



# Unity® AAC App Manual

English Edition



DOC100216v100

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## Document Version

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# Getting Started

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## Welcome to Unity

The Unity® app is intended for individuals who have difficulty using their natural voice. Unity is designed for individuals with Autism, Down Syndrome, ALS, apraxia, stroke, or other conditions that affect a person's ability to use natural speech.

This manual offers step-by-step instructions for using the app. Additional information and support are available.

## App Safety Guidelines

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 to a low level and increase it only enough that you can hear comfortably.
- ⚠ If the app stops functioning, contact Service for assistance.

## Current Software Version

This manual reflects the current software version: **2025.4.0**. If you are not running the current version, your app may not include all the features outlined in this user manual.

It is helpful to know the version of the app you are using, especially when communicating with technical support staff.

### To find your software version number:

1. Tap **Vocab**.
2. Tap **Choose New Vocab**
3. The version number is displayed at the bottom of the screen. That number will match the number above if you are using the current version.

## Customer Service and Support

If you need assistance with the app or if you experience problems, please contact us.

**General questions:** [info@aacapps.com](mailto:info@aacapps.com)

**Technical support questions:** [unityapp@aacapps.com](mailto:unityapp@aacapps.com)

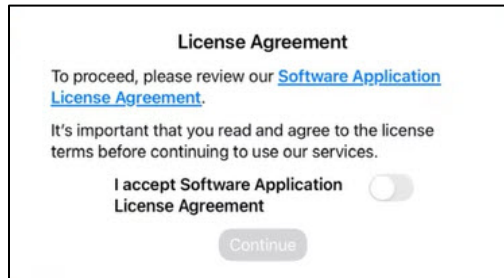
**Training opportunities:** [aaclearningjourney.com](http://aaclearningjourney.com)

# Choose a Voice

## Step 1: Agree to the Software Application License Agreement

When you first open the Unity AAC app, a message will ask you to agree to the Software Application License Agreement.

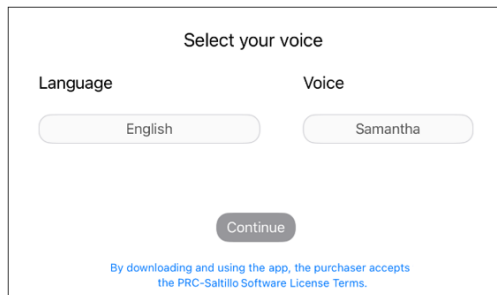
1. Select the link to view the agreement and select the toggle button to accept the agreement.



2. Select **Continue** to get started using the app.

## Step 2: Choose a Voice

1. The startup menu will ask you to select the voice you want to use.



2. Tap **Continue**.



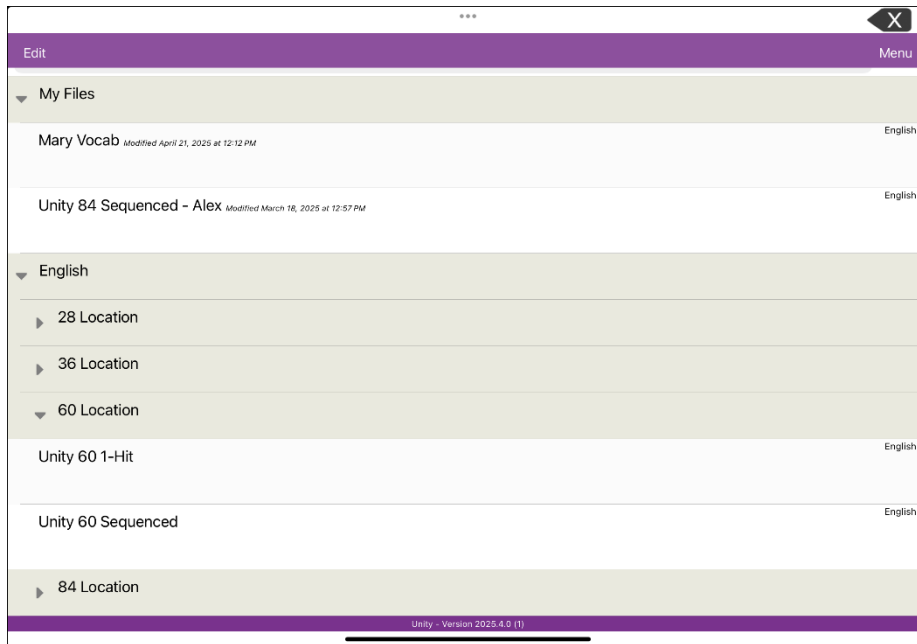
# Choose a Vocabulary

Unity is a way to organize the English language that is unique to PRC-Salttillo devices. It is primarily based on the single words we say most often. It grows from early first words to adult language.

The Unity app provides a variety of pages that have different button layouts. Each set of pages, or vocabulary set, is called a vocabulary file. Unity vocabulary files come in two versions: 1-hit and Sequenced. For example: Unity 60 1-Hit and Unity 60 Sequenced.

The numbers refer to the number of buttons that are on the screen. The buttons in 1-hit vocabularies speak immediately when selected. The buttons in sequenced vocabularies lead to additional, associated words.

For information on using the Unity vocabularies, see “Working with Vocabulary Files”.



## Unity 84 Sequenced

A core word system containing over 5500 words and organized in an 84-location grid display. Easy access to core words, nouns, and routine messages along with a consistent motor plan for life-long language and communication.

## Unity 84 1-Hit

An 84-location display with access to core vocabulary through a single button push. This file may be a good starting point for beginning communicators or individuals looking for a simplified core word setup.

## Unity 60 Sequenced

A core word system containing over 4200 words and organized in a 60-location grid display. Easy access to core words, nouns, and routine messages along with a consistent motor plan for life-long language and communication.

## Unity 60 1-Hit

A 60-location display with access to core vocabulary through a single button push. This file may be a good starting point for beginning communicators or individuals looking for a simplified core word setup.

**Unity 36 Sequenced**

A core word system containing over 1400 words and organized in a 36-location grid display. Easy access to core words, nouns, and routine messages along with a consistent motor plan for life-long language and communication.

**Unity 36 1-Hit**

A 36-location display with access to core vocabulary through a single button push. This file may be a good starting point for beginning communicators or individuals looking for a simplified core word setup.

**Unity 28 Sequenced**

A core word system containing over 500 words and organized in a 28-location grid display. Easy access to core words, nouns, and routine messages along with a consistent motor plan for life-long language and communication.

**Unity 28 1-Hit**

A 28-location display with access to core vocabulary through a single button push. This file may be a good starting point for beginning communicators or individuals looking for a simplified core word setup.

**Engage**

Engage is a tool to help individuals learn to use a grid-based display for communication. It targets early motor and communication skills with practice activities and vocabulary grids. Individuals can improve their tracking, scanning, and selection skills, and express their choices and preferences. Engage also allows customization and editing of pages to meet the individual's unique needs.

# Unity App Menus Overview

To access the app 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

Edit Abbreviations
Edit Pronunciations
Store Text to Button
Settings
Edit Page
Vocab Builder
Word Finder

## Menu options with Edit Mode turned on

Edit Gestures
Edit Page Layout
Load Another Page
Delete This Page
Add New Page
Import/Copy Pages
Page Style Override

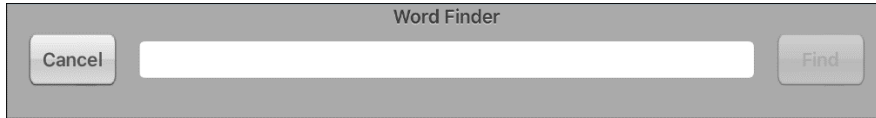
## Menu options after you tap Vocab > Choose New Vocab > Menu

Create New Vocab
Copy a Vocab
Import/Export Vocab
Language & Region
Delete Account
Support
About

# 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. Access Word Finder by using one of the following methods.
  - From the vocabulary, tap **Menu** and select **Word Finder** OR
  - From the vocabulary, select **KEYBOARD** and select **Word Finder**.



2. Enter the word you want to find.

3. 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.

4. The window will display the sequence of buttons to tap to activate the word.
5. 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.

# Software Updates

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 to run a software update.
- To update the app version beyond 2025.4.0, your device must be running iPadOS 15 or iOS 15 or higher.

1. Tap the App Store icon.
2. Tap your icon in the top right corner.
3. Tap **Apps**.
4. Tap **Update** to the right of “Unity AAC”.
5. Enter the Apple Account email (Apple ID) that you used to purchase the app previously. The update will start downloading.

# Unity App Settings

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## Unity App Settings Overview

To open the Unity 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

**Save Profile:** To save the current app settings as a profile for easy access at a later time, tap **Save Profile**, enter a name for the profile, and tap **Save**.

**Load Profile:** To load a profile, tap **Load Profile** and select the applicable profile name.

### Navigation

**Allow Gestures** allows you to add a gesture to a page such as swiping left or right to engage an action.

**Gesture Pop Sound** provides audible feedback when a gesture is performed.

**Button Click Sound** provides audible feedback when a button is selected.

**Button Navigation Icons** 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

**Status Bar** displays the device status bar above the Speech Display Bar.

**Keyguard Inset** adjusts the display for a keyguard. Select **Menu > Settings** and scroll to “Page Size”. Then select **Keyguard Inset**.

A screenshot of the 'Keyguard Inset' settings menu. At the top is a 'Cancel' button. Below it are four options: 'Off' (which is selected and has a blue checkmark to its right), 'Generic', 'PRC-Salttillo', and an empty option at the bottom.

**Off:** Select this option if you are not using a keyguard.

**Generic:** Select this option if the app is running on a current Via® device or non-PRC-Salttillo device.

**PRC-Salttillo:** This option appears only if your Via device supports it. Select the option to adjust the display.



### Editing

**Menu Passcode** allows you to enter the password you want to use.



**Use Menu Passcode** requires a password to access the Editing menus.

## Speech

**Voice** allows you to select voices to download and install. Because there are many voice options, voices are downloadable. If you only download and install the voices you need, you can save a lot of storage space on your device.

The Voice setting displays the voice currently selected. To download and install a different voice, tap Voice to open a list of available voices. To hear how a voice sounds, select the speaker  icon. Listen to several voices. When you find the voice you want, select the download  icon to download and install it.

**Phone/FaceTime Voice** allows you to 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 speaker icon . Listen to several voices.
- When you find the voice you want, select the Apple icon  to download and install it.

**Novelty Voices** are added to the list of available voices when this setting is turned on.

## Speech Display Bar

**Hide Speech Display** hides the entire SDB.

**Allow Copy/Paste** gives the user the option to copy/paste from the SDB.

**Auto Capitalization** capitalizes the first word of a sentence automatically.

**Font** allows you to select one of the available fonts to 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.

**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.

**Font Color** allows you to choose one of the available font colors to apply to text in the SDB.

**Background Color** allows you to choose one of the available background colors to apply to the SDB.

**Number of Lines** allows you to 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** displays the cursor to appear in the SDB. Turn this setting off if you do not want the cursor to appear in the SDB. 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** allows 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** allows you to choose Speak, Speak and Enlarge Text, or No Action when the SDB is tapped.

**Highlight Spoken Word** allows you to select a color to see the words highlighted in the SDB as they are spoken.

**Highlight Color Phone/FaceTime** allows you to select a color to see the words highlighted in the SDB as they are spoken during a telephony call.

## Expanded Speech Area

**Font** allows you to select one of the seven 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** allows you to choose one of the available font colors to apply to text in the expanded speech area.

**Background Color** allows you to choose one of the available background colors to apply to the expanded speech area.

## Speak

**Speak Characters** allows each character to be spoken as it is entered.

**Speak Words** allows each word to be spoken as it is entered.

**Speak Sentences** allows each sentence to be spoken as it is entered.

**Auto Clear** allows you to set what happens to text in the Speech Display Bar after it is spoken.

- Off: Spoken text remains in the Speech Display Bar until you clear it.
- Immediate: Text is cleared automatically from the Speech Display Bar as soon as it is spoken.
- After Next Activation: Text is cleared automatically from the Speech Display Bar when you activate a button in your vocabulary.

**Prevent Interruption** prevents interruptions of speaking a sentence if you accidentally hit another button while it is speaking.

## Tilt

The Tilt settings are available only when the app is running on an iPhone.

**Preferred Orientation** allows you to set your preferred screen orientation based on how you orient the phone. If you hold the phone in portrait orientation, the screen will show “Portrait”. If you hold the phone in landscape orientation, the screen will show “Landscape”. Tap **Set** to set your preferred orientation.

**Tilt Action** determines whether moving the phone affects screen reorientation. Available options are Reorient display and No action.

- When **Reorient Display** is selected, the screen will automatically reorient when you move it.
- When **No Action** is selected, the screen will stay locked in the same orientation when you move it.

## Data Logging

**Enable Logging** turns on data logging, allowing your device to collect language usage data which you can upload to the Realize Language website for web-based analysis.

**Privacy Password** allows you to set or change your data logging privacy password.

**Clear Log** clears usage data for the current person.

**Realize Language Setup** uploads data collected for a person to the Realize Language website for analysis.



## Buttons

**Activate on Release** sets buttons so they 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

Buttons: All buttons are disabled for specified period of time after each button activation to prevent accidental double button activations.

SDB: 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.

**Force Font Size maintains** a consistent font size for button labels. When this setting is turned off, the button label font size is automatically reduced as needed to allow the entire label to fit into the button area.

**Highlight Touch** briefly highlights the button when it is activated.

**Gradient Fill** gradually blends button colors into each other.

**Gradient Saturation** adjusts the saturation/opacity (intensity) of the gradient as you move the slider.

- 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** hides the icons on all buttons, allowing only the text to appear. Note that hiding the button icons will also force the SDB setting “Show Icons” off.

**Show Hidden Buttons** displays buttons that have been hidden.

**Show Grid** displays a visible grid in blank button areas.

**Button Margin** allows you to add extra space around buttons. Select a margin size between 1 Point and 100 Point. The default size is None.

**Hide Home Page Labels** temporarily hides the core word labels on your home page buttons.

## Prediction

**Prediction Type** allows you to select Learning + Static or Static only.

- Learning + Static: Word prediction includes the ability to learn and add words to the word prediction dictionary. The settings that apply to learning are available.
- Static only: Word prediction uses the word prediction dictionary. The settings that apply to learning are not available.

**Learned Words** tracks words either (1) added manually or (2) spoken in the vocabulary. These words are prioritized over the Static dictionary words.

## Whiteboard

**Disable drawing in split view** prevents you from drawing on the whiteboard page when split view is enabled in the iOS settings.

**Scale drawing in split view** scales whiteboard drawings according to the relative size of the app page when split view is enabled the iOS settings.

**Reload last drawing** displays the most recent drawing made on the whiteboard when you open Whiteboard.

**Autosave drawing** automatically saves whiteboard drawings.

## Head Tracking

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

**Enable Head Tracking** turns 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 “Head Tracking Access Method”.

## Social Networking

**Note:** This setting is available on non-dedicated devices only.

**Allow Social Networking** allows you to share text from the SDB with social networks.

## Amp Connect

**Select Amp** selects your amplifier name to make a Bluetooth connection to the app software for getting proper battery status readings.

**Set up Amp** sets left and right speaker volume, bass, and treble.

## Scanning

**Scanning Enabled** makes the scanning settings available.

## Privacy

**Share Analytics** allows PRC-Salttillo to collect anonymous data about how you use the app. To opt out, turn this option off.

# Head Tracking Access Method

This section explains how to set up and use head tracking with the Unity app. 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.

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

## Turn 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.

### The first time you enable head tracking:

1. You will be prompted to calibrate: “Calibration Needed: Your cursor may not be accurate. Please calibrate now.”
2. Tap **Calibrate** and perform the calibration procedure. If you aren’t ready to calibrate, tap **Later**.
3. 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”.

## Position 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.

## Head Tracking Settings

It is important to adjust the head tracking settings in the 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.

### Change a setting

1. Choose **Menu** and then **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

### Enable Head Tracking


Turn head tracking on or off. When you turn Enable Head Tracking on, all the head tracking settings are displayed.

### 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.

Select **Center** to 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.

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.

When you select **Center**, the cursor is hidden temporarily and the centering image  appears in the center of the screen. Have the user look at the image until the image disappears (after three seconds). The cursor will be centered.

**Tip:** You can also center the cursor by creating a Center button in your vocabulary.

1. Navigate to the page that includes the button you want to use.
2. Tap **Menu**, select **Edit Page**, tap the button you want to use, and select **Edit This Button**.
3. Give the button a name that describes its purpose.
4. Scroll to the Button Actions section.
5. Tap **Add**.
6. Scroll through the list of actions and select **Center Head Tracking**.
7. Tap **Save**. Tap **Done** to exit Edit Mode.


### 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 (default), 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:

**Dot** (default) — A red opaque dot 

**Crosshair** — A plus symbol with lines intersecting at the center 

**Arrow** — A black opaque pointer 

If you set Cursor Shape to **None**, it is best to turn the Highlight Buttons setting on. If you have Highlight Buttons turned off, there will be no visible cursor and you will have no visible way to track head movement.

## 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 (default)** — 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** — When you point at an item for an extended time, a circle begins to form around the cursor. For example: . 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.

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

**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.

- **Blink (default)** — 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

## Trigger Sensitivity

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

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

## 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. 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.

## 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 (default)** — A starburst 

**Note:** A red 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. 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 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 (default)** — 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.

## Start Paused

When you turn **Enable Head Tracking** on, head tracking is paused and “Resume” appears centered between Vocab and Menu. Activate **Resume** to start making selections.

## 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 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 app settings and the app 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 app settings, you see the message “Camera Permission Denied”.**

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

*Resolution:*

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

# Switch Scanning Setup

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


**Important:** To use the app scanning, you will need either:

- Wired switches in conjunction with a PRC-Salttillo iOS device or
- An AeroSwitch®.

For other scanning setups, use iOS scanning, which can be found in the iOS Accessibility settings.

## Set up One or Two Switches

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

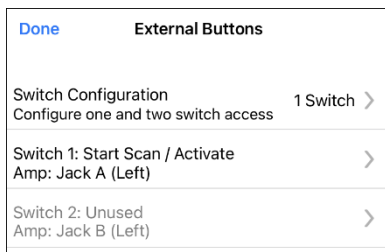
 Cords and cables are potential entanglement or strangulation hazards. Please consider this prior to placing these items with device users.

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.

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 will be 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.



## Unity App Scanning Settings

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

### 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

This setting is only available when Auto-Scan is turned off.

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.

### **Scanning Type**

Sets the scanning pattern to Sequential or Row/Column. To select the scanning pattern, select Scanning Type and then select Sequential or Row/Column.

Using Sequential Scan Mode: 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.

Using Row/Column Scan Mode: A row/column scan highlights each row of buttons beginning with the top row and moving 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.

### **Manual Repeat Time**

**Note:** This setting is only available when Auto-Scan is turned off and Button-Hold Scan is turned on. Controls the speed when you are holding a switch down. Available settings range from 0.2 Seconds to 10 Seconds.

### **Scan Cancel Time**

**Note:** This setting is only available when Auto-Scan is turned off.

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.

### **Scan Speed**

**Note:** This setting is only available when Auto-Scan is turned on.

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.

### **Number of Rescans**

**Note:** This setting is only available when Auto-Scan is turned on.

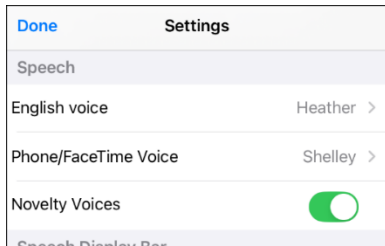
Sets the number of times the device scans the page automatically. Once you reach the set number of re-scans, the scan will stop until you activate a switch again. Select Number of Rescans and choose the appropriate number of rescans. Available settings are 0, 1, 2, 3, 4, 5, 10, and 100.

# Voices and Pronunciations

When you opened the app for the first time, you selected one or two language/voice combinations. You can add, replace, or adjust voices any time.

## Add or Replace a Voice

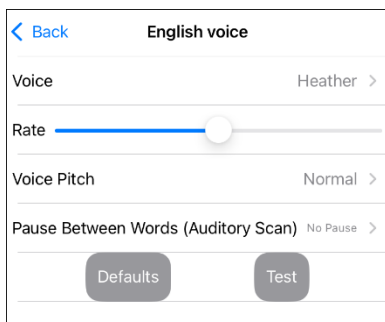
1. Tap **Menu**, select **Settings**, and scroll to the Speech section.



2. Tap the new voice to replace the original voice.

## Adjust Voice Settings

1. Tap **Menu**, select **Settings**, and scroll to the Speech section.
2. Tap your voice to open the voice settings.



3. From the voice settings, adjust the rate, pitch and pause between words.

## Adjusting the Rate of Speech

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. This option is not available for all voices.

To add a delay between individual words, select **Pause Between Words** and choose 1 Second, 2 Seconds, or 3 Seconds. If you don't want a delay between words, choose **No Pause**. 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, tap **Back** and then **Done**.

## Create Your Voice with The Voice Keeper

### To create the voice:

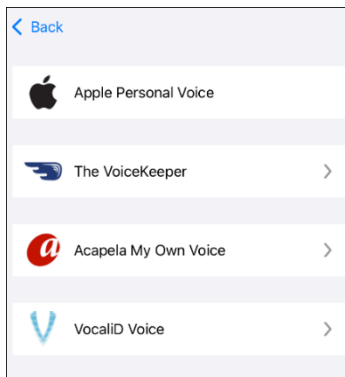
1. Download The Voice Keeper app or go to The Voice Keeper website at [www.thevoicekeeper.com](http://www.thevoicekeeper.com) and follow the instructions to create a free account. As you record your voice, keep in mind these tips:
  - Ensure you are recording in a quiet, echoless room.
  - Although you can create a custom voice with only 75 sentences, recording more than 150 sentences will increase voice 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.

If you need help creating the voice, go to The Voice Keeper website, scroll to the bottom of the webpage, and select the **Contact us** link to reach The Voice Keeper support.

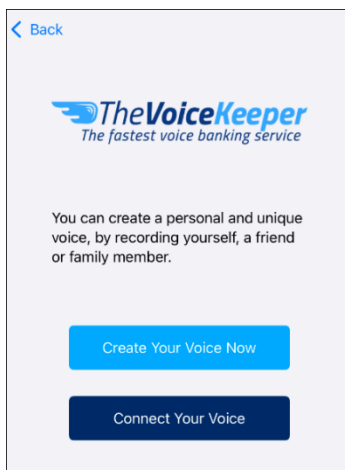
2. Try out your voice on The Voice Keeper app or website. If you are satisfied with the voice, follow the instructions below to connect the voice to your device.

### To connect the voice:

1. Tap **Menu** and select **Settings**, scroll to the Speech section, and tap your voice to open the voice settings.
2. From the voice settings, tap the voice to open a list of available voices.
3. Select **Choose Custom Voice** to open a list of options.



4. Select **The Voice Keeper**.

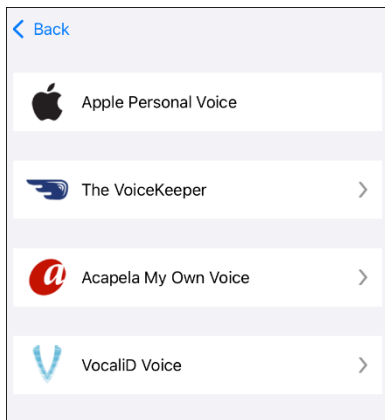


5. Select **Connect Your Voice** and follow the instructions.

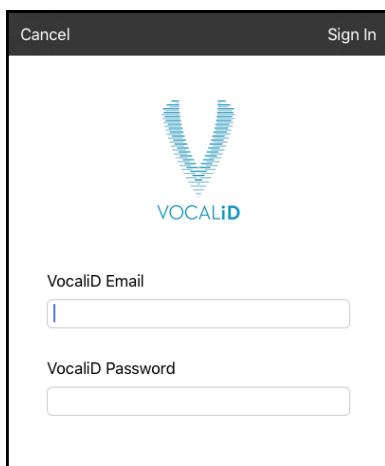
If you need help connecting the voice to your device, contact PRC-Salttillo support at 1-800-262-1990 or [unityaac@aacapps.com](mailto:unityaac@aacapps.com).

## Set up Your VocaliD™ Voice

1. Tap **Menu** and select **Settings**, scroll to the Speech section, and tap your voice to open the voice settings.
2. From the voice settings, tap the voice to open a list of available languages.
3. Select **Choose Custom Voice** to open a list of options.



4. Select **VocaliD Voice**.



5. Enter your VocaliD email address and VocaliD password.
6. Tap **Sign In** in the upper right corner to display a Download Voice prompt.
7. Tap **Download Voice**. "Downloading Voice" will be displayed.
8. When the download is complete, "New Voice Installed" will be displayed.
9. Tap **Okay**.
10. Tap **Done**.
11. Test the voice and adjust the rate and pitch as needed.

If you need help connecting the voice to your device, contact PRC-Salttillo support at 1-800-262-1990 or [unityaac@aacapps.com](mailto:unityaac@aacapps.com).

## Create an Apple Personal Voice

You can create a Personal Voice on devices running iOS 17 or later: iPhone 12 or later; iPad Air (5th generation); iPad Pro 11-inch (3rd generation); or later; iPad Pro 12.9-inch (5th generation) or later. This feature is currently available in English only.

### Create a Personal Voice

This process will take 30 minutes or more of speaking to train the voice and then 12 to 24 hours to process on the iPad.

**Note:** Processing will pause if you use the iPad before it is complete. You may want to agree to share the voice on all devices connected to your account so that you don't need to recreate the voice in the future.

1. Open the **Settings** app on your device.
2. Go to **Accessibility > Personal Voice > Create a Personal Voice**.
3. Follow the on-screen instructions to create a Personal Voice. You will be asked to read 150 phrases to train machine learning.
4. While in Accessibility/Personal Voice, make sure that "Allow Apps to Request to Use" is turned on.

### Authorize the App to use Apple Personal Voice.

Go to **Settings > Voice > Custom Voices > Apple Personal Voice**. Then allow Personal Voice access in the popup. If you decline this voice access, it must be re-enabled in the iOS settings.

### Verify that your Personal Voice Appears at the top of the Voice list

After authorizing your Personal Voice, it should appear at the top of the voice list. If it does not appear, restart the app. If it appears but will not speak, restart the iPad.

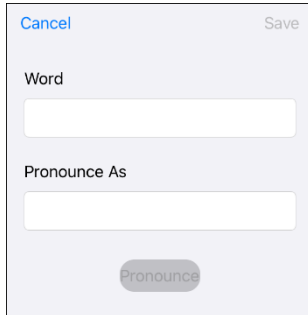
Once enabled, your Personal Voice should have the same basic functionality as any other Apple voice.

## Word Pronunciations

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 The Voice Keeper/Almagu voices have separate pronunciation lists.



### Edit Pronunciations

1. Tap **Menu** and select **Edit Pronunciations**.
2. Tap the plus sign **+**.



3. Enter the word and then enter the word phonetically (the way it should be pronounced).
4. Tap **Pronounce** to hear the pronunciation. Modify the pronunciation as often as necessary until the word is pronounced the way you want it..
5. Tap **Save** and tap **Done**.
6. For information on changing a pronunciation for a specific button, see “Changing How a Word is Pronounced in a Button Message”.

### Delete a Pronunciation

1. Tap **Menu** and select **Edit Pronunciations**.
2. Tap **Edit** to display a delete icon  in front of each pronunciation.
3. Tap the icon  in front of the word you want to delete.
4. Select **Delete**.
5. Tap **Done**.

### Delete All Phonetic Pronunciations

**Important:** This option will delete *all* phonetic pronunciations for the voice.

1. Tap **Menu** and select **Edit Pronunciations**.
2. Tap **Clear**.
3. Select **Yes**.

### Restore Default Pronunciations

**Important:** This option will only restore the default (pre-set) phonetic pronunciations for the voice. It will not restore user-added phonetic pronunciations.

1. Tap **Menu** and select **Edit Pronunciations**.
2. Tap **Restore Defaults**.
3. Select **Yes**.

# Setting Speak Preferences

You can configure the app to speak after every character, every word, every sentence, or any combination of these settings. Tap **Menu** and select **Settings** and scroll to the Speak section.

## **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.



# Setting Orientation Preferences

The Tilt settings are available only when the app is running on an iPhone.

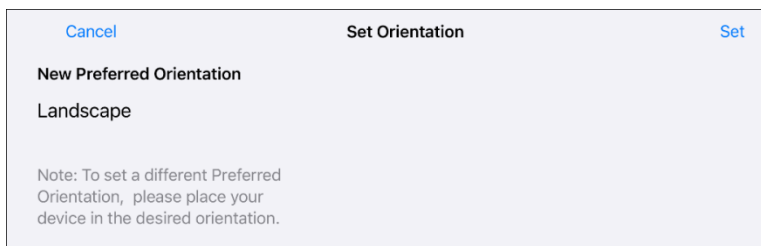
1. Tap **Menu** and select **Settings**.
2. Scroll to the **Tilt** section. Each Tilt option shows the current setting.

**Preferred Orientation** allows you to set your preferred screen orientation based on how you orient the phone. If you hold the phone in portrait orientation, the screen will show “Portrait”. If you hold the phone in landscape orientation, the screen will show “Landscape”.

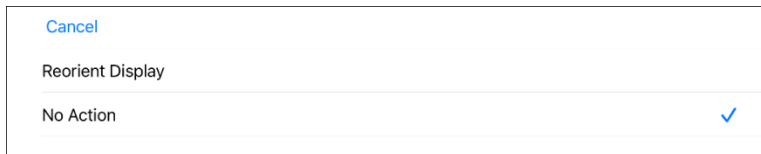
**Tilt action** determines whether moving the phone affects screen orientation. Available options are Reorient display and No action.

3. Hold the phone in the orientation you prefer and tap **Set** to set your Preferred Orientation.

For example: Hold the phone in landscape orientation and tap **Set** to set Landscape as your Preferred Orientation.



4. Select **Tilt Action** from the Settings screen. The Tilt action options will be displayed. A checkmark indicates the current selection.



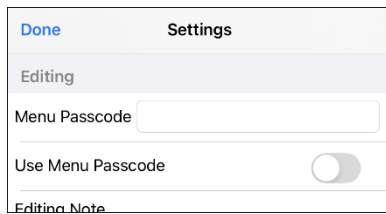
When **Reorient Display** is selected, the screen will automatically reorient when you move it.

When **No Action** is selected, the screen will stay locked in the same orientation when you move it.

5. Lock the screen in your Preferred Orientation or allow the orientation to change as you move the phone. For example: If you prefer to keep the screen in landscape orientation no matter how you turn the phone, hold the phone in landscape orientation and select **No Action** to lock the screen.

# Restrict Access to 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 app, tap **Menu** and select **Settings**. The Settings menu will open.
2. Under “Editing”, tap in the **Menu Passcode** field to open a keyboard.
3. Enter your password and tap **Done** on the keyboard.
4. Turn **Use Menu Passcode** on.
5. Tap **Done** on the Settings menu. 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 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 **Menu 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.

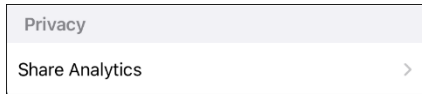
# Share Analytics

Sharing use statistics with the app software developers allows them to improve the software for all users. Shared information includes such items as settings and use of the app help.

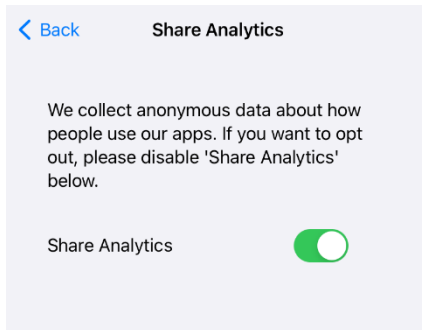
**Important:** This shared information is collected anonymously—it does **not** include any personally identifiable information.

If you do not want to anonymously share statistics about your use of the app, do the following.

1. Tap **Settings** and scroll down to the Privacy section.



2. Tap **Share Analytics**. The Share Analytics window opens.



3. Read the message about collecting anonymous data.
  - If you do not want to anonymously share statistics about your use of the app, tap the **Share Analytics** button to “opt out” (turn sharing off).
  - If you later decide to anonymously share your usage statistics, tap the **Share Analytics** button to turn sharing on.
4. Tap **Back** to return to Settings.
5. Tap **OK** to exit Settings.

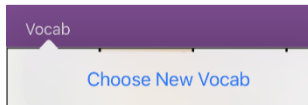
# Vocabulary

## Working with Vocabulary Files

**Note:** The vocabulary files will be listed individually when you tap Choose New Vocab.

### Load a Vocabulary File

1. Tap **Vocab**. The menu option Choose New Vocab will be displayed.



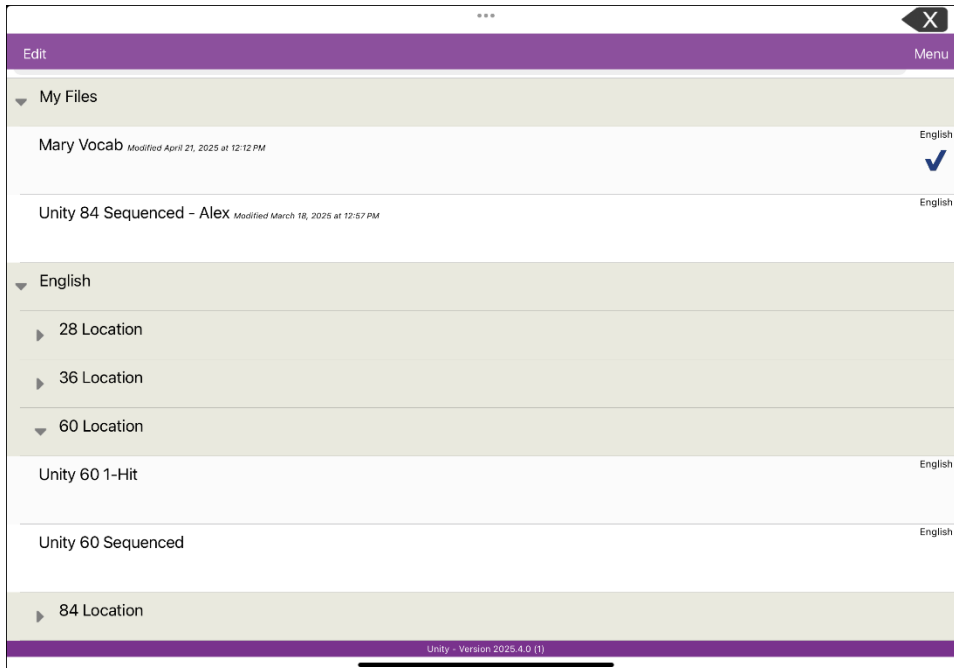
2. Tap **Choose New Vocab**. A page will display a list of the available vocabulary files.

Customized files are listed under My Files.

Original files are listed under English.

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.



To search for a vocabulary, 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.

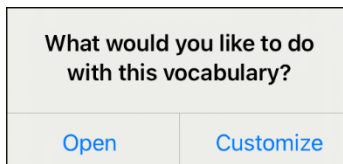
3. Select the vocabulary file you want to load.
4. Once loaded, explore the pages and button organization by choosing the buttons. Buttons with arrows will navigate to new pages.

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

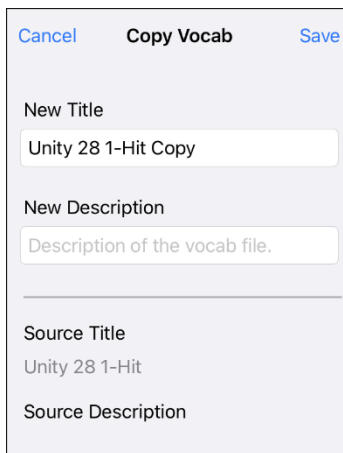
## Copy a Vocabulary File

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 file in place in case it is needed at another time.

1. Tap **Vocab** and tap **Choose New Vocab**.
2. Tap **Menu** and tap **Copy a Vocab**. A list of vocabulary files will open.
3. Tap the vocabulary file you want to copy. The Open and Customize options will be displayed.



4. Select **Customize**. The Copy Vocab window will be displayed.

A screenshot of the "Copy Vocab" window. At the top, there are three buttons: "Cancel" (blue), "Copy Vocab" (black), and "Save" (blue). Below the buttons are four text input fields. The first field is labeled "New Title" and contains the text "Unity 28 1-Hit Copy". The second field is labeled "New Description" and contains the text "Description of the vocab file.". The third field is labeled "Source Title" and contains the text "Unity 28 1-Hit". The fourth field is labeled "Source Description" and is empty.

**Note:** The name of the vocabulary file you chose followed by the word “Copy” will appear in the New Title field.

5. Change the title and add a description (optional).
6. Tap **Save**.

## Create 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 and select a language.
4. Tap **Save**.
5. Find the new file you created in the list of available vocabularies and tap the file to open it.
6. Tap **Menu** and select **Edit Page**. A page of blank locations will open.

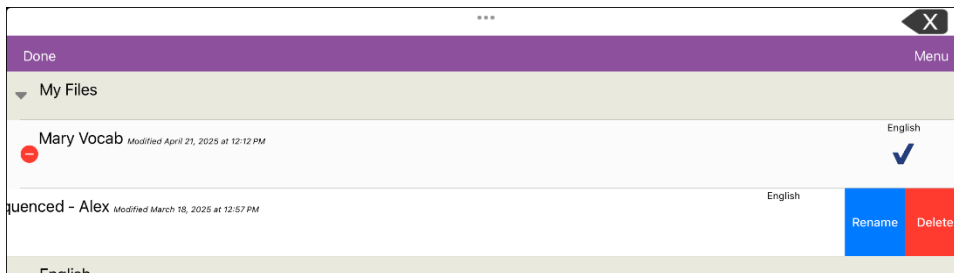
Done	Home	Menu	
Blank	Blank	Blank	Blank
Blank	Blank	Blank	Blank
Blank	Blank	Blank	Blank
Blank	Blank	Blank	Blank

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.

## Rename 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 for each custom vocabulary file.
3. Tap the red icon 🛑 next to the file you want to rename. Rename and Delete buttons will appear.

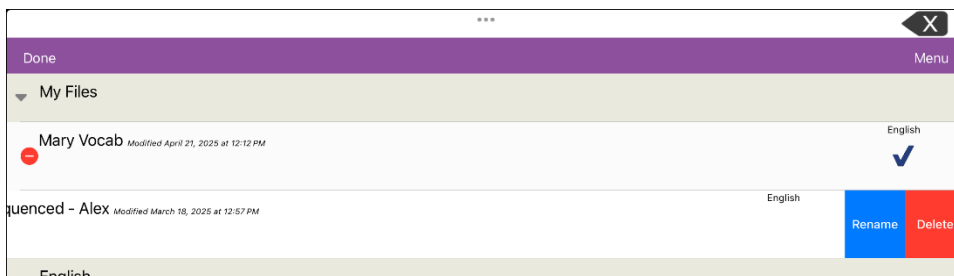


4. Select **Rename**. The Rename window opens.
5. Tap the name field to open the keyboard.
6. Enter the new name, tap **Save**, and tap **Done**.

## Delete 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 for each custom vocabulary file.
3. Tap the red icon 🛑 next to the file you want to delete. Rename and Delete buttons will appear.

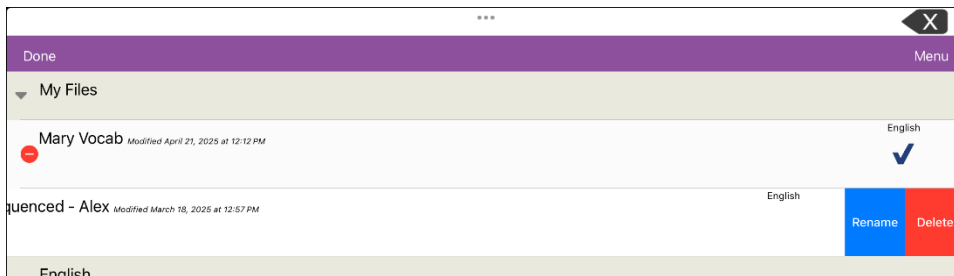


4. Tap **Delete** and tap **Continue** at the Delete Vocabulary message.  
**Note:** If you did not intend to delete this vocabulary file, tap **Cancel**.
5. Tap **Done**.

## Change the Language for a Vocabulary File

You can only make changes to custom vocabulary files (files that are displayed with unlocked padlocks). The original vocabulary files are displayed with locked padlocks and cannot be changed.

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 delete/rename icon will be displayed for each custom vocabulary file.
3. Tap the icon next to the file for which you want to change the language. Rename and Delete buttons will appear.



4. Select **Rename**. The Rename window opens.

5. Tap the Language field. A list of languages will open.
6. Select the language you want for the vocabulary.
7. If you only want to change the vocabulary language, keep the same name for the vocabulary file. If you want to change both the vocabulary language and name, enter a new name for the vocabulary.
8. Tap **Save** and tap **Done**.



## Back up a Customized Vocabulary File

It's a good idea to keep copies of all custom files on a computer for safekeeping.

## Export a File to AirDrop®, Google Drive™, or Email

1. In the app, tap **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.

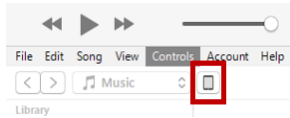
## Export a Vocabulary File to Dropbox®

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

1. In the app, tap **Vocab** and **Choose New Vocab**.
2. Tap **Menu** and select **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**.

## Export a Vocabulary File to iTunes®

1. Connect the device to the computer.
2. Open iTunes on the computer.
3. In the app, tap **Vocab** and **Choose New Vocab**.
4. Tap **Menu**, select **Import/Export Vocab**, and then select **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 **Unity** app.
9. From the column under **Unity 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.

## Export Vocabulary Files to a USB Drive from the Device

1. Plug the USB flash drive into your device.
2. In the app, tap **Vocab** and **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.
9. Tap **Save** at the top right corner. The vocabulary file is now saved to the USB drive.

## Import One File from a USB Drive to the Device

1. Plug the USB flash drive that contains the vocabulary files to import into your device.
2. In the app, tap **Vocab** and **Choose New Vocab**.
3. Tap **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.

## Import Multiple Files from a USB Drive to the Device

1. Plug the USB flash drive that contains the vocabulary files to import into your device.
2. In the app, tap **Vocab** and **Choose New Vocab**.
3. Tap **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.

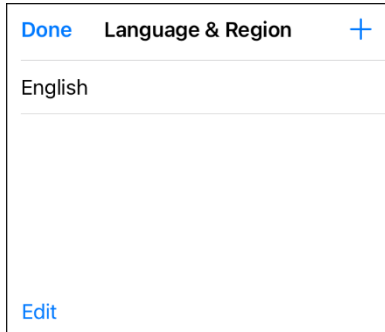
# Add or Remove Languages

When you opened the app for the first time, you selected one or two language/voice combinations. You can add or delete languages.

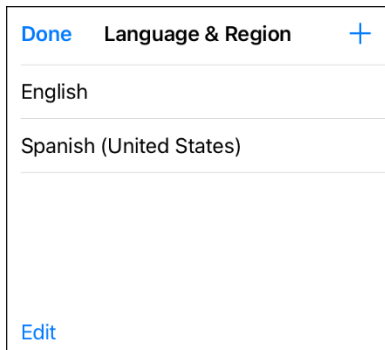
**Important:** Only fully supported languages will have original vocabulary files. Adding a non-supported language will allow you to create a new vocabulary in that language but will not show any original content.

## Add Languages

1. Tap **Vocab** and select **Choose New Vocab**. The vocabulary list opens.
2. Tap **Menu** and select **Language & Region**. The Language & Region window shows English as the voice currently installed on your device.



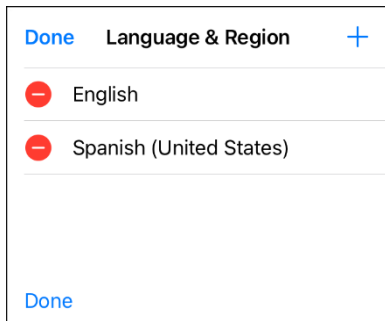
3. Tap the plus sign + in the top right corner to open a list of available languages.
4. Select the second voice you want. The voice will appear in the Language & Region window.



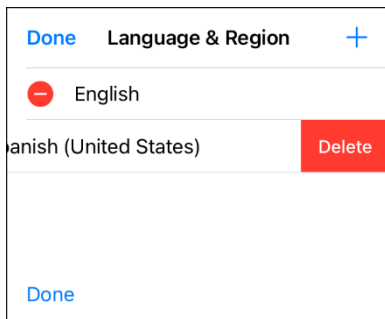
5. Tap **Done**.
6. Tap **Menu**, select **Settings**, and scroll to the Speech section.
7. Tap the language you added to open the voice settings.
8. Tap the default voice. A list of available voices opens.
9. Find the voice you want and select the download 📥 icon to download and install it.
10. Tap **Back** and **Done**.

## Remove a Language

1. Tap **Vocab** and select **Choose New Vocab**. The vocabulary list opens.
2. Tap **Menu** and select **Language & Region**. The Language & Region window shows the voice you selected.
3. Tap **Edit** in the lower left corner. Red icons appear in front of each voice language.



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



5. Tap **Delete**. The language will be removed from the List.
6. Tap **Done**.

# Speech Display Bar (SDB)

The Speech Display Bar (SDB) displays text that you enter or generate in the app. There are settings to change the size of the text, increase the number of lines of text, and add highlighting to text that appears in the SDB.

## Enlarge Text Size in the SDB

1. Tap **Menu** and select **Settings**.
2. Scroll to the SDB section.
3. Under Font Size, select a larger font size. Font sizes range from 14 Point to 72 Point.

## Create a Tap Action to Enlarge Text

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

## Increase the Number of Lines for Text in the SDB

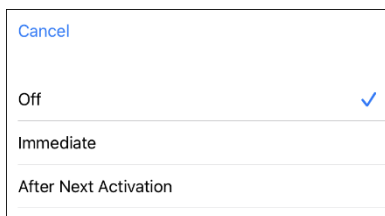
1. Tap **Menu** and select **Settings**.
2. Scroll to the Speech Display Bar section.
3. Under Number of Lines, select the number of lines of text you want to appear in the Speech Display Bar. The number of lines ranges from 1 Line to 10 Lines.

**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.

## Auto Clear the SDB after Speaking

Use the Auto Clear setting to clear the Speech Display Bar (SDB) automatically after speaking.

1. Go to **Menu > Settings** and scroll to the Speak section.
2. Tap on **Auto Clear**. The Auto Clear options are listed.



Cancel	
Off	✓
Immediate	
After Next Activation	

**Off:** The SDB does not clear automatically after speaking.

**Immediate:** The SDB clears automatically after you speak the text displayed in the SDB.

**After Next Activation:** The SDB clears automatically after you speak the text displayed in the SDB and then enter additional text.

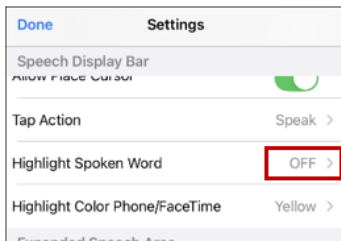
3. Tap **Done** in the top left of the Settings menu.

## Highlight Spoken Words

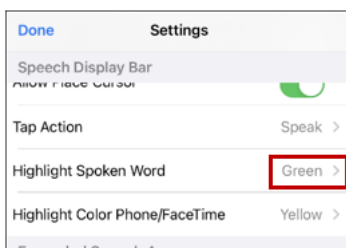
To help with literacy, the Highlight Spoken Word setting allows users to see the words highlighted in the SDB as they are spoken. When you select a color, words will be highlighted in that color one at a time in the SDB as they are spoken.

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

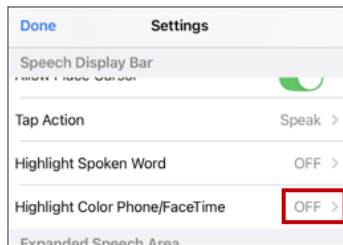


- To change the highlight color, choose **Menu > Settings**, scroll to the Speech Display Bar section, select **Highlight Spoken Word**, choose a different color, and select **Done**.
- If you pause speech, the last spoken word will remain highlighted.
- To turn highlighting off, choose **Menu > Settings**,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

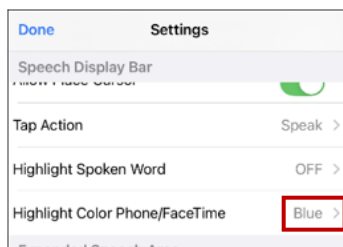
## Highlight Spoken Words during Phone Calls/FaceTime

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. Tap **Menu**, select **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, tap **Menu**, select **Settings**, scroll to the Speech Display Bar section, select **Highlight Color Phone/FaceTime**, choose a different color, and select **Done**.
  - To turn highlighting off, tap **Menu**, select **Settings**, scroll to the Speech Display Bar section, select **Highlight Color Phone/FaceTime**, choose **OFF**, and select **Done**.



# Word Prediction

Word prediction helps improve your ability to communicate by “predicting” a word you intend to speak, thereby reducing the number of letters you need to enter.

When you enter the first letter on the keyboard, the app software displays a list of words beginning with that letter. As you enter more letters, the list is updated. When the word you want is displayed, you can choose it with a single tap to appear in the Speech Display Bar (SDB). The app software then predicts the next word you want to enter.

## Set the Prediction Type

Two types of word prediction are available: Learning + Static and Static only. You can choose the type of word prediction to use, or you can choose to disable word prediction. Tap **Menu** and select **Settings**. Scroll to the Prediction section and select **Prediction Type**. The Prediction submenu opens. A checkmark indicates the setting currently selected.



### Learning + Static

Word prediction includes the ability to learn and add words to the large word prediction dictionary. The settings that apply to learning are available.

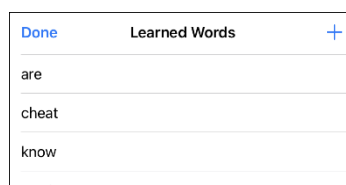
### Static only

Word prediction uses the large word prediction dictionary. The settings that apply to learning are not available.

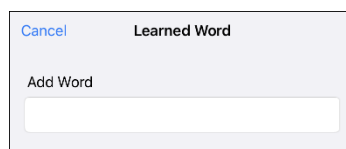
## Add Learned Words to the Prediction Library

Use the Add Learned Words screen to add words directly to the learning word prediction dictionary. This screen accumulates an alphabetical list of all words you added. This list provides an easy way to review your learning prediction dictionary.

1. Tap **Menu** and select **Settings**. Scroll to the **Prediction** section and select **Learned Words**. The Learned Words screen opens.



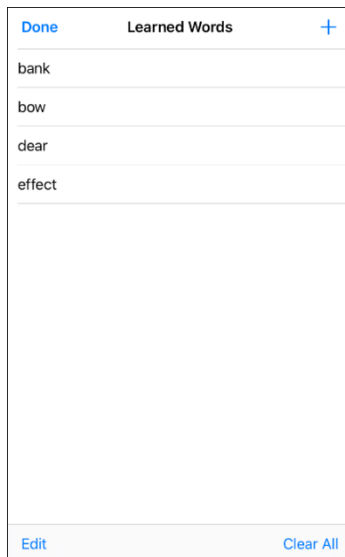
2. Tap the plus sign + in the upper right corner. The Add Word screen opens.
3. Tap the Add Word field to insert a cursor and open the keyboard. Enter the word you want to add.



4. Tap **Save**. The word will be added to the Learned Words list.
5. Repeat steps 2, 3, and 4 for each word you want to add.
6. When you finish adding words, tap **Done**.



## Delete Learned Words from the Prediction Library

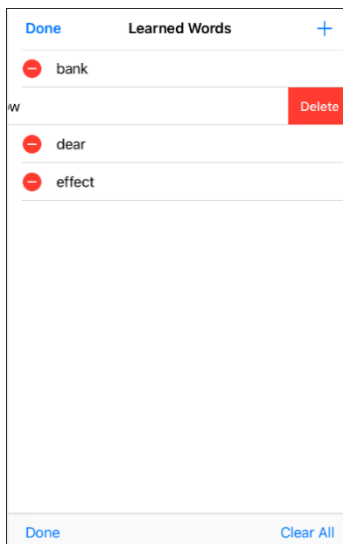
You can delete individual learned words or all learned words from the word prediction dictionary. Tap **Menu** and select **Settings**. Scroll to the **Prediction** section and select **Learned Words**. The Learned Words screen opens.



- To delete individual learned words, choose **Edit**.
- To delete all learned words, choose **Clear All**.

### To delete individual learned words:

1. Choose **Edit**. A red icon  will be displayed in front of each learned word.
2. Tap the red icon  next to the word you want to delete. A Delete button will appear.



3. Tap **Delete** and then tap **Done** to remove the word from the list.

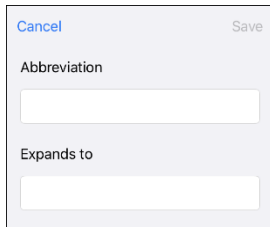
### To delete all learned words:

**Important:** If you make this choice, *all* words that you added for prediction will be deleted.

1. Choose **Clear All**. A Delete Learned Words message will be displayed.  
Are you sure you want to delete all learned words?
2. Choose **Okay**. All words that you added for prediction will be deleted.

# Abbreviation Expansion

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

A screenshot of a mobile application dialog box for adding an abbreviation. The dialog has a light gray background. At the top left is a blue 'Cancel' button, and at the top right is a gray 'Save' button. Below these buttons, the text 'Abbreviation' is followed by a white text input field. Below that, the text 'Expands to' is followed by another white text input field.

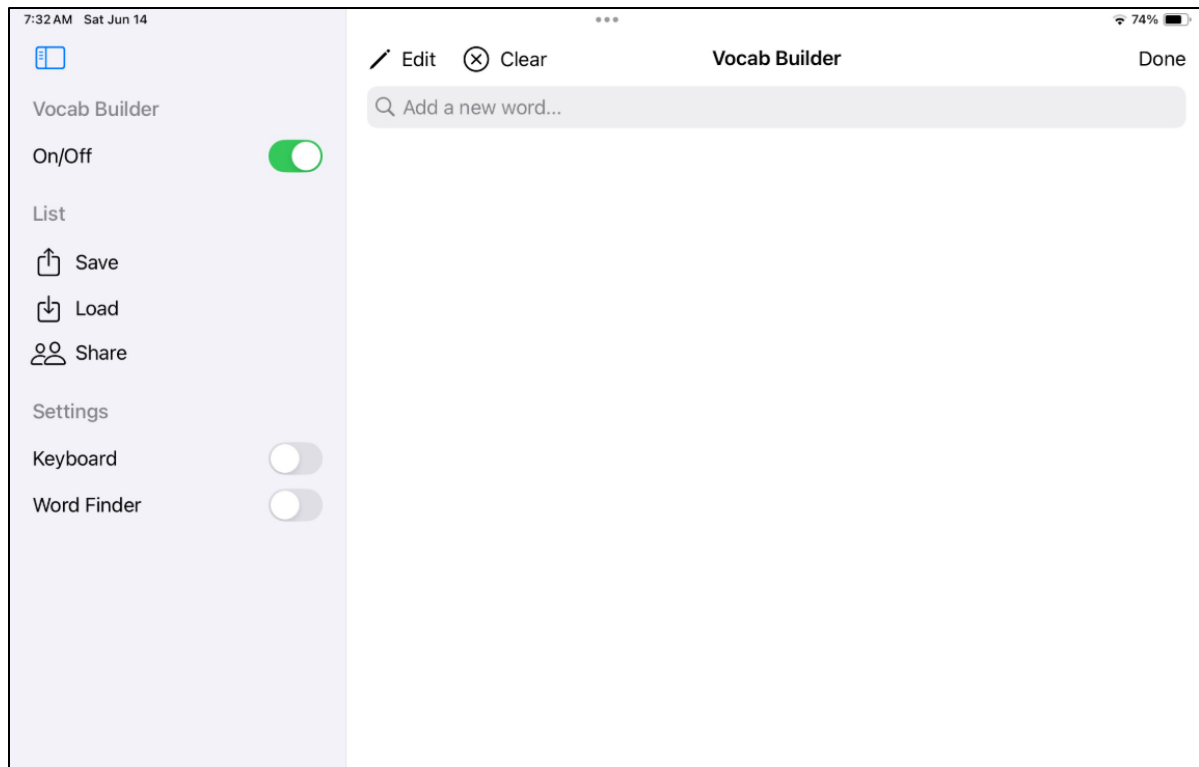
3. In the space under Abbreviation, type the abbreviated form.
4. In the space under Expands to, type the full word, phrase, or sentence that it will expand to.
5. Tap **Save** and tap **Done**.
6. To trigger the abbreviation, enter the abbreviation followed by a period from your vocabulary keyboard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

# Vocabulary Builder

Vocabulary Builder is a feature that allows you to hide all the words in the app except for the ones you choose to teach. Although it is a powerful teaching tool, it is recommended that the device user have some time to explore the system with Vocabulary Builder turned off.

## Create a List of Words to Teach

1. From the app, select **Menu**.
2. Select **Vocab Builder**. The Vocab Builder window opens.
3. Slide the On/Off button at the top corner of the window to **On**.

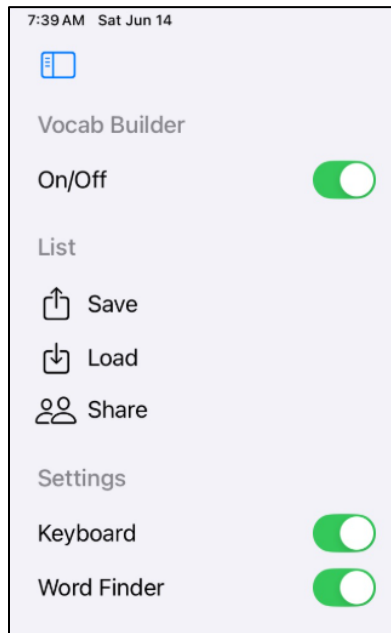


4. Tap in the Search field to open the keyboard.
5. Type a word (or partial word) you want to teach in the search window



6. Select the word you want from the list or tap **Search** on the keyboard.

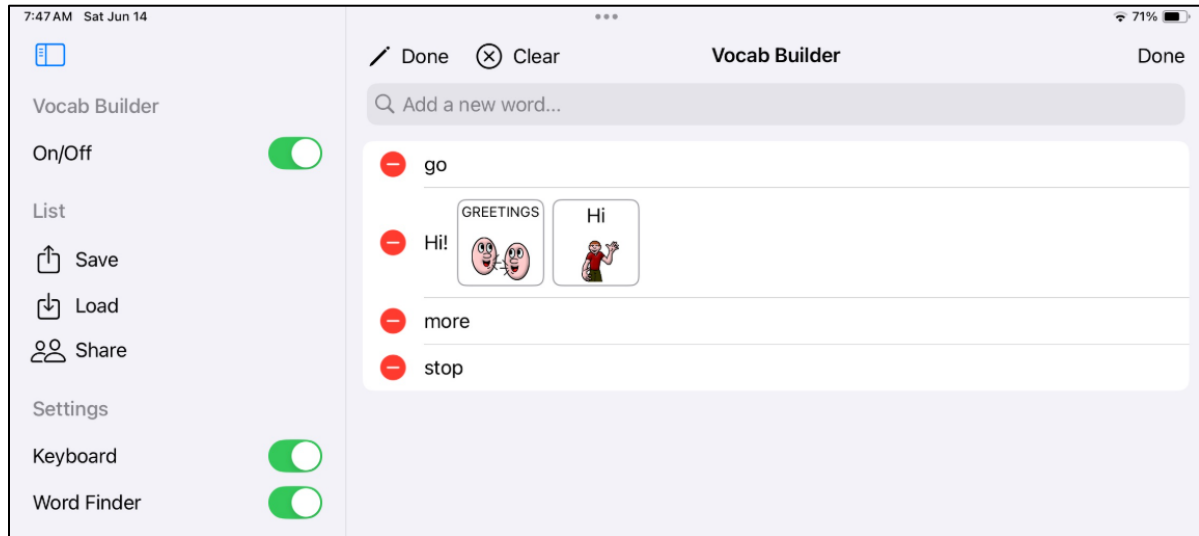
7. You can display the Keyboard or Word Finder button by enabling Keyboard or Word Finder in the menu.



8. When you finish adding words, select **Done**. Only buttons for the words you selected will appear in your vocabulary.
9. When you turn the Vocab Builder window On/Off setting off, all the hidden words will be visible again.

## Remove Words from a List

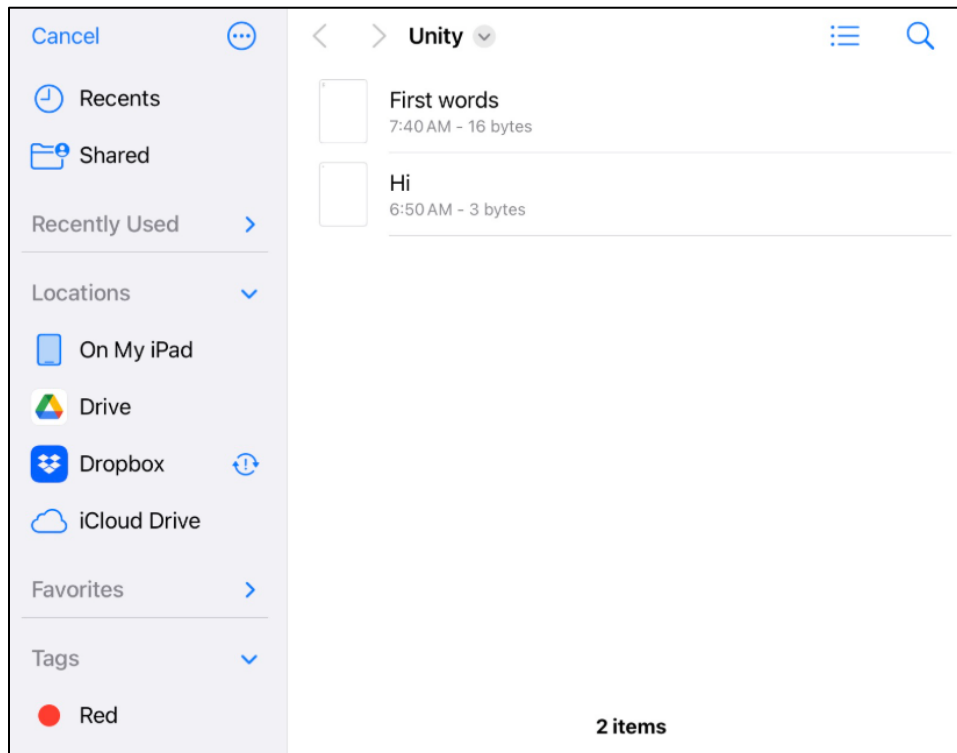
1. Select **Edit**. Red icons appear in front of each word.



2. Tap the icon for the word for the word you want to delete. "Delete" will appear after the list name.
3. Select **Delete** to remove the word from the list.
4. Select **Clear** to remove all words from the list.
5. Select **Done** to return to the vocabulary.

## Load a List

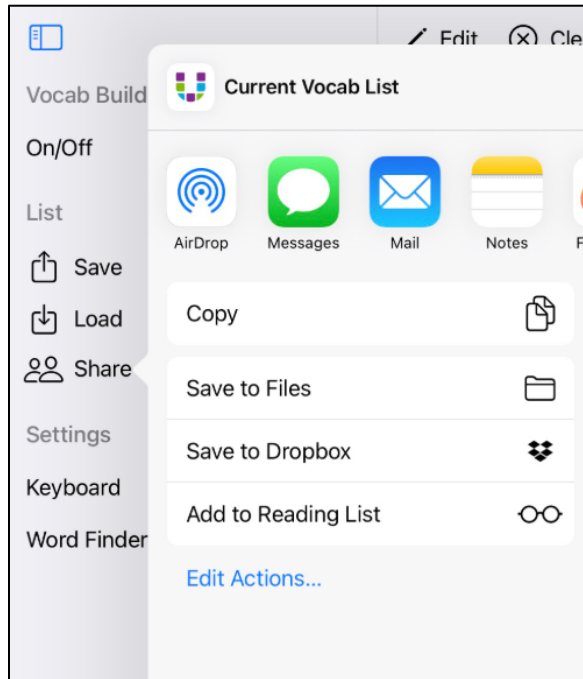
1. To view the lists you have created, select **Load** from the Vocab Builder window.



2. Select the list to be loaded.
3. Slide the **On/Off** button in the top corner of the Vocab Builder window to **On**.
4. Select **Done** to return to the vocabulary.

## Share a List

1. To share the current list, select **Share** from the Vocab Builder window.



2. Select the method you want to use to share the list.
  - **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.



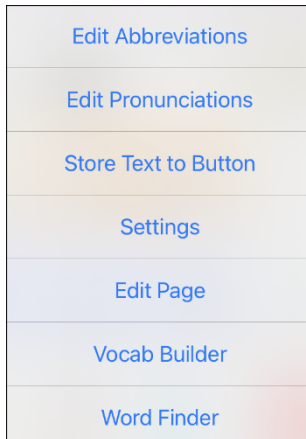
# Editing Buttons

What a button speaks, how it appears, what icon is shown, what action the button performs, and the location of a button can be modified. All button modifications are performed in Edit Mode.

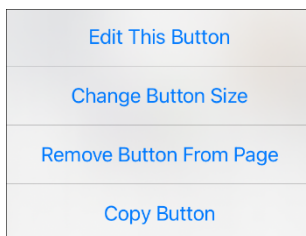
## Turn on Edit Mode

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.
4. Tap the button you want to modify. A menu opens.



5. Select **Edit This Button**. A window opens that will allow you to modify the button.
6. Select the menu option or options you want to use.
7. Tap **Save** to save your changes.
8. Tap **Done** to exit Edit Mode.

## Edit a Button Label or Message

1. Tap **Menu** and select **Edit Page**.
2. Tap the button you want to modify.
3. Select **Edit This Button**.
4. Tap in the Button Label area to change the label that will be displayed on the button.
5. Tap in the Button Message area to change the message that will be spoken.
6. Select **Save** and **Done**.

## Edit a Pronunciation for 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 will open.



The screenshot shows a mobile application window titled "Edit Button". At the top, there are three buttons: "Cancel" (blue), "Edit Button" (black), and "Save" (blue). Below the title bar, there are three text input fields. The first field is labeled "Button Label" and contains the text "read". The second field is labeled "Button Message" and also contains the text "read". The third field is labeled "Alternate Pronunciation" and contains the text "optional". At the bottom of the window, there is a grey button labeled "Pronounce".

4. Tap in the **Alternate Pronunciation** box to open the keyboard.
5. Enter the word phonetically (the way it should be pronounced).
6. Tap **Pronounce** to hear the pronunciation.
7. Modify the pronunciation as often as necessary until the word is pronounced the way you want it.
8. Tap **Save**.
9. Tap **Done** to exit edit mode.

For information on changing a pronunciation for a specific voice synthesizer, see “Changing How a Word is Pronounced by a Voice”.

## Insert Special Characters

Sometimes you may need to insert a special character in a word that you type, such as a letter with an accent; for example, **ó**.

On the 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.

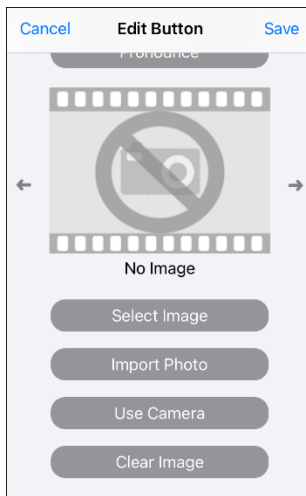
# Changing Button Images


There are several different ways you can change the image on a button.

## Search for Symbols

**Note:** When searching for symbols, your search will be based on the current vocabulary language, not the device language. For example, if you are in a Spanish vocabulary, your device doesn't need to be set to Spanish to get accurate search results.

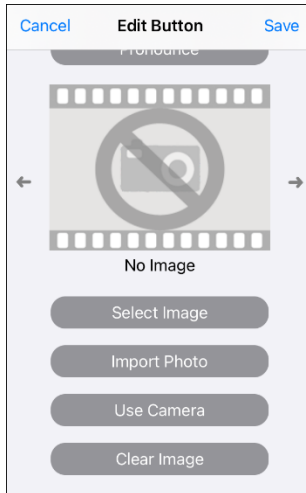
1. Tap **Menu** and select **Edit Page**.
2. Tap the button and select **Edit This Button**.



3. Tap **Select Image** to open a list of image libraries
4. Tap the magnifying glass  in the top right corner.
5. Enter an image name or description.
6. Tap **Search**. Image names will be listed with preview images.
7. Select the image you want.
8. Tap **Save**.
9. Tap **Done** to exit edit mode.

## Select an Image from a Library

1. Tap **Menu** and select **Edit Page**.
2. Tap the button and select **Edit This Button**.

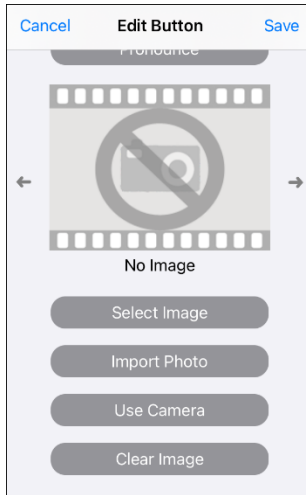


3. Tap **Select Image** to open a list of image libraries.
4. Tap an image library.
5. Image names will be listed with preview images.  
**Note:** Some libraries will display a list of image categories.
6. Scroll through the images and select the one you want.
7. Tap **Save**.
8. Tap **Done** to exit edit mode.

## Import an Existing Photo

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 Photo**. Photos saved on your device will be displayed.

**Note:** At the top of this window, you can select albums to view collections of photos or use the search field to find photos by name.

4. Tap the photo you want and tap **Use**.



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

## Using the Camera to Take a Photo

1. Tap **Menu** and select **Edit Page**.
2. Tap the button and select **Edit This Button**.
3. Tap **Use Camera**.
4. Tap the camera button.
5. Tap **Use Photo** and enter a name for the image.
6. Tap **Done** and tap **Save**.
7. Tap **Done** to exit edit mode.

# Changing Button Styles

This section explains how to resize buttons and change their styles.

## Resize a Button

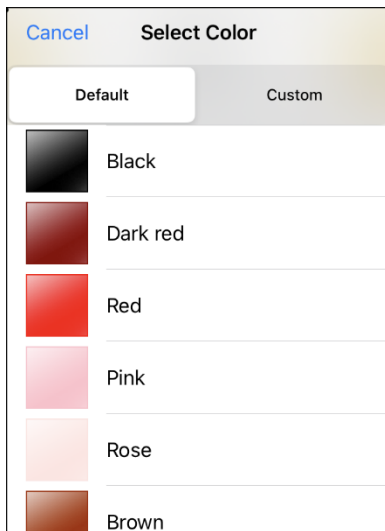
1. Tap **Menu** and select **Edit Page**.
2. Tap the button you want to resize and select **Change Button Size**.
3. Select the number of rows and columns you want.
4. Tap **Save**. Tap **Done** to exit edit mode.

## Change 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** and **Done**.

## Change Basic Colors on a Button

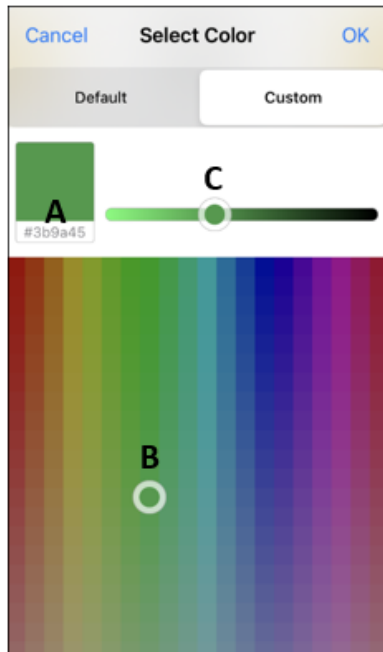
1. Tap **Menu** and select **Edit Page**.
2. Tap the button you want to modify and select **Edit This Button**.
3. Scroll down to the color settings and select **Text Color**, **Body Color**, or **Border Color**.
4. The Select Color window opens to the Default tab.



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

## Customize Colors on a Button

1. Tap **Menu** and select **Edit Page**.
2. Tap the button you want to modify and select **Edit This Button**.
3. Scroll to the color settings and select **Text Color**, **Body Color**, or **Border Color**.
4. The Select Color window will open 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, delete the hex code and enter the code you want. 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.

**Tip:** 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.

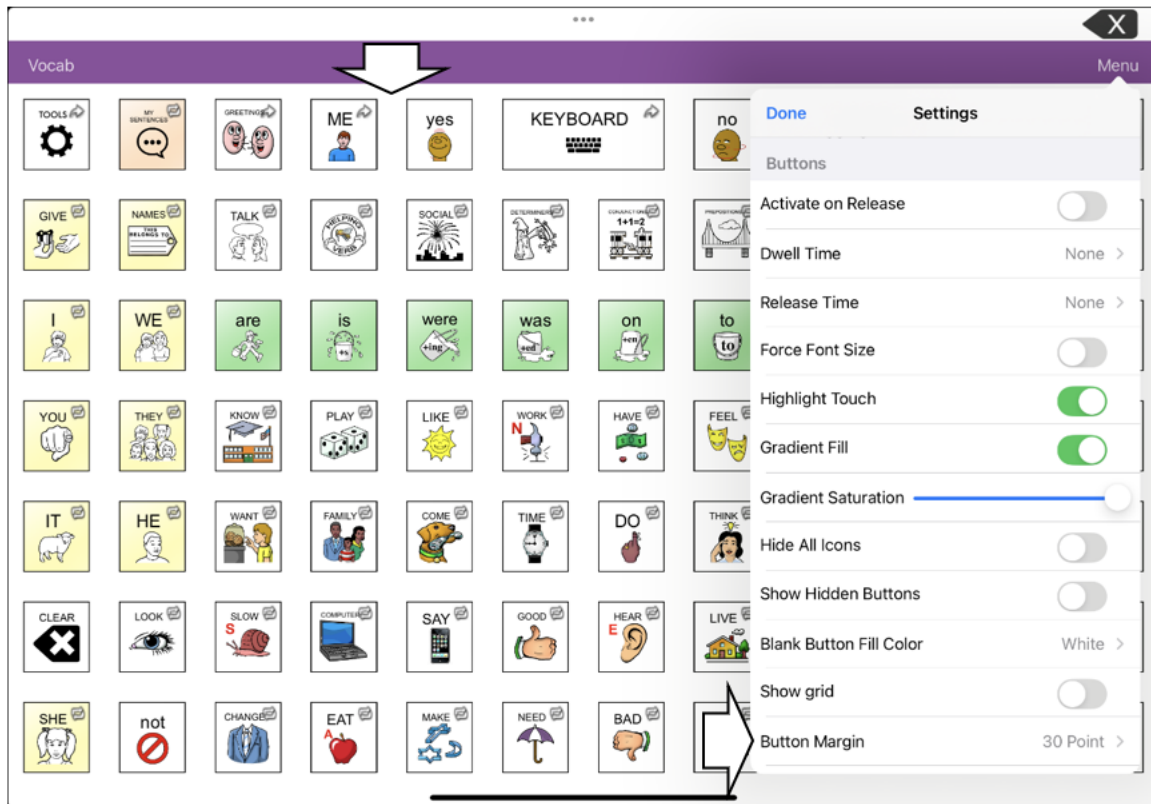
**Tip:** You can also drag the slider along the slide bar. Release the slider when the color you want is shown.

6. When the preview box shows the color you want, select **OK**.
7. In the Edit Button window, select **Save**.
8. Tap **Done** to exit edit mode.



## Increase the Button Margin

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.



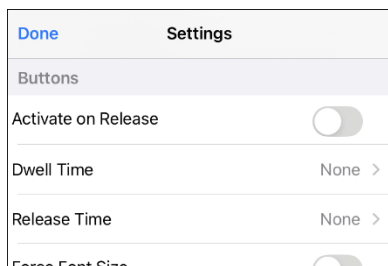
6. If you selected too much space or too little space, make another selection.
7. When you are satisfied with the amount of space, select **Done**.

# Changing Button Settings

This section explains how to change button timing and how to hide and display button navigation arrows.

## Button Timing

Tap **Menu** and tap **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.

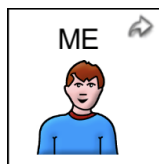
**Buttons:** Release time is intended to help prevent accidental double button activations. When the time is set, all buttons are disabled for the specified period of time after a button is activated.

**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.

## Hide/Show Button Navigation Arrows

Buttons that navigate to new pages display a small arrow in the top right corner.



To hide or show all navigation arrows:

1. Tap **Menu** and select **Settings**.
2. Under Navigation, turn **Button Navigation Icons** on.

# Button Actions

Button actions allow you to use a button to perform a function.

## Available Button Actions

### Add Message to Display

Inserts text from the button's Message box in the Speech Display Bar (SDB). The words are not spoken.

### Add Time/Date

Displays the current date and time in the SDB

### 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

### Character Prediction

Sets the prediction order for character prediction buttons on a keyboard page. Tap Character Prediction to open the Prediction Order list. The number you select will determine how likely the character currently displayed in the SDB is to be displayed on the button. Options range from Number 1 (the most likely) to Number 10 (the least likely).

### Clear Display

Clears the text from the SDB

### Clear Last Word

Deletes the last word from the SDB

### Cursor Mode

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).

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.

**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.

**Go to Vocabulary**

Set up a button to open a customized vocabulary file.

**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

**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

**Navigate Back**

Takes you to the previous page

**Navigate to Home**

This option takes you to the home page of the vocabulary file.

**Open App**

Opens a specific iPad® app from a vocabulary page. This action is not available on a dedicated device.

**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 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**

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.

- 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.
- 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.

## **Play Library Audio**

Plays an audio file from the user's media library. This action is not available on a dedicated device.

## **Play Recorded Speech**

Plays recordings of someone speaking.

## **Play Video**

Plays a video file or YouTube video file. The file must be stored on the device. Add the Play Video action to a vocabulary button and tap the button whenever you want to play the video.

## **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

## **Stop Library Audio**

Stops audio and video files from the user's library. This action is not available on a dedicated device.

**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. This action is not available on a dedicated device.

**Text Paste**

Pastes the text from the system clipboard into the SDB. This allows text from other apps to be pasted into the app. This action is not available on a dedicated device.

**Text Share**

Shares the text in the SDB using email, SMS text, the social network services Facebook and Twitter, or the blogging service Tumblr. This action is not available on a dedicated device.

**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

**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.

**Word Prediction**

Sets the prediction order for word prediction buttons on a keyboard page. Tap Word Prediction to open the Prediction Order list. The number you select will determine how likely the word currently displayed in the SDB is to be displayed on the button. Options range from Number 1 (the most likely) to Number 10 (the least likely).

## Add or Change a Button Action


### To add a button action:

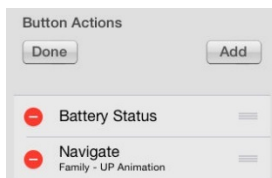
1. Tap **Menu**, select **Edit Page**, tap the button you want to modify, and select **Edit This Button**.
2. Scroll down to the Button Actions section.
3. Tap **Add**.
4. Scroll through the list of actions and tap the action you want. It will be added below the existing action for the button.
5. Tap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

## Rearrange or Remove Button 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/Rename icon  will appear in front of each action linked to the button.



4. To remove an action, tap the Delete/Rename 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**.



## Create a Button to Store Message Text

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 to the Button Actions section and tap **Add**.
7. Scroll through the list of actions and tap **Store Text to Button**. The action will be displayed in the Button Actions section.
8. Tap **Save**. Tap **Done** to exit edit mode.

**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**, and 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.

## Create a Button to Take a Photo

This feature provides an alternative so you don't need to enter 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, you must connect your device to your computer and remove the photos using Explorer from the computer.

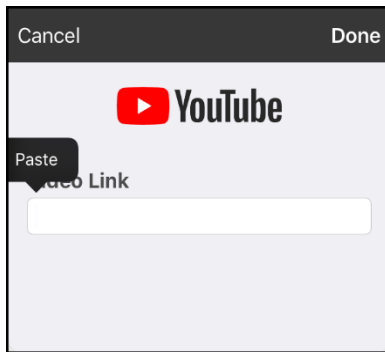
## Create a Button to Play a Video

1. In the app, display the page that has the button you want to use to play the video.
2. Tap **Menu** and select **Edit Page**.
3. Tap the button you want to use and select **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.

## Create 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 app, display the page that has the button you want to use to play the YouTube video.
4. Tap **Menu** and select **Edit Page**.
5. Tap the button you want to use and select **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:

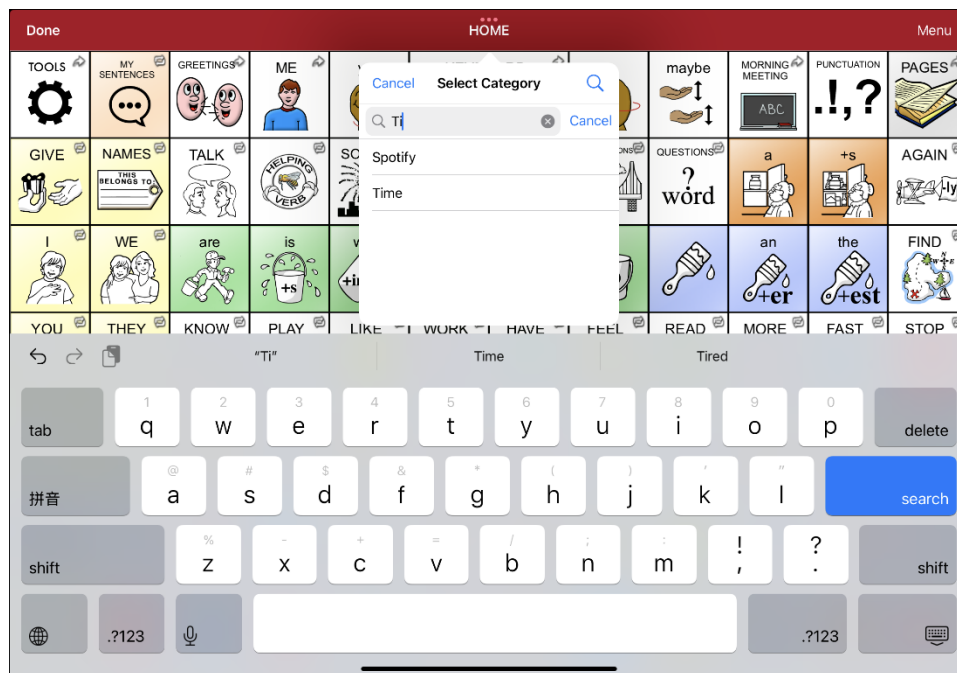
No Connection to YouTube  
YouTube appears to be blocked by your internet service provider. Please contact your network administrator.

## Create 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.
2. Tap **Menu** and select **Edit Page**. The page is now in Edit Mode.
3. Either tap or touch and hold the button you want to modify.
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 Category list opens.
8. Scroll through the list or search for the category you want.

To search for the category: Select the search icon  on the right side of the Select Category title bar or drag down on the list. A keyboard will open.



Enter a category name or partial name. A list of matching names will open.

**Note:** The search function searches for matches anywhere in a name.

9. Select the category and app you want and select **Save**.  
**Note:** Make sure the app you select is installed on your device.
10. 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.
11. To exit the app and return to device, tap “Unity” in the upper left corner of the screen.

◀ Unity 1:47 PM Sun Apr 27

## Create a Calculator Button

1. When on the keyboard or numbers page, select **Menu** and **Edit Page**.
2. Select an empty button and select **Edit This Button**.
3. Type the **Button Label** you want; delete the **Button Message**; and choose the icon you want.
4. Scroll down to Button Actions and select **Edit** and delete **Speech Message** as the button action.
5. Select **Add**; then select **Calculator**.
6. Select **Save**.

## Create 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. Press and hold on the button you want to use. A list of button options appears.
4. Select **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**. Tap **Done** to exit edit mode.

## Create 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. Press and hold on the button you want to use. A list of button options appears.
4. Select **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**. Tap **Done** to exit edit mode.

## Create a Date/Time Button

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. In the app, tap **Menu** and select **Edit Page**.
3. Press and hold on the button you want to use. A list of button options appears.
4. Select **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**. Tap **Done** to exit edit mode.

## Create a Button to Open a Customized Vocabulary File

1. Go to the page that includes the button you want to use.
2. Tap **Menu** select **Edit Page**.
3. Select **Edit this Button**.
4. Add a button label and icon.
5. Under Button Actions, select **Add**.
6. Select **Go to Vocabulary**.
7. Select the customized vocabulary file you want the button to open.
8. Select **Save**. Tap **Done**.

**Note:** You could use this procedure to create a bilingual vocabulary. For example, in a Spanish vocabulary, set the Go to Vocabulary action to go to an English vocabulary. Then set up a button in the same position in the English vocabulary to go to the Spanish vocabulary. This would allow you to quickly toggle back and forth between languages.

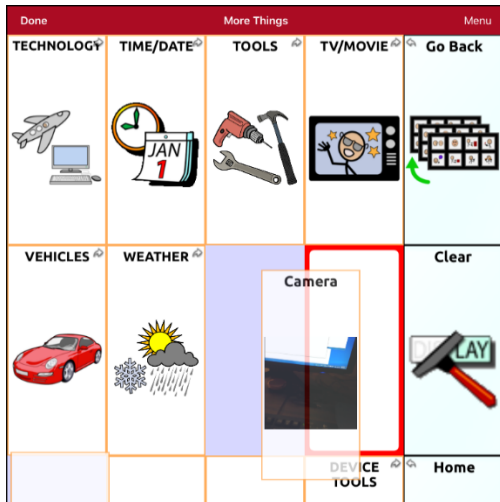
# Move or Hide Buttons

This section explains how to move or hide buttons.

## Drag and Drop a Button

1. Tap **Menu** and tap **Edit Page**.
2. Touch 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.

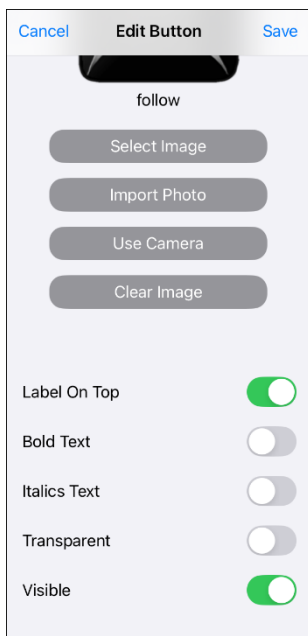


3. Upon release, the button will move to the new location. If there is already a button in the new location, it will move to the old location. The buttons will exchange locations.

## Hide 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 tap **Edit Page**.
2. Tap the button you want to hide and select **Edit This Button**.



3. Turn **Visible** off.
4. Tap **Save**. Tap **Done** to exit edit mode.

## Copy/Paste a Button

You can copy and paste buttons to new locations.

**Note:** If you modify a copy of a button, you will edit only the copy.

1. Tap **Menu** and tap **Edit Page**.
2. Tap the button you would like to copy. The Edit Button menu opens.
3. Tap **Copy Button**.
4. Tap **Done**.
5. Go to the page where you want to add the copied button.
6. Tap **Menu** and tap **Edit Page**.
7. Tap the location you wish to copy the button to. The Edit Button menu opens with additional options.
8. Tap **Paste Button**. The button you copied will appear in that location.
9. Tap **Done**.

## Copy and Use the Same Button

You can copy and replicate the same button on a different page. You may want to use this technique on buttons that contain tools used on each page.

**Note:** Each copy of this button will be modified automatically whenever one of the replicate buttons is edited.

1. Tap **Menu** and tap **Edit Page**.
2. Tap the button you would like to copy. The Edit Button menu opens.
3. Tap **Copy Button**.
4. Tap **Done**.
5. Go to the page where you want to add the copied button.
6. Tap **Menu** and tap **Edit Page**.
7. Tap the location to which you want to copy the button. The Edit Button menu opens with additional options.
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 tap **Edit Page**.
2. Tap the button whose style you want to copy. The Edit Button menu opens.
3. Tap **Copy Button**.
4. Tap the button to which you want to copy the style. The Edit Button menu opens with additional options.
5. Tap **Paste Button Style**. The button will display the pasted style.
6. Tap **Done**.

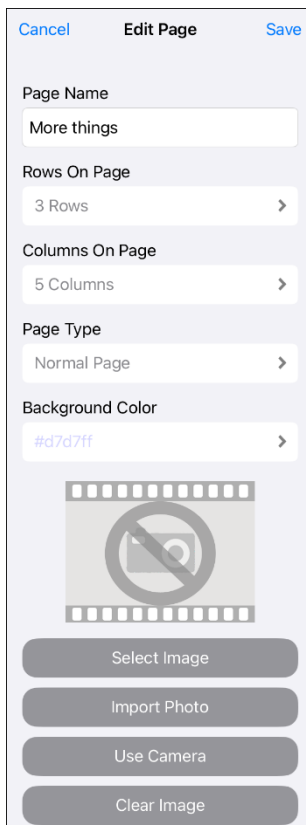


# Pages

The Unity app allows you to rename, duplicate, load, and create pages, choose a different keyboard, copy a page from a different vocabulary, add gestures to pages, change the background color of a page, and use special pages.

## Edit a Page

1. Navigate to the page you want to edit.
2. Tap **Menu** and tap **Edit Page**.
3. Tap **Menu** and tap **Edit Page Layout**. The Edit Page window opens.



4. Do any of the following:
  - Rename the page
  - change the number of rows and columns
  - change the page type or background color
  - add, change, or remove an image
5. Tap **Save**.

## Duplicate a Page

1. Tap **Menu** and tap **Edit Page**.
2. Tap **Menu** and tap **Import/Copy Pages**.
3. Tap **Duplicate This Page**. The New Page Name window will display the current name plus “(1)”.
4. Tap the name and use the keyboard to enter an appropriate name for the duplicated page.
5. Tap **Save**. The duplicated page will be displayed with the new name.
6. Edit the page as needed.
7. When you finish, tap **Done** to exit Edit Mode.

## Load Another Page

1. Tap **Menu** and tap **Edit Page**.
2. Tap **Menu** and tap **Load Another Page**. A list of available pages opens.
3. Scroll through the list and select the page you want to load.
4. Tap **Done**. This page is now available to copy buttons or make additions or changes to your vocabulary.

## Create a New Blank Page

1. Tap **Menu** and tap **Edit Page**.
2. Tap **Menu** and tap **Add New Page**.
3. Select **New Blank Page**.
4. Tap the **Page Name** field and use the keyboard to give the page a name.
5. Select how many rows and columns you want.

**Note:** The number of rows and columns from the page currently displayed appear by default. Select different numbers if appropriate.

6. Tap the **Background Color** field and select a 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. When you finish, tap **Done**.

## Create a New Page from a Navigate Action

1. Display the page from which you want to navigate.
2. Tap **Menu** and tap **Edit Page**.
3. Tap the location for a button that will navigate to the page you want to create.
4. Select **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 open the list of available actions.
7. Select the **Navigate** action to open the list of existing pages.
8. Tap the **+** in the upper right corner.
9. Select **New Blank Page** or **New Page from Template**.
10. Enter a page name. If you selected New Blank Page, adjust the number of rows and columns.
11. Tap **Save**, select **No Animation**, and tap **Save** again.
12. Tap **Done**.

## Create a Button to Link to a New 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 selected 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.

### Navigate

Links to a new page and requires another button selected 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. Go to the page that includes the button that you want to link to a page.
2. Tap **Menu** and select **Edit Page**.
3. Tap the button to be linked to the new page.
4. If the button is blank, select **Create new Button**. Otherwise, select **Edit This Button**.
5. Enter the label and message. (Entering a symbol is optional.)
6. Scroll to the Button Actions section and tap **Add**.
7. Select a navigation action for the button from the drop-down list (Navigate, Visit, Navigate Back, Navigate to Home). Navigate and Visit offer a listing of pages to link to. If you choose Navigate Back or Navigate to Home, skip to step 8.

**Note:** If there was a previous action on this button, tap **Edit**, tap the Delete/Rename icon , tap **Delete**, and tap **Done**.

8. Choose the page to navigate to or visit from the listing. If the page doesn't already exist, choose **+** and create a new page to link the button to. Tap **No Animation**.
9. Tap **Save**. Tap **Done** to exit edit mode.


## Copy a Page from a Different Vocabulary File

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

1. Tap **Menu** and select **Edit Page**.
2. Tap **Menu** and select **Import/Copy Pages**.
3. Tap **Import Another Page**.
4. 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.
5. Tap **Import** and tap **Done**.
6. While still in Edit Mode, tap the button that you want to navigate to the imported pages.
7. Select **Edit This Button**.
8. Give the button a label and, if needed, an icon and make any style changes you want.
9. Scroll down to the Button Actions section, tap **Add**, and then tap **Navigate**.
10. Tap the page you imported.
11. Tap an animation or **No Animation**.
12. Tap **Save**. Tap **Done** to exit edit mode.

## Add a Gesture to a Page

1. Tap **Menu** and select **Edit Page**.
2. Tap **Menu** and select **Edit Gestures**.
3. Tap **+**. The Edit Gestures window opens.
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 select the gesture action you want.

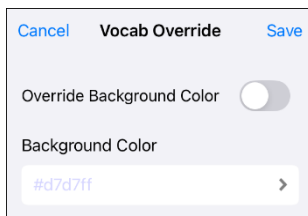
**Note:** To delete a gesture action, tap **Edit** and tap the action you want to delete. The Delete/Rename icon  will be displayed in front of the action. Tap the icon to delete the action.

8. Tap **Save**. Tap **Done** to exit edit mode.

## Override the Background Color

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”.

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**. Tap **Done** to exit edit mode.

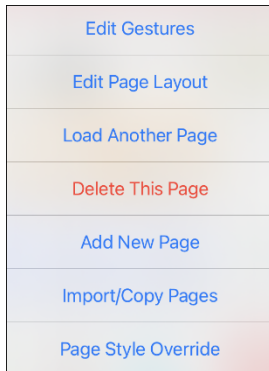
**Tip:** You can switch between the default page background colors and the override color as needed by toggling **Override Background** on and off.

# Create a Special Page

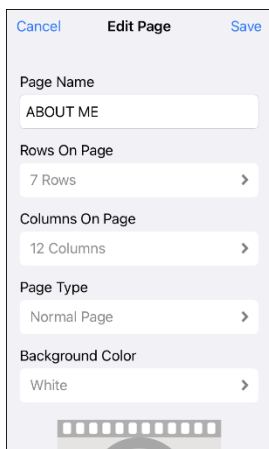
You can set any vocabulary page as a special page, such as a home page or template page.

## Change Your Home Page

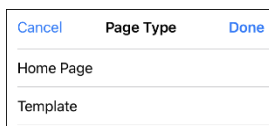
1. Go to the page you want to use as your home page.
2. Tap **Menu** and select **Edit Page**. The page is now in Edit Mode.
3. Tap **Menu**. The Edit Page menu opens.



4. Select **Edit Page Layout**. The Edit Page window opens.



5. Tap the current Page Type. The Page Type menu opens.

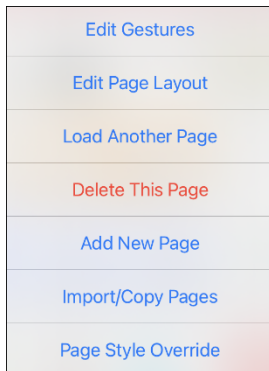


6. Select **Home Page**.
7. Tap **Done** to complete the change and tap **Done** to exit Edit Mode.

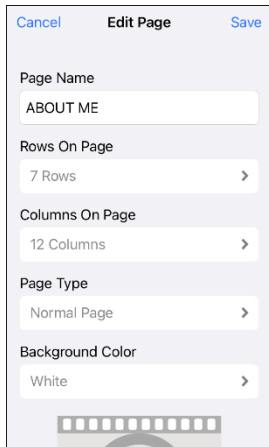
## Save a Page as a Template

You can use an existing vocabulary page as a template to create new pages quickly.

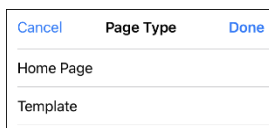
1. Go to the page you want to use as your home page.
2. Tap **Menu** and select **Edit Page**. The page is now in Edit Mode.
3. Tap **Menu**. The Edit Page menu opens.



4. Select **Edit Page Layout**. The Edit Page window opens.



5. Tap the current Page Type. The Page Type menu opens.

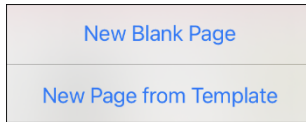


6. Select **Template**.
7. Tap **Done** and then tap **Save**.
8. The new template page is displayed with the name you gave it.
9. Add buttons and formatting to the page as needed.
10. When you finish, tap **Done** to exit Edit Mode.

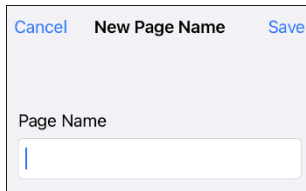


## Add a New Page from a Template

1. Tap **Menu** and tap **Edit Page**. The page is now in Edit Mode.
2. Tap **Menu** and tap **Add New Page**. A menu provides two options.



3. Select **New Page from Template**. The New Page Name window opens.



4. Tap the **Page Name** field, use the keyboard to enter a name for the new page, and tap **Save**.  
**Note:** After you tap **Save**, the Save button will become disabled so you cannot accidentally tap it a second time. The message “Loading” will appear until the new page has finished loading.
5. The new page will be displayed with the buttons and formatting from the template and will display the name you entered.
6. Edit the new page as needed.
7. When you finish, tap **Done** to exit Edit Mode.

## Unable to Delete Home Page

The home page is the starting point for all of the words in your vocabulary. For this reason, you cannot delete the home page. If you try to delete it, a message will advise you to set a different page as the home page.

### Example #1: Try to Delete the Home Page from the Edit Page Menu

Tap **Menu** and tap **Edit Page**. Then tap **Menu** and select **Delete This Page**. A message will warn that you cannot delete the home page and advise you to set another page as the home page.

Select **Okay** to close the message. Then set another page as the home page. See “Changing Your Home Page”. If you still want to delete this page, you will be able to.

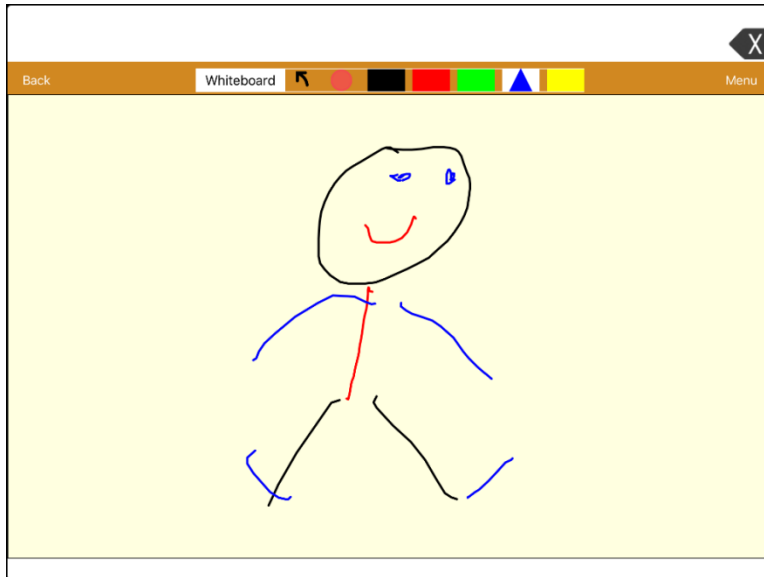
### Example #2: Try to Delete the Home Page from the Page Type Window

Tap **Menu** and tap **Edit Page**. Then tap **Menu** and select **Edit Page Layout**. In the Edit Page window, tap **Home Page** in the Page Type field. In the Page Type window, tap the Home Page checkmark. A message will warn that you cannot uncheck the box and advise you to set another page as the home page.

Select **Okay** to close the message. Then set another page as the home page. See “Changing Your Home Page”. If you still want to delete this page, you will be able to.

# Whiteboard Pages

Whiteboards can be used for drawing, collaborating, and sharing.



## Create a Whiteboard Page

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 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.

## Whiteboard Tools



### Back

Select **Back** to return to the page that includes the button that links to the whiteboard.

### Whiteboard

Select **Whiteboard** to 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.

- **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.

When a drawing is on the whiteboard, additional options are available: Clear, Undo, and Erase.

- **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 arrow

Use the undo arrow to undo the most recent addition or change to a drawing.

### Erase tool

Use the erase tool to erase a portion of a drawing. Select this tool and then tap any portion of the drawing to erase it. 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.

### Color selection tool

Use the color selection tool to 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.

### Menu

Tap **Menu**, select Settings, and scroll to the Whiteboard section to change the Whiteboard settings. For explanations of the settings, see “Changing the Whiteboard Settings”.

## Adjust Whiteboard Settings

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

### 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.

# Advanced Features

## Split View

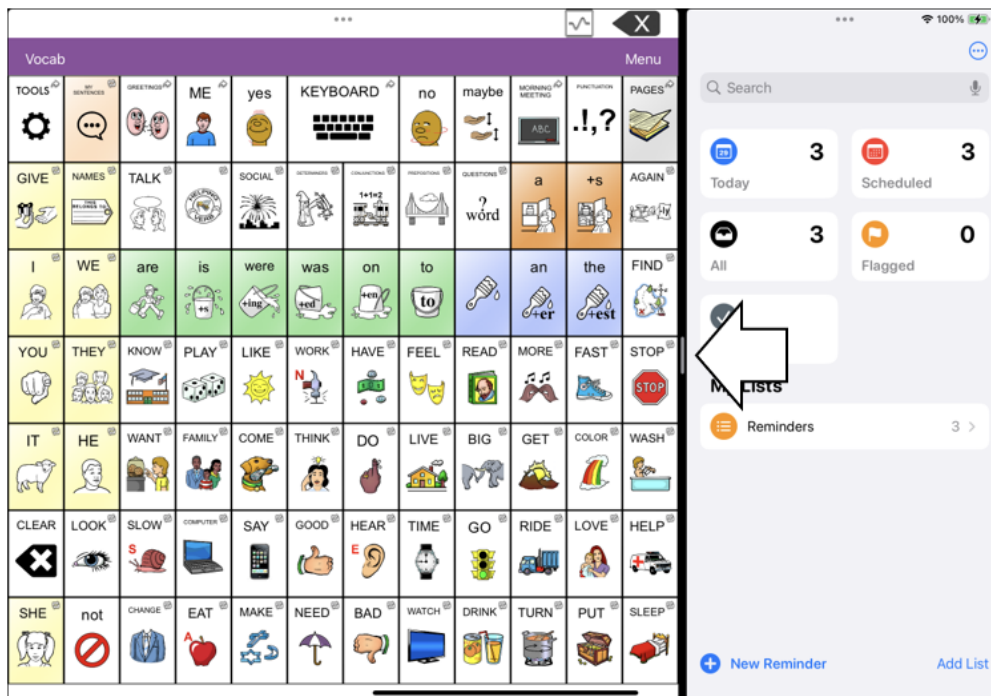
On a non-dedicated device, iOS Split View allows you to view two apps side-by-side at the same time. Not all apps support this feature. Split View should function by default. If Split View does not function by default, open the iOS Settings, select **Home Screen & Dock**, select **Multitasking**, and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

**Important:** If you are using the Unity app on a dedicated device, you will not be able to use Split View.

1. Open the Unity app on the device.
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 the app 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.

# Monitor Language Growth with Data Logging

When data logging is turned on, the device collects language usage data for a person, which you can either upload to the Realize Language website for analysis or save to a file to analyze manually. Data logging helps you track the progress an individual is making with language development.

**Note:** If you plan to use the Realize Language website to analyze data, you'll need to subscribe and set up an account. For customers outside of the U.S., please contact your local distributor for information about setting up an account.



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

## Realize Language

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](mailto:support@realizelanguage.com)

If you have a problem with your device, call Saltillo technical support at 1-800-382-8622 or email [service@saltillo.com](mailto:service@saltillo.com).

## Enable Data Logging

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.

**Important:** If you plan to use the Realize Language website to analyze data, set up a person before you start collecting data.

1. In the app, tap **Menu** and select **Settings**. The Settings screen will be displayed.
2. Under Data Logging, turn on **Enable Logging**.

When data logging is turned on, the data logging icon appears in the Speech Display Bar.

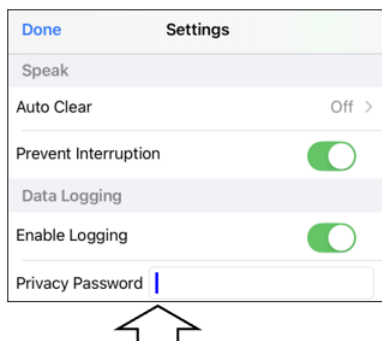


## Create a Privacy Password

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

**Important:** When you create your privacy password, be sure to write it down or store it securely by some other means. If you forget or lose your password, follow the procedure under “Changing or Removing Your Privacy Password”.

1. Under Data Logging, tap the password box located to the right of **Privacy Password**. A cursor will appear in the Privacy Password field, and a keyboard will open.




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.

## Change or Remove 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 cursor will appear in the Privacy Password field, and a keyboard will open.
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 cursor will appear in the Privacy Password field, and a keyboard will open.
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.

## Forgotten or Lost Privacy Password

If you forget or lose your Data Logging Privacy Password, follow these steps.

**Important:** This process will remove any currently logged data to ensure the device user’s privacy.

1. Back up your vocabulary file. See “Backing up Customized Vocabulary Files”.
2. Delete the Unity app from your device.
3. Reinstall the Unity app.
4. Set up a new password privacy password, using the procedure under Creating a Privacy Password.

## Upload Data for Analysis

**Note:** This section applies to non-dedicated devices only.

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

1. Tap **Realize Language™ Setup** to open the Realize Language Setup window.

**Note:** The first time you upload data, enter your privacy password.

2. Enter your Realize Language account email address and Realize Language account password.
3. Tap the **Current Person** field and select the person for whom you want to upload data.
4. Tap **Upload Now**. “File successfully updated” will appear.
5. Tap **Save**. By tapping **Save**, your Realize Language account email address and Realize Language account password will be retained in the Realize Language Setup window. For future uploads, all you need to do is select the person from the Current Person list.

When the data has uploaded successfully, return to the Settings menu and use **Clear Log** to clear the person’s data. Then you can start collecting new data for that person.

## Clear Usage Data

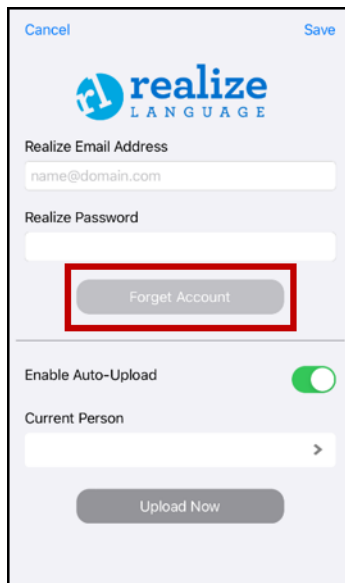
To clear usage data for the current person:

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.



## Clear 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.



**Note:** The **Forget Account** button will be active only after you enter your credentials in the Realize Language email and password fields.

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.

## Export a Data Log Manually

1. Select **Menu > Settings** and scroll to the Data Logging section.
2. Select the Export Log **Export** button. The following prompt will appear:  
"Once downloaded or exported, your data log file will only be protected by the security on your device or within the third party application being used."
3. Select **Yes**.
4. Select the export option you want from the LogFile window.

# Phone Calls – Telephony

## Important:

- You must be using the Unity app on a non-dedicated device. If you are using a dedicated device, you will not be able to use the phone functionality.
- 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 the 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 speaker icon 🔊 to hear how a voice sounds. Listen to several voices if necessary.
3. When you find the voice you want, select the Apple icon 🍏 to download and install it.

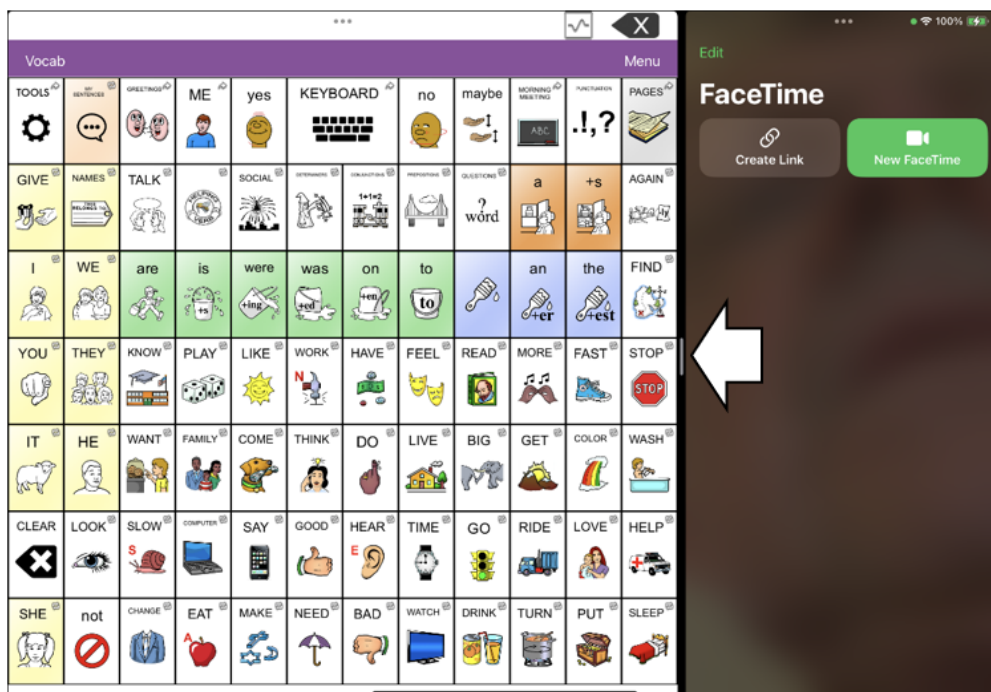
## To make a phone call:

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



**Tip:** 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. The Unity app 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 app to start speaking.

**Note:** During the call, the app will switch from your usual device voice to the Phone/FaceTime voice you selected. When you end the call, the app 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.

# Acapela Vocal Smileys

Acapela-Group has created the capability of using Voice Sounds and Exclamations.

## Add a Sound

Sounds are produced by the speaker's voice for laughing, breathing, sneezing, coughing, or whatever sounds our voices can produce to mimic sounds we make in our daily lives. Sounds are always between two pound signs; for example: **#LAUGH02#** in capital letters and sometimes followed by numbers if there are more than one of the same kind. The children's voices have more sounds than adult voices.

## Add an Exclamation

Exclamations include a variety of letters and symbols. Type exactly what you see.

## Find a Vocal Smiley

To find the list of Acapela Vocal Smiley commands:

1. Go to <http://www.acapela-group.com/doc/Vocal%20smileys/excla.html>
2. Click the link to the appropriate language.

**Important:** The language you select must match the language of the voice you are using.

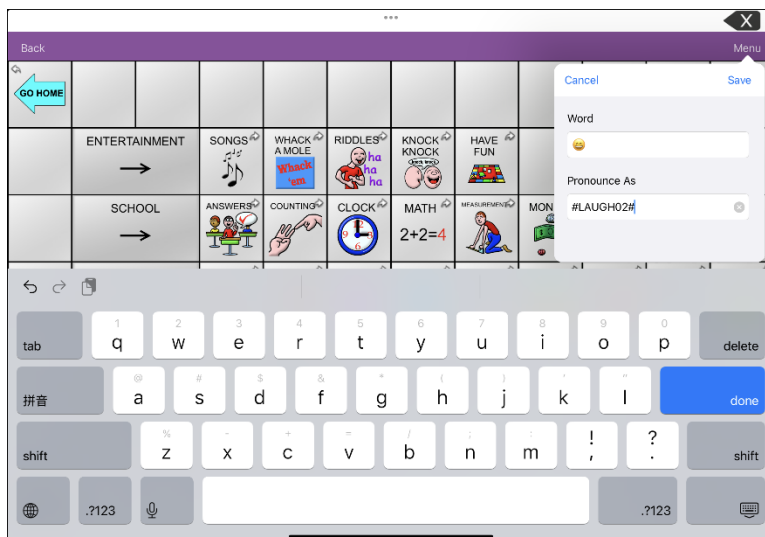
3. Select the specific Vocal Smiley you want.

## Example: Add a Smiley Face and Laugh Sound to a Button

A button can be set up with the command in the message. However, if you use the "speech message" action, the command appears in the Speech Display Bar (SDB), which isn't ideal. A better way may be to set up a button with an emoticon symbol in the message.

For example, you could use a smiley face symbol. Note that you may need to go to **Settings > General > Keyboards** and add the Emoji keyboard so that you can type emoticon symbols. Once the button is set up with the emoticon and speech message, go to Pronunciations and add a pronunciation for the smiley face emoticon. Enter a command such as **#LAUGH02#** for the pronunciation.

To open the Pronunciation Editor, tap **Menu**, select **Edit Pronunciations**, and tap **+**. Add the same emoticon used on the button to the Word box and add the command (for example, **#LAUGH02#**) to the Pronounce As box.



Now when you touch the button, the emoticon will appear in the SDB and the laugh sound will be heard.

# Additional Information

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