Gus!

Multimedia Speech System
for Windows

Version 10

Installation and User Guide

Gus! Multimedia Speech System for Windows

Converts any Windows compatible computer into a dynamic display AAC system. Provides exceptional sound quality, simplicity and flexibility in a full featured multimedia communication device. Enjoy CD quality words, sentences, sound effects and music. Choose from 2 - 72 buttons for any page, with unlimited layers, and never worry about outgrowing the system. Includes digitized and synthetic speech with included Microsoft Speech synthesizer!

Gus! Talking Keyboard for Windows

Combines an on-screen keyboard with word prediction, sentence prediction, speech output (speech synthesizer included!). Choose any font style or size, save and retrieve text files, speak word/sentence/paragraph, 1 and 2 switch scanning, learns new words as you type, automatic capitalization.

Gus! Easy Talk for Windows

This new product is designed for who require a fast method to create speech by selecting from topics and phrases. With a clean, intelligent interface, Gus! Easy Talk for Windows will make it much easier and faster to converse with friends and family using the included speech synthesizer (male and female).

Gus! Speak Clipboard for Windows

A handy utility that provides easy access to speech output from any Windows. *Gus! Speak Clipboard* is an "always on top" program that remains visible at all times. As such, it adds speech output to any Windows program. Simply copy text to the clipboard (Edit, Copy) and click on the Gus! Speak Clipboard control to hear it spoken.

Gus! Symbol Set

Over 2,500 communication symbols are included, FREE, with this software package (Value $195US) to assist you in the development of your communication displays.

Gus! Mouse

A Windows compatible mouse and a PC switch interface (1 or 2 switches) in a single unit. Does both jobs at the same time! Eliminates problems associated with computers having only one serial port. Available in serial (default) or PS/2 models.

<div align="center">

Welcome to the

Gus! Multimedia Speech System™

for Windows™

</div>

A NON-DEDICATED Communication Solution!

All Gus software products are designed using the concept of an "Open Architecture". This software-only solution will transform **any** Windows-compatible computer into an extremely flexible and powerful communication device.

Until the release of the *Gus! Multimedia Speech System* in 1992, persons suffering from communication disorders have not been able to take advantage of the competitive prices and rapidly evolving technologies available in Windows-compatible personal computers. Manufacturers of expensive dedicated AAC devices describe their products as "state-of-the-art." They are not. In reality, they are state-of-the-industry. Many of these devices use technology that is over 15 years old. The *Gus! Multimedia Speech System* provides access to truly state-of-the-art technology by taking advantage of the power and fair prices offered by manufacturers of Windows compatible computers.

Minimum System Requirements:
- **?** Microsoft Windows 95/98 (or newer)
- **?** A hard drive with 15MB available, and a 3.5" floppy disk drive or CD-ROM drive.
- **?** A Windows compatible sound device supported by Windows (eg. Sound Blaster)
- **?** A microphone for recording sounds
- **?** Speaker(s)

** Important **
This software is copy protected and <u>must</u> be registered with Gus Communications within 30 days or it will stop running. You should register ASAP.

Step 1 - Register Now (or Later)
When the program starts, the following window will appear. If you purchased this product, or want to, select *"Register Now!"*. To continue without registering, select *"Register Later..."*.

## Step 2 - Create Registration Code
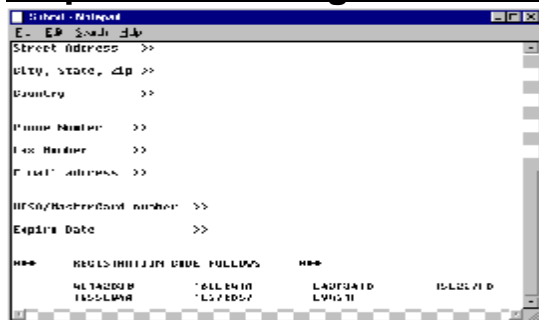
Select "*Create Registration Code*" and an order form will appear on the screen that includes the "Registration Code" (at very bottom of form). To register or purchase this software, complete the form and phone, fax, mail or e-mail it to Gus Communications. Once your "Registration Code" is received by us, we will supply you with an "Unlock Code" that will remove the time limitation from the software. This Unlock Code will only work on the computer that generated the Registration Code.

Step 3 - Enter Unlock Code
Select "*Enter Unlock Code*" and enter each set of codes <u>on separate lines</u>. Click OK and you should see "Registration Successful".
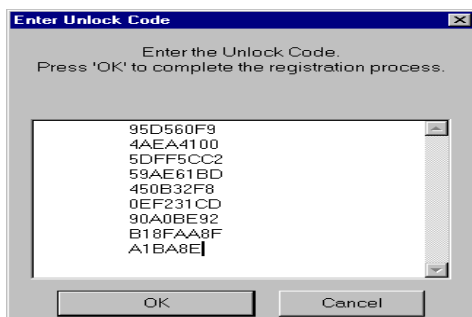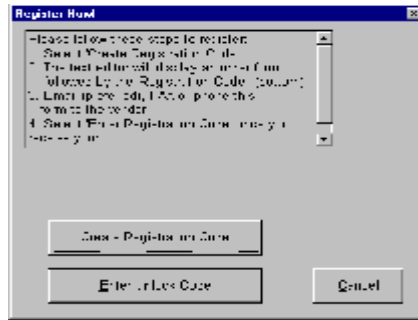
Software Installation

Insert the *Gus! Multimedia Speech System* CD-ROM in the drive tray.

Place the Gus CDROM in the tray and close it. The installation routine should start automatically within 5 to 10 seconds.

If not, open "***My Computer***" then double click on "***Gus Software***" (CDROM) icon.
Double click on "***Setup.exe***" file to initial the installation.

Install the software in the default (C:\Gus) directory.
(*your previous sound buttons will not be affected if this is an upgrade*)

The computer will restart (reboot) and configure your system automatically.

Design Considerations

Basically, the speech system configuration is divided into two areas, *System Setup* and *Button Setup*.

> **System Setup** - Modify the general operation of the software..
> To enter *System Setup*, hold down the shift key and click anywhere inside the sentence bar (the wide box below the commands at the top of the screen).
>
> **Button Setup** - Modify the contents of a specific sound button. Determine the action for the sound button (play a sound, open a page etc.), create a picture, or add a sound. To enter *Button Setup*, hold down the shift key and click on the sound button you wish to modify.

The first page you see when the software starts is referred to as the ***Opening Page, Top Page or Main Page***. Depending on the end user, this may be the only page you use. However, many users require numerous pages to facilitate grouping words into topics which are placed on separate pages sometimes referred to as "category pages". For example, you may have a page called "Greetings" and place several different greeting messages on that page. As such, the *Opening Page* can be used to provide a menu of topics (eg. Greetings, Work, School, Food etc.).

One of the most important issues to consider, is the number of sound buttons for a page. You can change the page layout (number of sound buttons) at any time for any page and the symbols with adjust accordingly. The more sound buttons you have on a page, the smaller the pictures will appear.

One effective method to develop your system is to create it on paper first. At the end of this manual are templates for each of the available page layouts. Your choices are 6, 12, 20, 30, 42, 56 and 72 buttons per page.

Operating Instructions
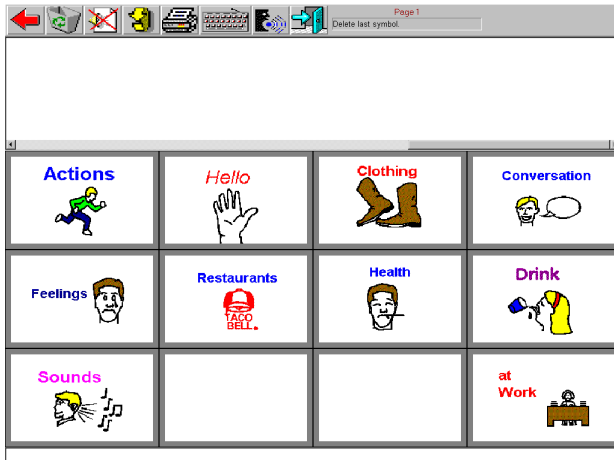
The *Gus! Multimedia Speech System* is simple to use and customize. To assemble a group of sounds (words) into a sequence (sentence), simply press the appropriate sound buttons in the order you want to hear them repeated, then press anywhere inside the Sentence Bar. The sounds will occur one after the other in the order they were selected, thereby speaking a sentence. Simple.

To create text-to speech, simply start typing and the text will appear at the bottom in the Text Line. To speak the contents of this line, press the Print Screen key.

The Command Bar (Move cursor over item and look in the top right for button description)
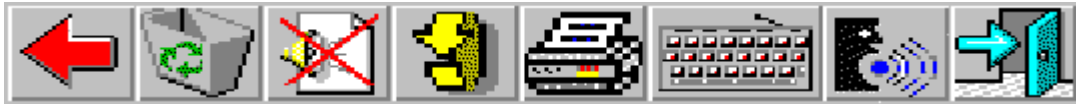
Deletes the last entry from Sentence Bar

Clears the Sentence Bar completely (Escape).

Stop speech playback

Go back to previous page. Press twice to go to the top (main) page.

Print page
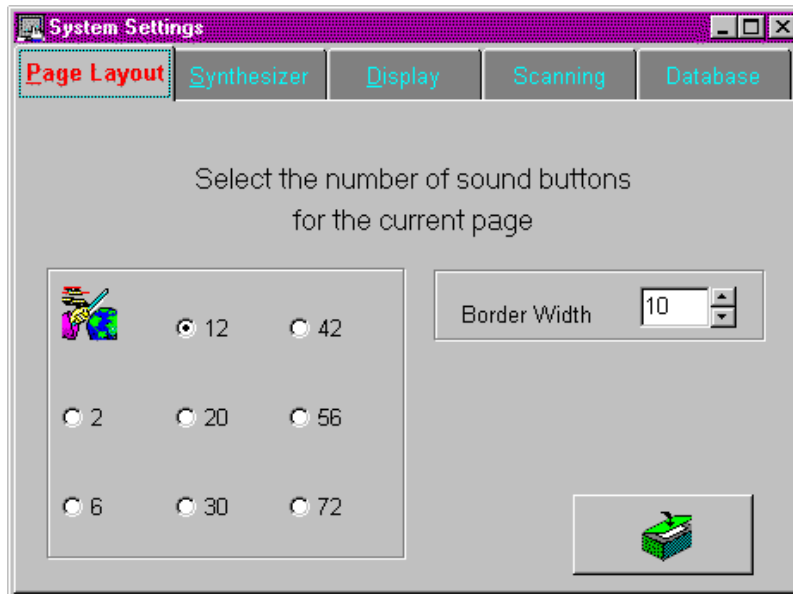
Run **Gus! Talking Keyboard**

Run **Gus! Easy Talk**

Quit (Alt + F4)

Keyboard control of the Speech System
Moving the arrow keys will move the "target" (red box) around the screen. Press Enter to make your selection.

System Setup

To enter into the *System Setup* area, press the *Shift key and click the left mouse* button on the sentence bar. The following window will appear...

A. Page Layout (above)

Select the number of sound buttons to appear on the current page. The pictures will automatically resize to fit the new layout.

The page layout (grid size) is for the current page. It is not a system wide setting. Changing the number of buttons only affects the current page. As such, any page can have 2, 6, 12, 20, 30, 42, 56 or 72 sound buttons.

As a general rule, it is better to use fewer sound buttons (less than 30) with more underlying pages (layers), than to try to fit as much as possible on each page using a large number of sound buttons (42 to 72).

**Border Width** - select the border width for all sound buttons

The green button in the bottom right will save the settings and exit System Setup.

B. Synthesizer

Select speech synthesizer:

MS Speech (default) - NEW!! Microsoft Speech is included with the Gus! Multimedia Speech System (default). Press "Configure" to select male or female voices, speed, pitch and modify exception dictionary.
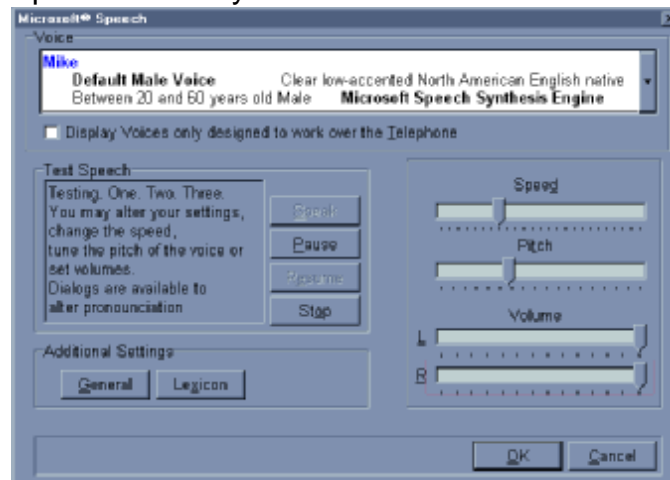

DECtalk - From Digital Equipment Corp., one of the world's most popular speech synthesizers. This software based speech synthesizer offers the full range of DECtalk speech options including 4 male, 4 female and 1 child's voice. Considered one of the best sounding speech synthesizers. Does not require any additional hardware. Completely software based (1 diskette) - Available as Option: Cost: $195

To hear examples of DECtalk, click *Start, Programs, Gus Software, DECtalk Demo*

Provoice - Included in previous versions of the Gus! Multimedia Speech System. Replaced by the Microsoft Speech Synthesizer.

C. Display - Choose which commands or general system features to enable/disable.
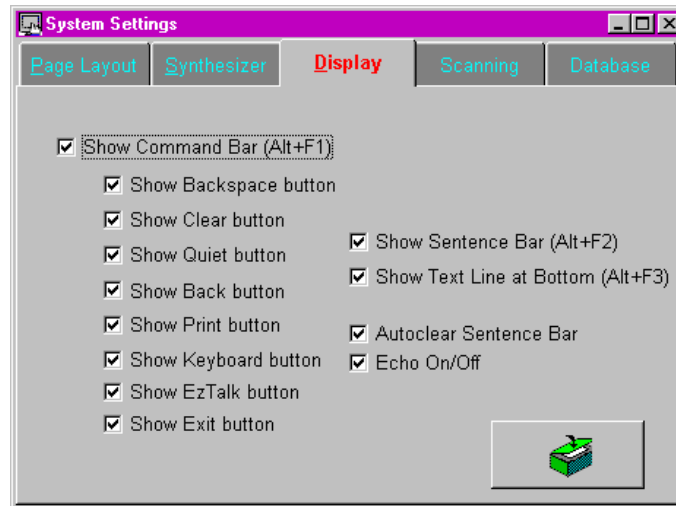
This feature was added to provide a method to prevent users from involuntarily pressing one (or more) items on the command bar. Any or all of these items can be disabled.

Show Command Bar **(Alt+F1)** - Activates/deactivate the command bar. If deactivated it will not be visible. Pressing Alt+F1 will also activate/deactivate the command bar, however, these changes will not be saved for future sessions.

> The list of items below "Show Command Bar" are used to activate/deactivate the buttons displayed on the command bar. If the check box is filled, the item will be visible and will be highlighted during scanning. If not, it will not be displayed nor will it be visible during scanning.

Show Sentence Bar **(Alt+F2)** - Activates/deactivate the sentence bar. If inactive it will not be displayed.

> ***NOTE****: If the sentence bar is inactive (invisible) it will appear to be impossible to re-enter System Setup to turn it back on. However, by pressing ALT+F2 the sentence bar will reappear.*

Show Text Line at Bottom **(Alt+F3)** - Activates/deactivates the text line the appears across the bottom of the Speech System. If inactive it will not be displayed.

Autoclear Sentence Bar - Determines if the sentence bar will automatically clear once the sentence is heard.

Echo On/Off - Determines whether each sound button is heard when selected or not. The user may not want to have each sound button play as they are creating a sentence containing several sound buttons. However, when the sentence bar is clicked, the sound buttons will play in the order they were selected.

Scanning - "Switch/Scanning" is vital to anyone who cannot use a conventional mouse, touch screen, joy stick or other pointing device due to their physical limitations. As long as the user can voluntarily move any part of their body, even a fraction of an inch, they are a good candidate for switch/scanning and will be able to fully utilize this software for speech output.

What is "switch scanning"?

(Note: For a complete description of "switch/scanning", click *on Start, Programs, Gus Software, Full Brochure*…then select "*Switch/scanning explained*".
Switch/Scanning - is comprised of two parts.

The "*switch*" is a small hardware device connected to the Gus! Mouse with a short cord. It is usually placed under a finger, toe or other body part that can be moved voluntarily to activate the selection. The term "*scanning*" describes the manner in which the sound buttons on Speech System are highlighted one after the other to assist you in making your selection(s).

Switches come in all shapes and sizes, but the most common type is the small (2") round plastic type. The "switch" is connected to the computer by plugging its cord into the Gus! Mouse which has two sockets built into it. The *Gus! Mouse* is connected to the computer. Now that you have your "switch" connected to the computer, by way of the *Gus! Mouse*, you are ready to begin "scanning." If you don't have a *Gus! Mouse* or a switch, you can always use the left mouse button as your switch! To order a catalogue of available switches, call...
### *TASH, Inc. at 800-463-5685*

Scanning typically involves highlighting one row after the other until the user presses their "switch" when the desired row is highlighted. The scanning procedure will then highlight each item within the selected row until the user makes their selection again by pressing their "switch". The selected sound button is then spoken.

To use widely available "switches" (from companies like TASH) with this software...

- Single switch users should connect their "switch" to the left socket on the *Gus! Mouse*.
- Dual switch users should attach the "scanning switch" to the right socket and the "selecting switch" to the left socket.

** To increase/decrease scanning speed during scanning press
PgUp to increase speed, or **PgDn to decrease speed**. **
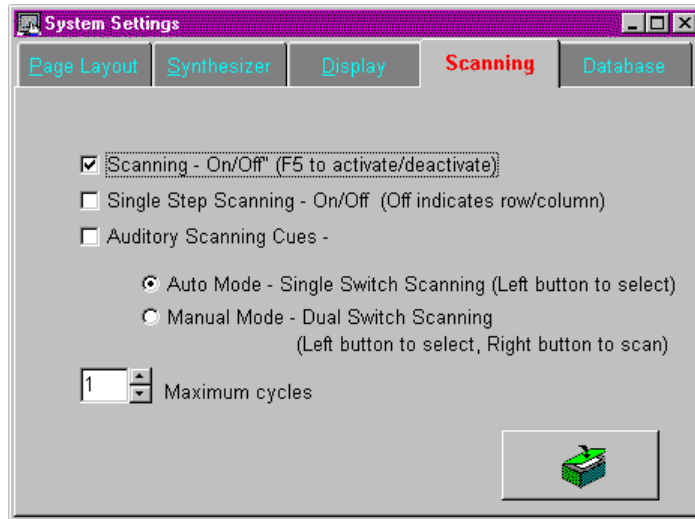
Scanning On/Off (F5) - Turns the scanning feature on or off. This may also be accomplished by pressing the F5 key. Keep in mind, if during a session which uses scanning, you press F5 to stop the scanning, you must press F5 again to turn it back on. Even though this item is checked to indicate scanning is turned on, scanning will not commence until the F5 key is pressed again.

      Note: Scanning will default to the row/column method, unless *Single Step Scanning* is checked.

      In *Auto Mode* - If Auto Mode is enabled, a selection is made by clicking the left mouse button when the intended row is highlighted and then by clicking the left mouse button again when the intended item is highlighted. If you are using a single switch, activate the left mouse button by attaching the switch to the left socket on the Gus! Mouse.

      In *Manual Mode* - If Manual Mode is enabled, the scanned area is advanced by clicking the right mouse button, OR activated the switch attached to the right switch socket on the Gus! Mouse. A selection is made by clicking the left mouse button when the intended item is highlighted OR by activating the switch attached to the left switch socket.

Single Step Scanning - On/Off - Scans individual items (left to right, top to bottom). In *Auto Mode* - If Auto Mode is enabled, a selection is made by clicking the left mouse button when the intended item is highlighted OR by activating the switch attached to the left switch socket on the Gus! Mouse.
      In *Manual Mode* - If Manual Mode is enabled, the scanned area is advanced by clicking the right mouse button, OR activated the switch attached to the right switch socket on the Gus! Mouse. A selection is made by clicking the left mouse button when the intended item is highlighted OR by activating the switch attached to the left switch socket.

**Auditory Scanning Cues** - Turns the auditory scanning cues on/off.

Note: During *Row/column scanning (Auto Mode),* the auditory cue that will be played for each row (as they are scanned) will be the auditory cue associated with the <u>first sound button in each row</u>. Once a row is selected with the switch, the auditory cues from each sound button will be played from left to right.

Maximum Cycles - Determines the number if times the scanning sequence will "cycle" through a row before "breaking out" and returning back to row/column scanning.   Useful when a user incorrectly selects a row and does not want to select any of the items on that particular row.

Also used to determine the number of times the scanning sequence will cycle through the sound buttons before returning to scan the command bar and sentence bar.

Database

Automatically compresses ("packs") database files and creates a backup of same when exiting the Speech System.
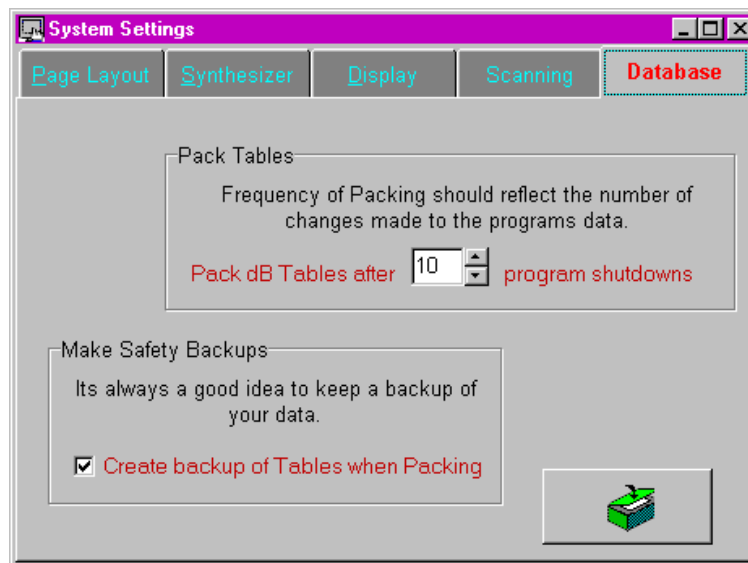
Sound Button Setup

The *Gus! Multimedia Speech System* makes modifying sound buttons straight forward and simple. To modify a sound button, simply **hold down the <u>Shift</u> key** and **select the sound button to modify** with the <u>left</u> mouse button.
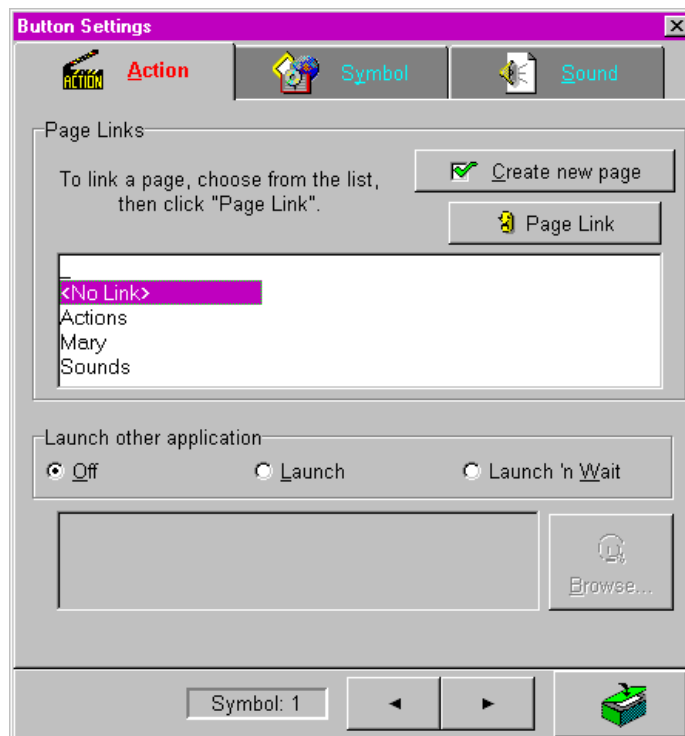
There are 3 steps involved in modifying a sound button and they are conveniently placed on 3 different tabs. They are...

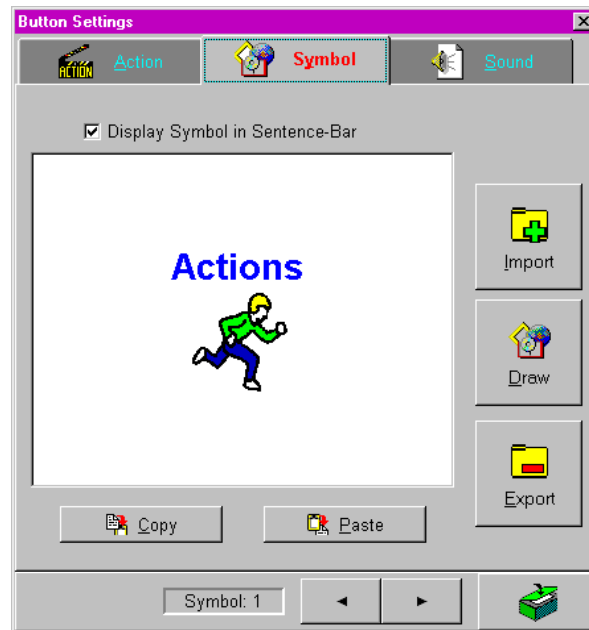> **Action**...*Choose the action or function of the sound button*
> **Symbol**...*Modify the visual appearance of the sound button*
> **Sound**... *Add recorded or synthetic speech*

A. Action - What do you want the sound button to do? Select the type of action for the sound button.

B. Symbol - Change the appearance of the sound button by adding a picture and/or a text description.

Import a picture (symbol) from the *Gus! Symbol Set*, *Mayer-Johnson Symbol* set (or any *.bmp file) onto a sound button. Once selected the following window appears.
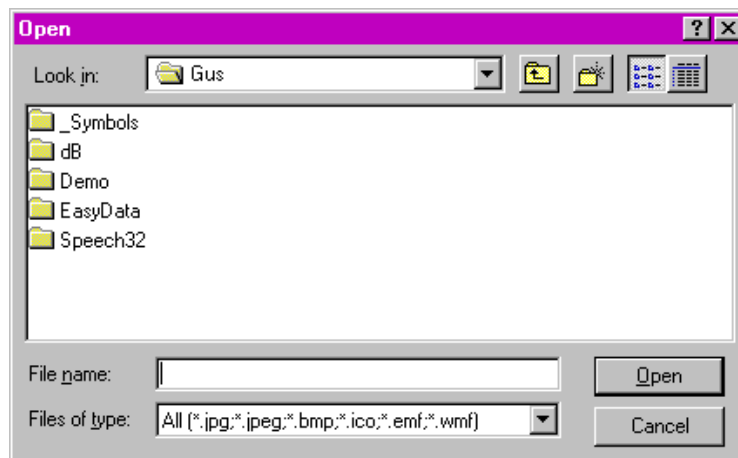
Double click on **_Symbols** (*Gus! Symbol Set*) or **#Mayer** (Mayer-Johnson Symbols) and the listing of symbols will appear (see below).
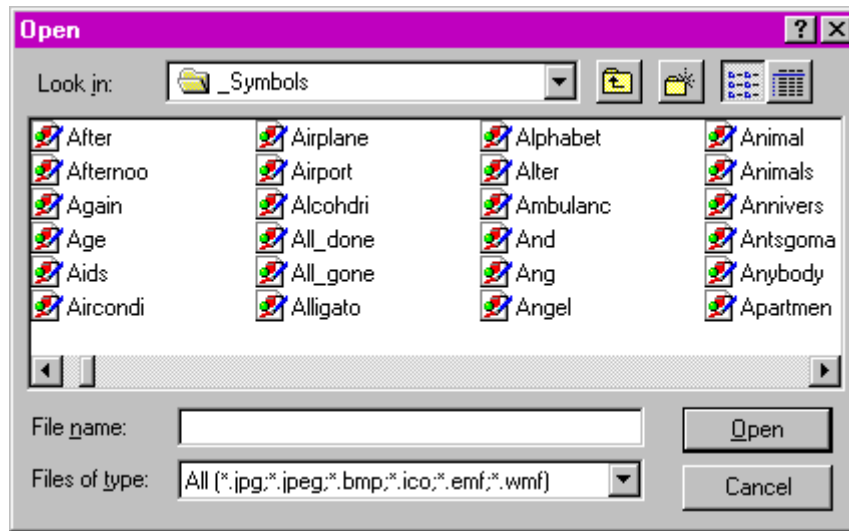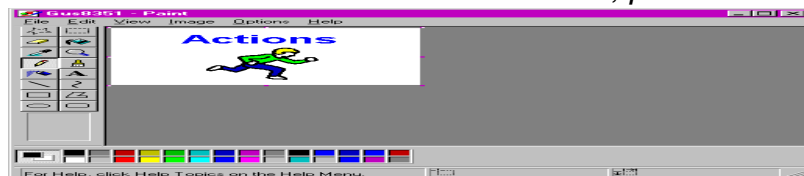
2. Select a symbol and click **Open**. The symbol will appear on the sound button and be automatically sized to fit. To modify or resize the symbol, select *Draw* from Button Setup.

Activates the *Microsoft Paintbrush* drawing program.

  * *For additional instructions for Paintbrush, press F1 for help.*

There are many powerful features available in the *Paintbrush* program, however, we will leave a detailed discussion of these to the *Paintbrush* manual (press F1). To demonstrate how to create a simple picture that uses only text, follow these instructions.

Select a color by clicking on one of the colored boxes at the bottom of the Paintbrush window. This will be the color of your text. Now, click on the text tool ("A") of the Paintbrush window to activate the text function. Place your cursor inside the drawing area and press (and hold) the left mouse button while you create an outline box for the text. This is the placement position of your text.

Type your text and it will appear inside the text area just created. The Text Bar will appear enabling you to change the font and size of the text. When you are finished, click on *OK*.

To erase your picture, or any part of it, click on the Eraser (1 st

column, 2nd row), then hold the mouse button down while you erase the picture. It works just like a pencil eraser.

To exit the Paintbrush program , click on **File, Exit**. The following box will appear. **DO NOT choose *File, Save* (or *SaveAs*).**
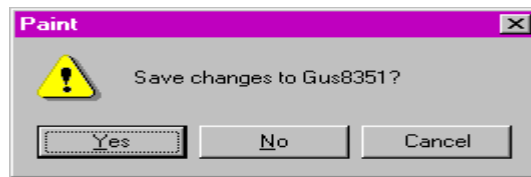
To accept the new picture, select *Yes* and the new picture will be attached to the sound button. To ignore the new picture and quit, select *No.* To go back into the Paintbrush program select *Cancel.*

Resizing a picture on a sound button - to resize a symbol on a sound button to make it larger or smaller, do the following...

Select the outline tool (2nd column, 1st row) and draw a box around the symbol by holding down the left mouse button.

Once the outline box surrounds the symbol, release the mouse button. The outline box can be resized by pulling any of the corners out (expanding symbol) or in (shrink symbol).

## C. Sound - Add speech (synthetic or digitized) to a sound button.
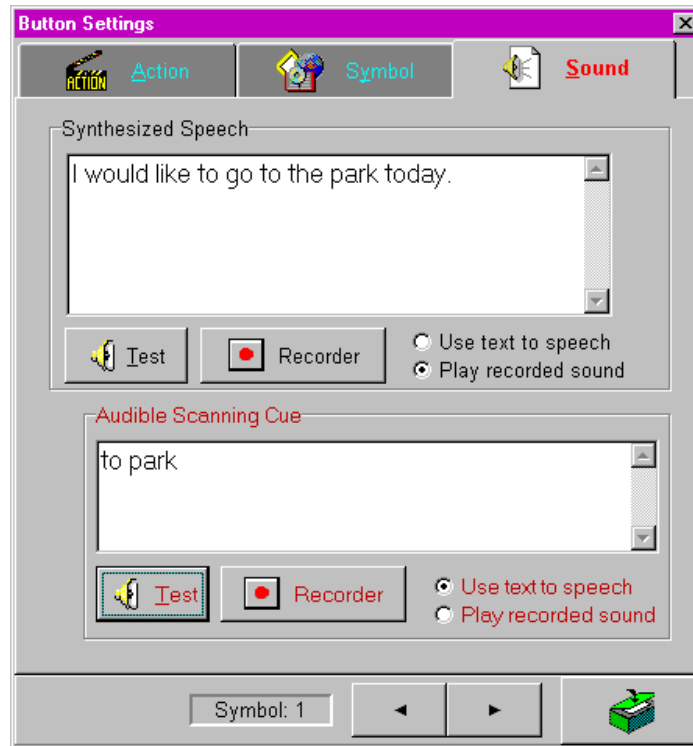
Synthetic Speech. Type the word or sentence for synthetic speech output. If you will be using recorded speech for this sound button you do not need to enter anything.

  Press to hear the text through the speech synthesizer.

If a word is mispronounced by the speech synthesizer, you can modify its pronunciation using the *Dictionary Manager*, **OR** retype the text and spell the mispronounced word phonetically. For example, the speech synthesizer will mispronounce the word "Vancouver" in the phrase, "I live in Vancouver." Simply retype the phrase as "I live in Vanc**oo**ver" and the problem is solved.
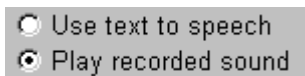
  Choose whether this sound button will play synthetic (Use text to speech) or digitized (Play recorded sound) sounds.

  Press this button to activate the *Sound Recorder* to record "digitized" speech.

Record   Play   Pause   Stop   Exit

To record a new sound, press the Record button and speak directly into the microphone. The moment you are finished, press the Stop button. You will discover through trial and error how best to record speech. The window in the sound recorder will give you a visual picture of your recording. For on-line Help, press the F1 key.

When you are happy with your recording, click on *Exit.*

To import a sound from another source select "Import" and choose the file (*.wav).

Auditory Scanning Cue. Speech (or sound) used with the *Auditory Feedback* scanning feature. To activate this feature see *System Setup - Scanning*. Auditory scanning cues are useful for individuals with poor vision or who require verbal confirmation.
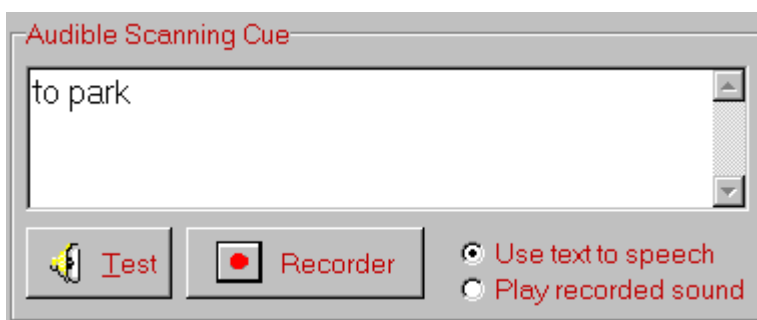
    Synthetic Speech - Enter text for the synthetic speech scanning cue. We recommend keeping auditory cues as short as possible (one or two words).

    Digitized Speech - Record the sound for the digitized scanning cue. Again, we recommend keeping the scanning cue as brief as possible

Delete - Deletes the action, picture, text and sound files for this sound button.

Page Linking Overview

With this version, we've added an exciting new option to the *Button Setup* menu called "Page Link". With page linking, it is possible to configure a sound button to 'jump' to any page of sound buttons in the system (destination page). As such, building a sentence with sound buttons from various pages is much easier and faster.

Here is an example of how it works. Note: the following system layout is only a sample.

Suppose you went to a McDonalds restaurant to have lunch (see diagram below). You start by working your way down through the pages to reach the "McDonalds" page. As you place your order, you decide to order 3 drinks. However, the sound for "three" is on the "Math" page found in a different page in another part of the system.

With page linking, you can go directly to the "Math" page by pressing a single "Page Link" sound button. Select the number "three", then return to the "McDonalds" page by pressing the "Go back" button (yellow arrow) on the command bar. That's it!
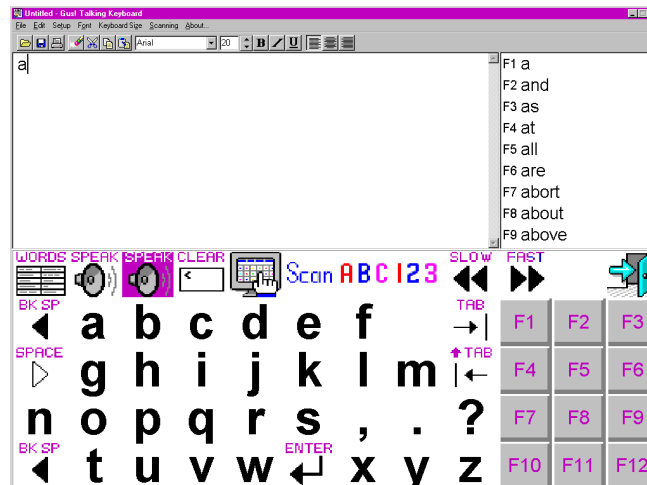
Keyboard Control of the Gus! Multimedia Speech System

F5   Start/Stop Scanning

Alt+F4   Quit

PageUp   Increase scanning speed

PageDn   Decrease scanning speed

Esc   Clears sentence bar and text line at bottom

Arrow Keys Move highlight box (red) around screen

Enter   Activate the location of the highlight box.

Bksp   Edit text line

PrtScrn   Speaks the contents of the text line.

Gus! Talking Keyboard - Operating Instructions

The *Talking Keyboard* can be started from the Start menu, or by pressing the **Keybrd** button from the top row of the *Gus! Multimedia Speech System*.

Each time the *Talking Keyboard* is started, it returns to the same settings that were in place when it was exited the previous session. For example, if scanning was in use when you exited, it will begin scanning again the moment the program is started again.

 Opens abbreviations setup (only if scanning is off).

 Speak (or press *PrtScrn*)

 Speak and highlight text as it is spoken.

 Clear Display (*or press Esc*)

 Exit or return to the *Gus! Multimedia Speech System* (*or press F8*)

a b c Go to lower case keyboard.

A B C Go to upper case keyboard.

1 2 3 Go to numbers and symbols keyboard.

 Increase or decrease scanning speed (or use PgUp & PgDn).

 To enter text, select letters from the on-screen keyboard with a pointing device (eg. mouse, touchscreen, trackball etc.) or use the computer's keyboard. For those with physical disabilities, scanning is also provided (See menu command*, Setup, Scanning* for more options).

SPEAK

Press the SPEAK icon to activate the speech synthesizer.
(See menu command, *Setup, Speech* for more options).

As each letter is entered, the word/phrase list box (lower right on screen) searches to find words and sentences that begin with the letters typed. Pressing the space key clears the list box to prepare it for the next search.

For example, if the letters "*ca*" are typed, the list box will show the first 9 words or phrases from the dictionary that begin with "ca" such as "*cab*", "*cafeteria*" , "*cake*", "*can you help me*" etc. To select a word or phrase from the list box, click on it with the mouse, or press the adjacent number (F1 - 9) on the keyboard.

Words or phrases longer than 10 characters may appear "cropped" in the list boxes. Moving the cursor, or scanning, over any list box item displays its full contents along the bottom of the screen.

Adding words and phrases to the dictionary
New words can be added automatically or manually.
Phrases must be added manually.

Automatic Method
This feature, "*Auto add word to dictionary*", must be enabled from the menu item *Setup...Autolearn (must be checked)* before it will work. As text is entered into the *Talking Keyboard*, any word that isn't in the dictionary is added as soon as the space key is pressed.

This is an excellent way to create your own personal dictionary and is the main reason why the provided dictionary is relatively small. You will find that creating your own dictionary in this manner will make the word/phrase list box much more efficient by not cluttering it up with words and phrases that you may never use.

Manual Method
Using the File Manager or Explorer, open the \Gus directory. In it you will find a file called wordpred.dic. Double click on this file and add/modify the dictionary.

Deleting words and phrases from the dictionary
Using the File Manager or Explorer, open the \Gus directory. In it you will find a file called wordpred.dic. Double click on this file and delete any line you choose. Save it as a simple text file when you are finished.

Menu Commands

File

New	*Clear display and open new text file*	
Open	*Open text file*	
Save	*Save text to current file name*	
Save As...	*Save text to new file name*	
Print	*Print the current document*	
Exit	*Quit*	

Edit

Undo		*Undo last action*
Cut	**Ctrl+X**	*Move selected text to clipboard*
Copy	**Ctrl+C**	*Copy selected text to clipboard*
Paste	**Ctrl+V**	*Paste text from clipboard*
SpellCheck		*Activate spelling checker*

Setup

Autolearn	*Automatically add new words to dictionary*
Paused	*Deactivate word prediction feature*
Edit Word Abbr. List	*** See Next Page ***
Speak (PrintScreen)	*Same as pressing Speak button*
Speech Software	*Activates speech setup window*
Preferences	*** See Next Page ***
Paused	*Delete a word or phrase from the dictionary*

Font

Bold   *Make highlighted text bold*

Italic   *Make highlighted text italic*

Underline   *Underline highlighted text*

Change   *Change font characteristics*

Keyboard Size

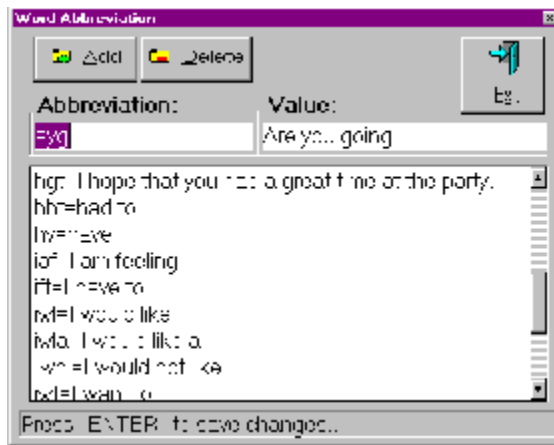**40%**   *Make keyboard 40% of screen*

50%   *Make keyboard 50% of screen*

60%   *Make keyboard 60% of screen*
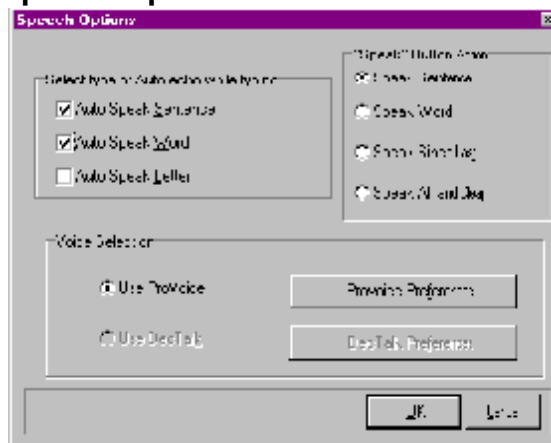
70%   *Make keyboard 70% of screen*

Scanning

Userscan   *No timer. Scan with right, select with left.*

Autoscan   *Timer scanning. Select with left.*

Max cycles   *Number of times scanning will cycle through*
the same row before resetting itself.

# Setup

Edit Word Abbr. List

Speech Options

Keyboard Control of the Gus! Talking Keyboard

PrtScrn   **Speaks text**

F1   **Inserts word #1 from word prediction box**

F2   **Inserts word #2 from word prediction box**

F3   **Inserts word #3 from word prediction box**

F4   **Inserts word #4 from word prediction box**

F5   **Inserts word #5 from word prediction box**

F6   **Inserts word #6 from word prediction box**

F7   **Inserts word #7 from word prediction box**

F8   **Inserts word #8 from word prediction box**

F9   **Inserts word #9 from word prediction box**

F10   **adds "s" to end of current word** (not in scanning mode)

F11   **adds "ed" to end of current word** (not in scanning mode)

F12   **adds "ing" to end of current word** (not in scanning mode)

PageUp   **Increase scanning speed**

PageDn   **Decrease scanning speed**

Gus! Easy Talk - Operating Instructions

Gus! Easy Talk can be started from the Start menu, or by pressing the **EasyTalk** button from the top row of the *Gus! Multimedia Speech System*.

When the program begins, it might be in scanning mode. To stop (or start) scanning, press the F5 key.
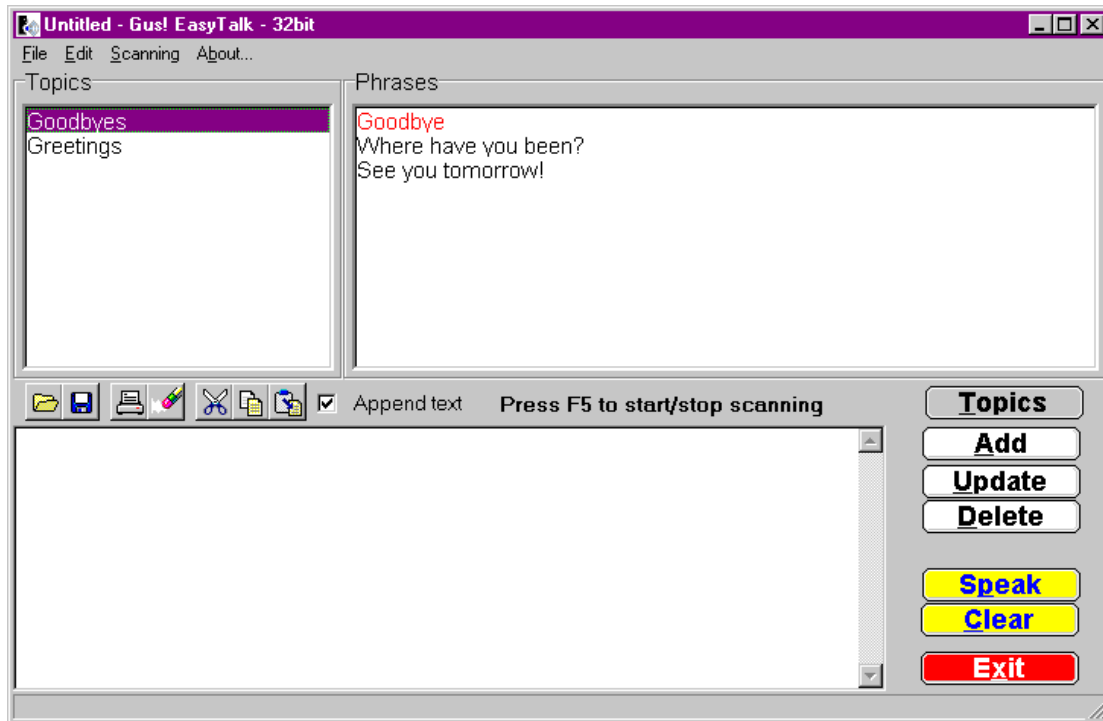
Using Gus! Easy Talk is straight forward. To select a pre-saved phrase, click the mouse on a Topic from the list, then click on the phrase to be spoken, and finally click on the Speak button in the bottom right corner.

A slightly faster way to generate the speech output is to DOUBLE click on the phrase and it will automatically be spoken.

You can also type in the box at the bottom and click the "Speak" button to have it spoken.
To add a new Topic, click on the "Topics" button.

To add a new phrase to a Topic...
　　　Click on the topic from the list box
Type the new phrase in the box at the bottom
Click the "Add" button.

Gus! Speak Clipboard - Operating Instructions

The *Gus! Speak Clipboard* program is a handy utility that provides easy access to speech output from any Windows program.

Gus! Speak Clipboard is an "always on top" program that remains visible at all times. As such, it enables speech output from any Windows program.
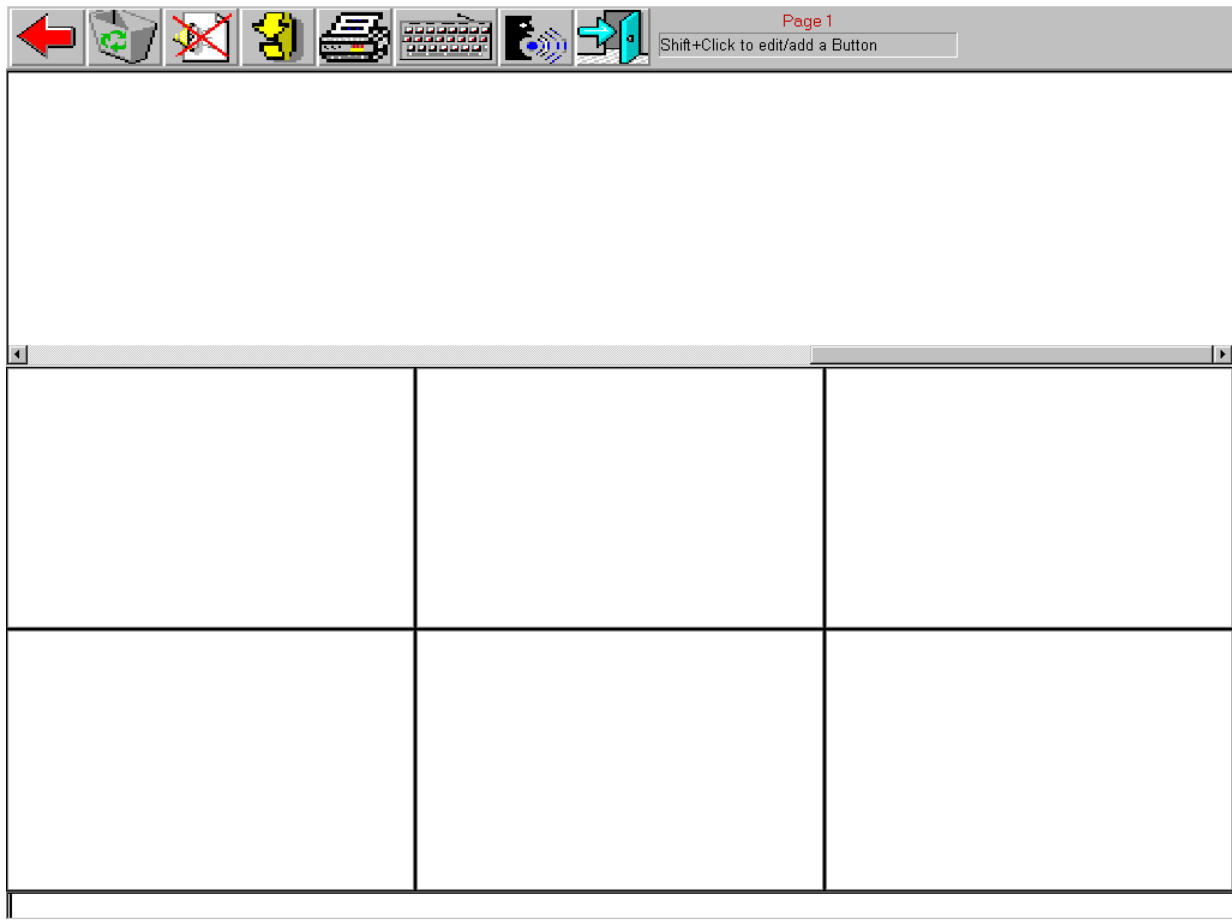
Speech Output

To produce speech output from a Windows program, simply highlight a section of text, press *Edit*, *Copy*, then press the button on the *Gus! Speak Clipboard* window. The highlighted text will then be spoken. To stop the speech, click the button again.
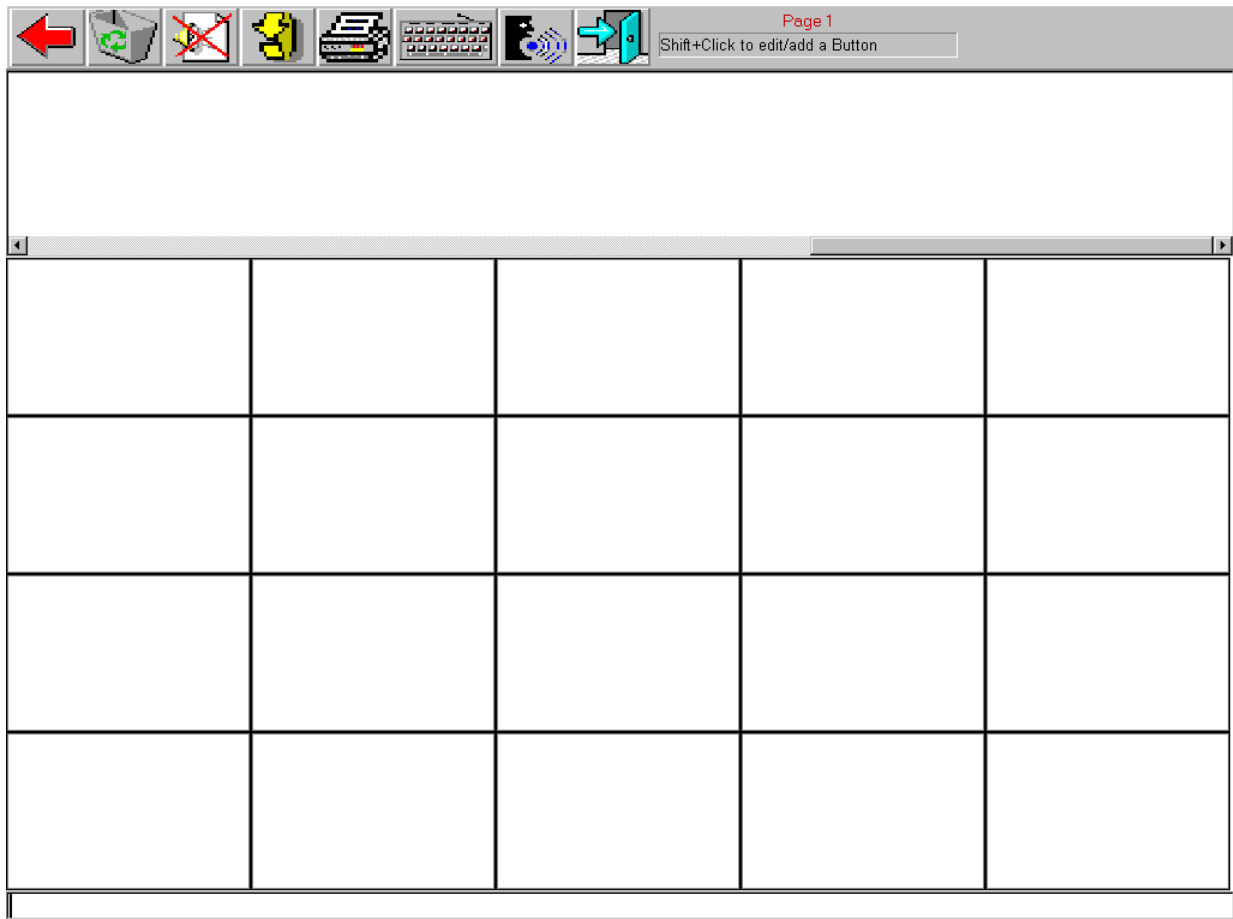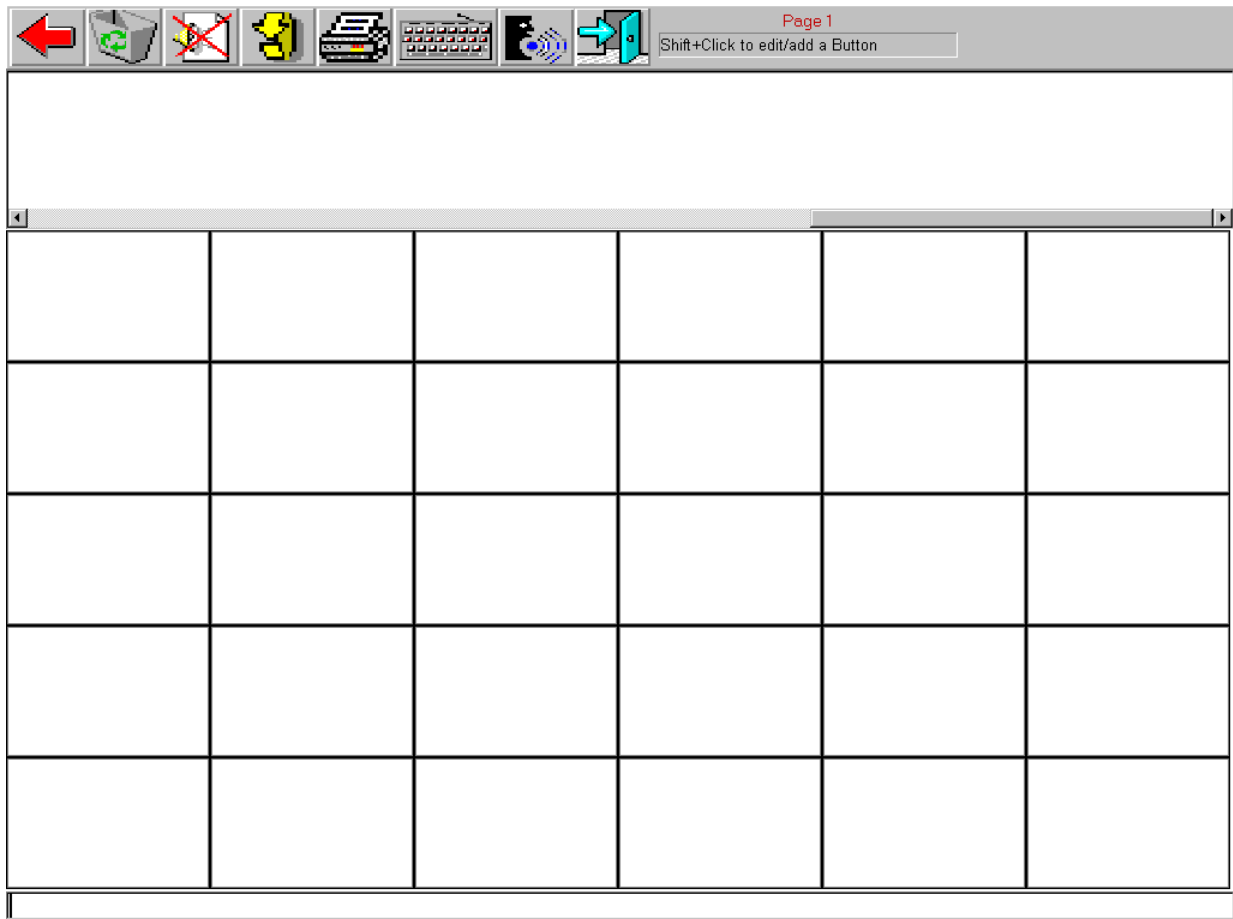
Shift+Click to set Preferences
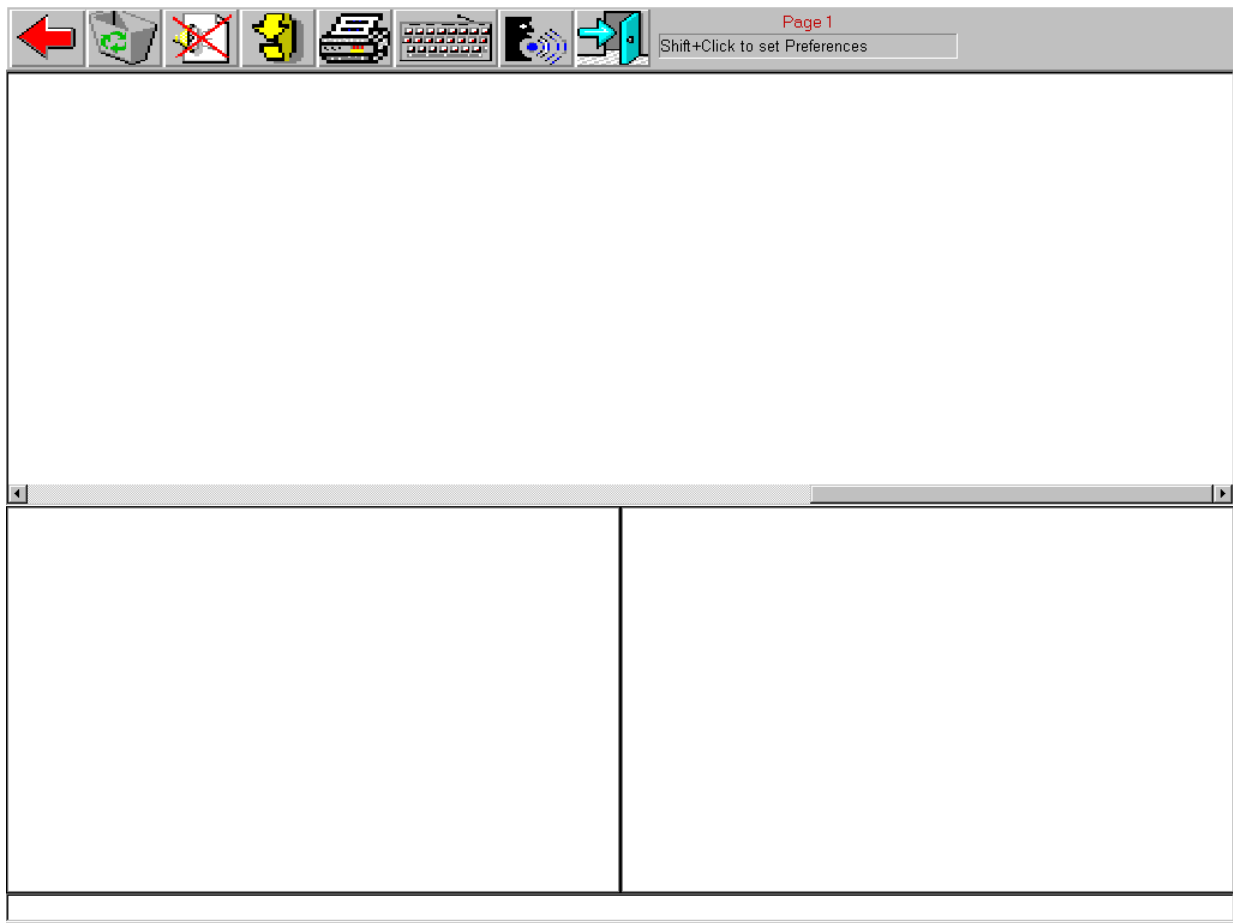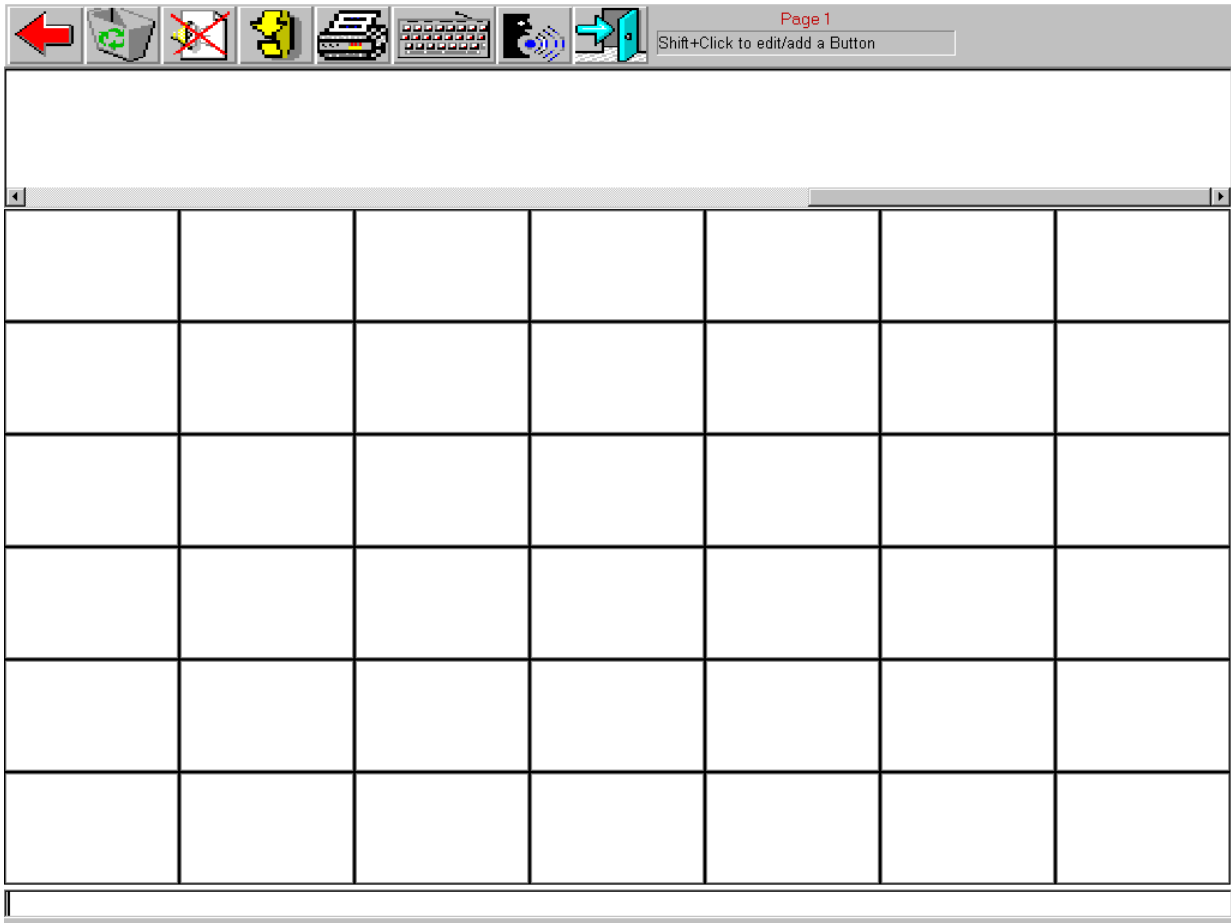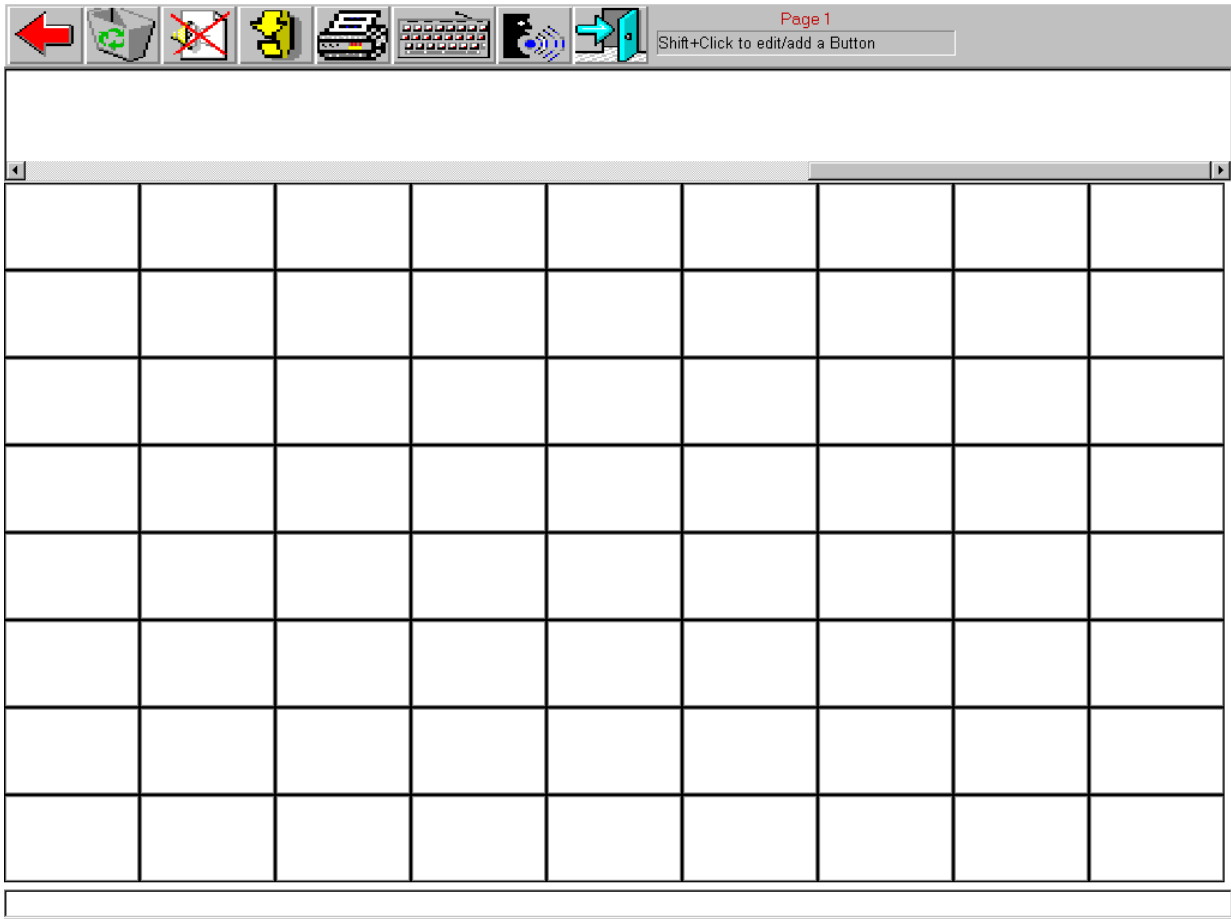
2 Buttons per page - template

6 Buttons per page - template

12 Buttons per page - template

Shift+Click to edit/add a Button

20 Buttons per page - template

Shift+Click to edit/add a Button

30 Buttons per page - template

Shift+Click to edit/add a Button

42 Buttons per page - template

Shift+Click to edit/add a Button

56 Buttons per page - template

Shift+Click to edit/add a Button

72 Buttons per page - template