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TalkBox

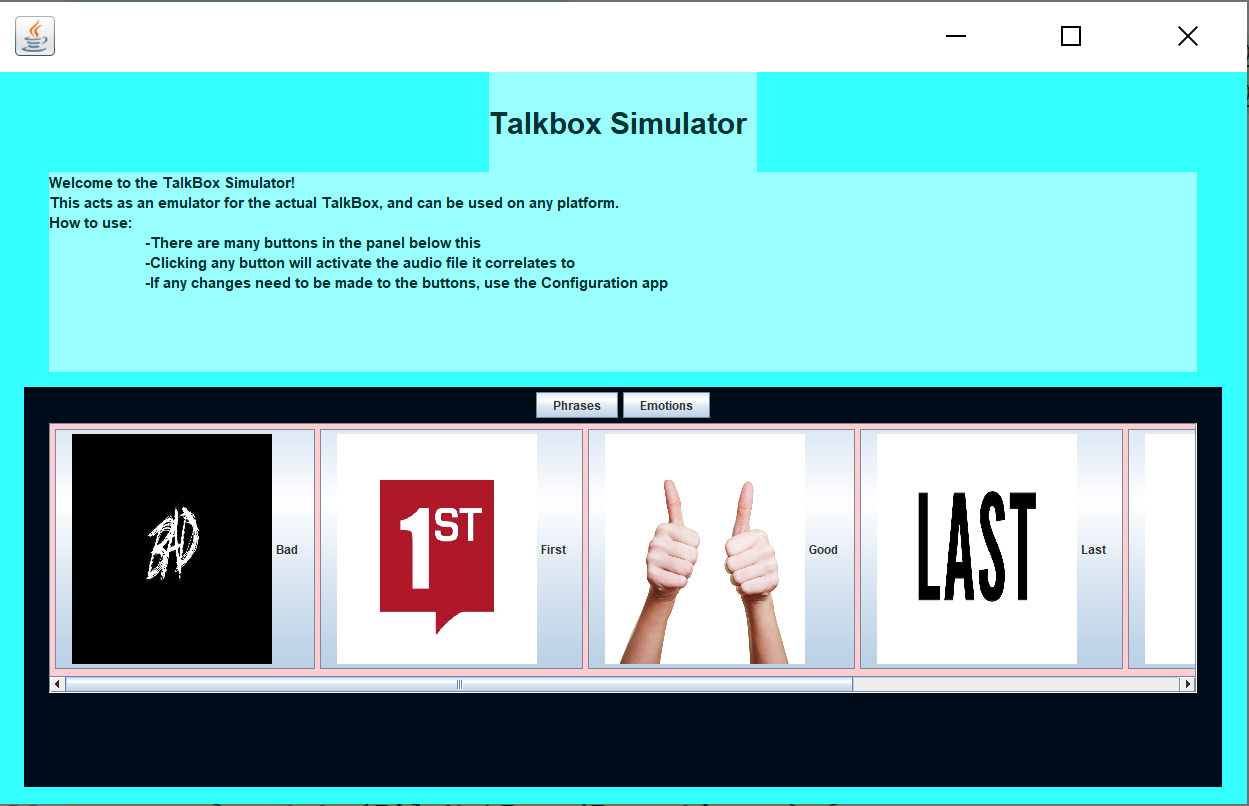
Run, update, and customize your very own TalkBox

Welcome to the TalkBox user manual and thank you for buying our product. We promise not to disappoint. This user’s manual will guide you through on how to use your TalkBox simulator and configurator.

Should you have any questions not answered by the manual, please talk to one of our representatives by **phone (905-000-000 ext. 416)** or by **email (yorku@simu.ca)**.

# TalkBox Simulator

The very first thing that you should do Is open the directory which you downloaded from github labelled 2311Project. From there, double click on TalkBox, and open the VM folder. In this folder you will find TalkBotSimulator.exe . Running this will open the TalkBox simulator, which will emulate a real life TalkBox.



# Simulator Buttons

The simulator, on your very first time running it (after downloading from git) will have a total of 14 buttons (two ‘Category’ buttons and twelve ‘Audio’ buttons).

**Category Buttons:**

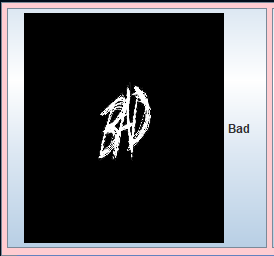
**Phrases:** This is the first category; whose buttons are the default ones that appears when you run the simulator. As inferred, the buttons from this category all contain phrases such as ‘Good’, ‘First’, ‘Washroom’ and so on. To play an audio file in this category, simply switch to the phrase’s category (if you’re not already on it) and select one of the large audio buttons.

**Emotions:** This is the second category; whose buttons appear when you click the ‘Emotions’ button. As inferred, the buttons from this category all contain phrases such as ‘Bad’, ‘Angry’, ‘Jealous’ and so on. To play an audio file in this category simply switch to the emotion’s category (if you’re not already on it) and select one of the large audio buttons.

Should you wish to add new buttons or change the audio file of a button within any category, do keep in mind that they should be of the same category type (i.e. ‘Phrases’ and ‘Emotions’).

**Audio Buttons:**

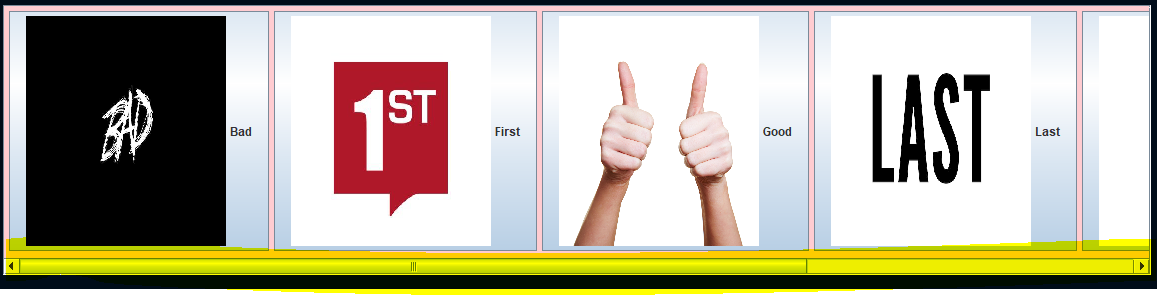
The audio buttons are the large buttons with an image and label on them. As shown below.



Clicking one of these buttons will play an audio file. Should there not be a proper audio file to display, a default audio will be played which will ask you to choose a proper audio file (.wav) in the configurator. Should there not be a proper image to be displayed, a default image is displayed, and you may change it by choosing a valid ‘.png’ image from the Configurator. When first downloading from GitHub, you will have 12 audio buttons, 6 buttons in each category. Should you make any changes using the Configurator, they will be reflected on the simulator upon opening it again. Do keep in mind that before using the configurator, the simulator should be closed, and before opening the simulator, the configurator should be closed.

# Simulator ScrollBar

As you look at the simulator screen, you will notice a horizontal scroll bar (as seen below highlighted in yellow).



This scroll bar appears whenever there are too many buttons for the panel to actually fit in horizontally. Should there be space, then the scroll bar will disappear (as seen below).



Using the scroll bar, you can navigate to the buttons on the other side of the horizontal panel. Thus allowing you to fit as many buttons as you wish and properly navigate to them.

If you have added any new buttons, changed the audio or image of an existing button, or removed a button, you will be able to see those changes reflected in the simulator upon opening the simulator again. Your changes will be kept track of, have no worries about that.