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1 Introduction

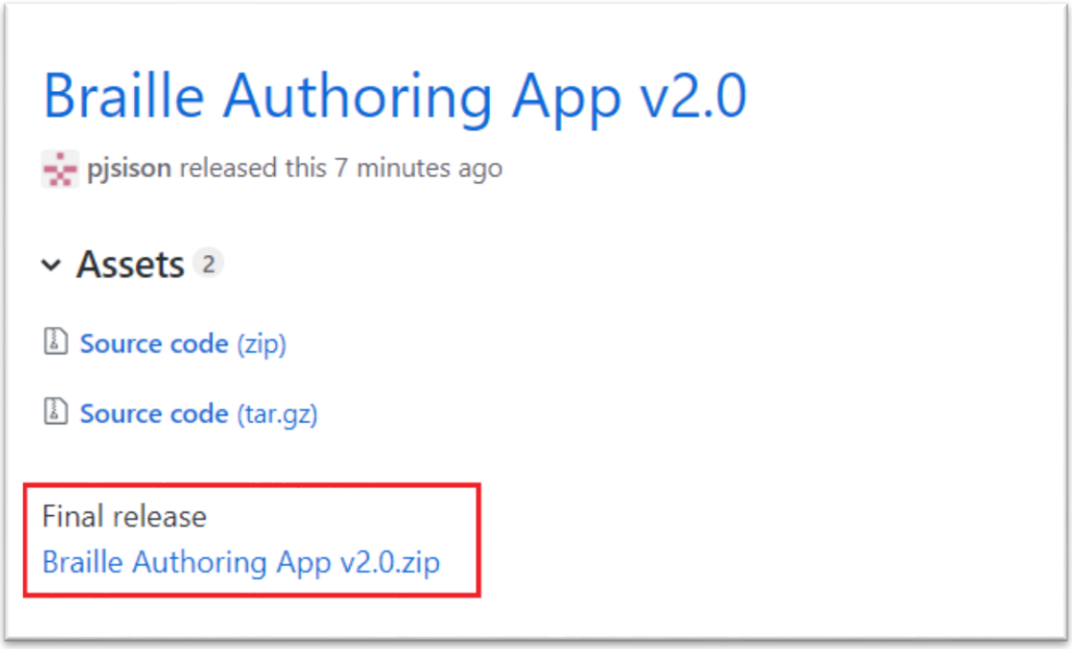
This user manual is one of four documents that serves as final deliverables for the *Braille Authoring App* project submitted by Team no. 14, consisting of Jamie Dishy, Jonas Laya, Samuel On and Paul Sison, for the EECS 2031 *Software Development Project* course in the 2017–18 academic year.

In this document, each feature of the application is explored and step-by-step instructions on how to implement each are listed. Usage notes and tips are also provided. Things that are assumed of the user while the application is being used may be discussed if critical and have not been bypassed during development.

2 Getting Started

2.1 Installation Guide

1. Visit the following URL using your preferred internet browser: `https://github.com/jamiedishy/EECS2311/releases`
2. Download the latest version of the program, which is `ver2.0` as of August 20, 2018.



3. Extract the contents of the zipped file. The contents should be an executable `BrailleAuthoringApp.v2.0.jar` file, which is the application, and a `FactoryScenarios` folder, which contains sample scenario files and other resources.

2.2 Running the program

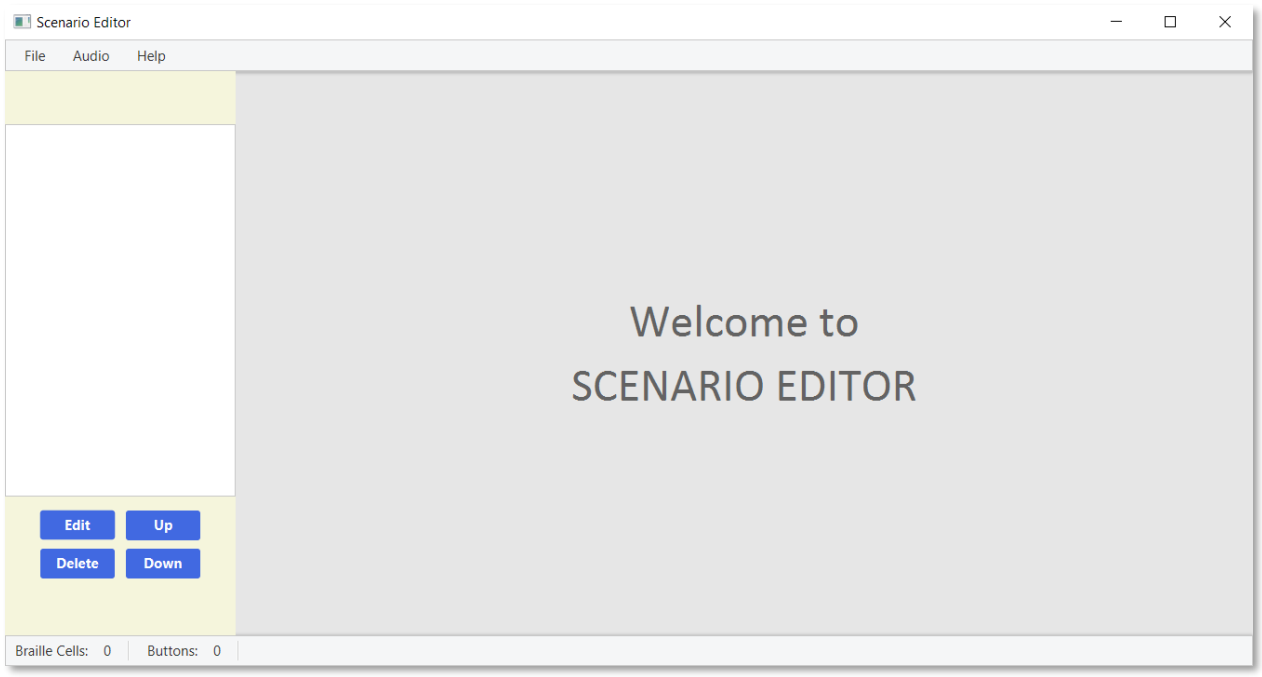
The application can be run in several ways.

1. Double-click on the executable `BrailleAuthoringApp.v2.0.jar` file.

   OR

2. If the system has *Java Runtime Environment (JRE)* installed, locate the executable jar file on *Command Prompt* in *Windows*, or the *Terminal* in *Linux*. When in the same folder as the executable jar file, type and execute the following command: `java -jar BrailleAuthoringApp.v2.0.jar`

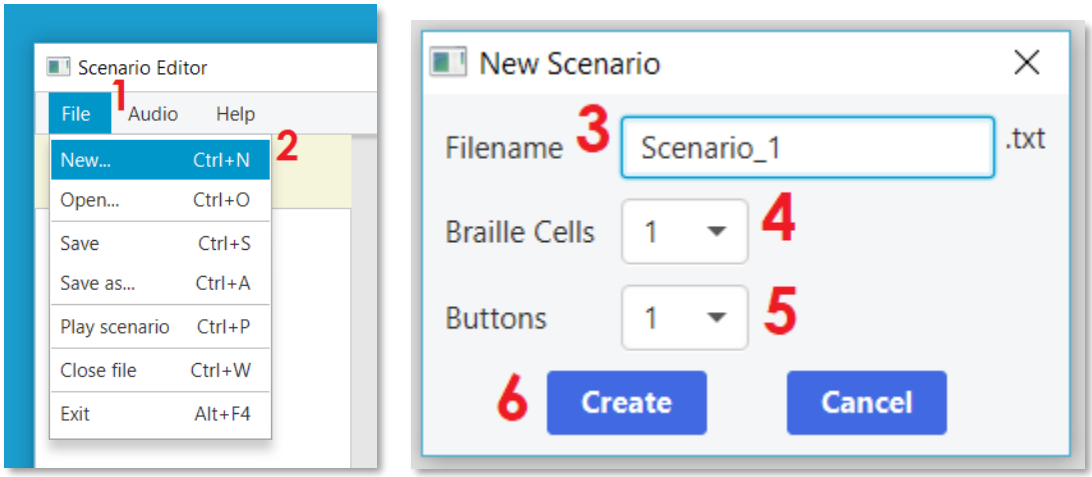
When opened successfully, you should see the following Graphical User Interface (or GUI) on your screen.



3 Basic Operations

3.1 Creating a new scenario file

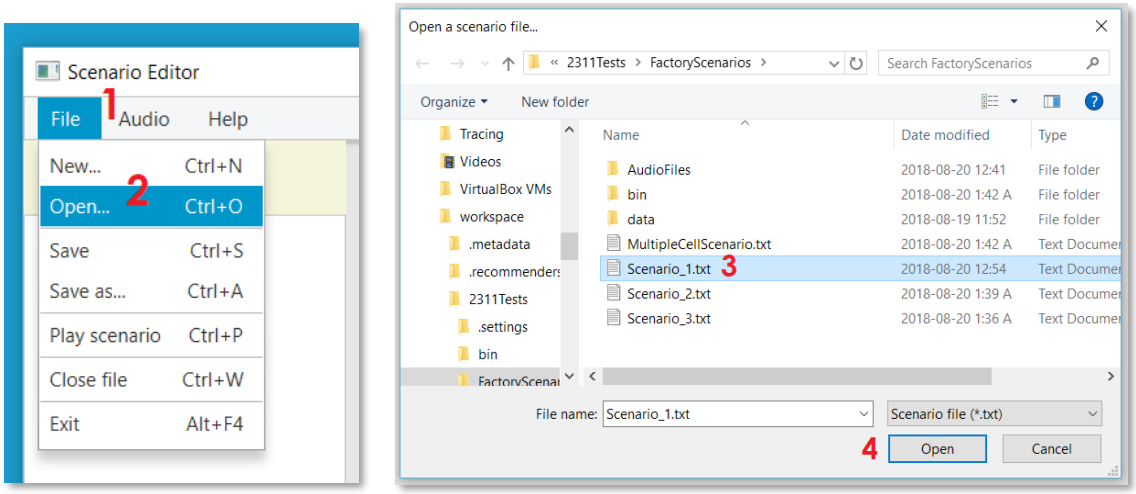
1. From the *Scenario Editor* window, select **`File`** on the menu bar to open the File menu.
2. Select **`New`**... on the File menu to open the *New Scenario* dialog screen.
3. From the *New Scenario* dialog screen, type the desired file name for your scenario file on the provided textfield. Note: this enables the **`Create`** button.
4. Select the desired number of braille cells from the drop-down menu.
5. Select the desired number of buttons from the drop-down menu.
6. Select **`Create`**. This opens the *Start page* on the *Scenario Editor* window. You are now ready to build your Scenario file.



3.2 Opening a scenario file

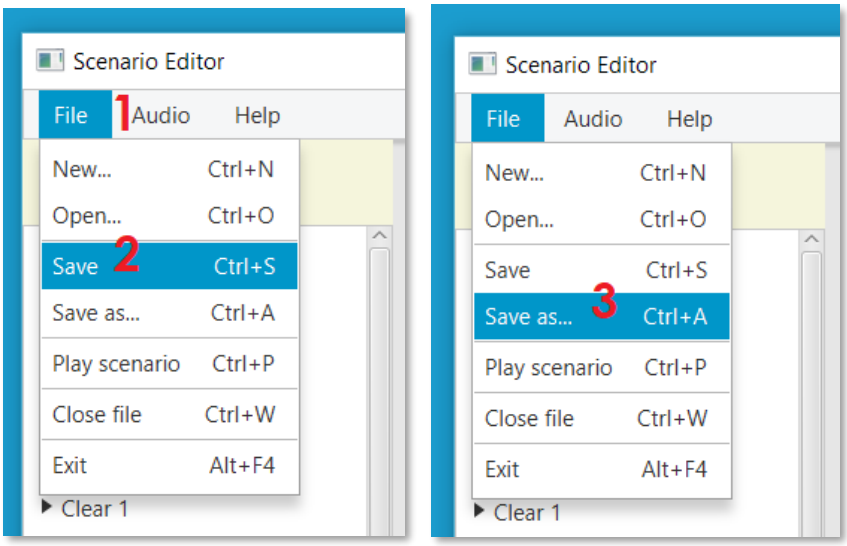
1. From the *Scenario Editor* window, select **`File`** on the menu bar to open the File menu.

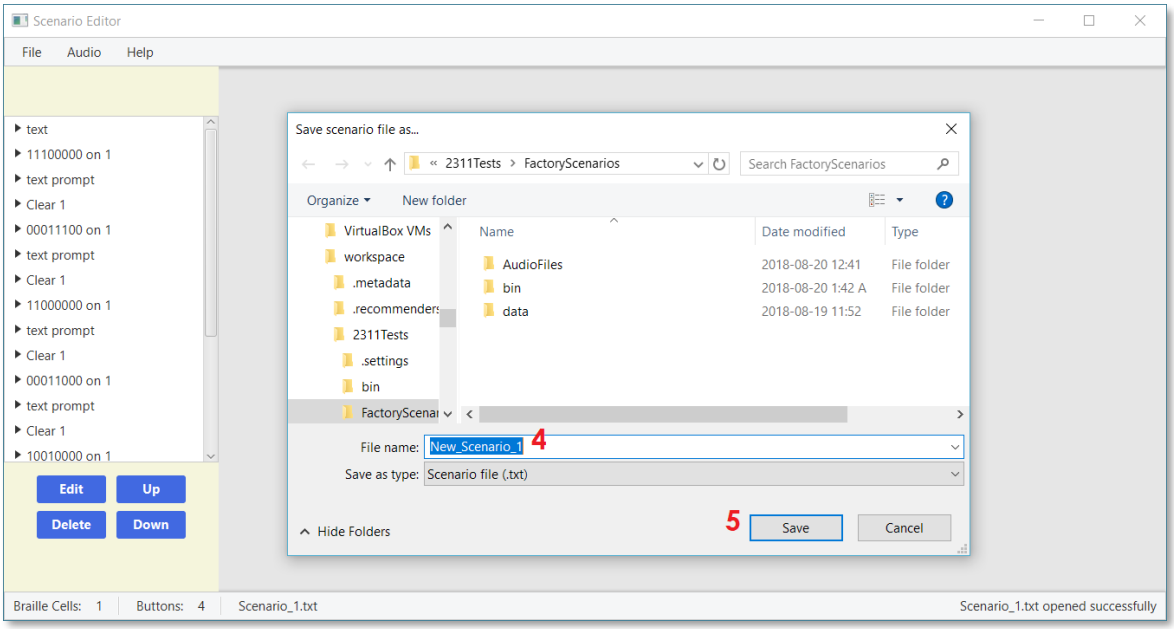
2. Select **Open**... on the File menu. This opens a *File Chooser* dialog box.
3. Select a previously saved Scenario file from the *FactoryScenarios* folder. Note: The Scenario file to be opened must have been previously created using this application. An accompanying *bin* file of the same name in a *bin* folder must also be present.
4. Select **Open** on the *File Chooser* dialog box. This opens the *Start Page* on the *Scenario Editor* window. Scenes added to the Scenario file are also loaded on the left-hand panel of the *Scenario Editor* window.



3.3 Saving a new scenario file

1. From the *Scenario Editor* window, select **File** on the menu bar to open the File menu.
2. Select **Save** on the File menu. This saves the current Scenario file in the *FactoryScenarios* folder using previously provided file name. To save the current Scenario file using a different file name, proceed to Step 3.
3. Select **Save as**... on the File menu. This opens a *File Chooser* dialog box.
4. Type the desired file name on the appropriate field.
5. Select **Save** on the *File Chooser* dialog box. This saves the current Scenario file in the *FactoryScenarios* folder using typed file name. This also changes the working file in the *Scenario Editor* window to the recently saved Scenario file.

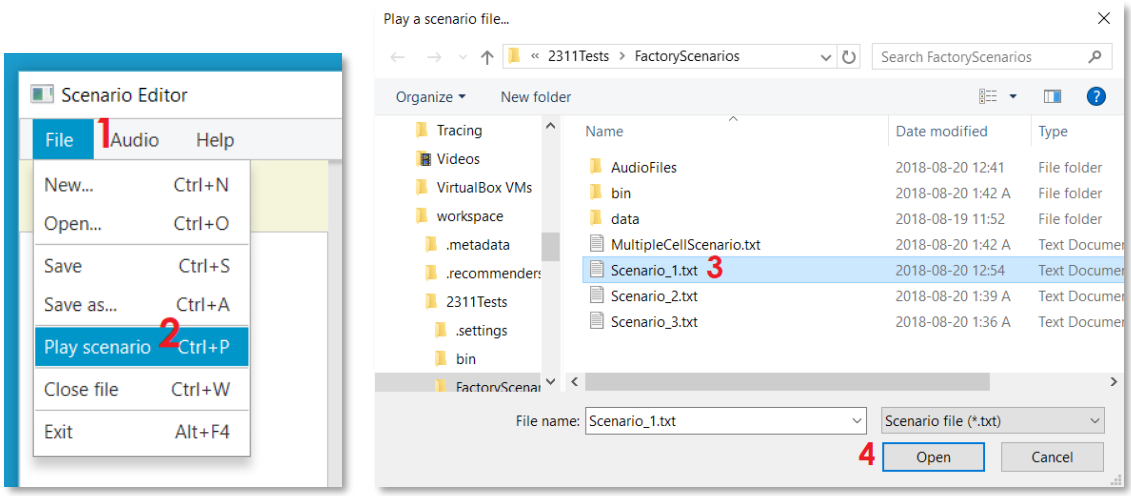


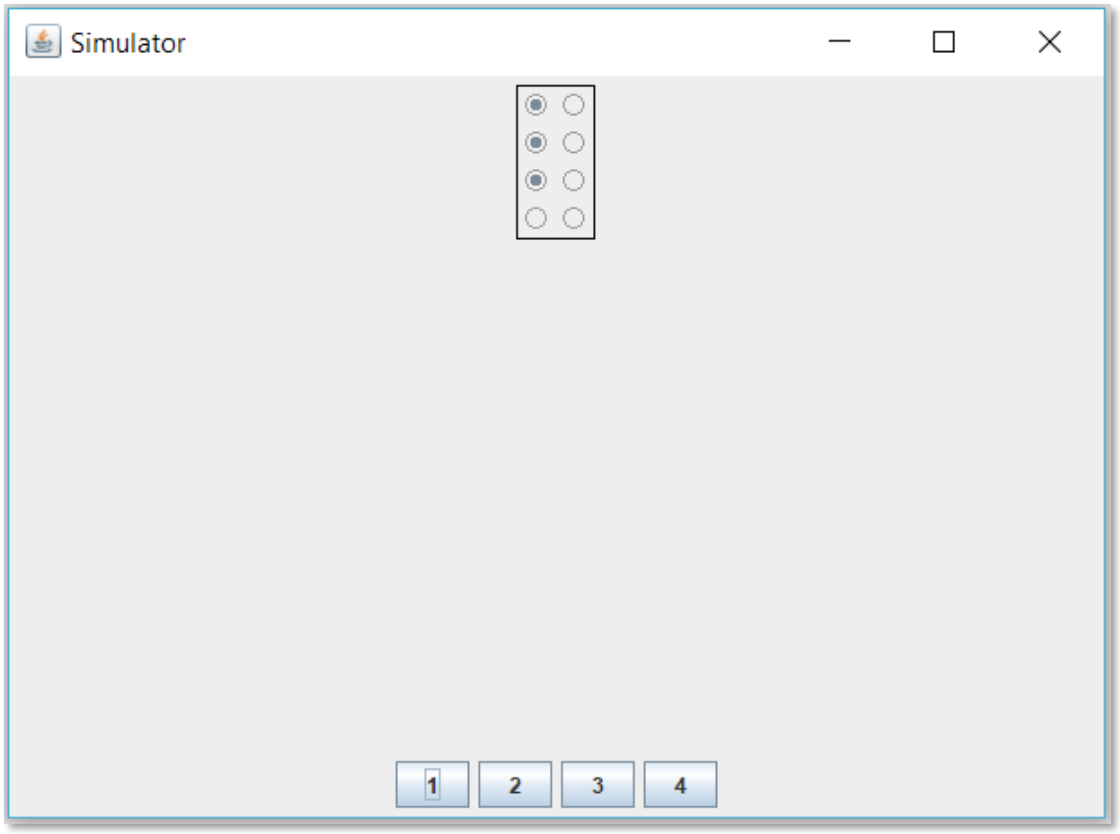


3.4 Playing a scenario file

1. From the *Scenario Editor* window, select **`File`** on the menu bar to open the File menu.
2. Select **`Play Scenario`** on the File menu. This opens a *File Chooser* dialog box.

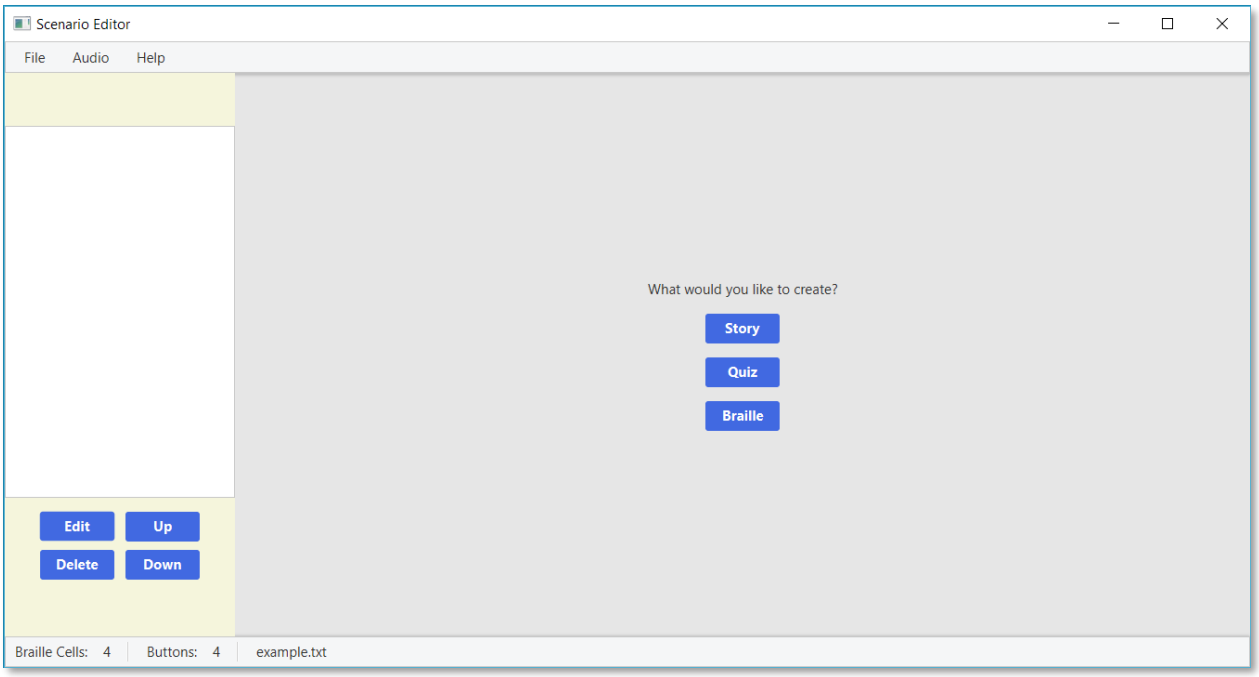
3. Select a previously saved Scenario file from the *FactoryScenarios* folder. Note: The Scenario file to be played must have been previously created using this application.
4. Select **`Open`** on the *File Chooser* dialog box. This opens the *Simulator* window where the Scenario file is played.





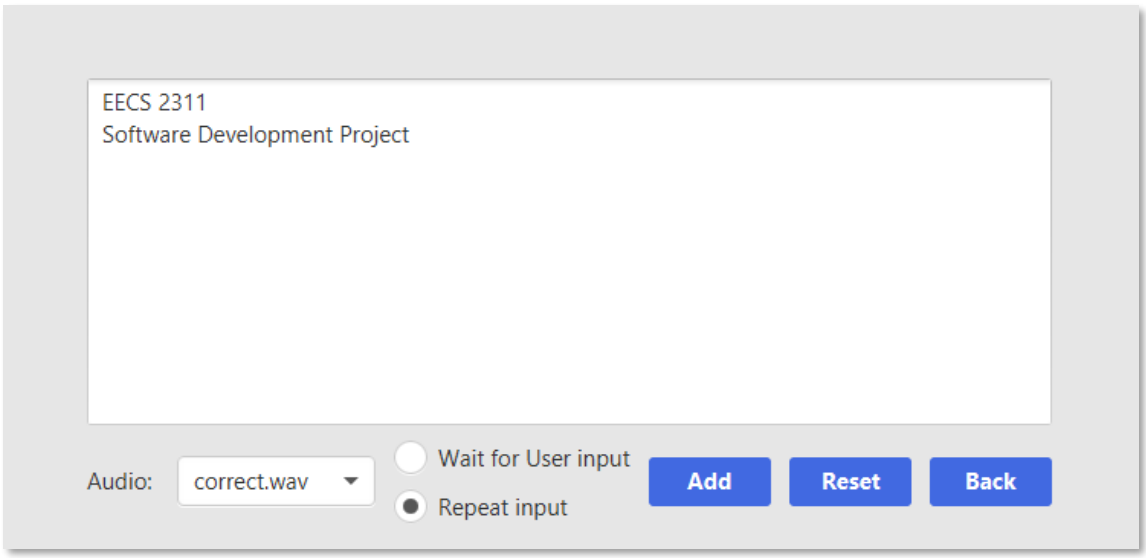
4 Building Scenarios

This application builds Scenario files from the *Start Page*. If the user wants to add text, audio, ask for input, or repeat text, the user should select *Story*. If the user wants to add a quiz with button interactions, the user should select *Quiz*. If the user wants to add anything braille-related, the user should select *Braille*.

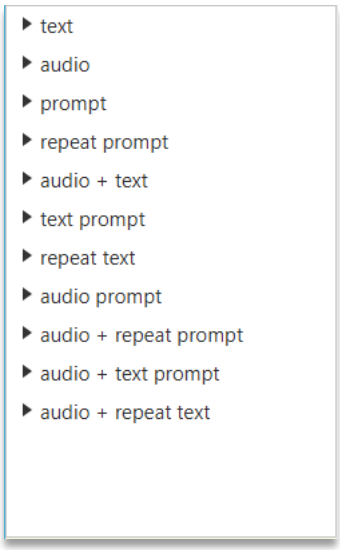


4.1 Adding stories

1. From the *Start Page*, select **`Story`** to open the *Story Page*.
2. Enter text in the text area field, select an audio *wav* file from the drop-down menu, and pick one of *Wait for user input* or *Repeat text*.
3. Select **`Add`** on the *Story Page*. One or any combination of actions performed in Step 2 will be added as a scene on the left-hand panel of the *Scenario Editor* window.



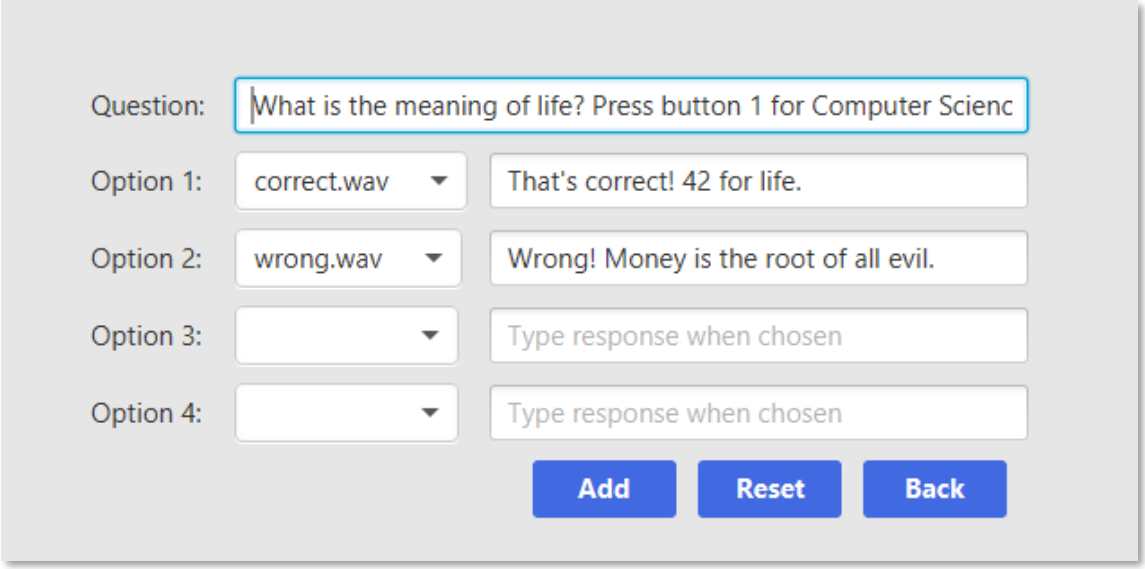
All the combination of actions available to the user using the *Story Page* are shown below.



4.2 Adding quizzes

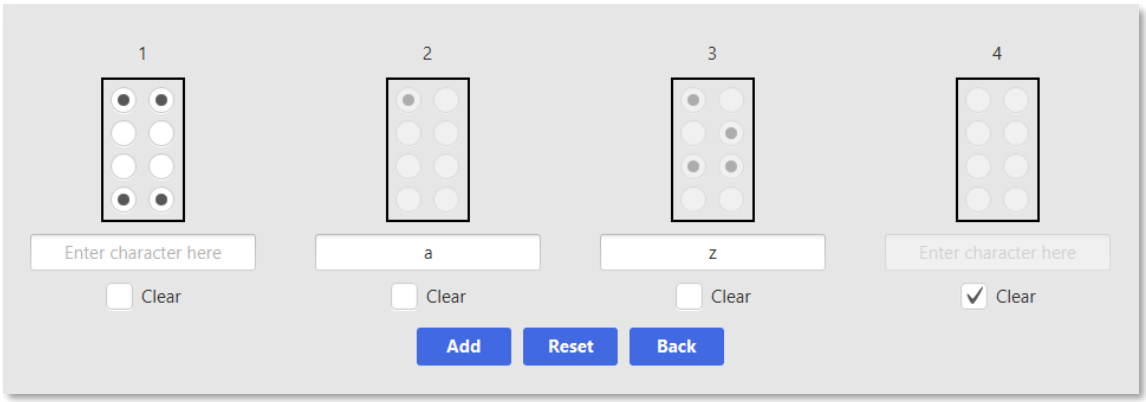
1. From the *Start Page*, select **`Quiz`** to open the *Quiz Page*.

2. Type a question and option instructions in the *Question* text field. Provide audio cues for each option by selecting an audio wav file from the drop-down menus. Type a response in the *Response* text field.
3. Select **Add** on the *Quiz Page*. This adds the quiz as a scene on the left-hand panel of the *Scenario Editor* window. Note: The number of options that can be provided in the quiz corresponds to the number of buttons supplied to the working Scenario file.



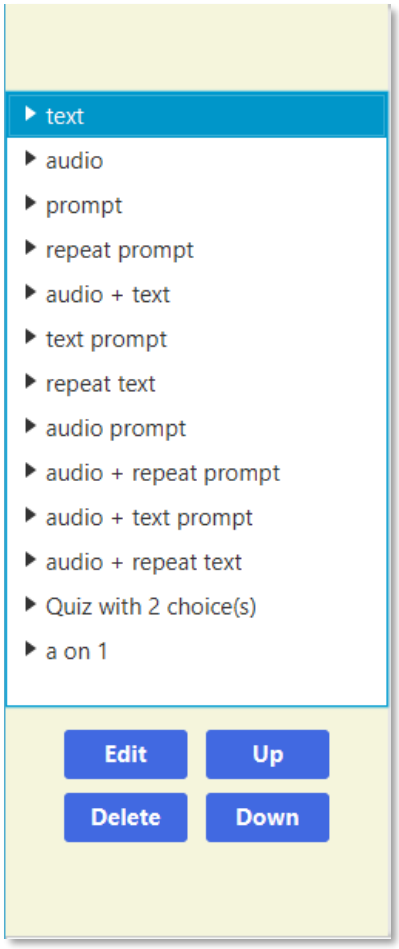
4.3 Displaying on Braille Cells

1. From the *Start Page*, select **Braille** to open the *Braille Page*.
2. Select the radio buttons in the cell to raise its pins, type a letter in the text field, or check the *Clear* check box.
3. Select **Add** on the *Braille Page*. One or any combination of actions performed in Step 2 will be added as a scene on the left-hand panel of the *Scenario Editor* window. Note: Typing a letter in the cell text box disables the cell for customized pin-raising. Putting a check mark in the *Clear* check box disables both the cell and the cell text box.


1
2
3
4
Enter character here
a
z
Enter character here
Clear
Clear
Clear
Clear
Add
Reset
Back

5 Working with Scenes

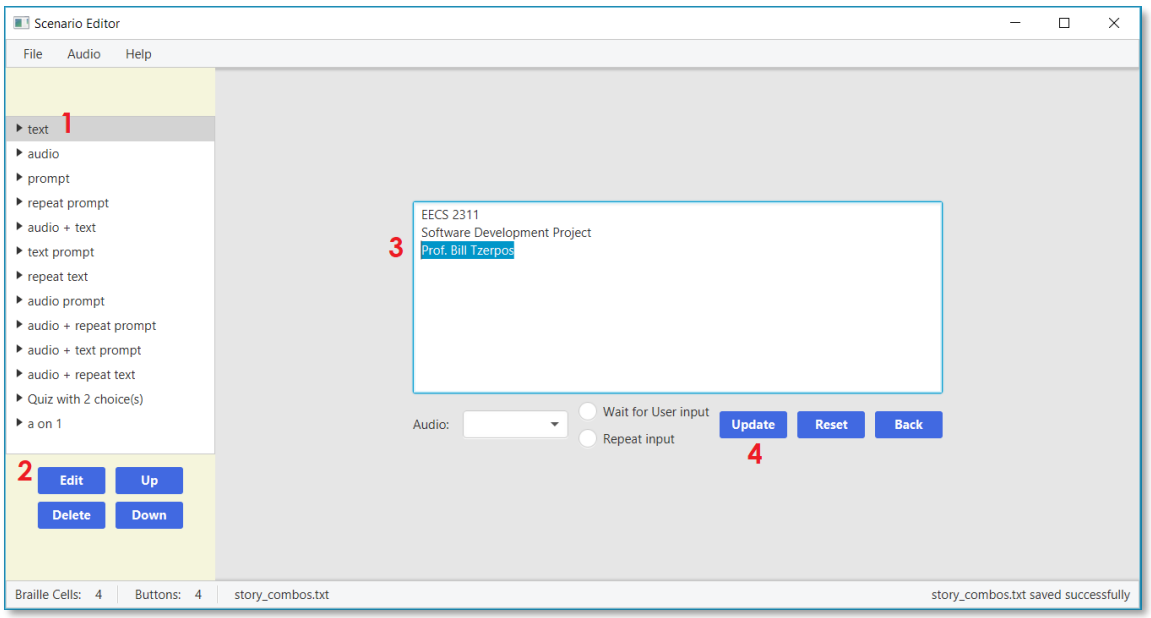
The left-hand panel of the *Scenario Editor* window can also be called the *Scene list*. From this panel, a selected scene can be edited, deleted, and rearranged.



5.1 Editing

1. From the *Scene list*, select a scene.
2. Select **`Edit`** on the left-hand panel. Depending on the type of scene selected, the appropriate *Page* will be displayed.
3. Make changes to the scene.

4. Select **`Update`** on the displayed *Page*.



5.2 Deleting

1. From the *Scene list*, select a scene.
2. Select **`Delete`** on the left-hand panel.

5.3 Rearranging the Scene list

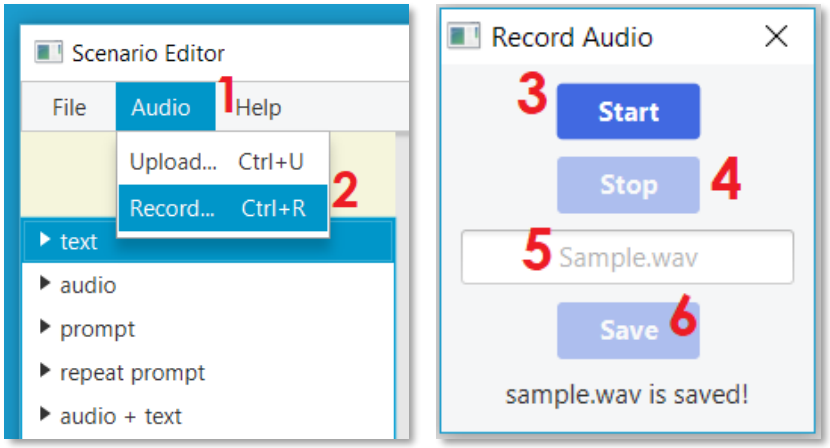
1. From the *Scene list*, select a scene.
2. Select **`Up`** on the left-hand panel to move the scene higher on the list, or **`Down`** to move the scene lower on the list. Note: The first scene on the list cannot be moved higher, and the last scene cannot be moved lower.

6 Working with Audio

The audio *wav* files displayed on the drop-down menus in this application are either recorded using the recording tool or uploaded to the `FactoryScenarios/AudioFiles` folder.

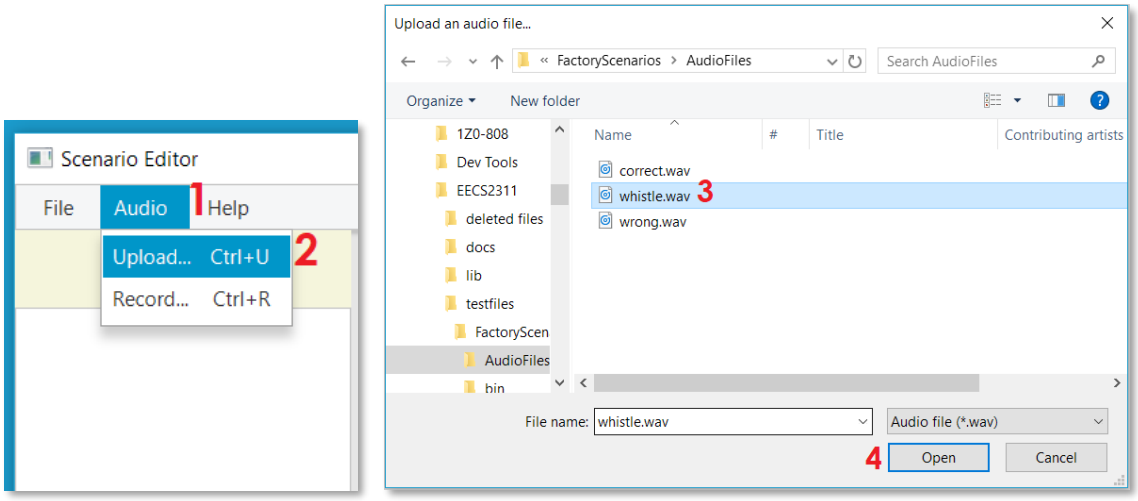
6.1 Recording

1. From the *Scenario Editor* window, select **`Audio`** on the menu bar to open the Audio menu.
2. Select **`Record`**... on the Audio menu. This opens the *Record Audio* dialog box.
3. From *Record Audio* dialog box, select **`Start`** to begin the recording session. Note: this enables the **`Stop`** button. Also, make sure that the microphone is enabled on your system.
4. Select **`Stop`** to stop the recording session. Note: this disables the **`Stop`** button and re-enables the **`Start`** button.
5. Type the desired file name for the audio *wav* file. Note: this enables the **`Save`** button.
6. Select **`Save`**. This saves the recording in the `FactoryScenarios/AudioFiles` folder. The recently saved *wav* file is also made available for use in the application.



6.2 Uploading

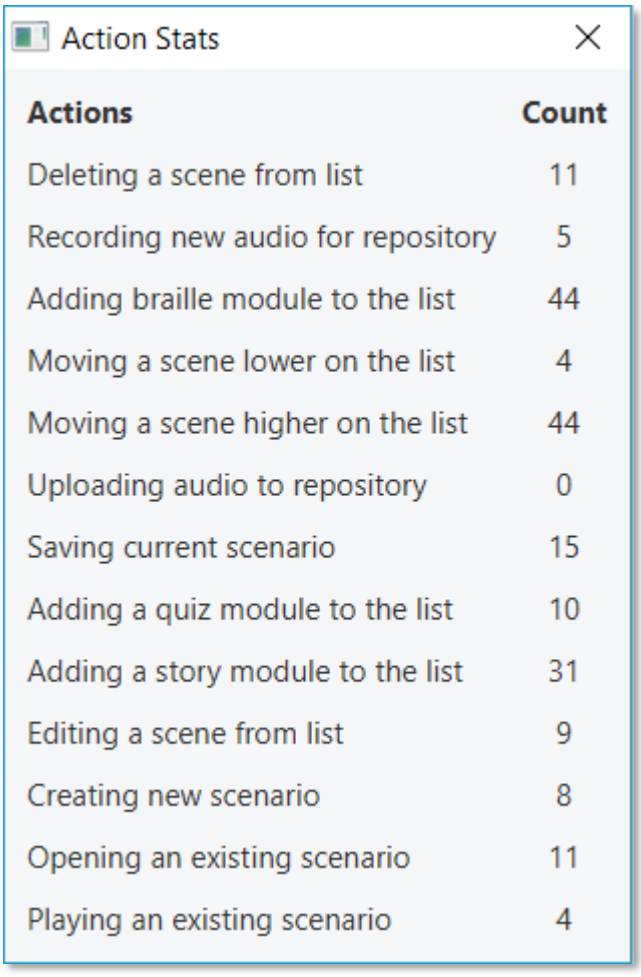
1. From the *Scenario Editor* window, select **`Audio`** on the menu bar to open the Audio menu.
2. Select **`Upload`**... on the Audio menu. This opens the *Record Audio* dialog box.
3. Select the *wav* file to be uploaded.
4. Select **`Open`** on the *File Chooser* dialog box. This copies the selected *wav* file to the something folder. The uploaded *wav* file is also made available for use in the application.



7 Viewing Action Stats

Every feature used by the user is tracked and logged by the application. These stats help identify which features are most often used by the user.

1. From the *Scenario Editor* window, select **`Help`** on the menu bar to open the Help menu.
2. Select **`Stats`** on the Help menu. This opens the *Action Stats* dialog box.



8 Usage Notes

- Audio files are only made available to the application if it is in the `FactoryScenarios/AudioFiles` folder.
- Consistently save Scenario files in the `FactoryScenarios` folder.
- Components of the application can be easily navigated using the `Tab` key.
- Braille cell displays can not be inserted anywhere in a quiz scene. However, braille cells can be displayed before and after a quiz scene.

9 Shortcut List

From the *Scenario Editor* window, the following keyboard shortcuts are available to the user:

Feature	Keyboard shortcut
Create new scenario file	CTRL + N
Open a scenario file	CTRL + O
Save scenario file	CTRL + S
Save scenario file with a new file name	CTRL + A
Play a scenario file	CTRL + P
Close the working scenario file	CTRL + W
Close the *Scenario Editor* window	ALT + F4
Record an audio	CTRL + U
Upload an audio	CTRL + R
View action stats	CTRL + T

When the *Scene List* is populated and a scene is selected, the following keyboard shortcuts are available to the user:

Feature	Keyboard shortcut
Edit a scene	CTRL + E
Delete a scene	CTRL + D
Move a scene higher in the list	SHIFT + P
Move a scene lower in the list	SHIFT + O

While working and building on a Scenario file, the following keyboard shortcuts are available to the user:

Feature	Keyboard shortcut
Open the *Story Page*	CTRL + 1
Open the *Quiz Page*	CTRL + 2
Open the *Braille Page*	CTRL + 3