

# Intellikeys and Overlay Maker

## A Basic Introduction

## Quick Guide

Created 01/05

### What is it?

An Intellikeys Board can be viewed as a programmable grid with keys containing text, pictures or commands which are sent to the computer to enter into a program or control it. The overlay is a 'blank canvas' where you design and create what is programmed into the keys to give the user better access to programs and materials on the computer. Used in conjunction with a talking word processor this can provide a reading and writing solution for children with a wide range of impairments.



### How can it be used?

The ability to set the layout means that text can be the size and colour needed for those with any level of visual impairment; the keyboard can be uncluttered and visually simple for those on the autistic spectrum with only the information required available; and those who find a standard keyboard physically demanding can have tailor-made solutions.

Ideas for use include:-

- words needed to construct sentences
- vocabulary to extend writing
- numbers to complete maths questions
- communication board
- picture and word linking



### The program

The **content** of a key is what it sends to the computer.

The **text label** is what is on the display.

If the content is [Same as Text Label] then it displays and sends the same data.

The **content** and **label** need not be the same: you may provide a picture of a printer on the overlay but the content will send the command to print, e.g. ctrl p (pc) or command p (mac).



CALL Centre  
University of Edinburgh, Paterson's Land,  
Holyrood Road, Edinburgh, EH8 8AQ  
Tel: 0131 651 6236  
<http://www.callcentrescotland.org.uk>

**CALL Centre**

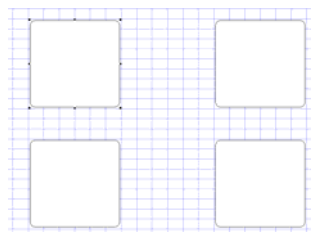
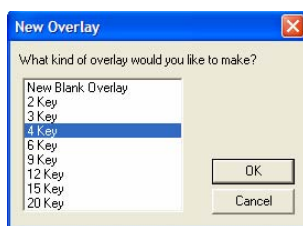
Copyright © CALL Centre 2005

## Create a New Overlay

Load **Overlay Maker** and ensure you are in **Standard mode**. (If you can see Easy mode in the **Options** menu you are already there. If not then choose Standard.)

Choose **New Overlay** from the **File** menu and select the desired overlay.

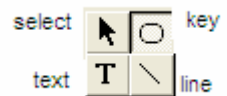
If you choose a set number then the overlay will be created for you. Any text that is entered into a key will be sent directly to the computer when that key is pressed on the Board.



If you choose **New Blank Overlay** then you can create any number and size of keys you need.

### Create a new key

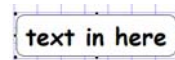
Select the **key** tool then click and drag across the grid to get the size you wish.



Change the **shape** of the key by choosing from the **key shape** tool. This can be done before or after drawing.

### Adding text

Choose the **Text** tool. Click in the box and enter text.



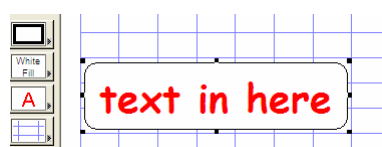
### Changing text formatting

Changes to text can be made by clicking and dragging across the text or by selecting the **key** and choosing **font**, **size** or **style** from the toolbox.



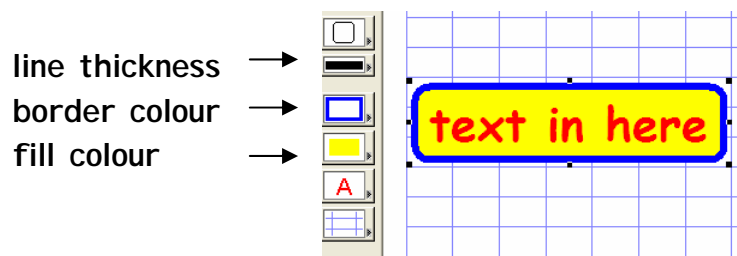
### Changing text colour

With the key selected, clicking on the **text colour** tool will offer a range of colours.



## Changing the line thickness, fill colour and border colour

Select the key then click on



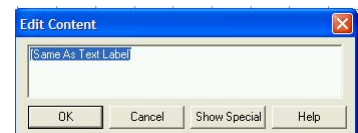
## Changing the size or shape of the key

Select the key, choose the selection tool  from the toolbar, click inside the key then move the pointer to the corner and drag across and up till the word or graphic fits.

## Making a Print Key

Printing can be done with keyboard commands so the **content** of this key needs to be whatever the command to **print** is (ctrl p on pc, cmd p on mac)

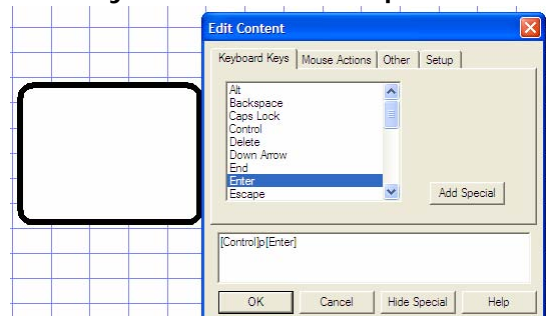
Double click on the key to open the **Edit Content** box then **Show Special**.



Select **control** (**command** for mac) from the **Keyboard Keys** list then **Add Special**.

Enter **p** from the keyboard.

Add **Enter** (pc) or **Return** (mac), **Add Special** then click on **OK**.



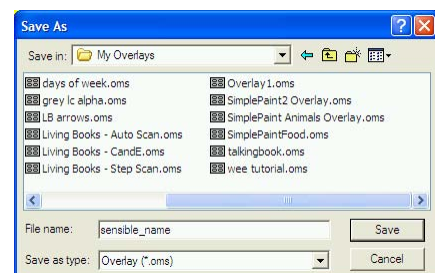
## Adding a Graphic

Select the key, load the Picture Library  then choose from the options.

## Saving the overlay

Select **Save** from the **File** menu, choose **MyOverlays** from the list offered and enter a sensible name.

You may wish to create a folder to save particular overlays. If using Overlay Maker in conjunction with Intellitalk then it may make sense to save overlays in the Intellitalk folder.



## Using the overlay

This overlay needs to be **sent** to the **Intellikeys Board** before the board can be programmed with its contents. It needs to be **printed** and placed on the board so the child can use it.

### Printing Overlay

Ensure that **US Legal paper** is in the printer then select **Print Overlay** from the **File** menu (ctrl p for pc, cmd p for mac). You may wish to laminate the overlay if it is going to be used frequently. Matt laminates are better than standard as there is less glare and are essential for those with a visual impairment. It is also possible to position a clear matt overlay on top of the paper to protect it.

### Sending Overlay

With the required overlay open, select **Send Overlay** from the **File** menu (ctrl d for pc, cmd d for mac). You should see a message on the screen to say that the overlay is being sent and the Intellikeys Board should light up. If not, check your connections and resend.

**Load** the **program** you wish to use the overlay with and it's ready to go.

### NOTE:

The contents of the overlay will remain in the Intellikeys memory until you send another one or reset the board. This is an important point to remember as any pressure subsequently on the keyboard will send the contents of a key to the computer (whether the overlay is physically there or not). This can cause havoc with other users or your desktop as items are renamed! The USB board has an on/off switch at the left top-side which is very useful; be aware that when you switch back on the last sent overlay is still active.

## Further overlay ideas

Any text based overlay can be made using the steps as above.

You can have pictures sent if you create a palette in Intellitalk then create the overlay directly from Intellitalk.

Additional keys can be added as needed (e.g. Save, Quit, Read) or as the program allows.

Coloured paper can be used to provide a better contrast background and save on ink.

Tactile support can be added by attaching items to a clear matt overlay.