

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.

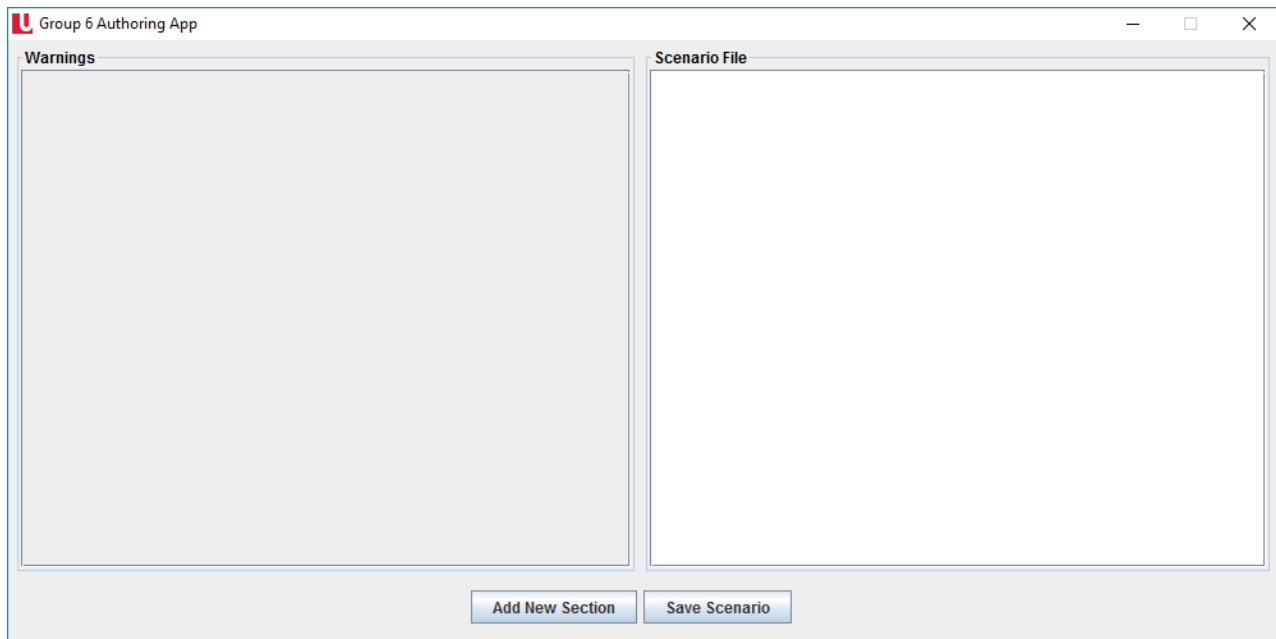
The screenshot shows a Java application window titled "Group 6 Authoring App". It has a standard Windows-style title bar with minimize, maximize, and close buttons. The main content area contains four numbered instructions for creating a scenario file. Instruction 1 is a text input field with "new_scenario" entered. Instruction 2 is a button labeled "Select Directory". Instruction 3 is a text input field. Instruction 4 is a text input field. Below these instructions is a large button labeled "Start Editing". The "Selected Directory:" label is followed by a button labeled "No Directory Selected...".

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.

Scenario Section Builder

Current Section Name

Current Scenario Section:

Choose Voice: male 1 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 # 0 Button Will Continue To Section: Save Button Action

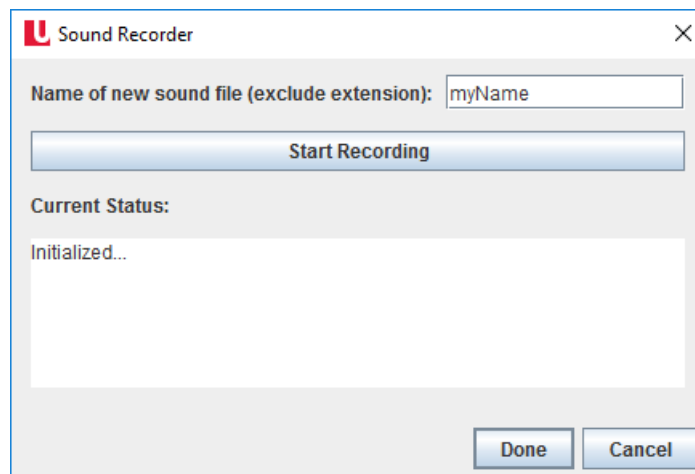
☒ Continue To Section (section name)

Finish Section Cancel

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'.

Scenario Section Builder

Current Section Name
FirstSection

Current Scenario Section:
/~disp-string:HEY
This text will be spoken
/~sound:coincidence.wav
/~sound:myName.wav
/~repeat-button:0

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 ☐ Continue To Section (section name)

Button #	Button Will Continue To Section:	Save Button Action
1	SecondSection	

Finish Section Cancel

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.

The screenshot shows the 'Scenario Section Builder' window. At the top, the 'Current Section Name' is 'first'. Below it, the 'Current Scenario Section' contains the following text:


```

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

 An error dialog box titled 'No Section To Continue To' is displayed in the center. It contains a red 'X' icon and the message:

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!

 Below the error message is an 'OK' button.
 At the bottom of the window, there are several controls:

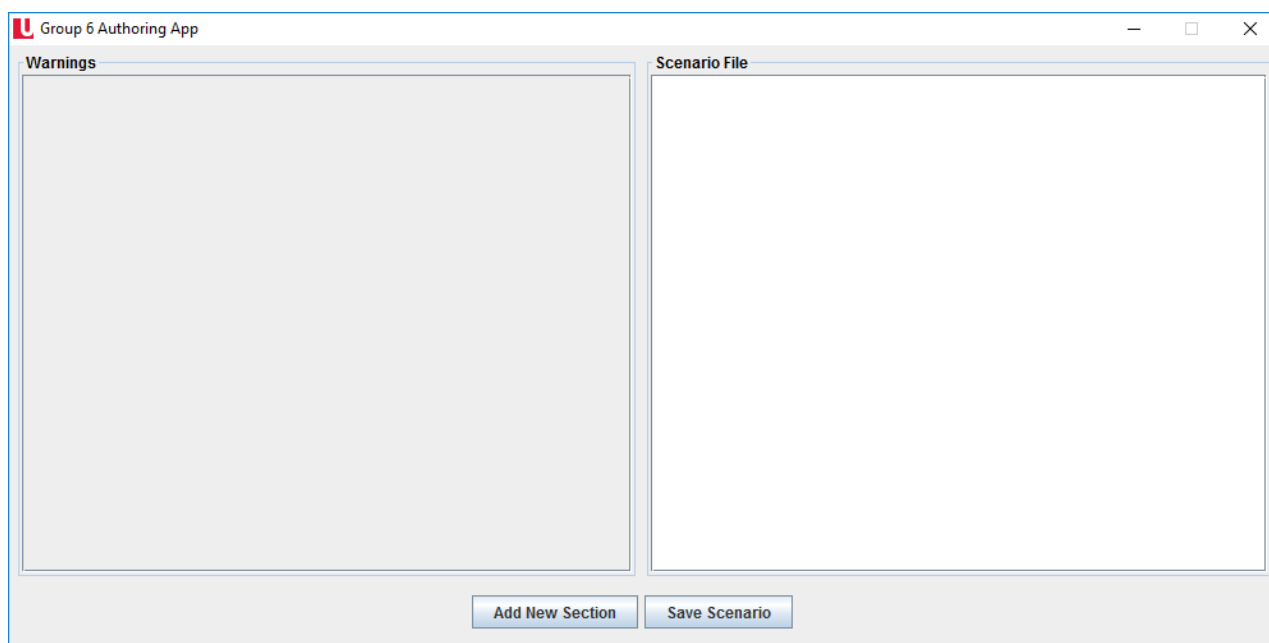
- 'Choose Voice' set to 'female'.
- Buttons: 'Write To Braille Cells', 'Add Text To Be Spoken', 'Play Sound', 'Record Sound'.
- Checkbox: 'Can this section be replayed?' (unchecked).
- 'What happens after completing this section?' section:
 - Radio button 'Wait For User Input' is unselected.
 - Radio button 'Continue To Section (section name)' is selected.
 - Below the selected radio button, there is a text field for the section name, which is currently empty. Two red arrows point to this field from the text below.
 - Buttons: 'Button #' (set to 0), 'Button Will Continue To Section:' (empty text field), and 'Save Button Action'.
- At the very bottom are 'Finish Section' and 'Cancel' buttons.

 Red text at the bottom right of the window reads:

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

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!