

**Guide 14**

Setting up by ability level

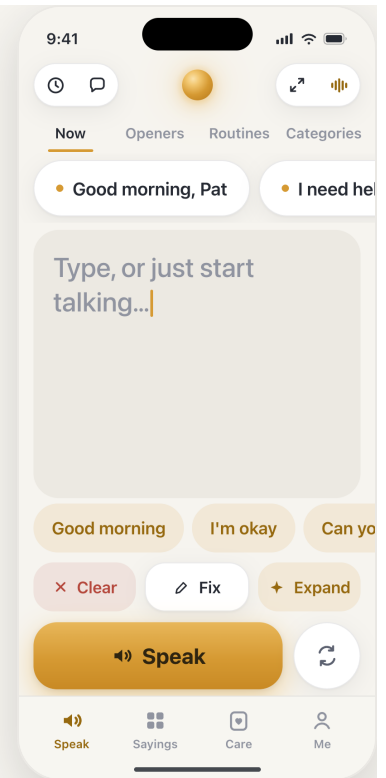
Match Rejoin's controls to what someone can do, and revisit as it changes.

Rejoin is built to meet a person where they are. Start with the most reliable movement they have, get that working well, then add more. As abilities change, the setup changes with them, nothing has to be redone from scratch.

For caregivers and clinicians setting Rejoin up for someone.

If they can type or tap

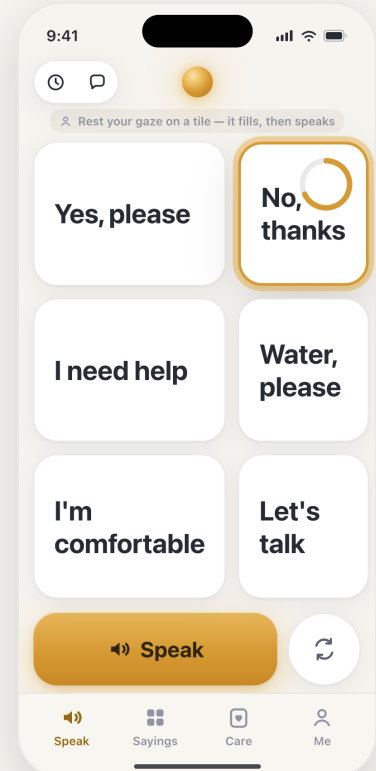
Use Rejoin as it comes: type on the Speak tab, save one-tap phrases in Sayings, and let AI suggest replies. In Me, then Accessibility and display, larger buttons and higher contrast help if aim or vision is a factor.



Type and speak.

If a hand or finger is unreliable

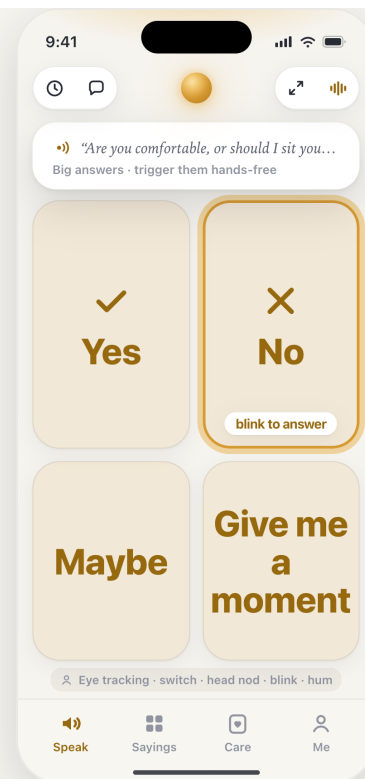
Turn on dwell so resting on a tile selects it, no firm tap needed, and lean on the big Yes and No answer anchors for quick replies. Everything is oversized and calm.



Dwell tiles.

If they use a switch

Rejoin works with the iPhone's Switch Control. The large answer anchors and big tiles are built to be scanned and selected with a single switch.



Yes / No anchors.

If they use eye gaze

With eye tracking, dwell-to-select lets them rest their gaze on a tile until it fills and speaks. Pair Rejoin with the person's usual eye-tracking setup; the large, well-spaced tiles are tuned for it.

If they can move their head or blink

On the Speak surface a head nod, shake, or tilt can answer or speak, and on Face ID devices a deliberate blink can act as a switch, often the last reliable movement. Turn these on in Me, under Accessibility and display, and tune the sensitivity on the test screen.