

## Accent 700 Quick Reference Guide v1.08 and above UK



### Activity Row

A set of buttons located at the top of the screen. This row offers most of the device user's frequently used noun items (fringe vocabulary items).

### Core Vocabulary

The bottom remaining rows offer words frequently used to communicate in our language: verbs, pronouns, adjectives, negatives, question words, etc. These keys may also act as category keys that will link to the nouns in the activity row.

### Pages

Pages serve as a warehouse of additional vocabulary items that are less frequently used. You will find the PAGES link at the top right corner of the activity row.

### Home or Tools (to modify device)

These keys give you access to the User Keys, such as: Toolbox or Setup Key

### Power/Sleep Buttons

There is a power/sleep button located on the left side of the device.

1. To power on the device, press and hold the side power/sleep button.
2. To wake the device from sleep mode, press the side power/sleep button.
3. To power off the device at night and during times of travel, select **Home** or **Tools**, then

**Toolbox.** Select **Maintenance Menu**, then **Windows Power Management**. Select **Shutdown Windows. Yes**.

### Editing Core

1. Select **HOME** or **TOOLS**, then **SETUP KEY**.
2. Select the core key you want to edit.
3. If you are modifying a speaking key, select **SPELL MESSAGE, OR DEFINE KEY FUNCTION** to type text that will appear and be spoken in the display, be sure to put a space after the last character. Select **OK**.
4. Now, **CHANGE ICON (MODIFY LAST PICTURE)** and **CHANGE LABEL**
5. When finished, select **OK**.

### Programming A Key within an Activity or Page

1. Be sure you are looking at the key you want to edit. Select **HOME** or **TOOLS**, then **SETUP KEY**.
2. Select the key you want to edit.
3. Select **CHANGE ICON**. Choose a category, import icon from USB flash drive or select **SPELL ICON TO FIND**. Select the desired icon.
4. Look to see if the 'text to speak' is correct. If not, select **SPELL MESSAGE, OR DEFINE KEY FUNCTION** to type text that will appear in the display, be sure to put a space after the last character. Select **OK**.
5. Check to see if the label is correct. If not select **CHANGE LABEL**, select **OK**.
6. When finished, select **OK** or **CHOOSE NEXT KEY TO DEFINE**.

### Creating A New Activity

1. Select **HOME** or **TOOLS**, then **TOOLBOX**.
2. Select **CREATE ACTIVITY**.
3. Spell name of new activity. Select **OK**.
4. Select an icon for the activity.
5. Select a blank key in the activity. A red box will appear around the key.
6. Select **CHANGE ICON** to search for an icon.
7. Select **SPELL MESSAGE, OR DEFINE KEY FUNCTION** to type text that will appear and be spoken in the display, be sure to put a space after the last character. Select **OK**

8. **CHANGE LABEL** if needed. Select **OK**.
9. When finished, select **OK** (or select the next key you want to program).
10. From toolbox, press **GO TO HOME** (blue key).

### Creating A New Page

1. Select **HOME** or **TOOLS**, then **TOOLBOX**.
2. Activate **CREATE PAGE**.
3. Spell the name of the new page, select **OK**.
4. Choose a keyboard size
5. Select **CREATE PAGE FROM TEMPLATE**
6. Select a key to program.
7. **CHANGE ICON**
8. Select **SPELL MESSAGE, OR DEFINE KEY FUNCTION** to type text that will appear on the display, select **OK**.
9. **CHANGE LABEL** if needed, select **OK**.
10. Select **CHOOSE NEXT KEY TO DEFINE** if you wish to program another key.
11. When finished, select **OK**
12. From toolbox, press **GO TO HOME** (blue key).

### Linking Pages

1. Navigate to the key that you want to link to the destination page.
2. Select **HOME** or **TOOLS**, then **SETUP KEY**.
3. Select the key you want to link to your destination page.
4. Select **SPELL MESSAGE, OR DEFINE KEY FUNCTION**.
5. Select **PAGE LINK**.
6. Decide if you want your page to automatically close after a button is pushed ('yes') or remain open ('no').
7. A. Find and select the page you wish to link if it is already created.  
B. If page is not already created, select **CREATE NEW PAGE**. Type the name of the page. Select **OK**. Choose a keyboard size (If you want your new page to have the same formatting as an already existing page, select **CREATE PAGE FROM TEMPLATE**)
8. Select **OK**
9. **CHANGE ICON** and **CHANGE LABEL**.
10. Select **OK**.

## Hiding/Showing Keys

**Please note:** Use hide/show to limit vocabulary in Unity 1-hit or pages and use Vocabulary Builder to limit vocabulary in Unity sequenced.

1. Select **HOME** or **TOOLS**, then **SETUP KEY**.
2. Select **HIDE/SHOW KEYS** at the top right corner of your screen.
3. Choose **HIDE ALL**.
4. Choose individual keys to “show” by selecting them. They brighten.
5. Select the **TEXT AREA** to exit.
6. To hide/show individual keys, repeat process but skip step 3 above.
7. To show all keys, select **SHOW ALL** after step

**Dictionary Menu** (Use this menu to “teach” your device to pronounce a word correctly)

1. Select **HOME** or **TOOLS**, then **TOOLBOX**.
2. Select **DICTIONARY MENU**.
3. Select **ADD A WORD**.
4. Enter the correct spelling of the word, select **OK**.
5. Enter the “phonetic spelling” of the word. To test pronunciation, select the message window.
6. Select **OK, OK**.
7. From toolbox, press **GO TO HOME** (blue key).

## Changing User Areas

1. Select **Home** or **Tools**, then **Toolbox**.
2. Select **User Area Menu, Switch User Area**.
3. Select the User Area (1-6) to switch to. Wait until the device returns to the **User Area Menu** screen. Select **OK**.
4. Please note **Replace User Area** key provides more user area choices and will *overwrite* an existing user area.
5. From toolbox, press **Go To Home** (blue key).

## Changing The Voice

1. Select **Home** or **Tools**, then **Toolbox**.
2. Select **Speech Menu**.
3. Use the up and down arrows to change voice synthesizer (Dectalk, Realspeak, Acapela)

4. Use arrows to explore different voices –i.e. Paul, Harry, Betty, Kit, Nelly, Tom, etc.
5. Using the additional keys you can adjust the pitch, rate and inflection of the voice.

## Locking The Toolbox

**To lock the device:**

1. Select **HOME** or **TOOLS**, then **TOOLBOX**.
2. Activate **MAINTENANCE MENU**.
3. Select **SYSTEM LOCK SETTINGS**; turn System Lock **ON** to activate. You must enter a password to turn the System Lock ON.
4. Select **OK, OK, GO TO HOME**.

**To unlock the device:**

1. Select **HOME** or **TOOLS**.
2. Enter password and select **OK**.
3. Select **TOOLBOX**.
4. Select **MAINTENANCE MENU**.
5. Select **SYSTEM LOCK SETTINGS** and select **OFF** button under System Lock.
6. Select **OK, OK**.
7. From toolbox, press **GO TO HOME** (blue key).

## Additional Locking Options in Maint Menu:

1. **Create System Lock Override:** Insert a USB stick into device and select this option. The device will now “unlock” anytime this USB stick is inserted into device, without the need to enter a password.
2. **Enabling/Disabling On-Screen Tools/ Help/Pulldown Menu Keys**

**Modify User Keys** (keys that appear after you select **HOME** or **TOOLS**)

1. Select **HOME** or **TOOLS**, then **TOOLBOX**.
2. Select **USER AREA MENU**.
3. Select **MODIFY USER KEYS**.
4. Select the key you want to modify.
5. Select **ENTER ASSIGNMENT, CLEAR DISPLAY**, and then **INSERT TOOL**.
6. Select the tool you want to use, select **OK**.
7. You can also **CHANGE ICON** and **CHANGE LABEL**.
8. Select **Ok, Ok**.

9. From toolbox, press **GO TO HOME** (blue key).  
Note: Select **CLEAR KEY CONTENTS** if you want no tool assigned to the User Key.

## Memory Backup

1. Insert your USB stick into the USB port on the back of the device.
2. Select **HOME** or **TOOLS**, then **TOOLBOX**.
3. Select **TRANSFER MEMORY MENU**.
4. Select **SAVE ONE USER AREA** and select the user area you would like to back up or **SAVE ENTIRE DEVICE CONTENTS**.
5. Make sure pre-set folder is a USB drive. If so, select **OK**. Type file name and date (XX-XX-XX).
6. Select **OK** and wait for memory transfer to take place. Once complete, select **OK**.

## Taking A Photo With Accent 700

1. Select **HOME** or **TOOLS**, then **TOOLBOX**.
2. Select **CAMERA MENU**.
3. Frame picture in view finder. Select **TAKE PICTURE**.
4. **A.** Select **SAVE AS SCENE**, if you want to use this photo for a visual scene. **RENAME SCENE**. Type name. **OK, OK**.
5. **B.** Select **SAVE AS ICON**, if you want to use the photo for an icon on a single key. **RENAME ICON**. Type name. **OK, OK**. Put picture in a category or **CANCEL** to have it go to the imports folder. **OK, GO TO HOME**.

## Liberator contacts

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