

# BRAILLE BOX AUTHORIZING APP

EECS 2311

Team 9

## USER MANUAL

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# TABLE OF CONTENTS

## TABLE OF CONTENTS

0. Version Information

1. Initial Setup

2. Scenarios

3. Graphical User Interface

3.1. Main Menu

3.2. Creating a New Scenario

3.2.1. The Authoring App

3.2.2. Cells

3.2.3. Buttons

3.2.4. Order

3.2.5. Audio Recording

3.3. Editing a Scenario

3.4. Saving a Scenario

3.5. Testing a Scenario

3.6. Exiting the Application

4. Troubleshooting

## 0. Version Information

This is the first release of the application and it's documentation, more info regarding maintenance, updating, and uninstallation to come in future releases of the product.

## 1. Initial Setup

After downloading the zipped folder to a known directory on your computer, simply unzip the folder and navigate to the file **AuthoringApp.jar**, double click to launch the initial window. The app is compatible with up to date Windows, Linux/Unix, and macOS computers running the most current edition of java. In addition, the application is compatible for the visually impaired using Screen Readers supported on NVDA, VoiceOver, and ORCA for Windows, macOS, and Linux respectively.

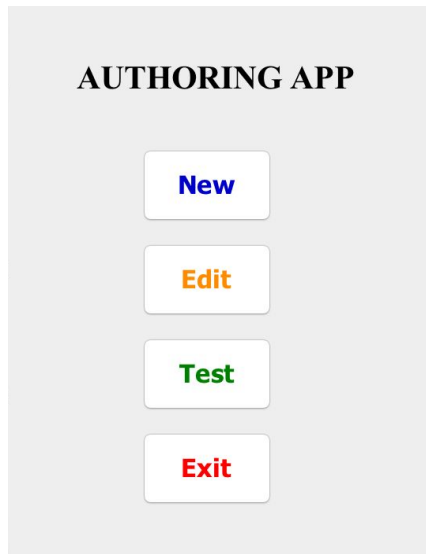
## 2. Scenarios

For this application, we've broken the components of each scenario into "**Cards**", each scenario is made up of sequences of Cards, which in themselves can consist of a prompt or question, an audio file if wished, and buttons with possible answers and paths to the given question.

## 3. Graphical User Interface

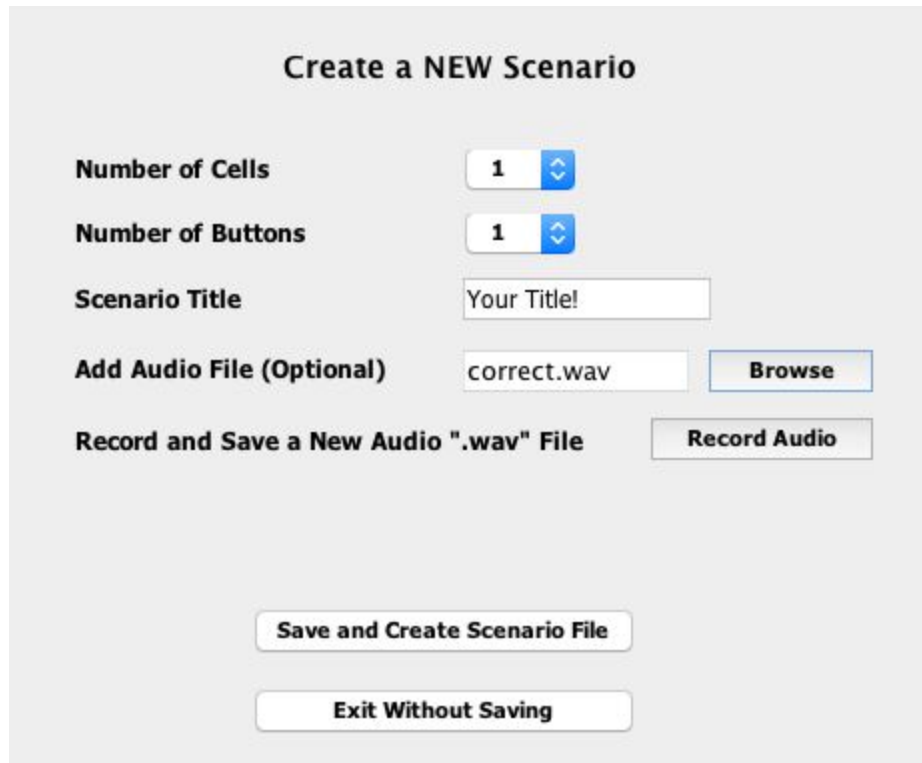
### 3.1. Main Menu

Upon launching the application, the user will be met with the main menu, from this menu they will be able to create a new scenario, edit a pre-existing scenario, or test run a scenario.



### 3.2. Creating a New Scenario

Upon selecting the “**New**” option, the user will be given a form from which they can select the **Number of Cells and Buttons** for each card, select the **Scenario Title**, and record **Audio Files** (*For more info on the audio recording interface, see section 3.4*) to add to your library of sounds.



The screenshot shows a web form titled "Create a NEW Scenario". It contains several input fields and buttons. The "Number of Cells" and "Number of Buttons" fields are dropdown menus, both currently set to "1". The "Scenario Title" field is a text input with the placeholder text "Your Title!". The "Add Audio File (Optional)" field is a text input with the value "correct.wav", followed by a "Browse" button. Below these fields is a "Record and Save a New Audio ".wav" File" section with a "Record Audio" button. At the bottom of the form are two large buttons: "Save and Create Scenario File" and "Exit Without Saving".

After selecting the details of the scenario, press “**Save and Create Scenario File**” to move to the next stage, or “**Exit Without Saving**” to return to the main menu.

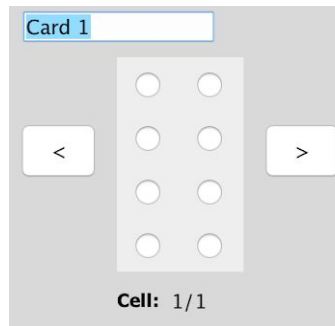
### 3.2.1. The Authoring App

Within this window, the user can change the letter to be displayed in the cell, the buttons available to the user and their responses, create or select audio files for the card, and the order the cards shall appear in within the scenario.

The screenshot shows the 'Card 1' editing window. On the left, there's a 'Cell: 1/1' indicator and a grid of 10 circles for selecting a letter. Below the grid are '<' and '>' navigation buttons. The main area is divided into sections: 'PROMPT' with a text box 'Enter a Prompt for this card'; 'AUDIO' with a text box and 'Record', 'Insert', and 'Delete' buttons; 'BUTTONS' with a button labeled '1' and a text box 'Enter a response for this button'. On the right, the 'ORDER' section shows 'Card 1' in a list, with 'Card Up' and 'Card Down' buttons below it. At the bottom, there are 'Exit', 'Save', and 'Test' buttons on the left, and 'Previous Card' and 'Next Card' buttons on the right.

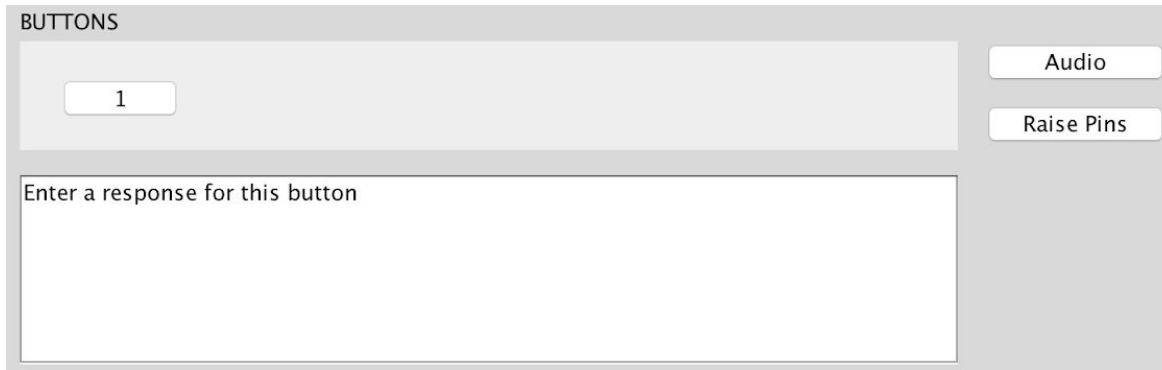
To add new cards, simply press the **“Next Card”** button in the bottom right of the window while on the last card within the scenario.

### 3.2.2. Cells

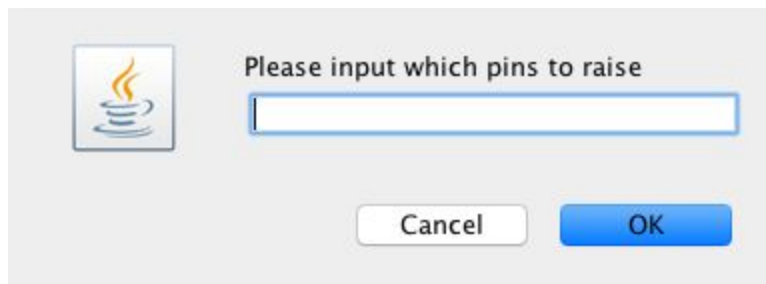


To change the letter to be appeared within the Braille Cell, the user need only simply select the respective pins to be displayed from this embedded tool.

### 3.2.3. Buttons



Within this section of the application it is possible for the user to, for each button, create responses to be read within the text box, the audio clip to be played (**Audio**), and allows the user to select the pins to be raised upon click by providing an 8 character string consisting of 1's and 0's for each respective pin (**Raise Pins**).



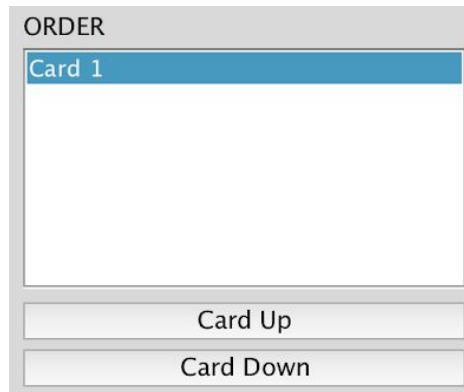
For this current iteration of the application, users can implement functions on button click by manually typing the desired command in the line following the prompt, and with another line between the following text.

Function	Implementation
Skip	/~skip:NEXTT
Pause	/~pause:1
Reset	/~reset-buttons

*Better functionality coming in next update!*



### 3.2.4. Order



This section allows the user to alter the order from which the cards will be presented to the student. To do so, first select the card to be moved from the list, and press the respective ***“Card Up/Down”*** buttons as required.

**Note:** The naming card function currently is only in place to allow for ease when reordering the Scenario, these names will NOT be saved. This feature is still under construction.

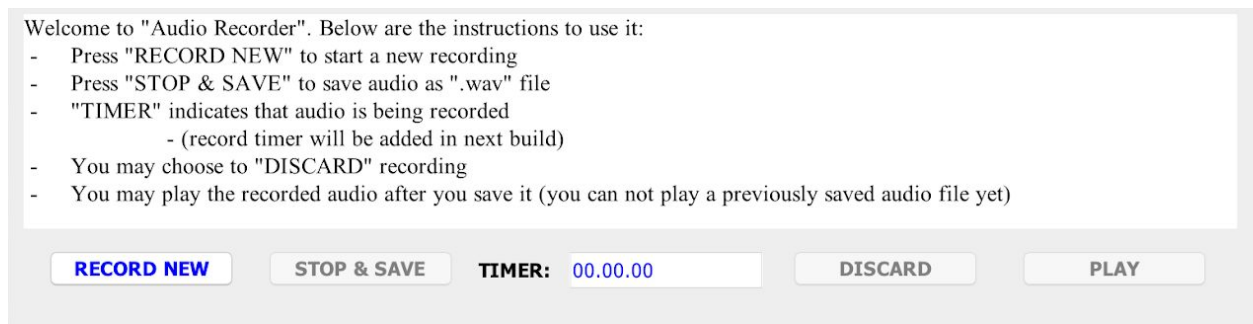
### 3.2.5. Audio Recording

The following section of the app allows the user to record audio (**Record**), insert a previously recorded clip (**Insert**), or remove the currently selected audio clip from the card (**Delete**).



A screenshot of the 'AUDIO' section of an application. It features a light gray header with the word 'AUDIO' in bold. Below the header is a white rectangular input field. To the right of the input field are three buttons: 'Record', 'Insert', and 'Delete', each with a thin gray border and bold black text.

When the user is recording audio, they will be met with the following window, from which they can record audio clips to save for use within their project. This current recorder implementation supports the recording, playing, saving, and naming of audio files along with a button for discarding the currently selected file.



A screenshot of the 'Audio Recorder' window. It has a light gray background. At the top, a white box contains the text: 'Welcome to "Audio Recorder". Below are the instructions to use it:' followed by a bulleted list of instructions. Below the instructions are five buttons: 'RECORD NEW' (with blue text), 'STOP & SAVE', 'TIMER:' followed by a text field showing '00.00.00', 'DISCARD', and 'PLAY'.

Welcome to "Audio Recorder". Below are the instructions to use it:

- Press "RECORD NEW" to start a new recording
- Press "STOP & SAVE" to save audio as ".wav" file
- "TIMER" indicates that audio is being recorded
  - (record timer will be added in next build)
- You may choose to "DISCARD" recording
- You may play the recorded audio after you save it (you can not play a previously saved audio file yet)

RECORD NEW STOP & SAVE TIMER: 00.00.00 DISCARD PLAY

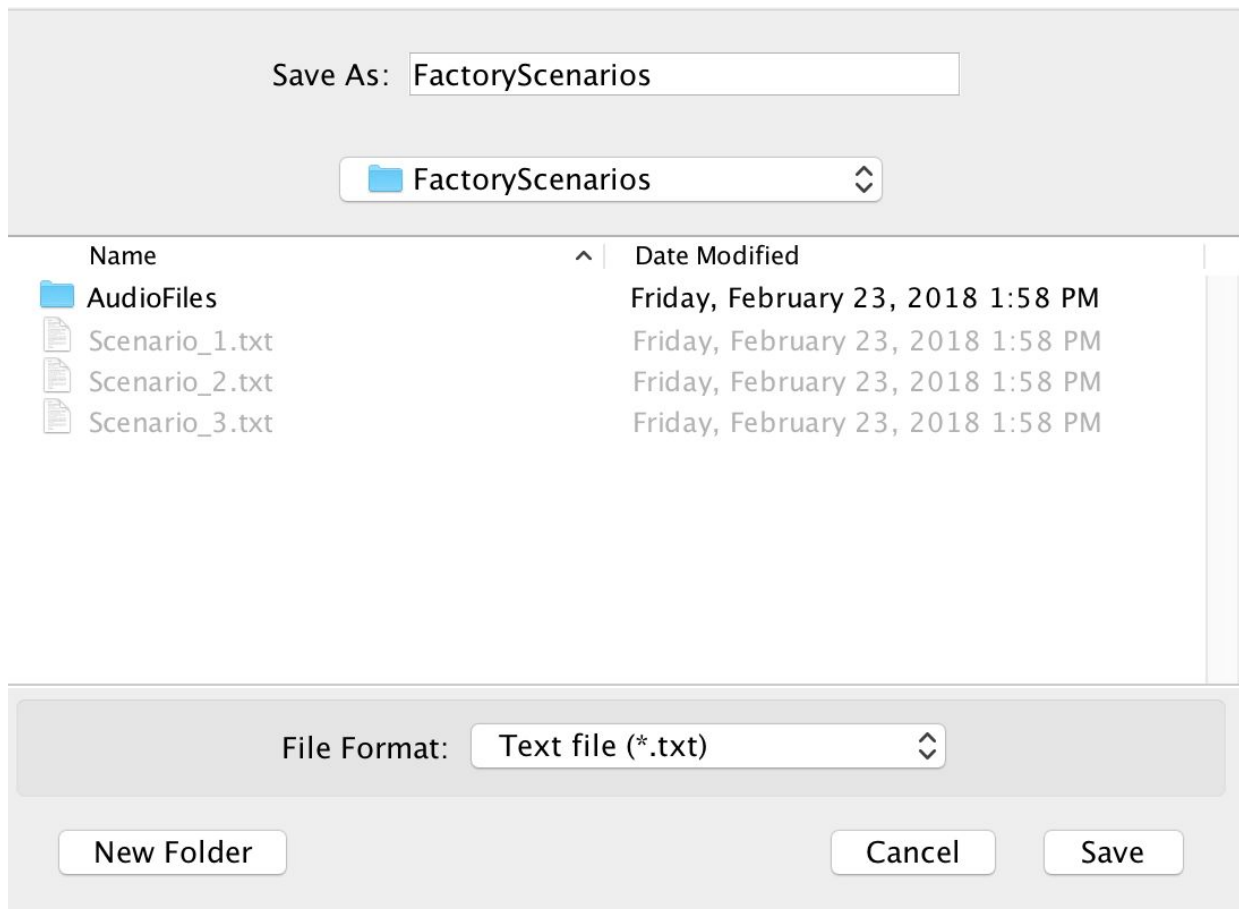
### 3.3. Editing a Scenario



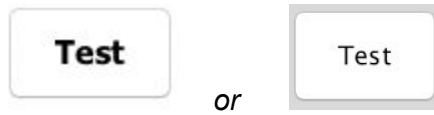
To edit a previously created Scenario, select the ***“Edit”*** option from the main menu, this will launch an iteration of the editing app with the information contained in the selected Scenario available for alteration as necessary.

### 3.4. Saving a Scenario

When finished with the currently worked Scenario, select the “**Save**” option from the bottom left of application, and name the Scenario.



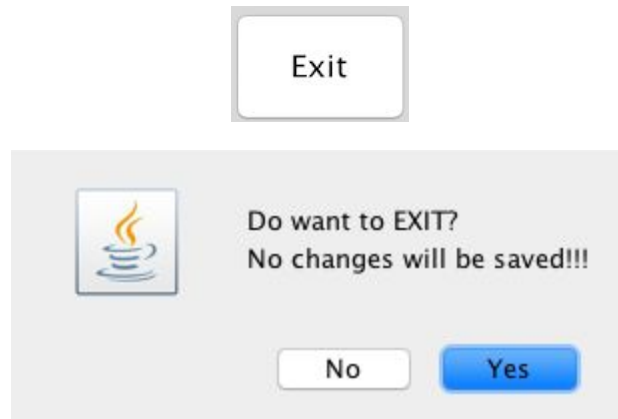
### 3.5. Testing a Scenario



To ensure the users Scenario runs smoothly, there is a provided ***“Test”*** button within both the main menu, and main authoring window. To test the created Scenario, first save the work done, then select this option from one of these windows.

### 3.6. Exiting the Application

The application does **NOT** save your work upon exit, always be sure to have saved your work using the previously mentioned **“Save”** button.



## 4. Troubleshooting

If experiencing issues in running the program, ensure the program and edition of Java are up to date on the desired computer, and that all required libraries are contained within the same folder as the AuthroingApp.jar file.

**For further inquiries, please contact the developers.**