

Treasure Box Braille Scenario Editor

User Manual

Application requirements

Required:

- Java JRE 1.8 or higher
- <http://www.oracle.com/technetwork/java/javase/downloads/server-jre8-downloads-2133154.html>

Optional:

- NVDA - NonVisual Desktop Access
- <https://www.nvaccess.org/download/>

Installation instructions:

Standard installation:

The Treasure Box Braille Scenario Editor application is delivered in a .zip archive file.

Once the TBB.zip file is extracted, locate and open the TBB folder.

Inside the TBB folder is a runnable JAR file.

Running TBB.jar opens the application.

(Optional) Installing NVDA:

Open the installer obtained from the link above.

Follow the installation wizard steps to install NVDA.

Java Accessibility Bridge must be enabled in Windows.

Ease of Access Center > Use the Computer without a display > Other programs installed > Enable

Troubleshooting:

To run the application from a terminal, use the command “java -jar TBB.jar”.

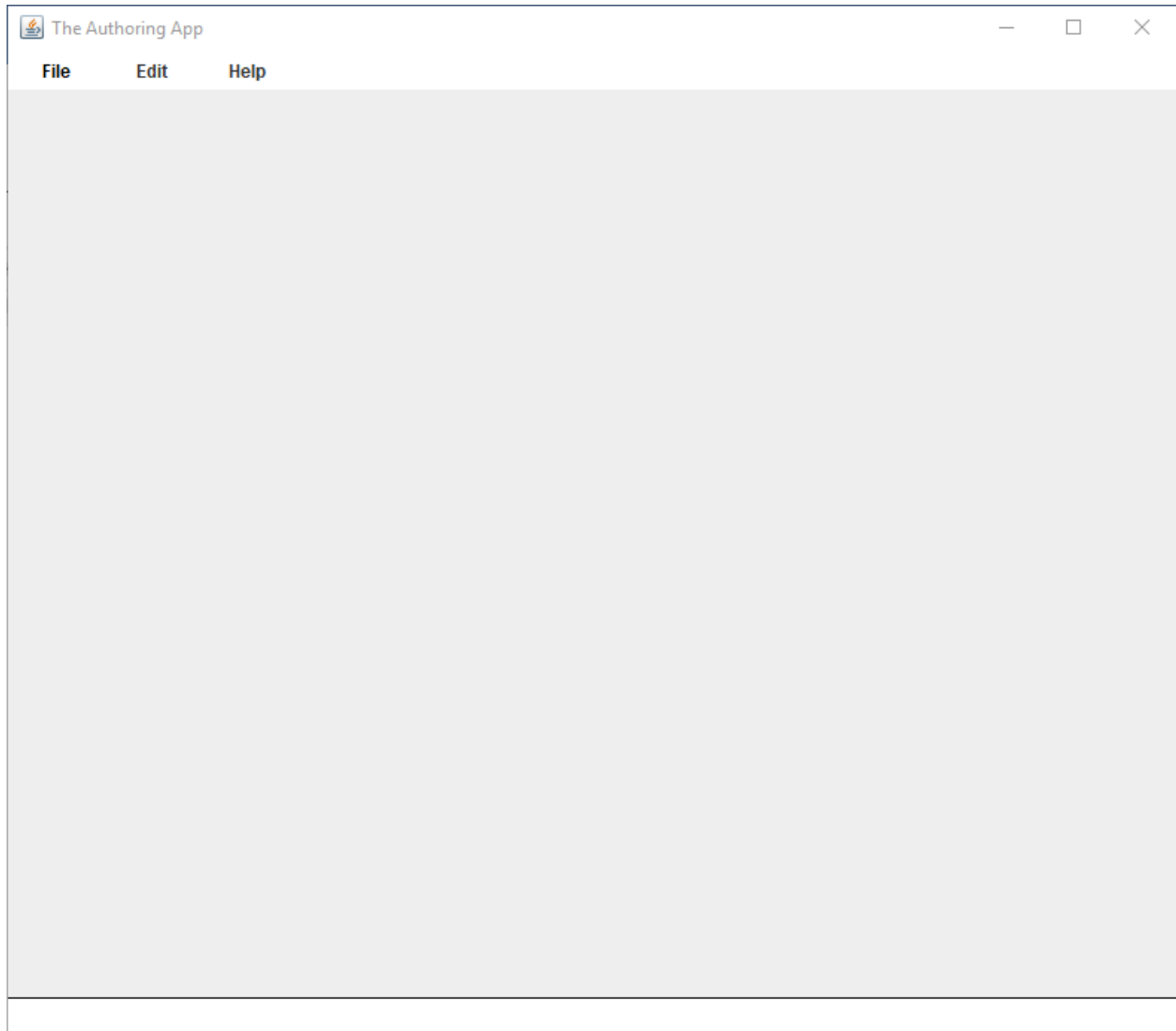
Ensure that the TBB_lib folder is in the same folder as the TBB.jar.

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Software features:

Application Overview

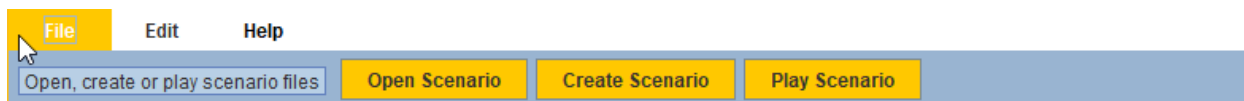


Ribbon Menu Bar



This ribbon menu allows the user to navigate options in preparation for opening, editing, and playing scenario files for the Treasure Box Braille system.

File

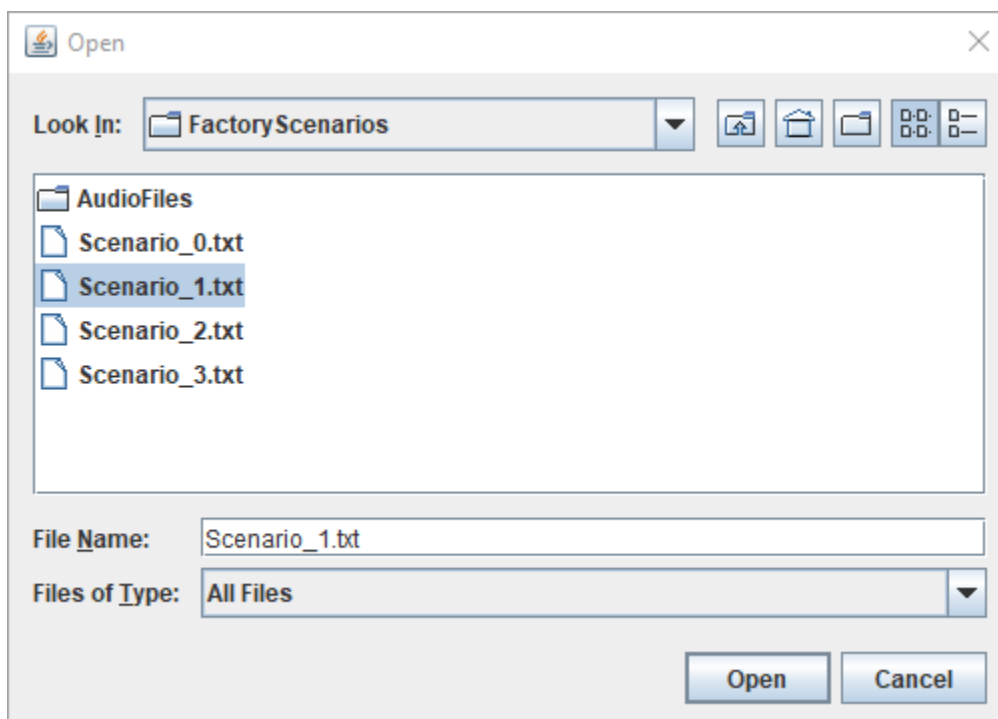


This tab allows the user to access file related functions.

Open Scenario



This button allows the user to open a scenario file from the file system

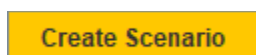


Selected File: 'Scenario_1.txt'

Remove

This label allows the user to know what file is currently loaded in the Treasure Box Braille Scenario Editor.

Create Scenario



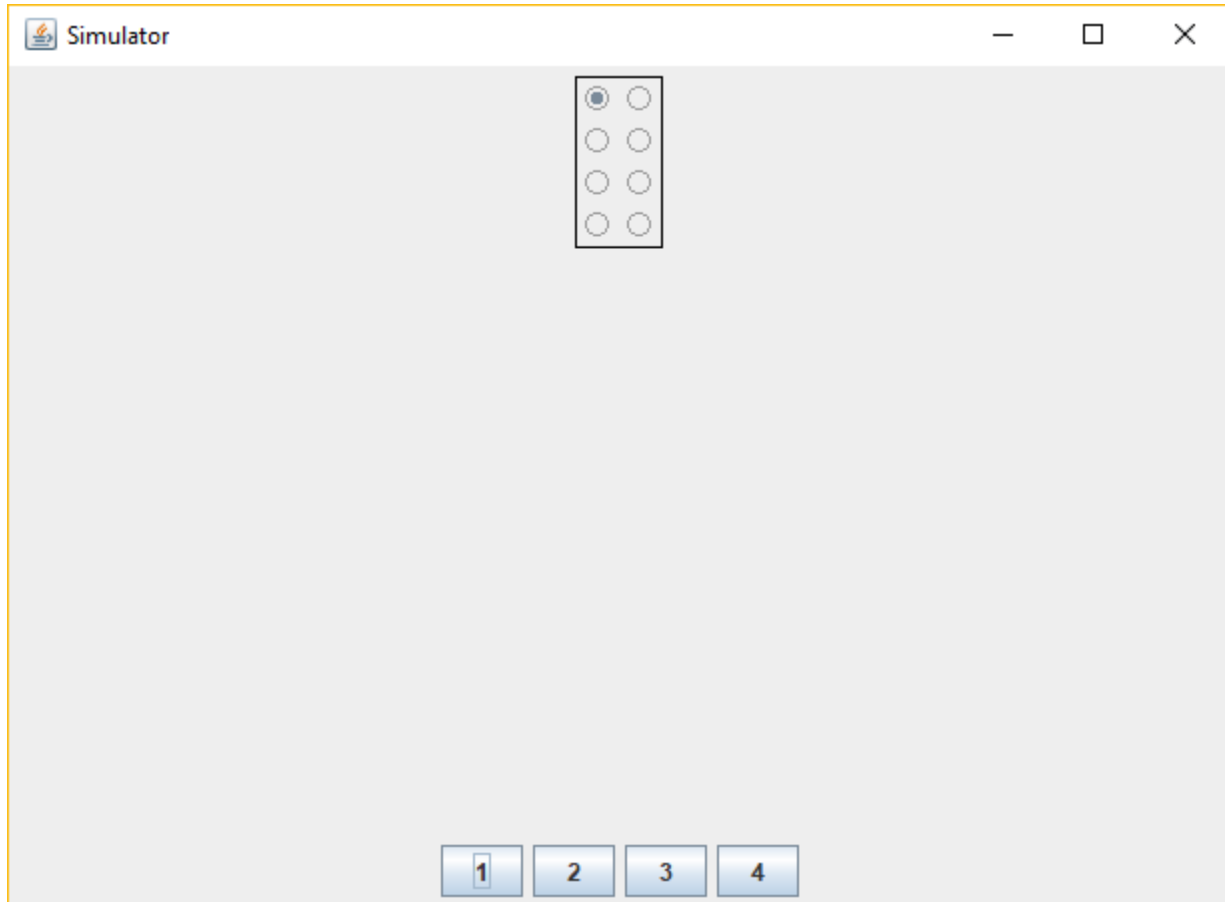
This button allows the user to create a new scenario file.

This function is currently not implemented

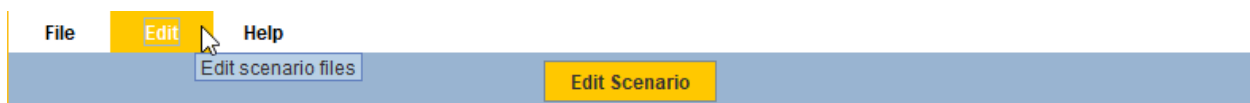
Play Scenario

Play Scenario

This button allows the user to play the scenario file in the Treasure Box Braille Player.



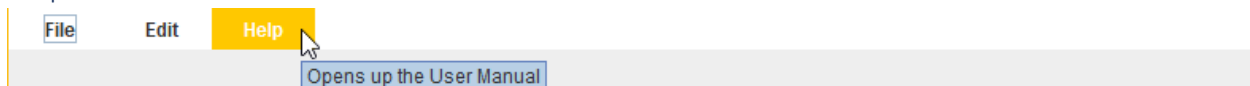
Edit



Edit Scenario

This button allows the user to edit the loaded scenario file in the editor panel below.

Help



Opens <https://github.com/marlinla/Treasure-Box-Braille/blob/master/Documentation/User%20Manual.pdf> where the Treasure Box Braille Scenario Editor User Manual could be found.

Editor Panel

BRAILLE_TEMPLATE
Braille cells to be displayed on the Treasure Box Braille

<input type="checkbox"/> Enable	<input type="checkbox"/> Enable	<input type="checkbox"/> Enable	<input type="checkbox"/> Enable	<input type="checkbox"/> Enable

Move Up
Insert Above
Delete
Insert Below
Move Down

QUESTION_TEMPLATE
Ask a question:

Answers:

<input type="text"/>	<input type="checkbox"/> Enabled <input type="radio"/> Correct
<input type="text"/>	<input type="checkbox"/> Enabled <input type="radio"/> Correct
<input type="text"/>	<input type="checkbox"/> Enabled <input type="radio"/> Correct
<input type="text"/>	<input type="checkbox"/> Enabled <input type="radio"/> Correct

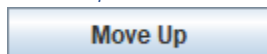
Move Up
Insert Above
Delete
Insert Below
Move Down

TextTemplate

Move Up
Insert Above

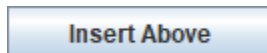
The editor panel allows the user to manipulate templates to quickly formulate educational materials for the Treasure Box Braille Player.

Move Up

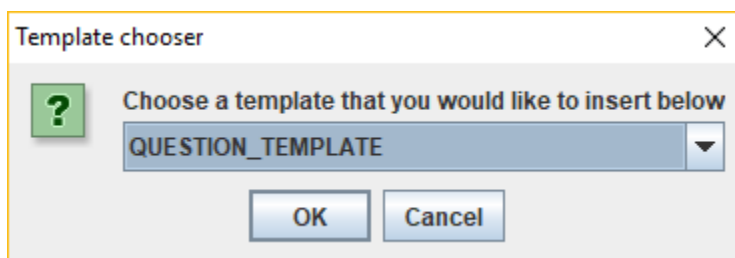


This button allows the user to move the current template up.

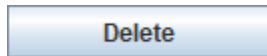
Insert Above



This button allows the user to insert the template of their choice above this template

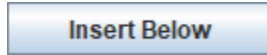


Delete

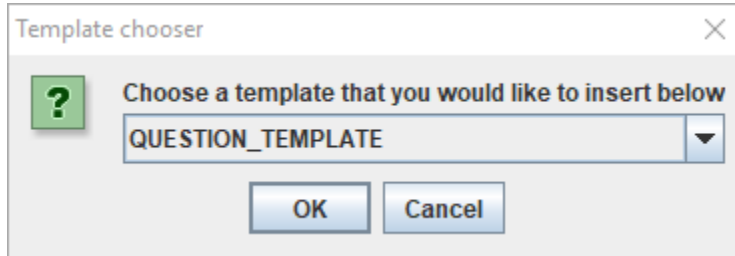


This button allows the user to delete the current template

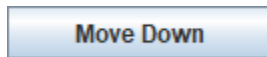
Insert Below



This button allows the user to insert the template of their choice above this template



Move Down



This button allows the user to move the current template down.

Text Template

The screenshot shows a dialog box titled "TEXT_TEMPLATE". On the left, there is a large text input area with the placeholder text "Enter Text Here". On the right side of the dialog, there are five buttons stacked vertically: "Move Up", "Insert Above", "Delete", "Insert Below", and "Move Down".

The text template allows the user to create text lines that are read aloud by the Treasure Box Braille Player.

This is the template that is currently created for each line in an opened scenario file.

Question Template

The screenshot shows a dialog box titled "QUESTION_TEMPLATE". It is divided into two main sections. The top section, labeled "Ask a question:", contains a single text input field with the placeholder "Ask your question here.". The bottom section, labeled "Answers:", contains four rows. Each row has a text input field for the answer, followed by two radio buttons labeled "Enabled" and "Correct". To the right of the "Answers" section, there are five buttons stacked vertically: "Move Up", "Insert Above", "Delete", "Insert Below", and "Move Down".

The question template allows the user to create questions for the scenario reader which the Treasure Box Braille Player will ask the listener.

Up to 4 answers can be chosen. Only one answer can be chosen as correct, and the Treasure Box Braille Player will repeat the question until the current answer is chosen.

Suitable for multiple choice style reinforcement.

This template currently not fully Implemented.

Audio Template

The screenshot shows a window titled "AUDIO_TEMPLATE". Inside, there is a label ".wav File:" above a large, empty text box. Below the text box is a button labeled "Record Audio". At the bottom of the window, there are four buttons: "Open Audio File...", "Record Audio File...", "Preview Audio File...", and "Clear Audio File". On the right side of the window, there is a vertical stack of five buttons: "Move Up", "Insert Above", "Delete", "Insert Below", and "Move Down".

The audio template allows the user to insert audio files to be played by the Treasure Box Braille Player. The file name will be displayed in the text field but cannot be edited manually.

This template is currently not fully implemented.

Braille Template

The screenshot shows a window titled "BRAILLE_TEMPLATE". Inside, there is a label "Braille cells to be displayed on the Treasure Box Braille" above a grid of five Braille cell templates. Each template is a 2x4 grid of dots. Below each template is a checkbox labeled "Enable". On the right side of the window, there is a vertical stack of five buttons: "Move Up", "Insert Above", "Delete", "Insert Below", and "Move Down".

The Braille template allows the user to display Braille cells by the Treasure Box Braille Player.

1-5 extended Braille cells can be used.

This template is currently not fully implemented