



CREATING A VISUAL SCENE IN THE Accent1200


A scene is a special picture that is superimposed over keys on your overlay. Creating and editing scenes is much the same as with any other page. There are visual scenes already stored in your Accent1200.

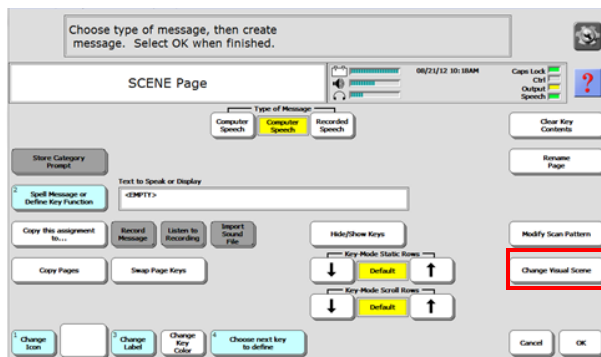
IMPORTING YOUR OWN SCENES

You may import your own scenes to the Accent 1200 so they will be available for you to use.

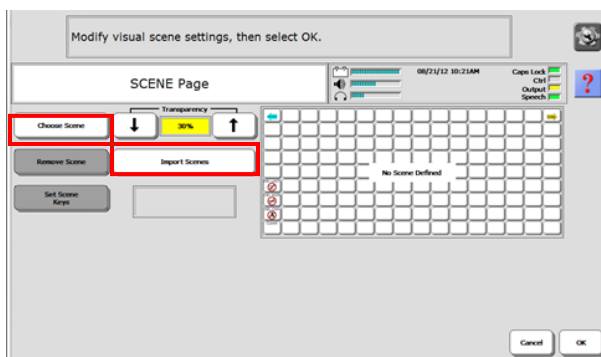
1. Save your scenes/pictures to your **USB** stick and then plug the stick into the **Accent 1200**.
2. Select the tools key twice  (F9 in PASS)
3. Select **TRANSFER MEMORY MENU**
4. Select **Import Scenes**
5. **Navigate** to your **USB Drive**.
6. Select the scene you wish to add, **Rename Scene/Picture** if you wish.
7. Select **OK** twice to save and exit.

CREATE A PAGE THAT CONTAINS A SCENE

1. Select the tools key twice  (F9 in PASS)
2. Select **CREATE PAGE**
3. Spell the name of the new page, **OK**.
4. Select the number of locations you want. Scenes work best on **60, 84, or 144**. If that is not your default template, go to the **User Area Menu** and change **Templates** to **60, 84, or 144**. Select **OK**.
5. Select any key on the overlay
6. Select **Change Visual Scene**

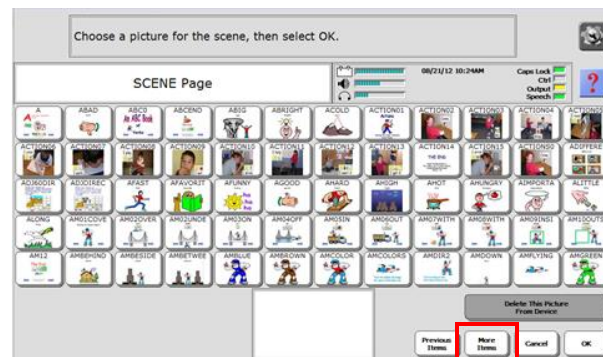


7. Select **Choose Scene**



NOTE: You can also import scenes here from your **USB** or **Hard Drive**. Select **Import Scenes** instead of **Choose Scene** and follow the steps above for **Importing Scenes**.

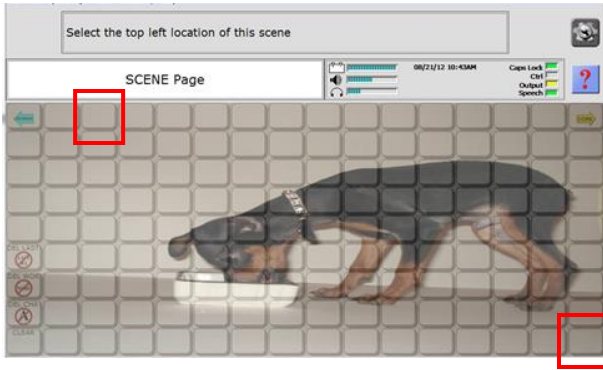
8. Select the picture you want to use for your visual scene from pre-stored scenes as well as any scenes you have imported. Select **OK**.



9. Select **Set Scene Keys** to change the size of the picture. The picture covers all the keys on the overlay, but you can choose your own size for the picture so that it covers only the keys you want it to cover.

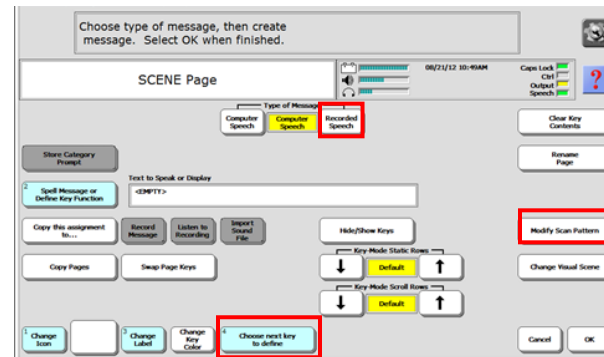


10. Select the area you want the picture to cover by selecting a top right corner key and bottom left corner key.



Now you can program the keys on your overlay. You can program keys that are covered by the Visual Scene as well as those that aren't. You might add messages that help explain things in the picture, or teach new vocabulary about the picture. You might program a key that takes you to another **Page** or **Activity** that relates to the **Visual Scene**.

12. Select **Choose next key to define** and begin to program the keys just as you would any other page.



13. Select **OK** when you have completed your visual scene.

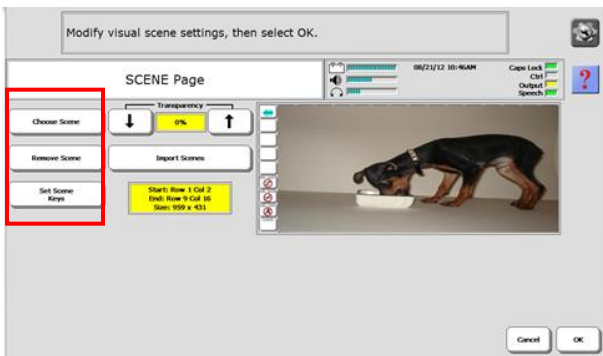
OTHER THINGS YOU CAN DO:

- If you want to add a sound effect to a key, you may either record a sound or import a **WAV** or **MP3** file. Change **Type of Message** to **Recorded Speech**.
- If you want several keys to speak or perform the same action, then instead of individually programming each key, you need only programme one key and then use the **Copy this assignment to...** function to copy to all the other buttons.
- Define a scan just for this page by using **Modify Scan Pattern**.
- Create links to other pages (see below).

CREATE LINKS TO OTHER PAGES ON YOUR VISUAL SCENE

1. Set **Type of Message** to **Computer Speech**.
2. Select **Spell Message** or **Define Key function**
3. Select **PAGE LINK**.
4. Decide if you want your page to automatically close after an icon is selected, or remain open and then select **Yes** or **No**.
5. Select the page you wish to link, (use **Spell page to find**).
6. Change the **label, icon, colour, etc.**, if you wish.
7. Select **OK** when you are finished.

11. Now you can see how your page will look with the visual scene on it. You can select **Set Scene Keys** again to change it, you can **Remove Scene** or you can **Choose a New Scene**.



NOTE: If you want your client to be able to see the keys under the graphic, set the **Transparency** option to more than 0%. The higher the **Transparency** percentage under the **Change Scene Key**, the more visible the icons and labels on the keys under the picture become. If the transparency is too high, you may not be able to see the picture at all. 20% is generally a good starting point if you wish to use this feature. Select **OK** when you are finished.

Liberator contacts

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(Option 2)