

BRAILLE BOX AUTHORIZING APP

EECS 2311

Group 9

USER MANUAL

JEREMY WINKLER (214 915 854)

NISHA SHARMA (213 251 830)

TYLER THOMSON (215 081 904)

TABLE OF CONTENTS

1. Initial Setup

2. Scenarios

3. The Graphical User Interface

3.1. Main Menu

3.2. Creating a New Scenario

3.2.1. Cells

3.2.2. Buttons

3.2.3. Order

3.2.4. Audio

3.3. Editing a Scenario

3.4. Saving a Scenario

3.5. Testing a Scenario

3.6. Exiting the Application

4. Troubleshooting

1. Initial Setup

After downloading the .jar file to a known directory on your computer, simply double click to launch the initial window.

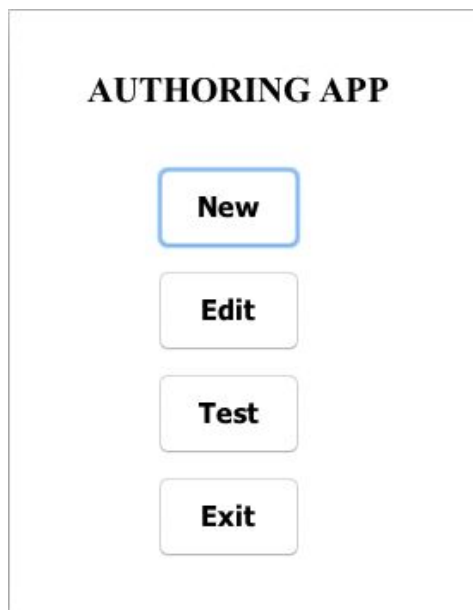
2. Scenarios

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

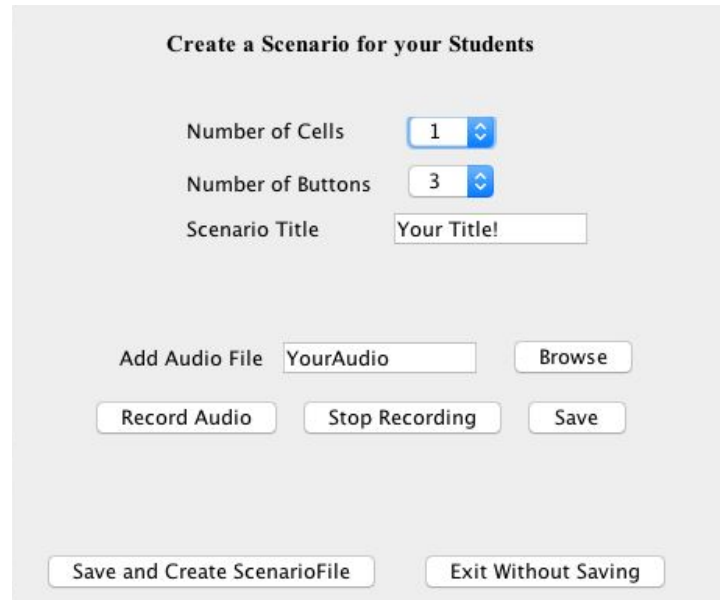
3.1. Main Menu

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 Scenario for your Students". It contains several input fields and buttons. The "Number of Cells" field is a dropdown menu set to "1". The "Number of Buttons" field is a dropdown menu set to "3". The "Scenario Title" field is a text input containing "Your Title!". Below these fields is an "Add Audio File" section with a text input containing "YourAudio" and a "Browse" button. At the bottom of the form are two large buttons: "Save and Create ScenarioFile" and "Exit Without Saving".

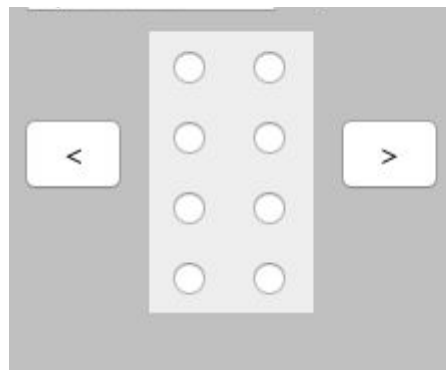
Create a Scenario for your Students	
Number of Cells	1
Number of Buttons	3
Scenario Title	Your Title!
Add Audio File	YourAudio
Browse	
Record Audio	Stop Recording
Save	
Save and Create ScenarioFile	
Exit Without Saving	

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

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.

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.

3.2.1. Cells



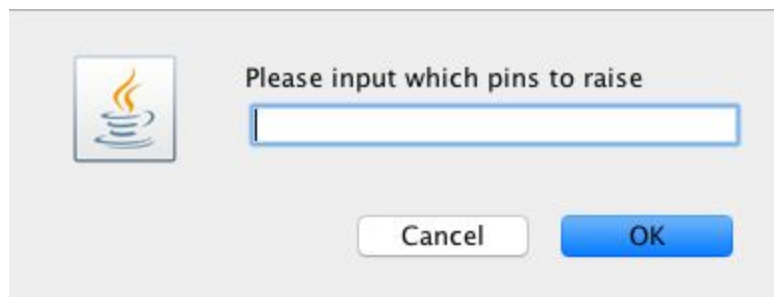
To change the letter to be appeared within the Braille Cell, the user need only simply select the respective pins to be displayed from this embedded tool.

3.2.2. Buttons



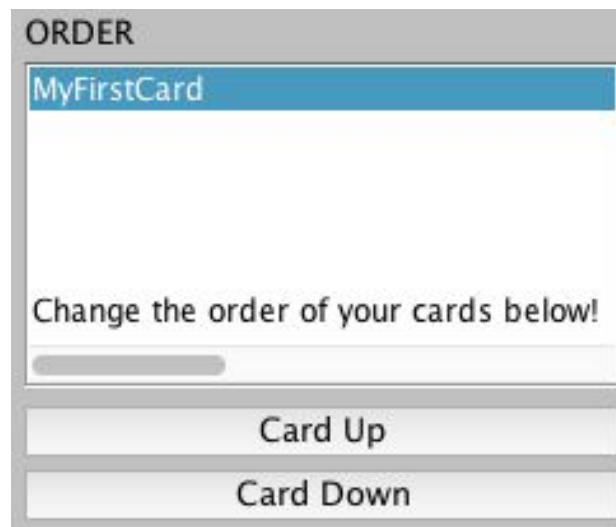
The screenshot shows a window titled "BUTTONS". Inside, there are three buttons labeled "1", "2", and "3" arranged horizontally. To the right of these buttons are two more buttons, "Audio" and "Raise Pins", stacked vertically. Below the three numbered buttons is a large text area with the prompt "Enter the response for each button here!".

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**).



The screenshot shows a dialog box with a Java logo icon on the left. The text "Please input which pins to raise" is centered above a text input field. At the bottom of the dialog are two buttons: "Cancel" and "OK".

3.2.3. 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.

3.2.4. Audio Recording

The following section of the app allows the user to record audio (**R, see below**), insert a previously recorded clip (**I**), or remove the currently selected audio clip from the card (**D**).



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.

- Press "RECORD NEW" to start recording
- Press "STOP & SAVE" to save audio as ".wav" file
- "TIMER" indicates the record time
- You may choose to "DISCARD" recording

RECORD NEW**STOP & SAVE****TIMER:** 00.00.00

3.3. Editing a Scenario

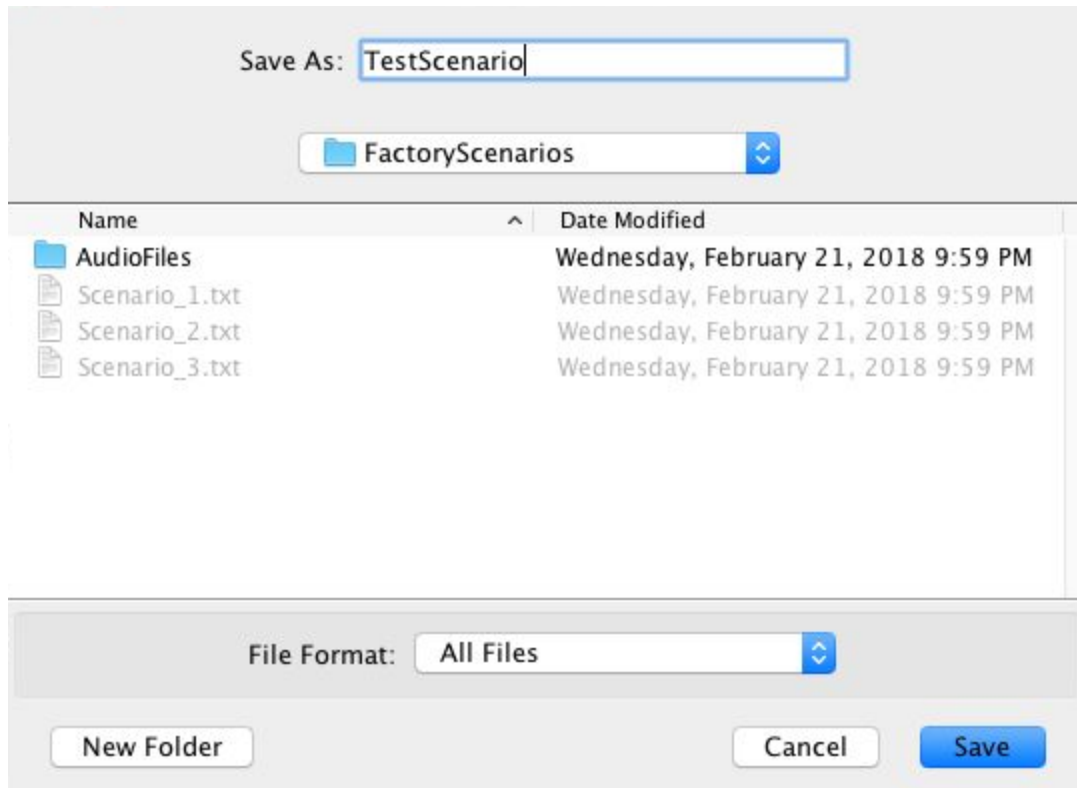
Edit

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.

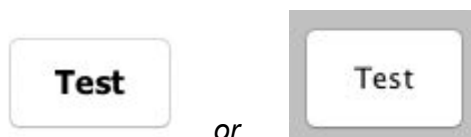
3.4. Saving a Scenario

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

Save



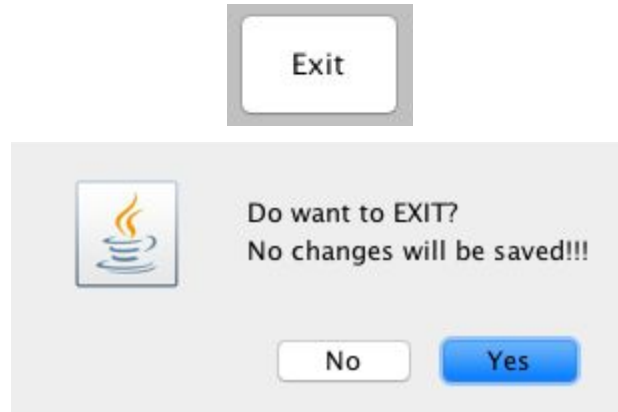
3.5. Testing a Scenario



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.