

Tobii Dynavox Windows Control 2

User's Manual

Incl. Virtual Remote 



User's manual Tobii Dynavox Windows Control 2

Version 1.0

05/2017

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1 About Tobii Dynavox Windows Control

1.1 Intended Use

Take full control of your computer with just your eyes or with your eyes and a switch. You can emulate all type of mouse actions, swipe actions and type in text with our award winning software. We have also added smart shortcuts to make it even easier to access all parts of Windows!

1.2 System Requirements

Component	Requirements
Computer and processor	2.0 gigahertz (GHz) or faster, Dual-Core processor (recommended minimum).
Memory (RAM)	4 gigabyte (GB) RAM (recommended minimum).
Hard Disk	450 megabytes (MB) available.
USB	USB 2.0
Operating System	Windows Control runs on both 32-bits and 64-bit versions of Microsoft Windows operating systems. When you run Windows Control 32-bit on a 64-bit version of a Windows operating system, the program runs in the 32-bit layer of the Windows operating system. <ul style="list-style-type: none">• Windows 7 (64-bit)• Windows 8.1 (32-bit or 64-bit)• Windows 10 (32-bit or 64-bit)
.NET version	4.5
Eye tracker	Any Eye tracker from Tobii Dynavox or Tobii Tech that supports Tobii Eye Tracking Core Software.
Additional requirements and considerations	Connection to internet is necessary for License activation.
Tobii Eye Tracking Core Software	Version 2.8 or later.
IR Remote Control	Any device that is equipped with a HBR IR chip like: Tobii Dynavox EyeR, Indi, I-Series I-110, or EyeMobile Plus.

2 Installing, Starting and License Handling

2.1 Installing Tobii Dynavox Windows Control 2



If installed, Tobii Gaze Interaction Software must be uninstalled before installing Windows Control 2.

Windows Control can be downloaded from www.TobiiDynavox.com.

The installation Wizard will install the following applications:

- Tobii Dynavox Windows Control
- Tobii Dynavox Virtual Remote

To install Windows Control, follow the instructions on the screen.

2.2 Handling License

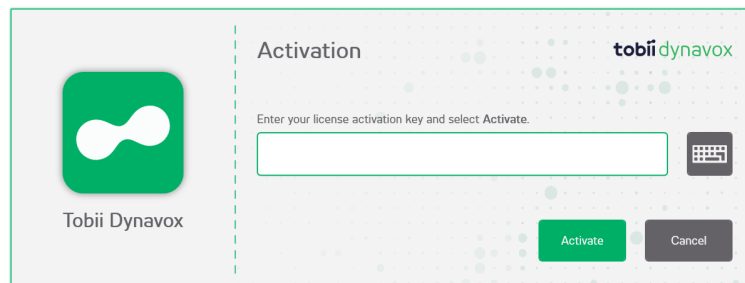
2.2.1 Activating License



The Windows Control can run on up to three (3) computer/device at a time with the same license. To be able to use the Windows Control on more than three (3) computer/device the Windows Control must first be deactivated on one (1) of the other computer/devices.

When you purchase Windows Control you will receive a Licence Activation Key for the software in the Order Confirmation e-mail.

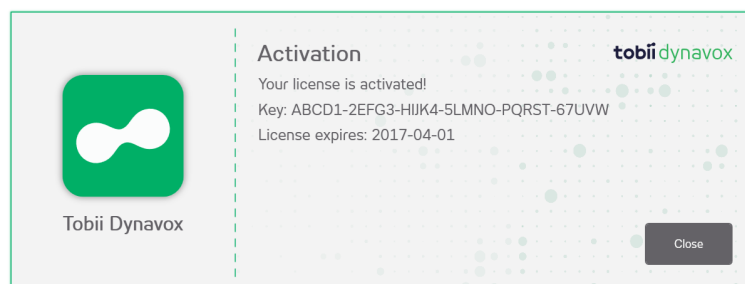
When the Windows Control is run for the first time the **License Manager** will start.



The License dialogue box will show the actual software icon for the license that is being handled.

Your **License Activation Key** can be found in the Order Confirmation e-mail.

1. Make sure the computer/device is connected to Internet.
2. Enter the **License activation key**.
3. Select the **Activate** button.







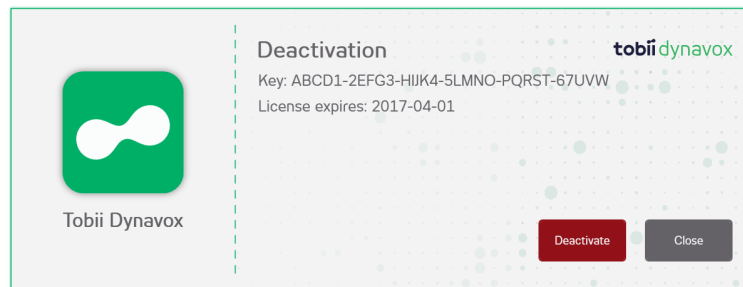
The License dialogue box will show the actual software icon for the license that is being handled.

4. Select the **Close** button.

2.2.2 Deactivating License

To deactivate Windows Control, follow these steps.

1. Make sure the computer/device is connected to Internet.
2. Start Windows Control.
3. Select the  (SETTINGS) button.
4. Select the  (General Settings) button.
5. Select the **About** tab.
6. Select the **License Key** button.
7. Select the **Deactivate** button.



The License dialogue box will show the actual software icon for the license that is being handled.

8. Select:
 - **Yes** — to deactivate the license on this device.
 - **No** — to cancel.

2.3 First Start Up

When Windows Control is launched for the first time a Configuration Guide will guide the user through the start up configuration of Windows Control. The steps in the guide are:

- Setup the display. For more information, see *4.1.2.1 Setup Display, page 24*.
- Create new profile. For more information, see *4.1.1.1 Create New Profile*.
- Test calibration, For more information, see *4.1.1.3 Test Calibration*

3 Using Tobii Dynavox Windows Control

Tobii Dynavox Windows Control makes it possible for the user to control a standard Windows desktop operating system with a two step selection method which reduces the risks of unwanted clicks. It also prevents the following of the mouse cursor with your gaze as opposed to the controlling of it (there is no floating mouse cursor in Windows Control).

1. The first step is to select the desired Task from the docked Taskbar by looking at it.
2. The second step is to look at the desired portion of the screen (or icon on the screen) where you want to execute the Task. An automatic zoom function is enabled, ending in the selection of the icon or execution of the task.



All functions in Windows Control are Touch and Mouse enabled which makes it easier for a Caregiver or Assistant to help the user if needed. The Caregiver or Assistant can select a Function/Task or change the settings for the user much easier.

3.1 The Windows Control Controller

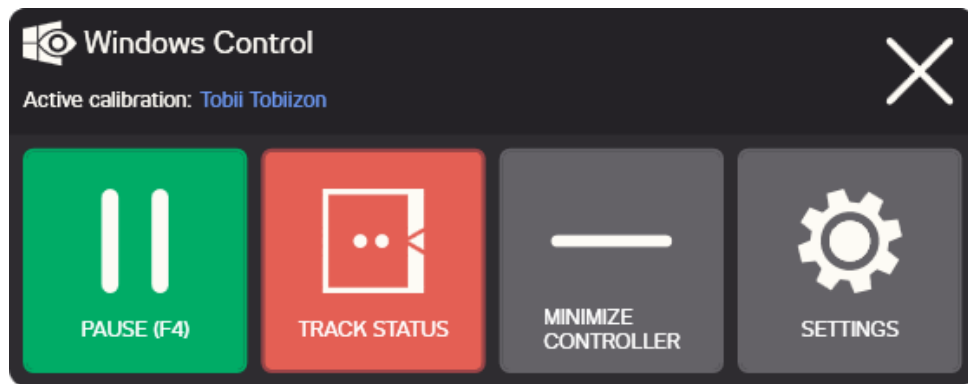










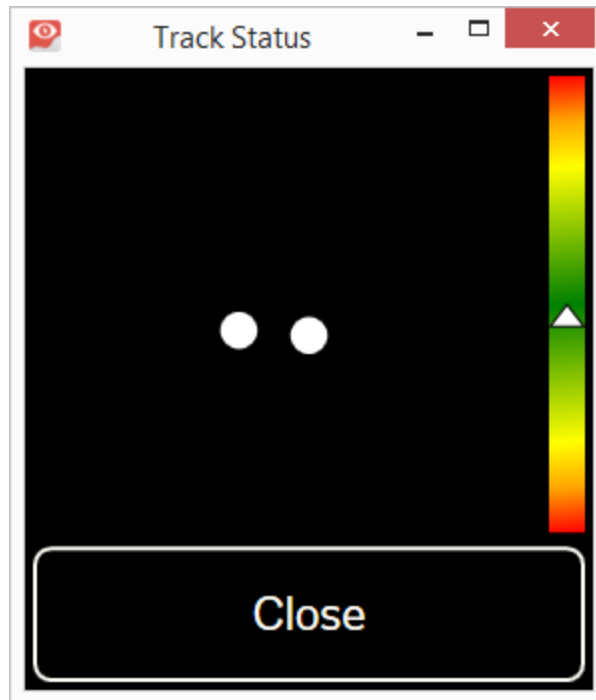


Figure 3.1 The Windows Control Controller

Button	Action	Description
	PAUSE (F4)	Action that pauses Windows Control.  Activating the Pause function will toggle the button to show the Start button instead.  The F4 key on the keyboard can be used to activate the task.
	START (F4)	Action that starts Windows Control.  Activating the Start function will toggle the button to show the Pause button instead.  The F4 key on the keyboard can be used to activate the task.
	TRACK STATUS	Action that will show the Track Status window. Use this to check if the user is correctly seated in front of the screen. For more information, see 3.2 <i>Track Status</i> , page 9
	MINIMIZE CONTROLLER	Action that will minimize the controller window.

Button	Action	Description
	SETTINGS	Action that opens the Windows Control Settings. For more information, see <i>4 Windows Control Settings, page 20</i> .
	Close	Action that ends Windows Control.

3.2 Track Status



The **Track Status** function is used to check if the user is correctly positioned in front of the eye tracker.

- The two (2) white dots — The users eyes and how they are positioned towards the screen. For optimal position, the white dots should be in the middle of the black area.
- The color full bar on the left with the white arrow — How far or close the user is positioned from the screen.
 - If the white arrow is in the middle of the green area of the bar, the user is at the optimal distance from the screen.
 - If the arrow is on the lower part of the bar — move the user closer.
 - If the arrow is on the upper part of the bar — move the user further away from the bar.

1. Open the Windows Control Controller.

2. Select the  (Track Status) button.

3. Position the user.

4. Select the **Close** button when finished.



This button is eye region based so just gaze on the button to activate it.

3.3 The Windows Control Taskbar

At the top of the Windows Control Taskbar there is a Track Status viewer. It allows you to verify that the eye tracker recognizes your eyes and that you are well positioned in front of the device.

The Task Buttons in the Windows Control Taskbar can be in three different modes as shown in *Figure 3.2 The Modes for the Windows Control Taskbar*, page 10.

- **Normal (Unselected)** - No Task Button for Windows Control is chosen.
- **Primary Selection (white)** - The marked Task Button is selected and the Task will be executed after the automatic zoom when the user looks at the desired position on the screen or icon on it. If the selection method is set to Switch in the Windows Control Settings Dialog, the chosen Task Button will still remain active after executing the Task.



The Shortcuts Task will not perform any zooming.

- **Secondary Selection (Blue/white)** - Same as **Primary Selection** but with a higher precision. **Primary Selection** means that the zoom will progress deeper before the final execution of the Task, making the desired portion of the screen bigger and easier to select within. Activate this mode by resting your gaze on the Task Button until the color changes according to the image below.



The Shortcuts Task will not perform any zooming.

- **Third Selection (popout menu)** — For some of the tasks on the Taskbar there is a popout menu available with Additional Tasks. Activate this mode by resting your gaze on the Task Button until the popout menu is activated according to the image below.



In Windows 8.1 and Windows 10 the colors on the Taskbar will adapt to Windows settings.

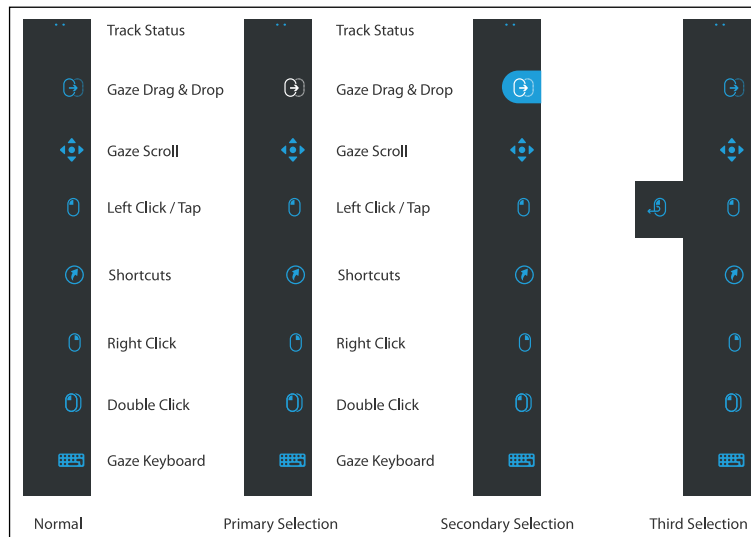














Figure 3.2 The Modes for the Windows Control Taskbar

3.4 Task

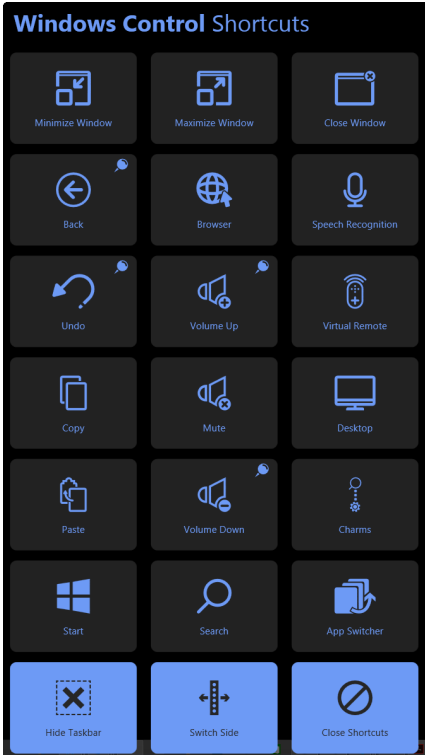
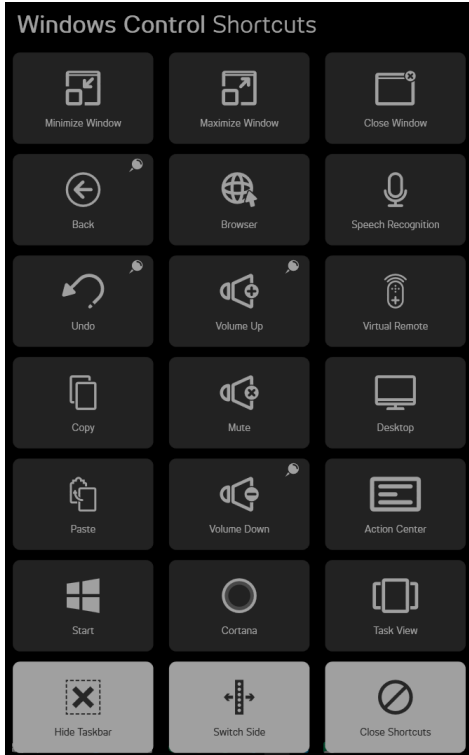
Task	Action	Description
	Place Cursor	Task that let you place the cursor where you gaze. Will perform a zoom action when executed.
	Gaze Drag & Drop	Task that performs two "clicks", where the first one represents the starting position for the drag and the second the drop position (to move objects or select areas). <ul style="list-style-type: none"> • Select the Task. • Look at the object you want to move or the starting point for the area selection. • Execute the Windows Control (first "click") by Gaze or Switch. • Look immediately at the drop position for the object or end point for the area selection. • Execute the second "click" by Gaze or Switch. Will perform a zoom action when executed.
	Gaze Scroll	Task that, if performed on a scrollable window, enables a gaze-controlled way to scroll the page. <ul style="list-style-type: none"> • Select the Task. • Look at any scrollable area and hold your gaze, the Gaze Scroll icon will appear where you looked. • Look above the icon to scroll up. • Look below the icon to scroll down. • Look to the left of the icon to scroll left. • Look to the right of the icon to scroll right. • While scrolling, look back at the icon (on the screen, not the Taskbar icon) to toggle between up/down or left/right. • Look back at the Windows Control Taskbar (or outside of the screen) to end scrolling. <div>  Use the Gaze Scroll Task to scroll vertically and horizontally in Modern UI apps and the Modern UI Windows Start Screen. </div>
	Left Click / Tap	Task that performs a single left-click, or for touch based devices, the equivalent of a single finger Tap. When in Switch mode Left Click / Tap is Default on and Sticky" (see 3.7.1 <i>Sticky Tasks & Default Left Click / Tap for Switch</i> , page 14). Will perform a zoom action when executed.
	Shortcuts	Task that opens: <ul style="list-style-type: none"> • 3 columns of predefined Shortcuts. • Slightly different ones available for Windows 7, 8.1 & 10. For more information, see 3.6 <i>Shortcuts</i> , page 12.
	Right Click	Task that performs a single right-click. Will perform a zoom action when executed.
	Double Click	Task that performs a double left-click. When the activation method is set to Switch, the Double Click is a "Sticky Task" (see 3.7.1 <i>Sticky Tasks & Default Left Click / Tap for Switch</i> , page 14). Will perform a zoom action when executed.

Task	Action	Description
	Gaze Keyboard	Task that opens an on-screen Gaze enabled keyboard for Gaze typing.
	Settings	Task that opens the Windows Control Settings. For more information, see <i>4 Windows Control Settings, page 20</i> .

3.5 Additional Tasks

Task	Action	Description
	Sticky Dwell Click	<p>This task performs a different type of click interaction task for Windows Control. Once you have selected the Sticky Dwell Click task the mouse cursor starts following your gaze, emulating mouse movement. When you fixate your gaze anywhere on the desktop or in applications it will activate a Dwell timer that will end in a click. By activating it with secondary selection you set it to activate a zoom before the click, meant for smaller targets.</p> <p> If a Task becomes "sticky" it means that you do not have to look back at the Taskbar if you want to repeat the execution of the selected Task, only if you want to change the Task to another.</p>

3.6 Shortcuts

Windows 8.1	Windows 10
	












If a Shortcut function is marked with the



icon, the shortcuts window will remain open after activating the function, allowing several activations.

Shortcut	Action	Win 8.1	Win 10	Description
	Maximize Window	x	x	Shortcut that will maximize the active window/app/software.
	Back	x	x	Shortcut that will move the user back a page in the web browser or any other software with the same functionality built in.
	Undo	x	x	Shortcut that will undo the last command.
	Copy	x	x	Shortcut that will copy the active selection.
	Paste	x	x	Shortcut that will paste the selection that was previously copied.
	Start	x	x	Shortcut that will bring up the Windows Start Menu.
	Hide Taskbar	x	x	Shortcut that hides the Taskbar for Full Screen view. To bring back the Taskbar, select or depending on which side the Taskbar is located.
	Minimize Window	x	x	Shortcut that will minimize the active window/app/software.
	Browser	x	x	Shortcut that starts the default web browser.
	Volume Up	x	x	Shortcut that increases the volume.
	Mute	x	x	Shortcut that will mute the speakers.
	Volume Down	x	x	Shortcut that decreases the volume.
	Search	x		Shortcut that opens up the Search function in Windows.
	Cortana		x	Shortcut that opens Cortana. Cortana is your clever personal assistant, and Cortana can search the web, find things on your PC, keep track of your calendar etc.
	Switch Side	x	x	Shortcut that moves the Taskbar from right/left.
	Close Window	x	x	Shortcut that closes down the active window/app/software.
	Speech Recognition	x	x	Shortcut that starts Windows Speech Recognition, or Dragon Speech Recognition if installed.

Shortcut	Action	Win 8.1	Win 10	Description
	Virtual Remote	x	x	Shortcut that opens the Virtual Remote application. For more information, see 5 <i>Virtual Remote</i> , page 33.
	Desktop	x	x	Shortcut that brings up the Desktop.
	Charms	x		Shortcut that opens the Charms Menu.
	Action Center		x	Shortcut that opens the Activation Center.
	App Switcher	x		Shortcut that swipes through all running Modern UI Apps and the Desktop.  All software running in the Desktop, will not be visible here. They are only visible from the Desktop.
	Task View		x	Shortcut that opens the Task View where all running Modern User Interface (UI) Apps are visible.  The Task View will not show if there is only one or less Apps open.
	Close Shortcuts	x	x	Shortcut that closes the Shortcuts menu.

3.7 Selection Method — Gaze or Switch

There are two methods to execute the chosen Task.

- Gaze — using the eyes to both control and execute selected Task.
- Switch — using the eyes to control and using a mechanical button connected to device to execute the selected Task.

The method of choice is set from within the Windows Control Settings Dialog, see 4 *Windows Control Settings*, page 20.

Before executing a selection you select a Task from the Taskbar to execute. Gaze at your chosen task until it is highlighted as "Primary" or "Secondary Selection".

- **Gaze** - To execute the chosen Task, rest your gaze at the desired portion of the screen (or icon on the screen) where you want to execute the Task. An automatic zoom function is enabled, ending in the selection of the icon or execution of the task.
- **Switch** - Two different execution modes.
 - **Single activation of the Switch** - the zoom function will execute in the same way as with the Gaze method and according to the settings made in the Windows Control Settings Dialog, see 4 *Windows Control Settings*, page 20.
 - **Activate and hold the Switch** - the zoom function will zoom continuously and end only upon the release / deactivation of the switch.



When using the Gaze method, you have to look back at the Taskbar to select a new Task **before** each task execution.



When precision is set to zero in Windows Control Settings - no zoom is performed. For more information, see 4 *Windows Control Settings*, page 20.

3.7.1 Sticky Tasks & Default Left Click / Tap for Switch

When using the Switch method, a feature is made use of called "sticky tasks".

If a Task becomes "sticky" it means that you do not have to look back at the Taskbar if you want to repeat the execution of the selected Task, only if you want to change the Task to another.

When using the Switch method, the Left Click / Tap Task is "sticky" by default. This means that Left Click / Tap is always on and will always be activated by the activation of the switch, if nothing else is selected. If another Task is selected it will be active only once (for one selection) and then Windows Control will automatically default back to Left Click / Tap for the subsequent selections.

The exception to this is the Double Click Task; when it is selected when using Switch mode it will also become sticky, meaning that it will stay selected until another Task is selected (after which it will again default back to Left Click / Tap).

This allows for excellent use cases such as quick/continual surfing of the internet by activating the Switch and thus the Left Click / Tap Task once and then repeatedly selecting anything desired, without having to choose the Left Click / Tap Task again multiple times.

3.7.2 Activating a Task with a Keyboard button instead of a Switch



Selecting the "F12 Keyboard Button", on an attached keyboard will activate a Task selection. It can be used in exactly the same way as a connected switch. For more information on Switches, see 3.7 *Selection Method — Gaze or Switch*, page 14.

3.8 Gaze Keyboard

By selecting the Gaze Keyboard button on the Taskbar, the Gaze Keyboard will launch as an on-screen keyboard. The Gaze Keyboard will be positioned either at the top or at the bottom of the screen depending on where the user chooses to place it.

The keyboard can be placed on the screen in two different ways with the Primary and Secondary selection of the keyboard task:

- With **Primary** selection:
 1. Activate the Primary Selection of the keyboard task.
 2. Select where to write and the keyboard will be launched at the opposite side.
If you want to write in the lower part of the screen, the keyboard will be placed at the top and vice versa.




With dwell usage the keyboard will be placed opposite to where you dwell immediately. If the user is using a switch, the user must first gaze where to type and then hit the switch to place the keyboard in the opposite place.

- With **Secondary** selection:
 - The keyboard will be placed at the bottom of the screen automatically.

Together with the Gaze Keyboard, the Keyboard Taskbar will be launched. For more information, see 3.8.1 *Keyboard Taskbar*, page 17.

The Gaze Keyboard consists of four keyboard pages in a rotating loop. The user can easily switch between the different keyboard pages by selecting the next page buttons located to the far left and right on all pages of the Gaze Keyboard.

The key on the keyboard where the user is gazing will be indicated by a light frame around the character/function  on the key.

The four keyboard pages are:



Figure 3.3 Default Startup Page

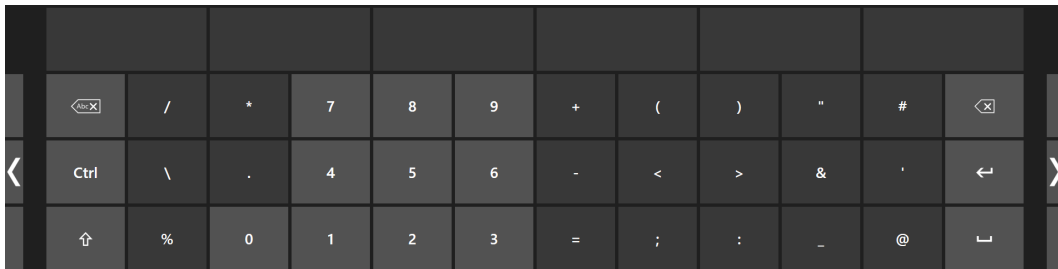


Figure 3.4 First Page to the Right

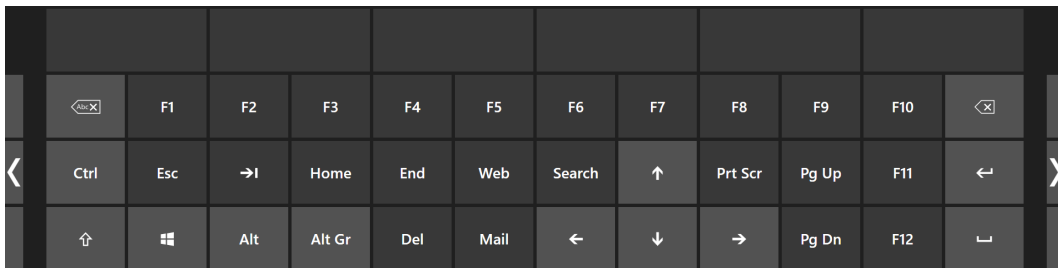


Figure 3.5 Second Page to the Right or Left



Figure 3.6 First Page to the Left

To change keyboard language and other settings for the keyboard, see *4 Windows Control Settings, page 20*.



The Shift, Ctrl, Alt, Win and Alt Gr keys will become "sticky" once selected. This means that they will stay selected until the user selects a new key from the keyboard. They will stay sticky if the next selected key is another sticky key.



To write a letter with an accent:

1. Select the accent
2. Select the character
3. The character will appear with the chosen accent.



The Number keys in the keyboard are positioned as on a Number Pad and can be used in combination with the Alt key to write ASCII characters.

1. Select the Alt key
2. Select the number combination for the ASCII character
3. Select the Alt key
4. The ASCII character will appear.

3.8.1 Keyboard Taskbar

At the top of the Keyboard Taskbar there is a Track Status viewer the same way as in the Windows Control Taskbar. It allows you to verify that the eye tracker recognizes your eyes and that you are well positioned in front of the device.

The Task Buttons in the Keyboard Taskbar can be in three different modes as shown in *Figure 3.7 The Modes for the Keyboard Taskbar, page 17*.

- **Normal (Unselected)** - No Task Button for Windows Control is chosen.
- **Primary Selection (white)** - The marked Task Button is selected and the Task will be executed after the automatic zoom when the user looks at the desired position on the screen or icon on it. If the selection method is set to Switch in the Windows Control Settings Dialog, the chosen Task Button will still remain active after executing the Task.
- **Secondary Selection (Blue/white)** - Same as **Primary Selection** but with a higher precision. **Primary Selection** means that the zoom will progress deeper before the final execution of the Task, making the desired portion of the screen bigger and easier to select within. Activate this mode by resting your gaze on the Task Button until the color changes according to the image below.



Only available for the Left Click function.



In Windows 8.1 and Windows 10 the colors on the Keyboard Taskbar will adapt to Windows settings.

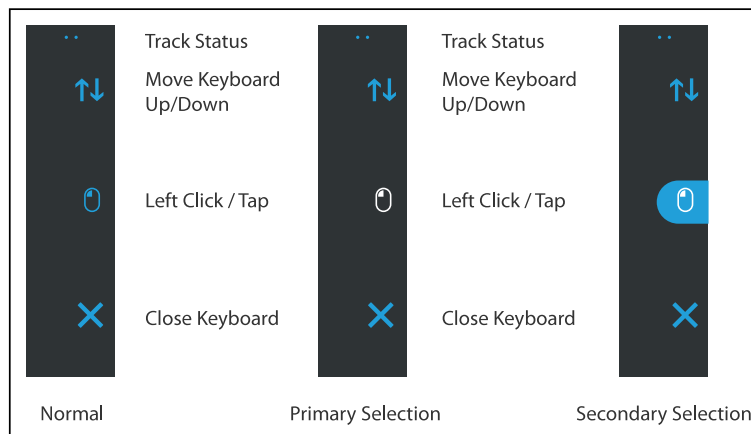






Figure 3.7 The Modes for the Keyboard Taskbar

3.8.2 Task Buttons for Keyboard Taskbar

Task	Action	Description
	Move Keyboard Up/Down	Task that moves the Keyboard to the top or to the bottom of the screen.  To activate the function the Secondary selection must be triggered.
	Left Click / Tap	Task that performs a single left-click, or for touch based devices, the equivalent of a single finger Tap.
	Close	Task that closes the keyboard.

3.8.3 Word Prediction

The word prediction engine that is used in Windows Control is from SwiftKey and is commonly used in tablets and smart-phones. SwiftKey uses a blend of artificial intelligence technologies that enable it to predict the next word the user intends to type. SwiftKey learns from previous text the user has written and output predictions based on currently input text and what it has learned. The Word Prediction language will change depending on the Keyboard Language setting.

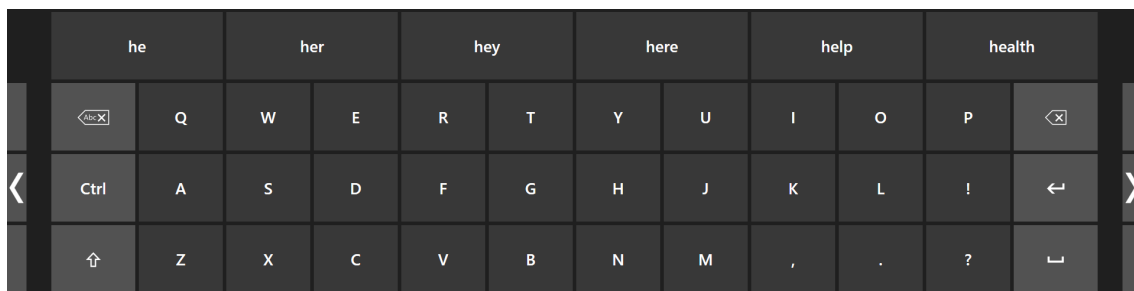
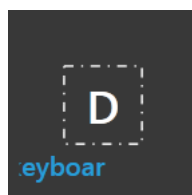


Figure 3.8 Keyboard with Word Prediction Activated

When Word Prediction is in use, see *4 Windows Control Settings, page 20* for more information about activating/deactivating Word Prediction, six (6) boxes will appear above the Keyboard. The leftmost box will display the most probable predicted word and the remaining five (5) boxes will contain one predicted word each. To select a predicted word, just select the box with the correct word in it. If you can't find the word you are looking for, just keep on typing and hopefully the word you are looking for will appear after the next character.



If you are using Word Prediction and want to type a word containing an accent, like café, you are often better off letting Word Prediction handle the accent. Simply type "cafe" and you will get a suggestion for "café".




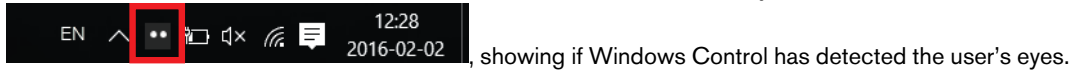
While the user is typing, the last 5-10 characters will be displayed in blue on the indicated/highlighted key. For more information, see *4 Windows Control Settings, page 20*. This feature assists the user in easily spotting misspellings and reduces the need for looking at the actual spot where the text is inserted, thus increasing typing speed.

3.9 Windows Control in Combination with Region Based Keyboard

Windows Control can be used in combination with other eye controlled applications. "Gaze Enabled" regions in other applications are active as long as there is no active Task in the Windows Control Toolbar. If you are using Windows Control with switch the Task Buttons will be "sticky", if you need to deselect a Task just look back at the selected Task for a short moment.





3.10 Eye Detection Indicator

The **Eye Detection Indicator**, , is a discrete indicator, on the Activity field in Windows.

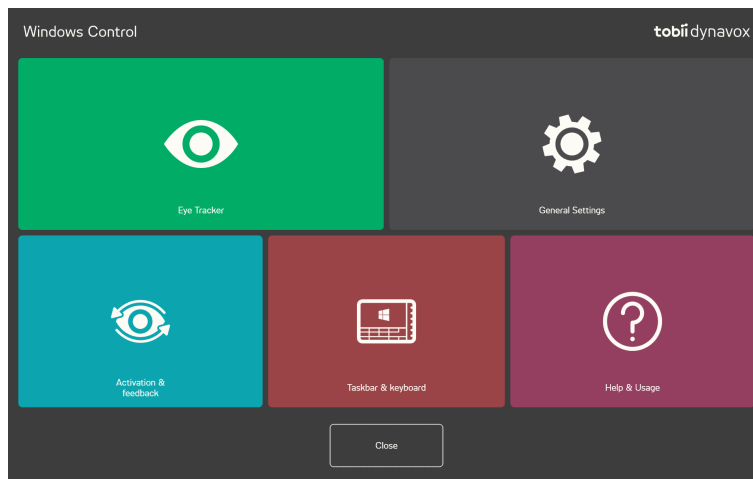







, showing if Windows Control has detected the user's eyes.

The **Eye Detection Indicator** can have different status:

- Eyes detected ()
 Will also act as a Position guide for the user.
- No eyes are detected, ()
- No eye tracker connected or eye tracker disabled ()

4 Windows Control Settings

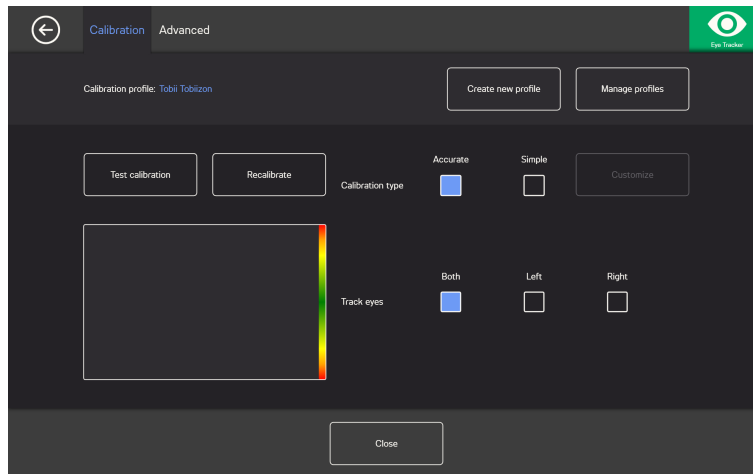


Icons	Action	Description
	Eye Tracker	Opens the Eye Tracker settings. For more information, see <i>4.1 Eye Tracker</i> , page 21.
	General Settings	Opens the Generals Settings. For more information, see <i>4.2 General Settings</i> , page 25.
	Activation & Feedback	Opens the Activation & Feedback settings. For more information, see <i>4.3 Activation & Feedback</i> , page 26.
	Taskbar & Keyboard	Opens the Taskbar & Keyboard settings. For more information, see <i>4.4 Taskbar & Keyboard</i> , page 28.
	Help & Usage	Opens the Help & Usage settings. For more information, see <i>4 Windows Control Settings</i> , page 20.

4.1 Eye Tracker



4.1.1 The Calibration Tab



Calibration profile: Will show the name of the profile that is active.

Create new profile: Select this button to create a new profile. For more information, see [4.1.1.1 Create New Profile, page 21](#).

Manage profiles: Select this button to change to an already existing profile. For more information, see [4.1.1.2 Manage Profiles, page 22](#).

Test calibration: Select this button to open the test calibration page. For more information, see [4.1.1.3 Test Calibration, page 22](#).

Calibration type: There are two (2) different types of calibration: **Accurate** or **Simple**. For more information, see [4.1.1.5 Calibration Type, page 23](#).

Track eyes: Select how the device should track the users eyes between: **Both**, **Left** or **Right**.

4.1.1.1 Create New Profile

1. Select the **Calibration type** to use.
For more information, see [4.1.1.5 Calibration Type, page 23](#).
2. Select the **Create new profile** button.
3. Select **Yes** to continue or **No** to cancel.
4. Give the new profile a name.



Keyboard and mouse must be used.



Only Alpha-Numeric characters can be used.

5. Select the **Next** button.
6. Position the user so that the two dots, representing the users eyes, are in the center of the box shown on screen.
The calibration process will start when the right dot blinks at the user.
7. Follow the on-screen instructions for performing an calibration.
8. Test the calibration.
For more information, see [4.1.1.3 Test Calibration, page 22](#).
9. Select **Close** to accept the calibration or **Recalibrate** to perform a new calibration process.

4.1.1.2 Manage Profiles

On the Manage Profiles page you will be able to Activate or Delete an existing profile.

In the middle of the screen, under Active Profile, you will be able to see the name of the profile that is active.

All available profiles will be listed as button on the page, use the  and  button to scroll through the available profiles.

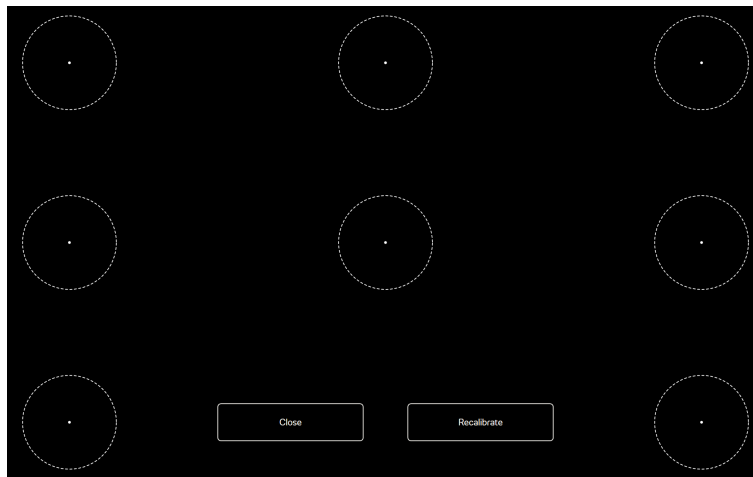
4.1.1.2.1 Activating a Profile

1. Select the button with the name of the profile to activate.
2. Select the **Activate** button located in the top right corner of the screen.
3. Select **Yes** to activate the selected profile or **No** to cancel.
4. Select **Close** to leave the page.

4.1.1.2.2 Deleting a Profile

1. Select the button with the name of the profile to delete.
2. Select the **Delete** button located in the top left corner of the screen.
3. Select **Yes** to delete the selected profile or **No** to cancel.
4. Select **Close** to leave the page.

4.1.1.3 Test Calibration



On the test calibration page the calibration can be tested in eight (8) spots on the screen to see if the user need to recalibrate the eye tracker.

1. Look at each dot in each circle on the screen to see how accurate the eye tracking is in that area.
2. Select **Close** to accept the calibration or **Recalibrate** to perform a new calibration process.

4.1.1.4 Recalibration

1. Select the **Calibration type** to use.
For more information, see [4.1.1.5 Calibration Type, page 23](#).
2. Select the **Recalibrate** button to start a new calibration process for the active profile.
3. Follow the on-screen instructions for performing a calibration.
4. Test the calibration. For more information, see [4.1.1.3 Test Calibration, page 22](#).
5. Select **Close** to accept the calibration or **Recalibrate** to perform a new calibration process.

4.1.1.5 Calibration Type

There are two (2) calibration types available: **Accurate** and **Simple**.

4.1.1.5.1 Accurate

Select the **Accurate** box to activate the most accurate calibration type.

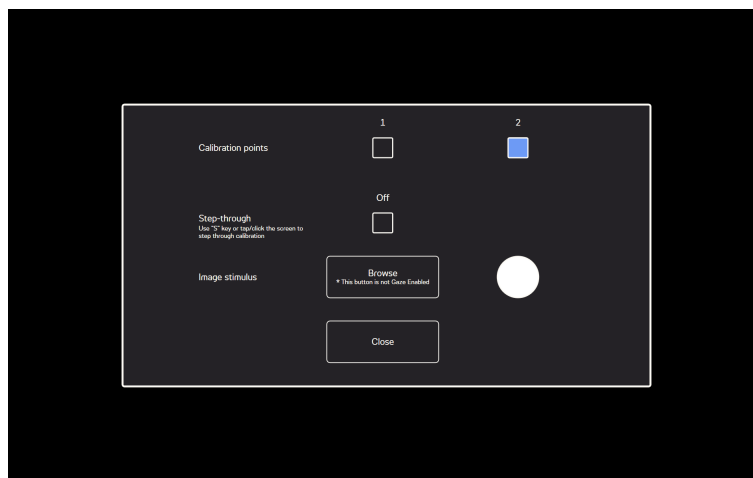
With the Accurate calibration type activated the calibration process will be a seven (7) points, “pop the dots” calibration. The Accurate calibration type is the default calibration type.

4.1.1.5.2 Simple

Select the **Simple** box to activate the easy calibration type, when it is of higher importance that the calibration is quick and easy, rather than highly accurate.

When the simple calibration type is selected, the calibration process can be customized.

Select the **Customize** button to customize the calibration process.



Calibration points: Select if **1** or **2** calibration points should be used.



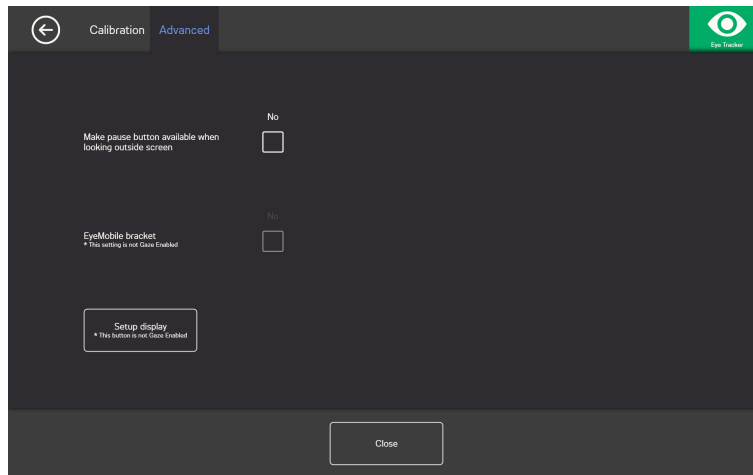
1-point calibration is not available on PCEye Go.

Step-through: Toggle the Step-through On/Off check box to On to activate the function where you use the “S” key on a keyboard or tap/click the screen to step through the calibration.

Image Stimulus: Select the **Browse** button to change the **Image Stimulus** from the default white dot into one of the included stimulus or to an image of the user's favorite toy or something else.

Close: Select the **Close** button to leave the page.

4.1.2 The Advanced Tab

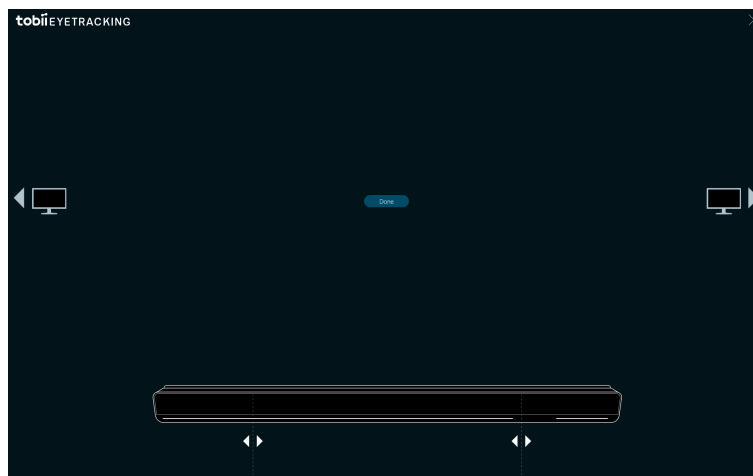




Make pause button available when looking outside screen: Toggle the On/Off check box to **On** if the pause button shall appear on the screen when the user looks outside of the screen so the user can easily pause and restart the eye tracking.

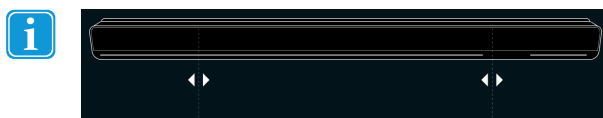
EyeMobile bracket: Toggle the EyeMobile bracket On/Off check box to **On** if you are using an EyeMobile or EyeMobile Mini. The EyeMobile bracket setting is not relevant for EyeMobile Plus and hence disabled.

4.1.2.1 Setup Display

If more than one (1) display is used, you will need to specify which display the Eye tracker is attached to. The system will also need to know the size of the display that is used.



1. Use the  or  to select which display the eye tracker is attached to.
2. Align the left and right vertical line, which are under the visualization of the eye tracker on the screen, with the markings that are on top of the eye tracker in use.



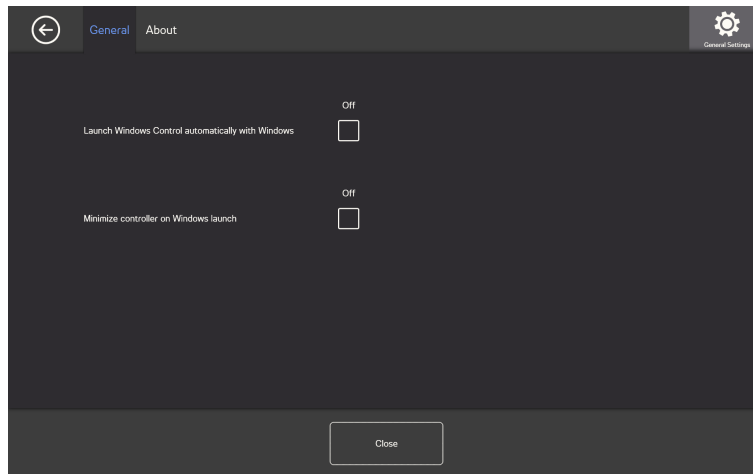
This will set the screen size that is used for the Windows Control.

3. Select **Done** to finalize.

4.2 General Settings



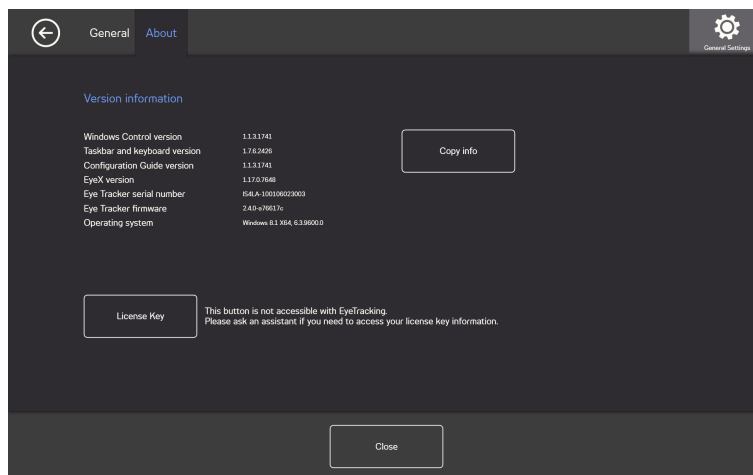
4.2.1 The General Tab



Launch Windows Control automatically with Windows: Toggle the On/Off check box to **On** if Windows Control shall automatically start when Windows starts.

Minimize controller on Windows launch: Toggle the On/Off check box to **On** if the The Windows Control Controller shall be minimized when Windows starts.

4.2.2 The About Tab



On the About page, all Version information for the software and Eye tracker hardware will be found. This information can easily be copied by selecting the **Copy info** button and then it can be pasted into an e-mail or any other software if needed.

4.2.2.1 License Key



The license button is not Gaze enabled so please ask someone to assist if you need to change the license.

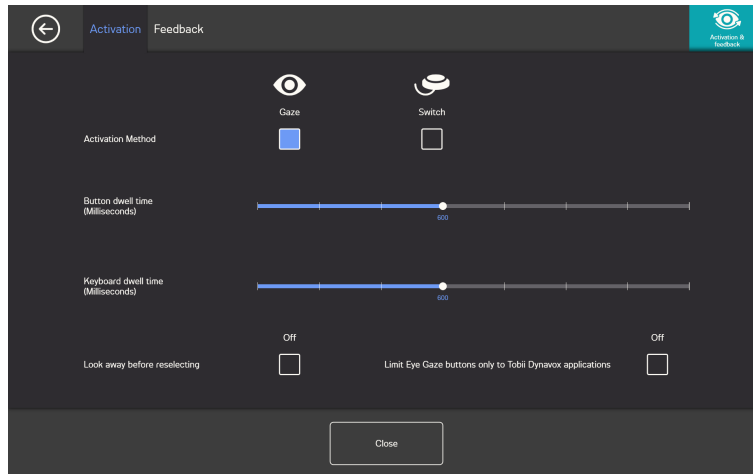
To activate the license, see *2.2.1 Activating License, page 6*.

To deactivating the license, see *2.2.2 Deactivating License, page 7*.

4.3 Activation & Feedback



4.3.1 The Activation Tab



In the Activation Tab, all the settings for how the user shall interact with Windows Control is set. If the user shall use the **Gaze** or a **Switch** to execute the commands and how the interaction shall behave.

Activation method:

- **Gaze** - Choose Gaze to use your gaze position to activate the zooming function that ends with the execution of the desired Task.
- **Switch** - Choose Switch to use a switch to activate the zooming function that ends with the execution of the desired Task.

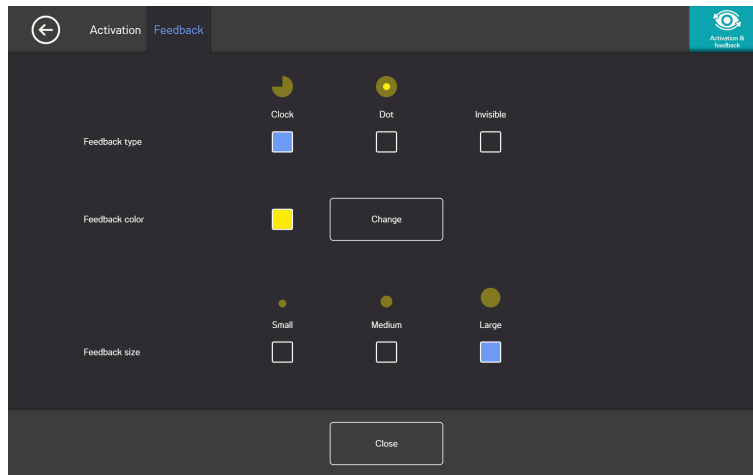
Button Dwell Time (Milliseconds)

The Button Dwell Time can be set to 8 different levels, just look at the desired position to change the setting. Changing the Button Dwell Time will adjust how long the user must fix their gaze on a button before the Task is executed. The scale presents lower Button Dwell Time to the left and higher to the right.

Keyboard Dwell Time (Milliseconds)

The Keyboard Dwell Time can be set to 8 different levels, just look at the desired position to change the setting. Changing the Keyboard Dwell Time will adjust how long the user must fix their gaze on a keyboard button before the key is executed. The scale presents lower Keyboard Dwell Time to the left and higher to the right.

4.3.2 The Feedback Tab



Feedback type:

- **Clock** - The visual feedback is a clock that fills during the specified Button Dwell Time. When the clock is completely filled, the Task is executed.
- **Dot** - The visual feedback is a shrinking dot for Gaze users or a static dot for Switch users when a Task is executed.
- **Invisible** - No visual feedback will be shown on the screen when a Task is executed.

Feedback color: Select the **Change** button to select the color of the feedback. For available colors, see *Figure 4.1 Available Colors*, page 27.

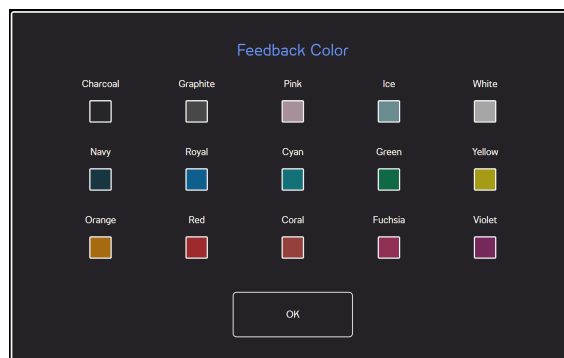


Figure 4.1 Available Colors

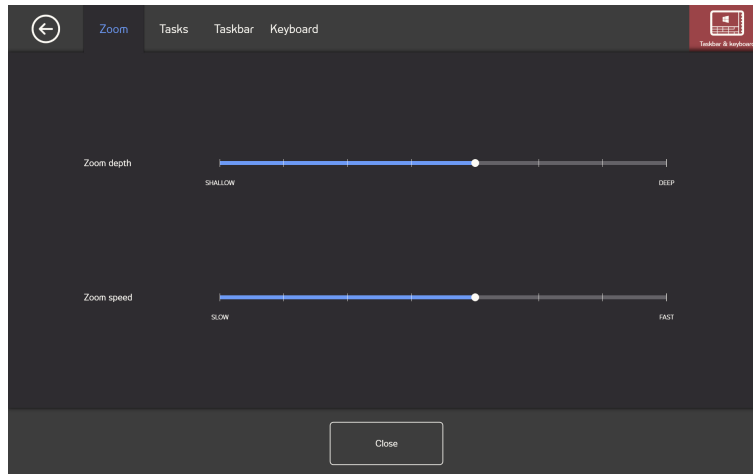
Feedback size: The feedback size of the chosen feedback type can be set to three (3) different values.

- **Small**
- **Medium**
- **Large**

4.4 Taskbar & Keyboard



4.4.1 The Zoom Tab



Zoom depth

The zoom depth can be set to 8 different levels, just look at the desired position to change the setting. Changing the depth will adjust how deep the zoom will go before executing the Task. The further to the right on the scale the deeper the zoom.

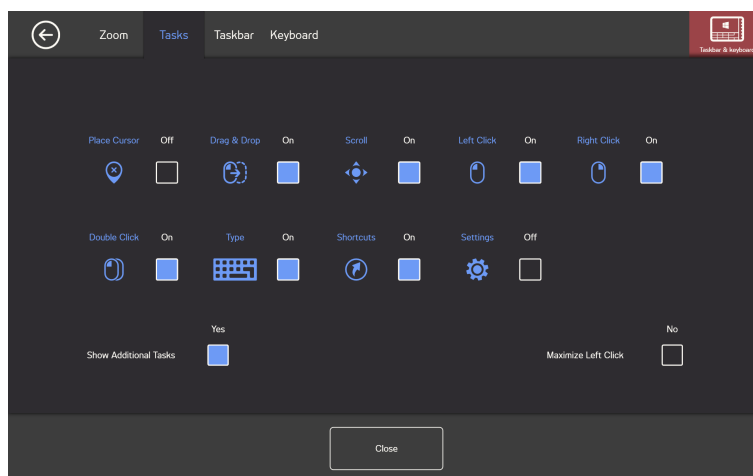


If the Depth is set to zero, no zooming will happen. It will be an instant click with Primary Selection. With Secondary Selection it will still be a zoom.

Zoom speed

The Zoom speed can be set to 8 different levels, just look at the desired position to change the setting. Changing the Speed will affect how fast the zoom is before the execution of the Task. The further to the right on the scale the faster the zoom.

4.4.2 The Task Tab



Select which tasks to use on the Taskbar. For more information about the tasks, see [3.4 Task, page 11](#).



Be aware that the more Tasks used on the Taskbar, the more difficult they might become to select on smaller screens.

Toggle the On/Off check box to **On** for each Task to enable it for use on the Taskbar.

Toggle the On/Off check box to **Off** for each Task to disable its use and visibility on the Taskbar.

4.4.2.1 Show Additional Tasks

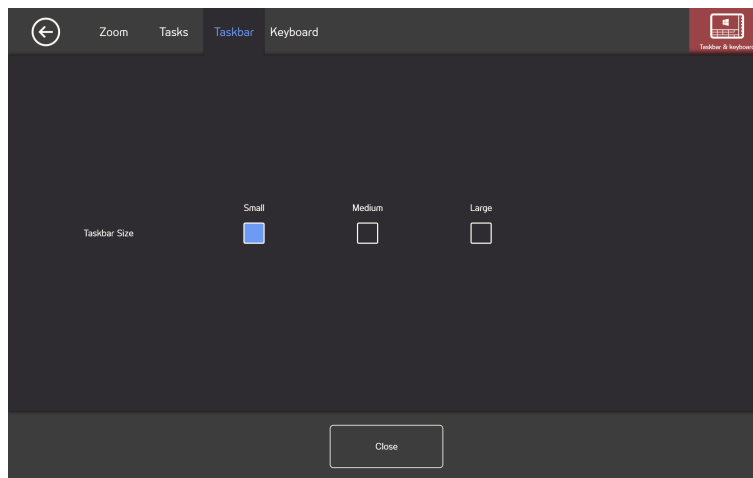
If toggled to Off, the Additional tasks will not be available. If toggled to On, the Additional Tasks will be available. For more information, see 3.5 *Additional Tasks*, page 12.

4.4.2.2 Maximize Left Click

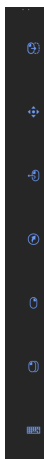
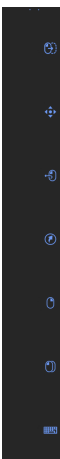
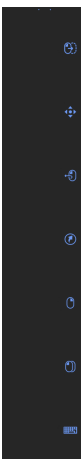
Activating Maximize Left Click can greatly expand the active region of the Left Click Task within the Taskbar, making it much easier to select the Left Click task.

Use the **Maximize Left Click** feature to expand and emphasize the Left Click Task on the Taskbar. If it is toggled to Off, all selected Tasks will be spaced evenly along the Taskbar. If it is toggled to On, all Tasks other than Left Click will retain their original/smaller sizes and the Left Click Task will fill the remaining space on the Taskbar.

4.4.3 The Taskbar Tab

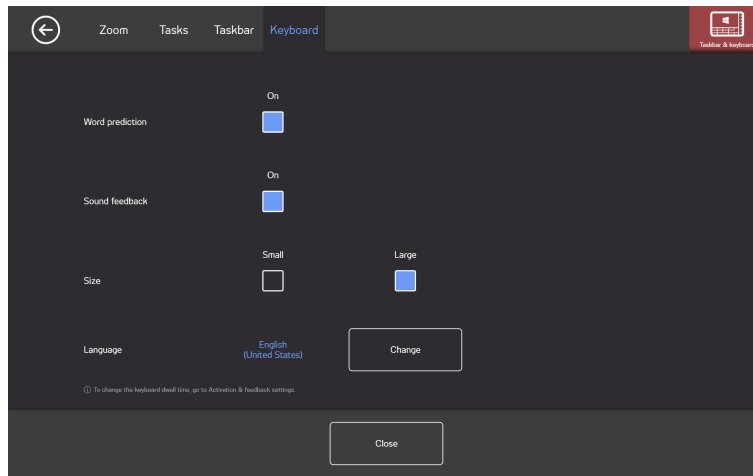


In the Taskbar tab the size of the Taskbar can be changed between three (3) sizes:

Small	Medium	Large
		

Selecting a larger size for the Taskbar will expand the active region around the Task so it will be easier to select the Task for the user. The actual active region will expand outside the screen and the icon for the Tasks are always in the center of the active region.

4.4.4 The Keyboard Tab



Word Prediction

- **On** - Choose On to activate Word Prediction when using the Gaze keyboard. (Default)
- **Off** - Choose Off to deactivate Word Prediction when using the Gaze keyboard.

Sound Feedback

- **On** - Choose On to activate sound feedback when selecting a button on the Gaze keyboard.
- **Off** - Choose Off to deactivate sound feedback when selecting a button on the Gaze keyboard.

Size

- **Small** - Choose Small to use a smaller sized Gaze keyboard, will cover less than half the screen, see *Figure 4.2 Small Keyboard Layout (default)*, page 30.
- **Large** - Choose Large to use a larger sized Gaze keyboard, will cover half of the screen, see *Figure 4.3 Large Keyboard Layout*, page 31.



Figure 4.2 Small Keyboard Layout (default)



Figure 4.3 Large Keyboard Layout

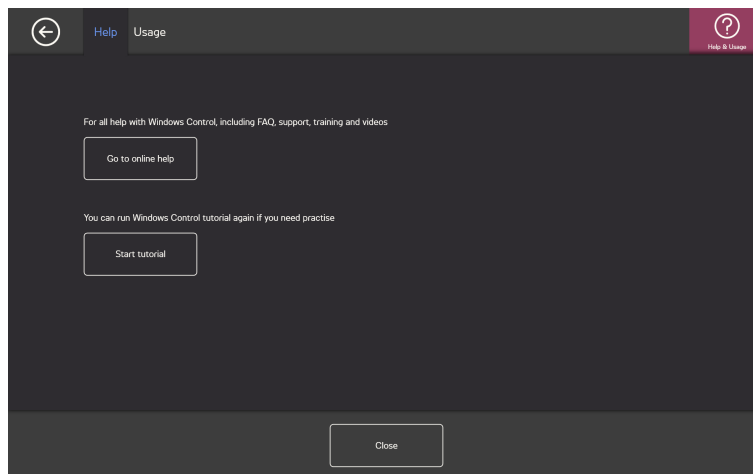
Language

The selected language keyboard layout is shown. Select the **Change** button to change the keyboard layout to another language. There are a number of different language keyboard layouts available.

4.5 Help and Usage



4.5.1 The Help Tab



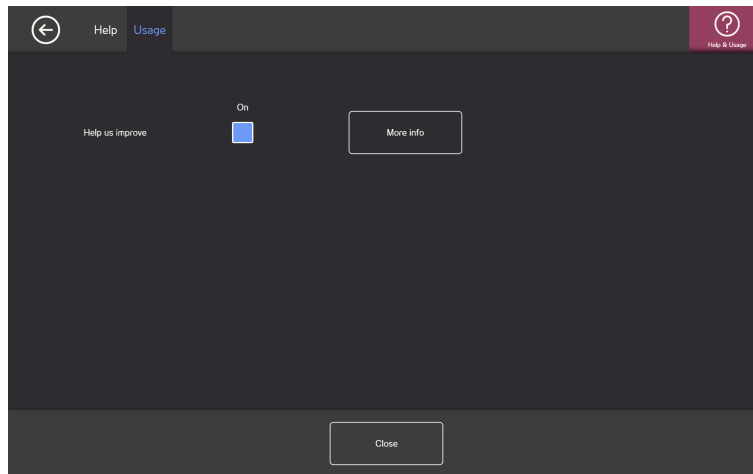
Select the **Go to online help** button to open the Tobii Dynavox product support pages on internet in the default web browser, On the support web pages the user can find FAQs, support, training, videos and documentation about Windows Control and all other products from Tobii Dynavox.



Make sure the computer/device is connected to Internet.

Select the **Start tutorial** button to run the included tutorial if the user needs to practice more. The tutorial can be started as many times as the user wants.

4.5.2 The Usage Tab



Help us improve: To help Tobii Dynavox improve the software toggle the On/Off check box to **On** . Select the More info button to open a page with information about what this is all about. For more information, see *Figure 4.4 Data Collection*, page 32.

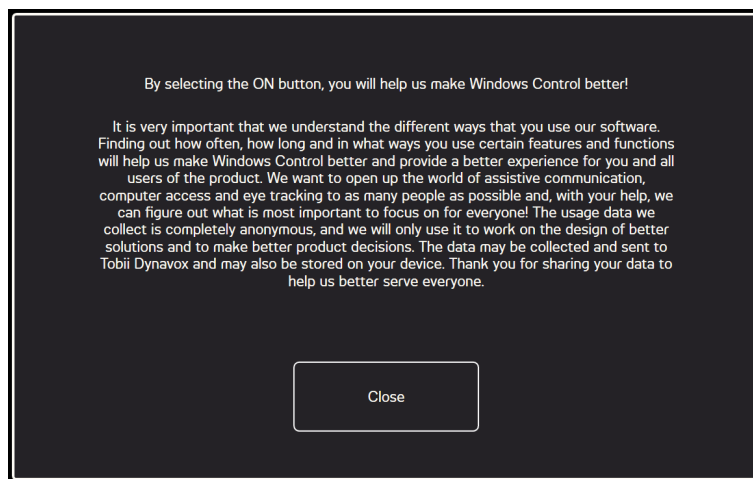


Figure 4.4 Data Collection

5 Virtual Remote

5.1 Virtual Remote Overview



Figure 5.1 Overview of Virtual Remote

The Virtual Remote is divided into two areas:

- The Virtual Remote Menu, for more info see [5.1.1 Virtual Remote Menu, page 33](#).
- The Active Remote, for more info see [5.1.2 The Active Remote, page 34](#).

5.1.1 Virtual Remote Menu



Figure 5.2 The Virtual Remote Menu

The icons in the Virtual Remote menu are:

Task Button	Action	Description
+	Add Remote	Select this Action to Add a new Remote, see 5.2.4 Add a Remote , page 36 .
i	Information	Select this action to open the information page, see 5.2.6 Information , page 52 .
<	Left	Select this action to activate the remote that is to the left of the active remote.
>	Right	Select this action to activate the remote that is to the right of the active remote.
	Edit Mode	Select this action to go to the Edit mode of the active remote, see 5.2.5 Edit Mode , page 43 .
x	Close/Minimize	Select this action to minimize the Virtual Remote application.

5.1.2 The Active Remote

The active remote control is always the remote that is the middle in the Virtual Remote Menu, see *Figure 5.3 Active Remote*.

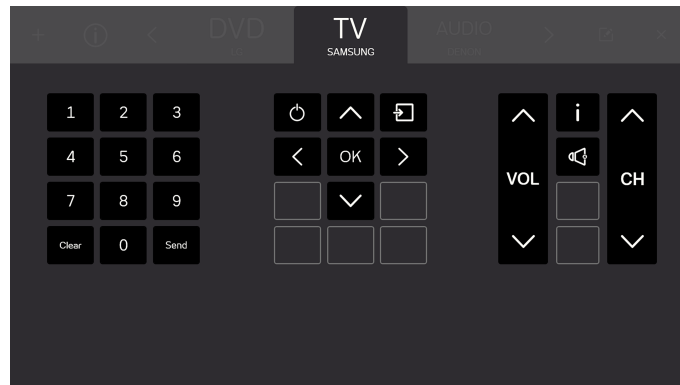



Figure 5.3 Active Remote

 All buttons that are visible on the screen belong to the active remote.

You will also be able to see the names of up to two (2) more available remotes, one on each side of the active remote. You will only see the name and not the buttons for the available remotes until you make a remote the active one.

5.1.3 The Buttons

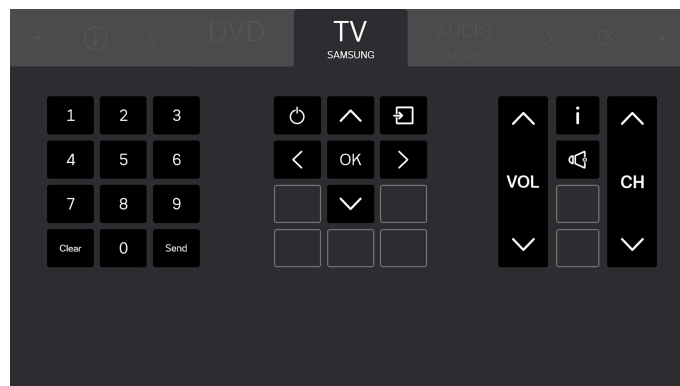




Figure 5.4 The Buttons

All buttons that are visible on the screen belong to the active remote. There are two (2) types of buttons in the Remote control.

- Active Button , see *Figure 5.5 Active Buttons, page 35*
- Inactive Buttons , see *Figure 5.6 Inactive Buttons, page 35*



The amount of buttons and the functions of the buttons will differ depending on which type of system the user wants to control.

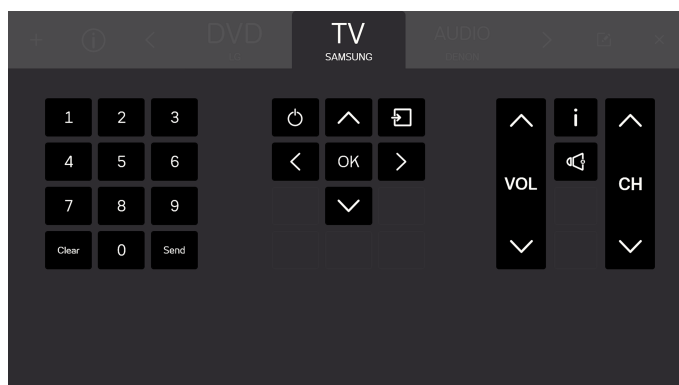


Figure 5.5 Active Buttons

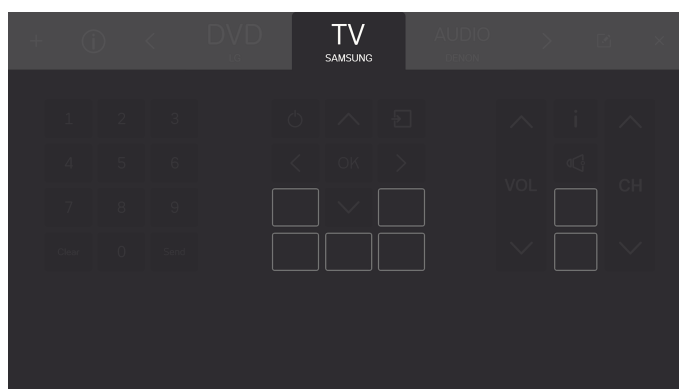


Figure 5.6 Inactive Buttons

5.2 Using Tobii Dynavox Virtual Remote

Tobii Dynavox Virtual Remote makes it possible for the user to control a TV, DVD, Audio etc system from the device.



All functions in Virtual Remote are Touch and Mouse enabled which makes it easier for a Caregiver or Assistant to help the user if needed.

5.2.1 At First Start Up

A short guide will introduce the user to the layout of the Virtual Remote software. Just follow the instructions on the screen.

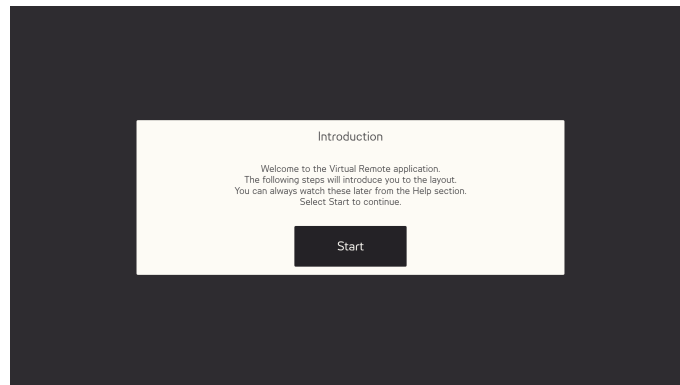




Figure 5.7 The Virtual Remote Introduction Screen.

5.2.2 Change Active Remote

To change Active remote:

- Select one of the names to the right or left of the active remote.
- or use the  and  button to scroll through the available remotes.



The active remote control is always the remote that is the middle in the Virtual Remote Menu.

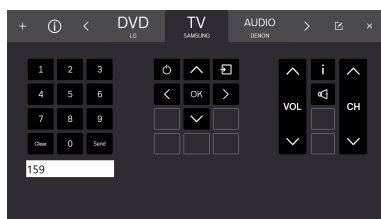
5.2.3 Using Buttons on a Remote

Just select the button you want to use to send the signal to the device. Volume buttons are usually configured to send out a continuous signal as long as the button is selected. For more information, see 5.2.5.3.1 *Signal Length*, page 47.

To enter a number greater than 9 (e.g. multiple digits), follow this procedure.

Numbers Greater than 9 Step List

1. Select all the numbers to send in the sequence they should be sent.
All selected numbers will be visible in a white box under the numbers section of the remote.



2. Select the **Send** button to send the signals to the device or **Clear** to delete all selected numbers.

5.2.4 Add a Remote




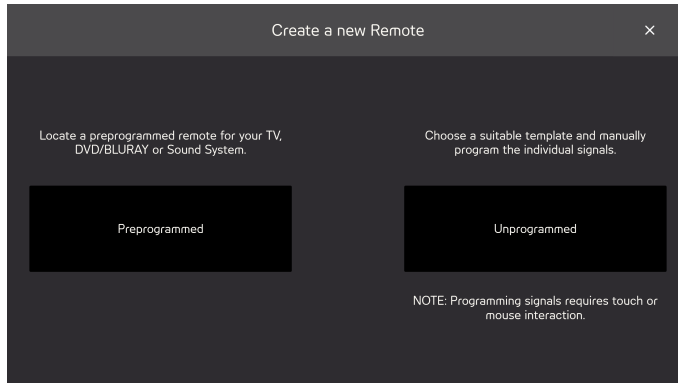
There are two (2) ways of adding a new remote.

5.2.4.1 Add a Preprogrammed Remote

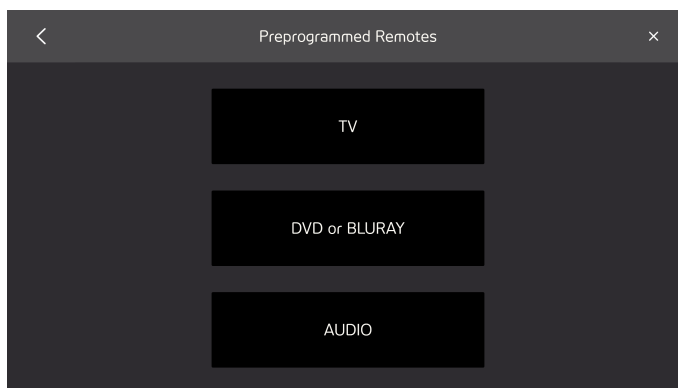
To add a new preprogrammed remote, follow this procedure:

Add a Preprogrammed Remote Step List

1. Select the  from the menu.
2. Select the Preprogrammed button



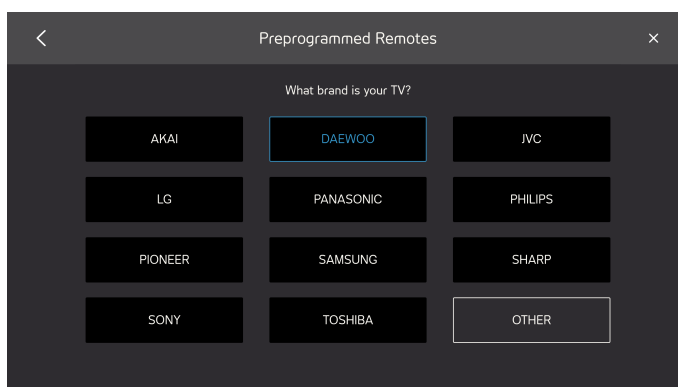
3. Select type of Preprogrammed Remote
 - TV
 - DVD/BLURAY
 - AUDIO



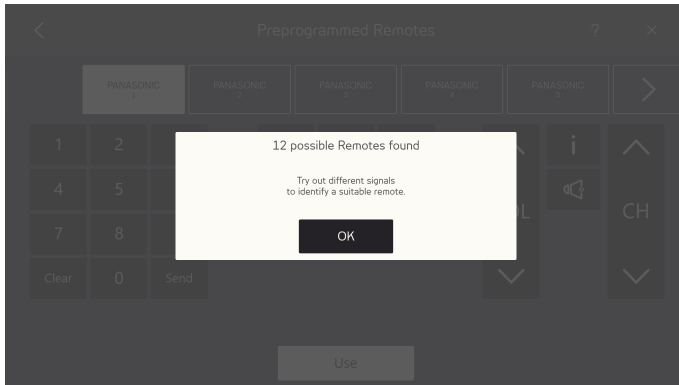
4. Select the brand from the list



If you can't find the brand, select **Other**, for more info see [5.2.4.1.1 Other Remotes, page 39](#)

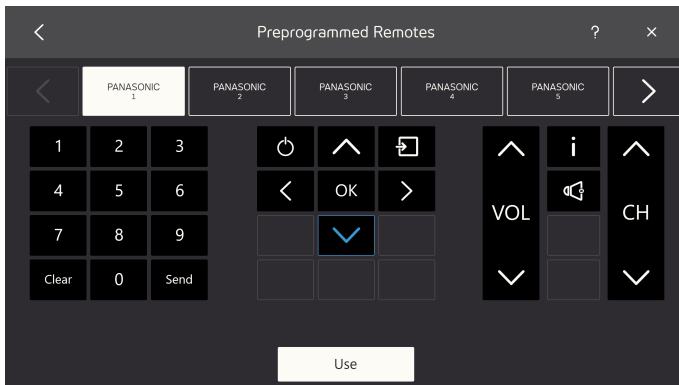


- When a brand is selected, a popup will show with information about how many available preprogrammed remotes there are.




Select the **OK** button.

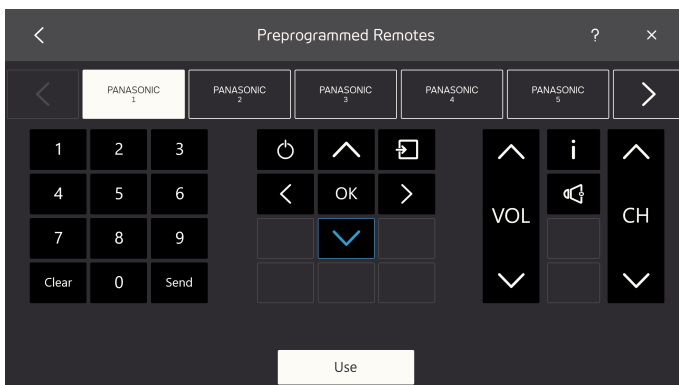
- Select a remote.



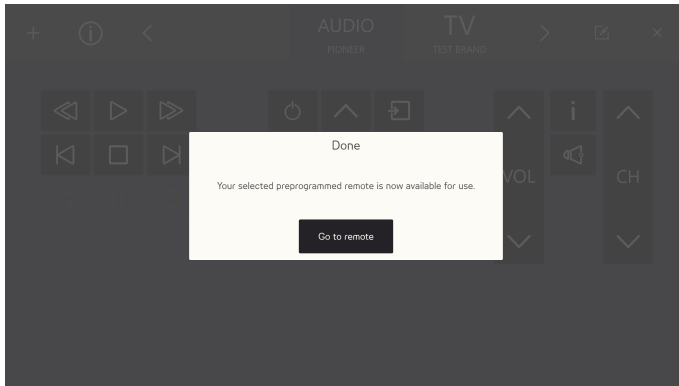
- Try out different signals on the selected remote to identify a suitable remote.
- Repeat step 6 & 7 until the most suitable remote have been found.

 Use the **<** and **>** button to scroll through the available remotes.

- Select the most suitable remote.
- Select **Use** button.



11. The selected remote will be copied to the available remotes.



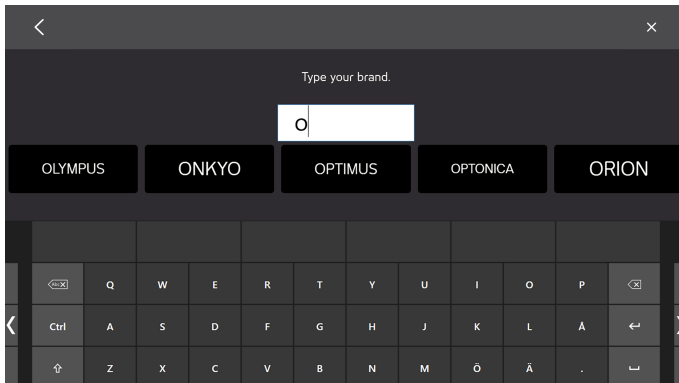
Select the **Go to Remote** button to finalize.

5.2.4.1.1 Other Remotes

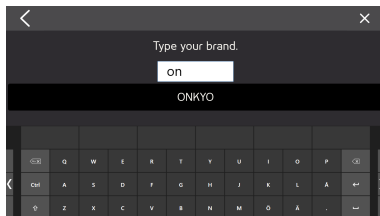
To add other remotes, follow this procedure:

Add Other Remotes Step List

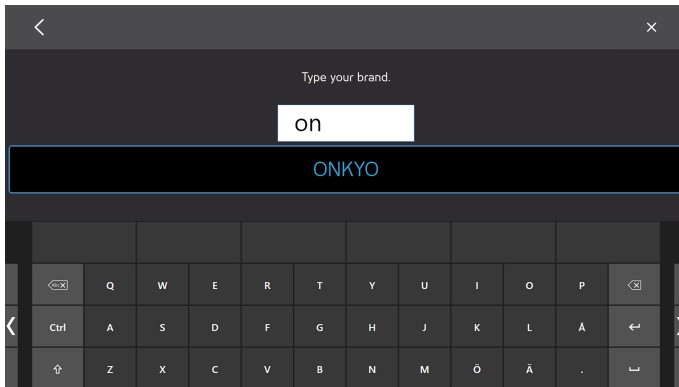
1. Follow step 1 — 3 in the step list: *Add a Preprogrammed Remote Step List, page 37.*
2. Select the **Other** button.
3. Type the brand name in the text box.



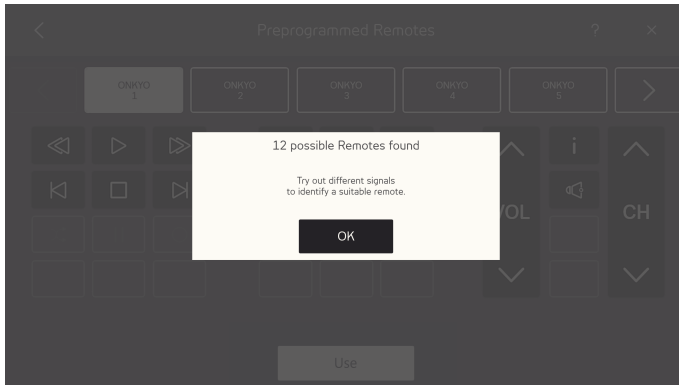
To narrow down the search result, type more characters.



4. Select the brand.

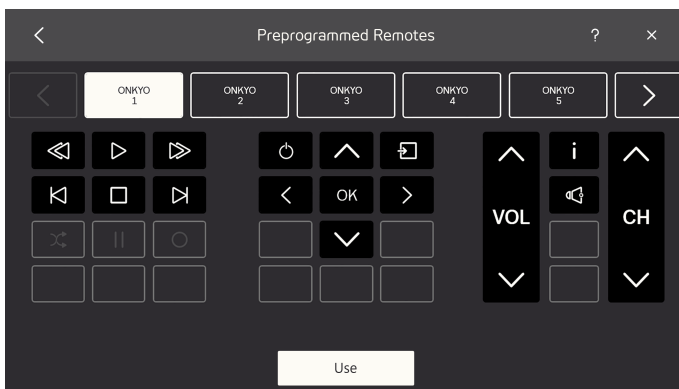


5. When a brand is selected, a popup will show with information about how many available preprogrammed remotes there are.



Select the **OK** button.

6. Select a remote.



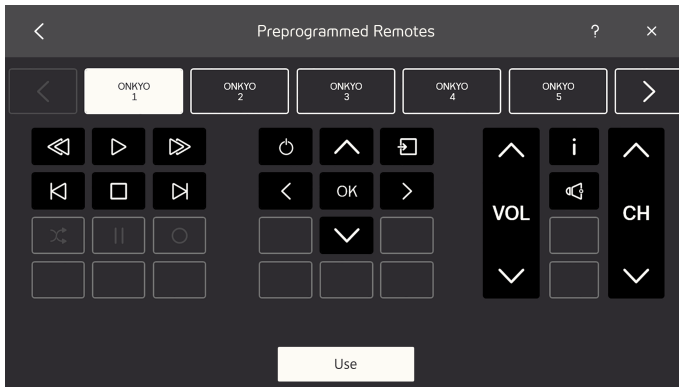
7. Try out different signals on the selected remote to identify a suitable remote.
8. Repeat step 6 & 7 until the best possible remote have been found.



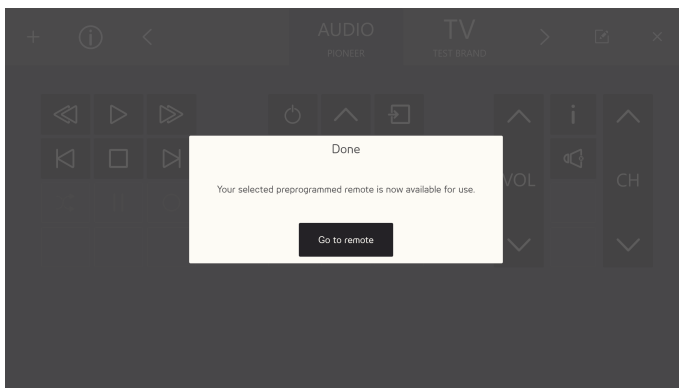
Use the < and > button to scroll through the available remotes.

9. Select the most suitable remote.

10. Select **Use** button.



11. The selected remote will be copied to the available remotes.




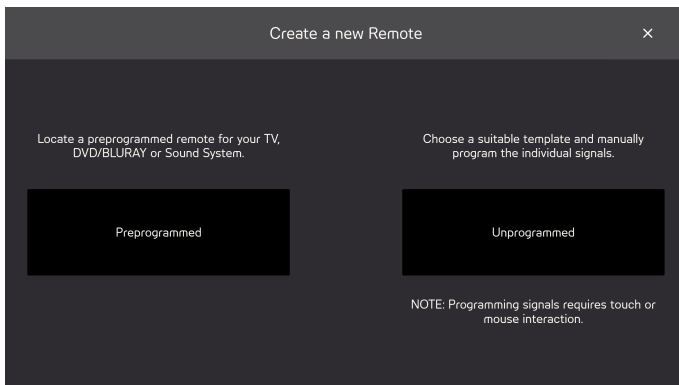
Select the **Go to Remote** button to end finalize .

5.2.4.2 Add a Unprogrammed Remote

To Add a new Unprogrammed remote, follow this procedure:

Add a Unprogrammed Remote Step List

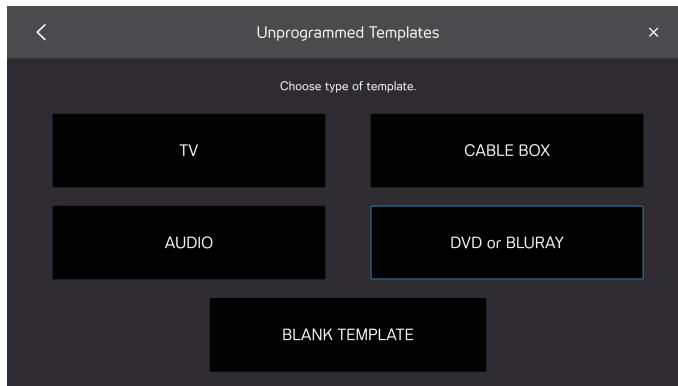
1. Select the  from the menu.
2. Select the Unprogrammed button



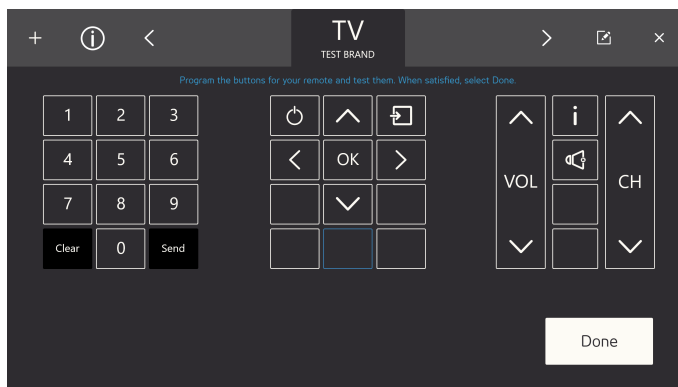
3. Select type of Unprogrammed Remote

- TV
- AUDIO

- CABLE BOX
- DVD or BLURAY
- BLANK TEMPLATE

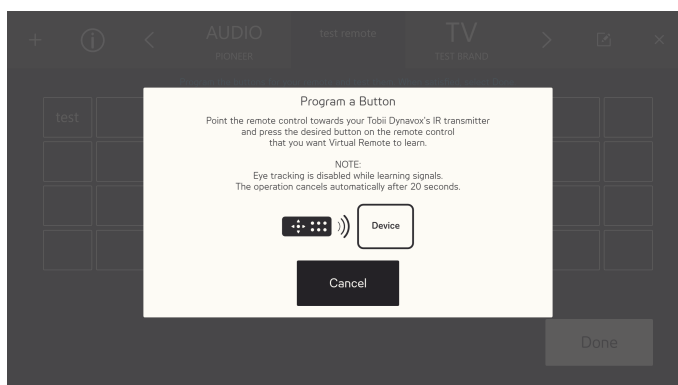


4. Select a button to program.

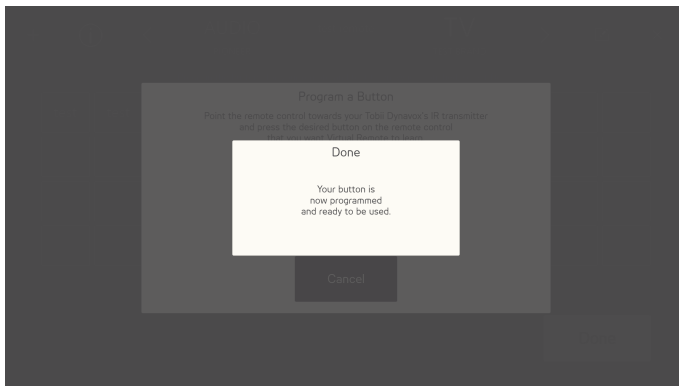


The available icons will differ depending on what type of Remote control that was selected in Step 3.

5. Select a button to program.
6. Point the remote control your Tobii Dynavox IR receiver and press the desired button on the remote control that you want Virtual Remote to learn.



7. When the signal is saved in Virtual Remote the **Done** popup will show.



The popup will close down automatically after a few seconds.

8. Repeat step 5 — 7 until you have programmed all the needed buttons on the remote.



To change or delete buttons on the Remote control you need to finish programming and go to Edit mode. For more information about Edit mode, see 5.2.5 *Edit Mode* , page 43.

9. Select **Done** to finalize.




5.2.5

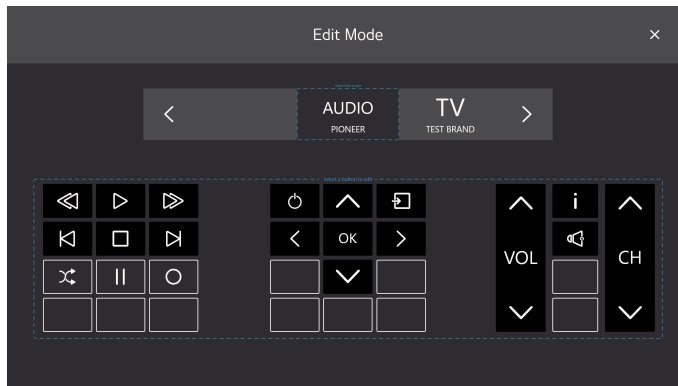
Edit Mode



With Edit mode you can make changes to existing remotes. Make sure the remote control you want to edit is the active remote. To enter Edit mode, follow this procedure:

Edit Mode Step List

1. Select the  (Edit mode) button.




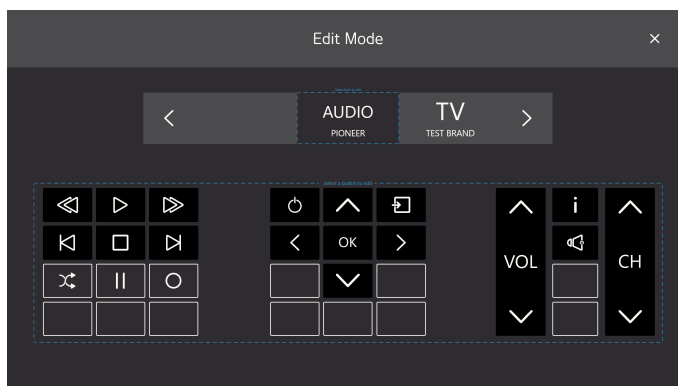
2. Select the which section of the remote control to make changes to. The following changes can be made:
 - Change Name of the Remote, see 5.2.5.1 *Change Name of a Remote, page 44*
 - Delete a Remote, see 5.2.5.2 *Delete a Remote, page 45*
 - Make changes to an existing active button, see 5.2.5.3 *Make Changes to an Existing Active Button.*
 - Make changes to an existing not programmed button, see 5.2.5.4 *Make Changes to an Existing not Programmed Button, page 49.*
 - Add a new button to an empty space, see 5.2.5.5 *Add a New Button to an Empty Space, page 51*

5.2.5.1 Change Name of a Remote

To change the name of a remote, follow this procedure:

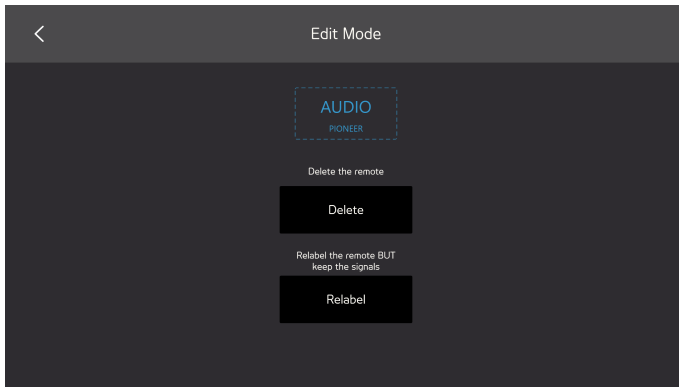
Change Name of a Remote

1. Select the  (Edit mode) button.



2. Select the "Select here to edit" box around the name of the remote control.

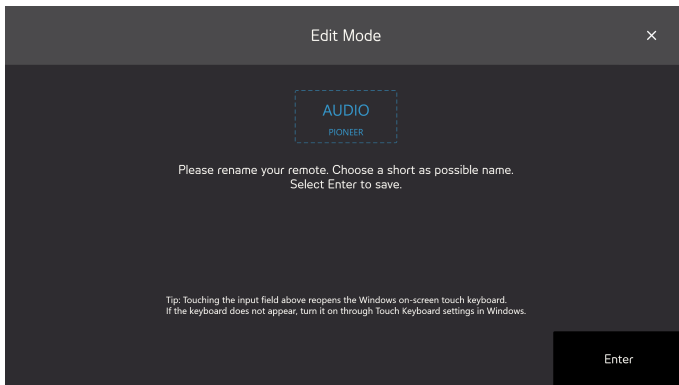
3. Select the **Relabel** button.



4. Type the new label.



Ensure you use a short name.




5. Select the **Enter** key on the keyboard to finalize the relabeling.

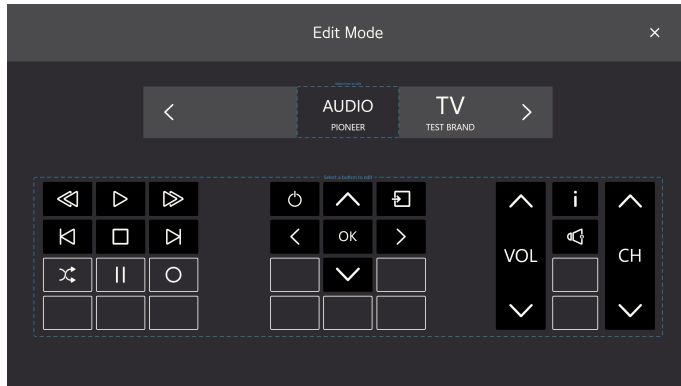
6. Select the  icon to exit Edit mode.

5.2.5.2 Delete a Remote

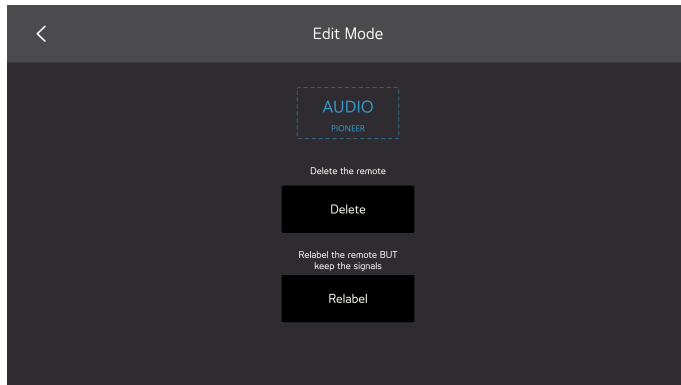
To delete a remote, follow this procedure:

Delete a Remote Step List

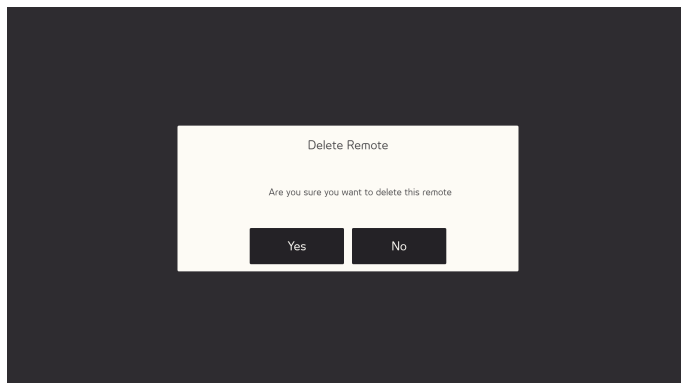
1. Select the  (Edit mode) button.



2. Select the “Select here to edit” box around the name of the remote control.
3. Select the **Delete** button.



4. Select:
 - **Yes** to Delete
 - **No** to Cancel




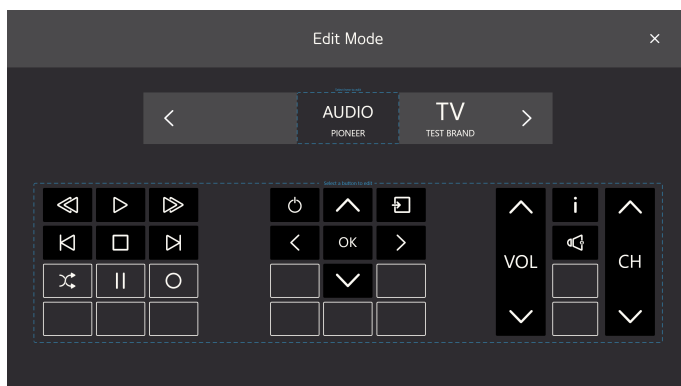
5. Select the  icon to exit Edit mode.


5.2.5.3 Make Changes to an Existing Active Button

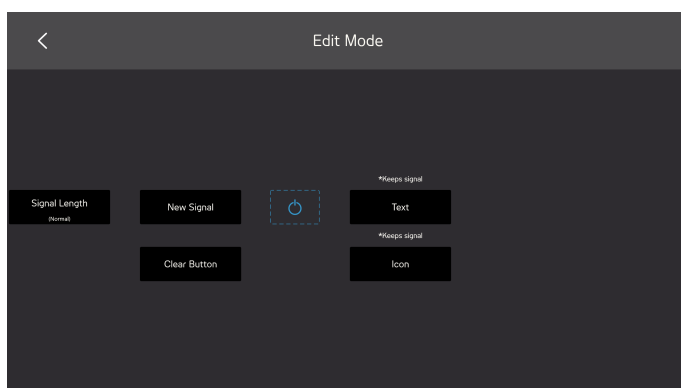
To make changes to an existing active button, follow this procedure:

Make Changes to an Existing Active Button Step List

1. Select the  (Edit mode) button.



2. Select a button, with a black background and icon or text, e.g. , in the "Select a button the edit " box around the remote control buttons.
3. Select one of the following actions:
 - Signal Length, see 5.2.5.3.1 *Signal Length*.
 - New Signal, see 5.2.5.3.2 *New Signal*, page 48
 - Change Text, see 5.2.5.3.3 *Change Text*, page 49
 - Change Icon, see 5.2.5.3.4 *Change Icon*, page 49
 - Clear Button, will erase all the information stored on the button.



4. Select the  icon to exit Edit mode.

5.2.5.3.1 Signal Length

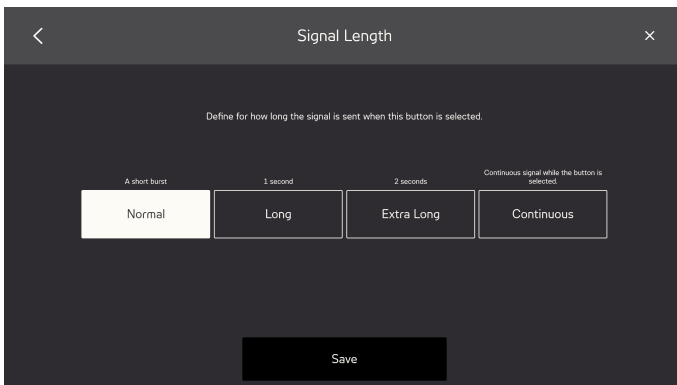
In order for the receiving unit to understand the signal sent from the Virtual Remote, you may need to change the signal length. The signal length must also be set if you want a button to continuously send the signal for as long as you select the button.

Select one (1) of the following alternatives:

- Normal — will send out the IR signal in a short burst.
- Long — will send out the IR signal during one (1) second.
- Extra long — will send out the IR signal during (2) seconds.
- Continuous — will send out the signal as long as the button is selected.



This is a typical setting for a volume button for example

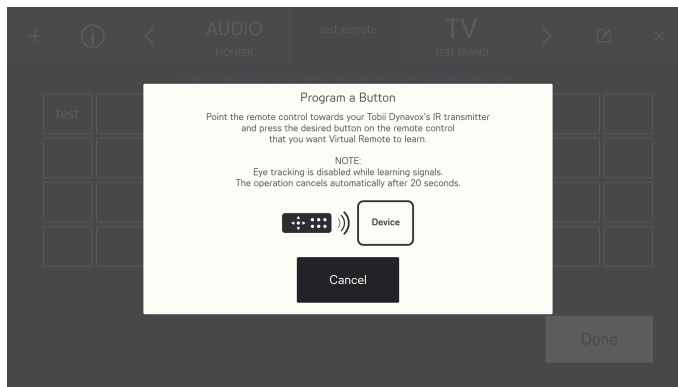


5.2.5.3.2 New Signal

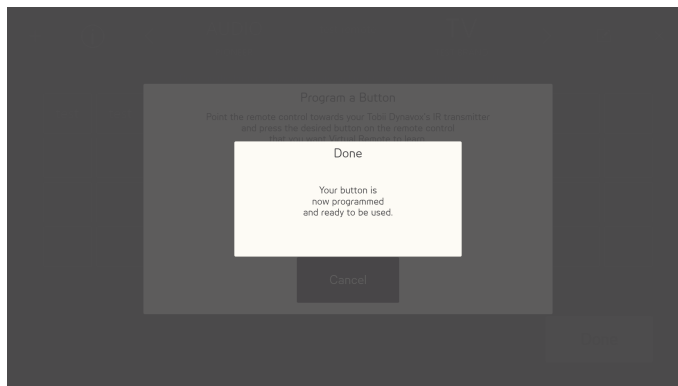
To program a new signal for a button, follow this procedure:

New Signal Step List

1. Point the remote control towards your Tobii Dynavox IR receiver and press the desired button on the remote control that you want Virtual Remote to learn.



2. When the signal is saved in Virtual Remote the **Done** popup will show.



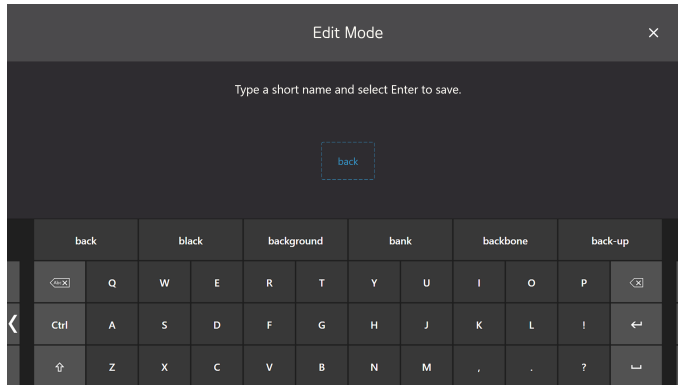
The popup will close down automatically after a few seconds.

5.2.5.3.3 Change Text

To change text, follow this procedure:

Change Text Step List

1. Type the text that should be on the button.

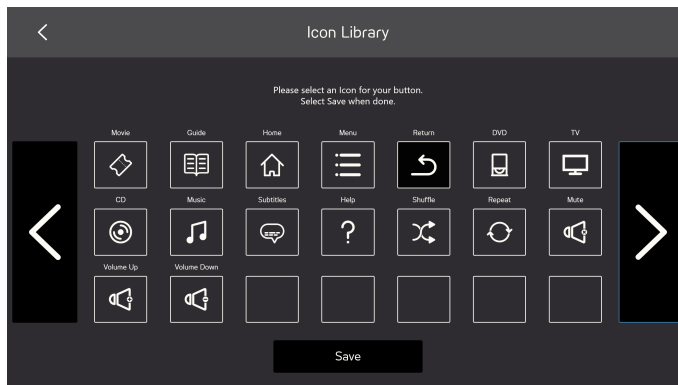


2. Select the Enter/Return key on the keyboard to accept the text.

5.2.5.3.4 Change Icon

To change icon, follow this procedure:

1. Select an available icon.




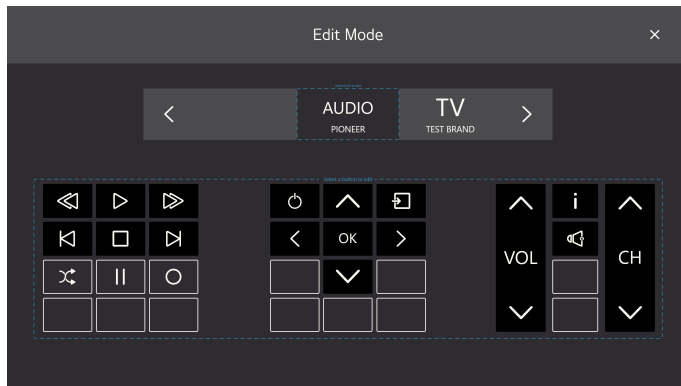
2. Select the **Save** button to accept the icon.


5.2.5.4 Make Changes to an Existing not Programmed Button

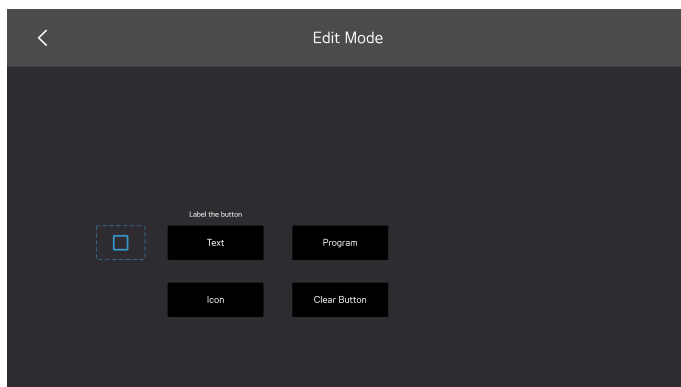
To make changes to an existing not programmed button, follow this procedure:

Make Changes to an Existing not Programmed Button Step List

1. Select the  (Edit mode) button.



2. Select a button, with a grey background and icon or text, e.g. , in the "Select a button the edit " box around the remote control buttons.
3. Select one of the following actions:
 - Program, see 5.2.5.4.1 *Program*, page 50
 - Change Text, see 5.2.5.3.3 *Change Text*, page 49
 - Change Icon, see 5.2.5.3.4 *Change Icon*, page 49
 - Clear Button, will erase all the information stored on the button.



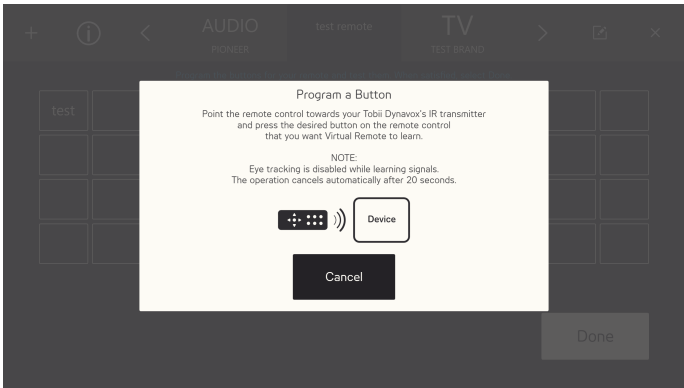
4. Select the  icon to exit Edit mode.

5.2.5.4.1 Program

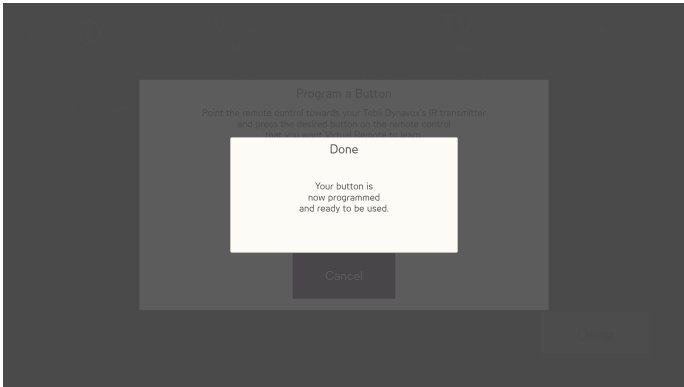
To program a signal for a button, follow this procedure:


Program Step List

- 1. Point the remote control towards your Tobii Dynavox IR receiver and press the desired button on the remote control that you want Virtual Remote to learn.



- 2. When the signal is saved in Virtual Remote the **Done** popup will show.




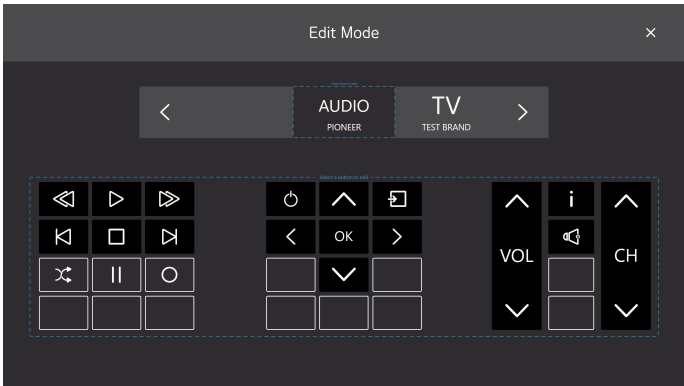
 The popup will close down automatically after a few seconds.


5.2.5.5 Add a New Button to an Empty Space

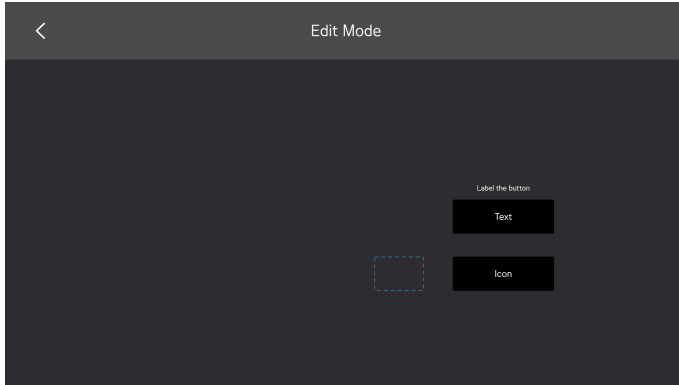
To add a new button to an empty space, follow this procedure:

Add a New Button to an Empty Space Step List

- 1. Select the  (Edit mode) button.



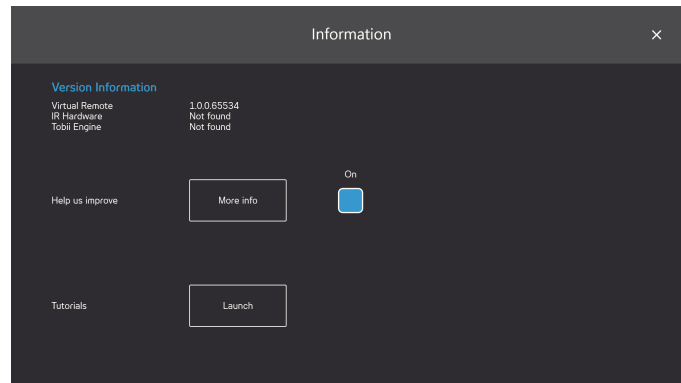
2. Select a button, with a grey background and that is empty, e.g. , in the "Select a button the edit " box around the remote control buttons.
3. Select one of the following actions:
 - Change Text, see 5.2.5.3.3 *Change Text*, page 49
 - Change Icon, see 5.2.5.3.4 *Change Icon*, page 49



4. Select the  icon to exit Edit mode.

5.2.6 Information

In the Information page you will find all the Version Information for both the hardware and the different pieces of softwares.



Help us improve: To help Tobii Dynavox improve the software, toggle the On/Off check box to **On** . Select the More info button to open a page with information about what this is all about. For more information, see *Figure 5.8 Data Collection*, page 53.

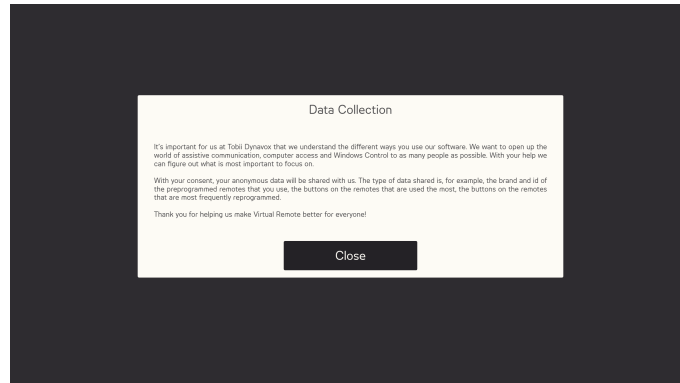


Figure 5.8 Data Collection

Tutorials: You will also be able to launch the Virtual Remote Tutorial by selecting the **Launch** button.

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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