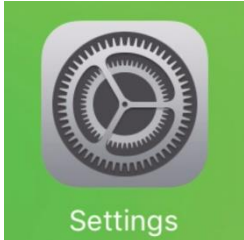# iOS 9 Switch Recipes for Beginners help guide

1: Connecting switches

If using a **Blue-tooth** keyboard or switch, ensure that it's paired to your iOS device. Access the iOS Bluetooth options via the settings icon and refer to your device instructions.

[tap] Settings > General > Accessibility > Switch Control > Switches > Add New Switch > Source > [then choose from…]

External (use for an external physical switch)
Screen (use the entire screen as a single switch)
Camera [experimental mode]

N.B. Switch 1 should be first set-up as "**Select Item**". Switch 2 (if used) should be "**Move To Next Item**". These are known as the "default actions".

To remove a switch, swipe from right to left across its name, then tap delete.

2: The Accessibility Shortcut and Guided Access

The **Accessibility Shortcut** enables you to conveniently stop and start accessibility features by triple-clicking the physical home button. **Guided Access** helps to keep a user safely locked within an app whilst disabling parts of the screen that might cause problems.

The Home button

1-click: go back home.
2-clicks: browse open Apps (tap to open, swipe to discard)
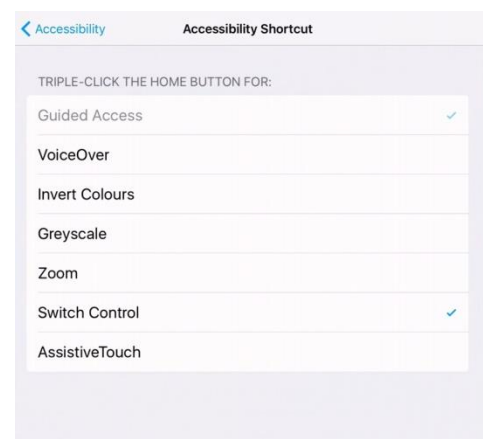3-clicks: turn accessibility modes on/off (if previously set-up).

[tap] Settings > General > Accessibility > Guided Access [turn it on] >

Select **Passcode Settings** > Set Guided Access Passcode > and a suitable code (e.g. 1234). This will be needed to exit "guided access" mode.

Time Limits allows you to set a "time nearly up" warning to the user, when their time is nearly up. It can give a spoken count-down too.

Accessibility Shortcut [make sure this is on then go back to "Accessibility" and click-on "Accessibility Shortcut". Ensure Guided Access and Switch Control are both ticked as pictured right].

Some people will find it hard to triple-click. You can make this a little easier via: **Settings > General > Accessibility > Home Button > Slowest**.

Accessibility	Accessibility Shortcut	
TRIPLE-CLICK THE HOME BUTTON FOR:		
Guided Access		✓
VoiceOver		
Invert Colours		
Greyscale		
Zoom		
Switch Control		✓
AssistiveTouch		

Guided Access for each App

When within an App, Orbital HD in this example, click the home button three times, to bring up the Accessibility Shortcuts screen then Tap **Guided Access**.

Draw a shape on the screen then resize it reposition it over anything you don't want the user to use (such as the menu icons below "Start Supernova"). Repeat if needed. Tap the X on any unwanted shapes > explore the options > Start when ready > Enter a passcode lock (e.g. 1234) > Test.
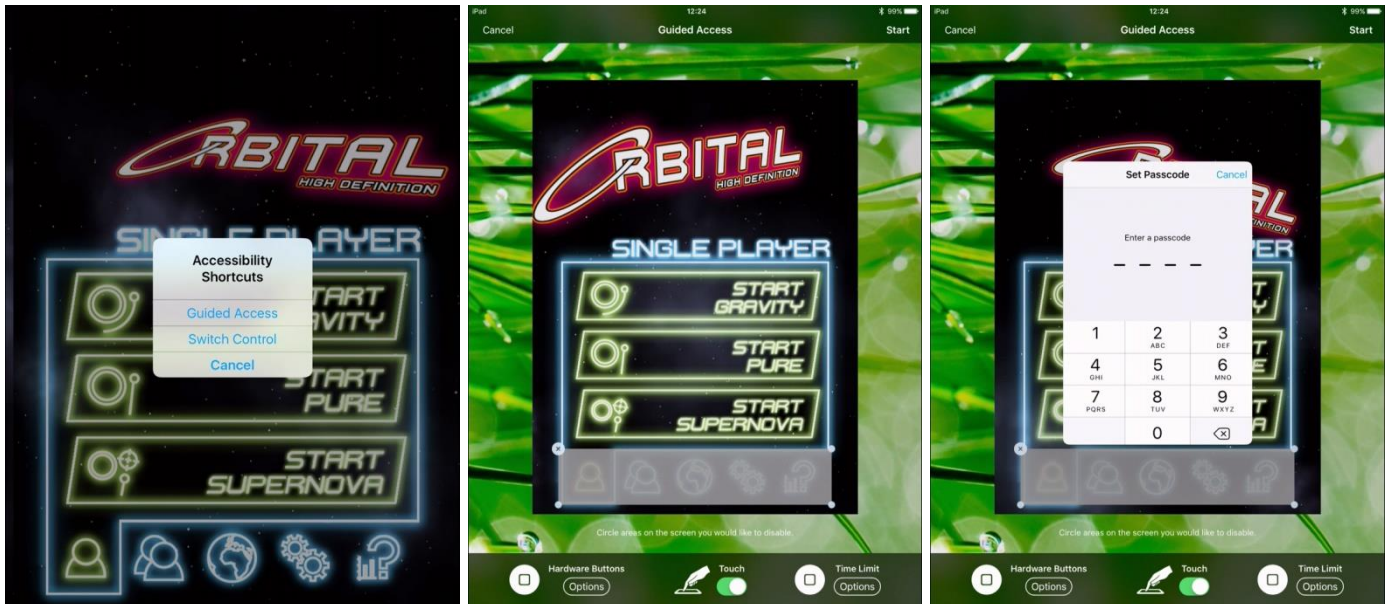
If you have not quite managed to mask off any items on the screen that are might cause difficulties, just go through the process again until you get it right. Your settings should be remembered, but you can only set one "mask" per App and it will apply throughout that App as seen below.


Ending Guided Access: Triple click Home and enter Passcode to disable the mode, by selecting "End". You can have switch access and Guided Access at the same time once set-up….
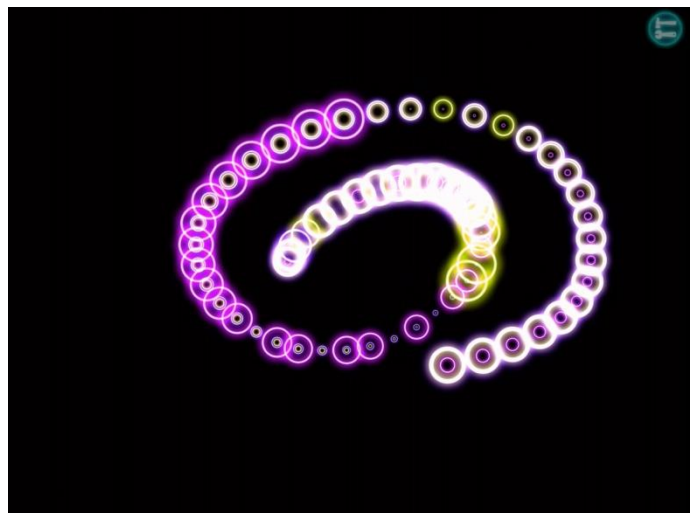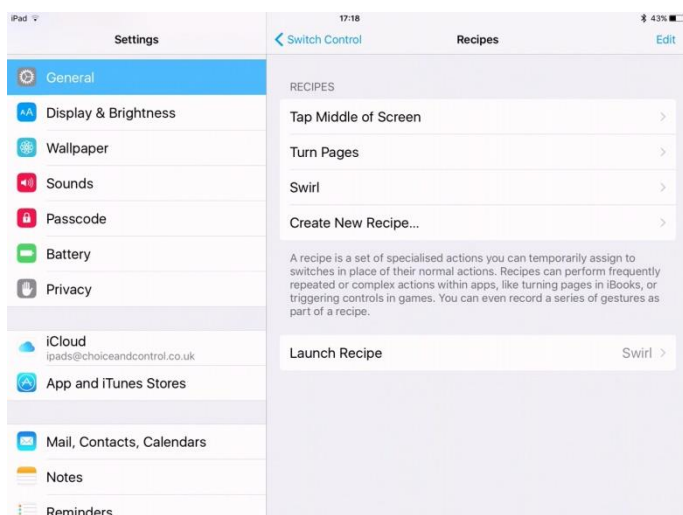
3: Switch Recipes

Switch Recipes (iOS9 onwards) enable one or more switches to repeatedly trigger a pre-set action. At the time of writing, the choices are Tap Middle of Screen, Turn Pages and Create New [custom] Recipe.

Each recipe can contain functions for one or more switches. Custom Recipes can be as simple as emulating a single tap at a precise point, to a complex short sequence of gestures for several switches. Below is a simple "Swirl" recipe.
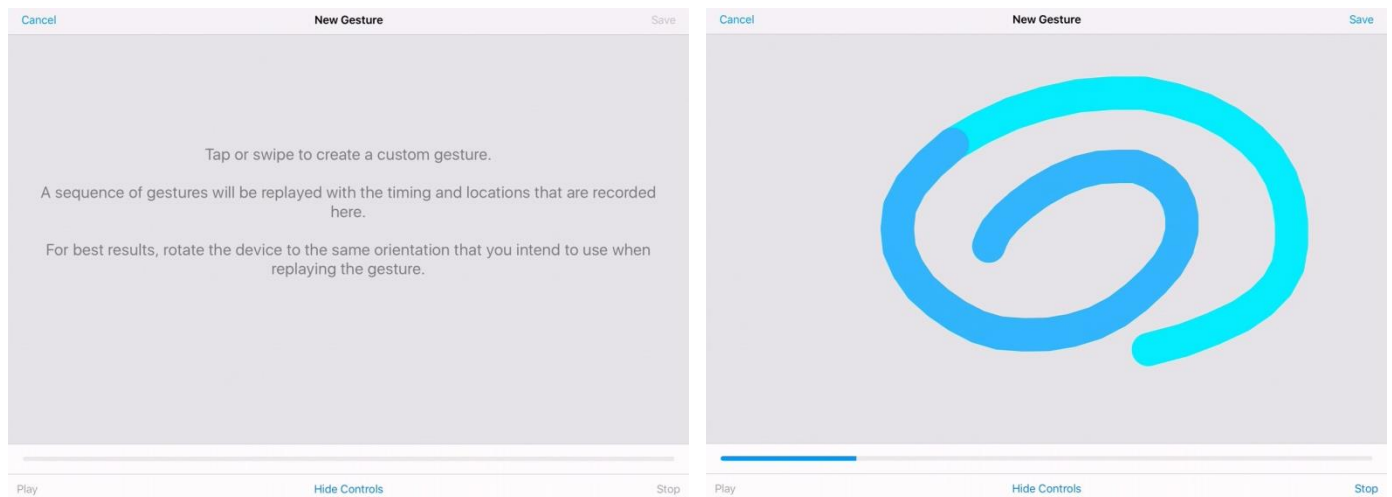
This "Swirl" recipe has been set to **Launch** as soon as the switch mode is started with a triple-click of the home button. You can choose to use a **Time-Out feature,** where pressing nothing for a pre-set length of time sets your switches back to "**default [switch] actions**" and the more advanced scanning menu system. An alternative to **Time-Outs** is to use an extra switch set to "**Exit Recipe**").


Example Recipes:

BASIC: Settings > General > Accessibility > Switch Control > Recipes > Launch Recipe > Tap Middle of Screen > [go back to Recipes then go into "Tap Middle of Screen" > [set switch if needed and turn off Timeout].

The easy example above will give "tap middle of screen" power to the switch once started in triple-click mode. This works very well with something like Escargot Escape Artistes when the Accessibility Mode has been started.

Note: The "tap middle of screen" recipe offers the simplest way for switch users to access switch games on iOS devices. It is far easier for the user to set-up, and should be seen as the standard method used for entry level iOS switch access.
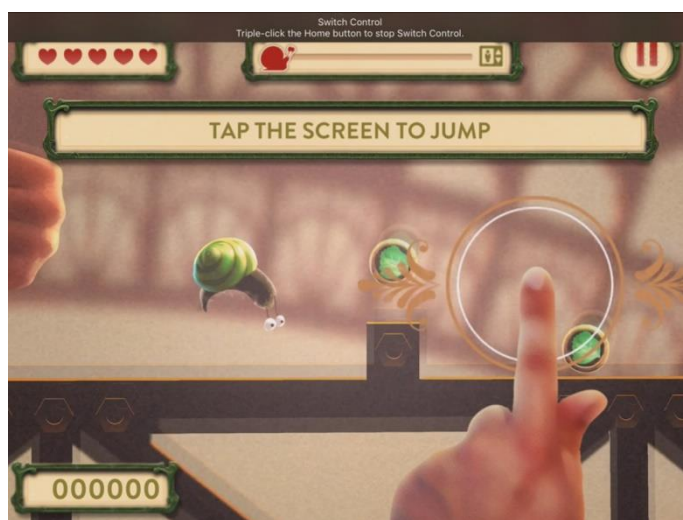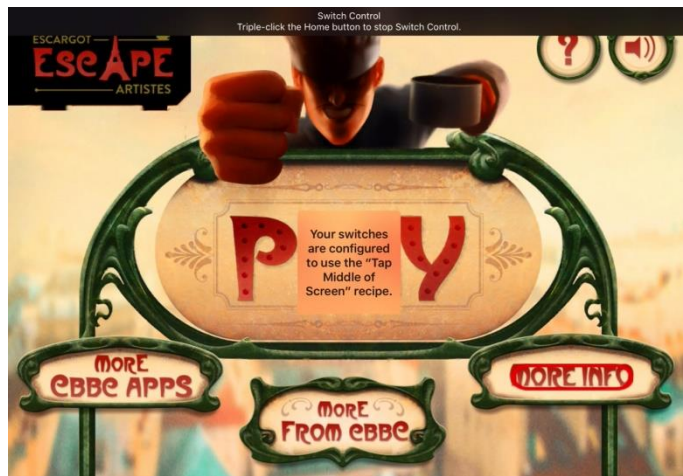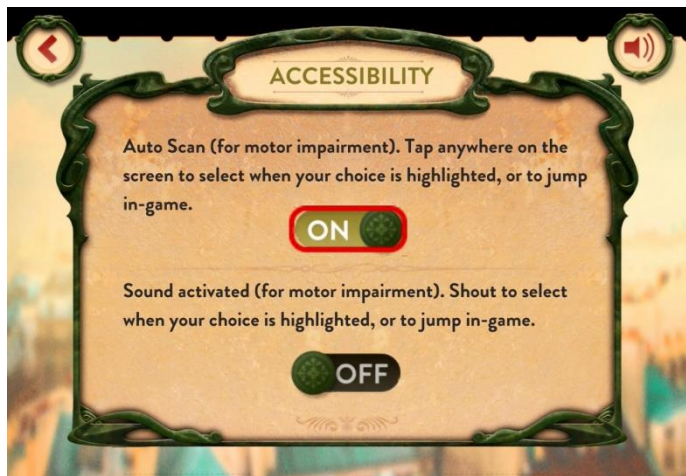
Advanced (Garage Band Dice Drums): Set the Scanning Style to **auto**. If using a second switch set it to "Move To Next Item". This gives access to **item** and **point mode** scanning, not detailed here. Go to Recipes and set the **Launch Recipe** to **None.**

Create a New Recipe. Hide Controls. Name it, e.g. GarageBand Dice. Assign a switch (if you have more than one). Tap **Custom Gesture**. Tap at the specific point you need, e.g. the dice button (it can help to put a little marker on the screen to remind you). Wait until Save appears then tap it. Go back if happy. Set Timeout to 30 seconds. Press Home once, then triple-click to start switch scanning mode.
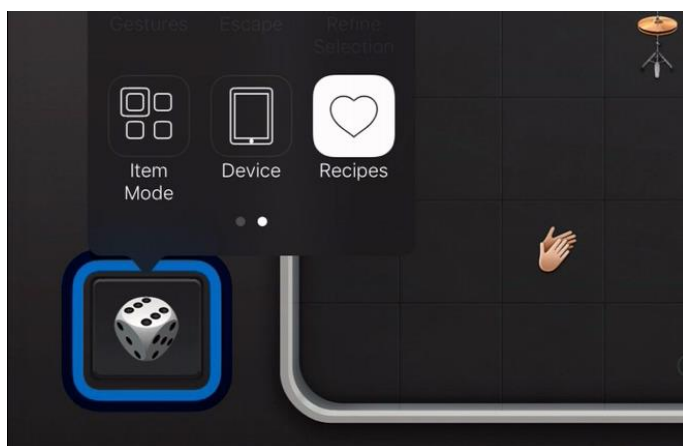
Navigate to the GarageBand Instruments > Smart Drums. Select Recipes and "GarageBand Dice" then play.

ADVANCED USE:

Menu Items: This enables you to reposition the order of switch menu items. You could place Recipes as your first item if useful (drag the three horizontal bars next to Recipes to move it up the list). You can also remove items you do not need.

Saved Gestures: [enables you to access custom (ideally commonly used) gestures from the Scanner Menu > Gestures > Saved]. For instance you could record a short slash, which could be used in Fruit Ninja to position on slashable menu options rather than using the drag or flick gestures which can be a bit slower or less reliable.

More advanced use: You can expand the power of a switch via "Switch Control" > [TIMING] "Long Press", then adjusting the length of time you have to hold the switch before it triggers a secondary function.

TROUBLE SHOOTING:

It may help to mirror these basic switch settings, if things are not working well:

Scanning Style: Auto
Auto Scanning Time: 1s
Pause on First Item: 0.5s
Loops: 4
Move Repeat: Off
Long Press: [optional] Off

Tap Behaviour: Default [this option will, by default, display the Scanner menu - which is essential for one-switch access].
Always Tap Keyboard Keys: Off

Hold Duration: Off
Ignore Repeat: Off

Gliding Cursor Speed: 31

Audio: Off
Speech: Off

Menu Items: Top Level [**optionally drag "Recipes" and "Gestures" to the top via the three horizontal lines - to speed up Scanner menu access**].

Group Items: On

Large Cursor: On
Cursor Colour: Blue

For more help please see: http://www.oneswitch.org.uk/9ios.htm