

## Accent with Empower: Eye Tracking



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### STARTING EYE TRACKING

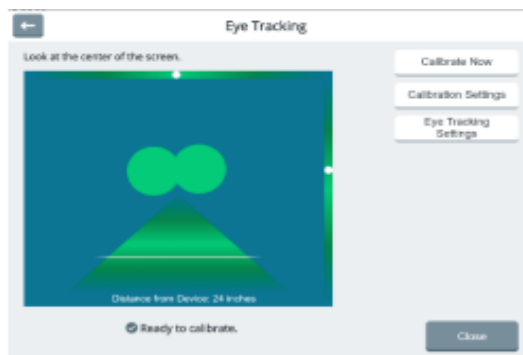
1. Select **Menu > Toolbox**.
2. From the **User Settings** tab, select **Access Method**.
3. Select **Eye Tracking**.

### POSITIONING

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



Use the positioning guide to make sure the eye tracking module is registering your eyes.



Green indicates good positioning and red indicates poor positioning. When two medium green dots are displayed stable, you are within the positioning box and ready to calibrate.

**IMPORTANT!** Before calibrating the system, adjust the device to achieve good positioning.

### CALIBRATING

1. Select **Calibrate Now**.
  2. A solid coloured screen will appear, and the user will be shown a sequence of points.
  3. Focus on the center of each point as it appears until the next point appears.
- \*\*** It may take several tries to obtain an accurate calibration. Be sure to take breaks to avoid fatiguing the user or losing his or her attention.

To cancel a calibration, do any of the following:

- Tap the screen with your finger.
- Stop looking at the display and calibration will time out.
- Finish the calibration.

Settings can be adjusted to modify the calibration process. From the **Eye Tracking** window, select **Calibration Settings** and then

select the **Settings** tab. Adjustments are commonly made to the stimulus type and number of calibration points.

**Setting the Number of Calibration Points** [Default = 5]: Number of Calibration Points determines the number of stimulus points you will look at during calibration. The more points you follow, the user will gain more accurate control over more of the screen.

**Hint:** If visual attention is poor, try using 0, 1, or 2 calibration points. These are easy ways to get started having the individual quickly using their eyes for control. Use 5 or 9 points when you want to gain control over a large area of the screen (for example, 36 or more locations).

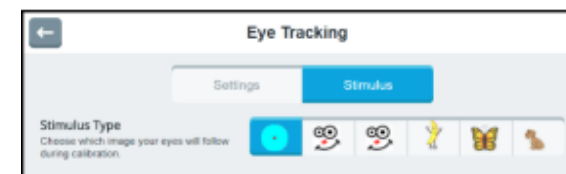
### Setting the Active Eye

Select which of the user's eyes will be recognized during the calibration process.

- If both of the user's eyes function within normal limits, select **Both**.
- If one of the user's eyes is more controlled than the other or obstructed, select **Left Only** or **Right Only**.

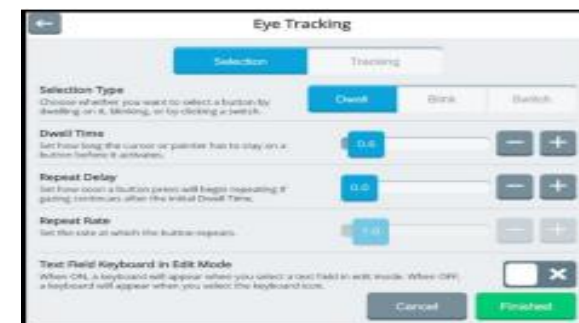
### Setting the Stimulus Image

Select the image your eyes will follow during calibration. From the **Eye Tracking** window, select **Calibration Settings** and then select the **Stimulus** tab.



### MAKING SELECTIONS

From the **Eye Tracking** window, select **Eye Tracking Settings**.



**Selection Type** [Default = Dwell]: There are three ways to select a button on the screen:

- **Dwell:** Select a button by dwelling on it.
- **Blink:** Select a button by blinking.
- **Switch:** Select a button by pressing a switch.

### Adjusting Selection Type

- **Dwell** [DEFAULT]: Selections occur automatically according to the chosen dwell time. Dwell time ranges from 0.0 to 10 seconds.
- **Blink:** The user volitionally blinks his or her eyes to make selections. The minimum and maximum durations of the Blink are adjusted with the slider.
- **Switch:** The user moves the cursor with his or her eyes and makes selections by activating a switch. Switch Selection Time is adjusted with the slider.

### Pausing Eye Tracking

When eye tracking is the current access method, a Pause/Resume dropdown appears at the top center of the screen and a miniaturised positioning guide appears to the right of the other status icons. The user or a partner can pause eye tracking.

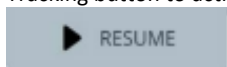


### User Pause

**To Pause:** When eye tracking is active, select the Pause Eye Tracking button to pause eye tracking.



**To Resume:** When eye tracking is paused, select the Resume Eye Tracking button to activate eye tracking.



**Partner Pause:** You can pause and resume eye tracking by touching with a finger the miniaturized positioning guide. Blue means eye tracking is active. Grey means it is paused.

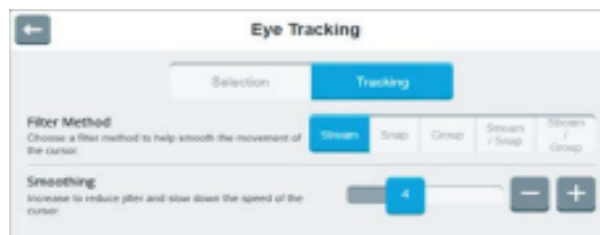


### OBSERVE PERFORMANCE

Observe the user's performance while using the factory defaults. This information will help you decide if adjustments are necessary. Note any difficulties. The remainder of this quick reference guide outlines adjustments that can be made.

### ADJUST TRACKING

From the Eye Tracking window, select **Eye Tracking Settings** and then select **Tracking**.



### Filter Method

The filter methods help smooth the movement of the cursor.

- **Stream:** The cursor moves with the eye wherever you look on the screen. This method works well for most users and at all ranges of smoothing.
- **Snap:** Cursor movement is "sticky" as it snaps to the nearest selectable item within a set range. This method works well for users who have significant shifts in gaze – due to poor visual attention or tremulous movement of their head or body.
- **Group:** This method may work well for users who have frequent shifts in gaze (mild to moderate nystagmus) around a central point.
- **Stream/Snap:** The cursor moves with the eye to the target and Snap is applied when the user fixates on the target.
- **Stream/Group:** The cursor moves with the eye to the target and Group is applied when the user fixates on the target.
- **Smoothing:** This helps to reduce any jitter of the cursor or pointer that you may see on the screen. If the cursor/pointer is very jumpy, increase the smoothing value. The higher you increase this number, the smoother (but slower) the cursor/pointer movement will be. Values range from 1 to 10.

### ADJUST CURSOR AND BUTTON FEEDBACK

Adjust what you see when you are dwelling on a button and what happens when you select a button.

1. Select **Menu > Toolbox**.

2. From the **User Settings** tab, select **Cursor & Button Feedback**.

**Cursor:** [Default = ON] When ON, a real-time cursor appears on the screen in the shape of an arrow or hand.

- **Cursor Size:** Choose small, medium, or large.
- **Cursor Colour:** Using the colour tab to the left, set the colour of the cursor.

### Dwell Feedback:

- **Pointer:** [Default = NONE] The pointer is an on-screen indicator that shows what button the user is pointing to. Choose between none, circle, or square.
- **Pointer Size:** Choose between 1 and 10.
- **Pointer Animation:** Choose between none and shrink.
- **Pointer Colour:** Using the colour tab to the left, set the colour of the cursor.
- **Dwell Feedback:** Set how a button looks when you dwell on it. Choose between none, invert, border, or fill.

### Selection Feedback:

To see a visual upon selection:

- **Selection Feedback:** Set to **Invert, Border or Fill**.

To hear a beep upon selection:

- **Beep:** Turn **ON/OFF**.

### ADJUST BUTTON PADDING

Provides additional space between each button.

1. Select **Menu > Toolbox**.
2. From the **Vocabulary** tab, select **Vocabulary Settings**.
3. Select **Button Preferences**.
4. Set the space between buttons (a percentage from 0% to 40%).

### ADJUST EMPTY BUTTON ACTION

Choose how buttons with no content act.

1. Select **Menu > Toolbox**.
2. From the **Vocabulary** tab, select **Vocabulary Settings**.
3. Select **Button Preferences**.
4. Set as either **No Action** or **Go To Home**.