



Orbit Reader 20[™] User Guide

I

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1 Introduction



The Orbit Reader 20 is a portable, refreshable braille display and stand-alone reader with the following features:

- a line of 20 braille cells with pins that arrange into the required pattern to accurately represent any six- or eight-dot braille code, in any language, and for any discipline
- reads the contents of files on an SD™ (Secure Digital) card for Stand-Alone mode
- remote connectivity to PCs and mobile devices for use with a screen reader
- simple editing functions
- signage-quality braille

2 How the Orbit Reader 20 Is Used

2.1 Stand-Alone Mode

Content stored on an SD card is read in one of two ways:

- sent by library
- prepared on computer and copied to the device

In Stand-Alone mode, the Orbit Reader 20 displays the content of files stored on an SD card. It does not do any translation or interpretation. You prepare the files ahead of time on your computer, then store them on the SD card. For example, if you want to read in Unified English Braille (UEB), prepare the UEB transcribed title on your computer and then store it on the card.

2.2 Remote Mode

Connect the device to a computer or portable device with a screen reader and then do one of the following:

- read commercially available titles on Kindle™, Adobe® Digital Editions, or iBooks® application programs.
- employ any accessible technology for browsing, utilities, and education.

The screen reader translates the text into the braille code of choice.

Important: The Orbit Reader 20 is designed to automatically exercise the braille dots if has been idle for more than 24 hours. This helps keep the dots running smoothly and prolongs their life. All dots are raised and lowered three times during the exercise cycle, which takes about 4 to 5 seconds to complete. If the device continues to remain idle, the cycle will repeat every 24 hours, approximately

3 Transcribed Braille

There are multiple sources for files transcribed into high quality braille. Below are some examples.

- [National Library Service](#) (NLS) provides professionally transcribed, formatted files through the Web Braille project.
- [American Printing House for the Blind](#) (APH) transcribes textbooks for K-12 students.
- [National Braille Press](#) (NBP) produces braille books, textbooks, tests, and information for adults and children.
- [Louis Database](#) lists titles produced by over 160 organizations.

4 Automatic Translation

In addition to professionally transcribed titles, you may also use dynamic translation to obtain braille.

Automatically translated braille may be appropriate for some forms of reading.

- [NFB-NEWSLINE®](#) is a free audio information service, providing downloadable Braille files of up-to-the-minute content from over 400 national, international, and state newspapers.
- [Bookshare®](#) dynamically generates braille formatted files from the titles in its library.

5 Translate Braille

- [BrailleBlaster™](#) is a full-featured transcription software package for creating quality formatted braille.
- [DAISY™ Pipeline](#) provides a comprehensive solution for converting text documents into accessible formats, including braille PEF (Portable Embosser Format).

Send to Braille is a shortcut that adds braille to the Windows® Send To menu, which can convert files on your computer into unformatted BRL (Braille Ready Format) files.

6 Documentation Conventions

For consistency and clarity, this documentation uses the following conventions.

Braille keys are indicated by number. For example, if the documentation indicates Dot 1, it shows: Dot 1.

If multiple braille keys are required, the documentation indicates those keys by showing the numbers separated by a space like this: Dots 1 4.

When modifier keys are used, the documentation separates the modifiers from the rest of the keys with a plus (+) sign like this: Space + Dot 1. Recall that modifiers, like the Shift key on a regular QWERTY keyboard, are keys you hold down while pressing another key. This modifies the effect of the pressed key. On a braille keyboard, Space is often used as a modifier to alter the effect of the input keys.

Key mnemonics are written in capital letters for emphasis but are typed in braille lowercase (unless otherwise stated). When one key follows another, the two keys are shown with a comma between them. For example, the command Select, M

means to press and release the Select key, then press and release M (Dots 1 3 4) simultaneously.

The Up, Down, Right, and Left directional buttons on the navigation pad are interchangeably referred to as arrows, buttons, arrow buttons, and arrow keys.

All messages from the device are preceded with Dots 2 5, 2 5 and a space. In the documentation, this is indicated by a double hyphen.

The words Keys and Buttons are used interchangeably.

In the descriptions of each Menu option, this documentation indicates the default setting.

Any reference to navigation by “page” while in Stand-Alone mode only means navigation by 1000 characters (page = 1000 characters).

7 In the Box

In addition to the basic package that includes Orbit Reader 20 and the printed quick start guide, the following accessories are available for sale:

- Standard-A to Micro-B USB cable or USB Type-C
- AC adapter
- SD card
- Braille Quick-Start Guide

Check that all purchased items are in the box that you have received.

8 Features

These are a few of the features the Orbit Reader 20 has to offer

- 20 refreshable eight-dot braille cells
- Eight Braille Input keys and Space bar
- Navigation pad with four directional buttons (Up, Down, Left, Right) and the Select button
- Charging and data port (USB Micro B or Type-C)
- SD card slot
- 2 Panning rocker keys
- Bluetooth® wireless technology
- User-replaceable, rechargeable batteries

9 Orientation

Orientation to the positioning of buttons, keys, cells, and slots is important for understanding how the device operates and how you input and receive information on the device.

To begin exploration of the Orbit Reader, place the device on a flat surface in front of you with the row of braille cells closest to you. This is the proper operational orientation.



As you reach around from the front to the back of the device, from left to right, there is the Power button (left), an SD card slot (middle), and a Micro-B or Type-C USB port (right). (Image is reversed in photo.) They are all recessed in an area in the left half of the back edge. The Power button sticks out enough to make it easy to identify. The SD card slot has two small bumps directly below it and the USB port has one bump below it.

The SD card slot is a standard type with spring feedback. The SD card is inserted with the card connector fingers facing down. To release the card, press in and remove your finger to allow the card to pop out.



The battery compartment is located on the bottom of the device.

9.1 Key Placements and Use

When properly oriented, the braille cells are closest to you. The Panning keys are at each end of the braille display. See [Panning Keys](#) section for more information.

For orientation purposes, there are three slightly raised tick marks located above the braille cells. These orientation marks are spaced by every fifth braille cell. For example, the first tick mark from the left is between the fifth and sixth braille cell.



Moving toward the top and away from you, find a row of three keys, with a wider one - in the middle. The wide key is the Space bar. The Dot 7 input key is to the left of the Space Bar, and the Dot 8 input key is to the right of the Space Bar.

As you continue toward the top of the face of the display, there is a navigation pad in the middle, between the Braille Input keys and Space bar.

The navigation pad contains the four directional arrow buttons (Up, Down, Left, Right) and the Select button.

The six traditional braille input keys are aligned horizontally along the top edge of the face of the display, Dots 3 2 1 on the left and Dots 4 5 6 on the right.



In Stand-Alone mode, the Braille Input keys are used for navigation and editing/writing.

In Remote mode, when using the display with a screen reader on a host device, such as an iPhone, the Braille Input keys can be used to input text or control functionality of applications.

9.2 Panning Keys

The Panning keys are two-function rocker keys found at either end of the braille display. These keys control how you read lines of text: either next or previous. Pushing on one end of the key results in one action, while pushing on the opposite end results in the opposite action.

To read the next display of text (panning forward), press the bottom part of the key (down) on either Panning key. To read the previous display of text (panning backward), press the top part of the key (up) on either Panning key.

9.3 8-Dot Braille Cells

If you are new to refreshable braille displays, you may not be familiar with eight-dot braille. It is similar to six-dot braille with two additional dots below Dot 3 and Dot 6. These two additional dots are called Dot 7 and Dot 8, and they are used to indicate capitalization in the Computer Braille Code (Computer Braille), or to indicate some attributed text or a cursor. Their exact use depends on the software you use with the display. Check the software documentation for exact usage.

Eight-dot Computer Braille is similar to uncontracted braille, except it features a one-to-one correspondence with the plain text (ASCII) characters. Computer Braille does not require an additional cell to show a capitalization indicator. Instead, Dot 7 is added to the lowercase version of the letter. For the ASCII equivalencies in Braille, go to [Appendix A - Computer Braille Chart](#) at the end of this document.

10 Getting Started

The Orbit Reader 20 has two modes: a Stand-Alone mode and a Remote mode. In Stand-Alone mode, the device is a book reader that uses an SD card as the

reading media. In the Remote mode, the device works like other braille displays and needs to be connected to a computer and a screen reader.

This section explains how to charge, turn the device on and off, insert the SD card, and enter and exit the menus.

10.1 Charging the Device

When you receive the Orbit Reader 20, it may already have a charge; however, we recommend charging it fully before or during first use. You can use the device and charge it at the same time, so this does not hinder your reading time.

When the battery in the Orbit Reader 20 gets to 10%, Dot 8 of the 20th cell on the display blinks on and off. This behavior is normal, indicating that the battery is low.

To charge the device, use the provided Standard-A to Micro-B USB cable and the power plug. Insert the small end of the cable into the Orbit Reader 20's USB port with the bumps facing down. It should slide in without resistance; do not force it. Then insert the large end of the cable into a computer USB connector or the AC adapter provided. Plug the adapter into an AC wall connector.

If the device is on when you connect the charger, the display shows "-- Charger connected" When you unplug the charger, it shows "-- Charger unplugged" The charger plug and unplug event indications are briefly displayed even when the unit is off. For more information, see the [Battery](#) section under [The Menu](#).

If you have charged the device for 4 or more hours, and it does not power on, contact Customer Service at techsupport@orbitresearch.com

10.2 Powering On and Off

A square Power (on/off) button is found in a recessed area on the back of the device. See [Orientation](#) section for more information.

To power the device on or off, press and hold the Power button until you feel the all the cells flash up and down. This is how the Orbit Reader 20 lets you know it is coming on or shutting down.

When you turn the device on, Orbit Reader 20 resumes from the last place of the last file in use. If this is the first time you are using the device or if this is the first time you are inserting a new SD card, Orbit Reader 20 shows the first file or folder name on the SD card.

If the operating mode of the unit was Bluetooth when last powered off, then the device turns back on in Bluetooth mode.

The Orbit Reader 20 displays, "-- No SD card" when no card is inserted in the SD card slot.

The Orbit Reader 20 has a low-power standby/sleep mode. Quickly tapping the Power button puts the unit in sleep mode. Tapping the Power button while the device is in sleep mode, wakes the device. While editing or when connected to Bluetooth, if no keys are pressed for 1 hour, the unit automatically goes into sleep mode. Under any other circumstances, the device goes to sleep after 10 minutes of inactivity. After 5 hours in sleep mode, the unit shuts off to conserve power.

10.3 Inserting and Formatting the SD Card

The device comes with an inserted SD card with translated braille files already on it, so that you can quickly learn to use the device by reading the material.

Orbit Reader 20 uses standard full-size SD cards from 4 to 32 GB in capacity. The card must be formatted as Fat32. There is no way to format a card on the device. Most cards come already formatted. However, you can format one as Fat32 on a desktop computer for use with the Orbit Reader.

To insert the SD card, find the large slot on the back.

On one of the short sides of the SD card there are some ridges called SD fingers or teeth. Situate the SD card with the teeth facing down. With the device in the correct orientation for use, insert the short side with the teeth into the device. The SD card should go in smoothly until it gets about a quarter of an inch from being fully in the device. At that point you feel a slight resistance. The card slot works like a toaster, gently push the SD card in until you hear a click. The card is flush with the rear edge when properly inserted.

Please note that it is possible to insert an SD card in an incorrect orientation where the SD card teeth are facing down but the short side without teeth is towards the device. In this case, the side of the SD card without the teeth can fully insert into the device giving a proper clicking sound. However, insertion in this orientation can damage the SD card adapter which is mounted inside the device. Care should be taken to detect the teeth and orient the card with teeth facing down and short side with teeth facing towards the device. Ensure that the teeth get inserted into the device first as described above before fully inserting the card into the device.

To remove the card press it in a little until it pops out (most of the way) and gently remove it.

Note: Removing the SD card while in the Editor, could result in lost work. Be sure to save your work or exit the Editor before removing the SD card.

10.4 About Menus and File Names

Orbit Reader 20 shows internal menus and file names in eight-dot Computer Braille.

For a complete reference to the characters comprising Computer Braille, see the [Appendix A - Computer Braille Chart](#).

10.5 Entering and Exiting Menus

- To Open the menu, press Select + Up Arrow
- To Exit the menu, press Dot 7
- To Move through the menu choices, press the Up or Down Arrows
- To See choices within a menu option, use the Right and Left Arrows
- To Select a menu item, press Select

10.6 Device Operational Modes

The Orbit Reader 20 has two functional modes. One mode is called Stand-Alone mode. The other called Remote mode, is for use while connected with another device

Stand-Alone mode is the default operational mode and allows you to read, edit, and browse files without being connected to another device. An SD card must be inserted in the Orbit Reader 20 while operating in Stand-Alone mode. See the [Stand-Alone Mode](#) section of this document for more information.

Remote mode allows you to connect the Orbit Reader 20 to iPhone®, iPad®, and Android™ mobile devices, as well as desktop computers. In Remote mode, Orbit Reader 20 acts as an input and output device for the remotely connected host via USB or Bluetooth. See the [Remote Mode](#) section of this document for more information.

To move back and forth between Stand-Alone and Remote modes, use the following commands:

- To switch to Remote mode, press Select + Right Arrow
- To switch to Stand-Alone mode, press Select + Left Arrow

Stand-Alone mode operates in the following ways:

- [Menu](#)
- [File Manager](#)
- [Reader](#)
- [Editor](#)

Remote mode connects in the following ways:

- Bluetooth
- USB: HID (Orbit), Braille-HID, Serial, or Mass Storage

11 The Menu

Orbit Reader 20 provides a menu for setting options, checking battery, and changing modes of operation.

To open the menu, press Select + Up Arrow. Battery Status is the first menu option displayed.

Some menu items let you select among a number of choices. For example, the Sort item lets you select one of several ways to arrange how files appear in the file manager. Other menu items provide information about the device, such as serial number and version. The selected option is underlined with Dots 7 8.

To scroll through the other possibilities, press the Right Arrow key. To select the option, press Select or Dot 8. Orbit Reader 20 responds by underlining the word with Dots 7 8 to indicate the choice.

To close the menu and return to your work, press Dot 7.

To move to another menu item, press the Up or Down Arrow. When you get to the end of the list of options and press the Down Arrow again, Orbit Reader 20 moves back to the top menu item. Similarly, when you press the Up Arrow from the first menu item, Orbit Reader 20 moves to the last item in the list. This feature allows quick access to the last few menu items. That is why some options that may be frequently referenced are located near the bottom of the menu list.

11.1 Menu Availability

The menu is available for the Remote and Stand-Alone modes. Press Select + Up Arrow to open the menu in either mode.

To exit the menu and return to the previous mode, press Dot 7.

11.2 Menu Options

A few of the Menu options have a default setting (indicated in the list below). For most of these options, you can move among alternatives by pressing the Right or Left Arrows and then pressing Select or Dot 8. Selected items are underlined with Dots 7 8. Refer to the specific section for further information.

- [Battery](#)
- [Cursor Blink](#) (1)
- [Sort](#) (Name: Ascend)
- [Split Words](#) (Off)

- [Filter Dot 7 \(On\)](#)
- [Wrapping \(On\)](#)
- [Compress Spaces \(On\)](#)
- [Scroll rate \(value\)](#)
- [Load Language](#)
- [Switch Language](#)
- [Encoding \(ANSI\)](#)
- [Ver.](#)
- [Bver.](#)
- [Serial](#)
- [Reset Defaults](#)
- [USB \(HID\)](#)
- [Bluetooth \(Auto\)](#)
- [Pair \(Just Works\)](#)
- [Emulate \(Off\)](#)
- [Mode \(Stand-Alone\)](#)
- [UTF8 \(On\)](#)

11.2.1 Battery

The Battery status menu item displays the amount of power (percentage) left in your battery. When the battery in Orbit Reader 20 gets to 10%, Dot 8 of the 20th cell on the display blinks on and off. This behavior is normal, indicating that the battery is low.

It also notes when the unit is charging. For example, when plugged in for charging, the message "-- Charging XX%" is displayed, where XX is the percentage number. Similarly, for first-time use, the message "-- Battery XX%" is displayed.

11.2.2 Cursor Blink (1)

The Cursor Blink option only works when editing in the Edit Box or Editor mode. The options set the number of seconds between blinks. The default setting for the Cursor Blink option is 1, which is one second between blinks. The setting choices are 1, 5, 15, 30, and 60 seconds, and 0, which sets the cursor to not blink. To make a selection, press Select or Dot 8.

11.2.3 Sort (Name: Ascend)

The Sort menu item lets you change the order of the files on the SD card, using Orbit Reader 20's built-in File Manager. The categories are - Name (Ascend/Discard), Date, Size, and Last Read. The default setting for Sort is Name: Ascend. To return to the File Manager, press Dot 7 from Stand-Alone mode. To make a selection, press Select or Dot 8.

You cannot sort in Remote mode, but you can view and change the Menu options. In Remote mode, press Select + Up Arrow. This command takes you to the Menu. Down Arrow to the Sort list item.

If in the File Manager or the Reader, press Select + Up Arrow to enter the Menu, then Down Arrow to Sort.

If in the Editor, exit out (Select, E OR Select twice) and press Select + Up Arrow to enter the Menu. Down Arrow to Sort.

Additionally, you may sort the files within the selected category in Ascending or Descending order. After selecting a category, press the Right Arrow until you reach either Ascend or Descend in the list and press the Select button or Dot 8 . Orbit Reader 20 arranges the files in the indicated order. The default setting for this menu item is Ascending (A to Z).

11.2.4 Split Words (Off)

The default setting for Split Words is Off. In the default setting, the Reader tries to put as much content on the display as possible without splitting a word. However, if you want 20 cells of braille, no matter the content, set Split Words to On. When Split Words is on, the Reader can show partial words. When you pan to the next 20 cells of braille, the remainder of that word appears at the beginning of the line. To make a selection, press Select or Dot 8.

11.2.5 Filter Dot 7 (On)

The default setting for Filter Dot 7 is On. The Filter Dot 7 menu item lets you turn off the Dot 7 that frequently appears in some BRL and BRF files. The Dot 7 is filtered by default, but if you want to make a BRL or BRF file that uses eight-dot braille, turn this setting off. To make a selection, press Select or Dot 8.

11.2.6 Wrapping (On)

The default setting for Wrapping is On. The Wrapping option is Orbit Reader 20's way of reflowing files that are already formatted for embossing. Normally, formatted files contain line-end indicators every 38-40 characters, which starts a new line. This option eliminates extra spaces, making it easier to read on a 20-cell display. To make a selection, press select.

11.2.7 Compress Spaces (On)

Carriage returns, blank lines, and tabs represent extra spaces (or white space) in a document. These spaces take up lots of room and therefore slow down reading on a braille display. The Compress Spaces option eliminates superfluous blank lines and spaces. If multiple blank lines or spaces appear in the file, they are compressed to a single space. This setting is especially useful when reading formatted text files that may contain many blank lines.

The default setting for Compress Spaces is On. To make a selection, press Select or Dot 8.

11.2.8 Scroll rate (Value)

Displays the current scroll rate time in seconds. This is cannot be modified from the menu but can be adjusted as described in section [Auto-Scroll](#).

11.2.9 Load Language

The Load Language menu option is used to upload language files to the flash memory of the Orbit Reader 20 device. The default translation table for Orbit Reader 20 is English Braille ASCII, which comes preloaded on the device.

The Load Language option has a sub menu of three options-: Load Locale, Load .loc Only, and Load .lan Only. To navigate and select sub menu options:

1. Press the Right or Left Arrow keys to navigate the sub menu.
 2. Press Select on the desired item
 3. Press Select again, to select the option
- Load Locale – Orbit Reader 20 displays a region-code-name list for the languages. The list has both the Table files (.lan) and System Messages files (.loc) in the Locale folder on the SD card, along with the default option. Press Select for the file of your choosing.
 - Load .loc Only - Orbit Reader 20 displays the list of System Messages files, along with the default option. Press Select for the file of your choosing.

Note: You need to ensure that the correct ASCII to Braille table of the desired region has been uploaded.

- Load lan Only - Orbit Reader 20 displays the list of Table files, along with the default option. Press Select to choose a file.

Please refer [Upload the Localization Files](#) under the section [Language Options \(Localization\)](#) for additional information.

11.2.10 Switch Language

The Switch Language menu option is used to change between a loaded language and the default English language.

Note: You must first load a language to the flash memory of the device, before using the Switch Language option.

11.2.11 Encoding

Text files are created in either ASCII or Unicode encoding format. Text files for some of the languages are created in Unicode only. When creating a file in other than ASCII-based languages, you must select the Unicode option. Press Select or Dot 8 to choose the option.

ASCII is the default option. You can choose from the following encoding formats for the new file to be created on the system:

1. ASCII
2. UNICODE16LE
3. UNICODE16BE
4. UTF-8

If you want to create BRF/BRL files, choose the ASCII option. Otherwise, the file might be unreadable by other programs.

This setting is only applied to the files created using the “create new” command. It has no impact on the existing files.

The format cannot be changed while a file is open for editing.

11.2.12 Ver.

The Ver menu item displays the version of the software running on your device. You may need the version number when talking with Customer Service. For the latest version update, see <http://www.orbitresearch.com/support/orbit-reader-20-support/orbit-reader-firmware-download/>

11.2.13 Bver.

The BVer menu item displays the version of the bootloader software installed on your device. You may need the bootloader version number when talking to Customer Service. For the latest version update, see <https://www.orbitresearch.com/support/orbit-reader-20-support/>

11.2.14 Serial

The Serial Number menu item shows the individualized serial number of the device you are using. This number may be important for warranty purposes.

11.2.15 Reset Defaults

The Reset Defaults menu item resets all your settings to the factory settings. To reset to default settings, press the Select button or Dot 8. This action resets defaults and takes you to the top of the Menu Options list (Battery Status).

11.2.16 **USB (HID)**

The USB menu item selects between the four possible USB protocols: HID-Braille, Human Interface Device (HID) (Orbit), Serial, or Mass Storage. HID-Braille is the recommended setting. To select the option, press Select or Dot 8.

For more information, see the [USB Connectivity](#) section under Remote Mode.

11.2.17 **Bluetooth (Auto)**

There are three choices under this menu option.

- Bluetooth Auto
- Bluetooth Manual
- Bluetooth OFF

The default setting for Bluetooth is Auto. If there is any screen reader activity running on the paired device, the Orbit Reader automatically switches to Bluetooth Remote mode. If you do not want automatic Bluetooth connection, select the Manual option. To disable Bluetooth completely, select OFF. To select another option, press select or Dot 8.

For more information, see the [Using the Bluetooth Connection](#) section under Remote Mode.

11.2.18 **Pair (Just Works)**

The Pair menu item selects a Bluetooth pairing scheme. Orbit Reader 20 uses the selected scheme when it responds to a Bluetooth pairing request from a host device. To select the option, press Select or Dot 8.

The two choices are:

Just Works – the default Bluetooth pairing scheme. When using this scheme, Orbit Reader 20 automatically pairs to any device that sends the pair request.

Confirm code - is the most secure pairing scheme. With this scheme, Orbit Reader 20 responds to pairing requests by showing a random number on both the Orbit Reader 20's braille display and on the host device. To confirm the request, ensure the numbers match and press Dot 8 on the Orbit Reader. To reject the pairing request, press dot 7.

11.2.19 **Emulate (Off)**

The Emulation option allows you to choose how the device appears to the Host screen reader applications while operating in Remote mode. If RB18 (Refreshabraille 18™) Emulation mode is selected, the Orbit Reader appears as a Refreshabraille 18 and only the first 18 cells are used. If Emulation mode is Off, it appears as Orbit Reader 20. This option is provided only for compatibility with legacy software that does not recognize the Orbit Reader 20 directly. Current

screen readers support the Orbit Reader 20 natively, so Emulation mode should be left Off. To select the option, press Select or Dot 8.

The default setting for Emulation mode is Off.

11.2.20 **Mode (Stand-Alone)**

By default, Orbit Reader 20 operates in Stand-Alone mode where you read and write files stored on the SD card. To specifically set the unit to another mode, select among Stand-Alone, BT (for Bluetooth,) or USB. Orbit Reader 20 tries to automatically switch to Bluetooth or USB depending on screen reader activity, but if you want to, for instance, specifically switch back to Stand-Alone from Remote mode, or switch the interface from Bluetooth to USB, use this option. To select the option, press Select or Dot 8.

11.2.21 **UTF8 (On)**

The Orbit Reader 20 can automatically read UTF8 files with a BOM but cannot properly read UTF8 files without a BOM. This menu option allows you to read UTF8 files without a BOM correctly. Set the "UTF8" option to ON to read UTF8 files properly.

When opening any file, if the "UTF8" option is ON and the opened file's auto-detected encoding format is ANSI, the file will be considered as UTF-8 instead of ANSI. The Orbit Reader 20 will then open the file using the UTF-8 encoding format.

When opening any file, if the "UTF8" option is ON and the opened file's auto-detected encoding format is other than ANSI (e.g., UnicodeLE, UnicodeBE, UTF8-BOM), the file encoding format will follow the auto-detection rules.

When opening any file, if the "UTF8" option is OFF, the file encoding format will follow the auto-detection rules. The Orbit Reader 20 will open the file in the auto-detected encoding format.

By default, the "UTF8" option is set to ON.

You can enable or disable the 'UTF8' option by pressing the hotkey [Space + Dot 1 3 6] from the file manager. This option allows for the reading of UTF8 files without BOM. Note that this hotkey will not toggle the option if the file is already open.

12 Stand-Alone Mode

Stand-Alone mode is the default operational mode and allows you to read, edit, and browse files without being connected to another device. A formatted SD card

must be inserted in the Orbit Reader 20 while operating in Stand-Alone mode. That card must contain the files you wish to read.

Stand-Alone mode operates in the following ways:

- File Manager
- Menu
- Reader
- Editor

13 File Manager

File Manager is where you select a file stored on the SD card to read on the Orbit Reader 20. You can also create new files and folders, view the properties (such as the file size and current reading position), and copy, rename, and delete files.

When moving through the list of files, Orbit Reader 20 shows the first 20 characters of the file name. You may scroll to the rest of the information about the file, such as the rest of a long file name, its size, and date, by using the Panning keys to move the display window through the rest of the contents on that line of the list of file names.

Each item on the file list includes the following items:

- File name and extension
- Current position in the file in number of characters
- Size in KB (kilobytes)
- Last modified date
- Protected or Unprotected

Only one column is displayed per line (with panning as necessary). Pressing Left or Right Arrow moves to the previous or next column heading (file information). Upon exiting the Reader (Dot 7), you are returned to the same place and column in the File Manager.

13.1 File Manager Commands

Following are the commands which you can use in the File Manager. Most of the commands for files also work for folders.

To open a file or folder, press select or Dot 8. Pressing Select or Dot 8 opens the file or folder.

To go to previous or next file or folder, press Up or Down Arrow. Pressing Up or Down Arrow moves to the previous or next file in the list.

To go back one folder level, press Dot 7. Dot 7 acts like a "back" key to exit the current activity. If you are already in File Manager, pressing Dot 7 moves back one level where you have multiple subfolders open. If you are at the root level, Dot 7 does nothing. If you are in one of the columns of information, for example, size or date, then pressing Dot 7 returns to filename.

To move through file information, press Left or Right Arrow. This command moves you through the file information by headings. See **Error! Reference source not found.** section for more information.

To open the Menu, press select + Up Arrow. Pressing Select + Up Arrow opens the Menu.

To scroll text, press Left or Right Panning keys. If the file name is longer than the display, panning left or right displays more of the file name. When you get to the end of the file name, pressing the panning key moves you to the next item of file information, like position, size, date, and so on.

To make a New File, Space + N (Dots 1 3 4 5). The New File command starts the Editor mode with a new file in which to type. To exit the Editor, press Select twice.

To make a New Folder, press Space + O (Dots 1 3 5). The New Folder command opens the Edit Box where you may type the name of the new folder. Pressing Dot 8 saves the new folder name and returns you to the file list with that folder selected. If you do not name the folder, pressing Dot 8 names the folder as New Folder. Press Select to exit without making a new folder.

To delete a file or folder, press Space + D (Dots 1 4 5). This action deletes the currently selected file(s) or folder(s). Only empty folders and unprotected files can be deleted. A confirmation is required before the file or folder is deleted. When the message "-- Confirm action" is displayed, press Dot 8 to confirm or press Dot 7 to cancel.

To rename a file or folder, press Space + R (Dots 1 2 3 5). The Rename File command allows you to change the name of a file or folder. To use it, press the Rename command. The Orbit Reader 20 responds with an Edit Box containing the original file or folder name. Edit the name or type a new one and press Dot 8. Press Select to exit without renaming a file or folder. Note: The key input for the file name should be entered as per the selected system language.

To cut a file, press Space + X (Dots 1 3 4 6). This action cuts the currently selected file(s) or empty folders from their location and places it (them) on the clipboard to be used with the paste command.

To copy a file, press Space + C (Dots 1 4). The Copy File command makes a copy of the currently selected file(s) or empty folders and places it (them) on the clipboard to be used with the paste command.

To paste a file, press Space + V (Dots 1 2 3 6). This action pastes the file(s) or folder(s) that are currently on the clipboard into the current location in the File Manager. If no file or folder is on the clipboard, no action is taken.

To mark a file, press Space + M (Dots 1 3 4). When moving multiple files, use the Mark File command to mark each individual file before using Cut, Copy, or Delete. To Mark a file, place arrow on the file and press Space + M.

To clear a marked file, press Space + M again.

File Manager indicates marked files by raising Dots 7 and 8 of the first letter of the file name.

To Protect or unprotect a file, press Space + P (Dots 1 2 3 4). To protect a file from accidental changes, arrow to the file and press Space + P. To remove the protected status, select the file and press Space + P again. To determine if a file is Protected, arrow Right or Left to the Unprotected/Protected heading.

To edit the current file, press Space + E (Dots 1 5). When editing the current file, the Orbit Reader 20 switches to Edit mode, which is indicated by a cursor at the point of input. The cursor is at the first character shown on the display when you pressed the edit command. As you type, everything is saved to the file. To exit, press Select twice. See **Error! Reference source not found.** section for more information.

To Edit Last Edited File, Space + Dots 1 2 4 6. This command reopens the last file you edited and returns the cursor to its last position in that file. "The Edit Last Edited File" command is useful for taking notes on what you read. Use the command to quickly switch back to the Editor. Then close the Editor to return to the title you are reading. This command has no effect if you are already editing a file. The device displays the error message "-- File not found" when no previous file has been opened or if the file was deleted. Press Select twice to return to the file you were reading.

To toggle the "UTF8" option, press [Space + Dot 1 3 6] which facilitates the reading of UTF8 files without BOM. Note that this hotkey will not toggle the option if the file is already open.

13.2 More about Copying and Pasting Files

When copying or pasting a file that results in another file with the same name, File Manager adds an extension to indicate the new file is a copy. For example: if you copy book.brf to a folder that already contains book.brf, the new file becomes book1.brf and the original book.brf remains unchanged.

If the SD card runs out of space before a file operation completes, File Manager shows, "-- Error copying file xxx" where xxx is the file's name.

When copying large numbers of files, or large files that can take some time, File Manager displays progress messages during the copy operation.

If copying a file that takes more than five seconds, File Manager displays, "-- Copying xxx (yy%)" where xxx is the name of the file and yy is the percentage complete. This percentage is updated at least every 10% of the progress. For the command keys, go to the [File Manager Commands](#) table under the File Manager section.

13.3 File Movement Commands

To move to the first file, press Space + Dots 1 2 3. Pressing Space + Dots 1 2 3 moves File Manager selection to the first file in the current folder.

To move to the last file, press Space + Dots 4 5 6. Pressing Space + Dots 4 5 6 moves File Manager selection to the last file in the current folder.

To Incrementally search file list, Type the file name quickly. To find a file quickly, type the first few letters of the file's name. File Manager highlights the first file matching the letters you typed.

13.4 File Types

Orbit Reader 20 does not translate or interpret any file. It simply displays the contents of a file in braille. So, if you put a plain text file onto the SD card, Orbit Reader 20 displays that file as it was written. Similarly, if you put a BRF file on the SD card, no matter the language or code, Orbit Reader 20 accurately shows its contents. To use Word or PDF files, you must first translate them on a desktop computer, then send the translated file to the SD card.

Braille files may contain any kind of braille, either six or eight-dot, in any language and for any topic. You create these files on a computer with a translation software package, such as Duxbury or LibLouis, or you create them in the Editor on the Orbit Reader 20.

13.4.1 Supported File Types

- BRF: It is translated, formatted braille. Device displays exact representation
- BRL: It is Translated, unformatted braille. Device displays exact representation
- TXT: It is Text format. Device displays as per the language selected

- BRA: It is Translated, formatted braille. Device displays exact representation

In addition to the supported file types, Orbit Reader 20 shows the contents of any file. Be aware, however, that some files do not contain readable content. This feature is useful, however, to examine files that do contain readable text even if it is not a supported file type.

There are several excellent braille translation systems available in the U.S. If you obtain textbooks from APH or get transcribed titles from NLS or NBP, the braille should be correct and formatted. You may also get braille translation software that produces automatically translated braille using programs like Liblouis or have Bookshare automatically generate braille files of the titles available.

13.5 Preparing Files

To prepare files for placement on the Orbit Reader 20, follow these guidelines:

- Determine the translation type.
- Translate the file.
- Place the file onto the SD card or use the Mass Storage protocol to copy from your desktop computer.

To copy files to the SD card, remove the card from the Orbit Reader 20 and place into a card reader on your computer, or connect the USB cable from the Orbit Reader 20 to your computer and activate the Mass Storage protocol on the Orbit Reader 20 by either pressing Space + Dots 5 7 or selecting Mass Storage from the USB option in the menu. When using the Mass Storage protocol, Orbit Reader 20 shows up as a drive on the computer, and you cannot use other functions of the Orbit Reader 20.

14 The Reader

In Stand-Alone mode, the Orbit Reader 20 displays the content of files stored on an SD card. It does not do any translation or interpretation.

The Orbit Reader 20 is designed to be a stand-alone reader. Placing BRF, BRL, or TXT content (see [File Types](#) section) on an inserted SD card turns it into an on-the-go braille book reader. When first powered on, the Orbit Reader 20 displays the contents of the first file on the SD card. To get to the file list, press Dot 7. To select a file, Up or Down Arrow to the file. Press Dot 8 or Select to open the file. Use the Left and Right Panning keys to read it. There are many other functions in reading mode such as Find, Power Move, Bookmarks, and even a menu to set preferences. The following sections describe commands and settings that can be used while reading.

When you turn the device on, Orbit Reader 20 resumes from the last place of the last file in use. For first-time use, it displays the first file or folder on the SD card. Press Dot 7 to close the file and display the File Manager, which shows a list of the files on the SD card. If there is no SD card inserted, the message "-- No SD card" is displayed.

When you reach the end of a file, "-- End of file" is displayed by the Reader. Similarly, if you are at the beginning of the file, "-- Start of file" is displayed.

14.1 Reader Commands

While in Stand-Alone mode, the following commands are available.

To Go to Previous or Next display, press Panning keys. See **Error! Reference source not found.** section for more information.

To Go to Previous or Next Character, press Left or Right Arrows. If you press Right Arrow key, the next letter appears on the right side of the display. To conform to traditional braille display navigation commands, the Reader also supports Space + Dot 3 and Space + Dot 6.

To Go to Previous or Next Word, press Space + Left or Right Arrows. If you press Space + Right Arrow, the next word appears on the right side of the display. The Reader also supports Space + Dot 2 and Space + Dot 5.

To Go to Previous or Next Line, press Up or Down Arrows. Pressing the Previous or Next Line command moves to the previous or next carriage return in the file. Also works with Space + Dot 1 and Space + Dot 4.

To Go to Previous or Next Page, press Dot 3 or Dot 6. Pressing Dot 3 or Dot 6 moves the cursor back or forward in the file to the next page marker (form feed) or 1000 characters, whichever comes first.

To Go to Top or Bottom of a file, press Dot 1 or Dot 4. Pressing Dot 1 moves to the top of a file; pressing Dot 4 moves to the bottom of a file. Alternatively, long-press Up or long-press Down keys can be used to jump to the top or bottom of a file, respectively. (For compatibility with other devices, Space + Dots 1 2 3 moves to the top and Space + Dots 4 5 6 moves to the bottom of a file.)

To Exit File, press Dot 7. If reading a file, pressing Dot 7 returns you to your previous location.

To Open the Menu, press Select + Up Arrow. Pressing the Select + Up Arrow opens the Menu.

To Set or Clear a Bookmark, press Space + M. In addition to the automatic bookmark placed when you close a file, the Orbit Reader 20 lets you set

additional bookmarks. Reader displays the message "-- Bookmark added" or "-- Bookmark cleared" if there was already a bookmark at that position.

To Go to Previous or Next Bookmark, press Dot 2 or Dot 5. The Reader responds by moving the cursor to the bookmarked position. The bookmarked location appears as the first character on the display. If there are no marks in the indicated direction, "-- No more bookmarks" is displayed.

To Power Move/Search Forward and/or Back, press Dots 8 + Down or Dots 8 + Up. Press Dots 8 + left to move back. Press Dots 8 + right to move forward. See **Error! Reference source not found.** section for more information.

To Find Braille, press Space + F (Dots 1 2 4). Pressing Space + F opens an input field (Edit Box) with a cursor. By default, it shows the last search string on the display. This allows you to perform a search in a specific braille format by typing the text in the same braille format. Press Dot 8 to begin the search. To exit the Edit Box without performing a search, press Select. See **Error! Reference source not found.** and **Error! Reference source not found.** sections for more information.

To Find Next Braille, press Dot 8 + Right Arrow. Pressing Dots 8 + Right Arrow repeats a previous search forward from the point in the file where you are. If there is no text in the Find Edit buffer, the Reader uses the text at the cursor. See the **Error! Reference source not found.** section for more information.

To Find Previous Braille, press Dots 8 + Left Arrow. Pressing Dots 8 + Left Arrow repeats a previous search backward from the point in the file where you are. If there is no text in the Find Edit buffer, the Reader uses the text at the cursor. See the **Error! Reference source not found.** section for more information.

To Edit Current File, press Space + E. Space + E to edit the file you are currently reading. Press Select twice to exit the Editor and continue reading.

To Open New File, press Space + N. Space + N opens a new file in the Editor for editing/notetaking. Press Select twice to return to the file you were reading.

To Edit Last Edited File, press Space + Dots 1 2 4 6. Using this command reopens the last file you edited and returns the cursor to its last position in that file. The Edit Last Edited File command is useful for taking notes on what you read. Use the command to quickly switch back to the Editor. Then close the Editor to return to the title you are reading. This command has no effect if you are already editing a file. The device displays the error message "-- File not found" when no previous file has been opened. Press Select twice to return to the file you were reading.

14.2 Power Move Forward and Back

Orbit Reader 20's power move commands provide a quick means of moving/searching through large sections of a file to find a known location in the document. A power move operates by using boundaries and moving 50% between them with each press of the key command. In essence, by using a power move to search within a file, you are drilling down to the information using a binary command. When you press Dot 8 + Down Arrow or Dot 8 + Up Arrow, the Reader moves in the following ways:

On the first press, the cursor moves half way between the current position and the start (Dots 8 + Up Arrow) or end (Dots 8 + Down Arrow) of the file, which act as the boundaries for the power search.

Subsequent presses treat the moved-from position as the new boundary in that direction. So, if you are at the beginning of the file (or 0%) when you press the Dot 8 + Down Arrow, the Reader moves the cursor to half way between 0% and 100%. You are now at 50%, and it becomes one of the boundaries. The initial boundary is at the original position of 0%. Therefore, if you press Dot 8 + Up Arrow, you move half way between 50% and 0% to end at 25%. Or, if you press the Dot 8 + Down Arrow, you move half way between 50% and 100% to end at 75%.

Each time you press contiguous Dot 8 + Up Arrow or Dot 8 + Down Arrow keys, the Reader shows the percentage in the first few cells of the display line and fills the rest with the text at that position. This continues until you press something other than Dot 8 + Up Arrow or Dot 8 + Down Arrow or a Panning key. See [Panning Keys](#) section for more information.

14.3 Find Braille

To find specific braille text, use the Find command (Space + F). Orbit Reader 20 responds by opening a blank input field (see [Edit Box](#) section) with a cursor, which is indicated by Dots 7 and 8. By default it shows the text at current cursor location in edit box. Unlike the Power Move, which searches by known location of text, the Find command searches the entire file for instances of the braille text you enter in the input field. If you had searched for something previously, that text appears in the Edit Box with your cursor at the end. See the [Power Move Forward and Back](#) section for more information.

To find a word, press Space + F to enter the Edit Box. Type the braille text you wish to find, then press Dot 8 to start the search moving forward in the file. To search moving backward in the file, press Dot 8 + Left arrow. The word is shown as the first word on the display. If the word is not found, the message “—Not found” is displayed. Press Dot 7 to clear the message. To exit the Edit Box without performing a search, press Select or Dot 8.

After the word is found, to continue searching, press Dot 8 + Right arrow to find the next occurrence (forward in the file) or Dot 8 + Left arrow to find a previous occurrence (towards the beginning of the file).

If you are searching for text in a contracted braille file, you must type the text you want to search for in contracted braille.

If you are searching in a plain text file, you must type the text you want to search for in Computer Braille. See [Appendix A - Computer Braille Chart](#) for details.

You can search for terms up to 255 characters long. Searches are generally not case sensitive. A search for the word "animal" results in finding both lowercase and uppercase versions of that word (animal/Animal). However, if you want to find words with upper case letters specifically, type the text you wish to find with the braille indicator for capitalization included (In contracted braille, one dot 6 precedes a capital letter, while two dot 6s precede an entirely capitalized word. In Computer Braille, capital letters include dot 7.) For example, a search for the capitalized word "Animal" gives the results for "Animal" (capitalized), but not "animal" (lowercase).

Additionally, searches match both whole and partial words. Searching for "an" finds "an" (whole) and "man" (partial). To restrict searches to whole words, add a space at the beginning and end of the word. The Reader matches the space with any non-printing character such as spaces, tabs, and line feeds.

Read the section on [Edit Box](#) for editing commands and navigation functionality.

When you "search files", the Reader moves the file reading position to the next occurrence of the searched for text and displays it at the beginning of the display line. If it cannot find the text, the Orbit Reader 20 displays "--Not found" and leaves your file reading position where it was before the search. If searching through a larger document, the Orbit Reader 20 displays "--Busy" while conducting the search.

To repeat a search moving forward toward the end of the file, press Dot 8 + Right Arrow.

To repeat the search moving back toward the beginning of the file, press Dot 8 + Left Arrow.

14.4 Braille Pacer (Auto-Scroll)

The Braille Pacer feature is available in the Reader and lets you to set a reading pace for the display to automatically advance.

The pace can be adjusted during reading by pressing the space and up-arrow key to increase the speed (i.e. a faster advance rate) or the space and down-

arrow key to decrease the speed (i.e. a slower advance rate). Pressing these keys once increases or decreases the speed in one-second steps. Many users might like to have finer control of the speed and this can be achieved by pressing the space bar, dot 7 and up or down arrow keys. The fine control increases or decreases the speed in steps of one-tenth of a second. The default speed is 10 seconds.

You can review the current scroll rate from the menu, but it can be changed only while reading. The current scroll rate is not displayed when auto-scrolling. However, when auto-scroll is stopped and the scroll rate is changed, the scroll rate will be displayed by the message “xx.y sec scroll rate”.

You can use all the reading navigation commands during the Braille Pacer mode as well.

To Start/Stop Braille Pacer, press Space. The rate of change is not viewable if the speed is increased or decreased while active.

To Increase/Decrease Speed by 1 Second, press Up or Down Arrow + Space

To Increase/Decrease Speed by 0.1 Second, press Dot 7 + Up or Down Arrow + Space.

15 Edit Box

Orbit Reader 20 presents a text dialog or input field called an Edit Box when you want to find text or rename a file. The Edit Box permits only one line of text. Press Space + F to begin a search or press Space + R to rename a file.

Once in the Edit Box, insert text by typing the desired braille text and then use the Edit Box commands to navigate. The Edit Box displays a blinking cursor (Dots 7 8) to indicate where you input the text you are searching for or editing.

When Orbit Reader 20 shows an edit box, it often provides default text, such as a file name or a previously entered search term. The entire text is selected (as indicated by the Dots 7 8 combination added to each letter.) To delete or replace the selected text, type a letter or press the backspace key (Dot 7). To edit the existing text in insert mode, press one of the arrow keys to move the cursor letter by letter to the position where you wish to edit.

15.1 Edit Box Commands

To Move Left or Right One Letter, press Left or Right Arrow. Pressing left or right arrow moves the cursor in the desired direction. When the cursor reaches the end of the edit box, it stops--it can move no further.

To Move to Start or End of Text, press Up or Down Arrow. Press Up or Down Arrow to move the cursor to the beginning or end of the text.

To Backspace, press Dot 7. The Backspace key Dot 7 deletes the letter immediately left of the cursor. Use Backspace key in case of a typing mistake or to remove small amounts of text.

To Accept typed text, press Dot 8. Here, pressing Dot 8 acts as an Enter/OK key.

To Close the Edit Box, press Select. To close the edit box, use the Close command. In single line controls, Close removes what you have typed. In multiple line controls, all text is automatically saved in the editor.

16 The Editor

In addition to serving as a tool for reading braille, Orbit Reader 20 offers the ability to write and edit text. This feature allows you to create/edit new or existing files on the SD card.

While you are in the Editor mode, the cursor notes the current position by blinking Dots 7 8. The default setting for the cursor is 1 second. The blinking of the cursor can be turned off from the Menu.

The file content depends on two things:

1. Encoding selected from menu
If you are creating a BRF file, use ANSI as the encoding option from menu before creating a new file. The file content may be otherwise. If you are creating a text file you may choose any encoding format as per your requirements. The encoding selection from menu has no impact on the editing of already existing file.
2. Translation tables used
If your unit is localized, the translation table used for forward and backward translation would be from the LAN file. If you are using default English, the translation table used for forward and backward translation would be the Computer Braille Chart as described in Appendix A.

There are three ways to edit a file. Each of these three commands is available both from the Reader and the File Manager.

- Edit new file: Space + N
- Edit current file: Space + E

- Switch to last edited file: Space + Dots 1 2 4 6

To insert text, type or paste the text at the cursor. The Editor adds the typed or pasted text. You can insert any text into an open file using the braille keys (Dot 1 to Dot 8).

To exit the Editor, press Select, E or Select twice. The cursor disappears, returning you to the Reader in the file you were editing.

If you are exiting from a new file, the editor automatically names the file with the first 20 characters in the file. If a file already exists with that name, the Editor appends a number to it until it produces a unique name. To rename a file or to add an extension to the file name, highlight the file name in File Manager, and use the rename command. If there are Computer Braille characters that cannot be used in a filename, such as a forward slash (/) or an asterisk (*), the characters are replaced with an underscore (_). Once you exit, the new file name in the File Manager is selected. If you wish to rename the file, use the rename command (Space + R). If you want to give the file a specific name, write that name as the first line in the file.

Note: It is recommended that you exit the Editor before you perform a system update, reset the device, or remove the SD card. Exiting the Editor saves your work. Not exiting the Editor first could result in lost work.

16.1 Editor Commands

To Edit New File, press Space + N. Creates a new file in the Editor, ready for input.

To Edit Current File, press Space + E. Opens the selected file for editing.

To Switch to Last Edited File, press Space + Dots 1 2 4 6. Opens the last edited file for further editing. The device displays the error message "-- File not found" if the file has been deleted.

To Add a new line (Enter), press Dot 8. Pressing Dot 8 adds a new line (enters a carriage return) at the end of a paragraph and places the editing cursor in the first cell of the next paragraph.

To Delete a character, press Dot 7. Pressing Dot 7 deletes the character to the left of the editing cursor.

To Exit Editor, press Select twice OR Select, E When you close a file, Editor saves and returns to the Reader or File Manager, depending on your earlier location. It automatically saves your work. If you have opened the file from File Manager, File Manager makes the new file the current item in the list. If you edit

an existing file, Reader moves the reading position to the place where the cursor was.

To Save current work, press Select, S. The Orbit Reader 20 automatically saves files every 1 KB of data or about 1000 characters, as you edit. However, small file increments could be lost during certain situations such as SD card removal, system updates, or device resets. Pressing Select, S saves the file as you deem necessary.

To Go to next or previous character, press Left or Right Arrow. Pressing Left or Right Arrow moves the cursor to the previous or next character.

To Go to next or previous word, press Space + Left or Right Arrow. Pressing Space + Left or Right Arrow moves the cursor to the start of the previous word or next word. This is also used to navigate between digits.

To Go to Previous or next display, press Pan Up or Down. Pressing Up or Down on the Panning rocker keys allows you to move to the previous or next display of braille. If you press the bottom part of the rocker key, the display pans forward. If you press the top of the rocker key, the display pans backward. The editing cursor is placed at the first cell. See **Error! Reference source not found.** section for more information.

To Go to Previous or next paragraph, press Up or Down Arrow. Pressing the Up or Down Arrow moves the editing cursor to the start of the previous or next paragraph. If the start of the previous or next paragraph is not on the display, then the display pans to the start of the previous or next paragraph to the first cell on the display. The editing cursor is placed in the first cell.

To Go to Start or end of paragraph, press Space + Dot 7 + Left or Right Arrow. Pressing Space + Dot 7 + Left or Right Arrow moves the cursor to the start or end of the current paragraph. If the start or end is not on the current display, then the display pans to the start or end of the first cell of the display. The editing cursor is placed in the first cell.

To Go to Previous or next page, Space + Dot 7 + Up or Down Arrow. Pressing Space + Dot 7 + Up or Down Arrow moves the cursor to the previous or next page (1000 characters or form feed character).

To Go to top or end of the document, press Long Press Up or Down Arrow. Long pressing Up or Down Arrow moves the cursor to the top or bottom of the document.

To Find Next Braille, press Dots 8 + Right Arrow. Pressing Dots 8 + Right arrow repeats a previous search forward from the point in the file where you are. If there is no text in the Find Edit buffer, the Editor uses the text at the cursor.

To Find Previous Braille, press Dots 8 + Left Arrow. Pressing Dots 8 + Left arrow repeats a previous search backwards from the point in the file where you are. If there is no text in the Find Edit buffer, the Editor uses the text at the cursor.

16.2 Editor Block Text Commands

The Editor block operations depend on a selection. The selection is the text between the cursor and the location mark.

Note: The size limit for a cut/copy/paste operation is 5 KB of data.

Adding a location mark does not change the content. Marks are used for copying/cutting a selection of text. To copy or cut using marks, press Select or Dot 8, M to place a mark. Only one mark can be placed/added at a time. Once the mark is placed, the text between the cursor and the mark can be copied (Select, C) or cut (Select, X). Once text is copied or cut, the mark is cleared.

To Set or clear Location Mark, press Select, M. The editor indicates a mark by raising both Dots 7 and 8 on the character where the mark occurs. To set or clear a mark in the file, press the Mark command. If there was already a mark at the cursor, the editor shows "-- Mark cleared" on the display and removes the mark. If there was no mark, it shows "- Mark set" and adds a mark.

To Copy, press Select, C. The copy command places the selected text onto the clipboard for later use in this file or another file.

To Cut, press Select, X. The cut command removes the selected text from the document and places it onto the clipboard for later use. If you want to put that text somewhere else, move to the desired position, then use the Paste command.

To Paste, press Select, V. To paste the contents of the clipboard before the cursor, use the Paste command.

16.3 Context Menu

The Context menu is a discoverable method to find commands for use in the Editor. It gives you quick access to functions such as cut, copy, and mark.

While in the Editor, press Select to open the Context menu. There are two ways to make a selection from the Context menu after it is open.

1. If you do not know the braille shortcut, press the Up or Down Arrow key to scroll to your selection and press Select or Dot 8.
2. If you know the braille shortcut for the command (the braille letter associated with the function), press that letter.

- E Exit
- M Mark
- C Copy
- V Paste
- X Cut
- F Find
- S Save

You can also press Select twice to quickly exit the Editor. The first press opens the Context menu; the second press selects the first option in the menu, which is Exit.

17 Remote Mode

In addition to using Orbit Reader 20 as a portable reading tool and editor, it connects with host devices (i.e., computers, phones, tablets, and "Orion TI-84 Talking Graphing Calculator:http://tech.aph.org/gc_info.htm) to provide braille input/output to that device. The host device must be running software that supports braille.

- Windows PCs - JAWS®, NVDA, Windows Narrator, Dolphin ScreenReader™,
- Mac® computers and iOS® devices - VoiceOver
- Android devices - TalkBack, Braille TTY, Amazon VoiceView
- Chromebook - ChromeVox

When you use Orbit Reader 20 as a display for other hosts, the screen reader on that host device provides the translation and other braille settings. Consult the documentation for your screen reader.

The only hotkeys used with Remote mode that are not sent to the remote device are:

- Pressing Select + Up Arrow opens the Orbit Reader 20 Menus.
- Pressing Select + Left Arrow returns Orbit Reader 20 to Stand-Alone mode.
- Pressing Select + Right Arrow returns Orbit Reader 20 to Remote mode.
- Pressing Select + Down Arrow brings up an Edit box where you can type and submit up to 255 characters of text to the remote device. Press Dot 8 to submit or Select to cancel.

17.1 Before you Connect

Before you connect Orbit Reader 20, it is important to set the device so that the screen reader(s) you use, recognize it. Newer versions of screen readers recognize the Orbit Reader 20. The detail below shows the first version of the screen reader to directly support Orbit Reader 20.

- VoiceOver on IOS with version 10.2
- VoiceOver on Mac with version 10.11
- NVDA with version 2017.1
- ChromeVox with version 61.0.3163.120
-
- Dolphin Screenreader with version 16.05

17.2 Using the Bluetooth Connection

Bluetooth is a technology that wirelessly connects devices, such as the Orbit Reader 20, to host devices, such as phones, tablets, and computers. For example, when using an iPhone with VoiceOver, you can control the iPhone with the keys and buttons on the Orbit Reader 20, and you can read the entire interface in braille as you interact with it.

If the Orbit Reader 20 is on, when you wake up or turn on the host device, it connects automatically. When the host device enters sleep mode or is turned off, Orbit Reader 20 reverts to showing stand-alone content or if connected to a device through the USB port, reconnects to the screen reader on the other host device.

It is currently not possible to wake up the host from the braille keyboard on the Orbit Reader 20, like you can with a Bluetooth keyboard. There are only two ways to wake up a host:

- Pressing the Power button
- Receiving notification

Before you can take advantage of Bluetooth, you must perform the one-time procedure of pairing Orbit with the host device. With newer devices, Orbit Reader

20 makes pairing easy by employing a Bluetooth profile named "Just Works." If you use an older host device that does not support this profile, you need to alter this setting in Orbit Reader 20's menu.

To pair Orbit Reader 20 to a host device, see the Bluetooth section for the device type.

- [Connecting iOS with Bluetooth](#)
- [Connecting Mac with Bluetooth](#)
- [Connecting Android with Bluetooth](#)
- [Connecting Windows with Bluetooth](#)

17.3 Manage Connections

When you use Bluetooth, it is possible to interrupt Orbit Reader 20 activities with a connected host device. Each time you wake up the host device, it takes over the Orbit Reader 20. This behavior makes it very convenient to interact with your host in braille, but if you use Orbit Reader 20 in Stand-Alone mode or connect it to a screen reader with USB, you may not want the interruption when your phone wakes up. To return Orbit Reader 20 to what you were doing before the interruption, put the host back to sleep by tapping the Power button.

To prevent interruptions from occurring altogether, turn off Bluetooth in the Orbit Reader 20 menu or temporarily turn off notifications on the host device. When you are ready to resume using Bluetooth, either turn it back on from the Orbit Reader 20 menu or use the hotkey Space + Dots 4 7 from Stand-Alone mode on the Orbit Reader 20. (You can always return to Stand-Alone mode by pressing Select + Left Arrow on Orbit Reader 20.)

17.4 Connect to Multiple Hosts

It is possible to pair Orbit Reader 20 with more than one device. For example, you may wish to pair it with both your phone and tablet, so whichever device you use offers a braille interface.

Current screen readers support the Orbit Reader 20 directly, so no special configuration is required when connecting to multiple devices.

17.5 USB Connection Options

Universal Serial Bus (USB) is a technology that makes connecting devices and hosts easy. It provides some advantages over Bluetooth, because it is both faster and charges your Orbit Reader 20 simultaneously.

Orbit Reader 20 supports four kinds of USB connections (all with the same cable included in the box.)

1. Human Interface Device (HID) - Braille (recommended)
2. Human Interface Device (HID) - Orbit
3. Serial
4. Mass Storage (for turning Orbit Reader 20's SD card into a drive on your computer)

17.5.1 Human Interface Device (HID – (Orbit))

When using Orbit Reader 20 with a screen reader that supports HID Orbit, follow these steps:

1. Turn on Orbit Reader 20. Orbit reader 20 displays the last braille you were reading.
2. Connect the USB cable to the host and to the Orbit Reader 20. "-- Charger connected" is displayed.
3. On the Orbit Reader 20, press Space + Dots 2 7. "-- HID Orbit" is displayed.
4. Start the screen reader. Orbit responds by displaying what the screen reader is showing. If your screen reader does not support HID, see [Serial](#) below.

To switch back to Stand-Alone mode, press Select + Left Arrow.

17.5.2 Human Interface Device (HID) – Braille

When using Orbit Reader 20 with a screen reader that supports HID Braille, follow these steps:

1. Turn on Orbit Reader 20. Orbit reader 20 displays the last braille you were reading.
2. Connect the USB cable to the host and to the Orbit Reader 20. "-- Charger connected" is displayed.
3. On the Orbit Reader 20, press Space + Dots 6 7. "-- HID Braille" is displayed.
4. Start the screen reader. Orbit responds by displaying what the screen reader is showing. If your screen reader does not support HID, see [Serial](#) below.

To switch back to Stand-Alone mode, press Select + Left Arrow.

17.5.3 Serial

When using a screen reader that only supports Serial protocol, follow these steps:

1. Turn on Orbit Reader 20. It displays the last read material.
2. Connect the USB cable. "-- Charger connected" is displayed.
3. On Orbit Reader 20, press Space + Dots 3 7. "-- Serial USB" is displayed.
4. Install any necessary drivers. See the Orbit Reader 20 Resources page or screen reader manufacturer's support webpages.
5. Configure the screen reader. Refer screen reader section in this document or refer to your screen reader documents.

17.5.4 Mass Storage

To use an SD card, insert it into the Orbit Reader 20 as a drive on your computer, follow these steps:

1. Turn on Orbit Reader 20. It responds with the braille from your last activity.
2. Connect the USB cable between Orbit Reader 20 and your computer "-- Charger connected" is displayed.
3. On the Orbit Reader 20, press Space + Dots 5 7. "-- Mass Storage mode" is displayed. Depending on your settings, the computer also responds with a notification of a new drive that is now available.
4. Use your PC to read and write files on the new drive.

To switch back to Stand-Alone mode, press Select + Left Arrow. Do not switch back to Stand-Alone mode while file transfers are in progress.

Note: If you have hidden files enabled on your device, you may encounter the following files:

- .BKP-FILEHISTORY - This file contains information of the last read position of last 100 files that were opened on the device.
- .BKP-RECENTHISTORY - This file contains information required for software to generate recent file list.
- .Logfile - Log file containing software debug information.

Do not delete these files. *You will only see them if you have hidden files enabled.

17.6 Buffering Text Input to Remote Devices

If you are a fast typer on the braille display, you may encounter times when the remote device lags behind, slowing down your ability to input text quickly. Orbit Reader 20 has a Buffer mode that allows you to input text up to 255 characters and send them more quickly to a remote device, avoiding problems with the speed of input of translated braille.

Note: Buffering text works only when connected with Bluetooth.

To open an input field in the Buffer mode, press Select + Down Arrow. Once open, a cursor indicates that you can start entering text. Press Dot 8 to send the entire block of text to an “open edit box “on the remote device. Note that nothing happens when you send text with no edit box open. Press Select to cancel the action and exit the Buffer mode, without sending any text.

17.7 iOS Devices

You can connect iOS using Bluetooth or USB. For a USB connection, set the Orbit Reader 20 to HID-Braille by selecting HID-Braille under the USB option in the Menu, then connect the cable; VoiceOver detects the display automatically. For the best results, we recommend iOS 17 or later. The Bluetooth pairing steps below also apply.

17.7.1 Connecting iOS with Bluetooth

Connecting Orbit Reader 20 to an iOS device provides both braille feedback and the ability to type and control the device with the Orbit Reader 20 keyboard and directional buttons.

In default configuration (Just Works), the Orbit Reader 20 is ready to pair with iOS with Bluetooth. Follow these steps to pair with Bluetooth:

1. Turn on Bluetooth. Bluetooth can be turned on in the Menu or by pressing Space + Dots 4 7 on the Orbit Reader 20.
2. On the iOS device, go to Settings > General > Accessibility > VoiceOver > Braille
3. Look for the name of the unit in the list of possible braille displays. It shows up as Orbit Reader 20 plus the last four digits of the serial number.
4. Activate the Orbit Reader 20 device in the list to pair.

Confirm code configuration shows a random number on both the Orbit Reader 20's braille display and on the host device. To confirm the request, ensure the numbers match and press Dot 8 on the Orbit Reader 20. Then press the Pair button on your iOS device.

Once you pair the unit, iOS should start sending braille to the Orbit Reader 20, and you can use the Orbit Reader 20 input and navigation keys to control your iOS device.

Note: VoiceOver must be on in order to send braille to the Orbit Reader 20.

For more information about iOS and braille displays, see [Braille Displays for iOS](#) on the Apple® Accessibility website.

17.7.2 iOS Resources

- [Apple Blind and Visually Impaired User Community](#)
- [Andrea's Head Wiki](#)
- [TechVision Tutorials](#)
- [Youtube Videos on iPad/iPhone and Braille](#)
- [Braille Displays for iOS](#)
- [Common braille commands for VoiceOver navigation using iPhone, iPad, and iPod® touch](#)

17.7.3 iOS Commands

17.7.3.1 iOS Navigation Commands

Action	Command
Move to the previous item	Space + Dot 1, or Left Arrow
Move to the next item	Space + Dot 4, or Right Arrow
Pan braille to the left	Space + Dot 2
Pan braille to the right	Space + Dot 5
Move to the first item on screen	Space + Dots 1 2 3
Move to the last item on screen	Space + Dots 4 5 6
Scroll one page to the right	Space + Dots 1 3 5
Scroll one page to the left	Space + Dots 2 4 6
Move to the status bar	Space + Dots 2 3 4 (letter S)
Select the previous rotor setting	Space + Dots 2 3
Select the next rotor setting	Space + Dots 5 6
Move to the previous item using the rotor setting	Space + Dot 3
Move to the next item using the rotor setting	Space + Dot 6
Open the App Switcher	Space + Dots 1 2 5, twice quickly
Scroll one page up	Space + Dots 3 4 5 6
Scroll one page down	Space + Dots 1 4 5 6
Open Notification Center	Space + Dots 4 6
Open Control Center	Space + Dots 2 5

17.7.3.2 iOS Reading Commands

Action	Command
Read all, starting at the selected item	Space + Dots 1 2 3 5 (letter R)
Read all, starting from the top	Space + Dots 2 4 5 6
Pause or continue speech	Space + Dots 1 2 3 4 (letter P)
Announce the page number or the rows being displayed	Space + Dots 3 4

17.7.3.3 iOS General Commands

Action	Command
Activate the Back button, if present	Space + Dots 1 2 (letter B)
Delete (Delete key)	Space + Dots 1 4 5 (letter D), or Space + Dot 7
Confirm or start a new line (Return key)	Space + Dots 1 5 (letter E), or Space + Dot 8
Switch between contracted and uncontracted braille	Space + Dots 1 2 4 5
Go to the Home screen (twice quickly opens the App Switcher)	Space + Dots 1 2 5 (letter H)
Turn speech on or off	Space + Dots 1 3 4 (letter M)
Tab (Tab key)	Space + Dots 2 3 4 5 (letter T)
Perform a 3D Touch on the selected item	Space + Dots 3 5 6
Switch the braille input mode	Space + Dots 2 3 6
Turn the volume up	Space + Dots 3 4 5
Turn the volume down	Space + Dots 1 2 6
Turn Screen Curtain on or off	Space + Dots 1 2 3 4 5 6
Select all	Space + Dots 2 3 5 6
Cut	Space + Dots 1 3 4 6 (letter X)
Copy	Space + Dots 1 4 (letter C)
Paste	Space + Dots 1 2 3 6 (letter V)
Undo typing	Space + Dots 1 3 5 6
Redo typing	Space + Dots 2 3 4 6
Eject (Eject key)	Space + Dots 1 4 6
Show the announcement history	Space + Dots 1 3 4 5
Open keyboard help	Space + Dots 1 3
Open the Item Chooser	Space + Dots 2 4
Escape the current context	Space + Dots 1 2
Perform a simple tap	Space + Dots 3 6
Show or hide the on-screen keyboard	Space + Dots 1 4 6
Select text to the left	Space + Dots 2 3 5
Select text to the right	Space + Dots 2 5 6
Shift + Tab	Space + Dots 1 2 5 6
Search for text	Space + Dots 1 2 4
Change the output text style	Space + Dots 2 3 4 5 6
Start Dictation in a text field	Space + Dots 1 5 6
Change an item's label	Space + Dots 1 2 3 4 6
Turn QuickNav on or off	Space + Dots 1 2 3 4 5
Play or pause music	Space + Dots 1 5 6
Turn speech on or off	Space + Dots 1 3 4
Translate	Space + Dots 4 5
Move to the next output mode	Space + Dots 1 2 4 5

Move to the next input mode	Space + Dots 2 3 6
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17.7.3.4 iOS iPad Commands

Action	Command
Move to the previous container	Space + Dots 1 7
Move to the next container	Space + Dots 4 7
Move to the left Split View app (iPad only)	Space + Dots 3 5
Move to the right Split View app (iPad only)	Space + Dots 2 6

17.7.3.5 iOS 8-Dot Commands

The following commands are available when using 8-dot braille input and output modes.

Action	Command
Move to the previous container	Space + Dots 1 7
Move to the next container	Space + Dots 4 7
Delete	Space + Dot 7
Confirm or start a new line (Return)	Space + Dot 8
Turn mute on or off	Space + Dots 1 3 4 7
Open help	Space + Dots 1 3 7
Scroll one page up	Space + Dots 3 4 5 6 8
Scroll one page down	Space + Dots 1 4 5 6 8
Perform a simulated long press	Space + Dots 3 6 7 8
Single-letter Quick Nav	Space + Dots 1 2 3 4 5 7

17.8 Mac Computers

When connecting Orbit Reader 20 to a Mac, there are three possible methods. One is to connect using the USB cable that came in the box. The second is to use Bluetooth for a wireless connection. The third is to connect to VoiceOver using Braille-HID. See the section Human Interface Device (HID – (Orbit)) and Human Interface Device (HID) – Braille for more information.

17.8.1 Connecting Mac with USB

The simplest way to connect the Orbit Reader 20 to a Mac is to connect using a USB Standard-A to Micro-B cable. First, switch Orbit Reader 20 to the HID-Braille protocol by selecting HID-Braille under the USB option in the Menu. Next, run VoiceOver by pressing the Apple CMD key + F5. Then, attach the small end of the USB cable to Orbit Reader 20 with the bumps facing down and the big end to Mac. VoiceOver automatically recognizes and starts using the display. For the best results, we recommend macOS 15 or later.

17.8.2 Connecting Mac with Bluetooth

The default configuration for pairing with Mac through Bluetooth is 'Just Works'. If Bluetooth has been turned off, it can be turned on in the Menu or by pressing Space + Dots 4 7 on the Orbit Reader 20.

If Orbit Reader 20 is in the default connection, follow these steps to pair the device with a Mac:

1. Turn on Bluetooth. Bluetooth can be turned on in the Menu or by pressing Space + Dots 4 7 on the Orbit Reader 20.
2. When VoiceOver is on, open VoiceOver Utility by pressing VO-F8
3. Click the Braille category, click Displays, and then click the Add (+) button
4. Select Orbit Reader 20 in the list. VoiceOver filters the devices it detects to list only the Bluetooth braille displays that are within range of your computer and that appear to match a VoiceOver braille display driver.
5. Activate the Orbit Reader 20 device in the list to pair.

Confirm code configuration shows a random number on both the Orbit Reader 20's braille display and on the host device. Follow steps 1 through 3. Mac shows you a dialog with a security code. To confirm the request, compare the numbers in the Bluetooth dialog on the Mac with the code shown on your display. If they are the same, press Dot 8 to select 'Yes' in the dialog on the Mac. If the numbers do not match, press Dot 7 to select 'No' and try the next Orbit Reader 20 in the list. The purpose of this procedure is to allow for more than one Orbit Reader 20 device to be paired in the same room at the same time without pairing the wrong device.

If Orbit Reader 20 does not work with VoiceOver, it is possible that you are not using the latest Mac OS. We suggest you update to the latest operating system.

Check for updates. We suggest you update to the latest operating system.

If Orbit Reader 20 is not listed, make sure you have turned on Bluetooth in the Menu.

17.8.3 Controlling Orbit Reader 20 from Mac

To control how VoiceOver treats the display, follow these steps:

1. Open the VoiceOver Utility by pressing Command + F8 while VoiceOver is running.
2. Scroll down to the Braille option.
3. Select the Braille Display tab.

To turn on contracted braille, check the Contracted Braille box.

For the Mac documentation on connecting and using braille displays, see Apple's [VoiceOver Info Guide](#).

17.9 Android Devices

You can connect Android devices using Bluetooth or USB. For a USB connection, set the Orbit Reader 20 to HID-Braille by selecting HID-Braille under the USB option in the Menu, then connect the USB cable. TalkBack detects the display over HID-Braille automatically. The Bluetooth pairing steps below also apply.

17.9.1 Connecting Android with Bluetooth

In default configuration, the Orbit Reader 20 is ready to pair with Bluetooth. If Bluetooth has been turned off, it can be turned on in the Menu or by pressing Space + Dots 4 7.

1. Turn on Bluetooth. Bluetooth can be turned on in the Menu or by pressing Space + Dots 4 7 on the Orbit Reader 20.
2. Turn on the Android device and make sure TalkBack is running. TalkBack makes a connection sound to indicate successful communication.
3. Pair the display in TalkBack. Open the TalkBack menu (with three fingers tap the screen, or in one motion swipe down then right), select Braille display settings, make sure Use braille display is turned on, select Orbit Reader 20 from the list, and select Connect.
4. Set up the Android device.
To set up your Android device, follow the [Connect to a braille display](#) instructions found on the Google™ Android Accessibility Help webpage.

17.9.2 Input and Output Text With TalkBack

To read and type text, focus a text field and begin editing. Use the panning keys and the space-with-dots navigation commands to move through the text. TalkBack supports contracted and uncontracted braille for both input and output. By default, TalkBack displays Unified English Braille (UEB). To change the braille grade or language, or to review the full list of display commands, open TalkBack settings and select Braille display.

To change braille settings on your Android device, follow these steps:

1. Open the TalkBack menu. On devices that support multi-finger gestures (Android 10 and later), tap the screen with three fingers, or swipe down then right in one motion. On earlier devices, swipe down then right.
2. Select TalkBack settings, then select Braille display.
3. Make sure Use braille display is turned on.
4. Select Braille commands to review the current keyboard commands, or adjust the available braille and language options to suit your preference.

Tip: You can switch between braille grades directly on the display by pressing Space + Dots 1 2 4 5.

17.9.3 TalkBack Braille Commands

Action	Command
Go back to the previous screen	Space + Dots 1 2 (letter B)
Go to the Home screen	Space + Dots 1 2 5 (letter H)
Open TalkBack help	Space + Dots 1 2 3
Open Notifications	Space + Dots 1 3 4 5 (letter N)
Open Recent Apps	Space + Dots 1 2 3 5 (letter R)
Confirm or start a new line, in an edit field (Enter)	Space + Dot 8
Backspace, in an edit field	Space + Dot 7

Note: TalkBack braille commands may change between TalkBack versions and can be customized. For the complete, up-to-date list of commands for your display, open TalkBack settings, select Braille display, and then select Braille commands.

17.10 Chromebooks

Currently, you can only use USB to connect to a braille display from a Chromebook™ notebook computer.

17.10.1 Connecting Chromebook with USB

To connect to Chromebook with USB, follow these steps:

1. Press Dots 2 7 + Space to put the Orbit Reader 20 in Remote HID (Orbit) mode. Alternatively, Press Up Arrow + Select in the menu, and then arrow to USB.
2. Plug the Orbit Reader into the Chromebook USB port. After a few seconds, the Chromebook detects the device and turns on ChromeVox.

17.10.2 ChromeVox Settings/Commands

To adjust ChromeVox settings or learn commands, go to 'Use a braille device with your Chromebook' at:

<https://support.google.com/chromebook/answer/7020014?hl=en> webpage at the Chromebook Accessibility Help site

17.11 Fire Tablets

To pair the Orbit Reader with VoiceView on your Fire Tablet, follow these steps

1. Swipe down from the top of the screen with two fingers and double tap on Settings.

2. Find the Accessibility settings and double tap. Then double tap on VoiceView Screen Reader.
3. Navigate to Braille and double tap. Then double tap Pair Bluetooth Braille Display.
4. Make sure your Orbit Reader 20 is on and Bluetooth is on, then double tap on Scan.
5. You should see Orbit Reader 20 followed by the serial number. Double tap on it to pair.

For additional information, go to the "Use a Braille Display with Your FireTablet":(<https://www.amazon.com/gp/help/customer/display.html?nodeId=201829370>) webpage on the Amazon Help and Customer Service site.

17.12 Windows PCs

Before connecting Orbit Reader 20 with a PC, you must first decide how you wish to connect: Bluetooth or USB. This is a personal preference. USB charges the device as you use it, so it is a good choice when your battery is low. Bluetooth does not use wires, so it is a good choice when you are on the go.

17.12.1 Connecting Windows with USB

If your screen reader does not support HID (Orbit), switch to the Serial protocol on the Orbit Reader 20 with the hotkey or selecting Serial from the USB option in the menu.

For Windows versions 7 and newer, the serial interface requires the installation of two drivers: one for the USB and one to make the USB port appear like a COM port. The only exception is Windows XP. Because it is Serial only, it can just be plugged in. The second driver is required because many screen reading programs handle braille displays like a serial device. The COM port assignment driver shows the assigned port number used to communicate with the display. Take a note of the COM port number now for later use. If you need to look it up at a later time, go to Device Manager while the display is connected and look in the section for Ports: COM and LPT. One of the COM ports is assigned to Orbit Reader 20. You need to use that number when you set up your screen reader. Once the display is connected to the device you wish to use, configure the software to use Orbit Reader 20.

17.12.2 Connecting Windows with Bluetooth

When connecting the Orbit Reader 20 with Bluetooth, you must first choose a pairing configuration.

The default configuration is 'Just Works'. If Orbit Reader 20 is in the default connection, follow these steps to pair the device:

1. On the PC, perform a Bluetooth search.
2. Select the Orbit Reader 20 from the list of Bluetooth devices.

Confirm code configuration shows a random number on both the Orbit Reader 20's braille display and on the host device. Follow steps 1 and 2; then, to confirm the request, compare the numbers in the Bluetooth dialog on the Windows PC with the code shown on your display. If they are the same, press Dot 8 to select 'Yes'. If the numbers do not match, press Dot 7 to select 'No' and try the next Orbit Reader 20 in the list. The purpose of this procedure is to allow for more than one Orbit Reader 20 device to be paired in the same room at the same time without pairing the wrong device.

The device pairs with the Orbit Reader 20 and an incoming Bluetooth virtual serial port is set up on the PC.

Next, check the Ports list in the Windows Device Manager to find the COM port number assigned to the outgoing Bluetooth serial port. Make a note of this number.

In your screen reader on the PC, set the active Braille display COM port to use as the relevant Bluetooth serial port COM number.

17.12.3 Non-Visual Desktop Access (NVDA)

If you have NVDA (we recommend using the latest version of NVDA) installed on your PC, it automatically recognizes the Orbit Reader 20. If NVDA is not recognizing the display, go to the NVDA Preferences menu and select Braille Settings from the list. From the braille display drop-down menu, select "Baum/Humanware/APH/Orbit Displays" and click OK.

Note: Over USB, use the HID-Braille protocol on the Orbit Reader 20 (select HID-Braille under the USB option in the Menu).

If Orbit Reader 20 is not one of the displays shown in the Braille Display list, upgrade NVDA to the newest version and repeat the process. NVDA turns 'On' braille output when it is configured for the display. To turn 'Off' braille support, select "No Braille" from the Braille Display options in the Braille Settings menu.

17.12.3.1 NVDA Commands

Action	Command
Move up one line	Up Arrow
Move down one line	Down Arrow
Move left one character	Left Arrow
Move right one character	Right Arrow

Confirm (Enter)	Select
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17.12.4 Job Access with Speech (JAWS)

Orbit Reader 20 is supported on JAWS 2020 and later. No driver installation is required, as support is integrated into JAWS.

17.12.4.1 Connecting with USB (JAWS 2026 and later)

JAWS 2026 and later support the plug-and-play HID-Braille standard over USB. In this mode, JAWS automatically detects the Orbit Reader 20, so no manual display selection is required.

1. On the Orbit Reader 20, open the Menu, arrow to the USB option, and select HID-Braille.
2. Connect the Orbit Reader 20 to your computer with the USB cable.
3. Start or restart JAWS. JAWS detects the display automatically and begins brailleing the screen.

Note: HID-Braille is currently available over USB only. See Connecting with Bluetooth below for Bluetooth connections.

17.12.4.2 Connecting with USB (JAWS 2025 and earlier)

JAWS 2025 and earlier use the HID (Orbit) protocol and require the display to be selected manually. On the Orbit Reader 20, set the USB protocol to HID (Orbit) by pressing Space + Dots 2 7, then follow these steps:

1. Start or restart JAWS.
2. Insert + J to bring up JAWS menu.
3. Press Enter on Options.
4. Down Arrow to Braille and press Enter.
5. Tab to Add and press Enter.
6. Arrow Up or Down to Orbit Reader 20 and press Space to check the box and select it.
7. Tab to the Next button and press Enter.
8. Select USB.
9. Tab to the Next button and press Enter.
10. Select Orbit Reader 20 as primary device.
11. Tab to the Finish button and press Enter.
12. Restart JAWS.

17.12.4.3 Connecting with Bluetooth (all supported versions)

HID-Braille is currently available over USB only. Bluetooth connections continue to use the legacy selection procedure on all JAWS versions, including JAWS 2026 and later. Orbit Research is actively working to bring Bluetooth in line with USB so that the same features are available over both connection types on JAWS 2026 and later.

1. Press Space + Dots 4 7.
2. Follow steps 1-7 of the JAWS 2025 and earlier USB procedure above.
3. Select the COM port where the Orbit Reader 20 is connected (check device manager for COM port or use COM port you saved from previous steps).
4. Follow steps 9-12 of the JAWS 2025 and earlier USB procedure above.

To turn off braille support, follow these steps:

1. Insert + J to bring up JAWS menu.
2. Press Enter on Options.
3. Down Arrow to Braille and press Enter.
4. Up Arrow to No Braille Display.
5. Tab to Ok and press Enter.
6. Restart JAWS.

Note: For a longer description of any of the following commands, turn JAWS keyboard Help 'on' by pressing Insert + 1 and type the command. Quickly type the command twice to get an even longer description. Press Insert + 1 again to exit JAWS keyboard Help mode.

17.12.4.4 JAWS Braille Commands (HID-Braille, JAWS 2026 and later)

With HID-Braille, JAWS uses a generic, standardized command set that is common across braille displays. The commands below use only the Perkins-style braille keyboard and the panning keys on the Orbit Reader 20. In the tables, "Space +" means hold the Space bar together with the listed dots (a chorded command).

Modifier Keys

To simulate a keystroke that includes CTRL, ALT, WINDOWS Key, SHIFT, or the JAWS Key (INSERT), hold Space + Dot 8 together with the modifier dot below, release, then press the remaining key. For example, for CTRL+V press Space + Dots 3 8, release, then press V (Dots 1 2 3 6).

Key	Add to Space + Dot 8
INSERT	Space + Dots 8 + Dot 2

CTRL	Space + Dots 8 + Dot 3
WINDOWS Key	Space + Dots 8 + Dot 4
JAWS Key	Space + Dots 8 + Dot 5
ALT	Space + Dots 8 + Dot 6
SHIFT	Space + Dots 8 + Dot 7

Function Keys

To simulate F1 through F12, press Space + Dots 1 8, then A through L (A = F1 through L = F12). For example, for F6 press Space + Dots 1 8, then F (Dots 1 2 4).

Special Keys

Action	Command
ESC	Space + Dots 1 3 5 6
Backspace	Dot 7
Confirm or start a new line (Enter)	Dot 8
CTRL + Backspace	Space + Dots 1 2 3 4 5 6 7
Tab	Space + Dots 4 5
Shift + Tab	Space + Dots 1 2
Home	Space + Dots 1 3
End	Space + Dots 4 6

Navigation Commands

Action	Command
Say the previous character	Space + Dot 3
Say the next character	Space + Dot 6
Say the current character	Space + Dots 3 6
Say the previous word	Space + Dot 2
Say the next word	Space + Dot 5
Say the current word	Space + Dots 2 5
Say the previous line	Space + Dot 1
Say the next line	Space + Dot 4
Say the current line	Space + Dots 1 4
Move to the top of the file	Space + Dots 1 2 3
Move to the bottom of the file	Space + Dots 4 5 6
Say all	Space + Dots 1 2 4 5 6
Move to the previous document window	Space + Dots 2 3
Move to the next document window	Space + Dots 5 6
Exit Forms Mode	Space + Dots 1 3 4 6
Say the window prompt and text	Space + Dots 1 2 4 5

Selection Commands

Action	Command
Select the previous character	Space + Dots 3 7
Select the next character	Space + Dots 6 7
Select the previous word	Space + Dots 2 7
Select the next word	Space + Dots 5 7
Select the previous line	Space + Dots 1 7
Select the next line	Space + Dots 4 7
Select from the start of the line	Space + Dots 1 3 7
Select to the end of the line	Space + Dots 4 6 7
Select from the top	Space + Dots 1 2 3 7
Select to the bottom	Space + Dots 4 5 6 7

Braille Configuration Commands

Action	Command
Expand the current word (grade 2)	Space + Dots 2 3 4 5
Toggle grade 2 translation	Space + Dots 1 2 4 5 7
Toggle characters and attributes	Space + Dots 1 6
Cycle among braille display modes	Space + Dots 1 3 4
Toggle 8-dot / 6-dot braille	Space + Dots 2 3 6
Change the cursor shape	Space + Dots 1 4 6
Restrict the braille cursor	Space + Dots 1 2 3 5
Switch the braille translation table	Space + Dots 2 3 4 5 7

JAWS Commands

Action	Command
Toggle keyboard help	Space + Dots 1 4 5 6
Open JAWS Find	Space + Dots 1 2 4

17.12.4.5 JAWS Braille Commands (JAWS 2025 and earlier)

Reading Commands

Action	Command
Move the display to the left	Left
Move the display to the right	Right
Move the display up one line	Up
Move the display down one line	Down
Pan left one braille window	Pan Left
Pan right one braille window	Pan Right

Move to the top of the active window	Select + Dots 1 2 3
Move to the bottom of the active window	Select + Dots 4 5 6
Route braille to the active cursor	Select + R
Say the current line	Dots 1 4, or Space + Dots 1 4
Say the current word	Dots 2 5, or Space + Dots 2 5
Say the current character	Dots 3 6, or Space + Dots 3 6

Navigation Commands

Action	Command
Move to the previous document window	Dots 1 3, or Space + Dots 1 3
Move to the next document window	Dots 4 6, or Space + Dots 4 6
Move to the beginning of the file	Dots 1 2 3, or Space + Dots 1 2 3
Move to the end of the file	Dots 4 5 6, or Space + Dots 4 5 6
Page Up	Dots 1 2 3 4 5, or Space + Dots 1 2 3 4 5
Page Down	Dots 1 2 4 5 6, or Space + Dots 1 2 4 5 6
Home	Space + Dots 1 2 3 4
End	Space + Dots 1 4 5 6
Up Arrow	Space + Dot 1
Down Arrow	Space + Dot 4
Move to the previous word	Space + Dot 2
Move to the next word	Space + Dot 5
Move to the previous character	Space + Dot 3
Move to the next character	Space + Dot 6

Editor Commands

Action	Command
Backspace (acts as a shift key when typing braille)	Dot 7
Confirm or start a new line (Enter)	Dot 8
Tab	Dots 4 5, or Space + Dots 4 5
Shift + Tab	Dots 1 2, or Space + Dots 1 2
Delete the current character	Dots 1 4 5, or Space + Dots 1 4 5
Select all	Dots 1 8, or Space + Dots 1 8
Select from the top of the document	Dots 1 2 3 7 8, or Space + Dots 1 2 3 7 8
Select to the bottom of the document	Dots 4 5 6 7 8
Select the previous page	Dots 1 2 3 4 5 7 8
Select the next page	Dots 1 2 4 5 6 7 8
Select to the beginning of the line	Dots 1 2 3 4 7 8

Select to the end of the line	Dots 1 4 5 6 7 8, or Space + Dots 1 4 5 6 7 8
Select the previous line	Dots 1 7 8
Select the next line	Dots 4 7 8
Select the previous word	Dots 2 7 8
Select the next word	Dots 5 7 8
Select the previous character	Dots 3 7 8
Select the next character	Dots 6 7 8
Copy to the clipboard	Dots 1 4 8, or Space + Dots 1 4 8
Cut to the clipboard	Dots 1 3 4 6 8, or Space + Dots 1 3 4 6 8
Paste from the clipboard	Dots 1 2 3 6 8, or Space + Dots 1 2 3 6 8
Undo	Dots 1 3 5 6 8, or Space + Dots 1 3 5 6 8

Windows Commands

Action	Command
Open the Start menu	Dots 1 3 4 7 8
Toggle the menu bar	Dots 1 3 4, or Space + Dots 1 3 4
Escape	Dots 1 3 5 6, or Space + Dots 1 3 5 6
Alt + Tab	Dots 2 3 4 5, or Space + Dots 2 3 4 5
Minimize all applications	Dots 1 4 5 7 8

General Commands

Action	Command
Toggle keyboard help	Dots 1 4 5 6
Toggle type-keys mode	Space + Dots 1 2 3 4 5 6
Switch to the JAWS cursor	Select + Dots 2 4 5
Switch to the PC cursor	Select + Dots 1 2 3 4
Route the JAWS cursor to the PC cursor	Select + Dots 1 4
Say all to the bottom	Dots 1 2 3 4 5 6 7 8
Toggle grade 2 translation	Dots 1 2 4 5, or Space + Dots 1 2 4 5
Toggle grade 2 translation of the current word	Select + Dots 2 4 5 6
Display the last flash message	Select + Dots 1 2 4
Open JAWS Find	Space + Dots 1 2 4
JAWS Find Next	Dots 2 5 7 8
JAWS Find Previous	Select + Dots 2 5 7 8
Toggle active cursor follows braille	Select + Dot 1
Toggle braille follows active cursor	Select + Dot 4
Cycle through braille modes	Select + Dots 1 3 4

Display 6-dot braille	Select + Dots 2 3 5
Display 8-dot braille	Select + Dots 2 3 6
Toggle the cursor shape	Select + Dots 1 4 6
Restrict the braille cursor	Select + Dots 1 2 3 5
Toggle characters and attributes	Select + Dots 1 6
Toggle braille color marking	Select + Dots 3 4
Select attributes to display	Select + Dots 1 3
Set 8 characters per space	Space + Dots 2 3 6
Set unlimited characters per space	Space + Dots 1 3 6
Toggle 8 / unlimited characters per space	Select + Dots 1 3 4 6
Cycle table reading options	Select + Dots 2 3 4 5
Cycle table header options	Select + Dots 1 2 5
Open the Graphics Labeler	Select + Dots 1 2 4 5
Open Quick Settings	Select + Dots 1 2
Adjust JAWS options	Select + Dots 1 2 3 6
Open the JAWS window	Dots 2 4 5, or Space + Dots 2 4 5
Run JAWS Manager	Dots 2 3 7 8
List the links on the page	Dots 2 3 5 6 7 8
Show the current time	Dots 2 3 4 5 7 8
Show the script file name	Select + Dots 1 2 3 4 5
Quit JAWS	Dots 2 5 6 7 8

Special Key Commands

Action	Command
Simulate CTRL + A through CTRL + Z	Dot 8 + any letter
Simulate F1 through F10	Dot 7 + Computer Braille number 1-0 (0 = F10)
Simulate CTRL + F1 through CTRL + F10	Dot 8 + Computer Braille number 1-0

17.12.5 Dolphin ScreenReader

To connect Orbit Reader 20 to Dolphin ScreenReader, the device must be connected by a Standard-A to Micro-B USB cable and set in HID protocol mode.

1. Press Select + Up Arrow to open menu
2. Down Arrow to the USB selection or Dot 8
3. Right Arrow to select HID (Orbit)
4. Press Select
5. Press Dot 7 to return to the last location

Dolphin ScreenReader automatically detects Orbit Reader 20 and begins displaying braille.

Another way to quickly switch to HID (Orbit) mode is to use the shortcut keys Space + Dots 2 7.

17.12.6 Narrator

Narrator is the screen reader built into Windows. Narrator braille support works with the Orbit Reader 20 on Windows 11 over USB.

On the Orbit Reader 20, set the USB mode to HID (Orbit) by opening the Menu, selecting the USB option, choosing HID (Orbit), and pressing Select. Then connect the Orbit Reader 20 to your computer with the USB cable.

Install Narrator braille support: Narrator braille is installed as an optional Windows feature. To install it, follow these steps:

- Press the Windows logo key + Ctrl + N to open Narrator settings.
- Select the braille display with Narrator button to open the braille page.
- Select the Download and install braille button. This may take some time.
- When the download is complete, restart your computer when prompted, then log back in and return to Narrator settings.
- In the Braille section of Narrator settings, turn on the Turn on braille switch.
- Select Add a braille display, then choose the Orbit Reader 20 manufacturer and the USB connection type.

Note: If you use the same braille display with a third-party screen reader such as JAWS or NVDA, you may need to change the braille display driver. In Narrator settings, select the Use a braille display with Narrator button, then under Braille display driver select the driver used by your third-party screen reader so you can switch between Narrator and that screen reader.

Uninstall Narrator braille support: To remove Narrator braille, open Settings (Windows logo key + I), select Apps, go to Optional features, then Installed features, search for Accessibility - Braille support, expand it, and uninstall the feature. Restart the device after braille support is removed.

18 Key Lock Command

The Key Lock command prevents accidental key presses. The command is to hold Dots 7 8 for two seconds or more. Pressing and holding these same keys again, unlocks the keys. You can also unlock the keys by turning the device off and back on again.

19 System Alerts

System alerts, such as — “Battery low” are indicated by a periodic cycling of the eight dots in the last cell of the device.

Any information in that cell is displayed again after the notification.

Alerts are seen by invoking the Menu or the Editor Context Menu. Pressing Select causes the next alert to appear, if there are any more. The alert is removed from the alert list once it has been displayed.

If no more alerts are in the list, the first Menu or Editor Context Menu item appears. Pressing Dot 7 clears all pending alerts and puts you back at the first Menu or Editor Context Menu item.

If the alert message length is longer than 20 characters, you can navigate through the message using the Panning keys. If you are already in the Menu or Editor Context Menu when an alert happens, you can review the alert by pressing the Space key.

20 Reboot the Device

If the Orbit Reader 20 suddenly no longer responds to button presses, and you know the battery is not fully discharged, then you may try rebooting the device by pressing the lower Right Panning key + Dot 8. There is no indication of the reset event. The unit is in power off condition after reset and needs to be powered on before it can be used.

21 Device Upgrade Procedure

New versions of the firmware for the Orbit Reader 20 are released from time to time, containing improvements, bug fixes and new features. This section describes the procedure for updating the OR-20 firmware.

There are two ways to upgrade the firmware of the OR-20: either using a Windows PC and a USB cable, or using an SD card containing the update file. The USB upgrade method requires a Windows PC, but the upgrade process is simple and quicker, but the SD card upgrade method only requires a computer to download the update file and put it on the SD card; then no computer is required to perform the actual upgrade.

There are two parts to either upgrade procedure:

1. Download the firmware package
2. Upgrade the Orbit Reader 20

The process for downloading the firmware package is common to either upgrade method.

21.1 Download firmware package

To download a Firmware Upgrade Package for the Orbit Reader 20:

1. Go to the Orbit Research Support webpage (<http://www.orbitresearch.com/support/orbit-reader-20-support/>)
2. For the most current version, select Download Most Recent Firmware. (<http://www.orbitresearch.com/support/orbit-reader-20-support/orbit-reader-firmware-download/>). Alternatively, to download an older firmware version, select Download previous firmware release versions, and select the Upgrade Package of your choice. (<http://www.orbitresearch.com/old-software-releases-archive/>)
3. Select OR20 Firmware Upgrade Package vB0.00.00.XXrYY.
4. Save the zip file to your PC.

When the download is complete, follow these steps:

1. Open the folder on your computer where the firmware file was downloaded. This is usually your Downloads folder.
2. Right click on the file and choose "Extract all" *OR* select the file by arrowing to it, press the application key and choose "Extract all" from the Context menu.
3. Follow the dialog steps to extract the it to a folder of your choice.

When finished, your chosen folder should contain a folder named after the version of the release, for example, OR20_XX.XX.XX. Make a note of the location of this folder for use in the next section of this document.

For information about bugs, fixes, and additions to the software, see the latest version's Release Notes on the Orbit Research Firmware. Download the webpage at <http://www.orbitresearch.com/support/orbit-reader-20-support/orbit-reader-firmware-download/>

21.2 Using the Windows PC Upgrade Utility

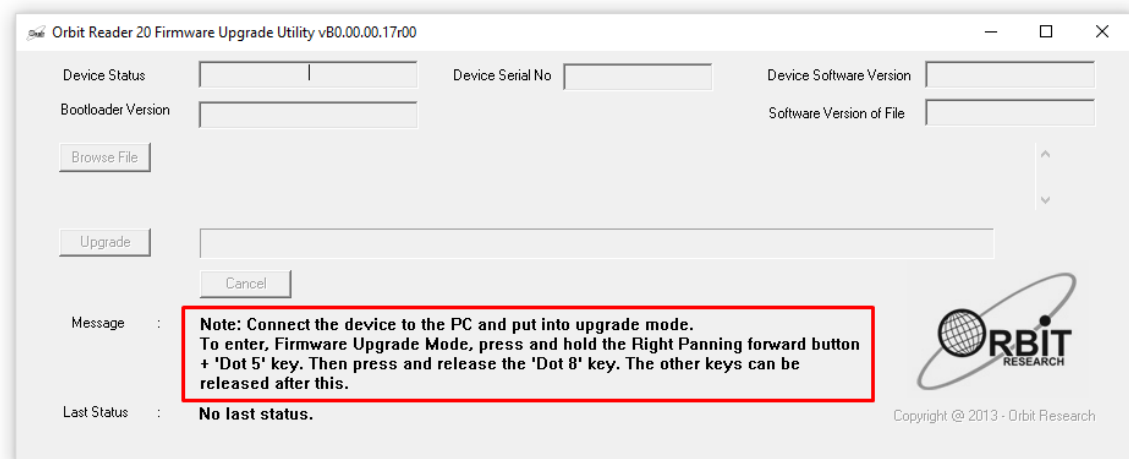
The following is required to perform the upgrade to the Orbit Reader 20 with a PC:

1. Orbit Reader 20 unit
2. Standard-A to Micro-B or Type-C USB cable
3. A PC running Windows XP or later
4. The Orbit Reader 20 Upgrade Utility file found in the Orbit Reader 20 folder (see Download firmware package).
5. Orbit Reader 20 Release Bin file found in the Orbit Reader 20 folder (see Download firmware package).

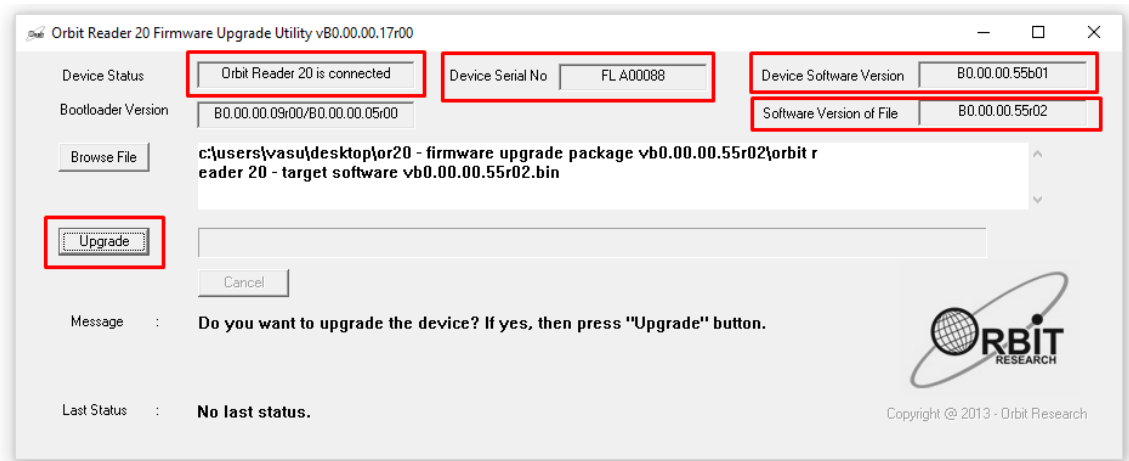
To upgrade the firmware, follow these steps:

1. Make sure the Orbit Reader 20 is turned off.

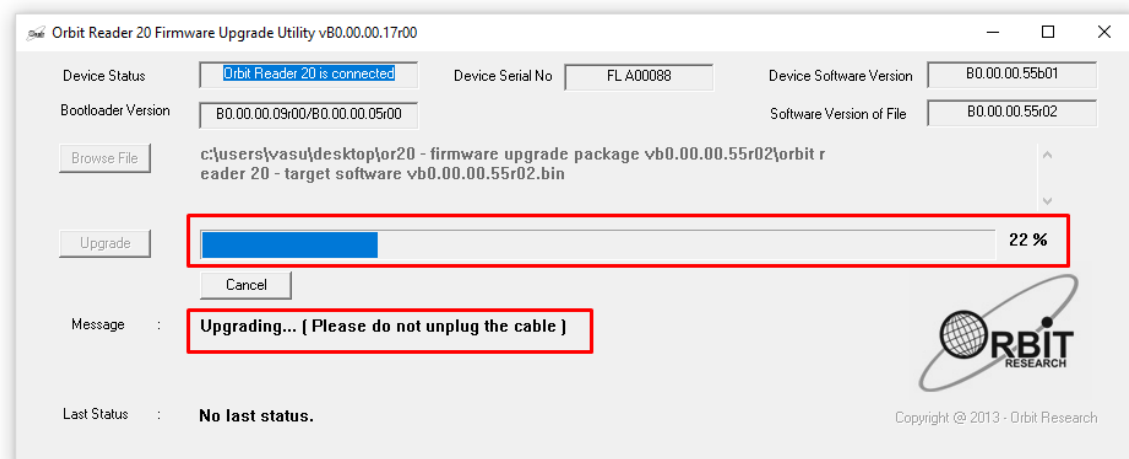
2. Connect the Orbit Reader 20 to the PC using the USB cable.
3. In the Release folder on your PC, run the Orbit Reader 20 Firmware Upgrade Utility. If you receive an error message, see [Troubleshooting](#) section. Assuming no errors, the program displays the message, “Note: Connect the device to the PC and put into upgrade mode. To enter, Firmware Upgrade Mode, press and hold the Right Panning forward button + 'Dot 5' key. Then press and release the 'Dot 8' key. The other keys can be released after this” in the message field.



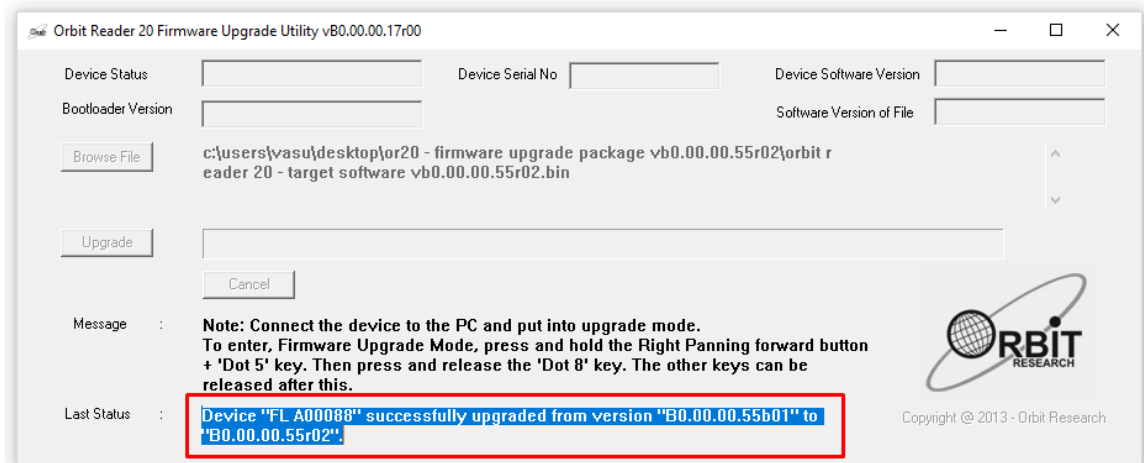
4. Press and hold down the Right Panning forward button + Dot 5, then press Dot 8. The utility shows the message “Orbit Reader 20 is connected” in the device status field. It shows the message “Do you want to upgrade the device?” in the message field at the bottom of the dialog.
5. Release Dot 8 first, then release the Right Panning key and Dot 5. This switches the Orbit reader 20 to Upgrade mode. You should hear a tone on your PC.
6. The utility shows the device serial number and the software version of the device at the top right corner of the window. If the serial number is blank, repeat steps 4 and 5.
7. Activate the Browse button found in the dialog.
8. Browse and select the firmware bin file from your PC. The file is in the folder you unzipped previously.
9. Once the file is selected, the dialog shows the software version of the selected file.



10. Activate the Upgrade button.
11. The utility starts upgrading the device.



12. Do not unplug the cable. Wait for the message “Device upgrade has been completed” on the upgrade utility or until the Orbit Reader reboots and shuts down.



13. The Orbit Reader is upgraded. Turn on the Orbit Reader to start using the device.

To check for a successful upgrade of the Orbit Reader, press Select + Up Arrow to open the Orbit Reader Menu and arrow to "Ver" in the list. The version number of the firmware release should match the number shown in the upgrade utility.

21.3 Using an SD card to Perform the Upgrade

The following is required to perform the upgrade to the Orbit Reader 20 from an SD card:

1. Orbit Reader 20 unit
2. Orbit Reader 20 Release Bin file found in the Orbit Reader 20 folder of the download package (see Download the Firmware Package).
3. Please note that in order to use this feature, you need to have bootloader version vB0.00.00.10b04 or later. You can check the current bootloader version from the Menu. Press Select + Up Arrow to open the Menu and arrow to "Bver" in the list or alternatively, press Space + Dot 127. If the current bootloader version is an older one, please upgrade the bootloader first. The latest bootloader package can be found on the Orbit Research website (<https://www.orbitresearch.com/support/orbit-reader-20-support/>).
4. Your SD card should have a FAT32 file system

To upgrade the firmware, follow these steps:

1. Copy the binary file "Orbit Reader 20 - Target Software vB0.00.00.XXrYY.bin" from the download package to the root folder of the SD card. Use either the Orbit Reader Mass Storage Mode, or remove the SD card and put it in a card reader. When completed, insert the SD card into the Orbit Reader 20.

2. Turn off the OR-20. The unit should be turned off before the upgrade is started.
3. Press and hold the Right Panning forward button + Dot 4, then turn on the Orbit Reader 20; it will show the message “Preparing...”. Now you can release all the keys. Typically, it will take about 40 to 50 seconds to prepare.
4. Once preparation is complete, the Orbit Reader 20 should show the message “Upgrading...”. Progress is shown by blinking 4 cells of dot 6 at the end of the message.
5. Typically, it will take 2.5 to 3 minutes to upgrade the firmware. Do not remove the SD card during the upgrade.
6. When the upgrade has completed, the Orbit Reader 20 will show the message “Upgrade complete” for a few seconds and then the device will automatically reset itself and turned off.
7. After upgrading the firmware, when you turn on the OR-20 for the first time, it will show the message “Upgrade successful”. It does not show this message if you upgrade the same software version or older one.
8. The Orbit Reader is upgraded. Turn on the Orbit Reader to start using the device.

To check for the successful upgrade of the device, press Select + Up Arrow to open the Orbit Reader Menu and arrow to "Ver" in the list. The version number of the firmware release should match the number in the name of the bin file.

21.3.1 Troubleshooting

1. In case the unit freezes up or does not accept any commands at all, you can perform a recovery. Please follow the steps as suggested below.
 - a. Try a different key combination to upgrade (see below).
 - b. Make sure that you have the binary file “Orbit Reader 20 - Target Software vB0.00.00.XXrYY.bin” into the root directory of the SD card.
 - c. Press and hold the Right pan lower + Dot 4 keys + the Power button and wait for the message “Preparing...”. If you don’t get any message within 4 or 5 seconds, press and release the Dot 8 key and then release the other keys.
 - d. Wait for about a minute. The Orbit Reader should start upgrading and show the message “Upgrading”.
 - e. Typically, it will take 2.5 to 3 minutes to upgrade the firmware.
 - f. The OR-20 shows the “Upgrade complete” message after completion of a successful firmware upgrade for 5 to 8 seconds and then the device will automatically reset/shut down itself.

- g. After upgrading the firmware, when you turn on the OR-20 for the first time, it will display the “Upgrade successful” message
2. If the Orbit Reader does not show the message “Preparing”, make sure you had pressed the keys in the correct sequence. Press and hold the Right pan lower + Dot 4 keys and without releasing them, press the power key to turn on the device.
3. If you don't have firmware version B0.00.00.55r02 or later, you may not see the messages “Preparing...” properly when you start the firmware. Wait for around 1 minute. It will eventually show the message “Upgrading”.
4. If you are not sure at what stage of the upgrade process you are, you can always start from the first step. Just reset the OR-20 by pressing Dot 8 and the Right pan down key.
5. If you do not get the message “Upgrade successful” after turning on the OR-20 for the first time, there could be a chance that you had upgraded the OR-20 with the same software version. You can always check the current firmware version from the menu. Press Select + Up Arrow to open the Menu and arrow to "Ver" in the list.

22 Language Options (Localization)

In Stand-Alone mode, you can change the operating language to meet your language needs (known as localization). The default translation table used is English Braille ASCII. The English table is available always within the device and can be used even after performing localization. Only one other language can be loaded at a time.

To perform localization of the Orbit Reader 20, you can either create and upload the localization files or just upload existing files to the device. See the link <http://www.orbitresearch.com/support/orbit-reader-20-support/orbit-reader-20-localization-download/> for instructions on how to create and upload localization files.

After the localization files are uploaded, you can switch between the files for different language options.

22.1 Get Localization Files

To get the Localization files:

1. Go to Orbit Support page at <http://www.orbitresearch.com/support/orbit-reader-20-support/orbit-reader-20-localization-download/> and download the language of your choice.
2. Go to the saved as file name and extract the zip file to a location that you will remember.
3. Create a folder on the SD card called Locale.

4. Copy the extracted files to the Locale folder on the SD card.

22.2 Upload Existing Localization Files

To upload existing localization files:

1. Select 'Load language' from the Localization Preference menu.
2. Select one of the three options:
 - Load Locale - Orbit Reader 20 shows Region code name list for the languages that have both the Table files (.lan) and System Messages files (.loc) available in the "locale" folder on the SD card, along with the default option. Press Select for the language file of your choosing.
 - Load.loc Only - Orbit Reader 20 shows the list of System Messages files, along with the default option. Press Select for the language file of your choosing. Note: You need to ensure that the correct ASCII to Braille table of the desired region has been uploaded.
 - Load .lan Only - Orbit Reader 20 shows the list of Table files, along with the default option. Press Select for the language file of your choosing.

22.3 Switch Localization Files

1. Press Up + Select to open the Menu
2. Arrow down to Switch Language
3. Right arrow to Switch Locale.
4. Press Up/Down Arrow to navigate through options.
5. Press Select to select a language.

If you only want to switch messages, follow steps 1-3 for switching localization files and press Right Arrow to go to Switch .loc only. Then press Select or Dot 8 to select from the options.

If you only want to switch the braille language tables, follow steps 1-3 for switching localization files and press Right Arrow twice. Then press Select or Dot 8 to select from the options.

23 Troubleshooting

If the Orbit Reader 20 does not power on or seems to freeze, try these options in the following order:

Option 1: Plug in device

1. Plug in the unit with the supplied AC wall connector and cable to ensure the battery is charged. This is the most reliable power source.
2. Let the unit charge for at least an hour or more.

3. Hold the Power button for at least two seconds. If the unit is on, it should turn off. If it is off, it should come on.

Option 2: Check SD card

1. Remove the SD card.
2. Hold the Power button for two seconds.

Option 3: Unplug device

1. If the unit is plugged in, unplug the power cord.
2. Hold the Power button for at least two seconds.

Option 4: Reset device

1. Press the Reset command (Dot 8 + right-bottom Panning key). **Note:** On reset, the unit is unresponsive, and there is no change to the display.
2. Hold the Power button for at least two seconds.

Option 5: Remove the battery

Note: Use this option as a last resort.

1. Call customer service for guidance on safely removing the battery.
2. Leave it out for a few minutes.
3. Reconnect it, then try the options again.

If none of the options work and the device does not come on, contact Customer Service at techsupport@orbitresearch.com.

23.1 Exercising the Pins

If you experience issues with the pins, you may exercise the pins following the steps described below

1. Power On the unit.
2. Enter into test mode (Press and hold space key + tap power button 5 times).
3. The unit shows the unit serial number.
4. Press the space key, this will toggle all pins up or down.
5. Make a note of pins that are misbehaving if any
6. Press the Select + down arrow key, this will automatically toggle all the pins up and down. This may also help to recover the pins if they are stuck due to nominal dust in the pin movement path.

7. Allow the exercise to run for 4-5 minutes only and press select to stop the process
8. Restart the device and check if the stuck pins have recovered

23.2 Generating a debug log

If you encounter any unexpected behaviour with system software, you can generate log and share it with us to help us diagnose the issue. The debug log can be generated by following the steps described below.

1. Charge the unit till the battery level is above 10%.
2. Power On the unit.
3. Insert the SD card into the SD card slot of the unit.
4. Make sure you are in local mode. Press Select + left to go into the local mode.
5. Press Dot 1 3 4 6 7 8 key.
6. A file named ".Logfile_[Unit serial number].txt" (e.g. .Logfile_SUA00051) will be generated in the SD card.
7. Press Space + Dot 7 + Dot 5 key to switch unit to mass storage/media device mode or simply attach the SD card.
8. Copy ".Logfile_[Unit serial number].txt " to PC and email to us at techsupport@orbitresearch.com.

24 Battery Use and Replacement

Orbit Reader 20 includes a rechargeable Lithium-ion battery. It fully charges in about three hours under optimal conditions. A full battery charge lasts approximately three days of typical use. You can check the Battery status in the Menu.

When the battery in the Orbit Reader 20 gets to 10%, Dot 8 of the 20th cell on the display blinks on and off. This behavior is normal, indicating that the battery is low.

The battery in Orbit Reader 20 should last several years. Gradually, the battery begins holding its charge for less and less time. When the amount of time the battery holds a charge becomes inconvenient, it is time for replacement.

To replace the battery, follow these steps:

1. Obtain a replacement battery. Use only the battery designed for Orbit Reader 20. Batteries are available from:
 - American Printing House for the Blind, Inc.

- Orbit Research, Inc.
- 2. Remove the battery door screws.
- 3. Remove the battery door.
- 4. Carefully unplug the connector. Do not pull the wire. Use connector instead.
- 5. Insert the new battery.
- 6. Replace the cover and screws.

To dispose of batteries properly, call the recycling center at 1-800-822-8837.

25 Accessories Information

Orbit Reader 20 has two holes on the lower-front corners of the device, one on each corner. The holes are there to provide a means to attach a strap to the device, with the use of key rings. The key rings can be 10-40 mm in diameter and up to 3 mm in thickness.



26 Orbit Reader 20 Cleaning Tips

Due to exposure to natural elements such as dust and oils, the Orbit Reader 20 should be cleaned periodically.

The following are some tips to keep your Orbit Reader 20 clean:

- Cleaning should be performed with the unit switched off and with all pins in the down position.
- Use a vacuum cleaner with a soft tip attachment to remove dust from the pin area.
- Use a lint-free cloth to wipe the cells.
- The cloth may be moistened with water.
- Avoid using the following:
 - Paper towels, cotton swabs or materials that can release fibers
 - Alcohol or ammonia based cleaners
 - Canned or compressed air

27 General Specifications

- Dimensions (WxHxD): 6.61 x 1.4 x 4.41 inch (168 x 35.56 x 112 mm)
- Weight: 0.99 lbs. (450 grams)
- Braille Cells: 20 eight-dot braille cells; Refresh rate < .75 sec
- Braille Input Keys: 8-key Perkins style keypad, with space bar
- Additional Keys: Power on/off button, 4-way cursor keys and select key, 2 panning keys, rocker type
- Supported File Formats: .txt, .brl, .brf
- OS Support: Windows - NVDA, JAWS, Dolphin Supernova, Microsoft Narrator, Mac OS X - Voiceover, iOS - Voiceover, Android - TalkBack, Fire OS - VoiceView, Chrome OS - ChromeVox,
- Interfaces and Ports: 1x Micro-B or Type-C USB port, USB 2.0, for host interface, firmware upgrade and battery charging
Bluetooth 2.1, Class 2
- Flash Media Slot, 1x SD card (4GB to 32GB capacity)
- Battery: User-replaceable, rechargeable Lithium-Ion battery
- Battery Life on a full charge: 3 days of typical use
- Charging Method: PC charger - Charge over USB Port – 5V, 500 mA Max, Wall charger - Charge over USB Port – 5V, 1000 mA Max; USB BC1.2 compliant charger required
- Environmental Conditions: Operating Temperature: 5 °C to 45 °C, Operating Humidity: 10% - 70% relative humidity, Storage Temperature: - 15 °C to 70 °C
- Storage Humidity: 5% - 90% relative humidity

28 Appendices

28.1 Appendix A - Computer Braille Chart

- ASCII Code 33: Exclamation mark, Dots 2-3-4-6
- ASCII Code 34: Quotation marks, Dots 5
- ASCII Code 35: Number sign (Hash), Dots 3-4-5-6
- ASCII Code 36: Dollar sign, Dots 1-2-4-6
- ASCII Code 37: Percentage sign, Dots 1-4-6
- ASCII Code 38: Ampersand, Dots 1-2-3-4-6
- ASCII Code 39: Apostrophe, Dots 3
- ASCII Code 40: Opening round bracket, Dots 1-2-3-5-6
- ASCII Code 41: Closing round bracket, Dots 2-3-4-5-6
- ASCII Code 42: asterisk, Dots 1-6
- ASCII Code 43: Plus sign, Dots 3-4-6

- ASCII Code 44: Comma, Dots 6
- ASCII Code 45: Minus sign, Dots 3-6
- ASCII Code 46: Full stop, Dots 4-6
- ASCII Code 47: Forward Slash, Dots 3-4
- ASCII Code 48: 0, Dots 3-5-6
- ASCII Code 49: 1, Dots 2
- ASCII Code 50: 2, Dots 2-3
- ASCII Code 51: 3, Dots 2-5
- ASCII Code 52: 4, Dots 2-5-6
- ASCII Code 53: 5, Dots 2-6
- ASCII Code 54: 6, Dots 2-3-5
- ASCII Code 55: 7, Dots 2-3-5-6
- ASCII Code 56: 8, Dots 2-3-6
- ASCII Code 57: 9, Dots 3-5
- ASCII Code 58: Colon, Dots 1-5-6
- ASCII Code 59: Semicolon, Dots 5-6
- ASCII Code 60: Opening triangular bracket, Dots 1-2-6
- ASCII Code 61: Equal to sign, Dots 1-2-3-4-5-6
- ASCII Code 62: Closing triangle bracket, Dots 3-4-5
- ASCII Code 63: Question mark, Dots 1-4-5-6
- ASCII Code 64: At sign, Dots 4-7
- ASCII Code 65: A, Dots 1-7
- ASCII Code 66: B, Dots 1-2-7
- ASCII Code 67: C, Dots 1-4-7
- ASCII Code 68: D, Dots 1-4-5-7
- ASCII Code 69: E, Dots 1-5-7
- ASCII Code 70: F, Dots 1-2-4-7
- ASCII Code 71: G, Dots 1-2-4-5-7
- ASCII Code 72: H, Dots 1-2-5-7
- ASCII Code 73: I, Dots 2-4-7
- ASCII Code 74: J, Dots 2-4-5-7
- ASCII Code 75: K, Dots 1-3-7
- ASCII Code 76: L, Dots 1-2-3-7
- ASCII Code 77: M, Dots 1-3-4-7
- ASCII Code 78: N, Dots 1-3-4-5-7
- ASCII Code 79: O, Dots 1-3-5-7
- ASCII Code 80: P, Dots 1-2-3-4-7
- ASCII Code 81: Q, Dots 1-2-3-4-5-7

- ASCII Code 82: R, Dots 1-2-3-5-7
- ASCII Code 83: S, Dots 2-3-4-7
- ASCII Code 84: T, Dots 2-3-4-5-7
- ASCII Code 85: U, Dots 1-3-6-7
- ASCII Code 86: V, Dots 1-2-3-6-7
- ASCII Code 87: W, Dots 2-4-5-6-7
- ASCII Code 88: X, Dots 1-3-4-6-7
- ASCII Code 89: Y, Dots 1-3-4-5-6-7
- ASCII Code 90: Z, Dots 1-3-5-6-7
- ASCII Code 91: Opening square bracket, Dots 2-4-6-7
- ASCII Code 92: Backward slash, Dots 1-2-5-6-7
- ASCII Code 93: Closing square bracket, Dots 1-2-4-5-6-7
- ASCII Code 94: Caret, Dots 4-5-7
- ASCII Code 95: dash, Dots 4-5-6
- ASCII Code 96: backtick sign, Dots 4
- ASCII Code 97: a, Dots 1
- ASCII Code 98: b, Dots 1-2
- ASCII Code 99: c, Dots 1-4
- ASCII Code 100: d, Dots 1-4-5
- ASCII Code 101: e, Dots 1-5
- ASCII Code 102: f, Dots 1-2-4
- ASCII Code 103: g, Dots 1-2-4-5
- ASCII Code 104: h, Dots 1-2-5
- ASCII Code 105: i, Dots 2-4
- ASCII Code 106: j, Dots 2-4-5
- ASCII Code 107: k, Dots 1-3
- ASCII Code 108: l, Dots 1-2-3
- ASCII Code 109: m, Dots 1-3-4
- ASCII Code 110: n, Dots 1-3-4-5
- ASCII Code 111: o, Dots 1-3-5
- ASCII Code 112: p, Dots 1-2-3-4
- ASCII Code 113: q, Dots 1-2-3-4-5
- ASCII Code 114: r, Dots 1-2-3-5
- ASCII Code 115: s, Dots 2-3-4
- ASCII Code 116: t, Dots 2-3-4-5
- ASCII Code 117: u, Dots 1-3-6
- ASCII Code 118: v, Dots 1-2-3-6
- ASCII Code 119: w, Dots 2-4-5-6

- ASCII Code 120: x, Dots 1-3-4-6
- ASCII Code 121: y, Dots 1-3-4-5-6
- ASCII Code 122: z, Dots 1-3-5-6
- ASCII Code 123: Opening curly bracket, Dots 2-4-6
- ASCII Code 124: Vertical bar, Dots 1-2-5-6
- ASCII Code 125: Closing curly bracket, Dots 1-2-4-5-6
- ASCII Code 126: Tilde, Dots 4-5
- ASCII Code 127: NULL, Dots 4-5-6

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Warranty obligations for the Orbit Reader 20 are limited to the terms set forth below:

Orbit Research warrants this hardware product against defects in materials and workmanship under normal use for a period of ONE (1) YEAR from the purchase by the original purchaser ("Warranty Period"). If a hardware defect arises and a valid claim is received by the Orbit Research LLC within the Warranty Period, at its option and to the extent permitted by law, Orbit Research will either:

Repair the product free of charge (or) replace it with a product that is manufactured from new or serviceable used parts and is at least functionally equivalent to the original product.

A replacement product or part assumes the remaining warranty of the original product or thirty (30) days from the date of replacement or repair, whichever provides longer coverage. Parts provided in fulfillment of its warranty obligation must be used in products for which warranty service is claimed.

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This Limited Warranty applies only to the hardware product manufactured by Orbit Research LLC that can be identified by the "Orbit Research" trademark, trade name, or logo affixed to it. Orbit Research is not responsible for damage arising from failure to follow instructions relating to the product's use.

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2. Damage caused by operating the product outside the permitted or intended uses described by Orbit Research LLC
3. Damage caused by service (including upgrades and expansions) performed by anyone who is not a representative of Orbit Research
4. A product or part that has been modified to alter functionality or capability without the written permission of Orbit Research
5. The serial number has been removed or defaced

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OBTAINING WARRANTY SERVICE

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28.3 Appendix C - FCC Information

FCC Notice

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) This device must accept any interference received, including interference that may cause undesired operation.

FCC Caution

To ensure continued compliance follow the installation instructions and this device must be installed with a computer or peripheral device certified to comply with Part 15 of the FCC rules for the Class B limits. Use shielded interface cables only. Use the power adapter that is supplied with the device to charge its internal battery pack.

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

29 Further Information

For the latest information, specifications, troubleshooting tips, software upgrade instructions, care and use information, warranty information, and more detailed instructions, visit the Orbit Reader 20 website at www.orbitresearch.com/or20.

For further questions or concerns not covered in this User Guide, please contact the distributor from where you purchased your Orbit Reader 20.