

Look what I say

Imagetalk
Book Editor
Handbook

English



IMAGETALK



Imagetalk Book Editor Handbook Content

| | |
|--|--------|
| What is Imagetalk Book Editor..... | page 5 |
| Getting started with Book Editor | 5 |
| How to create a symbol book..... | 7 |
| How to open a book | 7 |
| How to edit a book | 9 |
| How to save a book..... | 11 |
| How to update your device | 13 |
| How to print your symbol book | 17 |
| How to add libraries and own symbols..... | 19 |
| How to share Imagetalk data..... | 23 |
| How to backup and retrieve your Imagetalk data | 23 |

Imagetalk is a new type of assistive software, which enables symbols-based mobile messaging, face-to-face communication and calendaring. It is suitable for persons who need augmentative or alternative communication (AAC) solutions. Imagetalk helps a person who cannot use a text-based or speech-based device to communicate with his or her community.

Imagetalk runs on smartphones and mobile pocket computers with large-enough colour screen and sufficient speed and memory to perform the icon-based actions. The Imagetalk program turns such a mobile device into a dedicated assistive device.

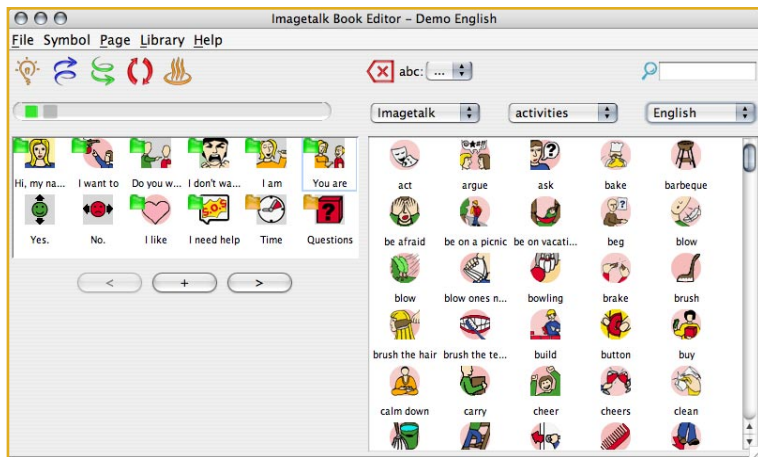
Imagetalk and Imagetalk-logo are registered trademarks.

Imagetalk Handbook © Imagetalk Oy, 2000-2005

<http://www.imagetalk.net>

Requests and technical support: support@imagetalk.fi





What is Imagetalk Book Editor

Imagetalk Book Editor is an application for creating and editing symbol books to be used in Imagetalk end-user applications. Book Editor runs on personal computers with Java support. You can edit symbol books, maintain symbol libraries, add new symbols to custom libraries, and update the symbol book to the end-user device.

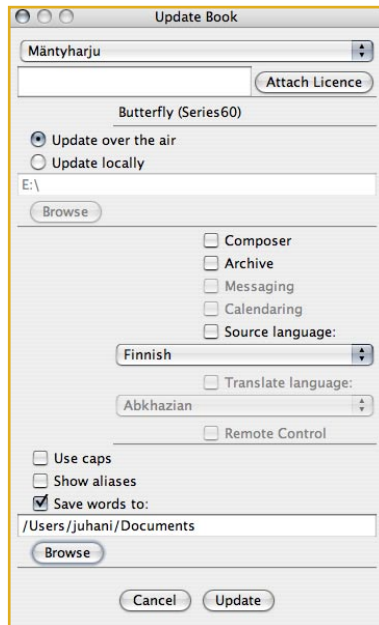
In Book Editor you drag and drop symbols from libraries to your book. Symbols can be included from many different libraries. You can rearrange, replace and remove book symbols, and edit symbol attributes, such as words/expressions, aliases, folders etc.

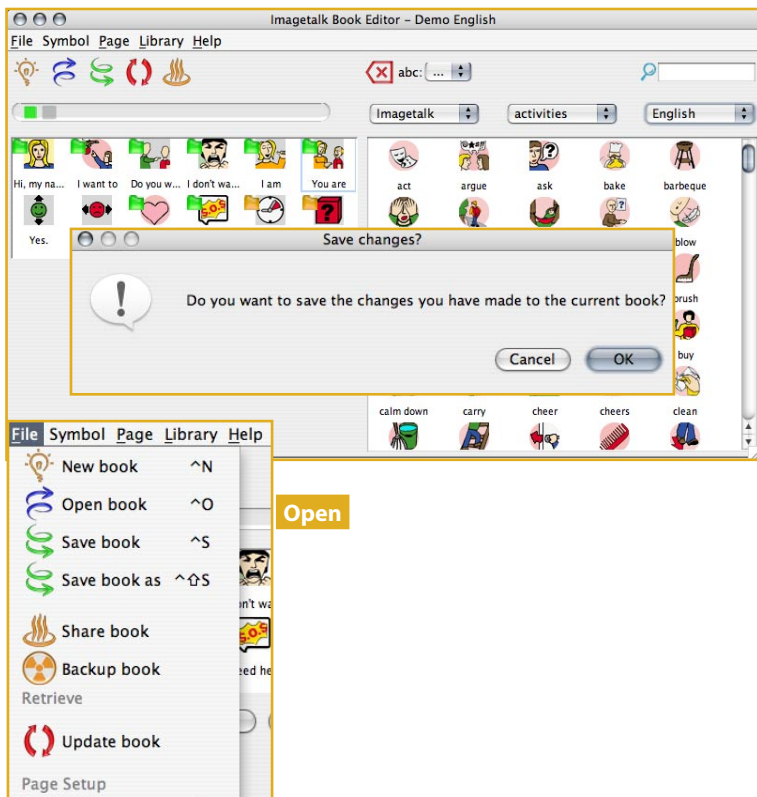
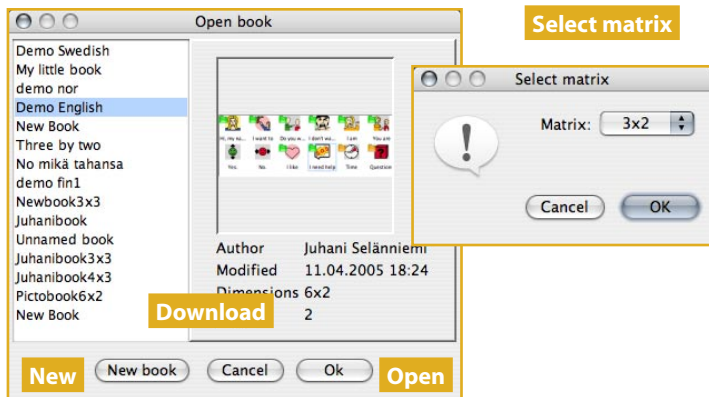
You can base your own symbols on any graphic image or drawing, and crop the image file to suit your needs. Define language, category and symbol text and save it to your library.

Thus, Book Editor is an important part of the whole Imagetalk concept. With Book Editor you can make Imagetalk grow with its user and support communication needs in changing life situations.

Getting Started with Book Editor

1. Open Imagetalk web site (<http://www.imagetalk.net>) and locate the Book Editor download.
2. Install Book Editor as described on the web site. Java Web Start installs and maintains Book Editor on your computer and creates a startup icon. The installation routine creates a folder called `imagetalk` in your home directory. That folder contains your user data, symbol libraries and symbol books.
3. Start Book Editor. The following chapters describe the most important features and functions of Book Editor. We recommend you to learn the program by performing the How to... tasks as described in this handbook.





How to create a symbol book

You can use Imagetalk Book Editor to create and modify your symbol book. When you want to create a new book:

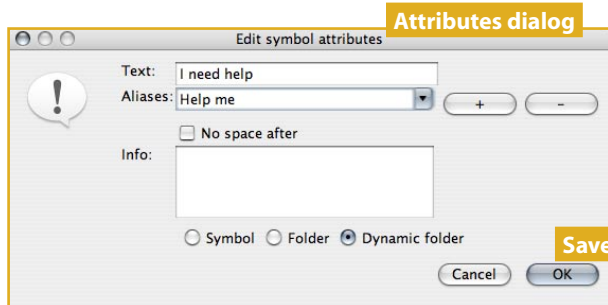
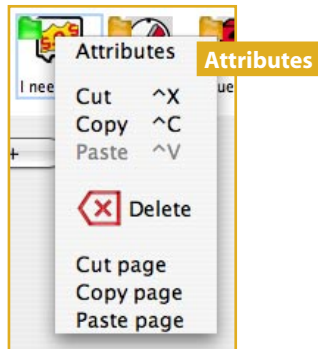
1. Open the Book Editor application from the Java Web Start application menu or by double-clicking the Book Editor icon on your desktop. The **Open book** dialog opens. It displays all the symbol books available in your Imagetalk folder.
2. Select **New**. The **Select matrix** dialog opens. The **Matrix** popup contains various page matrixes, such as 3x2, 3x3, 4x3, 6x2 and 8x6.
3. Select the desired matrix that fits you end-user application. The according matrix is drawn in the book area, and you can start to edit the book.

If you already have a book open in Book Editor, you can create a new one by selecting **File > New book** (Ctrl-N) from the application menu. The program asks if you want to save the current book, see [How to save a book](#).

How to open a book

You can open a previously created book in Book Editor to edit it further or to save it with a new name:

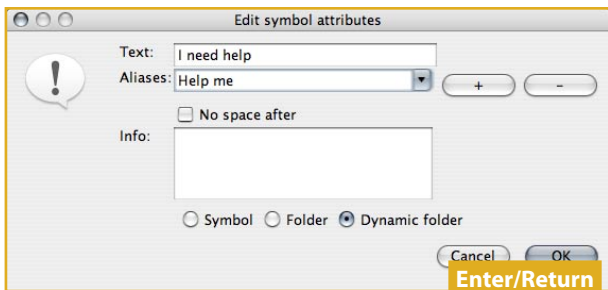
1. Select **File > Open book** (Ctrl-O) from the application menu. If you already have a book open in Book Editor, the program asks if you want to save it, see [How to save a book](#). The **Open book** dialog opens.
2. Select from the book list which book you want to open for editing. If you are connected to the Internet, you can expand your list of available books by selecting **Download**. The book list may contain book templates made available by the Imagetalk team plus books, which another Imagetalk user may have shared with you.
3. Select **Open** to open the book or **New** to create an entirely new one. Select **Cancel** to leave the dialog without opening any book.



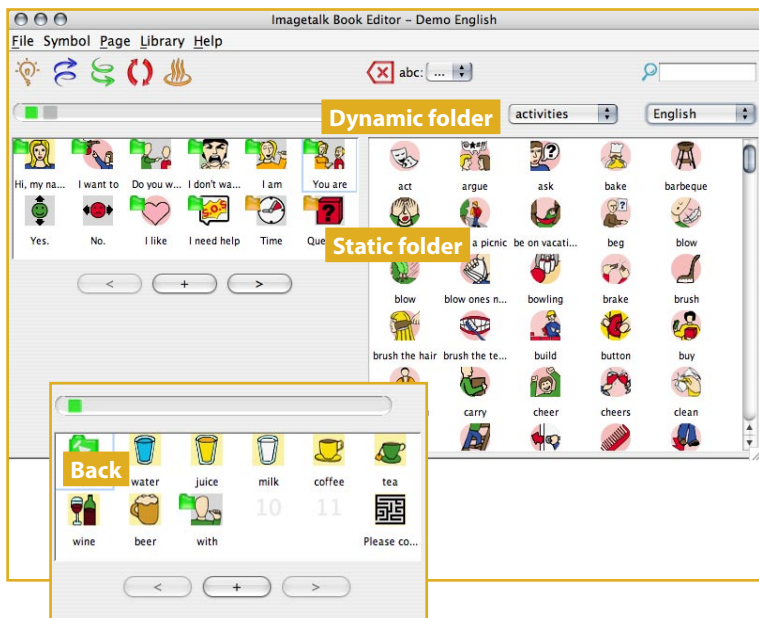
How to edit a book

If you are creating a new book, your **book matrix** is empty. If you opened a previous book, the according symbols are inserted in the book matrix.

1. Select from the **Libraries** popup which library you want to use. You can specify the selection by using the **Language** and **Category** popups or the **Find** field (Ctrl-F).
2. When you have found the desired symbol, **drag and drop** it to a desired symbol container in the book matrix. You can move the symbol in the book matrix to whichever empty container. If you move it over an existing symbol, your new symbol inherits the settings of the existing symbol. You can use this feature to replace the appearance of a message or folder symbol, still preserving the attributes.
3. When you want to add new pages to your book, select **New page**. You get an empty page after the current one. You can move from one page to another with the **left and right arrows**.
4. If you want to remove a page, select **Delete page** from the menu.
5. You can use the clipboard to cut, copy and paste symbols from one container to another. Activate the desired symbol and select **Cut** (Ctrl-X) to cut it from its current container or **Copy** (Ctrl-C) to copy it to the clipboard. Activate the target container and select **Paste** (Ctrl-V) to paste the last cut or copied symbol. If you want to cut or copy the content of a whole page, select **Cut page** or **Copy page**, move to the target page, and select **Paste page**.
6. You can edit symbol attributes by selecting the symbol and then selecting **Attributes**. The Attributes dialog opens, and you can redefine the current word/expression. You can add aliases to your symbol. By marking the **No space after** checkbox you can define "alphabet symbols". Press **Save** to close the dialog with the settings you have done. **Note** that the symbol word/expression is marked when you press the Tab key once, so you can easily replace the text by typing over. Note also that the Enter/Return key is mapped to the **Save** button, so you can close the dialog after typing just



by pressing Enter/Return.



- You can define a symbol to be a folder by selecting **Folder** in the Attributes dialog. If you want that the folder behaves like a symbol, select **Dynamic folder**. This is a convenient and powerful method to create dynamic books. If desired, you can change the text below the folder in the dialog.
- When you have defined a folder, you can open it by double-clicking. Inside a folder, the first symbol on each page is always **Back**. By double-clicking it, you close the folder and move back to the previous level (or to the first page, if the folder is a dynamic one). You can add symbols to folders the same way as to any book pages.

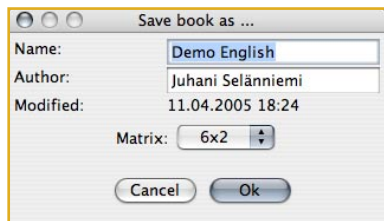
How to save a book

When you want to save your editing:

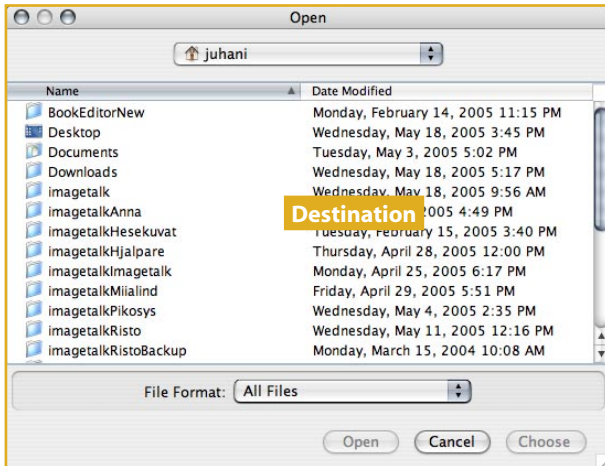
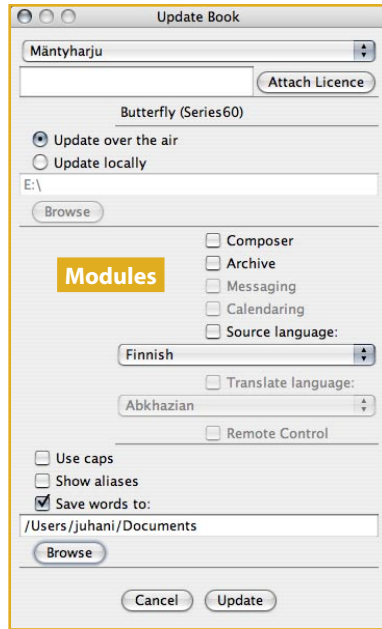
- Select **File > Save** (Ctrl-S). If you have not saved your book previously, the **Save book** dialog appears, and you are prompted to type a unique book name in the **Name** field. Your current matrix setting is default in the **Matrix** popup.
- Type a descriptive name and select **Save**. If you don't want to save the book, select **Cancel**.

If you want to save your editing as a new book, and not write over your previous book:

- Select **File > Save as** (Ctrl-Shift-S). The **Save book** dialog appears, and you are prompted to type a unique book name for your book in the **Name** field.
- You can change the matrix setting in the **Matrix** pop-up. Thus, you can copy a well-made book structure to be available on several book matrix setups without risking to destroy the original book.
- Type a descriptive name, eventually set the matrix and select **Save**. If you don't want to save the book, select **Cancel**.



Licensed users



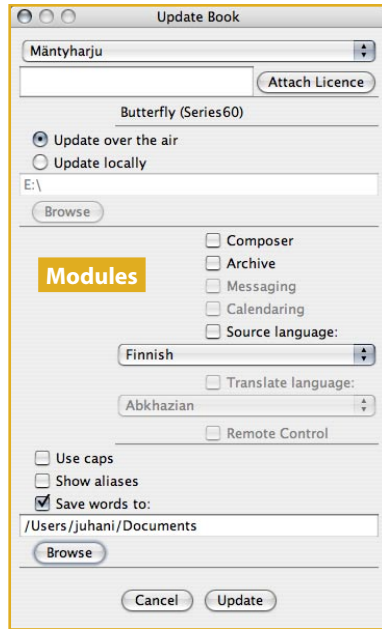
How to update your device

When you want to update your symbol book to your end-user device:

1. Select **File > Update** from the application menu (or **Update** button) to open the **Update** dialog. The dialog lets you manage your licence data, and gives you some options for the book file. You can have one or several licenced users in the **licenced users popup**.
2. Select from the popup the user to which you want to update the selected book. If you haven't attached a licence, the user pop-up is greyed. In that case your first task is to attach a valid licence.
3. Type the serial number (IMEI code) of the user device in the licence field and select **Attach licence**.
4. If and when your distributor has accepted a licence with that serial number, the program adds the licenced user's nickname in the **users popup**.
5. Select the update method. The default is **Update over the air**, which generates an update file on the Imagetalk server. You can finish the update just by selecting the Update button in the device application. Alternatively you can **Update locally** and select the **Destination** for your book.
6. In that case, select **Browse** to open a dialog where you can **locate** the desired destination. The selected location becomes visible in the destination field, and the last selected location is remembered when you next time open the dialog.

Select the following options for you book file:

Modules: With these checkboxes you can define which modules become available on your end-user device. The Composer module is by default always selected. You can select or deselect all other modules, depending on what your end-user licence allows. Thus, you can introduce the rich features of Imagetalk gradually to the end-user, or decide to try them all at once. **! Note** that in order to attach the proper



text-to-speech module, you should select the desired **Source language**. Translate module is activated when you additionally select the **Target language**.

Use caps: With this feature your book displays the words and expressions attached to the symbols in upper case. We recommend not to use all-upper-case when editing the book in Book Editor if there is a chance that the user some day will migrate to mixed case.

Show aliases: If you have attached aliases to your symbol, only the actual word is shown in the Imagetalk application, unless you select this option. When you mark the Show aliases checkbox, the symbols containing aliases behave like folder symbols. When you select such an symbol, it opens a page displaying all the aliases while the symbol remains the same. Note that symbol detection by aliases for incoming messages works even if you have this feature unmarked.

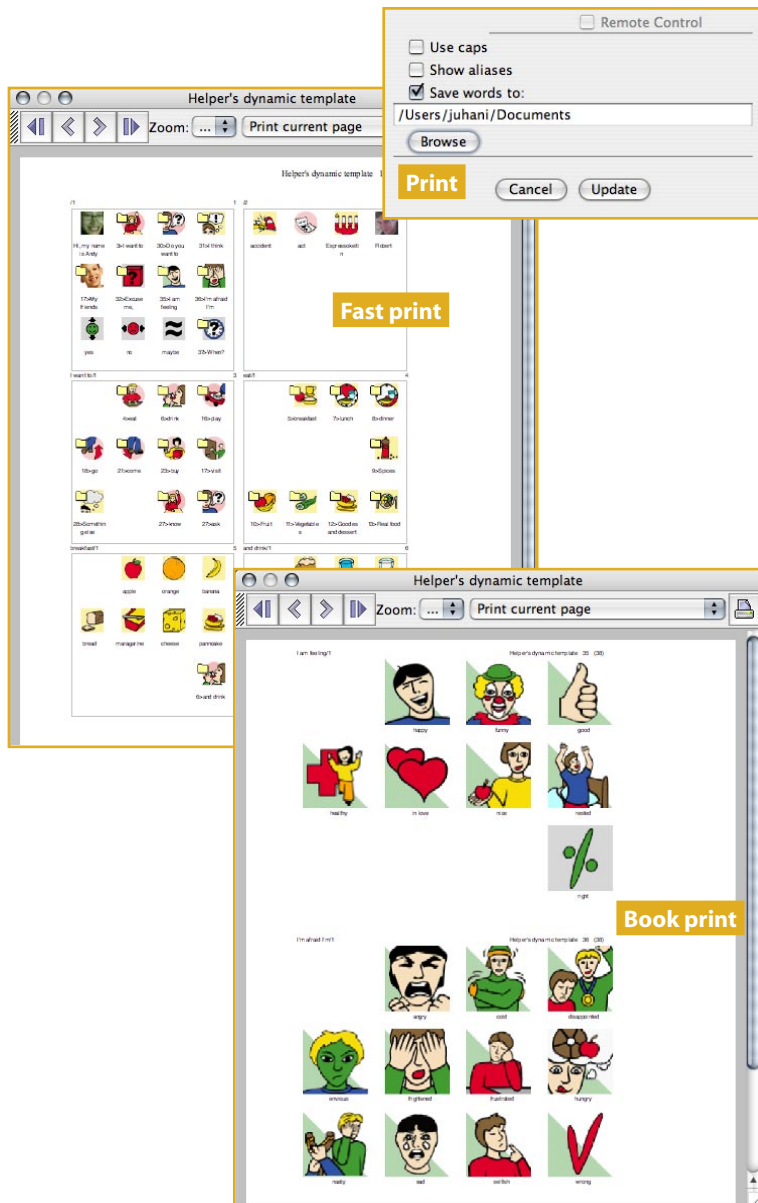
Save words to a file: The word list is a convenient help for message partners of an actual user, so that they know what words/expressions they can use, being sure that a matching symbol is found when displaying the message.

6. Define the desired options and select **Update**. The program writes the update file to your selected destination.

If you selected to update over the air, you can finish the update by selecting **Update** from the symbol book menu. The update requires that your mobile subscription includes GPRS service. If the update for some reason fails, or if you deliberately interrupt it, the Imagetalk application retrieves the previous symbol book.

If you selected to update locally, the file named <IMEI code>.sis is written to your preferred destination. Copy the file with Bluetooth or on memory card to your Imagetalk device.

7. If you don't want to complete your update, press **Cancel**.



How to print your symbol book

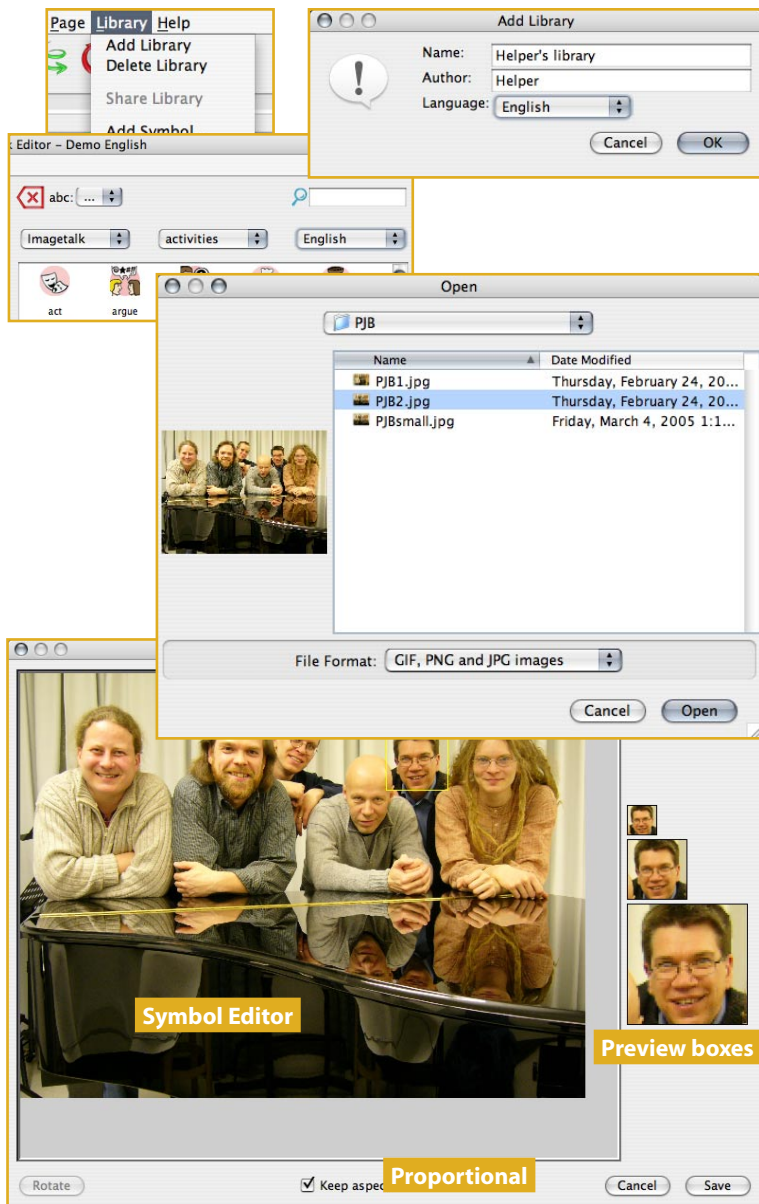
If you want to print a book in Book Editor:

1. Select **File > Print** (Ctrl-P) from the application menu. The Update dialog opens.
2. Select the appropriate user licence that eventually contains the right to use certain commercial libraries, such as PCS and/or Pictogram.
3. Select **Print** button. The print dialog opens, and you can select the print options:

Fast printing prints the book with symbols in 32x32 pixels for quick review.

Book printing prints the book with symbols in 128x128 pixels for creating an adequate manual copy of the symbol book.

4. Select the appropriate option, and the print preview opens. You can browse your print pages and print out a certain page or all pages in the book. **Note** that if you have unlicensed commercial symbols in the book, those symbols will be overlaid with a cross.



How to Add Libraries and Own Symbols

You can make your own symbol libraries and add symbols to them. The graphic files, which you want to use should be saved on your computer hard disk or an available network location either in GIF, JPG or PNG format. To create a new library:

1. Select **Libraries > Add library** from the application menu. The **Libraries** dialog opens.
2. Select **New**. The **New library** dialog opens. Type a descriptive name for your library, select the **Language** and select **Add**. The new library appears in the **Library** popup. Select **Cancel** if you want to leave the dialog without creating a new library.

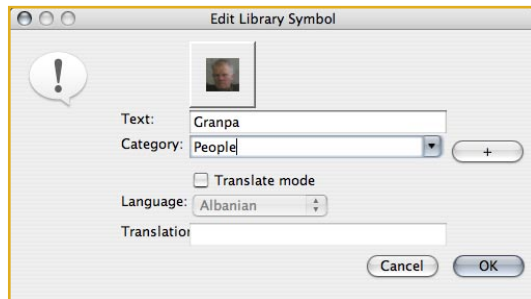
To create a new symbol:

1. Select from the **Library** popup the library to which you want to add the symbol and select **Library > Add symbol**. Alternatively right-click in the library area, and select **Add symbol** from the contextual menu. The standard-Java **Open file** dialog opens.
2. Select the graphics file from which you want to make the symbol. The graphics file shows up in **Symbol Editor**, and the according symbol is previewed in three sizes in the **preview boxes** to the right. The preview boxes represent the three symbol sizes which are used in Imagetalk symbol books: 32x32 pixels (Series 60 and Pocket applications), 64x64 (Symbol Writer/Info view), and 128x128 (desktop, printing).
3. If you are unsatisfied with the symbol as it is, you can crop the image in order to use only a portion of the image. The cropping tool is by default set so, that width and height are equal. By unmarking the **Proportional** checkbox you can stretch the symbol area unproportionally.
4. If needed, you can rotate the image 90 degrees clockwise with **Rotate**.
4. Crop the desired area by placing the cursor at the starting point and **dragging diagonally** to the desired end point. When you release the mouse,



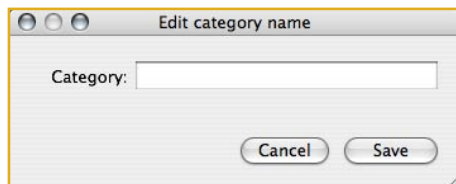
the cropping tool is locked to the selected area. If you are unsatisfied with your cropping, try again as many times as needed.

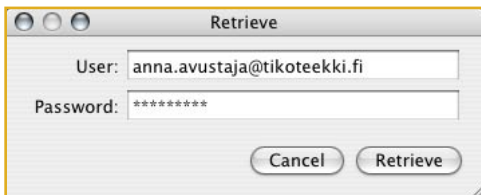
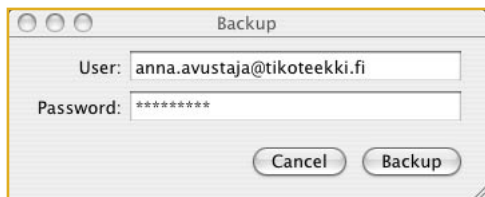
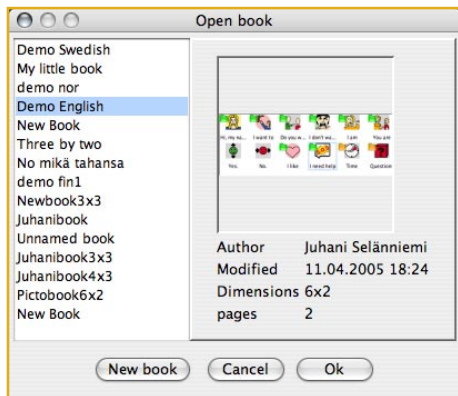
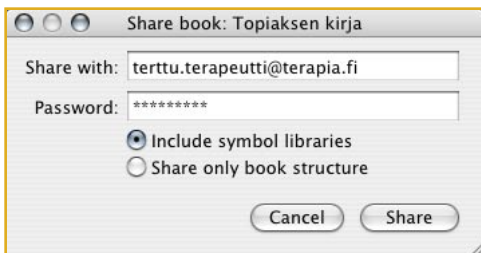
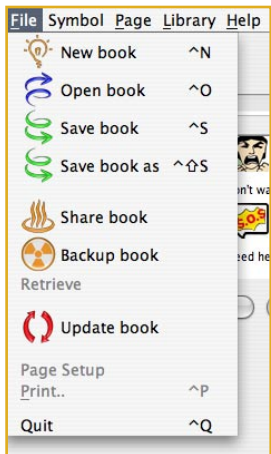
5. When you are ready, press **Save** to save your new symbol in your library. The **Attributes** dialog opens, and you can set the attributes for your new symbol. Type the symbol text (word or phrase).
6. If your library contains only a few symbols, you can leave them in the Default category. However, if you are adding more symbols, you might want to add categories in order to sort your library. Type the desired category name in the **Category** combo-box field, and select **Add**. The category is added in the popup, and hereafter you can select that category for any of your upcoming symbols. If you want to remove a category, select the symbols, which belong to that category, and change their category setting to another one. When there are no symbols left in a category, it disappears from the category popup.
6. If you want to add a symbol text in another language, press the **Language** popup, and select the target language. Then type the text string which you want to appear for that language.
7. Finally, select **Save** to store the symbol attributes.



If you want to modify your symbol, select the desired symbol in the **Book Editor** library area, and select **Edit symbol**. The standard Open dialog appears, allowing you to select the graphics file from which to create the modified symbol.

If you want to modify the attributes for your symbol, select the desired symbol in the **Book Editor** library area, and select **Attributes**. **Note** that you can freely change the attributes after you have dragged the symbol from the library to the book, see [How to Edit Symbol Book](#).





How to share Imagetalk data

You can share user data with other Book Editor users with the built-in upload and download mechanism. To share the current book in Book Editor:

1. Select **File > Share**. A dialog opens, with data entry combo box for your password and the email address of the recipient plus radio buttons for selecting if you want to share the book as is or if you want to include the custom libraries. **Note** that public and commercial libraries will not be included, as the recipient can obtain them from Imagetalk server.
2. Set the recipient of your book, and select **Share**. When your recipient selects **Download** from the **Open** dialog, the book and eventual corresponding libraries are available.

To share a symbol library:

1. Make and save a symbol book only with symbols from the library that you want to share. One symbol is enough.
2. With that book open, select **File > Share**. Repeat steps 1 and 2 above. Now you have the "nonsense" book and its corresponding library available.
3. Delete the unnecessary "nonsense" book by selecting **Remove** in the **Open book** menu.

How to backup and retrieve your Imagetalk data

1. Select **File > Backup** from the application menu. A dialog opens, asking for your password. Select **Backup** to make the backup or **Cancel** to leave the dialog. You get a notification of a successful backup.
2. Select **File > Retrieve** from the application menu. The program asks for your password. Select **Retrieve** to download the latest backup and replace the current files with the backed-up. As a security measure the current setup is stored in a folder called `ImagetalkOld`. You get a notification of a successful retrieval.



IMAGETALK