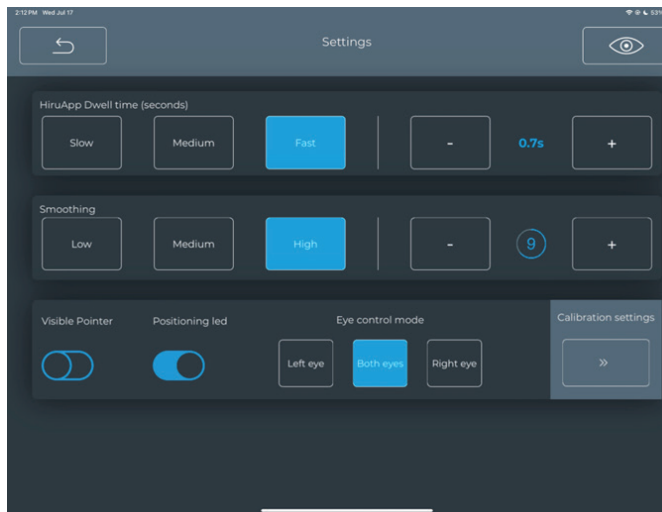# ProSlate 13™ with Enable Eyes™
Quick Start Guide

Hiru Calibration and Settings

Use the Hiru application for positioning and calibration. Please note that settings for dwell time in the Hiru app do not carry over outside of the Hiru app. Review the instructions "Customizing Dwell Time and Controls" in the iOS Accessibility Settings section of this Quick Start Guide.

Hiru Start by opening the Hiru application

Settings Eye gaze settings within Hiru app and calibration appearance settings

HiruApp Dwell Time: Dwell time within the Hiru app only. See iOS settings for dwell time outside Hiru app

Smoothing: Responsiveness of cursor to eye movement

Visible Pointer: Pointer visibility within HiruApp

Positioning LED: Visibility of positioning indicator on Hiru camera
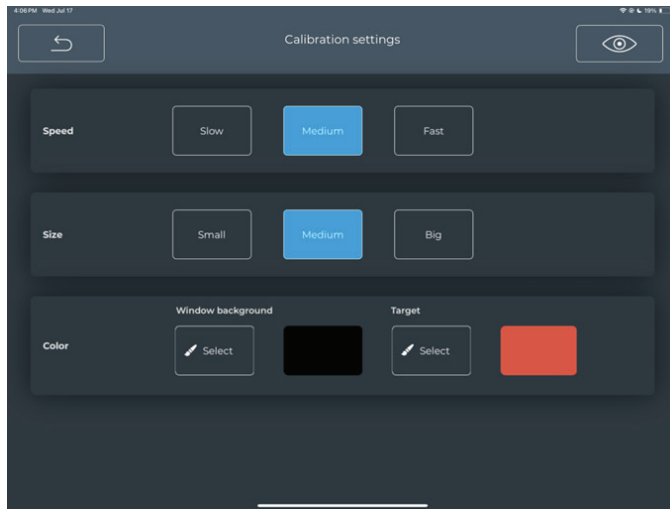
Eye Control Mode: Choose tracking for both eyes, or left or right eye only

Calibration Settings: Customize calibration page with various settings
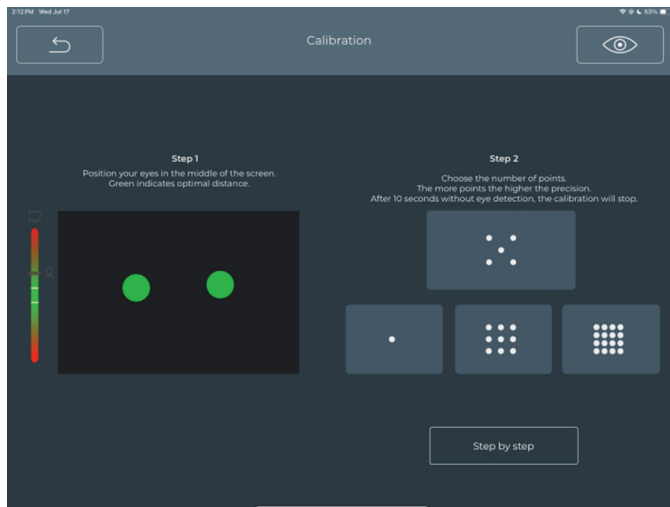
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Speed: Speed of calibration

Size: Size of calibration point

Color: Choose background color of calibration window and the color of the calibration target. Customize this based on the user's visual preference or needs.

Positioning and calibration window

- Position the user so their eyes are visible as green dots in the positioning box. Use the distance indicator on the left to assist with this. The user should ideally be 21 inches away.
- Choose 1, 5, 9, or 16 point calibration
- For beginning eye gaze users, use Step by Step calibration. When this is on, tap the screen once the user is looking toward the calibration point.

Results: Calibration results will be displayed automatically. Green dots indicate a good calibration. Red dots indicate a poor calibration, and can be redone by clicking "improve."

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Activities for emergent eye gaze users

Explore the Balloon Game as an introductory activity for emergent eye gaze users. To play, first select whether you would like music or sound effects toggled on or off. Then, click the play button.

The first balloon is an invisible one-point calibration, and will take the average of any previous calibration done in the calibration settings. After that, the user can pop as many balloons as they can until the game is ended by clicking "cancel" in the upper left corner.
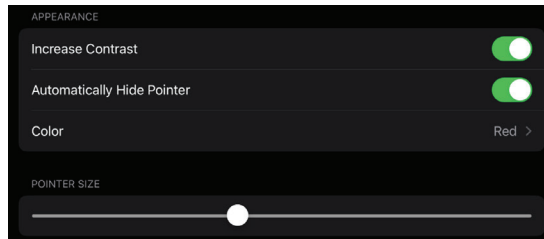
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iOS Accessibility Settings

Eye gaze settings within the iOS interface, such as dwell time, pointer appearance, and other customizations, are set from the iOS accessibility menu, not the Hiru app. These can be accessed under Settings > Accessibility. Although the interface has extensive accessibility options, below are the most frequently customized settings for eye gaze users.
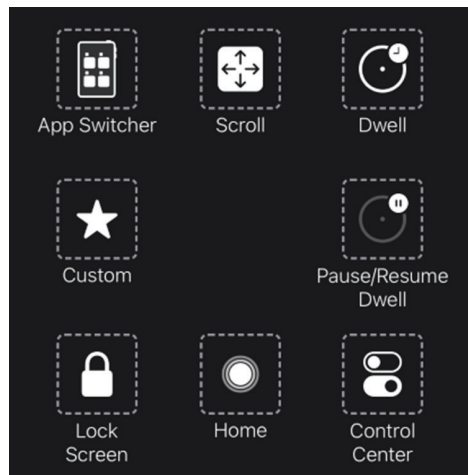
Start by opening Settings

1. Changing the color and size of the pointer

Settings > Accessibility > Pointer Control (under "Physical and Motor" section)

Change the color and size of the pointer with the available options to account for user preference or visual needs

2. Customizing the AssistiveTouch button

Settings > Accessibility > Touch > AssistiveTouch > Customize Top Level Menu

Change the color and size of the pointer with the available options to account for user preference or visual needs

What is AssistiveTouch?
AssistiveTouch allows functions that would typically be performed through touch be accessed via eye gaze. This button also allows shortcuts to commonly used functions on the iOS system.

Forbes AAC has standard settings for the AssistiveTouch Menu. To customize this, tap an icon to replace it with one of the available options. This menu is meant to make it easy to access frequently needed actions to navigate the device or control dwell settings.
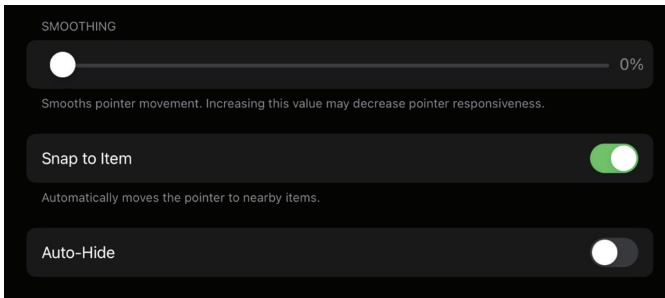
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3. Smoothing, Snap to Item, and Auto-Hide

Settings > Accessibility > Touch > AssistiveTouch > Devices (under Pointer Devices) > Hiru
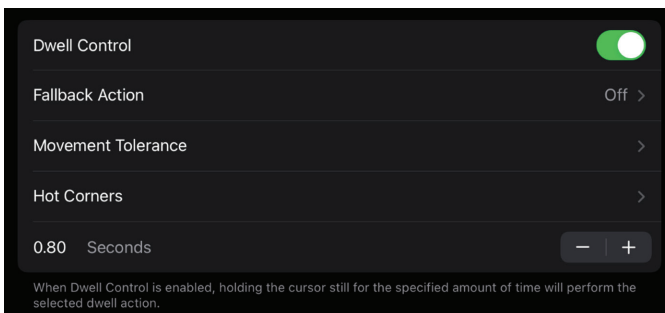
What is *Snap to Item*?

Snap to item enables the cursor to "snap" to nearby buttons. The cursor then disappears and highlights the entire button, decreasing distraction from cursor movement.

Smoothing: Responsiveness of cursor to eye movement. The lower smoothing is, the more responsive the cursor.

Snap to Item: Leave toggled "on" for cursor to "snap" to nearby buttons. Turn "off" to use assistive touch cursor only.

Auto-Hide: Toggle "on" to hide cursor for a certain amount of time. Leave "off" for cursor to remain onscreen at all times.

4. Customizing Dwell Time and Controls

Settings > Accessibility > Touch > AssistiveTouch > scroll to bottom for Dwell Control

Dwell Control: Leave toggled "on" for dwell access

Fallback Action: When enabled, AssistiveTouch will revert to "tap" or "pause dwell" after performing another selected action.

Movement Tolerance: The amount you can move your eyes while dwelling on an item.

Hot Corners: Set actions to occur when looking at each corner of the screen.

Dwell Time: Use the "+" or "-" buttons to adjust in 0.25 second increments, or type a custom number by tapping to the left of "seconds".
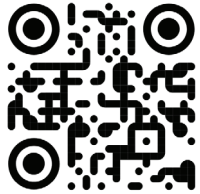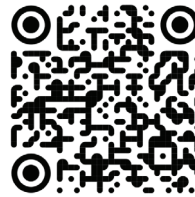
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Support Resources

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Irisbond Hiru Knowledge Base
Knowledge.irisbond.com/en/hiru-ipad

Apple Accessibility
Apple.com/accessibility

Forbes AAC Technical Support
Support@forbesaac.com
419.589.7688 option 2

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