

be TALKATIVE

Communicator

Manual

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www.be-enabled.de

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1 Introduction

beTALKATIVE is a software solution that helps people with missing or limited speech ability to communicate.

beTALKATIVE is not aimed at young children or mentally handicapped people. It's aimed at mentally healthy and active adults or older children.

1.1 beTALKATIVE features

- User elements are optimized for usage with touchscreens or alternative mouse control devices, like eye gazing systems or head mice.
- Predefined phrases can be spoken with one mouse click
- Predefined phrases with place holders can be spoken with two mouse clicks and provide a very quick and convenient way to communicate.
- Phrases with multiple place holders are possible and allow the usage of individual but still flexible and re-usable sentences
- Speaking of arbitrary sentences is possible at all times, the integrated word prediction of our virtual keyboard „beKEY“, helps to achieve fast typing and therefore fast communication speed (beTALKATIVE „deluxe“ only)
- all spoken texts can be moved to existing categories easily for later re-use
- beTALKATIVE „standard“ runs in windows mode and can be used together with any physical or virtual keyboard
- beTALKATIVE „deluxe“ additionally supports a fullscreen mode with an integrated virtual keyboard „beKEY“ with word prediction

1.2 Copyright

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1.3 System requirements

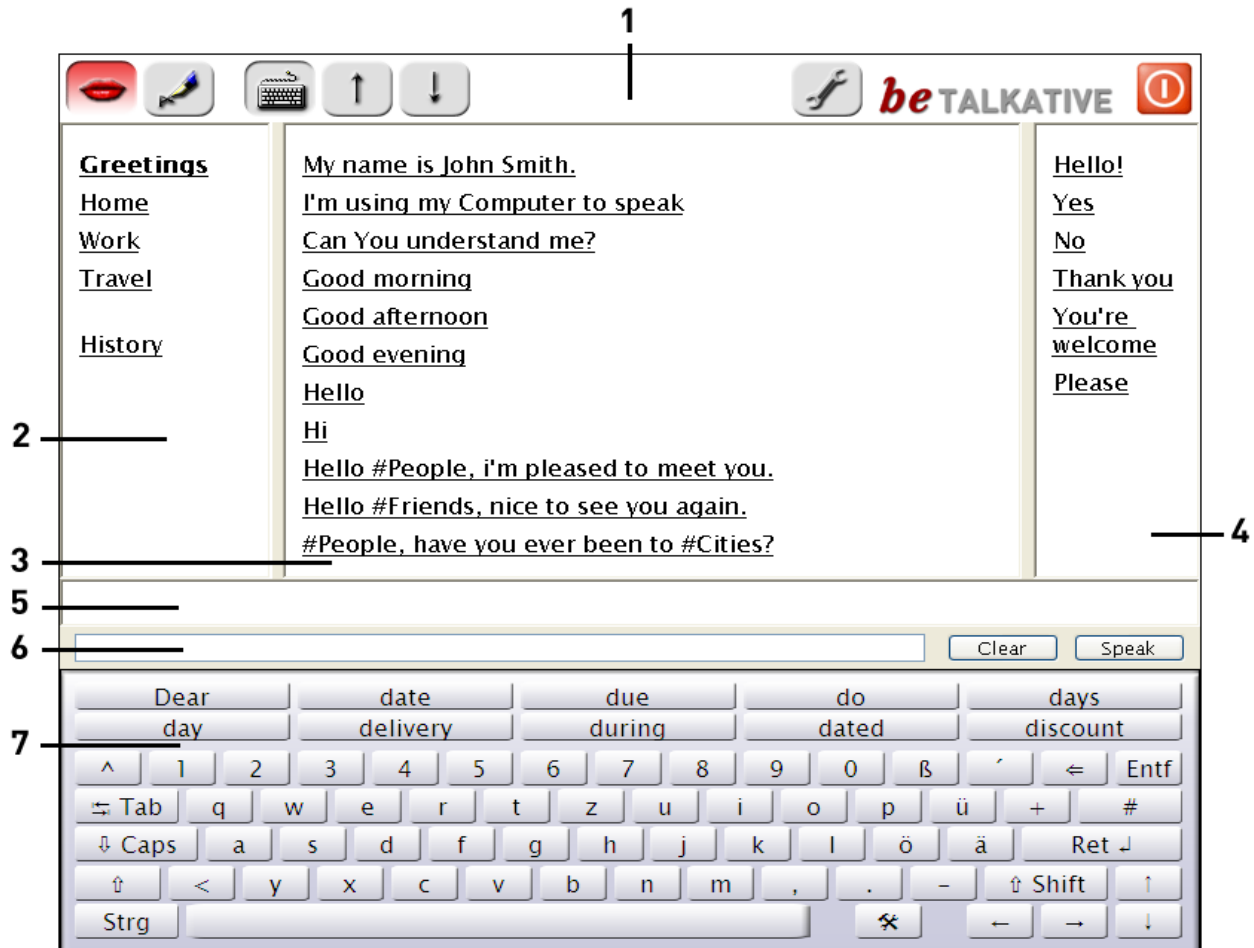
- Windows® 2000/2003/XP/Vista/7¹
- SAPI 4 or SAPI5 compatible voice
- Soundcard for speech output

¹ Microsoft, Windows, Windows 2000, Windows 2003, Windows XP, Windows Vista, Windows 7 are registered trademarks of Microsoft Corp.

2 Usage

2.1 User interface

Upon start of beTALKATIVE you'll see a screen similar to this:



1) Header

2) Categories

3) Phrases for the current category

4) Permanent phrases

5) Area that displays the current text while speaking

6) Textarea to enter text to speak

7) Virtual keyboard with word prediction (beTALKATIVE deluxe fullscreen mode only)

Header

The first two buttons switch between the main modes, Speaking and Editing



This button switches to „Speak“ mode. This is the standard mode for speaking predefined or custom text



This button switches to „Edit“ mode. In this mode, categories and text phrases can be added, deleted or edited.



Pressing this button increases the size of the texts on screen



Pressing this button decreases the size of the texts on screen

beTALKATIVE „deluxe“ fullscreen mode only:



This button toggles display of the integrated virtual keyboard „beKEY“



This button increases the size of the integrated virtual keyboard



This button decreases the size of the integrated virtual keyboard



On a portable device (Laptop etc). the current battery status is displayed here.



This button opens the settings window

beTALKATIVE

Clicking the beTALKATIVE logo display program and registration information



This button closes the application (beTALKATIVE "deluxe" full screen mode only)

Categories

All text phrases are assigned to a category. Pressing one of the categories in the left window will display the according phrases in the center window

Text phrases for current category

All text phrases for the current category are displayed here. Clicking one of the texts starts speech output

Permanent phrases

Frequently used texts, like „Yes“, „No“, „Thanks“ etc are always visible on screen, independent of the active category. This texts are user editable and are assigned to the category „Static“.

Textarea to speak any custom text

Any text can be entered here using any physical or virtual keyboard. Pressing „RETURN“ at the end or clicking the „Speak“ button will speak the entered text. Pressing the „Clear“ button clears the textarea.

Integrated virtual keyboard with word prediction

(beTALKATIVE deluxe fullscreen mode only)

The integrated virtual keyboard works like a normal keyboard. The ten buttons at the top will display word suggestions („word prediction“) while you type. Pressing one of the word prediction keys will complete or type the displayed word.

2.2 Edit mode

The edit mode is used for the following tasks:

- edit texts, add new texts or change the order in which they are displayed on the screen
- edit categories, add new categories or change the order in which they are displayed on the screen

Typical screen in „Edit“ mode:

The screenshot displays the 'be TALKATIVE' application in edit mode. At the top, there are icons for a red lip, a blue pen, and two buttons labeled 'A↑' and 'A↓'. The 'be TALKATIVE' logo is in the top right corner. The main area is split into two columns. The left column lists categories: 'new entry', 'Greetings', 'Home', 'Work', 'Travel', 'History', 'Quicktalk', 'citydestinations', 'People', 'Friends', 'times', and 'new entry'. The right column shows text entries corresponding to the selected 'Greetings' category: 'new entry', 'My name is John Smith.', 'I'm using my Computer to speak', 'Can You understand me?', 'Good morning', 'Good afternoon', 'Good evening', 'Hello', 'Hi', 'Hello #People, i'm pleased to meet you.', 'Hello #Friends, nice to see you again.', and 'new entry'. Below the lists, a control panel is visible. It includes a 'Label' field with the text 'My name is John Smith.', a 'Text' field, and a 'Category' dropdown menu set to 'Greetings'. To the right of the 'Label' field are 'Position' buttons (up and down arrows) and a 'Delete' button. To the right of the 'Text' field are 'Test' and 'Reset' buttons. To the right of the 'Category' dropdown are left and right arrow buttons and an 'Apply' button.

If you select a category, the respective texts are displayed on the right and you can make changes to the category in the lower part of the window.

If you select one of the texts you can make changes to the text.

Label

Label for the current text or category. This text is displayed on the screen in „Speak“ mode

Position buttons

Using this buttons you can move the current category or text downwards or upwards to change the order of the entries.

Text

This field is only active when a text phrase is selected (not a category). It contains the text that is actually spoken when you click in the text. If this field is empty, the text entered into the „Label“ field is spoken.

This makes it possible to speak a longer text which is displayed with a short label on the screen. For example, you could have a text with a label „Introduction“, but the spoken text would be „Good day, my name is John Smith. I'm pleased to meet you.“

Test

Clicking this button speaks the current text.

Category

With this control you can assign the currently selected text to another category. This is especially useful when assigning „freely“ spoken texts that are automatically put into the category „History“ to another category for later re-use.

Invisible

This option is only visible while editing a category. A category marked as „invisible“ is not displayed in the list of categories in „Speak“ mode, but its entries can be used to fill place holders in texts (see „Using placeholders,,)

Delete

Pressing this button deletes the current text or category. If you delete a category all texts that were assigned to that category will be automatically moved to the category „History“. This action can not be un-done!

Reset

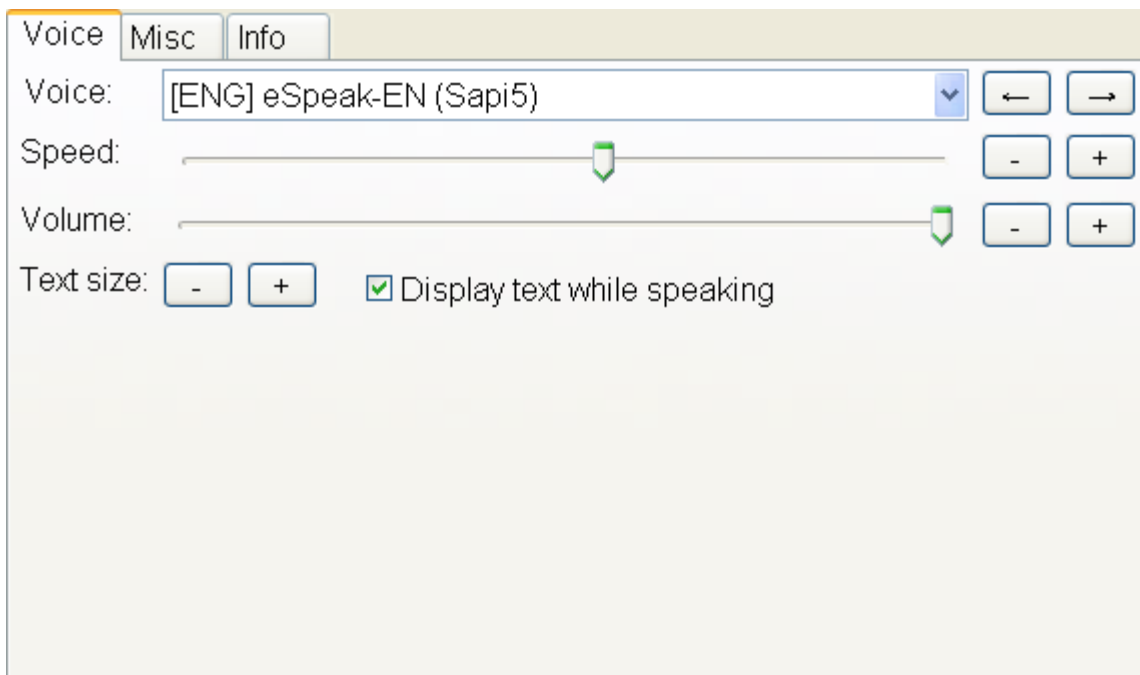
Pressing this button will reset all changes you made to the currently selected text or category.

Apply

Pressing this button applies all saves changes you made.

2.3 Settings window (Voice)

This window is used to edit some global application settings:



2.3.1 Voice

Here you can select the voice that is used for speech output. The language of the selected voice also determines the language of the text phrases to be displayed. Please note that different voices sometimes have different base settings for speed and volume, so you may have to adjust these values again.

2.3.2 Speed

This setting changes the speed of the speech output.

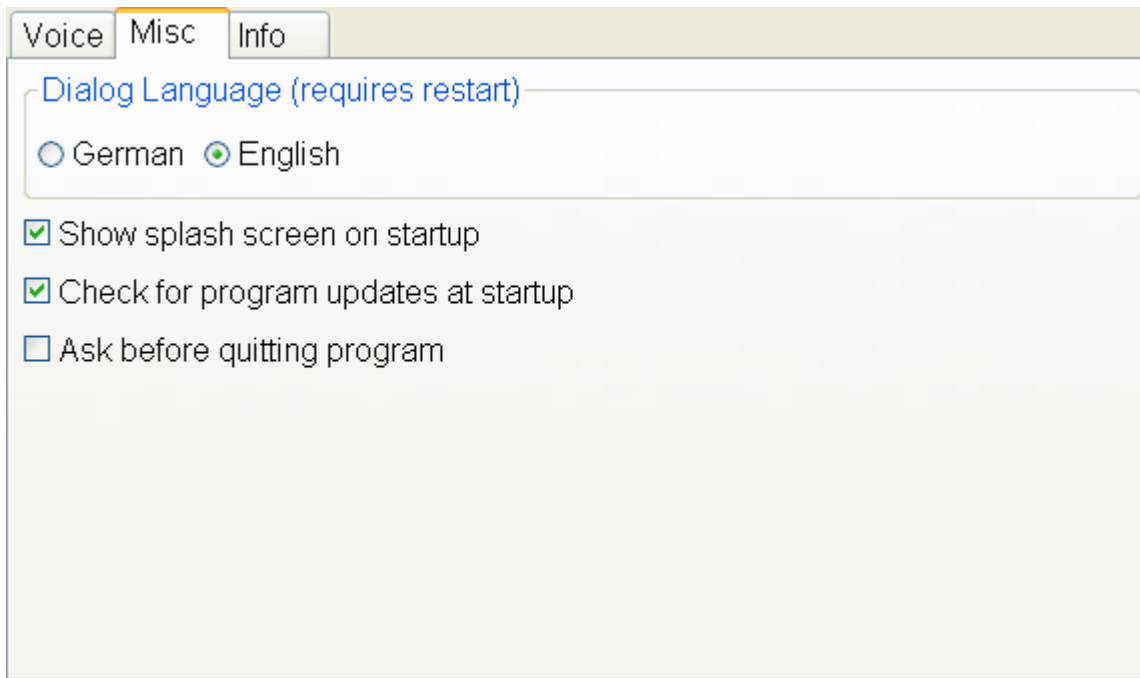
2.3.3 Volume

This setting changes the volume of the speech output.

2.3.4 Text size

This setting changes the text size on the screen.

2.4 Settings window (Misc)



2.4.1 Dialog language

This switches the dialog language between German and English. Changes become only visible after restarting beTALKATIVE

2.4.2 Show splash screen at startup

With this option you can disable or enable the splash screen when beTALKATIVE starts.

2.4.3 Check for program updates at startup

If this option is checked, beTALKATIVE will check if a newer version of beTALKATIVE is available and display a message on screen.

2.4.4 Ask before quitting program

If this option is checked, beTALKATIVE will display a message box before the application is stopped.

2.5 Using placeholders

If you want to greet people with their name, you'd usually have separate texts for each of them, e.g „Good morning, Mr. Smith“ or „Good morning, Mrs. Jones“.

Working with placeholders is a way to make this a lot easier.

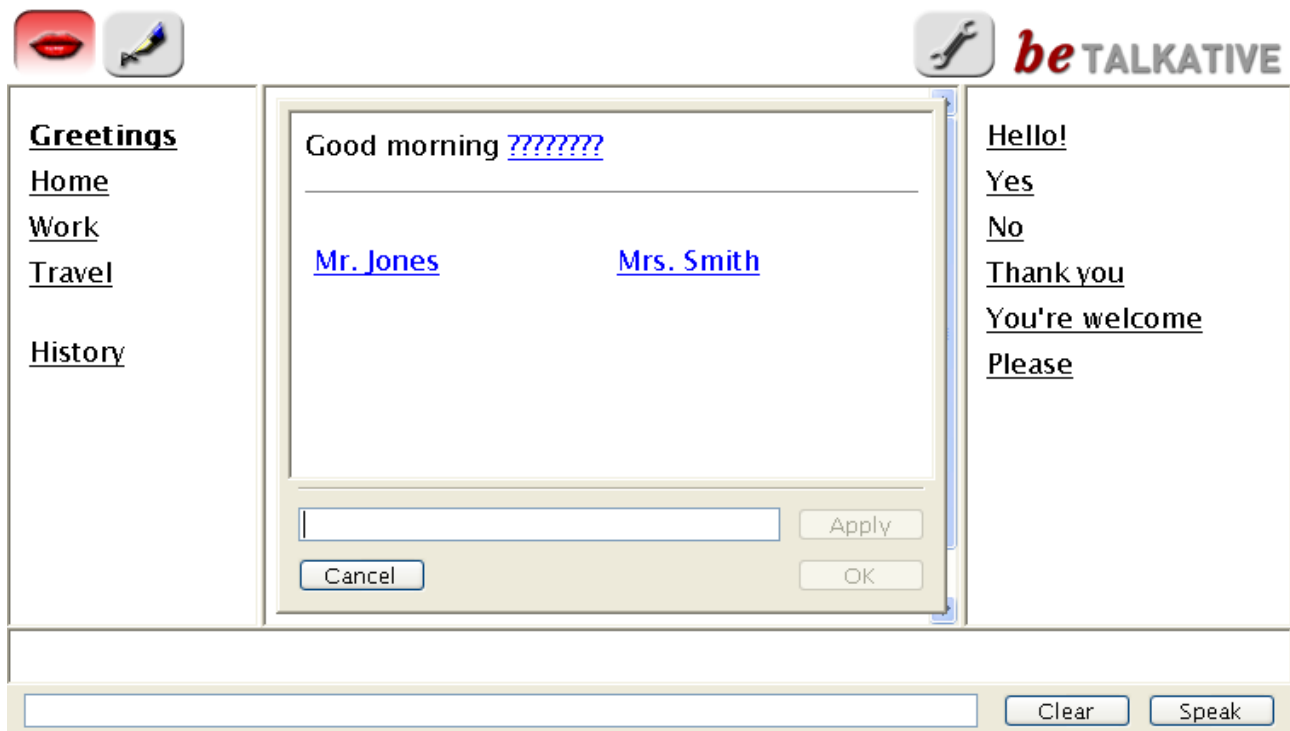
For this purpose „invisible“ categories are used. These categories are not displayed in the list of categories, but their entries can be used to fill placeholders in texts:

For example, there is the „invisible“ category „people“.

In the category „Greetings“ there is the text: „Good morning, #people“.

The „#“ sign means that not the text „people“ is spoken, instead a text from the category „people“ can be inserted here.

If you click on the text „Good morning, #people“, a new dialog will appear in the center of the screen:



If you click on „Mr. Jones“, the window will be closed and the complete text „Good morning, Mr. Jones“ will be spoken.

If you are talking to a person whose name is not in the list yet, just enter the name into the text area below, click „Apply“, then „OK“. The new name will be automatically inserted into the category „people“ and the next time you use that text, the new name will be already in the list.

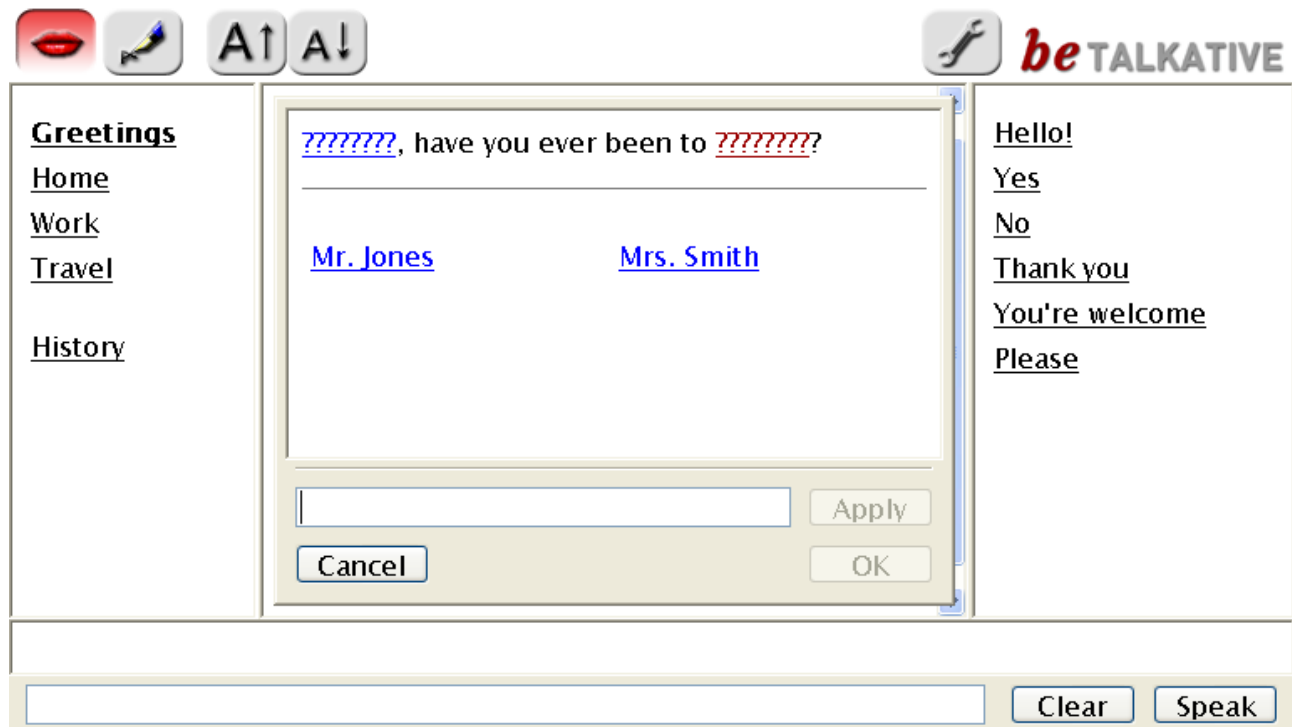
2.5.1 Using multiple placeholders

You can also use multiple placeholders in one sentence. For example:

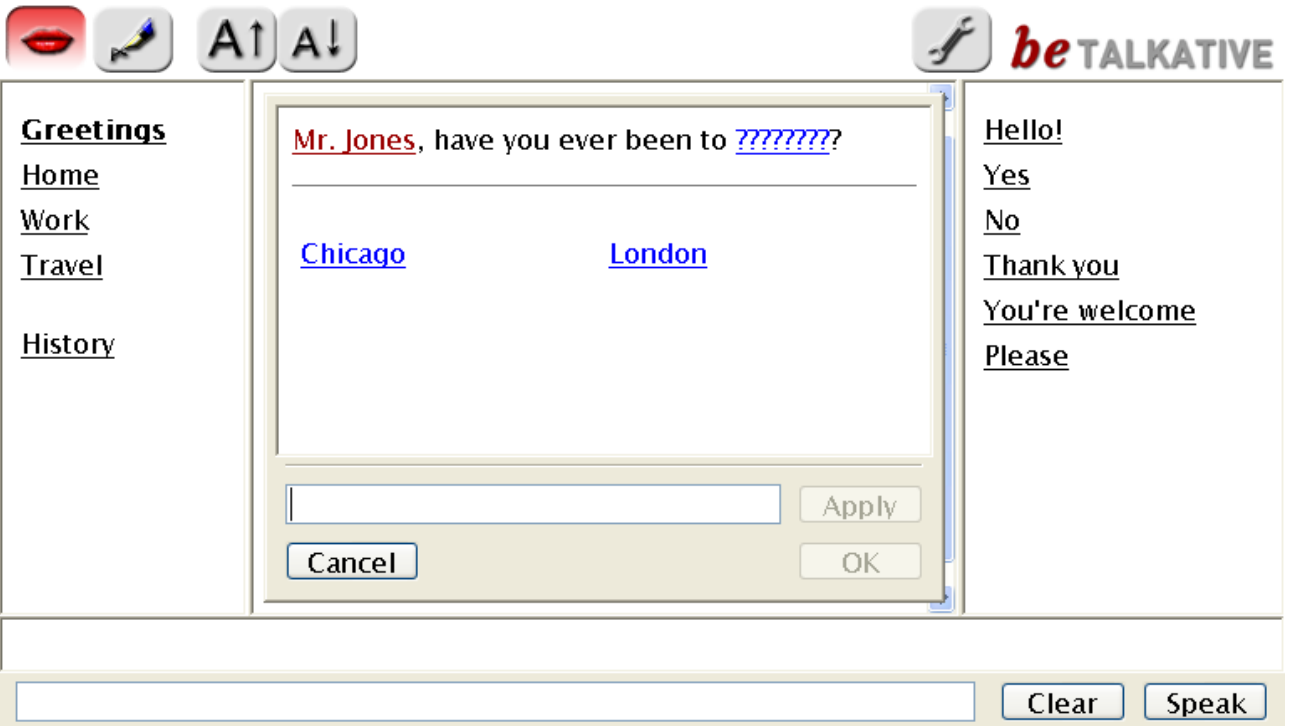
There are two categories „people“ and „cities“.

The used text will be: „#people, have you ever been to #cities?“.

When clicking the text, the following window appears:



If you click on „Mr. Jones“, the content of the window will change to this:



If you click on „London“ now, the window will be closed and the complete sentence „Mr. Jones, have you ever been to London?“ will be spoken.

3 Contact

Markus Jürgens, beENABLED

Moltkestraße 10

47799 Krefeld

Germany

Phone: 49 - 21 51 – 62 06 86

Fax: 49 - 21 51 – 650 38 31

www.be-enabled.de