ESYTIME V2.8.0 25-05-2018
USER MANUAL

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Contents of the box

Esytime Evolution is supplied with:
- One power supply unit (Input:100-240V / 50-60Hz, Output: 19V – 1.2).
- One 10.8V battery - 5200mAh (56Wh).
- One HDMI-VGA adapter
- One USB cable for use as a refreshable Braille display
- One semi-rigid cover.

Physical description of Esytime Evolution

Esytime Evolution features the following:

Upper surface

The upper surface of the Esytime features:
- In the center, a 32-cell, 8-dot Braille display
- Above the Braille display are the routing cursors.
- Above the routing cursors is a small hole, indicating the presence of a built-in microphone.
- Beneath the Braille display, the unit is comprised of:
* Two 5-contact joysticks (up, down, left, right and central) that are located slightly beneath the Braille display to the edges.
* Two sets of 4 buttons, each arranged in a vertical line to the left and right of the device, named L1 to L8.
* One combined 10-key Braille keyboard, in the center, below the Braille display.
- In the bottom righthand corner is a group of 4 LEDs, indicating from left to right:
1) Bluetooth light
2) The power supply light indicates whether the device is connected to the mains and charging.
3) The Wifi light is lit if the computer's WIFI is active.
4) The hard disk activity light flashes when data is being written or read on the hard disk.

Lower surface

The lower surface features two sliding buttons which unlock the battery.
To do so, hold the sliding switches and press the battery towards the back of the device and remove it from its housing.
To put the battery back in, just slip it into its housing and it will lock automatically.
Warning:
- If you have to remove the battery, check that the system is shut down. If the battery is removed while the device is switched on, the system will enter repair mode, which requires a mouse and a monitor.

The battery must never be dismantled and must only be purchased as a single component.
- The lower surface of the Esytime can become very hot. Be careful when manipulating if the device is switched on or if it has been recently used. High temperatures are normal during charging or usage. Do not position the Esytime on a soft surface such as a bed or a sofa which could block the ventilation vents.
Do not place it on your lap or any other part of your body to avoid any risk of harm due to heat exposure.

Left-hand side
Starting from the rear of the device:
- An input jack for the power adapter. The Esytime runs off the mains, which also charges its battery. To avoid harming the Esytime and its battery, always use the adapter provided.
Warning: the adapter can become very hot. Do not cover it and keep it as far away from you as possible.
- An HDMI port to connect a monitor.
- An 8-pin RJ45 LAN port (10/100Mbits) for a standard local network Ethernet cable.
- A USB 3.0 port compatible with printer, scanner; keyboard, mouse, external storage devices, etc.
- A ventilation grille to prevent excessive build-up of heat in the device and allow air to circulate. Ensure that no papers, books, fabric, cables or otherwise block the grille to avoid any risk of overheating.
- A 1.0 USB peripheral device port intended to connect the Esytime Braille display–keyboard to another PC.

Right-hand side
Starting from the rear of the device:
- An on-off power button, which is a single-position button that is manipulated by sliding towards the front of the device.
- A Kensington® security port, which is an oval hole for the connection of an anti-theft device.
- Two 2.0 USB master ports, compatible with a printer, scanner, keyboard, mouse and external hard disks, etc.
- A single microphone input and audio output jack.
- Finally, a slot to insert an SD/SDHC/MMC card.

General characteristics
Esytime is the combination of a PC-type computer and a Braille interface comprised of a 32-cell refreshable Braille display and a set of control keys.
Both units are linked by an internal USB liaison.

The Braille display can be used when the unit is switched off, provided it is hooked up to a PC. It can be powered from its external USB port or from the Esytime's integrated PC when this is switched on.

Transport precautions

Before transporting the Esytime, shut it down and unplug all external peripheral devices to avoid damaging the ports. As the hard disk is an SSD disk, there is no risk of damaging it during transport, even if it is operating. For ventilation reasons, do not transport your Esytime in a bag when it is operating.

Battery charging

If you intend to use the battery power, make sure the main and any auxiliary batteries are fully charged, before a long journey, for example.
Note: The electric adapter charges the battery when connected to the computer and a power supply source. Don't forget that it takes longer to charge the battery when the Esytime is in use.
Make sure the battery is fully charged (at least 8 hours) before its first usage and after it has fully discharged, recharge it again fully, to prolong its life cycle.
The battery's full capacity is reached after several charging cycles.

Esytime's keys

In the presentation of the L1 to L8 keys below, you will notice two things that will help you memorize these keys.
The L1 and L8 keys are the two keys closest to the Braille display, L1 on the left moves the Braille display backwards, while L8 on the right moves the Braille display forwards.
The order of the L2 to L7 keys is the same as that of a PC keyboard's keys, from the top left-hand corner (Escape), going down the left-hand column, then down the right-hand side. We have kept the most useful keys for use with the dialog boxes.

Four-key left-hand vertical line (from top to bottom)
L1 = Braille display backwards
L2 = Escape, often referred to as Esc.
L3 = Tabulation, often referred to as Tab.
L4 = Capitals, often referred to as Caps.

Four-key right-hand vertical line (from bottom to top)
L5 = Control, often referred to as Ctrl.
L6 = Alt
L7 = Insertion, often referred to as Ins.
L8 = Braille display forwards

Possible combinations to generate other PC keyboard functions
L2+L3 = Windows
L2+L4 = Contextual menu
L2+L6 = Delete
L5+L6 = Ctrl+Alt
L3+L4 = Caps+Tab
L3+L5 = Ctrl+Tab
L3+L6 = Alt+Tab
L2+L5 = Ctrl+Esc. Opens the Windows menu
L1+L2+L3 = Ctrl+Home (Start of document)
L6+L7+l8 = Ctrl+End (End of document)
L1+L3 = ctrl+caps+e, launches or returns to Esysuite
L1+L4 = Enters the internal menu
L1+L2 = Alt+Caps+1 (switches to Arabic keyboard language for Arabic version)
L7+L8 = Alt+Caps+2 (switches to US keyboard language for Arabic version)

Most of Esytime's keys simulate the keys of a PC keyboard.

However, unlike a PC keyboard, there is no need to keep the Ctrl, Alt or Windows keys pressed down. One press, locks the key and a second press releases the same key. The release is automatic if another character is pressed.
To select a block of text for example (Ctrl+a), simply press the Ctrl key, then release and generate the "a" Braille combination.

Esytime's joysticks

Joystick 1
Left-hand joystick
Down = Alt+Alt: enters the menu bar
Up: enters the internal menu

Joystick 2
Right-hand joystick
Left = left arrow
Right = right arrow
Up = arrow up
Down = arrow down
Center = Enter

Joystick combinations
J1 down + J2 right = Bramigraph active
J1 down + J2 left = Bramigraph inactive
J1 down + L1 = Reads by hyphenating words at the end of the Braille display
J1 down + L4 = Volume - (Esyplay)
J1 down + L5 = Volume + (Esyplay)
J1 down + L7 = displays / hides text markers
J1 down + L8 = Reads without hyphenating words at the end of the Braille display.
J1 up + L1 = Connection to previous peripheral device
J1 up + L2 = Connection to next peripheral device

SYNTHESIZER (ESYSUITE)
J1 Left + J2 Up = Speech synthesis of active paragraph
J1 Left + J2 Down = Speech synthesis of entire text from the position of the cursor.
J1 Left + J2 Left = Speech synthesis of previous paragraph.
J1 Left + J2 Right = Speech synthesis of next paragraph.
J1 Left + L1 = Speech synthesis of previous line
J1 Left + L2 = Speech synthesis of next line
J1 Left + L3 = Speed -
J1 Left + L4 = Volume -
J1 Left + L5 = Volume +
J1 Left + L6 = Speed +

J1 Left + L7 = Speech synthesis of next word
J1 Left + L8 = Speech synthesis of next line

MP3 PLAYER (ESYPLAY AND ESYDAISY)
J1 Right + J2 Up = Pause
J1 Right + J2 Down = Play
J1 Right + J2 Left = Next file
J1 Right + J2 Right = Previous file
J1 Right + L1 = Fast forward in current file (10% increments)
J1 Right + L2 = Slow forward in current file (3% increments)
J1 Right + L3 = Speed - (Esydaisy)
J1 Right + L4 = Volume - (Esydaisy)
J1 Right + L5 = Volume + (Esydaisy)
J1 Right + L6 = Speed + (Esydaisy)
J1 Right + L7 = Slow rewind in current file (3% increments)
J1 Right + L8 = Fast rewind in current file (10% increments)

Esytime's routing cursors

Esytime's routing cursors make it possible to position the cursor in the text or to confirm an item displayed in the Braille display. They operate like a mouse click in a graphic interface.
Like a mouse click, the double-click selects a word in a text and the triple-click a paragraph.

A single click is achieved by operating the key above the Braille display's cell on which you want to carry out the action.

Two methods can be used to generate a double click:
- Quickly press the same routing cursor twice.
- Hold the left joystick to the left and press the routing cursor at the same time.

To generate a triple-click, the only way is to maintain the left-hand joystick to the right and press the routing cursor at the same time.

Esytime's routing cursors also make it possible to move the Braille display forwards and backwards.
To move the Braille display backwards, click on the first two routing cursors at the same time.
To move the Braille display forwards, click on two routing cursors, except the first two, at the same time.

Esytime's Braille keyboard

Esytime's Braille keyboard is comprised of 8 keys and 2 thumb keys.
Each of the 8 keys corresponds to a Braille dot.
They are laid out as follows: '7 3 2 1 4 5 6 8'
The two thumb keys are labelled from left to right '9' and 'A'.

The Braille keyboard is used by simultaneously pressing and releasing one or several keys. The functions or characters generated depending on the combination of keys used are described later in the document, for reasons of clarity.

- To use computer Braille, see: 8-dot computer Braille
- For all functions other than the characters normally available on a PC keyboard, see: 10-dot Braille functions
- For the use of the Braille keyboard in one-handed mode, see: One-handed Braille keyboard.

Some of these functions (Ctrl, Alt, Cap, Windows and Insert) are modifiers and must be pressed before the Braille combination to which they apply.

For example:
If you press then release the Esytime I6 key (Alt) (or the 8A Braille combination) and you then press-release the L3 key (Tab) (or the 256A Braille combination), Esytime simulates the following string of PC keyboard key commands: Alt pressed, Tab pressed, Tab released, Alt released.
To simulate the release of an Alt key, press-release Esytime's L6 Alt key twice.

When using with a screen reader alone, to generate Alt+Tab by maintaining the Alt key pressed down to open the Windows application panel, you must use other combinations for the Alt key. The 81A (Alt pressed) and 84A (Alt released) Braille keys lock the Alt key.
To generate Alt pressed, Tab pressed-released twice and Alt released, you must use the following Braille combinations 81A, 256A, 256A and 84A.
The same mechanism is available for the Ctrl key with the 78A, 781A and 784A Braille keys.

Starting Esytime
To switch on the Esytime, just slide the button located on the device's rear right-hand side corner towards you.

The Braille display is immediately powered on and displays a message such as "3.16 01-01-2017".

After powering up the PC, an application takes control of the Braille display. Depending on the unit's configuration, this can be a screen reader (NVDA, JAWS, ...) or Esysuite software.

Use with a screen reader

Using Esytime with a screen reader is no different to using a traditional refreshable Braille display.

For more information, refer to the screen reader's documentation and to that of the Esytime driver.

That said, here are a few tips that will help you easily switch from the Esysuite application to the desktop or any other window and back again to Esysuite.

To launch the Esysuite application or return to it if it was already open: Braille display backwards + Tab (L1+L3) or Ctrl+Caps+E.

To access the list of open windows: Ctrl+Alt+Tab (78A+8A+256A).
To go to the desktop: Windows+D (1234A + D) or Windows+M (1234A + M).
To open the start menu: Ctrl+Esc(l2+l5). Or 1234A twice one after the other.

Consult the [10-dot Braille functions](#) to navigate the menus and the dialog boxes.

Use with Esysuite

Presentation
Esysuite is Esytime's software, it is comprised of several applications.
-**Esyfile**
A file manager to manage files and folders (create, copy, move, delete, rename) and open files whose extension is recognized by an Esysuite application.
-**Esynote**
A note-taking tool in different Braille forms (digital, literary, abridged, but also mathematical and musical). In mathematical Braille, it can also carry out elaborate scientific calculations.
-**Esyschool**
A school notebook to:
Define lists of subjects and teachers,
Manage homework,
Note down a timetable,
Memorize grades and calculate averages.

-**Esydico**

French-English, French-German, French-Spanish, French-Italian and French-Dutch dictionaries. It is also accessible via the Esynote contextual menu, in which case it processes the word on which the cursor is positioned.

-**Esydaisy**

A Daisy format document reader (combined audio and text). Compatible with Daisy 2 and Daisy 3 documents.

-**Esyplay**

A multimedia player based on a multimedia library which manages playlists and web radios.

-**Esyweb**

A web browser to access simple internet pages.

-**Esycontact**

A contact manager to save, class and find information related to people you know (telephone number, email address, postal address, etc).

-**Esysudoku**

A game which consists in filling in a grid according to the rules of Sudoku.

-**Esybomb**

A game which consists in revealing a grid without getting blown up, in other words, the minesweeper game known to all Windows users.

Operating principle

On start-up, Esysuite launches an application, Esyfile by default. The Braille display displays the name of the first folder in the Windows Documents folder.

As is the case of all Windows software, Esysuite is composed of:
- A title bar,
- A menu bar,
- A workspace containing all the current elements,
- A status bar.
Another window can be added to the above zones, displaying a Braille simulator and a preview window which graphically displays the contents of the current line.

Menu and sub-menu bar

The menu bar contains all the functions necessary to control Esysuite.
It adapts to Esysuite's operating mode and some elements of the menu appear and disappear depending on the current application.

To select the menu bar, push the left-hand joystick downwards or trigger the Alt function (L6 key) twice.
The Braille display then indicates:
"File Edit Format Table"

The letters marked with 8-dot Braille are shortcut keys which activate the function. These functions can also be activated using the routing cursors above the Braille display.

Keys L1 and L8 enable you to go backwards or forwards on the Braille display along the menu line.

To return to the document without using a function, use the Escape function with L2.

Another way to navigate the menus is to move the selection with the 4 arrows (right-hand Esytime joystick), the selected menu element is displayed in the first position in the Braille display. All you need to do now is perform the Enter control to confirm the selected menu element (right-hand joystick in the center). The drawback to this method is that the direction of movement depends on how the menus are displayed graphically.

Action on an item in the menu bar will result in the display of the sub-menu related to this item. For example, in the case of the Esynote file menu, the Braille display will indicate:
"New'Ctrl+N <Open...'Ctr"

Navigating the sub-menus is the same as for the menu bar.
The display of a sub-menu's element can be presented with its direct shortcut, which is the case in this example for "New" associated with the keyboard shortcut Ctrl+N.
The sub-menu's elements can be of four types:
- Simple function, which triggers the function.
- Dialog box, which opens a dialog box.
The name of these elements is always followed by "...".
- Sub-menu, which opens a sub-menu, whose name is followed by ">s".
- Status, these elements are either checked or not, when the element is checked, its name is followed by ">c". When the element isn't checked, its name is followed by ">n". When triggered it causes the element to change status and the menu is closed.
Note: Some elements of the menu can be shaded which means that the command is not available. Their name is followed by ">g".

Dialog box
The principle of the dialog box means that they must be closed by pressing one of their buttons. This is generally OK, Cancel, Yes or No, in answer to a question.
A dialog box can contain different items:
- Text
- Edit zones,
- Editable or not list boxes,
- Trees,
- Combo boxes,

- Checkboxes,
- Buttons.

Like the menus, it is possible to move the Braille display and read the entire dialog box.
You can also move the selection of an item to another using the Tab (L3 key) and Caps+Tab (successively press L4 and L3 keys) functions. The selected item will be displayed first on the Braille display and any other function will affect it.

Manipulating the different items:

List boxes:
Space: Opens the list.
Up - Down: Scrolls up and down the list.
Home: Moves to first element.
End: Moves to last element.
Enter: Closes the list and confirms the element of the active list.
Escape: Closes the list without confirming (back to the element prior to opening of the list).

Trees:
Trees are comprised of two types of elements: nodes and leaves:
- Nodes contain other nodes or leaves. A node can be displayed in either a reduced (the contents are not visible) or more developed form (the elements contained are visible).
- The leaves are final elements without content.
Display conventions:
In Braille, a tree's element's name is prefixed by two characters:
- The first character can be 'f' for a leaf, 'r' for a reduced node or 'd' for a developed node.
- The second character corresponds to the element's hierarchy in the tree.
Control:
Up - Down: Scrolls up and down the tree.
Left – Right on a node: Reduces – Develops a node.
Home: Moves to first element.
End: Moves to last visible element.
Enter: Confirms current element.

Combo boxes:
Up - Down: Previous/Next value.

Checkboxes:
Space: Modifies status between checked/unchecked.

Independent menus of the current application

Window menu

The window menu enables you to:

- Switch from one open document to another,
- Configure the application's graphics,
- Activate-deactivate the display of the Braille simulator and the preview window.

The Braille simulator is a graphic window positioned below the application (it can be detached and moved with the mouse). It displays the Braille display as graphic Braille combinations and corresponding characters.

The preview window operates with Esynote and displays a graphic translation of the current Esynote line on a monitor. This window is very useful for sighted persons who can thus visualize modifications to a mathematical formula or abridged text.

Applications Menu

The applications menu launches one of Esysuite's applications; the menu also contains the system's shut down, sleep and restart functions.

Tool Menu

The tool menu contains all the tools related to the state of the battery, the date and time, ejecting a flash drive, launching a remote-control procedure, placing Esytime in exam mode and launching a test program of the Braille display.

Battery

The battery menu indicates the remaining battery capacity as a percentage and the power supply used by the system; "on battery" when the battery is used and "on mains" when the device is plugged into an external power supply. Clicking on this menu will display a dialog box providing more information about the device's power supply (presence of external power supply, state of charging).

Date and time

The date and time menu displays the system's date and time. Clicking on this menu opens a dialog box with a real-time clock (hours, minutes and seconds).

Start TeamViewer

TeamViewer enables a person equipped with TeamViewer software to take control of your Esytime if you provide them with an ID and login.
The "remote control" menu launches the TeamViewer software, preinstalled on your Esytime. A dialog box asks you to confirm that you want to open TeamViewer. If you

click "Yes", TeamViewer is launched and a dialog box opens, indicating your ID and login.

Exam mode

This mode makes it possible to use Esytime to take exams.
The examiner must put the device in exam mode. To do so, they must have a monitor, a USB mouse and a USB keyboard if they are not accustomed to using the Esytime Braille keyboard.

When Esytime is in exam mode, a screen reader can no longer be used.
- NVDA and Jaws are closed if Esysuite is launched in administration mode (which requires a disk image after February 2013).
- The Esysuite software no longer has access to the Esyplay, Esyweb, Esydaisy, Esydico applications.
- The open/import dialog box and the Esyfile application only have access to the flash drive and a folder on the hard disk, labelled "exam", which is empty.
 - The list of recent Esynote files is cleared (to avoid access to the files on this list).
- TeamViewer can no longer be launched.
- The plugin system is deactivated.

Entering exam mode:
Activate the "exam mode" control". A dialog box asks you to confirm your choice. If you answer 'Yes', you will have to define a password to leave the exam mode. Once the password is typed, Esysuite closes and the examiner must check the presence of the screen reader and close it manually, if necessary. Esysuite must now be restarted for the exam mode to be effective.

Leaving exam mode:
Activate the "exam mode" control. A dialog box asks you to confirm your choice. If you answer 'Yes', you must supply the password to leave the exam mode. Once you type in the password, Esysuite restarts Esytime.
Note: If the examiner forgets the password, they must manually delete the esysuitepwd.tmp file in the user's Document folder.

Ejecting a flash drive

The flash drive ejection menu is shaded if no flash drive, SD-Card or external hard drive is detected. When one of the above is detected, the menu opens a sub-menu containing the list of removable external drives. An action on of these sub-menus triggers the ejection process of the removable drive, the result of which is indicated by a dialog box.

Test

This menu provides access to three test functions of the display:

By dot: A single pin is moved along all the display's pins.

By column: Four pins are moved from left to right along the display.

By line: The dots 1,4 then 2,5, then 3,6 and finally 7,8 are cyclically raised on the display's cells.

Press one of the Braille keyboard's keys to interrupt the test.

Help menu

This menu provides access to:

- The device's documentation,

- The address, telephone number, etc of Eurobraille,

- The features of Esytime, including the Esysuite software version, and the serial number and version of the device's keyboard.

- Update verifications: if updates are available on the internet, it is possible to download the latest version of Esysuite onto the Windows desktop for later installation.

Parameters menu

The parameters menu contains all the configuration possibilities of Esysuite. They are sorted by theme in dialog boxes that are accessible with the following sub-menus:

Braille parameters

Three dialog boxes contain all the parameters related to the presentation of the refreshable Braille display.

The first parameter box relates to the presentation of objects.

The second box refers to text presentation by determining the type of text tags you want to see.

Finally, the third box displays HTML text, with or without specific tags.

List of Braille parameters for object presentation:

- One child per line

When this parameter is selected a single child object is displayed on the line with a "parent: child" type presentation. To view the following or previous child object, use the arrows (the default value is unchecked).

- One list element at a time

This parameter intervenes on the presentation of lists and has the same effect as the above parameter, which intervenes on all types of objects (the default value is unchecked).

- Long tags

This parameter intervenes on the form of text tags, which can be displayed in full or in an abridged, one- or two-character, format. This parameter can be switched by clicking on the last character of a tag.

- Keyboard shortcuts visible in the menu

This parameter determines whether the keyboard shortcut possibly associated with a menu element will be displayed in Braille or not.

- Joystick shortcuts visible in the menu

This parameter determines whether the joystick shortcut possibly associated with a menu element will be displayed in Braille or not.

- Long parent element names

An object construction starts by displaying the containing object (parent), then by the character ':' followed by the child objects. This parameter determines whether the parent object is displayed in long or abridged format.

- Long child names

This parameter determines whether the child objects are displayed in long or abridged format.

- Cursor fixed to the beginning of the refreshable Braille display

When this parameter is on, movement of the Braille display in a text causes the input cursor to be placed at the start of the display.

- Reading without word hyphenation

This parameter affects both the presentation of a text and object lists. When activated, the Braille display is designed in such a way as to prevent the display of the beginning of a word at the end of the refreshable Braille display. If the word cannot be fully displayed, it is moved to the beginning of the next Braille display.

This parameter can also be modified by two keyboard controls:

J1 Down + L8 = forwards without word hyphenation,

J1 Down + L1 = forwards with word hyphenation.

- Displaying buttons first in dialog boxes

When this parameter is activated, the buttons in the dialog boxes are displayed in Braille before and after the message.

- Blinking authorized

This parameter makes it possible to choose whether the cursor and the selection should be indicated by a blinking light on the Braille display.

Synthesizer parameters

This menu provides access to four dialog boxes that contain the synthesizer's parameters.

It contains:

Speech parameters:

- A list of voices,

- The speed setting from -10 to +10, 0 being the initial value recommended by the designers.

- A volume setting from 0 to 10 (accessible by the shortcuts Alt+Up and Alt+Down)

Speech conditions:

- Check this box for "Echo on focused element".

- Check this box for "Echo in the text", which speaks the multi-line text zones according to the configuration of the following box.

- By checking the "Character" box, you activate or deactivate speech synthesis of all the characters typed by the user.
- By checking the "Word" box, you activate or deactivate the speech synthesis of each word typed by the user.

- By checking the "Character" box, you will activate or deactivate speech synthesis of the character when the cursor is moved from character to character (Up, Down, Left, Right).
- By checking the "Word" box, you will activate or deactivate speech synthesis when the cursor is moved from word to word (Up, Down, Left, Right).
By checking the "Line" box, you will activate speech synthesis of the line when the cursor is moved from line to line (Up, Down).
- By checking the "Paragraph" box, you will activate speech synthesis of the paragraph when the cursor is moved from paragraph to paragraph (Ctrl+Up and Ctrl+Down).

Folder parameters

This parameter opens a dialog box to enter restricted navigation.
The effect of this mode is to restrict navigation on the hard disk by restricting access to the Document folder and its sub-folders, and to connected external hard drives and flash drives. The effect is visible on the dialog boxes Open, Save as and Esyfile (the default value is ticked).

Esynote parameters

This menu provides access to four dialog boxes and one menu element.

- The "Default file type" defines which file format is applied when a new Esynote document is created.
- The "Default Braille type" defines the Braille type (Computer, Literary, abridged, Mathematical, etc.) applied to the first paragraph of the new file.
- The "Braille type on opening a file" defines into what type of Braille (computer, literary or abridged) text lines of a file are converted on opening. This parameter affects the opening of txt, odt, rtf, pdf, docx and html documents.
- "Graphic rendering into alphabetical Braille characters" makes it possible, when a monitor is connected to Esytime, to visualize Braille characters either as Braille dots or as the corresponding character. This display is relevant in literary and computer Braille, but is more difficult to read for a sighted person in abridged, mathematical and musical Braille.

- The "warning dialog box display" parameter is checked by default. By unchecking this box, the user chooses not to display warning dialog boxes, in particular, when saving a document in a format other than the native format (.mbe).

Mathematical:

This sub-menu is designed to configure calculations and the result displayed.

Result display parameters:
Notation: selects the "Without format" display format for a classic display, "Scientific" for a power of 10 display and "Engineer" for a power of 10, but in multiples of 3, display;
Precision: defines the number of decimal numbers after the decimal point.
Angle: defines the angular unit used (degree or radian).
Prefixed capital: determines, on opening a Free Office file, if the capital letters must be converted by the capital Braille combination followed by their 6-dot codes or converted into a single 8-dot combination. Keeping the block marks on reading the .mat file makes it possible, on reading a .mat file to determine if the codes at the beginning of the formula (dot 6 or dot 6 dot 3) must be kept in the mathematical formula, or if the mathematical Braille indication is sufficient.
Thousand separators in numbers: determines, on opening a free office file, whether the three-figure separator in Braille (dot 3) should be inserted into numbers.

Default font:

- This dialog window selects the default font that is applied when a new document is created (File>New).

Acquiring text:

This menu provides access to two dialog windows:

Ocr

This dialog window is used to configure Esynote's OCR (optical character recognition) system.
The "Automatic rotation" checkbox rotates the image so that character recognition is possible even when the document is rotated at 90, 180 or 270° in the scanner.
The "Initial rotation" list box indicates the rotation to be applied to the sheet before starting recognition. This makes it possible to speed up recognition of a book-type document that is rotated at 90, 180 or 270° on the scanner's platform.
Language list boxes make it possible to set up three different languages for character recognition.

Select a scanner

This dialog window selects which scanner should be used (when several scanner drivers are installed on an Esytime).

Music

This dialog box contains several elements:

Display mode

This is a list box designed to select how the document will be presented:
Track by track: displays the scores of all the sections of a piece of music for the first instrument and then for each successive instrument.
Section by section: displays all the scores of each instrument for the first musical section, and so on for the following sections.

Default tracks

This dialog box selects how many tracks (different scores, for example, for the left hand or right hand for the piano or scores for different instruments), are used each time the user selects the musical Braille mode. The following must be defined: name of the track, Braille code to be indicated at the start of a Braille score, the type of interval used (ascending or descending), the key for the ink score, the midi canal to be used, the program and the midi bank to be used for the sound rendition and finally the volume of the track.

Instrument library

In this dialog box you can consult, modify and add instruments. Each instrument is stored in a library by instrument type, whose characteristics can be set:
The Braille code to be inserted at the beginning of the Braille score for this instrument,
The key used, particularly for black ink displays,
The type of interval – ascending or descending,
The transposition for certain instruments,
The program and midi bank used for sound rendition on listening.

Rebooting the library

This button restores the instrument library to its default setting.

Esydico parameters

This parameter selects which default dictionary is used each time the Esydico application is opened.

Esydaisy parameters

The Esydaisy open parameter displays a dialog box that enables Esydaisy to display works in computer, literary or abridged Braille formats. This parameter only applies to Esydaisy documents.

Esyweb parameters

This menu provides access to two dialog boxes:

Home option:

This dialog box defines the web browser's home page.

Simulate a mobile device:

Four checkboxes configure Esyweb so that it simulates a mobile device browser (Android, iPhone, Palm or Blackberry).

By simulating a mobile browser, web pages are often simpler to analyze.

Esycontact parameters

This menu provides access to a dialog box in which you can configure how contacts are displayed.

Display option:

This dialog box selects the contact fields that are displayed in the New contact and Edit contact dialog box. The First name – Last name and Last name – First name option determines how the contacts are displayed in the main Esycontact window.

Auto launch parameters

This parameter opens a sub-menu containing the list of available applications in Esysuite. The checked application is launched by default when Esysuite is opened.

Keyboard parameters

- Application locked: blocks a certain number of keyboard shortcuts which make it possible to change application (Alt+F4 for example).
- Bramigraph locked: blocks the generation of all the function keys of the Braille keyboard. As a result, all the Braille combinations with the key 9 or 1 are ignored. This parameter can also be modified by two commands:
J1 down + J2 left: bramigraph locked (10-dot Braille functions inactive)
J1 down + J2 right: bramigraph unlocked (10-dot Braille functions active)
- USB-HID output keyboard: if the box is checked, the Braille keyboard operates autonomously if Esysuite is closed. It is possible to operate your system, even without a screen reader.

Battery parameters

This parameter opens a dialog box that defines at which charge percentage you wish to be alerted that it is time to shut down the device or to plug it into an external power supply source. By default, this parameter is set at 10%, a "Default" button makes it possible to quickly modify this value.

Once the parameter is set, a dialog box pops up as soon as the battery drops below or is equal to the value set. You can then close the dialog box by choosing not to

view it again until the device is shut down, otherwise it will reappear each time the battery's charge drops by an extra 1%.

Language parameters

There are three sub-menus:

Interface

This parameter changes the language of Esysuite's menus and the dialog boxes.

Mathematical

This parameter modifies the Braille code used to enter formulae in mathematical Braille; there are two possibilities:

Nemeth, in compliance with mathematical Braille, used mainly in North America.

French, in compliance with mathematical Braille notation, a document created by the commission for the evolution of French Braille, published January 2007,

Braille

This parameter selects the Braille table used to enter and read data.

Default parameters

This parameter opens a dialog box in which you are asked to restore all Esysuite's parameters. You can confirm by pressing the "yes" button or cancel this action by clicking "no".

Esyfile

Esyfile is a file manager that carries out the main operations on your document (create, search, copy, move, rename).

Esyfile is also an easy way to open your documents in different Esysuite applications. In this context, you can define Esyfile as the launch application on start-up (see Auto launch parameters) and use it in place of Esynote's File>Open and File>New. This is a default choice in Esysuite.

Esyfile is made up of a list containing the folders and files of a directory. The functions below will enable you to navigate the repertories:

Up - Down: Moves up and down the list's elements.

Home: Goes to the first element.

End: Goes to the last element.

Enter: On a folder, displays the folder's contents (going down one level in the disk's directory hierarchy). On a file, opens the document if its type is recognized by Esyfile.

Correction: Displays the contents of the parent folder (going up the disk's hierarchy).

File Menu

- New (Ctrl+N)

Opens a menu to create a new Esysuite folder or document. Once you select the command you wish, you just have to define the name of the element to be created.

- Send to

This command copies your selection onto the disk of your choice. It is mainly used to copy files and folders onto a flash drive.

- Move to

This command is identical to the "Send to" order, but also deletes the source files or documents.

- Delete (Del.)

This order deletes the current selection. Warning: Esysuite does not manage the trash can, so this action is irreversible.

- Rename (F2)

This command makes it possible to rename a file or folder; it does not work on multiple selections.
Warning: Esysuite does not manage the trash can, so this action is irreversible.

- Properties (Alt+Enter)

This command opens a dialog box that displays the properties of the selected folder or file.

- Close (Ctrl+F4)

Closes the Esyfile application.

- Search (Ctrl+F)

Opens a dialog box containing an edit zone in which you can type the word(s) to search for and a list which contains the results of the last search carried out.
You can move from one item to another using the Tab function.
When you launch a search by typing in a word and pressing Enter, the list of documents found is immediately accessible, so you can consult them even if the search is still in progress. As a result, you can interrupt the search if the document you are looking for is already in the list.
At the end of the search, a dialog box indicates that the search is completed.

The "Display the folder containing the file" button enables you to display the folder containing the selected file or folder in the list of files found.

Edit Menu

- Path (Ctrl+H)

Opens a dialog box containing an edit line indicating the current path of the folder in question.

Help is available during the modification of this address; just type '\' for example then using the up, down functions, you can consult the list of proposed folders.

- Cut (Ctrl+X) - Copy (Ctrl+C) - Paste (Ctrl+V)

These three commands make it possible to use the clipboard to copy/move selected files or folders.

- Start selection (F8)

This command is used to create multiple selections.

An item of the list is displayed as selected when its name is framed by the lower and upper characters '<' and '>'.

By default, a single item of the main list is selected, which is always that on the Braille display.

If you use the "Start the selection" command, you can move from one item to another without erasing the previous selection. By typing a space, you can add or remove an item from the selection.

- End selection (Esc.)

This command ends the selection. As soon as you move in the list, the selection is cancelled and only the item of the list displayed is selected.

- Select all (Ctrl+A)

This command selects all the folders/files in the list, if at least two items are selected, Esyfile enters multiple selection mode.

- Invert the selection (Ctrl+I)

This command inverts the selection in the list, if at least two items are selected, Esyfile enters multiple selection mode.

Favorites Menu

This menu contains the most frequently used locations:

- Documents (Ctrl+D): the folder where personal documents are generally stored; this is also the Windows documents folder.

- Workstation (Ctrl+P): the list of available disks.

- Flash drive: the list of available flash drives.

Esynote

Esynote is a note-taking tool in different Braille formats (computer, literary, abridged, but also mathematical and musical).

File Menu

- New (Ctrl+N)
Creates a new blank document.
The document's type and default font are defined in the Parameters>Esynote menu.
By default, an .mbe file is created.

- Open (Ctrl+O)
Opens the dialog box in which you can select a document.
This dialog box is very similar to standard "Open" boxes in Windows.
Tab enables you to access the different objects of the Open box:
* File type
* "Open" button
* "Cancel" button
* A list box that is displayed when the Open box is opened containing the folder's different elements; you can enter a folder with the Enter key and move up to the parent folder with the Correction key.
* An edit box to type the file's name.

On opening, the refreshable Braille display shows a list box in which you can choose the file's name: in this list, the folders carry the prefix "d", files the prefix "f" and shortcuts "r". Empty folders finish with the character '/'.
By pressing the Tab key twice, the Braille display shows an edit box in which you can type and confirm the file's name. As soon as the first letter is typed, the down-arrow key allows you to scroll down the list of files beginning with this letter to select one. Folders beginning with this letter are also displayed.
This edit box also opens folders.

- Acquiring text
This sub-menu contains the OCR (optical character recognition) commands. These commands function providing the compatible WIA driver for your scanner has been installed in your Esytime. (Note: the TWAIN protocol is not compatible, your scanner must be compatible with the WIA protocol).
* Scan: Starts the scan of a document if a scanner is detected.
* Scan and recognize: Starts the scan of a document and launches character recognition. The result of character recognition is inserted into the current document at the position of the cursor.
* Scan and recognize batch of pages: Scans several pages at a time, in order to read documents such as books.
* Recognize from a file: Opens a dialog box to select an image file (png, tiff, jpeg, bmp or pdf). Character recognition begins on the selected file. The result of character recognition is inserted into the current document at the position of the cursor.

- Save (Ctrl+S)

Saves modifications made in the current document; in the case of a new document, this function is "Save as".

- Save as

Opens a dialog box in which you can save the current document and modify its name, type and location.
This dialog box is very similar to the Open menu described above. Please note that in this case the first element is not the list box but the edit box.

- Close

Closes the current document. If the document has been modified, a dialog box opens to ask you if you want to save the changes or not.

- Close all

Closes all Esynote documents. For each modified document, a dialog box asks you if you want to save the changes or not.

- Import

Opens a dialog box in which you can open files that Esysuite doesn't know how to save or whose saving will incur significant loss of data.
The file types managed are:
rtf: 'Rich Text Format' file, often used as a bridge between different word processors.
pdf: Adobe Acrobat file
brl and brf: export file of Duxburry transcription software (formatted or not).
nat: NATbraille export? file

- Export

Opens a dialog box to save documents in specific formats.
The formats are related to the following file types:
mid: "midi" file for audio output of a musical score.
pdf: Adobe Acrobat file

- Emboss (Ctrl+B)

Opens a dialog box to select an embosser and configure the print mode (one side, back to front), margins and number of copies.
The embossers managed are those of the Index version 3, 4 and 5 range, as well as the Viewplus emBraille embosser.

- Print (Ctrl+P)

Opens a dialog box in which you can choose the printer, paper, orientation and print range (entire document, current page or selection).

- Preview before printing

Displays the document as it will be printed. This dialog box also allows you to print the document, as in the previous function.

- Recent files

This sub-menu opens documents previously opened by Esynote. "Clear all" empties the list of recently opened files.

Edit Menu

- Cancel (Ctrl + Z)

Cancels the last modifications made. It can be used several times to cancel several successive actions.

- Restore (Ctrl + Y)

This command carries out the opposite function of the Cancel command. It restores previously cancelled modifications.

- Start selection (F8)

This command enters a mode in which all cursor movements extend or reduce the selection. Quit this mode with the Edit_end of selection menu or the Esc. key.

- Select all (Ctrl + A)

This command selects the entire document.

- Delete (Del.)

This command deletes selected text from the document.

- Signet

This sub-menu manages a document's signets.
A signet is a position in a document that is indicated in Braille by 8 raised dots and displayed graphically in the form of a small green ball. There is no limit to the number of signets in a document.
This sub-menu provides access to three commands:
* Position-remove signets (Ctrl+F2)

* Go to next signet (F2): moves the cursor to the next signet starting from the current position of the cursor in the document. At the end of the document the signet search starts again, it is therefore never-ending.

* Go to previous signet (Caps + F2): moves the cursor backwards to the previous signet starting from the current position of the cursor in the document. At the beginning of the document the signet search starts again from the end, it is therefore never-ending.

* Erase all signets (Ctrl+Caps+F2): This command removes all the signets from a document.

- Search (Ctrl+F)

This command opens a dialog box to carry out a search in a text. It is possible to define in which Braille type the search will take place, the search can take place on what is before or after the cursor, depending on the button selected.

- Search next (F3)

This command is used to start the search in the text after the cursor's position.

- Search previous (Caps+F3)

This command is used to start the search in the text prior to the cursor's position.

- Replace (Ctrl+H)

This dialog box is similar to the Search function, to which an edit box has been added to type in replacement text.

- Replace and find next (F4)

This command is useful after running the Replace command, because it replaces the selected text and then moves onto the next occurrence of the text. If you want to search for the next occurrence without replacing the text, simply use the Search next function.

- Replace and find previous (Caps+F4)

This command mirrors the above command and makes it possible to replace text and then continue the search but in the opposite direction, to former occurrences.

- Replace all (F5)

This command replaces all occurrences found in the document.

Note: the search and replace functions are not lower-case/upper-case sensitive.

Characters with accents are considered as independent characters (for example, there is no confusion between 'e' and 'é').

- Cut (Ctrl + X)
This command copies the selection into the clipboard and erases the selected text.

- Copy (Ctrl+ C)
This command copies the selection into the clipboard but does not erase the selected text.

- Paste (Ctrl + V)
This command is used to insert the contents of the clipboard into a document. If a text is selected, it will be replaced.

- Insert file
This command inserts a file into the current document. It opens a dialog box that is identical to the Open command.

- Display status bar (Ctrl + Q)
This command displays the status bar containing the current Braille type, information relating to the font used and the cursor's position in the document.

Format Menu
This menu contains all the format attributes compatible with Esysuite relating to paragraphs and their characters.
This menu is only available in computer Braille.
The formats are displayed in Braille in the form of tags, for example, <B> for bold.
In the Braille parameters Tags text dialog box, you can set the visibility of all attributes related to characters.
The Tags paragraph parameter sets the visibility of the tag indicating the paragraph's alignment.

- Character
This sub-menu opens a list of character attributes, checked or not, according to whether the character's characteristics are selected or not.

- Font
This sub-menu provides access to three commands that open dialog boxes:

* Font name: This dialog box features a combo box with the list of fonts available.
* Font size: This dialog box features a combo box of character sizes; it is possible to select a size between two suggested sizes.
* Font color: This dialog box is used to modify the color of the characters and the background of the selected or future text.

- Paragraph

This sub-menu opens a list of paragraph alignment options, among which one at most is checked depending on which paragraphs are selected.
Paragraphs can be aligned on the left or the right, centered or justified.

Table Menu

Esysuite is compatible with tables that are presented in Braille using tags containing the coordinates of each cell.
The columns are labelled from A to Z and the lines are numbered. The <A1> tag refers to the first column and first line of the table.
In the Parameters_Braille_Text tags menu, it is strongly recommended to check "table tags" so that this type of tag is visible.
The width of the table's cells is automatically adapted to the longest word in each column.
If a cell contains several words, they are preferably positioned on several lines in a cell and thus modify the cell's length.
This automatic sizing of cells is simple and well suited to tables in which there is only one word per cell.
There is no keyboard shortcut to move from one cell to another, the simplest way is to use the forwards function of the Braille display to move along cells on a same line and to use the up and down arrows to move up and down a column.

- Insert a table

This command is used to insert a table at the position of the cursor.

- Insert a line above

This command adds a new line to the table above the line in which the cursor is placed.

- Insert a column to the left

This command inserts a new column in the table to the left of the position of the cursor.

- Merge cells

This command makes it possible to merge several cells after first selecting the relevant cells.

- Split cells

This command cancels the merger of two cells. It is not possible to split a single cell.

Braille type Menu

Esysuite can manage the different types of Braille below:

- Computer (<B0> tag) (Alt + 0): This is the most traditional type used on computers and the characters are displayed in 8-dot Braille code. In this mode, a text format can be set and checked in Braille using tags. At the end of this document is a correspondence table.

- Literary (<B1> tag) (Alt + 1): This is the traditional 6-dot Braille used in paper documents. The capital letters and figures are prefixed with a specific Braille combination.

- Abridged (<B2> tag) (Alt + 2): This Braille type is used to edit in abridged Braille; there is a chapter in this manual devoted to this method.

The text entered is automatically dis-abridged before printing or saving in odt, docx, html, txt or pdf formats.

- Mathematical (<B3> tag) (Alt + 3): This type of Braille is used to edit in mathematical Braille; there is a chapter in this manual devoted to this method.

- Musical (<B4> tag) (Alt + 4): This type of Braille is used to produce musical scores that can then be listened to in Esysuite, saved in midi format to be listened to on another computer, or saved in musicxml format, to be read by or printed for a sighted person.

In the Braille parameter dialog box, by checking the "Braille type tags" box, you can display or hide the display of the Braille type.

- Change

This command defines in which Braille type you want to work. If part of the document has already been selected, the Braille contents in the selection will be associated with the new Braille type chosen without transformation.

- Transcribe

This command transcribes the document into the selected Braille type. It acts on the selected zone of the document.

Note: Some Braille types, such as musical and mathematical Braille, cannot be converted. A dialog box opens in this case to ask you if you want to carry out the Braille type conversion ignoring the non-convertible sections.

Speech Menu

The speech menu proposes a series of speech functions related to the open document at the position of the cursor.

It is thus possible to speak the character, word, line and next or previous paragraph.

Mathematical Menu

This menu appears when the cursor is in a mathematical Braille zone; it provides access to the following sub-menus:

- Insert

This sub-menu provides access to a large number of theme-based commands. They are used to insert the Braille sequence corresponding to the selected command at the position of the cursor.

- Calculate

This sub-menu launches the calculation of a line or block of lines at the position of the cursor.

A block of lines represents all the mathematical Braille lines above or below the cursor. The change of Braille type determines the start and end of a block.

Example of a mathematical block:

$$a = 11$$
$$a = a + 1$$
$$a = a + 2$$

Typing in mathematical Braille must comply with the rules of Nemeth or with the rules established by the commission for the evolution of French Braille (mathematical Braille sub commission), applicable since September 2007.

- See MathML

This command visualizes a mathematical Braille formula in MathML. It assesses the proper comprehension of the formula by Esysuite.

- See StarMath

This command visualizes a mathematical Braille formula in StarMath (used by Free office). It assesses the proper comprehension of the formula by Esysuite.

Music Menu

This menu appears when the cursor is in a musical Braille zone; it provides access to the following sub-menus:

- Edit

This sub-menu opens a dialog box specially designed to write and edit musical scores.

A musical score is made up of one or several tracks that represent different instruments. To facilitate editing, the score is broken down into sections that are made up of several measures.

Each track is displayed in a named edit zone which indicates the section and the track. For example, S1P/T1 refers to Section 1, track 1. The dialog box is equipped

with a "next section" and a "previous section" button to change sections. You can use these buttons to change section or simply use the cursor's left and right arrows. At the end of the editing S1P1 section, moving the cursor to the right is equivalent to pressing the "next section" button and S2P1 is displayed in the edit zone. The same principle is applied to the start of the editing zone (moving the cursor to the left is equivalent to pressing the "previous section" button).

The "new section" button adds a section.
The "delete section" button deletes a section.
The "ok" button confirms modifications and returns to the document.
The "cancel" button cancels modifications and returns to the document.

To make it easier to learn musical Braille, an insertion menu is present in the "Edit" dialog box. It provides access to a large number of commands, classed by theme. They are used to insert the Braille sequence corresponding to the command chosen at the position of the cursor.

- Play
Plays the score in MIDI.

- Stop
Interrupts the current MIDI playback.

- Track properties
Displays a dialog box containing information related to the different tracks of the score, making it possible to modify them.

Esyschool

This is a school book in which you can:

Define a list of subject and teachers,

Manage homework to be done,

Note down a timetable,

Record grades and calculate averages.

The main zone can feature homework, timetable, subjects-teachers or teachers-subjects. The Section menu enables you to choose which list is displayed. Timetables can be displayed by week or by day; several timetables can be defined. Most of the functions described below have a role that depends on the section chosen.

File Menu

- New (Ctrl+N) – homework section

Opens a dialog box to create a new assignment.

- New (Ctrl+N) – Subject-teacher or Teacher-subject section

Opens a dialog box to create a new combination.

- Modify (Entrée) – homework section

Opens a dialog box to modify the homework selected in the list.

- Modify – Subject-teacher or Teacher-subject section

Opens a dialog box in which the combination can be modified.

- Delete (Del.) – homework section

Deletes homework from the list.

- Homework completed – homework section

Only visible when the homework list is displayed. It indicates the status of the homework selected (checked when the homework is completed). This command switches the homework from 'to be done' to 'completed' and vice-versa. It is a shortcut of the homework completed button of the New homework dialog box.

- Manage subjects

Opens a dialog box with a list of subjects and four buttons:

- New to define a new subject,

 - Delete to delete a selected subject from the list,

- Modify to rename a subject,

- Close to close the dialog box.

- Manage teachers

Opens a dialog box with a list of teachers and four buttons:

 - New to define a new teacher,

 - Delete to delete a selected teacher from the list,

- Modify to rename a teacher,
- Close to close the dialog box.

- Manage timetables
Opens a dialog box with a list of timetables and four buttons:
  - New to define a new timetable,
  - Delete to delete a selected timetable from the list,
- Modify to rename a timetable,
- Close to close the dialog box.

- Close (Ctrl+F4)
Closes the Esyschool application.

View Menu – homework section
This menu makes it possible to configure what type of homework you want to see.

- Show all
Displays all the homework, whatever the date or status.

- Show all homework from today
Displays list of homework from today onwards.

- Show all homework for today
Displays list of homework for the current day.

- Show all homework for tomorrow
Displays list of homework for following day.

- Show all homework for coming week
Displays list of homework for next seven days.

- Filter
Displays a sub-menu that filters the homework more precisely:
- By date (from a date or from a date to another date),
- By subject,
- By description (all homework containing a portion of defined text will be displayed),
- Hides completed homework,
- Deactivates all filters to return to full display of homework.

View Menu – timetable section

- Day (Enter) – weekly view
Displays the selected day in detailed form, changing from a weekly to a daily view.

- Week (Correction) – daily view
Back to a weekly view.

Displays the next timetable; only functions if several timetables have been created.

Displays the previous timetable; only functions if several timetables have been created.

Displays the next day.

Displays the previous day.

Section Menu

- Homework
Displays list of homework.

- Timetable
Displays a timetable.

- Subject-Teacher
Displays list of subjects followed by related teachers.

- Teacher-Subject
Displays list of teachers and related subjects.

- Report card
Displays a report card with grades.

Esydico

Esydico is a very easy-to-use application. It features a "Search" field in which you can type the first letters of a word for which you would like the definition. With the Tab key, move to the second zone that contains the definition of the closest word to that typed into the search field.
This definition zone is multi-line and it can be read by moving the Braille display as in a text document.
Once the characters are typed into the search field, use the up and down arrows to navigate from one definition to another. The search field is refreshed at the same time as the definition.

File Menu

Selects the dictionary you wish to use.

Closes the dictionary application.

Speech Menu
This menu launches speech synthesis from the current position in the defined zone.

Calculates then announces the current line and column number in the text zone out of the total number of lines.

Esydaisy

Esydaisy is a document reader in Daisy format (combined audio and text). It is compatible with Daisy 2 and Daisy 3 documents.
This reader is made up of an arborescence containing a table of contents of the document and a text zone which contains the entire document in its text form when available.
The Tab key skips from the document's table of contents to the text.

When you launch the reading of audio files associated with a document, the corresponding text segment is underlined on the screen and the position in the text is placed at the beginning of this zone. If, during the reading, a section of the table of contents changes, the position in the table of contents moves to the next section. This is also the case when you move around in the table of contents, the position in the text is updated to indicate the corresponding text at the start of the table of contents.

File Menu

Selects an ncc.html or ncc.htm file located in a folder containing all the Daisy document files.

- Close (Ctrl+F4)

Closes the Esydaisy application.

- Properties

Displays a dialog box containing the main characteristics of the open work (title, author, date, listening duration, number of table of contents levels).

- Last files opened

The last five files opened are displayed at the end of the file menu.

Edit Menu

- Reduce table of contents

This command reduces the arborescence of the table of contents. It makes it possible for the user to configure the elements of interest to them.

- Develop table of contents

All the elements of the table of contents are visible to visualize the work's full structure.

- Search in the table of contents (Ctrl+M)

Opens a dialog box to search for a segment of text in the table of contents. The search direction is selected from a combo box and there is an upper-lower case sensitivity checkbox.

- Search in the text (Ctrl+D)

Opens a dialog box to launch a search in the document. As for the search in the table of contents, the search direction is selected from a combo box and there is an upper-lower case sensitivity checkbox.

- Search next (F3)

Searches for the next occurrence in the text of the current document.

- Search previous (Caps+F3)

Searches for previous occurrences in the text of the current document.

Play Menu

The play menu makes it possible to open audio files related to the selected element of the table of contents.

- Play/Pause (Ctrl+P)

Plays or pauses the reading of the document from the selected element of the table of contents.

- Stop (Ctrl+S)

Stops playback.

Moves to the playback of the text corresponding to the next element of the table of contents.

Moves to the playback of the text corresponding to the previous element of the table of contents.

Speech Menu

The speech menu launches speech synthesis from the current position in the text zone.

- Speech position

Calculates then announces the current line and column number in the text zone out of the total number of lines.

- Entire document from the speech position (J1 left + J2 down)

- Next paragraph (J1 left + J2 up)

- Next paragraph (J1 left + J2 right)

- Previous paragraph (J1 left + J2 left)

Esyplay

Esyplay is a multimedia player based on a multimedia library.
This library provides rapid access to all Esytime's multimedia files by choosing which folders Esyplay will analyze. The different files are sorted according to type: music, video, radio or playlist.
Moreover, the music can be sorted according to four criteria: album, artist, type or folder.

Esyplay is presented in three different forms:
- A library, represented as a tree.
- A list of elements contained in the selected element of the library.
- A playlist created from different selected elements.

Videos are always sorted by folder.
Radios are sorted alphabetically; the list can be modified.
Playlists are directly displayed in the library's arborescence.

File Menu

- Open

Select a file to open in a new playlist.

- Save a playlist

Save a playlist in m3u format. If you save a playlist in one of the multimedia library's folders, you will see it in the playlist list (see Configure the library).

- Close (Ctrl+F4)

Closes the multimedia application.

- Configure the library

Defines from which folders Esyplay will create a multimedia library. Adding a folder to this list also adds all the former's sub-folders.

- Refresh the library

Analyzes and updates the library's different files. This function is available in Esyplay after modifying the list of library folders or after changing the properties of an audio file (title, album, artist).

- Manage radios

Opens a dialog box with the list of radios and five buttons to remove, create or modify the radio selected in the list, and to confirm or cancel modifications.

Play Menu

- Play/Pause (Ctrl+P)

Plays or pauses the current file.

- Stop (Ctrl+S)

Stops playback of current file.

- Next (Ctrl+F)

Plays the next file in the current playlist.

- Previous (Ctrl+G)

Plays the previous file in the current playlist.

- Rewind 3%

Rewinds by 3% increments in the current file.

- Rewind 10%

Rewinds by 10% increments in the current file.

- Forwards 3%

Goes forwards by 3% increments in the current file.

- Forwards 10%

Goes forwards by 10% increments in the current file.

- Increase volume

Increases volume of file played.

- Decrease volume

Decreases volume of file played.

- Continuous loop playback (Ctrl + L)

Repeats playback of all the files once they have been played back.

- Random playback (Ctrl + H)

Random playback of a playlist

Playlist Menu

- Add to playlist

Selects several files to add to the current playlist.

- Delete from playlist

Deletes an element from the current playlist.

- Move element to the top

Modifies the order of the playlist by moving the selected element to the top.

- Move element to the bottom

Modifies the order of the playlist by moving the selected element to the bottom.

Esyweb

Esyweb is a web browser.
The web browser is comprised of an address bar and a zone in which the web page is displayed.
The Alt+d shortcut displays the contents of the address bar so you can enter the address of a website you want to consult. If the text you type into the address bar does not correspond to a valid website, a Google search is automatically launched on the text. To confirm the text typed into the address bar, use the Enter key. To return to the web page from the address bar, press Tab.

Braille presentation in the web page
The contents of the web page are presented in the Braille display with tags to indicate links, images, formatting (bold, italics), form elements (edit zone, button, checkbox, combo box). The tags can be displayed as long, short or reduced tags.
Link tag: <link> or <ln> or _
Image tag: <image> or <img> or _
Bold tag: <bold> or <b> or _
Italics tag: <italic> or <i> or _
Editing zone tag: <text> or <te> or _
Button tag: <button> or <btn> or _
Checkbox tag: <checkbox> or <cbx> or _
Combo box tag: <combo box> or <cbx> or _

Switching from one display mode to another is carried out by clicking on the tag's '>' character. The display mode changes as follows: long, reduced, short, reduced, long, reduced, etc. The default display (long or short tag) is indicated in the "Parameters > Braille" dialog box.

File Menu

- Address (Alt+D)

This command provides access to the browser's address bar. You can modify the URL to go to another page.

- Close (Ctrl+F4)

Closes the browser.

Navigation Menu

This menu contains the navigation data.

- Previous (Correction)

Reloads the previous web page.

- Next (Space)

Reloads the next web page (should a previous web page have been loaded).

- Tags (T)

This sub-menu contains all the navigation on html tags present in the web page.
* Next link (N): Moves the Braille display to the next link.
* Previous link (Caps+N): Moves the Braille display to the previous link
* Next title (T): Moves the Braille display to the next title. Title movements generally enable quicker access to a web page's contents.
* Previous title (Caps+T): Moves the Braille display to the previous title.
* Title of next level 1 (1): Moves the Braille display to the next level 1 title.
* Title of previous level 1 (Ctrl+Caps+1): Moves the Braille display to the previous level 1 title.
* Title of next level 2 (2): Moves the Braille display to the next level 2 title.
* Title of previous level 1 (Ctrl+Caps+2): Moves the Braille display to the previous level 2 title.
* Title of next level 3 (3): Moves the Braille display to the next level 3 title.
* Title of previous level 3 (Ctrl+Caps+3): Moves the Braille display to the previous level 3 title.
* Title of next level 4 (4): Moves the Braille display to the next level 4 title.
* Title of previous level 4 (Ctrl+Caps+4): Moves the Braille display to the previous level 4 title.
* Title of next level 5 (5): Moves the Braille display to the next level 5 title.
* Title of previous level 5 (Ctrl+Caps+5): Moves the Braille display to the previous level 5 title.

* Title of next level 6 (6): Moves the Braille display to the next level 6 title.
* Title of previous level 6 (Ctrl+Caps+6): Moves the Braille display to the previous level 6 title.
* Next-previous editing zone (E) / (Caps+E): Moves the Braille display to the next – previous editing zone. To enter edition mode, click on the routing cursor just after the '=' sign.
* Next-previous scroll-down list (Z) / (Caps+Z): Moves the Braille display to the next – previous scroll-down list.
* Next-previous button (U) / (Caps+U): Moves the Braille display to the next – previous button.
* Next-previous box to tick (X) / (Caps+X): Moves the Braille display to the next – previous box to tick.
* Next-previous radio button (R) / (Caps+R): Moves the Braille display to the next – previous radio.

- Start of next Braille line (P or Down)
Moves the Braille display to the start of the next Braille line.

- Start of previous Braille line (Caps+P or Up)
Moves the Braille display to the start of the previous Braille line.

- Start of page (Ctrl+Home)
Moves the Braille display to the start of the web page.

- End of page (Ctrl+End)
Moves the Braille display to the end of the web page.

- Beginning of Braille line (Home)
Moves the Braille display to the beginning of the current Braille line.

- End of Braille line (End)
Moves the Braille display to the end of the current Braille line.

- Search… (Ctrl+F)
Opens the Search box. The Search dialog box contains a text zone to define the text to be searched for and a checkbox to define upper-lower case sensitivity. The "Next search" and "Previous search" buttons launch the search in each direction. The "Cancel" button closes the dialog box without launching a search.

- Search next (F3)
Moves the Braille display to the next text (the relevant text and case sensitivity are defined in the search box).

- Search previous (Caps+F3)
Moves the Braille display to the previous text (the relevant text and case sensitivity are defined in the search box).

View Menu

- Summary of web page
Displays a dialog box providing information about the number of objects and their type. Just confirm one of these statistics to open a dialog box containing the data. These different dialog boxes are also accessible using the menu elements below:

- List of links

- List of titles

- List of level 1…6 titles

- List of editing zones

- List of buttons

- List of checkboxes

- List of radio buttons

- List of combo boxes

Speech Menu

- Entire page
Reads entire web page by speech synthesis.

- Current Braille line
Reads a block of text displayed in Braille.

- Next Braille line
Reads next text block.

- Previous Braille line
Reads previous text block.

Favorites Menu
A favorite is memorized as a web page name or related web address (URL). Favorites can also be organized in folders. The folders are visible in the Favorites menu as sub-menus containing favorites. Each folder (or sub-menu) can contain other folders (or sub-menus). The favorites menu and all the sub-menus (which represent folders) begin by two menu elements to add the current page to the Favorites and create a new folder.

- Add current page to favorites…
Opens the "New page" dialog box which contains two edit zones to define the page name and address. Both editing zones feature information related to the current web page. The favorite created is added to the current sub-menu.

Opens the "New folder" dialog box which contains an edit zone to define the new folder's name. Once created, a sub-menu with the folder's name is added. It is now possible to add the current page to this folder.

Opens the "Manage favorites" dialog box, which contains a tree (indicating the folders and favorites), a "Hide address" box and 10 buttons to manage the favorites.

Esycontact

Esycontact is an application to manage your contacts.

Each contact has the following fields:
- First name
- Last name
- Main email
- Home email
- Work email
- Home skype pseudo
- Work skype pseudo
- Date of birth
- Telephone
- Mobile phone
- Home telephone
- Work telephone
- Fax
- Website
- Home address
- Home zip code
- Home town
- Home country
- Work address
- Work zip code
- Work town
- Work country

Esycontact displays your contacts in the main window. You can apply a filter to make it easier to find contacts in the list. Use the Tab key to switch to the filter. In the "Filter" text zone, type the characters of the relevant contact. If you type 'ba' in the filter zone, all your contacts with the characters 'ba' will be displayed. To return to the full list, clear the text from the filter.

File Menu

Opens the dialog box in which you can define all the fields of a contact.

Delete one or several selected contacts. A dialog box asks you to confirm before deleting definitively.

Opens the dialog box to edit the fields of a selected contact.

Opens the dialog box to import contacts from the Google contact application.

Opens the dialog box to export contacts to the Google contact application.

Closes the Esycontact application.

Esysudoku

EsySudoku is a Sudoku game. The player must fill in a grid of 81 squares arranged in 9 x 9 lines and columns so that each line, each column and each block of 9 squares is filled with a number from 1 to 9. The figures which cannot be modified are displayed as letters from a to i with a=1, b=2 up to i=9. The numbers added by the player are displayed normally.
The figures to be deduced are replaced by the character 'x'.
To fill in the Sudoku grid, simply replace an 'x' by placing the cursor over the x and typing the number you wish to add. If you change your mind, just replace the number with the character 'x', in the same way as above.
When the grid is complete, the Enter key (Braille 9A) confirms the end of the game and Esysudoku indicates whether you have won or lost.

Here is the example of correct Sudoku grid:
dga | 3fi | b8e
beh | 1dg | if3
3fi | beh | 17d

8b5 | g14 | fci
93f | hbe | gda
adg | 9c6 | 852
----
e8b | 47a | 3if

fi3 | e8b | dag
g1d | fi3 | e2h

File Menu

- New game (Ctrl+N)
Start a new game.

- Close (Ctrl+F4)
Close the Esysudoku application.

Menu Mode

- Line (Alt+1)
The Braille display displays a line, it starts with "L" followed by the line number, the lines are numbered from top to bottom.

- Column (Alt+2)
The Braille display displays a column, it starts with "C" followed by the column number, the columns are numbered from top to bottom.

- Block (Alt+3)
The Braille display displays a block, it starts with the letter "G/B" followed by the group's number. The groups are arranged from left to right and from top to bottom.

Esybomb

Esybomb is an application based on the minesweeper game.
The objective is to find mines placed haphazardly on a grid. When a square is opened, all the nearby squares are also opened and a figure is present in those near a mine. The figure indicates how many mines are near this square.
By deduction, it is possible to open other squares without risk and to mark the squares where there is a mine.

The grid is displayed by line on the Braille display, each line starting with the letter "L" followed by its order number. The lines are numbered from top to bottom. Unopened squares are marked with a hyphen '-'.
To open a square, place the cursor over it and type a space (Braille A).
To mark a square where there is a mine, place the cursor over it and type a 'b' or the correction function (Braille 9).

If you haven't blown up before, Esybomb will indicate when the entire grid has been explored and you have won.

File Menu

- New game (Ctrl+N)
Starts a new game.

- Close (Ctrl+F4)
Closes the Esybomb application.

Level Menu

- Beginner
When you launch a new game, 5 mines are placed in the grid.

- Confirmed
When you launch a new game, 10 mines are placed in the grid.

- Expert
When you launch a new game, 15 mines are placed in the grid.

Keyboard shortcuts
Global shortcuts
Ctrl+F4 = Closes current window
F1 = Documentation in Esynote format
Alt+Up = Increases the speech synthesis volume
Alt+Down = Reduces the speech synthesis volume
Alt+Right = Increases the volume of Esyplay player
Alt+Left = Reduces the volume of Esyplay player

Application menu shortcuts
Ctrl+Caps+F = Moves to Esyfile
Ctrl+Caps+N = Moves to Esynote
Ctrl+Caps+S = Moves to Esyschool
Ctrl+Caps+D = Moves to Esydico
Ctrl+Caps+Y = Moves to Esydaisy
Ctrl+Caps+P = Moves to Esyplay
Ctrl+Caps+W = Moves to Esyweb
Ctrl+Caps+T = Moves to Esycontact
Ctrl+Caps+K = Moves to Esysudoku
Ctrl+Caps+B = Moves to Esybomb
Ctrl+Caps+V = Puts device into sleep mode
Ctrl+Caps+F4 = Shuts down device

Window menu shortcuts
Ctrl+1 to Ctrl+9 = Activates document 1 to 9

Esyfile shortcuts
Del. = Deletes a file or a folder
F2 = Renames a file or a folder
Ctrl+F = Opens the file search dialog box
Alt+Enter = Displays the file's or folder's properties
Ctrl+D = Opens the documents folder
Ctrl+P = Opens the work station folder
Ctrl+X = Cuts the selection into the clipboard
Ctrl+C = Copies the selection into the clipboard
Ctrl+V = Pastes the contents of the clipboard
F8 = Start of selection
Esc. = End of selection
Ctrl+A = Select all
Ctrl+I = Invert selection
Ctrl+H = Go to specified path

Esynote shortcuts

Dialog boxes
Ctrl+N = Creates a new Esynote document
Ctrl+O = Displays the Open dialog box
Ctrl+S = Saves the document or Displays the Save as dialog box
Ctrl+P = Opens the Print dialog box

Edit
Ctrl+Z = Cancels the last modification
Ctrl+Y or Ctrl+Caps+Z = Repeats the last cancelled modification
Del. = Clears the selection or character
Ctrl+Q = Displays the status bar

Search/Replace
Ctrl+F = Opens the Search dialog box
F3 = Moves to the next character string
Ctrl+H = Opens the Replace dialog box
F4 = Replaces the character string
F5 = Replaces all the character strings searched for

Clipboard
Ctrl+A = Selects entire document
Ctrl+X = Cuts the selection and places in clipboard
Ctrl+C = Copies the selection into the clipboard
Ctrl+V = Pastes the contents of the clipboard

Signet

F2 = Go to next signet
Caps+F2 = Go to previous signet
Ctrl+F2 = Place-Remove a signet
Ctrl+Caps+F2 = Clear all signets

Attributes

Ctrl+B = Bold switch
Ctrl+I = Italics switch
Ctrl+U = Underline switch
Ctrl+L = Aligns paragraph on the left
Ctrl+R = Aligns paragraph on the right
Ctrl+E = Centers the paragraph
Ctrl+J = Justifies the paragraph

Mathematics

Ctrl+M = Calculates the formula on the current line
Ctrl+T = Calculates the formulae adding calculations on the lines situated before and after the cursor's line

Braille type

Alt+0 = Switches to computer Braille
Alt+1 = Switches to literary Braille
Alt+2 = Switches to abridged Braille
Alt+3 = Switches to mathematical Braille
Alt+4 = Switches to musical Braille
Alt+Next page = cursor on the Next Braille type
Alt+Previous page = cursor on the Previous Braille type

Tag management

Ctrl+Alt+T = Short or long tags
Ctrl+Alt+G = Bold tags displayed or hidden
Ctrl+Alt+I = Italic tags displayed or hidden
Ctrl+Alt+S = Underlined tags displayed or hidden
Ctrl+Alt+R = Crossed out tags displayed or hidden
Ctrl+Alt+A = Table cell tags displayed or hidden
Ctrl+Alt+H = Paragraph alignment tags displayed or hidden
Ctrl+Alt+C = "Small circle" bullet point tags
Ctrl+Alt+D = "Small disk" bullet point tags
Ctrl+Alt+B = "Small square" bullet point tags

Ctrl+Alt+L = All bullet point tags displayed or hidden

10-dot Braille functions

These combinations are used to generate all the keys, other than characters, of a PC keyboard. They are sometimes called Bramigraphs. Graph refers to the fact that the Braille dots used to generate an action are often a graphic logic that makes them easier to learn.
Examples:

- The home function, whose purpose is to go to the beginning of a line in an editing zone or to the beginning of a list, is generated by using the 123A combination (dots 1 2 3 at the same time as the space). Its symmetrical function, end, which goes to the end of the line of an editing zone or to the end of a list, is generated by maintaining the space, so 456A (dots 4 5 6 at the same time as the space).
- The four arrows can also be used to generate 10-dot Braille functions, even though they can be used with the joystick 2, but it can be more convenient to generate them using shortcuts. The four arrows always use the A key (space), combined with one of the four dots of the letter w in Braille (2456), the up arrow uses the top dot of the w, so you type 4A, the down arrow uses the bottom dot of the w, so you type 6A, the left arrow uses the left dot of the w, so 2A and the right arrow uses 5A.
- The F1 to F12 functions are also generated using the first 12 letters of the alphabet combined with the left space, for example 19 for F1 up to 1239 for F12.

Detailed list:

Edit
9 - Correction
A - Space
9A - Enter
35A – Insert (Used like a switch => press twice to simulate a press-release)
36A - Clear

Navigation
123A - Home
456A - End
2A - Left
5A - Right
4A - Up
6A - Down
13A – Previous page
46A – Next page

Number pad
169 - 1

1269 - 2
1469 - 3
14569 - 4
159 - 5
12469 - 6
124569 - 7
12569 - 8
2469 - 9
34569 - 0
29 - ,
349 - /
359 - *
369 - -
2359 - +
3459 - Enter

Others

1245A - Escape
256A - Tabulation
235A - Caps+Tabulation
1346A – Screen print
14A – Pause / Break
569 – Contextual menu
Functions
19 - F1
129 - F2
149 - F3
1459 - F4
159 - F5
1249 - F6
12459 - F7
1259 - F8
249 - F9
2459 - F10
139 - F11
1239 - F12

Switches

12349 – Windows start menu
79 – Capitals locked.
89 – Capitals unlocked
39 – Number pad locked
69 - Number pad unlocked
7A - Caps
78A - Ctrl
178A - Ctrl pressed (only outside Esysuite)
478A - Ctrl released (only outside Esysuite)
8A - Alt
18A - Alt pressed (only outside Esysuite)
48A - Alt released (only outside Esysuite)

One-handed Braille keyboard

The Braille keyboard, equipped with four operating modes, makes it possible to type characters with a single hand, even with one finger.

One-handed mode 1:

This mode consists in typing the Braille dots by several successive or combined presses on the keys, which are then confirmed with the A Braille key.
If the A key is part of the Braille combination, then it must be typed in combination with another dot, then repressed alone to confirm the combination.

One-handed mode 2:

This mode is faster because the code is confirmed automatically.
The Braille keyboard is divided into two parts, with the dots 1,2,3,7,9 on one side and the dots 4,5,6,8, A on the other. First type part of the Braille combination in one or several entries, then type the second part in a single entry, the Braille combination is then generated.
For Braille combinations that only have dots in one part, simply press the Braille A key to confirm.

One-handed mode 3:

This mode makes it possible to enter a Braille combination using only the left-hand side of the keyboard (dots 1,2,3,7). After entering the first half of the Braille combination, the second half is entered respecting the following correspondence: 1-4, 2-5, 3-6, 7-8, 9-A.
Keys 9 and A typed with one of the two halves are managed as such.
Key 9 or A is used to generate Correction or Space, but also to confirm Braille combinations that do not have a second half.
Key 4 typed alone is used to enter Braille combinations that do not have a first half.

One-handed mode 4:

This mode is the same as the former but uses the dots 4,5,6,8, A. To type the first half of the combination, respect the following correspondence 4-1, 5-2, 6-3. Braille key 1 makes it possible to enter Braille combinations without a first half.

Esytime's internal menu

As explained previously, Esytime is a combination of a computer and a refreshable Braille display. It is equipped with a menu capable of independently managing the settings of the Braille display.

Navigation in the menu

The menu is entered by moving the Joystick 1 up or by simultaneously pressing keys L1+L4.

To leave the menu or sub-menu, use the return button at the end of the line, press the Braille command Esc. (1245A), use the menu title or repeat the keyboard combinations used to enter the menu.

It is easy to manipulate the menus, using the joysticks 1 or 2 right or left, to change the object in question.

Joysticks 1 or 2 up or down change the value related to an object.

Joysticks 1 or 2 in the center act on the buttons and enter or leave the edit boxes. The 9A Braille combination has the same effect.

The routing cursors have the same effect in the menus, they confirm buttons, change the values of list zones and make it possible to enter and leave edit boxes.

Keys L1 to L8 move the Braille display from right to left.

Description
Bluetooth Menu

Power: yes / no
This parameter indicates if the Bluetooth adapter is switched on. Changes in value take effect immediately.

Visible: yes / no
This parameter makes it possible to know if the Bluetooth adapter can be detected by another system. Changes in value take effect immediately.

List
This button opens a sub-menu with a list of pairings memorized by the Bluetooth adapter.

After choosing a peripheral device you can see what type of device Esytime Evolution is and modify the value. The next two buttons modify the name of the peripheral device and/or delete it from the list.

Name>Esys-…
This edition box makes it possible to customize the Bluetooth adapter's name; to be recognized it must always start with "esys-", which is why the first five characters cannot be modified.

Default parameters
This button restores the Bluetooth module to its default settings.

This function takes several seconds and finishes by displaying a dialog box indicating whether the process was successful. If this is not the case, don't hesitate to contact Eurobraille.

Keyboard Menu

Mode: Standard / One-handed 1 / One-handed 2 / One-handed 3 / One-handed 4
For more detailed explanations concerning these keyboard modes, consult the "One-handed keyboard" chapter.

Send USB-HID / Driver
This option directs the combinations typed on the Braille keyboard to generation by a USB-HID interface, as would an external PC keyboard connected by USB to the device, or to transmit a keyboard event to the PC driver so that it can ensure its transfer to the application or its generation.

This parameter can be manipulated by the driver and its value displayed by the firmware corresponds to the selected operating mode.

Localization Menu

Language: UK/FR

The language parameter defines the language used by the internal menu currently being described.

Braille: UK/US/French/German…

The Braille parameter defines the Braille table used by the internal menu currently being described. This parameter also defines the language of the USB-HID keyboard.

Tool Menu

USB Type: Esytime / Esytime-evolution / Esys

This parameter enables Esytime to simulate an Esys. This currently enables the use of all Esys software, until such software can be recognized by Esytime Evolution.

Esysuite protocol: Yes / No

This parameter is above all used to verify the operating mode of the display and must indicate the value Yes when Esytime operates with Esysuite and No if not. It is not recommended to change this value.

Reset firmware

This button restarts the software that manages Esytime's refreshable Braille display. This function can be useful in the case of loss of control of the system. It can, however, have unexpected consequences as the software loses the notion of its current status.