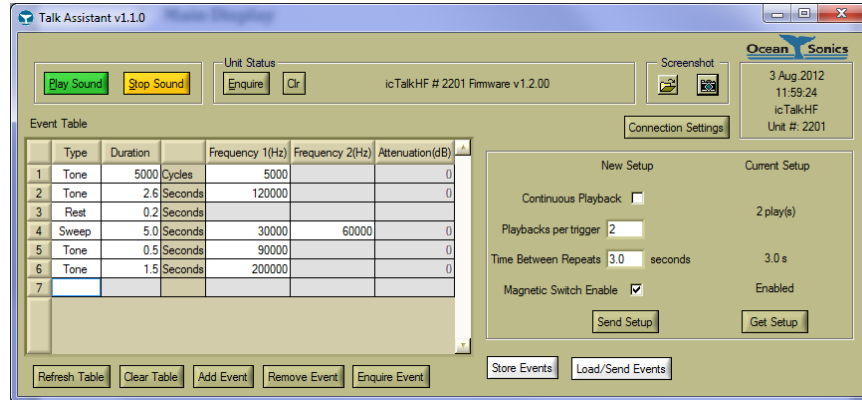# Talk Assistant v1.1
User Guide

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icTalk Smart Projectors

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1 Overview

Talk Assistant is used for the configuration of compatible *ic***Talk** units, prior to deployment. It may also be used to operate an *ic***Talk** unit, after it has been deployed. It is a PC program, which allows the user to set the mode of operation for the unit, program the sound events which the unit will output when triggered, and trigger/stop sound output.

This document outlines the operation of **Talk Assistant** version 1.1. For more detailed information on *ic***Talk**, please refer to the *icTalk Operations Guide*.
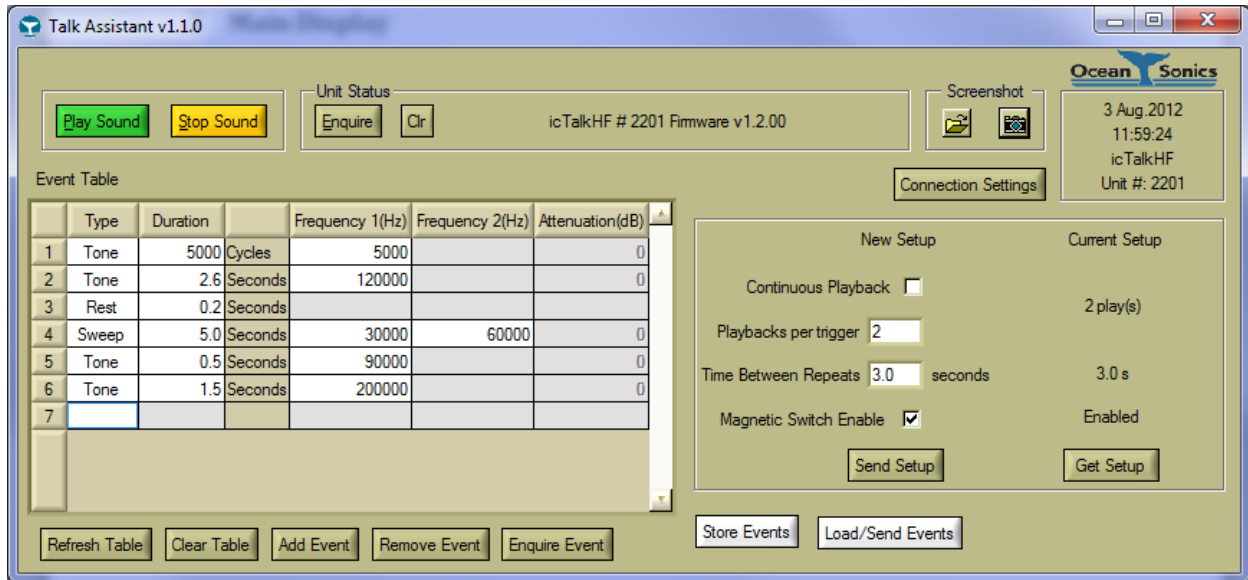
2   Main Display

Figure 2-1: Main Display

The main display of **Talk Assistant** allows access to all setup and control functions available to *ic*Talk. All buttons whose functions require a connection to the device will be disabled while no unit is connected. If the connected unit does not support certain functions, those functions will remain disabled even after a connection has been established.

The "Unit Status" area will display status based on the responses received whenever commands are issued.

The upper right area of the screen displays the current date and time on the computer running **Talk Assistant**, as well as the type of device connected, and the serial number of the unit.

3   Using the Software

This section describes how to use the software to connect to an *ic*Talk device, and how to configure and control the device from the software.

3.1   Starting the program

Start-up of **Talk Assistant**, as with other Windows applications, is done from the Windows "Start Menu", or a shortcut can be created to start directly from the desktop. By default the start menu shortcut will be installed to "Start->All Programs->Ocean Sonics->Talk Assistant".

3.2   Connecting to an *ic*Talk Device

Before anything can be done with an ***ic*Talk** device, we must connect to it. This utility supports connections through a COM port on the PC. To connect to a device press the "Connection Settings" button. This will open the "Connection Setup" panel.
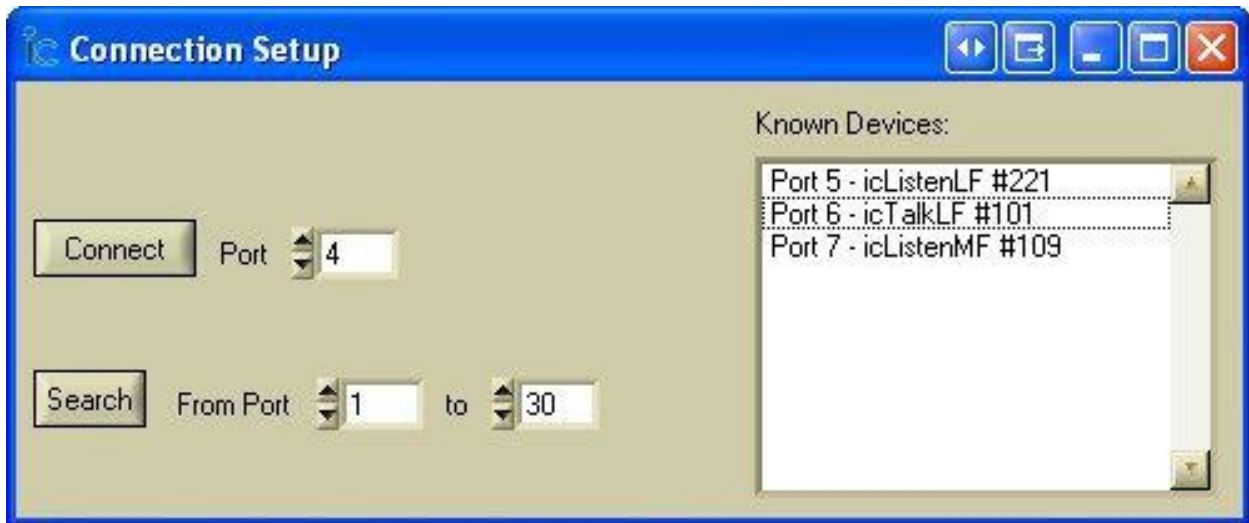

Figure 3-1: Connection Setup

If the COM port is known, it can be typed into the "Port" field, and the "Connect" button can be pressed to connect to the device.

If the COM port is not known, the "Search" button can be pressed, which will check all COM ports within the range set in the "From" and "To" fields. Any devices found will be listed in the "Known Devices" list. Double clicking on a device in this list will connect to it.

3.3 Job Setup

Figure 3-2: Job Setup

The job setup can be set and read from the device, using the "Send Setup" and "Get Setup" buttons. The parameters that can be configured for the device are the time between repetitions of the event table (Time Between Repeats), whether the magnetic switch is enabled or not (used as a trigger to begin event table playback), if the playback is continuous, and the number of times the event table is played back per trigger (Playbacks Per Trigger). If the playback is set to be continuous, the number of playbacks per trigger is irrelevant (as it will be repeating indefinitely).

Triggers for playback can either be a "Play Sound" command issued over a serial connection, or activation of the magnetic switch (if enabled).

3.4 Editing the Event Table

Figure 3-3: Event Table Controls

Sound output from the *ic***Talk** is controlled using an event table. Available events are tone, sweep (linear), and rest (silence).

Events can be added to the table by first selecting the location in the event table where the new event is to appear, then pressing the "Add Event". When adding an event, a table entry popup appears, in which all of the parameters of the new event can be entered. Pressing the checkmark button adds the new event to the table, and pressing the 'x' button will cancel the operation. Clicking the mouse outside of the popup will also cancel the operation.

Figure 3-4: Add Event Popup

Removing an event is done by selecting the event, then pressing "Remove Event". Clearing all events is done by pressing the "Clear Table" button below the table.

After an event has been created, it cannot be changed by editing in place. It must first be removed, and then a new event added to replace it.

The table is "reloaded" or "refreshed" by retrieving the event data from the *ic***Talk** instrument. The entire table can be reloaded, or single events can be refreshed by pressing the "Refresh Table" or "Enquire Event" buttons.

These actions can all also be performed by selecting the appropriate items from a menu that appears when right clicking the table.

3.5   General Controls

Figure 3-5: General Controls

Sound output can either be stopped or started using the button controls available on the main display ("Play Sound" and "Stop Sound" buttons). The device information (firmware version and serial number) can also be refreshed at any time by pressing the "Enquire" button.

3.6   Taking Screenshots

Figure 3-6: Screenshot Controls

Screenshot controls are contained in the screenshot section near the top right side of the main display. Pressing the folder button will select the folder to which screenshots will be saved, and pressing the camera button will take the screenshot. The screenshot will be saved as TalkAssistant_Unit#_yymmdd_hhmmss.bmp, where # is replaced with the serial number of the connected unit (or 0 if none is connected), yymmdd is the date, and hhmmss is the time of day.
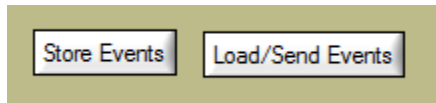
3.7 Event Files

Figure 3-7: Event File Controls

Event files are files with the extension ".tlk" which contain a set of events for an icTalk. Talk Assistant can store these files from the event table, by pressing "Store Events". These files can also be loaded when connected to an icTalk, by pressing "Load/Send Events".

When files are loaded, the current table for the connected icTalk is cleared, and the event table is replaced with the one from the file. This is automatic, as event setups are sent while the file is read.