



# *The Lord is My Shepherd*

## *User's Guide*

Branch of the Vine  
SOFTWARE



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# System Requirements

*The Lord is My Shepherd* for Macintosh requires MacOS 10.4 or later. *The Lord is My Shepherd* for Windows requires Windows XP or later.

A color monitor of 1024 x 768 pixels or larger is required. The programs resize themselves to fit your monitor, so the larger the monitor you have, the larger the picture will be.

For best performance, you should have a computer with at least 1 GB of RAM, a 2 GHz processor, and 128 MB of video RAM.

## Installation

### Macintosh

To install *The Lord is My Shepherd* on a Macintosh, insert the CD in the drive. Double-click the installer icon to begin the process. The installer places all the *Lord is My Shepherd* files inside the Branch of the Vine folder in your Applications folder. It will create a Branch of the Vine folder if none exists, and it will create an alias on your desktop. You can drag the alias to your Dock if you prefer.

### Windows

To install *The Lord is My Shepherd* on Windows, insert the CD in the drive. The installer should start automatically. If you have turned off the auto-start feature, double-click the setup.exe icon to begin the process. The installer places all the *Lord is My Shepherd* files inside the Branch of the Vine folder in your Program Files folder. It will create a Branch of the Vine folder if none exists, and it will add the *Lord is My Shepherd* programs and the User's Guide to your Start menu.

## What's on the CD

In addition to the *Lord is My Shepherd* program, the installer places this user's guide and a story book in the *Lord is My Shepherd* folder. This user's guide contains all you need to know to operate the program.

The story book is a full-color companion book in PDF format to use with the program.

You can print either the user's guide or the story book with Adobe Reader.

# *Running the Program*

## *Macintosh*

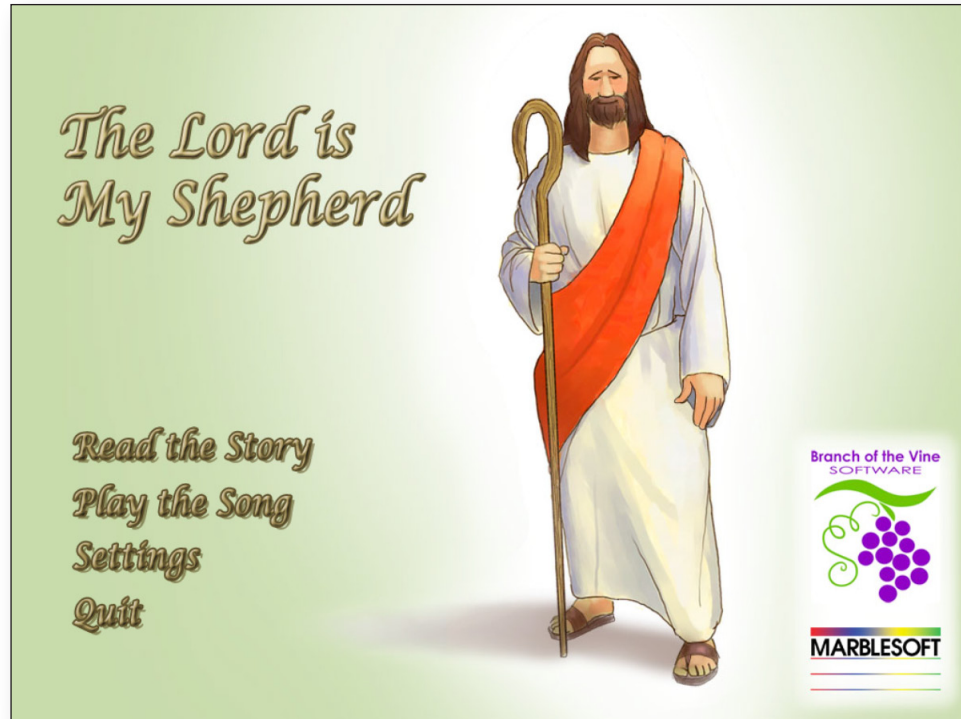
To launch *The Lord is My Shepherd*, double-click the *Lord is My Shepherd* icon on your desktop, or click the icon in your Dock. If you have deleted the alias, or if you're launching the program from a different user account, open your Applications folder, then the Branch of the Vine folder, then the *Lord is My Shepherd* folder. Double click the icon to start the program.

## *Windows*

To launch *The Lord is My Shepherd*, select it from the Branch of the Vine folder in the Start menu. If you have deleted this shortcut, open your Program Files folder, then the Branch of the Vine folder, then the *Lord is My Shepherd* folder. Double click the icon to start the program.

# The Main Menu

After a short introduction, the *Lord is My Shepherd* main menu screen will appear. The main menu is the command center of the program.



You can return to the main menu screen from any other activity by pressing the “ESC” key. You can press ESC again to show or hide the menu bar and reveal all the program shortcuts.

Click “Read the Story” from the main menu or type (**Mac:** ⌘-R or **Win:** Ctrl+R) at any time to begin reading the story. Click “Play the Song” or type (**Mac:** ⌘-P or **Win:** Ctrl+P) to listen to the original song by Bill Downey.

Click on the “Settings” icon to bring up the Settings dialog. You can also bring up the Settings dialog at any time during the program by typing (**Mac:** ⌘-K or **Win:** Ctrl+K). See [Settings](#) on page 8 for a complete description of the program settings.

Click the “Quit” icon to quit *The Lord is My Shepherd*. You can also quit the program at any time by choosing Quit from the menu bar, or by typing (**Mac:** ⌘-Q or **Win:** Ctrl+Q). On Windows, you can also quit the program using the standard Alt+F4.

# Read the Story

The Lord is My Shepherd story is designed for users of all abilities. The default mode is a cause and effect mode, where any key press, mouse click or switch hit will advance the program. On each page, the text is first read aloud, then a prompt like the one shown below indicates that the switch should be pressed.



Each page of the story contains a brief animation. The first switch hit on a page plays the animation. The second switch hit turns the page.

In the direct selection mode, left and right arrows on the bottom of the screen allow the user to advance or go back at their choosing by clicking the arrow with a mouse or touch screen. Clicking on the text causes the sentence to be read again.



After the animation is played, a “repeat” arrow appears in the middle of the screen. The user can click the repeat arrow to replay the animation.

A direct selection option allows the user to use the right and left arrow keys to select an arrow on the screen, then press RETURN or ENTER to select it.

Another method of control is called scanning. A colored rectangle highlights an object on the screen as you see below.



The user uses switches to either select an object or to move the cursor to a different object.

For more information on the selection modes and all the options for reading the story, see [Settings](#) on page 8.

At the end of the story, in cause and effect mode the program returns to the Main Menu. With direct selection, the user can choose to read the story again, play the song, or return to the main menu.

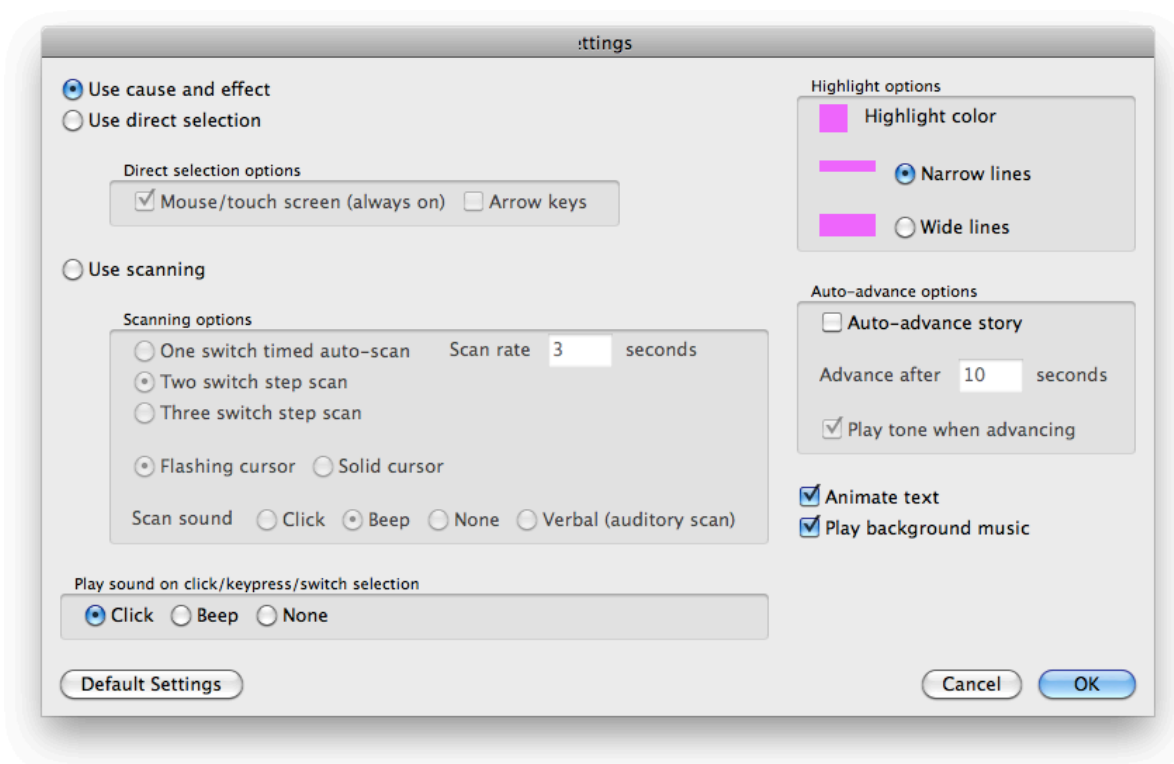
## *Play the Song*

To play the song, select “Play the Song” from the main menu or type (**Mac:** ⌘-P or **Win:** Ctrl+P) from another activity. The song will loop in the background as long as you leave it. To stop the song and return to the main menu, press a key or switch or click the mouse.



# Settings

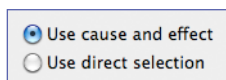
The Settings dialog allows you to set all the optional settings in *The Lord is My Shepherd*. The Settings dialog is automatically opened the first time you run *The Lord is My Shepherd*. You can also open the Settings dialog by clicking the “Settings” icon on the main menu. Finally, you can open it at any time by typing (**Mac**: ⌘-K, or **Win**: Ctrl+K). A dialog something like this one will appear (this example is from the Macintosh version):



The *Lord is My Shepherd* settings are described in detail on the following pages.

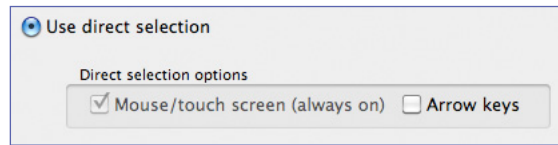
## Cause and Effect

In cause and effect mode, the program advances each time a key, switch or mouse button is pressed. The user controls when the program advances, but has no ability to repeat or go back.



## Direct Selection

Direct selection allows the user to directly choose an item with a mouse or other pointing device.



### Mouse/Touch Screen

All pointing devices work the same way for direct selection in *The Lord is My Shepherd*. Simply click on an item to select it. Direct selection is the fastest and easiest way to use the programs for those players who can do it.

### Arrow Keys

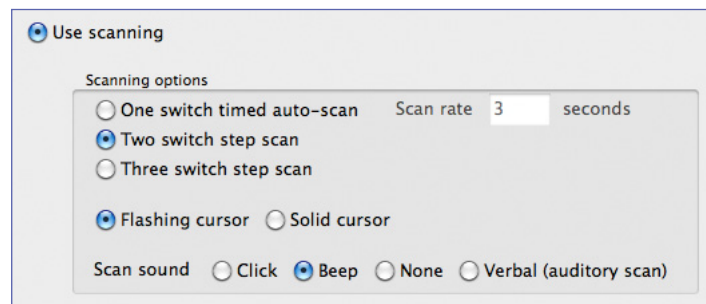
The keyboard can be used for direct selection when the Arrow Keys box is checked. A colored cursor will highlight an object on the screen. Use the arrow keys to move the highlight to the desired object, then press RETURN or ENTER to select it.

## Scanning

Numerous scanning options are included in *The Lord is My Shepherd*, and the settings are quickly and easily customized to meet individual student needs. While in scanning mode, the computer will scan all possible choices for the student. After a choice is made, scanning resumes at the next available item.

Select the number of switches, type of scanning, and the scan rate (for timed auto-scanning). The player can use one, two or three switches to control the program.

With timed scanning (sometimes called “auto scanning”), the computer scans the available choices at the scan rate you have chosen. With step scanning, the student uses two or more switches to scan the choices and make a selection. *The Lord is My Shepherd* offers each of these methods.



## *One Switch Timed Auto-Scan*

When using a single switch for timed auto-scanning, the computer will scan at the rate specified in the Settings dialog. The student uses the switch to select the current choice.

One switch auto-scanning is the most tedious of scan methods, and can be frustrating for a user who can handle more than one switch. One switch scanning is best for users too young to understand two switch scanning, or those who are only capable of accessing a single switch.

For one switch auto-scanning, configure your switch interface to send a mouse click, space bar, RETURN character, number “1” or letter “Y” when the switch is pressed. The same keys on the keyboard can also be used as “switches”.

## *Two Switch Step Scanning*

When using two switch scanning, the first switch selects the current item, just like with one switch scanning, and the second switch causes the program to scan. The student moves through the choices at their own pace (the scan rate does not apply). Two switch step scanning is the easiest way for switch users to use the program.

For two switch scanning, configure your switch interface to send a mouse click, RETURN character, number “1” or letter “Y” when switch #1 is pressed. Configure your switch interface to send a right-click, space bar, TAB character, number “2” or letter “N” when switch #2 is pressed. The same keys on the keyboard can also be used as “switches”.

## *Three Switch Step Scanning*

With three switch scanning, the student uses an optional third switch to scan in reverse. As before, switch #2 scans to the next choice, and switch #1 selects the choice, and the scan rate does not apply.

Three switch scanning is the fastest way for an accomplished switch user to use the program.

For three switch scanning, configure your switch interface to send a mouse click, RETURN character, number “1” or letter “Y” when switch #1 is pressed. Configure the interface to send a right-click, space character or number “2” or letter “N” when switch #2 is pressed. Configure the switch interface to send a TAB character or number “3” when switch #3 is pressed.

## *Flashing Cursor*

When the “Flashing” button is on, the scanning cursor flashes once per second. This visual cue draws attention to the location of the cursor.

## *Solid Cursor*

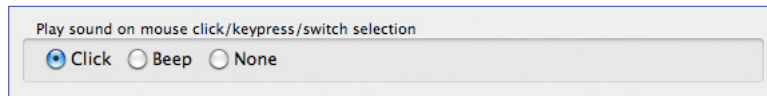
When the “Solid” button is on, the cursor doesn’t flash at all, but always remains on the screen. There are two main reasons for using this option. First, if the student is distracted by the flashing of the cursor, you can turn it solid. Second, if the scan rate is set very fast, like 1 or 2 seconds, it can sometimes be easier to follow with a solid cursor.

## Scan Sound

The scan sound is the sound that is played when the program scans through the choices, either automatically for one-switch scanning, or when the user scans manually. The program can play a click or a beep sound, a verbal prompt, or none at all.

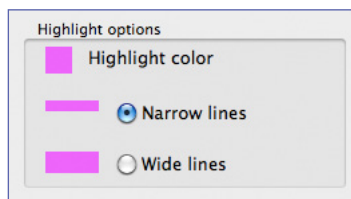
The verbal prompt is an aid to low-vision or pre-reading students. This feature is what is typically called “auditory scanning”. It prompts the student with an auditory clue as to what action the selection switch will perform. The prompt for a text object might say “Read it.” For an arrow, it might say “Next page” or “Go back.”

## Click Sound



The click sound is the sound that is played when the user makes a selection, either by clicking the mouse, pressing a key, or pressing the select switch.

## Highlight Options

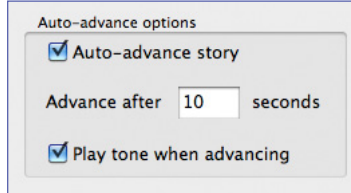


The highlight options control the way that *The Lord is My Shepherd* draws the rectangle that highlights the screen items when scanning or using the arrow keys. You can adjust these settings to provide the maximum visibility for your students. Low vision students may benefit from high contrast settings obtained by changing the background color of the entire screen.

Click on a color swatch to bring up a standard color picker. Choose the new color you want for the highlight.

Click on Narrow Lines or Wide Lines to select the width of the highlight rectangle.

## Auto-Advance Options

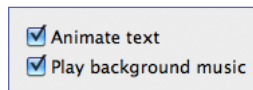


*The Lord is My Shepherd* offers an auto-advance mode for the user who cannot control the program with other means. When the Auto-advance story box is checked, the program will automatically begin the next animation or turn the next page at the rate specified in the Advance After field.

*Note: When auto-advance is turned on, the normal input method still works. To avoid confusion, this setting should not be turned on for a user who can use one of the other methods. It is intended for the student who is unable or uninterested in controlling the program themselves.*

## Animate Text

When this box is checked, the program highlights each word of the sentence as it is read. You can turn this feature off to limit distractions for the user who cannot read or will never read.



## Play Background Music

Check this box off to turn off the background music that plays during Read the Story. This does not affect the music played by Play the Song.

## Default Settings

Click this button to restore all *The Lord is My Shepherd* settings to their default values.

# *Tech Support*

Contact Marblesoft Technical Support if you have problems installing or running *The Lord is My Shepherd*.

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