

## Introduction

The Signer application is a tool for the development of sign language animations. The vocabulary of the signer is defined by a set of animation scripts located in the “Sign Files” folder. For information on creating new animation scripts, see the document “Creating Animations.doc”

## Using the Signer

To test a sign or sign phrase:

1. Open the file “Sign Tester.txt” and type in one or more words. In order for the signer to interpret a word, there must be a corresponding animation file in the “Sign Files” folder for that word. These files have the extension .joa, for “jointed object animation.” Words are not case sensitive.
2. After you type in a phrase, save “Sign Texter.txt” and run the sign tester application. It will open a window showing only a pair of arms over a black background. They will sit still for a moment and then perform the sign phrase contained in the text file. For example, if you typed the phrase “97 apples” then the sign tester application would load the animation files “97.joa” and “apples.joa” and use them to perform the phrase.
3. After loading, the application creates a file called “Sign Loader Status.txt”, which notifies the user of any errors, such as “could not open file \_\_\_\_” if the user gives a word not in the signer’s vocabulary (that is, not defined by a .joa file in the “Sign Files” folder).

The “Sign Files” folder contains two useful animations in addition to normal vocabulary words. Use the following commands with your words or phrases in Sign tester.txt for the following actions:

- **(rest)** – use this to return the signer to a resting position, for example, at the end of a sentence.
- **midneutral** – insert this animation between words that cause unintended collision of the arms.