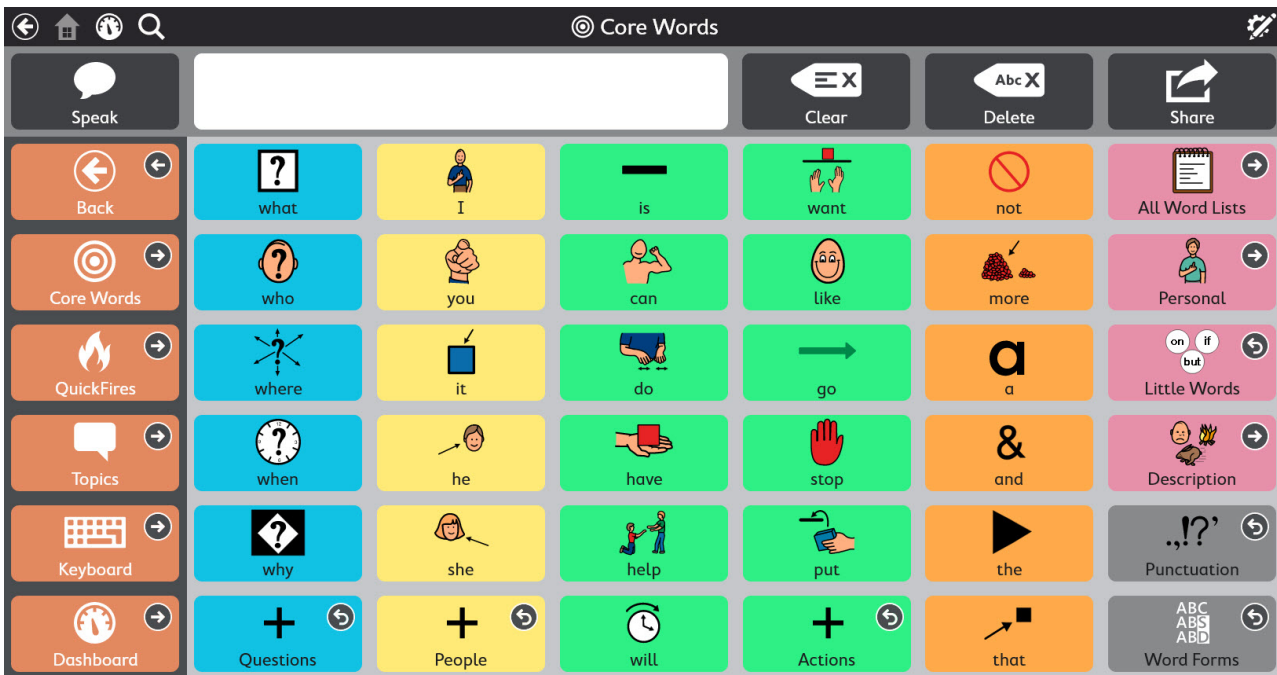


Snap + Core First User's Manual



User's manual Snap + Core First

Version 1.0

03/2017

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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 the University of North Carolina Chapel Hill's research-based Core First page set that is centered on Tobii Dynavox's systematic delivery of the Core Word vocabulary, Topics, QuickFires, Behavior Supports, Word Lists, and Keyboards. 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

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

2 Harness the Power of Snap + Core First

Tobii Dynavox offers two free resources to support and supplement your experience with Snap + Core First: The Pathways companion app and the myTobiiDynavox website. Don't miss out on these tools to 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 app for iOS 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!

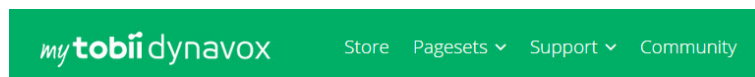
Pathways for Core First walks with you as you get started using Snap + Core First and encourages growth in engagement, language, and literacy. Pathways for Core First will:

- 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.

2.2 myTobiiDynavox

myTobiiDynavox is your personal online storage and support community website that allows you to share content with your entire communication support team.

View help and tutorial videos, and visit the online library to access Knowledgebase articles, research product tips, and explore the Community Q&A section.



Welcome to myTobiiDynavox

Go to myTobiiDynavox.com to register for a free account.

Your myTobiiDynavox account integrates you with an online group of clinicians, technical experts, and your peers and provides you with a responsive community of help and support.

After you set up your account, you're ready to:

- Upload, download, and share communication content.
- Manage your user profile.
- Access implementation and therapy supports and tools.
- View and participate in discussion forums.
- Find technical support and documentation resources.
- Search the Knowledgebase.
- View help videos.

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 Choose a Page Set

3.1.1 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.

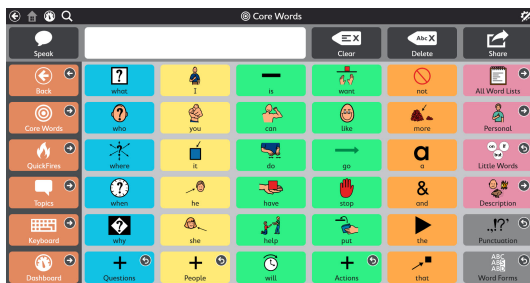


Figure 3.1 Core First page set

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. As communicators grow in abilities and require additional options for language complexity, Core First keeps content in predictable locations, with continuity across grid sizes as a primary guiding principle.

3.1.2 Restore an Existing User

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

1. Select **Existing User**.
2. Browse to the saved user file on your device.
3. Select **Open**.

3.1.3 Blank

Select this option if you would like to start with a blank page set.

3.2 Choose an 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

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

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.



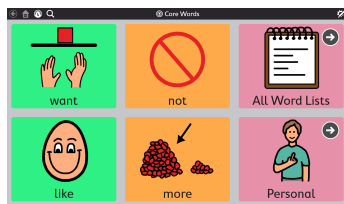
To learn more about access methods and see them in action, watch the Access Methods video found in System — Help & Tutorials.

3.3 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.

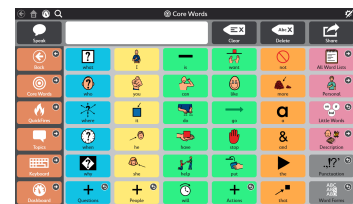
Table 3.1 Sample grid sizes (not comprehensive)



2x3



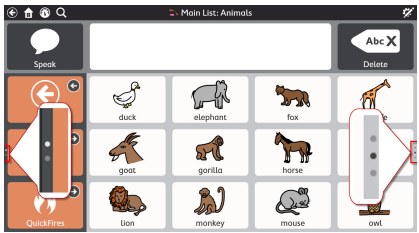
3x5



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	You can scroll up and down in 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. Depending on your settings and access method, you will scroll by swiping the touch screen or by selecting a navigation button. See section 10.1.4.2.1 <i>Navigation Type</i>.	
Link button	Link buttons take you to another page.	
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.	
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 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 Home



The Home button takes you to your home page (the first page you see when you launch Snap). 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*.

5.2 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.

5.3 Search

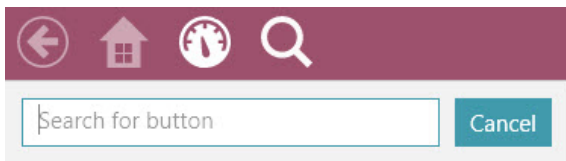


Search is only accessible with the Touch Access Method.

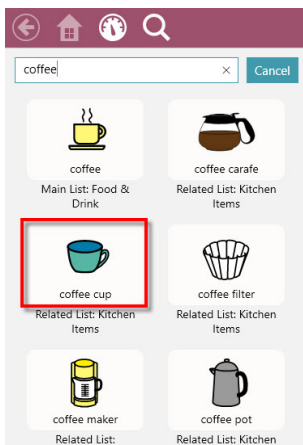


The Search tool shows you where to find any word in Snap. Simply enter a search term, then follow the visual cues. The visual cues lead you to the target word, so that you can find the word again later on your own.

1. Select the **Search** tool in the Navigation 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.

6 The Message Bar

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



- **Speak** — Select this button to speak the current contents of the Message Window.
- **The 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 *10.1.3.2 Message Window Settings, page 44*.
- **Clear** — Remove all content from the Message Window.
- **Delete** — Delete the last word in the Message Window.
- **Share** — Share the current contents of the Message Window via email, SMS, or other external app. (Only available on compatible devices. Touch access method only.)

To edit the Message Bar, see section *8.11 Edit the Message Bar*.

7 The Core First Toolbar

To learn how to edit the toolbar, see [8.12 Edit the Toolbar](#).

7.1 Back

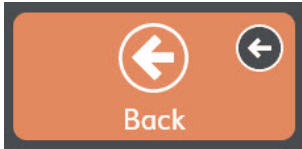


Figure 7.1 Back button — Core First toolbar

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

7.2 Core Words

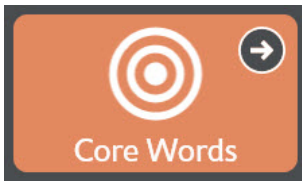


Figure 7.2 Core Words button — Core First toolbar

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 Topics

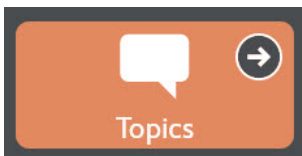


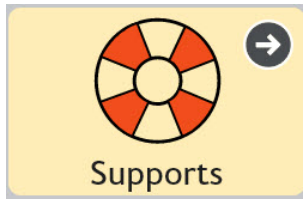
Figure 7.3 Topics button — Core First toolbar

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!

7.3.1 Topic Words

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

7.3.2 Supports



Supports help users with behavior and social communication.

7.3.2.1 First, Then

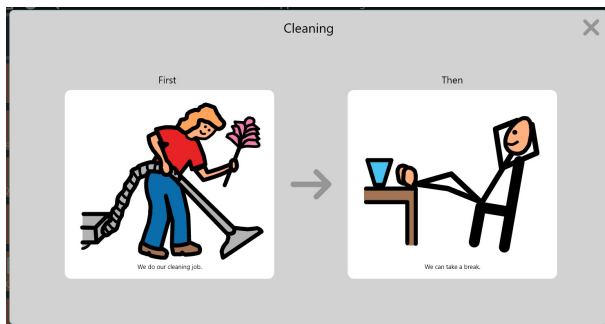


Figure 7.4 First, Then support

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

7.3.2.2 Mini Schedule



Figure 7.5 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.

7.3.2.3 Script

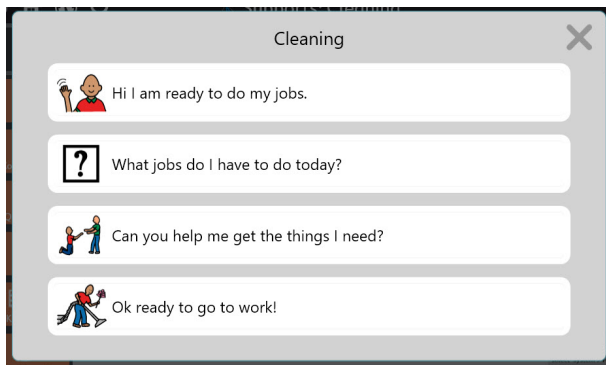


Figure 7.6 Script support

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.

7.3.2.4 Visual Timer



Figure 7.7 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.

7.4 QuickFires



Figure 7.8 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.

7.5 Keyboard

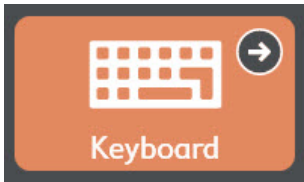


Figure 7.9 Keyboard button — Core First toolbar

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](#).

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.

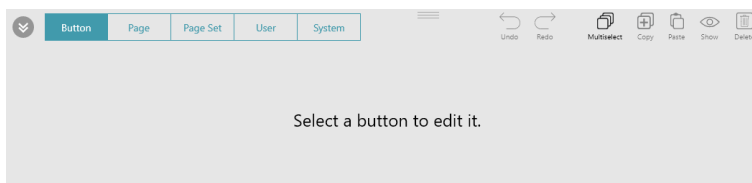
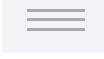


Figure 8.1 The Editing Panel (shown expanded)

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.

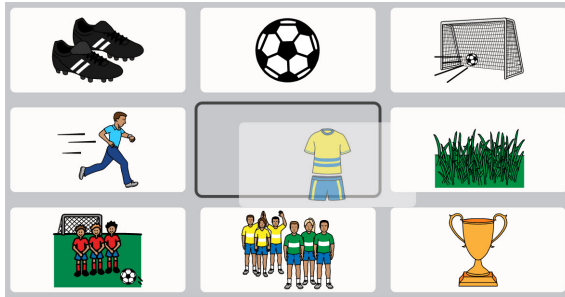


Figure 8.2 Empty cell

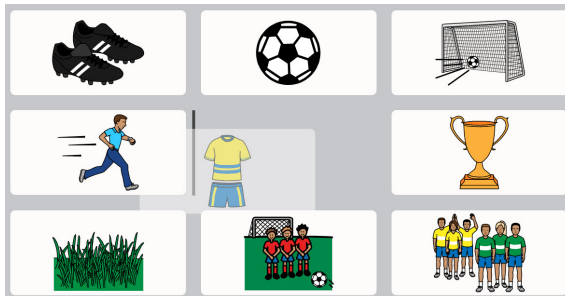
8.3 Move a Button

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.



8.4 Button Editing Tools

The tools found at the top of the Button tab help you to edit the currently selected button(s).

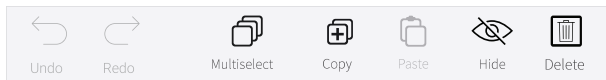


Figure 8.3 Button tools — Undo, Redo, Multiselect, Copy, Paste, Hide/Show, Delete

8.4.1 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.

8.4.2 Select Multiple Buttons

The  Multiselect tool allows you to 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.

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

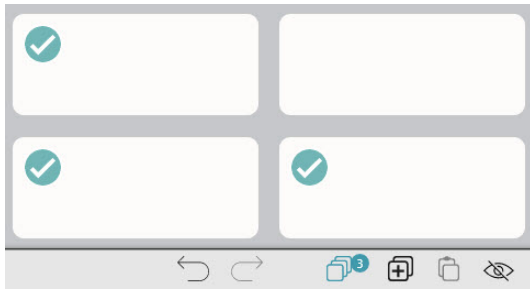


Figure 8.4 Multiple selected buttons — Observe that the Multiselect tool shows how many buttons are currently selected.

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

8.4.3 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.

8.4.4 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.

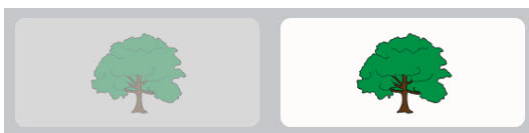


Figure 8.5 A hidden button next to a visible button, as viewed in Edit mode.

8.4.4.1 Hide

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

8.4.4.2 Show

1. Select the  **Edit** button.

2. Select a hidden button.

3. Select the  **Show** tool.

8.4.5 Delete a Button

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

3. Select the  **Delete** tool.

8.5 Button Content



Figure 8.6 Button with label, symbol, background color, and medium border.

8.5.1 Button Label

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

8.5.1.1 Change Button Label

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

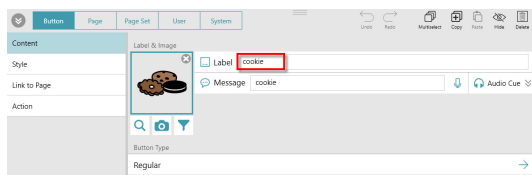


Figure 8.7 Button Label text field

If you would like to change other label characteristics (font, color, location, size, etc.) see section 8.6.3 *Button Label*.

8.5.2 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.

8.5.2.1 Change Button Message

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

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

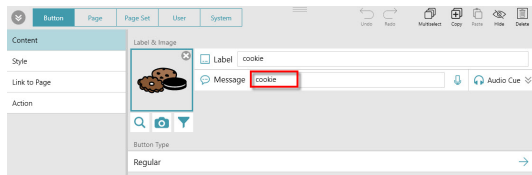


Figure 8.8 Button Message text field

If you would like to record a custom Message audio track, see section 8.5.2.2 *Make a Recording*.

8.5.2.2 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**.



8.5.3 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.

8.5.3.1 Change Button Audio Cue

1. Select the  **Edit** button.
2. Select a button.
3. Select **Audio Cue** to expand the row.

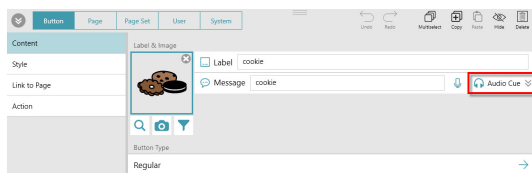


Figure 8.9 Button Audio Cue text field

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

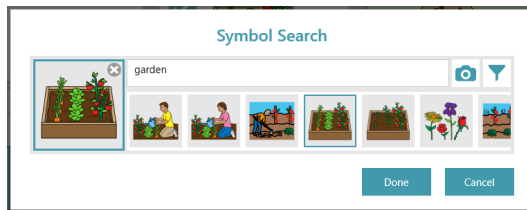
If you would like to record a custom Audio Cue, see section 8.5.2.2 *Make a Recording*.

8.5.4 Button Image

A button can display one symbol or image.

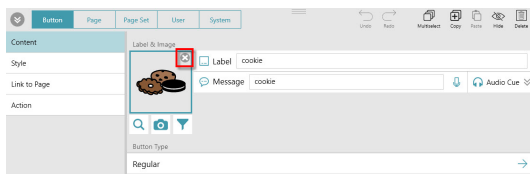
8.5.4.1 Change Button Image

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 8.6.3.5 Button Layout.



8.5.4.2 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.

8.5.5 Button Type

- **Regular** — can contain a symbol, a label, and actions. The default action is Speak/Insert Message.
- **Grammar** — updates its own label to predict the desired grammatical form of the word based on the current content of the message window.
- **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 last word in the message window to the specified word form i.e. -s, —er, past tense, etc.

8.6 Button Style

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



8.6.1 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.



8.6.2 Button Border

8.6.2.1 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.



8.6.2.2 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.

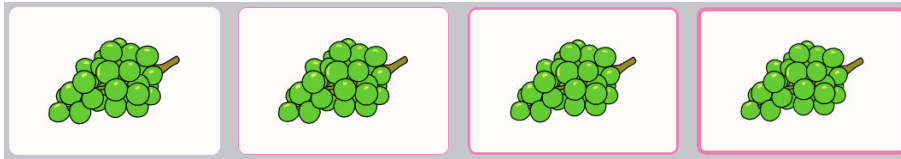


Figure 8.10 Button borders: None, Thin, Medium, and Heavy.

8.6.3 Button Label

8.6.3.1 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.



8.6.3.2 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.

8.6.3.3 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.

8.6.3.4 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**.

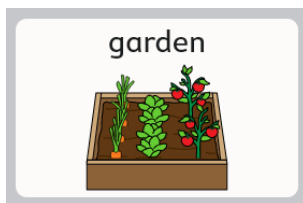
8.6.3.5 Button Layout



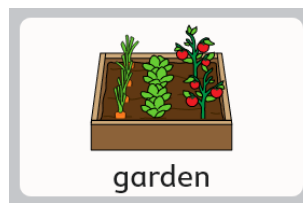
This setting's default is set on the Page Set tab. If you would like to override the Page Set default in this instance, set Match Page Set setting to **Off**. To align this setting with the rest of the page set, set Match Page Set setting to **On**.



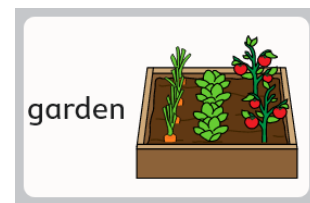
1. Select the **Edit** button.
2. Select a button.
3. Select the **Style** category.
4. Select **Button layout** under Button Label.
5. Select a layout from the list.



Label Top, Image Bottom



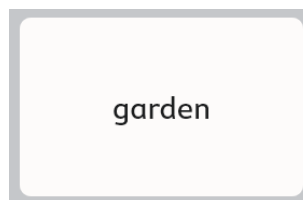
Label Bottom, Image Top



Label Left, Image Right



Label Right, Image Left



Label Only

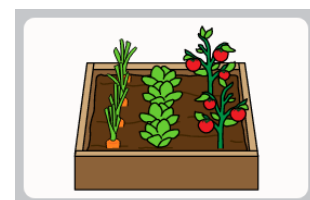


Image Only

8.7 Link to Page/Create New Page

Link buttons open a different page when selected. Link buttons are identified by this icon:



8.7.1 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 8.7.3 *Link to a New Page/Create New Page*.
- To link to an existing page, see section 8.7.4 *Link to Existing Page*.
- To link to a (new) copy of an existing page, see section 8.7.5 *Link to a New Copy of an Existing Page*.

8.7.2 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 8.7.3 *Link to a New Page/Create New Page*.
 - To link to an existing page, see section 8.7.4 *Link to Existing Page*.
 - To link to a (new) copy of an existing page, see section 8.7.5 *Link to a New Copy of an Existing Page*.

8.7.3 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.

8.7.4 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 8.7.6 *Visit Page*.

8.7.5 Link to a New Copy of an Existing Page

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 8.7.6 Visit Page.

8.7.6 Visit Page

When enabled, the Visit Page setting sets a link to return the user to the previous page after a selection has been made on the

linked page. Link buttons that have Visit Page enabled will display this icon:



How Visit Page Works

1. Select the Visit Page link button. The linked page opens.
2. Make a selection on the linked page.
The previous page (containing the Visit Page link button) opens.

8.7.6.1 Enable Visit Page on a Link Button

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

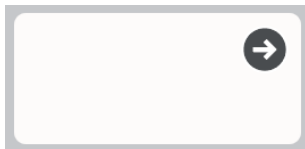


Figure 8.11 Example Link button

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

8.8 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 the **Actions** category.

Action	Description
Link	Link to another page.
Go Back	Go back to the previous page.

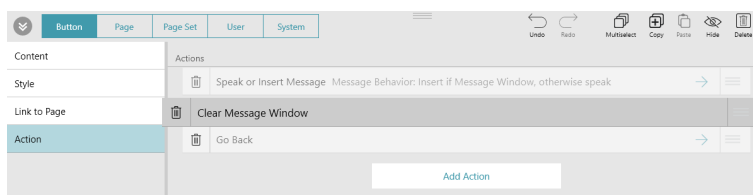
Action	Description
Go Home	Go to the Home page.
Open Dashboard	Open the Dashboard.
Open Keyboard	Open the Keyboard page.
Speak or Insert Message	Speak or insert a button's message.
Speak Sentence	Speak the last sentence in the Message Window.
Speak Message Window	Speak the contents of the Message Window.
Clear Message Window	Clear the contents of the Message Window.
Clear Word	Clear the current word in the Message Window.
Visual Timer	Display a timer in the top bar that counts down the specified time.
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.
Toggle Mute	Mute or unmute the system volume.
Volume Down	Turn the system volume down.
Volume Up	Turn the system volume up.
Send IR Signal	Send the specified IR signal.
Launch Boardmaker Student Center	Launch the Boardmaker Student Center app and play the specified activity.

8.8.1 Delete an Action

1. Select the  **Edit** button.
2. Select a button.
3. Select the **Actions** category.
4. Select the  **Delete** button.
5. Select the red **Delete** button to confirm delete.

8.8.2 Reorder Button Actions

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



8.9 Remotes

Some Tobii Dynavox devices, such as the Indi, 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-Series(+) device.

8.9.1 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.

8.9.2 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 *8.9.1 Program a Remote Button*.

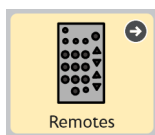


Figure 8.12 Dashboard — Remotes button

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.

8.10 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.

8.10.1 Page Name

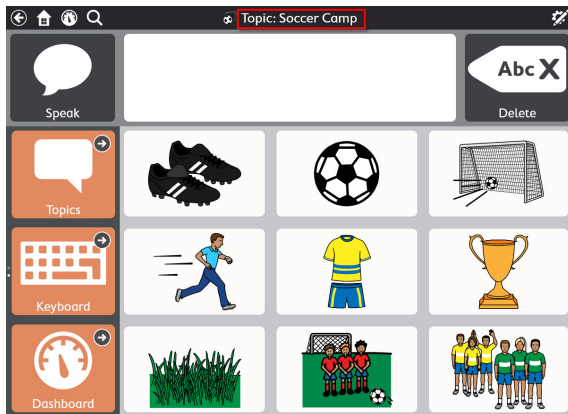


Figure 8.13 Page Name

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



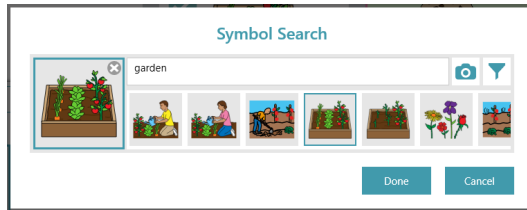
8.10.2 Page Symbol



Figure 8.14 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.

8.10.3 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**.

8.10.3.1 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.

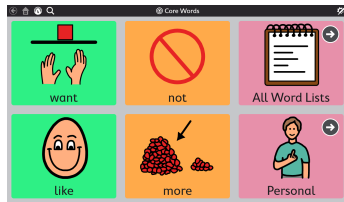


Unless you are creating a completely custom page, it is strongly recommended to use the Page Set Optimized Grid Sizes. The optimized grid sizes will display the pre-populated page content as designed by our clinical team, while other grid sizes may not.



If you would like to display the Message Bar and/or Toolbar, you must choose a grid size of 3x3 or larger.

Table 8.1 Sample grid sizes (not comprehensive)



2x3



3x5



6x6

8.10.4 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**.

8.10.4.1 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.

8.10.5 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.



8.10.6 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.

8.11 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.

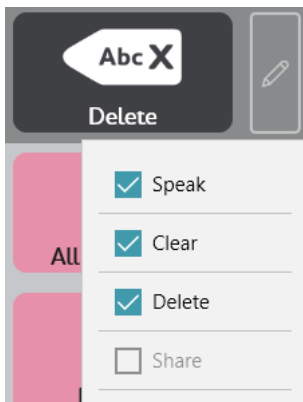


Figure 8.15 Edit Message Bar menu



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.

8.12 Edit the Toolbar



Figure 8.16 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



1. Select the **Edit** button.
2. Select the **Page Set** tab.
3. Select the row under **Username's Page Set**.
4. Select **New Page Set**.
The Select New Page Set dialog will open.
5. Choose a page set from the list.
 - Select an existing page set to create a copy of that page set.
 - Select the **Blank** page set to start from scratch with a blank template.
6. Select **Create** to create the new page set. Select **Cancel** to return to the list of page sets.
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.

9.1.3 Rename Page Set



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 rename.
The Edit Page Set Info dialog will open.
4. Edit the text in the **Name** field.
5. Select **Save** to rename the page set. 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 Word 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 User Settings is the default grid size for the user. All pages will default to the grid size chosen in User 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.

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 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 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 Bold

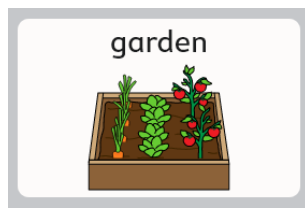


1. Select the **Edit** button.
2. Select the **Page Set** tab.
3. Select the **Style** category.
4. Select **Bold** under Style.
5. Set bold to On or Off.

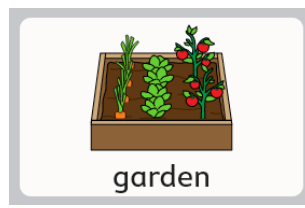
9.3.4 Page Set Button Layout



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



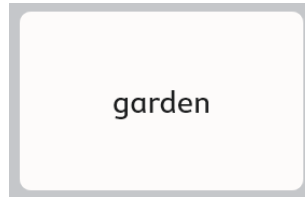
Label Bottom, Image Top



Label Left, Image Right



Label Right, Image Left



Label Only

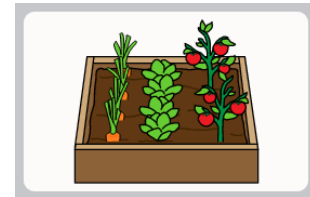


Image Only

9.3.5 Page Set 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 Color — Default color for the page background.
 - Message Bar Background Color — Default color for the Message Bar background.
 - Toolbar Background Color — Default color for the Toolbar background.

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:
 - Message Bar On — When enabled, the Message Bar is displayed on each page by default.
 - Toolbar On — When enabled, the Toolbar is displayed on each page.

9.5 About the Page Set

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

9.5.1 Set Optimized Grid Sizes

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

9.5.2 Version Number

This section displays the version number of the page set.

10 User and System Settings

10.1 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.

10.1.1 User

The User consists of page sets, settings (all settings except System settings), and associated data.

10.1.1.1 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.

10.1.1.2 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.

10.1.1.3 Backup a User

1. Select the  **Edit** button.
2. Select the **User** tab.
3. Select the  **Backup** button beside the name of the user you want to back up.
4. Browse to the directory where you will save the backup file.
5. Choose **Select Folder**.
6. Select **Backup**.

10.1.1.4 Edit/Rename a User

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

10.1.1.5 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 [10.1.1.3 Backup a User](#) before performing the delete operation.

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

10.1.2 Voice

10.1.2.1 Speaking Voice

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

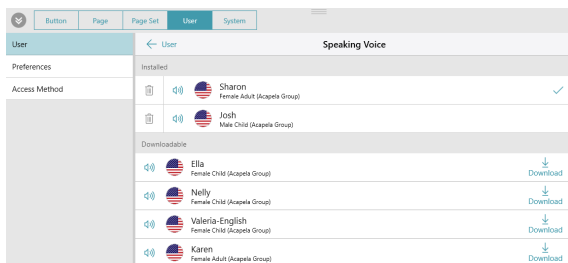


Figure 10.1 User Tab — Speaking Voice

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

10.1.2.1.1 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 downloaded voices in the Installed list, but you cannot delete pre-installed voices.

10.1.2.1.2 Download 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.

10.1.2.1.3 System Voices

These are the voices provided by your operating system.

10.1.2.2 Voice Rate

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

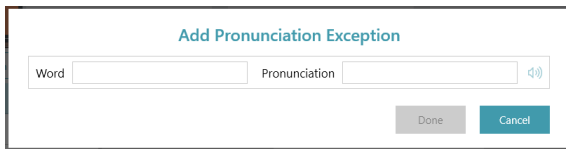
1. Select the  **Edit** button.
2. Select the **User** tab.
3. Move the **Voice rate slider** to the left to speak more slowly, or to the right to speak more rapidly.

10.1.2.3 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.

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.



The dialog box titled "Add Pronunciation Exception" contains two input fields: "Word" and "Pronunciation". The "Pronunciation" field has a speaker icon to its right. At the bottom right of the dialog 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**.
The Import Pronunciation Exceptions dialog will open.
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.

10.1.3 User Preferences

10.1.3.1 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).

10.1.3.2 Message Window Settings



Figure 10.2 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.
 - 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”).
 - 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.

10.1.3.3 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).

10.1.4 Access Method

For help choosing an Access Method, see section 3.2 *Choose an Access Method*.

10.1.4.1 Set the Access Method



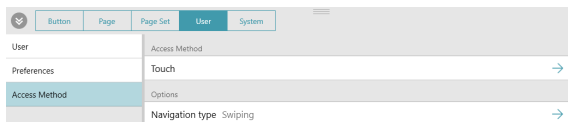
1. Select the **Edit** button.
2. Select the **User** tab.
3. Select the **Access Method** category.
4. Select the current Access Method.
5. Select an Access Method from the list.

10.1.4.2 Touch Options



Touch is the default Access Method.

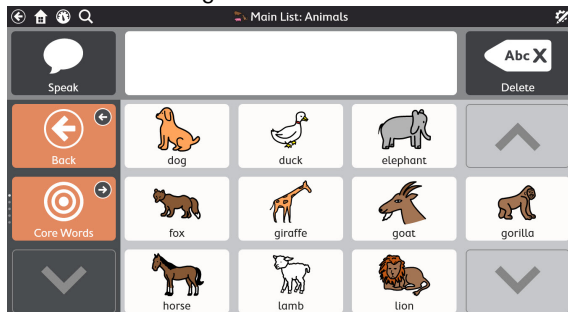
When using the Touch Access Method, objects are activated by touching the object on the screen with a finger or, when using a mouse, by clicking on the object with the mouse cursor. This access method is suitable for users who are able to touch the screen quickly and accurately or control and left click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



10.1.4.2.1 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.

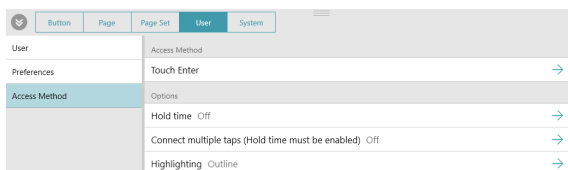
- **Swiping** — Scroll the page and toolbar up and down by swiping your finger on the touch screen. (Touch Access Method only.)
- **Navigation Buttons** — Arrow buttons appear on the page and toolbar when there is additional content above or below. The arrow navigation buttons are accessible to all Access 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.)

10.1.4.3 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.



10.1.4.3.1 Hold Time

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

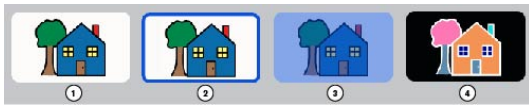
10.1.4.3.2 Connect Multiple Taps

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.

10.1.4.3.3 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
3. Overlay
4. Invert

10.1.4.4 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.

Button	Page	Page Set	User	System
User			Access Method	
Preferences			Touch Exit	→
Access Method			Options	
			Hold time Off	→
			Connect multiple taps (Hold time must be enabled) Off	→
			Highlighting Outline	→
			Audio feedback Off	→

10.1.4.4.1 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.

10.1.4.4.2 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.

10.1.4.4.3 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.



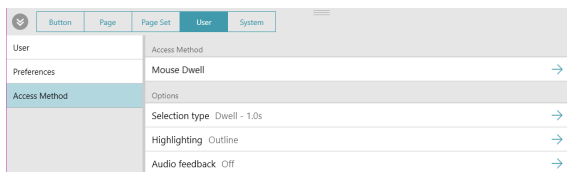
1. No highlight
2. Outline
3. Overlay
4. Invert

10.1.4.4.4 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.

10.1.4.5 Mouse Dwell Options

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.



10.1.4.5.1 Selection Type

10.1.4.5.1.1 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.

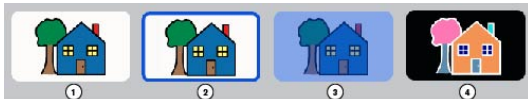
10.1.4.5.1.2 Switch

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.

10.1.4.5.2 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
3. Overlay
4. Invert

10.1.4.5.3 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.

10.1.4.6 Gaze Interaction Options

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.

10.1.4.6.1 Selection Type

10.1.4.6.1.1 Dwell

Dwell selection 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.

10.1.4.6.1.2 Switch

The user directs the highlight on the screen using their gaze, then makes selections using a switch.

- Switch input — set the keyboard key that acts as the switch input.



Switch selection with a keyboard key/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.

10.1.4.6.1.3 Blink

Blink selection 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.

10.1.4.6.2 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.

10.1.4.6.3 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.

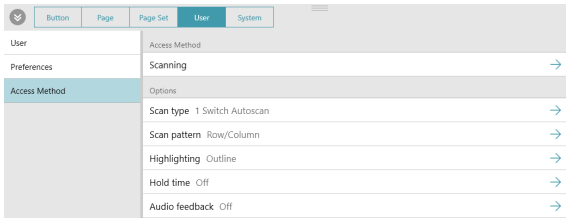
10.1.4.6.4 Audio Feedback

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.

10.1.4.7 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.



10.1.4.7.1 Scan Type

10.1.4.7.1.1 1 Switch Autoscan

When using 1 Switch Autoscan, the software will scan the items on the page using the designated scan pattern. The user makes selections using a switch.

1 Switch Autoscan Options

- 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.

10.1.4.7.1.2 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.

2 Switch Step Scan Options

- 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.

10.1.4.7.2 Scan Pattern

10.1.4.7.2.1 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.

10.1.4.7.2.2 Number of Passes

- Passes — Set how many times the autoscan 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).

10.1.4.7.2.3 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.

10.1.4.7.2.4 Scan Top Bar

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



The Search tool and the Edit button are only accessible with the Touch access method. They are not scanned.

10.1.4.7.2.5 Scan Blank Buttons

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

10.1.4.7.3 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
3. Overlay
4. Invert

10.1.4.7.4 Hold Time

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

10.1.4.7.5 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.

10.2 System Settings

10.2.1 Preferences

10.2.1.1 Passcode

When enabled, a four-digit passcode is required to access Edit mode, Search mode, and the Indi Home button (Indi device only). Enabling the Passcode can help prevent unauthorized changes to the page set and settings and navigation outside the Snap software.

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 exit Edit mode, the passcode will be required to access Edit mode, Search, or the Indi Home button.



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.

10.2.1.2 Screen Setting

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.

10.2.1.3 Enable Home Button (Indi only)



The Indi Home Button is only available on the Tobii Dynavox Indi device.

The Indi Home button is the silver circle found on the bottom center front bezel of the Tobii Dynavox Indi device.

When enabled in the Snap software, the Indi Home button will open the Windows menu while Snap is running. When disabled, the Indi Home button does nothing when Snap is running.

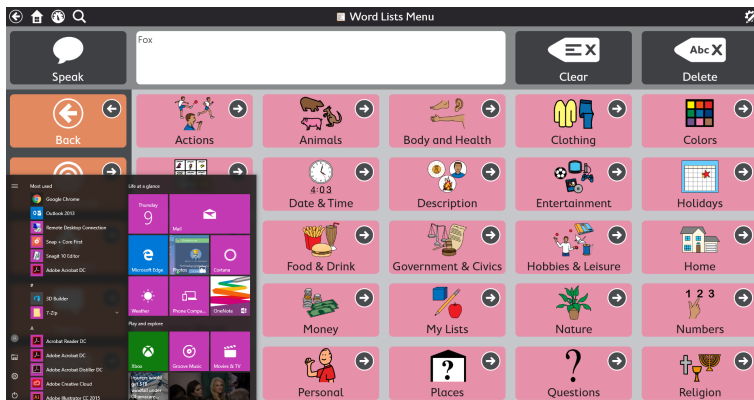


Figure 10.3 Windows menu open

10.2.2 Symbol Sets

10.2.2.1 Search Settings

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

10.2.2.2 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 and Snap Extended Symbols cannot be deleted.

The symbol sets listed in the Downloadable Symbols section are the available symbol sets that are not currently installed on your device. To download and install a symbol set, select **Download** beside the desired symbol set.

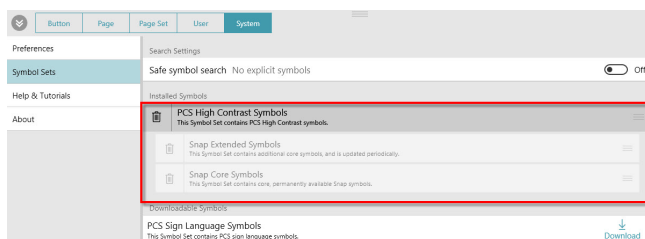


You must have an active internet connection to download symbol sets.

10.2.2.3 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 a symbol set in the Installed Symbols list.
5. Drag the symbol set to a new position in the list.



10.2.3 Help & Tutorials

10.2.3.1 Videos

Watch videos to learn more about using Snap + Core First.

10.2.3.2 Pathways for Core First



Pathways for Core First is the free companion app for iOS 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 and get the app from the App Store.

10.2.3.3 Quick Tour

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

10.2.3.4 External Help

Access the Quick Start Guide, additional videos, the online Knowledge Base, and the End User License Agreement.

10.2.4 About

Snap + Core First version information.

10.2.4.1 Software Updates

The Snap software updates automatically through your internet connection.



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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 or www.myTobiiDynavox.com.

Contact Your Sales Representative or Reseller

For questions or problems with your product, contact your Tobii Dynavox sales representative 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