

Pathfinder Activities

Activities:

Activity Row: the row of keys/icons at the bottom of the display screen. The Activity Row shows up on the bottom of your display screen when you have turned Activities ON in the Activity Menu.

Dynamic Activities: a Dynamic Activity is an already created activity that you activate via an icon sequence. Once you make an activity dynamic, you can be in any other activity, activate the icon sequence you selected for your dynamic activity, speak a message from it and return automatically to the original activity. In Unity, Dynamic Activities are used to represent the category vocabulary (usually nouns - i.e. foods, clothing, furniture, etc.).

CHOOSE ACTIVITY: the tool used to change the Activity Row (located at M-1 in Unity)

NOTE: In Pathfinder Unity, a label in ALL CAPS indicates that the activity contains a tool or connects to another activity; a label in lower case indicates that that activity will be spoken.

To make an Activity Dynamic:

1. Go into the Activity Menu
2. Select No. 3 - Dynamic Activity
3. Select No. 1 - Add a Dynamic Activity
4. Select the icon sequence (that will be used to access that activity), then select OK
5. Select the Activity you want to make Dynamic
6. Activate OK twice to exit the menu

To make a Dynamic Activity available from the Activity Row:

1. Go into the Activity Menu
2. Select No. 5 - Modify Activity
3. Select the Activity that you want to make Permanent
4. Select No. 4 - Hide/Show Activity (change it from HIDE to SHOW)
5. Activate OK twice to exit the menu

To Modify an Activity:

1. Go into the Activity Menu
2. Select No. 5 - Modify Activity
3. Select the Activity you want to modify
4. Select No. 5 - Modify and item within the Activity

5. Change the Message, Icon, or Label as desired
6. Select OK twice to exit the menu

To Create and Activity:

1. Go into the Activity Menu
2. Select No. 2 - Create Activity
3. Type the name for the Activity (use all CAPS)
4. Select the icon to represent that Activity
5. Select No. 1 - Spell Text for Message and type the message
6. Select No. 2 - Change Icon and select an icon
7. Select No. 3 - Change Label (if needed)

To Move an Activity:

1. Go into the Activity Menu
2. Select No. 4 - Move Activity
3. Select the Activity you want to move
4. Select the position to move to (the Activity will be inserted to the LEFT of the Activity you choose)
5. Answer YES

To Hide or Show and Activity:

1. Go into the Activity Menu
2. Select No. 5 - Modify Activity
3. Select the Activity to Modify
4. Select No. 4 (Hide/Show Activity)

Linking Activities - to Link Activities use the tool, "Set Activity":

1. Go into the Activity Menu
2. Select the Activity you want to modify
3. Select No. 5 - Modify an Item Within Activity

OR

1. Go into the Activity Menu
2. Select No. 6 - Modify Item Within Activity
3. Select the Activity to Modify
1. Select the key you want to use to as the link
2. Select No. 1 - Spell Text for Message
3. Select INSERT TOOL
4. Type S (for Set Activity)
5. Select No. 7 - More Items until you see Set Activity

6. Select SET ACTIVITY
7. Select the Activity you want to set in, then Select OK
8. Change the Icon and Label as desired
9. Select OK twice to exit

To copy Activities from One User Area to Another:

1. Go into the User Area Menu
2. Activate No. 7 - More Items
3. If you want to copy only certain activities from one area to another, choose **Copy Selected Activities**.
4. Select the area you want to copy the activities **to**.
5. Touch the activities you want to copy. It turns gray to signify that it has been selected. If you change your mind, activate the same activity again. It is no longer selected. **-OR-** Use the arrow keys on the keyboard to move to the activity you want to select. To select the activity, activate the OK key on your overlay. If you change your mind, activate the OK key again to deselect the activity.
6. When you have finished selecting activities, activate OK
7. Switch to the new User Area to check that the activities transferred.

To turn the Activity Row ON or OFF:

1. Go into the Activity Menu
2. Select No. 1 - Activities ON/OFF
3. Select OK to exit the menu

Macros: a macro is a "to do" list for the Pathfinder. It says, do (A), then (B), then (C). To create a macro, make a list of the steps as you perform a task.

Macro to turn the Activity Row ON or OFF:

<ACTIVITY MENU>18

To Move Items/Keys within an Activity:

1. Go into the Activity Menu
2. Select No. 6 - Modify Item Within Activity
3. Select the Activity (the one you want to move items in)
4. Select No. 7 - More Items
5. Touch the item you want to move (it will be outlined in red)
6. Select No. 1 (Change Position Move Left) or No. 2 (Change Position Move Right)
7. Continuing activating no. 1 or no. 2 until the item is moved to the desired position

NOTE: Make sure that there is still a **MORE ITEMS** at the end of each row.

Activity Persistence: applies only to Dynamic Activities. Regular Activities cannot be set to Permanent or Temporary unless they are made Dynamic first. Only Dynamic Activities can be Permanent or Temporary.

Temporary: this means that the activity will stay dynamic for one activation only, then take you back to where you were.

Permanent: this means that the new activity will remain and not return to the original one.

To change Activity Persistence (Temporary / Permanent):

1. Go into the Activity Menu
2. Select No. 3 - Dynamic Activities
3. Select No. 5 - Activity Persistence
4. Select OK twice to exit

To teach the Pathfinder the IR Remote Control signals:

1. Go into the IR Setup Menu
2. Activate No. 4 - Device until the desired device is listed
3. Select No. 2 - Modify Device
4. Select No. 4 - Re-Learn IR Signal and follow the prompts

NOTE: It is necessary to be in the room with the IR appliance and have the remote control to do this.

Remote Control: X-10: To use X-10's you will need the Wireless Command Center and the X-10 Modules.

LAM = Language Activity Monitoring

To turn the LAM on or off:

1. Go into the Review Vocabulary Menu
2. Select No. 2 - Data Logging
3. Select No. 1 - Data Logging (ON/OFF)
4. Select OK twice to exit