CheckOutLoud

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# Main Features Implemented

Branching tree of checklists

Speech input uses OpenEars

Speech synthesis uses Flite (from same source as OpenEars)

Preferences can disable speech in (user commands) and out (announcing status/items)

Certain User actions are disabled until latest speech out is complete if speech is enabled (next Flite spoken item will not be spoken otherwise)

Branching checklists are linearized (wrapped) into a slide show for checking

Checked items persist a checked status until cleared (on preferences screen)

Already checked items are skipped when overlapping slide show is performed

Skipping can be disabled on preferences

On main view in Check mode Swipe right starts a specific list item and its descendants

On main view in Check mode tap navigates to the children of the item.

Return button navigates back to the parent.

Label on top announces current mode.

Edit mode button announces what to what mode will change if pressed

# Known Issues Being Addressed

Audio priority (release and grab) issues: see notes in appendix

Need to assess whether there are memory leaks –it is set to automatically release items (ARC).

There are unpredictable, irreproducible crashes.

Preferences are not saved for next use of CheckOutLoud

# Plans

## Current version to be released

No major features planned

## Next version

GPS to enable making a checklist contingent on altitude, speed, or position

# Appendix

## Audio Session

<https://developer.apple.com/library/ios/documentation/AVFoundation/Reference/AVAudioSession_ClassReference/Reference/Reference.html>

If an audio route change occurs (due to such events as a phone call or audio use by another app while yours is in the background), you may need to reapply your preferred audio settings. Subscribe to the AVAudioSessionRouteChangeNotification to respond to these events.

If you choose a category or option that supports mixing (see “Audio Session Categories” and “AVAudioSessionCategoryOptions”), audio from other apps continues when you make your session active.

<https://developer.apple.com/library/ios/documentation/iphone/conceptual/iphoneosprogrammingguide/ManagingYourApplicationsFlow/ManagingYourApplicationsFlow.html>

applicationDidBecomeActive:

Note that this (http://stackoverflow.com/questions/21246853/ios-avaudiosession-route-change-notification-in-background) says that if not actively playing music the app is suspended and unable to receive notifications from AVAudioSessionRouteChangeNotification

Somehow google maps is able to use audio intermittently from the background. It must be using the “location updates” option of the Background Modes.