

Sensory Software Switch Driver

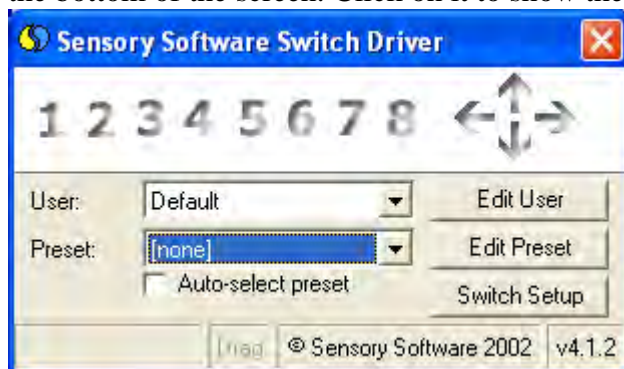
The Switch Driver is a free program for setting up the JoyBox, JoyCable or Crick USB Switch Box so that your switches can control programs on your computer. You can download it and get more information from <http://www.sensorysoftware.com/switchdriver.html>. A good feature is that you can program the Switch Driver so that it recognises the application that you are using, and sets up the switches to do the right thing. So, for example, when you start Powerpoint, Switch Driver can recognise it and set Switch 1 to produce a 'Left Cursor' signal for going 'left' to the last slide, with Switch 2 giving a 'Right Cursor' signal for going 'right' to the next slide. Or when you start up Pinball, you can program Switch Driver to recognise it so that Switch 1 gives the 'Z' key and Switch 2 gives the '/' key for operating the paddles.

Installation

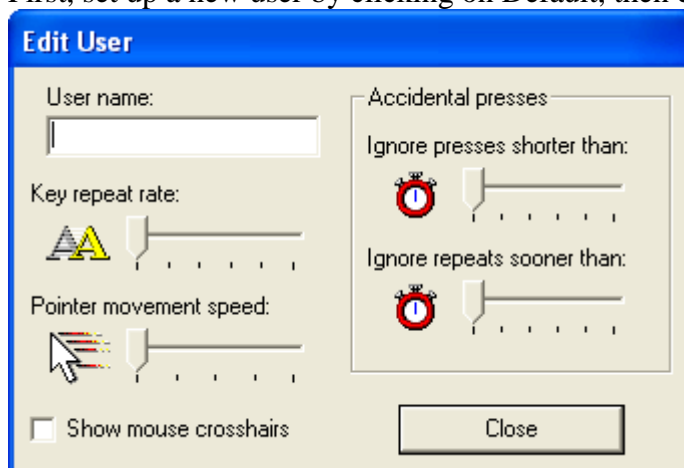
Double click on SwitchDriver4 to install Switch Driver.

Setting up a new user

Click on Start > All Programs > Sensory Software > Switch Driver. Switch Driver will start and a small yellow icon will appear at the right hand side of the Taskbar at the bottom of the screen. Click on it to show the Switch Driver window.



First, set up a new user by clicking on Default, then choose [New User].



Type in the name of the user – e.g. Paul. You can adjust some settings at this point, or just leave them and edit them later.

Key Repeat Rate is the speed at which keys are repeated if you hold a switch down.

Pointer movement speed is the speed of the mouse, if you are using switches to control the mouse pointer.

Show mouse crosshairs displays big red crosshairs on screen.

Ignore presses shorter will set a timer so that quick accidental switch hits can be ignored. If you are prone to hitting the switch at the wrong time you might want to increase this time delay.

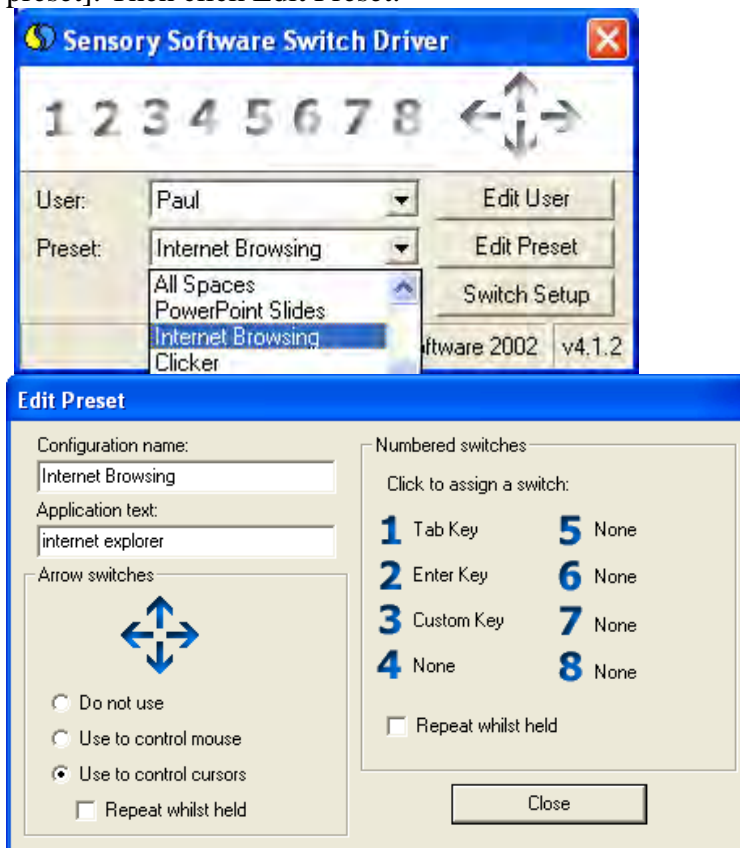
Ignore repeats sooner than is a timer to ignore repeated switch hits. So for example, if you tend to hit the switch twice by mistake, instead of once, turn this delay up a bit so that the second hit is ignored.

Programming the Switch Driver for different applications

Switch Driver has different 'presets' so that your switches can be used with different applications. We'll go through the procedure for programming it for a few applications. For this example, we're going to assume the user can use a 'switched' joystick plus three extra switches, all plugged into a Sensor Software JoyBox (<http://www.smartboxat.com/>).

Internet Explorer 'point and click'

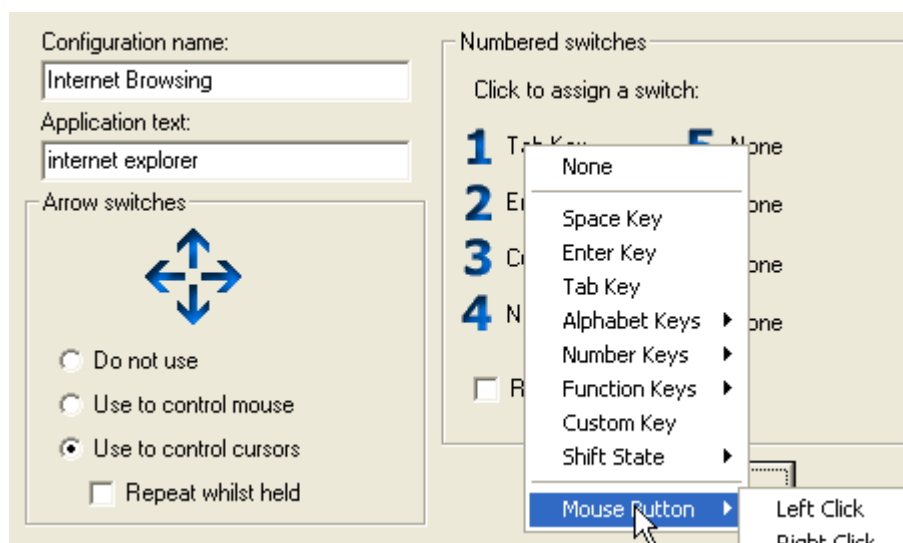
First we're going to tell Switch Driver to let our user control the mouse pointer with his joystick, for browsing the internet. Start up Internet Explorer. Arrange the desktop so you can see both Internet Explorer and Switch Driver on screen. If Auto-select preset is ticked, Switch Driver should have loaded the Internet Browsing preset automatically. If it hasn't, click on the Preset and either choose it, or choose [New preset]. Then click Edit Preset.



By default, the Internet Browsing preset is set as shown, and we're going to change it. First click on 'Use to control mouse' so that the switched joystick plugged into the Arrow Switches can control the mouse. Then click on Numbered Switch 1 and choose Mouse Button > Left click, so that switch 1 will give a mouse click. Program Switch 2 to either give a Right Click, or Drag Mouse. (With Drag Mouse you hit the switch once to lock the button down to drag, then hit it again to release the mouse button.)

If you use Internet Explorer, leave the Application Text as it is. If you use a different browser, such as Firefox, type in the name of the application (e.g. Firefox) in the Application Text instead. When you start your browser, Switch Driver matches the name in the Application Text to the program and loads in the correct preset.

Note Click Close once you are finished.



Make sure that Auto-select preset is ticked, and Switch Driver and your switched joystick and switches should now control the mouse.

Powerpoint

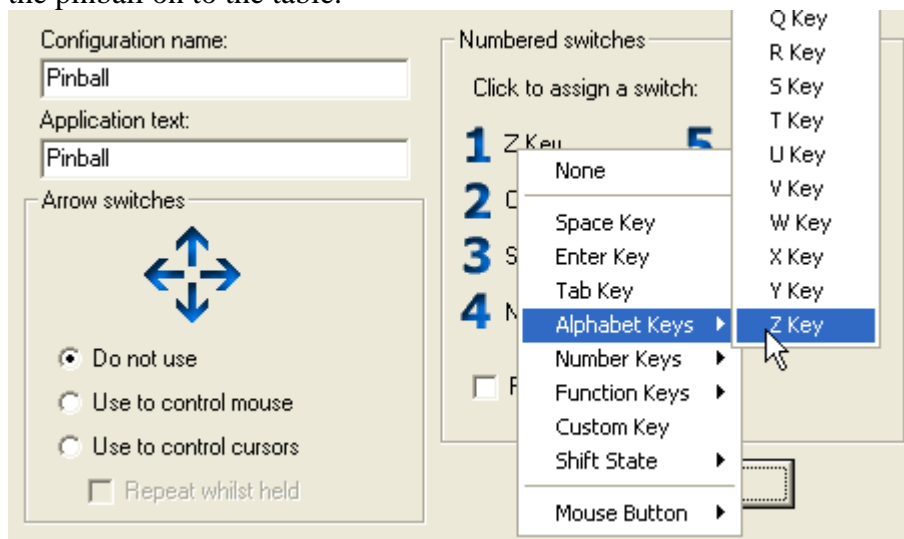
Next we'll set it up so that the two switches can control back and forward in Powerpoint, for reading talking books or just viewing photos. Close Internet Explorer and start Powerpoint. Again, arrange Powerpoint and Switch Driver so you can see them both. Click on the Powerpoint window and Switch Driver should automatically load the Powerpoint slides preset. Click on edit preset and check that Switch 1 is set to Cursor left and that Switch 2 is set to Cursor Right. Click Close, start the Powerpoint show and now Switch 1 should go to the previous slide, while Switch 2 will move to the next slide.

This is fine if you want Switch 1 and 2 to just go back and forward, but suppose you want them to be able to click the mouse button on a Powerpoint slide? There are two ways to do this. One way is to go to the Switch Driver, untick Auto-select preset, and then choose your Internet browsing preset. Now go back to Powerpoint and the switches should control the mouse because the Internet preset is still loaded. Another way is to edit the Powerpoint preset so that the joystick controls the mouse, and so that another switch socket – say Switch 7 – gives a mouse Left Click. Click Close, tick Auto-select preset, and plug your switch into Switch 7. Go back to Powerpoint

and the joystick will control the mouse movement. Plug the switch into Switch 1 if you want it to control the slides, or into Switch 7 if you want it to give a mouse click.

Pinball

Close Powerpoint and start Pinball. Arrange Pinball and the Switch Driver so you can see them both and then click on [New preset]. Type in a name for the preset (e.g. Pinball) and type Pinball into the Application Text. Now, whenever you start Pinball, Switch Driver will recognise it (Switch Driver looks at the title bar at the top of the program). Click on Switch 1 and choose Alphabet Keys and then Z Key. This sets Switch 1 to give a Z to operate the left paddle. Click on Switch 2 and choose Custom Key, then when Switch Driver asks you to Press the key you wish to use... press the '/' key. This sets Switch 2 to give a '/' which controls the right paddle. Now click on Switch 3, and choose Space Key, which will set Switch 3 to give a SpaceBar, to fire the pinball on to the table.



Clicker 5

Clicker 5 automatically detects a USB switch box for switches and scanning and so you shouldn't need to program the Switch Driver at all.

Start Clicker 5 and then click Options > User Access and choose either Single Switch Auto Scan or Two Switch User Scan. Switch 1 will then select, while Switch 2 will move from cell to cell.

Carry on and make more presets for any other programs you need to control with the switches or joystick.