User Manual

Prerequisites

- [Java SE Runtime Environment](#)

- [Authoring App (authoring-app.jar)](#)

- Windows, Mac OS, Linux, or any machine with Java compatibility

Creating a scenario file

1. To get started, open the Authoring app by double clicking authoring-app.jar. It will be the application with the York University logo.

    a. A window like the one below will appear.


2. To create a new scenario file, input the name you would like the scenario to have in the first field (Default: new_scenario).

3. Select the directory where you wish to save this scenario file by clicking the "**Select Directory**" button.

4. Once the directory is selected, input the desired values in the number of braille cells and number of buttons fields.

5. Once every option for this part is to your liking, click on the "**Start Editing**" button to begin editing your scenario.

** Should any problems arise follow the instructions given in any of the warning messages **

Customizing the scenario file

1. After clicking on "**Start Editing**", new Authoring app window like one below will open and the previous window will be closed.
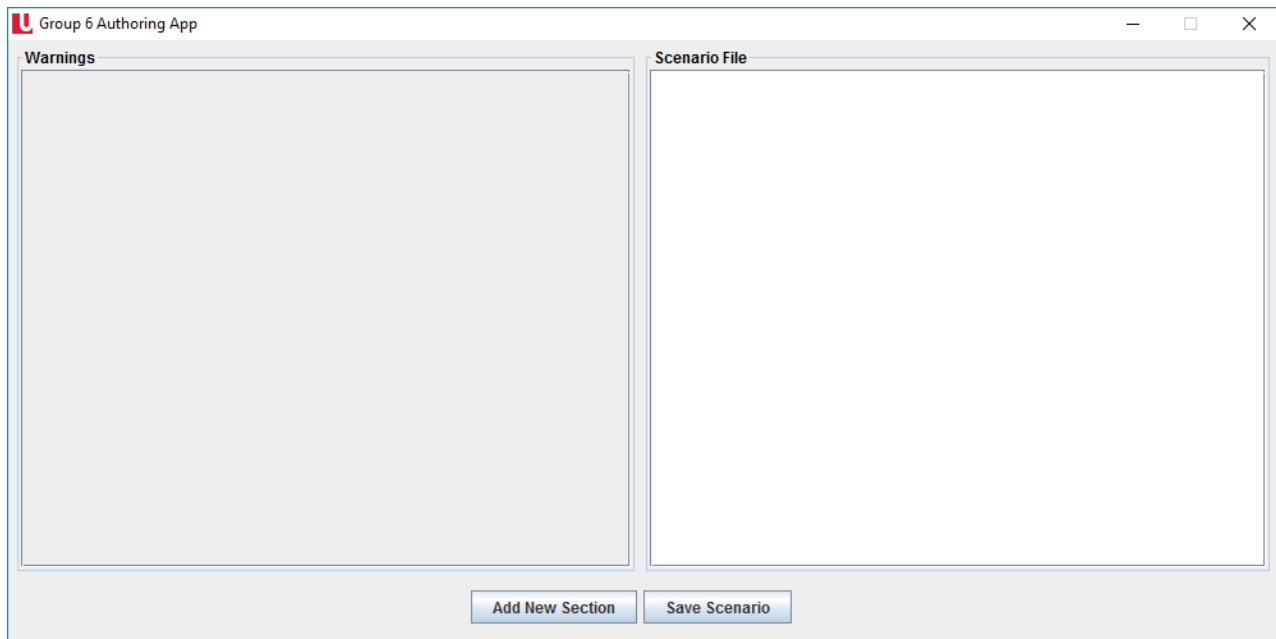
Important Notes - Overview Window

- Left pane of this window will display a list of warnings that may cause scenario to not function correctly.
- Right pane of this window will display the current state of scenario file.
- A scenario file is divided into sections of related instructions and the first line in each section will have section name.
- New sections can be added easily by using the button "**Add New Section**".
- Clicking the "Save Scenario" button can save scenario files at any time.

2. To start writing to a scenario file, click the button '**Add New Section**'. A new window –
    like the one shown below – will open.

Important Notes – Scenario Section Builder Window

- Input name of your choice for this section in the first text field.

- The text box below 'Current Scenario Section:' will display the content currently in the
  section. You cannot manually write in this text field.

- Using the drop-down menu, you can choose which voice will be used for the text to
  speech functionality of the program.

- The '**Write To Braille Cells**' button will allow you to input text to be displayed on the
  selected braille cells.

- The '**Add Text To Be Spoken**' button will allow you to input text to be spoken with the
  chosen voice.

- The '**Play Sound**' button will allow you add a sound file to be played in the scenario.

- The '**Record Sound**' button lets you record an audio file to be played. The sound Recorder Window shown below will be opened allowing user to record audio. The first field in the windows is for the name of the sound file. The "**Start Recording**" button will begin recording using the computers on-board microphone. This same button will change to "**Stop Recording**" in order to end the recording. Click "**Done**" once finished to save the sound file. This will close this window and bring you back to the previous screen.
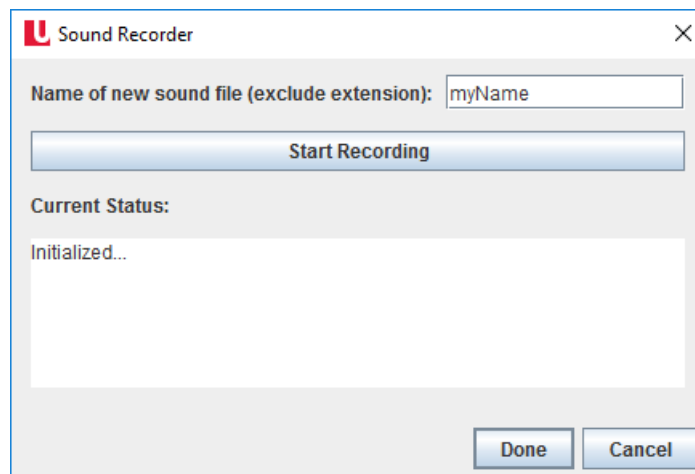
- Checking the checkbox '**Can this section be replayed**' will allow this section to be repeated.

   - 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 a section is to be re-playable, '**Wait for User Input**' option will be checked and the user will have to assign a button (by selecting the button number from the drop-down menu) that will skip to the desired section (by inputting section name). In the example below, when the user presses button 1, all of section one will be repeated. If the user presses button 2 the program will continue to the 'SecondSection'.

Important Note: '**Save Button Action**' must be clicked for each button once the desired action is selected in order to assign that action to the button.

- If a section is non-repeatable, the user can invoke continue to next section in the following two ways:
    - The user can continue to the next section without user interaction by selecting 'Continue To Section (section name)' option and inputting the section name to continue to in the text field.
    - Otherwise, the user can ask the tester a question and skip to a section based on testers input.

Example of a simple scenario:

Question: Is 1 + 1 equal to 2, press button 1 for Yes, or button 2 for No. For this example, the user can assign button 1 to skip to the next section, which would indicate that the answer is correct, and assign button 2 to repeat the section, which would indicate that the answer is incorrect. The same method can be applied to question with more options and more buttons.

- Once you have completed building your section or scenario click the '**Finish Section**' button to add this section to the scenario file. Note: An error message–like the one in the image below– will be displayed if this section points to another that has not been created yet.

Completing a Scenario:

Congratulations! You are on your way to finishing your first scenario. If you wish to add any more sections, simply follow the same steps as described above but make sure to specify the section order in the "**Continue To Section (section name)**" field. Once you are done you will be brought back to the screen below.
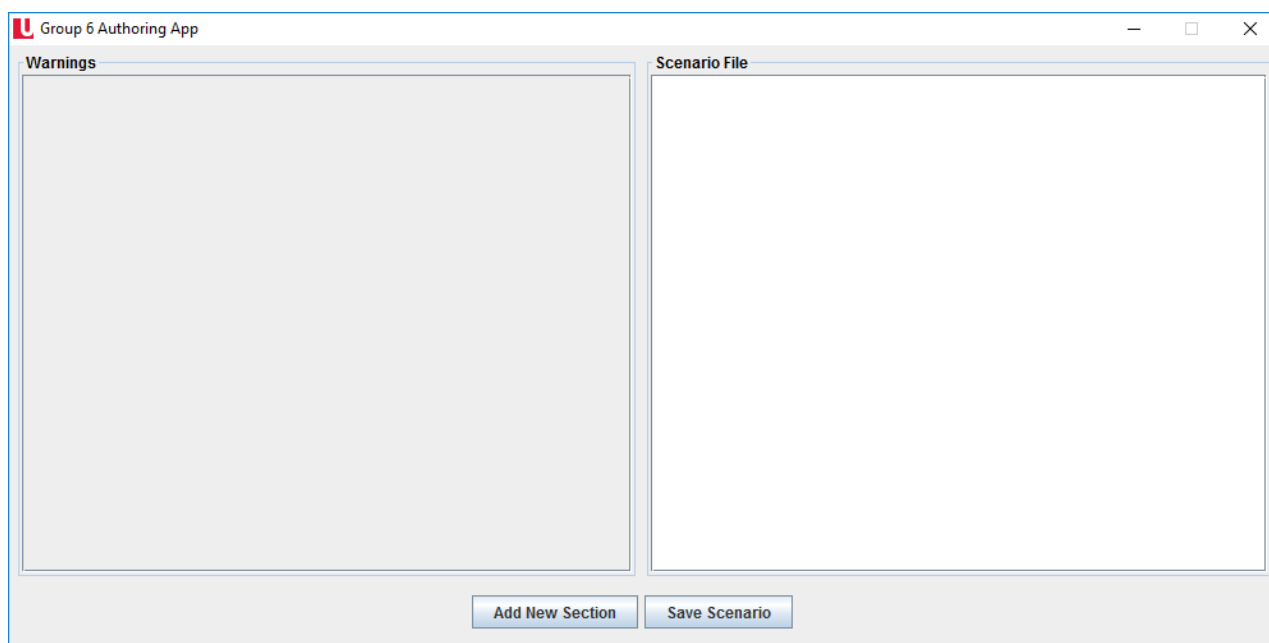
From here you will see your scenario file as you have designed it and you will also see any items you still need to fix in the warnings section. This is mostly to remind you to define the section order and to create sections that you haven't created yet!

Once you are happy with your scenario, simply click "**Save Scenario**" and the scenario will be saved in the directory you specified in the beginning. Once it is there you can use the Player app to view the scenario or you can begin creating a new one!