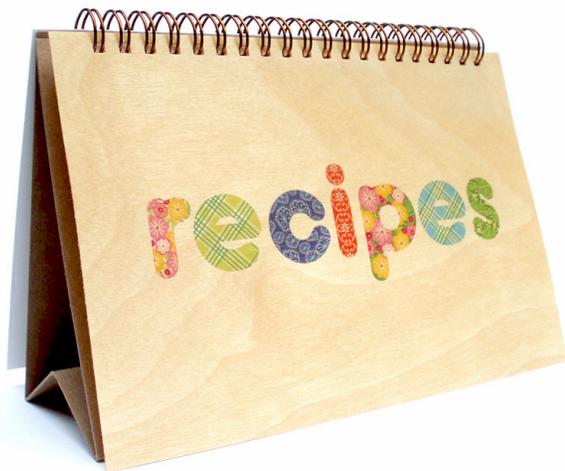


Recipes for Switch Control

rec·i·pe

/ˈresəˌpeɪ/ 

1. a set of instructions for preparing a particular dish, including a list of the ingredients required.
2. something that is likely to lead to a particular outcome.



The term “recipe”, when used for switch control, refers to a set of instructions that can be sent to a switch, in order for a particular outcome. A recipe is used to access the tablet with a switch that replaces a gestures or series of gestures when you cannot activate the tablet in a typical fashion.

Steps For Using Recipes

Using Recipes for Switch Control

Set up Accessibility Shortcut
Connect Switch Interface

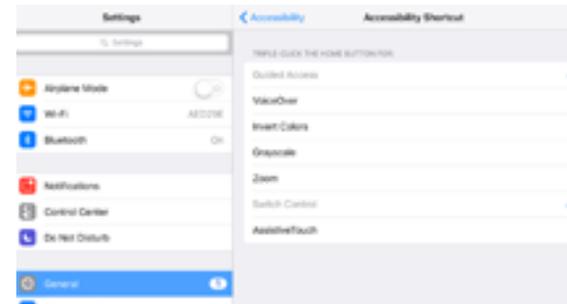
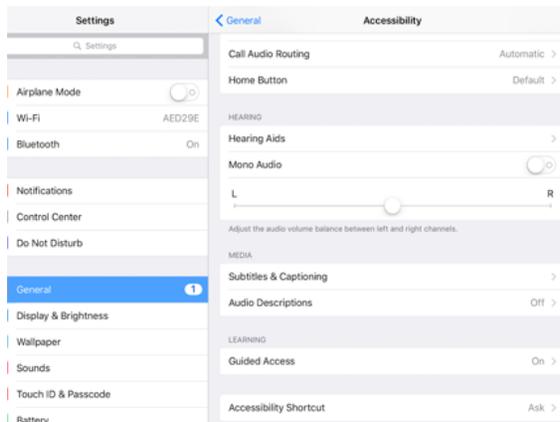
Assign Switches

Examine App you want to control.
Determine what actions are needed for interaction.

Create New Recipe
Re-Assign Switches

Launch Recipe

The first thing I do is to set my accessibility Shortcut, so I can move in and out of switch activation easily.

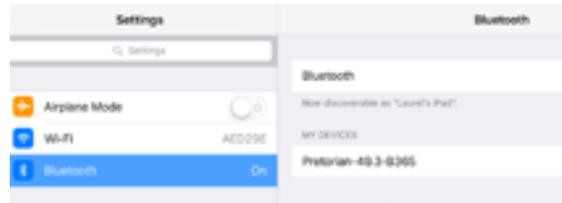


Under general settings
Accessibility → (swipe to bottom) → accessibility shortcut
I typically have both guided access and switch scanning checked.

Switch Assignments

Next, I set up my switches.

First, make sure your switch interface is connected.



At this point, I make assignments to my switches. I typically use the Applicator switch interface from Pretorian/Inclusive TLC although the other interfaces work in a similar fashion. For this example, the switch assignments I prefer are 5 (*space*) in channel/jack 1 and 6 (*enter*) in channel/jack 2.



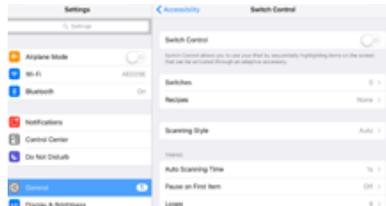
Configuring Switches

Going back to settings on the iPad, I teach my iPad what my switches are going to do.

Start with Settings
→ General → Accessibility
→ Switch Control



Then choose switches.



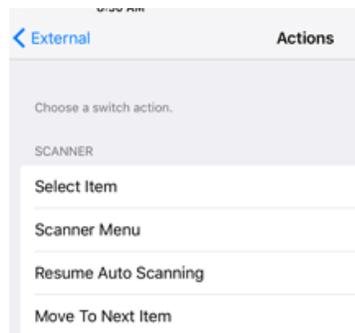
Add a new switch



External



Choose your default action. In this example, I wanted to also use my switches for two switch scanning, so I picked my first (red) switch to be the step ahead switch and my second (yellow) switch to be my choosing switch.



Creating a Recipe

Once your switch assignments are completed, you can make your recipe.

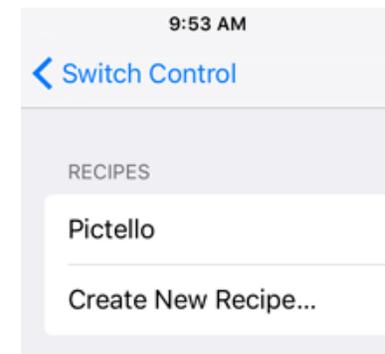
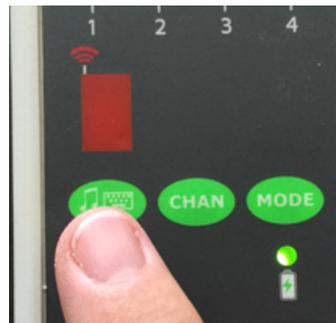
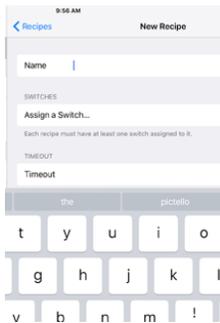
For the Pictello recipe, I decided to just have two actions. One would read the page, and one would turn the page forward. For this particular app, I found I needed to tap the screen in the middle of the page to read it, and I needed to swipe from right to left to turn the page ahead. For the recipe, I simply assigned my two switches to these actions.

To Make a New Recipe

Settings → General → Accessibility → Switch Control → Recipes → Create a New Recipe

Name: select a name that goes with your app for easy remembering.

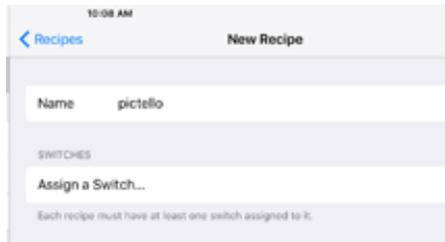
**If you are using the Applicator, and it is connected while you do this, you may have to press and hold the first green oval to bring up your system keyboard



Switch Assignments for the Recipe

Then make the switch assignments. I'll be using the switches that I previously configured. Remember that when you create a recipe, you will be telling your switches to do different things than you first established WHEN THE RECIPE IS ENABLED. When you turn the recipe off, these switches will go back to their original actions.

Tap "Assign a Switch"

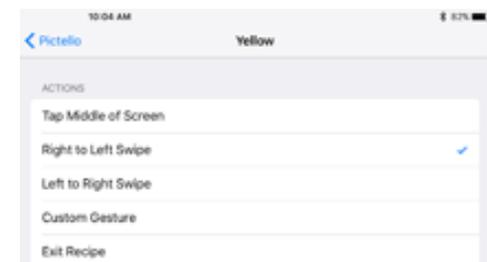


Choose switch, and then assignment. Remember that you have to have already set up switches in your iPad when you get to this step. RED and YELLOW are simply the names I gave my switches when I first attached them to my iPad.



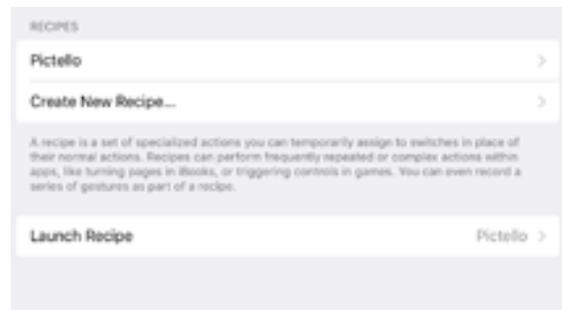
In this example, my RED switch, which has an existing assignment of *5/move to next selection* will now be told it will tap the center of the screen.

My YELLOW switch, which has an existing assignment of *6/select item* will be reassigned to swipe from right to left.



Launching a Recipe

When you are ready to use the new recipe, you have to “launch” it. Pressing the switch at that point will cause the switches to behave in their new assignments. In this example, my RED switch will now tap the middle of the screen and my YELLOW switch will swipe from right to left to turn the page ahead. This works well for Pictello.

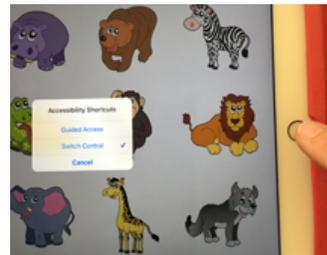
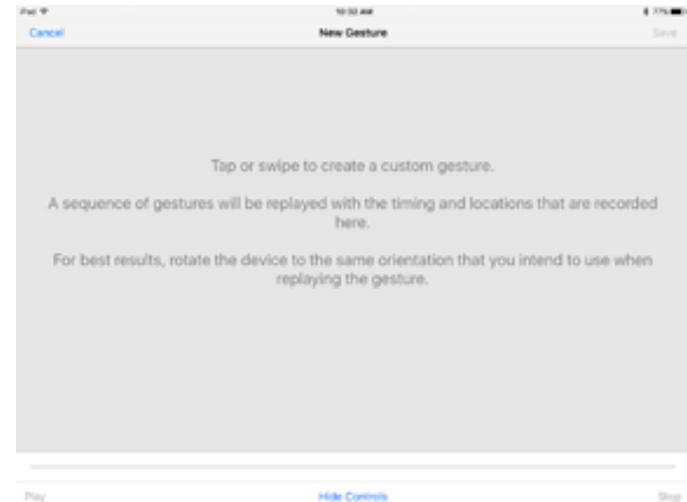


When you are finished, and want your switches to behave in their normal fashion (such as for a communication device, simply go back to “Launch Recipe” and choose “none”.



A note about custom gestures...

Recipes can learn custom gestures, which means you can remember a movement anywhere on the screen. Since the Applicator has 4 switch jacks, you could potentially have 4 different things that the switches could do. This would be useful if you had a 4 message display, and you wanted switches to say 4 different things. I find it easiest to set this up by using a clear overlay to mark where it is I want to touch. Then, when I am assigning a custom gesture, I can touch the screen with certainty in the area I want activated (or with a movement, such as a swipe).



Accessibility Shortcut

Remember, you can turn switch access on and off easily via the “Accessibility Shortcut”. Once you have assigned it, simply triple click the iPad’s Home button to see the menu you need.