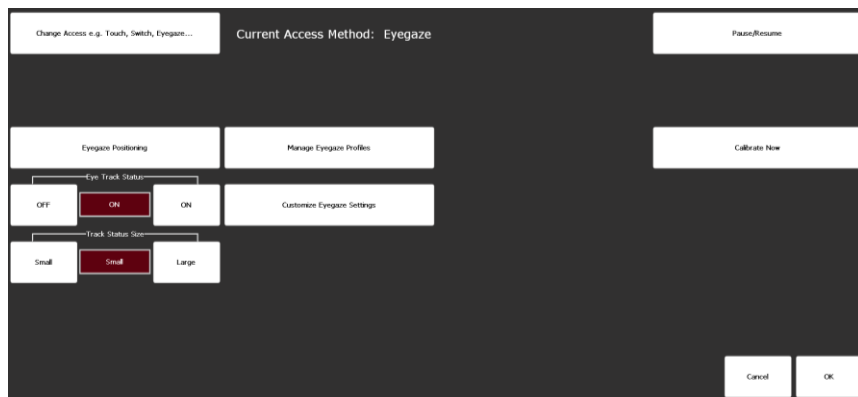


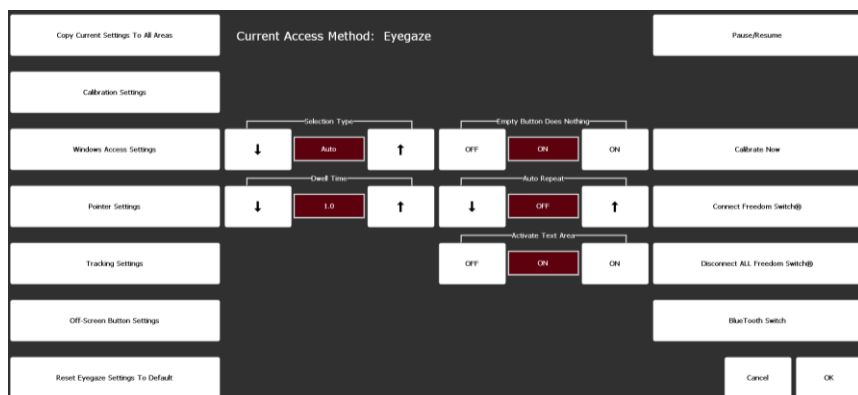
Current Access Method Eyegaze

Toggling the eye track status to “on” places a small accessible window in the top right corner of the screen next to the battery status menu. This is useful when supporting an eyegaze user.



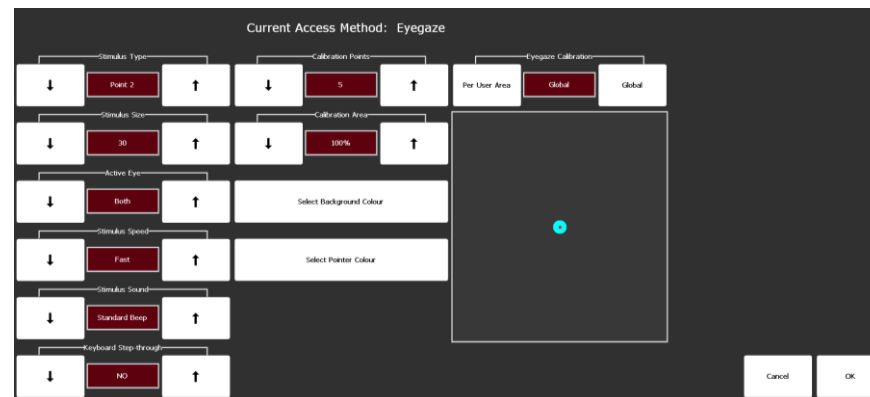
Customise Eyegaze Settings

The selection type offers Auto (dwell selection), Blink (activated by blink) or Switch (combining Switch and eyegaze). The Dwell time allows the timing to be adjusted when auto selecting.



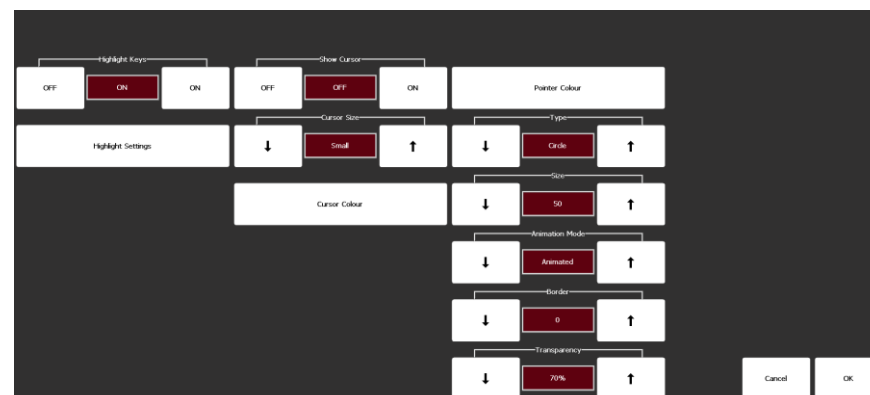
Calibration Settings

When calibrating you have the option of 0, 1, 5, 7 or 9 calibration points. Try calibrating with 5 points. 1 point is handy for quick calibrations but is not as accurate.



Pointer Settings

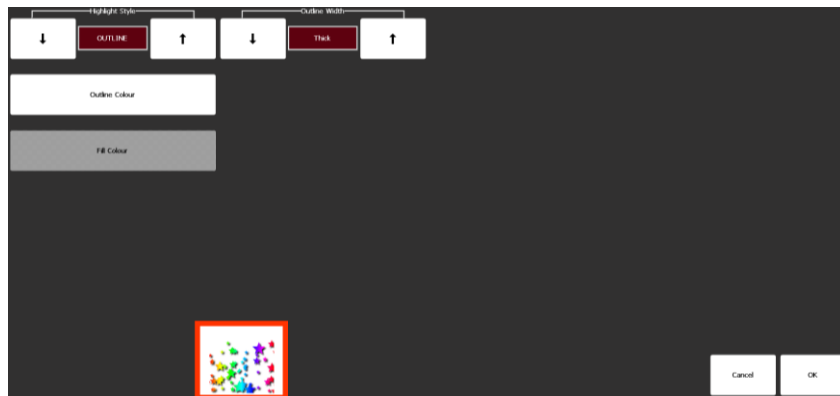
The pointer type is an animated circle that shrinks as the gaze is held on the desired icon. The cursor is only useful to identify which part of the icon is being selected.



Quick Reference Guide for LOOK

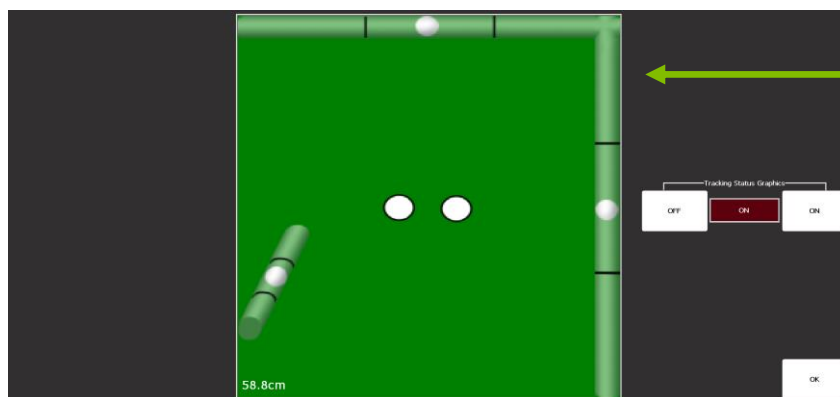
Highlight Settings

The highlight settings fills or colours the icon/button the device user is looking at. This is highly recommended. Any colour can be used.



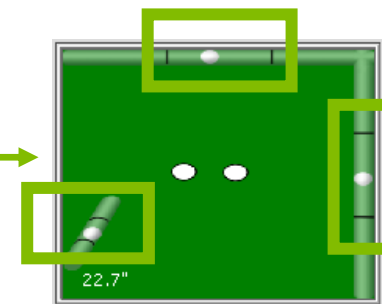
Eyegaze Positioning

It is essential that a good eyegaze position is found prior to calibration. Positioning is very important during eyegaze use.



Eye Track Status

Use the track status box to line up the eyegaze with the device user. The white dots in the middle represent the eyes and the 3 white dots around the outside edge (highlighted with a red outline) indicate the ideal height, distance, and orientation.



The ideal distance between the device and the device user will be 55cm or 22". This is displayed in the bottom left corner of the track status window.

Using LOOK

It is essential that the position of the device is monitored using the Eyegaze Positioning. It isn't necessary to calibrate the eyegaze on a regular basis. The position will determine how successful eyegaze is and environmental factors such as sunlight, bright lights and reflections can have a negative impact on the use of LOOK.

Basing a calibration on these settings should allow eyegaze to be successfully used assuming eyegaze is suitable for the device user.