**TABLE OF CONTENTS**

1. **INTRODUCTION**

The purpose of this application is to virtually stimulate a TalkBox that will later be simulated on Raspberry Pie. The software in general will aid in communication for the users, who currently struggle with it due to the medical reasons. The overall layout is interactive and easy to use.

The software consists of two applications:

1. TalkBox Simulator
2. TalkBox Configuration

The configuration will provide the users with a GUI App environment and show different functionalities available.

The Simulator will provide the users with buttons (that they will have a freedom to create) that can be used to aid communication.

* 1. **Functionality**

The software provides the user with much more functionalities than a usual Sound Generating Device (SGD). Some of them are as follows:

* Choosing the number of buttons for your screen
* Making a profile
* Using Pre-recordings
* Record your personal audio/sound
* Adding recordings to the buttons
* Adding buttons to your profile
* Launching your profile, with named buttons

**3.0 System Requirements**

This software will operate on a desktop/laptop device. It will require a supporting Operating System (OS). Moreover, it will also require JRE 8 and higher versions. The basic use of the software will not require an internet connection, but accessing documentation might require a stable internet connection.

The hardware required will be a microphone to allow personal recordings. Also as this software is computer based and there is no hardware buttons the user will need a mouse to interact with the system.

**4.0 How to get started:**

**4.1 Download as a JAR**

1. Go to https://github.com/neharikapurieng/TalkBox

2. Click, download the JAR

3. Save it.

4. Go to saved location, right click and run it.

**4.2 Open in an IDE**

1. Go to https://github.com/neharikapurieng/TalkBox

2. Click, download the project.

3. Open an IDE of your choice, and open this project on it.

4. Run the project.

**5.0 Configuration App**

1. When you run the application. The configuration app will display.



**5.1 Create a button**

1. On the bottom left side, click the box that says “Enter number of buttons”. Then type the number of buttons you want and press enter. The inputted number of buttons will display on the screen.

Notice these buttons don’t have a name yet. Do not worry, it will very soon.



**5.2 Make a profile**

Now that you have your buttons, you need to make a profile. To do so, follow these steps.

1. On the top right corner, you will see a profile. Go to the box that says “Enter Profile Name”, in their write a profile name and pres enter.



**5.3 Record Audio**

On the right bottom corner, you will see a list of pre-recorded audios. In order to record your own audio, follow the following steps and you will see your audio in the list.

1. Write a name of the audio, in the box that says “Enter Filename”. By clicking on the box and entering the name.
2. Press Record, and say what you want to, then press stop.

Your audio will be now on the list.

**5.3 Adding recording to the button**

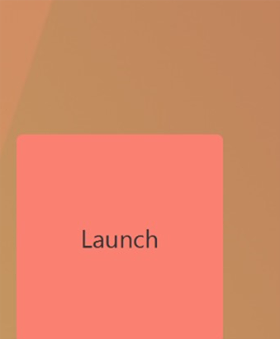
Now that you have the recording you need, or you see it already in the list of pre-recordings. It’s time to add the recording in the button.

1. Choose the recording you want to add and press “Add Sound”.
2. You will see a little triangle appear on the left of your Profile Name, click the triangle and you will see all the recordings you added.
3. Press Set Profile and you see the name of the recordings, on your button now.



**5.4 Launch your profile**

Now, that your profile is ready. Press the button called “Launch”



**6.0 Simulator App**

Now, that you have launched your profile. You will see another app opening. This is the simulator.

**6.1 Use the buttons and hear audio**

1. On the right side of this app, you will see your profile name. Under it, you will also see a Set Profile button, click this button and your buttons with the audio will appear.

2. Press any button you wish, and you will hear an audio. (ps. Make sure your speakers are on)