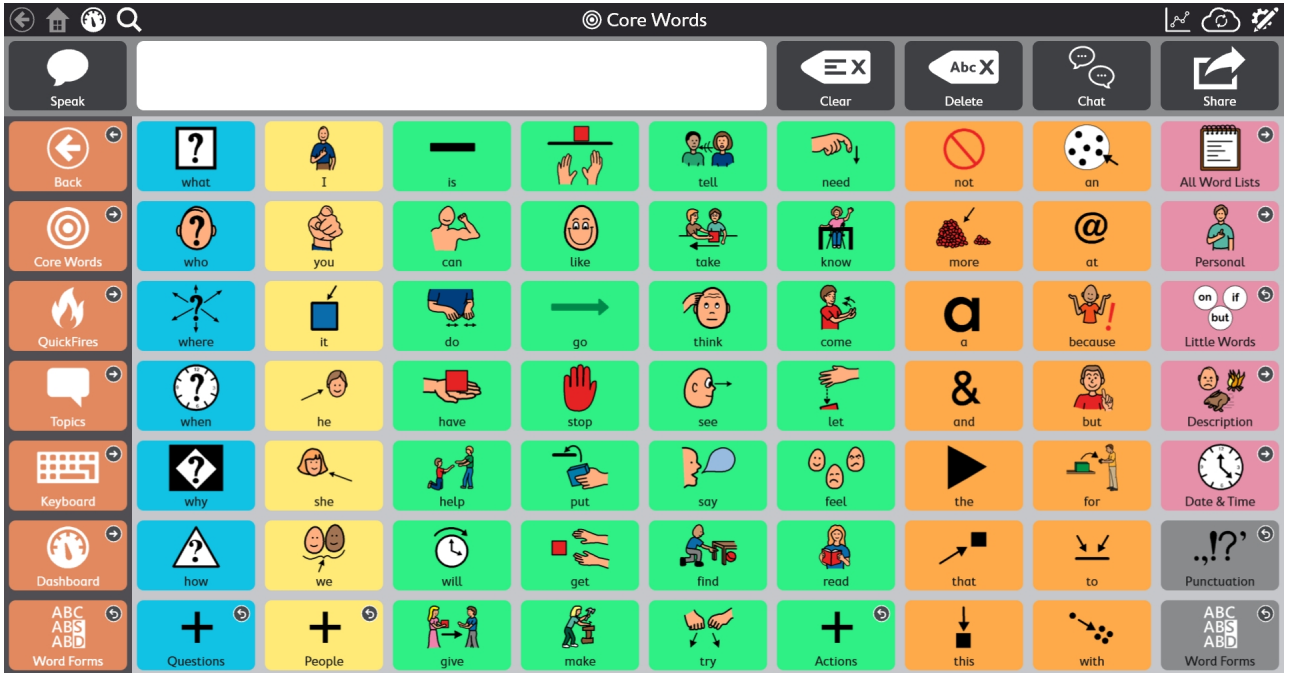


# Snap™ Core First®

## User's Manual



## User's manual Snap™ Core First®

Version 1.10

12/2019

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# 1 Welcome



**Figure 1.1** Snap Core First — QuickFires

Tobii Dynavox Snap Core First is the pinnacle in symbol-based communication software for symbol-supported communicators. It is designed to be the easiest to use, most intuitive, and consistently arranged solution available on the market, for both the user and the communication partner. Snap Core First is the ideal solution for individuals with Autism, Cerebral Palsy, Down syndrome, and Intellectual Disabilities. With Snap, we are providing the best symbol-based communication experience available combined with the necessary components for a parent, teacher, or therapist to work together with users to help them become successful communicators, learn language, and achieve literacy. Our approach encompasses 3 key pillars for communication success: Growth, Engagement, and Literacy.

Snap Core First is not just another AAC communication software, but rather a comprehensive program to move people toward literacy and life-changing independence, no matter the starting point. At the heart of Snap is Core First, a Page Set centered on Tobii Dynavox's systematic delivery of the Core Word vocabulary, Topics, QuickFires, Behavior Supports, Word Lists, and Keyboards. Rooted in research by the University of North Carolina Chapel Hill, Core First takes advantage of motor learning by introducing new vocabulary methodically and purposefully, which allows users to scale up or down and always know where to find vocabulary. These features allow users to begin their communication journey where they are, and continuously keeps them growing and moving toward literacy and independence.

## 1.1 System Requirements

Table 1.1 Windows OS

	Operating System	Architecture	Memory	Touch	Camera
<b>Minimum</b>	Windows 10 version 1607	x86	2 GB	Not required	Not required
<b>Recommended</b>	Windows 10 version 1607	x86	4 GB	Integrated touch	Integrated camera

Table 1.2 iOS

	Operating System	Device	Memory	Touch	Camera
<b>Minimum</b>	iOS 10	iPad Air 2 iPad Mini 4	2 GB	Integrated touch	Not required
<b>Recommended</b>	iOS 11	iPad 5th generation	4 GB	Integrated touch	Integrated camera

## 1.2 Getting Snap Core First

Snap Core First is available through the Microsoft Store for Windows devices and the Apple App Store for iOS. Choose Snap Core First Full to buy all of the features of Snap Core First up front. With Snap Core First Free, all non-speech features are available for free, including the Core First content, creating and editing pages, user creation, and backup, restore, and Sync; however, speech functionality is limited. Full speaking functionality is available through an in-app purchase.

### Speaking functionality that is disabled in the free versions of the app

- Speaking the Message Window
- Any speech or recording output generated by a button action
- Any speech or recording output generated by a behavior support
- Audio cues

### Speaking functionality that is available in the free versions of the app

- Audio recording (in Edit mode)
- Audio recording preview (in Edit mode)
- Voice preview
- Pronunciation exception preview (in Edit mode)

### 1.2.1 Purchase Speaking Features

Unlock the speaking features of Snap Core First quickly and securely through a one-time, in-app purchase.

1. Launch Snap Core First.
2. Select the Speech Disabled button in the Top Bar.
3. Confirm the purchase in the pop-up window.



## 2 Resources and Support

Tobii Dynavox offers several free resources to support and supplement your experience with Snap Core First. Don't miss out on these tools that will help you get the most out of your Tobii Dynavox software!

### 2.1 Tobii Dynavox Pathways for Core First



Pathways for Core First is a free resource that helps you to implement Tobii Dynavox products in the most effective and efficient ways. You'll learn the research-driven techniques that maximize engagement, ease of use, and much more!

Pathways for Core First walks with you as you get started using Snap Core First and encourages growth in engagement, language, and literacy. Pathways for Core First will:

- provide a clear, customized path for getting started.
- encourage growth for individuals of any age or skill level.
- teach you to build skills in a variety of areas, including use of core words, expanding vocabulary, using Snap Core First in daily activities, and more.
- show you how Snap Core First can aid in social skills and situations, such as handling communication breakdowns, navigation and operational skills, and encouraging positive behavior.
- build communication partner skills with Top Tips.
- support ongoing customization of Core First.

The full featured version of Pathways for Core First is available as a free app for Windows and iOS. Pathways for Core First Lite is available online through your web browser. Visit [www.tobiidynavox.com/learn/pathways](http://www.tobiidynavox.com/learn/pathways) for more information.

### 2.2 Web Resources and Support

myTobiiDynavox is your personal online storage website and sharing portal. Upload your user backup files to myTobiiDynavox for safekeeping and to share with your entire communication support team.

Go to [myTobiiDynavox.com](http://myTobiiDynavox.com) to register for a free account.

*my* **tobii** dynavox

Visit [tobiidynavox.com/support-training/](http://tobiidynavox.com/support-training/) for help, training, and other resources, including:

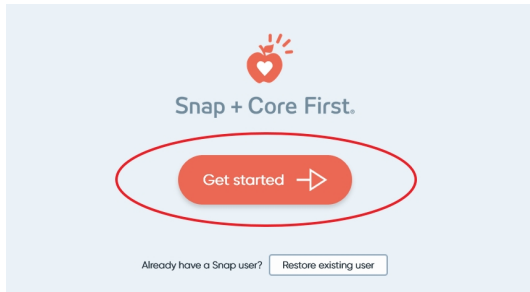
- answers to common questions
- training videos
- downloads
- recorded webinars
- live support

# 3 Getting Started

When you launch Snap Core First for the first time, you will be asked a few questions to help customize the software to suit your needs. You can change any of these settings later if you want to.

## 3.1 Set Up a New User



Select **Get started** and we'll have you set up in less than a minute!



## 3.2 Restore an Existing User

Use this option if you already have a user backup file that you would like to restore.

### Restore a user backup from myTobiiDynavox

1. Select **Restore existing user**.
2. If you are not currently logged in to myTobiiDynavox, enter your email and password then select  **Next**.
3. Choose a user backup file from the list, then select  **Next**.

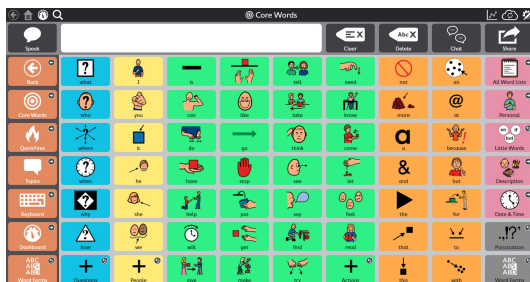
### Restore a user backup from a local file

1. Select **Restore existing user**.
2. Select **Restore from a local file**.
3. Browse to and select the user backup file, then select **Open**.

## 3.3 Choose a Page Set

### 3.3.1 Core First

Core First is the premier Page Set available on Snap software. It is designed to maximize engagement, literacy, and growth through a variety of communication tools that are used together in a fluid and predictable manner.



**Figure 3.1** Core First Page Set

The hallmark feature of Core First is our core word strategy. Research, clinical experience and user testing informed:

- Word selection for maximum use across environments.
- Word placement and user interface.
- Order of word introduction.
- Stable positioning of words as others are systemically added.
- Efficiency of navigation.
- Supports to teach users the meaning of the words and how to combine them to create unique messages.

Additional communication tools included in Core First include:

- QuickFires — fast, predictable messages that can be used alone or in combination.
- Keyboard — enter letters into the Message Window to create or modify words.
- Word Lists — organized by category for easy reference.
- Topics — support interactions in specific environments or around particular topics.
- Supports — help users with behavior and social communication.
- Dashboard — remotes, volume controls, and more at your fingertips!

The Core First Page Set was designed to be the gold standard in augmentative-alternative communication (AAC) content, giving users the most accessible experience in finding content quickly and having maximum ability to create unique and specific messages. Core First allows its users to be engaged in quick, real-time conversation about the topics that are most important to them. It also allows them the freedom to create novel messages that would be difficult to predict ahead of time. By moving throughout the tools provided, communicators can stay actively a part of the situation they are participating in and remain engaged with communication partners.

Literacy development is a critical skill that must be a part of a communication solution. Through use of keyboards, easy links to research-tested programs on the device, and content designed to support communication interactions around reading experiences, Core First will support literacy development for all its users.

Finally, Core First is not intended as a one-size-fits-all or stationary system. Continuity across grid sizes is a primary guiding principle. As communicators grow in abilities and require additional options for language complexity, these new options are added to Core First seamlessly, keeping content in predictable locations.

### 3.3.1.1 Text Page Set

This Page Set is designed for users who do not depend on symbols for communication. The Text Page Set is recommended for communicators with strong reading and composition skills.



The Text Page Set is designed to be used with grid size 7x10.

### 3.3.1.2 Page Set Version

The setup wizard automatically displays the Page Sets that match your device language setting, if it is available in Snap. Select **Change language** to see the Page Sets available in other languages.

- |                        |                               |
|------------------------|-------------------------------|
| • Chinese (Simplified) | • Icelandic (IS)              |
| • Czech (CZ)           | • Italian (IT)                |
| • Danish (DK)          | • Norwegian (NO)              |
| • Dutch (NL)           | • Portuguese (BR)             |
| • English (CA)         | • Portuguese (PT)             |
| • English (UK)         | • Spanish (ES)                |
| • English (US)         | • Spanish (Latin America)     |
| • French (FR)          | • Spanish (US)                |
| • French (CA)          | • Swedish (SE)                |
| • German (DE)          | • More languages coming soon! |
| • German (Switzerland) |                               |

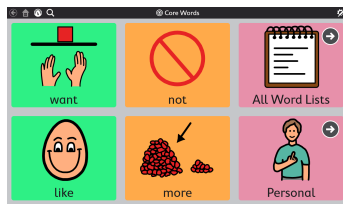
### 3.4 Choose a Grid Size

Grid size choice will depend on several factors: selection accuracy is paramount, followed by visual or attention limitations. If there are issues with the speed or accuracy of selection, start with a smaller grid size, so that the user has bigger buttons to work with. It is easy to change the grid size in Page Set settings, so don't worry about finding the ideal grid size on your first try. You can increase or decrease the grid size based on the individual's changing language or physical abilities.

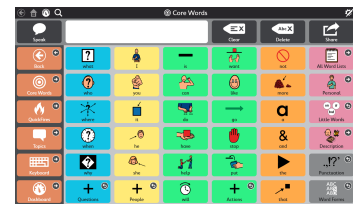


If you would like to display the Message Bar and/or Toolbar, you must choose a grid size with at least 3 rows and 3 columns.

Table 3.1 Sample grid sizes (not comprehensive)

 $2 \times 3$ 

3x4


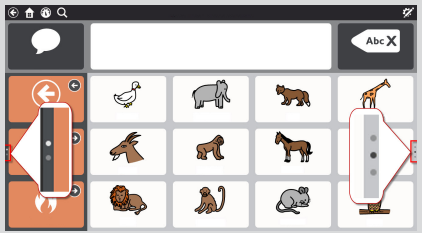






6x6




# 4 Navigation

There's lots to discover in the Core First Page Set! Read on to learn how to move through the content in Snap and find everything you need to communicate.


Scrolling	<p>You can scroll up and down in both the toolbar and the page. The page indicators (dots on the left for the toolbar and on the right for the page) show you when there's more content available above or below.</p> <p> Depending on your settings and access method, you will scroll by swiping the touch screen or by selecting a navigation button. See section 11.12.2 <i>Touch Options</i>.</p>	
Link button	Link buttons take you to another page. See section 8.9 <i>Link to Page/Create New Page</i> .	
Visit button	Visit buttons take you to another page, let you make one selection on that page, then return you to the previous page automatically. See section 8.9.7 <i>Visit Page</i> .	
Back button	The back button works like the back button on a web browser. Select the back button once to return to the previous page, or multiple times to continue moving backward through the page history.	
Top Bar	The buttons in the left side of the top bar include a Back button, Home button, Dashboard button, and Search button. See section 5 <i>The Top Bar</i> .	

# 5 The Top Bar


## 5.1 Back

The Back button  returns you to the previously visited page.


## 5.2 Home


The Home button  takes you to your home page (the first page you see when you launch Snap Core First). This Home button is a shortcut that you can use to get back to your home page from anywhere in the software. To change your Home page, see section 9.1.5 *Set Home Page*.


## 5.3 Dashboard

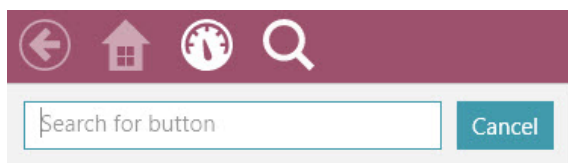
Use the Dashboard button  to quickly access your Dashboard page. The Dashboard is a page for easy access to frequently-used buttons, especially non-vocabulary buttons such as volume control or remotes.

## 5.4 Search

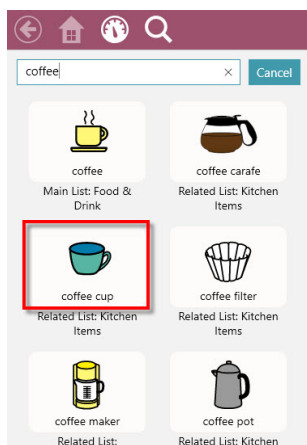
 Search is only accessible with the Touch Access Method.

The Search tool  shows you where to find any word in Snap Core First. Simply enter a search term, then follow the visual cues. The visual cues lead you to the target word, so that you can find the word again later on your own.

1. Select the **Search** tool  in the Top Bar.
2. Enter a search term.



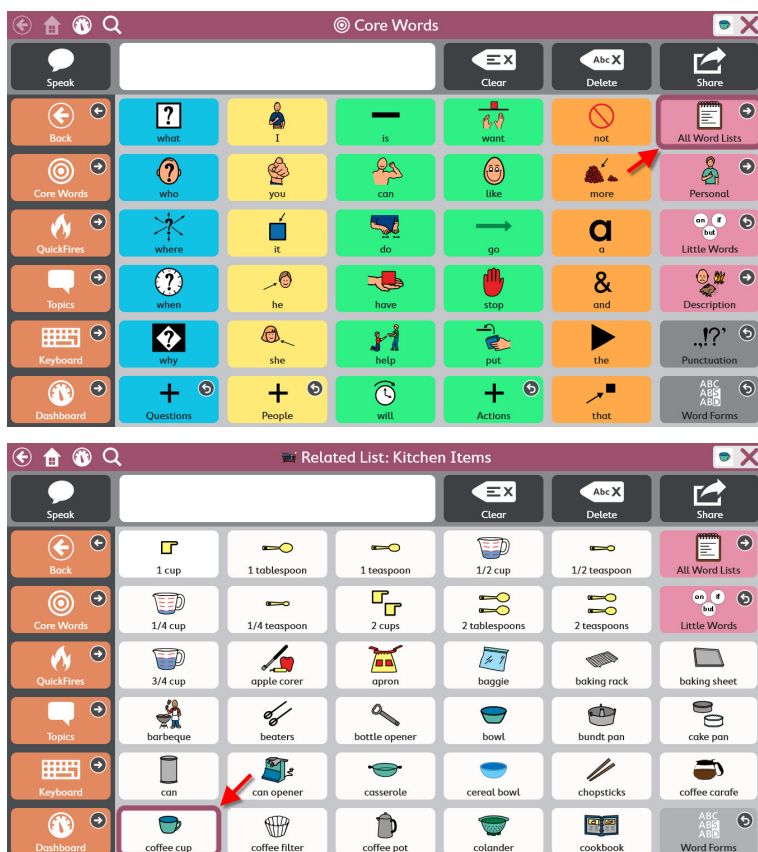
3. Select the button that you are searching for in the search results.



4. Select the highlighted button on each page until you arrive at the target button.



You may need to scroll to see the next button, so watch for arrows telling you where to go!



Pay attention to each highlighted button so that you can remember the path on your own next time.

You can cancel your search at any point by selecting anywhere outside the highlighted path.

## 5.5 Partner Window Indicator



The Partner Window Indicator is only available on Tobii Dynavox I-13 and I-16 devices.

The Partner Window Indicator gives you information about the status of the Partner Window on the back of your device.

**Mirror Style** — displays the text currently in the Partner Window.



**Icon Style** — the icon indicates that the Partner Window is on. When the Partner Window is off, the icon is not present.



To change the Partner Window Indicator Style, see section *12.2.1 Partner Window Settings*.

## 5.6 Data Tracking



Data Tracking is only accessible by touch or direct mouse click.



When enabled, the Data Tracking button gives quick access to the following settings: Modeling mode, Show button usage counts, Show modeling counts, and Manage data. For more information about data tracking, see section *11.13 Data Tracking*.

## 5.7 Sync



Sync is only accessible by touch or direct mouse click.



The Sync button is used to start sharing a Page Set for Syncing or to update a Page Set that is already shared for Syncing. For more information about Sync, see section *10.2.4 Sync Page Set*.

To hide the Sync button in Use Mode, see section *11.11.4 Sync Settings*.

## 5.8 Edit



Edit is only accessible by touch or direct mouse click.



Select the Edit button to make changes to your Page Set and access Settings.

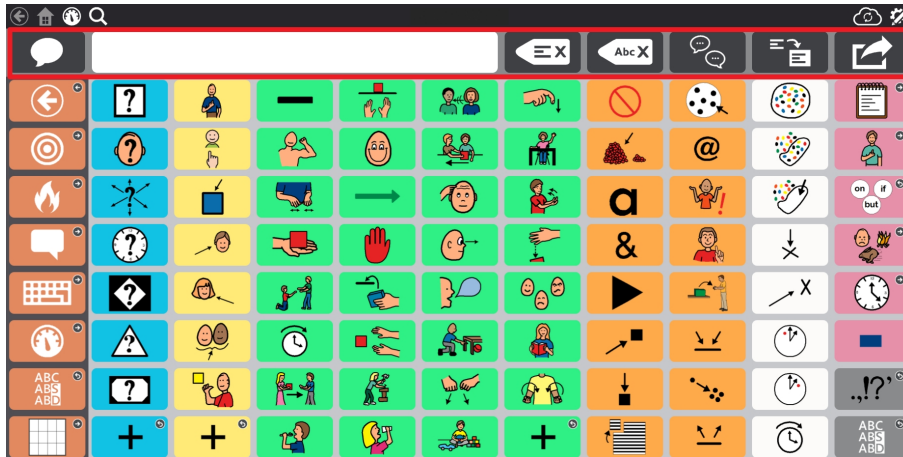
For more information, see section *8 Editing*.

## 6 The Message Bar

The Message Bar displays the composed message text and the buttons for sharing it with the world!



If you would like to display the Message Bar, you must choose a grid size with at least 3 rows and 3 columns.



To edit the Message Bar, see [8.14 Edit the Message Bar](#).

### 6.1 Speak



Select this button to speak the current contents of the Message Window.

### 6.2 Message Window



The Message Window displays the text that you would like to speak or send as a message. It can also display symbols. You can type directly into the Message Window using a keyboard page or send text from a button.

For Message Window Settings, see [section 11.11.2 Message Window Settings, page 76](#).

### 6.3 Clear



Remove all content from the Message Window.

## 6.4 Delete



Delete the last word in the Message Window.

## 6.5 Chat



Toggle Chat on and off. When you enable Chat, the current Message Window content is cached and then the Message Window is cleared. While in Chat, you can insert new content into the Message Window and speak. When Chat is turned off, the cached Message Window content is restored so that you can continue where you left off.

## 6.6 Copy to Button



Copy the text in the Message Window, then add it to a button. This is a user-accessible way to edit buttons on the fly!

## 6.7 Share

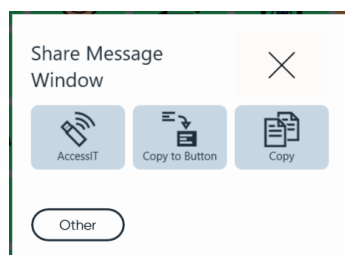


Use this handy, user-accessible feature to send the contents of the Message Window to an AccessIT 3 device (8.7.4 AccessIT), a button on the current page (6.6 Copy to Button), Copy or to the system clipboard.

Select Other to send the Message Window text to an app of your choosing (such as Twitter, Facebook, etc).



The Other button menu is only accessible via Touch.

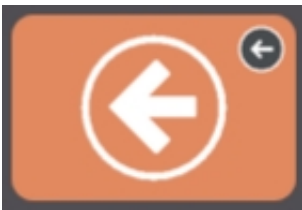


# 7 The Core First Toolbar

To learn how to edit the toolbar, see [8.15 Edit the Toolbar](#).



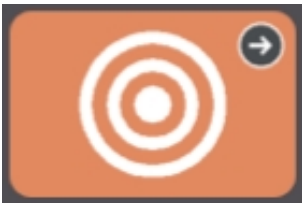
## 7.1 Back



**Figure 7.1** Back button — Core First toolbar

The Back button works like the back button on a browser. Use it to return to the previous page.

## 7.2 Core Words



**Figure 7.2** Core Words button — Core First toolbar

This button opens the Core Words page. The hallmark feature of Core First is our core word strategy, which was developed based on research, clinical experience and user testing. Key features of the Core Words page include:

- Word selection for maximum use across environments.
- Word placement.
- Order of word introduction.
- Stable positioning of words as others are systemically added.
- Efficiency of navigation.
- Supports that teach users the meaning of the words and how to combine them to create unique messages.

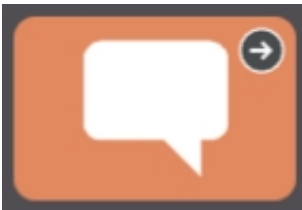
## 7.3 QuickFires



**Figure 7.3** QuickFires button — Core First toolbar

QuickFires are fast, predictable messages that can be used alone or in combination. They are little words to keep conversation going, gain attention, or comment. Also included are commonly-used messages that focus on Personal Needs, Greetings, Social, Feelings, Questions, and Repairs. QuickFires speak immediately and do not insert text into the Message Window.

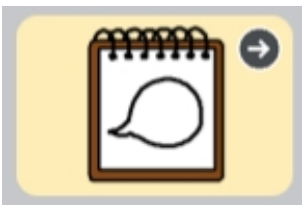
## 7.4 Topics



**Figure 7.4** Topics button — Core First toolbar

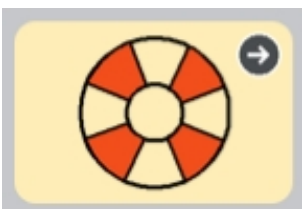
Topics support interactions in specific environments or around particular themes. Select a Topic from the Topics Page to see relevant words and phrases. Customize your Page Set by adding your own Topics!

### 7.4.1 Topic Words



These pages contain commonly-used words in the selected Topic.

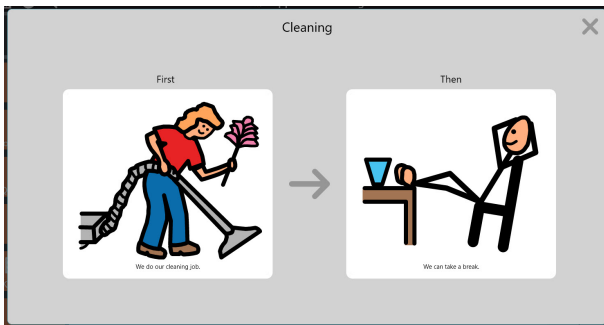
### 7.4.2 Supports



Supports help users with behavior and social communication.



### 7.4.2.1 First, Then



**Figure 7.5** First, Then support

This support shows a two-step sequence of events, reinforcing cause and effect or logical steps.

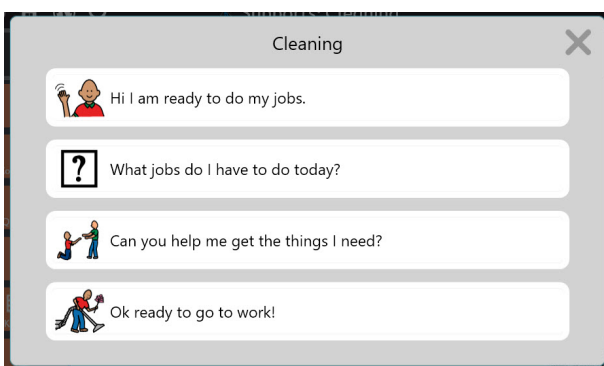
### 7.4.2.2 Mini Schedule



**Figure 7.6** Mini Schedule support

The mini schedule shows a multi-step sequence of events, reinforcing the concept of cause and effect or a series of logical steps.

### 7.4.2.3 Script



**Figure 7.7** Script support

A script provides pre-made phrases that are commonly used around the given topic. Scripts are used to create social narratives and help model appropriate conversation.


#### 7.4.2.4 Visual Timer



**Figure 7.8** Top Bar with Visual Timer

The visual timer displays a countdown clock and animated colored bar in the Top Bar. The number display counts down the specified amount of time and the colored bar recedes as the remaining time diminishes. When the Alarm option is enabled, a sound will play when the time is up.

To cancel the visual timer, select the **X** on the right side of the top bar.

 To change the countdown time or alarm preference, edit the button and select the Visual Timer action.

## 7.5 Keyboard



**Figure 7.9** Keyboard button — Core First toolbar

The Keyboard page provides single character buttons that behave like the keys on a keyboard. Use this page to compose words that are not currently available in your Page Set or to add punctuation. To set your desired keyboard page, see [9.1.6 Set Keyboard Page](#).

## 7.6 Dashboard



**Figure 7.10** Dashboard button — Core First toolbar

The Dashboard is a page for easy access to frequently-used buttons, especially non-vocabulary buttons such as volume control or remotes.

## 7.7 Word Forms



**Figure 7.11** Word Forms button — Core First toolbar

The Word Forms page shows different forms (tense, number, etc.) of the last word in the Message Window. Select the desired word form to update the word in the Message Window.

## 7.8 Supported Navigation



**Figure 7.12** Supported Navigation — Core First toolbar

The Supported Navigation page is the home page for the early emergent grid sizes (<3x3). The Supported Navigation button in the toolbar makes the page available to all grid sizes.


## 7.9 abc (German only)



This button opens the ABC vocabulary area known from “LiterAACy”. You’ll find more than 3,600 words from core and fringe vocabulary, sorted by the first and second letter.

- The ABC area supports learning and usage of literacy skills.
- Phonetic feedback plays when a letter is selected.
- There are two versions of this feature, one using uppercase letters and one using lowercase letters. The lowercase abc button is the default. To use uppercase letters, make the (uppercase) ABC Button in the toolbar visible and hide the (lowercase) abc button. See section 8.5.6 *Hide/Show a Button*.

# 8 Editing

To make changes to a button, a page, settings, or users, the software must be in Edit Mode. You can enter Edit Mode at any time by selecting the  **Edit** button.

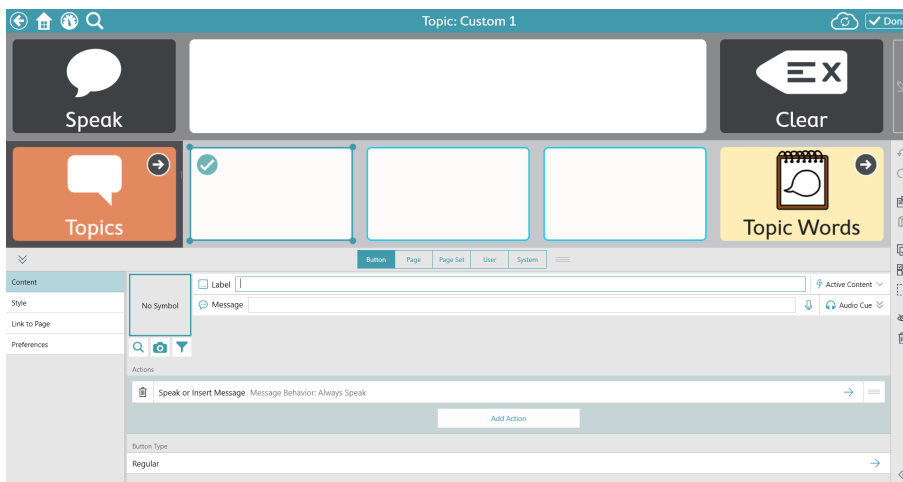


The Edit button and Edit Mode are only accessible using the Touch Access Method.


While in Edit Mode, you can double click most page buttons to see how they behave in Use Mode.

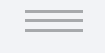
## 8.1 The Editing Panel

The Editing Panel contains all of the tools and tabs to make changes to your Page Set and software.





**Figure 8.1** The Editing Panel (shown expanded)

Select  to expand the Editing Panel.

Resize the Editing Panel to a custom size by dragging the  up or down while the panel is expanded.

## 8.2 Add a Button

1. Select the  **Edit** button.
2. Select the  in any empty cell on the page to create a new button.

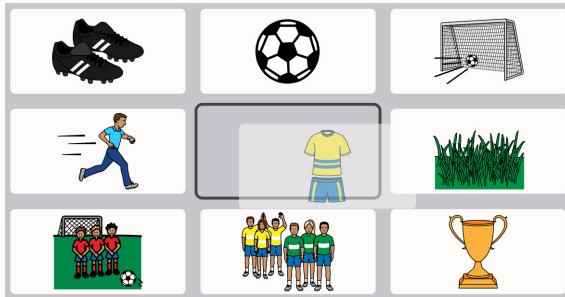


**Figure 8.2** Empty cell

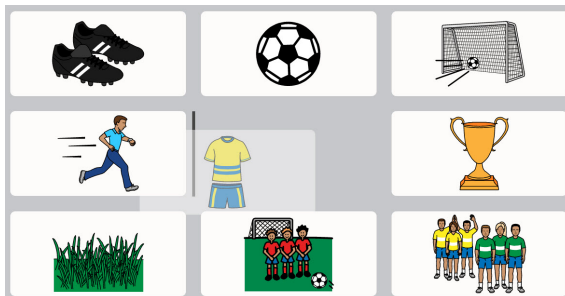
## 8.3 Move a Button



1. Select the **Edit** button.
2. Select and hold on the button you would like to move, then drag it to the desired location. There are two ways to place the button on the page:
  - **Swap** — When you drag the button directly on top of another button, the two buttons will swap positions on the page. The black outline around the chosen location on the grid indicates a swap.



- **Insert** — When you drag the selected button between two buttons, the buttons to the right and below will move over to create a space for you to place the button. The buttons will maintain left to right, top to bottom sequence on the page. Insert button placement is indicated by a vertical bar.



You can insert a button horizontally (as shown above) or vertically.



When you move a button, it only applies to the current grid size.

## 8.4 Resize a Button

You can resize a button to occupy as many grid cells within a Page section or Toolbar section as you like.

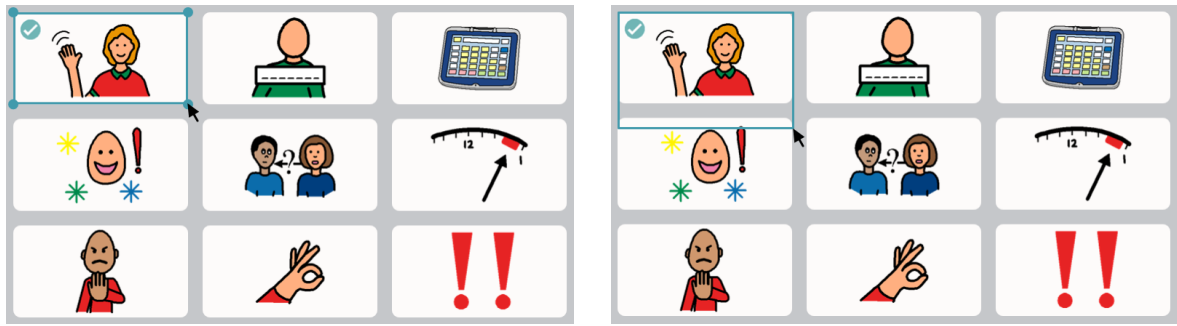


1. Select the **Edit** button.
2. Select a button on the Page or in the Toolbar.



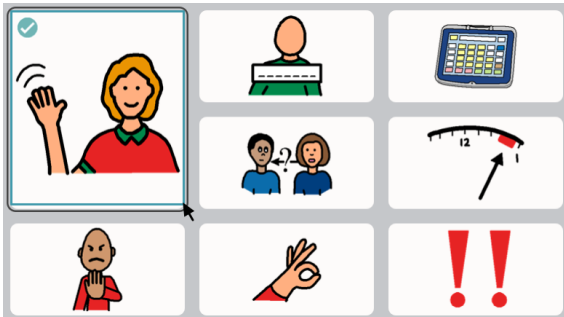
Button resizing is only available when a single button is selected.

3. Select and hold on one of the blue dots in the corners of the selected button, then drag to resize the button.



Resized buttons cannot span across Page sections or Toolbar sections.

4. Wait for the button to completely fill the cells until it is the desired size, then release the selection.



You cannot resize or move a button into a cell occupied by a navigation (scroll) button.

When making a button larger, the button(s) being displaced will move to the nearest empty cell(s).



When you resize a button, it only applies to the current grid size.



## 8.5 Button Editing Tools

The tools found on the right side of the app window help you to edit the currently selected button(s).



**Figure 8.3** Button editing tools — (from top to bottom) Undo, Redo, Copy, Paste, Select All, Multiselect, Hide/Show, Delete, Expand/Collapse Tool Names

### 8.5.1 Undo and Redo


The  Undo tool allows you to reverse up to the last 100 edits made to the current user/Page Set. The  Redo tool will reinstate the last change you reversed with the Undo tool.



The Undo stack is reset when loading a different user, a different Page Set, and when the Snap software is closed.

### 8.5.2 Copy and Paste a Button

1. Select the  **Edit** button.
2. Select a button.

3. Select the  **Copy** tool.  
Observe that the Paste tool displays the number of buttons you have copied.


4. Select the  **Paste** tool.


The button will paste to the first available empty cell on the page.

### 8.5.3 Select All Buttons


The Select All tool automatically selects all of the buttons on the current page, so that you can perform bulk editing operations.

1. Select the  **Edit** button.
2. Select the **Button** tab.
3. Select the  **Select All** tool.


 After using Select All, you can click on individual buttons to deselect them; the other buttons will remain selected.

4. Make the desired changes to the buttons.
5. To deselect all buttons, select the  **Multiselect** tool.

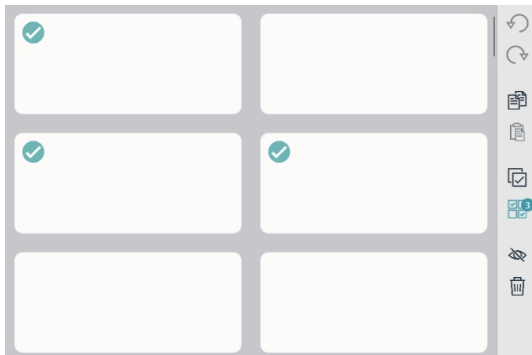
### 8.5.4 Select Multiple Buttons

The  Multiselect tool allows you to (manually) select multiple buttons at once, so that you can perform bulk editing operations.


1. Select the  **Edit** button.
2. Select the **Button** tab.
3. Select the  **Multiselect** tool.

 The Multiselect tool is black when disabled and blue when enabled.

4. Select the buttons that you would like to edit simultaneously.






**Figure 8.4** Multiple selected buttons — Observe that the Multiselect tool shows how many buttons are currently selected.

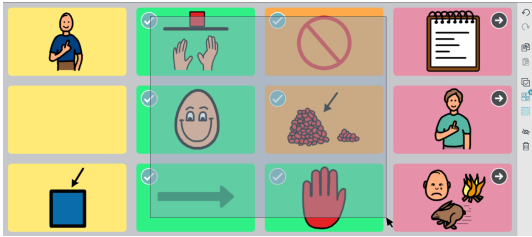
5. Make the desired changes to the buttons.
6. To deselect all buttons, select the  **Multiselect** tool.



## 8.5.5 Marquee Select

The  Marquee Select tool is an easy way to select multiple buttons. Just click and drag to draw a rectangle around one or more buttons that you would like to select.

1. Select the  **Edit** button.
2. Select the **Button** tab.
3. Select the  **Marquee Select** tool.
4. Click (or touch), then drag diagonally to draw a rectangle over all of the buttons that you would like to select.




**Figure 8.5** Using Marquee Select — Buttons do not need to be completely contained within the rectangle to be selected.



Click on single buttons individually to select/deselect them.

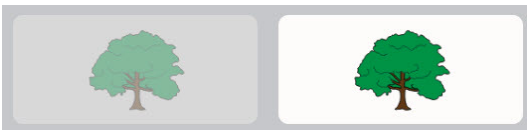
Button selections can be made in the Toolbar or on the Page, but not both at the same time.

5. Make the desired changes to the selected buttons.
6. To deselect all buttons, select the  **Multiselect** tool.

## 8.5.6 Hide/Show a Button



Buttons that are hidden are not visible in Use mode. Buttons that are temporarily too advanced or distracting, for example, can be hidden, then shown (unhidden) later.

In Edit mode, hidden buttons are indicated by a gray overlay.



**Figure 8.6** A hidden button next to a visible button, as viewed in Edit mode.


### 8.5.6.1 Hide

1. Select the  **Edit** button.
2. Select a button that you would like to hide.
3. Select the  **Hide** tool.



The default action for the Hide/Show tool is to set visibility on that button everywhere it appears in the Page Set. To set the visibility for only the selected instance of the button, click and hold (long tap) on the Hide/Show tool and choose **Change Visibility Here**.



### 8.5.6.2 Show

1. Select the  **Edit** button.
2. Select a hidden button.
3. Select the  **Show** tool.





The default action for the Hide/Show tool is to set visibility on that button everywhere it appears in the Page Set. To set the visibility for only the selected instance of the button, click and hold (long tap) on the Hide/Show tool and choose **Change Visibility Here**.

### 8.5.7 Delete a Button

1. Select the  **Edit** button.
2. Select a button.
3. Select the  **Delete** tool.

### 8.5.8 Expand/Collapse Editing Tool Names

Select the  double arrows to display the names of the editing tools. Select the  double arrows again to hide the tool names.

## 8.6 Button Content



**Figure 8.7** Button with label, symbol, background color, and medium border.

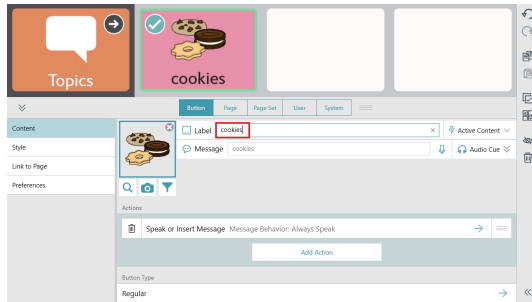
### 8.6.1 Button Label

The button Label is the text that appears on a button.

#### 8.6.1.1 Change Button Label

1. Select the  **Edit** button.
2. Select a button.

3. Type into the **Label** text field.




**Figure 8.8** Button Label text field

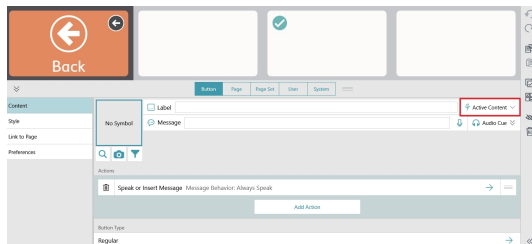
If you would like to change other label characteristics (font, color, location, size, etc.) see section [8.8.3 Button Label](#).

## 8.6.2 Active Content

Active Content allows you to display dynamic information on a button. The button label and symbol change to reflect the current information status.

### 8.6.2.1 Add Active Content to a Button

1. Select the  **Edit** button.
2. Select a button.
3. Select **Active Content**. (Only available if the **Button type** is set to **Regular**)



**Figure 8.9** Active Content

4. Select an Active Content type.

Active Content Type	Description
None	Select None to remove the Active Content on the button.
Access Method Pause State	<p>Note: Pause Access Method is only applicable to the following Access Methods: Gaze Interaction, Mouse Dwell. When other Access Methods are in use, buttons using Access Method Pause State Active Content are disabled.</p> <p>If the Pause Access Method action is present on the button (default), the label displays the action of the button: Start Access or Pause Access.</p> <p>If the Pause Access Method action is not present on the button, the label displays the Access Method pause state: Access Running or Access Paused.</p>
Access Time	<p>Note: Access Time does not apply to the touch Access Method.</p> <p>Shows the time setting value for the current Access Method. The actual time setting varies by Access Method e.g. hold time, scan speed, dwell time etc.</p> <p>For more information, see <i>Table 8.1 The Access Time Chart, page 38</i></p>

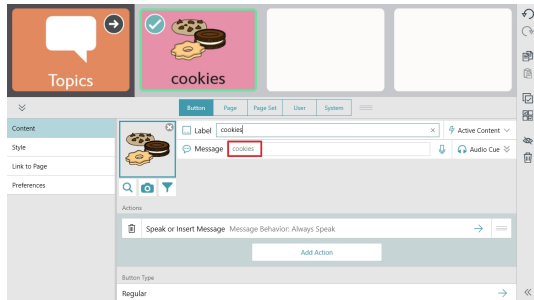
Active Content Type	Description
AccessIT Connection State	<p>Displays the status of the AccessIT 3 device connection: Disconnected, Disconnecting, Connecting, or Connected.</p> <p>Can be paired with the Connect to AccessIT action to create a button that shows the status and, when selected, connects to an AccessIT device.</p>
Battery Level	Shows the current battery level percentage: 0–100%. The symbol changes to reflect the battery level and indicates when the device is plugged in and charging.
Chat Mode	<p>If the Toggle Chat Mode action is present on the button (default), the label displays the action of the button: Chat or Stop Chat.</p> <p>If the Toggle Chat Mode action is not present on the button, the button label displays the current status of Chat Mode: Chat Mode On or Chat Mode Off.</p>
Date	Shows the current day, month, and year. Date formatting is dictated by the locale.
Day of the Week	Displays the current day of the week.
Feedback Mute State	<p>If the Audio Feedback Toggle Mute action is present on the button (default), the label displays the action of the button: Mute Audio Feedback or Unmute Audio Feedback.</p> <p>If the Audio Feedback Toggle Mute action is not present on the button, the button label displays the current audio feedback mute status: Audio Feedback Muted or Audio Feedback Not Muted.</p>
Feedback Volume	<p>Displays the audio feedback volume: 0–100%.</p> <p>Can be paired with the Audio Feedback Up action or Audio Feedback Down action to create a button that controls the volume and also displays the feedback volume level.</p>
Partner Window Brightness	<p>Tobii Dynavox I-13 and I-16 devices only.</p> <p>Displays the Partner Window brightness percentage: 0–100%.</p> <p>Can be paired with the Partner Window Brightness Up action or Partner Window Brightness Down action to create a button that controls the Partner Window brightness and also displays the current Partner Window brightness.</p>
Partner Window Power State	<p>Tobii Dynavox I-13 and I-16 devices only.</p> <p>If the Toggle Partner Window Power action is present on the button (default), the label displays the action of the button: Turn Partner Window On or Turn Partner Window Off.</p> <p>If the Toggle Partner Window Power action is not present on the button, the button label displays the current Partner Window power status: Partner Window On or Partner Window Off.</p>
Speaking State	<p>If the Speak Message Window action is present on the button (default), the label displays the action of the button: Speak or Stop.</p> <p>If the Speak Message Window action is not present on the button, the button label displays the current speaking status: Speaking or Not Speaking.</p>
Speech Mute State	<p>If the Speech Toggle Mute action is present on the button (default), the label displays the action of the button: Mute or Unmute.</p> <p>If the Speech Toggle Mute action is not present on the button, the button label displays the current speech mute status: Muted or Not Muted.</p>
Speech Volume	<p>Displays the speech volume: 0–100%.</p> <p>Can be paired with the Speech Volume Up action or Speech Volume Down action to create a button that controls the volume and also displays the speech volume level.</p>
Time	<p>Displays the current system time in hours and minutes. Time format is determined by the operating system region setting.</p> <p>Note: The symbol is a generic clock face that does not change with the time.</p>

### 8.6.3 Button Message

The Message is the text that is inserted into the Message Window when the button is selected. If the Message Window is not present, the button Message is spoken.

#### 8.6.3.1 Change Button Message

1. Select the  **Edit** button.
2. Select a button.
3. Type into the **Message** text field.





**Figure 8.10** Button Message text field

If you would like to record a custom Message audio track, see section 8.6.3.2 *Make a Recording*.

#### 8.6.3.2 Make a Recording



If you have both a recording and text entered for a single message or audio cue, you must specify which one will play in Use Mode. Select the arrow to set either the text or the recording as the active option.

1. Select and hold on  **Record** to start recording.
2. When you have finished recording, release  **Record**.



3. To hear your recording, select **Play**.



4. To delete your recording, select the **X**.



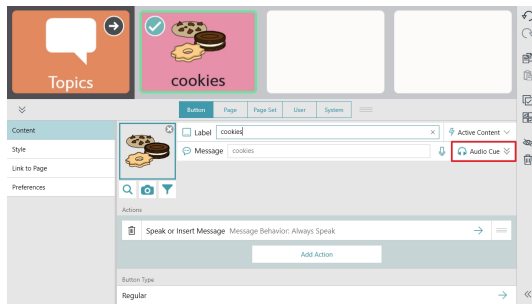
### 8.6.4 Button Audio Cue

The Audio Cue can be used with the Touch Exit, Mouse Dwell, Gaze Interaction, and Scanning access methods. The Audio Cue is a button preview that is spoken when the button is highlighted but not yet selected.

#### 8.6.4.1 Change Button Audio Cue

1. Select the  **Edit** button.
2. Select a button.

3. Select **Audio Cue** to expand the row.



**Figure 8.11** Button Audio Cue text field



4. Type into the **Audio Cue** field.

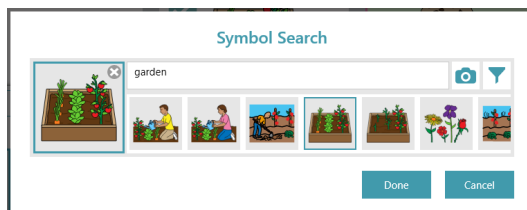
If you would like to record a custom Audio Cue, see section 8.6.3.2 *Make a Recording*.



## 8.6.5 Button Image

A button can display one symbol or image.

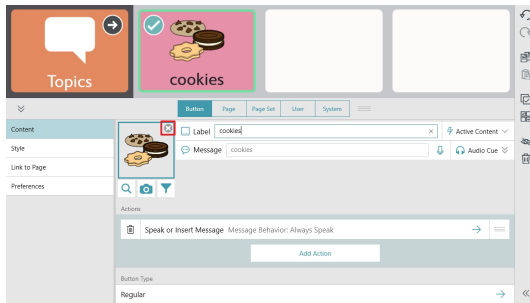
### 8.6.5.1 Change Button Image

1. Select the  **Edit** button.
2. Select a button.
3. Add an image to the button:
  - To search for a symbol:
    - a. Select the  **Symbol Search** button.  
The Symbol Search dialog will open.






- b. Type in the text field to refine your search terms.
  - c. Choose the desired symbol.
  - d. Select **Done**.
- To use the camera to take a photo for the button image:
    - a. Select the  **Camera** button.
    - b. Choose **From Camera**.
    - c. Use the camera on your device to capture a photo.
  - To use an image stored on your local device:
    - a. Select the  **Camera** button.
    - b. Choose **From Photo Library**.
    - c. Use the file browser to navigate to the desired image file.

If you do not want to have a symbol on the button, select the **X** in the corner of the current symbol or set the Button Layout to Label Only. See section 8.8.3.5 *Button Layout*.




### 8.6.5.2 Filter Symbol Search Results

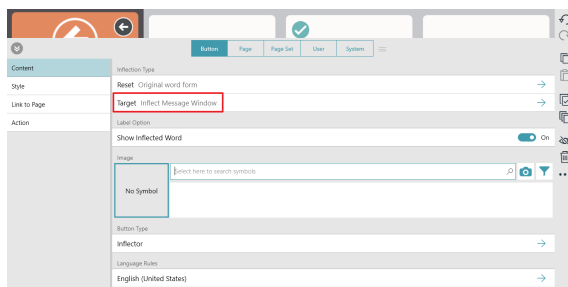
1. Select the  **Edit** button.
2. Select a button.
3. Select the  **Symbol Filter** button.
4. Select the features you would like to see in your symbol search results (Adult, Child, Female, Male).


 Your filter settings will remain enabled until you edit them again.

## 8.6.6 Button Type

The Button Type setting determines the way a button behaves.

1. Select the  **Edit** button.
2. Select a button.
3. Select **Button Type**.
4. Select a Button Type from the list:
  - **Regular** — can contain a symbol, a label, and actions. The default action is Speak/Insert Message.
  - **Predictor** — anticipates the next word based on the current composition in the Message Window. Select the button to insert the currently displayed word into the Message Window.
  - **Keyboard** — designed to insert a single character into the Message Window and respond appropriately to modifiers such as the Shift key or Caps Lock.
  - **Inflector** — changes the target word to the specified word form i.e. plural, past tense, etc. The target is set to one of two options: the last word in the Message Window or all Grammar buttons.



 The Button Language Rules setting must be exactly the same for the Inflector button and the Grammar button for inflection to work properly.

- **Grammar** — updates its own label to predict the desired grammatical form of the word based on the current content of the Message Window, a selected Inflector button, or a selected Implied Subject button.

- **Implied Subject** — (Spanish only) when populated with an applicable pronoun, an Implied Subject button can be used to inflect Grammar buttons and also insert its label into the Message Window. When selected once, the Implied Subject button will inflect Grammar buttons to agree with the pronoun on the Implied Subject button. If selected a second time, the label (pronoun) of the Implied Subject button is inserted into the Message Window. If the Implied Subject button Language Rules are set to Spanish (Mexico, Spain, or United States) one of the following pronouns may be used on the button:

- yo
- tú
- usted
- él
- ella
- nosotros
- nosotras
- vosotros
- vosotras
- ustedes
- ellos
- ellas



The Button Language Rules setting must be exactly the same on the Implied Subject button and the Grammar button for inflection to work properly.

## 8.7 Button Actions

Actions allow you to create buttons that do things!

### Add or Edit Button Actions



1. Select the **Edit** button.
2. Select a button.
3. Select **Add Action** to choose an action to add to the button. (Only available if the **Button type** is set to **Regular**)

Actions for Messages	Description
Clear Message Window	Clear the contents of the Message Window.
Clear Word	Clear the last word in the Message Window.
Copy Message Window to Button	Copy the text in the Message Window, then add it to the user-selected button label.
Copy Message Window to Clipboard	Copy the text in the Message Window to the system clipboard.
Paste Clipboard into Message Window	Paste the contents of the system clipboard into the Message Window.
Share Message Window	
Speak Message Window	Speak the contents of the Message Window.
Speak or Insert Message	Speak or insert a button's message.
Speak Sentence	Speak the last sentence in the Message Window.
Toggle Chat Mode	Toggle Chat on and off. When Chat is enabled, the current Message Window content is cached, then the Message Window is cleared. While in Chat, you can insert new content into the Message Window and speak. When Chat is turned off, the cached Message Window content is restored so that you can continue where you left off.



Action for Navigation	Description
Cancel Visit	Cancels visit, so that you remain on the current page.
Extend Visit	A button containing this action will not trigger return to the previous page while visit is in effect.
Go Back	Go back to the previous page.
Go Home	Go to the Home page.
Link	Link to another page.
Open Dashboard	Open the Dashboard page.
Open Keyboard	Open the Keyboard page.
Open Whiteboard***	Open the Whiteboard.
Return from Visit	Return to the previous page, cancel Visit.
Switch Page Set	Switch to a different Page Set.
Actions for Behavior Support	Description
First Then	Display a First, Then sequence on a popup.
Mini-Schedule	Display a Mini-Schedule on a popup.
Script	Display a Script on a popup.
Visual Timer	Display a timer in the Top Bar that counts down the specified time.
Actions for Access Method	Description
Calibrate Eye Tracker	Start eye tracker calibration.
Pause Access Method	Pauses and resumes the access method. The button label text displays whether the access method is currently paused or active. Applicable access methods: Mouse Dwell, Gaze Interaction.
Set Access Time	Sets the access method time variable to the specified value. The time variable affected is determined by the active access method when the <i>Set Access Time action is activated</i> <sup>t</sup> For example, you might add the action when the access method is set to Touch, but later the user activates it with the Gaze Interaction access method to change the gaze dwell time
Show Eye Tracker Status	Display the track status window for the eye tracker.
Actions for Volume Control	Description
Audio Feedback Toggle Mute	Mute or unmute the audio feedback volume.
Audio Feedback Volume Down	Decrease the audio feedback volume.
Audio Feedback Volume Up	Increase the audio feedback volume.
Set Volume	Set the system volume to a specific level.
Speech Toggle Mute	Mute or unmute the system volume.
Speech Volume Down	Decrease the system volume.
Speech Volume Up	Increase the system volume.
Actions for Environmental Control	Description
Send IR Signal	Send the specified IR signal.

<b>Actions for AccessIT</b>	<b>Description</b>
Connect to AccessIT*	Disconnect the currently attached AccessIT device, then show the AccessIT device picker.
Reset AccessIT*	Stop the specified AccessIT actions: text transmissions, held keyboard keys, clicks, and/or continuous mouse moves.
Send Button Text*	Send a button's label or message to the AccessIT device.
Send Keyboard Key*	Send a keyboard key to the AccessIT device.
Send Message Window Text*	Send the text currently in the Message Window to the AccessIT device.
Send Mouse Click*	Send mouse clicks to the AccessIT device.
Send Mouse Movement*	Send mouse movement to the AccessIT device.
Send Text*	Send text to the AccessIT device.
<b>Actions for Launch Other Applications</b>	<b>Description</b>
Launch Application	Launch the specified application.
<b>Actions for Device</b>	<b>Description</b>
Restart Device	Restarts the device.
Shut Down Device	Shuts down the device.
Toggle Full Screen Mode	Toggle the Full Screen Mode On or Off for the device.
<b>Action for Partner Window</b>	<b>Description</b>
Partner Window Brightness Down**	Decreases the brightness of the Partner Window.
Partner Window Brightness Up**	Increases the brightness of the Partner Window.
Toggle Partner Window Power**	Toggles the Partner Window on or off.

\* This action requires a Tobii Dynavox AccessIT 3 device. See section 8.7.4 *AccessIT*

\*\* This action requires a Tobii Dynavox I-13 or I-16 device.



\*\*\* See section 8.7.3 *Whiteboard*

† List of time variables affected by the Set Access Time action.



Table 8.1 The Access Time Chart

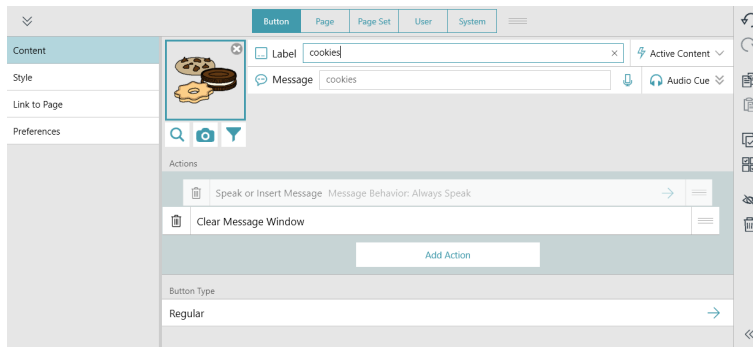
<b>Access Method</b>	<b>Affected time variable</b>
Gaze Interaction with dwell	Dwell time
Gaze Interaction with switch	Switch hold time
Gaze Interaction with blink	Minimum blink time
Touch Enter/Touch Exit	Hold time
1-switch autoscan	Scan speed
1-Switch Scan	Pause Time
1-Switch Dwell Scan	Pause Time
Inverse Scan	Speed
Mouse Dwell	Dwell Time
Touch	none

### 8.7.1 Delete an Action


1. Select the  **Edit** button.
2. Select a button.
3. Select the  **Delete** button beside an action.
4. Select the red **Delete** button to confirm delete.

### 8.7.2 Reorder Button Actions

1. Select the  **Edit** button.
2. Select a button.
3. Select and hold on the handle  of an Action, then drag it to a new position in the list of Actions.

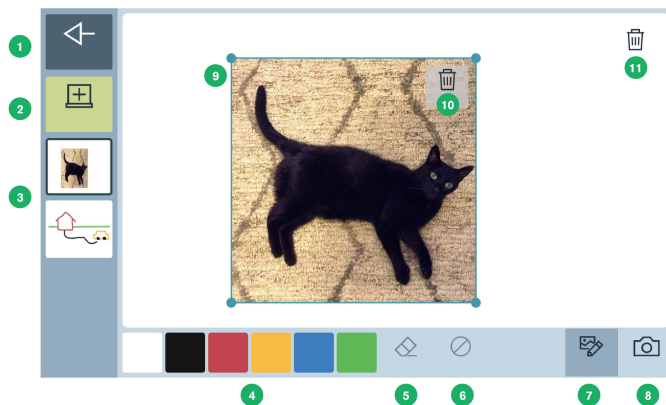


### 8.7.3 Whiteboard

 The Whiteboard is only accessible via the Touch access method.

The Whiteboard is an area where you can display pictures and create freehand drawings. Create as many boards as you like. They will persist until you delete them.

To open the Whiteboard, use the Open Whiteboard action on a button.



1. **Back** — Return to the Page Set.
2. **New whiteboard** — Create a new whiteboard.
3. **List of existing whiteboards** — Select any whiteboard to view and edit.
4. **Draw palette** — Select any color, then draw freehand on the whiteboard.
5. **Erase tool** — Erase drawings in specific areas.

6. **Clear** — Clear the current whiteboard of all drawings.
7. **Edit images** — Re-position, re-size, or delete images on the whiteboard.
8. **Add image** — Add an image to the whiteboard. Use your built-in camera to take a picture or browse for an image stored on your device.

Actions for Add image

- Take a Photo
- Pick a Photo



The dialog box for this action can only be accessed by Touch.

- Cancel

9. **Selected image** — Click and drag from the center of the image to re-position. Click and drag on a corner to re-size.
10. **Delete Image** — Delete the selected image.
11. **Delete Whiteboard** — Delete the current whiteboard.

## 8.7.4 AccessIT

Snap supports the Tobii Dynavox AccessIT 3, a USB Bluetooth device used to send key strokes, mouse movements, and mouse clicks to a standard Windows 10 computer from a device running the Tobii Dynavox Snap Core First app. To learn more about Tobii Dynavox AccessIT 3 visit <http://www.tobiidynavox.com/AccessIT>



AccessIT pages are included in the Core First Page Sets created with Snap version 1.7 and later. AccessIT page bundles are available for import into your existing Page Sets at <https://www.mytobiidynavox.com/PagesetCentral>



Henceforth, this document will refer to the computer receiving commands as “the PC” and the device from which commands will be sent as “the speech device.”



The AccessIT 3 uses Bluetooth® wireless technology. The PC (with connected AccessIT 3) and the speech device must be within approximately 10 meters (32 feet) to establish and maintain Bluetooth pairing while the AccessIT 3 is in use.

Both the speech device and PC must be powered on and unlocked before beginning the steps below.

### 8.7.4.1 Set up AccessIT

#### Connect the AccessIT

1. (On the PC) Insert the AccessIT 3 into a USB port.



AccessIT 3 requires USB 2.0 or higher.

#### Enable Bluetooth — Windows Speech Devices

1. (On the speech device) Select the **Start** menu, then choose **Settings**.
2. Select **Devices**.
3. Select **Bluetooth**.
4. Move the **Bluetooth** toggle to the ON position.

#### Enable Bluetooth — iOS (iPad) Speech Devices

1. (On the speech device) Go to **Settings > Bluetooth** and enable Bluetooth.

### 8.7.4.2 AccessIT Actions

The AccessIT actions are designed to be used in combination. Common PC operations such as click and drag will require more than one action. Individual actions are described below.



If an AccessIT device is not connected when a button containing an AccessIT action is selected, the (accessible) AccessIT device picker will open automatically.

- **Connect to AccessIT** — Disconnect the current AccessIT device (if any) and display the AccessIT device picker. This action is useful for switching from one AccessIT device to a different AccessIT device. It is not necessary to use this action to start all AccessIT sessions, as all of the AccessIT actions automatically open the AccessIT device picker if an AccessIT device is not currently connected.
- **Reset AccessIT** — Stop the specified command types that are currently being executed: keyboard keys, mouse clicks, mouse movements, and/or text.
- **Send Button Text** — Send the button Message to the AccessIT device. If the button does not have a Message, send the button Label.
- **Send Keyboard Key** — Send the specified keyboard key. Options: hold the key down and/or wait for a specified length of time after sending the keyboard key (before performing the next action).
- **Send Message Window Text** — Send the current Message Window text to the AccessIT device. If the Message Window is symbolated, the symbols are not sent.
- **Send Text** — Send the specified text to the AccessIT device.
- **Send Mouse Click** — Send the specified click type (left click, right click, middle click, left double click). Options: wait for a specified length of time after sending the click (before performing the next action) and/or hold the click down.
- **Send Mouse Movement** — Send a mouse movement to the AccessIT device. Mouse movements are made from the current mouse position. Move the blue ball to the position on the circle that matches the direction of the desired mouse movement, then enter a number into the distance field. The unit of distance is the smallest detectable mouse movement, which is between 1/300 and 1/200 inches, depending on the equipment and mouse speed setting on the PC. Options: continuous movement (the mouse will continue to move in the specified direction until another action stops/redirects it or it runs into the edge of the screen) and/or wait for a specified length of time after sending the mouse movement (before performing the next action).



**Figure 8.12** Mouse movement direction — Position the blue ball on the circle to set the mouse movement direction.



Some AccessIT users may find it helpful to enable the Windows setting “Show location of pointer when I press the CTRL key” on the PC. Use the Send Keyboard Key action to send the CTRL keyboard key from Snap and animated circles will temporarily appear around the mouse pointer on the PC to make it more visible. To access this Windows mouse setting, go to *Settings > Devices > Mouse > Additional Mouse Options > Pointer Options tab*.

#### 8.7.4.3 PC Power Settings and AccessIT

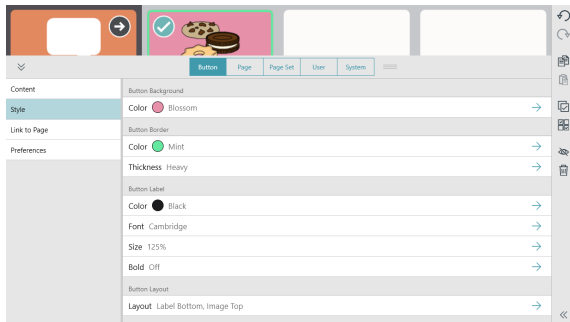
Your PC can only receive AccessIT commands when it is powered on and awake. To ensure uninterrupted PC access, adjust your PC energy settings to never put the computer (hard disk) to sleep when plugged in.

Your PC can still receive AccessIT commands if the screen (display) has gone into a power-saving mode. When an AccessIT command (keyboard key, mouse movement, or mouse click) is sent from Snap it will “wake” the PC screen.


Windows power settings are found in *Settings > System > Power & Sleep*.

## 8.8 Button Style

Change the look of a button in the Button Style category.




### 8.8.1 Button Background


1. Select the  **Edit** button.
2. Select a button.
3. Select the **Style** category.
4. Select **Color** under Button Background.
5. Select a color.

### 8.8.2 Button Border

#### 8.8.2.1 Border Color

1. Select the  **Edit** button.
2. Select a button.
3. Select the **Style** category.
4. Select **Color** under Button Border.
5. Select a color.

#### 8.8.2.2 Border Thickness

1. Select the  **Edit** button.
2. Select a button.
3. Select the **Style** category.
4. Select **Thickness** under Button Border.
5. Select a border thickness — None, Thin, Medium, or Heavy.



**Figure 8.13** Button borders: None, Thin, Medium, and Heavy.


### 8.8.3 Button Label

#### 8.8.3.1 Color

1. Select the  **Edit** button.

2. Select a button.
3. Select the **Style** category.
4. Select **Color** under Button Label.
5. Select a color.


#### 8.8.3.2 Font

 This setting's default is set on the Page Set tab. If you would like to override the Page Set default in this instance, set Match Page Set setting to **Off**. To align this setting with the rest of the Page Set, set Match Page Set setting to **On**.



1. Select the **Edit** button.
2. Select a button.
3. Select the **Style** category.
4. Select **Font** under Button Label.
5. Select a font.


#### 8.8.3.3 Size

 This setting's default is set on the Page Set tab. If you would like to override the Page Set default in this instance, set Match Page Set setting to **Off**. To align this setting with the rest of the Page Set, set Match Page Set setting to **On**.



1. Select the **Edit** button.
2. Select a button.
3. Select the **Style** category.
4. Select **Size** under Button Label.
5. Select a size.


#### 8.8.3.4 Bold

 This setting's default is set on the Page Set tab. If you would like to override the Page Set default in this instance, set Match Page Set setting to **Off**. To align this setting with the rest of the Page Set, set Match Page Set setting to **On**.



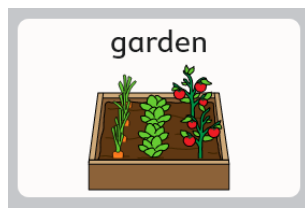
1. Select the **Edit** button.
2. Select a button.
3. Select the **Style** category.
4. Select **Bold** under Button Label.
5. Set bold to **On** or **Off**.

#### 8.8.3.5 Button Layout

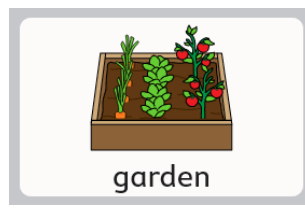
 This setting's default is set on the Page Set tab. If you would like to override the Page Set default in this instance, set Match Page Set setting to **Off**. To align this setting with the rest of the Page Set, set Match Page Set setting to **On**.



1. Select the **Edit** button.
2. Select a button.
3. Select the **Style** category.
4. Select **Button layout** under Button Label.
5. Select a layout from the list.



Label Top, Image Bottom



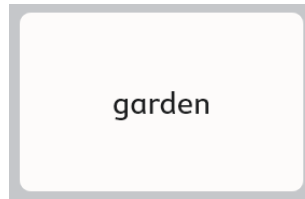
Label Bottom, Image Top



Label Left, Image Right



Label Right, Image Left



Label Only

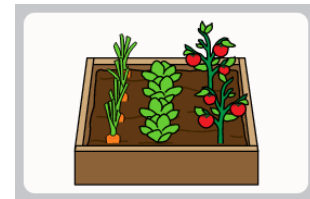



Image Only

## 8.9 Link to Page/Create New Page

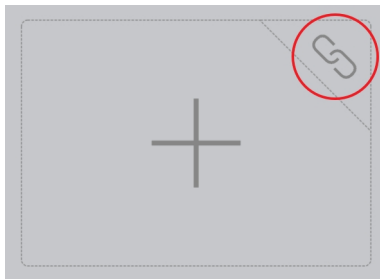
Link buttons open a different page when selected. By default, link buttons are identified by this icon  or the visit icon



. To change the appearance of link and visit buttons, see section 9.3.5 *Page Set Link Visualization*.


### 8.9.1 Create a Link Button in an Empty Cell

1. Select the  **Edit** button.
2. Select the link icon in an empty cell.



- To link to a brand new page, see section 8.9.3 *Link to a New Page/Create New Page*.
- To link to an existing page, see section 8.9.4 *Link to Existing Page*.
- To link to a (new) copy of an existing page, see section 8.9.5 *Link to a New Copy of an Existing Page*.
- To import and link to a page, see section 8.9.6 *Import and Link to Page*.

### 8.9.2 Create a Link From an Existing Button

1. Select the  **Edit** button.
2. Select the button that you would like to create a link from.
3. Select the **Button** tab.
4. Select the **Action** category.
5. Select **Add Action**.



6. Select **Link**.
  - To link to a brand new page, see section 8.9.3 *Link to a New Page/Create New Page*.
  - To link to an existing page, see section 8.9.4 *Link to Existing Page*.
  - To link to a (new) copy of an existing page, see section 8.9.5 *Link to a New Copy of an Existing Page*.
  - To import and link to a page, see section 8.9.6 *Import and Link to Page*.

### 8.9.3 Link to a New Page/Create New Page

1. Select **Link to new page**. The New Page dialog will open.
2. Type the page name into the **Name** field. Select a symbol, or select the **X** if you do not want to set a symbol for the page.
3. Select **Create** to create the link and the new page. Select **Cancel** to return without saving.



### 8.9.4 Link to Existing Page

1. Select **Link to Existing Page**. The Link to Existing Page dialog will open.
2. Select a page from the list.



Type in the Search field to find a specific page, or select Recently Opened to find a page you've visited recently.

3. Select **Save** to create the link. Select **Cancel** to return without saving.

To learn about Visit Page see section 8.9.7 *Visit Page*.

### 8.9.5 Link to a New Copy of an Existing Page

This linking method allows you to use a page as a template for the new page you create.

1. Select **Link to Copy of Page**. The Link to Copy of Page dialog will open.
2. Select a page from the list.



Type in the Search field to find a specific page, or select Recently Opened to find a page you've visited recently.

3. Enter a name for the new page in the Name field.
4. Select **Save** to create a copy of the selected page and the link. Select **Cancel** to return without saving.

To learn about Visit Page see 8.9.7 *Visit Page*.

### 8.9.6 Import and Link to Page

If you have a page bundle file containing a page that you would like to link to, you can import the page and link to it all in one step using Import and Link to Page.

1. Select **Import and Link to Page**. You may choose to import from myTobiiDynavox or from a local file:


#### From myTobiiDynavox

- a. Select **From myTobiiDynavox**.

You may be prompted to log in to myTobiiDynavox. The Select Page Bundle from myTobiiDynavox dialog opens.
- b. Select the Page Bundle that you would like to import, then select **Next**.
- c. Select the page that you would like to link to, then select **Import**.



Page conflicts occur when the page bundle contains one or more pages that already exist on your de-


vice, but are not identical. Select each page conflict  icon, then choose whether to keep the existing page or overwrite with the imported page from the page bundle. You must resolve all page conflicts in this manner before you can proceed with the Page Bundle import.

### From a Local File

- Select **From a Local File**. The Import Page Bundle from a Local File dialog opens.
- Select **Browse**. Navigate to the desired Page Bundle (.spb) and then select **Open**.
- Select **Next**.
- Select the page that you would like to link to, then select **Import**.



Page conflicts occur when the page bundle contains one or more pages that already exist on your de-

vice, but are not identical. Select each page conflict  icon, then choose whether to keep the existing page or overwrite with the imported page from the page bundle. You must resolve all page conflicts in this manner before you can proceed with the Page Bundle import.

## 8.9.7 Visit Page

When enabled, the Visit Page setting sets a link to return the user to the previous page after a selection that triggers a re-

turn has been made on the linked page. Link buttons that have Visit Page enabled display this icon: 

### How Visit Page Works

- Select the Visit Page link button. The linked page opens.
- Make a selection on the linked page.\*  
The previous page (containing the Visit Page link button) opens.



\* In order to trigger return to the previous page, the selected button must *either* contain one of the following actions:

- Speak or Insert Message
- Speak Sentence
- Return from Visit

Or, be one of the following button types, which also trigger return to the previous page:

- Grammar button
- Inflector button
- Predictor button
- On-screen keyboard button programmed with KeyType = space

The following actions and button types extend Visit mode and *do not* trigger return to the previous page:

- Extend Visit
- Go Back
- Link
- Implied Subject
- Pause Access Method
- Chat

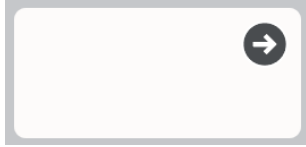
If a button contains multiple actions (some that trigger return to the previous page and some that extend visit mode) return to the previous page is not triggered unless the button also contains Return from Visit.

The following actions cancel a visit:

- Cancel Visit
- Go Home
- Open Dashboard
- Open Keyboard

### 8.9.7.1 Enable Visit Page on a Link Button

1. Select the  **Edit** button.
2. Select the Link button.



**Figure 8.14** Example Link button

3. Select the **Action** category.
4. Select the **Link** action.
5. Set **Visit Page** to On.

### 8.9.7.2 Extend, Cancel, or Return from Visit


You can use actions to interrupt or prolong a page visit that occurs after selecting a Visit button. If a selected button on the visited page contains one of the following actions, it will change normal Visit behavior in the specified way:

- **Extend Visit** — remain in Visit mode, despite the action(s) on this button.
- **Cancel Visit** — exit Visit mode, but stay on the current page.
- **Return from Visit** — exit Visit mode immediately (before executing subsequent actions on this button) and return to the original page. All actions on the button are executed.

## 8.10 Button Language Rules

The language rules setting allows you to specify the language that will be used for symbol search, symbolate, word prediction, inflection, auto-morphing, and speaking voice (if a language-specific voice has been set for that language) for that button.

Buttons inherit a default language rules setting from the Page Set level settings or Page level settings. You can manually set the language rules for a button by following the steps below:

1. Select the  **Edit** button.
2. Select a button.
3. Select the **Preferences** category.
4. Select **Language Rules**.
5. Select a language from the list:
  - a. **Fully Supported Languages** — affects symbol search, symbolate, word prediction, inflection, auto-morphing, and speaking voice (if a language-specific voice has been set for that language).  
The **Neutral** language is primarily for use with proper nouns (for example, Harriet Tubman or Amsterdam). When words tagged as Neutral are sent to the Message Window, they will be spoken according to the language rules of the other words currently in the message window. If the message window is otherwise empty, the Neutral words will be spoken according to the language rules setting of the current or most recent non-neutral page.
  - b. **Other Languages** — the languages in this category have varying levels of support within the Snap Core First app.

## 8.11 Remotes

Some Tobii Dynavox devices, such as the Indi and I-110, are equipped with an IR transmitter that can be controlled through the Snap software, enabling these devices to be used as remote controls for equipment such as televisions and stereos. The Core First Page Set comes with pre-made remotes pages in the Dashboard. These remotes pages contain buttons that are ready for you to program with your remote commands.



Snap remotes do not work on the Tobii Dynavox I-12(+) or I-15(+) devices.

### 8.11.1 Program a Remote Button



The remote programming process only needs to be done once per button.

Have your remote control on hand. You will need it to teach the IR command to your device.



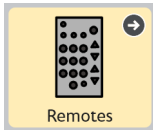
1. Select the **Edit** button.
2. Select the on-screen button that you would like to program to send the IR command.
3. Select the **Button** tab.
4. Select the **Action** category.
5. Select **Add Action**.
6. Select **Send IR Signal**.
7. Select **Record**, then point the remote control at the IR panel on your Tobii Dynavox device and press the button on the remote.
8. If you see the message "Recording succeeded!" select **Done**.  
If you see the message "No signal was detected. Please try again." return to step 7.

### 8.11.2 Using Remotes



Remotes are only available for compatible Tobii Dynavox devices.

You must set up your remote in advance by programming each remote button with the correct IR command. See *8.11.1 Program a Remote Button*.



**Figure 8.15** Dashboard — Remotes button

1. Navigate to the remote page that corresponds to the equipment (television, stereo, etc.) that you would like to control.
2. Point the IR window of your Tobii Dynavox device toward the equipment you would like to control.
3. Select the button for the desired command.

## 8.12 Edit Page

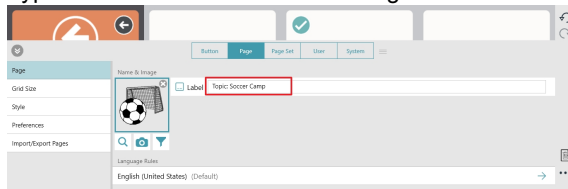
Changes made in the Page tab will affect *only the current page*. You can use the settings on the Page tab to override some Page Set settings. For example, if you want the Message Bar visible for most pages, but not your Dashboard page, you would do the following: 1. Enable Message Bar in Page Set settings. 2. Go to the Dashboard page. 3. Select the Page tab. 4. Select Preferences 5. In Page Message Bar Visibility, disable Match Page Set setting: On. 6. Set Message Bar Visibility to Off.

### 8.12.1 Page Name



Figure 8.16 Page Name

1. Select the  **Edit** button.
2. Select the **Page** tab.
3. Type in the **Label** field to edit the Page Name.



### 8.12.2 Page Symbol

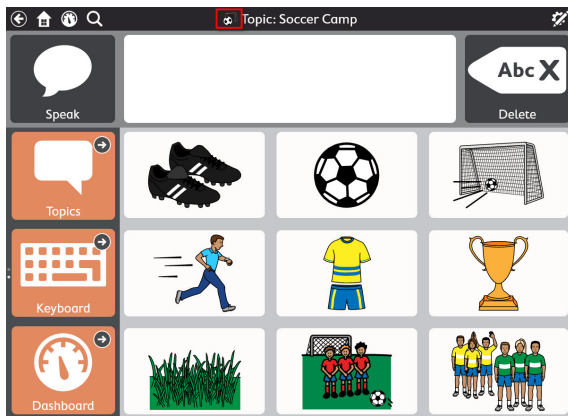
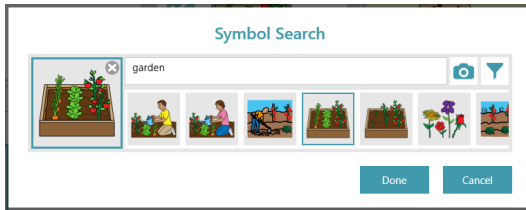




Figure 8.17 Page Symbol

1. Select the  **Edit** button.
2. Select the **Page** tab.
3. Add or change the Page Symbol:
  - To search for a symbol:
    - a. Select the  **Symbol Search** button.

The Symbol Search dialog will open.



- b. Type in the text field to refine your search terms.
  - c. Choose the desired symbol.
  - d. Select **Done**.
- To use the camera to take a photo for the Page Symbol:
    - a. Select the  **Camera** button.
    - b. Choose **From Camera**.
    - c. Use the camera on your device to capture a photo.
  - To use an image stored on your local device:
    - a. Select the  **Camera** button.
    - b. Choose **From Photo Library**.
    - c. Use the file browser to navigate to the desired image file.




If you do not want to use a page symbol, select the **X** on the Page Symbol.

### 8.12.3 Page Language Rules

The Page Language Rules setting sets the default language rules for buttons on the page. The language rules setting controls the language that will be used for symbol search, symbolate, word prediction, inflection, auto-morphing, and speaking voice (if a language-specific voice has been set for that language).

Buttons inherit a default language rules setting from the Page Set level settings or Page level settings. When you set the Page Language Rules, all existing buttons on the page will take on that setting and new buttons created on the page will also default to that setting. To change the language rules for specific buttons, see section 8.10 *Button Language Rules*.

1. Select the  **Edit** button.
2. Select the **Page** tab.
3. Select **Language Rules**.
4. Select a language from the list:
  - a. **Fully Supported Languages** — affects symbol search, symbolate, word prediction, inflection, auto-morphing, and speaking voice (if a language-specific voice has been set for that language).  
The **Neutral** language is primarily for use with proper nouns (for example Albert Einstein or Coca-Cola). When words tagged as Neutral are sent to the Message Window, they will be spoken according to the language rules of the other words currently in the message window. If the message window is otherwise empty, the Neutral words will be spoken according to the language rules setting of the Page Set.
  - b. **Other Languages** — the languages in this category have varying levels of support within the Snap Core First app.

### 8.12.4 Page Grid Size



This setting's default is set on the Page Set tab. If you would like to override the Page Set default in this instance, set Match Page Set setting to **Off**. To align this setting with the rest of the Page Set, set Match Page Set setting to **On**.

#### 8.12.4.1 Change Page Grid Size



1. Select the **Edit** button.
2. Select the **Page** tab.
3. Select the **Grid Size** category.
4. Set **Match Page Set Setting** to **Off**.
5. Select **Grid Size**.
6. Select a grid size from the Optimized Grid Sizes or set the number of rows and columns to create a custom grid size.

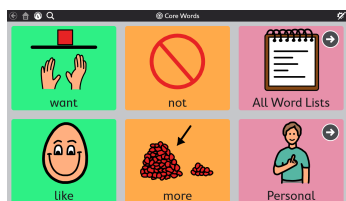


Unless you are creating a completely custom page, it is strongly recommended to use the Page Set Optimized Grid Sizes. The optimized grid sizes will display the pre-populated page content as designed by our clinical team, while other grid sizes may not.



If you would like to display the Message Bar and/or Toolbar, you must choose a grid size of 3x3 or larger. To change the size of the spaces between buttons, see section 9.3.6 *Page Set Grid Margin*.

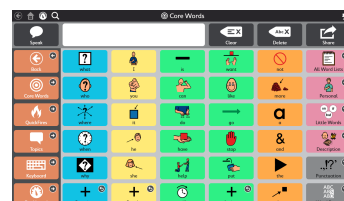
Table 8.2 Sample grid sizes (not comprehensive)



2x3



3x4



6x6

#### 8.12.5 Page Background Color



This setting's default is set on the Page Set tab. If you would like to override the Page Set default in this instance, set Match Page Set setting to **Off**. To align this setting with the rest of the Page Set, set Match Page Set setting to **On**.

1. Navigate to the page that you would like to have a different background color.



2. Select the **Edit** button.
3. Select the **Page** tab.
4. Select the **Style** section.
5. Set the Page Background Color Match Page Set Setting to **Off**.
6. Select **Color**. The Page Background Color list will open.
7. Select a color.

#### 8.12.6 Show/Hide Message Bar



This setting's default is set on the Page Set tab. If you would like to override the Page Set default in this instance, set Match Page Set setting to **Off**. To align this setting with the rest of the Page Set, set Match Page Set setting to **On**.

##### 8.12.6.1 Change Message Bar Visibility





1. Select the **Edit** button.
2. Select the **Page** tab.
3. Select the **Preferences** category.

4. Set **Match Page Set Setting** to **On** to match the indicated setting or **Off** to make the Message Bar visibility different on this page from the rest of the Page Set.

### 8.12.7 Delete Page



Deletion is a permanent operation. Only delete a page if you are sure you will not want to use it again in the future.

1. Navigate to the page you would like to delete.
2. Select the  **Edit** button.
3. Select the **Page** tab.
4. Select  **Delete**. The Delete Page dialog will open.
5. Select the **Delete** button to permanently delete the page, or select **Cancel** to return to Page settings without deleting the page.

### 8.12.8 Import/Export Pages



See section 10.3 *Page Bundles*.

## 8.13 Scan Groups


A scan group is an area containing buttons that scan as a single unit. When the scan group is selected, the buttons within that area are then scanned. Using scan groups can make using the scanning access method much quicker.

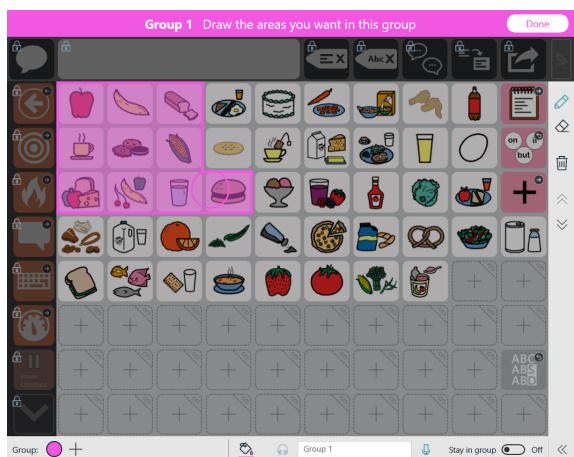
To use scan groups, the Scanning access method must be active with the Group Scan setting enabled. For more information see section 11.12.7 *Scanning Options*.

#### Create and Edit Scan Groups

1. Select the  **Edit** button.
2. Select the **Page** tab.
3. Select the  **Scan Groups** tool.  
The first scan group is created for you automatically.



- To add areas to your scan group, select the  **Draw** tool, then click on (or click and drag across) areas of the page to add them to the scan group. The areas can be anywhere on the page, they do not need to touch each other.



**Figure 8.18** Adding to a scan group using the Draw tool.



You cannot add the Message Bar or Toolbar to a scan group. This is because the Message Bar and Toolbar are always their own scan groups.

- To remove areas from the scan group, select the  **Erase** tool, then click on each area you would like to remove from the group.



Use the **Scroll Up** and **Scroll Down** arrows to scroll the page.




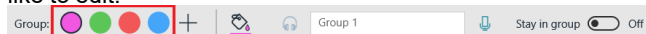
Scan groups are defined as areas of the page, not specific buttons. If you move a button, it may be in a different scan group in the new position.


The scan sequence follows left to right, top to bottom progression. The scan group numbers are not related to scan sequence.

Buttons on the page that are not in a scan group will scan individually.

Scan groups are specific to the grid size.


- To create a new scan group, select the  button in the lower left corner.
- To navigate between scan groups, select the colored circle that matches the color of the scan group that you would like to edit.



- To delete a scan group, first select the scan group as described in the previous step, then select  **Delete Scan Group**.

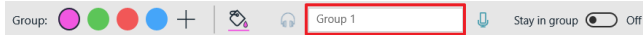
## 8.13.1 Scan Group Options

### Scan Group Color

- Select the  color tool to choose a color for the current scan group. The scan group colors only appear in Edit mode, not in Use mode.

### Scan Group Audio Cue

- Text entered into the Audio Cue field will be read when the group is scanned (if the Speak Audio Cue setting is enabled).




- If you would like to record a custom Audio Cue track, see section 8.6.3.2 *Make a Recording*.

### Stay in Group

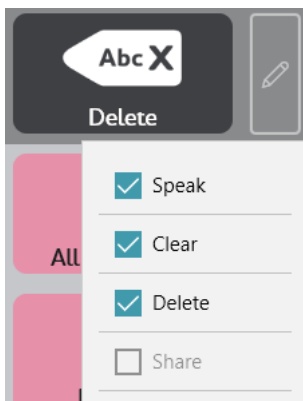
- When enabled, the scan will re-start within the scan group after a selection is made. This allows users to easily make multiple selections within the same group. When Stay in Group is disabled, the scan sequence re-starts at the top of the page after a selection is made.

## 8.14 Edit the Message Bar

1. Select the  **Edit** button.
2. Select the **Edit Message Bar** button. The Edit Message Bar menu will open.



3. Selected buttons are displayed in the Message Bar. Unselected buttons are hidden in the Message Bar.



**Figure 8.19** Edit Message Bar menu




Buttons in the list may be grayed out, indicating that there is not enough space in the Message Bar to display them. Increase the number of grid columns to make more space available in the Message Bar.

## 8.15 Edit the Toolbar



**Figure 8.20** Core First toolbar, seen in Edit Mode, containing buttons, hidden buttons, and an empty cell.

1. Select the  **Edit** button.
2. Select any button in the toolbar to edit it.  
You may need to scroll to see the entire contents of the toolbar or to access the empty cells in the toolbar.
3. Click and hold, then drag buttons to reorder the buttons within the toolbar.



You cannot drag buttons between the page and the toolbar.

# 9 Page Set Settings

## 9.1 Page Set

### 9.1.1 Choose Page Set



1. Select the **Edit** button.
2. Select the **Page Set** tab.
3. Select the row under **Username's Page Set**.
4. Select a Page Set from the list.

### 9.1.2 Create New Page Set

#### Create Page Set from Pre-Installed, Copy of Existing User Page Set, or a Local File



1. Select the **Edit** button.
2. Select the **Page Set** tab.
3. Select the row under **Username's Page Set**.
4. Select **Create Page Set**.

The Select Page Set dialog will open.

5. Choose a Page Set:

#### Pre-installed Page Sets

- The **Core First** Page Set contains the Core First content.
- Select the **Blank** Page Set to start from scratch with a blank template.

#### User Page Sets

- Select one of your existing Page Sets to use as a template (create a copy).

#### Local Files

- Import a Page Set file (.sps) stored on your local device or a connected drive.

6. Select **Next** to create the new Page Set.
7. Enter a name for the new Page Set.
8. Select **Create** to create the Page Set. Select **Cancel** to return to Page Set settings without creating the new Page Set.

#### Download Page Set From myTobiiDynavox





1. Select the **Edit** button.
2. Select the **Page Set** tab.
3. Select the current Page Set.
4. Select **Download Page Set**.





You may be prompted to log in to myTobiiDynavox.


5. Select a Page Set from the list, then select **Download**.
6. When the download is complete, enter a name for the Page Set, then select **Save**.

### 9.1.3 Rename Page Set and Edit Description

1. Select the  **Edit** button.
2. Select the **Page Set** tab.
3. In the list of User's Page Sets, select the  **Edit** button beside the name of the Page Set you would like to re-name. The Edit Page Set Info dialog will open.
4. Edit the text in the **Name** field and/or the **Description** field.
5. Select **Save** to save your changes. Select **Cancel** to return to the list of Page Sets without saving.

### 9.1.4 Delete Page Set


1. Select the  **Edit** button.
2. Select the **Page Set** tab.
3. In the list of User's Page Sets, select the  **Delete** button beside the name of the Page Set you would like to delete.

 You cannot delete the currently active Page Set.

4. Select the red **Delete** button.
5. Select **Delete** to permanently remove the Page Set. Select **Cancel** to return to the list of Page Sets without deleting.

### 9.1.5 Set Home Page


1. Select the  **Edit** button.
2. Select the **Page Set** tab.
3. Select **Home page**.
4. Select a page from the list.

 Type in the Search field to find a specific page, or select Recently Opened to find a page you've visited recently.

The recommended Home Page for grid sizes 1x1 through 2x3 is Supported Navigation. For grid sizes 3x3 and larger, Core Words is the suggested Home Page.

### 9.1.6 Set Keyboard Page


1. Select the  **Edit** button.
2. Select the **Page Set** tab.
3. Select **Keyboard page**.
4. Select a page from the list.

 Type in the Search field to find a specific page, or select Recently Opened to find a page you've visited recently.

Use the search term "keyboard" to help narrow your search results to Keyboard pages.

## 9.2 Grid Size

The Grid Size selected in Page Set Settings is the default grid size for the user. All pages will default to the grid size chosen in Page Set Settings unless otherwise specified in Page settings.

1. Select the  **Edit** button.
2. Select the **Page Set** tab.
3. Select the **Grid Size** category.
4. Select a grid size from the list of Optimized Grid Sizes or select the number of rows and columns to create a custom grid size.

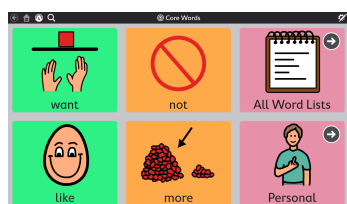


Unless you are creating a completely custom page, it is strongly recommended to use the Page Set Optimized Grid Sizes. The optimized grid sizes will display the pre-populated page content as designed by our clinical team, while other grid sizes may not.



If you would like to display the Message Bar and/or Toolbar, you must choose a grid size of 3x3 or larger. To change the size of the spaces between buttons, see section 9.3.6 *Page Set Grid Margin*.

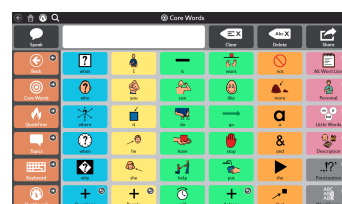
Table 9.1 Sample grid sizes (not comprehensive)



2x3



3x4



6x6

## 9.3 Page Set Style

The settings made in Page Set Style define the look of the Page Set. All pages in the Page Set, including new pages, will use these style settings unless they are manually overridden at the page or button level.

### 9.3.1 Page Set Button Labels Font

1. Select the  **Edit** button.
2. Select the **Page Set** tab.
3. Select the **Style** category.
4. Select **Font** under Style.
5. Select a font.

### 9.3.2 Page Set Button Labels Font Size

1. Select the  **Edit** button.
2. Select the **Page Set** tab.
3. Select the **Style** category.
4. Select **Font** under Style.
5. Select a font size.

### 9.3.3 Page Set Button Labels Bold

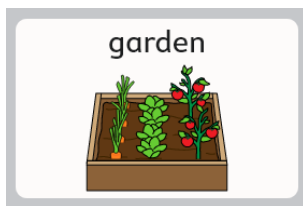


1. Select the **Edit** button.
2. Select the **Page Set** tab.
3. Select the **Style** category.
4. Select **Bold** under Style.
5. Set bold to On or Off.

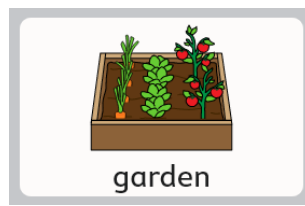
### 9.3.4 Page Set Button Layout



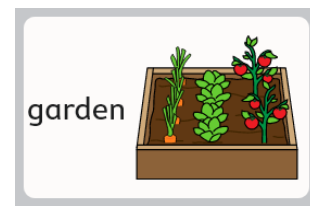
1. Select the **Edit** button.
2. Select the **Page Set** tab.
3. Select the **Style** category.
4. Select **Button layout** under Style.
5. Select a layout from the list.



Label Top, Image Bottom



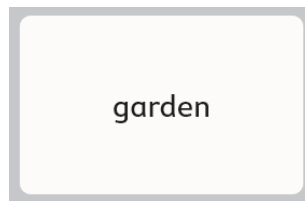
Label Bottom, Image Top



Label Left, Image Right



Label Right, Image Left



Label Only

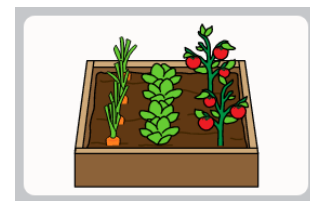


Image Only

### 9.3.5 Page Set Link Visualization

Set the appearance of buttons that go to other pages.



Link Visualization style — None



Link Visualization style — Navigation icons



Link Visualization style — Folders

- **None** — match the Page Set default button style.
- **Navigation icons** — a small icon appears in the corner of buttons indicating what they do (link to another page, visit page, or go back)
- **Folders for links** — Link buttons are shaped like folders. (Style applies to Link buttons only, not Go Back or Visit buttons).

### 9.3.6 Page Set Grid Margin

Set the size of the gaps between buttons.



1. Select the **Edit** button.
2. Select the **Page Set** tab.
3. Select the **Style** category.
4. Select **Grid Margin Factor** under Grid Margin.
5. Choose a Grid Margin Factor size.

### 9.3.7 Page Set Default Background Colors



1. Select the **Edit** button.
2. Select the **Page Set** tab.
3. Select the **Style** category.
4. Select any of the following rows to change the specified background color:
  - **Page Background** — Default color for the page background.
  - **Toolbar Background** — Default color for the Toolbar background.
  - **Message Bar Background** — Default color for the Message Bar (not the Message Window) background.

### 9.3.8 Page Set Message Window Font



1. Select the **Edit** button.
2. Select the **Page Set** tab.
3. Select the **Style** category.
4. Select **Font** under Message Window.
5. Choose a font.

### 9.3.9 Page Set Message Window Font Size



1. Select the **Edit** button.
2. Select the **Page Set** tab.
3. Select the **Style** category.
4. Select **Font Size** under Message Window.
5. Choose a font size.

### 9.3.10 Page Set Message Window Text Color



1. Select the **Edit** button.
2. Select the **Page Set** tab.
3. Select the **Style** category.
4. Select **Text Color** under Message Window.
5. Choose a text color.

## 9.4 Page Set Preferences



1. Select the **Edit** button.
2. Select the **Page Set** tab.
3. Select **Preferences**.
4. Select any of the following to change the specified setting:



## Interface

- **Message Bar On** — When enabled, the Message Bar is displayed on each page by default.
- **Toolbar Location** — Choose to display the Toolbar on the left or the right side of each page or to turn off the Toolbar.

## Toolbar Rows

- **Match Page Set Setting:** — When enabled, the number of rows available on the toolbar will match the number of rows in the selected page set.  
To change the number of rows in the toolbar separately from the page set grid size, disable this setting and set the desired number of rows.

## Page Set Scan Groups



- **1. xxx, 2. yyy, 3. zzz** — Set the orders for how the Page Set Scan groups; Page, Toolbar and Message bar, should be scanned.  
Set the scan order, audio cues, and Stay in Group settings for the Page Set Scan groups; Page, Toolbar and Message bar.

# 9.5 Adaptive Buttons





This section applies to Tobii Dynavox I-13 and I-16 devices only.

The adaptive buttons found on the front of the Tobii Dynavox I-13 and I-16 devices are selectable through Touch or Gaze

Interaction. Two of these buttons, the  and  buttons, can be programmed with Snap Core First actions that will execute if selected using Gaze Interaction while using Snap Core First.

## Set Adaptive Button Gaze Interaction Actions

1. Select the  **Edit** button.
2. Select the **Page Set** tab.
3. Select **Adaptive Buttons**.
4. Select  or  from the list.
5. Select **Add Action**.
6. Select an action.




To add additional actions, repeat steps 5 and 6.

## Set Adaptive Button Touch Actions



Adaptive Button Touch behavior is set in the Tobii Dynavox Hardware Settings app. You can launch this app directly using the shortcut found on your desktop or through Snap Core First as described below.

1. Select the  **Edit** button.
2. Select the **Page Set** tab.
3. Select **Adaptive Buttons**.
4. Select **Set actions for touch**. The Tobii Dynavox Hardware Settings app will launch.
5. Use the drop down menus in the Hardware Settings app to choose the actions for the adaptive buttons when they are selected using Touch.

## 9.6 Page Set About


This section displays the version number of the Page Set and Content Developer Settings.

### 9.6.1 Page Set Content Developer Settings

Special settings for advanced Page Set creators.

#### 9.6.1.1 Set Optimized Grid Sizes


Set which grid sizes appear in the Optimized Grid Sizes list for this Page Set.

1. Select the  **Edit** button.
2. Select the **Page Set** tab.
3. Select **About**.
4. Select **Content developer settings**.
5. Select **Grid Sizes**.
6. To add a grid size to the list, scroll to the right and select **Add New Size**. The Add Optimized Grid Size dialog will open.
7. Choose the number of **Rows** and **Columns** for your new Optimized Grid Size (up to 15 x 15), then select **Save**.
8. To remove an Optimized Grid Size, select the **Delete** icon on the grid size in the list. The Delete Grid Size Warning will appear. If you are sure you want to delete the grid size, select **Delete**. Otherwise, select **Cancel** to close the warning without deleting.

#### 9.6.1.2 Page Set Language Rules

The Page Set Language Rules setting sets the default language rules for buttons and pages in the Page Set. The language rules setting controls the language that will be used for symbol search, symbolate, word prediction, inflection, auto-morphing, and speaking voice (if a language-specific voice has been set for that language).

Buttons inherit a default language rules setting from the Page Set level settings or Page level settings. When you set the Page Set Language Rules, all existing buttons in the Page Set will take on that setting and new buttons created in the Page Set will also default to that setting. To change the language rules for specific pages in the Page Set, see section 8.12.3 *Page Language Rules*. To change the language rules for specific buttons, see section 8.10 *Button Language Rules*.

1. Select the  **Edit** button.
2. Select the **Page Set** tab.
3. Select **About**.
4. Select **Content developer settings**.
5. Select **Language Rules**.
6. Select a language from the list:
  - a. **Fully Supported Languages** — affects symbol search, symbolate, word prediction, inflection, auto-morphing, and speaking voice (if a language-specific voice has been set for that language).
  - b. **Other Languages** — the languages in this category have varying levels of support within the Snap Core First app.

# 10 Sharing and Saving

Tobii Dynavox Snap Core First offers several convenient ways to share and save your users, Page Sets, and pages. Whether you want to keep your Page Set consistent across all of your devices or send some new pages to a friend, we've got you covered!

- **Export/Import Locally** (User, Page Set, Page Bundle) — Use when storing the file on your local machine, sharing on a USB drive, or with people who do not have a myTobiiDynavox account.
- **Export/Import through myTobiiDynavox\*** (Page Set, Page Bundle) — Share Page Sets and Page Bundles with other myTobiiDynavox users. Store and access files privately on your own myTobiiDynavox account.
- **Sync\*** (Page Set) — Share ongoing changes to a Page Set across your devices and with specified myTobiiDynavox users. A Page Set shared through sync keeps an up-to-date version of the Page Set in the cloud, so that changes made to the Page Set on any approved device/account are shared across all synced devices/accounts for that Page Set.

\*These sharing methods require an active internet connection.

Table 10.1 File Types for Sharing and Saving — What They Contain

File Type	Pages	Page Preferences	Page Set Preferences	User Preferences	System Preferences
User	Yes	Yes	Yes	Yes	No
Page Set	Yes	Yes	Yes	No	No
Page Bundle	Yes (Specified Pages)	Yes	No	No	No

## 10.1 Users

User backup files contain the Page Sets and settings associated with that user. User backup files do not contain voices. However, voice settings are preserved and the selected voice will download automatically if it is not available on the device (internet connection required).

### 10.1.1 Backup a User

See section 11.3 *Backup a User*.

### 10.1.2 Restore a User

See section 11.4 *Restore a User*.

## 10.2 Page Sets

A Page Set file contains all of the pages associated with that Page Set. It does not contain any user information or user-level settings.

### 10.2.1 Import a Page Set

#### From myTobiiDynavox



1. Select the **Edit** button.
2. Select the **Page Set** tab.
3. Select the current Page Set.
4. Select **Download Page Set**.



You may be prompted to log in to myTobiiDynavox.

5. Select a Page Set from the list, then select **Download**.
6. When the download is complete, enter a name for the Page Set, then select **Save**.

### From a Local File




1. Select the **Edit** button.
2. Select the **Page Set** tab.
3. Select the current Page Set.
4. Select **Create Page Set**.
5. Select the **Local Files** tab.
6. Select **Browse**.
7. Navigate to the desired *.sps* file, select it, then select **Open**.
8. Select **Next**.
9. Enter a unique name for the Page Set, then select **Create**.

## 10.2.2 Save a Copy of a Page Set

### 10.2.2.1 Save Page Set to myTobiiDynavox

Page Set files saved to myTobiiDynavox can be found on myTobiiDynavox.com in My Stuff > Snap > Pagesets



1. Select the **Edit** button.
2. Select the **Page Set** tab.
3. Select the current Page Set.
4. Select the  **Save** icon beside the Page Set that you would like to save.
5. Select **Save a copy to myTobiiDynavox**.




You may be prompted to log in to myTobiiDynavox.

6. Enter a unique name for the Page Set and (optionally) a description, then select **Save**.
7. A status bar shows the saving progress. When complete, select **Done**.

### 10.2.2.2 Save Page Set Locally





1. Select the **Edit** button.
2. Select the **Page Set** tab.
3. Select the current Page Set.
4. Select the  **Save** icon beside the Page Set that you would like to save.
5. Select **Save a copy to a local file**.
6. Enter a unique name for the Page Set and (optionally) a description, then select **Next**.
7. Select **Browse**. Navigate to the directory where you would like to save your Page Set file, then select **Save**.
8. Select **Save**.
9. A status bar shows the saving progress. When complete, select **Done**.

## 10.2.3 Share a Copy of a Page Set (Through myTobiiDynavox)



1. Select the **Edit** button.
2. Select the **Page Set** tab.

3. Select the  **Share Page Set** icon beside the Page Set that you would like to share.
4. Select **Share a copy**.
5. Enter a unique name for the Page Set and (optionally) a description, then select **Next**.
6. Enter the myTobiiDynavox username or email account of the person to whom you are sending the Page Set, then select the **+** to add them to the list of recipients. Repeat this process to add additional recipients. When you have added all recipients, select **Share**.
7. A status bar shows the sharing progress. When complete, select **Done**.


 If you would like to save a copy of a Page Set locally (to share through USB drive, email, etc.), see section [10.2.2.2 Save Page Set Locally](#).

## 10.2.4 Sync Page Set

Sync is an easy way to maintain the same version of a Page Set across multiple devices. Sync stores an up-to-date version of your Page Set in the cloud. When you press the Sync button, you send the changes you made to the Page Set on your local device and also receive any changes that were made on other (Synced) devices\*. When all devices have Synced, they all have the same version of the Page Set.

The Sync button in the top bar lets you know when there is an updated version of the Page Set available or when you have local changes to push to the cloud.


\*Sync does not support merging changes from multiple devices to the same page in the same Sync. If changes are made to the same page at the same time from multiple devices, the last device to Sync will overwrite with its version of the page. The people involved in editing a Synced Page Set should communicate about which pages they are editing and Sync frequently to avoid Syncing changes to the same page at the same time.


 When Syncing across multiple devices or users, the navigation type setting must match for all Syncing devices/users. See section [11.12 Access Method](#).

### 10.2.4.1 Sync Page Set to myTobiiDynavox

When you Sync a Page Set to myTobiiDynavox, you will have a copy of your Page Set stored on the myTobiiDynavox server. You can use this as a quick and easy Page Set backup system and, if you have other devices running Snap Core First, you can sync the Page Set on those devices as well.



#### Setting up the Page Set to Sync

1. Select the  **Sync** button in the Top Bar. You may be prompted to enter your myTobiiDynavox username and password.
2. Select **Sync**.
3. That's it! Your Page Set is now Synced to your myTobiiDynavox account.

 Each time you edit your Page Set, you must select the Sync button in the Top Bar to send those changes to the cloud.

#### Sync the Page Set on Additional Devices

If a Page Set is already set up to Sync on one of your devices, you can Sync additional devices by following the steps below on each device.

1. Select the  **Sync** button in the Top Bar. You may be prompted to enter your myTobiiDynavox username and password.
2. Select the  **Download Page Set** icon.
3. Select the Page Set you would like to download and Sync, then select **Download**.
4. When the download is complete, select **Done**.  
The downloaded Synced Page Set is automatically set to be the active Page Set.



Each time you edit your Page Set, you must select the Sync button in the Top Bar to send those changes to the cloud and make the updated Page Set available for the other devices to Sync. It is best practice to Sync before you make changes to the Page Set, then Sync again as soon as you are done editing.

#### 10.2.4.2 Invite Someone to Sync with your Page Set

When other myTobiiDynavox users Sync with your Page Set, they are able to make changes to the Page Set on their device(s) and Sync those changes to the cloud. The next time you Sync on your device, you will receive their changes. Likewise, when you make changes to the Page Set and then Sync, those changes will be available to the other users you have allowed to Sync with your Page Set.

Sync cannot merge changes from multiple users who have edited the same page at the same time. In this circumstance, the last user to Sync will overwrite the page with their version. You should Sync immediately before and after making changes to the Page Set and communicate with other users who Sync with your Page Set to avoid editing the same page at the same time.



You should only Sync with people you trust to make appropriate changes to your Page Set.



Each time you edit your Page Set, you must select the Sync button in the Top Bar to send those changes to the cloud and make the updated Page Set available for the other devices or users to Sync.



It is best practice to Sync before you make changes to the Page Set, then Sync again as soon as you are finished editing.



1. Select the  **Sync** button in the Top Bar. You may be prompted to enter your myTobiiDynavox username and password.
2. Select the  **Share Page Set** icon.
3. Enter the myTobiiDynavox username or email address of the person to whom you are sharing the Page Set, then select the **+** to add them to the list of recipients. Repeat this process to add additional recipients. When you have added all recipients, select **Share**.
4. When the share process is complete, select **Done**. The recipient(s) will receive share alerts via email and in the Snap Core First app.




Sync alerts may take up to an hour to appear after the invitation has been sent. You can check for alerts at any time by selecting the Sync icon.

##### 10.2.4.2.1 Revoke Sync Permissions

You can remove users from Synced Page Sets (that you own) at any time.



1. Select the  **Sync** button in the Top Bar.
2. Select the  **Share Page Set** icon.
3. Users with Sync permission for the current Page Set are listed in the blue box. To remove a user, select the **X** beside their name/email address, then select **Update**.
4. Select **Done**.

#### 10.2.4.3 Sync with Page Sets Owned by Others




When someone shares a Page Set for syncing with you, the Sync icon in the Top Bar will show an alert icon . Follow the steps below to accept or decline the invitation.

Sync alerts may take up to an hour to appear after the invitation has been sent.

### Accept the Sync Invitation


1. Select the  **Sync** button in the Top Bar.
2. Select the  **Download Page Set** icon.
3. Select **Browse Page Sets available on your myTobiiDynavox account**.
4. Select the Page Set you would like to download and Sync, then select **Download**.
5. When the download is complete, select **Done**.

### Decline the Sync Invitation

1. Select the  **Sync** button in the Top Bar.
2. Select the  **Download Page Set** icon.
3. Select **Browse Page Sets available on your myTobiiDynavox account**.
4. Select the Page Set you would like to decline, then select the  **Delete** icon.
5. Select **Decline**.

#### 10.2.4.4 Revert Synced Page Set to a Previously Saved Version

You can go back to a previous version of a Synced Page Set. This feature is useful if you have made changes to the Page Set that you want to discard or undo.

1. Select the  **Sync** button in the Top Bar.
2. Select **Saved Versions**.
3. Find the Sync date in the list that you would like to restore, then select **Restore**.

#### 10.2.4.5 Overwrite Synced Page Set

Use Overwrite to guarantee that your current version of the Page Set is the version of the Page Set that is also stored in the cloud (regardless of changes that may have been Synced by other users).

1. Select the  **Sync** button in the Top Bar.
2. Select **Advanced**.
3. Select **Overwrite**.

#### 10.2.4.6 Pull-only Sync

When you Sync in Pull-only Mode, you will receive Page Set changes (made on other devices) but will not send any Page Set changes made on the current device. To use Pull-only Mode, access to Edit Mode must be restricted with a Passcode. To set up a Passcode and Pull-only Mode, see section 12.1.1 *Passcode*.

## 10.3 Page Bundles

You can share a subset of your Page Set (one or more pages of your choosing) as a Page Bundle. Page Bundles contain only the specified pages. If the pages contain buttons with links to pages that do not exist on the recipient device, the links will do nothing.

### 10.3.1 Export Page Bundle

#### 10.3.1.1 Export Page Bundle to myTobiiDynavox

1. Select the  **Edit** button.

2. Select the **Page** tab.
3. Select **Import/Export Pages**.
4. Select **Export Page Bundle**.
5. Select **To myTobiiDynavox**.
6. Select the pages you would like to include in the Page Bundle. Selected pages display a check mark in the list and appear in the blue box.



The current page is included in the Page Bundle automatically. To remove it or any other page from the Page Bundle, select the X beside the page name in the blue box.

7. When you have added the desired pages to the Page Bundle, select **Next**. The Name the Page Bundle dialog will open.
8. Enter a name for the Page Bundle in the Name field and (optionally) describe the pages in the Description field.
9. Select **Export** to save the Page Bundle to myTobiiDynavox.
10. When the export is complete, select **Done**.

### 10.3.1.2 Export Page Bundle to a Local File



1. Select the **Edit** button.
2. Select the **Page** tab.
3. Select **Import/Export Pages**.
4. Select **Export Page Bundle**.
5. Select **To a Local File**.
6. Select the pages you would like to include in the Page Bundle. Selected pages display a check mark in the list and appear in the blue box.



The current page is included in the Page Bundle automatically. To remove it or any other page from the Page Bundle, select the X beside the page name in the blue box.

7. When you have added the desired pages to the Page Bundle, select **Next**. The Name the Page Bundle dialog will open.
8. Enter a name for the Page Bundle in the Name field and (optionally) describe the pages in the Description field.
9. (Windows only) Select **Next**.
10. (Windows only) Select **Browse**. Navigate to the directory where you would like to save your Page Set file, then select **Save**.
11. Select **Export**.
12. When the export is complete, select **Done**.

### 10.3.1.3 Export Page Bundle for Sharing (through myTobiiDynavox)



1. Select the **Edit** button.
2. Select the **Page** tab.
3. Select **Import/Export Pages**.
4. Select **Export Page Bundle**.
5. Select **For Sharing**.
6. Select the pages you would like to include in the Page Bundle. Selected pages display a check mark in the list and appear in the blue box.



The current page is included in the Page Bundle automatically. To remove it or any other page from the Page Bundle, select the X beside the page name in the blue box.

7. When you have added the desired pages to the Page Bundle, select **Next**. The Name the Page Bundle dialog will open.
8. Enter a name for the Page Bundle in the Name field and (optionally) describe the pages in the Description field.
9. Select **Next**. The Share Page Bundle dialog will open.



10. Enter the myTobiiDynavox username or email account of the person to whom you are sending the Page Set, then select the **+** to add them to the list of recipients. Repeat this process to add additional recipients. When you have added all recipients, select **Share**.
11. When the export is complete, select **Done**.




If you would like to save a Page Bundle locally (to share by email, USB drive, etc.), see section *10.3.1.2 Export Page Bundle to a Local File*.


## 10.3.2 Import Page Bundle

### 10.3.2.1 Import Page Bundle from myTobiiDynavox


Use this option to import a Page Bundle that you have saved to your own myTobiiDynavox account or a Page Bundle that another myTobiiDynavox user has shared with you.

1. Select the  **Edit** button.
2. Select the **Page** tab.
3. Select **Import/Export Pages**.
4. Select **Import Page Bundle**.
5. Select **from myTobiiDynavox**. The Select Page Bundle from myTobiiDynavox dialog will open.
6. Select a Page Bundle from the list.
7. To download the selected Page Bundle, select **Next**.
8. Review the list of pages contained within the Page Bundle. To proceed with the Page Bundle import, select **Import**. To abort Page Bundle import, select **Cancel**.




Page conflicts occur when the page bundle contains one or more pages that already exist on your device, but are not identical. Select each page conflict  icon, then choose whether to keep the existing page or overwrite with the imported page from the page bundle. You must resolve all page conflicts in this manner before you can proceed with the Page Bundle import.

### 10.3.2.2 Import Page Bundle from a Local File

1. Select the  **Edit** button.
2. Select the **Page** tab.
3. Select **Import/Export Pages**.
4. Select **Import Page Bundle**.
5. Select **from a local file**.
6. Select **Browse**. Navigate to the Page Bundle file (.spb) you would like to import and select it, then select **Open**.
7. Select **Next**. The Review Page Bundle dialog will open.
8. Review the list of pages contained within the Page Bundle. To proceed with the Page Bundle import, select **Import**. To abort Page Bundle import, select **Cancel**.



Page conflicts occur when the page bundle contains one or more pages that already exist on your device, but are not identical. Select each page conflict  icon, then choose whether to keep the existing page or overwrite with the imported page from the page bundle. You must resolve all page conflicts in this manner before you can proceed with the Page Bundle import.

### 10.3.2.3 Import Page Bundle and Link


You can import a Page Bundle and create a link all at once using Import and Link!

See section *8.9.6 Import and Link to Page*.

# 11 User Settings

User Settings help customize the user experience in the Snap software. Each user can have his or her own custom settings that are applied when you load the user in the software.


## 11.1 Change User

1. Select the  **Edit** button.
2. Select the **User** tab.
3. Select the current user.
4. Select a user from the Choose a User list.





The user with the check mark is the currently active user.

## 11.2 Create a New User

1. Select the  **Edit** button.
2. Select the **User** tab.
3. Select **New User**.
4. Follow the steps in the User Setup Wizard to create a new user. Select the **X** to cancel new user creation.

## 11.3 Backup a User

### Backup to myTobiiDynavox

1. Select the  **Edit** button.
2. Select the **User** tab.
3. Select the arrow to the right of the current user.
4. Select the  **Backup** button beside the name of the user you would like to back up.
5. Select **Backup to myTobiiDynavox**.



If you are not currently logged in to your myTobiiDynavox account you will prompted to do so now.

6. Enter a name for your user backup file, then select **Next**.

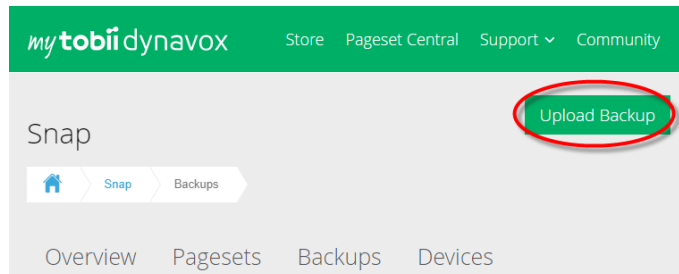


It may be helpful to include the backup date in the file name.



7. Select **Done**.



Local user backup files can also be moved to myTobiiDynavox manually. Use your web browser to go to myTobiiDynavox.com and log in, then go to *Snap > Backups* and select **Upload Backup**.




### Backup to a Local File

1. Select the  **Edit** button.
2. Select the **User** tab.
3. Select the arrow to the right of the current user.
4. Select the  **Backup** button beside the name of the user you would like to back up.
5. Select **Back up to a local file**.
6. (Windows) **Browse** to the directory where you will save the backup file, then choose **Save**.  
(iOS) Enter a name for the backup file.
7. Select **Backup**.

## 11.4 Restore a User

### Restore a user from myTobiiDynavox

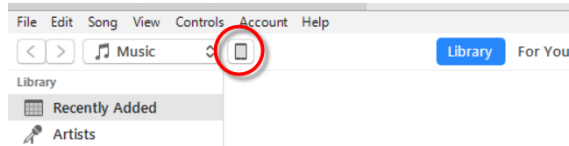
1. Select the  **Edit** button.
2. Select the **User** tab.
3. Select the arrow to the right of the current user.
4. Select **New User**.
5. Select **Restore Existing User**.
6. If you are not currently logged in to myTobiiDynavox, enter your email and password then select **Next**.
7. Choose a user backup file from the list, then select **Next**.

## Restore a user from a local file

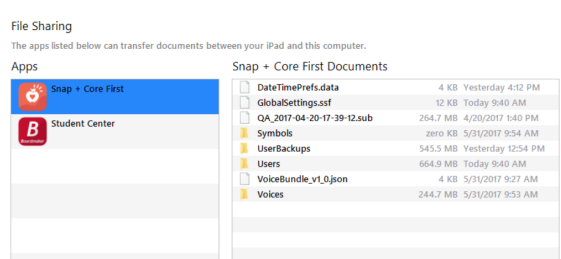


On iOS, local user backup files that were created on a different device must first be moved into the Snap Core First app through iTunes:


- Open iTunes on your Mac or PC.
- Connect your iPad to your computer using the USB cable that came with your device.
- Select your device in iTunes.





- In the left sidebar, select **Apps**. Then, scroll to the File Sharing section at the bottom of the page.
- Select **Snap Core First**.



- Drag the user backup file(s) into the Snap Core First Documents area.
- Follow the steps below to restore the user on your iPad.

- Select the  **Edit** button.
- Select the **User** tab.
- Select the arrow to the right of the current user.
- Select **New User**.
- Select **Restore Existing User**.
- Select **Restore from a local file**.
- (Windows) Browse to the user backup file and select it, then select **Open**.  
(iOS) Select a user backup file from the list, then select **Restore User**.



## 11.5 Edit/Rename a User

- Select the  **Edit** button.
- Select the **User** tab.
- Select the  **Edit** button beside the name of the user you want to edit.
- Type in the **Name** field.
- Select **Save** to save the changes or **Cancel** to discard the changes.

## 11.6 Delete a User



Deleting a user from the device is a permanent operation. If you think you may need the user later, create a user backup *11.3 Backup a User* before performing the delete operation.

- Select the  **Edit** button.
- Select the **User** tab.
- Select the  **Delete** button beside the name of the user you want to delete.



You cannot delete the currently active user.

4. Select the red **Delete** button.
5. Select **Delete** to permanently delete the user. Select **Cancel** to return to the settings menu without deleting the user.

## 11.7 myTobiiDynavox Account Log In



myTobiiDynavox account log in requires an active internet connection.

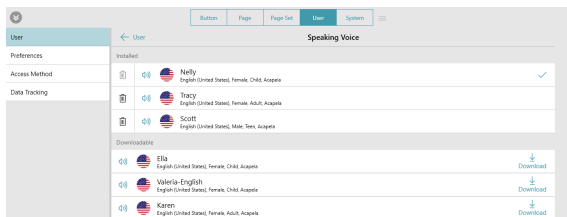
Some services in Snap Core First, such as Sync, require you to log in with your myTobiiDynavox account. Select **Log in** to enter your myTobiiDynavox credentials or to create a new myTobiiDynavox account. If you are currently logged in, your myTobiiDynavox user name or email will display in the myTobiiDynavox Account section.

## 11.8 Voice

### 11.8.1 Speaking Voice

The Speaking Voice is the voice that reads the contents of the message window and button messages.

The Speaking Voice is the default voice; it is not tied to a specific language. If language-specific voices have been assigned, the language-specific voices will be used instead for those languages. To assign language-specific voices, see [11.10 Language-specific Voices](#).



**Figure 11.1** User Tab — Speaking Voice



1. Select the **Edit** button.
2. Select the **User** tab.
3. Select **Speaking Voice**.

#### 11.8.1.1 Installed Voices

These are the voices currently available for immediate use on the device. They include both pre-installed voices and voices downloaded to the device.



You may delete voices in the Installed list, but you cannot delete the currently active voice.

#### 11.8.1.2 Downloadable Voices

Download new voices.




You must have an active internet connection to download voices.



1. Select the **Edit** button.



2. Select the **User** tab.
3. Select **Speaking Voice**.
4. In the list of Downloadable voices, select **Download** next to the desired voice.

 On iOS, voice download pauses when the Snap Core First app is minimized.

### 11.8.1.3 Voices for Purchase


Snap Core First (full) includes one voice engine and access to all of the voices for that voice engine. Additional voice engines are available for purchase. When you purchase a voice engine, you gain access to all of the 100+ associated voices.

#### Preview and Purchase Voices

1. Select the  **Edit** button.
2. Select the **User** tab.
3. Select **Speaking Voice**.
4. Scroll down to the *Purchasable* section.
5. Select  to preview a voice.  
Select **Purchase Additional Voices** to buy.


### 11.8.1.4 Platform Voices

These are the voices provided by your operating system and SAPI5 voices.

 Some voices may appear twice if they have both a native platform version and a SAPI5 version.  
SAPI5 is Windows only

## 11.8.2 Voice Rate


The Voice rate is the speed at which words are spoken.

1. Select the  **Edit** button.
2. Select the **User** tab.
3. Move the **Voice rate slider** to the left to speak more slowly, or to the right to speak more rapidly.

## 11.8.3 Pronunciation Exceptions

Pronunciation Exceptions are words or acronyms that you teach the voice to pronounce in a specific way. Pronunciation Exceptions are attached to the voice that is active when the Pronunciation Exceptions are created. If you switch to a different voice and want to use the same pronunciation exceptions, you must import the Pronunciation Exceptions from the previous voice.

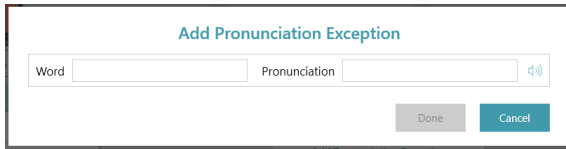
Pronunciation Exceptions are also available for language-specific voices. See section *11.10 Language-specific Voices*.

 Pronunciation Exceptions cannot be imported across platforms (Windows ⇌ iOS).

#### Create a New Pronunciation Exception

1. Select the  **Edit** button.
2. Select the **User** tab.
3. Select **Pronunciation exceptions**.
4. Select **Add Pronunciation Exception**.

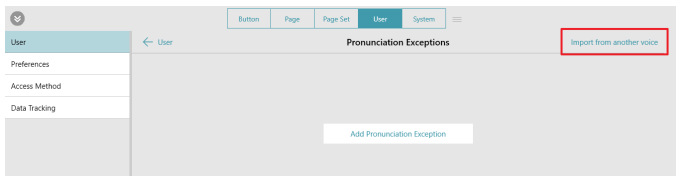
The Add Pronunciation Exception dialog will open.

A dialog box titled "Add Pronunciation Exception". It contains two input fields: "Word" and "Pronunciation". The "Pronunciation" field has a speaker icon to its right. At the bottom right, there are two buttons: "Done" and "Cancel".

5. In the **Word** field, type the word as it is written.
6. In the **Pronunciation** field, type the word phonetically as you would like it to be pronounced. To test the pronunciation, select the Preview button.
7. Select **Done** to save the Pronunciation Exception. Select **Cancel** to discard your changes and return to User settings.

### Import a Pronunciation Exception

1. Select the  **Edit** button.
2. Select the **User** tab.
3. Select **Pronunciation exceptions**.
4. Select **Import from another voice**.




5. Select the voice that has Pronunciation Exceptions that you would like to import.




Only voices that have Pronunciation Exceptions associated with them will appear in the list.

6. Select **Import** to import all Pronunciation Exceptions associated with the selected voice. Select **Cancel** to return to User settings without importing.



When you have imported Pronunciation Exceptions from another voice, it is recommended that you test them with the current voice. Select the  Preview button on a Pronunciation Exception to hear it spoken with the current voice.

## 11.9 Speech Output Device

1. Select the  **Edit** button.
2. Select the **User** tab.
3. Select **Speech Output Device**.
4. Set Use default device to **on** to use the Windows default output device. Set Use default device to **off** to see the list of available output devices.
  - a. Select an output device from the list to use that device for speech output. To preview a device, select the play button for the device.

## 11.10 Language-specific Voices

You can assign a voice to a language, so that content that is in that language is spoken with correct pronunciation.



1. Select the **Edit** button.
2. Select the **User** tab.
3. Select **Language-specific voices**.
4. Select **Add a voice for another language**.
5. Select **Language**, then select a language from the Voice Language list. Select **New Voice** after you have chosen your language.
6. Select **Voice**, then choose a voice from the Installed section of the Voice list. Select **New Voice** after you have chosen your voice.



Some voices are available as a free download (internet connection required). Select **Download** beside the desired voice. When the download is complete, find and select the voice in the Installed section of the Voice list.

7. (Optional) Adjust the Voice rate for the selected language/voice.
8. (Optional) Add Pronunciation exceptions for the voice. See section 11.8.3 *Pronunciation Exceptions*.

## 11.11 User Preferences

### 11.11.1 Speech Settings



1. Select the **Edit** button.
2. Select the **User** tab.
3. Select the **Preferences** category.
4. Set Always interrupt speech for new speech to **On** (ongoing speech will stop to speak a new command) or **Off** (speech commands will queue so that the current speech will finish, then speak the newer speech command).

### 11.11.2 Message Window Settings



**Figure 11.2** Use Symbols in Message Window enabled



1. Select the **Edit** button.
2. Select the **User** tab.
3. Select the **Preferences** category.
4. Set the following preferences to either **On** (enabled) or **Off** (disabled):
  - Use Symbols in Message Window — When enabled, words and phrases in the Message Window will symbolate.
  - Speak when inserting into Message Window — When enabled, each word or phrase will speak as it is entered into the Message Window.
  - Speak characters — When enabled, each character will speak as it is entered into the Message Window.



To enable “Speak characters,” the setting “Speak when inserting into Message Window” must be enabled.

- Clear after speech — After the Message Window text has been spoken, the text is cleared on the next text insert.
- Automatically Inflect Grammar buttons — When enabled, grammar buttons will dynamically update to match the grammatical context of the contents of the Message Window.
- Automatically form contractions — When enabled, common contractions will form from two words (for example, “is not” will become “isn’t”).



### 11.11.3 Prediction Settings



1. Select the **Edit** button.
2. Select the **User** tab.
3. Select the **Preferences** category.
4. Set Show symbols on Predictor buttons to **On** (Predictor buttons show a symbol for the currently predicted word) or **Off** (Predictor buttons show only text).

### 11.11.4 Sync Settings



1. Select the **Edit** button.
2. Select the **User** tab.
3. Select the **Preferences** category.
4. Set Enable Sync in Use Mode to **On** (Sync button is visible in the Top Bar in both Use Mode and Edit Mode) or **Off** (Sync button is hidden in the Top Bar in Use Mode, but visible in Edit Mode).

## 11.12 Access Method

### Touch

Objects are activated by touching the object on the screen with a finger or, when using a mouse, by clicking on the object with the mouse cursor. This access method is suitable for users who are able to touch the screen quickly and accurately or control and left click with a traditional computer mouse. Objects are activated as soon as they are touched or clicked.

### Touch Enter

Objects are activated by physically touching and holding on the object on the screen for a minimum amount of time or, when using a mouse, by clicking and holding on the object for a minimum amount of time. The hold time is set by the user. This access method is useful for users who may touch or click unintended objects accidentally.

### Touch Exit

This method is similar to Touch Enter, but 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 to drag a finger or a pointer across the touch screen while moving from selection to selection.

### Mouse Dwell

(Windows Only) The Mouse Dwell access method requires that a computer mouse, track ball, or head mouse control the cursor on the screen. An object is selected when the cursor pauses on an object for a specified amount of time or when the user activates a switch. This access method is a good option for a person who has the physical ability to maneuver a mouse, but who lacks the ability to press down on the mouse button to make selections.

### Gaze Interaction

(Windows Only) This method allows the user to control Snap Core First using only their eyes. Selections are made either by fixating the gaze on an object for a specified amount of time (dwell), activating a switch, or by blinking. Gaze Interaction requires an eye gaze device from Tobii Dynavox.

### Scanning

When Scanning is the active selection method, objects on the screen highlight in a specific pattern. Scanning requires a switch or keyboard key to make a selection when the desired item is highlighted. This access method is intended for individuals whose motor skills may prevent them from effectively using direct selection methods.



To learn more about access methods, watch the Access Methods video found in *System — Help & Tutorials*.

### 11.12.1 Set the Access Method



1. Select the **Edit** button.
2. Select the **User** tab.
3. Select the **Access Method** category.
4. Select the current Access Method.
5. Select an Access Method from the list.

### 11.12.2 Touch Options



Touch is the default Access Method.

When using the Touch Access Method, objects are activated by touching the object on the screen with a finger or, when using a mouse, by clicking on the object with the mouse cursor. This access method is suitable for users who are able to touch the screen quickly and accurately or control and left click with a traditional computer mouse. Objects are activated as soon as they are touched or clicked.



#### Navigation Type

The Navigation Type is the manner in which the user can scroll in the page and the toolbar. You can choose to scroll by swiping your finger on the screen, selecting navigation buttons, or both.

#### Swiping

- Scroll the page and toolbar up and down by swiping your finger on the touch screen. (Touch Access Method only.)

#### Navigation Buttons

- Arrow buttons appear on the page and toolbar when there is additional content above or below. The arrow navigation buttons are accessible to all Access Methods.



#### Swiping and Navigation Buttons

- Both swiping and navigation buttons are enabled, so that either navigation type can be used to move up and down through the content. (Touch Access Method only.)

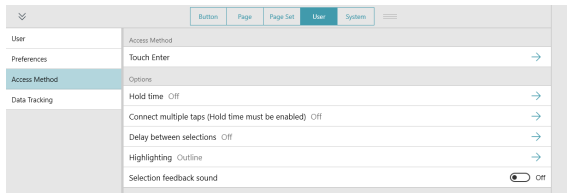
#### Selection Feedback Sound

Play a sound when a non-speaking button is selected.

### 11.12.3 Touch Enter Options

When Touch Enter is the chosen Access Method, objects are activated by physically touching and holding on the object on the screen for a minimum amount of time or, when using a mouse, by clicking and holding on the object for a minimum

amount of time. The hold time is set by the user. This access method is useful for users who may touch or click unintended objects accidentally.



### Hold Time

The Hold Time is the minimum amount of time needed to select and hold on an object in order to activate it.

### Connect Multiple Taps

This setting senses multiple taps that occur within a specified time frame and connects them so that they register as one long tap and hold. This setting is useful if the user has difficulty holding a selection consistently.

When Connect Multiple Taps is enabled, you may choose the time frame in which taps are connected. For example, when set to Medium, all taps that occur within a 0.3 second interval (starting with the first tap) will register as a single long tap and hold.

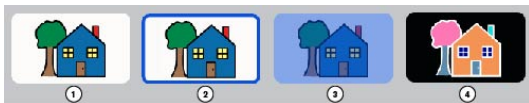
### Delay Between Selections

This setting allows you to set a period of time where Snap ignores selection attempts after a selection has been made. Enabling Delay Between Selections can help prevent unintended repeat selections in the software.

When Delay Between Selections is enabled, you may choose the time frame in which selection attempts are ignored after a selection has been made. For example, when set to Medium, Snap will ignore all selection attempts that occur within 2 seconds after a selection.

### Highlighting

Choose your preferred highlight type and color. Highlight is a visual cue that shows when an object is selected. The highlight stops when the object has been activated.



1. No highlight
2. Outline  
Options: Color, Highlight Thickness
3. Overlay  
Option: Color
4. Invert

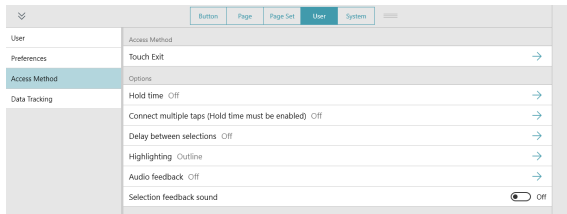
### Selection Feedback Sound

Play a sound when a non-speaking button is selected.

## 11.12.4 Touch Exit Options

When using Touch Exit, 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. As the cursor moves across the buttons, the currently selected button will highlight. A button is not activated 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 to drag a finger or a pointer across the touch screen while moving from selection to selection. It is also useful for people who benefit from visual feedback to make accurate selections.



### Hold Time

The Hold Time is the minimum amount of time needed to select and hold on an object in order to activate it on release.

### Connect Multiple Taps

This setting senses multiple taps that occur within a specified time frame and connects them so that they register as one long tap and hold. This setting is useful if the user has difficulty holding a selection consistently.

When Connect Multiple Taps is enabled, you may choose the time frame in which taps are connected. For example, when set to Medium, any and all taps that occur within a 0.3 second interval (starting with the first tap) will register as a single long tap and hold.

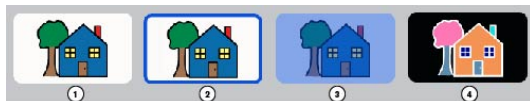
### Delay Between Selections

This setting allows you to set a period of time where Snap ignores selection attempts after a selection has been made. Enabling Delay Between Selections can help prevent unintended repeat selections in the software.

When Delay Between Selections is enabled, you may choose the time frame in which selection attempts are ignored after a selection has been made. For example, when set to Medium, Snap will ignore all selection attempts that occur within 2 seconds after a selection.

### Highlighting

Choose your preferred highlight type and color. Highlight is a visual cue that shows when an object is selected. The highlight stops when the object has been activated.



1. No highlight
2. Outline  
Options: Color, Highlight Thickness
3. Overlay  
Option: Color
4. Invert

### Audio Feedback

When Audio Feedback is enabled, the user will hear an object's audio cue when it is highlighted. An audio cue is a word or short message that helps identify an object. You can select a different voice for Audio Feedback, as well as a custom voice rate, and pronunciation exceptions.

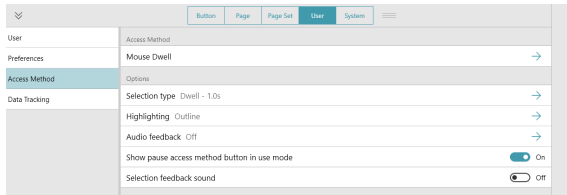
### Selection Feedback Sound

Play a sound when a non-speaking button is selected.

## 11.12.5 Mouse Dwell Options

(Windows Only) The Mouse Dwell access method requires that a computer mouse, track ball, or head mouse control the

cursor on the screen. An object is selected when the cursor pauses on an object for a specified amount of time or when a switch is activated.



## Selection Type

### Dwell


- Selections are made by holding the cursor on an object for a specified length of time (dwell time).
  - Dwell time — set the amount of time that the cursor must remain on an object in order to select it.

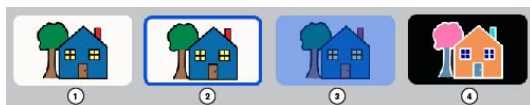
### Switch

- Selections are made by activating a switch while the cursor is on the desired object.
  - Switch input — set the keyboard key that acts as the switch input.

## Highlighting

Choose your preferred highlight type and color. Highlight is a visual cue that shows when an object is selected. The highlight stops when the object has been activated.

 For this access method, “No highlight” is not an option.



1. No highlight
2. Outline  
Options: Color, Highlight Thickness
3. Overlay  
Option: Color
4. Invert

## Audio Feedback

When Audio Feedback is enabled, the user will hear an object’s audio cue when it is highlighted. An audio cue is a word or short message that helps identify an object. You can select a different voice for Audio Feedback, language-specific feedback voices, as well as a custom voice rate, and pronunciation exceptions.

## Show Pause Access Method Button in Use Mode

When enabled, a Pause/Resume Access Method button appears in the Top Bar in Use Mode. When disabled, the button is hidden.

## Selection Feedback Sound

Play a sound when a non-speaking button is selected.

## 11.12.6 Gaze Interaction Options

(Windows Only) This method allows the user to control Snap Core First using only their eyes. Selections are made either by fixating the gaze on an object for a specified amount of time (dwell), activating a switch, or by blinking. Gaze Selection requires an eye gaze device from Tobii Dynavox.

## Selection Type

### Dwell

- Allows the user to select by fixating the gaze on an object for a set amount of time (dwell time).
  - Dwell time — set the amount of time that the gaze must remain on an object in order to select it.

### Switch

- The user directs the highlight on the screen using their gaze, then make selections using a switch.
  - Switch input — set the keyboard key that acts as the switch input.



Switch selection with a keyboard key or Bluetooth switch may not work outside the Snap software.

- Switch press duration — the amount of time that the switch must be activated to select the currently highlighted object.
- Switch repeat duration — the amount of time the user must wait between switch activations. Before this time is met, any additional switch activations are ignored.

### Blink

- Allows the user to select by blinking their eyes for a set amount of time.
  - Minimum blink duration — set the minimum amount of time that the user's eyes must be closed to make a selection.
  - Maximum blink duration — set the maximum amount of time that the user's eyes can be closed to make a selection. If the user's eyes are closed longer than the Maximum blink duration time, no selection is made.

### Gaze Feedback

Gaze Feedback is a visual cue that shows the user where their gaze is registering on the screen, how consistently, and for how long.

Set the style, color, and size of your Gaze Feedback.

### Delay After Page Change

After going to a new page, selection cannot occur for the set period of time. This setting helps prevent accidental selections when a page first opens.

### Windows Control Type

Set the mode of desktop access for navigation outside of the Snap software.

- Gaze Selection — this is a two-step selection method, which reduces the risk of unwanted clicks.
- Mouse Emulation — emulate and control a standard PC mouse pointer on the screen.

### Audio Feedback

When Audio Feedback is enabled, the user will hear an object's audio cue when it is highlighted. An audio cue is a word or short message that helps identify an object. You can select a different voice for Audio Feedback, as well as a custom voice rate, and pronunciation exceptions.

### Show Pause Access Method Button in Use Mode

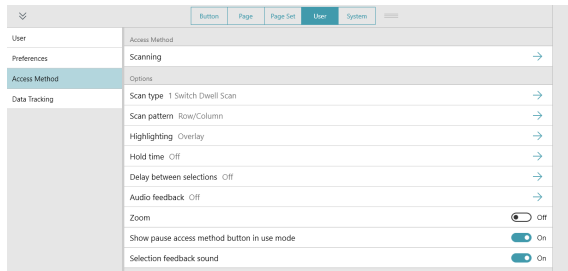
When enabled, a Pause/Resume Access Method button appears in the Top Bar in Use Mode. When disabled, the button is hidden.

### Selection Feedback Sound

Play a sound when a non-speaking button is selected.

## 11.12.7 Scanning Options

When Scanning is the active selection method, objects on the screen highlight in a specific pattern. The user will activate a switch or keyboard key to make a selection when the desired item is highlighted. This access method is intended for individuals whose motor skills may prevent them from effectively using direct selection methods.



### Scan Type

The Scan Type setting determines how the scan highlight advances (automatically or through switch input) and how selections are made.

#### 1 Switch Autoscan

- When using 1 Switch Autoscan, the software will scan the items on the page using the designated scan behavior. The user makes selections using a switch.
  - Switch input — choose either a screen tap or keyboard key.
  - Speed — set how quickly the autoscan progresses.
  - Transition time — set the length of time between making a selection and autoscan continuing.
  - Scan after — select when autoscan should restart: Selection, Page Change, Speaking.
  - Speak full audio cue before advancing — when enabled, long audio cues delay the scanning highlight advancement until the full audio cue has been spoken.

#### 2 Switch Step Scan

- When using 2 Switch Step Scan, the user will trigger one switch to progress the scan highlight and a second switch to make selections.
  - Switch 1 Input — choose either a screen tap or keyboard key to progress the scan highlight.
  - Switch 2 Input — choose either a screen tap or keyboard key to make selections.



Switch 1 Input and Switch 2 Input must be different.

#### 1 Switch Scan

- When the 1 Switch scanning option is active, the user will trigger 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 the specified Pause Time.
  - Switch 1 Input — choose either a screen tap or keyboard key to progress the scan highlight.
  - Pause Time — the minimum amount of time needed to select and hold on an object in order to activate it.

#### 1 Switch Dwell Scan

- When the 1 Switch Dwell scanning option is active, the user will trigger the switch to advance the highlight (each selection advances the highlight by one interval). To select the highlighted object, the user will pause (do nothing) for the specified Pause Time.
  - Switch 1 Input — choose either a screen tap or keyboard key to progress the scan highlight.
  - Pause Time — the minimum amount of time needed to dwell on an object in order to activate it.

### Inverse Scan

- An individual using Inverse scanning will hold down the switch to advance the scanning highlight (highlight continues to advance as long as the switch is held down). When the individual releases the switch, the highlighted object will be selected.
  - Switch 1 Input — choose either a screen tap or keyboard key to progress the scan highlight.
  - Speed — how fast the scanning highlight advances (while the switch is held).
  - Speak full audio cue before advancing — when enabled, long audio cues delay the scanning highlight advancement until the full audio cue has been spoken.

### Scan Behaviors

The scan behavior is the sequence in which screen objects are highlighted for selection. This section also contains settings related to what kinds of objects are scanned.

#### Pattern

- Row/Column — Scan rows from the top down. When a row is selected, the items in the row are scanned from left to right.
- Column/Row — Scan columns from left to right. When a column is selected, the items in the column are scanned from top to bottom.
- Linear — Objects are scanned individually from left to right, top to bottom.

#### Number of Passes

- Passes — Set how many times the scan will scan a row or column without a selection being made.
- After Final Pass — Choose what happens when autoscan has completed the designated number of passes (not available for infinite passes).

#### Group Scan

- When enabled, the page buttons are scanned in groups.



Scan groups must be pre-defined. See section 8.13 *Scan Groups*.

#### Scan from Last Selection

- When enabled, scanning will resume on the page where the last selection was made. When disabled, after a selection is made, scan resumes at the top of the page.

#### Scan Top Bar

- When enabled, the scan-accessible items in the Top Bar (Back, Home, and Dashboard) are scanned. When disabled, the top bar items are not scanned.



The Search, Sync, Pause Access Method, and Edit buttons in the Top Bar are not scanned. They are accessible by touch at any time.

#### Scan Blank Buttons

- When enabled, buttons that do not have any content are scanned. When disabled, blank buttons do not scan.

### Highlighting

Choose your preferred highlight type and color. Highlight is a visual cue that shows when an object is scanned. The highlight stops when the object has been activated.





For this access method, “No highlight” is not an option.



1. No highlight
2. Outline  
Options: Color, Highlight Thickness
3. Overlay  
Option: Color
4. Invert

### Hold Time

The Hold Time is the minimum amount of time needed to select and hold on an object in order to activate it.

### Delay Between Selections

Delay Between Selections helps prevent accidental repeat switch selections. When a switch selection is made, the next switch selection cannot occur until the time set in Delay Between Selections has passed. If the switch is triggered while the delay time is in effect, the countdown is reset.

### Audio Feedback

When Audio Feedback is enabled, the user will hear an object’s audio cue when it is highlighted. An audio cue is a word or short message that helps identify an object. You can select a different voice for Audio Feedback, language-specific feedback voices, as well as a custom voice rate, and pronunciation exceptions.

### Zoom

When enabled, screen objects zoom as they are scanned. When scanning multiple objects (rows or columns), the object that is first in the pattern is zoomed and the other objects are highlighted as specified by the Highlight Style setting.

### Show Pause Access Method Button in Use Mode

When enabled, a Pause/Resume Access Method button appears in the Top Bar in Use Mode. When disabled, the button is hidden.

### Selection Feedback Sound

Play a sound when a non-speaking button is selected.

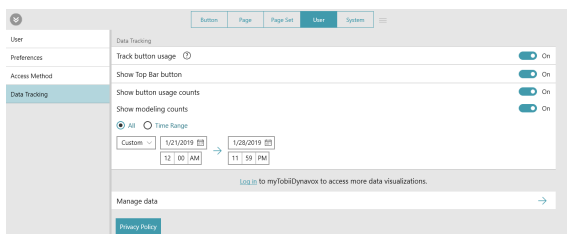
## 11.13 Data Tracking

### 11.13.1 Track Button Usage

When Track button usage is enabled, information about button use in Snap Core First is recorded. This information includes the time of the button use event, message, language, Page Set, page, grid position, Access Method (e.g. gaze interaction), modeling mode, and whether the button spoke or inserted into the Message Window.



Button usage information is not recorded when in Edit Mode.



## Enable Track button Usage



1. Select the **Edit** button.
2. Select the **User** tab.
3. Select the **Data Tracking** category.
4. Set **Track button usage** to On.
5. Read the data privacy warning and select **Yes** to enable Track button usage. If you do not want to enable Track button usage, select No.



You can view button use counts right in the Snap Core First software by enabling Show button usage counts and/or Show modeling counts. For more information see sections *11.13.3 Show Button Usage Counts* and *11.13.4 Show Modeling Counts*. Further data visualizations are available in the **Usage Reports** section of your myTobiiDynavox.com account.

Button usage tracking, when enabled, happens whenever the Snap Core First software is used. For accurate usage data, it is important to differentiate between button selections made by the user and modeling selections made by a caregiver or communication partner. If the user interacts with Snap Core First through a non-touch access method (Mouse Dwell, Gaze Interaction, or Scanning), any button selections made using touch are automatically recorded as modeling. If the user interacts with Snap Core First through a touch—based Access Method, then the caregiver must enable Modeling mode before making any modeling selections, then disable it again before the user makes their next selection.



If Track button usage is enabled and the user has a touch-based Access Method, make sure that Show top bar button is also enabled. See section *11.13.2 Show Top Bar Button*.




When you share a Page Set that has usage data, you will have the option to include or not include the usage information.


## Enable Modeling Mode (only necessary if Access Method is set to Touch, Touch Enter, Touch Exit, or when using Screen as a switch)




If your current Access Method includes the Pause Access Method button in the top bar, pause the Access



Method prior to beginning the steps below. Unpause the Access Method  when you exit Modeling mode.

1. Select the  **Data Tracking** button in the Top Bar.  
To enable the Data Tracking button in the Top Bar, see section *11.13.2 Show Top Bar Button*.
2. Enable **Modeling mode**.  
When you are finished modeling, remember to disable Modeling mode.



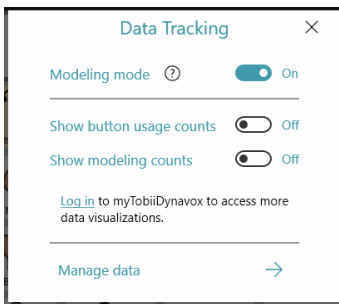
You can also toggle Modeling mode on and off by doing a long tap (tap and hold) on the Data Tracking button in the top bar. When Modeling mode is enabled, the Data Tracking button looks like this .

When Modeling mode is disabled, the Data Tracking button looks like this .

## 11.13.2 Show Top Bar Button



When enabled, the Data Tracking button appears in the Top Bar. The Top Bar Data Tracking button gives quick access to the following settings: Modeling mode, Show button usage counts, Show modeling counts, and Manage data.



### 11.13.3 Show Button Usage Counts

When enabled, buttons show a white badge with the number of times the button was selected by the user (while Track button usage was enabled) in the specified time frame. The default time range is All.

#### Enable Show Button Usage Counts (via User Settings)

1. Select the  **Edit** button.
2. Select the **User** tab.
3. Select the **Data Tracking** category.
4. Set **Show button usage counts** to On.



To change the usage count time range, select **Time Range**, then use the drop down menu or beginning and end date/time fields.

#### Enable Show Button Usage Counts (via Data Tracking Top Bar Button)

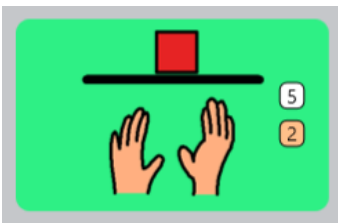


To enable the Data Tracking button in the Top Bar, see section 11.13.2 *Show Top Bar Button*.

1. Select the  **Data Tracking** button in the Top Bar.
2. Enable **Show button usage counts**.



To change the usage count time range, select **Time Range**, then use the drop down menu or beginning and end date/time fields.



**Figure 11.3** Button showing usage count (white) and modeling count (orange).

### 11.13.4 Show Modeling Counts

When enabled, buttons show an orange badge with the number of times the button was selected in modeling mode (while Track button usage was enabled) in the specified time frame. The default time range is All.

### Enable Show Modeling Counts (via User Settings)

1. Select the  **Edit** button.
2. Select the **User** tab.
3. Select the **Data Tracking** category.
4. Set **Show modeling counts** to On.



To change the modeling count time range, select **Time Range**, then use the drop down menu or beginning and end date/time fields.

### Enable Show Modeling Counts (via Data Tracking Top Bar button)



To enable the Data Tracking button in the Top Bar, see section *11.13.2 Show Top Bar Button*.

1. Select the  **Data Tracking** button in the Top Bar.
2. Enable **Show modeling counts**.



To change the modeling count time range, select **Time Range**, then use the drop down menu or beginning and end date/time fields.


## 11.13.5 Manage Data

Reset button usage counts and modeling counts to zero for the current page, the Message Bar buttons, Toolbar buttons, or the entire Page Set.



Resetting button usage counts does not delete past usage data. If you would like to permanently delete all usage data that has been stored on your mytobiidynavox account, use a web browser to go to *mytobiidynavox.com > Snap > Usage Data*.


### Reset Usage Counts (via User Settings)

1. Select the  **Edit** button.
2. Select the **User** tab.
3. Select the **Data Tracking** category.
4. Select **Manage data**.
5. Select the area in which you would like to reset button usage counts and modeling counts to zero.
6. Select **Reset** to reset usage and modeling counts for the chosen area. To cancel the reset operation, select Cancel.

### Reset Usage Counts (via Data Tracking Top Bar button)



To enable the Data Tracking button in the Top Bar, see section *11.13.2 Show Top Bar Button*.

1. Select the  **Data Tracking** button in the Top Bar.
2. Select **Manage data**.
3. Select the area in which you would like to reset button usage counts and modeling counts to zero.
4. Select **Reset** to reset usage and modeling counts for the chosen area. To cancel the reset operation, select Cancel.


# 12 System Settings

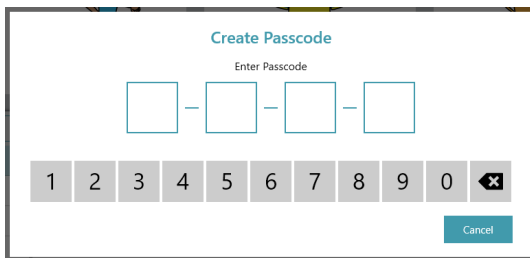
## 12.1 Preferences

### 12.1.1 Passcode

When enabled, a four-digit passcode is required to access Edit mode, Search mode, and Sync. Enabling the Passcode can help prevent unauthorized changes to the Page Set and settings.

#### Enable Passcode

1. Select the  **Edit** button.
2. Select the **System** tab.
3. Set the Use Passcode toggle switch to **On**.
4. Enter a four-digit passcode that only you know and is not easy to guess.



5. Enter the passcode again to verify it.
6. When you enable Use Passcode, passcode is enabled for Edit Mode, Sync, and Search Mode by default. Toggle the setting to Off for any of these features if you would like them to be accessible without a passcode.



If Passcode is enabled and the Sync feature passcode is disabled, then Sync will operate in Pull-only mode. When you Sync in Pull-only Mode, you will receive Page Set changes (made on other devices) but will not send any Page Set changes made on the current device.

7. When you exit Edit mode, the passcode will be required to access in-app purchase and, if enabled, Edit Mode, Sync, and/or Search Mode.



If you already have passcode enabled, you can reset the passcode by selecting the  **Edit** button.

If you forget your passcode, use the master passcode (0520) to access Edit Mode and immediately reset your passcode.

### 12.1.2 Screen Setting (Windows only)

When Full Screen Mode is enabled, the Snap software will fill the entire screen on your device. When Full Screen Mode is disabled, the Snap software will run inside a resizable window.

### 12.1.3 Edit Mode Language

Choose a language for the Edit Mode interface.


## 12.2 Device



The Device section is present on Tobii Dynavox I-13 and I-16 devices only.

## 12.2.1 Partner Window Settings

The Partner Window is a screen on the back of the Tobii Dynavox I-13 and I-16 devices. The Partner Window informs the conversation partner that the user is preparing to speak and displays text for the partner to read.

1. Select the  **Edit** button.
2. Select the **System** tab.
3. Select **Device**.
4. Make a selection in Partner Window Options:
  - **Show Message Window text** — display the Message Window text in the Partner Window in real time.
  - **Show text being spoken** — display text in the Partner Window only when it is spoken. While composing in the Message Window, the Partner Window will display a series of dots to indicate that the user is preparing their message. When the Message Window is spoken, the Partner Window scrolls the text as it is spoken.



The Partner Window displays only text. It does not display symbols.

5. Make a selection in Partner Window Indicator Style:
  - **Mirror** — display a miniature version of the Partner Window in the Top Bar.
  - **Icon** — display an icon when the Partner Window is powered on. Hide the icon when the Partner Window is powered off.
6. Set the Partner Window Power toggle to **On** or **Off**. When the Partner Window Power is set to Off, it does not display any text.



You can also use button Actions to control the Partner Window screen brightness and toggle the Partner Window on and off. See sections 8.6.2 *Active Content* and 8.7 *Button Actions*.

## 12.3 Store

Additional Snap Core First items that are available for in-app purchase are displayed here. Items that you have already purchased are not listed.

## 12.4 Symbol Sets

### 12.4.1 Search Settings

When Safe Symbol Search is enabled, explicit symbols will not appear in symbol searches, the (symbolated) message window, or Search Mode. When Safe Symbol Search is disabled, symbol searches, message window symbols, and Search Mode will use all available symbols.

### 12.4.2 Installed and Downloadable Symbols

The Symbol Sets listed in the Installed Symbols section are the Symbol Sets currently installed and available on your device.



To delete an installed Symbol Set, select the  **Delete** button, then choose **Delete** to confirm.



The Snap Core Symbols cannot be deleted.

The Symbol Sets listed in the Downloadable Symbols section are the free Symbol Sets that are not currently installed on your device. To download and install a free Symbol Set, select **Download** beside the desired Symbol Set.





You must have an active internet connection to download Symbol Sets.

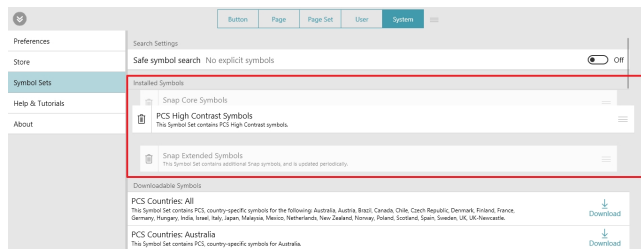


Some third-party Symbol Sets are only available for purchase through the Store. See section 12.3 *Store*.

### 12.4.3 Reorder Symbol Sets

The order of symbol search results is determined by the order of symbol sets in the Installed Symbols list. If, for example, you mostly use high contrast symbols in your Page Set, you could move the High Contrast symbol set to the top of the list of Installed Symbols list to prioritize high contrast symbols (when available) in symbol searches.

1. Select the  **Edit** button.
2. Select the **System** tab.
3. Select the **Symbol Sets** category.
4. Select and hold on the handle  of a symbol set in the Installed Symbols list.
5. Drag the symbol set to a new position in the list.



## 12.5 Help & Tutorials

### 12.5.1 Videos

Watch videos to learn more about using Snap Core First.

### 12.5.2 Pathways for Core First



Pathways for Core First is the free app that teaches you the most powerful methods for using Snap Core First for communication, literacy, behavior supports, and more! Follow the links in this section to learn more.

### 12.5.3 Quick Tour

Restart the quick tour to learn your way around the Snap software.

### 12.5.4 External Help

Access the Quick Start Guide, User's Manual, Page Set guides, additional videos, the online Knowledge Base, and the End User License Agreement.

## 12.6 About

Snap Core First version information.

## 12.6.1 Software Updates



Only valid for Windows

The Snap Core First app updates automatically at regular intervals.

To manually check for a new version and download the update:



1. Select the **Edit** button.
2. Select the **System** tab.
3. Select the **About** category.
4. If an update is available, it will appear below the EAN number. To get the updated version, select **Install Update**.





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## Support for Your Tobii Dynavox Device

### Get Help Online

See the product-specific Support page for your Tobii Dynavox device. It contains up-to-date information about issues and tips & tricks related to the product. Find our Support pages online at: [www.TobiiDynavox.com/support-training](http://www.TobiiDynavox.com/support-training)

### Contact Your Solution Consultant or Reseller

For questions or problems with your product, contact your Tobii Dynavox solution consultant or authorized reseller for assistance. They are most familiar with your personal setup and can best help you with tips and product training. For contact details, visit [www.TobiiDynavox.com/contact](http://www.TobiiDynavox.com/contact)