



Dialogue

Dialogue[®] AAC

User's Guide: English_p



19071
Version 1.11

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

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Contact Information

Manufacturer	EU Authorised Representative	EU Importer
		
Prentke Romich Company 1022 Heyl Rd Wooster, OH 44691 USA Tel.: +1 330 262-1984 · +1 800 262-1984 Fax: +1 330 262-4829 Email: info@prentrom.com Web: www.prc-salttillo.com/	Prentke Romich GmbH Karthäuserstr. 3 D-34117 Kassel Germany Tel.: +49 (0) 561 7 85 59-0 Fax: +49 (0) 561 7 85 59-29 Email: info@prentke-romich.de Web: www.prentke-romich.de/	Prentke Romich GmbH Karthäuserstr. 3 D-34117 Kassel Germany Tel.: +49 (0) 561 7 85 59-0 Fax: +49 (0) 561 7 85 59-29 Email: info@prentke-romich.de Web: www.prentke-romich.de/

UK Responsible Person and Importer	Authorised Representative in Australia
	
Liberator Ltd "Whitegates", 25-27 High Street Swinstead, Lincolnshire NG33 4PA UK Tel.: +44 (0) 1733 370 470 Fax: +44 (0) 1476 552 473 Email: info@liberator.co.uk Web: www.liberator.co.uk/	Liberator Pty Ltd Level 4, 2-4 Holden Street, Ashfield, NSW, 2131 Australia Tel: +61 (0) 8 8211 7766 Fax: +61 (0) 8 8211 7733 Email: info@liberator.net.au Web: www.liberator.net.au/

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To view or download the latest version of this Dialogue AAC App User's Guide or the Essence Vocabulary Quick Reference Guide, please visit <https://www.prc-salttillo.com/dialogueaacapp>, select **Support**, and select the document you want under **Download Supports**.

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Welcome to the Dialogue AAC App and Essence Vocabulary

The Essence® vocabulary allows individuals to use spelling and word prediction to say anything they want. Built-in Message Banking lets you import messages that use your own voice, and free synthesized voice creation lets you create a voice that is uniquely yours. Customizing with specific, personalized sentences is easy to do, allowing the system to grow with an individual's needs. The Essence vocabulary is available in 60 and 84 locations to accommodate different visual and motor abilities.

This app help offers step-by-step instructions for using basic features of the Dialogue® AAC app and Essence vocabulary. Additional information and support are available.

App Safety Information

This app is intended for use in normal communication situations. When using the app, keep the following safety guidelines in mind.

- ⚠ This app is not intended to be an emergency call app or a sole communication aid.
- ⚠ Use the app safely while texting. Do not text while performing another task or activity.
- ⚠ The communication partner should ensure that the user takes frequent breaks to avoid eye strain.
- ⚠ Consult your vision care provider about positioning the device for the user to view the app.
- ⚠ When adjusting volume in the app, excessive volume or sound pressure level when using earphones or headphones can cause hearing loss over extended periods of time. Set the volume at a low level and increase it only enough that you can hear comfortably.
- ⚠ If the app stops functioning, contact Service for assistance.

Agreeing to the End User License Agreement

After you download the app and open it the first time, a message asks you to agree to the End User License Agreement. If necessary, tap the website link in the message to get started with the app.

Finding the App Version

1. Tap **Vocab**.
2. Tap **Choose New Vocab**.
3. The version is displayed at the bottom of the screen.

Operating System and Device Compatibility with the App

Operating System Compatibility

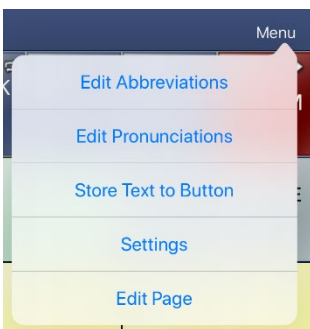
- To update the app beyond version 2.39, your device must be running iPadOS® 14 or iOS® 14 or higher.
- You will not be able to purchase the app on a device running lower than iPadOS 14 or iOS 14.
Note: If you already purchased the app with your Apple ID, you can install the last compatible version in your Purchased section of the App Store.

Compatibility with Newer Device Models

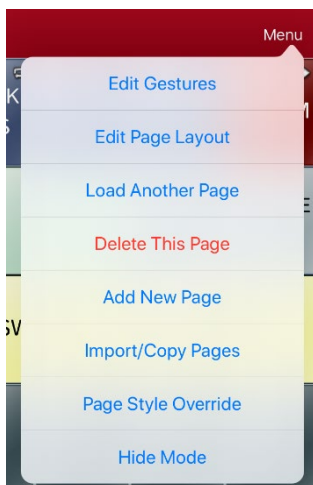
The app is compatible with iPad 10th generation devices and iPad Pro 4th, 5th, and 6th generation devices.

Working with Dialogue App Menus

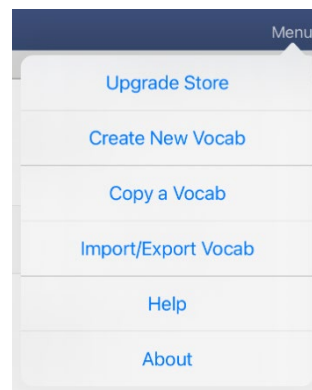
To access the Dialogue AAC menus, tap **Menu**. Menu options depend on where you are in the application and whether Edit Mode is turned on. For example:



Menu options with
Edit Mode turned off



Menu options with
Edit Mode turned on



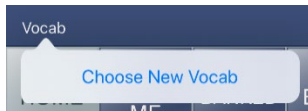
Menu options after choosing Vocab >
Choose New Vocab > Menu

Working with Vocabulary Files

The Essence vocabulary is available in 60 and 84 locations to accommodate different visual and motor abilities.

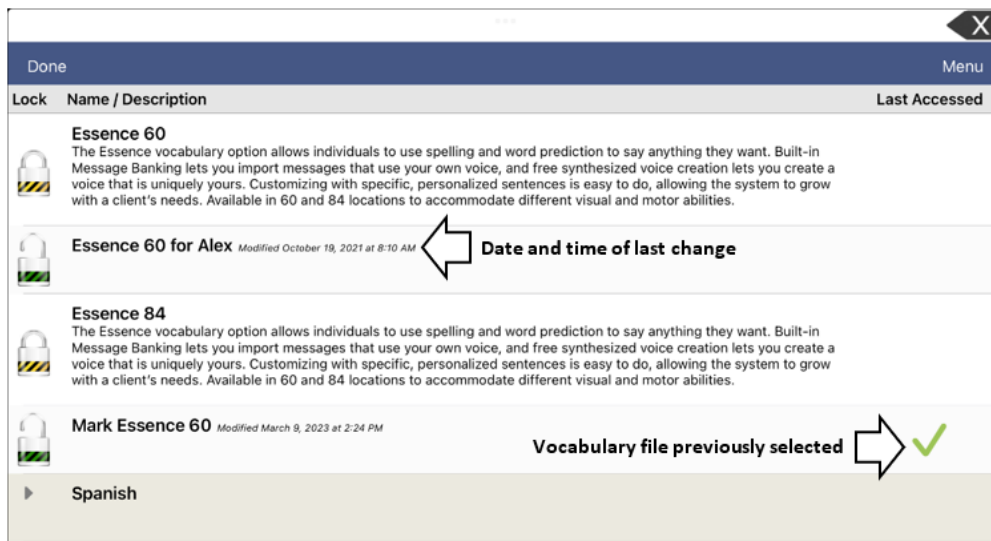
Loading a Vocabulary File

1. Tap **Vocab**. Choose New Vocab will be displayed.

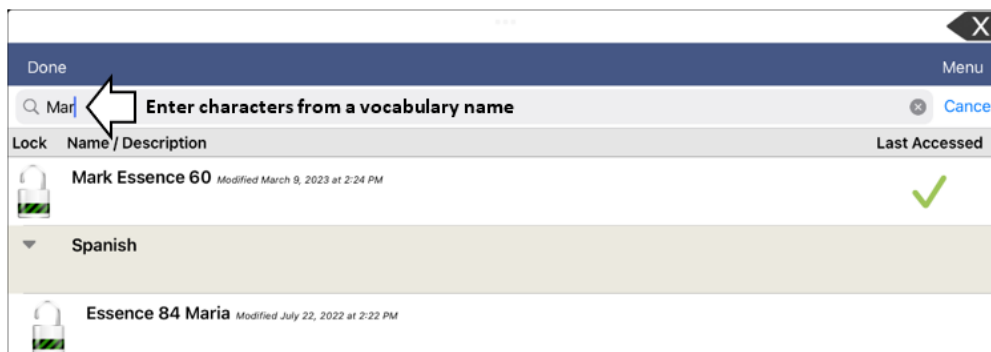


2. Tap **Choose New Vocab**. A page will display a list of the available vocabulary files.

Hint: To make sure that you are working with the latest version of a vocabulary file, view the Modified date and time that appear after the vocabulary name. A checkmark indicates the vocabulary file that was previously selected.



Hint: You can either scroll down the list to see all available vocabularies or search for a vocabulary. To search for a vocabulary, drag down on the list to reveal the search bar above the list. Tap the search bar to open a keyboard and enter a complete or partial vocabulary name. You can enter any characters from the beginning, middle, or end of a name. Only those vocabulary names that include the characters you enter will be listed. Close the keyboard.



3. Select the vocabulary file you want to load.
4. Once loaded, explore the pages and button organization by choosing the buttons. Buttons with arrows will navigate to new pages.

Note: If you plan to customize a vocabulary file, you must first make a copy of it. See [“Copying a Vocabulary File”](#).

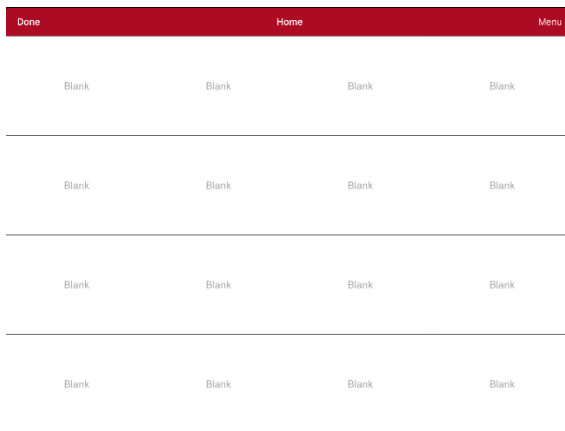
Copying a Vocabulary File

To customize a vocabulary file, you must first make a copy of the original file. Once you make a copy, you can edit the copy. This keeps the original files in place in case they are needed at a later time.

1. Tap **Vocab** and tap **Choose New Vocab**.
2. Tap **Menu** and select **Copy a Vocab**.
3. Tap the vocabulary file to copy.
4. Give the file a new title and description.
5. Tap **Save**.
6. Tap the new file name to open the file.

Creating a New Blank Vocabulary File



1. Tap **Vocab** and tap **Choose New Vocab**.
2. Tap **Menu** and select **Create New Vocab**.
3. Give the new vocabulary file a title and description.
4. Tap **Save**.
5. Scroll to the new file you created and tap it to open it.
6. Tap **Menu** and select **Edit Page**. A page of blank locations opens.

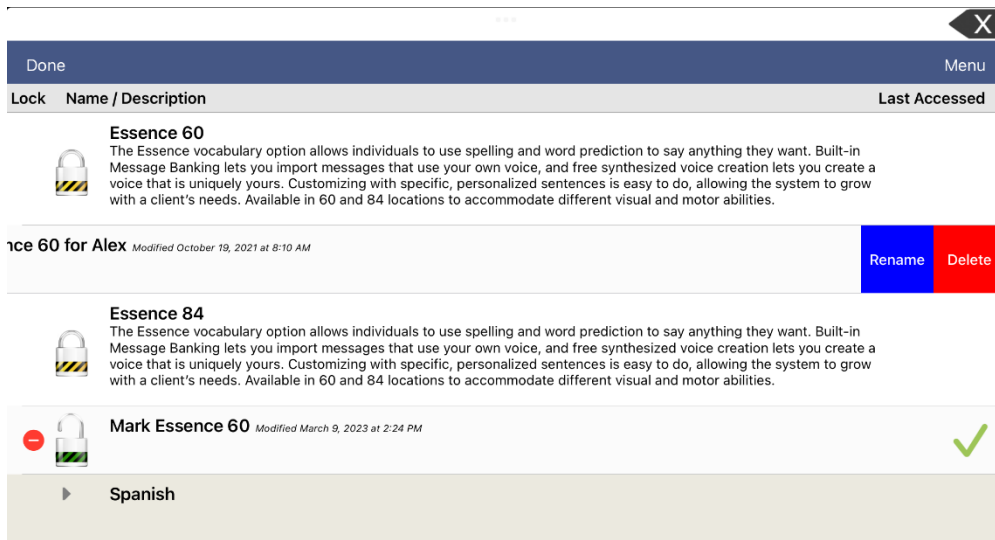


7. Tap **Menu** and select **Edit Page Layout**.
8. Set the number of buttons on the page by selecting the number of rows and columns.
9. Tap the first blank location and start creating buttons.
10. When you finish, tap **Done**. You have created the first page of your new vocabulary.

Renaming a Customized Vocabulary File

You can only rename custom vocabulary files (files that are displayed with unlocked padlocks). The original vocabulary files are displayed with locked padlocks and cannot be renamed.



1. Tap **Vocab** and tap **Choose New Vocab**. A page will list the available vocabulary files.
2. Tap **Edit** in the upper left corner of the page. A red icon  will be displayed to the left of each custom vocabulary file.
3. Tap the red icon  next to the file you want to rename. Rename and Delete buttons will appear.

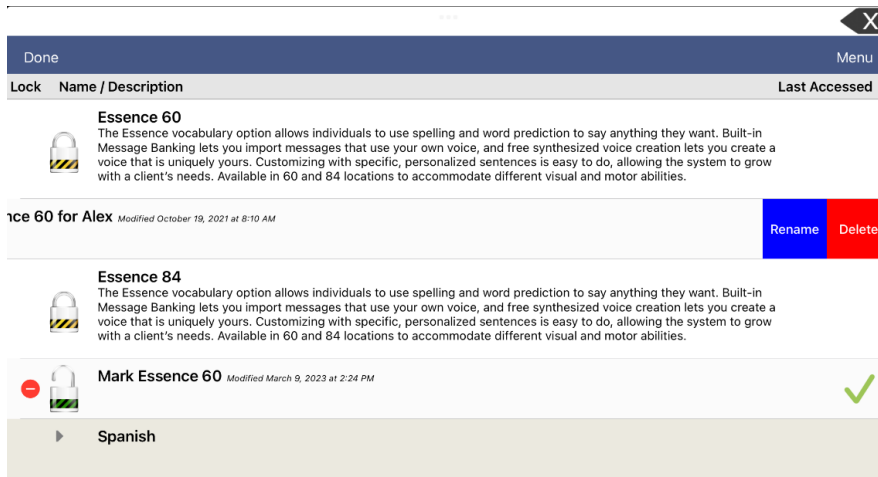


4. Select **Rename**. The Rename window opens.
5. Tap the name field to open a keyboard.
6. Enter the new name, tap **Save**, and tap **Done**.

Deleting a Customized Vocabulary File

You can only delete custom vocabulary files (files that are displayed with unlocked padlocks). The original vocabulary files are displayed with locked padlocks and cannot be deleted.

1. Tap **Vocab** and tap **Choose New Vocab**. A page will list the available vocabulary files.
2. Tap **Edit** in the upper left corner of the page. A red icon  will be displayed to the left of each custom vocabulary file.
3. Tap the red icon  next to the file you want to delete. Rename and Delete buttons will appear.

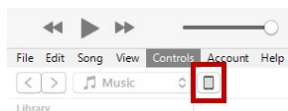


4. Tap **Delete** and tap **Continue** at the Delete Vocabulary message.
Note: If you did not intend to delete this vocabulary file, tap **Cancel**.
5. Tap **Done**.

Backing up a Customized Vocabulary File using iTunes

It's a good idea to keep copies of all custom files on a computer for safekeeping. We suggest always using a wired connection to a computer to copy files consistently.

1. Connect the device to the computer.
2. Open iTunes® on the computer.
3. In the Dialogue app, tap **Vocab** and **Choose New Vocab**.
4. Select **Menu**, **Import/Export Vocab**, and **Export to iTunes**.
5. From the menu that opens, select the vocabulary file you want to export and select **Save**.
6. In iTunes on the computer, click the small device icon in the upper left portion of the window.



7. In the window that opens, click **File Sharing** on the left.
8. In the Apps column, select the **Dialogue** app.
9. From the column under **Dialogue Documents**, select the vocabulary file you are exporting.
10. Click **Save** on the bottom right. A Save window will open.
11. Navigate to the folder in which you want to save the file and click **Select Folder**.
12. Click **Done** and exit from iTunes.

Backing up a Customized Vocabulary File using AirDrop, Google Drive, or Email

1. In the Dialogue app, select **Vocab** and **Choose New Vocab**.
2. Tap **Menu** and select **Import/Export Vocab**.
3. Select **Export and Share**.
4. Select the vocabulary file you want to export.
5. Select **Done** and select the method you want to use to share the file.
 - **AirDrop®**: Bluetooth® and Wi-Fi® must be active. You will see the nearby devices that have AirDrop on and can accept your file. Choose the device you want.
 - **Google Drive™**: Requires Google Drive set up on the device and access to Wi-Fi.
 - **Email**: Requires an email account set up on the device and access to Wi-Fi.

Backing up a Customized Vocabulary File using Dropbox

Note: You must have a Dropbox® account. Wi-Fi must be active or you must have the Dropbox app on your device.

1. In the Dialogue app, select **Vocab** and **Choose New Vocab**.
2. Select **Menu** and **Import/Export Vocab**.
3. Select **Dropbox**.
4. Select **Export to Dropbox**.
5. Sign into **Dropbox**.
6. Select the vocabulary file you want to export.
7. Select **Upload**. When “Upload Complete” appears, select **Okay**.

Exporting Vocabulary Files to a USB Drive from Your Device

1. Plug the USB flash drive into your device.
2. In the Dialogue app, tap **Vocab** and then tap **Choose New Vocab**.
3. Tap **Menu** and select **Import/Export Vocab**.
4. Tap **Export and Share**.
5. Choose the vocabulary file you want to export.
6. Rename the file if you want and tap **Done**.
7. Tap **Save to Files**.
8. Select the USB drive to export the file to.
9. Tap **Save** at the top right corner. The vocabulary file is now saved to the USB drive.

Importing a Vocabulary File from a USB Drive to Your Device

1. Plug the USB flash drive that contains the vocabulary files to import into your device.
2. In the Dialogue app, tap **Vocab** and then tap **Choose New Vocab**.
3. Choose **Menu** and select **Import/Export Vocab**.
4. Tap **Import from Files**.
Note: A files window will list the vocabulary file you saved to the flash drive. You will only be able to select files that are in .ce, .prt, .wf, or pvf format.*
5. Select the file that you want to import into your device.
Note: The files window will close and the import file information should appear on the Import Vocab screen. The vocabulary name will be displayed.
6. Edit the file information as needed.
7. Tap the **Import** button. The file will be imported into the vocabulary library on the device.

Importing Multiple Vocabulary Files from a USB Drive to Your Device

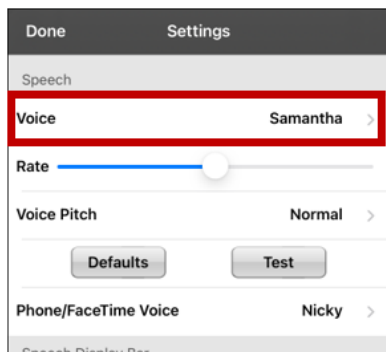
1. Plug the USB flash drive that contains the vocabulary files to import into your device.
2. In the Dialogue app, tap **Vocab** and then tap **Choose New Vocab**.
3. Choose **Menu** and select **Import/Export Vocab**.
4. Tap **Import from Files**.
Note: A files window will list the vocabulary files you saved to the flash drive. You will only be able to select files that are in .ce, .prt, .wf, or pvf format.
Important! A **Select** button should be displayed. Alternatively, the **Select** button might be located inside of a menu with an icon which is a circle with three dots. This depends on the device's screen size and orientation.
If multiple importable files are not listed in the location that opens, the **Select** button may not be available at all, even if you navigate to a location that does have multiple files. If this happens, you can first select the location where multiple files are located, then Select Cancel and reopen the import from files window.
5. Tap the **Select** button to start multiple file selection mode.
6. Choose all of the files that you wish to import or tap the **Select All** button.
7. After selecting files, tap the **Open** button to prepare them for import.
Note: Tapping the Done button will cancel multiple file selection mode.
8. When you tap **Open**, the files window will close and all of the selected files should be listed on the Import Vocab screen.
9. Each file can be selected by tapping it in the list. A checkmark will appear next to the selected file.
10. Edit the file information as needed.
11. Tap the **Import** button. The files will be imported into the vocabulary library on the device.
 - Once a file has been imported, it will be removed from the list of files to import.
 - Files can be removed from the import list by left-swiping on the item.
 - If you tap the Done button, any remaining files that have not been imported will be removed from the list and not imported. The screen will then close.
 - When the last file has been imported, the Import Vocab screen will close automatically.

Choosing a Voice

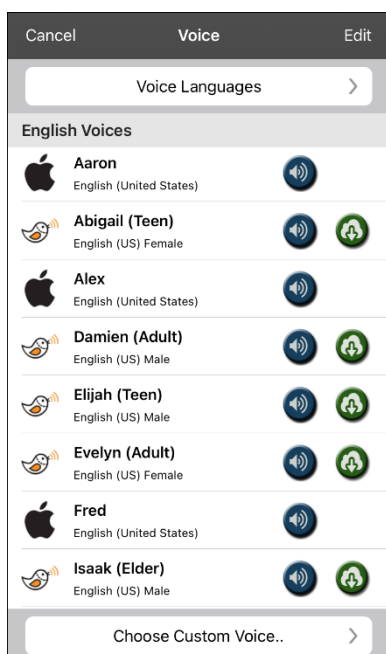
You can adjust the rate of speech for the voice you select. For some voices, you can also adjust the pitch. To select a voice and adjust speech settings, tap **Menu** and select **Settings**.



Changing the Voice

To change the voice you use to communicate, scroll down to the **Speech** section. The Voice setting displays the voice currently selected.



To download and install a different voice, tap **Voice** to open a list of available voices. Voices are listed by language. To add voices in additional languages, see “[Adding Voices in Additional Languages](#)” on page 16.



- The voice currently selected displays a checkmark ✓.
- To hear how a voice sounds, select the  icon. Listen to several voices.
- When you find the voice you want, select the  icon to download and install it.
- To select a custom voice, tap **Choose Custom Voice** and select a custom voice option. For details, see “[Creating Your Voice with Voice Keeper](#)”.

Adjusting the Voice

Adjusting the Rate of Speech

In the Speech section, use the **Rate** slide bar to modify the rate of speech.

Adjusting the Pitch and Adding a Pause

To adjust the pitch, select **Voice Pitch** and then choose Lowest, Lower, Low, Normal, High, Higher, or Highest. *Note:* This option is not available for all voices.

Testing Your Speech Settings

To hear how the selected voice sounds at the current settings, select **Test**. If necessary, adjust the speech settings and select **Test** several times.

If you decide to restore all speech settings to their default values and start over, select **Defaults**. A message warns that all speech settings will return to their default values. If you want to restore the default settings, select **Continue**. If you want to keep the current settings, select **Cancel**.

When you finish changing speech settings, choose **Done**.

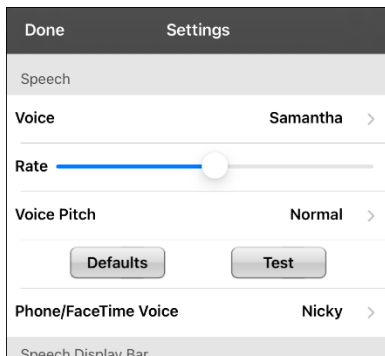
Changing the Voice for Phone Calls

To change the voice for phone calls made through the Dialogue app, see [“Telephony: Using the Dialogue App to Make Phone Calls”](#) on page 78 and view the section “To select or change your phone voice”.

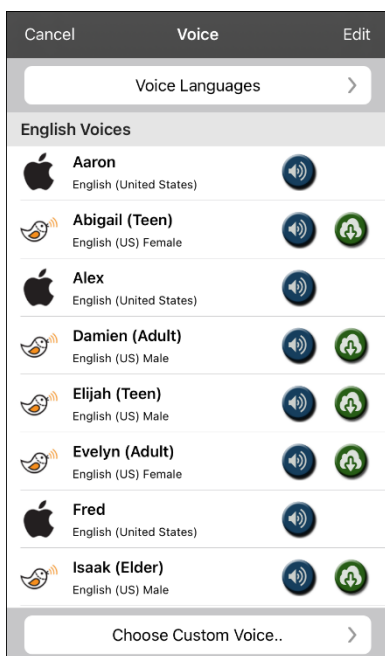
Note: Apple voices are available for phone or Facetime call audio. You cannot choose a Voice Keeper voice.

Adding Voices in Additional Languages

1. Choose **Menu > Settings**.
2. Scroll down to the **Speech** section. The Voice setting displays the voice currently selected.



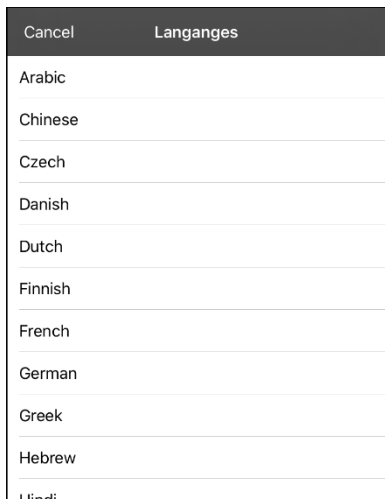
3. Tap **Voice** to open a list of available voices. Voices are listed by language.



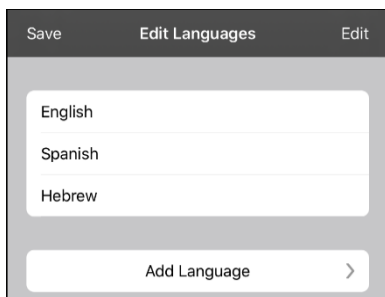
4. Tap **Voice Languages**. The current voice languages are listed.



5. Tap **Add Language** to open a list of available voice languages.



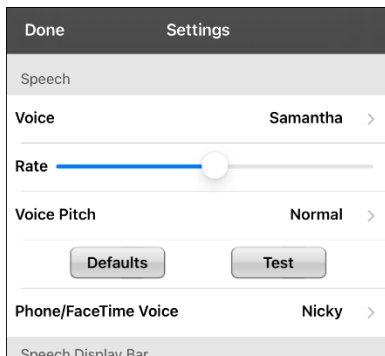
6. Select the language you want. It will be added to the list of available voice languages. For example:



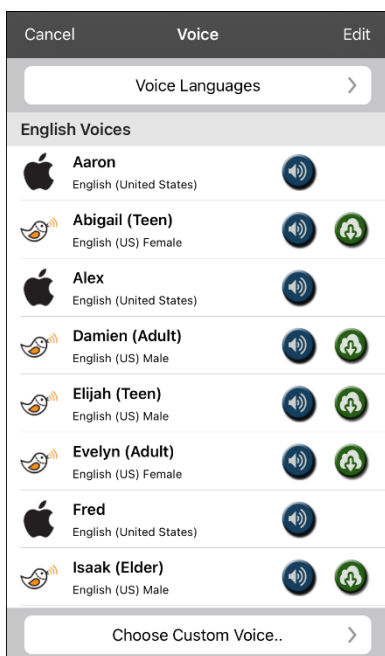
7. Tap **Save**. The list of voices will now include voices available in that language.

Deleting a Voice Language

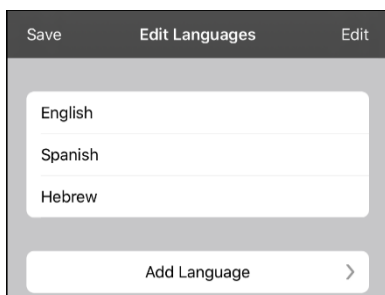
1. Choose **Menu > Settings**.
2. Scroll down to the **Speech** section. The Voice setting displays the voice currently selected.



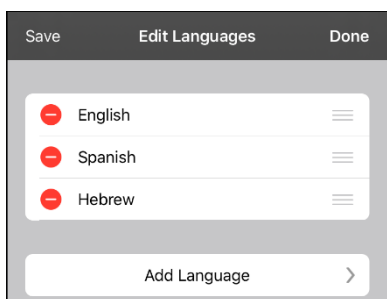
3. Tap **Voice** to open a list of available voices. Voices are listed by language.



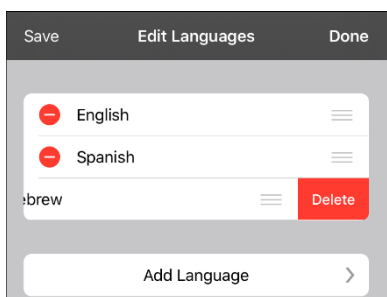
4. Tap **Voice Languages**. The current voice languages are listed. For example:



5. Tap **Edit**. Delete icons appear in front of each voice language.



6. Tap the icon for the voice language you want to delete. Delete will appear after the voice language.



7. Tap **Delete**. The language will be removed from the List.
8. Tap **Save**.

Creating Your Voice with Voice Keeper

1. Enable a Wi-Fi connection.
2. To use the voice with the app, choose **Menu > Settings**.
3. Scroll to the Speech section, tap **Voice**, and tap **Choose Custom Voice**.



4. Select **The VoiceKeeper**.
5. Select **Create Your Voice Now**.
Note: If you already created a voice, select **Connect to Your Voice** and choose the appropriate voice option. The voice will download automatically and be set as your new voice. Select **Done**.
6. Read the information on the page that opens.
7. Scroll down the page and enter your email address and create and confirm a password.
8. Tap **Create account**.
Note: If you already have an account, tap **Login/existing account**.
9. Follow the instructions on the Voice Keeper website to create your voice. As you record your voice, keep in mind the following tips:
 - Record on a computer with a USB headset/microphone **or** record on an iPhone® using the built-in microphone.
 - Ensure you are recording in a quiet, echo-less room.
 - Although you get a sample of your voice in only 3 minutes (30 sentences), recording 200-300 sentences provides about 80% of optimal quality. The more you record, the better your synthesized voice will be.
 - Speak naturally. Don't try to narrate or emphasize pronunciation. Be yourself when you read.
 - Re-record a sentence if you make a mistake.
10. Try out your voice on the website. If you decide to use it with your PRC-Salttillo app, follow the instructions on the website to deploy the voice to your app.

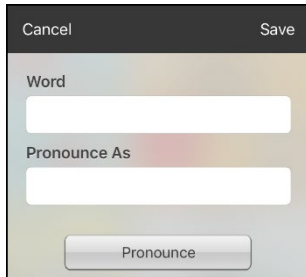
To use your custom voice:

1. To use the voice with the app, choose **Menu > Settings**, scroll to the Speech section, tap **Voice**, and select **Choose Custom Voice**.
2. Select **The VoiceKeeper**.
3. Select **Connect Your Voice**.

Changing How a Word is Pronounced by a Voice

Note: Before changing the pronunciation of a word, be sure that the voice you want to use is selected. Pronunciation lists are unique for each voice synthesizer. For example, Apple voices and Voice Keeper voices have separate pronunciation lists.

1. Tap **Menu** and select **Edit Pronunciations**.
2. Tap **+**.



3. In the space under **Word**, type the correct spelling.
4. In the space under **Pronounce As**, type word phonetically or the way it should be pronounced. Tap **Pronounce** to see if it is pronounced correctly. If not, change the spelling until it sounds correctly.
5. Tap **Save** and tap **Done**.
 - If the word already exists in the Pronunciation list, scroll up to find the word and then tap the word to edit to the correct pronunciation.
 - For information on changing a pronunciation for a specific button, see [“Changing the Pronunciation of a Word in a Button Message”](#).

Activating Edit Mode

You can only edit a copy of a vocabulary file, not the original. To make a copy, see [“Copying a Vocabulary File”](#).

1. Go to the page you want to edit.
2. Tap **Menu**.
3. Select **Edit Page**. The page is now in Edit Mode.

Working with Buttons

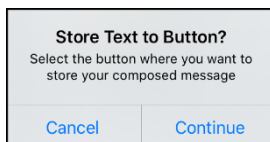
When customizing a vocabulary, you can change how a button speaks, operates, and appears. You can also create new buttons, and copy, move, and hide buttons.

Storing Text on a Button

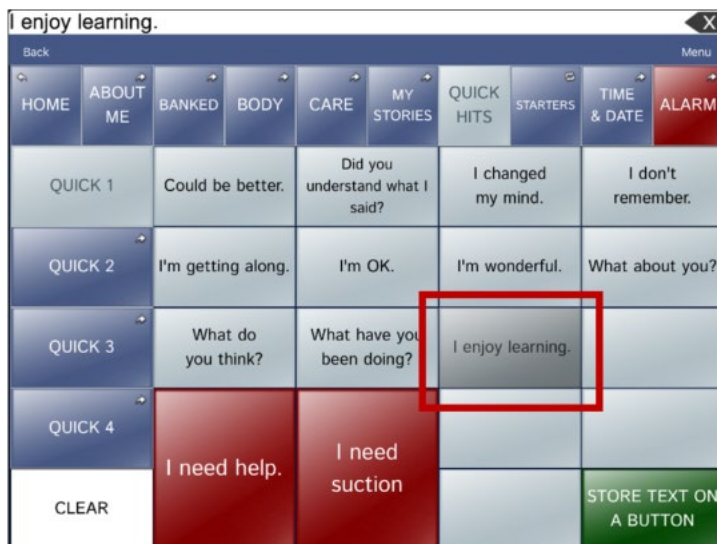
Most categories in the Essence files contain a button labelled **Store Text on a Button** in the bottom right corner of the page. To store text on a button, you can either tap **Store Text on a Button** on a vocabulary page or tap **Menu** and select **Store Text to Button**.

Note: Do **not** put the page in Edit Mode. This feature does not work in Edit Mode. However, after you store text on a button, you can modify the text in Edit Mode.

1. Enter your text in the Speech Display Bar.
2. Go to the page on which you want to add the text.
3. Tap **Store Text on a Button** or tap **Menu** and select **Store Text to Button**. The Store Text to Button prompt appears.



4. Tap **Continue**.
5. Select the button on which you want to store the text. The text appears on the button.



6. Any time you tap the button, the text will be spoken and will be displayed in the Speech Display Bar.

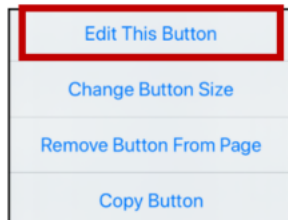
Note: If you need to modify the text after it has been stored on the button, put the page in Edit Mode and modify the button label and message.

Hint: As an alternative, you can add text to a new or existing button using a button action. See ["Storing Text on a Button using a Button Action"](#).

Editing a Button

You can change what a button speaks, how it appears, what icon is shown, what action the button performs, and the location of a button.

1. Go to the page you want to edit and tap **Menu**.
2. Select **Edit Page**. The page is now in Edit Mode.
3. Tap the button you want to modify. The Edit Button menu opens.



4. Select **Edit This Button**. A window opens that will allow you to modify the button.
5. Select the menu option you want to use.


Changing a Button Label or Message

1. Go to the page you want to edit and tap **Menu**.
2. Select **Edit Page**. The page is now in Edit Mode.
3. Tap the button you want to modify. The Edit Button menu opens.
4. Select **Edit This Button**.
5. Tap in the Button Label area to change the label that will be displayed on the button.
6. Tap in the Button Message area to change the message that will be spoken.
7. Select **Save** and **Done**.

Changing the Pronunciation of a Word in a Button Message

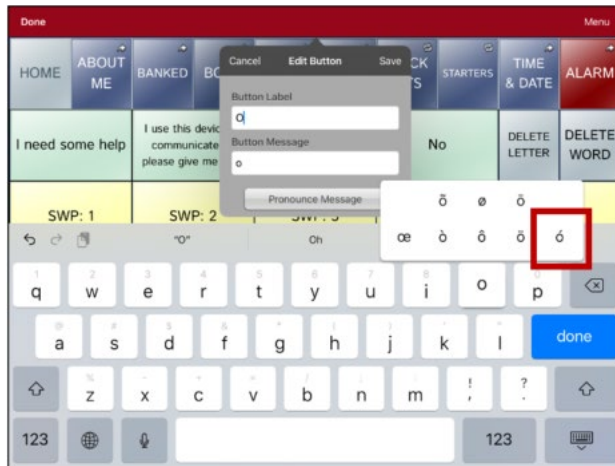
1. Navigate to the page that contains the button you want to edit.
2. Tap **Menu** and select **Edit Page**.
3. Tap the button and select **Edit This Button**. The Edit Button window opens.



4. Tap in the box below **Alternate Pronunciation**. A keyboard opens.
5. Enter the pronunciation you want.
6. Tap the speaker icon  to hear how the pronunciation you entered sounds.
7. Modify the pronunciation as often as necessary until the word is pronounced the way you want it.
8. Tap **Save**. To save the pronunciation.
9. Tap **Done** to exit edit mode.
10. When you choose the button to add it to the SDB, the word will be spoken using the pronunciation you entered.
 - If you later edit the button and change the message, the SDB will no longer speak the alternate pronunciation.
 - If a button appears in multiple locations, each can have its own alternate pronunciation.
 - For information on changing a pronunciation for a specific voice synthesizer, see [“Changing How a Word is Pronounced by a Voice”](#).

Inserting Special Characters in Text

Sometimes you may need to insert a special character in a word, such as a letter with an accent. On the editing keyboard, press and hold the applicable character key. A small menu of special characters available for that character will open above the key. Select the special character you want. For example, to insert the special character ó, you would hold down the “o” key on the keyboard and select ó from the small menu.



Adding or Changing a Button Action


To add a button action:

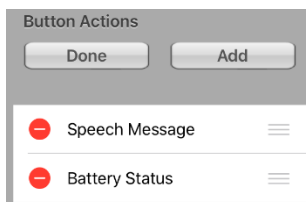
1. Tap **Menu**, select **Edit Page**, tap the button you want to modify, and select **Edit This Button**.
2. Scroll down to the Button Actions section.
3. Tap **Add**.
4. Scroll through the list of actions and tap the action you want. It will be added below the existing action for the button.
5. Tap **Save** and **Done**.


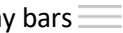
To change a button action:

1. Tap **Menu**, select **Edit Page**, tap the button you want to modify, and select **Edit This Button**.
2. Scroll down to the Button Actions section.
3. Tap the existing action. The list of available actions will be displayed, with the existing action selected.
4. Tap the new action you want. The new action will replace the old action under Button Actions.
5. Tap **Save** and **Done**.

Removing or Changing the Order of Actions

1. Tap **Menu**, select **Edit Page**, tap the button you want to modify, and select **Edit This Button**.
2. Scroll down to the Button Actions section.
3. Tap **Edit**. The delete icon  will appear in front of each action linked to the button.



4. To remove an action, tap the delete icon  and then tap **Delete**. To rearrange the order of the actions, touch and hold the gray bars  to the right of an action and drag the action into the correct position.
5. Tap **Done**.
6. Tap **Save** and **Done**.

Storing Text on a Button using a Button Action

1. Go to the page that includes the button on which you want to store text.
2. Tap **Menu** and select **Edit Page**.
3. Tap the button on which you want to store text.
4. Select **Edit This Button**.
5. Name the button, and optionally create a message and modify the style.
6. Scroll down to the Button Actions section and tap **Add**.
7. Scroll down and tap **Store Text to Button**. The action will be displayed in the Button Actions section.
8. Tap **Save** and then tap **Done**.

Note: Once a sentence or phrase has been constructed, it can now be saved on a button by navigating to the location of the Store Text button that you created. Tap the button, tap **Continue**, tap the button in which you want to store the text, and then tap **Okay**. The text will appear in the button you selected, and each time you tap that button it will speak that saved text.

Hint: As an alternative, most categories in the Essence files display **Store Text on a Button** in the bottom right corner of the page. Or you can choose **Menu > Store Text to Button**. This feature allows you to add text to a button without having to enter Edit Mode. For details, see “[Storing Text on a Button](#)” on page 22.

Available Button Actions

Action	Description
Add Message to Display	Inserts text from the button's Message box in the Speech Display Bar (SDB), but the words are not spoken
Add Time/Date	Displays the current date and time in the SDB
Apply Grammar Property	Identifies a word as an adjective, noun, or verb
Apply Grammar State	Applies a grammar rule to a word
Apply Modifier	Applies the modifier that you selected to another button. A modifier is a special key on a keyboard that modifies the normal action of another key. (Caps Lock, Ctrl, Functions, Num Lock, Shift)
Backspace Key	Deletes the last character in the SDB
Battery Status	Displays the current battery status in the SDB
Calculator	Opens a pop-up window with a functioning calculator
Cancel Visit	Clears all remaining visits
Center Head Tracking	Centers the cursor in respect to the user's current head position
Clear All Modifiers	Releases any Shift, Caps, Ctrl, or Num Lock modifiers
Clear Display	Clears the text from the SDB
Clear Grammar State	Clears a grammar rule that has not been applied to a word
Clear Last Word	Deletes the last word from the SDB
Cursor Mode	<p>Changes the cursor movement mode: Cycle, Character, Word, or Sentence. If you select Cycle, pressing the button toggles among Character, Word, and Sentence modes. Each time you tap the button, the button label changes according to the current mode (even if you created your own button label).</p> <p>If you select Character, pressing the button moves the cursor left or right by one character. If you select Word, pressing the button moves the cursor left or right by one word. If you select Sentence, pressing the button moves the cursor left or right by one sentence.</p>
Data Logging On/Off	Toggles data logging on and off. Data logging allows your device to collect language usage data that you can upload to the Realize Language™ website for web-based analysis or save to a file to analyze manually.
Enable Assistive Touch	Enables iOS Assistive Touch. When using eye tracking, tapping the button allows you to navigate out of the Dialogue app and take advantage of iOS accessibility features within Assistive Touch.
Grammar Action	Changes the existing word to the chosen grammatical form, add –ed, add –en, add –er, add –est, add –ing, Add –s
Help Signal	Triggers a loud attention-getting sound
Jump to Page	Takes you to a new page for a single hit and then takes you back and does not remember any unused visits.
Message Bank	Lists your banked messages, allowing you to select the message you want.
Move Cursor	Moves the cursor in the SDB left, right, up, or down. If you select left or right, pressing the button will move the cursor left or right by one character, word, or sentence within a line in the SDB. If you select up or down, pressing the button will move the cursor up or down by one line in the SDB.
Navigate	Takes you to a pre-defined page

Action	Description
Navigate Back	Takes you to the previous page
Navigate to Home	Takes you to the home page of the vocabulary file
Open App	Opens a specific iPad® app from a vocabulary page. <i>Not available on a dedicated device.</i>
Open Configuration	Opens the eye tracking Configuration Utility, which allows you to calibrate the system for the user.
Open Website	Takes you directly to the website linked to the button. When you select Open Website, you will be prompted to enter the website's URL. When Restricted View is turned on, the user cannot go beyond the first page of the website.
Pause/Resume Speech	Pauses any speech that is currently playing—for example, a speech message or a recorded speech. Activating this action again will resume the paused speech.
Pause/Resume Tracking	Pauses or resumes eye tracking or head tracking. Create a Pause/Resume button if you want a larger area to access than the smaller "Pause" and "Resume" options that appear on the navigation bar. When tracking is paused, the button turns red.
Place Cursor	<p>Inserts the cursor in the SDB. The SDB and the button will also change to Cyan (a greenish-blue color) to indicate Place Cursor mode. When you enter additional text, the SDB will exit Place Cursor mode. To exit Place Cursor mode without entering additional text, simply tap the button.</p> <p>Notes:</p> <p>If the cursor is inserted at the end of the SDB, it will not appear if "Visible Cursor" is turned off in Settings > Speech Display Bar.</p> <p>If "Allow Place Cursor" is turned on in Settings > Speech Display Bar, Place Cursor will appear as an option in the SDB context menu, allowing you to press and hold on the SDB to place the cursor without setting up a Place Cursor button.</p>
Play Library Audio	Plays an audio file from the user's media library. <i>Not available on a dedicated device.</i>
Play Recorded Speech	Plays recordings of someone speaking
Play Video	Plays a video file or YouTube video file. <i>The file must be stored on the device.</i> Add the Play Video action to a vocabulary button and tap the button whenever you want to play the video. See " Setting up a Button to Play a Video " on page 60 or " Setting up a Button to Play a YouTube™ Video " on page 61.
Record Speech	Records someone speaking
Repeat Last Spoken	Repeats the last spoken message
Select Profile	Changes Settings to match the saved set of settings, saved as a profile
Speak	Pronounces the text in the SDB
Speak Label Only	Speaks the button label, but does not display it in the SDB
Speak Last Sentence	Speaks only the last sentence in the SDB
Speak Last Word	Speaks only the last word in the SDB
Speak Message Only	Speaks the button message, but does not display it in the SDB
Speech Message	Speaks the button message and displays it in the SDB
Static Char Prediction	Displays the most probable character in compliance with the current character displayed in the SDB, the selected prediction order, and the static character list

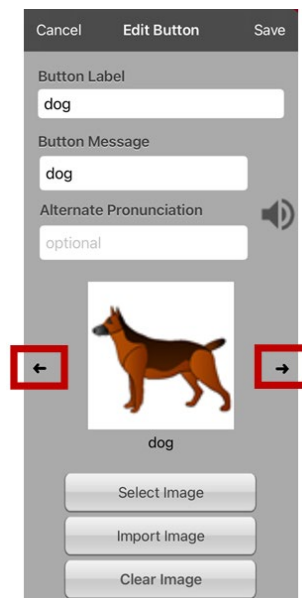
Action	Description
	used by the dictionary. Sets the prediction order (1-10) for character prediction buttons on a keyboard page.
Static Word Prediction	Displays the most probable word in compliance with the current characters displayed in the SDB, the selected prediction order, and the static word list used by the dictionary. Sets the prediction order (1-10) for word prediction buttons on a keyboard page.
Stop Library Audio	Stops audio and video files from the user's library. <i>Not available on a dedicated device.</i>
Stop Scan	Stops a scan that is in progress
Stop Speech	Stops the speech file currently playing
Store Text to Button	Stores text currently displayed in the SDB to the button you select
System Keyboard	Opens the iPad keyboard
Take a Photo	Activates the device camera so you can take pictures that will appear on a button and will also be saved with other images on the device.
Text Copy	Copies the text in the SDB to the system clipboard. The copied text can then be pasted into other apps. <i>Not available on a dedicated device.</i>
Text Paste	Pastes the text from the system clipboard into the SDB. This allows text from other apps to be pasted into the Dialogue app. <i>Not available on a dedicated device.</i>
Text Share	Shares the text in the SDB using email, SMS text, the social network services Facebook and Twitter, or the blogging service Tumblr. <i>Not available on a dedicated device.</i>
Texting - Navigate to Conversations	Allows to you add a texting button to a customized vocabulary. Use the button to open your texting app.
Toggle Mute/Unmute	If the device is currently speaking a long message, selecting this button will not stop the speech but stop the speech from being spoken aloud. Selecting the same button again lets the text be heard.
Visit	Takes you temporarily to a previously predefined page and activates a different operational mode—visit mode. Visit mode records the pages and their sequence of loading. Termination of Visit mode is caused by activation of a different type of button and returns the user to the initial page.
Visit Exception	If you have one button on a Visit page that you don't want to return to the previous page, use a Visit Exception action to leave it on the page for one additional hit.
Volume Down	Turns the volume down
Volume Up	Turns the volume up
Webhook	Adds a webhook action to a button
Whiteboard	Turns a button into a free-format drawing surface. Select the pen color and width, erase or undo while drawing, and load drawings and save them by name.
Word Finder	Finds the path to a word you are looking for. This action opens a Word Finder window. Enter a word and select Find . One or more paths to the word are displayed. Select a path and follow it to the word.

Adding an Image to a Button: Enter a Label and Browse

1. Tap **Menu** and select **Edit Page**.
2. Tap the button and select **Edit This Button**.
3. Enter a label and message for the button.



4. Tap the small arrow that appears to the right of the Image area. An image related to your label will be displayed with arrows on the left and right.
5. Use the arrows to scroll through available images.
6. When you find the image you want, tap **Save**.
7. Tap **Done** to exit edit mode.

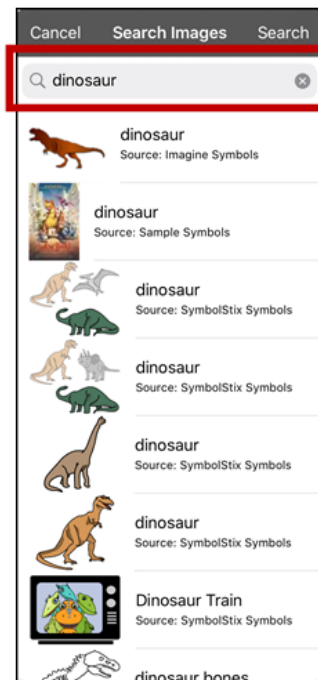


Adding an Image to a Button: Search

1. Tap **Menu** and select **Edit Page**.
2. Tap the button and select **Edit This Button**.
3. Tap **Select Image**.
4. Tap the magnifying glass icon at the top right.

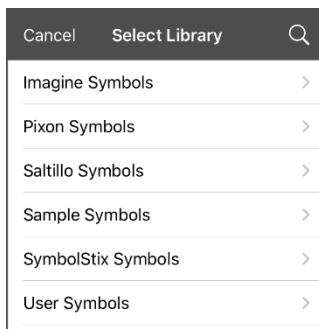


5. Enter an image name or description.
6. Tap **Search** on the keyboard. Image names will be listed with preview images.
7. Select the image you want.
8. Tap **Save**. Tap **Done** to exit edit mode.

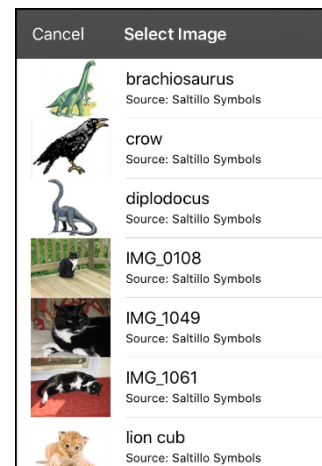


Adding an Image to a Button: Select Categories

1. Tap **Menu** and select **Edit Page**.
2. Tap the button and select **Edit This Button**.
3. Tap **Select Image**.
4. Tap an image category and subcategory (when available).



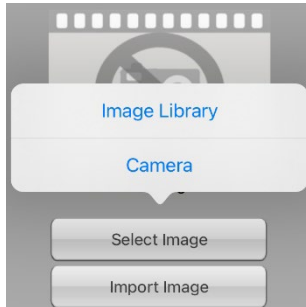
5. Image names will be listed with preview images.
6. Scroll through the images and select the one you want.
7. Tap **Save**. Tap **Done** to exit edit mode.



Adding an Image to a Button: Import

This option provides access to pictures that have already been taken and saved on the device.

1. Tap **Menu** and select **Edit Page**.
2. Tap the button and select **Edit This Button**.
3. Tap **Import Image**. A small menu will open.



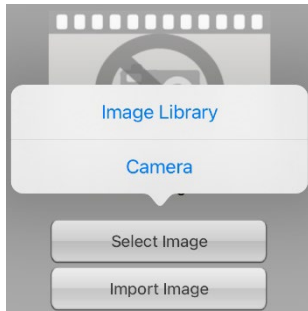
4. Tap **Image Library**. Collections of images will be listed.
5. Tap a collection. Preview images will be displayed.
6. Tap the image you want and tap **Use**.



7. Enter a name for the image and tap **Done**.
8. Tap **Save**. Tap **Done** to exit edit mode.

Adding an Image to a Button: Take a Picture

1. Tap **Menu** and select **Edit Page**.
2. Tap the button and select **Edit This Button**.
3. Tap **Import Image**. A small menu will open.



4. Tap **Camera**.
5. Press the camera button.



6. Tap **Use Photo** and enter a name for the image.
7. Tap **Done** and tap **Save**. Tap **Done** to exit edit mode.

Creating a Camera Button

Note: This feature provides an alternative to entering Edit Mode to add a picture to a button.

You can create a button that allows you to take a picture that will be imported to the button automatically every time you tap the button. The picture will also be added to your library of imported images. Each time you press the button, a new image from the camera will replace the existing image on the button. If the old image on the button was imported and not used elsewhere, it will be deleted. An image will appear on the button until you press the button again.

To set up the button action:

1. Go to the page with the button location you want.
2. Tap **Menu** and select **Edit Page**.
3. Tap the button you want to use.
4. Select **Edit This Button**.
5. Add a label and message.
6. Scroll down to “Button Actions” and tap **Add** to open the list of actions.
7. Scroll down the list and tap **Take a Photo**.
8. The Take a Photo action will be added to the button’s actions.
9. Tap **Save**. Tap **Done** to exit edit mode.

To take a photo for your button:

1. Tap the new button to activate the camera.
2. Press the camera button.
3. Tap **Use Photo**.
4. The photo will appear as the image on the button.

Note: Each time you press the button, a new image from the camera will replace the existing image on the button.

To delete photos:

To delete photos, connect your device to your computer and remove the photos using Explorer from the computer.

Resizing a Button

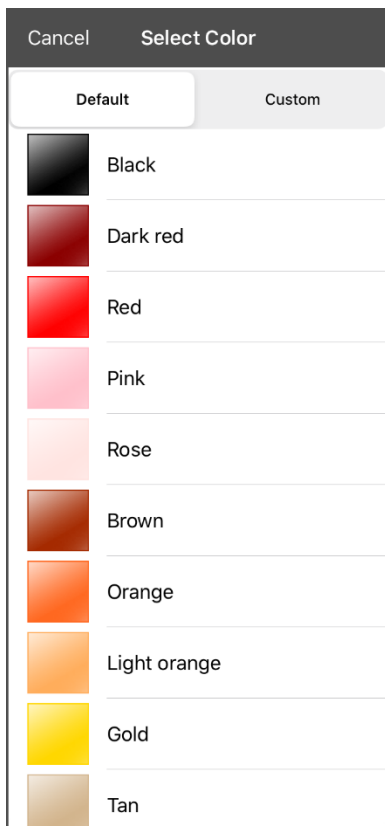
1. Tap **Menu** and select **Edit Page**.
2. Tap the button you want to resize and select **Change Button Size**.
3. Select the number of rows and columns you want.
4. Tap **Save**.

Changing a Button Style

1. Tap **Menu** and select **Edit Page**.
2. Tap the button you want to modify and select **Edit This Button**.
3. Scroll down to the area you want to edit.
4. Edit the font, font size, text color, body color, border color, and/or border width as needed.
5. Tap **Save**.

Changing a Button's Basic Colors

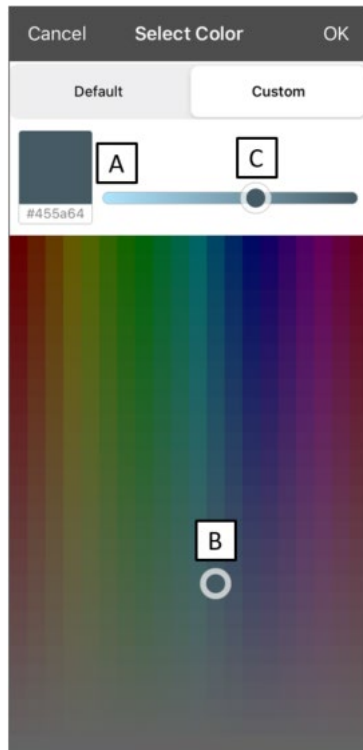
1. Tap **Menu** and select **Edit Page**.
2. Tap the button you want to modify and select **Edit This Button**.
3. Scroll down to the color settings and select **Text Color**, **Body Color**, or **Border Color**.
4. The Select Color window opens to the Default tab.



5. Select the color you want and tap **Save**.

Customizing a Button's Colors

1. Tap **Menu** and select **Edit Page**.
2. Tap the button you want to modify and select **Edit This Button**.
3. Scroll down to the color settings and select **Text Color**, **Body Color**, or **Border Color**.
4. The Select Color window opens to the Default tab.
5. Select the **Custom** tab.



A. If you know the hex code for the color you want:

Tap the hex code at the bottom of the preview box. When a keyboard opens, enter the hex code. The preview box will show the color. Close the keyboard.

B. To create a custom color using the color selector:

Tap in the color gradient. The cursor will move to the spot you tapped, and the preview box will show the current color and its hex code. If necessary, tap different areas until the color you want is shown.

Hint: You can also drag the cursor to areas of the color gradient.

C. To adjust the color:

Tap the color gradient slide bar. The slider will move to that spot and the preview box will show the current color and hex code. Tap different spots along the slide bar until the color you want is shown.

Hint: You can also drag the slider along the slide bar. Release the slider when the color you want is shown.

6. When the preview box shows the color you want, select **OK**.
7. In the Edit Button window, select **Save**.


Creating a Button to Link to a Page

When a button action is set to Navigate or Visit you can determine what page that button will take you to. Navigate will take you to a New Page and leave you there requiring an additional button to be hit to return to your previous page or to the home page. Visit will take you there for one selection and immediately return to the previous page. The following linking button actions are available.

Action	Description
Navigate	Links to a new page and requires another button press to move away from this page
Visit	Links to a page for a single hit and then automatically goes back to the previous page
Jump to Page	Jump to Page takes you to a new page for a single hit and then takes you back to the page that has the jump to page button.
Navigate Back	Returns to the previous page
Navigate to Home	Links to the home page of the vocabulary file

To create a linking button:

1. Tap **Menu** and select **Edit Page**.
2. Tap the button to be linked to the next page.
3. Tap **Edit This Button**.
4. Enter the label and message. (Entering a symbol is optional.)
5. Under the Button Actions, tap **Add**.
6. Select a navigation action for the button from the drop-down list (Navigate, Visit, Jump to Page, Navigate Back, or Navigate to Home). If you choose Navigate, Visit, or Jump to Page, a list of pages to link to will open. If you choose Navigate Back or Navigate to Home, skip to step 9.
7. Choose the page to navigate to or visit from the list. If the page doesn't already exist, choose **+** and create a new page to link the button to.
8. Tap an animation (how the page will appear as it navigates) or tap **No Animation**.
9. Tap **Save**.

Note: There may have been a previous action on this button. To remove that action, tap **Edit**, tap the delete icon , tap **Delete**, and tap **Done**.

Creating a Volume Control Button



Excessive volume or sound pressure level when using earphones or headphones can cause hearing loss over extended periods of time.

You can add volume controls to buttons within vocabulary pages.

1. Go to the page on which you want to create the button.
2. Tap **Menu** and select **Edit Page**.
3. Tap the button you want to use. A list of button options appears.
4. Choose **Edit This Button**.
5. Add a button label and icon.
6. Under Button Actions, choose **Add**. A list of actions appears.
7. Choose either **Volume Up** or **Volume Down**.
8. Choose **Save**.

Creating a Battery Status Button

You can create a button that displays the battery status of both the device and the amplifier in the Speech Display Bar (SDB).

1. Go to the page on which you want to create the button.
2. Tap **Menu** and select **Edit Page**.
3. Tap the button you want to use. A list of button options appears.
4. Choose **Edit This Button**.
5. Add a button label and icon.
6. Under Button Actions, choose **Add**. A list of actions appears.
7. Choose **Battery Status**.
8. Choose **Save**.

Creating a Button to Show the Date and/or Time

You can create a button that will show the date, time, or both in the Speech Display Bar (SDB).

1. Go to the page on which you want to create the button.
2. Tap **Menu** and select **Edit Page**.
3. Tap the button you want to use. A list of button options appears.
4. Choose **Edit This Button**.
5. Add a button label and icon.
6. Under Button Actions, choose **Add**. A list of actions appears.
7. Choose **Add Time/Date**.
8. Choose one of the options: **Date and Time**, **Date Only**, or **Time Only**.
9. Choose **Save**.

Copying and Pasting a Button

You can copy and paste buttons to new locations.

Note: If you later modify a copy of a button, you will edit only the copy. The original will not change.

1. Tap **Menu** and select **Edit Page**.
2. Tap the button you would like to copy.



3. Tap **Copy Button**.
4. Tap **Done**.
5. Go to the page where you want to add the copied button.
6. Tap **Menu** and select **Edit Page**.
7. Tap the location you wish to copy the button to.



8. Tap **Paste Button**. The button you copied will appear in that location.
9. Tap **Done**.

Copying and Pasting the Same Button

If you modify a button that is used in multiple locations, the button will also be modified automatically everywhere else it appears. You may want to use this technique on buttons that contain tools used on each page.

1. Tap **Menu** and select **Edit Page**.
2. Tap the button you would like to copy.
3. Tap **Copy Button**.
4. Tap **Done**.
5. Go to the page where you want to add the copied button.
6. Tap **Menu** and select **Edit Page**.
7. Tap the location you wish to copy the button to.
8. Tap **Use Same Button**. The button you copied will appear in that location.
9. Tap **Done**.

Copying and Pasting a Button Style

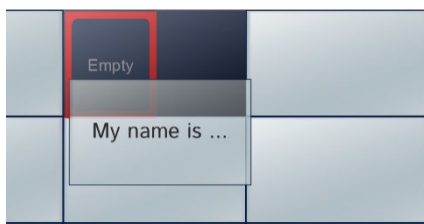
“Button Style” refers to the background color and the font size and options that are associated with a button. There are times when it might be faster to copy and paste a button’s style from an existing button rather than editing each of these items on a new button.

1. Tap **Menu** and select **Edit Page**.
2. Tap the button whose style you want to copy. The Edit Button menu opens.
3. Tap **Copy Button**.
4. Tap the location you want to copy the button to. The Edit Button menu opens with additional options.
5. Tap **Paste Button Style**. The button will display the pasted style.
6. Tap **Done**.

Moving a Button

1. Tap **Menu** and select **Edit Page**.
2. Touch and hold on the button you want to move and drag it to another location.

Note: When you start to drag the button, the original location will be outlined in red. As you move into the new location, the red outline will move to that location.

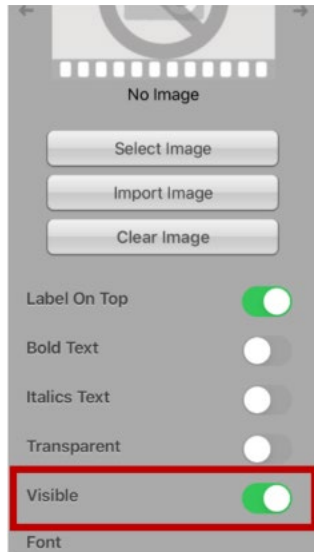


3. Upon release, the button will move to the new location. If there is already a button in the new location, it will move to the old location. The buttons will exchange locations.

Hiding a Button

There are times that presenting all buttons at once might be intimidating, or in order to complete a task a button might need to be hidden.

1. Tap **Menu** and select **Edit Page**.
2. Tap the button you want to hide and select **Edit This Button**.
3. Scroll down through the Edit Button window.



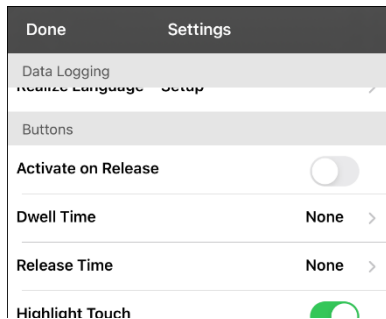
4. Turn **Visible** off.
5. Tap **Save** and **Done**.

Hiding or Showing Multiple Buttons at Once

1. Tap **Menu** and select **Edit Page**.
2. Tap **Menu** and select **Hide Mode**.
3. Tap the buttons you want to hide or show.
4. Tap **Menu** and select **Normal Mode**.

Changing Button Timing

Tap **Menu** and select **Settings**. Scroll down to the “Buttons” section.



Activate on Release

When this setting is turned on, buttons are activated when released rather than when touched. This allows the device user to slide his or her finger across the screen before finally releasing on the button that he or she wants to select. To turn the setting on or off, tap the Activate on Release toggle switch.

Dwell Time

The dwell time setting controls the delay before a button press is recognized. When the user touches a button, a slight dimming and a white square box identifies the chosen button. As long as the user continues to keep his or her finger inside the button area the dwell timer counts down. Once the time is reached, the button press is accepted. To set a dwell time, tap **Dwell Time** and select a value from 0.1 Seconds to 5.0 Seconds.

Release Time

Release time applies to buttons and to the SDB.

Buttons: Release time is intended to help prevent accidental double button activations. When the time is set, all buttons are disabled for the specified period of time after a button is activated.

SDB: Release time is intended to prevent accidental speaking of words displayed in the SDB twice. When the time is set, the SDB is disabled for the specified period of time after the user taps the SDB to speak the words displayed. The Release Time setting does not affect the SDB Clear button (X).

To set a release time, tap **Release Time** and select a value from 0.1 Seconds to 5.0 Seconds.

Using, Hiding, and Showing Button Navigation Arrows

Buttons that navigate to other pages can be set to display small arrows in the top right or left corner.



The back arrow in the upper left corner of the Home button indicates that tapping the button will take you to the home page of the vocabulary. This arrow appears on the Home button when you are on any page except the home page.



The forward arrow in the upper right corner of a button indicates that tapping the button will take you to the next page in the category. When you tap a button on that page, you will remain on that page.



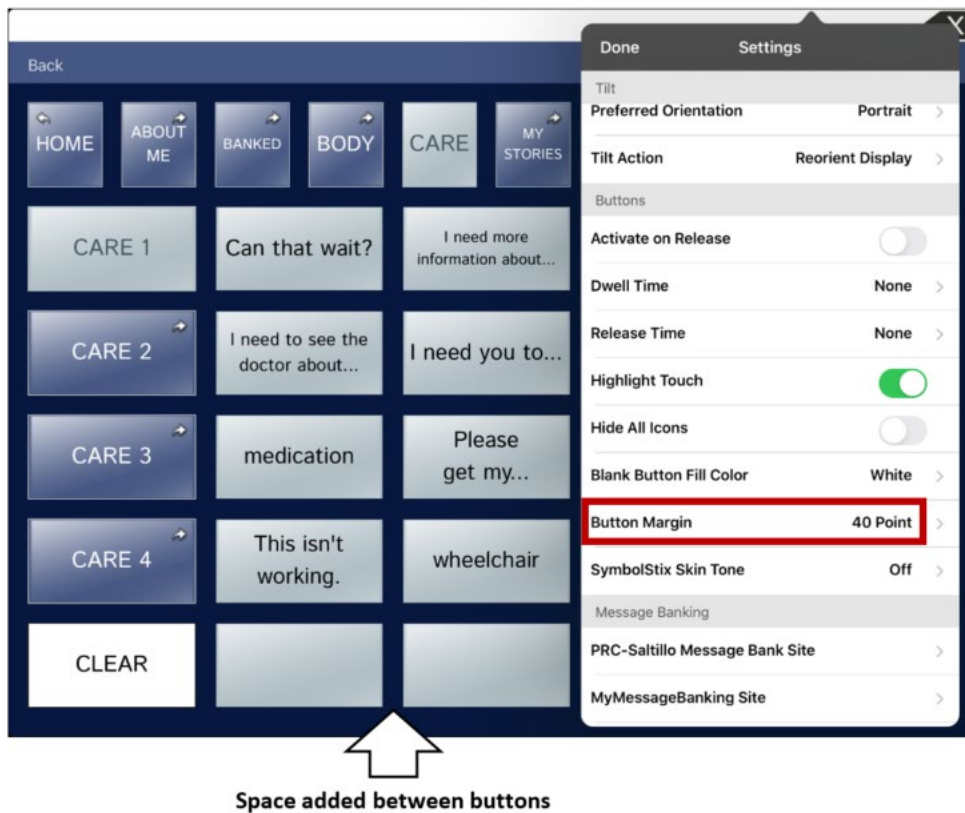
The forward and back arrows in the upper right corner of a button indicate that tapping the button will take you to the next page in the category. When you tap a button on that page, you will return to the page previously displayed.

To hide or show all navigation arrows:

1. Tap **Menu** and select **Settings**.
2. Scroll down to the Navigation section.
3. Turn **Button Navigation Icons** off.

Adding Extra Space around Buttons

1. Tap **Menu** and select **Settings**.
2. Scroll to the Buttons section.
3. Select **Button Margin**.
4. Select a margin size. The default size is None. To increase the margin, select an option between 1 Point and 100 Point.
5. When you make a selection, the space between buttons changes.



6. If you selected too much space or too little space, make another selection.
7. When you are satisfied with the amount of space, select **Done**.

Working with Pages

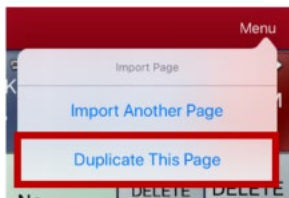
The Dialogue app allows you to rename, duplicate, load, and create pages, choose a different keyboard, copy a page from a different vocabulary, and add gestures to pages.

Renaming a Page

1. Tap **Menu** and select **Edit Page**.
2. Tap **Menu** and select **Edit Page Layout**.
3. In the area under Page Name, tap, then backspace to erase the name, and then type the new name.
4. Tap **Save**.

Duplicating a Page

1. Tap **Menu** and select **Edit Page**.
2. Tap **Menu** and select **Import/Copy Pages**.
3. Select **Duplicate This Page**.

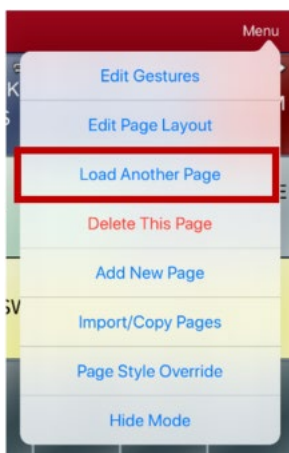


A duplicate of the page, followed by “(Copy)”, will appear in the list of pages in this vocabulary.

4. Tap **Done**.

Loading Another Page

1. Tap **Menu** and select **Edit Page**.
2. Tap **Menu** and select **Load Another Page**.

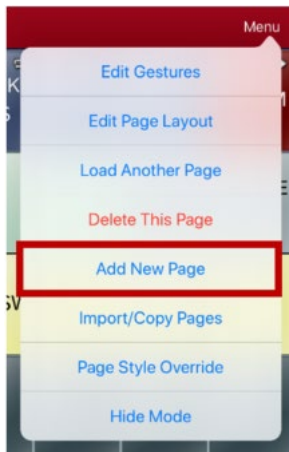


3. Scroll to find the page you want to load.
4. Tap **Done**.

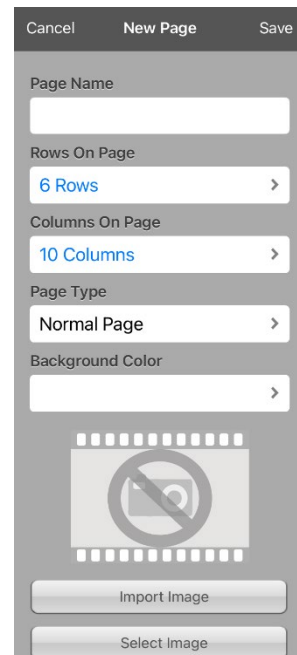
Note: This page is now available to copy buttons or make additions or changes to your vocabulary.

Creating a New Page

1. Tap **Menu** and select **Edit Page**.
2. Tap **Menu** and select **Add New Page**.



3. Give the page a name.
4. Select how many rows and columns you would like.
Note: The number of rows and columns from the page currently displayed appear by default. Select different numbers if appropriate.
5. If you want this new page to be the home page, tap the Page Type box and select Home Page (*optional*).
6. Choose a background color.
7. Select an image (*optional*).
8. Tap **Save**. A new page will appear with blank buttons.
9. Start creating buttons on this page.
10. Tap **Done** when you are finished.



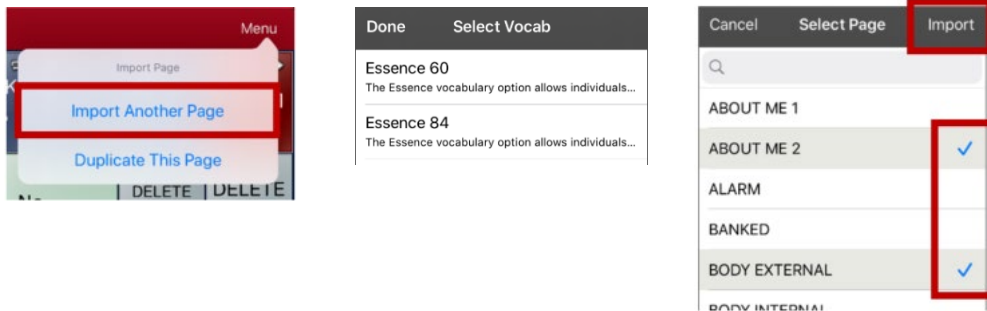
Creating a New Page from a Navigate Action

1. Display the page from which you want to navigate.
2. Tap **Menu** and select **Edit Page**.
3. Tap the location for a button that will navigate to the page you want to create.
4. Tap **Edit This Button**. The Edit Button dialog opens.
5. Enter a button label and select or import an image.
6. Scroll down to the Button Actions section and tap the existing action to list the available actions.
7. Select the **Navigate** action to open the list of existing pages.
8. Tap the **+** in the upper right corner to create the new page.
9. Enter a page name and adjust the number of rows and columns.
10. Tap **Save**, select **No Animation**, and tap **Save** again.
11. To verify that the button navigates to your new page, tap **Done** to exit Edit Mode and then tap the button to navigate to the new page.
12. Tap **Menu**, select **Edit Page**, and add buttons to the page.

Copying a Page from a Different Vocabulary File

There are times that borrowing previously created pages could be a time saver. The Dialogue app allows you to import multiple pages at one time.



1. Have your vocabulary file open.
2. Tap **Menu** and select **Edit Page**.
3. Tap **Menu** and select **Import/Copy Pages**.
4. Tap **Import Another Page** to open a list of available vocabulary files.
5. Tap the vocabulary file that contains the page you want and tap the appropriate pages to import. A checkmark will appear following each page you tap.



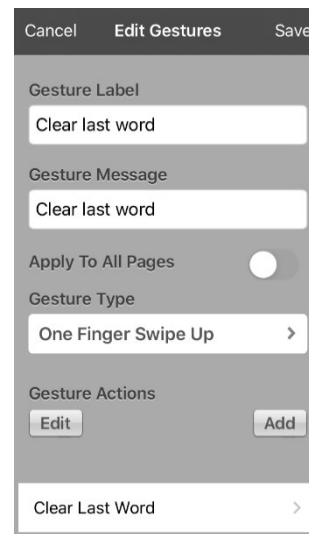
6. Tap **Import** and tap **Done**.
7. While still in Edit Mode, tap the button that you want to navigate to the imported pages.
8. Tap **Edit This Button**.
9. Give the button a label and, if needed, an icon and make any style changes you want.
10. Scroll down to the Button Actions section, tap **Add**, and then tap **Navigate**.
11. Tap the page you imported.
12. Tap an animation or **No Animation**.
13. Tap **Save** and tap **Done**.

Adding a Gesture to a Page

1. Tap **Menu** and select **Edit Page**.
2. Tap **Menu** and select **Edit Gestures**.
3. Tap **+**.
4. Add a label and message.
5. To add gestures to an entire vocabulary file at one time, tap **Apply to All Pages**.
6. Tap the **Gesture Type** field and tap the type you want. A check mark will appear following the type you select.
7. Tap **Add** and choose the gesture action you want.

Note: To delete a gesture action, tap **Edit** and tap the action you want to delete. The delete icon  will be displayed in front of the action. Tap the delete icon  to delete the action.

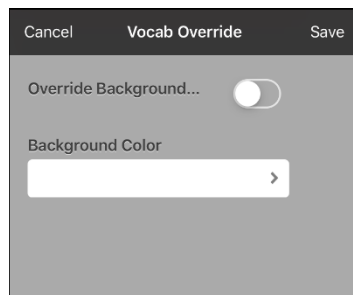
8. Tap **Save** and tap **Done**.



Overriding the Background Color of a Page

Use this procedure to change the background color of all pages in a vocabulary. This is especially useful if you increase the space around buttons, revealing more of the background. For information on adjusting the button margin, see [“Adding Extra Space around Buttons”](#) on page 45.

1. Tap **Menu** and select **Edit Page**.
2. Tap **Menu** and select **Page Style Override**. The Vocab Override window displays color override options.

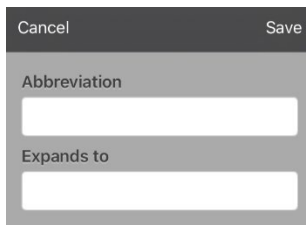


3. Select the **Background Color** box to open a list of colors.
4. Select a color. The color will appear in the Background Color box.
5. To override the default background color, turn **Override Background** on.
6. Tap **Save** and tap **Done**.

Hint: You can switch between the default page background colors and the override color as needed by toggling **Override Background** on and off.

Editing an Abbreviation Expansion

1. Tap **Menu** and select **Edit Abbreviations**.
2. Tap **+**.

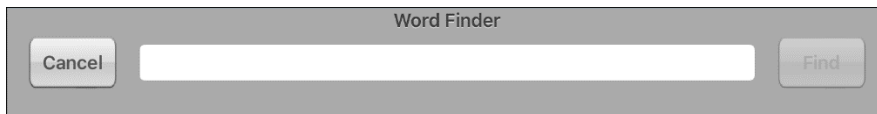


3. In the space under **Abbreviation**, type the abbreviated form.
4. In the space under **Expands to**, type the full word, phrase, or sentence that it will expand to.
5. Tap **Save** and tap **Done**.
6. To trigger the abbreviation, enter the abbreviation followed by a period from your vocabulary keyboard page.

Searching for a Word using Word Finder

When you don't know where a word is located in a vocabulary, use this procedure to search for the word and practice the sequence of buttons that lead to it.

1. The Essence home page does not include Word Finder. To look for words, add the **Word Finder** action to a button on the home page.
2. Select the button to which you added the Word Finder action. Word Finder opens.



3. Enter the word you want to find.
4. Select **Find**.
- Note: If the word is not stored, the **Find** button will remain grayed out and you will not be able to select it.*
5. The window will display the sequence of buttons to tap to activate the word.
6. Tap the buttons to practice the motor pattern.

When you tap the first button in the sequence, your home page opens with the button highlighted. When you select the button, the next button in the sequence is highlighted. When you select that button, the next button is highlighted and so forth until you reach the end of the sequence.




Creating a Whiteboard Page

Whiteboards can be used for drawing, collaborating, and sharing. To create a whiteboard page, create a new page that has a single button and select the Whiteboard button action.

1. Tap **Menu** and select **Edit Page**.
2. Tap the button you want to link to your whiteboard page and select **Edit This Button**.
3. Add a label, scroll down to the Button Actions section, and replace the existing action with **Navigate**.
4. Tap the **+** in the upper right corner to create your new whiteboard page.
5. Enter a page name and select **1 Row** and **1 Column**.
6. Tap **Save**, select **No Animation**, and tap **Save** again.
7. Tap **Done** to exit Edit Mode and tap the button to navigate to the new whiteboard page.
8. Tap **Menu**, select **Edit Page**, and select **Create New Button**.
9. Scroll to the Button Actions section of the Edit Button window and replace the Speech Message action with the **Whiteboard** action.
10. Tap **Save**. Select **Done** to exit Edit Mode.
11. Use the Whiteboard tools at the top of the page to draw.



Tool	Function
Back	Return to the page with the button that links to the whiteboard.
Whiteboard	<p>Open a menu. Tap the whiteboard outside the drawing to close a menu. When there is no drawing on the whiteboard, the options are Color, Width, Save, and Load.</p> <ul style="list-style-type: none">• Color: Select Black, Red, Green, Blue, or Yellow.• Width: Select Thin, Normal, or Thick to set the width (thickness) of the next line you draw.• Save: Save the current drawing.• Load: Load a saved drawing.

Tool	Function
	<p>When a drawing is on the whiteboard, additional options are available: Clear, Undo, and Erase.</p> <ul style="list-style-type: none"> • Clear: Remove the entire drawing. • Undo: Remove the most recent addition or change. • Erase: Remove a portion of the drawing. When you select Erase, the eraser is selected.
	Undo the most recent addition or change.
	<p>Erase a portion of the drawing. Select this tool and then tap any portion of the drawing to erase it.</p> <p>You can also drag across a portion of the drawing to erase that portion. To change the width of the eraser, tap the control once to change the width from Thin to Normal; tap the control again to change the width to Thick.</p>
	Select the color of the next line you draw. When a color is selected, the color rectangle changes to a triangle. The width of the triangle changes when you change the Width setting.

Changing Whiteboard Settings

To change any of the Whiteboard settings, tap **Menu**, tap **Settings**, and scroll to the Whiteboard section.

Setting	Description
Disable drawing in split view	When turned on, you cannot draw on the whiteboard page when split view is enabled in iOS.
Scale drawing in split view	When turned on, whiteboard drawings are scaled according to the relative size of the app page when split view is enabled in iOS.
Reload last drawing	When turned on, the most recent drawing made on the whiteboard appears when you open Whiteboard.
Autosave drawing	When turned on, whiteboard drawings are saved automatically.

Enlarging Text in the Speech Display Bar

There are a number of ways to enlarge text in the Speech Display Bar (SDB).

Changing Text Size or Number of Lines in the SDB

1. Tap **Menu** and select **Settings**.
2. Scroll to the Speech Display Bar section.
3. Under Font Size, select a larger font size. Font sizes range from 14 Point to 72 Point.
4. Under Number of Lines, select the number of lines of text you want to appear in the Speech Display Bar. The number of lines ranges from 1 Line to 10 Lines.

Note: If you try to select a font size and number of lines that together would make the SDB larger than the screen can accommodate, the font size will be adjusted down automatically to a value that allows the SDB to fill no more than 60% of the screen. For example, if you select 10 lines with a 72-point font, the font will be adjusted to a smaller size.

Creating a Tap Action

Create a tap action to enlarge the text in the SDB.

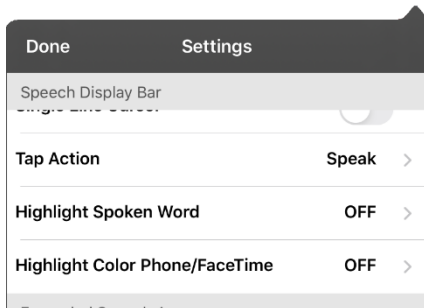
1. Tap **Menu** and select **Settings**.
2. Scroll down to the Speech Display Bar section.
3. Under Tap Action, tap **Speak and Enlarge Text**.
4. Tap the SDB again to close the enlarged window.

Highlighting Words as They are Spoken in the SDB

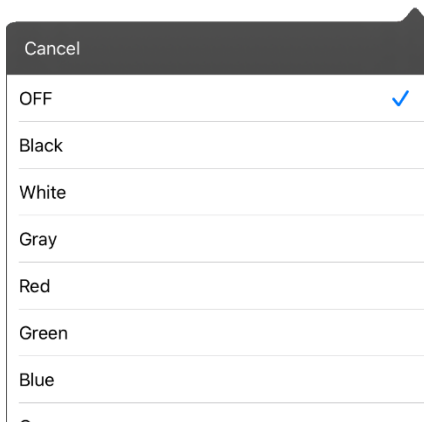
To help with literacy, the Highlight Spoken Word setting allows users to see the words highlighted in the SDB as they are spoken. When you select a color, words will be highlighted in that color one at a time in the SDB as they are spoken.

Note: Some voices do not support this feature. Word highlighting is disabled when scanning prompts are spoken; but it is enabled when scanned button actions add text to the SDB.

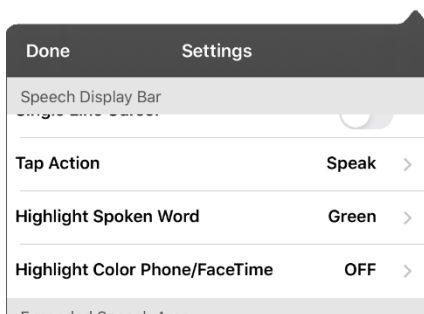
1. Choose **Menu > Settings** and scroll to the Speech Display Bar section.



2. Select **Highlight Spoken Word**. The setting OFF and a list of colors opens. OFF is the default setting.

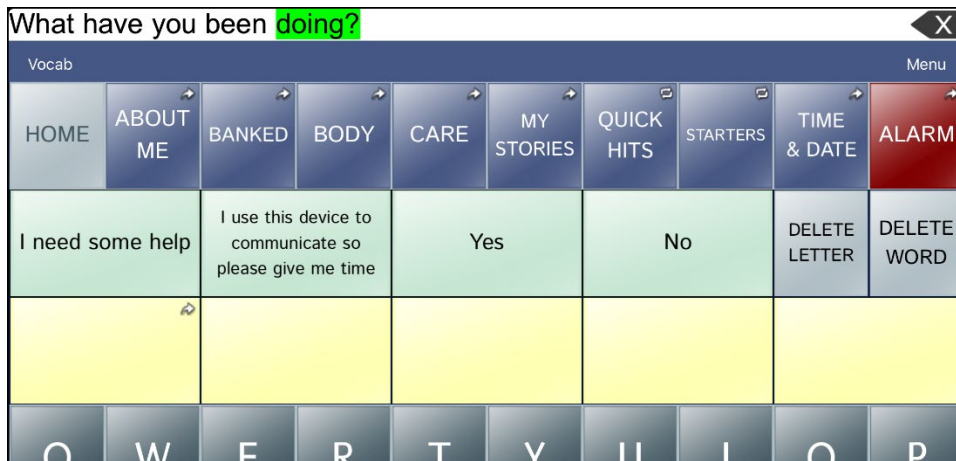


3. Choose a color. The selected color appears in the setting.



4. Select **Done**.

- As you select words from a page, they are highlighted one at a time in the SDB in the color you selected.

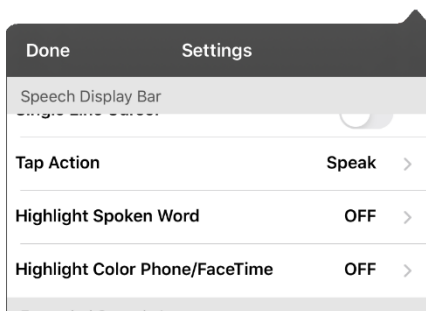


- To change the highlight color, choose **Menu > Settings**, scroll to the Speech Display Bar section, select **Highlight Spoken Word**, choose a different color, and select **Done**.
- If you pause speech, the last spoken word will remain highlighted.
- To turn highlighting off, choose **Menu > Settings**, scroll to the Speech Display Bar section, select **Highlight Spoken Word**, choose **OFF**, and select **Done**.

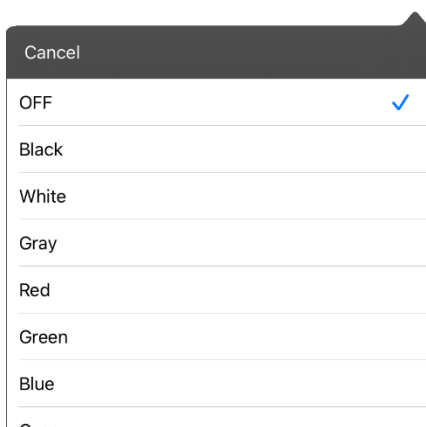
Highlighting Words as They are Spoken during a Telephony Call

To help with literacy, the Highlight Color Phone/FaceTime setting allows users to see words highlighted as they are spoken during a telephony call. Otherwise, there is no voice output on the device user's end when they are speaking allowing them to ensure their message was spoken.

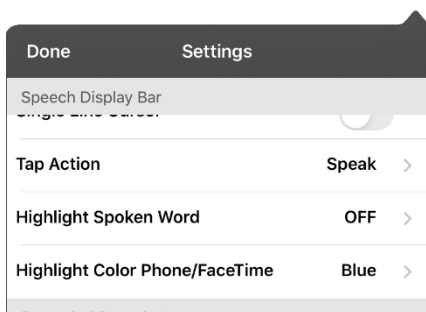
1. Choose **Menu > Settings** and scroll to the Speech Display Bar section.



2. Select **Highlight Color Phone/FaceTime**. The setting OFF and a list of colors opens.



3. Choose a color. The selected color appears in the setting.



4. Select **Done**.
5. As you select words during a call, they are highlighted one at a time in the SDB in the color you selected.
 - To change the highlight color, choose **Menu > Settings**, scroll to the Speech Display Bar section, select **Highlight Color Phone/FaceTime**, choose a different color, and select **Done**.
 - To turn highlighting off, choose **Menu > Settings**, scroll to the Speech Display Bar section, select **Highlight Color Phone/FaceTime**, choose **OFF**, and select **Done**.

Setting up Switch Scanning in the Dialogue App

As an alternative to directly selecting each button on the screen, the Dialogue app offers single switch and two-switch scanning.

Important! To use Dialogue scanning, you will need either: wired switches in conjunction with a PRC-Salttillo iOS Device, or an AeroSwitch. For other scanning setups, you will need to use iOS scanning, which can be found in the iOS Accessibility settings.

Setting up One or Two Switches

You can set up one or two wired or wireless switches to work with scanning in the Dialogue app.

1. Connect or pair each switch.

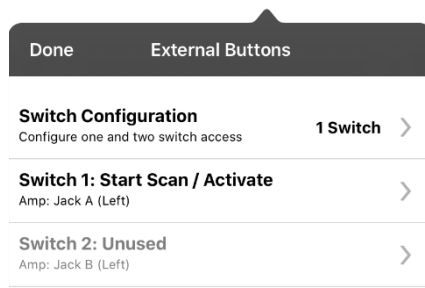
Wired switch: Plug the switch into switch jack A or switch jack B on the device. If you are using two switches, plug a switch into each jack.



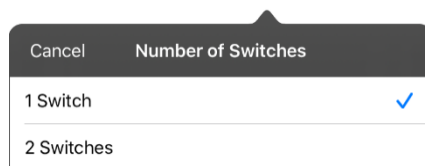
Cords and cables are potential entanglement or strangulation hazards. Please consider this prior to placing these items with device users.

Wireless switch: Turn the switch on and pair it with your device according to the instructions that came with your switch.

2. To enable scanning, tap **Menu**, select **Settings**, scroll to the **Scanning** section, and turn **Scanning Enabled** on.
3. To set up the switch or switches, select **Configure Switches**. The switch access settings are displayed.



4. Choose **Switch Configuration** and choose the number of switches you plan to use.



If you select **1 Switch**, Switch 1 will be active and Switch 2 will be grayed out. If you select **2 Switches**, both Switch 1 and Switch 2 will be active.

Note: When “(Left)” or “(Right)” appears in a Switch 1 or Switch 2 setting, it does not affect how you should set up the switch. It only refers to the internal technical configuration of the switch, which you can disregard.

5. To set up Switch 1, tap **Switch 1:** The prompt “Press any switch” will appear. Press the switch intended to start and stop the scan.
6. To set up Switch 2, tap **Switch 2:** The prompt “Press any switch” will appear. Press the switch intended to make your choice or activation.

Note: To use the touchscreen as either Switch 1 or Switch 2, tap the touchscreen at the “Press any switch” prompt.

7. Adjust additional scan settings as necessary.

Using the Scanning Settings

To access the options for customizing a scanning technique, tap **Menu** and select **Settings**. Scroll to the **Scanning** section.

Setting	Description
Scanning Enabled	Turns scanning on or off. You must turn scanning on to access the other scanning settings.
Configure Switches	Set up one or two external switches or the touchscreen to work with scanning.
Auto-Scan	You can choose to have scanning activate automatically, or you can choose to either hold the switch or step to each location. To set scanning to activate without holding a switch, turn Auto-Scan on. When Auto-Scan is turned off, a switch activation is required to move the scan through each button, one at a time.
Button Hold Scan	<i>This setting is only available when Auto-Scan is turned off.</i> When Button Hold Scan is turned on, you can press and hold on a switch to move through the selected scan pattern. If you are using one switch, a selection is made when the switch is released. If you are using two switches, the first switch moves through the scan pattern and the second switch selects the target button.
Auto Restart	When Auto-Scan and Auto Restart are both turned on, a scan cycle restarts automatically after an activation.
Auditory Scan	Auditory Scan enables audio feedback during scanning. To set auditory prompts, turn Auditory Scan on. Activate your switch to hear the prompt. To retrieve a message, activate the switch again after you hear the prompt.
Prompt Voice	Allows you to choose the prompt voice. When choosing a voice to use for auditory prompts, it can be helpful to choose a different voice than the one the system uses for speaking messages. To change the voice, select Prompt Voice , and select the voice you want. To adjust the rate at which the prompt voice speaks, see Prompt Voice Rate below. To adjust the pitch of the prompt voice, see Prompt Voice Pitch below.
Prompt Voice Rate	Provides a slider that allows you to adjust the Prompt Voice rate. To adjust the rate, scroll to the Prompt Voice Rate slider. Move the slider to the right for a higher voice rate or to the left to lower the rate until the prompt voice speaks at the rate you want.
Prompt Voice Pitch	Sets the pitch of the prompt voice. To set the pitch, select Prompt Voice Pitch and choose the pitch you want. Available settings are Lowest, Lower, Low, Normal, High, Higher, and Highest.
Pause Between Words (Auditory scan)	When Auditory Scan is turned on, Pause Between Words sets the amount of time between words in auditory prompts. Available settings are No Pause, 1 Second, 2 Seconds, and 3 Seconds.
Scan Speech Display Bar	When Scan Speech Display Bar is turned on, a scan will include the Speech Display Bar. When this setting is turned off, a scan will skip the Speech Display Bar.
Skip Empty Cells	When Skip Empty Cells is turned on, a scan will skip an area that does not have a button or an area that has a button that only includes a speech message action but no text. When the setting is turned off, a scan will include empty button areas.

Setting	Description
Scanning Type	<p>Sets the scanning pattern to Sequential or Row/Column. To select the scanning pattern, select Scanning Type and then select Sequential or Row/Column.</p> <p><i>Using Sequential Scan Mode:</i> A sequential scan steps through the buttons from left to right beginning in the first row. When the button you want is highlighted, activate your switch.</p> <p><i>Using Row/Column Scan Mode:</i> A row/column scan highlights each row of buttons beginning with the top row and move down the screen. When the row that contains the button you want is highlighted, activate your switch. The scan will then step through the buttons from left to right across the row. When the button you want is highlighted, activate your switch.</p>
Manual Repeat Time	<p><i>This setting is only available when Auto-Scan is turned off and Button-Hold Scan is turned on.</i></p> <p>Controls the speed when you are holding a switch down. Available settings range from 0.2 Seconds to 10 Seconds.</p>
Scan Cancel Time	<p><i>This setting is only available when Auto-Scan is turned off.</i></p> <p>When using two-switch scanning (Configure Switches set to 2 Switches), this is the amount of time your device waits before it cancels the scan and starts over. For example: You move through the scan pattern with switch 1 and go past the button you want. With Scan Cancel Time enabled, you can wait the selected time (for example, 5 seconds) and if you don't activate switch 2, the scan pattern will reset at the beginning.</p>
Scan Speed	<p><i>This setting is only available when Auto-Scan is turned on.</i></p> <p>Sets the amount of time your device takes to move from one button, row, or column to the next in a scan. Select Scan Speed and choose the appropriate speed. Available settings range from 0.2 Seconds to 10 Seconds. For example, if you selected 1.0 Seconds, a scan would take one second from the time one button is highlighted until the next button is highlighted.</p>
Number of Rescans	<p><i>This setting is only available when Auto-Scan is turned on</i></p> <p>Sets the number of times the device scans the page automatically. Once you reach the set number of re-scans, the scan will stop until you activate a switch again. Select Number of Rescans and choose the appropriate number of rescans. Available settings are 0, 1, 2, 3, 4, 5, 10, and 100.</p>

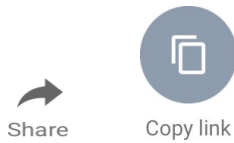
Setting up a Button to Play a Video

1. In the Dialogue app, display the page that has the button you want to use to play the video.
2. Choose **Menu > Edit Page**.
3. Tap the button you want to use and choose **Edit This Button**.
4. Give the button a label and scroll down to the Button Actions section.
5. Select the existing action to open the Select Action list.
6. Select the action **Play Video**. The Video Type window will display two options—Library Video and YouTube Video.
7. Select **Library Video**. A list of available videos will open with **Videos** selected above the list.
 - If the video was originally recorded on your device, leave **Videos** selected
 - If the video was originally imported through the cloud, select **Albums**.
8. Scroll or search through the list.
9. Select the video you want. The video will appear in the Choose Video window.
10. Select **Use**. When the video finishes compressing, Play Video will be displayed under Button Actions.
11. Select **Save**. The label you entered will be displayed on the button.
12. Select **Done**. When you tap the button, the video will play.

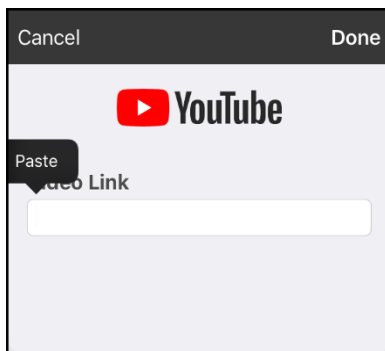
Setting up a Button to Play a YouTube™ Video

Note: You must have an active Wi-Fi connection.

1. On your device, select the YouTube video you want.
2. Tap the **Share** icon and then tap the **Copy Link** icon. A “Copied” message should appear.



3. In the Dialogue app, display the page that has the button you want to use to play the YouTube video.
4. Choose **Menu > Edit Page**.
5. Tap the button you want to use and choose **Edit This Button**.
6. Give the button a label and scroll down to the Button Actions section.
7. Select the existing action to open the Select Action list.
8. Select the action **Play Video**. The Video Type window will display two options—Library Video and YouTube Video.
9. Select **YouTube Video**. The YouTube window will display a Video Link field.
10. Press and hold on the Video Link field. A small Paste prompt will appear.



11. Tap the **Paste** prompt. The link you copied in step 2 will be pasted into the field.
12. Select **Done**. Play Video will be displayed under Button Actions.
13. Select **Save**. The label you entered will be displayed on the button.
14. Select **Done**. When you tap the button, the YouTube video should play.

Note: If you do not have a Wi-Fi connection when you attempt to play the YouTube video, the display area will be black and the following message will appear:

No Connection to YouTube
An internet connection is required to play a YouTube video.


If there is an internet connection but YouTube cannot be reached, the following message will appear:

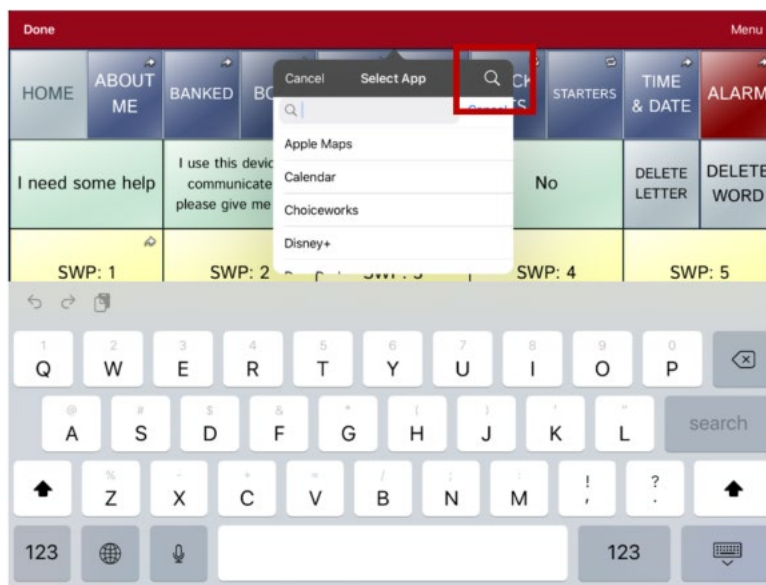
No Connection to YouTube
YouTube appears to be blocked by your internet service provider. Please contact your network administrator.

Setting up a Button to Open an App

Note: This feature is not available in dedicated systems.

1. Go to the page that has the button you want to use and tap **Menu**.
2. Select **Edit Page**. The page is now in Edit Mode.
3. Tap the button you want to use.
4. Select **Edit This Button**.
5. Give the button a label and scroll down to the Button Actions section.
6. Select **Add**. A list of available actions opens.
7. Select the action **Open App**. The Select App list opens.
8. Search for the app you want or scroll through the list.

To search for an app, select the search icon  on the right side of the Select App title bar or drag down on the list. A keyboard opens.



Enter an app name or partial app name. The search function searches for matches anywhere in an app name. For example, entering **ap** would display “**A**pple Maps”, “**G**oogle Maps”, “**S**napchat”, and “**W**hatsapp”.

9. Select the app you want and select **Save**.

Note: Make sure the app you select is installed on your device.

Verify that the button opens the app

1. Exit Edit Mode and tap the button. The app should open.
Note: If the app requires a login, be sure you have the login information available.
2. To exit the app and return to the Dialogue app, tap “Dialogue” in the upper left corner of the screen.

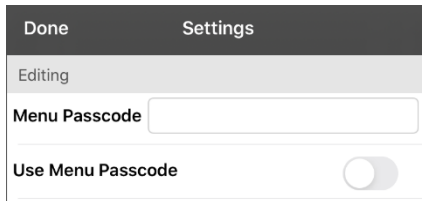
Note: If “Dialogue” does not appear in the upper left corner of the screen, press the device **Home** button and reopen the Dialogue app.

Blocking and Restoring Access to the Editing Menus

There may be times when you need to block access to the Editing menus. To do this, the **Use Menu Passcode** setting can be turned on or off. When this setting is turned on, the Menu and Vocab items can only be accessed by entering a password.

To password-protect the Editing menus:

1. In the Dialogue app, tap **Menu** and select **Settings**.
2. Scroll to the Editing section.




3. Tap in the Menu Passcode field to open a keyboard.
4. Enter your password and tap **Done** on the keyboard.
5. Turn **Use Menu Passcode** on.
6. Tap **Done** on the Settings menu.

Now when the user taps either **Menu** or **Vocab**, a password prompt will be displayed.

To reset your password:

If you forget your password, enter the numeric sequence **72584556** to overwrite the existing password. Then you can create a new password.

To remove password protection from the Editing menus:

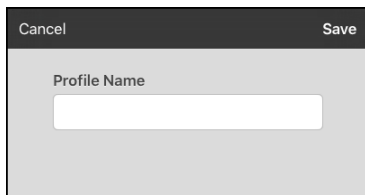
1. In the Dialogue app, tap **Menu** or **Vocab**. The Password prompt will be displayed.
2. Enter your password. The Settings menu will open.
3. Turn **Use Menu Passcode** off.
4. To remove the password, tap in the Passcode field to open the keyboard. Use the Keyboard backspace key  to remove the password.
5. Tap **Done** on the keyboard.
6. Tap **Done** on the Settings menu.

Working with Profiles

Profiles provide a snapshot of the current settings of the system to be saved for easy access at a later time. You can save multiple profiles to be used when needed. Creating multiple profiles allows you to switch between groups of settings.

Creating and Saving a Profile

1. Configure the settings you want associated with the profile. This includes the vocabulary file, settings, etc.
2. Tap **Menu**, select **Settings**, and select **Save Profile**. The Profile Name window will open.

A screenshot of a dialog box titled "Profile Name". It has a dark header bar with "Cancel" on the left and "Save" on the right. Below the header is a light gray area containing a text input field with the placeholder text "Profile Name".

3. Tap in the Profile Name field to open a keyboard.
4. Enter a name for the profile (for example, "Mary's Profile").
5. Choose **Save**. A profile will be created for Mary with all the current settings.

Note: To create a second profile (for example, "John's Profile"), repeat these steps, making new settings changes to associate with this profile.

Loading a Profile by Navigating Menus

To load a profile that you previously created:

1. Tap **Menu**, select **Settings**, and select **Load Profile**. Profiles that you have created will be listed.

A screenshot of a dialog box titled "Load Profile". It has a dark header bar with "Cancel" on the left and "Edit" on the right. Below the header is a list of profiles: "John's Profile" and "Mary's Profile". There is a third empty row at the bottom of the list.

2. Tap the profile you want. The associated settings will be loaded.

Loading a Profile by Tapping a Button

If you create multiple profiles and load them using a button action, you can switch between profiles without navigating the menus.

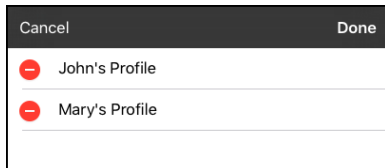
1. Go to the page that includes the button you want to use.
2. Tap **Menu** and select **Edit Page**.
3. Tap the button you want to add the action to.
4. Select **Edit This Button**.
5. Add a label, message, and image as needed
6. Scroll down to the Button Actions section.
7. Tap **Add**.
8. Scroll through the list of actions and tap **Select Profile**.
9. Tap **Save** and **Done**.

Renaming or Deleting a Profile

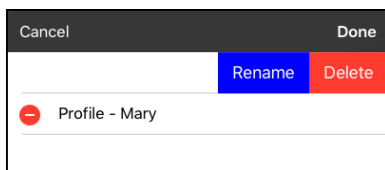
1. Tap **Menu**, select **Settings**, and select **Load Profile**. Profiles that you have created will be listed.



2. Choose **Edit**. The delete icon (a red circle with a minus sign) will appear to the left of each profile name.



3. Tap the delete icon (a red circle with a minus sign) for the profile you want to rename. Rename and Delete buttons will appear.



4. Rename or delete the profile.

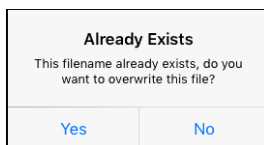
To rename the profile: Choose **Rename**, enter the new name in the Profile Name field, and choose **Save**.

To delete the profile: Choose **Delete**. The profile will be deleted immediately.

5. Tap **Done**.

Modifying a Profile

1. Make the changes you want associated with the profile.
2. Tap **Menu**, select **Settings**, and select **Save Profile**. The Profile Name window will open.
3. Tap in the Profile Name field to open a keyboard.
4. Enter the profile's original name and choose **Save**. A message will inform you that the file name already exists.



5. Choose **Yes**. The changes will be saved.
6. Tap **Done**.

Changing Dialogue App Settings

To open the Dialogue app settings, tap **Menu** and select **Settings**. From the Settings screen, scroll to see all available settings. When you finish changing settings, tap **Done** in the upper left corner of the settings.

Profiles

Setting	Description
Save Profile	Allows you to save the current settings as a profile.
Load Profile	Allows you to load, rename, or delete a profile.

Navigation

Setting	Description
Button Click Sound	When turned on, this setting provides audible feedback when a button is selected.
Button Navigation Icons	When turned on, this setting displays the small navigation arrows in the top right corner of all buttons. When the setting is turned off, the arrows are hidden.




Page Size

Setting	Description
Status Bar	When turned on, this setting displays the device status bar above the SDB.
Keyguard Inset	When turned on, this setting adjusts the display for a keyguard.

Editing

Setting	Description
Menu Passcode	When applicable, enter the password you want to use in this field.
Use Menu Passcode	When turned on, this setting requires a password to access the Editing menus.

Speech

Setting	Description
Voice	The Voice setting displays the voice currently selected. To select a different voice, tap Voice to open a list of available voices. To hear how a voice sounds, select the  icon. Listen to several voices. Select the voice you want.
Rate	Use the slide bar to modify the rate of speech.
Voice Pitch	You can make a voice sound different by modifying the pitch. Select the pitch you want: Lowest, Lower, Low, Normal, High, Higher, or Highest. <i>Note:</i> This option is not available for all voices.
Defaults / Test	Test: To hear how the selected voice sounds at the modified rate and pitch, select Test . Defaults: To restore all speech settings to their default values, select Defaults . A warning appears. If you want to restore all the default speech settings, select Continue . If you want to keep the current speech settings, select Cancel .
Phone/FaceTime Voice	Select the voice you want to use for phone calls. The Phone/FaceTime Voice setting displays the voice currently selected. To download and install a different voice, tap Phone/FaceTime Voice to open a list of available voices. To hear how a voice sounds, select the  icon. Listen to several voices. When you find the voice you want, select the  icon to download and install it.

Speech Display Bar

Setting	Description
Allow Copy/Paste	When turned on, this setting gives the user the option to copy/paste from the SDB.
Auto Capitalization	When turned on, this setting capitalizes the first word of a sentence automatically.
Font	Select one of the 7 available fonts for use for text in the SDB.
Font Size	Determines the size of the font that appears in the SDB. Font sizes range from 14 Point to 72 Point. <i>Note:</i> If you try to select a font size and number of lines that together would make the SDB larger than the screen can accommodate, the font size will be adjusted down automatically to a value that allows the SDB to fill no more than 60% of the screen.
Font Color	Choose one of the 12 available font colors to apply to text in the SDB.
Background Color	Choose one of the 12 available background colors to apply to the SDB.
Number of Lines	Choose how many lines of text you want to appear in the SDB. The number of lines ranges from 1 Line to 10 Lines.
Visible Cursor	Turn this setting on if you want the cursor to appear in the SDB. Turn this setting off if you do not want the cursor to appear in the SDB. <i>Note:</i> If this setting is turned off and you insert the cursor at the end of the SDB while in Place Cursor mode, the cursor will not appear.
Allow Place Cursor	Turn this setting on if you want Place Cursor to appear as an option in the SDB context menu. This would allow you to press and hold on the SDB to place the cursor without setting up a Place Cursor button.
Tap Action	Choose Speak , Speak and Enlarge Text , or No Action when the SDB is tapped.
Highlight Spoken Word	Select a color to see the words highlighted in the SDB as they are spoken.
Highlight Color Phone/FaceTime	Select a color to see the words highlighted in the SDB as they are spoken during a telephony call.

Expanded Speech Area

Setting	Description
Font	Select one of the 7 available fonts for use for text in the expanded speech area.
Font Size	Determines the size of the font that appears in the expanded speech area.
Font Color	Choose one of the 12 available font colors to apply to text in the expanded speech area.
Background Color	Choose one of the 12 available background colors to apply to the expanded speech area.

Speak

Setting	Description
Speak Characters	When this setting is turned on, each character will be spoken as entered.
Speak Words	When this setting is turned on, each word will be spoken as entered.
Speak Sentences	When this setting is turned on, each sentence will be spoken as entered.
Auto Clear	Set what happens to text in the SDB after it is spoken. Off: Spoken text remains in the SDB until you clear it. Immediate: Text is cleared automatically from the SDB as soon as it is spoken. After Next Activation: Text is cleared automatically from the SDB when you activate a button in your vocabulary.
Prevent Interruption	When turned on, this setting will prevent interruptions of speaking a sentence if you accidentally hit another button while it is speaking.

Data Logging

Setting	Description
Enable Logging	Turn on data logging, allowing your device to collect language usage data which you can upload to the Realize Language website for web-based analysis or save to a file to analyze manually.
Privacy Password	Set or change your data logging privacy password.
Clear Log	Clear usage data for the current person.
Realize Language Setup	Upload data collected for a person to the Realize Language website for analysis.

Buttons

Setting	Description
Activate on Release	When this setting is turned on, a button will not activate until released, rather than on touch.
Dwell Time	Controls the delay before a button press is recognized in case a user needs to slide across multiple buttons before pressing the intended button.
Release Time	<i>Buttons:</i> All buttons are disabled for specified period of time after each button activation to prevent accidental double button activations. <i>SDB:</i> The SDB is disabled for the specified period of time after the user taps the SDB to prevent accidental speaking of words displayed in the SDB twice.
Highlight Touch	When this setting is turned on, a button is highlighted briefly when touched.
Gradient Fill	When this setting is turned on, button colors gradually blend into each other.
Gradient Saturation	Use the Gradient Saturation slider to adjust the saturation/opacity (intensity) of the gradient. Moving the slider to the right makes colors appear more saturated/opaque (intense). Moving the slider to the left makes colors appear less saturated/opaque (pale).
Hide All Icons	When turned on, this setting will hide all of the icons from the buttons and only the text will appear. Note that hiding the button icons will also force the SDB setting "Show Icons" off.
Blank Button Fill Color	Change the color in which blank buttons appear in your vocabulary.
Button Margin	To add extra space around buttons, select a margin size between 1 Point and 100 Point. The default size is None.

Whiteboard

Setting	Description
Disable drawing in split view	When turned on, you cannot draw on the whiteboard page when split view is enabled in iOS.
Scale drawing in split view	When turned on, whiteboard drawings are scaled according to the relative size of the app page when split view is enabled in iOS.
Reload last drawing	When turned on, the most recent drawing made on the whiteboard appears when you open Whiteboard.
Autosave drawing	When turned on, whiteboard drawings are saved automatically.

Head Tracking

Head tracking is only available on iOS devices or iPadOS devices that have a front-facing TrueDepth® camera.

Setting	Description
Enable Head Tracking	Turn head tracking on or off. When this option is turned on, you can use small head movements to control where the pointer moves on the screen. For details, see “Appendix B: Setting up and Using Head Tracking” on page 83.

Hiru

Eye tracking is only available for iOS devices or iPadOS devices connected to the Hiru Eye Tracking Module.

Setting	Description
Enable Hiru	Turn eye tracking on or off. When this option is turned on, you can use eye movements to control where the pointer moves on the screen. For details, see “Appendix C: Setting up and Using Eye Tracking” on page 89.

Message Banking

Setting	Description
PRC-Salttillo Message Bank Site	Takes you to the PRC-Salttillo Message Bank site. To return to the Dialogue app, tap Dialogue in the upper left corner of the screen.
MyMessageBanking Site	Takes you to MyMessageBanking.com. To return to the Dialogue app, tap Dialogue in the upper left corner of the screen.
Import Message Bank ZIP File	The PRC-Salttillo message banking website and myMessageBanking.com allow you to combine multiple recorded messages into a .zip file and download the file to your device. Tap Import , combine the messages you want, and download the .zip file to the app. The messages will appear automatically on pages in your Essence 60 or Essence 84 vocabulary.
Message Bank	Lists your banked messages.

Social Networking

This setting is available on non-dedicated devices only.

Setting	Description
Allow Social Networking	When turned on, this setting allows you to share text from the SDB to social networks.

Scanning

Setting	Description
Scanning Enabled	When turned on, the scanning settings are available. See “Using the Scanning Settings” on page 58.

Updating the Dialogue App Software

To update your Dialogue AAC app beyond version 2.39, your device must be running iPadOS 14 or iOS 14 or higher.

Updating the Dialogue App using the App Store® Icon

When an update is available, the App Store icon will appear with a number on the right-hand corner of the icon.

Important! Wi-Fi must be turned on.

1. Tap the App Store icon.
2. Tap **Updates** on the bottom right of the screen.
3. The Dialogue app will be listed under Updates.
4. Tap **Update** to the right of the Dialogue app.
5. Enter the Apple ID that you used to purchase the Dialogue app previously. The update will start downloading.

Updating the Dialogue App using iTunes

If you have iTunes version 12.6 or older, you can update the Dialogue app with the device connected to a computer running iTunes. If you have iTunes version 12.7 or newer, you must use the procedure shown above under “Updating the Dialogue App using the App Store Icon”.

Important! If you have a dedicated device, do **not** update iTunes to version 12.7 or newer. If you do, you will not be able to update the Dialogue app.

1. Connect the device to the computer.
2. Launch iTunes on the computer.
3. Go to the Apps section of iTunes.
4. Scroll to the Updates section and locate the option “Check for Updates” in the bottom right corner of the screen.

Note: The location of the Updates option depends on the version of iTunes you are using.

5. Enter the Apple ID that you used to purchase the Dialogue app previously.
6. The update will start downloading.

Analyzing Language Development

You can use the data logging capabilities of your device to collect information on a person's language development. Then you can upload that information to the Realize Language™ website.



This process allows you to monitor, measure and maximize the person's use of the device.

Using the Realize Language Website

Realize Language is a subscription-based online service that organizes and analyzes information and presents the results in easy-to-understand graphic formats that provides valuable insights into each person's language development. Using this service from your computer, you can

- Track the person's progress and communication development over time
- Compare different aspects of communication automatically
- Create a detailed summary of performance
- Share information with others
- Quickly create reports that anyone can understand

To learn more, go to the Realize Language website: <https://realizelanguage.com/info/>

To view or download the Realize Language Starter's Guide, go to <https://realizelanguage.com/info/support>

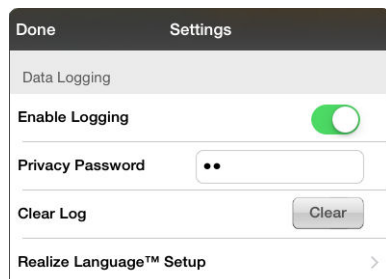
For Customer Support:


If you have a problem with the Realize Language website, email support@realizelanguage.com

Turning on Data Logging from Your Device

When data logging is turned on, your device collects language usage data which you can upload to the Realize Language website for web-based analysis or save to a file to analyze manually.

1. In the Dialogue app tap **Menu** and select **Settings**.



2. Under Data Logging, turn on **Enable Logging**.
3. When data logging is turned on, the data logging icon  will appear in the Speech Display Bar.

Creating a Privacy Password

Data logging provides the option to create a privacy password to protect the data you collect against unauthorized access.

1. Under Data Logging, tap the password box located to the right of **Privacy Password**. A cursor will appear in the password box and keyboard will be displayed.
2. Type the privacy password you want to use and tap **Done**. The Confirm New Privacy Password prompt will be displayed.
3. Type your password again and tap **Enter**. “New Password Set” will be displayed.
4. Tap **OK** to close the message.

Manually Uploading Data for Analysis

Upload data collected for a person to the Realize Language website for analysis.

1. Connect the device to your computer.
2. Open iTunes on the computer.
3. In iTunes on the computer, tap on the device and tap **File Sharing**.
4. Scroll down until you see the **Dialogue** app.
5. Highlight the **logFile.txt** file that you are uploading.
6. Click **Save To** on the bottom right. A Windows save box will open. Select the folder in which you want the file saved.
7. Log onto the Realize Language website.
8. Select **Upload Data File** and then **Select a File to Upload**.
9. Select the file and click **Upload**.

Clearing Usage Data


To clear usage data for the current person:

1. Under Data Logging, tap the **Clear** button.
2. The Privacy Password prompt and keyboard will be displayed. Type your privacy password and tap **Enter**.
3. “Do you really want to Clear Log?” will be displayed. Choose **Yes** to clear the data log.
4. “Clear Log Completed” will be displayed. Tap **Okay** to close the message.

Changing or Removing Your Privacy Password


By default, each time you save data to a file, you enter a password. Entering a password helps ensure privacy—only you will be able to view the data. You can change this privacy password as often as you want, or you can eliminate the need for a privacy password.

To change your privacy password:

1. Under Data Logging, tap the password box located to the right of **Privacy Password**. A Privacy Password prompt and keyboard will be displayed.
2. Type your old privacy password and tap **Enter**. A cursor will appear in the password box.
3. Use the backspace key  to clear the Privacy Password field.
4. Type your new password and tap **Done**.
5. The Confirm New Privacy Password prompt will be displayed. Type your new password again and tap **Enter**.
6. “New Password Set” will be displayed. Tap **OK** to close the message.

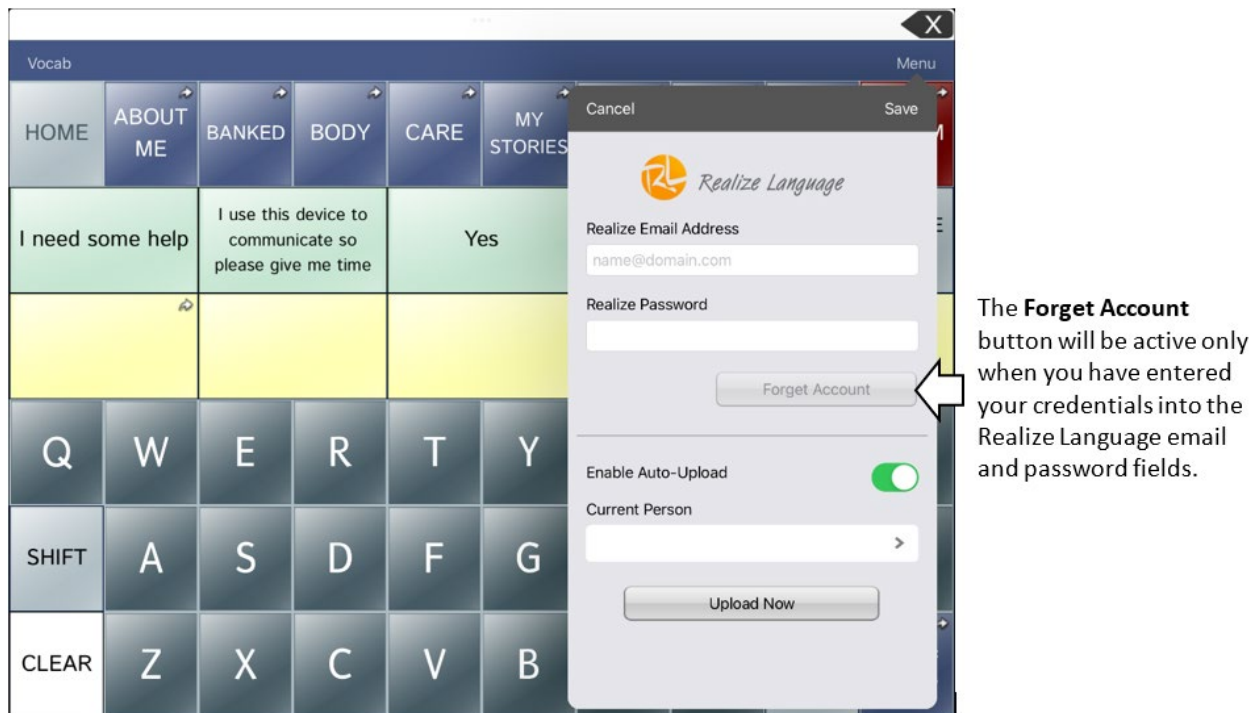
To remove your privacy password:

If you prefer not to enter a password each time you save data to a file, use this procedure. Keep in mind, however, that you will also lose the privacy protection a password provides.

1. Under Data Logging, tap the password box located to the right of **Privacy Password**. A Privacy Password prompt and keyboard will be displayed.
2. Type your old privacy password and tap **Enter**. A cursor will appear in the password box.
3. Use the backspace key  to clear the Privacy Password field and tap **Done**.
4. “Privacy Password Cleared” will be displayed. Tap **OK** to close the message.

Clearing Your Realize Language Account Credentials

If you want to clear your Realize Language account credentials, select the **Forget Account** button in the Realize Language login window. For example: You are a clinician and you want to disconnect from your Realize Language account before loaning a device to a client. By doing this, your Realize account email address is not visible, and your account will not accumulate data collected for the client.



When you select the **Forget Account** button:

- You will be prompted to confirm that you really want to clear your Realize Language credentials.
- If you confirm, your stored Realize Language credentials will be cleared, Enable Auto-Upload will be disabled, and the login window will close.

Adding a Webhook Event to a Button

Do you know about webhooks and would you like to use them with your device? Here's how the Dialogue app supports them. *Please note that this section requires a basic understanding of webhooks and programming skills.*

Important! You must be connected to Wi-Fi to use webhooks.

Terms Used in This Section

Term	Meaning
webhook	A webhook is an event that triggers an action.
webhook service/provider	A webhook service is a web application for retrieving and storing data from a certain event.
webhook event	<p>A webhook event is a web request via a URL that can contain additional information needed by the webhook service/provider.</p> <p>There are two parts to a webhook event: (1) the URL and (2) the payload in JSON format. The event is the piece that the Dialogue app sends.</p> <p><i>Event example:</i> Create a document</p>
URL	A URL is a website address. For webhooks, a URL is the address sent to trigger an event. Webhooks use the http protocol to communicate with the webhook service/provider.
payload	<p>Additional instructions can be sent with the URL to perform the event. These additional instructions are referred to as a payload.</p> <p><i>Note:</i> Not all events need a payload.</p> <p><i>Payload examples:</i> Add content to your document (see “webhook event” above); format the content</p> <p>The webhook service/provider defines the payload. Here's what a small portion of a payload looks like when it's delivered to a webhook service:</p> <pre>{ "event_id": "LtWXD3crgy", "event_type": "form_response", "form_response": { "form_id": "IT4Z3j", "token": "a3a12ec67a1365927098a606107fac15", "submitted_at": "2018-01-18T18:17:02Z",</pre>
JSON	Webhooks must deliver responses (payloads) in JSON format, a language used by programmers. The Dialogue app provides an interface for these responses. The example under “payload” above is in JSON format.

Adding a Webhook Event

You can create as many webhook buttons as you want, but you can only specify one URL for each button.

Examples of webhook events: send the latest weather report to your device; trigger a payment; send an alert when something happens; turn on a light; open a door; set a thermostat; operate a smart home device

Note: You can simplify programming webhooks by using ChatEditor, especially copying and pasting URLs and entering data in JSON format.

1. Go to the page on which you want the webhook button and tap **Menu**.
2. Select **Edit Page**. The page is now in Edit Mode.
3. Either tap or touch and hold the button you want to modify. The Edit Button menu opens.
4. Select **Edit This Button**. A window opens that will allow you to modify the button.
5. Enter a button label and select or import an image.
6. Scroll down to the Button Actions section.
7. Tap **Add** to open a list of actions.
8. Tap **WebHook** to open a window.
9. Tap after **https://** to insert a cursor and open a keyboard.
10. Enter the URL for the webhook event. This can be copied from the webhook service/provider site.
11. If your event requires a payload, tap in the **JSON** field to insert a cursor and enter the data in JSON format that you want to send from the button.
12. To test the webhook, tap **Test Webhook**.
13. When you finish, tap **Done**. The webhook URL will appear in the Button Actions section.
14. Tap **Save**.
15. Make sure you have an active Wi-Fi connection and choose the button you created.

A screenshot of a mobile application interface for configuring a webhook. The dialog has a dark header with 'Cancel' on the left and 'Done' on the right. Below the header, there are two main sections: 'WebHook URL' and 'WebHook JSON'. The 'WebHook URL' section contains a text input field with 'https://' entered. The 'WebHook JSON' section contains a text input field with '{' and '}' entered. At the bottom of the dialog, there is a button labeled 'Test Webhook'.

Non-Dedicated Devices: Viewing Dialogue and Another App Side-by-Side

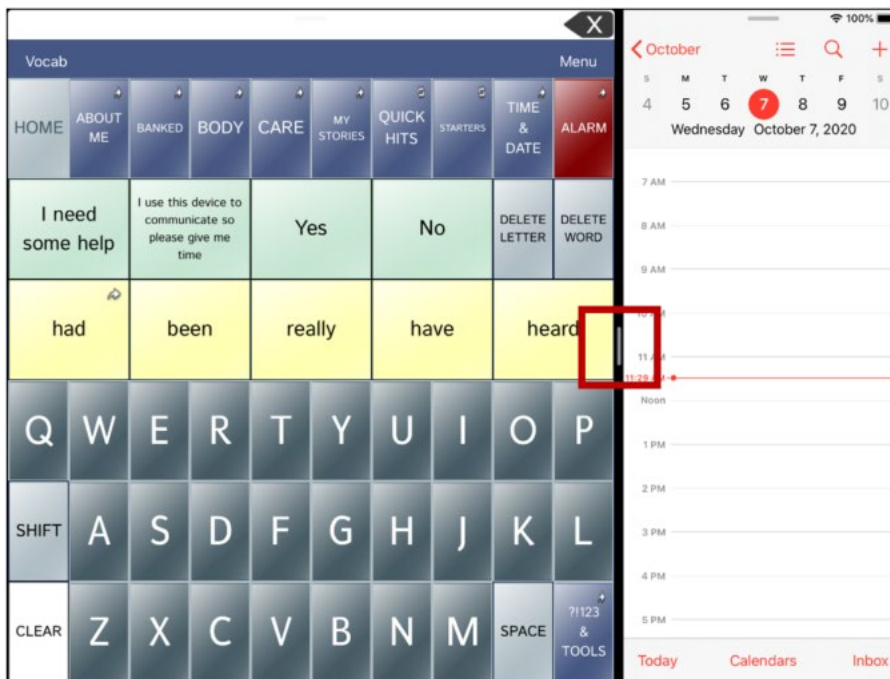
On a non-dedicated device, iOS Split View allows you to view two apps side-by side at the same time. Not all apps support this feature. Split View should function by default. If Split View does not function by default, open the iOS Settings, select **Home Screen & Dock**, select **Multitasking**, and turn on **Allow Multiple Apps**.

Important! If you are using Dialogue on a dedicated device, you will not be able to use Split View.

1. On your device, open the Dialogue app.
2. Swipe up from the bottom of the screen to display the list of your recently used apps.



3. On the list, touch and hold the icon for the app you want to view with Dialogue and then drag it off the dock to the left or right edge of the screen. The apps will appear side-by-side.



Note: To adjust the relative size of each app, drag the app divider to the left or right.



Telephony: Using the Dialogue App to Make Phone Calls

Important!

- You must be using the Dialogue app on a non-dedicated device. If you are using a dedicated device, you will not be able to use the phone functionality.
- You must have version 2.27 or later of the Dialogue app.
- You and each person you call must have a FaceTime account.

To select or change your phone voice:

During a phone call, your phone voice will be different from your usual device voice.

1. In Dialogue app Settings, in the Speech section, select **Phone/FaceTime Voice** to open a list of available voices. The voice currently selected displays a checkmark.
2. To change the voice, select the  icon to hear how a voice sounds. Listen to several voices if necessary.
3. When you find the voice you want, select the  icon to download and install it.

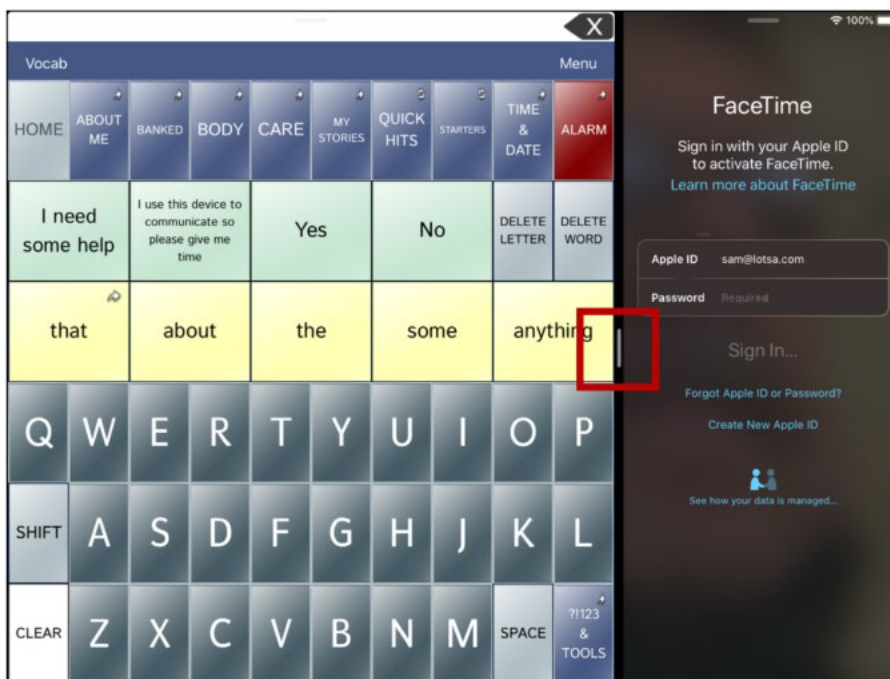
To make a phone call:

1. On your device, open the Dialogue app.
2. Swipe up from the bottom of the screen to display the list of your recently used apps.



Hint: If you haven't used the FaceTime app recently, the icon will not appear on the list. Open FaceTime and then close it. The icon will then appear on the list.

3. On the list, touch and hold the FaceTime app icon and then drag it off the dock to the left or right edge of the screen. Dialogue and FaceTime will appear side-by-side.



Note: To adjust the relative size of each app, drag the app divider to the left or right.

4. From the FaceTime app, select the person you want to call.
5. When the person you are calling answers, use the Dialogue app to start speaking.
Note: During the call, dialogue will switch from your usual device voice to the Phone/FaceTime voice you selected. When you end the call, Dialogue will switch back to your usual device voice.
6. To close FaceTime and Split View when you end the call, drag the app divider over FaceTime.

Note: If you want to see words highlighted in the SDB as they are spoken during a telephony call, see [“Highlighting Words as They are Spoken during a Telephony Call”](#) on page 56.

Backing up Your Device

Important! These procedures explain how to back up and restore device files only. They do not apply to Essence vocabulary files.

1. Open the iTunes application on the computer.
2. Connect your device to the computer using a USB cable.
3. In iTunes, the device will appear on the left side.
4. Right-click on the device and choose **Back Up**.
5. iTunes will start to back up the device.

Restoring Your Device

1. Open the iTunes application on the computer.
2. Connect your device to the computer using a USB cable.
3. In iTunes, the device will appear on the left side.
4. Right-click on the device and choose **Restore from Backup**.
5. iTunes will then prompt you to select the backup. Choose the one that is the most recent sync, to ensure having the current versions.
6. iTunes will start restoring the device from the backup.

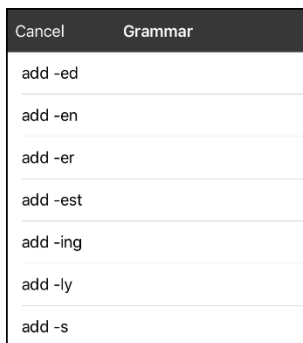
Appendix A: Advanced Grammar Features

The features explained in this appendix are intended for persons with extensive knowledge of grammar. Please note that this is an alternative way to set up grammar within a vocabulary file. Some vocabulary files already have a grammar in place.

Creating a Grammar Button

To create a button that changes a word to a different grammatical form:

1. Go to the page with the button location you want.
2. Tap **Menu** and select **Edit Page**.
3. Tap the button you want to use.
4. Select **Edit This Button**.
5. Add a label. For example, enter **-s**.
6. Scroll down to the Button Actions section.
7. Tap **Add**.
8. Tap **Grammar Action**. The Grammar actions will be displayed.






9. Tap the action you want. For example, tap **add -s**. The action will be listed in the Button Actions section.
10. Tap **Save**. In this example, a button labeled **"-s"** will be available to pluralize all nouns.

Identifying Parts of Speech

To apply a part of speech to a button:

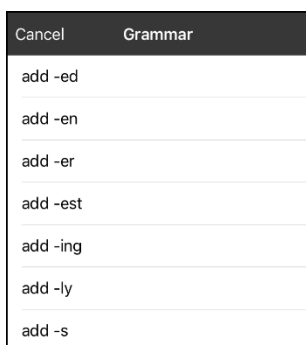
1. Navigate to a page of "things" (nouns).
2. Tap **Menu** and select **Edit Page**.
3. Tap a "thing" button (for example, **car**), select **Edit This Button**, and scroll down to the **Actions** section.
4. Choose **Add** to open the list of actions.
5. Select **Apply Grammar Property**. The Part of Speech menu will list adjective, noun, and verb options.
6. Select the applicable part of speech (for example, **noun**).
7. Choose **Save**. In this example Apply Grammar Property (noun), will appear at the bottom of the list of actions defined for the button.

Important! The grammar property must appear first in the list of actions. You'll need to move it to the top of the list.

8. Tap **Edit**. A delete icon  will appear in front of each action and gray bars  will appear to the right. Touch and hold the gray bars  to the right of the Apply Grammar Property (noun) action and drag it to the top of the list of actions.
9. Choose **Save**.
10. Repeat steps 3 through 10 for the remaining “thing” buttons on the page.

Creating a Grammar Rule Button

1. Tap the button you want to set up as a pluralize button, choose **Edit This Button**, enter a label for the button (for example “-s”), and choose the **Actions** tab.
2. Choose **Add** to open the list of actions.
3. Select **Apply Grammar State**. The Grammar menu will display a list of options.



These options perform as follows:

Option	Application
add -ed	verb simple past tense
add -en	verb past perfect participle
add -er	adjective comparative
add -est	adjective superlative
add -ing	verb present participle/gerund
Add -ly	adverb
add -s	noun plural

4. Select the applicable option (for example, **add -s**).
5. Choose **Save**. In this example, Apply Grammar State (add -s) will appear in the list of actions defined for the button.
6. Remove any other actions that were already on the list.
7. Choose **Save**. In this example, a button labeled “-s” is now available to pluralize all words identified as nouns.

Using Your Grammar Rule Button

Place the grammar rule button on a page of applicable items. For example, place a pluralize button on a page of things (nouns). If you tap your pluralize button and then choose a thing, you will need to tap the pluralize button again before pluralizing another thing.

1. In the Speech Display Bar (SDB), enter the words you want to speak **up to** the thing you want to pluralize. For example, enter “I want more”.
2. Tap the “-s” button you created in the previous section, [Creating a Grammar Rule Button](#).
3. Choose the thing button you want (for example, **car**). The SDB will display “I want more cars”.

Clearing a Grammar Rule

You may find it useful to create a Clear Grammar State button.

If you tap the pluralize button and decide you don’t want to pluralize a word on the current page, you can move to another page of things, select a noun from that page, and that noun will be pluralized.

If, however, you tap the pluralize button and decide you don’t want to pluralize any word, the software will pluralize the next noun you select unless you clear the pluralize state. In this case, after you tapped the pluralize button and then changed your mind, you would navigate to your Clear Grammar State button and tap it. From that point forward, nouns won’t be pluralized until you tap your pluralize button.

To create a button for clearing the current grammar state:

1. Go to the page with the button you want to use and tap **Menu**, select **Edit Page**, and select **Edit This Button**.
2. Give the button a label, scroll down to the Actions section, select **Add**, and select the action **Clear Grammar State**,
3. Remove any other actions that were already on the list.
4. Choose **Save**. This button will now clear any grammar state that has been activated.

Appendix B: Setting up and Using Head Tracking

This appendix explains how to set up and use head tracking with the Dialogue app.

Setting up Head Tracking

Note: Head tracking is only available on iOS devices or iPadOS devices that have a front-facing TrueDepth® camera.

The head tracking feature allows individuals who are unable to use their hands to alternatively use small head movements to control where the pointer moves on the screen. The front camera in your device translates these head movements into pointer movements and activations/selections on the screen.

Turning Head Tracking On or Off

To access the head tracking settings, tap **Menu** and select **Settings**. Under Head Tracking, tap **Enable Head Tracking** to turn head tracking on or off.

Important!

- The first time you enable head tracking, you will be prompted to allow access to the device's front-facing camera. Select **OK**. If you don't allow access, you will not be able to use head tracking.
- If the message "Camera Permission Denied" appears, see the resolution under "[Troubleshooting Head Tracking](#)".

Positioning the User



Analysis of positioning by a qualified person is required to prevent repetitive stress injuries to the user.

Position the user approximately 12 to 36 inches from the device screen. You may find that the user has more control when located toward the lower end of that range.

If someone is sitting beside the user, try to position the device to face the user as much as possible. If the camera detects two faces, the head tracking system will choose the largest or most clearly recognizable face.

Adjusting Head Tracking Settings

It is important to adjust the head tracking settings in the Dialogue app to work best for the individual who will be using it.

Important! Because head tracking depends on the user's head movement capabilities, these instructions only cover the setup basics. You may need to refine your settings several times. We suggest changing one setting at a time.

To change a setting:

1. Tap **Menu** and select **Settings**.
2. Under Head Tracking, select the setting you want to change. A list of options will be displayed.
3. Select the option you want.
4. Choose **Done**.

Available Settings




Note: The default setting for each option in this section is indicated by an asterisk *.

Tracking Speed

The relative speed at which the cursor moves on the screen for each head movement. Choose from the following tracking speeds: Very Slow, Slow*, Normal, Fast, and Very Fast. The slower settings require greater head movement; the faster settings require less head movement.

Cursor Shape

The type of cursor that is displayed to indicate head position as you move your head and make selections. You can indicate head position by cursor, by highlight, or by both at the same time. Choose from the following cursor shapes.

None	No visible cursor. <i>Note:</i> If you select None, it is best to turn the Highlight Buttons setting on. If you set Cursor Shape to None and turn Highlight Buttons off, you will have no visible way to track head movement.
Dot*	
Crosshair	
Arrow	


Off-Screen Indicator

Indicates when head movement is taking the cursor off the screen to the left, right, top, bottom, or any corner. Choose from the following off-screen indicators.

None	No off-screen indicator will appear
Dot	A dot will appear at the edge of the screen. The dot gets larger the farther off-screen you move.
Triangle*	A triangle will appear at the edge of the screen

Trigger Action

The head or face action that will make an activation. When you stop moving your head to point at the item you want, the cursor appears on that item or the item is highlighted. The selected action then activates the item. Choose from the following trigger actions.

None	No activations will be made
Hover 	<p>When you point at an item for an extended time, a circle begins to form around the cursor. When the circle is complete (determined by your Hover Time setting), the item is activated. If you point away from the item before the circle is complete, the item is not activated.</p> <p><i>Note:</i> When you select Hover as the trigger action, the setting Hover Time replaces the setting Trigger Sensitivity.</p> <p>Important! If you select Hover as the trigger action, do not attempt to pause head tracking. Currently, the hover trigger will not resume head tracking.</p>
Blink*	Blink your eyes to make an activation.
Mouth Open	Open your mouth to make an activation.
Eyebrows Up	Raise your eyebrows to make an activation
Tongue Out	Stick out your tongue to make an activation
Smile	Smile to make an activation
Frown	Frown to make an activation

Hover Time

When you select **Hover** as the trigger action, the setting Hover Time replaces the setting Trigger Sensitivity. Choose from the following hover times: 0.5 Seconds, 0.75 Seconds, 1 Second, 1.25 Seconds, 1.5 Seconds, 1.75 Seconds, 2 Seconds, 2.5 Seconds, 3 Seconds



Trigger Sensitivity

The degree of trigger movement required to make an activation. Choose Low, Medium, or High*.

Note: When you select **Hover** as the trigger action, the setting Hover Time replaces the setting Trigger Sensitivity.

Trigger Indicator

The visual indication that an item has been activated. Choose one of these indicators:

None	No visual indicator
Dot 	A light-colored, transparent dot
Pop* 	A starburst

Note: **X** appears when you try to use your trigger action on a non-selectable item.


Highlight Buttons

When Highlight Buttons is turned on, buttons are highlighted by a colored outline to indicate head position as you move your head. Tap to turn on the highlight. You can indicate head position by cursor, by highlight, or by both at the same time.

Note: Highlight Buttons is turned on by default. If you turn Highlight Buttons off, be sure to select a cursor shape. If you turn Highlight Buttons off and set Cursor Shape to None, you will have no visible way to track head movement.

Cursor Adjustment

Cursor Adjustment allows you to adjust the relative position of the cursor when the user is unable to be positioned directly in front of the device. Choose one of these options:

Defaults	Selecting Defaults will reset the cursor's center position back to system defaults. This assumes the user is positioned directly in front of the device.
Center	<p>Selecting Center will adjust the position of the cursor so that it is centered with respect to the user's current head position. If you change the orientation or the position of the device relative to the user, you may need to re-center the cursor.</p> <p>For example, a device is mounted slightly to the left of the user on a wheelchair. Because of this, when the user looks straight ahead, the cursor may appear shifted to the right. To compensate for this, have the user position his or her head at a comfortable, natural starting position and then select Center. This will automatically adjust the cursor so that it is once again centered on the screen, relative to the user.</p> <p>When you select Center, the cursor is hidden temporarily and the centering image appears in the center of the screen.</p>  <p>Have the user look at the image until the image disappears (after three seconds). The cursor will be centered.</p> <p><i>Hint:</i> You can also center the cursor by creating a Center button in your vocabulary.</p> <ol style="list-style-type: none">1. Navigate to the page that includes the button you want to use.2. Tap Menu, tap Edit Page, tap the button you want to use, and tap Edit This Button.3. Give the button a name that describes its purpose.4. Scroll down to the Button Actions section.5. Tap Add.6. Scroll through the list of actions and select Center Head Tracking.7. Tap Save and Done.

Cursor Smoothing

Smoothing compensates for minor shakiness or tremors to reduce accidental button activations. The greater the user's involuntary head movement, the more you may need to increase the smoothing value to compensate. A lower smoothing value will also make the cursor more responsive. Choose one of these options:

Low	The cursor will appear less stable but will be more responsive to head movements.
Medium*	The cursor will appear slightly more stable and will be slightly less responsive to head movements.
High	The cursor will appear very stable but will be less responsive to head movements.

Rest Area

The rest area is an inactive area surrounding the last activation point. This area allows the user to rest before moving to the next activation. When the user is within the rest area, head-tracking does not make activations via any trigger action. To access the rest area settings, choose **Rest Area** from the Head Tracking settings. The rest area settings will be displayed.

To activate the rest area:

Select the Rest Area On/Off button to turn the rest area **On**. Turning the button on activates the rest area and the rest area settings.

Note: When the Rest Area On/Off button is turned **Off**, the rest area settings are not available.

To set the size of the rest area:

Select **Rest Area Size** to open a window for adjusting the size of the rest area radius. Select a value and choose **OK**.

Note: Even if Rest Area Size value is set to **Off**, the "Use Button as Rest Area" option is still available.

To use the last vocabulary button activated as the rest area:

Select **Use Button as Rest Area**. The last vocabulary button activated becomes the rest area. While the pointer is within the button, head tracking does not make any activations, allowing the user to rest. "Show rest area" and "Rest area size" are not needed and are therefore not available when User Button as Rest Area is selected.

To make the rest area visible on the screen:

Select **Show Rest Area**. A light circle will outline the rest area perimeter.

Note: Selecting Show Rest Area does not enable the rest area itself. It merely makes the rest area visible on the screen. The Rest Area On/Off setting (see above) enables and disables the rest area.

To leave the rest area:

To leave the rest area and resume making activations, the user simply moves the pointer out of the rest area circle or off the vocabulary button used as the rest area.

Additional Setting – Auto-Lock Time

If the device screen dims while you are using head tracking, change the Auto-Lock time. Change the time only as much as necessary. Longer auto-lock times will use more battery charge.

1. Open the iPad settings.
2. Select **Display & Brightness** in the left pane.
3. In the right pane, select **Auto-Lock**.
4. Select the next higher time value.
5. Return to the Dialogue app and continue using head tracking.
6. If the screen still dims too soon, repeat steps 1 through 5.

Head Tracking Tips





Pausing Head Tracking

When you turn head tracking on, “Pause” appears centered between Vocab and Menu. When you activate Pause, head tracking stops temporarily and “Resume” appears. Use your trigger action to activate Resume and start up head tracking again.

Note: When the on/off head tracking setting **Start Paused** is turned on, head tracking is paused by default when opened. Simply Activate **Resume** to start making selections.

Scrolling

When head tracking is enabled, quick scroll arrows appear in the corners of the Dialogue app settings and the list of vocabularies. When you need to scroll through these lists of items, point at and trigger the appropriate quick scroll arrow.

	Scroll down through the listed items
	Scroll up through the listed items
	Jump to the bottom of the list
	Jump to the top of the list

Troubleshooting Head Tracking

When you try to enable head tracking in the Dialogue app settings, you see the message “Camera Permission Denied”.

While customizing a vocabulary sometime in the past, you may have denied camera access.

Resolution:

1. Open the iPad settings.
2. Select the **Dialogue** app in the left pane.
3. In the right pane under “Allow Dialogue to Access”, turn **Camera** on.
4. Return to the Dialogue app and enable head tracking in the settings.

Appendix C: Setting up and Using Eye Tracking

This appendix explains how to set up and use eye tracking with the Dialogue AAC app.

Eye Tracking Safety Information

Fatigue

- ⚠ While the user is getting used to eye tracking, take frequent breaks to rest the user's eyes and relax his or her concentration.
- ⚠ Some people may experience a certain amount of fatigue (due to intentional eye focusing and hard concentration) or even a dryness of the eyes (due to less frequent blinking) when first getting used to eye tracking. If you are experiencing fatigue or dry eyes, start off slowly and limit the length of your eye tracking sessions to your comfort level. Moisturizing eye drops can be helpful to combat dryness.

Seizures

- ⚠ Some people may have epileptic seizures triggered by light flashes or patterns. This may occur while presented successive pictures or video material, even if they have never had a seizure before. Observe the individual using the system. Move the person away from the system immediately and consult a physician if the individual shows the following or similar symptoms: involuntary movements, disorientation, convulsions, loss of awareness, or altered vision.

Infrared Emissions

- ⚠ Your eye tracking system uses infrared (IR) technology. Certain medical devices are susceptible to disturbance by IR emissions. Do not use the eye tracking system when in the vicinity of such susceptible medical devices. If you have questions about the susceptibility of a medical device to the infrared technology that is part of your eye tracking system, *consult the manufacturer of the medical device or your health care provider.*

Setting up Eye Tracking

Note: Eye tracking is only available for iOS devices connected to the Hiru Eye Tracking Module. The module is sold separately. For more information, go to <https://www.irisbond.com/en/products/hiru-the-first-multiplatform-eye-tracker/>

The eye tracking feature allows individuals who are unable to use their hands to alternatively use eye movements to control where the pointer moves on the screen. The camera on the Hiru module translates your eye movements into pointer movements and activations/selections on the screen.

Enabling Hiru to work in Dialogue

Important!

- Please make sure the Hiru module is plugged into the iPad properly.

Note: For additional information regarding the operation and safety of this device, go to <https://www.irisbond.com/en/products/hiru-the-first-multiplatform-eye-tracker/> and select **Support**.

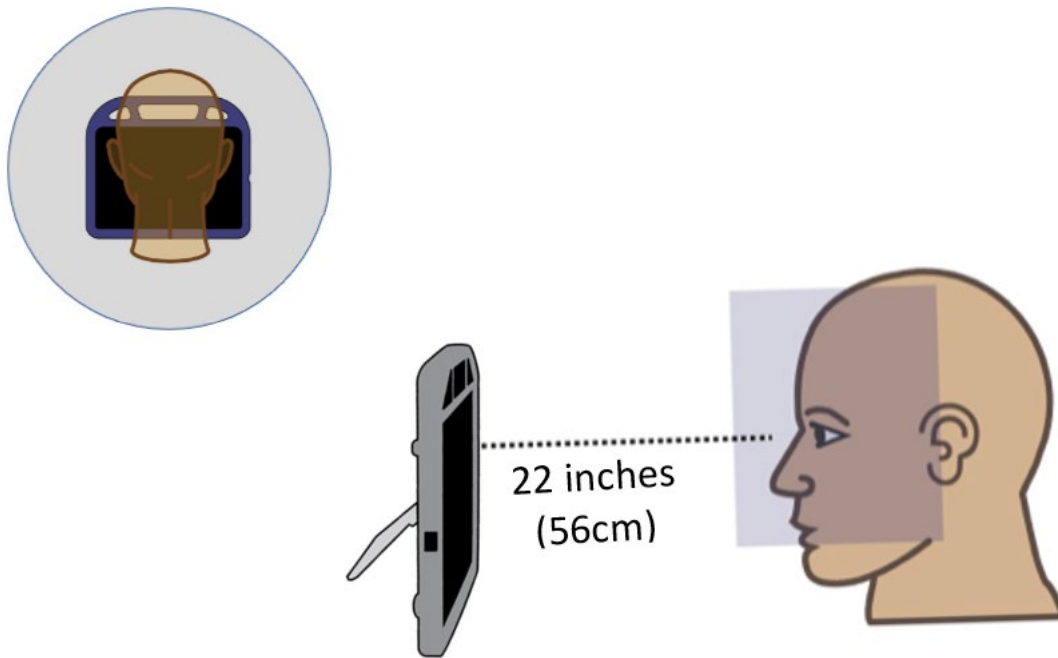
- When starting Hiru with Dialogue for the first time:
 1. Close Dialogue by swiping out of the application.
 2. Plug the Hiru into your iPad and watch the lights on the Hiru Module to make sure it is active. The pupil detection light should come on first, followed by the tracking LEDs on each side of the module.
 3. Make sure the Hiru is communicating with iOS. You should immediately see the iOS pointer moving on your screen
 4. Start Dialogue.

To access the eye tracking settings, choose **Menu** and then **Settings**. Under “Hiru”, tap **Enable Hiru Tracking** to turn eye tracking on or off.

- If the message “Hiru not detected. Please contact support” appears, see the resolution under “Troubleshooting Eye Tracking”.

Positioning the User

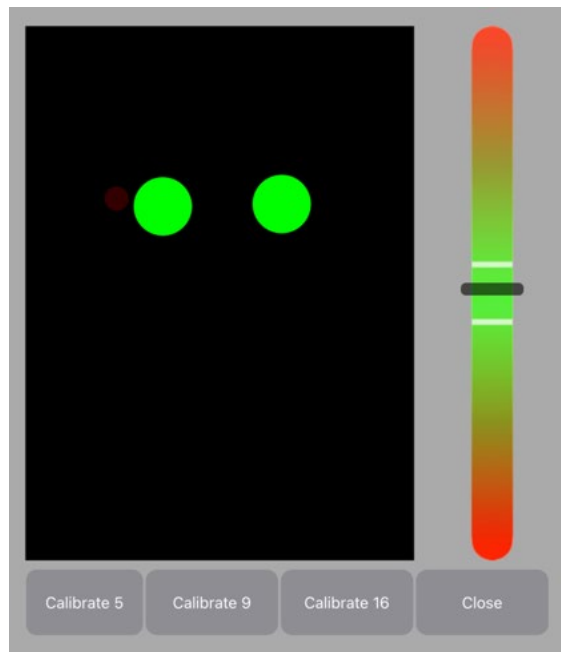
- ☑ Analysis of positioning by a qualified person is suggested to ensure proper use and setup of the Hiru module.
- ☑ Position the user approximately 20-22 inches from the device screen. Actual distance may vary from user to user or if you wear glasses.
- ☑ The user's eyes should be looking into the upper 1/3 of the screen.
- ☑ If the camera sees your pupils (which are used for tracking) the white light will appear on top of the module. If you look around the screen, this light should remain stable and always lit you are using the Hiru module. If you see flicker with this light, adjust your positioning.
- ☑ If someone is sitting beside the user, try to position the device to face the user as much as possible. If the camera may detect that person's eyes, the eye tracking system will choose whichever eyes it sees most clearly.



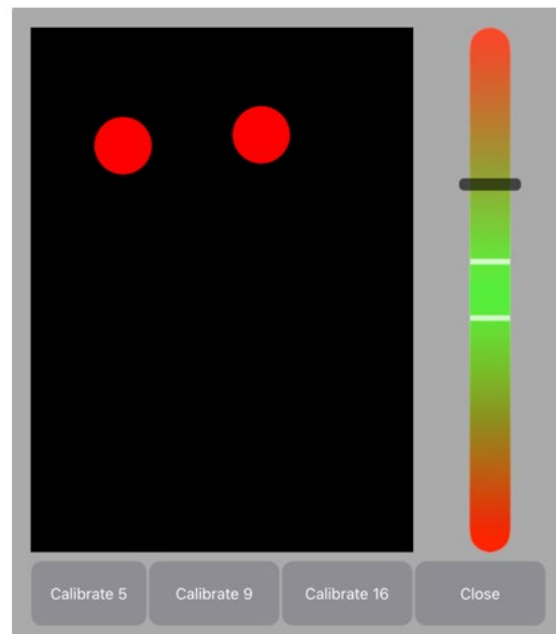
Calibrating Eye Tracking

Configuration Utility

To further refine your positioning and calibrate the Hiru: select **Menu** and then **Settings**. Scroll down to the “Hiru” section and select the Configuration Utility Open button. The configuration utility appears.



Proper alignment



Sitting too close

- The left pane displays the eye locations. If eyes are positioned within a proper distance from the device, they should appear green. Otherwise, they will appear red. The pupils should remain stable at all times. If you see the pupils flickering, please see possible solutions under “Troubleshooting Eye Tracking”.
- The right bar displays the optimal distance, and you want to maintain that distance within the green area. If you move closer the line will move up. If you move back, the line will move down.

To calibrate eye tracking, the user will track a white dot which appears at various points on the screen.

To set the number of calibration points the user will track, select either:

- Calibrate 5,
- Calibrate 9, or
- Calibrate 16.

Choose the calibration you desire based upon the size of the buttons you wish to use, larger buttons or fewer buttons displayed require smaller calibrations. Higher calibrations (9 or 16) are good for smaller buttons or a larger array of them being displayed.

Notes:

- When you calibrate in Dialogue, you do NOT need to re-calibrate to operate eye tracking with Hiru in the iOS home screen or other apps. Your calibration is loaded into the tracker and can be used through the entire iOS system.
- Your calibration is also saved even when you power it down and restart. However, it is recommended that you verify the calibration is consistent between uses by checking the alignment of the cursor against various buttons on the screen. Otherwise, if the calibration does not feel accurate, you should re-calibrate.

When you finish calibrating eye tracking, select **Close**. If for some reason you do not complete your calibration or your pupils are not detected, you will receive a timeout message asking you to either cancel the calibration or retry.

Adjusting Eye Tracking Settings

It is important to adjust the eye tracking settings in the Dialogue software to work best for the individual who will be using it.

Important! Because eye tracking depends on the user's eye movement capabilities, these instructions only cover the setup basics. You may need to refine your settings several times. We suggest changing one setting at a time.

To change a setting:

1. Choose **Menu** and then **Settings**.
2. Under Hiru, select **Enable Hiru** and then enable the setting. The eye tracking settings will be displayed.

Note: You will only see the Hiru settings in the Settings menu once the Hiru module has been connected to your device for the first time. If your device has never connected to the module, Enable Hiru and the associated settings will not be visible.

3. Select the setting you want to change. A list of options will be displayed.
4. Select the option you want.
5. Choose **Done**.


Available Eye Tracking Settings

Trigger Action

The action that will make an activation. When you look at the item you want, the cursor appears on that item or the item is highlighted. The selected action then activates the item. This is used in conjunction with the Hiru Eye Tracking module.

If your iOS device includes a TrueDepth camera, the following trigger actions are available.

Note: If your iOS device does not include a TrueDepth camera, only the Hover trigger action is available.

None	No activations will be made
Hover* 	<p>When you point at an item for an extended time, a circle begins to form around the cursor. When the circle is complete (determined by your Hover Time setting), the item is activated. If you point away from the item before the circle is complete, the item is not activated.</p> <p><i>Note:</i> When you select Hover as the trigger action, the setting Hover Time replaces the setting Trigger Sensitivity.</p> <p>Important! If you select Hover as the trigger action, do not attempt to pause eye tracking. Currently, the hover trigger will not resume eye tracking.</p>
Blink**	Blink your eyes to make an activation.
Mouth Open**	Open your mouth to make an activation.
Eyebrows Up**	Raise your eyebrows to make an activation
Tongue Out**	Stick out your tongue to make an activation
Smile**	Smile to make an activation
Frown**	Frown to make an activation

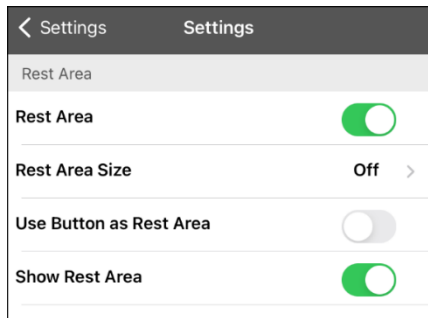
***Does not require True Depth Camera. **Requires the use of the True Depth Camera**

Hover Time

When you select **Hover** as the trigger action, the setting Hover Time replaces the setting Trigger Sensitivity. Choose from the following hover times: 0.5 Seconds, 0.75 Seconds, 1 Second, 1.25 Seconds, 1.5 Seconds, 1.75 Seconds, 2 Seconds, 2.5 Seconds, 3 Seconds. The Default time is 1.5 Seconds.

Rest Area

The rest area is an inactive area surrounding the last activation point. This area allows the user to rest before moving to the next activation. When the user is within the rest area, eye tracking does not make activations via any trigger action. To access the rest area settings, choose **Rest Area** from the Hiru settings. The rest area settings will be displayed.



To activate the rest area:

Select the Rest Area On/Off button to turn the rest area **On**. Turning the button on activates the rest area and the rest area settings.

Note: When the Rest Area On/Off button is turned **Off**, the rest area settings are not available.

To set the size of the rest area:

Select **Rest Area Size** to open a window for adjusting the size of the rest area radius. Select a value and choose **OK**.

Note: Even if Rest Area Size value is set to **Off**, the “Use Button as Rest Area” option is still available.

To use the last vocabulary button activated as the rest area:

Select **Use Button as Rest Area**. The last vocabulary button activated becomes the rest area. While the pointer is within the button, eye tracking does not make any activations, allowing the user to rest. “Show rest area” and “Rest area size” are not needed and are therefore not available when User Button as Rest Area is selected.

To make the rest area visible on the screen:

Select **Show Rest Area**. A light circle will outline the rest area perimeter.

Note: Selecting Show Rest Area does not enable the rest area itself. It merely makes the rest area visible on the screen. The Rest Area On/Off setting (see above) enables and disables the rest area.

To leave the rest area:

To leave the rest area and resume making activations, the user simply moves the pointer out of the rest area circle or off the vocabulary button used as the rest area.

Cursor Smoothing

Smoothing compensates for minor shakiness or tremors to reduce accidental button activations. The greater the user’s involuntary eye movement, the more you may need to increase the smoothing value to compensate. A lower smoothing value will also make the cursor more responsive. Choose from the following smoothing levels: Off through 14. The default level is 2.




Highlight Buttons

When Highlight Buttons is turned on, buttons are highlighted by a colored outline to indicate eye position as you move your eyes. Tap to turn on the highlight. You can indicate eye position by cursor, by highlight, or by both at the same time.

Note: Highlight Buttons is turned on by default. If you turn Highlight Buttons off, be sure to select a cursor shape. If you turn Highlight Buttons off and set Cursor Shape to None, you will have no visible way to track eye movement.



Cursor Shape

The type of cursor that is displayed to indicate eye position as you move your eyes and make selections. You can indicate eye position by cursor, by highlight, or by both at the same time. Choose from the following cursor shapes: None, Dot, Crosshair, Arrow. The default shape is Dot.

None	No visible cursor. <i>Note:</i> If you select None, it is best to turn the Highlight Buttons setting on. If you set Cursor Shape to None and turn Highlight Buttons off, you will have no visible way to track eye movement.
Dot	
Crosshair	
Arrow	

Trigger Indicator

The visual indication that an item has been activated. Choose from the following trigger indicators: None, Dot, Pop. The default indicator is Pop.

None	No visual indicator
Dot	A light-colored, transparent dot 
Pop	A starburst 

Note: **X** appears when you try to use your trigger action on a non-selectable item.

Start Paused

When Start Paused is turned on, eye tracking is paused when you turn on Hiru eye tracking.

Eye Tracking Tips





Pausing Eye Tracking

When you turn eye tracking on, “Pause” appears centered between Vocab and Menu. When you activate Pause, eye tracking stops temporarily, and “Resume” appears. Use your trigger action to activate Resume and start up eye tracking again.

Note: When the setting **Start Paused** is turned on, eye tracking is paused by default when opened. Simply Activate **Resume** to start making selections.

Scrolling

When eye tracking is enabled, quick scroll arrows appear in the corners of the Dialogue settings and the Dialogue list of vocabularies. When you need to scroll through these lists of items, point at and trigger the appropriate quick scroll arrow.

	Scroll down through the listed items
	Scroll up through the listed items
	Jump to the bottom of the list
	Jump to the top of the list

Troubleshooting Eye Tracking

If the Hiru module is not detected, you have several options:

1. Make sure you see the white light at the top of the module ensuring your pupils are detected and the red LEDs showing that the module is illuminating your eye.
2. You may need to close Dialogue and unplug the Hiru module. Wait 3 to 5 seconds and plug the Hiru module back in. When you see both the white and red LEDs are illuminated, restart Dialogue.
3. If option 1 and 2 are not successful, please contact technical support. Go to <https://www.irisbond.com/en/products/hiru-the-first-multiplatform-eye-tracker/> and select **Support**.

When using the Configuration Utility, if you notice that the pupil detection is not stable and is flickering, you may want to try several things:

1. Make sure your face and the screen are at the same angle. The iPad should not be tilted back or tilted forward and should be parallel to your face.
2. Check your distance indicators on the right side, you need to be in the green area of the indicator.
3. Make sure your head is not rotated to the left or right. Depending on how much rotation, your pupils may drop out of view from the camera or flicker.
4. Look for any sunlight or bright reflections they may be interfering with the camera or detection of the pupil. Move away from these light sources.
5. If you are wearing glasses, remove them to see if the pupil detection stabilizes. Some glasses and frames may interfere with tracking. If this happens, try adjusting the distance you are sitting from the iPad or slightly raising or lowering your head to see if this improves the stability of the pupils.

For additional information on improving your tracking while using Hiru, please go to <https://www.irisbond.com/en/products/hiru-the-first-multiplatform-eye-tracker/> and select **Support**.

Appendix D: Using Message Banking

The PRC-Salttillo message banking website and myMessageBanking.com allow you to combine multiple recorded messages into a .zip file and download the file to your device. When you use the Import Message Banking Zip File feature, the messages will appear automatically on pages in your Essence 60 or Essence 84 vocabulary.

Accessing a Message Banking Website

1. Tap **Menu**, select **Settings**, and scroll to the Message Banking section.
2. To access one of the message banking sites, tap either **PRC-Salttillo Message Bank Site** or **MyMessageBanking Site** and log in.
3. Record your messages, combine them into a .zip file, and download them to your device.
4. Import the .zip file into your Essence vocabulary. See [“Importing Message Banking Messages”](#).

Importing Message Banking Messages

1. Tap **Menu**, select **Settings**, and scroll to the Message Banking section.
2. Tap the Import Message Bank ZIP File **Import** button.
3. A window opens to the **Recents** tab. Select a folder or search for .zip file you created from the Message Banking website. Or tap **Browse** at the bottom of the window and locate the file.
4. Select the file. “Done!” will be displayed.
5. Select **Done** to close the Settings. The imported messages will appear automatically on pages in your Essence 60 or Essence 84 vocabularies under the **Banked** button.