



Lib14 Quick Reference Guide v 1.07.01 UK

Activity Row

A set of buttons located at the top of the screen. Mostly used for Fringe Vocabulary.

Core Vocabulary

The bottom remaining rows gives you access to high frequency words.

Pages

Pages provide additional vocabulary items that are less frequently used. You will find the PAGES link in the top right corner of the activity row.

Set-Up Key


The #2 black key on the outer case of the device; Used for making quick modifications to a key.

PASS (Product application support software)

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 PASS

ADDING OR CHANGING A WORD (Applies to Unity Sequenced ONLY)


1. Select the tools key 
2. Select **STORE CORE**
3. Select the icon sequence you want to use to store your message.
4. Select **OK**

5. Select **Spell Message or Define Key Function** and type your word/message, remember your space.
6. Select **OK**
7. *If you have selected "Recorded Speech", record your message now otherwise*
8. Select **Change Icon**
9. Select **Spell Icon to Find**
10. Type the name of the icon you wish to find, Select **OK**
11. Choose a icon
12. Select **Change Label**
13. Type the name for the label
14. Select **OK**
15. Select **Change Key Color** if you want to change the color for this key, otherwise
16. Select **OK** when finished.

ADDING OR CHANGING A WORD WITHIN THE ACTIVITY ROW (Applies to all Unity programs)

1. Go to the activity you wish to edit
2. Select the **SETUP KEY** (#2 or F7/12 in PASS)
3. Select the icon you wish to edit.
4. Select **Clear Key Contents**
5. Select **Spell Message or Define Key Function** and type your word/message, remember your space.
6. Select **OK**.
7. Select **Change Icon**
8. Select **Spell Icon to Find**
9. Type the name of the icon you wish to find, Select **OK**
10. Choose a icon
11. Select **Change Label**
12. Type the name for the label
13. Select **OK**
14. Select **Change Key Color** if you want to change the color for this key, otherwise
15. Select **OK** when finished.


CREATING NEW ACTIVITIES (Applies to all Unity programs)

1. Select the tools key 
2. Select **CREATE ACTIVITY**.
3. Spell name of new activity...Select **OK**.
4. Select an icon for the activity....Select **OK**.
5. Select on a blank key in the activity before you start programming.
6. Select **Spell Message or Define Key Function** and type your word/message, remember your space.
7. Select **Change Icon**
8. Select **Spell Icon to Find**
9. Type the name of the icon you wish to find, Select **OK**
10. Choose a icon
11. Select **Change Label**
12. Type the name for the label
13. Select **OK**
14. Select **OK** when finished.

EDITING PAGES (Adding a word to a page, applies to Unity pages or WordPower)

1. Go to the page you wish to edit
2. Select the **SETUP KEY** (#2 or F7/12 in PASS)
3. Select the icon you wish to edit.
4. Select **Clear Key Contents**
5. Select **Spell Message or Define Key Function** and type your word/message, remember your space.
6. Select **OK**.
7. Select **Change Icon**
8. Select **Spell Icon to Find**
9. Type the name of the icon you wish to find, Select **OK**
10. Choose a icon
11. Select **Change Label**
12. Type the name for the label
13. Select **OK**
14. Select **Change Key Color** if you want to change the color for this key, otherwise
15. Select **Choose next key to define** if you wish to program another key OR
16. Select **OK** to finish.

CREATING NEW PAGES (Creating a page, applies to Unity pages or WordPower)


1. Select the tools key 
2. Select **CREATE PAGE**
3. Spell the name of the new page, **OK**.
4. Select **CREATE PAGE FROM TEMPLATE**.
5. Select a blank key to program.
6. Select **Spell Message or Define Key Function** and type your word/message, remember your space.
7. Select **OK**
8. Select **Change Icon**
9. Select **Spell Icon to Find**
10. Type the name of the icon you wish to find, Select **OK**
11. Choose a icon
12. Select **Change Label**
13. Type the name for the label
14. Select **OK**
15. Select **Change Key Color** if you want to change the color for this key, otherwise
16. Select **Choose next key to define** if you wish to program another key OR
17. Select **OK** to finish.

LINKING PAGES (Applies to Unity and WordPower)

1. Go to the page where you wish to link from
2. Select the **SETUP KEY** (#2 or F7/12 in PASS)
3. Select the icon to link from
4. Select **Spell Message or Define Key Function**
5. Press **PAGE LINK**.
6. Decide if you want your page to automatically close after an icon is selected, or remain open (yes or no)
7. Select the page you wish to link, (Use Spell page to find)
8. Select **OK**


9. Select **Change Icon**
10. Select **Spell Icon to Find**
11. Type the name of the icon you wish to find, Select **OK**
12. Choose a icon
13. Select **Change Label**
14. Type the name for the label
15. Select **OK**
16. Select **Change Key Color** if you want to change the color for this key, otherwise
17. Select **OK** to finish.

CHANGING USER AREAS (Switch User Area)


1. Select the tools key 
2. Select **USER AREA MENU**
3. Select **SWITCH USER AREA**
4. Select the area you wish to go to
5. Select **OK**
6. Select **GOTO Home** or **OK**

LOCKING THE TOOLBOX

To lock the device:

1. Select the tools key 
2. Select **MAINT MENU**.
3. Select **SYSTEM LOCK SETTINGS** and Select the ON under “system lock” if you wish to lock all keys on the outer case.
4. Select **OK, OK**, and then **GO TO HOME**.

To unlock the device:


1. Press and hold the tools key  until the toolbox is displayed
2. Select **MAINT MENU**
3. Select the **OFF** button under **SYSTEM LOCK SETTINGS**.
4. Select **OK, OK**, and then **GO TO HOME**.

HIDING/SHOWING KEYS (Applies to Unity and Pages in WordPower)


1. Select the **SETUP KEY** (#2 or F7/12 in PASS)

2. Press **HIDE/SHOW KEYS** at the top right corner of your screen
3. If you want to hide most of the keys, choose “hide all” and then choose individual keys to “show” by touching them. If you only want to hide a few keys, touch the keys you want to hide.
4. Select “text area” to exit and save choices.

DICTIONARY MENU (to correct pronunciation of a word)

1. Select the tools key 
2. Select **DICTIONARY MENU**
3. Select **ADD A WORD**
4. Enter the correct spelling of the word.
5. Enter the “phonetic spelling” of the word.
6. Select **OK**.
15. When you have finished, select **OK** or touch the next key you want to program.

MEMORY BACKUP (Saving your device data)

1. Insert your USB stick or SD card into the side of your device.
2. Select the tools key 
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. Give the back up a name. NAMEDDMMYY
6. Select **OK** and wait for memory transfer to take place.

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(Option 2)