

TalkBox Configurator User Manual

This system is very straight forward and easy to use. It has many features that allow the user to do many things.

Installation Instructions:

First the user should visit the Talkbox project site: <https://github.com/Jakim/Talkbox>. After visiting this site the user should click on *Executables*. This will open up the folder and show the 2 '.jar' files. To run these 2 files, just click on which ever program you would like to run, then download them to your computer. Before downloading the '.jar' files, the user must have Java Runtime Environment installed: <https://www.oracle.com/technetwork/java/javase/downloads/jdk11-downloads-5066655.html>.

Now the user can use the configurator and simulator.

EECS 2311 Group Four Talkbox Project

92 commits	2 branches	0 releases	3 contributors
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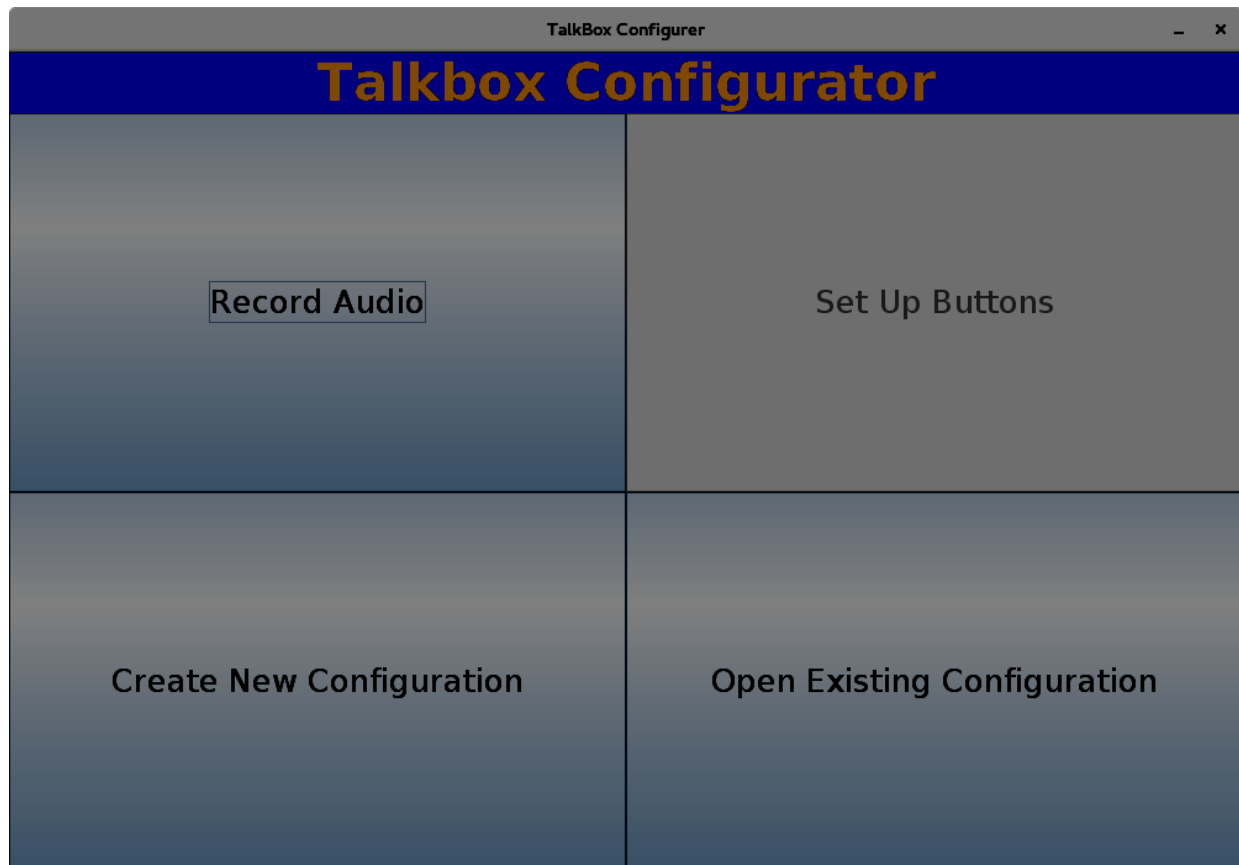
Branch: develop New pull request Find file Clone or download

This branch is 7 commits ahead of master. Pull request Compare

Jakim	Making executables, removing out of date documentation	Latest commit ba45cdb an hour ago
.metadata	changed format verification methods	a month ago
.settings	Changing compliance level	a month ago
Documentation	Added Testing documentation.	21 hours ago
Executables	Making executables, removing out of date documentation	an hour ago
src	Making executables, removing out of date documentation	an hour ago
.classpath	changed format verification methods	a month ago
.gitignore	First commit before project starts	2 months ago
.project	First commit before project starts	2 months ago
README.md	Create README.md	21 hours ago

The user should press Executables

In this configuration menu, the user can see four buttons.



This is what the configurator looks like when just opened

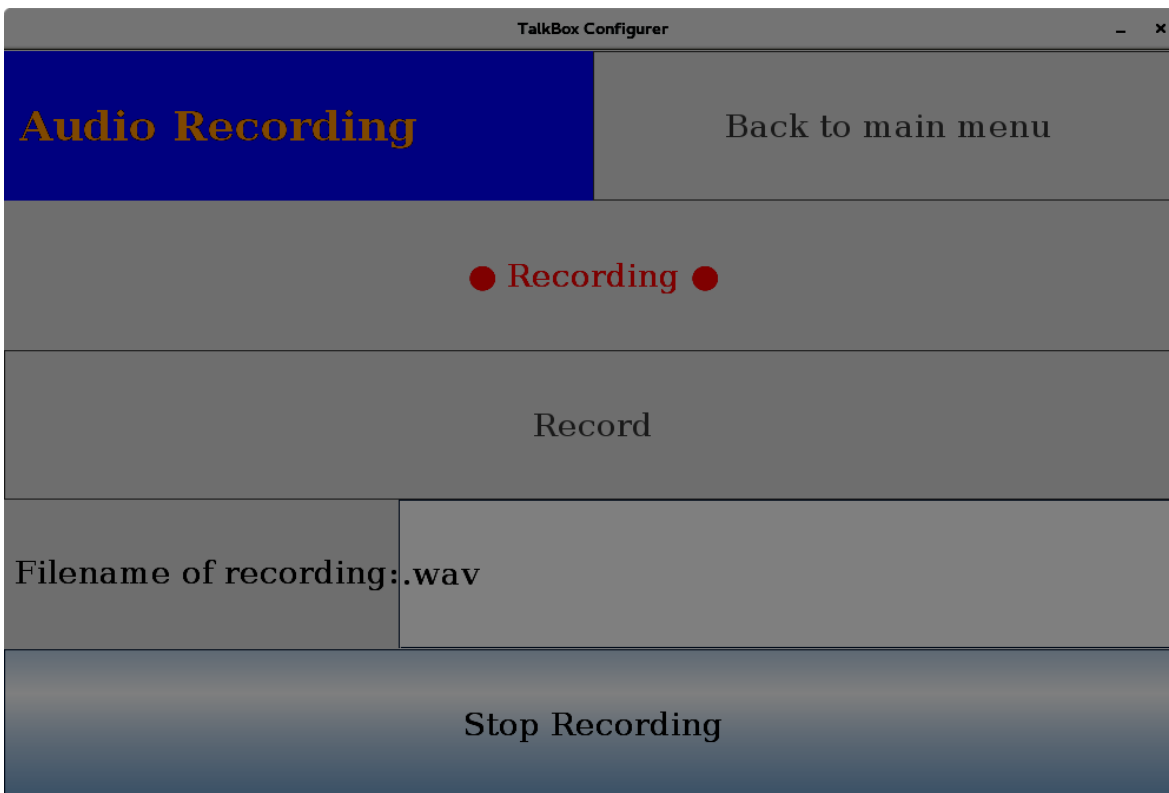
1. The **Record Audio** button: This is where audio can be recorded. The purpose of this button is to record audio that can be used for the buttons. After recording the user must put the audio file in a directory – they can then use that audio clip for their buttons.

Before recording, the user can name the audio file to whatever they want. The name can be anything but the file name MUST end in .wav. To record audio press *Record*, the user will then see the label “recording”, in red, start to flash. This is now the time to record anything that the user would like to record. When finished recording the user must press *Stop Recording*. After selecting *Stop Recording* a window will pop up saying to select a directory to save the recording in. When “OK” is selected, a window with a list of directories will pop up. The user should select where they would like to save the recording. This recording can then be played back when associated to a button. Below the figure shows a screenshot of the audio recording panel.

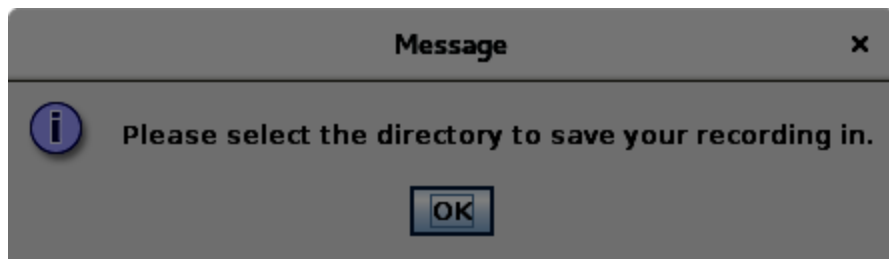


This
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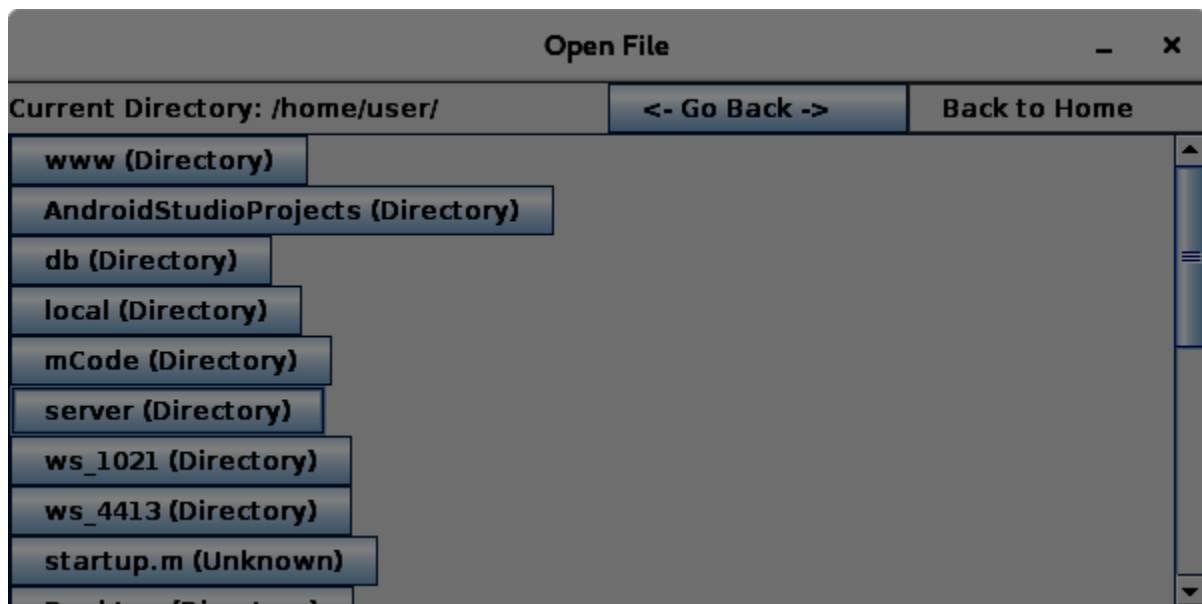
what the Recording audio panel looks like when selected



When pressing record, a label "recording" in red starts flashing



After recording this window is seen

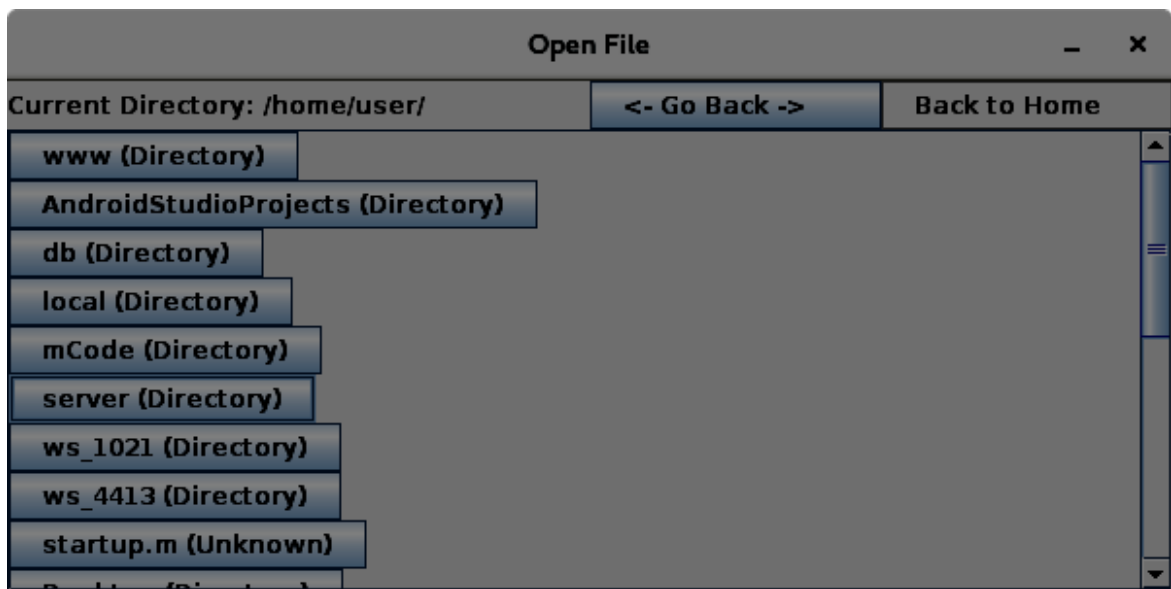


When OK, the user must save the audio file in a directory of their choice

2. The **Create New Configuration** button: Which allows the user to select a directory to save the TalkboxData configuration directory in.



When create new configuration is pressed, this window can be seen



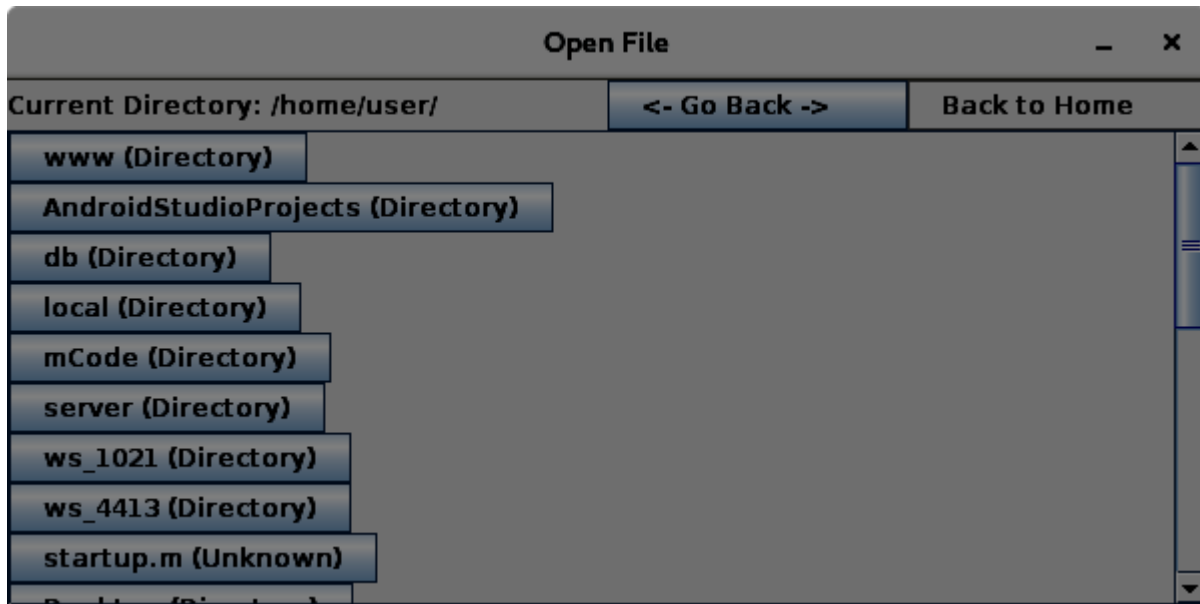
The user must select a directory

3. The **Open Existing Configuration** button: This button allows the user to select an existing TalkboxData configuration directory, to allow further editing and customization.



This window will show up when the "Open Existing Configuration" is pressed

After the user selects "OK", this window will be activated.



Window when user selects "OK"

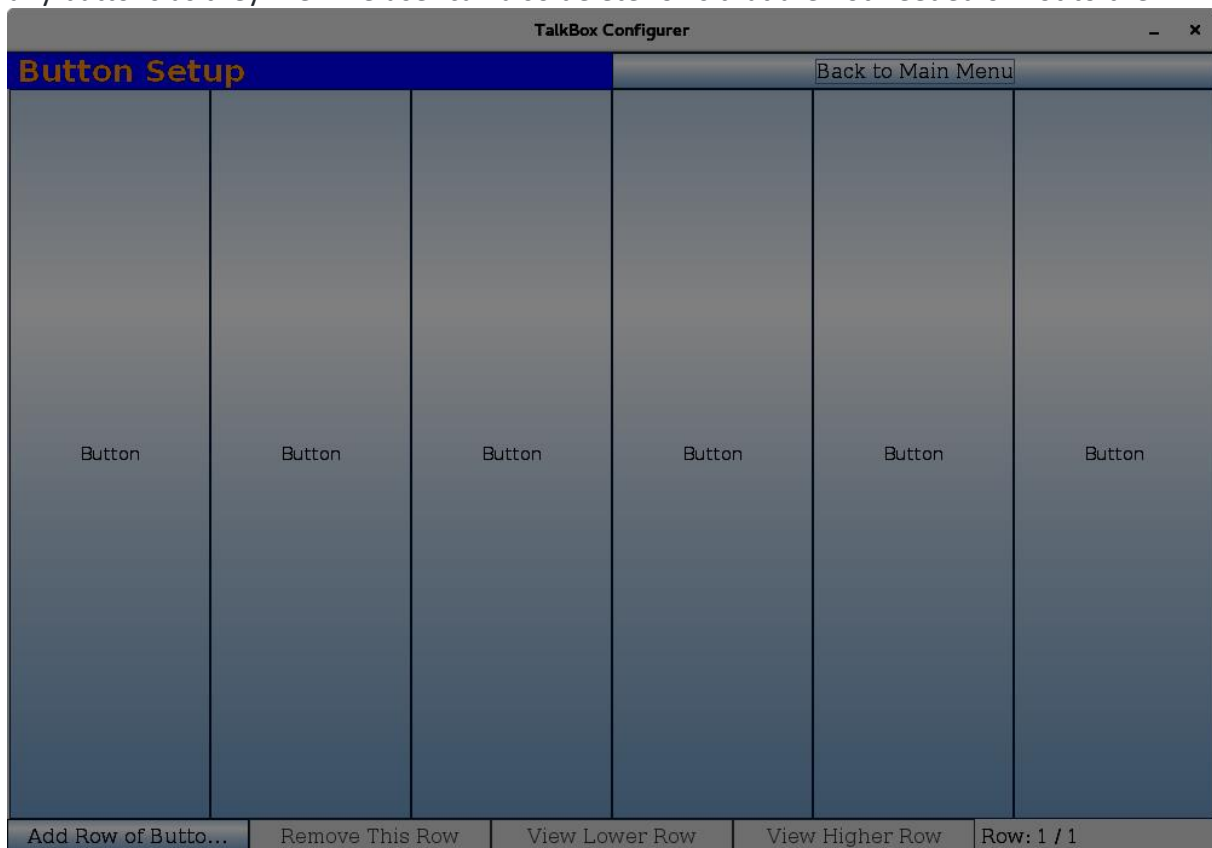
And the user may now set up buttons with the selected TalkboxData configuration directory in use.

4. The **Set up Buttons** button: This button is not available until the user selects an existing or makes a new TalkboxData configuration directory. This is where one can setup the orientation of their buttons, and can add or remove additional rows of buttons as one sees fit. In this panel the user can setup which audio clip goes to which button. They can use emoji's, i.e. smile (😊) to allow the buttons to be more descriptive. The user can also name the button and change its color. When doing all these edits to the button, to ensure that this will be saved the user **MUST** press *Confirm Setup*. This is also where they can play the audio.

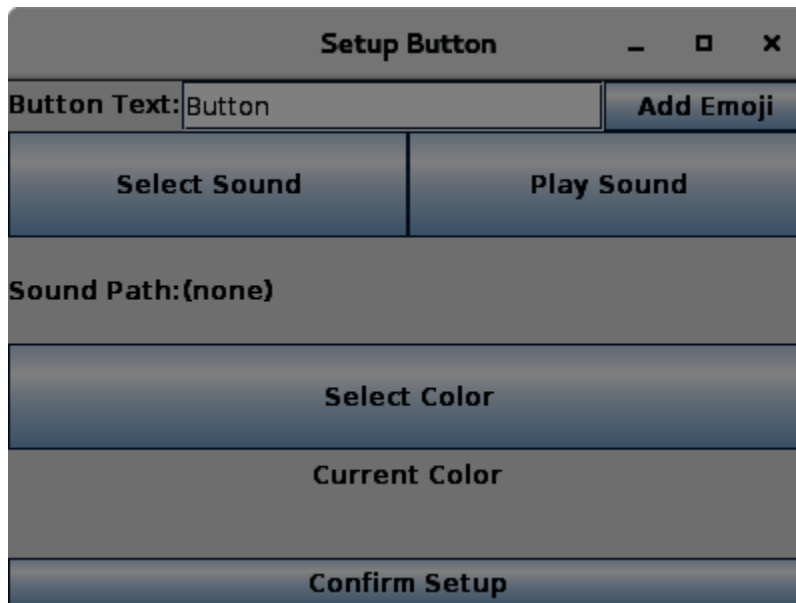


All four buttons fully lit up

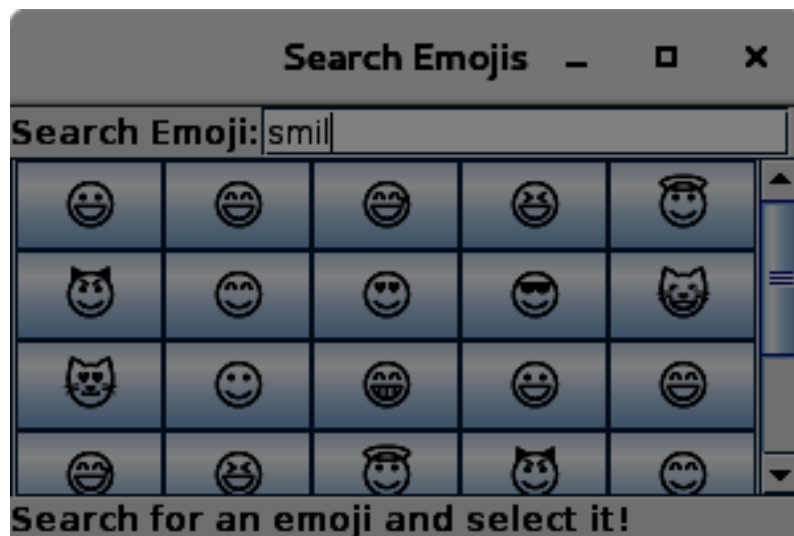
The user can also view upper or lower rows to select which row of buttons that they would like to edit. They can press *View Lower Row* or *View Upper Row*. By default there are six buttons, the user can add as many buttons as they like. The user can also delete rows that are not needed or not to their liking.



Visual of the setup button panel with all its buttons



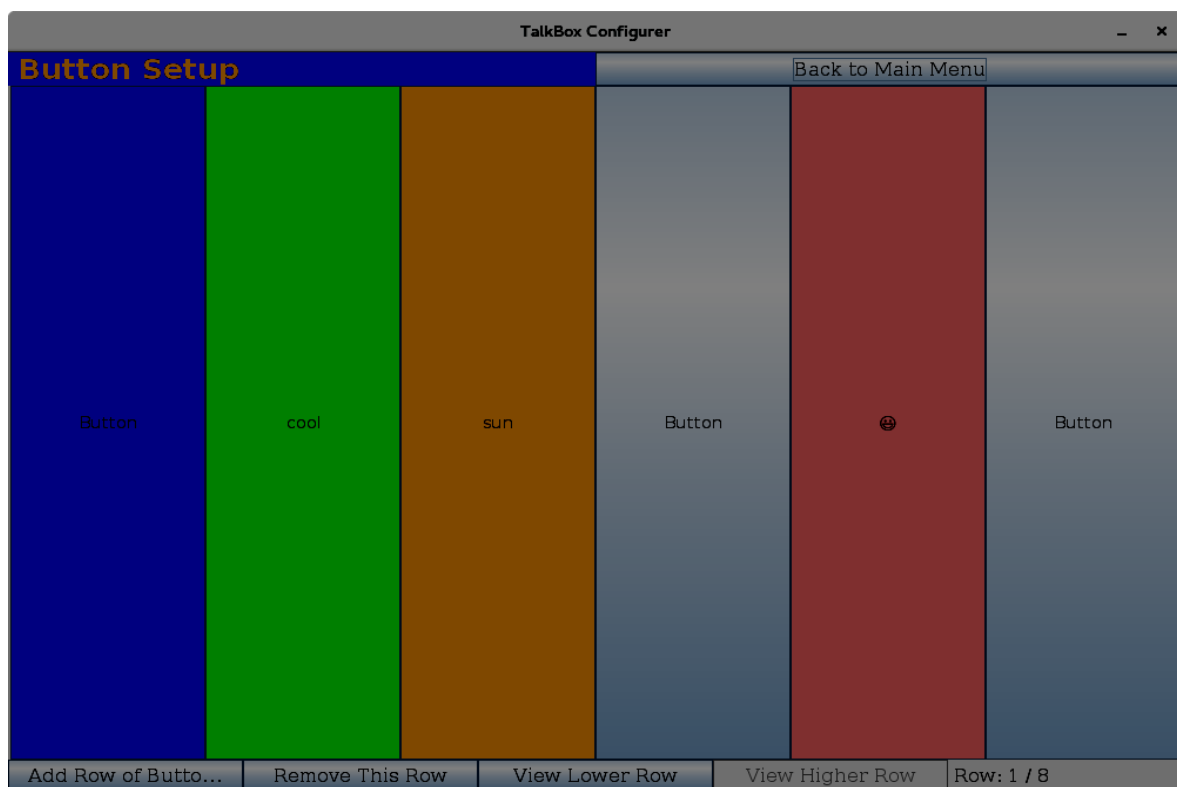
The setup button panel to edit a button



Emoji panel: where the user can set the button text to an emoji instead of a word



Color panel: where the user can set the button to any color from the set of colors



User can change setup, name of button, color, add/delete rows and view lower or upper row

A “back” button also exists so that user can go back to the previous panel. This button can be used on any panel that one is on, except the main menu. Button is called “Back to Main Menu”.