Button Scanner v2.1

By Bill Lynn, Mike Westerfield, David Stetson & Kan Kashmaerek

Button Scanner NBA scans all of the unlocked, visible buttons on the current card, highlighting each one in sequence. When you press the mouse button, the space bar or one of the number keys 0 - 3, Button Scanner activates the highlighted button. Adaptive switches can be used along with a device that can emulate a mouse click or the number keys 0 - 3. Button Scanner NBA was designed for and tested with the Macintosh Switch Interface from Don Johnston, Incorporated (1-800-999-4660).

SCAN DELAY - The time between scanning buttons. Enter the desired scan delay time in ticks (1/60th second). A value of 60 would equal a scan delay of 1 sec., 90 = 1.5 secs., 120 = 2 secs., etc.

RESET DELAY - The minimum time between switch hits (helps prevent accidental activation of a button). Enter the desired reset time in ticks.

SCAN CYCLES - The number of times to scan the buttons. Enter 0 for continuous scanning.

AUDIBLE CUE - Plays a sound or says the name of the button while scanning.
None: No audible cue.
Play Sound: The sound must be a sound from the stack. Enter the name of the sound in the Sound Name field.
Say Button Name: The Speech Manager extension must be in your System folder. Button names will be spoken using the default voice.

Press the 'esc' key to stop the scanning. If Button Scanner NBA is called from a repeating Magic button press <option - esc> to stop the scanning. After that, you can work with the buttons as you normally would.

Credits:
Designed by Bill Lynn & Mike Westerfield
Version 1.0   by Mike Westerfield
Version 1.1 revisions by Bill Lynn
Version 2.0 revisions by David Stetson
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