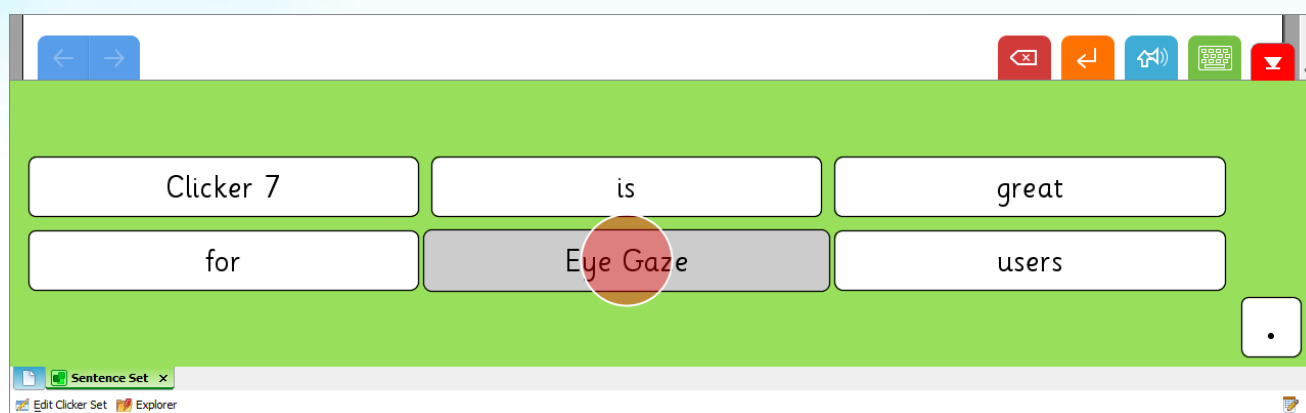




# Using Eye Gaze in Clicker 7

Clicker 7 is designed for universal access and includes an **Eye Gaze** feature to improve accessibility for users of eye tracking technology.

When the mouse pointer hovers (or "dwells") over a target, a click occurs after a short delay (indicated by a shrinking red circle).



To enable Eye Gaze: click **Accessibility** in the **Options** ribbon tab, open the **Access Method** tab, and choose **Eye Gaze (Mouse Dwell)**.

When enabled, the following settings are available:

- **Enlarge cells when the pointer is over them** - indicates when the pointer passes over a cell.
- **Enable Clicker Books editing** - allow editing Clicker Books with Eye Gaze.
- **Rollover Effect** - indicates when the pointer passes over a cell.
- **Select Effect** - indicates when a cell is clicked.

To fine-tune the dwell, click **Eye Gaze Settings**:

- **Click on Dwell** - a click occurs after X seconds of dwelling.
- **Right-click on Dwell** - a right-click occurs after X seconds of dwelling (usually speaks the target).

- **Wobble Distance** - after the dwell timer starts, the pointer can move X pixels without restarting it. When set to **Auto**, the pointer can move anywhere within the cell without restarting the timer.
- **Repeat Distance** - after a dwell, the pointer must move X pixels before another dwell can begin. When set to **Auto**, the pointer must move outside the cell before another dwell can occur.

## Tobii Eye Gaze

Currently, Tobii provides three separate software products for customers to control their computers with:

- **Windows Control** - uses a unique control method that aims to eliminate accidental clicking by dividing the process into two deliberate steps. First, you look at the sidebar to choose an action (e.g. click, double-click, drag, scroll). Next, you look at your target. When your gaze settles over the target area, a zooming overlay appears to guide you towards the precise location.
- **Gaze Point** - uses the traditional method of moving the mouse pointer to follow your gaze. A click is initiated by dwelling over a target for a short time.
- **Tobii Gaze Interaction Software (TGIS)** - for older devices. Incorporates first-generation versions of both the above products.

Unfortunately, **Clicker 7's Eye Gaze** feature isn't suitable for use with **Windows Control** (or **TGIS** when set to **Gaze Interaction** mode). When used under these conditions, the pointer remains stationary until a click occurs, at which point it "teleports" to the clicked location. Clicker 7 detects the mouse movement and starts its dwell timer, resulting in an unwanted click at the same location.

Therefore, we recommend configuring your device to use one feature or the other:

- Let Tobii handle everything. In Clicker 7, set the Access Method to **Mouse / Touch**.

OR

- Let Tobii move the pointer and Clicker 7 handle clicking:
  - **Windows Control** - Download **Gaze Point** from [www.tobiidynavox.com](http://www.tobiidynavox.com). Set it to **No click** and enable Clicker 7's Eye Gaze feature.
  - **TGIS** - open **Gaze Interaction Settings**, click **Windows Control** on the left and then select **Mouse Emulation**. Enable Clicker 7's Eye Gaze feature.

To determine which software you have: open the Windows Start Menu and start typing **gaze interaction settings**. If it appears as a result, you have **TGIS**. If it doesn't, you have **Windows Control**.