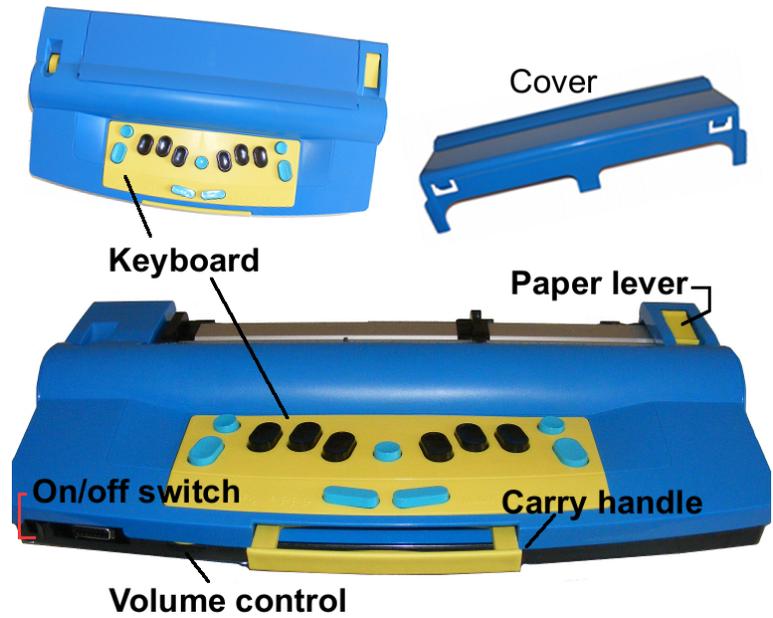


The Mountbatten Brailer

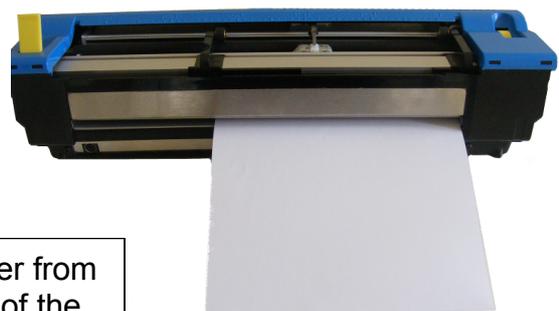
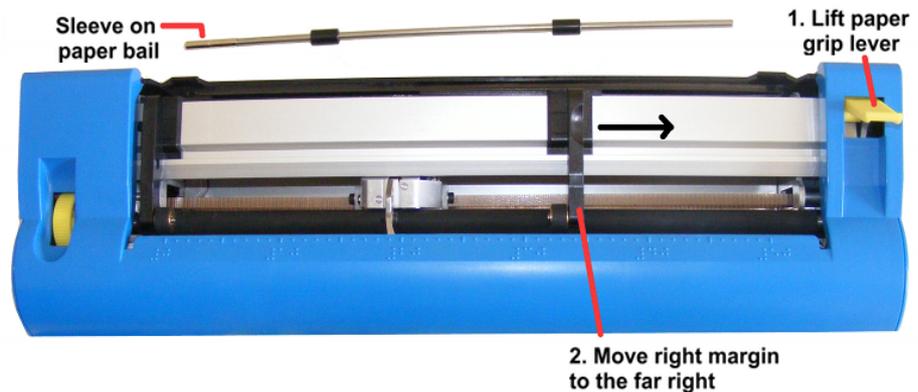
Introducing the Mountbatten

Here are the names of some of the parts of the Mountbatten, to get you started -
and some pictures of what we will see, to help you remember after the workshop.



A new Mountbatten comes with stickers for the keyboard, so you can remember the names of the keys.

Taking the paper bail out for daily use...



--- and loading paper from the top or the back of the Mountbatten.

Learning Braille with speech - fun for little fingers

What kind of paper?

Mountbatten is set up to use standard paper - the kind of paper you use in a printer or photocopier. This is called 80-gram or 80 gsm paper.

You can use any size of paper from around A5 up to to A3.

You can also write Braille on labels, cards, foil or transparent sheets - talk to us if you're not sure.

You can also use Braille paper for special occasions if you wish.

Start by loading some paper:

"Top loading" paper:

1. Open the Paper Lever.
2. Insert the front edge of the paper under the Embossing Head and the Grip Wheels.
3. Push in the paper gently.
4. Line the top of the paper up with the groove in the Reading Table.
5. Bring the Right Margin over to the the edge of the paper.
 1. Make sure the paper is **over** the base of the Adjuster but **under** the Grip Wheel.
6. Close the Paper Lever.
7. Now turn the Mountbatten on.

"Back loading" paper:

1. Insert paper into the slot at the back of the Mountbatten.
2. Push the paper in until it reappears under the Embossing Head.
3. Now follow steps 4 to 7 just the same as for top loading.

Switching on

When you switch Mountbatten on, you hear some things spoken. First you will hear "hello" in your language, and then you will hear whether the Mountbatten is charging, which Mode is active and whether Mimic is connected.

While Mountbatten is speaking, the embossing head is moving back and forth to find out how wide the paper is - so you don't have to worry about Braille too far on the line.

Writing Braille, correcting mistakes and playing games with Braille

As soon as there is paper loaded and Mountbatten is switched on, you can write Braille.

As you press the Braille keys, and the dots are embossed, Mountbatten speaks each letter; if it's not a letter, the numbers of the dots will be spoken.

Correcting Mistakes

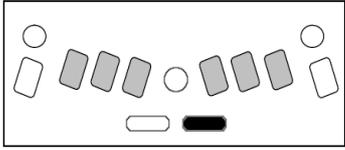
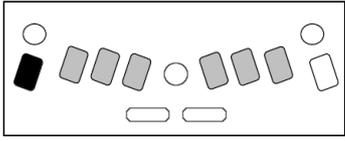
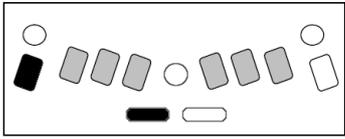
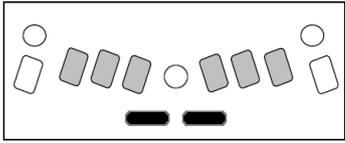
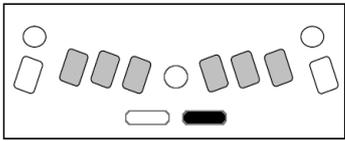
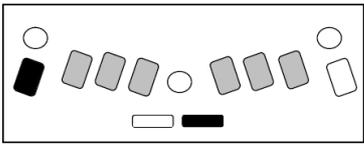
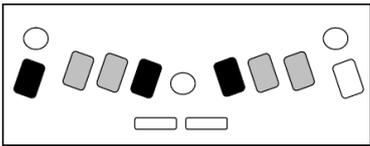
If you make a mistake while you're typing, you can fix it!

Move to the space immediately **after** the character you want to erase or correct.

Use the Erase or Correct keystrokes below.

Moving around and Correcting

Use these diagrams to help you with the Shark Attack game!

| | |
|--|--|
| <p>One space forwards - spacebar</p> |  |
| <p>One space backwards - backspace</p> |  |
| <p>Up one line to the same position backspace + new line</p> |  |
| <p>Down one line to the same position - newline + spacebar</p> |  |
| <p>Down one line to the start of the line - newline</p> |  |
| <p>Erase - backspace + spacebar</p> |  |
| <p>Correct - backspace + correct dots The diagram shows the keystroke for changing the existing Braille character to c</p> |  |

Playing Games - Shark Attack

This is a great game to do together. One player sets up the page, and the other player is the shark; or the teacher or parent can set up the game, and two players can play. The first one to get all their fish is the winner.

You can make the game more complicated by adding different Braille letters - some the

shark can eat, and some the shark has to leave alone!

Parent or Teacher:

Load a new sheet of paper

Braille the letter 'g' ⠠ about 12 times in various areas of the braille page.

These are the fish swimming in the ocean.

Centre the embossing head on the page before starting.

Student or Player

You are a very hungry shark and you want fresh fish for dinner.

Once you know how to move around and swim you can start eating the fish.

Navigate to 1 cell in front of the fish and backspace delete to gobble up the fish.

Setting Up the Braille Page

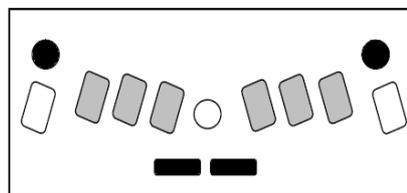
Using Commands

A new Mountbatten will have the Command key turned off, so that a new user won't get confused.

The keystroke to turn the Command key on and off is

tab + newline + space + backtab

Mountbatten uses commands to set up all kinds of things. Let's try a few:



Word Wrap

The Word Wrap command tells Mountbatten: if the word won't fit on this line, move to the next line before embossing it.

The command is **ww**, and you enter it like this:

command ww enter

After you press **enter**, Mountbatten will say "on".

Now when you type Braille, you will hear the keys spoken, but Mountbatten doesn't emboss until you press **space**; this is so that it can tell whether the word will fit or not. If it won't fit, Mountbatten will move the embossing head to the start of the next line before Brailleing it.

Placing your Braille in the Centre or on the Right

Centering is another command: **ce**. To make your heading land in the exact centre of the line, or to make your whole paragraph be in the centre of the page, enter the command before you begin; then enter it again at the end to turn centering off.

Right-aligning makes your text line up at the right-hand side of the page. Sometimes you would like to put your line of Braille on the right; to do this the command is **ra**. Enter the **ra** command before you start, and then again at the end to turn right-align off.

Line Spacing

The command for Line Spacing is `ls`. So the command for double line spacing is

```
command ls 2 enter
```

And the command for one-and-a-half-line spacing is

```
command ls 1.5 enter
```

And the command to go back to single line spacing is

```
command ls enter
```

Writing Braille when you don't know Braille

Using the Mimic display

Connect the Mimic to the port on the right of the Mountbatten and switch it on.

Then switch on the Mountbatten.

Now everything typed on the Mountbatten will show as text on the Mimic.

Adding the PC keyboard

Plug the PC keyboard into the port on the back of the Mountbatten.

Type some text on the keyboard.

It will come out as Braille on the Mountbatten and text on the Mimic.

See what happens if you type numbers on the PC keyboard. Will they be correct? You can check the Mimic to find out

Translating text to Braille

Text and Braille aren't the same! So, to have proper Braille numbers and punctuation, we have to turn translation on:

```
command fe enter
```

Now the text from the keyboard will be proper Braille on the Mountbatten, and the correct text on the Mimic.

So anyone can write correct Braille on the Mountbatten - if you turn translation on, and your text is correct, your Braille is correct.

Writing stories together

There's an easy way to type both Braille and Text on the Mountbatten: Chat Mode.

The command for this is:

```
command chat enter
```

When Chat Mode is turned on, the Brailist goes first - Back Translation is turned on first. Mountbattens says "Back on" to remind you.

Use the **backtab** key on the Mountbatten to change to Forward translation so the keyboard user can have a turn. Use **tab** to change back to Back Translation.

The keyboard user can use **F1** to change to Back Translation and **F2** to change to Back translation.

When Chat Mode is on, the translation is done automatically, and all the text appears on the Mimic; Braille is embossed on the Mountbatten no matter which keyboard is used to type.

Making labels and Braille pictures

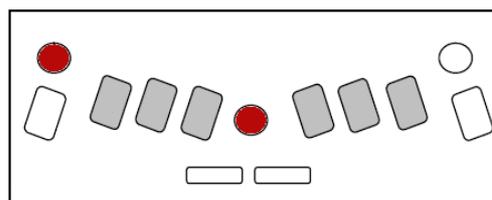
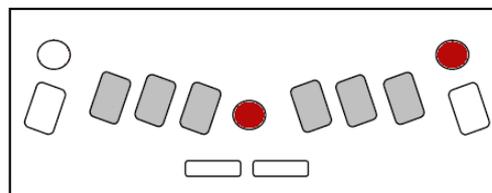
Labels

Making the impact stronger

To emboss on labels or thick card, the Mountbatten needs to hit with greater force. There's a keystroke to do that: **command + backtab**.

Each time you press this combination, the impact force will go up one level.

You can return to the correct level for normal Braille using the opposite keystroke: **command + tab**.



Increasing the number of hits

As well as using the highest impact level, you can make Mountbatten strike each dot more than once - up to 4 times. The command for this is

command ms 4 enter

This will make Mountbatten hit each dot 4 times.

To return to single-strike, use

command ms 1 enter

What kind of labels to use

Mountbatten writes Braille on standard inkjet or laser labels such as Avery labels, available from your local stationery store such as Staples or WH Smith.

We have prepared some with print already on them, so we can Braille them and you can take them home to label things around the house.

Braille Pictures

To make pictures from the Braille keyboard, you need to turn Graphics Mode on, with this command:

command gf on

Now whatever you type will have no space between the characters or between the lines of

Braille. So, if you type

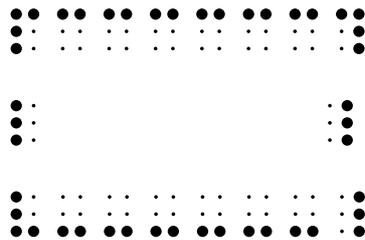


instead of seeing the Braille with spaces between letters as above, you will see



This means you can make pictures from the keyboard, or emboss Braille pictures from a Braille Graphics program on the PC.

Here's a picture to try:



The keystrokes are:

p c c c c c c dots 1 4 5 6

l space space space space space space dots 4 5 6

v - - - - - dots 3 4 5 6

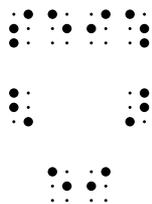
When you type this picture in Graphics Mode, the spaces will not appear.

Here's another:

s e i dots 1 5 6

dots 1 2 6 space space dots 3 4 5

space e i.



Graphics from the PC keyboard:

Here are the keystrokes for the rectangle:

p c c c c c c ?

l space space space space space space _

v - - - - - #

So - any graphic you can make on the Mountbatten keyboard you can also make on the PC keyboard.

Mountbatten as a Graphical Embosser

Using a Graphics program such as TactileView, you can make graphics on the PC and emboss them on the Mountbatten.

Using Mountbatten as a Braille Printer

Getting Connected

MB-Comm software and the cable you need both come with the Mountbatten. You can install MB-Comm on any Windows PC, anywhere, with no restrictions. Once you have the software installed, you can connect Mountbatten and do all sorts of things.

Getting the File Ready

You need to begin with a text file. You can save a Word document as text, or copy the contents of a pdf file.

Open a blank file in Notepad.

Paste the text from your pdf or Word, or open your text file you already saved.

Now add the command to translate:

{ fe }

This command should go at the very beginning of the file, on a line by itself.

It's the same command you entered from the keyboard. The curly braces { and } stand for the **command** key and the **enter** key.

Put your **{ fe }** command once more at the end of the file, on the last line by itself.

Now save your file - make sure it has .txt at the end of the file name.

Sending the file to be embossed

In MB-Comm, first you have to connect to the Mountbatten. Once you're connected, you go to File, Emboss File on Mountbatten.

The Mountbatten will now emboss your file in translated Braille.

Couldn't be simpler!

Resources at your fingertips

Mountbatten users have lots of resources to help:

Your Distributor

- Your distributor is your first choice for assistance.

Mountbatten User Guide

- Your User Guide has lots of detailed information about the Mountbatten and about how to use it.
- Download the latest version from www.mountbattenbrailleur.com at any time.

Command Summary

- The Mountbatten User Guide includes a **Reference Section**, also known as a **Command Summary**
- use it to give you a quick memory-check for commands and functions

HARPO

- You're welcome to email us at any time for help at info@mountbattenbrailleur.com

