




Liberator
A Prentke Romich Company
Communication without limitations

Accent 1200 USING THE CAMERA

Set-Up Key

Used for making quick modifications to a key. This

can be found by pressing the tools key  then selecting the Set-Up key.

Emulation Software (PASS)

This can be downloaded from the **Liberator** website and allows you to program your device on a **PC**; it is a virtual device on your **PC**.

F9 is the Toolbox and F12 is the Modify Button on the Emulation Software

USING THE IN-BUILT CAMERA

Your device has two built-in cameras, one is inside the top front of the case and one is in the top back (front-facing and rear-facing cameras).

The front camera is mounted below and between the Battery Charger and Low Battery icons



Use the front camera with your device's internal computer and an application/program such as Skype™, Windows® Movie Maker, etc. Follow the directions that came with the camera application you are using.

The back (rear-facing) camera is mounted on the top back of the case.



Accent 1200 version 1.08 & Above

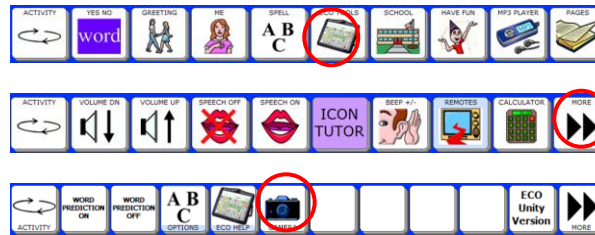
The back/rear-facing camera is a fairly simple one and can be used to take pictures of things you might like to use for personalized icons or visual scenes.

The Toolbox contains a menu for the rear-facing camera. Your Vocabulary Programme may also have a Camera Page or a Camera Activity that contains the CAMERA MENU.

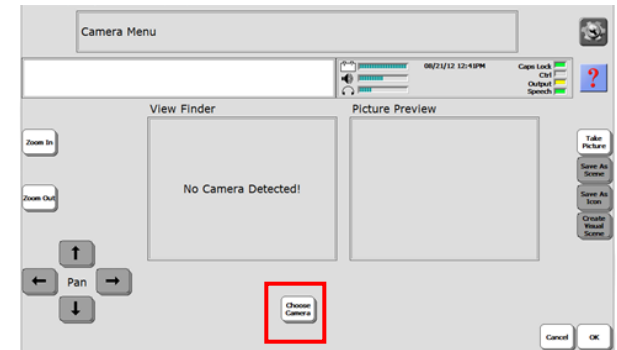
- The camera will zoom in and allow you to pan in any direction.
- You can hold a real photograph 6-8 inches away from the lens and take a picture of the photo.
- You cannot download pictures to a computer and print them out as you can with a full-blown digital camera.
- For best results your **Accent 1200** should be upright on its stand, mounted on a table stand, or mounted on a wheelchair. If the **Accent 1200** is lying flat the camera lens will not be able to "see" much.

TAKING A PHOTO USING THE IN-BUILT CAMERA

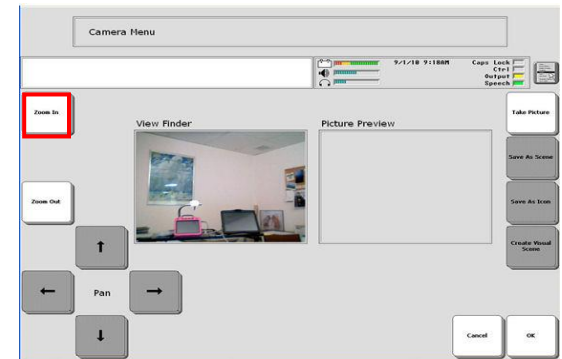
1. Open the **CAMERA** menu from your Activity Row, select the **ECO TOOLS** key. Then select the **CAMERA** key.



NOTE: You can also press the tools key twice  and select the **CAMERA MENU**.



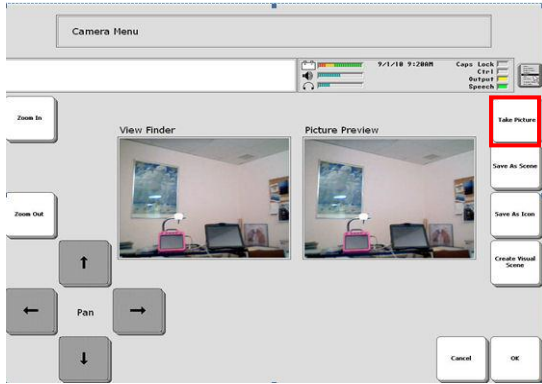
2. Select choose camera. Select front or rear camera. You will see a picture in the View Finder. This will show whatever the camera lens is pointing at.



3. Select the **Zoom-In** key to bring specific objects or areas of the picture into closer focus. (**Note:** As you zoom-in, you will lose resolution. Eventually the picture will become very grainy).
4. Once **Zoom-In** is selected, the **Pan** keys also become available to use. The **Pan** keys allow you to move up, down and sideways in the picture.
5. **Zoom-Out** allows you to return to the original picture.
6. Select the **Take Picture** key once you have the desired image within the View Finder.



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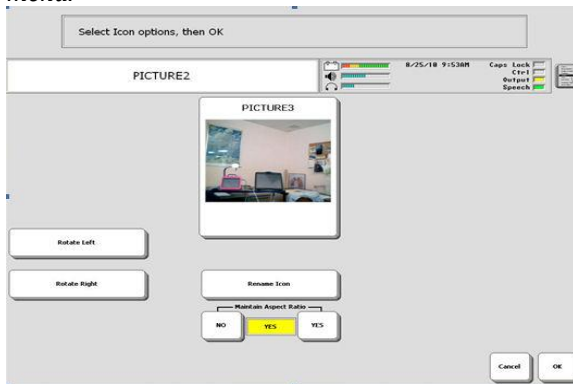


- The **Picture Preview** frame shows you the picture you just took. (Notice that all the option buttons on the right have become active)
- If you like the picture you can select **Save as Icon**, **Save as Scene**, or **Create Visual Scene**.

NOTE: If you don't like the picture you can take another one. The new picture will replace the old one in **Picture Preview** frame. You can also select **Cancel** or **OK**. Both options will exit the menu without saving any pictures.

SAVING YOUR PHOTO AS AN ICON

Select **Save as Icon**, to display the "Icon options" menu.

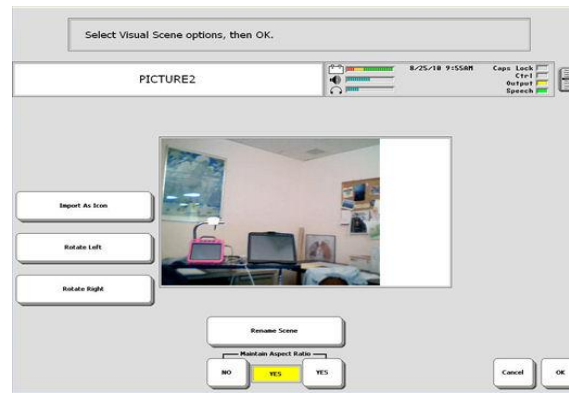


Accent 1200 version 1.08 & Above

- You can name your picture
- Rotate your picture left or right.
- We recommend that **Maintain Aspect Ratio** be set to **YES**.
- Select **OK**. When you are satisfied with the picture. The new icon is now included in the **IMPORTS** folder on your Icon Categories pages. You can find it when you select the **Change Icon** option from any storing menu.

SAVING YOUR PHOTO AS A VISUAL SCENE

If you select **Save as Scene**, you see the "visual scene options" menu.

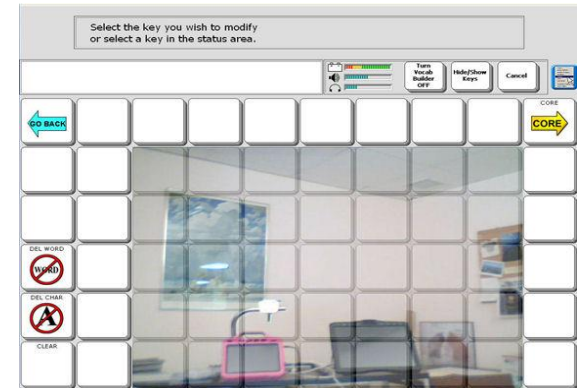


- You can name your picture
- Rotate your picture left or right.
- We recommend that **Maintain Aspect Ratio** be set to **YES**.
- Select **OK** when you are satisfied with the picture. The new icon is now included in the visual scene image library, which is only accessible when you Create a Visual Scene.

CREATING A VISUAL SCENE WITH YOUR PHOTO

If you select **Create Visual Scene**:

Your device will automatically insert the scene into the **TEMPLATE PAGE** for your user Area.



- Select any key on the overlay
- Select **Spell Message** or **Define Key Function**
- Spell the name for the new Scene Page and select **OK**.
- If you wish to change the size of the scene, select **Change Visual Scene** and select **Set Scene Keys**. Select the area you want the picture to cover by selecting a top right corner key and bottom left corner key. Then select **OK**.
- Select **Choose Next Key to Define**
- Now you can begin defining keys on your new Scene Page.

NOTE: When you select **Create Visual Scene**, your picture is also automatically saved in the **Change Visual Scene** menu pages.

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(Option 2)