AT Tech Tip: How to Assign a Key Action to a Switch Port within Overlay Maker 3

InterACT Team
The Interdisciplinary Augmentative Communication & Technology Team

1. First, launch Overlay Maker 3 and open a desired overlay. With Overlay Maker, each area of the keyboard identified by a cell is programmed to perform a certain task. When you scroll your mouse over a cell in Overlay Maker, you can see at the bottom of the screen what that cell was programmed to do.
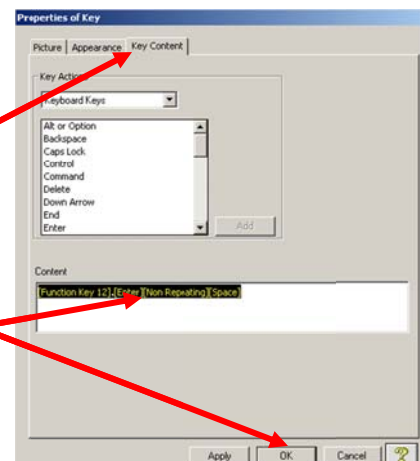
   It is this language that you will need to add to the switch port, so students can use their switch to do the same actions as if they were using that part of the keyboard.
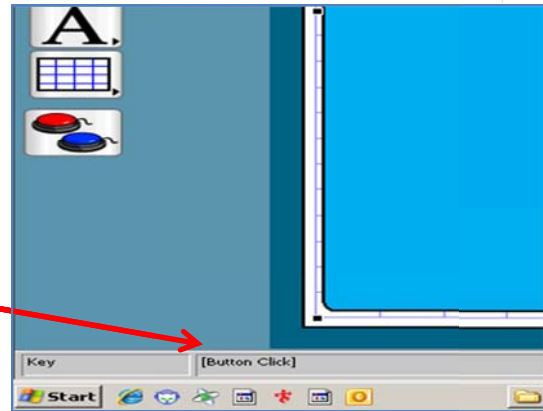
2. Decide which key action you would like to assign to a switch port for student access. Double mouse-click on the chosen key. Once selected, a *Properties of Key* dialog box appears onscreen.
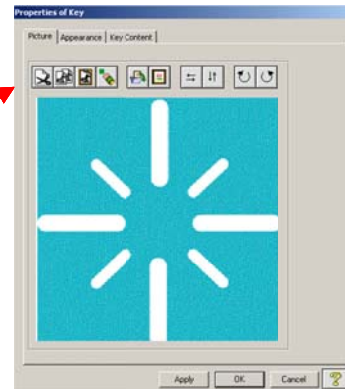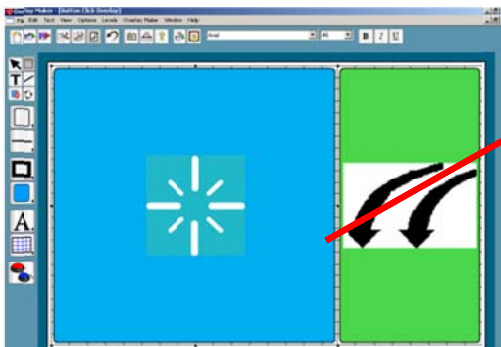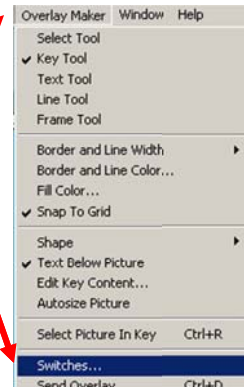
3. Next, click on the tab, *Key Content*, and highlight the actions listed under content to select it. Then, use the keyboard shortcut, *Ctrl+C*, to copy the listed actions. Once copied, click *OK* to exit.

   ght and
   l+C

4. Next, in the *Overlay Maker* application, choose to *Edit the Content of Switches* by choosing "*Overlay Maker*" and "*Switches*" from the top toolbar.

5. A dialog box will appear with programming language for switches one through four. Typically we program the IntelliKeys Keyboard Switch Ports for *Switch One* and *Switch Two*. Decide whether you are assigning the key content to switch #1 or #2. Then, single mouse-click on the *Edit...* button for the chosen switch #.
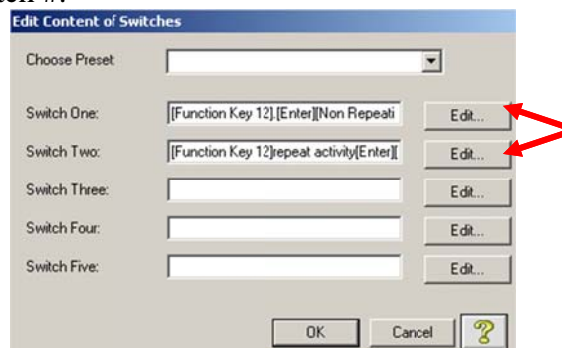
6. A *Switch Content* dialog box then appears onscreen. The programming language should be highlighted. If not, highlight it with your mouse. Use the keyboard shortcut, *Crtl+V*, to paste the copied key content into the switch content. Click *OK* once, and you should see your new phrase in the "*Switch One*" box. Click *OK* again to exit the switch content dialog boxes.
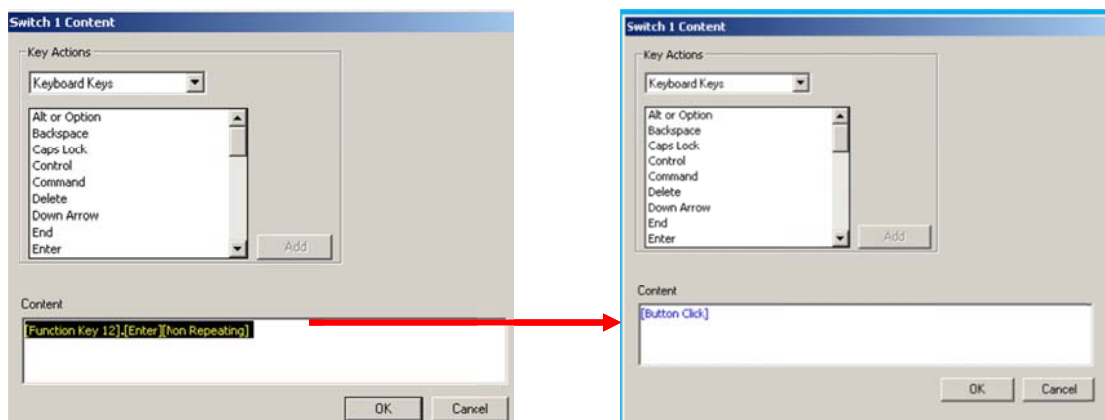
7. Save your overlay and send it to the IntelliKeys and try accessing the assigned function using a switch plugged into either switch port #1 or #2. You did it!