

LOOK: SETTINGS AND SETUP



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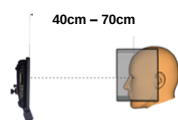
If you wish to speak to your Regional AAC Consultant, please call +44 (0)1733 370 470 (Option 3)

STEP 1 - STARTING LOOK

1. Select **Tools**, then **TOOLBOX**.
2. Select the **Access** button.
3. Select **Change Access...**
4. Select **Eye Gaze**.

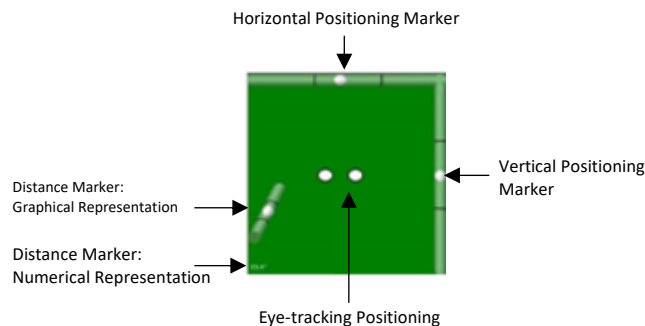
** Ensure your device is fully charged and that the LOOK faceplate is clean. Do not let this plate get scratched when your unit is being stored or transported.*

STEP 2 - POSITIONING



Adjust the angle of the device until the front of your face and the display are parallel and between 50cm and 70cm apart.

STEP 3 - EYE TRACK STATUS



Before starting the Calibration process, you need to make sure the user is positioned correctly to use LOOK – use the EYE TRACK STATUS. To make the Eye Track Status box appear or disappear, choose ON or OFF. When ON, white circles (pupils) should be in the centre of the box. Try to align the white balls between the markers (left/right, up/down, and forward/back) to position the user. Select large or small in the TRACK STATUS SIZE, to adjust the size of the box (if set to small, the eye track status box is in the upper right-hand corner of the screen, enabling you to see your alignment at all times).

Note: Touching the Eye Track Status box with your finger will cause the system to pause or resume. The box turns **RED** when paused and **GREEN** when active.

STEP 4 - CALIBRATING LOOK

**** Ensure all 3rd party programs and windows dialogue boxes are closed before 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 centre of each point with your eyes as it moves across the screen.
4. When the calibration is complete the system will return to the Eye Gaze menu and be ready for use.

STEP 4 - MAKING SELECTIONS

From the Access menu, select **CUSTOMISE Eyegaze Settings**.

1. **Auto** [DEFAULT]: key selections occur automatically in accordance with the chosen dwell time. Dwell Time is adjusted by using the UP/DOWN arrows.

2. **Blink**: selections occur manually by blinking. The minimum and maximum duration of the Blink can be adjusted with the UP/DOWN arrows.
3. **Switch**: selections occur manually by activating a switch that is plugged into the LOOK system. This feature can also be used with the Liberator Bluetooth switch. Acceptance time is adjusted with arrows.

Empty Button Does Nothing

[DEFAULT = ON]: When turned ON blank keys on the screen are inactive and there is no visual feedback when you gaze at a blank key.

Tip: This feature may help to minimize unintended selections when using LOOK within your vocabulary programs.

Auto Repeat

[DEFAULT = OFF]: Allows the user to select the same button multiple times by maintaining focus on the button for a selected period of time – Adjust with the UP/DOWN arrows.

Tip: If AUTO REPEAT is OFF the user may repeat a key by looking away and then looking at the key again.

Activate Text Area

[DEFAULT = ON]: This enables the user to speak all the text in the text area (speak display).

Note: Alternatively, a 'speak display' tool can be inserted onto any key.

CUSTOMISE EYE GAZE SETTINGS

Pause/Resume

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

Tip: Insert **DISABLE POINTER** tool on a communication page key for user-controlled pause function. See the general **Accent Quick Reference Guide** for instructions on inserting tools. Make the eye track status box small, so a communication partner can pause LOOK from communication pages.

Connect AeroSwitch / Disconnect All AeroSwitch

Allows for pairing/unpairing of a Liberator AeroSwitch if desired when SELECTION TYPE is via a SWITCH.

CALIBRATION SETTINGS

Found under 'CUSTOMISE EYE GAZE SETTINGS'

1. **Stimulus Type** [DEFAULT = Point 2]: Refers to the stimulus used during calibration. Use the Up/Down arrows to select desired stimulus type: **Point, Point 2, Cross, Image**. To use image, set type to image, and select **Change Image**. In message box select YES to use an icon from the vocabulary

software or NO to use an image stored on the computer or removable media.

2. **Stimulus Size:** Use the Up/Down arrows to change the stimulus size.
3. **Active Eye** [DEFAULT = BOTH]: Use the Up/Down arrows to select right eye, left eye or both eyes during calibration and operation of the LOOK tracking system.
4. **Stimulus Speed:** Use the Up/Down arrows to choose between Very Slow, Slow, Medium, Fast and Very Fast.
5. **Stimulus Sound:** [DEFAULT = STANDARD BEEP]: Use the Up/Down arrows to choose between None, Standard BEEP, Sound 1, Sound 2, Sound 3 or Sound 4 for stimulus sound feedback during calibration.
6. **Keyboard Step Through** [DEFAULT = NO]: Use the Up/Down arrows to select No, Use Spacebar for First Point or Spacebar - this will allow the partner to step the user through calibration by pressing the Spacebar key on the keyboard when the user is gazing at the stimulus.
7. **Calibration Points:** The number of stimulus points the user must gaze upon for calibration. Use Up/Down arrows to select 0,1,5, 7 and 9. The higher the number of calibration points the greater the precision of the tracking system.
8. **Calibration Area:** [DEFAULT = 100%]: The percentage of the screen used for calibration. Use the Up/Down arrows to adjust.
9. **Eyegaze Calibration:** [DEFAULT = GLOBAL]: Calibration data can be saved to one user area or globally on the device.

MANAGING EYEGAZE PROFILES

Found in the Access menu, a 'profile' is a group of settings that offer a starting point for various levels of eyegaze users. Several profiles are built-in to LOOK. Existing profiles can be customised, and new profiles added or deleted.

1. **Load Eyegaze Profile:** Choose this to select and load a pre-set profile.
2. **Save Current Settings and Calibration to a Profile:** Choose this to save current eye gaze settings and calibration data as a profile.
3. **Delete Eyegaze Profile:** Choose this to delete a previously saved profile.

WINDOWS ACCESS SETTINGS

Found under 'CUSTOMISE EYEGAZE SETTINGS'

1. **Windows Clicks:** 'ON' allows for mouse clicks in Windows using LOOK. 'OFF' disables mouse click activations while maintaining cursor control - useful with 'mouse over' or 'hover' activities in third party computer programs.
2. **Magnify Windows Clicks:** 'ON' provides an on-screen magnification pane in windows with each eye gaze activation. Useful when accessing very small targets.
 - a. **Magnification Factor:** range of 2x to 5x. Use the Up/Down arrows to adjust the magnification power.

- b. **Magnification Area:** range 64 x 64 to 256 x 256. Use the Up/Down arrows to adjust the size of the magnification pane.

3. **Windows Selection Type:** [DEFAULT = SAME]: You can set the type of selection method you want for Windows separate from NuVoice communication software. For example, you can use Dwell while using NuVoice and Blink while working in Windows.
4. **Windows Dwell Time:** [DEFAULT = 0.90]: Available when Windows Selection Type is Auto. The Up/Down arrows allow for a dwell time within Windows different from the dwell time within NuVoice.
5. **Mouse Post-select:** When turned 'ON' this will show a pop-up menu within Windows each time the mouse is clicked to allow the user to select the action for the click (e.g. left click, right click, double click, click & hold down).
6. **Mouse Post-select Settings:**
 - a. **Configuration:** Use Up/Down Arrows to choose a box, horizontal or vertical configuration.
 - b. **Button and Font Size:** Use Up/Down arrows to adjust the size of the grid squares and the size of the function label font.
 - c. **CUSTOMISE Button Functions 1-4:** Select the desired post-select button and then use the Up/Down arrows to select the function type. Additional adjustments include the button picture, the text and button colour, and the text and button colour change when hovering.

POINTER SETTINGS.

Found under 'CUSTOMISE EYEGAZE SETTINGS'

1. **Pointer Type:** [DEFAULT = CIRCLE] The pointer is the on-screen indicator that shows where eyes are gazing. Pointer settings allow change in pointer colour, pointer type, pointer size, pointer mode (animated or static), pointer border and pointer transparency.
2. **Highlight Keys:** When ON a red outline appears around each button when gazed at.
3. **Show Cursor:** When ON a real-time cursor appears on screen that is controlled with the eyes.
4. **Cursor Size:** Use arrows to choose small, medium, or large cursor.
5. **Cursor Colour:** Change colour of cursor.

TRACKING SETTINGS

Found under 'CUSTOMISE EYEGAZE SETTINGS'

1. **Smoothing:** Increase smoothing to slow down response of pointer/cursor. Decrease smoothing to speed up response of pointer/cursor.
2. **Fixation Window:** Increase the size of the fixation window to make target selection easier for users with ocular motor or visual attention issues that may be impacting their ability to

select targets. Decrease the size of the fixation window to improve the precision of the selection made for advanced users.

OFF-SCREEN BUTTON SETTINGS

Found under 'CUSTOMISE EYEGAZE SETTINGS'

1. **Top Off-Screen Pause Button:** When ON the user may PAUSE/RESUME LOOK Tracking system by gazing just above the top edge (middle) of the screen.
2. **Top Off-Screen Tools Button:** When ON the user may access the Tools button by gazing just beyond the left edge of the screen.
3. **Right Off-Screen Buttons:** When ON, the user may access the off-screen buttons by gazing just beyond the right edge of the screen.
4. **Bottom Off-Screen Buttons:** When ON, the user may access the off-screen buttons by gazing just beyond the bottom edge of the screen.

VISUAL FEEDBACK

Provides an inverted flash when a key is selected.

1. Select **Tools > Toolbox**.
2. Select **Settings**.
3. Select **Skin Options**.
4. Turn **Key Visual Feedback** ON/OFF.

KEY PADDING

Provides additional space around each key.

1. Select **Tools > Toolbox**.
2. Choose **Settings**.
3. Choose **Skin Options**.
4. Set **Key Padding** (1-20). The larger the number the more space around each key.

GENERAL TIPS

- Save all settings as a PROFILE with the User's name.
- If you lose the eye positioning video, ensure you are not too close or too far from the unit. Problems mostly occur when you are too close; 50 to 70cm is ideal. If the system still does not detect, switch from Touch to LOOK which should reset the connection.

Windows Access

- If using dwell, consider decreasing the dwell time when using Windows.
- It may be preferable to use Blink for Windows, but this does not work for everyone - Blink allows you time to read the screen before selection.