys_control_style - Value is either "Constant Brightness" or "Ambient Light Sensor"
- sys.sys_external_switch_as_power_on - Value is either "Yes" or "No"
- sys.screen_height - Value is either "600" or "768"
- sys.screen_width - Value is either "800" or "1024"
- sys.ebook_speech_state - Value is either "eBook Speaking" or "eBook Paused" or "eBook Stopped"

Data Logging
Settings

This section describes variables that control data logging. These variables correspond to values in the *Data Logging* menu (available through the *System Settings* menu).

- sys.log_encrypt_text - Value is either "Yes" or "No"
- sys.log_timestamp - Value is either "Yes" or "No"
- sys.log_text_output - Value is either "Yes" or "No"
- sys.log_behavior_information - Value is either "Yes" or "No"
- sys.log_page_names - Value is either "Yes" or "No"
- sys.log_button_labels - Value is either "Yes" or "No"
- sys.log_logfile_ - Value is a string which is the name of the current log file
- sys.log_key - Value is a string

User Setup
Information

This section describes values that correspond to personal information that the user has added to the system through the User Setup Wizard. This includes information about the user's name, family members, pets, hobbies, etc. All the values of the variables described in this section are the strings that the user entered in the wizard.

- sys.user_first_name - Value is a string
- sys.user_middle_name - Value is a string
- sys.user_last_name - Value is a string
- sys.user_nick_name - Value is a string
- sys.user_age - Value is a string
- sys.user_birth_date - Value is a string
- sys.user_hobby_1 - Value is a string
- sys.user_hobby_2 - Value is a string
- sys.user_hobby_3 - Value is a string
- sys.user_facility_name_1 - Value is a string
- sys.user_facility_name_2 - Value is a string
- sys.user_address_1 - Value is a string
- sys.user_city_1 - Value is a string
- sys.user_state_1 - Value is a string
- sys.user_zip_1 - Value is a string
- sys.user_country_1 - Value is a string

- sys.user_address_2 - Value is a string
- sys.user_city_2 - Value is a string
- sys.user_state_2 - Value is a string
- sys.user_zip_2 - Value is a string
- sys.user_country_2 - Value is a string
- sys.user_mother - Value is a string
- sys.user_father - Value is a string
- sys.user_sister - Value is a string
- sys.user_sister_2 - Value is a string
- sys.user_brother - Value is a string
- sys.user_brother_2 - Value is a string
- sys.user_children - Value is a string
- sys.user_child_2 - Value is a string
- sys.user_spouse - Value is a string
- sys.user_pets - Value is a string
- sys.user_pet_2 - Value is a string
- sys.user_school - Value is a string
- sys.user_work - Value is a string
- sys.user_email_address - Value is a string
- sys.user_home_phone_number - Value is a string
- sys.user_work_phone_number - Value is a string
- sys.user_cell_phone_number - Value is a string

My Phrases Settings

This section describes variables that correspond to settings in the *My Phrases* menu

- sys.phrases_insert_phrase - Value is either "Yes" or "No"
- sys.phrases_speak_phrase - Value is either "Yes" or "No"
- sys.phrases_close_on_selection - Value is either "Yes" or "No"

Page Editing Default Settings

This section describes variables that correspond to the default settings for the Page Editor. These settings are also used with the Modify button, Quick Page and other editing features.

- sys.pe_button_speak_text - Value is either "Yes" or "No"

- sys.pe_default_to_object_selector - Value is either "Yes" or "No"
- sys.pe_default_to_object_selector - Value is either "Yes" or "No"
- sys.pe_horz_space - Value is an integer representing the default horizontal button spacing in a grid in Page Editing
- sys.pe_vert_space - Value is an integer representing the default vertical button spacing in a grid in Page Editing
- sys.pe_grid_height - Value is an integer representing the default button height in a grid in Page Editing
- sys.pe_grid_width - Value is an integer representing the default button width in a grid in Page Editing
- sys.pe_grid_lines - Value is either "Yes" or "No"
- sys.pe_snap_to_grid - Value is either "Yes" or "No"
- sys.pe_tool_palette - Value is either "Yes" or "No"
- sys.pe_dock_tools - Value is either "Yes" or "No"
- sys.pe_show_bold_gridlines - Value is either "Yes" or "No"
- sys.pe_grid_resolution - Value is one of:
  - "Very Fine Grid"
  - "Fine Grid
  - "Medium Grid"
  - "Coarse Grid"
  - "Very Coarse Grid"
- sys.pe_page_color - Value is an integer representing the default page color
- sys.pe_page_message_window - Value is either "Yes" or "No"
- sys.pe_popup_style - Value is one of:
  - "Static"
  - "Moveable"
  - "Title Bar"
- sys.pe_popup_border_color - Value is an integer representing the default border color
- sys.pe_popup_typeface - Value is a string representing the typeface of the font
- sys.pe_popup_italic - Value is either "Yes" or "No"
- sys.pe_popup_size - Value is an integer representing the point size of the font
- sys.pe_popup_bold - Value is either "Yes" or "No"
- sys.pe_popup_text_color - Value is an integer representing the default text color for popup titles
- sys.pe_popup_ask_for_title - Value is either "Yes" or "No"

- sys.pe_button_label - Value is one of:
  - "Bottom"
  - "Top"
  - "No Label"
- sys.pe_button_style - Value is one of:
  - "Beveled"
  - "Folder"
  - "Flat"
- sys.pe_button_label_color - Value is an integer representing a color
- sys.pe_button_color - Value is an integer representing a color
- sys.pe_button_border_color - Value is an integer representing a color
- sys.pe_button_symbol - Value is either "Yes" or "No"
- sys.pe_button_border_width - Value is one of:
  - "Very Narrow"
  - "Narrower"
  - "Narrow"
  - "Medium"
  - "Wide"
  - "Wider"
  - "Very Wide"
- sys.pe_button_speak_label - Value is either "Yes" or "No"
- sys.pe_button_insert_label - Value is either "Yes" or "No"
- sys.pe_button_go_to_page - Value is either "Yes" or "No"
- sys.pe_button_alignment - Value is one of:
  - "Left"
  - "Center"
  - "Right"
- sys.pe_button_font_color - Value is an integer representing the color of the font
- sys.pe_button_typeface - Value is a string representing the typeface of the font
- sys.pe_button_label_size - Value is an integer representing the point size of the font
- sys.pe_button_italic - Value is either "Yes" or "No"
- sys.pe_button_bold - Value is either "Yes" or "No"
- sys.pe_sym_button_label - Value is one of:
  - "Bottom"
  - "Top"

- "No Label"
- sys.pe_sym_button_style - Value is one of:
  - "Beveled"
  - "Folder"
  - "Flat"
- sys.pe_sym_button_label_color - Value is an integer representing a color
- sys.pe_sym_button_color - Value is an integer representing a color
- sys.pe_sym_button_border_color - Value is an integer representing a color
- sys.pe_sym_button_symbol - Value is either "Yes" or "No"
- sys.pe_sym_button_border_width - Value is one of:
  - "Very Narrow"
  - "Narrower"
  - "Narrow"
  - "Medium"
  - "Wide"
  - "Wider"
  - "Very Wide"
- sys.pe_sym_button_speak_label - Value is either "Yes" or "No"
- sys.pe_sym_button_insert_label - Value is either "Yes" or "No"
- sys.pe_sym_button_insert_text - Value is either "Yes" or "No"
- sys.pe_sym_button_audio_cue - Value is either "Yes" or "No"
- sys.pe_sym_button_speak_text - Value is either "Yes" or "No"
- sys.pe_sym_button_go_to_page - Value is either "Yes" or "No"
- sys.pe_sym_button_alignment - Value is one of:
  - "Left"
  - "Center"
  - "Right"
- sys.pe_sym_button_font_color - Value is an integer representing the color of the font
- sys.pe_sym_button_typeface - Value is a string representing the typeface of the font
- sys.pe_sym_button_label_size - Value is an integer representing the point size of the font
- sys.pe_sym_button_italic - Value is either "Yes" or "No"
- sys.pe_sym_button_bold - Value is either "Yes" or "No"
- sys.pe_grid_button_label - Value is one of:
  - "Bottom"

- "Top"
- "No Label"
- sys.pe_grid_button_style - Value is one of:
  - "Beveled"
  - "Folder"
  - "Flat"
- sys.pe_grid_button_label_color - Value is an integer representing a color
- sys.pe_grid_button_color - Value is an integer representing a color
- sys.pe_grid_button_border_color - Value is an integer representing a color
- sys.pe_grid_button_symbol - Value is either "Yes" or "No"
- sys.pe_grid_button_border_width - Value is one of:
  - "Very Narrow"
  - "Narrower"
  - "Narrow"
  - "Medium"
  - "Wide"
  - "Wider"
  - "Very Wide"
- sys.pe_grid_button_speak_label - Value is either "Yes" or "No"
- sys.pe_grid_button_insert_label - Value is either "Yes" or "No"
- sys.pe_grid_button_go_to_page - Value is either "Yes" or "No"
- sys.pe_grid_button_alignment - Value is one of:
  - "Left"
  - "Center"
  - "Right"
- sys.pe_grid_button_font_color - Value is an integer representing a color
- sys.pe_grid_button_typeface - Value is a string representing the typeface of the font
- sys.pe_grid_button_label_size - Value is an integer representing the point size of the font
- sys.pe_grid_button_italic - Value is either "Yes" or "No"
- sys.pe_grid_button_bold - Value is either "Yes" or "No"
- sys.pe_goto_button_label - Value is one of:
  - "Bottom"
  - "Top"
  - "No Label"
- sys.pe_goto_button_style - Value is one of:

- "Beveled"
- "Folder"
- "Flat"
- sys.pe_goto_button_label_color - Value is an integer representing a color
- sys.pe_goto_button_color - Value is an integer representing a color
- sys.pe_goto_button_border_color - Value is an integer representing a color
- sys.pe_goto_button_symbol - Value is either "Yes" or "No"
- sys.pe_goto_button_border_width - Value is one of:
  - "Very Narrow"
  - "Narrower"
  - "Narrow"
  - "Medium"
  - "Wide"
  - "Wider"
  - "Very Wide"
- sys.pe_goto_button_speak_label - Value is either "Yes" or "No"
- sys.pe_goto_button_insert_label - Value is either "Yes" or "No"
- sys.pe_goto_button_go_to_page - Value is either "Yes" or "No"
- sys.pe_goto_button_insert_text - Value is either "Yes" or "No"
- sys.pe_goto_button_audio_cue - Value is either "Yes" or "No"
- sys.pe_goto_button_alignment - Value is one of:
  - "Left"
  - "Center"
  - "Right"
- sys.pe_goto_button_font_color - Value is an integer representing a color
- sys.pe_goto_button_typeface - Value is a string representing the typeface of the font
- sys.pe_goto_button_label_size - Value is an integer representing the point size of the font
- sys.pe_goto_button_italic - Value is either "Yes" or "No"
- sys.pe_goto_button_bold - Value is either "Yes" or "No"
- sys.pe_label_color - Value is an integer representing a color
- sys.pe_label_text_color - Value is an integer representing a color
- sys.pe_label_alignment - Value is one of:
  - "Left"
  - "Center"
  - "Right"

- sys.pe_label_ask_for_text - Value is either "Yes" or "No"
- sys.pe_label_typeface - Value is a string representing the typeface of the font
- sys.pe_label_size - Value is an integer representing the point size of the font
- sys.pe_label_bold - Value is either "Yes" or "No"
- sys.pe_label_italic - Value is either "Yes" or "No"
- sys.pe_box_style - Value is one of:
  - "Labeled"
  - "Unlabeled"
- sys.pe_box_color - Value is an integer representing a color
- sys.pe_box_border_color - Value is an integer representing a color
- sys.pe_box_text_color - Value is an integer representing a color
- sys.pe_box_ask_for_text - Value is either "Yes" or "No"
- sys.pe_box_typeface - Value is a string representing the typeface of the font
- sys.pe_box_size - Value is an integer representing the point size of the font
- sys.pe_box_bold - Value is either "Yes" or "No"
- sys.pe_box_italic - Value is either "Yes" or "No"
- sys.pe_divider_width - Value is one of:
  - "Very Small"
  - "Small"
  - "Medium"
  - "Big"
  - "Bigger"
  - "Extra Large"
- sys.pe_divider_color - Value is an integer representing a color
- sys.pe_sym_color - Value is an integer representing a color
- sys.pe_sym_display_style - Value is one of:
  - "Scale to Fit"
  - "Center"
- sys.pe_sym_ask_for_symbol - Value is either "Yes" or "No"
- sys.pe_tab_number_of_tab_panes - Value is one of:
  - "2"
  - "3"
  - "4"
  - "5"
  - "6"

- sys.pe_tab_height - Value is one of:
  - "Very Small"
  - "Small"
  - "Medium"
  - "Big"
  - "Bigger"
  - "Extra Large"
- sys.pe_tab_color - Value is an integer representing a color
- sys.pe_tab_bold - Value is either "Yes" or "No"
- sys.pe_tab_italic - Value is either "Yes" or "No"
- sys.pe_tab_autofill_tabs - Value is one of:
  - No Autofill"
  - Label"
  - Symbols"
- sys.pe_tab_typeface - Value is a string representing the typeface of the font
- sys.pe_tab_text_color - Value is an integer representing a color
- sys.pe_use_grid_settings_for_slot_words - Value is either "Yes" or "No"

System Predicates

At this time, there is one defined system predicate that can be used to ask whether the DynaVox Series 5 software is running on a dedicated V/Vmax or an open V/Vmax.

- sys.is_dedicated – Value is an integer – 1 if running on a dedicated device, 0 otherwise

Appendix I: End-User License Agreement

END USER LICENSE AGREEMENT ("EULA") for SOFTWARE

ACCOMPANYING DYNAVOX DEVICES

NOTICE TO USER: PLEASE READ THIS CONTRACT CAREFULLY. BY USING THE DYNAVOX DEVICE OR ANY ACCOMPANYING SOFTWARE YOU ACCEPT ALL THE TERMS AND CONDITIONS OF THIS AGREEMENT, AS WELL AS THE WARRANTY DISCLAIMER AND LIMITATIONS AND INDEMNIFICATION IN SECTION 7. YOU AGREE THAT THIS AGREEMENT IS ENFORCEABLE LIKE ANY WRITTEN NEGOTIATED AGREEMENT SIGNED BY YOU. THIS AGREEMENT IS ENFORCEABLE AGAINST YOU AND ANY LEGAL ENTITY THAT OBTAINED THE SOFTWARE AND ON WHOSE BEHALF IT IS USED. IF YOU DO NOT AGREE, DO NOT USE THIS DEVICE OR SOFTWARE. IF YOU HAVE NOT HAD AN OPPORTUNITY TO REVIEW THIS LICENSE AND YOU DO NOT ACCEPT THIS AGREEMENT, YOU MAY OBTAIN A REFUND OF ANY AMOUNT YOU ORIGINALLY PAID IF YOU: (A) DO NOT USE THE DEVICE OR SOFTWARE AND (B) RETURN THE DEVICE AND SOFTWARE, WITH PROOF OF PAYMENT, TO THE LOCATION FROM WHICH IT WAS OBTAINED WITHIN THIRTY (30) DAYS OF THE PURCHASE DATE.

DynaVox Systems, LLC (hereinafter referred to as DynaVox) and its suppliers own all intellectual property in the Software that accompanies DynaVox devices. DynaVox permits You to Use the Software only in accordance with the terms of this Agreement.

SECTION 1 - DEFINITIONS

a. "Agreement" means this END USER LICENSE AGREEMENT ("EULA") and all terms and conditions contained therein.

b. "Device" means the communication aid device obtained from DynaVox herewith and accompanying the Software.

c. "You" or "Your" means the person, company, or organization that has purchased this Device or is using this Device.

d. "Software" means: (a) any object code installed on the Device; (b) all of the contents of the files, disk(s), CD-ROM(s) or other media delivered with the Device for use on a Computer, regardless of whether the Software was already installed on the device or is accessed separately from the device. Software also includes, but is not limited to: (i) related explanatory written materials or files ("Documentation"); and (ii) upgrades, modified versions, updates, additions, and copies of the Software, if any, licensed to You by DynaVox (collectively, "Updates").

e. "Use" or "Using" means to access, open, install, download, copy or otherwise benefit from using the functionality of the Software in accordance with the Documentation.

f. "License Key" means software based key(s) to be delivered to the Licensee as a consequence of this Agreement, if applicable, and that provide technical means for installing the Software.

g.Computer" means an electronic device that accepts information in digital or similar form and manipulates it for a specific result based on a sequence of instructions.

h."DynaVox" means DynaVox Systems, LLC, a Delaware corporation, 2100 Wharton Street, Suite 400, Pittsburgh, PA 15203.

SECTION 2 - SOFTWARE LICENSE

As long as You comply with the terms of this Agreement, DynaVox grants to You a limited, non-exclusive license to Use the Software for the purposes described in the Documentation.

This Agreement applies to updates, supplements, add-on components, or Internet-based service components of the Software that DynaVox may provide to You or make available to You after the date You obtain Your initial copy of the Software, unless we provide other terms along with the update, supplement, add-on component, or Internet-based services component. DynaVox reserves the right to discontinue any Internet-based services provided to You or made available to You through the Use of the Software.

SECTION 3 - GRANT OF LICENSE

A.Device Software. This Agreement permits you to use the Software installed on the Device. Such Software may only be used on a single Device.

B.Computer Software. This Agreement permits You, and those individuals who provide instruction, therapy, supervision, assessment, care, or other services directly to You, to Use the accompanying Software, strictly for the purpose of supporting your use of the Device. You may use the accompanying Software on multiple computers, subject to the limitations of the License Key, if applicable.

SECTION 4 - UPDATES and UPGRADES

If the Software is an Update or Upgrade to a previous version of the Software, You must possess a valid license to such previous version in order to Use such Update or Upgrade. All Updates or Upgrades are provided to You on a license exchange basis. You agree that by Using an Update or Upgrade, You voluntarily terminate Your right to Use any previous version of the Software. As an exception, You may continue to Use previous versions of the Software on Your Computer after You Use the Update or upgrade, but only to assist You in the transition to the new version, provided that: (a) the Update or Upgrade and the previous versions are installed on the same Computer; (b) the previous versions or copies thereof are not transferred to another party or Computer unless all copies of the Update or Upgrade are also transferred to such party or Computer; and (c) You acknowledge that any obligation DynaVox may have to support the previous versions of the Software may be ended upon availability of the Update or Upgrade; and (d) You comply with the terms and conditions of the most recent EULA with respect to the installation and/or Use of the Software

SECTION 5 - NEW VERSIONS OR UPDATES

DynaVox, in its sole discretion, reserves the exclusive right to add additional features or functions, or to provide programming fixes, programming modifications, updates or upgrades, to the Software. DynaVox has no obligation to make available to You any subsequent versions of the Software.

SECTION 6 - INTELLECTUAL PROPERTY OWNERSHIP, COPYRIGHT, COPYRIGHT PROTECTION

The Software is owned by DynaVox ---- and is protected by United States copyright laws and international treaty provisions. Therefore, You must treat the Software like any other copyrighted material (e.g., a book or musical recording). You may not (i) modify, translate, download, reverse engineer, de-compile, or disassemble the Software, or use the Software on any other device or network; (ii) disclose the Software to any third party; or (iii) except as otherwise provided herein, assign, sell, lease, rent, sublicense, distribute, or otherwise transfer or attempt to transfer the Software. You may not copy the written materials accompanying the Software.

The Software, and any authorized copies that You make, are the intellectual property of and are owned by DynaVox and its suppliers. The structure, organization and code of the Software are the valuable trade secrets and confidential information of DynaVox and its suppliers. The

Software is protected by law, including without limitation the copyright laws of the United States and other countries, and by international treaty provisions. Except as expressly stated herein, this Agreement does not grant You any intellectual property rights in the Software, and all rights not expressly granted are reserved by DynaVox and its suppliers. Nothing in this Agreement intends to transfer any such intellectual property rights to, or to vest any such intellectual property rights in You. You may not take any action to jeopardize, limit or interfere with DynaVox intellectual property rights. Any unauthorized use of DynaVox intellectual property rights is a violation of this Agreement as well as a violation of intellectual property laws and treaties, including without limitation copyright laws and trademark laws.

SECTION 7 - NO REMOVAL OF NOTICES

You agree that You will not remove, obscure, make illegible or alter any notices or indications of the intellectual property rights and/or DynaVox's rights and ownership thereof, whether such notice or indications are affixed on, contained in or otherwise connected to any materials.

SECTION 8 - OTHER RESTRICTIONS

You , and those individuals who provide instruction, therapy, supervision, assessment, care, or other services directly to You, may use the Software to create materials in print or electronic form for the personal communication needs of the user of the Device. Materials created with the Software may not be sold, re-printed or distributed to third parties without the prior written consent of DynaVox. Except for the uses permitted above, distribution of any content or materials using PCS symbols in formats such as .pdf or PDF, .ppt or PowerPoint, .doc or WORD, html, or similar software formats used to display and/or transmit text and/or images is not permitted without the prior written consent of DynaVox.

SECTION 9 - TRANSFER

You may not rent, lease, lend, or provide commercial hosting services with the Software. You may not sublicense, assign or transfer Your rights in the Software, or authorize all or any portion of the Software to be copied onto another user's Computer except as may be expressly permitted herein. You may, however, in connection with the sale or transfer of the Device, transfer all Your rights to Use the Software to another person or legal entity provided that: (a) You also transfer (i) this Agreement, and (ii) the Software and all other software or hardware bundled or pre-installed with the Software, including all copies, Updates and prior versions, to such person or entity; (b) You retain no copies, including backups and copies stored on a Computer; and (c) the receiving party accepts the terms and conditions of this Agreement and any other terms and conditions upon which You legally purchased a license to the Software. Notwithstanding the foregoing, You may not transfer education, pre-release, or not-for-resale copies of the Software.

SECTION 10 - LIMITATIONS, LIMITED WARRANTY, LIMITATION OF REMEDIES, INDEMNIFICATION

A.LIMITED WARRANTY

To the original buyer only: DynaVox warrants to You for the period of one (1) year from the date of delivery of the Software to You as evidenced by a copy of Your receipt, that: (1) The Software, unless modified by You, will perform substantially the functions described in the documentation provided by DynaVox; and (2) The media on which the Software is furnished will be free from defects in materials and workmanship under normal use. DynaVox does not warrant that the Software will meet Your requirements, that the operation of the Software will be uninterrupted or error-free, or that all Software errors will be corrected. DynaVox is not responsible for problems caused by changes in the operating characteristics of Computer hardware or Computer operating systems which are made after the release of the Software nor for problems in the interaction of the Software or the Device with non-DynaVox software. DynaVox will have no responsibility to replace or refund the purchase price of the media damaged by accident, abuse or misapplication.

B.NO OTHER WARRANTIES

Except as expressly set forth above, the Software is being delivered to You "AS IS" and DynaVox makes no warranty as to its use or performance and disclaims any warranty relating to any impact to Your Computer's performance or any influences on Your Computer. DYNAVOX AND

ITS SUPPLIERS DO NOT AND CANNOT WARRANT THE PERFORMANCE OR RESULTS YOU MAY OBTAIN BY USING THE SOFTWARE.

THE ABOVE WARRANTIES ARE EXCLUSIVE AND IN LIEU OF ALL OTHER WARRANTIES, WHETHER EXPRESS OR IMPLIED, INCLUDING THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY DYNAVOX, ITS EMPLOYEES, DISTRIBUTORS, DEALERS OR AGENTS SHALL INCREASE THE SCOPE OF THE ABOVE WARRANTIES OR CREATE ANY NEW WARRANTIES. SOME STATES DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. IN THAT EVENT, ANY IMPLIED WARRANTIES ARE LIMITED IN DURATION TO ONE (1) YEAR FROM THE DATE OF DELIVERY OF THE SOFTWARE. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS, WHICH VARY FROM STATE TO STATE.

EXCEPT FOR ANY WARRANTY, CONDITION, REPRESENTATION OR TERM TO THE EXTENT TO WHICH THE SAME CANNOT OR MAY NOT BE EXCLUDED OR LIMITED BY LAW APPLICABLE TO YOU IN YOUR JURISDICTION, DYNAVOX AND ITS SUPPLIERS MAKE NO WARRANTIES CONDITIONS, REPRESENTATIONS, OR TERMS (EXPRESS OR IMPLIED WHETHER BY STATUTE, COMMON LAW, CUSTOM, USAGE OR OTHERWISE) AS TO ANY MATTER INCLUDING WITHOUT LIMITATION NONINFRINGEMENT OF THIRD PARTY RIGHTS, MERCHANTABILITY, INTEGRATION, SATISFACTORY QUALITY, OR FITNESS FOR ANY PARTICULAR PURPOSE.

C.LIMITATION OF REMEDIES

In order to make a claim under this warranty You must return the defective item with proof of purchase to DynaVox or an authorized dealer, postage prepaid, during the warranty period. If, in DynaVox's sole discretion, it is unable to replace defective media or DynaVox is unable to provide corrected Software or corrected documentation, DynaVox will, at its sole and exclusive option, either replace the Software with a functionally equivalent program at no charge to You or refund the purchase price of the Software. These are Your sole and exclusive remedies for any claim, including but not limited to, any claim of breach of warranty.

D.LIMITATION OF LIABILITY, NO LIABILITY FOR CONSEQUENTIAL DAMAGES

REGARDLESS OF WHETHER ANY REMEDY SET FORTH HEREIN FAILS OF ITS ESSENTIAL PURPOSE, IN NO EVENT WILL DYNAVOX BE LIABLE TO YOU OR ANY OTHER PERSON OR ENTITY, FOR ANY SPECIAL, INCIDENTAL, CONSEQUENTIAL, DIRECT, INDIRECT, PUNITIVE, STATUTORY, EXEMPLARY OR SIMILAR DAMAGES, INCLUDING ANY LOSS OF USE, LOST PROFITS OR LOST, DAMAGED OR CORRUPTED DATA ARISING OUT OF THE USE, RELIANCE UPON, OR INABILITY TO USE THE SOFTWARE OR ANY DATA SUPPLIED THEREWITH EVEN IF DYNAVOX OR AN AUTHORIZED DYNAVOX DEALER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, OR IF SUCH DAMAGES ARE FORESEEABLE, OR FOR ANY CLAIM BY ANY OTHER PARTY. SOME STATES DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. IN NO CASE SHALL DYNAVOX 'S LIABILITY EXCEED THE PURCHASE PRICE OF THE DEVICE AND SOFTWARE. THIS LIMITATION SHALL APPLY EVEN IN THE EVENT OF A FUNDAMENTAL OR MATERIAL BREACH OR A BREACH OF THE FUNDAMENTAL OR MATERIAL TERMS OF THIS AGREEMENT.

E.INDEMNIFICATION

YOU AGREE TO INDEMNIFY, DEFEND AND HOLD DYNAVOX, ITS PARENT, SUBSIDIARY, AND AFFILIATED ENTITIES, AND THE OFFICERS, DIRECTORS, EMPLOYEES, AGENTS, LICENSORS, SUPPLIERS OF EACH OF THEM HARMLESS FROM AND AGAINST ANY AND ALL LIABILITY AND EXPENSES, COSTS, INCLUDING REASONABLE ATTORNEY FEES INCURRED BY SUCH PARTIES, IN CONNECTION WITH OR ARISING OUT OF YOUR (1) VIOLATION OR BREACH OF ANY TERM OF THIS AGREEMENT OR ANY APPLICABLE LAW OR REGULATION, WHETHER OR NOT REFERENCED IN THIS AGREEMENT, OR (2) VIOLATION OF ANY RIGHT OF ANY THIRD PARTY, OR (3) USE OR MISUSE OF THE SOFTWARE.

The provisions of this section shall survive the termination of the Agreement, howsoever caused, but this shall not imply nor create any continued right to Use the Software after termination of the Agreement.

SECTION 11 - ADDITIONAL PROVISIONS

You may not undertake, cause, permit or authorize the modification, creation of derivative works, translation, reverse engineering, decompiling, or disassembly or hacking of the Software or any part thereof. If you have a license to the Software you may transfer the Software in connection with your sale of the Device purchased herewith, solely on a permanent basis, as long as you retain no copies of the Software and the recipient agrees to the terms of this Agreement. Any transfer of the Software must include all updates and prior versions.

You agree that DynaVox and its affiliates may collect and use technical information gathered as part of the product support services provided to You, if any, related to the Software or the Device. DynaVox may use this information solely to improve our products or to provide customized services or technologies to You and will not disclose this information in a form that personally identifies You.

SECTION 12. - BINDING ARBITRATION

By Using the Software, You agree with DynaVox that, except as set forth below under "Exceptions to Arbitration," any claim, dispute or controversy ("Claim") by either You or DynaVox against the other, whether related to the Software or otherwise, including the enforceability of this arbitration agreement, will be resolved by binding arbitration. This arbitration agreement is subject to the Federal Arbitration Act (9 U.S.C. §§ 1-16).

IN ABSENCE OF THIS ARBITRATION AGREEMENT, YOU AND WE MAY OTHERWISE HAVE HAD A RIGHT OR OPPORTUNITY TO LITIGATE CLAIMS THROUGH A COURT, AND/OR TO PARTICIPATE OR BE REPRESENTED IN COURT BY OTHERS, BUT ALL CLAIMS EXCEPT AS SET FORTH BELOW UNDER "EXCEPTIONS TO ARBITRATION," MUST NOW BE RESOLVED THROUGH ARBITRATION.

The arbitration shall be commenced and conducted under the Commercial Arbitration Rules of the American Arbitration Association ("AAA") and, where appropriate, the AAA's Supplementary Procedures for Consumer Related Disputes ("AAA Consumer Rules"), both of which are available at the AAA website www.adr.org. The determination of whether a Dispute is subject to arbitration shall be governed by the Federal Arbitration Act and determined by a court rather than an arbitrator. Your arbitration fees and your share of arbitrator compensation shall be governed by the AAA Rules and, where appropriate, limited by the AAA Consumer Rules. The arbitration may be conducted in person, through the submission of documents, by telephone or online. The arbitrator will make a decision in writing, but need not provide a statement of reasons unless requested by a party. The arbitrator must follow applicable law, and any award may be challenged if the arbitrator fails to do so. Except as otherwise provided in this Agreement, You and DynaVox may litigate in court to compel arbitration, stay proceeding pending arbitration, or to confirm, modify, vacate or enter judgment on the award entered by the arbitrator.

Restrictions. You and DynaVox agree that any arbitration shall be limited to the Dispute between DynaVox and You individually. To the full extent permitted by law, (1) no arbitration shall be joined with any other; (2) there is no right or authority for any Dispute to be arbitrated on a class-action basis or to utilize class action procedures; and (3) there is no right or authority for any Dispute to be brought in a purported representative capacity on behalf of the general public or any other persons.

Exceptions to Arbitration. You and DynaVox agree that the following Disputes are not subject to the above provisions concerning binding arbitration: (1) any Disputes seeking to enforce or protect, or concerning the validity of, any of Your or DynaVoxs intellectual property rights; (2) any Dispute related to, or arising from, allegations of theft, piracy, invasion of privacy or unauthorized use; and (3) any claim for injunctive relief.

SECTION 13. - ENFORCEABILITY

If any part of this Agreement is found void and/or unenforceable, it will not affect the validity of the balance of this Agreement, which shall remain valid and enforceable according to its terms.

This Agreement shall not prejudice the statutory rights of any party dealing as a consumer. This Agreement may only be modified by a written document signed by an authorized officer of DynaVox. Updates may be licensed to You by DynaVox with additional or different terms. This is the entire agreement between DynaVox and You relating to the Software and it supersedes any prior representations, discussions, undertakings, communications or advertising relating to the Software.

SECTION 14 - CAPTIONS AND SECTION NUMBERS

The captions and section numbers appearing anywhere in this Agreement are inserted only as a matter of convenience for reference and in no way define, limit, construe or describe the scope or intent of this Agreement or of any such provision or clause of this Agreement nor in any other way affect this Agreement or any part thereof.

SECTION 15 - TERMINATION

Without prejudice to any other rights, DynaVox may terminate the license granted under this Agreement if You fail to comply with the terms and conditions of this Agreement. In such event, You must destroy all copies of the Software and all of its component parts.

SECTION 16 - NEW VERSIONS

DynaVox reserves the right to change this Agreement at any time by publishing a revised Agreement on the DynaVox Website. The revised Agreement shall become effective within thirty (30) days of such publication, unless You expressly accept the revised Agreement earlier by clicking on the accept button. Your express acceptance or Your continued use of the Software after expiration of the notice period of thirty (30) days, shall constitute Your acceptance to be bound by the terms and conditions of the revised Agreement. You can find the latest version of this Agreement at .www.DynaVoxtech.com. DynaVox reserves the right to change any of the Additional Terms from time to time and such changes shall become effective either within thirty (30) days of publication of the revised version on the Website (unless You expressly accept the revised terms earlier by clicking on the accept button if this option is made available), or within the timeframe set out in the applicable terms if different.

SECTION 17 - COMPLIANCE WITH LICENSES

If You are a business or organization, You agree that upon request from DynaVox or authorized DynaVox representative, You will within thirty (30) days fully document and certify that use of any and all Software at the time of the request is in conformity with Your valid license(s) from DynaVox.

SECTION 18 - ACKNOWLEDGEMENT

By using the Device or the Software, You expressly acknowledge that You have read this Agreement and understand the rights, obligations, terms and conditions set forth herein and consent to be bound by its terms and conditions and agree that upon installing the Software, You will use it in accordance with the above terms and conditions.

Index

Symbols

Numerics

A

B

C

D

E

H

I

M

N

O

P

Q

R

S

T

U

V

W

Y

Z