

Window Eyes 4.0 \$595.00

DECtalk PC/Window-Eyes \$1,540.00

FEATURES

General

- Compatibility with Windows 95a, 95b, 98, 98SE, and Millennium
- Rock Solid and responsive
- No need to learn or use macros or a [scripting language](#)
- Extremely easy to configure to personal taste
- Support for Microsoft Active Accessibility (MSAA)
- Supports all video systems
- Unsurpassed access to web pages using Microsoft Internet Explorer
- Compatibility with many popular voice synthesizers
- Compatibility with most popular Braille displays
- Automatically labels many application's graphics
- Easy access to Windows 9X System Tray
- Exceptions dictionaries for altering the way words, graphics, key-labels, characters, and mouse pointers are pronounced
- A read-to-end feature for reading nonstop from the beginning to the end of a document
- Extensive information for standard Windows controls such as tree views and list views
- No need to reinstall to add a synthesizer or Braille display.
- Optimized to be the quickest, most responsive screen reader on the market.
- Easy access to the Windows 9X system tray
- Automatically labels many application's graphics
- Unparalleled stability and responsiveness
- A WE cursor for reviewing the screen without disturbing the caret or mouse pointer
- Easy-to-use drop-down menu system for control and setup
- Many user-assignable hot keys for operation Window-Eyes on the fly
- Forty-six user-definable cursor-tracking keys
- Advanced light-bar tracking with intelligent automatic mode allowing easy access to menus, buttons, icons, and more.
- Exception dictionaries for altering the way words, graphics, key-labels, characters, and mouse pointers are pronounced
- Automatic loading of speaking environments and dictionaries
- A wide variety of features for automatic reading of menus, dialog boxes, and other Windows activities
- Audible signals to alert you to capitalization and format changes when proof reading
- Standard look, feel, and intuitive operations of the Windows environment
- An easy-to-use Window-Eyes User's Guide, presented in a tutorial format

Braille Displays

- All major displays are supported
- Factory display key presses for many functions
- Display key presses can easily be configured through a user friendly dialog
- Several factory Braille tables for 6 and 8 dot Braille
- Two user definable Braille tables for maximum flexibility
- Full support for all attributes
- Visual Braille window for visually displaying the information represented on the Braille display
- Switch to any Braille display at any time
- Auto line fill causes the display to show as much information as possible
- Full control over how and what information is presented on the display
- Enhanced spacing modes for getting exact representation of screen information

Voice Configuration

- Set up the speech rate, pitch, tone, volume and punctuation independently for screen, keyboard, and mouse
- Has capitalization alert and Format alert

The following Information is provided by GW Micro the owner of Window Eyes

- Keyboard can voice characters or words
- Numbers can be spoken as digits or full numbers
- Includes a word exception dictionary for mispronounced words
- Features a character dictionary to define exactly how to pronounce a character
- A key label dictionary can be used to define any key press
- Includes a graphic dictionary
- Allows speech to be interrupted or silenced with the press of a key

Hot keys

- These are Window-Eyes commands only. The underlying applications program will not be disturbed with these keystrokes.
- Over 150 assignable hot key speech features
- Hot keys to read previous, current and next for character, word, line, sentence, and paragraph
- Extensive mouse manipulation
- Hot key to read to end of document
- Hot key to read the date and time
- Bypass hot key which allows the next Window-Eyes command to be ignored so the underlying application can receive the keystroke
- Each hot key can easily be assigned the keystroke of your choice
- Hot keys which are of no interest can be undefined

Cursoring keys

- These are applications keys. You simply tell Window-Eyes what you want voiced after the application acts on the command. Your choices are: prior char before, prior char after, char before, char after, next char, previous word, word, next word, prior line, line, next line, sentence, paragraph, to end of line, light bar, marked text, caret position, field data and/or name, title/status, speak window, activate window, mouse top left, load set, or ignore speak windows. For example, Control-Right Arrow in WordPerfect would be setup to read the current word. You can even link two of these options to a single keystroke.

Mouse

- Keyboard commands for moving the mouse pointer without having to use a physical mouse
- Automatically reads information under the mouse as it is moved
- Full mouse movement and clicking support from the keyboard
- Extensive search capabilities
- Mouse pointer dictionary

50 Standard windows

- Fifty simultaneous Window-Eyes use windows for reading user specified areas of the screen
- Self-adjusting windows to read screen information in moving areas of the screen or for compensating for the resizing of windows
- Windows can be either Neutral, Speak, Silent or Float
- Any of the first ten windows can be read with a single keystroke
- Each window can be chained, setup to speak and spell, associated with a specific color and much more

26 Hyperactive Windows

- Hyperactive windows allow you to monitor screen areas for certain occurrences. You can monitor for: any change, contains attribute, does not contain attribute, contains string, does not contain string, contains caret, does not contain caret, contains focus, or does not contain focus.
- Once triggered, you can execute any three of seven options: speak any window, speak specified message, speak light bar, activate any window, load a new voice environment, execute any hot key, or beep.

Documentation

- A step-by-step instruction guide is supplied in print, on audio cassette, and on disk. This documentation gives all needed information through a tutorial format.

Equipment Supported

Computers: All IBM compatible computer systems (Pentium or better). Microsoft Windows 95 or 98 with 32MB of RAM minimum, 64MB recommended.

The following Information is provided by GW Micro the owner of Window Eyes
Synthesizers: Sounding Board, Speak-Out, Accent, Apollo, Artic, Votalker, Audapter, ASP, Braille 'n Speak,
DECTalk, Portable DECTalk, DECTalk PC/Express, DECTalk Access32, DoubleTalk PC & LT, Echo PC, Keynote,
Keynote Gold Multimedia, LiteTalk, MultiVoice, Personal speech system, Reading Edge, SmarTalk, TextAssist,
PROSE 4000, VoiceCard, TripleTalk, Microsoft Speech Engine, FlexTalk (dependant on SAPI version),
Elequence/Via Voice, and many other SAPI engines.

SATISFACTION GUARANTEED OR YOUR MONEY BACK WITHIN 30 DAYS FROM ORIGINAL PURCHASE
DATE

(THERE WILL BE A 10% RE-STOCKING FEE)

TO PLACE AN ORDER

Contact your local GW Micro authorized dealer at:

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Fort Wayne, IN 46825

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