

Manual

- allora -



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Introduction

Allora is a very easy to use text input based communication aid. Any message written on Allora's keyboard will be pronounced with a high quality natural sounding voice. Intelligent and context based word prediction and the use of abbreviation expansion will increase the communication speed significantly. You can also store more than 100 frequently used messages and sounds, even music.

Allora can optionally be equipped with an infrared remote control module (Gewa) that can learn IR commands to control for instance a television.

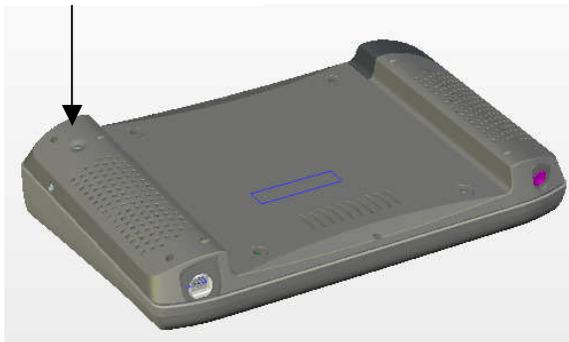
Allora has a splash proof keyboard with normal sized keys and soft key travel. Acceptance and delay times can be defined to avoid unwanted selections.

The LCD display with backlight has 2 rows of 40 characters. The first row displays the message while the second row shows the word prediction list.

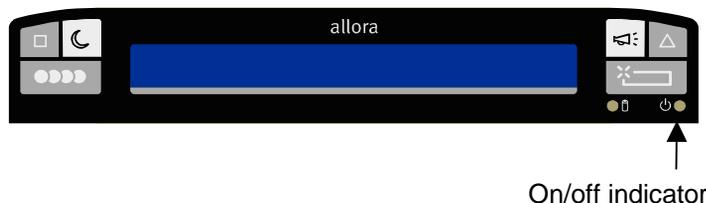
Allora's on/off switch

The on/off switch of Allora is located at the bottom side of the device, near to the mini-jack connector for the switch input.

on/off switch



Press the on/off switch shortly until the backlight of the display turns on.



At the same time the on/off indicator will start blinking green once per second, to inform you that Allora is starting up. This will take about 20 seconds. After a short while the name - allora - will appear on the display and a few moments later a cursor will appear at the beginning of the first line of the display. Now you can start typing a message.

You do not have to turn off Allora when you are not using it for a while. Allora automatically goes into a power down mode after a (definable) specific time in order to minimize power consumption. You can also initiate the power down mode by pressing the touch key *Moon*.

In power down mode the back light of the display is turned off and the on/off indicator blinks every 3 seconds.

To 'wake up' Allora from power down mode simply press the *Fn* key or one of the 6 touch keys.

To switch off Allora press and hold the on/off switch for about 1 second. The back light of Allora's display and the on/off indicator will turn off. In case Allora was in power down mode the on/off indicator will stop blinking.

For a complete reset press and hold the on/off switch for about 5 seconds.

When Allora is not used for a longer period of time it will first go into power down mode and after a definable number of hours the unit will automatically turn off completely. This is to avoid discharge of the batteries when one should have forgotten to switch off the device. The default value is 6 hours.

Charging Allora's internal batteries

Allora has an internal battery that allows you to use the device for a whole day. Of course the autonomy of the battery depends on the frequency of usage.



Allora has a battery indicator to show the status of the battery. As long as the indicator is green no battery charge is needed. A red battery indicator light means that the battery should be charged as soon as possible. A red blinking battery indicator tells you that Allora will turn off itself in a few moments. This is to avoid a deep discharge of the battery.



To charge the battery of Allora use the adapter delivered with the device. Do not use another adapter. The battery indicator will blink green during battery charge. Allora's batteries are fully charged when the battery indicator lights up continuously. Charging empty batteries will take about 5 hours. The adapter can stay connected even when batteries are fully charged.

Best battery performance and autonomy can be achieved when a fully charged - fully discharged cycle is used. This is not always possible in practice but try to achieve this in the first period of use.

The keyboard

Allora has a waterproof keyboard with normal sized keys. Acceptance and delay times are definable. This allows avoiding unwanted key strokes due to uncontrolled actions.

The keyboard supports the complete alphabet, figures 0...9, frequently used special characters, the function *Fn* key, the *Shift* key and the *Enter* key.

Fn

The *Fn* key is used to select special characters, printed in blue on the keyboard, and to change the volume. You do not have to hold the *Fn* key to select a special character. First press the *Fn* key and then select the character you want to type or the blue arrow up to increase the volume or blue arrow down to decrease it. If you want to type a second special character press the *Fn* key again and select the character. You can also hold the *Fn* key to select special characters or to change volume.

Following key combinations are used to form other commonly characters:

$Fn + a = @$	$Fn + c = \%$
$Fn + p = \pounds$	$Fn + n = \&$
$Fn + o = \emptyset$	$Fn + m = ;$
$Fn + d = \$$	

Shift

Use the *Shift* key to form capital characters or to select the characters printed above the figures. To do this, you do not have to hold the *Shift* key. First press the *Shift* key and then the character you want to type in capital. Repeat this for a second capital and so on. You can of course hold the *Shift* key for consecutive capitals.

Enter

Use the *Enter* key to have the written message pronounced.

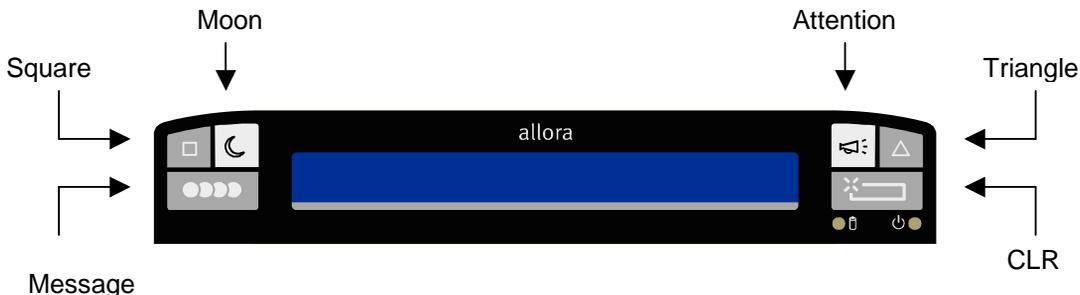
Figures

The figures are used to select a prediction. To type a figure hold the key of the figure a bit longer. The duration is a definable parameter.

Pressing a figure key shortly selects the corresponding word in the prediction list that is displayed on the second line of the display.

Touch Keys

In addition Allora has 6 touch keys, 3 on the left side and 3 on the right side of the display:



Square

The *Square* key is used to play stored sounds or music. First press the *Square* key followed by a character or a figure key. Allora will now play the sound or piece of music linked to that specific character or figure key. This also works for the combination *Square* + *Fn* key + character or figure and for the combination *Square* + *Shift* key + character or figure. Use the Allora Tools to store sounds and music in Allora's memory (see chapter Allora Tools).

Press the *Square* key twice to hear time and/or date.

Moon

The *Moon* key puts Allora in standby mode. The backlight will turn off and the on/off indicator starts blinking every 3 seconds.

In standby mode Allora uses minimal current which extends the autonomy of the battery. When Allora is in standby mode, press the key *Moon* or one of the other touch keys or the *Fn* key to wake up Allora.

Stand by mode will also automatically be initiated when Allora is not used - no keys are pressed - for a specific (adjustable) period of time.

Message

The *Message* key is used to recall a stored message. First press the *Message* key followed by a character key or a figure key. Allora will now recall and display the stored message linked to that specific character or figure. This also works for the combination *Message* + *Fn* key and/or *Shift* key + character or figure.

Once the message is displayed you can add something or you can press the *Enter* key to hear the message. You can decide to have Allora speaking out loud the message immediately after the recall. This can be done by changing the parameter *Read mem-message directly* in the menu *Settings...*

It is easy to store and link a message with a specific key or key combination. First type the message. Then press the *Message* key twice followed by the character key or figure key you want the message to be linked with. To finish, confirm by pressing the *Message* key again. You can also link a message with the key combination *Fn* and/or *Shift* + character or figure.

You can also use the Allora Tools to store and link messages.

Attention

To draw attention you can press the *Attention* key. Allora will play a sound. The attention sound can be changed and personalized with the Allora Tools.

Triangle

The *Triangle* key is used to send infrared commands to control for instance a television. First press the *Triangle* switch followed by a character key or figure key. Allora now will send the infrared command linked with that specific character or figure. Read more about the use of this feature in the chapter *Environmental control*.

CLR

The *CLR* key clears the message and the display.

Keyboard settings

Some characteristics of the keyboard can be changed in order to adapt and optimize the keyboard to the specific needs of the users. The following overview explains the different keyboard parameters. To change the settings you have to enter the menu of Allora:

Press the *Message* key once and then press the *Space* bar. You now enter the top menu of Allora.

Choose the next item by pressing the *Space* bar. The following items appear on the display:

Speech - Date/Time - Display - Keyboard

Now press the *Enter* key to go into the sub-menu.

In the sub-menu you can choose:

Type - Sound - Holdtime for numbers - Post selection delay - Acceptance time

Choose the parameter you want to change using the *Space* bar.

Change the parameter setting with the *Enter* key.

Press the *Message* key to leave the menu.

Press the *CLR* key to go back to the top menu.

Type: Azerty, Qwerty, Qwertzu

This parameter defines the keyboard layout.

Sound: on, off

Activate the parameter *Sound* if you want to hear a short 'click' when pressing any key of the keyboard. This will not add sound clicks to the 6 touch keys.

Holdtime for numbers: 1, 2, 3, 4

The figure keys of the keyboard are used to make a selection of the words in the prediction list. If you want to select a figure instead of a prediction you have to hold the figure key a bit longer. With this parameter you can set the

holdtime for selecting a figure. Press the *Enter* key to choose between 1 = short... 4 = longer.

Post selection delay: 0, 1, 2, 3, 4, 5

When this parameter is 0 there is no delay time after a keystroke. This means that keystrokes can follow each other very quickly. When the *Post selection delay* is set to 1 or more, Allora will not accept keystrokes immediately following a previous one. Allora will wait until the delay time has expired (1 = short ... 5 = longer) to accept a new keystroke.

Changing this parameter will allow you to avoid unwanted keystrokes due to tremor.

Acceptance time: 0, 1, 2, 3, 4, 5

The *Acceptance time* defines how long a key must be hold before Allora will accept it as a selection: 0 = immediately ... 5 = after a longer time. Changing the *Acceptance time* will allow you to avoid accidental keystrokes due to uncontrolled movements.

Writing and pronouncing a message

Use the keyboard to write the message you want Allora to speak out loud. The message will be displayed on the first line of the display. On the second line of the display a list of word predictions will appear. If you want to use one of these words simply press on the figure key corresponding with the figure in front of the prediction. As soon as you select a prediction Allora suggests a new list of word predictions. This allows you to create your message quicker and with a lot less keystrokes.

If you want to select a figure press the figure key a bit longer. Just hold it until the figure appears on the display. The time you need to hold the figure key to select a figure is adjustable (see chapter The Keyboard).

Use the *F_n* key to select one of the special characters, printed in blue on the upper part of some of the keys. You do not have to hold the *F_n* key, first press the *F_n* key, release it and then press the key with the special character you want to select.

Press the *Enter* key ↵ to let Allora speak out loud the message you have written.

To increase the volume press the *F_n* key, release it and then press the key with the blue arrow up ↑. You will hear a beep to indicate the new volume. Repeat this until the volume is high enough. You can of course hold the *F_n* key while you press the arrow up ↑ key.

To decrease the volume press the *F_n* key, release it and then press the key with the blue arrow down ↓. You will hear a beep to indicate the new volume. Repeat this until the volume is low enough. You can of course hold the *F_n* key while you press the arrow up ↑ key.

Speech and voice settings

Some of the speech parameters like voice, speed and volume can be changed.

To change the settings you have to enter the menu of Allora:

Press the *Message* key once and then press the *Space* bar. You now enter the top menu of Allora.

Choose the next item by pressing the *Space* bar. The first item appearing on the display is *Speech*

Press the *Enter* key to go into the sub menu.

In the sub menu you can choose:

Language - Voice - Speed - Volume - Wordecho - Add pronunciation - Delete pronunciation

Choose the parameter you want to change using the *Space* bar.

Change the parameter setting with the *Enter* key.

Press the *Message* key to leave the menu.

Press the *CLR* key to go back to the top menu.

Language

Allora can be programmed with different languages. The *Language* parameter indicates the activated language. Press the *Enter* key to change the language if more languages are available.

Voice

Within one language different voices can be available. The *Voice* parameter indicates the activated voice. Press the *Enter* key to change the voice if more voices are available.

Speed

The parameter *Speed* indicates the speed of the voice: 1 = slowly... 10 = very fast. Press the *Enter* switch to change the speed.

Volume

The parameter *Volume* defines the volume of the voice: 1 = quite... 9= loud. Press the *Enter* switch to change the volume. You can also change the volume using the keyboard. To increase the volume press the *Fn* key, release it and then press the key with the blue arrow up ↑. To decrease the volume press the *Fn* key, release it and then press the key with the blue arrow down ↓. You can of course hold the *Fn* key while you press the arrow up ↑ key or arrow down ↓ key.

Word echo: on - off

When *Word echo* is on, Allora will repeat every word as soon as the *Space* bar is pressed. Press the *Enter* key repeat the complete message.

Add pronunciation

Allora uses a high performance text-to-speech engine to transform written messages into speech. It is possible that the pronunciation of a word is not correct or could be improved. This can occur with names for instance. With the feature *Add pronunciation* you can change the pronunciation of a specific word.

When you select in the menu *Add pronunciation* you will be asked to type the word that you want to change its pronunciation and press enter. Then you can type the replacement (sounds as) and confirm with enter.

You can continue with the next word or press the message key to leave the menu.

Delete pronunciation

Type the word that you want to delete and press enter.

Word prediction

Allora has a powerful word prediction system. While the words of a message are written on the first line of the display, Allora displays on the second line a list of words that begin with the characters that are typed already. Select the corresponding figure in front of these word predictions to insert the word into the message. When a word is selected Allora immediately proposes a new list of words.

This will allow you to create a message quicker and with less key strokes.

Allora has an internal word prediction list of about 25000 words. You can easily add or delete a word from the list. The following overview explains the parameters of the word prediction system and how you can change them.

Press the *Message* key once and then press the *Space* bar. You now enter the top menu of Allora.

Choose the next item by pressing the *Space* bar. The following items appear on the display:

Speech - Date/Time - Display - Keyboard - Word prediction

Choose item *Word prediction* and press the *Enter* key to go into the sub menu.

In the sub menu you can choose:

Predict - Add word - Delete word - Case sensitive - Minimal length - Maximum repetitions - Punctuation adjustment - Automatic capitals

Choose the parameter you want to change using the *Space bar*.

Change the parameter setting with the *Enter* key.

Press the *Message* key to leave the menu.

Press the *CLR* key to go back to the top menu.

Predict: on - off

Switch on or off the word prediction.

Add word

Press *Enter* to start the procedure. Allora will ask you to type the word you want to add. Press the *CLR* key to return without adding the word, press the

Enter key to take the next step. Allora will now ask you to choose 1 for a normal chance for prediction, 2 for a higher chance and 3 for very fast prediction. You will hear a little sound to acknowledge your choice.

Delete word

Press *Enter* to start the procedure. Allora will ask you to type the word you want to delete. Press the *Enter* key to delete the word, press the *CLR* key to return without deleting the word. After your choice you will hear a little sound to acknowledge your choice.

Case-sensitive: on - off

This parameter defines whether the prediction system should consider capitals or not.

Minimal length: 1... 5

The parameter *Minimal Length* defines the minimal number of characters of the words in the prediction list. The *Enter* key allows you to choose between 1,2,3,4 or 5. Choose for instance 2. Allora now shall display a prediction list of words that are minimal 2 characters longer then the word that is already typed.

Maximum repetitions: 1... 5

Allora refreshes the prediction list every time a character is typed. The parameter *Maximum number of repetitions* defines how many times a prediction will be repeated in the list before it is replaced by another prediction.

Punctuation adjustment: never - always - after auto-space

The parameter *Space* defines whether a space is automatically added after a word or not.

Automatic Capitals: on - off

The parameter *Automatic Capitals* defines whether the first character of the first word after a punctuation (. ? or !) automatically is a capital or not.

The display

The LCD display of Allora consists of 2 lines of 40 characters each. The message is displayed on the first line, while the second line of the display is used to list the word predictions. Some of the display parameters like the backlight and way of scrolling the message can be changed.

Press the *Message* key once and then press the *Space* bar. You now enter the top menu of Allora.

Choose the next item by pressing the *Space* bar. The following items appear on the display:

Speech - Date/Time - Display

Choose item *Display* and press the *Enter* key to go into the sub menu.

In the sub menu you can choose:

Scroll - Intensity

Choose the parameter you want to change using the *Space* bar.

Change the parameter setting with the *Enter* key.

Press the *Message* key to leave the menu.

Press the *CLR* key to go back to the top menu.

Scroll: character - word - half line

Allora shows the created message on the first line of the display. When the message becomes longer than 40 characters Allora starts shifting (scrolling) the message from right to left to be able to display the last characters. There are 3 ways to scroll the message: character by character, word by word or half a line.

Intensity: 1,2,3

The display is readable indoor and outdoor without backlight. In case the surrounding light is not sufficient you can increase the backlight: 1 = minimal, 3 = maximum. The setting of the backlight has effect on the autonomy of the battery.

Messages and abbreviations

Allora allows you to store standard messages in its memory and to link them with a key or a combination of *Fn* and a key or a combination of *Shift* and a key. You can store up to 111 messages, each of them having a maximum of 1000 characters. Besides that, Allora is able to learn abbreviations and automatically expand them.

Storing a message under a key

First type the message. Then press the *Message* key twice. Choose the character or figure you want to link the message with. Finally confirm your choice by pressing the *Message* key again. Allora produces a short auditory sound to acknowledge the choice.

In case you chose the wrong character or figure press the *CLR* key and re-start the procedure.

To link a message to a combination of *Fn* and/or *Shift* + a character or a figure you use the same procedure:

First write the message, and then press the *Message* key twice. Now press successively the *Fn* key (and/or *Shift* key) followed by a character or a figure and confirm with the *Message* key. You do not have to hold the *Fn* key or *Shift* key in this procedure.

You can always replace a specific message linked with a character or figure or combination of the *Fn* key (or *Shift* key) and a character or a figure. Just follow the same procedure as explained above. To remove a message from a key or key combination just write an empty message (for instance one space) and link it with the key or key combination.

Recall a message

Recalling a message is easy. Press the *Message* key once and then the character or the figure (or combination of the *Fn* key and/or *Shift* key with the character or the figure) the message is linked with. Allora will now show the message on the display. Complete the message if necessary or just press the *Enter* key to have it pronounced.

You can decide to have Allora speak out loud the message immediately after it was recalled. If you want this you need to activate the parameter *Read Mem-message directly*. (See chapter Settings).

Abbreviations

Instead of linking a message to a key or a key combination you can also replace a message by an abbreviation.

First write the message. Then press the *Message* key twice. Now type the abbreviation. Confirm it by pressing the *Message* key again. Allora will now automatically expand the abbreviation after you have typed a space character.

You can deactivate the abbreviation expansion in the menu *Settings - Abbreviations* (see chapter Settings).

Date and time

Allora has an internal real time clock. Press the key *Square* twice to hear time and date. Time and date will also be shown on the screen for a short while. You can decide whether you only want to hear the time, only the date or both.

To set date and/or time Press the *Message* key once and then press the *Space* bar. You now enter the top menu of Allora.

Choose the next item by pressing the *Space* bar. The following items appear on the display:

Speech - Date/Time

Choose item *Date/Time* and press the *Enter* key to go into the sub menu.

In the sub menu you can choose:

Change date - Change time - Read

Choose the parameter you want to change using the *Space bar*.
Change the parameter setting with the *Enter* key.
Press the *Message* key to leave the menu.
Press the *CLR* key to go back to the top menu.

Change date

Press *Enter* to change the date. The following message appears on the screen:

Current date: 08-09-2005
New date (dd-mm-yyyy):

First type the day (00..31), then the month (01..12) and finally the year. Press the *Enter* key to confirm or the *CLR* key to start again.

Set Time

Press *Enter* to change the time. The following message appears on the screen:

Current time: 13:32
New time (hh:mm):

First type the hour (00..23) and then the minutes (00..59). Press the *Enter* key to confirm or the *CLR* key to start again.

Read: date and time - time only - date only

This parameter defines whether Allora only reads the time, only reads the date or reads both time and date after pressing the *Square* key twice.

Settings

Some specific parameters of Allora can be set in the menu *Settings*. Press the *Message* key once and then press the *Space* bar. You now enter the top menu of Allora.

Choose the next item by pressing the *Space* bar. The following items appear on the display:

Speech - Date/Time - Display - Keyboard - Word prediction - Settings

Now press the *Enter* key to go into the sub-menu.

In the sub-menu you can choose:

Menu language - Standby after - Switch off after - Touch key sound - Abbreviations - Read mem-message

Choose the parameter you want to change using the *Space* bar.

Change the parameter setting with the *Enter* key.

Press the *Message* key to leave the menu.

Press the *CLR* key to go back to the top menu.

Menu Language

This parameter defines the language of the menus.

Standby after: 1,2,3,5,10 minutes

When Allora is not used for a specific time, the unit automatically goes into standby mode. In standby mode power consumption is minimized to extend battery life. The standby time can be set to 1,2,3,5 or 10 minutes. The time is default set to 2 minutes.

You can also put Allora in standby mode by pressing the key *Moon*.

Wake up Allora by pressing the *Fn* key or one of the 6 touch keys.

Switch off after: never, 2 hours, 4 hours, 6 hours, 8 hours

When Allora is not used for a longer period it can be switched off automatically. This is to avoid the total drain of the internal battery in case one should

have forgotten to switch off the device. This parameter allows you to decide when this should happen.

Touch key sound: on - off

Switch on this parameter if you want an auditory 'click' when one of the 6 touch keys is selected.

Abbreviation Expansion

Allora has the capability to learn abbreviations. This parameter defines whether Allora has to expand the abbreviation or not.

Read mem-messages

You can recall a programmed message using the *Message* key followed by a character or a figure or a combination of the *Fn* key (or *Shift key*) followed by a character or a figure. This parameter defines whether a programmed message is pronounced immediately after it is recalled or not.

Use Allora with 1 switch: scanning

Allora can be operated with one switch. Connect a switch via the mini-jack connector with Allora.



Allora will start the scanning algorithm as soon as you press the switch. To stop scanning put Allora in standby mode by pressing on the *Moon* key, then wake up Allora by pressing the *Moon* key once more (or any of the other touch keys or the *Fn* key).

The scanning algorithm consists of a row-column scanning, appearing at the right end of the first line. The first row in the scan matrix consists of 5 figures, representing the predictions. The following rows consist of characters (five each), representing the alphabet. To make a selection wait until Allora shows a row containing your choice. Then press the switch. Allora now offers you the different possibilities within the chosen row. Wait until your choice is presented and press the switch.

If you made a mistake and you are in the wrong row, wait until all possibilities have been presented. The following moment nothing will be displayed for a short while. Now press the switch to escape from the wrong row.

The following table gives an overview of the scan matrix:

1	2	3	4	5
a	b	c	d	e
f	g	h	i	j
k	l	m	n	o
p	q	r	s	t
u	v	w	x	y
z	.	?	,	!
_	↵	← 	<<	↑
□	M	▽	A	▼

The series with the figures 1,2,3,4,5 correspond with the figures in front of the predictions that are shown on the second line of the display. Selecting one of these figures inserts the corresponding prediction into the message.

The specific symbols in the series _ ↵ ←| << ↑ correspond with:

_ space

↵ *Enter* key, pronunciation of the message

←| backspace, clear the last character

<< *CLR* key, clear the entire display

↑ *Shift* key, select capitals

The specific symbols in the series □ M △ A ▼ correspond with:

- *Square* key, for the selection of sounds. Two consecutive selections will result in Allora telling and displaying time and/or date.
- M *Message* key, for the selection of programmed messages.
- △ *Triangle* key, for environmental control
- A *Attention* key, to generate the attention sound
- ▼ this selection will start a second scan matrix.

à	é	è	ù	ç
ä	ë	ï	ö	ü
â	ê	î	ô	û
Ä	Ö	Ü	()
å	Å	ø	æ	Æ
0	1	2	3	4
5	6	7	8	9
+	-	x	:	=
◀	▶	←	→	▼

The specific symbols in the series ◀ ▶ ← → ▼ correspond with:

- ◀ decrease the volume
- ▶ increase the volume
- ← decrease the scan speed
- increase the scan speed
- ▼ return to the first scan matrix

Scanspeed, selection delay and acceptance time

When using Allora with a switch, tremor can cause consecutive and unwanted selections. To avoid this you can define a *Post Selection Delay*. This delay time has to be expired before Allora will accept a new selection.

A second problem can be accidental selections caused by uncontrolled movements. To avoid these selections you can define an *Acceptance Time*. This is the time you need to hold a key before Allora accepts it.

The *Scanspeed* defines the speed Allora uses to step through the rows of the scan matrix.

You can change these parameters as follows:

Press the *Message* key once and then press the *Space* bar. You now enter the top menu of Allora.

Choose the next item by pressing the *Space* bar. The following items appear on the display:

Speech - Date/Time - Display - Keyboard - Word prediction - Scanning

Now press the *Enter* key to go into the sub-menu.

In the sub-menu you can choose:

Scanspeed - Post selection delay - Acceptance time

Choose the parameter you want to change using the *Space bar*.

Change the parameter setting with the *Enter* key.

Press the *Message* key to leave the menu.

Press the *CLR* key to go back to the top menu.

Scanspeed: 1..10

The *Scanspeed* defines the speed Allora uses to step through the rows of the scan matrix: 1 = very slow ... 10 = very fast.

Post selection delay: 0,1,2,3,4,5

When the *Post selection delay* is set to 0, there is no delay time after a selection. Allora will immediately accept another switch action. When the *Post selection delay* is set to 1 or higher, Allora will accept switch action before a specific period of time has expired: 1= a short time .. 5 = a longer time.

Acceptance time: 0,1,2,3,4,5

This parameter defines how long the switch has to be pressed and hold before it is accepted as a selection: 0 = immediately accepted .. 5= the switch has to be pressed and hold a longer period of time.

Environmental control

Allora can optionally be equipped with a programmable infrared remote control module (Gewa linked). This module is capable to learn and transmit infrared codes. That allows you use Allora to control for instance your television, radio...

You can - similar to linking sounds or messages with characters or figures - link a infrared remote control command with a character, a figure or a combination of the *Fn* (and/or *Shift*) key with a character or a figure. First press the key *Triangle* and then the character or figure the infrared command is linked with.

Programming infrared remote control commands

Suppose you want to program the command to increase the volume on your television:

- First press the *Triangle* key on the Allora twice.
- Press the character or the figure (or a combination of *Fn* and/or *Shift* with a character or a figure) you want to link the remote control command with.
- Give a figure from 1 to 9 to add the number of times the infrared remote control command has to be repeated when send.
- Confirm your choice by pressing the *Triangle* key again.
- After the confirmation a red light in the infrared window on the Allora will turn on. Allora is now ready to learn the specific infrared code to - in our example - increase the volume of your television.



- Put your remote control (in this example it will be the remote control of your television) in front of the infrared window of the Allora. The distance between your remote control and the infrared window should be about 5 cm.
- Press the button on your remote control of the code you want the Allora to learn (in this example the button to increase the volume).
- Hold the button down until the red light in the infrared window of the Allora turns off. The infrared module now has recorded the code.
- The red light in the infrared window will turn on again, waiting for you to send the infrared code of your remote control for a second time.
- Press the same button on your remote control again.
- Hold the button down until the red light in the infrared window of the Allora turns off again. The infrared module now has recorded the code a second time.
- The red light will blink shortly to confirm that the record procedure has been completed successfully.

Repeat this procedure to record other remote control commands.

Transmitting infrared remote control commands

To transmit a remote control command first press the *Triangle* key and then the character or the figure or the combination of the *Fn* (or *Shift*) key with the character or the figure the remote control command is linked with.



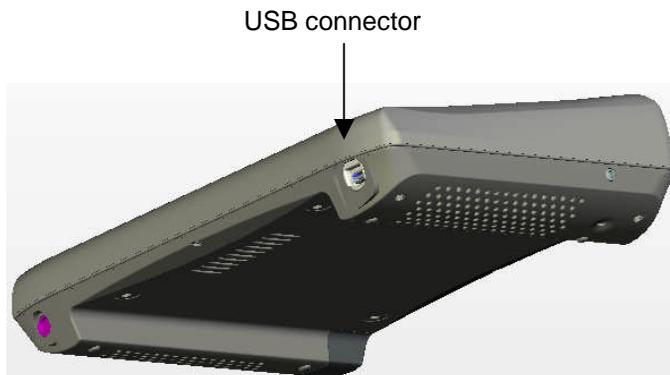
Allora Tools

The Allora tools allow you to connect Allora to a computer and to easily download sounds, music, messages and abbreviations into Allora's memory. Use the USB cable delivered with the device to connect Allora to your computer. But first you need to have installed the Allora Tools software. The Allora tools are compatible with Windows 2000 or Window XP.

Installation of the Allora Tools

Insert the Allora Tools CD in the CD station. If the installation procedure doesn't start automatically then launch the setup.exe from the CD. Follow the instructions during the setup procedure.

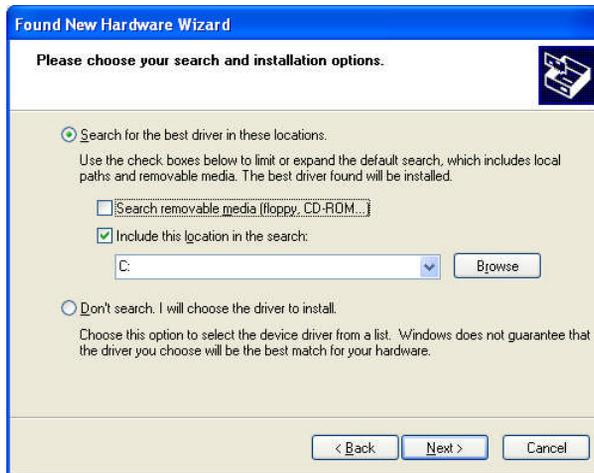
Once the software is installed the connection has to be set up. Connect Allora with the USB cable delivered with the unit. The cable has a little connector (mini USB) that fits in the Allora and a bigger USB connector that fits in the USB port of your computer. First make the connection to your computer, and then connect the cable to the Allora.



Switch on the Allora. Once Allora is ready to use, your computer should inform you that "new hardware was found". The following windows appear on your computer:



Choose "Install from a list or specific location (Advanced)" and select Next. The following window appears on your computer screen:



Choose the option “Search for the best driver in these locations” and enable “Include this location in the search”. Browse to the Win XP Driver or Win 2000 Driver map on your CD-ROM depending on the operating system of your computer.



Select Next and complete the procedure. Your computer might ask for clearance to add the software driver. Choose Continue if you agree.

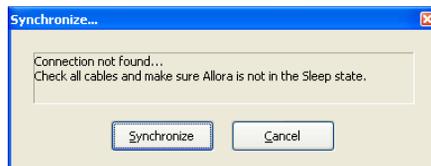
Restart your computer after completion. Now you can start using the Allora Tools.

How to use the Allora Tools

First switch on the Allora. Then connect Allora with the USB cable delivered with the unit. The cable has a little connector (mini USB) that fits in the Allora and a bigger USB connector that fits in the USB port of your computer. First make the connection to your computer, and then connect the cable to the Allora.

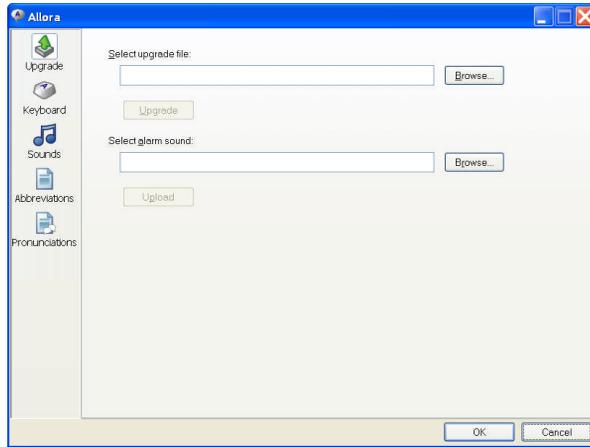
As soon as the Allora is ready to be used (the cursor is visible on the right side of the first line of the display) you can start the Allora Tools by clicking on the Allora Tools icon twice. The first time you make a connection to your computer the synchronization procedure might take some time. Be sure that Allora doesn't go into standby mode. To avoid this, press the space bar just before you launch the Allora Tools.

The following window will appear on you computer screen in case the connection with Allora fails:



Check the connection between the Allora and your computer. Be sure that the Allora is not in standby mode. In case of standby mode wake up Allora and press Synchronise.

When the connection is accomplished the message: *Connection to PC...* will appear on Allora's display. The following window will appear on the screen of your computer:



Allora is now connected to your computer. Do not switch off Allora or disconnect the device while using the Allora Tools.

You can now choose one of the following actions:

Upgrade Use this option to upgrade the firmware of Allora. Do not attempt to upgrade if there is no notice of the availability of firmware upgrades.

You can also change the attention sound.

Keyboard Use this option to program and link messages, sounds or music with characters or figures or combinations of *Fn (or Shift)* with characters or figures.

Sounds Use this option to download sounds and music in Allora's memory.

Abbreviations Use this option to define abbreviations.

Pronunciations Use this option to change the pronunciation of words.



Upgrade

First check on recent versions of the Allora firmware. You can find the version number of the Allora software via the menu.

Press the *Message* key once and then press the *Space* bar. You now enter the top menu of Allora.

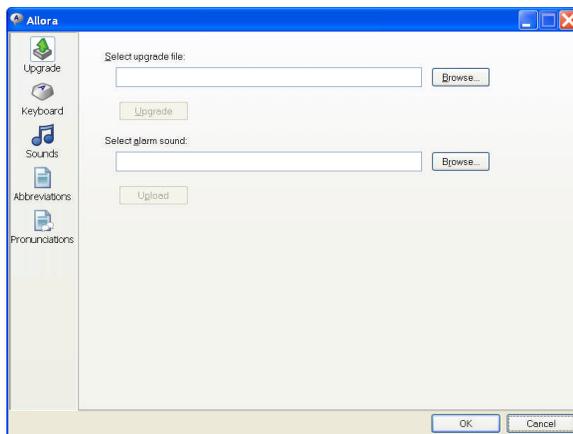
Choose the next item by pressing the *Space* bar. The following items appear on the display:

Speech - Date/Time - Display - Keyboard - Word prediction - Scanning - Version

Now press the *Enter* key to see the firmware version.

In case new firmware is available you can use the *Upgrade* tool to upgrade the firmware.

Click on the *Upgrade* icon, the following window appears on your computer screen:



Complete filename and path of the upgrade file (with extension ALR) in the Select upgrade file field or use *Browse* to find the upgrade file. Then press the button Uppgrade.

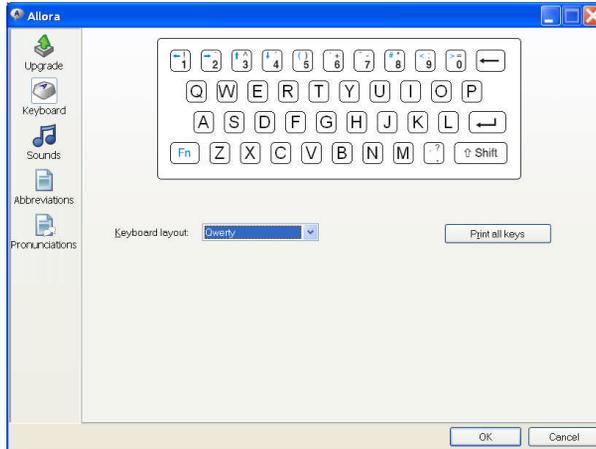
To change the *Alarm sound* complete filename and path of the new *Alarm* wave file in the Select alarm sound field or use *Browse* to find the file. Then press the button Upload.

If you want to execute another manipulation click on the appropriate icon. If not, press the *OK* button to start the update of the memory of Allora. This might take a few minutes. Do not disconnect or switch of Allora as long as the message *PC connection...* is shown on Allora's display. When that message disappears you can disconnect Allora.

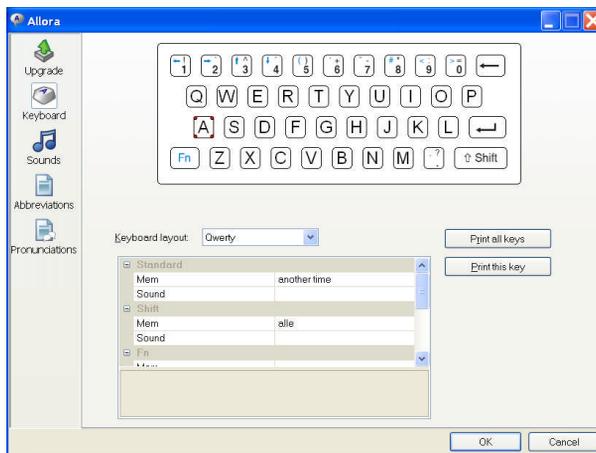


Keyboard

Click on the icon *Keyboard*, the following window appears on your computer screen:

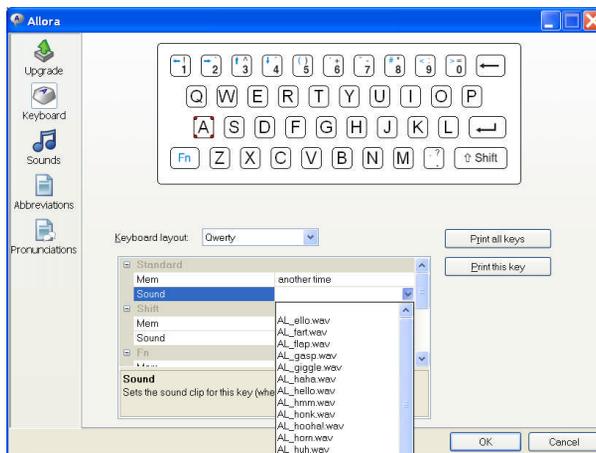


In the list Keyboard layout you can choose another keyboard layout. Choose the layout that corresponds with actual layout of Allora's keyboard. Then click on one of the characters or figures, for instance character A. The following window appears on your computer screen:



Now you can fill in a message you want to link with character A in the field next to the field *Mem*. You can do the same for the key combination *Shift A*, the combination *Fn A*, and even the combination *Shift Fn A*.

When you put the cursor in the field next to the field *Sound* you can open a list box with the available sounds. Choose the sound you want to link with character A or to the combinations *Shift A*, *Fn A*, and *Shift Fn A*.



Follow the same procedure to link messages and sounds with other characters or figures.

The *Print all keys* button allows you to print the messages that are stored under the keyboard keys. Only the keys that have a stored message will be printed.

The *Print this key* button prints the messages that are stored under the selected key.

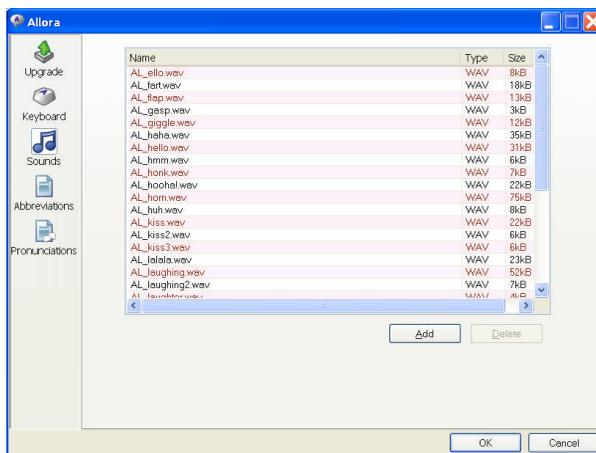
If you want to execute another manipulation click on the appropriate icon. If not, press the *OK* button to start the update of the memory of Allora. This might take a few minutes. Do not disconnect or switch of Allora as long as

the message *PC connection...* is shown on Allora's display. When that message disappears you can disconnect Allora.



Sounds

Click on the icon *Sounds*, the following window appears on your computer screen:



The *Sounds* tool allows you to build a database of sounds and/or music in Allora.

Use the button Add to choose the sounds (wav) and music (mp3) files that are available on your computer and that you want to download in the memory of Allora. The standard version of Allora has about 30 Mbyte of memory space for sounds and music. The memory space for sounds and music will be less when more voices are installed. The Allora Tools will inform you when there is no more space left for additional sounds and/or music.

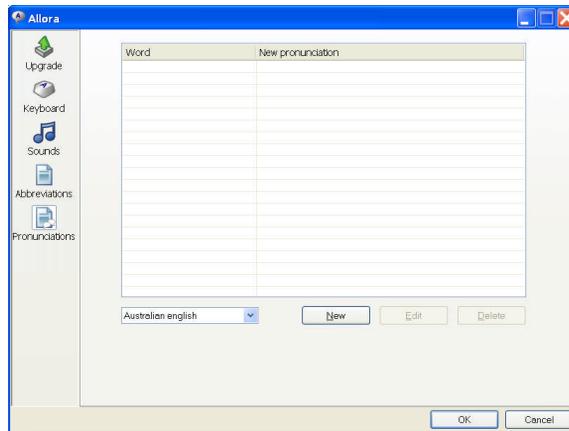
Use the button Delete to remove sound and/or music files. Be aware that some of the sounds or music files can be linked with a character or a figure (or combination). Removing a sound or music file will also remove the link.



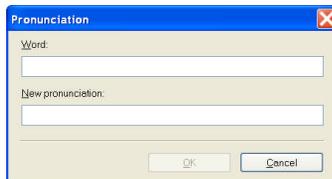
Pronunciations

It is possible that the Allora does not pronounce a word correctly or that you want to change the pronunciation of a word or a name. The pronunciation dictionary allows you to add these words with a new pronunciation.

Click on the icon *Pronunciations*. The following window appears on your computer screen:



Choose New to add a word and its new pronunciation to the pronunciation dictionary.



Write the word that you want to give a new pronunciation in the text window Word. Rewrite the word in the New pronunciation text window in a 'sounds as' way to get a better pronunciation

Select an existing word and press Edit to change it or Delete to remove it.

You can also change the pronunciation of a word directly in the Allora (page 14)

If you want to execute another manipulation click on the appropriate icon. If not, press the *OK* button to start the memory update of the Allora. This might take a few minutes. Do not disconnect or switch of Allora as long as the message *PC connection...* is shown on Allora's display. When that message disappears you can disconnect Allora.