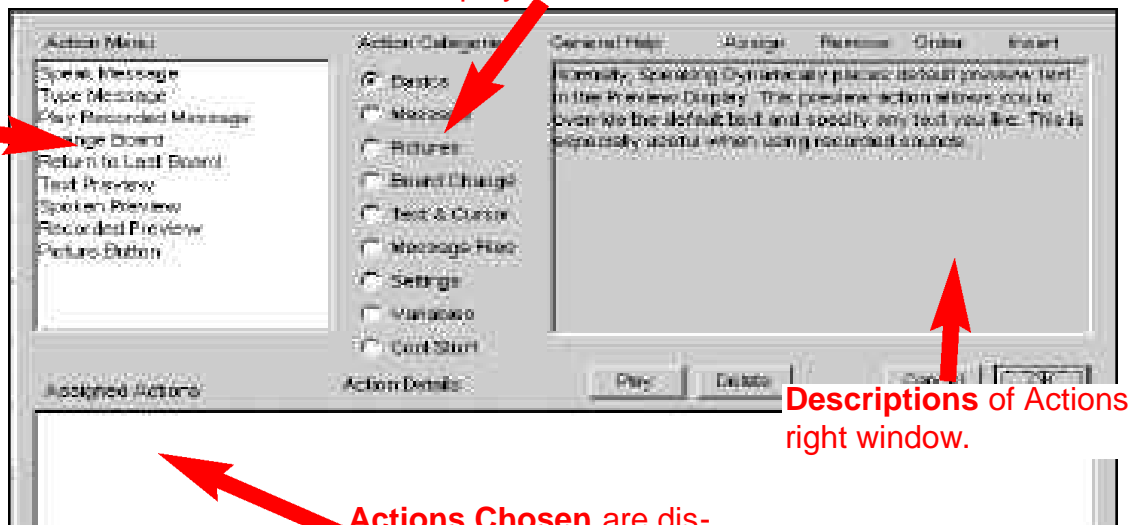


15. Adding Actions to Buttons

- a. In order to add any actions to buttons you will first double click on the button.
- b. Button Actions window is displayed.

Possible **Actions** are displayed in the left window.



Categories of Actions are displayed in the center.

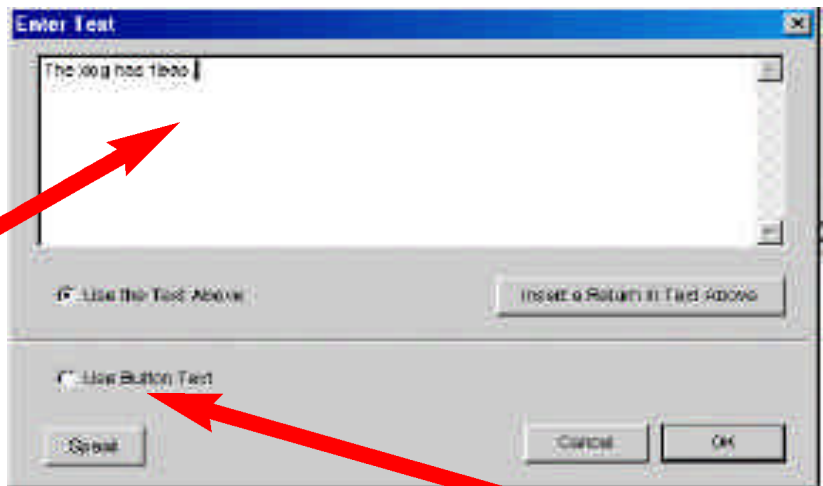
Descriptions of Actions right window.

Actions Chosen are displayed in bottom left window.

16. Adding Speech to a Button

Computerized Speech (Synthesized)

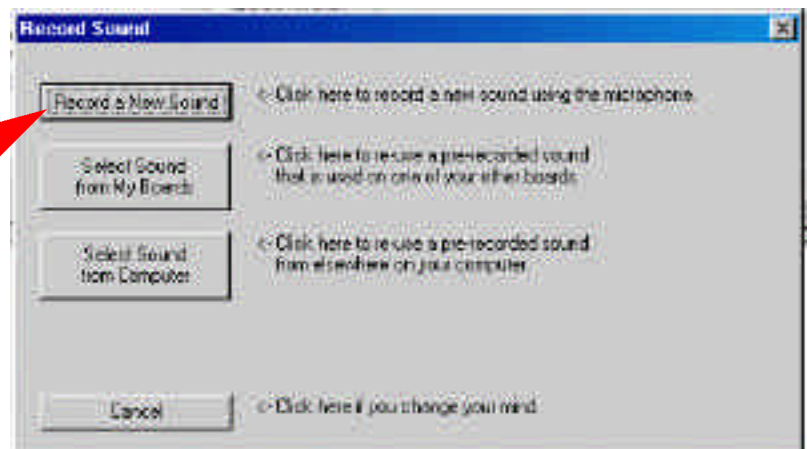
- a. Double Click on the button.
- b. Click on **Speak Message** in the **Action Menu** box. (A window will be displayed allowing you to type words to be spoken.)
- c. Type in the text you wish to be spoken
- d. You will then click on the **OK** buttons to return to the board & save the speech.



*** If you wish the button to speak the text that is on the button itself you may click **Use Button Text**

17. Recorded Speech

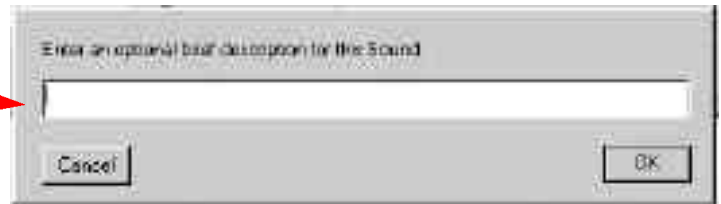
- a. Double Click on the button.
- b. Click on **Play Recording**.
- c. Click on **Record a New Sound**



- d. Click on the **Record** button & begin speaking.
- e. Click **Stop**
- f. Click on **OK**.



- g. Enter a description for the sound in the description window & click **OK**.
- h. Click **OK** again to return to main board.



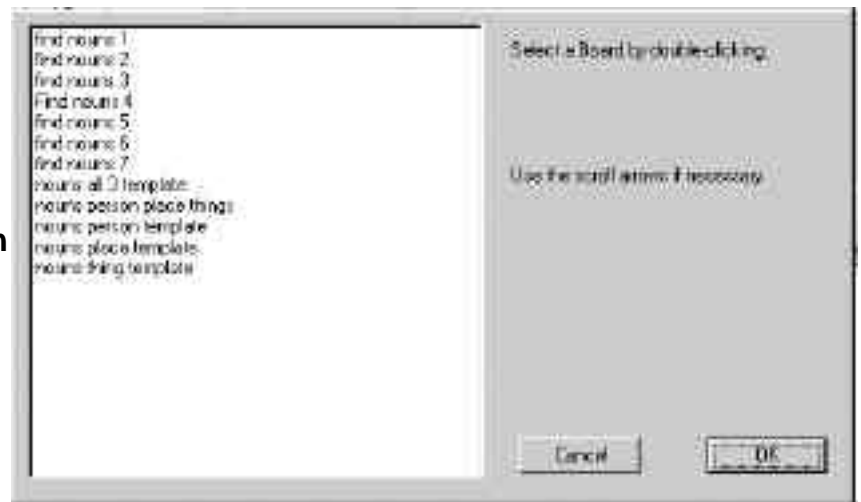
*** To test the speech Click on the Design menu & Drag down to Use click on the button to test the speech. **YOU CANNOT TEST SPEECH WHILE IN DESIGN MODE!!!**

18. Previewing Speech Output(Written Text)

Click on **Dynamic Buttons** & drag down to **Preview Display**. (Can also adjust the size of the preview display by clicking in the bottom right corner of the display & dragging. Text Size & Font can also be adjusted clicking once on the **Preview Display** & changing font etc. in the **Text** menu.)

19. Linking Communication Boards

- a. Save the board on which you are working.
- b. Double-Click on a button.
- c. Click on **Change Board** in the **Action Menu** box.
- d. A box displaying all the boards in the current folder.
- e. Click on & highlight the name of the board you wish to link & click the **Open**.
- f. Click **OK**.



- g. Change to **Use** as above to try the button (You will be asked to save the changes to the board.)

21. Using Pop Up Boards

1. Click on **File** & drag down to **New Board**.
2. When new board appears select a background color from the color toolbar.
3. Click on **File** & drag down to **Save Board**.
4. Draw a few buttons on the board.
5. Add speech to each button along with a **Return to Last Board** Command.

***You should not place go back & master page buttons on pop up boards*

6. Click on **File** & Drag down to **Open Board**.
7. Select the board you to link the pop up board from.
8. Double-click on the button to link to the pop up board.

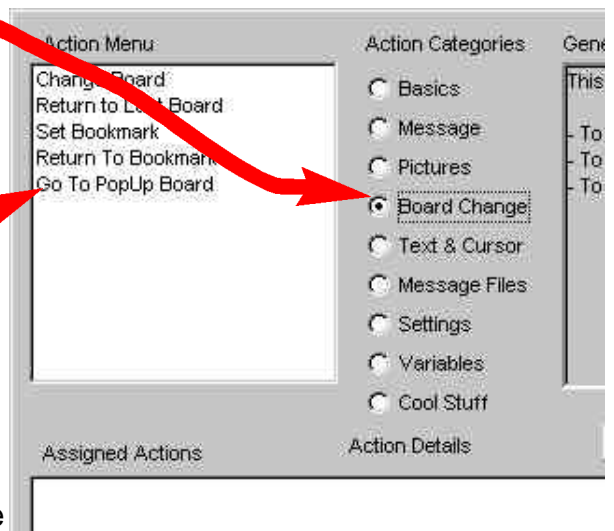
9. Click once on **Board Change** in the **Action Categories** box.

10. Click once on **Go to PopUp Board** in the **Action Menu** box.

11. A box displaying all the boards in the current folder.

12. Click on & highlight the name of the board you wish to link & click the **Open** & Click **OK**.

13. Change to **Use** as above to try the button (You will be asked to save the changes to the board.)



22. Adding Message Text

1. Double-click on the button you wish have message text.
2. Click on **Message...** in the **Action Menu** box.
3. Type in the text you wish to be typed using message text.

**** This is useful for physically handicapped students to produce written work.*

23. Audible Preview of Buttons Text

1. Double-click on the button you wish have message text.
2. Click on **Spoken Preview** or **Recorded Preview** in the **Action Menu** box.

3. Type in a short preview text of what you would like the button to say in the preview.
4. As you move the mouse over the selected button the short message will be spoken.

****Both Message and Audible Previews are similar to features listed above.*

24. Dynamic Boards Menu

1. **Speaker Volume**-set the volume to automatically be set to a certain level at the startup of Speaking Dynamically.
2. **Voice**-controls which voice you will be using with Speaking Dynamically.

25. Launching Applications

1. Double-click on the button you wish to launch an application.
2. Click once on **Cool Stuff** in the **Action Categories** box.
2. Click on **Launch Application**. (See Bottom Right of Outline)
3. Choose the application that you would like to launch & click **Open**.
4. Click on **OK**.

The application or an alias of the application must be in the **SD Externals Folder inside the **Speaking Dynamically Folder**.

26. Playing Movies

1. Double-click on the button you wish to play a movie.
2. Click once on **Cool Stuff** in the **Action Categories** box.
3. Click on **Play Movie**. (See Bottom Right of Outline)
4. Choose the movie you would like to launch & click **Open**.
5. Click on **OK**.

The Quicktime Movie or an alias of the Quicktime Movie must be in the **SD Externals Folder inside the **Speaking Dynamically Folder**.

**In order to show a preview of the movie on the button you must size the button to be at least as big as the Quicktime movie itself.

Creating a Test in Speaking Dynamically

Drawing the Question and Answer buttons.

1. Click on the **cell tool** to draw your first sentence strip
2. Click on the **multiple cell tool** to duplicate your first sentence strip.
3. Click on the **pointer tool** to move or arrange your sentence strips
4. Click on the **cell tool** to draw your first answer button.
5. Click on the **multiple cell tool** to duplicate your first answer.
6. Select your answer cells with your **pointer tool**.
7. Click on the **Edit** menu and drag down to **Copy**.
8. Click on the **Edit** menu and drag down to **Paste** to duplicate your answer buttons.

Question Button Functions

Each question button will have 2 features

1. Speak
 - a. Click on **Get Text**
 - b. Click on **OK**
2. Type Message
 - a. Click on **Get Text**
 - b. Click on **Insert Return**

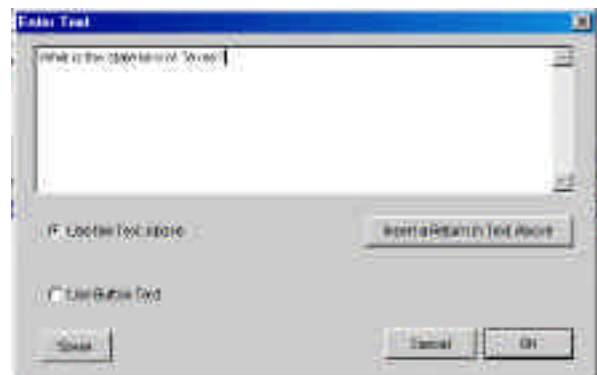


Assigned Actions	Action Details	Play
Speak Message	What is the state bird of Texas?	
Type Message	What is the state bird of Texas?	

Answer Button Features

Each answer button will have 2 features

1. Spoken Preview
 - a. Click on **Get Text**
 - b. Click on **OK**
2. Type Message
 - a. Click on **Get Text**
 - b. Click on **Insert Return**



Assigned Actions	Action Details	Play
Spoken Preview	Daffy Duck	
Type Message	Daffy Duck	