

# 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”.

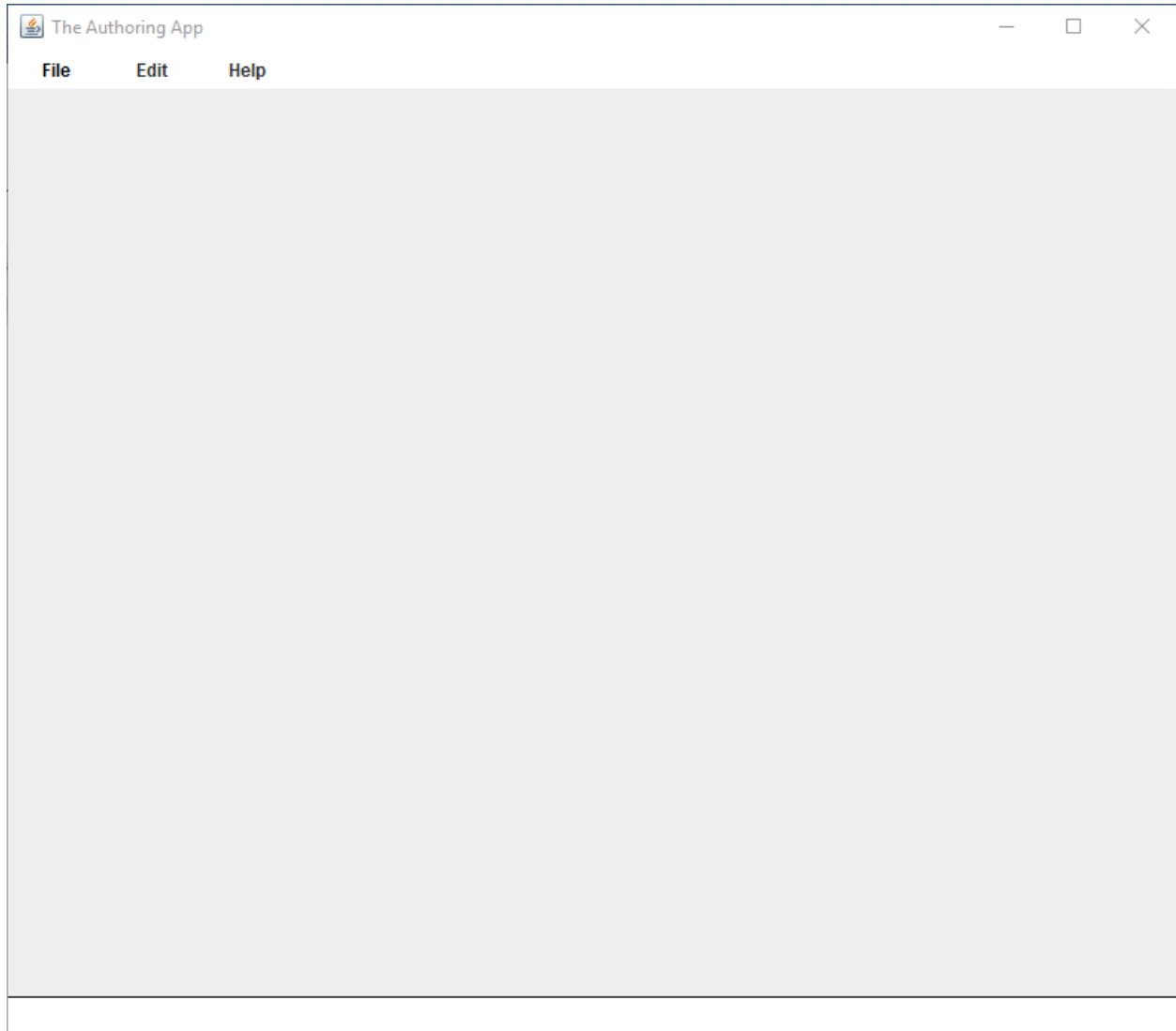
Ensure that the TBB\_lib folder is in the same folder as the TBB.jar.

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## Software features:

### Application Overview

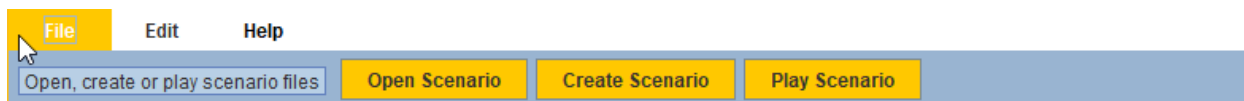


## Ribbon Menu Bar



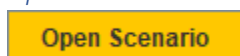
This ribbon menu allows the user to navigate options in preparation for opening, editing, and playing scenario files for the Treasure Box Braille system.

### File

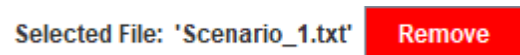
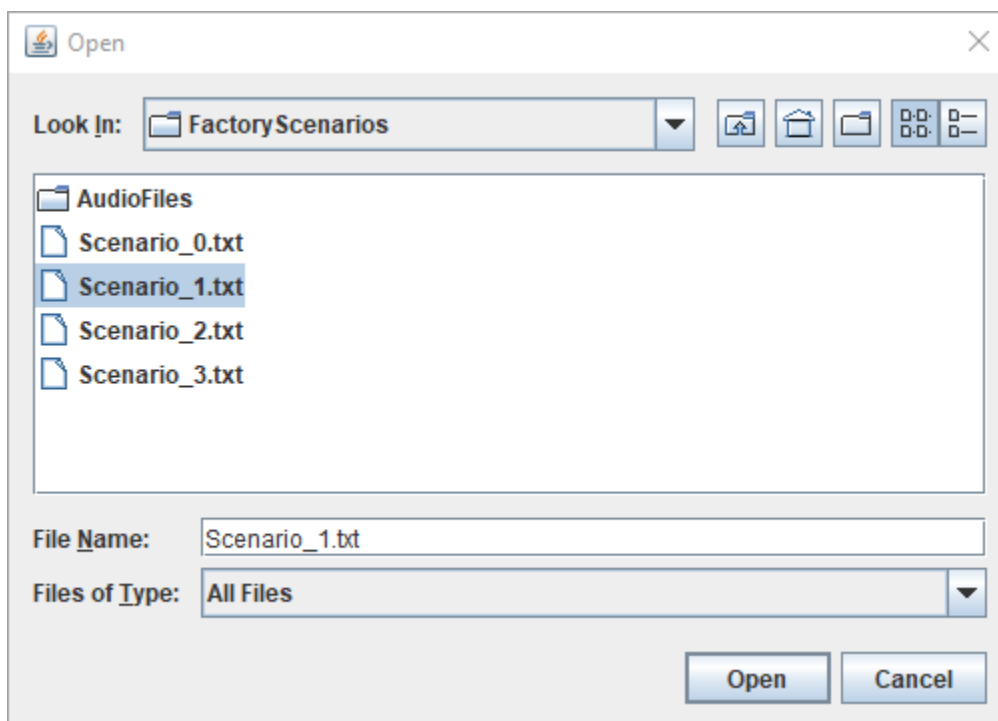


This tab allows the user to access file related functions.

### Open Scenario



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



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

### Create Scenario



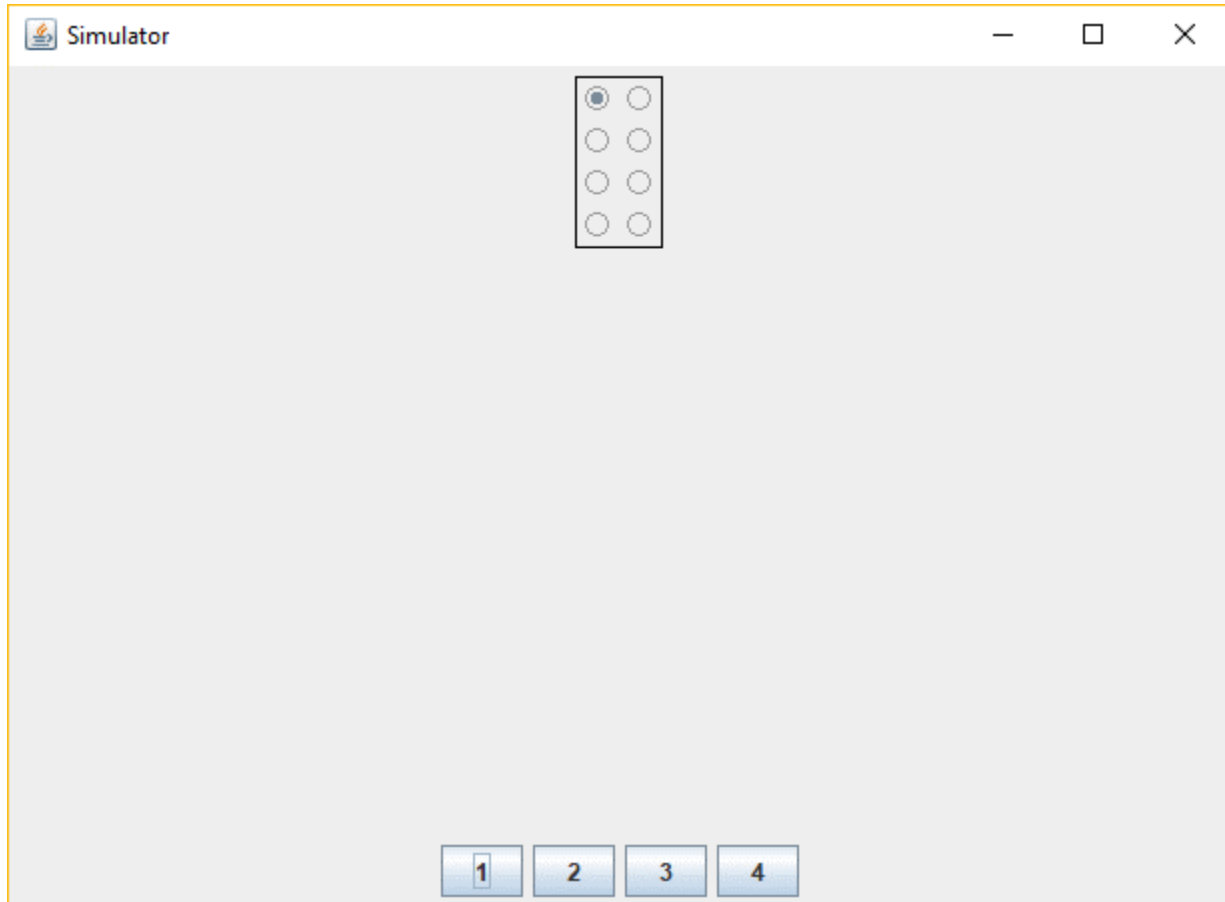
This button allows the user to create a new scenario file.

This function is currently not implemented

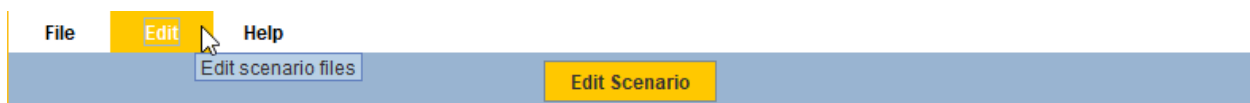
*Play Scenario*

**Play Scenario**

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



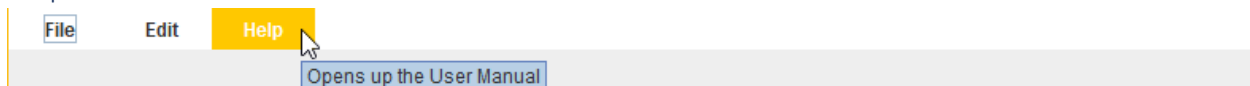
Edit



**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.

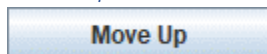
## Editor Panel

The Editor Panel is divided into three main sections:

- BRAILLE\_TEMPLATE:** Contains five Braille cell templates, each with a 2x4 grid of dots. Below each template is an "Enable" checkbox. To the right are buttons: "Move Up", "Insert Above", "Delete", "Insert Below", and "Move Down".
- QUESTION\_TEMPLATE:** Features a text input for "Ask a question:", a list of four "Answers:" inputs, and checkboxes for "Enabled" and "Correct" for each answer. To the right are buttons: "Move Up", "Insert Above", "Delete", "Insert Below", and "Move Down".
- TextTemplate:** Includes a large text input area and buttons: "Move Up" and "Insert Above".

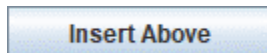
The editor panel allows the user to manipulate templates to quickly formulate educational materials for the Treasure Box Braille Player.

### *Move Up*

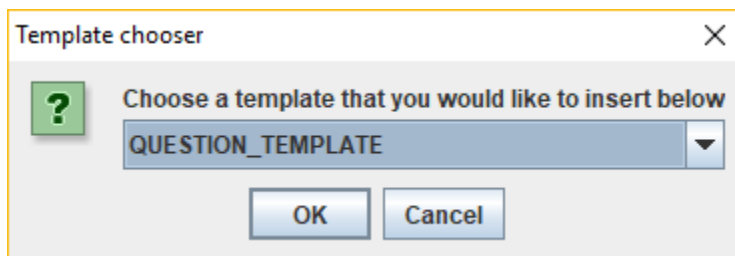


This button allows the user to move the current template up.

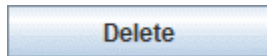
### *Insert Above*



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

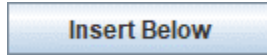


*Delete*

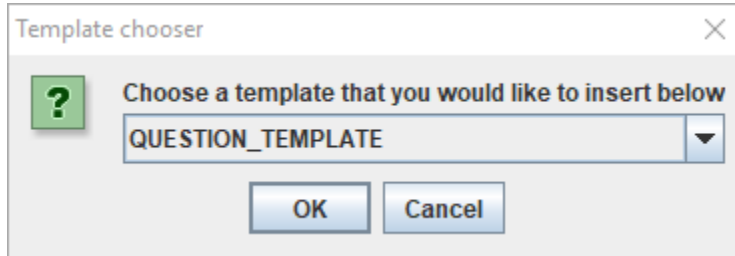


This button allows the user to delete the current template

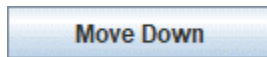
*Insert Below*



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

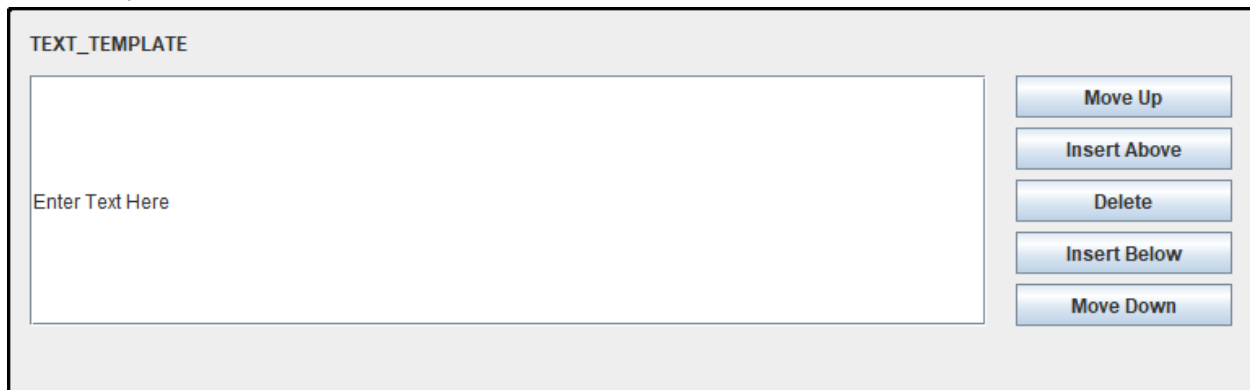


*Move Down*



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

## Text Template

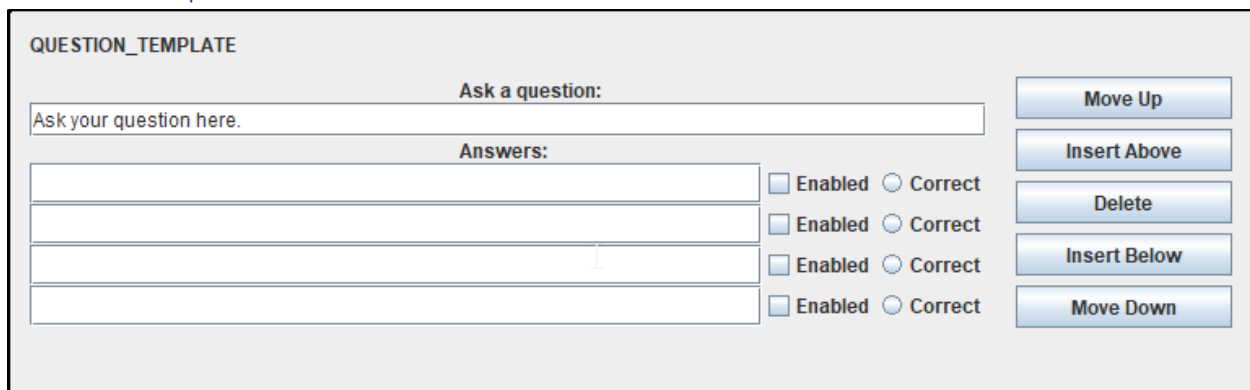


The screenshot shows a dialog box titled "TEXT\_TEMPLATE". On the left, there is a large text input area with the placeholder text "Enter Text Here". On the right side of the dialog, there are five buttons stacked vertically: "Move Up", "Insert Above", "Delete", "Insert Below", and "Move Down".

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 text "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 consists of a 2x5 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