eurobraille

ESYS BRAILLE SERIES

USER'S MANUAL – VERSION 2.04

TABLE OF CONTENTS

eurobraille

eurobraille

ᴇꜱYꜱ 12/24/40/64/80

IN THE BOX

1 ᴇꜱYꜱ 12/24/40/64/80 cell Braille display

Power supply 5V/1A

Mini standard USB cable for power supply connection and connection to PC

2 GB Micro SD memory card

Light carry bag (EsysLight, Esys12 and Esys40)

esys12 only: neck strap

DESCRIPTION OF ᴇꜱYꜱ

On the left-hand side, from back to front (Braille line facing user and buttons facing upwards):

Mini standard USB connection, for power supply connection or connect esys to a PC

A small round ridge with a hole in its centre enabling to reset the device with a straightened paper clip. This should be carried out exceptionally and only if the device is not responding to a soft reset using the on/off button.

On the right-hand side, from back to front:

A stand-by button (on/off function)

A horizontal slot for micro SD-card

To turn the device on, simply press the stand-by button. The Braille display will now show the main menu options. If this does not occur, the battery is empty; and it is recommended that the esys 12/24/40/64/80 is connected to its power supply for immediate use.

NOTE: esys charges through USB when connected to a PC and it is not necessary to use power supply.

On the upper side of esys the following keys are located:

Braille keyboard keys reading left to right: KEY 7 3,2,1,4,5,6,8

Braille line – 12/24/40/64/80 cells

Cursor routing keys located above the Braille line – 12/24/40/64/80

Below the Braille line: left button = Braille key backspace (9) right button = Braille key space (A)

esys comes with two 5 contact-joystick keys located on each side of the Braille display (left, right, up, down and middle). Each of them will be referred to as <LJ> (left joystick key) and <RJ> (right joystick key).

esys has between 2 and 6 wheels with three contact points (right, left and middle) depending on if it has 12 to 80 Braille cells. All wheels have the same function regardless of which wheel you are using. In this manual, these wheels are referred to as <W>

eurobraille

TECHNICAL CHARACTERISTICS

The Lithium-Ion battery included inside the device allows for up to 20 hour continuous use depending on model; recharging time is up to four hours; you can recharge esys using the included USB cable and a normal electronic socket OR the USB port of a PC. esys does not have an on/off button but a stand-by mode in which it can remain for up to 10 days.

You will not need to go through a full discharge of the device before recharging it again. Recharging starts automatically as soon as esys is connected to its battery block, whether it is in sleep-mode or not; charging will take slightly longer if esys is used simultaneously (PC USB charge).

NOTE: When esys is reset, it automatically starts in Braille line test mode.

The USB connector can only be connected one way. Using force may heavily damage the connector.

Insert/removal of the SD-card should be carried out gently. The SD-card slot has an auto-locking mechanism, you just need to press, and then release it in order to unlock the card. To lock the SD-card into the device, you have to insert it a bit further than its original locking position and then let go of the card. The SD-card side with a notch should be oriented to the front of the device.

The SD-card should not be removed while the device is in use, as this may cause damage to open files. To remove the SD-card, you first need to close any open files in the note-taker directory then toggle to sleep-mode. As a result, the pins of the Braille display will erase partially and the device enters sleep-mode. It is now safe to remove the SD-card.

Connecting esys via USB or Bluetooth to a computer enables it to run in combination with screen reading software such as Jaws, Windows Eyes, HAL, SuperNova and Cobra.

You can also connect esys via Bluetooth to a mobile phone featuring Talks, Mobile Speak, Mobile Accessibility or VoiceOver (Apple), or to a PDA (via Bluetooth) with Mobile Speak Pocket or Pocket HAL.

esys12 total weight is 200 gr, with dimensions: 14,5 cm x 8,6 cm x 2 cm.

esys24 total weight is 550 gr, with dimensions: 23 cm x 9,4 cm x 2,3 cm.

esys40 total weight is 500 gr, with dimensions: 32,5 cm x 8,6 cm x 2 cm.

esys64 total weight is 1,2 kg., with dimensions: 55,5 cm x 9,5 cm x 2 cm.

esys80 total weight is 1,4 kg., with dimensions: 65,5 cm x 9,5 cm x 2 cm.

This manual will now continue with a description of the internal applications and their features.

NOTE: The internal functions of esys64 and esys80 are optional. As standard, esys64 and esys80 are delivered without internal functions. For further information on how to acquire internal functions, please contact your local distributor.

SAFETY INSTRUCTIONS

Read all of these safety instructions before using **esys** .

- Do not place **esys** on an unstable surface.
- Do not place **esys** near a radiator or heat source.
- Do not block or cover slots and openings in **esys** main housing; do not insert objects other than compatible micro SD-cards into the micro-SD-card slot.
- Use only the wall socket charger and USB cable delivered with **esys**.
- Connect all equipment to properly grounded electrical outlets.
- Do not use frayed or damaged cords or cables.
- Unplug **esys** before cleaning it; always clean it with a piece of damp cloth only. Do not use detergents.
- Do not spill liquid into **esys**.
- Except as specifically explained in the user's manual, do not attempt to service **esys** by yourself.
- Do not open the device if you haven't followed Eurobraille repairing training .It would break the warranty of the device.
- Detach **esys** from power source and refer to a certified service center under the following conditions:
  If the power cord or USB cable or connector is damaged
  If liquid has entered **esys**
  If **esys** has been dropped and the main housing or Braille line is visibly damaged

INTERNATIONAL REGULATIONS COMPLIANCE

- **esys** is CE compliant, and works according to the following international norms : NFEN60950 (security) and EN55022 Class B edition 1994 (electro-magnetic compatibility).
- **esys** power supply adaptor supports Class 2 power limitation. If you need to replace the power supply adaptor, this can only be done using a power supply adaptor with identical technical features. In case of power supply failure, it is strongly recommended to contact Eurobraille or your local distributor representative.
- The stand-by button does not replace the power tension cut-off system. As a result, when the power supply adaptor is connected to an electronic socket, the battery is recharging, even if the device is in sleep-mode. In order to cut off power supply, the device must be disconnected from the main power source. Always make sure to have easy access to an electronic (wall) socket.

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ESYS MAIN MENU

This part explains esys main features; .menu navigation, the edit box principle, navigates while in a tree folder structure and the main shortcuts.

QUICK START-BASIC INFORMATION

NOTE: esys has its own operating system and can work independently without any other device. It can also work in combination with computers or mobile phones. For advanced users, the structure of esys is comparable to the DOS operating system.

NAVIGATION:

Click twice centrally on the left joystick <LJ>opens the main menu.

In the main menu, application menus and sub-menus, the principle consists of an horizontal navigation through several items.

To access an application menu, press centrally on the Left Joystick <LJ>, this displays the application menu. The left joystick acts like the context menu button of a keyboard.

When the wheel <W> is moved towards the right, the Braille line will move to the next 12/24/40/64/80 characters. When it is moved to the left, the Braille line will move to the previous 12/24/40/64/80 characters. Moving wheels only has influence on the content of the cells of the Braille line and not the device cursor itself.

The cursor of your esys is represented by blinking dots 7 and 8 in the cell where the cursor is located.

The 2 methods of navigation are described below:

Cursor routing method:

This is the most common method used because it is fast. It consists of "read and click" to enter a menu item. In the main menu, the following line is written: "Bluetooth USB Notepad Diary etc..." and when the cursor routing key above any of the letters in the word "notepad", is pressed, the notepad application is opened.

In order to display all menu items you have to use the wheels below the Braille line to scroll through the options (X characters by X characters according to your esys model).

You can move back to a previous menu item when navigating in a sub-menu by using the following example:

When entered into the diary application and then the diary menu, **"dry:goto delete view T"** will be displayed on esys. If one of the cursor routing keys above one of the 3 characters composing the prefix "dry" is pressed, you will be returned into the diary application.

This kind of hierarchy also works while navigating within folders such as in the "save as" or "file manager" function (for further information, refer to the notepad section).

NOTE: You can also validate a choice or make a confirmation inside a menu by pressing Enter key (9A keyboard combination). The hotkey letter of menu items is indicated on the Braille line by dot 7.

Joystick method:

Use the joysticks for navigation instead of the cursor routing keys.

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The Right hand Joystick (RJ) acts like the 4 arrows of a keyboard while using the 4 directions. When clicking centrally on this joystick it will act on a focused item like the enter button of a keyboard or the double left click of a computer mouse.

The item displayed at the beginning of the line will be focused. For instance, if the following line is displayed:

"goto delete view T" and you press the right hand joystick centrally , you enter the "goto" menu.

If the following is displayed: **"delete view T"** and you press on the joystick, you enter the "delete" menu.

In order to move back to a previous menu when navigating in a sub-menu, proceed the same way as in the "cursor routing method" above.

NOTE: to choose among items move the right joystick forward and backward to shift the cursor from one element to another. The prefix disappears while moving from item to item, in order to display it again, use one of the wheels to the left direction until the beginning of the menu. The prefix will be shown at the very beginning of the line.

EDIT BOX PRINCIPLE:

In certain cases it is necessary to modify edit boxes. The symbol "<" at the beginning means the edit box is changeable. The ">" symbol means the edit box is locked. To switch between the 2 symbols press the cursor routing key above the symbol or press on the right joystick when at the beginning of the item including the edit box.

For instance, when "name<Esys-Serial Port Device pin>0000 ok cancel" is displayed, it means you are ready to change the name of your esys.

NOTE: In certain cases, some part of an edit box cannot be erased. In the example above, "Esys-" is not changeable but only the characters after this word.

When an edit box is opened, the default name is selected (represented blinking dot 7 and 8). In the example above, as soon as you enter the edit box, "-Serial Port Device" will be selected. If you type a letter at this moment, all the selected characters will be erased and replaced by the one you just typed.

Once the new name entered, move to the next menu element and repeat the steps above.

NAVIGATE WHILE IN A TREE FOLDER STRUCTURE:

To open or edit a file or folder, first located it on the Micro-SD card. To do so:

The root of the card is called "sdcard". In this root, additional folders can be added directly from your esys (for further information, refer to the "file manager" section), or by your PC via the Explorer. To open a file located within a folder, you must select the folder and click on it. As an example; if you have a folder located at the root of the card called "transport" which contains 3 files named "truck", "plane" and "car" and you want to open or edit the "plane" file the procedure is as follows:

 "sdcard>d,transport" means your cursor is placed in a position to open the "transport" folder. To open this folder click on "transport" and "sdcard\transport>f,plane" will be displayed. To navigate from one file to another in the "transport" folder, move the right joystick upwards or downwards. Once the correct file is displayed move to the ok item and click on it.

If you want to return to the source folder level click on the cursor routing located above the letters corresponding to the desired source folder. The cursor will then be placed inside this folder:

If sdcard\transport>f,plane is displayed, pressing over one of the sdcard characters will open the root level.

NOTE: the "f" letter of "f,plane" means plane is a file type and the "d" of "d,transport" means that transport is a folder.

MAIN MENU SHORTCUTS:

The four directions (up, down, left, right) of the Left hand Joystick are used in combination with actions on the Right Joystick or navigation wheels to create shortcuts; for example, by using the LEFT direction of the Left Joystick and pushing on the wheels towards the left, you will go back to the beginning of a line in the notepad application. Please find a list of navigation shortcuts below:

esys Shortcut	Description
<RJ UP>	Return to the previous item while in a tree folder or in a list.
<RJ DOWN>	Go to the next item while in a tree folder or in a list.
<RJ RIGHT>	Move focus to the next item. When editing an edit box field, it moves the cursor to the right
<RJ LEFT>	Move focus to previous item. When editing an edit box field, it moves the cursor to the left
<RJ MIDDLE>	Activate/Deactivate a focused item while in the navigation menu Allows to enter a submenu while navigating inside a menu In a tree folder structure, it allows to enter a folder
<W RIGHT>	Display the next 12/24/40/64/80 characters
<W LEFT>	Display the previous 12/24/40/64/80 characters
<LJ LEFT + RJ RIGHT>	Places the cursor at the end of the line
<LJ LEFT + RJ LEFT>	Places the cursor at the beginning of the line
<LJ LEFT + W LEFT> or <LJ LEFT + RJ UP>	Places the cursor at the beginning of the text
<LJ LEFT + W RIGHT> or <LJ LEFT + RJ DOWN>	Places the cursor at the end of the text

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HOW TO USE ᴇSYS VIA USB CONNECTION

STORAGE MODE:

To use ᴇsys in this mode, make sure the micro-SD card is correctly inserted and connect USB cable to ᴇsys and to PC. Once the device is recognized, you will be able to directly interact with the micro-SD Card on your ᴇsys via your PC explorer. You can organize your files and folders and put *.txt, *.brf and *.brl files on it.

NOTE: this mode can be disabled via the main menu. To do so, refer to "USB key" section.

BRAILLE DEVICE FOR SCREEN READER MODE:

Remove the micro-SD card from the slot before connecting the USB cable to your computer (do not take this procedure into account if "USB key" option is disabled). The first time you connect the device, your operating system will automatically recognize the device and set up the driver.

To interact seamlessly, it is necessary to install an ᴇsys driver for the screen reader used on the computer to which ᴇsys is connected.

Before installing any driver disconnect the device and follow the procedure described in the driver set up. Then go to http://www.eurobraille.com/index.php?lg=uk&page=download-uk&title=download to install the correct driver according for your screen reader software.

After the correct driver is installed, connect the USB cable delivered with ᴇsys to the PC. Go to "USB" menu (for further information, refer to as the "USB" section) of your ᴇsys. The following can be read on the Braille line: "usb cable connected" if the synchronization is established. Otherwise, "usb cable disconnected" will be read. If the synchronization is established launch the screen reader.

NOTE: ᴇsys will automatically switch on when connected to a PC via USB. In order to switch it off (that is to put it in SLEEP mode), you will need to disconnect the USB cable and press the on/off button.

While ᴇsys is connected, the battery is charged at the same time and NO wall socket connection is necessary.

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HOW TO USE ESYS CONNECTED VIA BLUETOOTH

Begin with synchronizing your esys with the target device (computer or cellphone).

To activate the Bluetooth connection on your esys just go inside the Bluetooth menu. The Bluetooth of your esys will automatically switch on.

"Bluetooth disconnected" can be read on the Braille line. It means that the Bluetooth interface of your esys is activated and other Bluetooth devices can search for it.

NOTE: When you turn your esys on, Bluetooth is not turned on. To start emitting signal, opening the Bluetooth application is necessary.

SYNCHRONISATION WITH COMPUTERS:

With the help of the Bluetooth toolbox on the computer, execute a search for devices; you should find the esys as a Bluetooth device; then, you have to pair your PC and esys. Note the COM port number provided by your Bluetooth utility, this will be useful for screen reader settings. Once your esys is detected, enter the PIN code if one is required (the PIN code is by default "0000"). For further information refer to the section concerning "identification" below.

SYNCHRONISATION WITH MOBILE PHONES:

You can use the Bluetooth connection of esys to connect it to your mobile phone; this will work with Symbian phones equipped with Talks and Windows Mobile, Symbian phones equipped with Mobile Speak and Iphone.

Once the connection is established, "Bluetooth connected" can be read on the Braille line.

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ƎSYS FUNCTIONALITIES

In this section, the main menu items will be described:

"esys:bluetooth usb notepad diary calculator alarm-clock tools T"

BLUETOOTH MENU

This menu allows the user to set Bluetooth parameters and to activate/deactivate the Bluetooth connection.

Open the Bluetooth menu, "bluetooth disconnected" can be read on the Braille line. As soon as the Bluetooth menu item is opened, the Bluetooth connection becomes enabled even if you go back to the main menu without pairing with another device.

To set Bluetooth parameters open the Bluetooth menu. The following can be read:

"bth:off identifier T"

NOTE: if the Bluetooth application is entered while connected to another device, it is possible to disconnect the Bluetooth connection between ƎSYS and the other device. "bth:disconnected T" can be read on the Braille line. Select "disconnected" and the pairing between ƎSYS and the other device is interrupted: "successful operation ok T" will be displayed.

ON/OFF

Use this menu item to switch on or off the Bluetooth connection.

You will mostly be using this menu item to disable the Bluetooth connection if you accidentally activated the Bluetooth connection, or if you don't want your ƎSYS to be visible anymore for other devices or in order to stop the current connection between ƎSYS and another device. Click "off" to deactivate the Bluetooth connection: "disabled" will be displayed. If you want to reactivate it, re-open Bluetooth menu and select "on". This time: "disconnected" will be displayed on your Braille line. It means that the ƎSYS Bluetooth signal is sending and is ready to be paired.

IDENTIFIER

This menu item opens a submenu allowing you to change the name, PIN code or reset factory settings of the Bluetooth connection. The following will be written:

"idt:name>Esys-BT18 pin>0000 ok cancel re store factory settings T"

The "name" edit box allows you to give a name to your ƎSYS Bluetooth interface. This is the name by which the ƎSYS will be identified as a Bluetooth device and which will appear on your mobile phone or PC. The prefix "esys-" will always remain in the name, since this is the tag that enables phone screen readers to identify ƎSYS as a Braille device. After changing the name, you will need to synchronise again with the mobile phone in order to see changes. Type the identification name of your ƎSYS by using the edit box principle.

The "pin" dialog box enables you to change the personal pin code you will need when synchronising your ƎSYS with your PC or mobile phone. Type the new pin code composed of 4 digits.

Once modifications are made, click on "ok" to validate your choice or select "cancel".

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The "restore factory settings" item will restore the default values of the Bluetooth interface. The following question will be asked:

"info:Do you want to restore factory settings of your Bluetooth adapter? yes no T"

Click on "yes" to confirm the procedure or select "no" to cancel.

USB MENU

This menu item allows the user to switch from esys internal functions to the screen reader software. When this item is selected: "usb cable connected" will be displayed if the USB cable is connected and "usb cable disconnected..." if not. If you navigate away from this menu, the internal application of esys will be prioritized even while connected to a computer using screen reader software.

NOTEPAD MENU

The note taking application of your esys will enable you to easily type text without being connected to a computer.

Technical notes: There is one limitation to how you type in text; you can only type paragraphs up to 6 kB of length; you will need to type ENTER (creating a new paragraph) in order to continue typing. Similarly, if you open a text on your esys which contains paragraphs of more than 6 kB additional paragraphs will be created to respect this 6 kB limitation.

In order to use the notepad, you will need to have a micro-SD memory card in the card slot. Temporary files will be created on the micro-SD card as you edit your document; as long as you do not save your document, additional temporary files will be created; we recommend that you save your document frequently enough so that the creation of those temporary files does not end up slowing down your system.

esys includes a data retrieval program that will allow you to retrieve the data of a document even if the micro-SD card has been removed or esys has been rebooted. You will only loose the information that was modified and not saved in the last paragraph, not the document. However you should only remove the micro-SD card after the file(s) has been properly closed (see "close" menu for more details).

If you use esys connected via USB to a computer, remove the SD card before connecting the USB cable and then insert the micro-SD card in the slot. If you do not, the note taking application will not be launched and "info:Unable to load application, disconnect USB cable" can be read on the Braille line. If you want to avoid this message while connected to a PC, see disable the "USB key" option in the "tools" section for more details).

Below a description of menu items follows. In order to access to items, press on the left joystick having the notepad application open. The following will be displayed on the Braille line:

"npd:file edit T"

FILE MENU

Select "file" menu to access this sub-menu

"file:new open read close save as file manager T"

New (Alt f; n / Ctrl n)

This function will close any open document and start a new document which you can immediately edit. If the current document has not been saved or the file has been modified since the last save, the following line will be displayed:

"info:Do you want to save current document? yes no cancel T"

"Yes" item allows saving the document over the previously saved file. If your file was not saved before, you will be asked to use "save as". For more information, refer to the "save as" function below.

"No" item allows to edit the new file without saving the previous one.

"Cancel" will return the user to the notepad application.

Open (Alt f; o / Ctrl o)

Select "open" to search for a folder or file on your micro-SD card.

If the current document has not been saved or the file has been modified since the last save, the following line will be displayed:

"info:Do you want to save current document? yes no cancel T

"Yes" item allows saving the document over the previously saved file. If your file was not saved before, you will be asked to use "save as". For more information, refer to the "save as" function below.

"No" item allows to edit the new file without saving the previous one.

"Cancel" will return the user to the notepad application.

After the saving procedure is finished, select the file to open by using "navigate while in a tree folder structure" (method described above) and select the appropriate file.

When you have found the correct folder or file, select "open". You can now read the text using the Braille line or continue editing.

NOTE: esys can open: *.txt, *.brf and *.brl files.

Read (Alt f; r)

Select "read" to read a larger document or book located on your micro SD-card. The function is similar to "open" but it is not possible to edit the text (the cursor remains invisible).

When the file you want to open is selected, move your cursor to the right and click on "read only" to open the document.

To cancel the procedure move the cursor until "cancel" and select it. You are returned to the notepad application.

NOTE: esys can open: *.txt, *.brf and *.brl files.

Close (Alt f; c / Ctrl F4)

Use the close function to close an open document without saving or to close a document after saving.

If a document is not saved before, you will read the following message on the Braille line after selecting "close".

"info:Do you want to save current document? yes no cancel T"

"Yes" item allows saving the document over the previously saved file. If your file was not saved before, you will be asked to use "save as". For more information, refer to the "save as" function below.

"No" item allows to edit the new file without saving the previous one.

"Cancel" will return the user to the notepad application.

eurobraille

Save (Alt f; s /Ctrl s)

This function enables you to save any modifications you have made in a document. This will save the document under its current name; if you have not yet given the document a name, you will be asked to do so using the "Save as" procedure explained below.

Save As (Alt f; a)

This function will let you save the document currently opened in a .txt file and with a given name.

In its basic use, when the dialog box opens, you will be in an edit box and you can type the file name. Just type in the name you wish and select "save as".

The file will then be saved under the current folder which is by default on the root of the micro-SD card.

If you want to save it in a different folder, you will first need to choose in which folder you would like to save the document as described throughout the "navigate in a tree folder structure". Then type the desired name of your file as described in the "edit box principle".

As soon as you are ready to save the file with the right file name at the right location click on "save as" item.

To cancel the procedure, press "cancel" and you will be returned to the document.

After saving, you will be returned to the document and can continue typing, to save further edited text use the "save function" described above

File Manager (Alt f; m)

This item allows you to create, delete and rename a folder.

NOTE: to make any changes to the location of an existing file, it has to be closed before (refer to "close" section).

When the menu option "file manager" is opened the following is displayed:

"man:sdcard>d,XXX rename create folder delete cancel T".

Create a new folder

To create a new folder, first select the level where you want to place it.

For example, you have a file named plane.txt and a folder named transport at the micro-SD card root level.

Inside the "transport" folder, there is another folder named "Airfreight". The way to the Airfreight folder content would be:

Man:sdcard\d,transport\d,Airfreight rename create folder delete cancel T.

Now you would like to add a new folder called "Seefreight" at the same level as "Airfreight"

Click on one of the cursor routing keys located over "d,transport" to go to the wanted level and select the item "create folder". An edit box will open and you can type the name of the folder you want to create, "Seefreight". The following is displayed:

"cre:folder<Seefreight create folder cancel T"

Press "create folder" to generate the new folder and to be redirected to file manager level.

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Delete a File or Folder

To delete a file or a folder, you have to indicate where the target is located on your micro-SD card. To do so use the "navigate while in a tree folder structure".

If man:sdcard>d,transport is displayed you are ready to delete the transport folder located at the root of your micro-SD card and all its including files.

When the wanted file or folder is displayed, you can click on "delete"

The following question is displayed "info:Do you want to delete this folder/file? yes no cancel T".

"Yes" will delete the element, "No" will return to the "file manager" menu and "cancel" will return to the notepad application.

Rename a file or folder

To rename the currently displayed folder or file, target the element you want to rename, to do so use the "navigate while in a tree folder structure".

If man:sdcard>d,transport is displayed you are ready to rename the transport folder located at the root of your micro-SD card.

When the wanted file or folder is displayed, you can click on "rename".

The following edit box will be displayed:

ren:file<Transport rename cancel T

Type the new name of your file or folder in this edit box (for further information concerning edit box, refer to edit box principle section). When finished editing the text, click on rename to finalize the procedure.

"Cancel" will lead you to the notepad application without changes.

Cancel

When the menu option "cancel" is pressed while the file manager main menu is opened the user is returned to the notepad and the currently opened document.

EDIT MENU

Click on "edit" menu to access to this sub-menu

"edt:line number find find next find previous insert tag go to tag T"

Line number

This item has 2 functions, the first one show where your line your cursor is currently located and the second will allow you to reach a line.

To know the current position of your cursor, click on "line number" item. The following will be displayed:

"lnn:line<000013 ok cancel T". It means that the cursor is located at the line number 13 of your document.

"ok" and "cancel" in this case, will both lead you back to your current cursor position in the document.

If you want to reach line 15, simply type the number 15 in the edit box and press "ok".

"cancel" will lead you where the cursor was before.

Find (Alt e; f / Ctrl f)

This function allows you to search backwards or forwards for a letter-sequence, starting from the cursor location. The following is displayed:

 "fin:word<XX next previous cancel T".

To do this, type in the letter-sequence (for ex: car) in the edit box (refer to the edit box section) and click on "next" if you want to start a search towards the end of the document or click on "previous" if you want to start a search towards the beginning of the document.

If "cancel" is pressed the currently opened document is displayed.

NOTE: If no words corresponding to your search are found before the beginning or the end of the document, the following messages will be displayed: "info:Reach start of document ok T" or "info:Reach end of document ok T"

Find Next (Alt e; n / F3)

This will begin a new search (with the same word typed in "find" function) towards the end of the document.

Find Previous (Alt e; p / Shift F3)

This will start a new search (with the same word typed in "find" function) backwards to the beginning of the document.

Insert Tag (Alt e; t / Ctrl F2)

This function marks the line of the document where the cursor is located and is intended to be used in the same way as a bookmark. This will enable you to come back to this line by using the "Go to Tag" function described below, even after you have closed and re-opened the document.

Select the correct place in the document to place the tag and click on "insert tag".

NOTE: If the "insert tag function" is used again, the first tag is automatically deleted.

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Go To Tag (Alt e; g / F2)

Use this option to return to a previously inserted tag. To do so, simply select "go to tag" and your cursor will automatically end up at the tag position.

BRAILLE KEYBOARD COMBINATIONS FOR NOTEPAD

The Braille keyboard is used to type text in the notepad application. Special functions called Bramigraph, reproduce the standard keyboard keystrokes and can be used to execute the following commands.

Braille combination	Function	Command
4A	Up	Cursor goes upwards
6A	Down	Cursor goes downwards
5A	Right	Cursor goes right
2A	Left	Cursor goes left
123A	Home	Cursor goes to beginning of line
456A	End	Cursor goes to end of line
78A, 123A	Ctrl + home	Cursor goes to beginning of document
78A, 456A	Ctrl + end	Cursor goes to end of document
13A	Page up	Cursor goes 20 lines upwards
46A	Page down	Cursor goes 20 lines downwards
9A	Enter	Carriage return
36A	Delete	Delete the character right of the cursor
2356A	Delete	Delete the character right of the cursor
9	Backspace	Delete the character left of the cursor
35A	Insertion	Type in insertion/substitution
129	F2	Go to tag
78A, 129	Ctrl + F2	Tag
149	F3	Find next

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1259	F8	Lock selection mode
1245A	Escape	Unlock selection mode

NOTEPAD SPECIFIC SHORTCUTS

esys	Description
<JR Up>	Cursor on previous paragraph
<JR Down>	Cursor on next paragraph
<JR Right>	Cursor right
<JR Left>	Cursor left
<M Right>	Braille line ahead
<M Left>	Braille line backwards
<JL Left> + <JR Up>	Cursor at the beginning of the document (Ctrl+Home)
<JL Left > + <JR Down>	Cursor at the end of the document (Ctrl+End)
<JL Left > + <JR Right>	Cursor at the end of the line (End)
<JL Left > + <JR Left>	Cursor at the beginning of the line (Home)
<JL Left > + <M Right>	Cursor at the end of the document (Ctrl+End)
<JL Left > + <M Left>	Cursor at the beginning of the document (Ctrl+Home)
<JL Right> + <JR Haut>	Tag
<JL Right> + <JR Down>	Go to tag
<JL Right > + <JR Right >	
<JL Right > + <JR Left>	
<JL Right > + <M Right >	Cursor 20 lines down
<JL Right > + M Left >	Cursor 20 lines up
<JL Up> + <JR Up>	Open find dialog box
<JL Up> + <JR down>	
<JL Up> + <JR Right >	Find next
<JL Up> + <JR Left >	Find previous

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DIARY MENU

The "diary" function in esys allows the user to:

Manage appointments which are defined by a specified date, an hour and minute and an object limited to 512 characters; and as well to add a "post-it" to a day which consists of an object without time specification.

NOTE: In any configuration, when the diary application is closed, and afterwards re-opened - the last line displayed will still be displayed.

If the date or clock of your esys is wrong, refer to the "set date" menu or "set time" menu of the "alarm-clock" application.

2 views are possible:

CALENDAR VIEW

Displays a calendar in the shape of a table that allows the user to see one complete month at the time. Using this display, a quick view of the organization of each day of the weeks in the month is possible, but also to fast locate which day(s) of the week has at least one appointment.

Move the right joystick forwards and backwards to scroll through the calendar month by month and move the joystick upwards and downwards to navigate through the weeks in order to check if a day has already an appointment. A day that has an appointment is indicated by a capital letter in the beginning of the name of the day.

The table shape makes it possible to easily locate the date associated with one day of the week. Today's date is marked by "!" before the date.

On esysl2; one line of the table will be displayed over a length of 3 posts maximum. One page of the calendar corresponds to one complete month and always contains of 7 lines.

To display the details of an appointment, click on the corresponding day using the cursor routing key or change the application to "calendar view" (for more details refer to day view menu explained below).

Example of posts:

Jul 2010 s-- m-- t-- w--t01 !f02 s03

Jul 2010 s04 M05 t06 w07 t08 s09 s10

Jul 2010 s11 t12 w13 t14 f15 s16 s17

Jul 2010 s18 m19 t20 w21 t22 f23 s24

Jul 2010 s25 m26 t27 w28 t29 f-- s--

In the example above for the month of July 2010, today is Friday July 2nd and the capital M in Monday July 5th, indicates that this day has at least one appointment or post-it. Other days do not have any appointment.

NOTE: To fast scroll through the dates of the month in your calendar use the scrolling wheels.

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DAY –VIEW

This view focus on a single day. It posts each item of the day in the shape of a chronological list.

Appointments during one day are posted in the following way:

The first line represents the date of the day.

The following lines contain "post-it's" of the day (if applicable).

Each of the other lines corresponds to one appointment of the day sorted by time (if applicable).

A final line marks "end of day".

To move up and down use the up and down directions of the right joystick and to move from one day to the next or previous, use left and right directions of the right joystick.

Clicking on an appointment line or a post-it line will allow you to modify its content. If the first line or last line of the day is visible, the Braille combination (9A) allows the user to create a new appointment (to do so, refer to the appointment menu).

Example of posts

Monday 5 February 2008 (week 6)

post-it: remember to water the plants.

post-it: pay the electricity bill.

10h30 Marketing meeting

11h00 Test on new product

12h00 Lunch

14h00 Technical meeting

17h30

End of the day.

This page contains 2 "post-it" notes and 5 meetings.

Below a description of menu items follows. In order to access to items, press on the left joystick having the diary application open. The following will be displayed on the Braille line:

"Agd:appointment go to delete view" T

NOTE: The appointement menu is specific to "day" view.. As a result, it is not displayed in menu launched by "calendar" view.

APPOINTMENT MENU

This menu assists the user to post an event (appointment or post-it) during one day. It is possible to:

Create a new appointment/post-it,

Modify a posted appointment/post-it,

Delete a posted appointments/post-it.

If your cursor is already in an existing appointment or post-it and the "appointment" menu is opened, the following will be displayed:

"app:new edit delete T"

NOTE: if the appointment menu is opened elsewhere than an existing event (post-it or appointment) only the following will be displayed:

 "app:new T".

New

Click on "new" to create a new event. The following is displayed "new:appointment post-it T".

Appointment

By clicking on "appointment" the following is displayed "app:hour>00minute>00 object> ok cancel".

To enter an hour, select the "hour" edit box and type the hour of your appointment. Proceed the same way with the minute. To name your object, go to "object" edit box and type the name you want to use (for further information concerning edit boxes, refer to "edit box section").

Click on "ok" to validate or select "cancel" to cancel the procedure.

Post-it

By clicking on "post-it" the following is displayed "pos:object> ok cancel T"

To name your object, select "object" edit box and type the label you want (for further information concerning edit boxes, refer to "edit box section").

Click on "ok" to generate your new post-it or "cancel" to cancel the procedure.

Edit

To modify a previous event you created, click on "edit", the following will be displayed: "app:hour>XX minute>XX object>aaa ok cancel"

XX being the previous time value associated to the event and aaa , the name attributed to the object. Use the edit box procedure to change any values (for further information concerning edit boxes, refer to "edit box" section) and click on "ok" to validate. Click on cancel to cancel the procedure

Delete

To delete an event, click on "delete", the following will be displayed:

"Do you really want to delete event 'XX ' yes no T"

XX being the name of the selected event. Click on "yes" to delete the event or click on "no" to cancel the procedure.

Go to

This menu assists the user to:

Search days containing at least one event and a specified criteria:

- Move the cursor to an exact date or week (according to the view)

- Search for the next/previous day that contains at least one appointment.

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- Search for the next/previous day which contains an appointment using specified search words.

By clicking on "go to" the following menu is opened:

"got:date next day previous day word in next day T"

Date

Select "date" in order to open the following menu:

"dat:day>02 month>july year>2010 ok cancel". Use this function to open a day of your choice.

"day" and "years" are both edit boxes. You need to type the desired value (for further information concerning edit boxes, refer to "edit box" section). The months are selected through a scrolling menu controlled by the up and down directions of the right hand side joystick. The edit box needs to be set to "<" in order to be available for modification.

Click on "ok" to validate the search or click on "cancel" to cancel the procedure.

Next day

Used to search for the next day containing at least one event according to your cursor position. If there is none, the current date will be displayed

Previous day

Use this item to search for the previous day containing at least one event according to your cursor position. If there is none, the current date will be displayed.

Word in the next day

To find an appointment containing a special word, the option "word in next day" can be used. The following is displayed "fin:word<XX next cancel".

Type the search word or text within the edit box (for further information, refer to "edit box" section) and press "next" to start the search or cancel to abandon the procedure. The date(s) containing this word or text will now be displayed.

When a search is made and there were no matching results found, the following is displayed "Info: Reached end of document ok T". Press "ok" to return to the date where the search was started from.

Delete

This menu assists the user to delete:

-A posted appointment, (only possible for the "day view")

-A posted day, (only possible for the "day view")

-A posted month,

-A posted year,

-The complete diary.

By pressing the menu item "delete" while in the day view, the following is displayed:

"del:day month year diary T"

Concerning the calendar view,the following is displayed:

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"del:month year diary" T

Day

Allows deleting any event of the day where the cursor is located. Click on "day", the following will be displayed:

info:Do you really want to delete day (wednesday 7 July 2010) yes no T"

To delete press "yes", to exit without deleting press "no".

You will be returned to the diary application

Month

Allows you to delete all events of the month where the cursor is located. Click on "month", the following will be displayed:

"info:Do you really want to delete month (july 2010) yes no T"

To delete press "yes", to exit without deleting press "no".

You will be returned to the diary application

Year

Allows you to delete all events of the month where the cursor is located. Click on "year", the following will be displayed:

"info:Do you really want to delete year (2010) yes no T"

To delete press "yes", to exit without deleting press "no".

You will be returned to the diary application

Diary

Allows you to delete all events of the calendar. Click on "diary", the following will be displayed:

"info:Do you really want to delete complete diary yes no T

To delete press "yes", to exit without deleting press "no".

You will be returned to the diary application

VIEW MENU

This menu assists the user to switch between calendar view and day view respectively.

The following menu item is displayed:

"vie:day calendar T"

Click on the wanted view to apply any changes

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CALCULATOR MENU

Using the calculator, it is possible to execute simple mathematical functions as addition, subtraction, multiplication and division. The following is also available: percent, square root, and currency conversion. The calculator has four memory functions.

Numbers have the following structure: 8 number positions before the comma, 2 number positions after.

When you open the calculator application, "0" or "0.00" can be read on the very right hand side of the Braille line. The mathematical signs plus, minus, divided and multiplied by can either be used through the"operators" menu or by moving the right joystick upwards for "+", downwards for "-", left for "*" and right for "/".

To make a simple calculation using one of the expressions above, begin by typing a number, select the wanted mathematical sign by using the right hand side joystick, enter the next number. The product of the calculation will be displayed on the Braille line and it is possible to make different calculations after each other.

To calculate the product of the expression, click once in the centre of the right joystick, press the space and backspace buttons at the same time or select "equal" in the "operator" menu explained below. The product of the calculation is now displayed on the Braille line.

NOTE: The mathematical sign will be taken into account only after typing numbers. Until equal is selected it is possible to modify the entered information. If a value is not calculable or incorrect, the error message "Overflow!" is shown.

Braille keyboard combination:

You can use the calculator through menus or by pressing keystrokes on the Braille keyboard. You can insert both standard Braille (language dependent) and mathematical Braille. See the following table for details.

Operator	Standard Braille	Mathematical Braille
Decimal separator	. or ,	3 or 6
Addition	+	235
Subtraction	-	36
Multiplication	* or x	236
Division	/	256
Equal	=	2356
Square root		345
Percentage	%	

Additional functions using the Braille keyboard:

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Backspace	partial deleting
Space or Delete	complete deleting
Enter	equal

Below a description of menu items follows. In order to access to items, center-click on the left joystick having the calculator application open. The following will be displayed on the Braille line:

"clc:operators memory currency T".

OPERATORS MENU

This menu item contains eight different functions.

"opr:equal addition subtraction, multiplication division percentage square root T"

Begin by typing a number, continue by going to the operators menu, select the correct operator and proceed by entering the next number, then press the item "equal".

To calculate a percentage expression, begin by typing the number, select a classical operator such as "+","-", "*", "/"and type the percentage your want to calculate from the first value. For instance: 5 + 20% will add 5 + 20% of 5 which will give a result of 6.

To calculate the square of a number, type a number, for example 7. Proceed by going to the operators menu and select "square". The product or 49.00 is now displayed on the Braille line.

To calculate the square root of an expression, type a number and go to operators menu. Select square root. For example, type 49.00. Go to operators menu and select "square root". The product or 7.00 is now displayed on the Braille line.

MEMORY MENU

This menu item contains four standard memory functions which are displayed below:.

"mem:memorize recall add to memory sub to memory T"

Memorize

By selecting "memorize",it is possible to save a value that can be used in different calculations. Just click on "memorize" when the application displays the number you want to store. Only one value can be used at the time.

Recall

To use a stored value press "recall".

Add to memory

Use the "add to memory" function to add a value to an already memorized number. For instance, the number 10 is stored using the "memorize" function and you want to add the result of another operation to this value, click on "Add to memory" while the application displays the wanted result. If your result was 2, the value of the number stored in the "memorize" function will be 12. It is possible to repeat this procedure as many times as necessary.

Sub to memory

Use the "sub to memory" function to subtract a value to an already stored number. For instance, the number 10 is stored using the "memorize" function and you want to subtract the result of another operation to this value, click on "sub to memory" while the application displays the wanted result. If your result was 2, the value of the number stored in the "memorize" function will be 10. It is possible to repeat this procedure as many times as necessary.

CURRENCY MENU

This menu will help you to convert your currency into Euro or the opposite. This is the currency menu:

"cur :currency to euro euro to currency store currency constant default currency constant T"

At the moment there are no factory settings made to adjust to each country's currency conversion automatically. To store the current conversion rate for your currency, go to "store currency constant". Enter the conversion rate; for example "0.690" to convert USD to EUR. This value will now be saved.

Currency to euro

To use this mode, you first have to assign a value to your currency, for further information, refer to "store currency" section.

To use this function, type the number you want to convert into euro in the application and click on "currency to euro". The result of the conversion will be displayed.

Euro to currency

To use this mode, you first have to assign a value to your currency, for further information, refer to "store currency" section.

To use this function, type the number you want to convert into your currency in the application and click on "euro to currency". The result of the conversion will be displayed.

Store currency constant

Assists to assign a value to your currency. To do so, type a number in the calculator and click on "store currency constant".

NOTE: you can modify this value by repeating the same procedure.

Default currency constant

By selecting this item, the value of the stored currency will be reset to the value of your esys operating system money currency compared to Euro.

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CALCULATOR SPECIFIC SHORTCUTS

esys actions	Description
<JR Up>	Addition
<JR Down>	Subtraction
<JR Right>	Division
<JR Left>	Multiplication
<JL Left > + <JR Up>	Percent
<JL Left > + <JR Down >	
<JL Left > + <JR Right >	Square root
<JL Left > + <JR Gauche>	Square
<JL Right > + <JR Up>	Add to memory
<JL Right > + <JR Down >	Subtract from memory
<JL Right > + <JR Right >	Memorize
<JL Right > + <JR Left >	Recall memory
<JL Up> + <JR Up>	Currency -> euro
<JL Up> + <JR Down >	Euro -> currency
<JL Up> + <JR Right >	-
<JL Up> + <JR Left >	-

ALARM CLOCK FUNCTION

esys includes a clock and a ring tone. This will allow you to program an alarm at a given time for each day of the week.

This application looks like a line including the date, the time and a button showing you whether or not the alarm is switched on.

The displayed time is refreshed every second. When the alarm is triggered, it will ring for 30 seconds (esys will automatically switch on if it was switched off).

NOTE: If the battery of esys is completely discharged, the alarm-clock will reinitialize to January 1st 2007, 12:00:00.

For example, a typical display is:

"12h05m28s Tuesday 05 july 2010 Alarm on (07H30H00 Monday Tuesday Saturday) T"

On the Braille line the current time, day and date should be visible as well as "alarm off" if no current alarms are set.

Begin with making sure that the correct date is being displayed. To change the current date, refer to "set date" section.

Below a description of menu items follows. In order to access to items, press on the left joystick having the alarm-clock application open. The following will be displayed on the Braille line

"ack:set alarm set time set date T"

SET ALARM MENU

To change the alarm settings, click on "set alarm".
The following menu is displayed :

alm:hour>00 minute>00 second>00 status>inactive monday>yes tuesday>yes ... sunday>yes ok cancel T

Note: Values above may vary on the device you are using. Begin with typing in the alarm time. Modify hour, minutes and seconds by typing in the edit boxes (for further information refer to the "edit box" section)

The next step is to active/deactivate the alarm. Change the "status" scrolling menu using the right hand side joystick up and down directions.

Concerning day selection, all days of the week are display in a row. By the scrolling menu principle select whether or not you want your alarm clock ringing on Monday, Tuesday,...,etc.

Click on "ok" to confirm your settings or press cancel if no change is needed.

SET TIME MENU

To change the time, select "set time". The following menu is displayed:

"stm:hour>12 minute>05 second>28 ok cancel T"

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To change the hours, the minutes and seconds, modify the edit boxes (for further information refer to the "edit box" section).

Select ok when finished. If no change is needed, press cancel.

SET DATE MENU

To change the current date, select "set date". The following menu is displayed:

"sdt:day>02 month>july year>2010 ok cancel T"

To change the day and the year, use the edit boxes (for further information, refer to the "edit box" section). Concerning the month, use the scrolling menu to choose the appropriate month using the right hand side joystick up and down directions.

You will need to select "ok" to accept the new settings. If no change is needed, select "cancel".

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TOOLS FUNCTION

Using the tools application it is possible to customize different features of **esys** and display useful information to get a first overview of the current status of the device in a support case.

In the tools menu, it is possible to check the battery level, change the language settings, update the firmware, test the device, and much more and take the appropriate actions.

When the tools menu is opened, **esys** will first display the current firmware version number and the date. Press centrally on the left hand side joystick to open the menu. The following will be displayed:

"tls:power test update parameters about T"

POWER MENU

This section displays the battery level and how your **esys** is being charged. The following is displayed:

"pwr:voltage>4.2x power>usb power supply>charge ok T"

Voltage

This item displays the current battery level. Borderline values are 4,2 Volts (fully charged) and 3,3Volts (before security shut down). Middle operating value is set to 3,7 Volts.

When the battery reaches 3,5 Volts, an acoustic announcement reminds the user that it is time to connect **esys** to an external power source. When the 3.3 Volts are reached, **esys** will automatically turn off to save battery life.

NOTE: To save battery life, don't expose **esys** to sunlight or hot surfaces. Please also take care to not let **esys** run completely out of battery on a frequent basis.

Power

This item shows which cable is being used in order to charge the **esys**. Here are the different messages that can be displayed: "external power" if a USB cable is being used or the power supply or "battery" if not connected to a power source.

Power supply

This item refers to the internal power supply status. Here are messages you can find displayed in this item:

"Power supply>precharge/normal/done/halt/inactive"

Precharge is displayed when your battery has been totally empty, during this phase the recharge in current is less important. This phase will last only a few minutes.

Normal refers to the regular charge of the battery.

Done means that the battery has been fully charged

Halt means there has been an issue during the battery charge. It will stop the charge in order to keep the battery safe. To charge the battery again when you are sure your power source is clean, restart your **esys**and the charge will continue. If this message continues, please contact your local sales representative.

Inactive means your esys is not connected to a power source.

TEST MENU

In this section, you will be able to test joysticks, wheels, keyboard keys and the Braille line. The "test" menu has the following items:

"tst:display keyboard T"

Display

With the help of the test menu it is possible to test esys display and its individual pins.

When "display" is selected, a test procedure of the Braille display is activated and the Braille pins will change their status each second (dot by dot, line by line or column by column according to the test function used).

NOTE: For all test functions, it exists a pause mode allowing you to progress manually through the test. To activate or deactivate pause mode move one the wheels toward the left or one of the joysticks.

Three different test functions are available:

Single dot movement, single column movement and single line movement.

Moving the joysticks or wheels towards the right allows you to switch from test function to test function and moving one of the joysticks downwards will allow you to change status of the Braille pins (dot by dot, line by line or column by column according to the test function you are using).

The test procedure begins with the single dot movement: it will raise dots one by one in every cell of your device in a row.

Keyboard

When the option "keyboard" is activated esys assists the user to test the function of each of the keyboard buttons, joystick, wheels and cursor routing contacts.

Select an individual key or key combination to test the functions of the keyboard button(s). Every keys has a corresponding "dot reaction". As a result, if nothing happens while you type a key, it means that there may be a problem with the corresponding element.

To exit the test mode and return to the main menu, click once on the left joystick or M middle.

If an issue is found, please contact your local sales representative.

UPDATE MENU

This item allows the user to update esys to the latest firmware version. Use a micro-SD card and copy the file Esys.hex which is downloadable from the Eurobraille web site to the root of the card. Insert the micro-SD card in the esys. Click once on "update" to start the process.

The progress of the update process is displayed on the Braille line in the following way:

"xx% updated..."

Once the update is completed, esys will reset and start in test mode.

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NOTE: Always connect your esys to a power source before updating. Should an error occur during the update and esys does not respond, please contact your local sales representative.

PARAMETERS MENU

The parameters menu assists the user to activate or deactivate certain features of esys. When this menu option is activated the following is displayed:

"prm:usb key>yes Braille>English Braille 6 dots>no read word wrap>no language>UK disable Braille keyboard ok cancel T"

All of those items are scrolling menus. As a result, to change parameters, you need to use the "up" and "down" directions of the right hand side joystick.

USB key

When this menu option is set to "yes" esys is seen as a USB key when it is connected to a PC and the folders on the micro-SD card can be accessed via the Explorer. When esys is seen as a USB key, it is necessary to do the following in order to access the "library" function or the folders on the SD card: If you are using your esys connected via USB to your computer, remove the micro-SD card before connecting the cable and after the cable has been connected to the PC, insert the micro-SD card. If this is not made, the library application will not be accessible and "info:Unable to load application, disconnect USB cable" will be displayed.

To turn this off select "no" and to activate it select "yes".

NOTE: to activate any change, it is necessary to re-start esys.

Braille

Use this menu option to select the correct Braille table. All Braille tables that are available in esys can be used. Simply select the desired Braille table by scrolling through the menu and confirm your selection by using "ok".

Braille 6 dots

For reading purposes the user can select to display an open document in 6 dots format. This will not convert computer Braille into regular Braille but only allow to disable the 7 and 8 dot on the Braille line for a more comfortable reading. Select "on" if you want to activate this mode or select "off" if you want to keep an 8 dot display mode. .

Braille correction

This option influence the way of typing on the keyboard. For instance, if you are pressing the keys 1, 2 and 6 at the same time and you release only key 6, only the 1 and 2 keys will be visible on the Braille line when you will release the keys. If you want to activate this function, select "yes". Select "no" if you want esys to register all keys typed even the one you removed before the moment you released all the keys.

Word wrap

This option will allow selecting if a non finished word at the end of the Braille line will be wrapped or not. This only works while navigating with the wheels toward the beginning of the document (left position). If only entire words should be displayed on the Braille line, select "no". During use, esys will start a new line and put the word at the beginning of the line every time if there is not enough space to show the whole word. If you want to display wrapped words, select "yes".

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NOTE: If you have an esys12 and you type a word with more than 12 characters, the word wrap function will be inactive for this word.

Language

Language refers to the interface of the currently used esys. If the unit is a demonstration unit or opened to more the one language option, the menu option "language" followed by the language code (UK, FR, DE etc) is visible.

Disable Braille keyboard

This menu option assists the user to turn off the Braille keyboard. This can be useful when esys is connected to a PC using the USB cable and a QWERTY keyboard is used for typing and esys is temporarily used as a Braille line only. Click on this item and the following will be displayed:

"lbk:usb>no bluetooth>no internal>no ok cancel T"

To turn off the Braille keyboard while esys is connected via USB or Bluetooth select the appropriate "yes" or "no" items by moving the right hand side joystick up and down for each option in the scrolling menu.

To disable esys keyboard only when an application is launched select "yes" to disable this option select "no".

To confirm any changes click on "ok" or select "cancel if you want to cancel the procedure without saving any changes.

ABOUT MENU

This menu option displays important information concerning esys and the Eurobraille Company. The following will be displayed:

"abt:esys eurobraille T"

Esys

This item got all the information concerning your Esys. The following will be displayed:

esy:esys>esys40-2   version>2.07*15-02-2011   0   serial   number>BT18   language>UK   options >ffffffff(readmath) multilanguage-opt   0 ok T >

The information above contains the version, unit type, firmware version, the identification number, the native language and options of your esys. Select "ok" to close the dialog box.

Eurobraille

This menu option displays the manufacturer's address, phone number, fax number, email address and web site. Select "ok" to close the dialog box.

NOTE: We recommend that you always first contact your local sales representative for more information or support.

APPENDIX

APPENDIX 1: BRAILLE FUNCTIONS - BRAMIGRAPH

BRAILLE	FUNCTION
123A	Home
4A	Up
13A	Page up
2A	Left
25A	Num.5
5A	Right
456A	End
6A	Down
46A	Page down
35A	Ins
36A	Del
345A	Enter
236A	Backspace
1245A	Escape

Function keyboard

BRAILLE	FUNCTION
19	F1
129	F2
149	F3
1459	F4

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159	F5
1249	F6
12459	F7
1259	F8
249	F9
2459	F10
139	F11
1239	F12

Navigation keyboard

BRAILLE	FUNCTION
23A	Home
1A	Up
12A	Page up
24A	Left
15A	Right
56A	End
3A	Down
45A	Page down
26A	Ins
2356A	Del
246A	Enter
12349	Start
569	Context

256A	Tab
235A	Shift Tab
14A	Break
8A	Alt
78A	Ctrl
79	Caps lock
89	Caps unlock
1245A	Escape
9A	Enter
9	Backspace
A	Space

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APPENDIX 2: TALKS FUNCTIONS

SETTINGS WITH TALKS

Install Talks on your mobile phone and activate Bluetooth. In order to install Talks for the first time, you will need access to a computer with the PC Nokia Suite Software (which is normally distributed to you along with your phone). Depending on your phone, double click on one of the esys files (visit www.eurobraille.com for a list of supported mobile phones). It is recommended that you chose to install the driver on the external memory card of the phone; you will have to go through a series of dialog boxes to finish the installation procedure.

In case PC Nokia Suite is not installed on your computer, you can right click on one of the esys files and send to Bluetooth and finally chose your phone. In this case, the driver will be sent to your phone's Inbox. You will then have to open that message on your phone and follow the installation procedure.

When the installation procedure is completed, begin by making sure that the date and time is correct in the phone. Proceed by going to configuration menu in Talks, tab Braille and select the correct Braille table. Deactivate Braille 6 dots (make sure that 8 dot Braille is used).

NOTE: Before proceeding, turn OFF Braille option in Talks using "[Talk]+[Hang up]"

Proceed by pairing the mobile phone and esys.

Chose the « Bluetooth » mode on esys; by going into the Bluetooth menu (by clicking on LJ); then activate the "identifier" menu and note the name of the adapter and the PIN Code number. Then go back to the main menu and select Bluetooth Mode again.

Adjust settings on the phone:

Synchronise your esys with the mobile phone; to do that, you need to go in the Bluetooth menu of your phone and ask it to add a Device; switch on the Bluetooth connection on your phone. In the list of devices that you will see, you should have the esys identifier you noted earlier; select it and type in your PIN code (PIN Code is 0000 by default).

You can now use your esys in conjunction with your phone. If you want to toggle between "No Braille" and "Braille esys", you can use the shortcut [Talks]+[pick up]. You can also do this in the TALKS Menu configuration.

esys keystroke are noted <control name> ; phone keys are named [key name] like in Talks user guide.

<JL Up> : we will use this expression when we want to move the left joystick upward.

<ML> : it represents the left wheel.

<MD> : it represents the right wheel.

<MCL> and <MCR> central wheels left and right (only for esys40).

When you need to activate simultaneously two different controls on your esys, we will use the «+» symbol: <JL Right> + <JR Up>.

When you need to activate two consecutive controls on your esys, we will use the «,» symbol.

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Esys	Phone keys
<JL Up> or <Braille 29>	[Talks]
<JL Down> or <Braille 59>	[Talks] hold.
<JL Up>, <JL Up>	[Edit]
<JL Left>	[Menu]
<JL Right> + <JR Up>	[Call]
<JL Right > + <JR Down>	[Exit]
<JL Right > + <JR Left>	[*]
<JL Right > + <JR Right>	[#]
<JL Right > + <JR Middle>	Not in use
Not in use	[Power]
<JR Up>	[Up]
<JR Down>	[Down]
<JR Left>	[Left]
<JR Right>	[Right]
<JR Middle>	[Select]
<ML Middle>	[Key 1]
<MR Middle>	[Key 2]
<ML Left> or <MR Left>	Previous Braille line.

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<ML Right> or <MR Right>	Next Braille line.
<Braille 16>	[1]
<Braille 126>	[2]
<Braille 146>	[3]
<Braille 1456>	[4]
<Braille 156>	[5]
<Braille 1246>	[6]
<Braille 12456>	[7]
<Braille 1256>	[8]
<Braille 246>	[9]
<Braille 3456>	[0]
<Braille 9>	[Clear]

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APPENDIX 3: MOBILE SPEAK FUNCTIONS

SETTINGS WITH MOBILE SPEAK

Install Mobile Speak on your mobile phone and activate Bluetooth. Go to Bluetooth application in esys main menu and click on it to activate the Bluetooth connection. Pair your mobile phone with your esys. In the discovered devices list, esys will appear as esys-xxxx (where xxxx is your serial number). You will be asked to type in your pin code while paring the first time.

See the Bluetooth application paragraph above to know how to change device name and pin code.

Select esys in the Braille device list in Mobile Speak Braille option and activate Braille output. Again in Mobile Speak Braille option, check that the input and output Braille tables are correct.

WARNING: only Mobile Speak version 3.25 and higher will accept esys as compatible Braille display. It will not be possible to adapt previous versions of Mobile Speak.

For further information on how to use Mobile Speak, please refer to the list below or contact your local distributor.

Command	Action
Dial 1	Braille dots according to selected translation table
Dial 2	Braille dots according to selected translation table
Dial 3	Braille dots according to selected translation table
Dial 4	Braille dots according to selected translation table
Dial 5	Braille dots according to selected translation table
Dial 6	Braille dots according to selected translation table
Dial 7	Braille dots according to selected translation table
Dial 8	Braille dots according to selected translation table
Dial 9	Braille dots according to selected translation table
Dial 0	Braille dots according to selected translation table
Dial *	Braille dots according to selected translation table
Dial #	Braille dots according to selected translation table
Enter (Accept)	Space + Backspace, Joystick Center, Cursor-Routing in Braille Cursor mode
Insert space	Space
Insert Paragraph Marker	Space + dots46
Braille Backspace	Backspace
Clear/Delete	Space + dots45

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Braille Pan Left	Right Up
Braille Pan Right	Right Down, Space + dot6
Previous Character/Grid Item/Tab Sheet	Joystick Left, Space + dot3
Next Character/Grid Item/Tab Sheet	Joystick Right, Space + dot6
Previous Line/List Item/Menu Item	Joystick Up, Left Up, Space + dot1
Next Line/List Item/Menu Item	Joystick Down, Left Down, Space + Ddot4
Previous Word	Left Center + Joystick Left, Space + dot2
Next Word	Left Center + Joystick Right, Space + dot5
Left Softkey	Space + dot7
Right Softkey	Space + dot8
Dial/Send	Backspace + dot7
Hang-Up/End Call	Backspace + dot8
Applications Menu	Left Center + Right Center, Space + dots134(m)
List of Open Applications	Space + dots135(o)
Quick List	Space + dots12345(q)
Read Softkeys	Space + dots78
Read Status Information	Space + dots234(s)
Open Configure Mobile Speak screen	Space + dots14(c)
Change User Profile	Space + dots1234(p)
Repeat Last Spoken Text	Space + dots1235(r)
Decrease Volume	Space + dots236
Increase Volume	Space + dots356
Decrease Speed	Space + dots126
Increase Speed	Space + dots345
Change Verbosity Level	Space + dot8 + dots1236(v)
Change Keyboard Echo	Space + dot8 + dots15(e)
Read Date and Time	Space + dots145(d)
Toggle Speech Mute	Backspace + dots136(u)

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Interrupt/Stop Speech	Backspace + dots78
Toggle Command Help Mode	Space + dots125(h)
Change Braille Input Grade	Space + dots1245(g)
Toggle Braille Cursor	Space + dots123456

APPENDIX 4: SCREENREADER SETTINGS

SETTINGS WITH WINDOWEYES

Install WindowEyes on your computer and select ⠑⠎⠽⠎ in the Braille device list. To be able to input using the Braille keyboard, please select Braille 8 dots in WindowEyes Braille option menu.

WARNING: only WindowEyes version 7.0 and higher will accept ⠑⠎⠽⠎ as compatible Braille display. It will not be possible to adapt previous versions of WindowEyes.

For further information on how to use WindowEyes, please contact your local distributor.

SETTINGS WITH SUPERNOVA

Version 8, 9 and 10

Install the SuperNova software on your computer and select ⠑⠎⠽⠎ in the Braille device list. To be able to input using the Braille keyboard and make sure to use 8 dot Braille.

WARNING: by default this patch is loading the English Braille table. To choose the input Braille table corresponding to your own language, open the file:
'c:\ProgramFiles\dolphin\Sam\esysiris\eurobraille.ini' and modify the line
'BrailleFileName=eurobraille-fr.kbd' entering the right value.

Available tables are: eurobraille-fr.kbd, eurobraille-franales.kbd, eurobraille-gfr.kbd, eurobraille-it.kbd, eurobraille-nb.kbd, eurobraille-pt.kbd, eurobraille-sp.kbd, eurobraille-sw.kbd, eurobraille-us.kbd.

Version 11

Install the SuperNova software on your computer and select ⠑⠎⠽⠎ in the Braille device list. To be able to input using the Braille keyboard, and make sure to use 8 dot Braille.

WARNING: It is necessary to download and run a DLL update from www.eurobraille.com after installing Supernova 11.0 and before configuring ⠑⠎⠽⠎ with the screen reader.

For further information on how to use WindowEyes, please contact your local distributor.

SETTINGS WITH JAWS™

Instructions for Jaws up to version 10:

Install Jaws on your computer and select no Braille display as default.

Connect ⠑⠎⠽⠎ to the PC via USB cable; install the driver you will find on CD-ROM delivered with your ⠑⠎⠽⠎. Use the USB cable to connect ⠑⠎⠽⠎ when running Jaws.

If everything runs well, your ⠑⠎⠽⠎ will synchronize with Jaws as soon as it is reloaded. If the Braille line is empty, please go to Jaws main dialog box, go to Braille Options and select ⠑⠎⠽⠎ as your default unit on USB. Check also that the right keyboard for Braille input and output is selected (Eurobraille-xx where xx is corresponding to your country code).

For further information on how to use Jaws, please contact your local distributor or consult the information below.

⠑⠎⠽⠎ keystroke are noted <control name>.

<JL Up> : we will use this expression when we want to move the left joystick upward.

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<ML> : it represents the left wheel.

<MD> : it represents the right wheel.

<MCL> and <MCR> central wheels left and right (only for esys40). Considering that the 4 wheels have the same function, we will use the symbol <M> when talking about a navigation wheel.

When you need to activate simultaneously two different controls on your esys, we will use the «+» symbol: <JL Right> + <JR Up>.

When you need to activate two consecutive controls on your esys, we will use the «,» symbol.

esys	Script description	Script	PROG_Key
<JR Up>	Up arrow key	Simulation keyboard	
<JR Down>	Down arrow key	Simulation keyboard	
<JR Left>	Left arrow key	Simulation keyboard	
<JR Right>	Right arrow key	Simulation keyboard	
<JR Middle>	Enter	Simulation keyboard	
<M Right>	Braille line ahead	BraillePanRight	BRL_PROG1
<M Left>	Braille line backwards	BraillePanLeft	BRL_PROG2
<M Middle>	Stop speech	StopSpeech	BRL_HOME2
<JL Left> + <JR Up>	Move active cursor with Braille navigation keys	BrailleMovesActive	BRL_STATUS1
<JL Left> + <JR Down>	Braille cursor follows active cursor	ActiveMovesBraille	BRL_STATUS2
<JL Left> + <JR Right>			BRL_STATUS3
<JL Left> + <JR Left>			BRL_STATUS4
<JL Left> + <JR Middle>	Select attribut shown by dots 7,8	BrailleToggleMarking	BRL_STATUS5
<JL Left> + <M Right>	Next line	BrailleNextLine	BRL_STATUS6

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<JL Left> + <M Left>	Previous line	BraillePriorLine	BRL_STATUS7
<JL Left> + <M Middle>			BRL_STATUS8
<JL Right> + <JR Up>	Task list	StartJawsTaskList	BRL_NP1
<JL Right> + <JR Down>	Notification zone icons list	ListTaskTrayIcons	BRL_NP2
<JL Right> + <JR Right>	Mouse right click	RightMouseButton	BRL_NP3
<JL Right> + <JR Left>	Mouse left click	LeftMouseButton	BRL_NP4
<JL Right> + <JR Middle>	Mouse left click and hold	LeftMouseButtonLock	BRL_NP5
<JL Right> + <M Right>	Braille line end of window	BrailleBottom	BRL_NP6
<JL Right> + <M Left>	Braille line beginning of window	BrailleTop	BRL_NP7
<JL Right> + <M Middle>	Minimize all	MinimizeAllApps	BRL_NP8
<JL Up> + <JR Up>	Select a link	IE : SelectALink	BRL_KP1
<JL Up> + <JR Down>	Select a frame	IE : SelectAFrame	BRL_KP2
<JL Up> + <JR Left>	Select a heading	SelectAHeading	BRL_KP3
<JL Up> + <JR Right>	Select form field	IE : SelectAFormField	BRL_KP4
<JL Up> + <JR Middle>	Toggle Braille 6/8 dots	BrailleToggle8Dots	BRL_KP5
<JL Up> + <M Left>	End of the document	BottomOfFile	BRL_KP6
<JL Up> + <M Right >	Beginning of the document	TopOfFile	BRL_KP7
<JL Up> + <M Middle>			BRL_KP8
<JL Down> + <JR Up>	Match Jaws cursor to	RouteJawsCursorToPc	BRL_KP11

	pc cursor		
<JL Down> + <JR Down>	Match pc cursor to Jaws cursor	RoutePCCursorToJaws	BRL_KP12
<JL Up> + <JR Left>	Activate pc cursor	PCCursor	BRL_KP13
<JL Up> + <JR Right>	Activate Jaws cursor	JAWSCursor	BRL_KP14
<JL Down> + <JR Middle>	Switch between tree structure, line mode and speech.	BrailleToggleMode	BRL_KP15
<JL Down> + <M Left>			BRL_KP16
<JL Down> + <M Right >			BRL_KP17
<JL Down> + <M Middle >	Delete multiple spaces yes/no	BrailleToggle8PixelsPerSpace	BRL_KP18

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