

Creating Speaking Communication Boards Using

Speaking Dynamically™ Pro

&



Boardmaker

Darren Avey

&

Mark Ammons

Speaking Dynamically Pro Outline

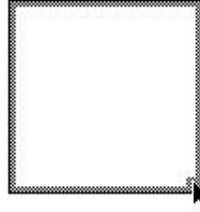
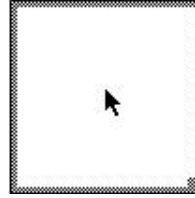
Making An Action Button

1. Click on the Button Tool . (CK = 3)


2. Click, hold the mouse button down and drag.

**Moving A Button - Click in the center of the button & drag.

**Enlarging A Button - Click & drag the bottom right corner of any button to make it larger.



Creating Multiple Buttons

1. Click on the multiple cell tool . (CK = 2)

2. Click on any button & drag.

3. Multiple buttons are created of the same shape & size in a uniform pattern.

OR


1. Click on any button.


2. Go to **Edit** & drag down to **Copy**. (CK = C)

3. Go back to **Edit** & drag down to **Paste**. (CK = V)

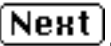
Copying & Pasting Pictures into Speaking Dynamically

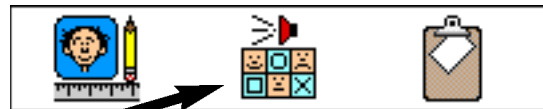
1. Click on **Design** & drag down the **Design**. (CK = D)(If not in Design Mode already)

2. Click on the Button Tool  (CK = 3) & draw button or select **Action Button** from the **Make Buttons** menu.

3. Click on the Boardmaker Icon  on the toolbar to open Boardmaker. (CK = B)

4. Type the desired picture name & click on **First** .

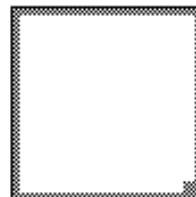
5. If picture not found check for misspelling &/or hit **Next** .



7. Click on the Speaking Dynamically Icon. 

8. Speaking Dynamically will come to the front.

9. Select the button you wish to paste the picture into (To select the button click in the center of the button. The Buttons edges will become gray.)



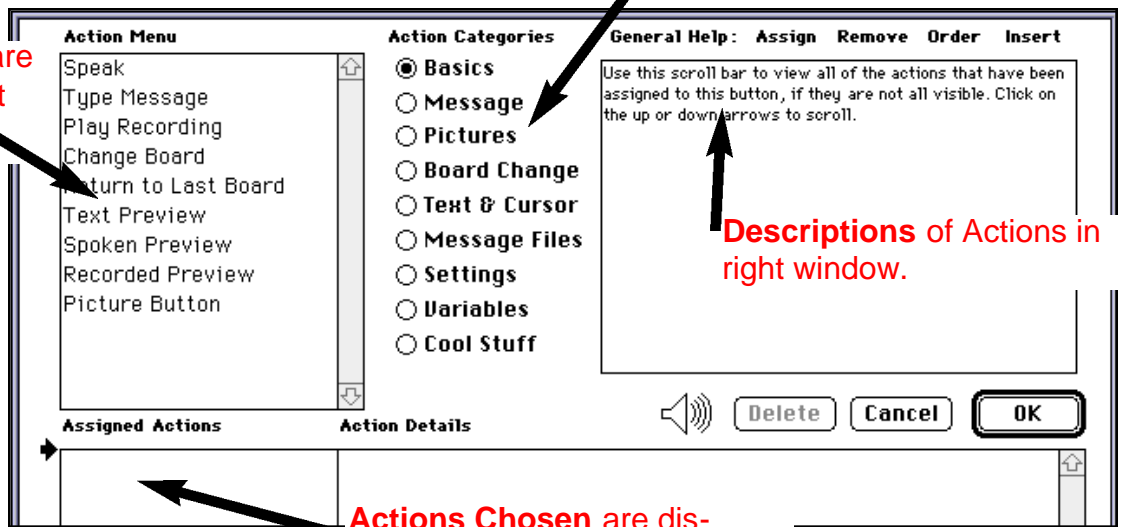
10. Select **Paste** from the **Edit** menu.

Adding Actions to Buttons

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

Categories of Actions are displayed in the center.

Possible Actions are displayed in the left window.



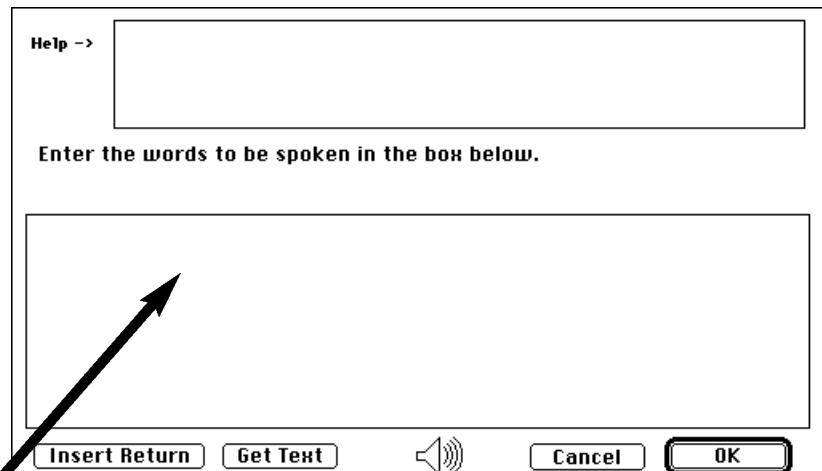
Descriptions of Actions in right window.

Actions Chosen are displayed in bottom left window.

Adding Speech to a Button

Computerized Speech (Synthesized)

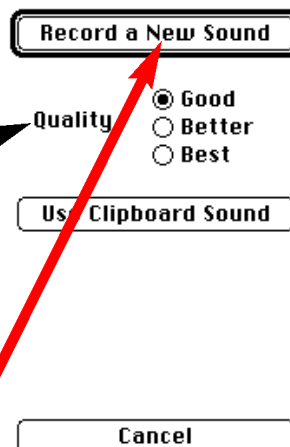
1. Double Click on the button.
2. Click on **Speak** in the **Action Menu** box. (A window will be displayed allowing you to type words to be spoken.)
3. Type in the text you wish to be spoken
4. You will then click on the **OK** buttons to return to the board & save the speech.



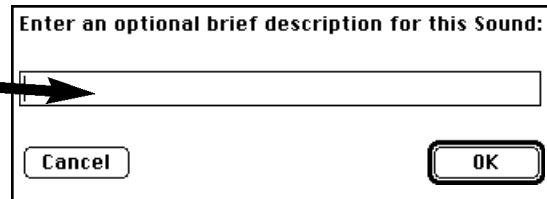
*** Incorrect pronunciations can be corrected by choosing **Pronunciation** in the **File** menu. (Follow Directions on Screen.)

For Recorded Speech

1. Double Click on the button.
2. Click on **Play Recording**.
3. Select the sound **Quality**. Better is the preferred setting)
4. Click on **Record a New Sound**.



4. Click on the **Record Button** & begin speaking.
5. Click on **Record** again or **Stop**.
6. Click **Save**.
7. Enter a description for the sound in the description window & click **OK**.
8. 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!!!**


Previewing Speech Output(Written Text)

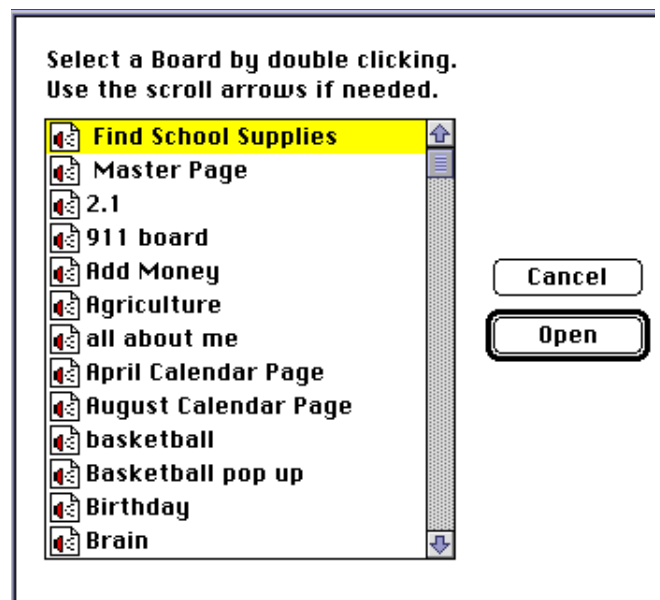
Click on **Make Buttons** & drag down to **Preview Display**. (Can also adjust the size of the preview display by clicking in the bottom right corner of the display & dragging. Text Size & Font can also be adjusted clicking once on the **Preview Display** & changing font etc. in the **Text** menu.)

Sizing Communication Boards

1. Click on **Preferences** & drag down to **Designer** & over to **Display Size...**
2. Select the correct button based on the size of computer screen you will be using.
3. In this window you may also choose to **Hide Menu Bar** and **Window Title** when in **Use** mode.

Linking Communication Boards

1. Select text tool  from the toolbar to add a text label to a button. (Entire toolbar diagramed below.)
2. Click on the button you wish link to another board.
3. Double-Click on the button.
4. Click on **Change Board** in the **Action Menu** box.
5. A box displaying all the boards in the current folder.
6. Click on & highlight the name of the board you wish to link & click the **Open**.
7. Click **OK**.
8. Change to **Use** as above to try the button (You will be asked to save the changes to the board.)



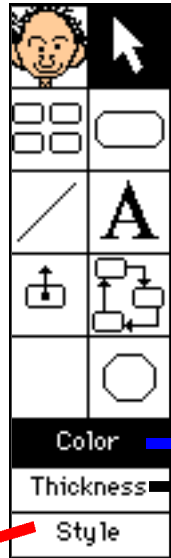
Speaking Dynamically Toolbar

Boardmaker Button - launches switches to Boardmaker.

Multiple Cell Tool - Used to duplicate buttons.

Line Tool - used to draw lines or between buttons.

Scan Next Tool - changes scan sequence of single button.



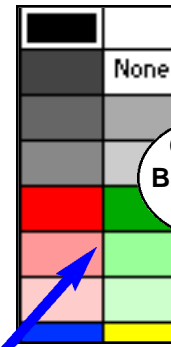
Pointer Tool - used to select & manipulate button placement.

Cell Tool - used to create new buttons.

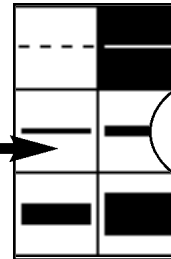
Text Tool - used to type or edit text on a button.

Sequencing Tool - sets order of scanned buttons.

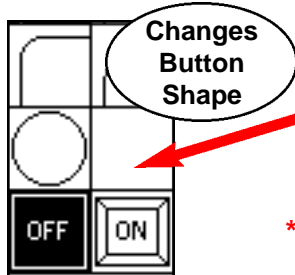
Stop Tool - sets a stop in scanning order.



Changes Button/Line Color



Changes Line Thickness

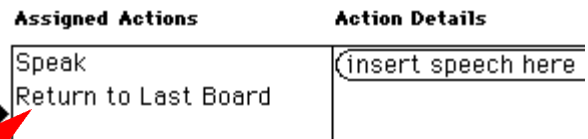


Changes Button Shape

*****Click on the Color, Thickness or Style buttons to display buttons used to change button appearances. (SHOWN ABOVE)**

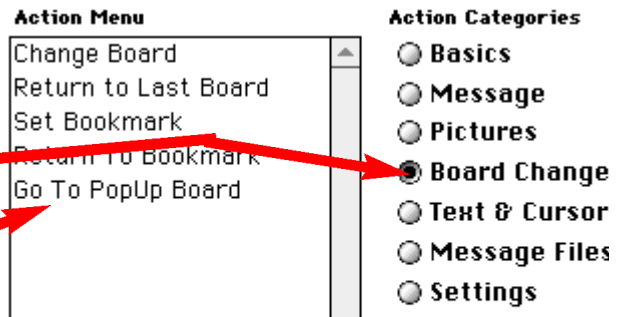
Using Pop Up Boards

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.)

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.

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.*

Preferences 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 Macintalk voice &/or other speech processor you will be using with Speaking Dynamically.

Overview of Other Functions of Speaking Dynamically

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**.

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

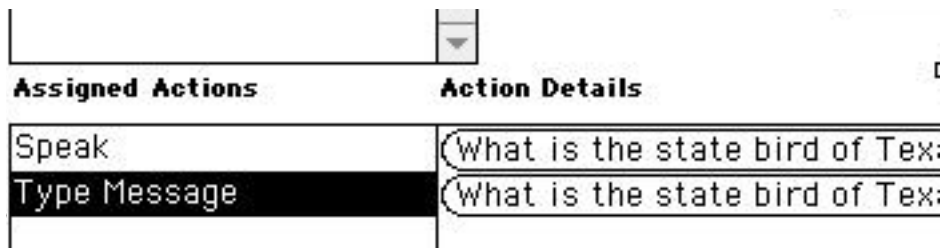
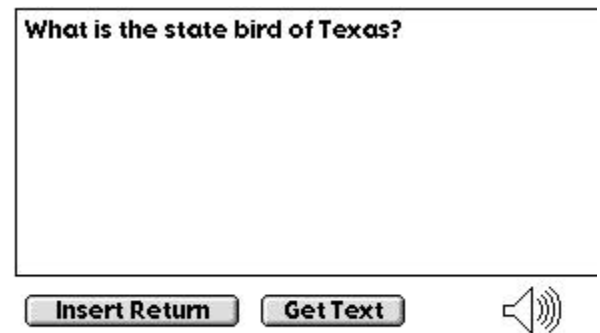
Drawing the Question and Answer buttons.

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**



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**

