

# User Manual

## Prerequisite

- [Java SE Runtime Environment](#)
- [Authoring App \(authoring-app.jar\)](#)
- Windows, Mac OS, Linux, or any machine with Java compatibility

## Creating scenario file

1. Get started by opening authoring app by double clicking authoring-app.jar
  - a. Authoring app window like one below will appear.

Group 6 Authoring App

1) Name of the new scenario file (exclude file extension): new\_scenario

2) Select the directory to save the scenario file to:

Selected Directory: No Directory Selected...

3) Enter number of braille cells:

4) Enter number of buttons:

2. To create new scenario file, input name of scenario file (Default: new\_scenario) and select directory where scenario file should be installed.
3. Once directory is selected, input values of choice in 'number of braille cells' and 'number of buttons' fields and click Start Editing.
4. If no error occurred, your scenario file is ready to be edited. See 'Dealing with errors' section for resolving errors.

## Writing to scenario file

1. On clicking 'Start Editing', new Authoring app window like one below will open and previous windows will be closed.

Group 6 Authoring App

Warnings

Scenario File

### Important Notes - Overview Window

- Left pane of this window will display list of warnings that may cause scenario to not function correctly.
  - Right pane of this windows will display current state of scenario file.
  - Scenario file is divided into sections of related instruction and very first line in each section will have section name followed by section identifier “/~” (i.e /~introduction).
  - New section can be added easily using the button “**Add New Section**”.
  - At any time, scenario file can be saved by clicking “**Save Scenario**” button.
2. To start writing to scenario file, click the button ‘**Add New Section**’. A new window—like the one shown below—will open.

The screenshot shows the 'Scenario Section Builder' window. It has a title bar with a red 'U' logo and a close button. The window is divided into several sections. At the top, there's a 'Current Section Name' text box. Below it is a large text area labeled 'Current Scenario Section:'. Underneath the text area is a row of buttons: 'Choose Voice' (with a dropdown menu showing 'male 1'), 'Write To Braille Cells', 'Add Text To Be Spoken', 'Play Sound', 'Record Sound', and a checkbox 'Can this section be replayed?'. Below these buttons is a section titled 'What happens after completing this section?'. This section contains two radio buttons: 'Wait For User Input' and 'Continue To Section (section name)'. The 'Continue To Section' option is selected, and it has a text box next to it. Below the radio buttons, there's a 'Button #' dropdown menu showing '0', a 'Button Will Continue To Section:' text box, and a 'Save Button Action' button. At the bottom of the window are 'Finish Section' and 'Cancel' buttons.

### Important Notes – Scenario Section Builder Window

- Input name of your choice for this section.
- Text box below ‘Current Scenario Section:’ will display content currently in the section.
- Using drop-down menu, you can choose voice to be used for any text to be spoken in this window.
- ‘**Write To Braille Cells**’ button will allow you to input text to be displayed on braille cells.
- ‘**Add Text To Be Spoken**’ will allow you to input text to spoken with chosen voice.
- ‘**Play Sound**’ button will allow you add sound file to be played.
- ‘**Record Sound**’ button lets you record an audio to be played. Sound Recorder Window on the right will be opened allowing author to record an audio.

The screenshot shows the 'Sound Recorder' window. It has a title bar with a red 'U' logo and a close button. The window contains a text box labeled 'Name of new sound file (exclude extension):' with the text 'myName' entered. Below this is a 'Start Recording' button. Underneath the button is a section labeled 'Current Status:' with a text area showing 'Initialized...'. At the bottom right are 'Done' and 'Cancel' buttons.

- Checking the checkbox 'Can this section be replayed' will allow this section to be repeated.
  - User will be able to repeat this section by pressing button 1 (default and cannot be changed), or continue to another section.
  - **Important Note:** If section is to be re-playable, 'Wait for User Input' radio button option will be forced at the very bottom and author will have assign button (by selecting button number from drop-down) to the section to skip to (by inputting section name). In example below, when user presses button 1, every content of this section will be repeated; if user presses button 1, program will continue to 'SecondSection'. **You must define section inputted (i.e. Second Section) later in the file.**
- **Important Note:** 'Save Button Action' must be clicked for each button.

- If section is non-repeatable, Author can invoke continue to next section in following two ways:
  - Author can continue to section without user interaction by selection 'Continue To Section (section name)' radio button and inputting section name to continue to in the text field.
  - Contrastingly, author can ask user question and skip to section based on user input.

*Examples:*

Question: Is 1 + 1 equals to 2, press button 1 for Yes, or button 2 for No.  
 For this example, author can assign button 1 to skip to section which indicate answer is correct and assign button 2 to section to indicate answer is incorrect. Same method can be applied to question with more options.

- Finally, click 'Finish Section' button to add section to scenario file. Note: An error message—like the one in image below—will be displayed if this second does not have proper instruction to continue to next section.

Current Section Name

first

Current Scenario Section:

/~disp-string:Hey  
I will be spoken  
/~sound:coincidence.wav  
/~sound:myName.wav

No Section To Continue To

×



You have selected that you would like to continue to another section after completion of this section.  
Please enter the name of the section that you would like to continue to, even if the section does not yet exist!

OK

Choose Voice female ▼

Write To Braille Cells

Add Text To Be Spoken

Play Sound

Record Sound

☐ Can this section be replayed?

What happens after completing this section?

☐ Wait For User Input

Button #

Button Will Continue To Section:

0 ▼

Save Button Action

☒ Continue To Section (section name)



'Continue To Section' selected, but no  
section name entered

Finish Section

Cancel