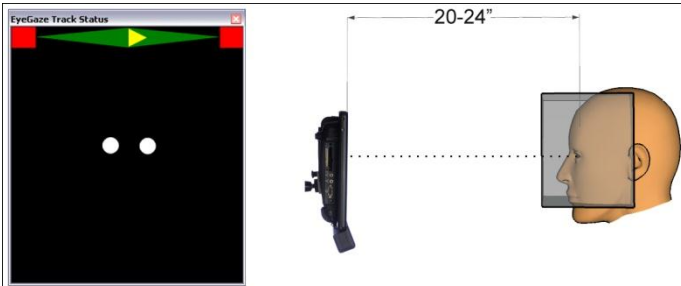




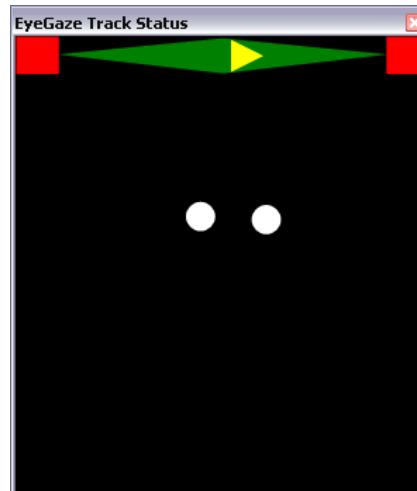
ECOpoint™ SETTINGS AND SETUP QUICK REFERENCE GUIDE

Positioning:

Adjust the angle of the device until the front of your face and the display are parallel approximately 24 inches from apart.



a toggle button). Eyes (white circles) should be in the center of the black box, and the yellow triangle should be centered in green area.



2. To make the eye track status box large or small, use the arrows underneath **TRACK STATUS SIZE**. (Please note: if the track status is set to small, it will go into the upper right hand corner, allowing the eyes to be tracked at all times, which is very helpful.)

CHANGING CALIBRATION SETTINGS

1. Select **CALIBRATION SETTINGS**.
2. To change the colour of the point (which is the default **STIMULUS TYPE**), press **SELECT POINTER COLOR**, and choose a colour from the colour window. Background colour may be changed the same way by pressing **SELECT BACKGROUND COLOR**.
3. To change the **STIMULUS TYPE** from point to image, push the arrow up.
4. The image can now be changed by activating **SELECT IMAGE**. A PRC icon may be selected by pressing **YES**, or you may download your own image by pressing **NO**.

5. To change the size of the stimulus, press the arrows up or down to make them large, medium or small.
6. **STIMULUS SPEED** will change how quickly the point or image moves across the screen.
7. To turn off the sound associated with the calibration, select **OFF** under **STIMULUS SOUND**.
8. **KEYBOARD STEP-THROUGH** allows the point or image to advance along the calibration screen by pressing the letter "S" on an external keyboard. The point or image will remain in its location on the calibration screen until that letter is hit. The letter "S" must be hit every time to advance the point or image to the next calibration location. (Please note: an external USB keyboard has been included in the box with the ECO device.)
9. To keep the point or image in a more confined area in the middle of the calibration screen, the **CALIBRATION AREA** can be changed to small or medium by using the down arrow. The default setting is large and allows the point or image to move over the entire screen.
10. Be sure to set **EYE GAZE CALIBRATION** to **GLOBAL** by selecting the up arrow. This will ensure that the calibration is carried over to other overlays in the device.

CALIBRATING THE EYE

1. Select **CALIBRATE NOW**.
2. A solid coloured screen will appear and the user will be shown 5 dots.
3. Focus on the center of each dot with your eyes as it moves across the screen.
4. When the calibration is completed, a window will appear showing the calibration results. The closer the red and green lines are to the center of the circles, the more accurate the calibration.

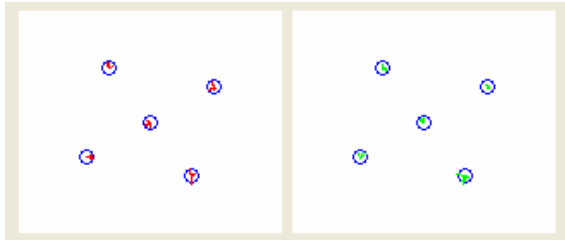
STARTING ECOpoint

1. GOTO the **TOOLBOX**.
2. Choose the **Access Method Menu**.
3. Select **Choose Different Access Method**.
4. Select **EcoPoint**. (Allow 60 seconds for unit to start).

EYE TRACK STATUS

Before starting the Calibration process, you need to make sure the user is properly aligned to use the device. The **EyeTrack Status** helps with positioning.

1. To make the eye track status box appear or disappear, push **EYE TRACK STATUS** (this is



5. If the calibration was unsuccessful, you will be prompted to repeat the process.

Acceptance Time

Acceptance time (Default setting .07 seconds.) can be changed by adjusting the arrows up or down.

1. Press UP Arrow to increase Selection Time
2. Press Down Arrow to decrease Selection Time

Auto Repeat

Allows the user to select the same button multiple times by maintaining focus on the button for a short period of time. (Default is **OFF**.)

1. **AUTO REPEAT** is set to OFF the user must look away from that button and then look at it again to activate it.
2. **AUTO REPEAT** function can be turned on by pressing the **UP** arrow, and selecting the length of time to stay focused on the button before it's activated again (beginning time is 0.1 seconds up to 5 seconds).

Selection Type

1. By default, the **SELECTION TYPE** is set to **AUTO**, which is a dwell selection technique.
2. A **BLINK** selection technique may be selected by hitting the arrow up. Once **BLINK** has been chosen, the **MINIMUM BLINK DURATION** and the **MAXIMUM BLINK DURATION** can be selected.

3. Another **SELECTION TYPE** is **SWITCH**, which allows the user to dwell on a button and use a switch to activate it.

Predictive Selection

When turned **ON** (Default is **OFF**) blank keys are no longer active and cannot be selected. Use this feature when trying to minimise mis-selection when using ECOpoint within UNITY or other vocabulary programs.

Pointer

Allows the user to change the color and style of pointer when using ECOpoint.

1. To change the size of the pointer, **Select UP arrow to increase the size. Select DOWN arrow to decrease the size.**
2. To change the pointer style, use the UP and **DOWN** arrows to choose the shrinking dot, clock or invisible pointer options.
3. If **HIGHLIGHT KEYS** is turned on the button the user is focused on will be highlighted by a red box.

Pause/Resume

PAUSE/RESUME is a toggle button that both pauses and/or resumes the eye gaze access method from within the Access Method Menu.

Bluetooth Switch

1. If the user is going to be using **SWITCH** for their **SELECTION TYPE**, a Bluetooth Switch may be used.
2. The **BLUETOOTH SWITCH** button allows the Bluetooth Switch to be paired and unpaired.

Off-Screen Key Settings

OFF-SCREEN KEY SETTINGS (Default is **ON** for all keys) allows the deactivation of the user keys at the top of the device and the off-screen pause key (located just above the midline of the top case) when using ECOpoint.

The user keys can still be activated by touch/direct selection.

1. If the off-screen pause key is deactivated by eye gaze, a user key must be set-up to be a toggle pause/resume key (see #4) or the **PAUSE/RESUME** button must be accessed via the **ACCESS METHOD MENU**.
2. To create a toggle pause/resume key from a user key (most often, #4 or #5 is used), select the TOOLBOX, hit **ASSIGN CORE KEYS**, push the user key of choice, push **YES**, select **DISABLE POINTER**.

Activate Text Area

This allows the user to be able to speak all the text in the text area. (Default is **ON**.)

- Turn to OFF, if the user would like to use Word Prediction, and prevent accidental selection of predicted words. The user will need to activate the Speak Display function to speak the TEXT AREA.

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(Option 2)