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Release Notes: Version 2.0

The general functions and capabilities of Octopus USB Controller (OUC) are detailed in the Introduction below. Unique to version 2.0 are the following:

- Full compatibility with Windows 10 Anniversary Edition
- Full compatibility with Dragon NaturallySpeaking 13, 14 and 15
- The Microphone Icon Indicator is now expressed in pixels and can be increased up to 500 pixels for large monitors
- Expression of the Opacity/Transparency of the Microphone Icon Indicator in percentages (from 10% to 100%)
- Mouse and touch sensitivity of the Microphone Indicator icon and synchronization with the Dragon microphone to allow control of the Dragon microphone using finger contact with the microphone indicator on touch-sensitive screens and with a mouse click on non-touch-sensitive screens.
- Support for the new SpeechWare TableMike One, including ability to synchronize its push buttons with the Dragon microphone icon (an industry first for a desktop)
- Ability to take full ownership of the Volume Up/Down buttons of the 1st generation of TableMikes by default, which was not the case before and requests to use the mouse to increase or decrease the volume of the speaker
- New buttons Delete All, Reset and Reset All in the main window of the application for easier handling
- Application of separate sounds to the optional microphone-on and microphone-off sound indicators for simpler awareness of microphone status without requiring viewing of the screen

Introduction

Octopus USB Controller (OUC) is designed to allow interfacing and configuration of a variety USB control devices with a Windows-based computer. This application has many unique features including:

- Compatibility with most commonly used USB Human Interface Devices (HID) with user selectable buttons or pedals, including those listed below (see full list of compatible devices at the end of this guide):
 - all SpeechWare devices (i.e. TableMikes)
 - a variety of hand-held USB microphones, including those made by Dictaphone/Nuance, Grundig, Olympus and Philips
 - most commonly available USB foot pedals

- all commonly marketed USB keypads
- Ability to simultaneously control multiple USB devices (multi-device awareness)
- Support for “hot swapping”; i.e. connection or exchange of peripherals on the fly without restarting the application
- Extremely intuitive user interface facilitating ease of use
- Exporting and importing of device profile to facilitate sharing of device settings
- Advantage of having a single interface with all the supported devices to facilitate ease of use across large organizations
- “Learning” feature for unknown or non-supported devices

Using this control application, you can initiate a variety of actions with applications on virtually all recent vintage Windows operating system, including:

- Inserting blocks of predefined “boilerplate” text
- Pressing a keyboard key or key combination with your hand-held USB microphones and/or USB foot pedals
- Emulating a variety of native Dragon NaturallySpeaking commands
- Emulating any user-defined Dragon NaturallySpeaking command
- Initiating a variety of Dragon hot-keys
- Opening any application, document, folder or web page
- Initiating a number of operating system functions such as opening Task Manager, moving through applications on the desktop, clearing the desktop and more.
- Programming separate functions to the pressing and releasing of a key, button or lever
- Executing sequential repetitive custom scripts involving consecutive steps involving any of the above functions

Compatibility

Operating Systems: Octopus Control Utility is compatible with most common Windows operating systems, including Windows XP, Vista, 7, 8 and 10 (including Windows 10 Anniversary Edition.)

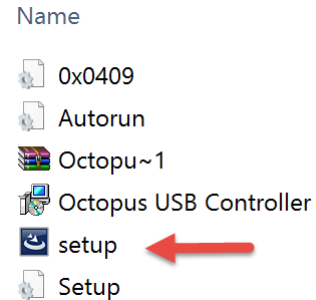
USB Devices Compatibility: A list of currently compatible devices shows up in the “Active USB HID Device” drop-down in the main OUC window. Also see a list of currently compatible devices in the appendix of this User Guide. Realize, however, that this list is constantly growing. For an updated list of currently compatible devices, also visit <http://www.tablemike.com/en/download-applications.php> or <http://www.USBController.com>. In addition, the user has the option of initiating a unique device “learning” feature for non-supported devices.

Keypad Compatibility: to date, all commonly marketed USB keypads have been found to be compatible with OUC.

Installation/Licensing/Activation

Installation: Octopus Control Utility is installed by download from the Internet. Installation is straightforward and involves the following steps:

- Download the application from the link provided by your reseller, from SpeechWare, or from OctopusUSBController.com. The application comes as a compressed zip file of about 8 MB in size
- Unzip the downloaded file by right-clicking on it and selecting “Extract Files” or “Extract Here” (select Extract Files if you want to navigate to the location at which they will be extracted and select Extract Here if you want to extract and locate the final installation file in their current location.)
- Click on the icon labeled “Setup”
- Follow all subsequent instructions (installation takes less than 1 minute)
- If you have purchased an activation code, this is a good time to activate your product (see instructions below)



Activation:

- OUC can be used on a trial basis for 3 instances before formal licensing and activation is required.
- Entering an activation code: if you *purchased* your copy of OUC it should have been accompanied by an activation code.

This code can be entered as follows:

- Navigate to Help > License activation
 - On the window that shows up, click on “License Activation”
 - On the following screen enter all the requested information, including your activation code. An internet connection will be necessary to complete the activation process. (If you are lacking an internet connection, see the section below on “Telephone Activation”)
 - Click on “Activate”
- If you downloaded a *trial version* of OUC, you will need to purchase an activation code to use the product after the initial 3 free uses have ended. If you obtained the download from the Octopus USB Controller website, you can find a list of current OUC resellers on this site (www.OctopusUSBController.com). Once you purchase an activation code,

A screenshot of the 'License Activation Data' dialog box. It contains fields for Name, Surname, Company, and Valid Email. A red callout bubble points to the 'License Activation...' button.A screenshot of the 'Internet License Activation' dialog box. It contains fields for First Name, Last Name, Company, City, State, ZIP code, Country, Phone, Valid Email, and Repeat Email. A red arrow points to the 'Activate' button.

enter it using the method described above. If you have already downloaded the trial version, it is not necessary to re-download the product when you purchase an activation code. You can simply open the trial version and enter the activation code.

- Telephone activation: If your computer does not have an internet connection, the following procedure is used to generate a unique “Client Identification Number” which can be provided to your reseller by telephone and lead to provision of a “telephone activation code”.
1. Proceed through the usual activation process by navigating to Help > License activation data
 2. On the “License activation” window enter the activation code (obtained from your OUC reseller) and other required information; then click on the “License Activation” button
 3. On the subsequent “Internet License Activation” window click on the link on the bottom left labeled “Click here if there is no Internet Access”
 4. On the next screen you will be provided with a “Client ID” which you should provide to your reseller by telephone or email. Shortly thereafter you should receive a telephone activation code from your reseller. This should be entered in the Telephone License Activation window as shown below:
 5. Click on the “Activate” button to complete the process.

[Click here if there is NO Internet access...](#)

The screenshot shows the 'Telephone License Activation' window. It contains the following elements:

- Insert Activation Code (click logo to buy one):** A field with a logo icon.
- Telephone Activation Data (*):**
 - Client ID:** A text box containing '1S6KYNFA133225'. A red callout box points to this field with the text 'Client ID to provide to your reseller'.
 - Telephone Activation Code:** An empty text box. A red callout box points to this field with the text 'Enter telephone activation code here'.
 - Version:** A text box containing '1.47'.
- Footnote:** A small text block stating: '(*) If Internet access and online activation is not available, email "Activation Code" and "Client ID". He will email back your "Telephone Activation Code" within a few hours...'.
- Buttons:** 'Go BACK to Internet License Activation...' (link), 'Activate', and 'Cancel'.
- Callout:** A red callout box points to the 'Activate' button with the text 'Click "Activate"'.

Upgrading: During the period in which you are eligible for free upgrades (1 year from time of initial license activation), when upgrades become available you will be automatically notified of this upon opening OUC and will be given the option of downloading the update immediately. Alternatively, you can check for the availability of updates by navigating to Help > Update. Either way, you will be walked through the updating process.

If an update cannot be accomplished this may be a result of not having administrative privileges on your computer. In such cases, we recommend that you follow this procedure:

- Click the “cancel” button if necessary to end the update process
- Close OUC
- Find OUC from the Windows Start menu (All Programs > SpeechWare > Octopus USB Controller
- Right click on Octopus USB Controller and select “Properties” and go to the “Compatibility” tab.
- Check the box “Run this program as an administrator” and click the “Apply” button

- Re-launch OUC and re-start the update procedure

Licensing: Standard OUC licensing allows use on two computers without limit. Use is accompanied by free upgrades and support for a period of 1 year. After this one-year period it shall be necessary to purchase a new activation code in order to allow continued product upgrades and support. You can, however, continue to use OUC if you do not purchase a new activation code – the only consequence is that you will not be eligible for support and free upgrades. To view the End User Licensing Agreement (EULA) please visit www.OctopusUSBController.com.

Transferring a license: If you need to move OUC from one computer to another, it is necessary to complete a formal Uninstall on the one computer before installing and activating it on the new computer. The following procedure is recommended in order for you to receive “credit” for the uninstall:

- If you don’t have your activation code, identify this from the License Activation Data function described and imaged above (navigate to Help > License activation data)
- Write down the activation code (remember that a zero is thin (0) and the letter “O” is more rounded.)
- Formally uninstall the application by going to the Programs and Features control panel, selecting Octopus USB Controller and then selecting “uninstall”.
- Install OUC on your new machine and once installed enter the activation code in the License Activation Data screen.
- Click “Activate” to complete the activation process

Lost activation code: If you have a computer melt-down and need to reinstall OUC from scratch on a new computer, you will need your activation code. This was likely sent to you from your reseller and should be contained within an email. If you cannot find the activation code, please contact your reseller.

Support: Support of OUC is provided on a complimentary basis for one-year following your purchase. Initial support is provided by the reseller from which you purchased your activation code. SpeechWare is very interested in knowing if you identify an incompatibility or bug and such issues can be reported directly to SpeechWare by means of the functionality reached at Tools > Report incompatibility or problem ...

General Instructions for Use:

General Set-up and Usage:

- Complete installation as detailed above
- Plug in your compatible USB device either before or after starting the utility. Actual programming for your specific device cannot take place until after the USB device is attached and recognized by Windows and OUC.
- Launch OCU from the Windows Start Menu or from a desktop icon; by default it will appear only in the tool bar – show the full application control window by right clicking on the toolbar icon and selecting View > Floating Window

- Device Detection:

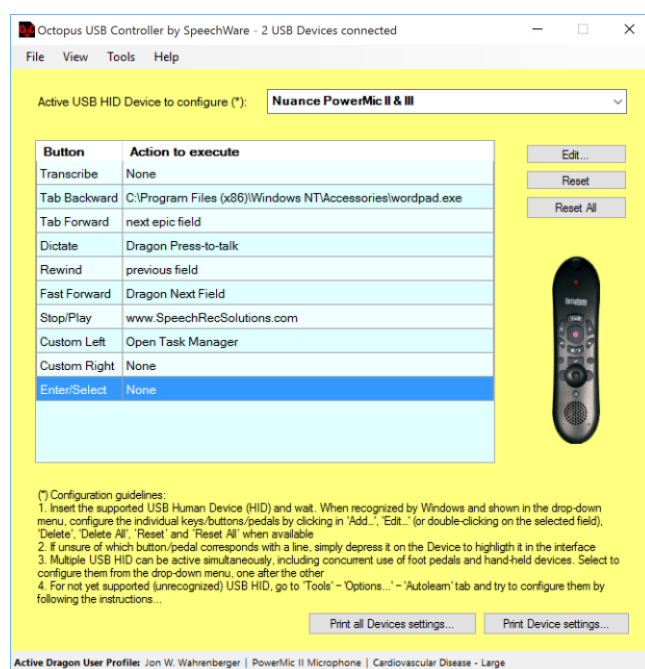
USB microphones, foot pedals,

TableMikes: Assuming you have a compatible device connected, it will be automatically detected and will show up as a connected device on the “Active USB HID Device to configure” dropdown on the main OUC screen. Connected active devices will be shown in the upper area of the drop-down and in bold font, while the list of non-detected devices is grayed-out and listed below.



If you select your device from the drop-down menu, you will see a visual representation of your device (see adjacent image which demonstrates appearance of connected Nuance/Dictaphone PowerMic II).

If you have multiple devices attached, they will all be sensed by OUC and will work, although you will need to select your device from the “Select Device” drop-down menu in order to program behavior for that device. Until you program your own behavior for each button or pedal on each device it will follow the default behavior chosen by SpeechWare.



Keypads: Keypads are seen and programmed by selecting “Active Keyboard & External Keypads” from the Active USB HID Device menu. Until you actually program a key (described in detail below) you will not see a representation of the individual keys on the device.

Non-recognized devices: If your device is not one which is pre-programmed by SpeechWare it will not show up on the drop-down menu and will need to be “learned” by OUC using the “AutoLearn” functionality described below.

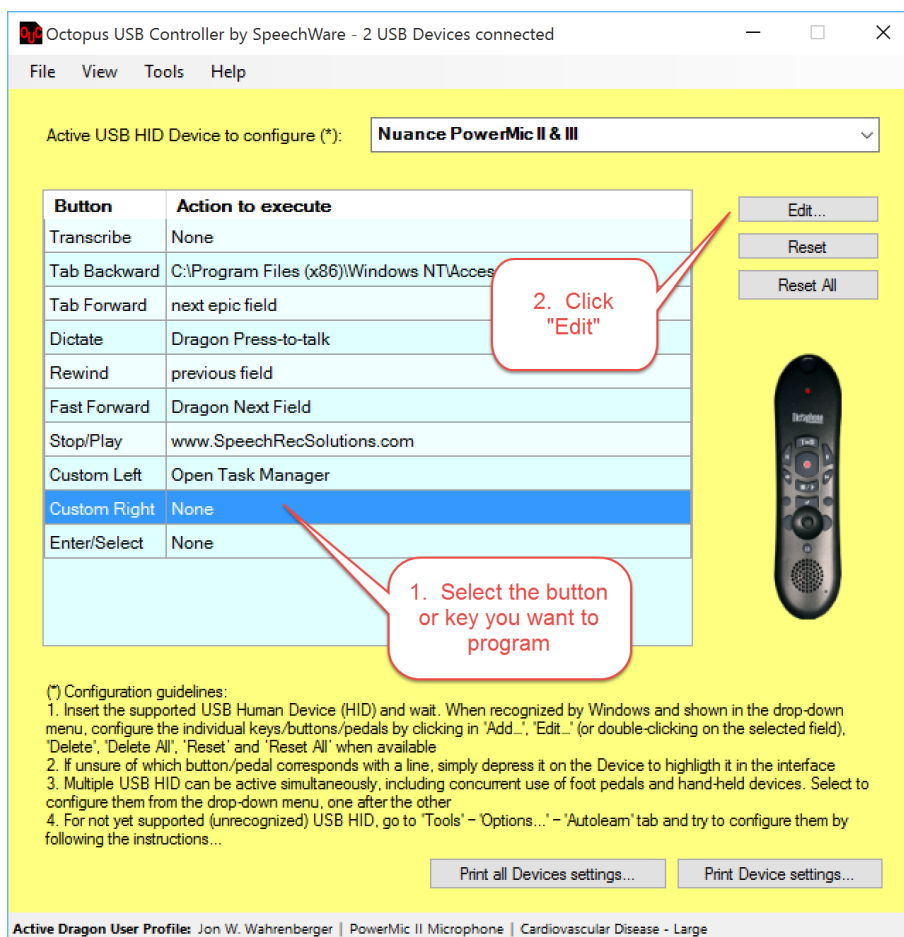
Launching Dragon NaturallySpeaking: If you are planning to use OUC with Dragon, you can launch it at any time, using the normal method for launching Dragon from the Start Menu, desktop shortcut, etc. If Dragon isn’t launched when you launch OUC the only consequence is that any buttons

on your device programmed for Dragon-related functions will be grayed out and will not work until you launch Dragon.

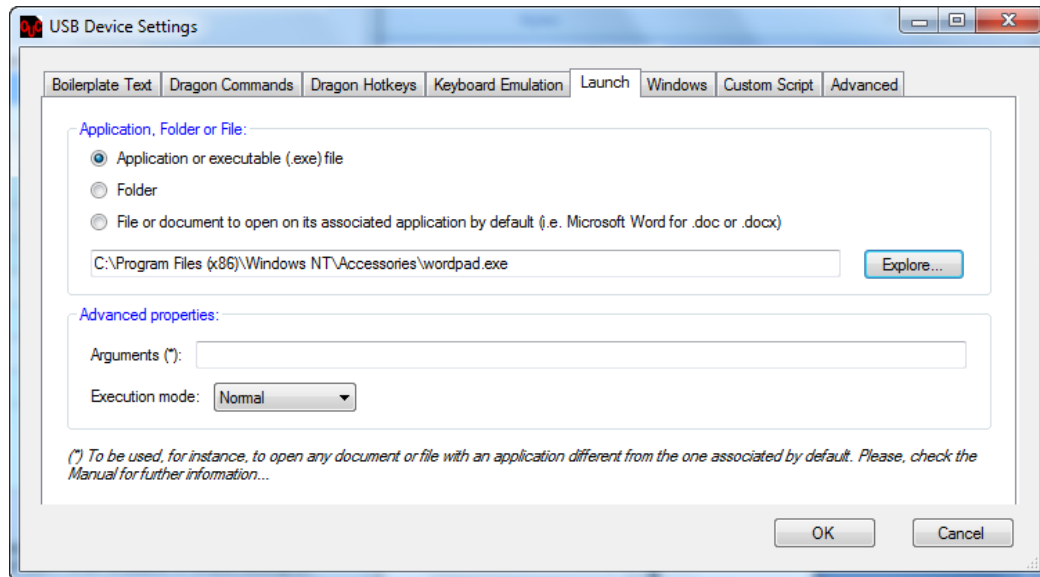
Programming a key on your USB Microphone, SpeechMike or Foot Pedal (see separate instructions for programming a USB keypad): Once your USB device is selected from the Active USB HID Device drop-down menu you will see that each button on your connected device is assigned a name on the left-hand column of the main OCU application window. Directly to the right of the name column is the list of currently assigned actions for each button. If you are uncertain of where a specific button on your device shows up on the list, simply push the button on your hand-held device or foot pedal and the associated line will be highlighted.

Follow these basic steps to program a button (more detailed information on each programming function is shown later in the User Guide):

- Double click on the line associated with the button you wish to program. This will open the “USB Device Settings” window shown below. Alternatively, you can select the button to be programmed and click on the “Edit” button.



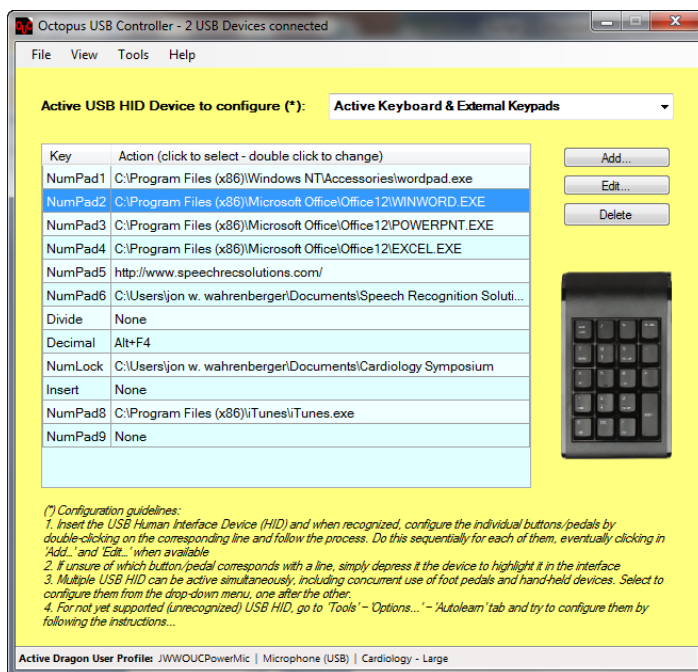
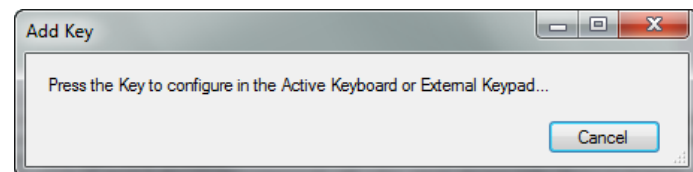
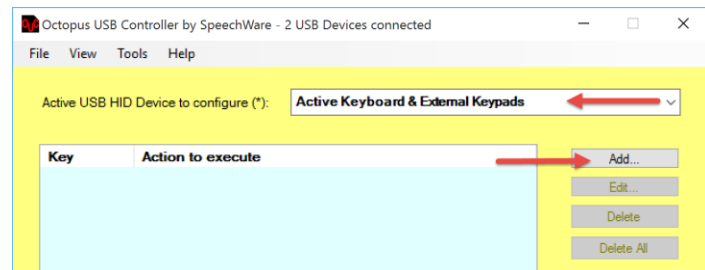
- You will see there are 8 categories of button assignment:



- Boilerplate Text: add text into the area and then with a single press of a button or pedal it will be inserted at the cursor location in any word processing application or text window.
 - Dragon Commands: this is the area where you can assign a number of pre-configured or user-defined dragon commands to a button push.
 - Dragon hotkeys: this is a series of functions which can typically be assigned from the Dragon Options > hotkeys menu and include programming a button to turn the microphone on/off, open the dictation box, etc.
 - Keyboard Emulation: this area allows you to program a key depression on your USB device to emulate a single key or key combination. It includes the modifiers alt, shift and ctrl
 - Launch: this allows you to assign opening of a program, document, folder or web-page to a button push/pedal push.
 - Windows: Use this tab to access programming of a series of Windows related activities, including resizing windows, opening the Task Manager, opening the Control Panel, etc.
 - Custom Script: this is a series of actions that you can execute sequentially. Add or remove from the list as you wish.
 - Advanced: this tab allows assignment of separate functions to the depression and release of a button, lever or key.
- Select the tab/category based on your preference
 - Select the specific function you desire to assign to a button
 - Click OK

Programming a key on your On-Board Keyboard or USB KeyPad: This process is slightly different from programming other USB devices.

- If using an external keypad, it should be connected and you must wait until all drivers are installed by the operating system (not necessary if programming a key on the on-board keyboard)
- If not already selected, from the Active USB HID Device drop down on OUC select “Active Keyboard & External Keypads”. You will see a representation of a keypad, as shown below. Before any programming is initiated you will not see any keys or actions listed.
- Program a key as follows, using the image below as both a guide and example of how programming will appear:
- Click “add” to initiate programming. You will see the dialog box shown below to indicate the next step.
- Depress the key on your on-board keyboard or external keypad you wish to program. As soon as you do, the full “USB Device Setting” window will appear, from which you can choose the desired programming, just as with other external USB devices described above. Once keys are programmed, your device may look as shown below.

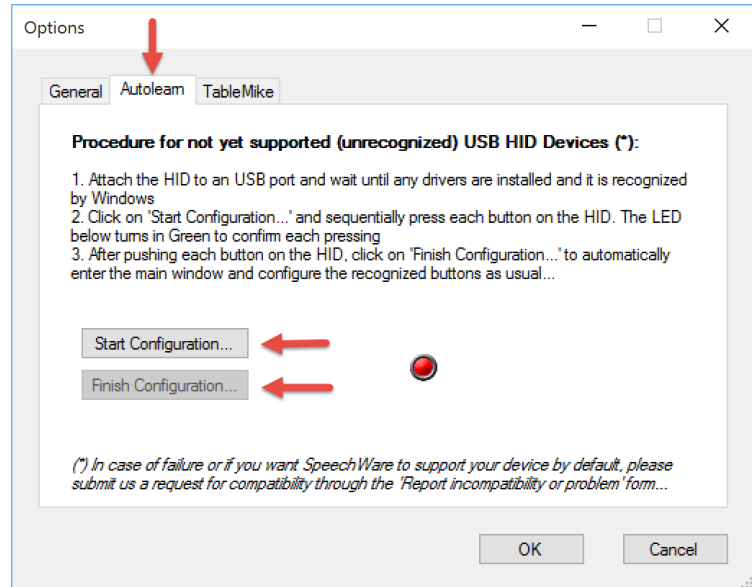


- Previously created behavior for a key on a keypad can be modified by double-clicking on the line associated with the button or highlighting the line and clicking “Edit”

Programming a Device Not Recognized by OUC

If you are attempting to use a USB device which is not recognized by Octopus USB Controller, it is necessary to manually add the device using the “AutoLearn” functionality. This works as follows:

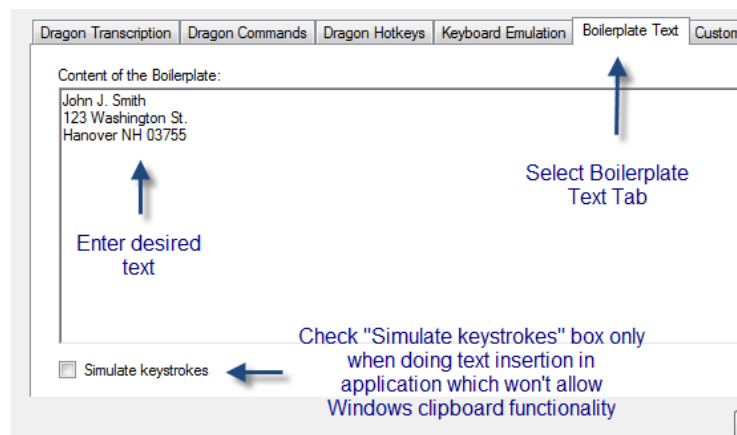
- Attach the device to an available USB port and be sure all drivers are installed
- Navigate to Tools > Options and select the “AutoLearn” tab
- Click on the “Start Configuration” button
- Sequentially press on each button or lever on your attached device, looking to see that the small red indicator briefly flashes green with each press to indicate that the event was recognized
- After each of the buttons have been pushed, click on the “finish configuration” button.



If for any reason you cannot control a new device using the AutoLearn method, it is possible to send your device information to SpeechWare and they will, in turn, create the necessary programming to use this device. This is done using the “**Report Incompatibility or Problem ...**” function from the tools menu. Details of this method are described in the section titled “Non-compatible devices” in the Appendix of this guide.

Details on Assigning Functions to Buttons:

Boilerplate Text: Assigning a button or lever on a USB device to insert boilerplate text is a useful function if there are certain chunks of text (single words, phrases, or longer passages) that you use regularly and may want to insert into a word processing document or text entry window on a regular basis. Examples include a signature line, an email address, or perhaps a password.

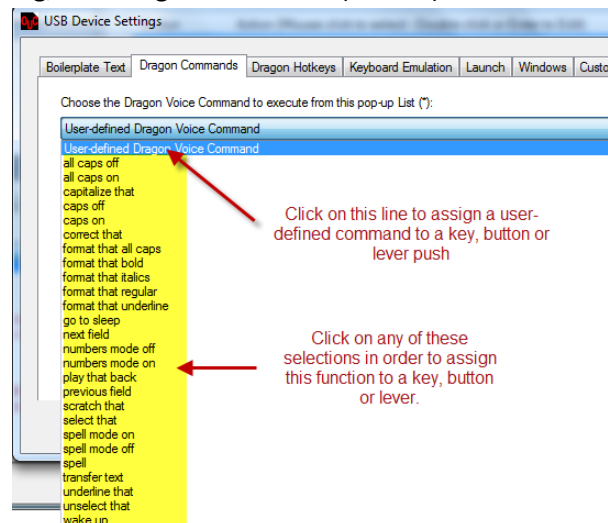


Setting up boilerplate text entry is as easy as choosing the Boilerplate text tab and by any means you choose entering this text into the main window – see adjacent image.

Note: At this time it is not possible to add formatting to text used in the boilerplate command. This is a functionality expected during a future upgrade.

Dragon Commands: This series of choices allows you to program your USB device to activate specific commands for users of Dragon NaturallySpeaking, including both intrinsic (built in) commands and personalized commands you have created. It comes with a series of common commands which can be directly chosen. Alternatively you can select the top choice (“Type below the exact name of the Dragon Voice Command ...”) and enter the exact command name below, and this will initiate the command as if it was enunciated aloud.

Note: When assigning a “user defined” command, it is important that you enter the word or words with the proper case (capitalization). If in doubt about what Dragon is expecting, issue the command by voice and then go to the Words menu and select “View Recognition History ...” to see exactly how the word or words are formatted. Copy this when entering the command name into OUC.



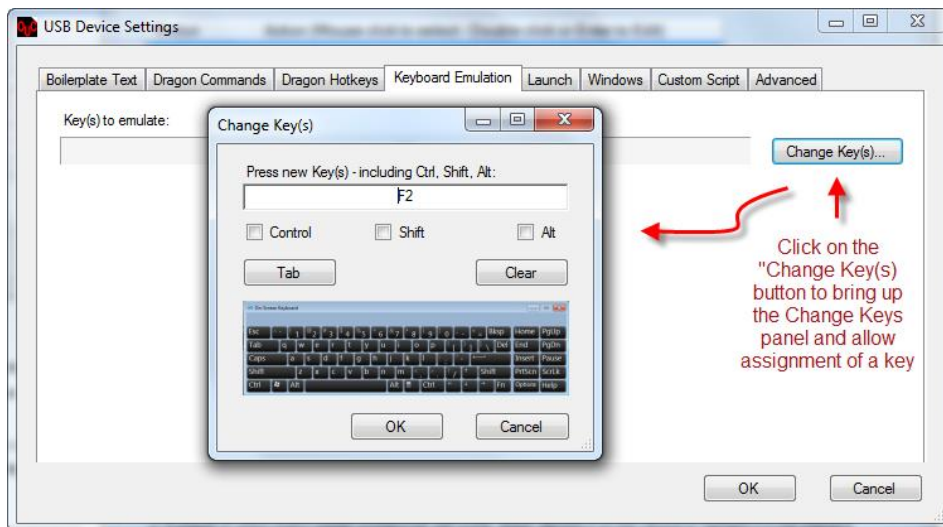
Notice that many of the Dragon commands are for specific events that you probably won't want to continue indefinitely, such as “all caps on”, “number mode on”, etc. For these types of commands you may want assign separate functions to a key depression and release, for example assign the depression to “numbers mode on” and the release to “numbers mode off”. In this way, you can have dragon enter a specific mode only during the depression of a key, button or lever and that action or mode will end with the release of key.

Dragon HotKeys: These are a series of Dragon functions which can traditionally be assigned to a keyboard key from Dragon's Options > HotKeys menu. Included within this category are all the functionalities provided in the Dragon Hotkeys menu, including:

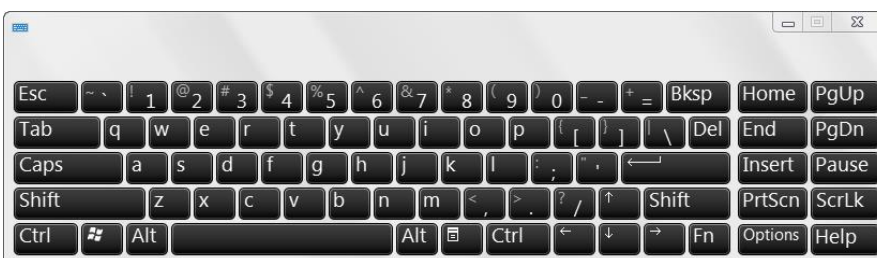
- Microphone on/off
- Fast forward
- Force command recognition
- Force dictation recognition
- DragonBar menu
- Microphone sleep/on
- Press-to-talk
- Dictation Box
- Playback

- Next field

Keyboard Emulation: This is a very helpful functionality useful if the application you are using (an electronic medical record, for instance) allows for certain functions to be initiated with a keystroke or key combination. Follow this procedure to assign a key combination to your USB device:



- Select the Keyboard Emulation tab
- Click on the “Change keys ...” button. This will cause the Change Keys options box to open.
- Type the key or key combination using your actual keyboard and it will show-up in the text box in the Change Keys options box
- If the key or key combination is not available on your actual keyboards, you can click on the small virtual keyboard shown above and it will open a much larger virtual keyboard from which you can choose addition keys and key combinations.

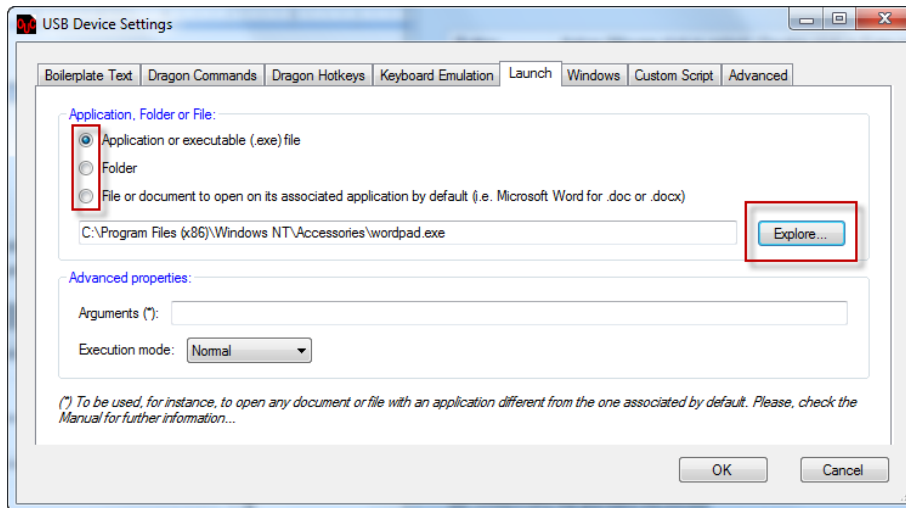


- As needed, click the boxes next to “Control”, “Shift”, and “Alt” for key combinations. These boxes will be checked automatically if you use these actual keys when assigning a key combination.
- When done, click OK

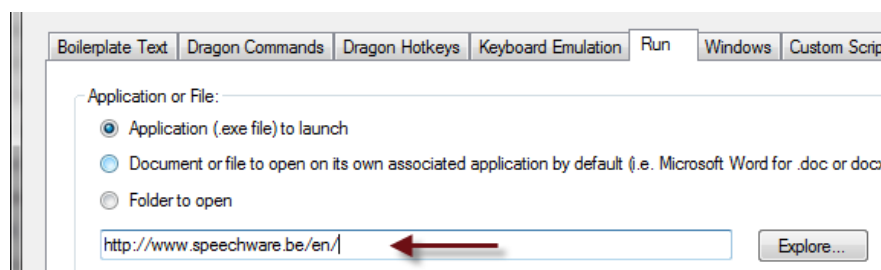
Note on Assigning Keys and Key Combination: If you are running a program running via Citrix, you might find some keys and key combinations created through OUC will not transmit to the application on the Citrix server. In such a situation you may want to experiment with other methods of doing so. We have found, for instance, the F2 or shift + F2 combination to move through “wildcard” navigation points in Epic won’t work with Keyboard emulation. Rather, we

create a step-by-step command in Dragon and then initiate this command with OUC. It works perfectly.

Launch: The Launch functionality is highly useful and allows you to assign a button push or pedal depression to opening a program or even a specific document. Setting up such behavior is fairly straightforward once you choose the “Run” tab under USB Device Settings. You are given the choice of opening a program or opening a specific document. See overview below:



- **Open Application:** If you want to program a button to open a program, select the radio button next to “Application” and then click to the “Explore” button to navigate to the specific executable file (usually found in C:\Program Files(86)\ or C:\Program Files. Optionally, if you understand command line arguments and want to add an argument to your open application request, add this to the “Arguments” text entry box.
- **Open Document:** If you want to open a specific document or file, select the “Document or file ...” radio button and then click on the “Explore” button to navigate to the specific document or file.
- **Open Folder:** Program the opening of a specific folder using the same general method used for applications and documents by selecting the “Folder” radio button and navigating to the folder of interest.
- **Open Web Page:** although there is not a radio button for this functionality, you can program the opening of a specific webpage by simply pasting the URL into the text box to the left of the “Explore” button.



With any of the above methods, you can select an “Execution Mode” from the dropdown and have the choice of Normal, Hidden, Minimized and Maximized.

Note on the Run functionality: as with the insertion of a web page, if you know the exact location of the application, document, or folder, you can enter this directly into window to the left of the Explore button.

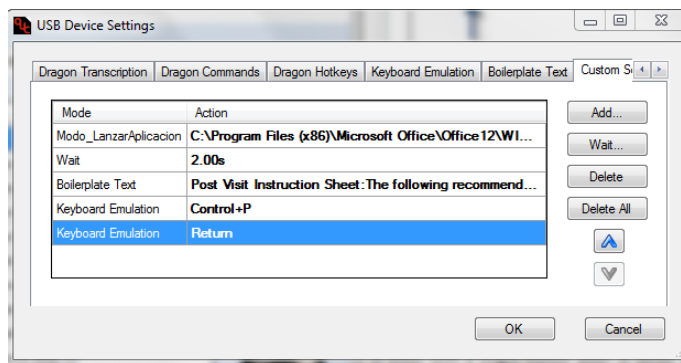
Windows: OUC offers the ability to assign to a key or button push any of a series of Windows operating system functions, including:

- Switch Window (next)
- Switch Window (previous)
- Open Control Panel
- Open Task Manager
- Open Calculator
- Open Power Options
- Open Windows Explorer
- Open Devices and Printers
- Maximize Window
- Restore Window
- Clear Desktop

Hint: if there are other Window functions you want to assign to a button, there are a series of “keyboard shortcuts” built into every Windows operating system to allow this. You can use the “Keyboard Emulation” function of OUC to create such behavior by programming the key combination. Please refer to the references in the appendix of this guide for more information on Windows shortcuts.

Custom Script: This is useful if you desire to set in motion a series of steps with a single button push or pedal depression. The possibilities are endless and each individual step can include any of the actions programmable with OUC. It is possible, for instance, for a single button push to open Microsoft Word, insert specific boilerplate text, to open the print menu and to press enter key and then to close the document.

- Creating a custom script is as simple as opening the custom script tab, clicking “Add” to create your first step, adding steps sequentially, reordering them as needed using the up and down arrows, and then clicking OK. See example of the script described above in the figure below:

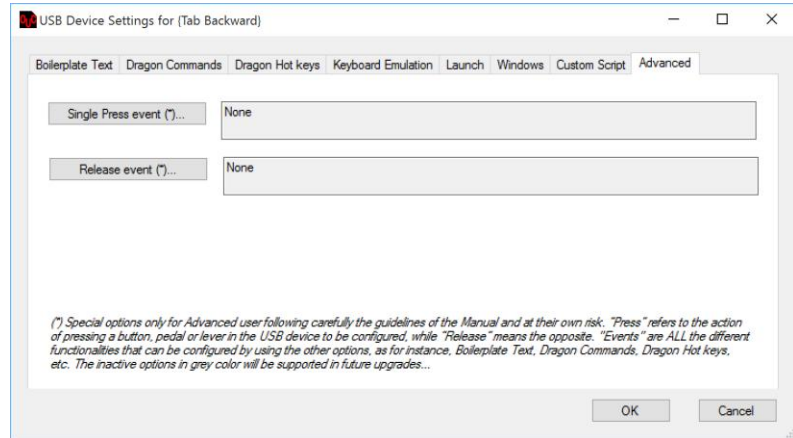


- A few caveats on creating scripts:
 - Sometimes it is necessary to add a slight delay after one entered step to allow it to complete before firing the next step. Opening a program, for instance, might require a second or two. In such cases you should enter a short “Wait” command to effect a slight pause as the script is running.
 - Once a script is designed, you can alter the order of the steps within the script by selecting a specific step and then pressing the up or down arrow key to alter the position of the step.

Advanced: the “advanced” tab provides you the ability to assign separate programming to the depression and release of any button, key or lever. Adding this type of behavior to a button, key or lever press is similar to all other OUC programming. The appearance of the Advanced tab is shown below.

Programming of separate press and release behavior is particularly useful if you want something to happen only transiently (while pushing a button for instance) and then ended when the button is released. This type of behavior is especially suited to Dragon users who wish to temporarily put Dragon into certain “modes” such as:

- Numbers mode
- Spelling Mode
- Caps mode
- All Caps mode

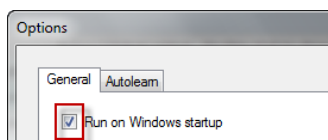


This type of programming is not limited to use with Dragon. In fact, you can assign ANY function programmable with OUC separately to a button press or release. You could, for instance, assign a press of a button to open a program or document and the release to close it, if you wanted to simply gaze at the document briefly for a reference.

Altering Octopus USB Controller Desktop Appearance and Start-up

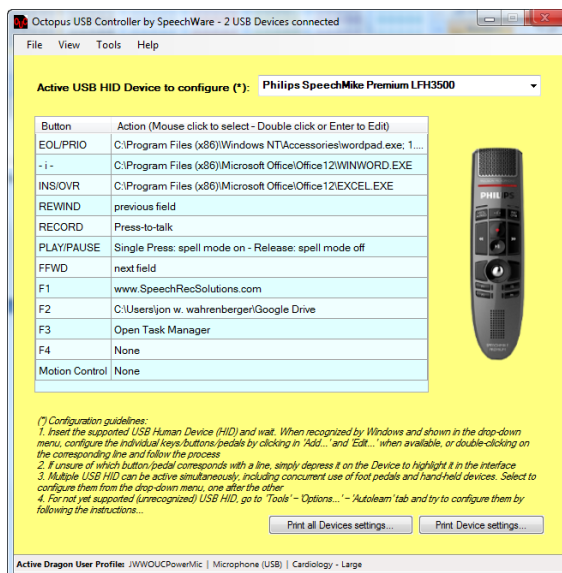
By selecting one or more options from the OUC “View” menu, you can alter the appearance and behavior of the application on your desktop.

- Start-up: On initial installation, an icon to start OUC will be placed both on your desktop and Start menu. In this scenario you must start each session of OUC by selecting it from one of these locations. If you prefer to have OUC start automatically each time you boot-up your computer, this can be accomplished by navigating to Tools > Options and placing a check-box next to “Run on Windows startup”



- View: You can also alter the behavior and placement of the main UOC controller window from the view menu. Options include:
 - Floating Bar: This will show OUC as a full-sized window on your desktop

- Reduced: When in the “reduced” view, OUC is visible on the desktop but only the actual programmable keys for your device are shown. See graphic below.

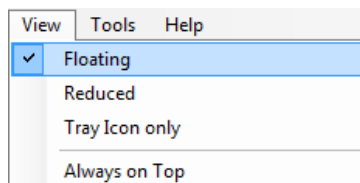


Floating View

File	View	Tools	Help
Button	Action (Mouse click to select - Double click or Enter to Edit)		
EOL/PRIQ	C:\Program Files (x86)\Windows NT\Accessories\wordpad.exe; 1...		
- i -	C:\Program Files (x86)\Microsoft Office\Office12\WINWORD.EXE		
INS/OVR	C:\Program Files (x86)\Microsoft Office\Office12\EXCEL.EXE		
REWIND	previous field		
RECORD	Press-to-talk		
PLAY/PAUSE	Single Press: spell mode on - Release: spell mode off		
FFWD	next field		
F1	www.SpeechRecSolutions.com		
F2	C:\Users\jon w. wahrenberger\Google Drive		
F3	Open Task Manager		
F4	None		
Motion Control	None		

Reduced View

- Tray Icon Only: This places an icon for OUC in the Windows Taskbar. While in this mode you can right click on the icon to access the Profile, View and Help menus
- Always on Top: If you choose this mode, the OUC window will remain on top of all other active windows. Most users will probably NOT want to select this mode since it takes up space on your desktop.

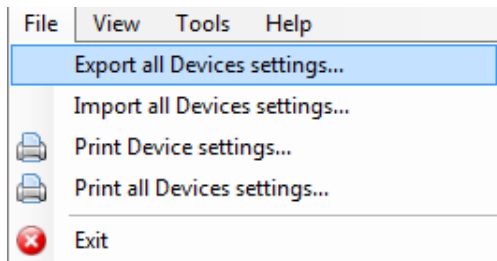


Exporting and Importing User Device Configuration Profiles

In many ways, the details of the programming you have set up for your devices with Octopus USB Controller become a valuable asset. Consequently, you may want to archive your current device configuration profiles for reference, or transfer (import/export) for back-up, transfer to another PC or sharing with a colleague. For an institution or group of users, the ability to set up a new OUC user with a complete set of customized device profiles can be huge time saver. To facilitate these functions, OUC includes the ability to perform the following:

- Export all device settings
- Import all Device settings
- Print Device settings
- Print all device setting

All of these functions are accessed through the OUC “File” menu as shown below and are fairly intuitive.



Dragon Template/Field Navigation Functionality

The ability to navigate through a document by voice and the creation of “Dragon templates” or “variable fields” is a highly useful functionality seen in Dragon Professional, Legal and Medical. This functionality works by navigating to the next instance of a pair of field delimiters which, by default are a left and right squared bracket (“[” and “]”). Navigation through a series of Dragon templates can be done in a forward or backwards manner and are accomplished by saying “next field” or “previous field” and this command can also be initiated by a button push by assignment of a Dragon “hotkey” from the Tools > Options menu. Use of this functionality is highly useful when creating letters, notes, and other documents that share common regions and in which you simply want to navigate to different locations for dictation of specific variable text.

Octopus USB controller offers two means of extending the use of Dragon Templates:

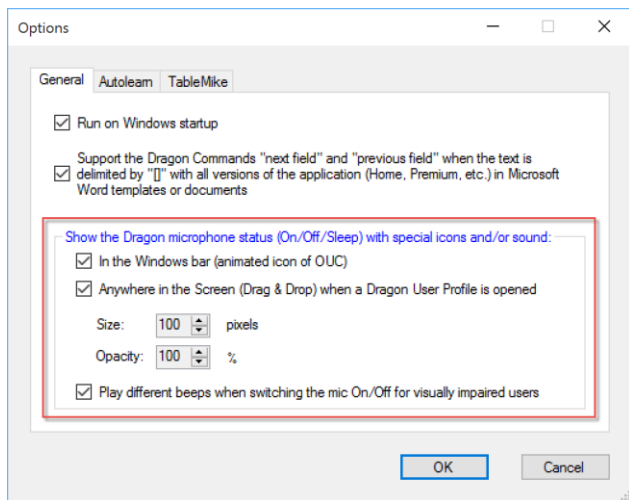
1. OUC can be used to program the command “next field” or “previous field” to any button, key or lever by choosing this from the “Dragon Commands” tab on OUC. It should be noted that this native function is operational only in Dragon Professional, Legal and Medical versions.
2. OUC extends the use of “next field” and “previous field” commands to the **Premium** version of Dragon when used in Microsoft Word.

Utilizing the Dragon Microphone Indicator/Controller Functionality

As an added feature for Dragon NaturallySpeaking users, SpeechWare has added functionality to Octopus USB Controller to assist in microphone management. This feature provides you with the option of placing a “microphone status indicator” on the desktop to provide a more obvious indicator of the microphone on/off/standby status. It can be configured to vary its size and transparency and can be moved anywhere on the desktop. See figures below to see the appearance of the indicators and the Options menu used to program the size of the indicator. Moving the indicator involves dragging it across the desktop.

In addition, in version OUC version 2, the microphone indicator has been synchronized with the Dragon microphone and touching (with a finger on a touch-sensitive screen or tablet) or clicking (with a mouse click on a personal computer) will cycle the Dragon microphone on and off.

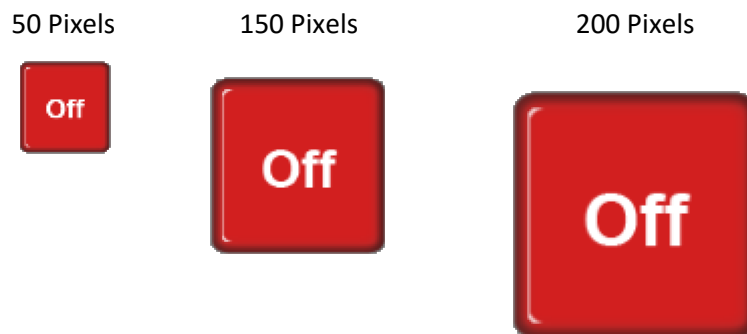
The microphone status indicator is controlled from the Options area as shown below:



Appearance of Microphone Status Indicator buttons:

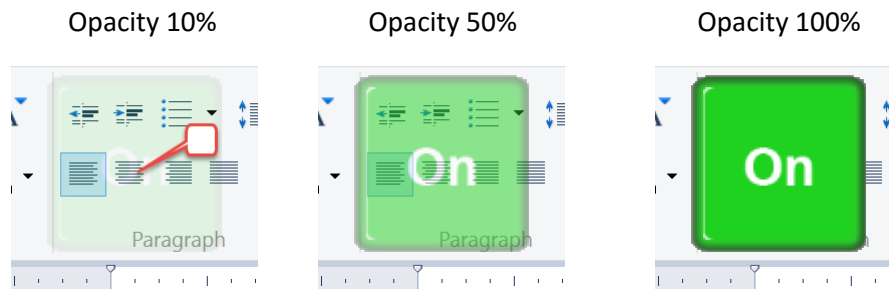


Size Options for Microphone Status Indicators: Sizes between 50 and 500 pixels can be chosen and representative sizes are shown below:



Opacity/Transparency: In order to avoid blocking key underlying applications, you can alter the transparency of the microphone status indicators, varying from 10% (most transparent) to 100% (most

opaque). The relative change is shown below.



Appendix

Compatible Devices: The following USB foot pedals, hand-held microphones and other devices are known to be compatible with the Octopus USB Controller and will provide device specific information when programming:

USB Foot Pedals

- Buddy/Insync FootSwitch 7G
- Buddy/Insync ElbowSwitch 7G
- Certified Transcription Aid Pedal
- Grundig Digta Foot Control 538 USB
- Grundig Digta Foot Control 540 USB
- Grundig SoundBox 830 USB
- Infinity IN-USB1*
- Infinity Foot Control IN-USB-2
- Infinity Foot Control IN-SRW
- Olympus Foot Switch RS27
- Olympus Foot Switch RS28
- Olympus Foot Switch RS31
- Philips Foot Control LFH 2320
- Philips Foot Control LFH 2330
- SpeechWare USB Single Foot Pedal (under development)
- SpeechWare USB Triple Foot Pedal (under development)
- Xkeys USB

Hand-held USB Microphones:

- Buddy StylusMic
- Grundig Digta CordEx
- Grundig SonicMic 3

- Nuance PowerMic II
- Nuance PowerMic III
- Olympus DR-1200
- Philips SpeechMike Air LFH3000
- Philips SpeechMike Classic 6264
- Philips SpeechMike Pro 5276
- Philips SpeechMike LFH3500/00
- Philips SpeechMike LFH 3510
- Philips SpeechMike Classic 6264
- Philips SpeechMike 6274
- Philips SpeechMike Pro 5276

Desktop USB Microphones (Volume Up/Down buttons):

- SpeechMike One
- SpeechWare USB 3-in-1 TableMike
- SpeechWare USB 6-in-1 TableMike
- SpeechWare USB 9-in-1 TableMike

USB KeyPads: All tested keypads have been found to be compatible with OUC. Specific button functionality is not seen until a button is programmed.

*Recognized as an Infinity IN USB2 but programs normally.

Non-Compatible Devices: reporting a non-compatible device to SpeechWare

Octopus USB Controller has been programmed to be compatible with most commonly used USB hand-held microphone and foot pedals. If you have a device which is not compatible, it can still be used by employing one of two methods:

- Utilizing the “AutoLearn” methodology described earlier in this guide.
- Using the “Report incompatibility or problem...” functionality from the Tools menu.

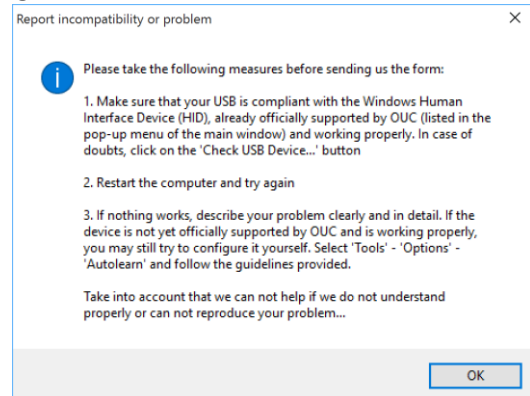
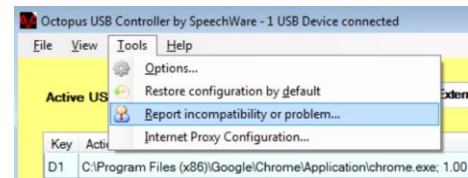
Here is the method by which you can report an incompatible device

1. Select “Report incompatibility or problem ...” from the Tools menu
2. When opening this functionality, you will first be greeted with the following recommendations which you are encouraged to follow before proceeding:

If following these steps does not resolve the issue, then continues as follows:

3. If the issue does not have to do with an unrecognized USB device, you should fill out the form that comes up, describe the problem, check the box which will facilitate attachment of the application logs, and then click on the “Send” button.
4. If you have an unrecognized USB device, you have the option of sending to SpeechWare the pertinent information regarding the device so they can add needed programming to make the device recognized for you and other users. In order to start this process, click on “Check USB Device”.
5. Using the resulting dialog box, map the keys on your USB device by following these steps sequentially:

- a. Click on the start button
- b. Enter the name of the key you plan to click
- c. Push and release the key you have named
- d. Follow steps b and c for every button or key on the device
- e. When done click on the “Close and attach” button



Check USB Device

Name of the Button to Press:

Device Information:

VID: 0554

PID: 1001

Device Path: \\?\hid#vid_0554&pid_1001&mi_03#8&8197b53&0&0000#{4d1e55b2f16f-11cf-88cb-001111000030}

Log:

-----Fast Forward-----

00-00-00-00

-----Fast Forward-----

00-00-08-00

-----Transcribe-----

00-00-00-00

-----Transcribe-----

00-00-01-00

-----Fast Rewind-----

00-00-00-00

-----Fast Rewind-----

Guidelines to check defective or non supported USB device:

1. Make sure that your USB device supports the Human Interface Device (HID) of Windows and is properly connected to the computer. Otherwise, in case of doubt, reconnect it and wait for some time until is properly recognized by Windows (you will get a message)

2. Click on the 'Start' button below

3. Type the name of the first button of your USB device, as you think it is denominated, in the field 'Name of the Button to Press:'

4. Push and release the aforementioned button of the USB device and check if any result or value are shown into the 'Log' of this window

5. Repeat steps 3 and 4 for every button of the USB device, pressing them all one after the other

6. If you make any mistake, click in the 'Clear Log' button and restart again from step 3

7. Close this window by clicking in its 'Close & Attach' button for all the information extracted from the buttons of your device to be sent automatically to us (with your Report incompatibility form of the previous window)

8. In case the USB device is not yet supported, SpeechWare will use this information to include it in a next release...

Start

Clear Log

Close & Attach

Windows Shortcuts:

Additional behavior can be assigned to a button by using the Keyboard Emulation tab and use of standard “Windows Shortcuts” which are keyboard shortcuts built into Windows operating systems to allow simplified access to commonly employed functions. Information on shortcuts can be found by searching “Windows keyboard shortcuts” or visiting an extensive table of shortcuts on Wikipedia at: http://en.wikipedia.org/wiki/Table_of_keyboard_shortcuts

Working with Microsoft Excel:

As with Windows in general, there are many shortcuts which allow navigation and functioning within an Excel spreadsheet with hotkeys. This becomes an easy process to emulate with a button, key or lever push using OUC. For a list of common shortcuts, we recommend you visit any of the links below:

- <http://office.microsoft.com/en-us/excel-help/excel-shortcut-and-function-keys-HP010073848.aspx>
- http://www.stanford.edu/dept/EHS/prod/general/ergo/documents/Excel_Specific_keyboard_shortcuts.pdf

For example, one might need to repeatedly open a specific Excel document and navigate to a specific cell within the document. This can be accomplished using a “Script” in which the following actions take place:

1. Run command opening the document you desire
2. Optional short “Wait”
3. Key emulation of F5 (opens the Excel “Go To” dialog box)
4. Boilerplate text to enter the cell location (column followed by row, i.e. A5, F33, etc.)
5. Key emulation of a “Return” or “Enter” key

Location of Common Programs/Executable Files

If you are seeking to initiate the opening of a specific program with functionality facilitated by the Run tab, you will need to navigate to the executable file for the application. Most of these are contained in the C:\Program Files (x86)\ folder which is shown by default when you “explore” for a program for OUC. Not so obvious is where some programs are located within this folder. Here are locations for some common applications:

Google Chrome: C:\Program Files (x86)\Google\Chrome\Application\chrome.exe
 Internet Explorer: C:\Program Files\Internet Explorer\iexplore.exe
 Microsoft Excel: C:\Program Files (x86)\Microsoft Office\root\Office16\EXCEL.EXE
 Microsoft PowerPoint: C:\Program Files (x86)\Microsoft Office\root\Office16\POWERPNT.EXE
 Microsoft Word: C:\Program Files (x86)\Microsoft Office\Office16\root\WINWORD.EXE
 NaturallySpeaking 12: C:\Program Files (x86)\Nuance\NaturallySpeaking12\Program\natspeak.exe
 WordPad: C:\Program Files (x86)\Windows NT\Accessories\wordpad.exe
 WordPad: C:\Program Files\Windows NT\Accessories

A simple way to find the location of a program is to enter the name in the “Search programs and file” of the Start Menu and if you see the program, rather than clicking on it, right click on the program and select “Open File Location”

Opening Browser with Pre-specified Search

If you have a reason to open a browser very regularly and with a pre-defined search topic, this can be programmed into a “Run” behavior assigned using OUC.

Bing: www.bing.com/Search?q=term1+term2
 Google: <https://google.com/#q=term1+term2+term3>

Sources of Additional Information:

- <http://www.tablemike.com/en/download-applications.php>
- <http://OctopusUSBController.com>

Caveats on Using Octopus USB Controller

- If your USB device has dedicated controlling software which is also running, you may find erratic behavior since button pushes may be initiating action through both OUC and the other controlling software. In such a situation we recommend that you either turn off or uninstall the other device controlling software. If you absolutely need that software, then you should be sure to configure the other software not to control any buttons you desire to control with OUC.
- The Buddy/Insync StylusMic has two buttons which can be programmed. The top-most button (nearest the microphone) is programmed by default to turn the microphone off and on. If you wish to have the behavior defined by OUC and not the default behavior, we recommend that you use the Insync “MyBuddy” software to turn off the default behavior of the device.

Revision: 9.19.2016