

SETUP GUIDE - Revised 15th Apr 2026

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1. Downloading SensePilot

1. Visit the website at <https://sensepilot.tech/>
2. Click on download now and follow the installation steps
3. Launch the app and click "yes" to allow changes to device (SensePilot needs this to be able to access the on-screen keyboard)
4. To begin a free trial, select "Free Trial SensePilot, press here"
5. If you already have a license key, enter this along with your email that you signed up with and press start SensePilot

VERSION 1.0.0.0

Windowed

Minimize

Exit SensePilot



Enter your email and license key

Start SensePilot

Free Trial SensePilot, press here.

Support

For support questions, please contact us at support@sensepilot.tech

Loading...Please wait

2. Launch on Startup

WARNING - The following steps will impact the User Account Control pop-up in Windows. The User Account Control pop-up is a security protocol and disabling can impact device security. Proceed at your own risk. SensePilot requests user account control to access the Windows On-screen keyboard and some AAC applications.

2.1 Disabling User Account Control

1. Press Win + R
2. Type "regedit" and press enter
3. Go to:
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\Policies\System
4. Edit (or create) these values (all are DWORD, decimal):
ConsentPromptBehaviorAdmin = 0 → auto-elevate admins without prompt
PromptOnSecureDesktop = 0 → don't dim screen / switch desktop
5. Reboot the PC (sometimes required)

2.1 Launch on startup

1. Press Win + R
2. Type "taskschd.msc"
3. Create new Task
 - a. General → Name: **SensePilot**, check **Run with highest privileges**.
 - b. Triggers → New → At log on.
 - c. Actions → New → Start a program → point to **SensePilot.exe**.
4. Save

2.2 Startup to system tray (minimised)

<https://youtu.be/6dmnu8yDwX4>

1. Navigate to setup profiles
2. Toggle **Start Minimised** to ON
3. When you next launch SensePilot, it will startup in the system tray - settings can be accessed by clicking on the icon

Desktop

PROFILE SETTINGS

Camera

Cursor control

Mouse bindings

Keyboard bindings

Game mode

Dwell clicking

ACTIVE PROFILE

Desktop

Setup Profiles

Account

Profile Settings

Windowed

Minimize

Exit SensePilot

Setup Profiles

Profile switch Direct profile switch New in latest update

Desktop

Delete Profile

Add New Profile

Save Profiles

Upload Profiles

Theme:
Choose Light or Dark mode

Bindings Window:
Show or hide bindings window. Locked - window becomes non-interactable.

Action Click Sound:
Play a click sound whenever a key press or mouse click is triggered.

Start minimized:
Launch SensePilot minimized to the system tray.

General Settings

- Cursor control: off
- Vertical Sensitivity: 2
- Horizontal Sensitivity: 3
- Keyboard Speed: 6
- Facial Speed: 6
- Cursor Move Mode: hold
- Game Mode: off
- Game Acceleration: on

Mouse Bindings

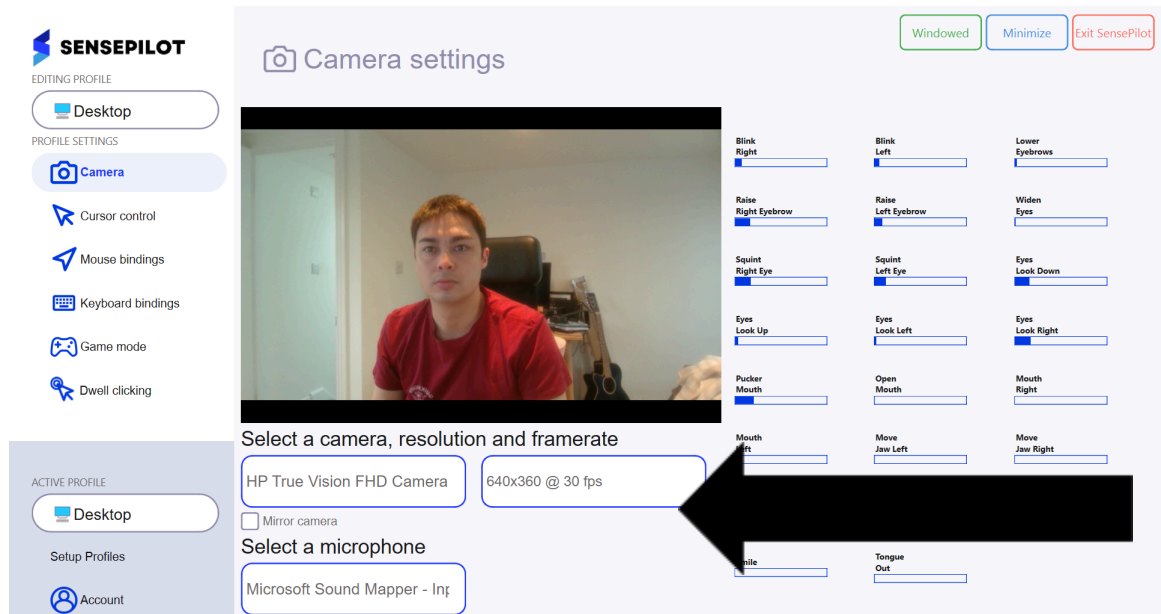
Keyboard Bindings



3. Selecting a Camera/Microphone

<https://youtu.be/QP7dIIIGIFbo>

When you first launch the app, you will see this screen which allows you to select which camera and microphone to use as well as the facial gestures being recognised by SensePilot (this can help with identifying which facial gesture will work best for you).



To change which camera is used, click select a camera and you should see a list of available cameras. To change which microphone is used, click select a microphone and you should see a list of available options. Here, you can also select the preferred resolution and frame rate.

Camera and microphone settings will be saved between sessions.

4. Setup Tips

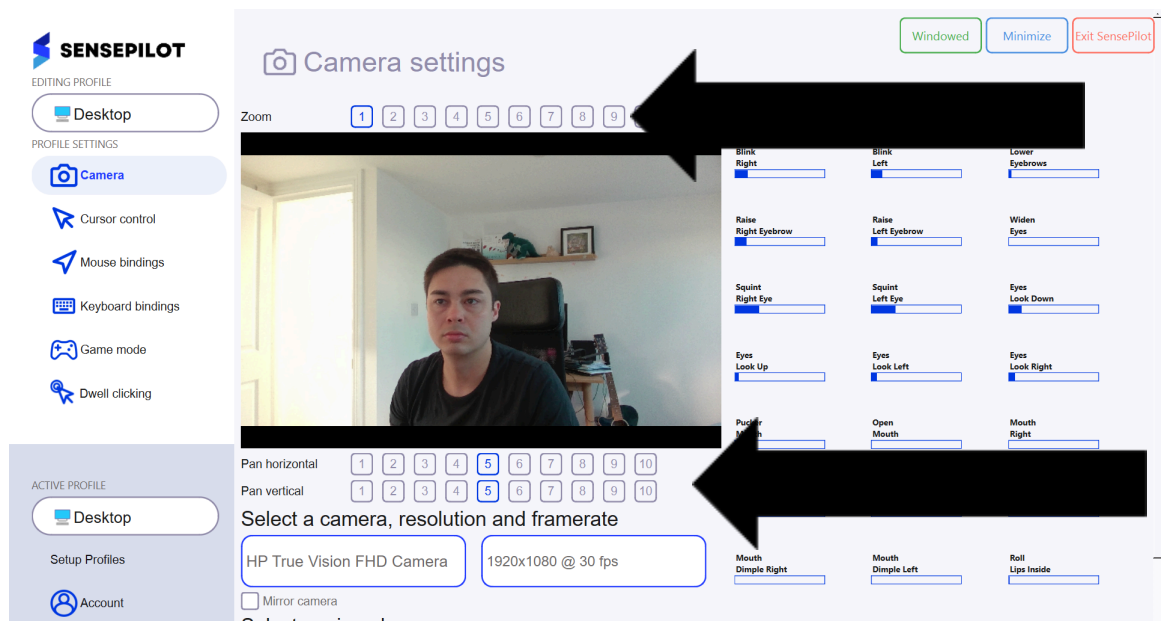
- Have the camera as front on to the face as possible
- If using a multiple monitor setup, we recommend using an external webcam as close to the centre point of the monitors as possible. This ensures that the camera can clearly see your face when at the edges of the display
- Lighting
 - Using the camera feed page, make sure that the camera can clearly see you. Low light conditions can have an effect on how well the camera sees you (sometimes screen glare can be enough, but depends on what is on the screen)
 - Similarly, strong backlighting will make the camera struggle to focus

- Distance from camera - though, SensePilot will still recognise the face from a fair distance
- Facial gesture explanation video link:
<https://youtu.be/Q-sY789KxGQ?si=4WMHuijooWeJ6IN>

4.1 Pan/zoom Camera

<https://youtu.be/LLjFtUvAeZE>

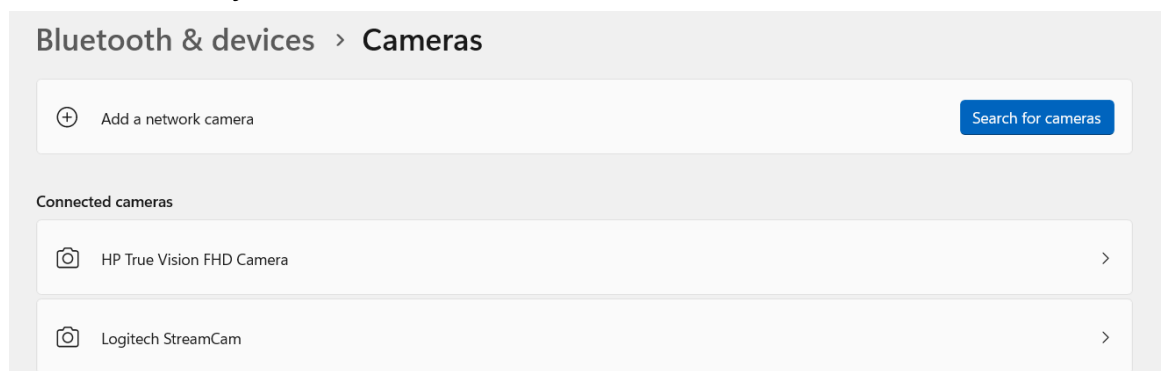
1. On the camera page, you can pan and zoom the camera so that it is more zoomed in on a person's face



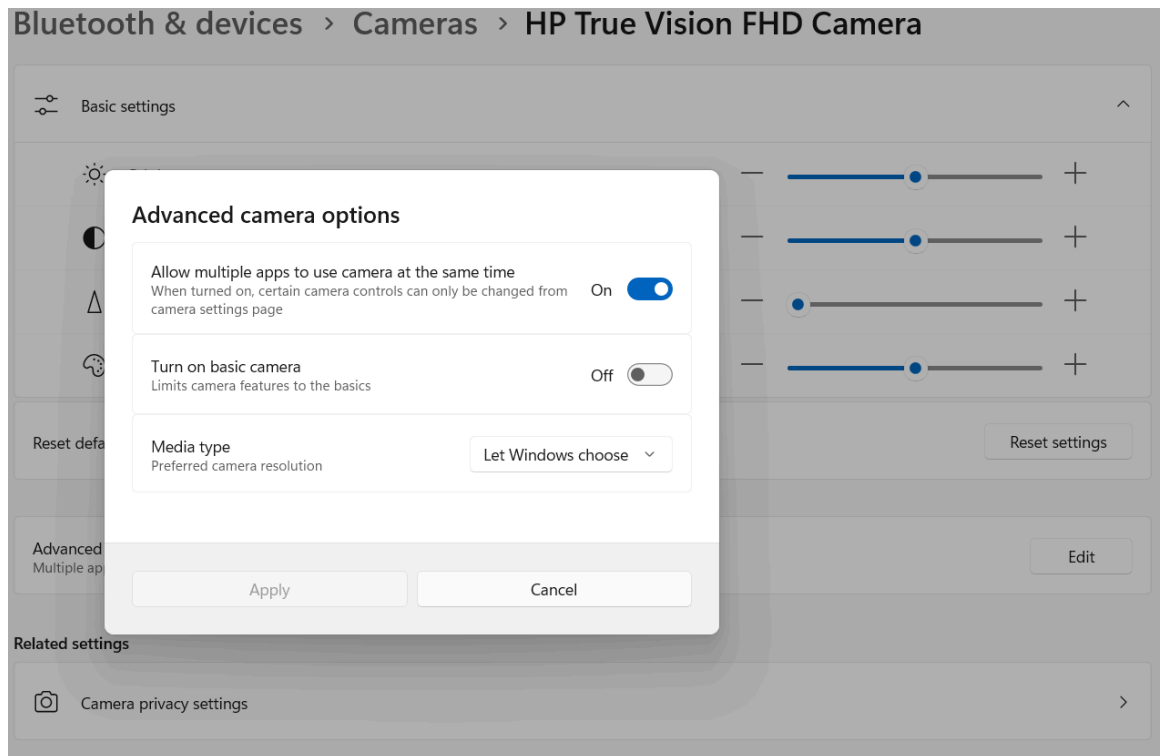
- 2.

4.2 Allow camera in multiple apps

1. In Windows settings, navigate to Bluetooth & devices > cameras > select the camera that you want to use



2. Scroll to **Advanced camera options** and select edit

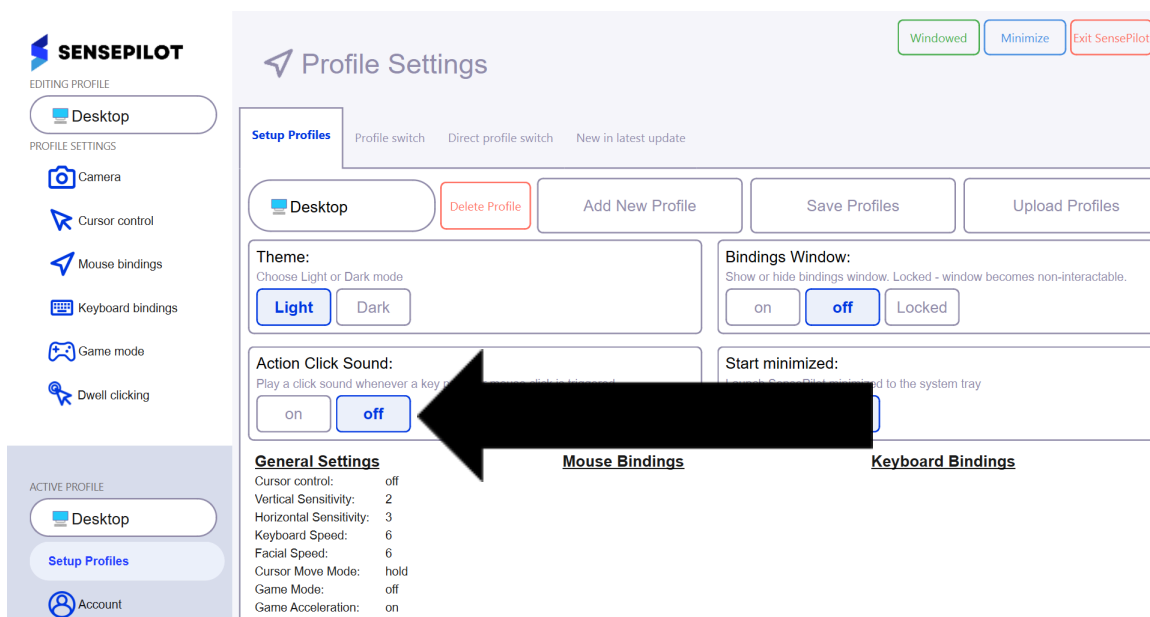


3. Toggle "Allow multiple apps to use the camera at the same time" to on
4. You can now use the same camera for SensePilot and video calls!

4.3 Auditory Feedback/Play sound on click/Key press

<https://youtu.be/DnHlbTwsXLc>

1. To hear a sound played when an action has been completed, navigate to Setup profiles

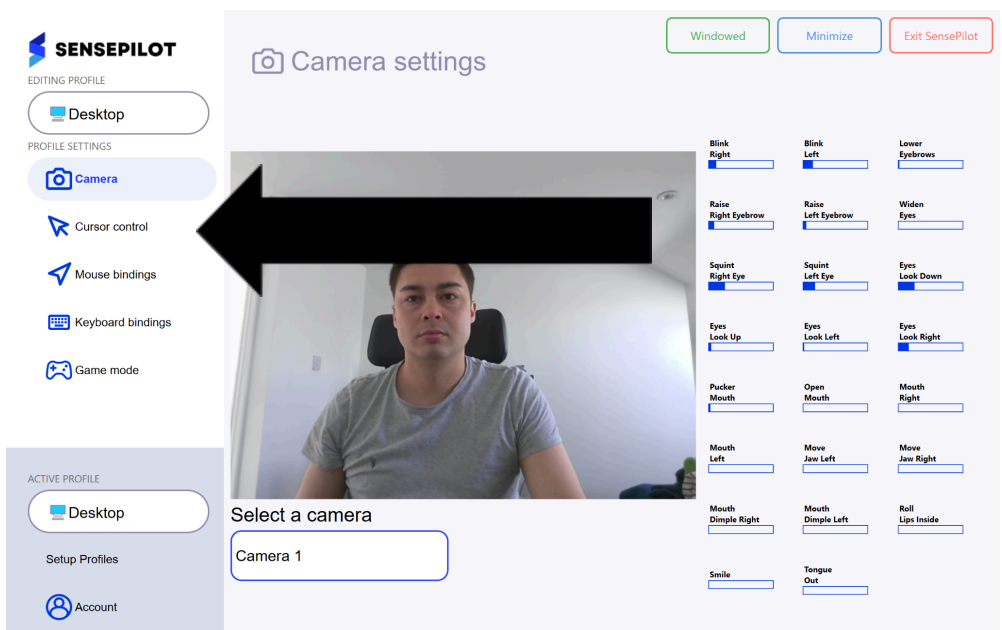


2. Toggle **Action Click Sound** to on
3. This will be for a specific profile that you are currently editing

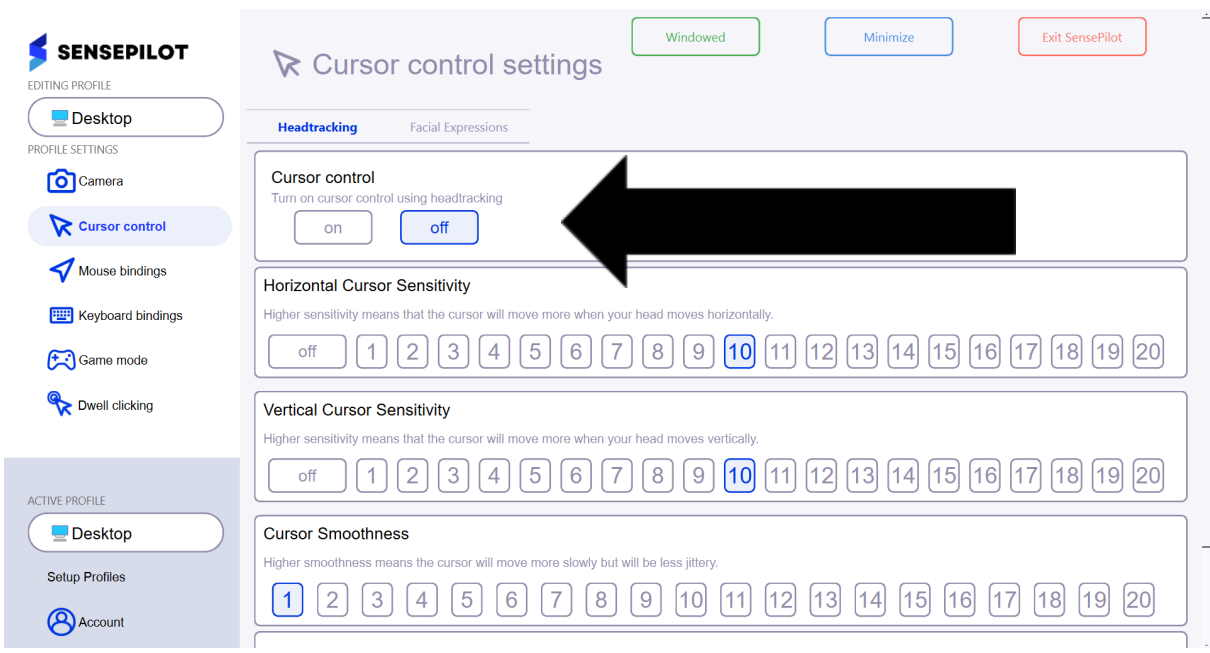
5. Cursor Control via Headtracking

<https://youtu.be/h3E9rHN0EJk>

1. Select **"Cursor Control"** from the left hand menu



2. Change the cursor control from **"Off"** to **"On"** - you should then see the cursor begin to move with your head movements

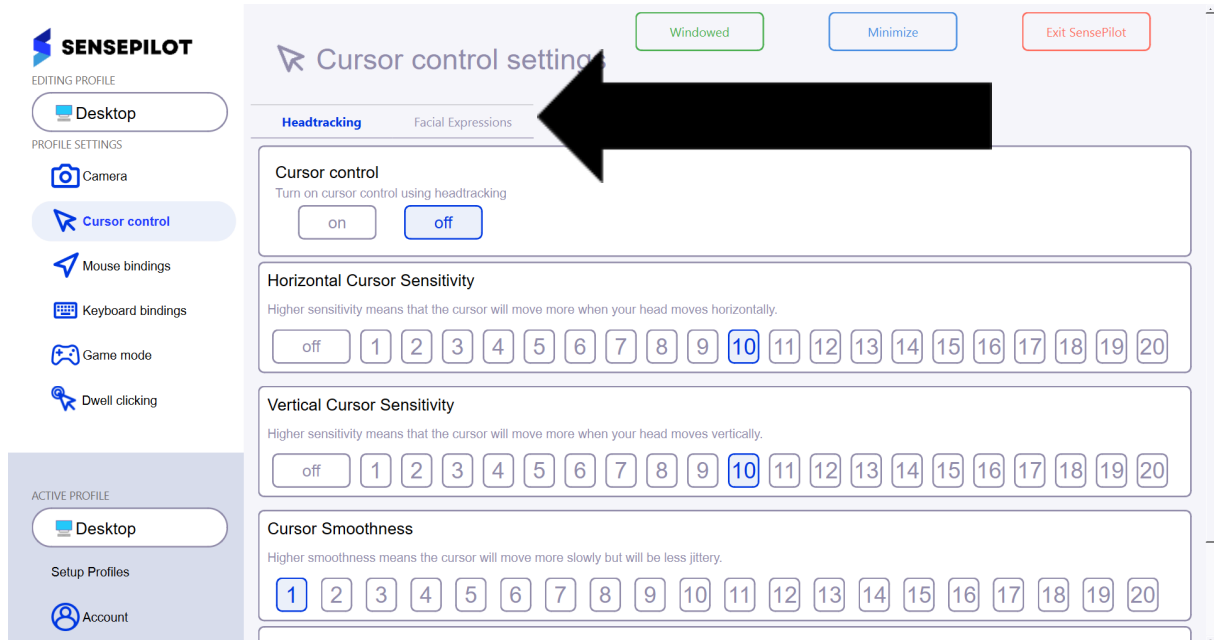


3. Next, adjust your sensitivity settings for **horizontal** (left and right) and **vertical** (up and down). A higher number will mean you need to move your head less for the cursor to move
4. **Cursor smoothness** is the speed at which the cursor will move. A higher number will mean that the cursor moves more slowly but will be less jittery, a lower number will feel more responsive.
5. **Acceleration** changes the speed that the cursor moves on the screen and can help reach the corners of the display; the faster you move, the more the cursor will move - it is recommended to lower the horizontal and vertical sensitivities for higher acceleration
6. To lock out a plane, either horizontally or vertically, change the cursor sensitivity to "off"

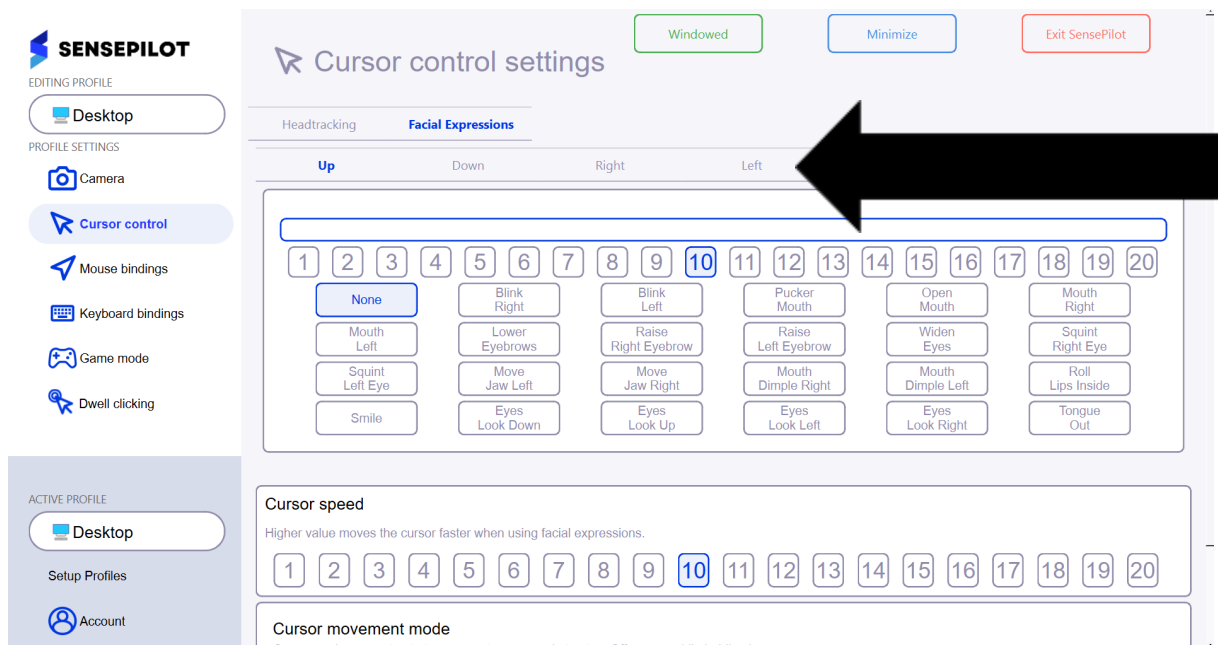
6. Cursor Control via facial gestures

<https://youtu.be/x5VzISFsDcM>

1. Select **Facial Expression** under cursor control



2. Map the direction that you want to bind up, down, left, right to the desired facial gesture and set the sensitivity



3. Set the cursor speed by changing the numbers - higher numbers mean a higher speed
4. Change the cursor movement mode to either hold or toggle. **Toggle** will

mean when you do the facial gesture once, the cursor will continue to move until the facial gesture is repeated. **Hold** will move the cursor in the direction for the duration that the facial gesture is held.

The screenshot displays the SENSEPILOT software interface. On the left is a sidebar with navigation options: EDITING PROFILE (Desktop), PROFILE SETTINGS (Camera, Cursor control, Mouse bindings, Keyboard bindings, Game mode, Dwell clicking), and ACTIVE PROFILE (Desktop, Setup Profiles, Account). The main window is titled 'Facial Expressions' and includes window controls (Up, Down, Right, Left, Minimize, Exit SensePilot) and a numeric keypad (1-20). The keypad is organized into a grid of facial expressions, with '10' highlighted. Below the keypad are three sections: 'Cursor speed' (with a numeric keypad and a description: 'Higher value moves the cursor faster when using facial expressions.'), 'Cursor movement mode' (with a description: 'On - press key once to start movement, press again to stop. Off - move while holding key'), and a 'Toggle' button. A large black arrow points to the 'Hold' button in the 'Cursor movement mode' section.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
None	Blink Right	Blink Left	Pucker Mouth	Open Mouth	Mouth Right	Mouth Left	Lower Eyebrows	Raise Right Eyebrow	Raise Left Eyebrow	Widen Eyes	Squint Right Eye	Squint Left Eye	Move Jaw Left	Move Jaw Right	Mouth Dimple Right	Mouth Dimple Left	Roll Lips Inside	Roll Lips Outside	Tongue Out
Smile	Eyes Look Down	Eyes Look Up	Eyes Look Left	Eyes Look Right															

Cursor speed
Higher value moves the cursor faster when using facial expressions.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

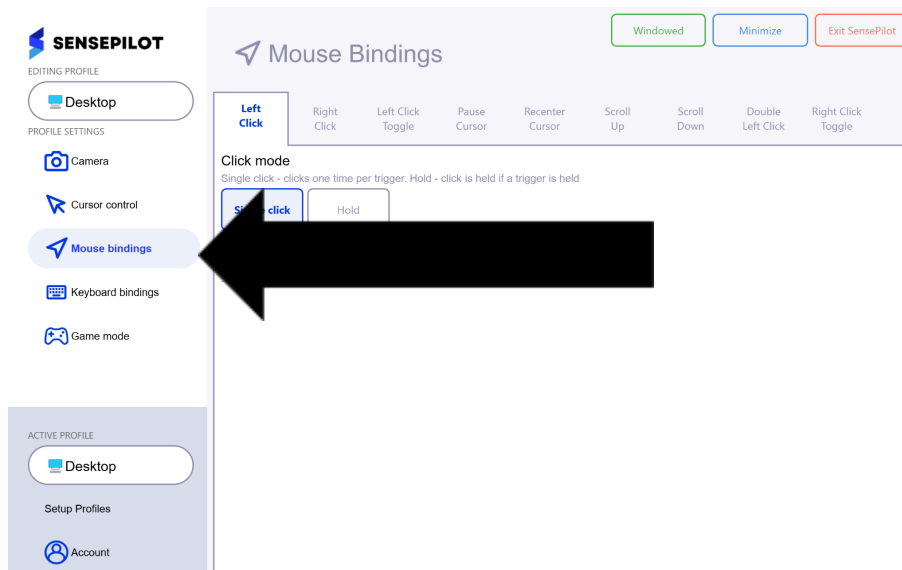
Cursor movement mode
On - press key once to start movement, press again to stop. Off - move while holding key

Toggle Hold

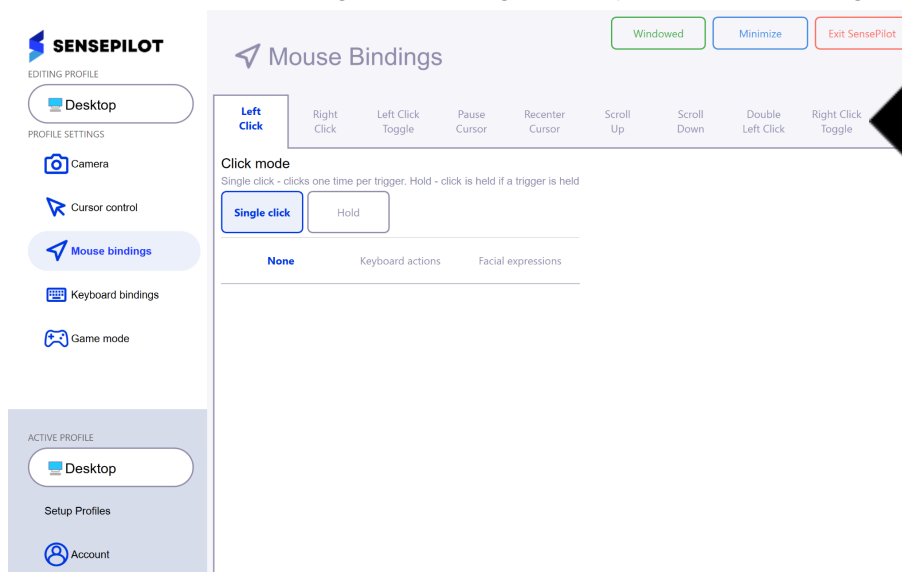
7. Mouse Bindings: Clicking or scrolling

<https://youtu.be/JvQnQDnipw4>

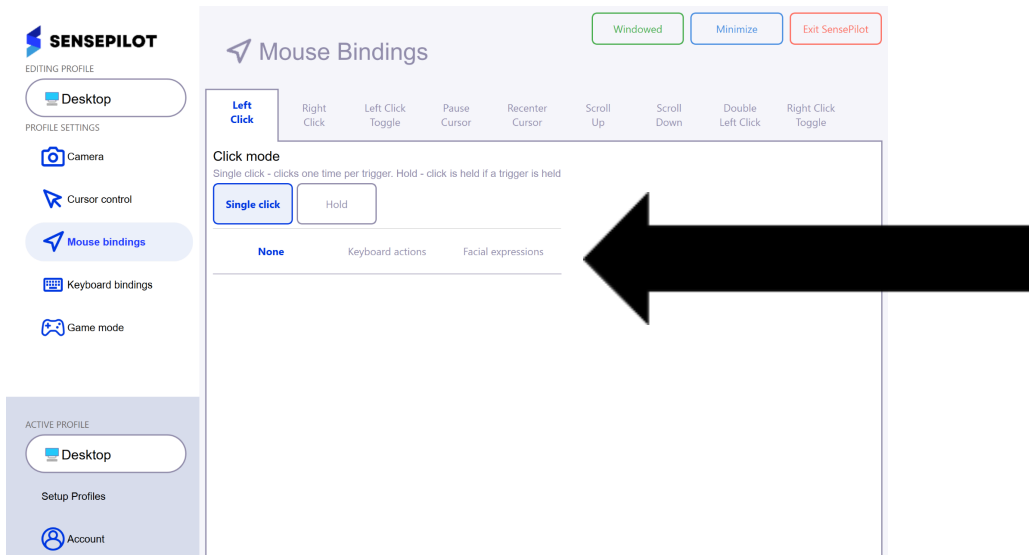
1. Select **"Mouse Bindings"** from the left hand menu



2. Set which clicking or scrolling action you wish to change



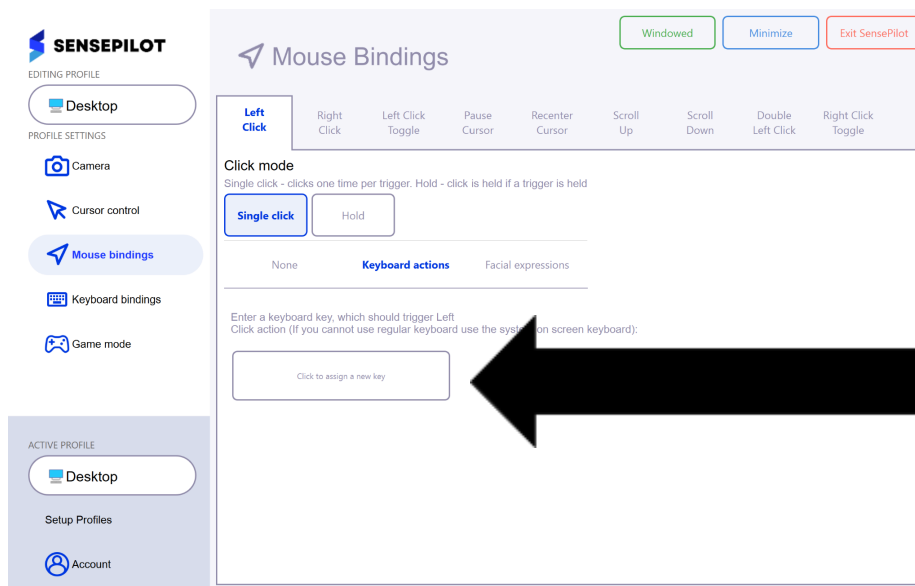
3. As an example, on the **"Left Click"** tab, you can select how you would prefer to click, either with facial expressions, or a switch/keyboard press



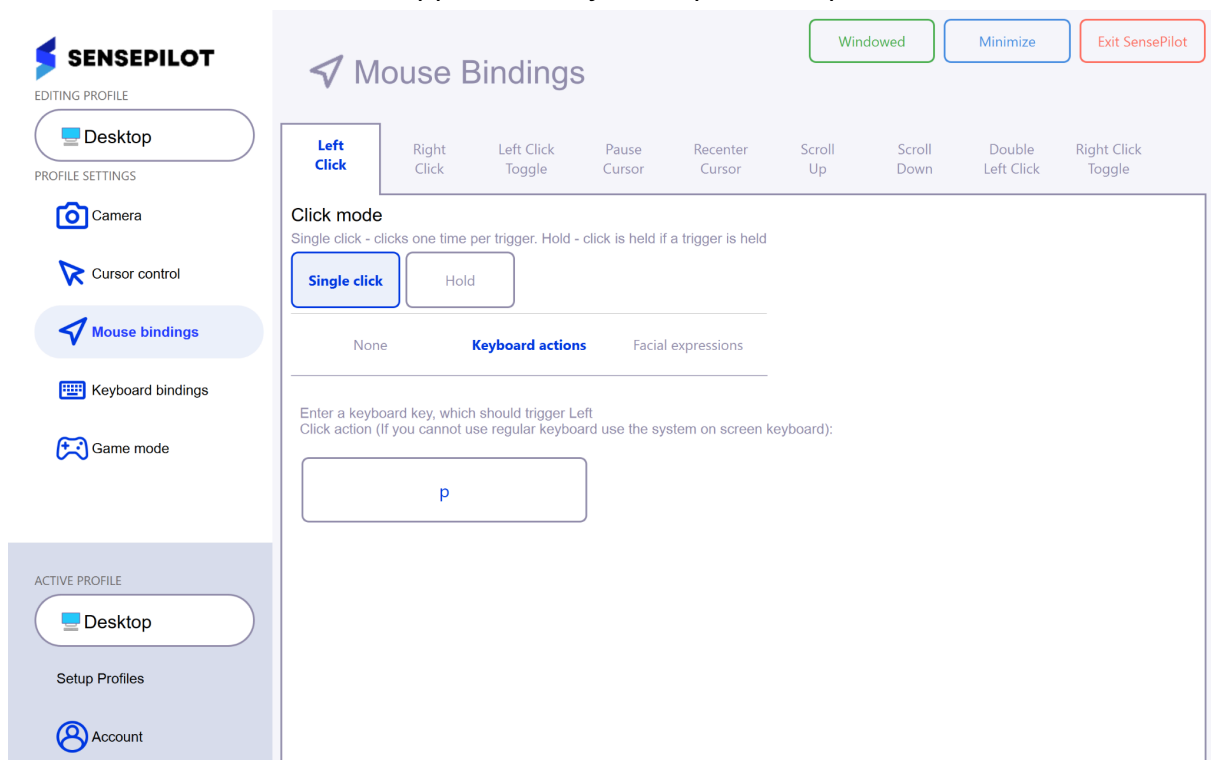
4. See next sections for selecting either a switch, keyboard press or facial gesture. You can proceed with selecting the rest of the mouse bindings as required by clicking through the tabs in step 2.

7.1 Using a switch or keyboard press to click/scroll

1. Press **"Keyboard Actions"** and select **"Click to assign a key"**



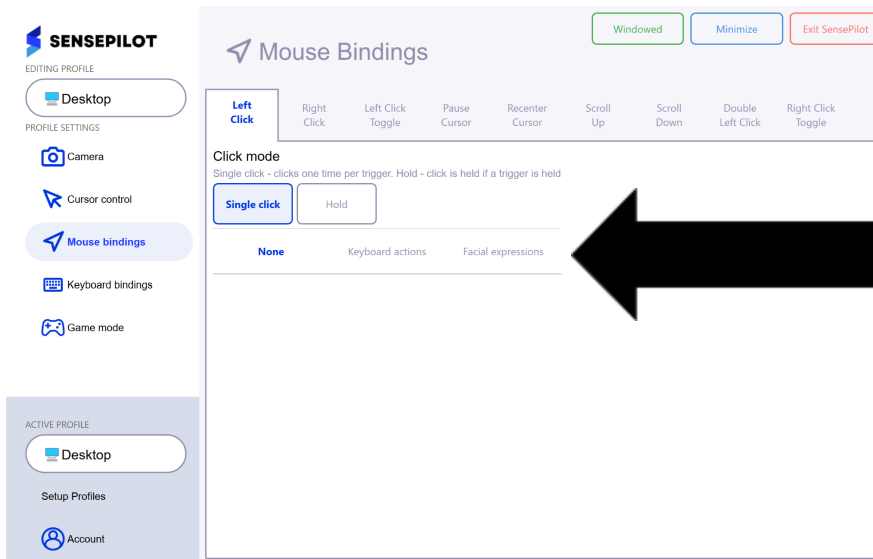
2. Press the switch or keyboard button that you want to bind to the left click. You can also use the on-screen keyboard (in the screenshot below, left click has now been mapped to a keyboard press of "p")



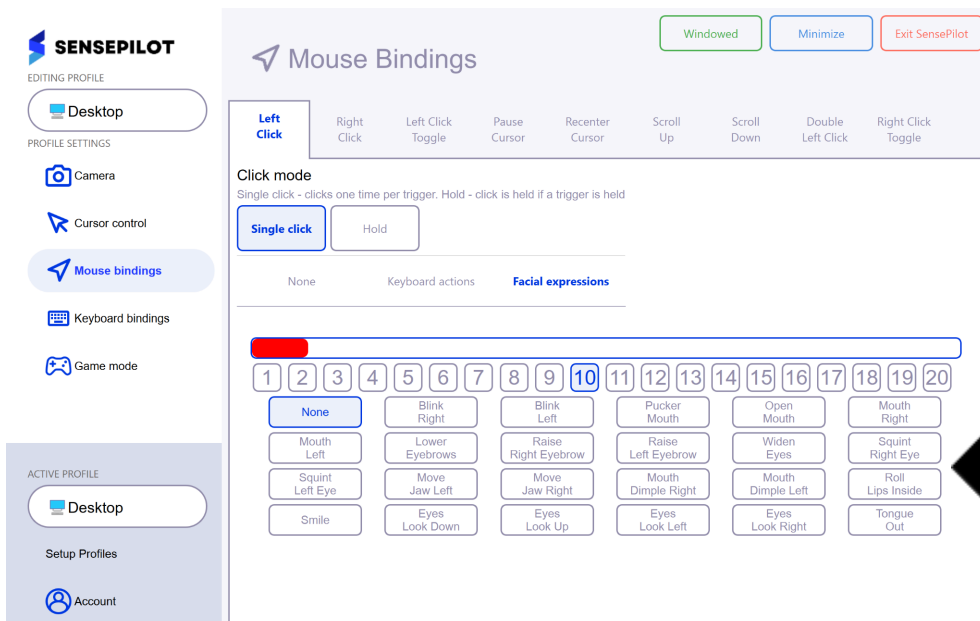
3. Now, when you press the switch/ keyboard button, it will perform the clicking action

7.2 Using facial gestures to click/scroll

1. Select "Facial Expressions"



2. Select the preferred method for clicking by choosing from the list



3. Once selected, you can change the size of the gesture by using the numbers. A lower number means a smaller gesture can be used and a higher number means a larger gesture will complete the clicking action. The bar above gives an indication of the gesture being recognised - clicking action will be completed when the bar reaches the number selected.

SENSEPILOT
EDITING PROFILE
Desktop
PROFILE SETTINGS
Camera
Cursor control
Mouse bindings
Keyboard bindings
Game mode
ACTIVE PROFILE
Desktop
Setup Profiles
Account

Mouse Bindings

Windowed Minimize Exit SensePilot

Left Click Right Click Left Click Toggle Pause Cursor Recenter Cursor Scroll Up Scroll Down Double Left Click Right Click Toggle

Click mode
Single click - clicks one time per trigger. Hold - click is held if a trigger is held

Single click Hold

None Keyboard actions Facial expressions

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20				
None	Blink Right	Blink Left	Pucker Mouth	Open Mouth	Mouth Right	Mouth Left	Lower Eyebrows	Raise Right Eyebrow	Raise Left Eyebrow	Widen Eyes	Squint Right Eye	Squint Left Eye	Move Jaw Left	Move Jaw Right	Mouth Dimple Right	Mouth Dimple Left	Roll Lips Inside	Smile	Eyes Look Down	Eyes Look Up	Eyes Look Left	Eyes Look Right	Tongue Out

7.3 Changing Clicking Behaviour

SensePilot has three different clicking behaviours **“Single Click”**, **“Hold”** and **“Left Click Toggle”**.

- **Single click:** this will click on and off once the trigger is reached
- **Hold:** this will click on once the trigger is reached and remain held until the trigger is released. This helps with dragging and dropping items
- **Left click toggle:** this will click on once the trigger is reached and remain on until the trigger is completed again. This also helps with drag and drop.

Single click and **Hold** are located here:

The screenshot shows the 'Mouse Bindings' settings page in the SensePilot application. The 'Click mode' section is highlighted with a large black arrow pointing to the 'Single click' button. The 'Left Click' button is also highlighted with a red bar. The 'Click mode' section includes a description: 'Single click - clicks one time per trigger. Hold - click is held if a trigger is held'. Below this, there are three buttons: 'Single click', 'Hold', and 'None'. The 'Single click' button is selected. The 'None' button is highlighted with a red bar. The 'Facial expressions' section is also visible, showing a grid of 20 buttons for various facial expressions.

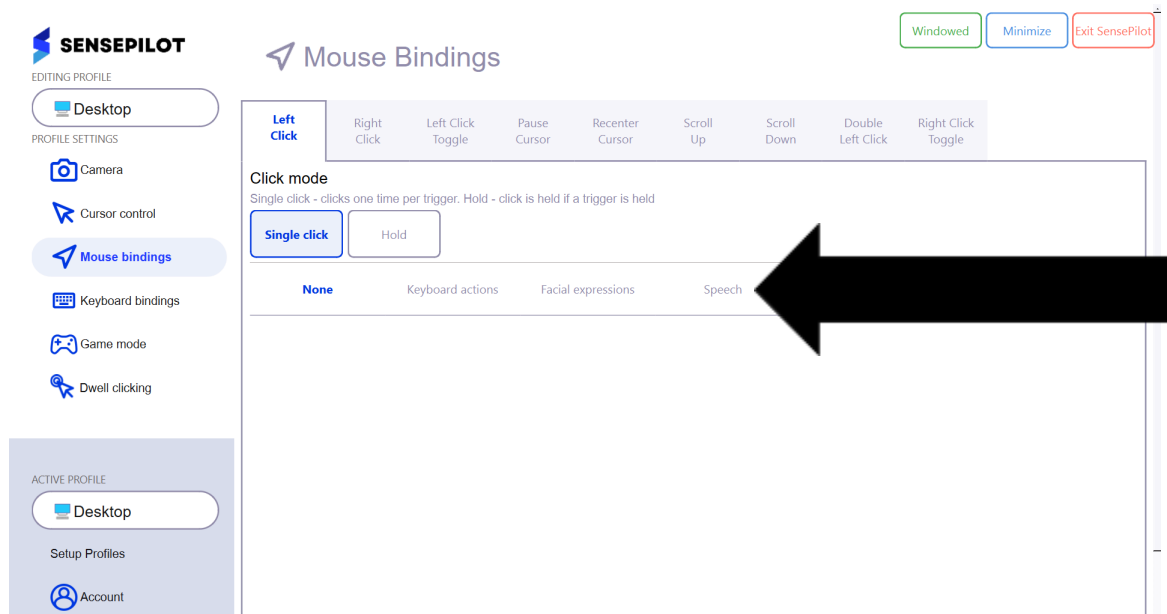
Left click toggle is located here:

The screenshot shows the 'Mouse Bindings' settings page in the SensePilot application. The 'Left Click Toggle' button is highlighted with a large black arrow. The 'Left Click' button is also highlighted with a red bar. The 'Click mode' section is visible, showing the 'Single click' and 'Hold' buttons. The 'None' button is highlighted with a red bar. The 'Facial expressions' section is also visible, showing a grid of 20 buttons for various facial expressions.

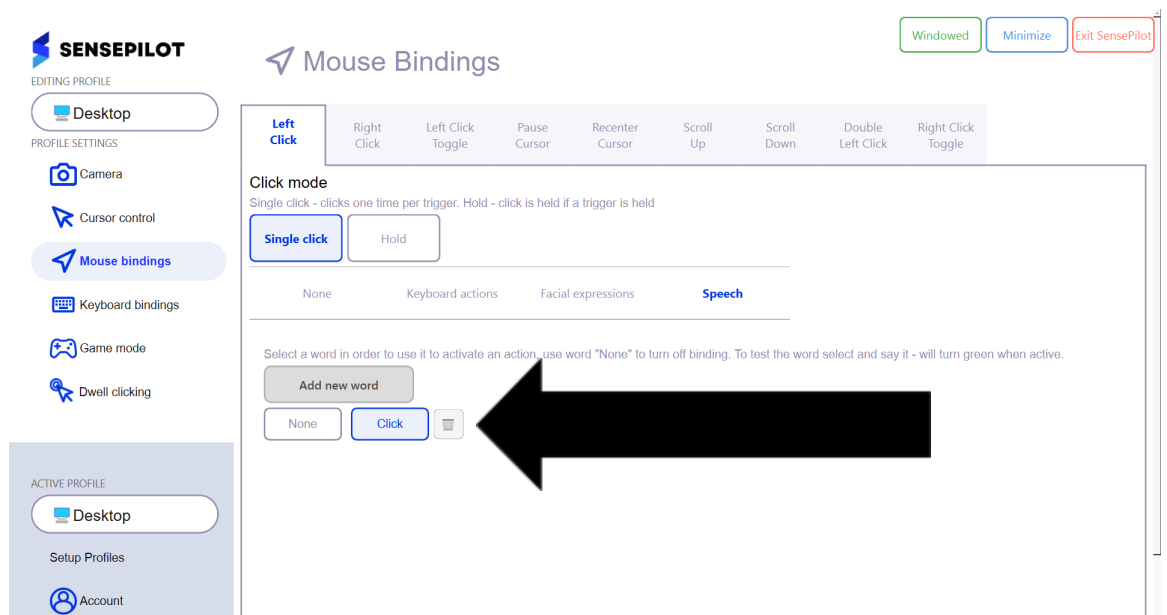
7.4 Clicking with Speech

<https://youtu.be/r3WqdOJ73Zs>

1. In mouse bindings, select the speech tab



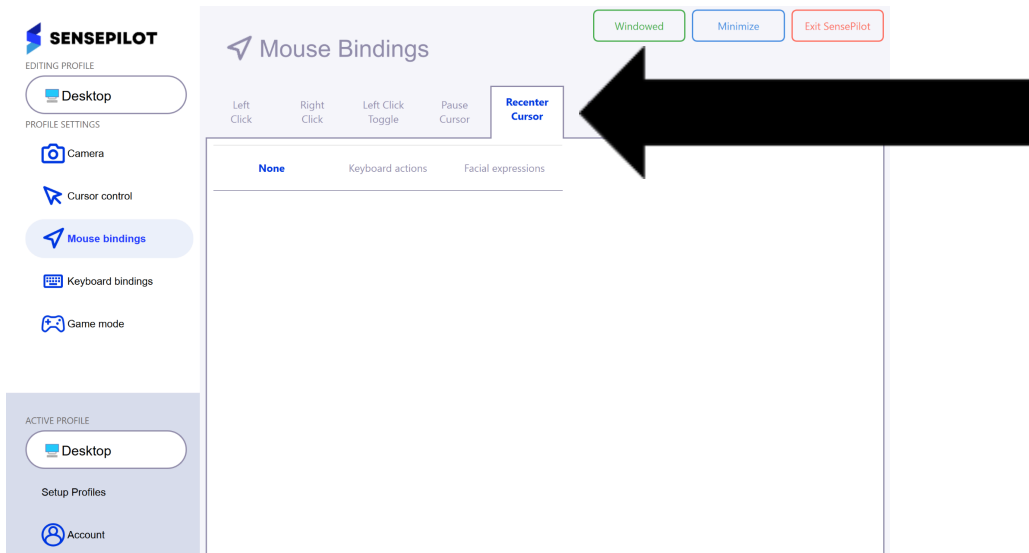
2. Click Add new word
3. Type in the word that you want to use
4. Select the word



5. When you say the word (in this example, "Click") you will see the word flash green confirming that it has been recognised

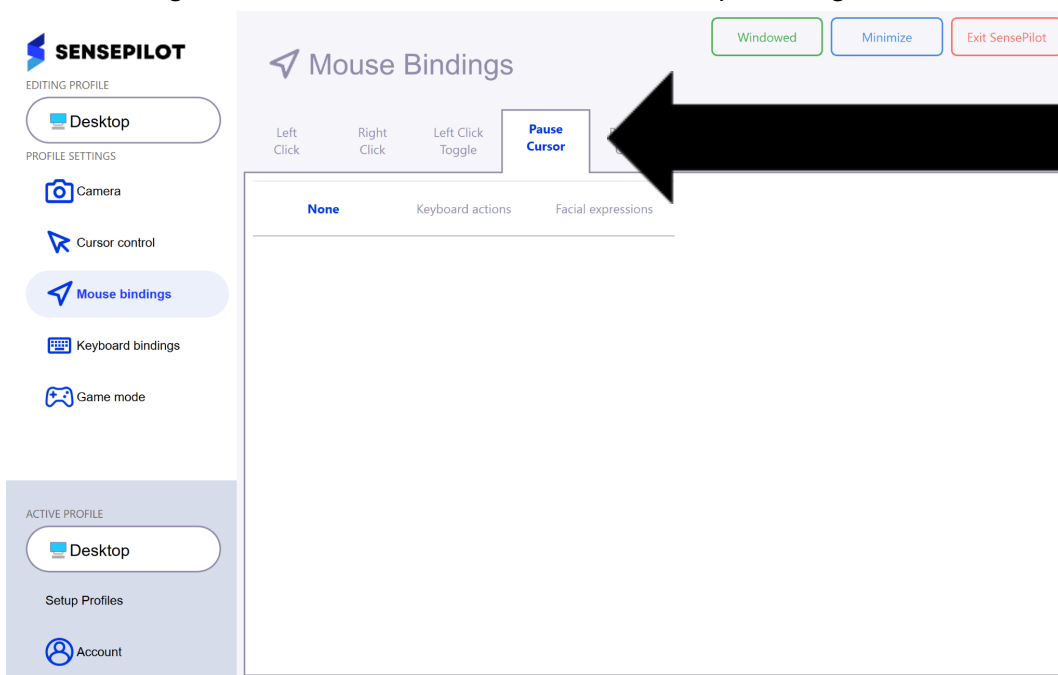
7.5 Recentering the Cursor to the Primary Monitor

In mouse bindings, you are able to recenter the cursor; this can be done with a switch/keyboard press or a facial gesture. Select either keyboard actions or facial expressions to set this to your preference.



7.6 Pausing the Cursor/Clicks

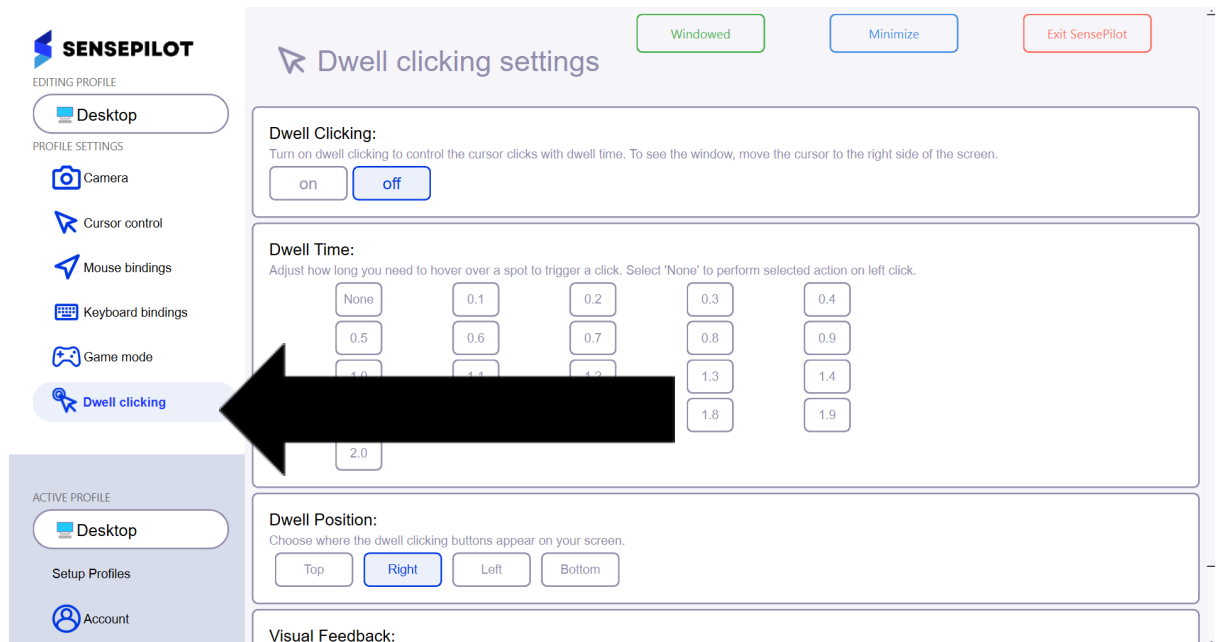
In mouse bindings, you can temporarily pause all inputs for cursor control and clicks with either a switch/keyboard press or a facial gesture. Select either keyboard actions or facial expressions and once the action is completed, headtracking will be disabled until the action is completed again.



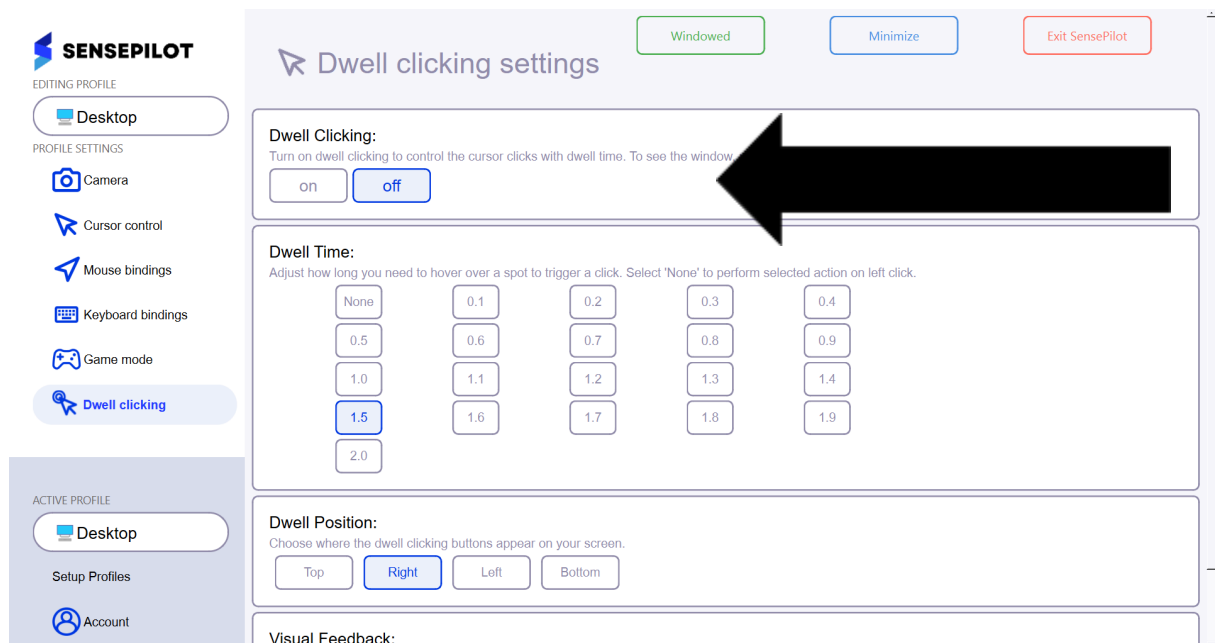
8. Dwell Clicking

<https://youtu.be/Vf2sa7t74Cw>

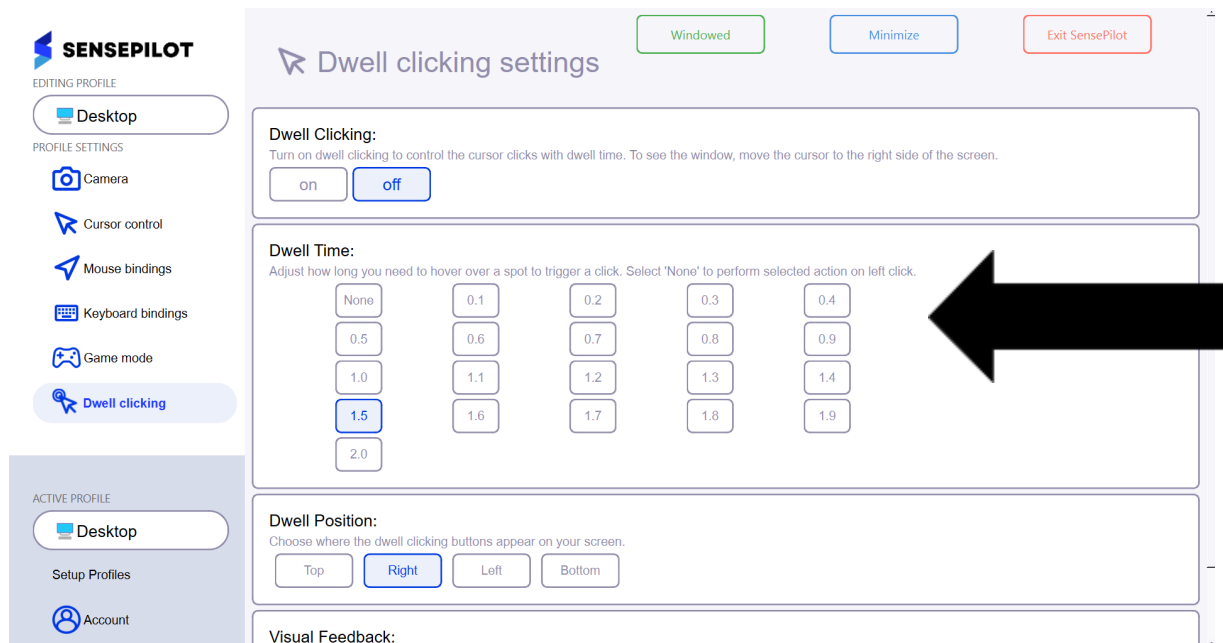
Dwell clicking will trigger a click by hovering over an item for a user determined period. To switch this on, select **Dwell Clicking** from the left menu.



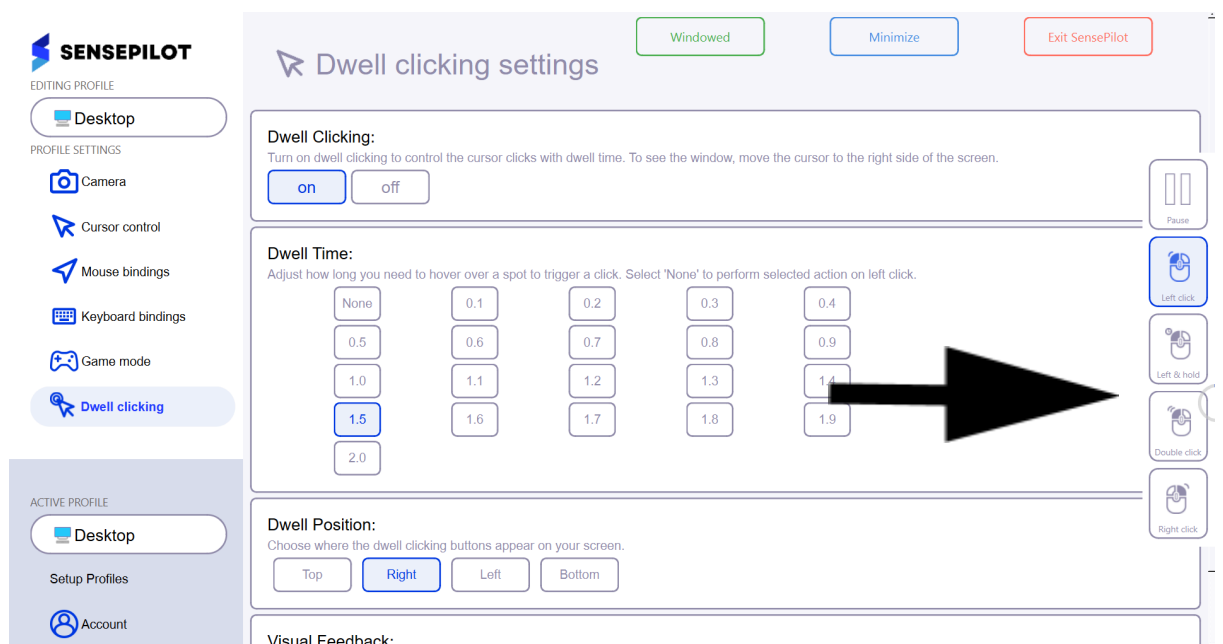
Then select "on"



To change the time needed to trigger a click, select from the buttons below under **dwell time**.



To perform different clicking actions like click and hold, double click or right click, move the cursor to the side of the display selected (you can change the location of this overlay by selecting a different **dwell position**) and an overlay will appear and select the requested action



To pause the clicking temporarily, select pause at the top of this overlay.

To turn on the visual feedback/circle timer for dwell clicking, toggle **Visual Feedback** to on - and a timer circle will appear around the cursor.

Desktop

Camera

Cursor control

Mouse bindings

Keyboard bindings

Game mode

Dwell clicking

Desktop

Setup Profiles

Account

Windowed

Minimize

Exit SensePilot

Dwell Clicking:

Turn on dwell clicking to control the cursor clicks with dwell time. To see the window, move the cursor to the right side of the screen.

on off

Dwell Time:

Adjust how long you need to hover over a spot to trigger a click. Select 'None' to perform selected action on left click.

- | | | | | |
|------|-----|-----|-----|-----|
| None | 0.1 | 0.2 | 0.3 | 0.4 |
| 0.5 | 0.6 | 0.7 | 0.8 | 0.9 |
| 1.0 | 1.1 | 1.2 | 1.3 | 1.4 |
| 1.5 | 1.6 | 1.7 | 1.8 | 1.9 |
| 2.0 | | | | |

Dwell Position:

Choose where the dwell clicking buttons appear on your screen.

Top Right Left Bottom

Visual Feedback:

Show a progress circle while dwelling before a click.

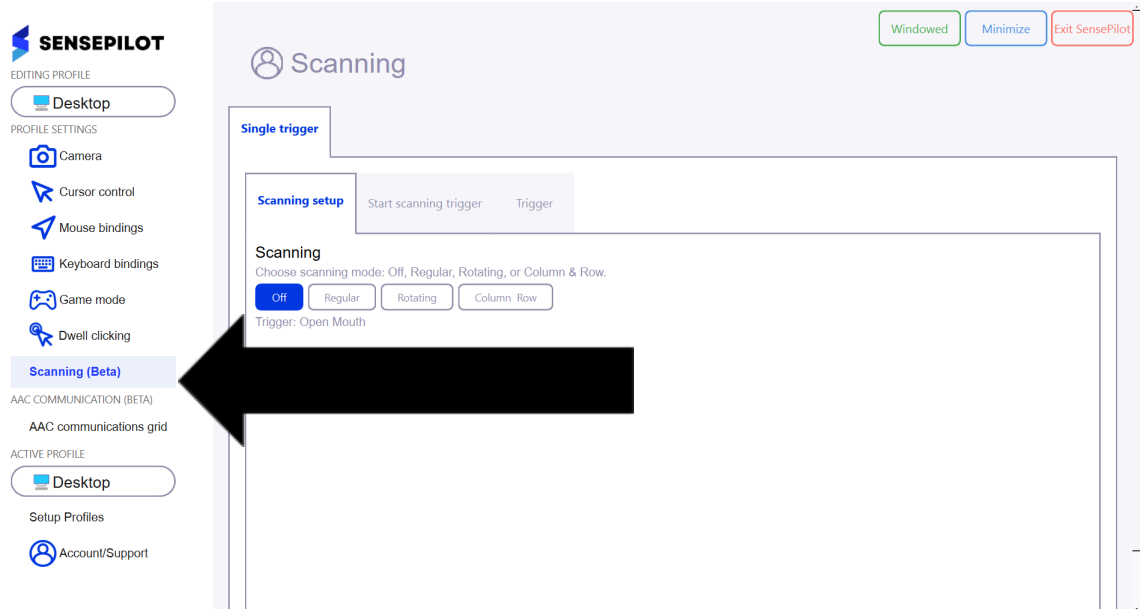
on off



9. Scanning

https://youtu.be/t_r6tJPaxCo

1. Navigate to Scanning from the left hand menu



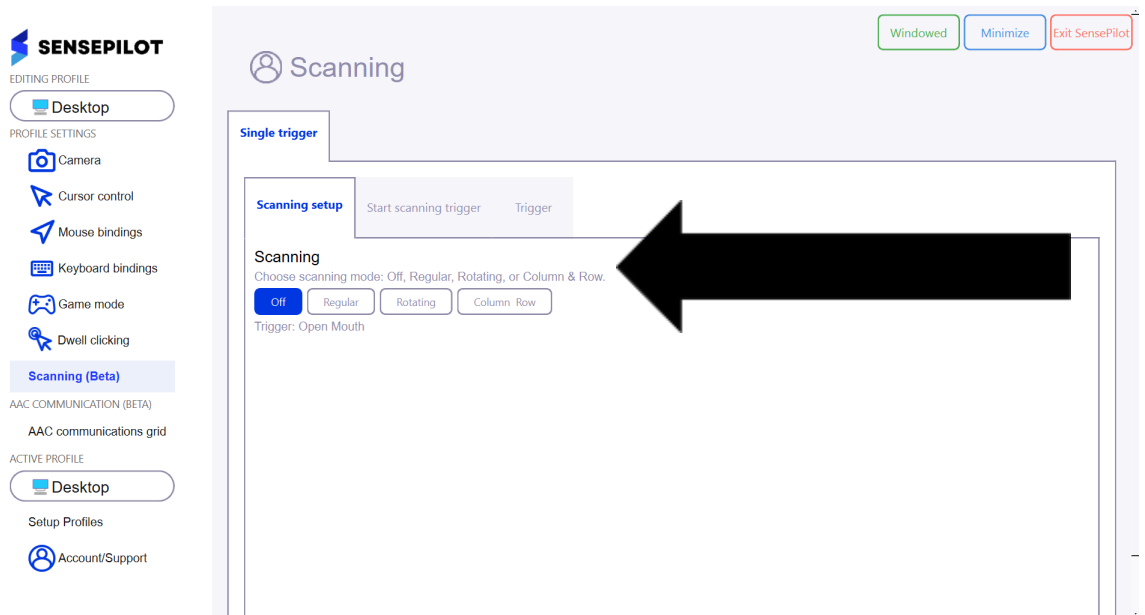
2. Select which scanning method you'd like to use.

Regular will create "crosshairs" - a bar will move across the screen from left to right, a subsequent click will cause a bar to move top to bottom. A trigger will move the cursor to the location and then left click

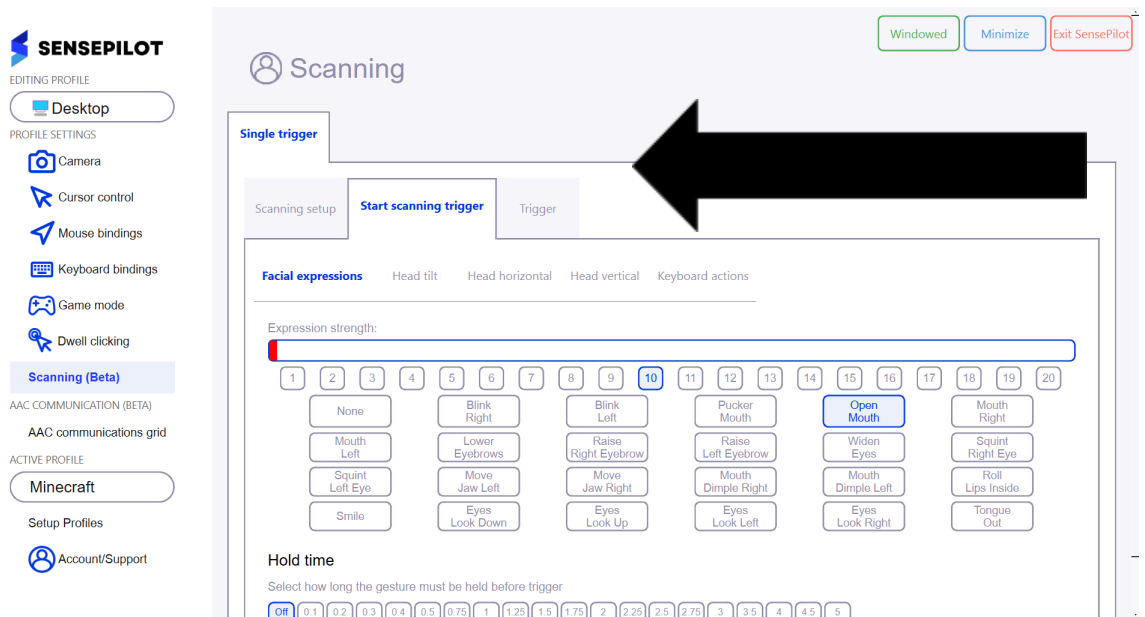
Rotating will begin moving a bar in a circle clockwise. A subsequent click will move a dot along the bar. A trigger will move the cursor to the location and then left click

Column Row will darken areas of the screen in a column first and then move a bar from left to right. Then will darken in rows before moving the bar top to bottom. The middle of the "crosshairs" will be where the left click is

performed



3. Select the trigger that you want to use to begin scanning and for continuing scanning - you can use multiple triggers to begin scanning e.g. a facial gesture, head tilt/turn or a switch press.

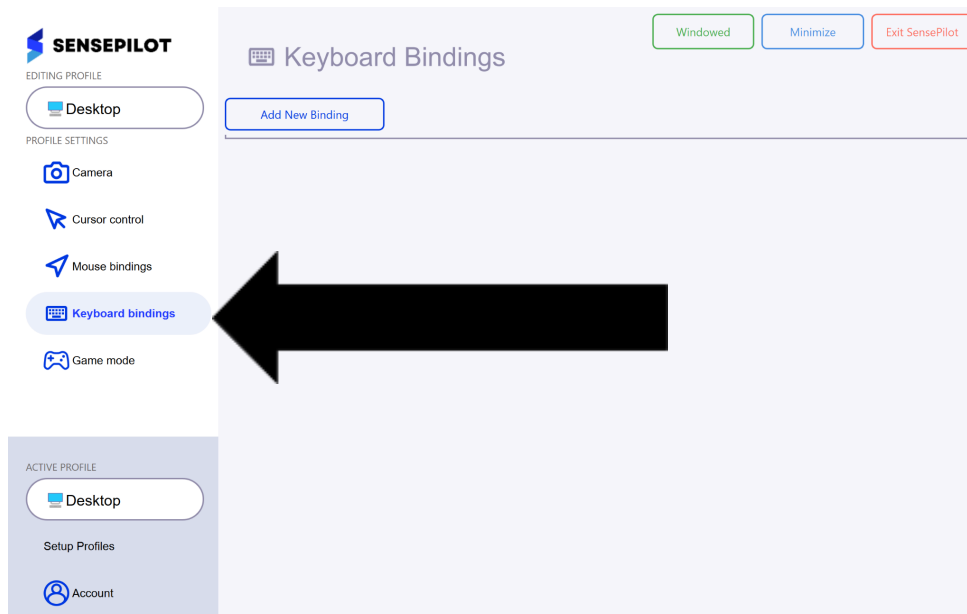


- a. For using a facial gesture, you can set the trigger strength and add a hold time (the time that the threshold must be reached and held for before a click happens)
- b. For head tilt, vertical and horizontal, you can adapt the threshold angle by moving the white bar along the slider for both left and right movements

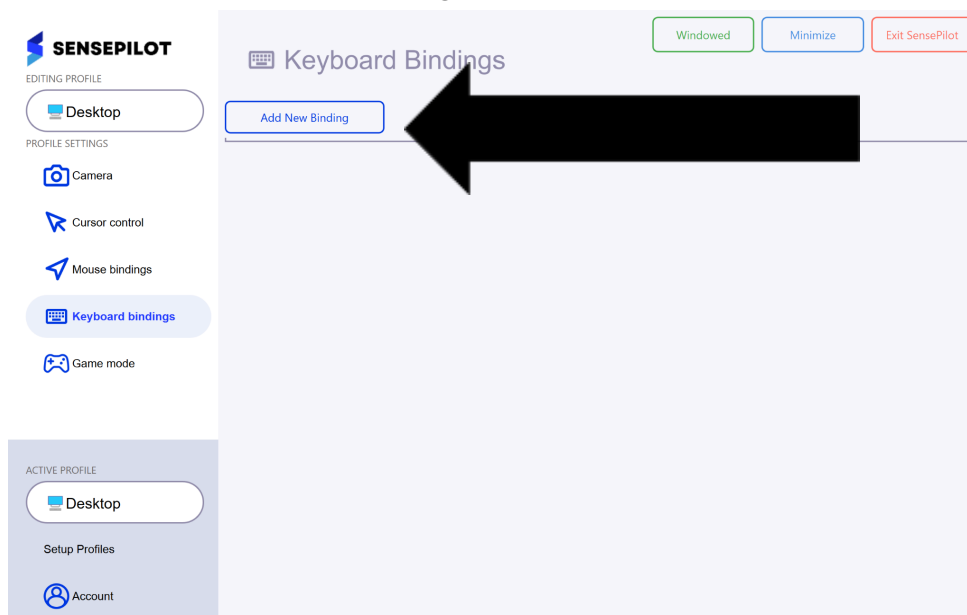
10. Keyboard bindings/Triggering a keyboard press

<https://youtu.be/1tzoVPjFXXE>

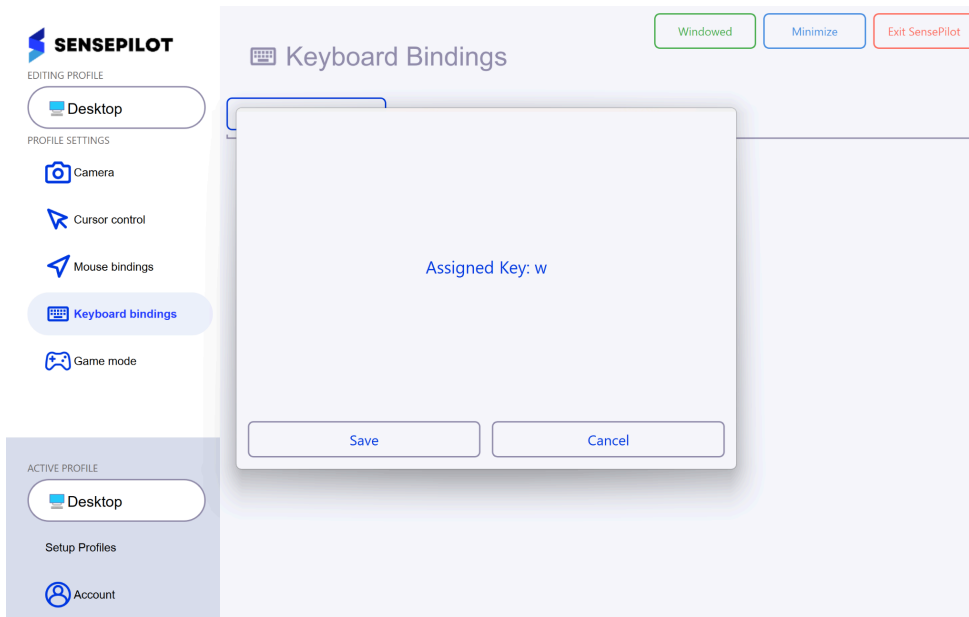
1. Select **"Keyboard Bindings"** from the left hand menu



2. Click **"Add a new binding"**



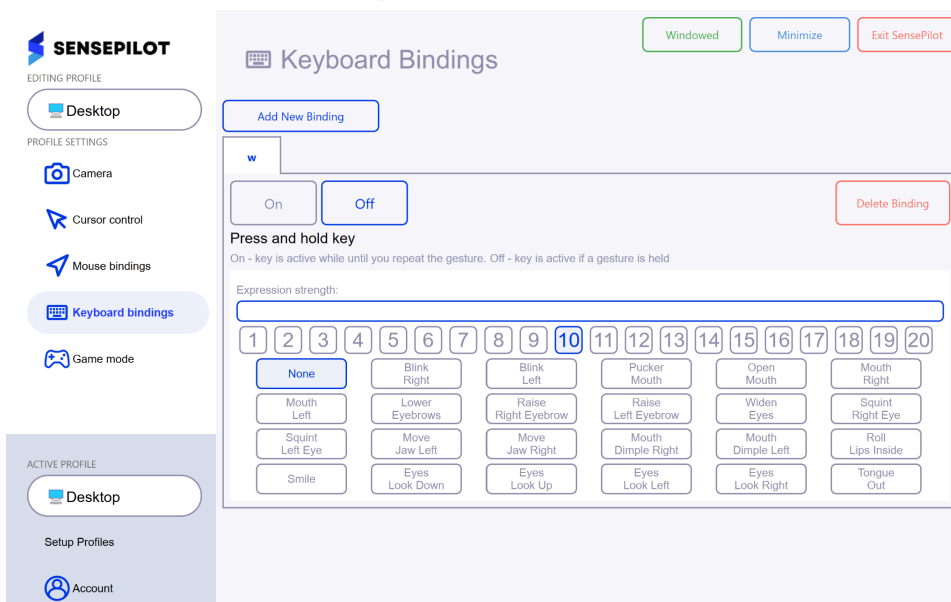
3. The following window should appear. Now press the button that you wish to bind on the keyboard (on-screen keyboard will work too). Here we have used **"w"** as an example.



4. Press save (or cancel if you changed your mind!)

10.1 Facial Gestures

1. Select a facial gesture from the list and set the sensitivity using the numbers. The keyboard key will be pressed when the trigger number is reached as shown by the indicator bar

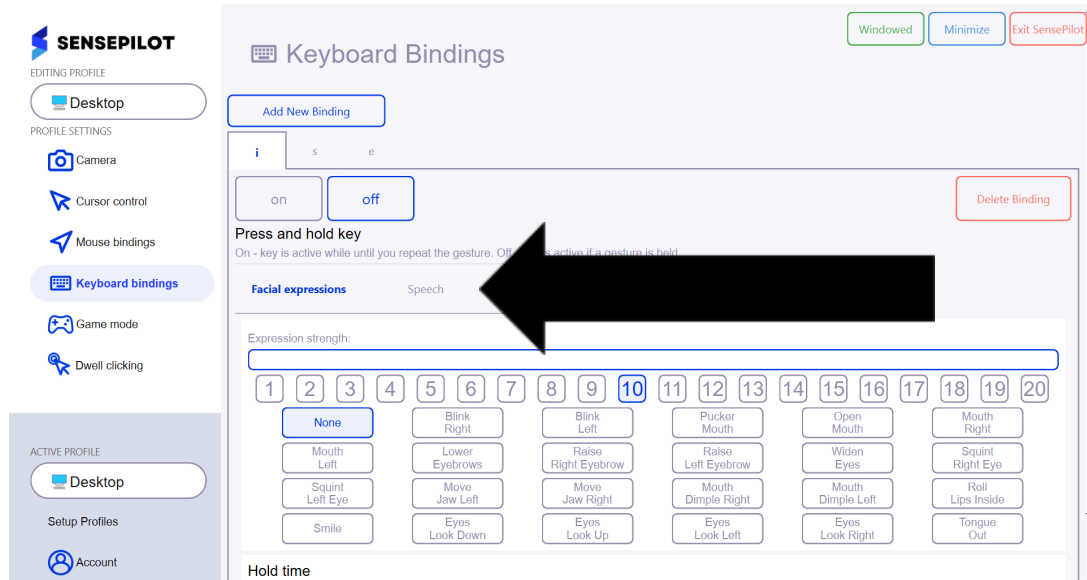


2. There is a toggle setting on/off that will change the behaviour of the keyboard press.
 - a. Setting this to **ON** will continue to press the keyboard key until the trigger is reached by facial gesture again.

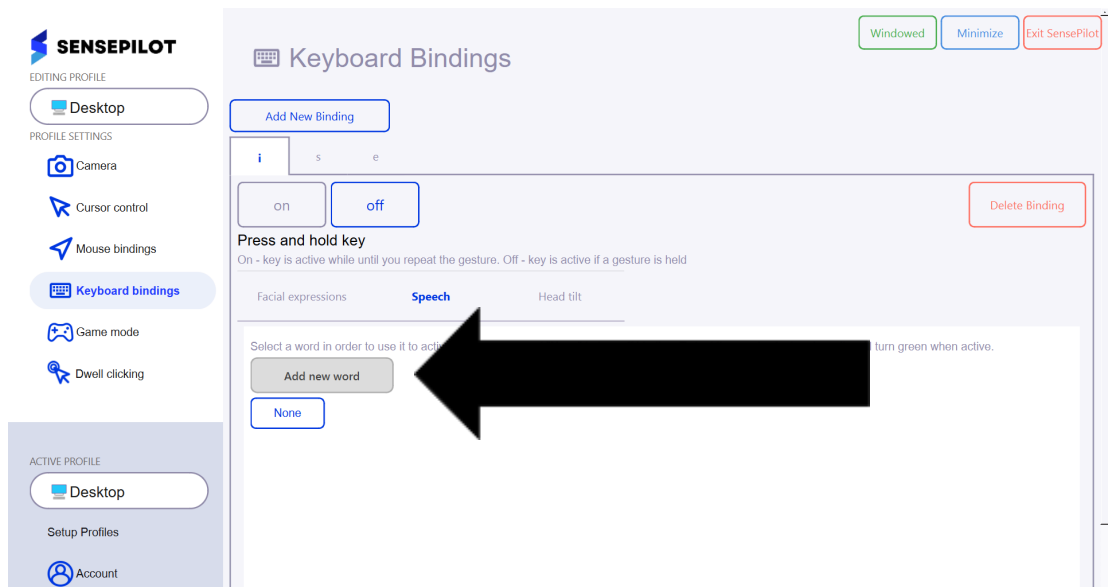
- b. Setting this to **OFF** will only press the keyboard key for the duration of the facial gesture

10.2 Speech Recognition

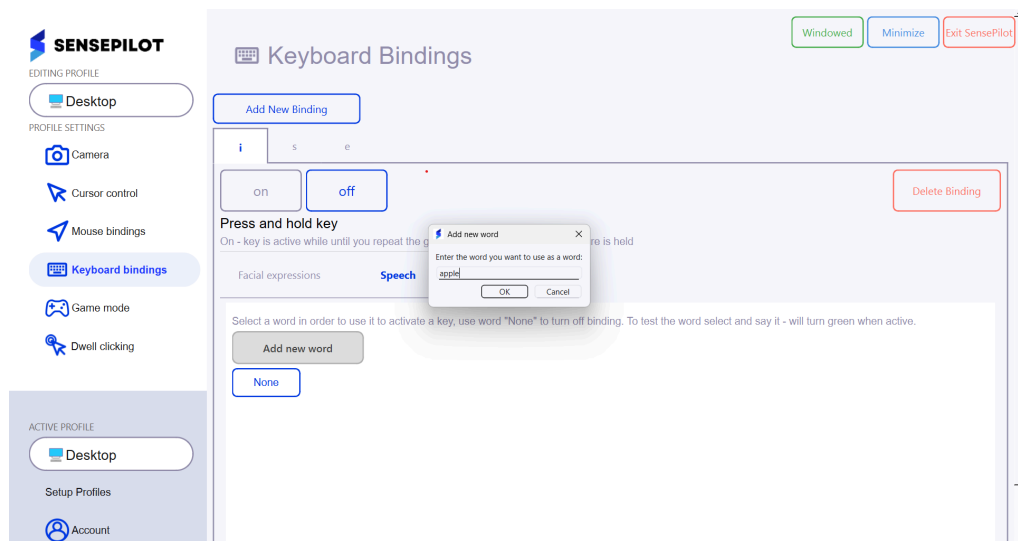
- 1. In keyboard bindings, select **Speech**



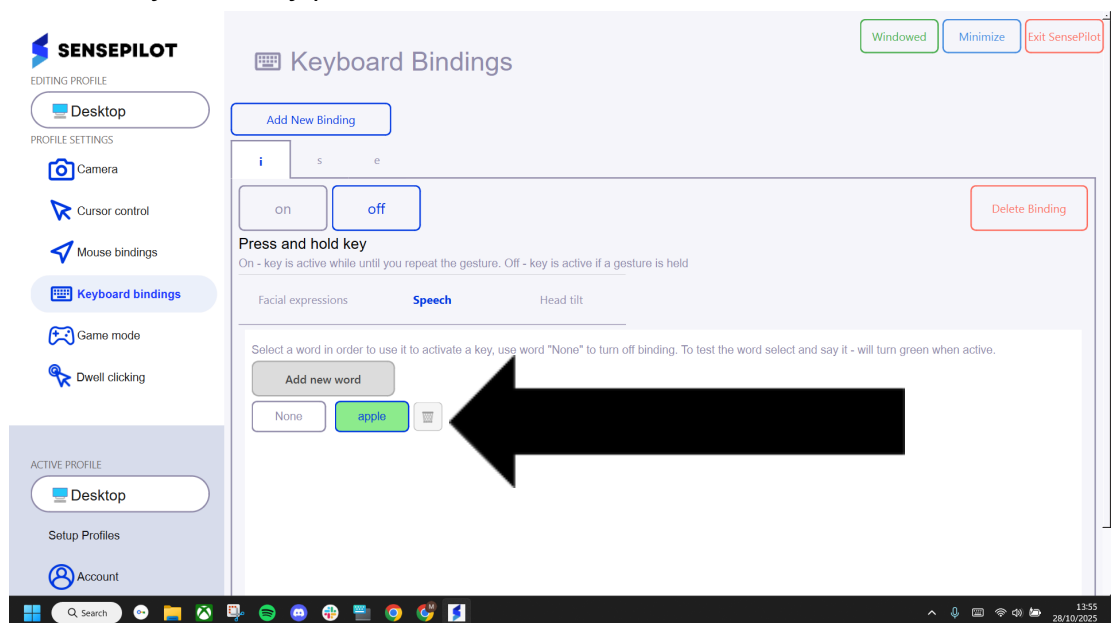
- 2. Click **Add a New Word**



3. Type in the word that you wish to use example show binds "i" to "apple". (The on screen keyboard can be used here too)



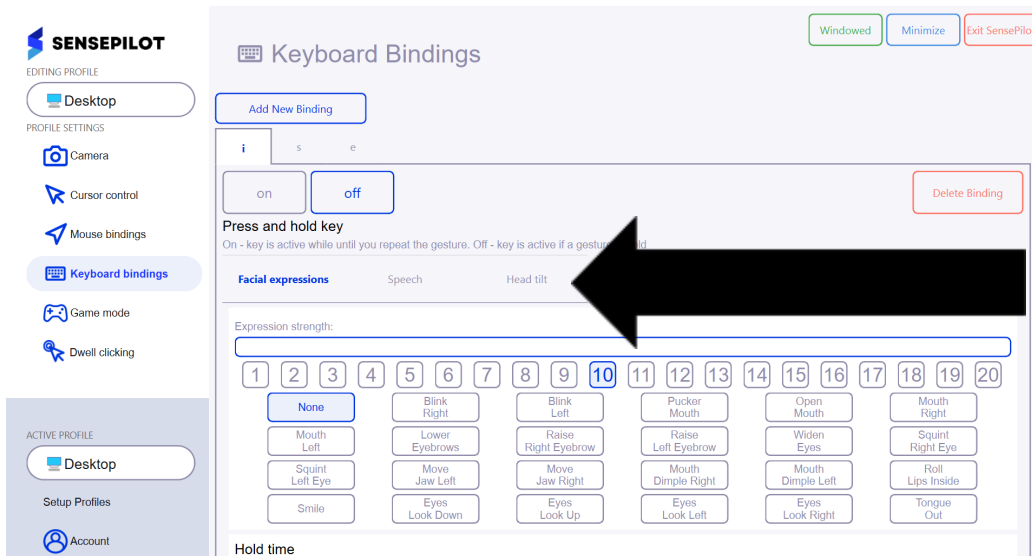
4. Select the word from the list - you should see a blue microphone icon showing that the microphone is active. Say the word and you should see a green indicator on the selected word that the word has been recognised and the keyboard key pressed.



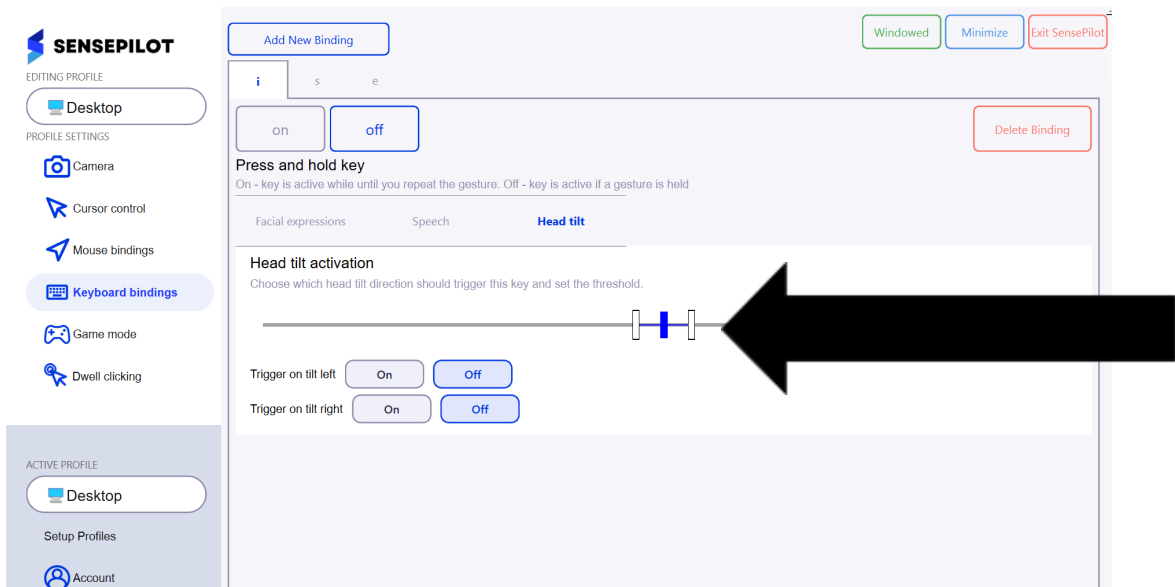
5. N.B. The indicator will only show if the profile being edited is currently active.

10.3 Head tilt

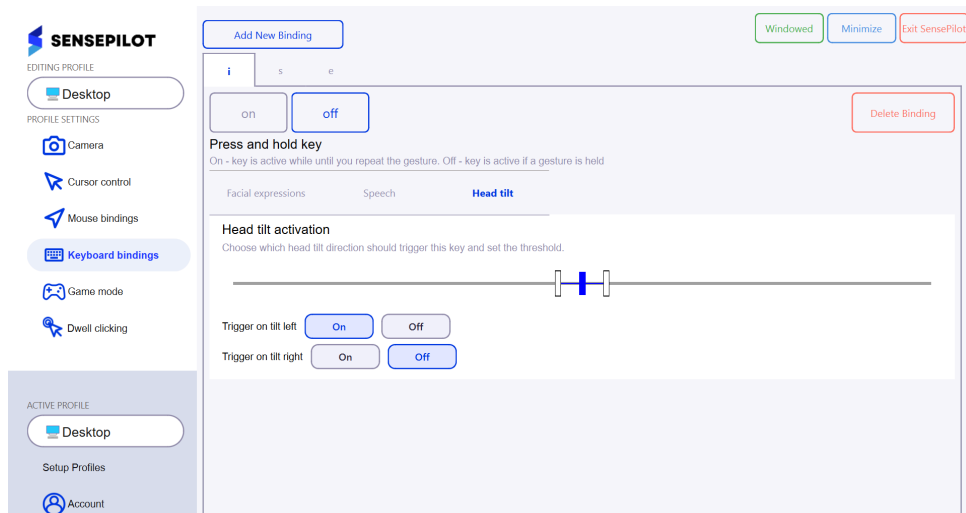
1. In Keyboard bindings, select **head tilt**



2. The blue bar represents your current head position and the white bars are the angle at which the keyboard press will occur. Drag the white bars to the position at which you want the keyboard press to be triggered.



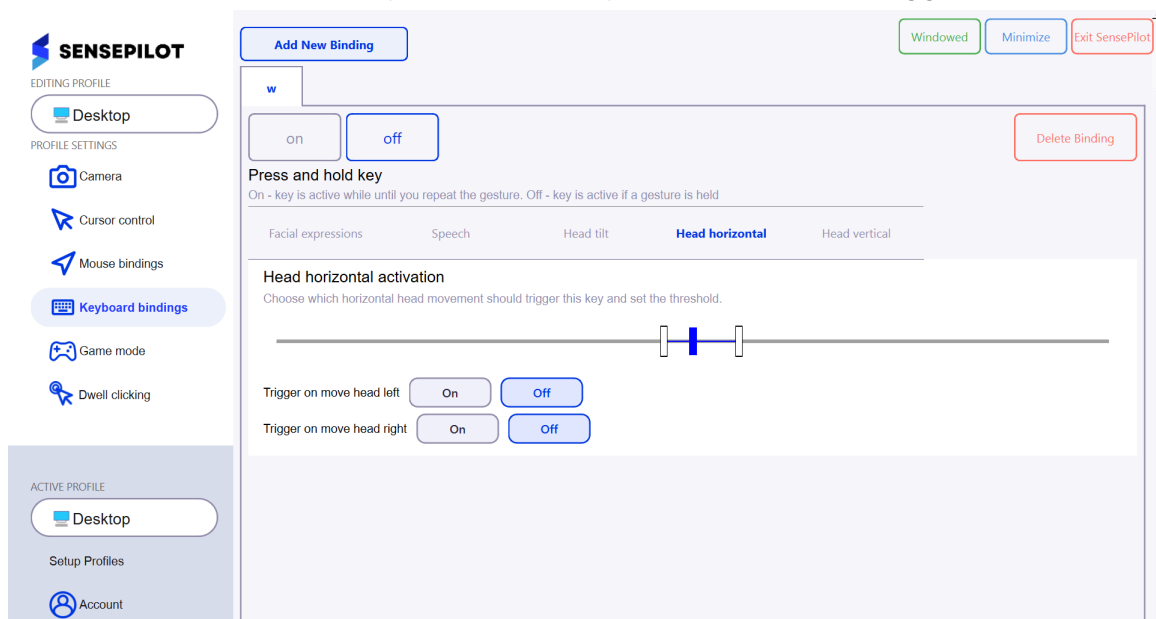
3. Select which side you want the trigger to occur by turning the direction to on. The example shown presses the "i" key when the head is tilted to the left



10.4 Head direction

<https://youtu.be/RDiXi-MLazY>

1. In keyboard bindings, select head horizontal or vertical
2. Select either horizontal (left and right) or vertical (up and down) depending on the direction that you want the keyboard press to be triggered



3. Set the limit angles (white bars) to where you want the keyboard press to happen. The blue bar represents your head movement
4. Set if you want this to trigger when moving left/right/up/down

SENSEPILOT

EDITING PROFILE

Desktop

PROFILE SETTINGS

- Camera
- Cursor control
- Mouse bindings
- Keyboard bindings**
- Game mode
- Dwell clicking

ACTIVE PROFILE

Desktop

Setup Profiles

Account

Add New Binding

Windowed Minimize Exit SensePilot


w

on off Delete Binding

Press and hold key
On - key is active while until you repeat the gesture. Off - key is active if a gesture is held

Facial expressions Speech Head tilt **Head horizontal** Head vertical

Head horizontal activation
Choose which horizontal head movement should trigger this key and set the threshold.



Trigger on move head left On Off

Trigger on move head right On Off

10.4 Deleting a binding

The screenshot shows the SENSEPILOT software interface for editing keyboard bindings. On the left, there is a sidebar with sections for 'EDITING PROFILE' (Desktop), 'PROFILE SETTINGS' (Camera, Cursor control, Mouse bindings, Keyboard bindings, Game mode), and 'ACTIVE PROFILE' (Desktop, Setup Profiles, Account). The main window is titled 'Keyboard Bindings' and has window control buttons (Windowed, Minimize, Exit SensePilot). A binding for the key 'w' is shown with 'On' and 'Off' buttons and a 'Delete Binding' button. Below this, there is an 'Expression strength' slider and a grid of 20 numbered buttons (1-20) for selecting expressions. The 'None' button is selected for binding 10. The grid contains the following expressions:

None	Blink Right	Blink Left	Pucker Mouth	Open Mouth	Mouth Right
Mouth Left	Lower Eyebrows	Raise Right Eyebrow	Raise Left Eyebrow	Widen Eyes	Squint Right Eye
Squint Left Eye	Move Jaw Left	Move Jaw Right	Mouth Dimple Right	Mouth Dimple Left	Roll Lips Inside
Smile	Eyes Look Down	Eyes Look Up	Eyes Look Left	Eyes Look Right	Tongue Out

To delete a binding, select **“Delete binding”**

This screenshot is identical to the one above, but with a large black arrow pointing to the 'Delete Binding' button in the top right corner of the binding configuration area.

11. Facial Gesture Delay Timers

<https://youtu.be/Q-sY789KxGQ?si=4WMHuiiojooWeJ6IN>

You can change the time needed for an action to trigger e.g. a click is only performed if a facial gesture is held for a set amount of time

Under mouse bindings, keyboard bindings and profile switch, you can find a setting called **Hold Time**. Here you can set the desired time to hold a facial gesture.

The screenshot shows the SENSEPILOT software interface. On the left, there is a sidebar with navigation options: EDITING PROFILE (Desktop), PROFILE SETTINGS (Camera, Cursor control, Mouse bindings, Keyboard bindings, Game mode, Dwell clicking), and ACTIVE PROFILE (Desktop). The main window displays the 'Click mode' settings for a mouse button. The 'Click mode' is set to 'Hold'. Below this, there are tabs for 'None', 'Keyboard actions', and 'Facial expressions'. A grid of 20 numbered buttons (1-20) is shown, each with a specific facial expression assigned to it. At the bottom, the 'Hold time' setting is visible, with a dropdown menu set to 'Off'. A large black arrow points to the 'Hold time' dropdown menu.

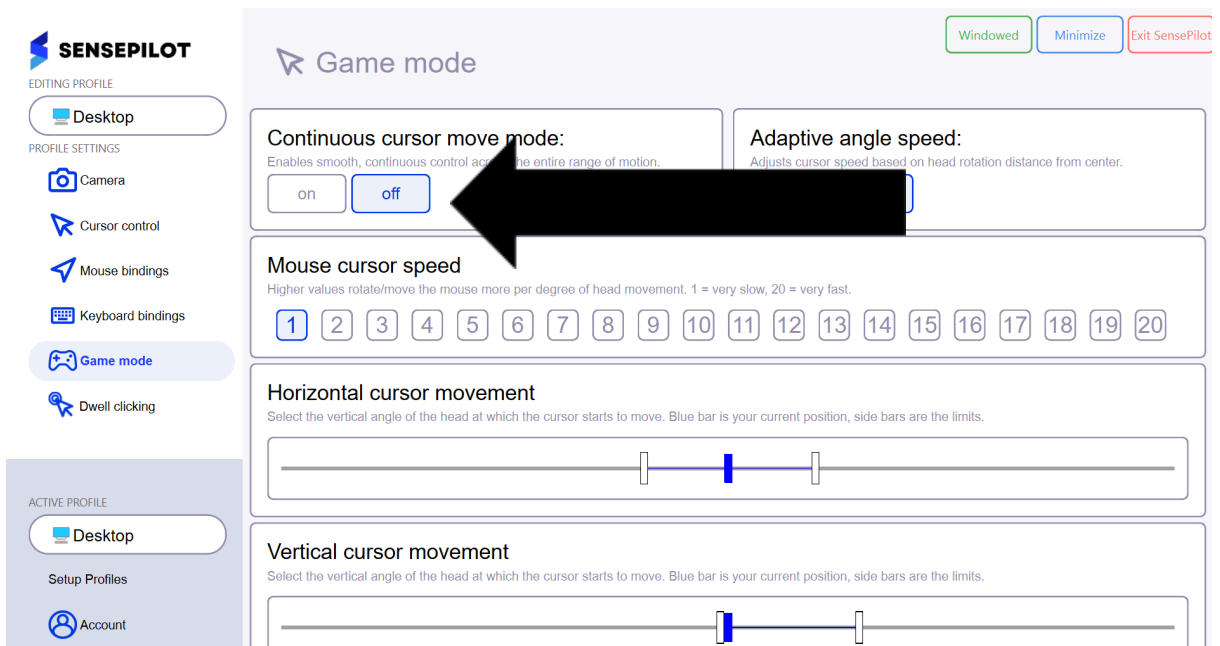
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20				
None	Blink Right	Blink Left	Pucker Mouth	Open Mouth	Mouth Right	Mouth Left	Lower Eyebrows	Raise Right Eyebrow	Raise Left Eyebrow	Widen Eyes	Squint Right Eye	Squint Left Eye	Move Jaw Left	Move Jaw Right	Mouth Dimple Right	Mouth Dimple Left	Roll Lips Inside	Smile	Eyes Look Down	Eyes Look Up	Eyes Look Left	Eyes Look Right	Tongue Out

12. Game Mode

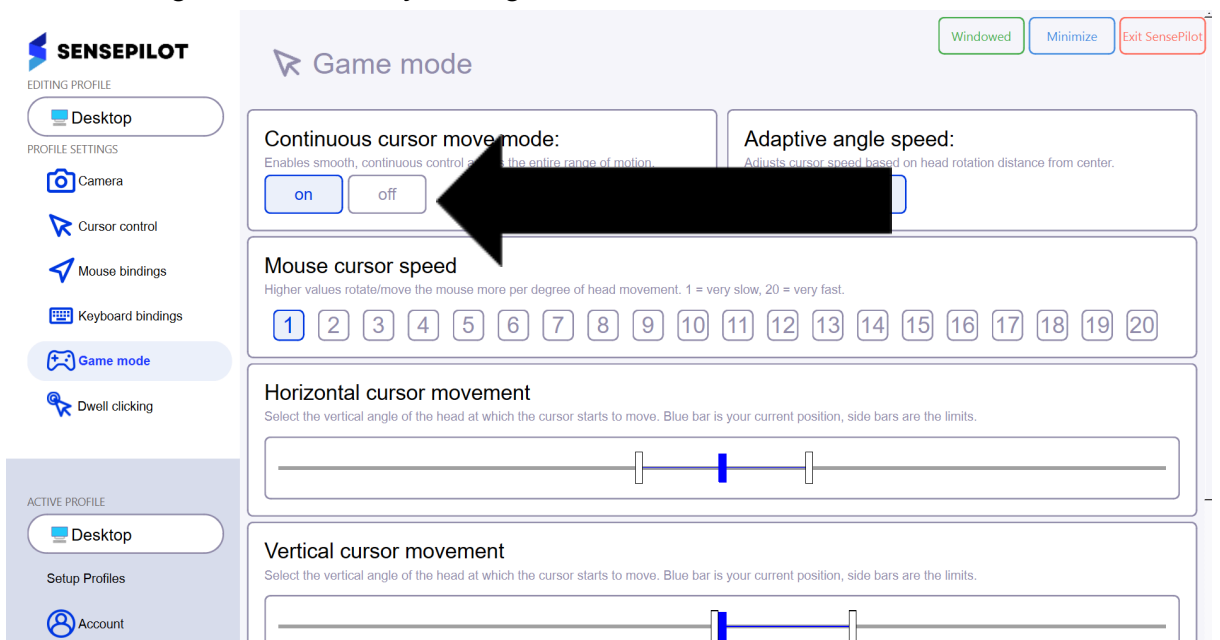
<https://youtu.be/FN66DinxTmg>

Game mode causes the cursor to continue moving when the head rotation or tilt reaches a set angle. It can help with camera control of some games (like first person view games) and also for use with multi-monitor setups. Game mode will also work if head tracking is not enabled.

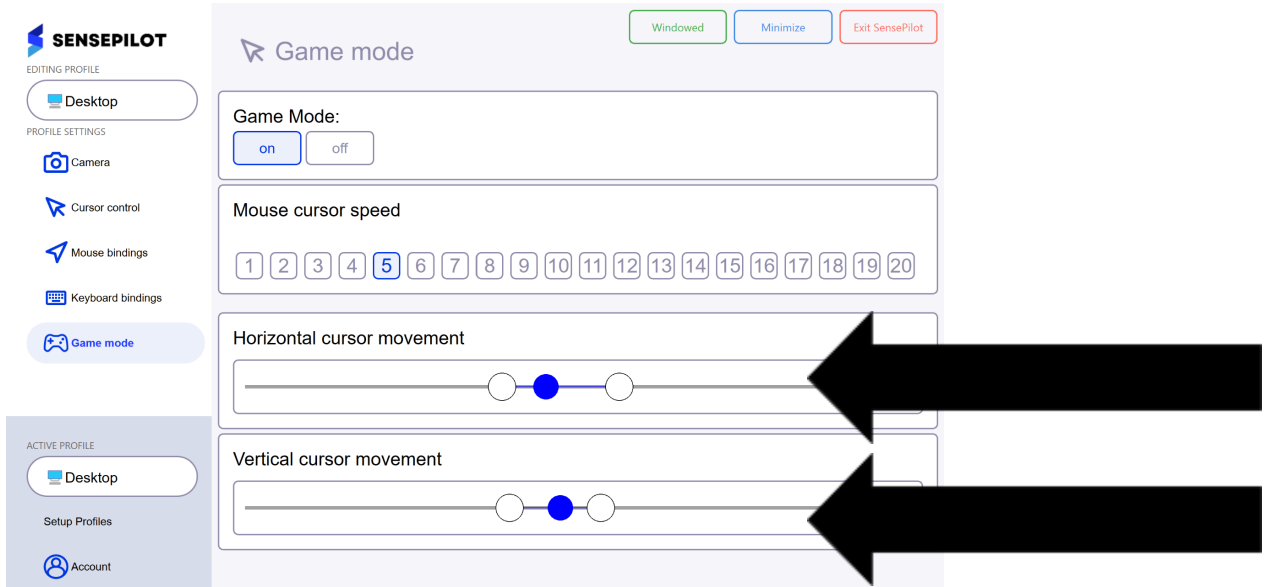
12.1 Rotational Mode



1. Turn game mode on by setting to on

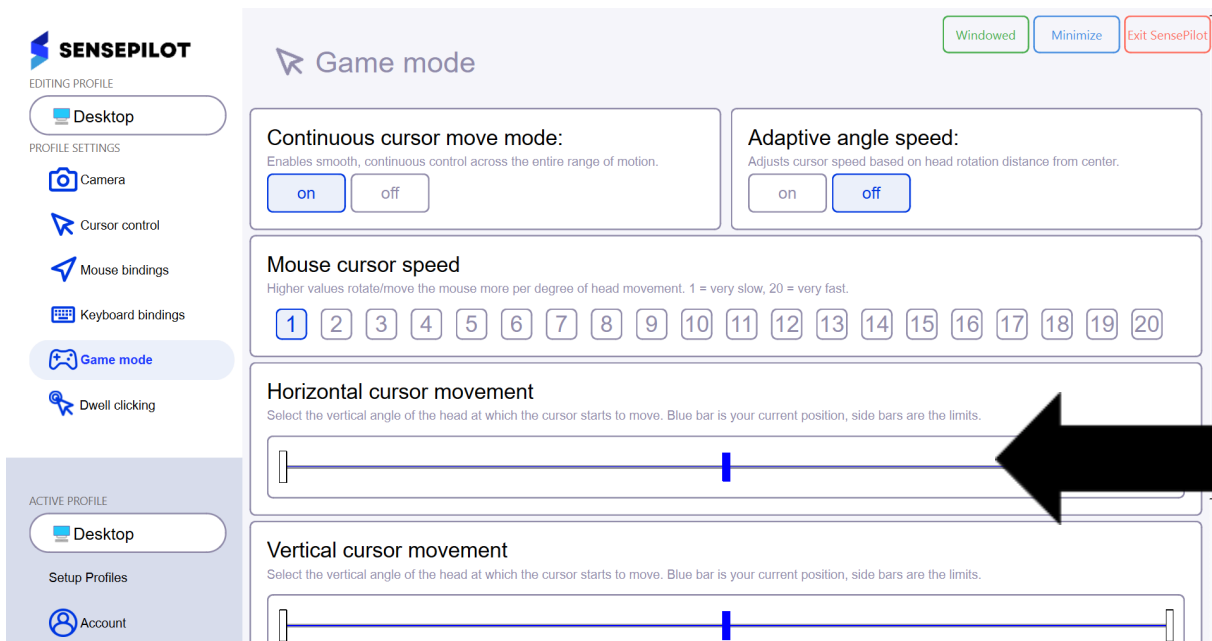


- As you move your head around, you will see the bars moving along the slider - the middle blue bar represents your head and the white bars either side are the rotational angles at which game mode kicks in. You can move these dots to where you feel comfortable by clicking along the line



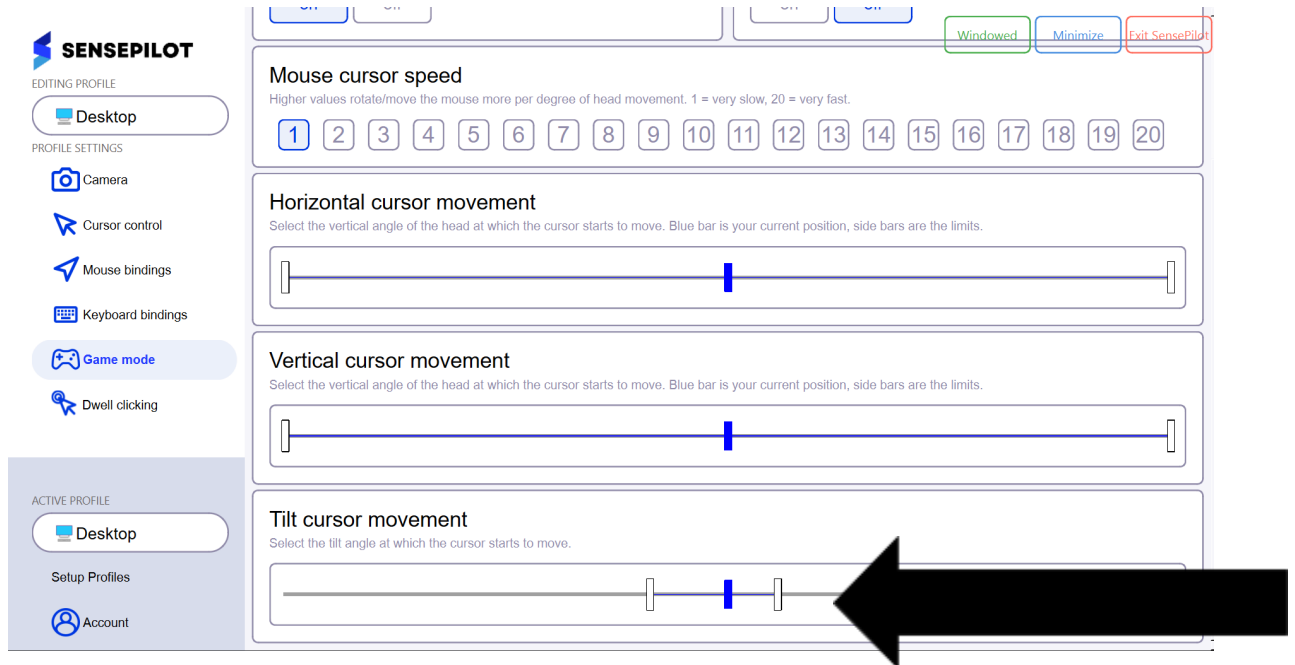
- Next, you can set the mouse cursor speed - this is the speed at which the cursor will move when you move your head to the maximum angles set in step 2. The higher numbers mean the cursor will move faster.

N.B. Horizontal & Vertical represent the movement of the face up and down or left and right rotationally. If you want to use tilt mode only, move the white bars far to the side like this:



12.2 Tilt Mode

To use game mode via head tilting, under **“Tilt cursor movement”**, adjust the bars to where comfortable for clockwise/anti-clockwise directions



12.3 Adaptive Angle Speed

Game mode has a feature that allows the cursor speed to increase the further the head moves away from the defined limits (white bars). For the cursor to move at a constant speed, no matter this distance, the adaptive angle speed should be set to **OFF**

Desktop

Camera

Cursor control

Mouse bindings

Keyboard bindings

Game mode

Dwell clicking

Desktop

Setup Profiles

Account

Game mode

Windowed Minimize Exit SensePilot

Continuous cursor move mode:

Enables smooth, continuous control across the entire range of motion.

on off

Adaptive angle speed:

Adjusts cursor speed based on head movement.

on off

Mouse cursor speed

Higher values rotate/move the mouse more per degree of head movement. 1 = very slow, 20 = very fast.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

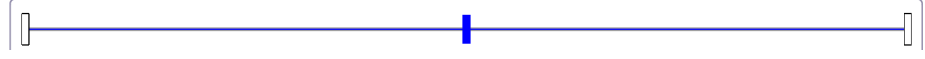
Horizontal cursor movement

Select the vertical angle of the head at which the cursor starts to move. Blue bar is your current position, side bars are the limits.



Vertical cursor movement

Select the vertical angle of the head at which the cursor starts to move. Blue bar is your current position, side bars are the limits.



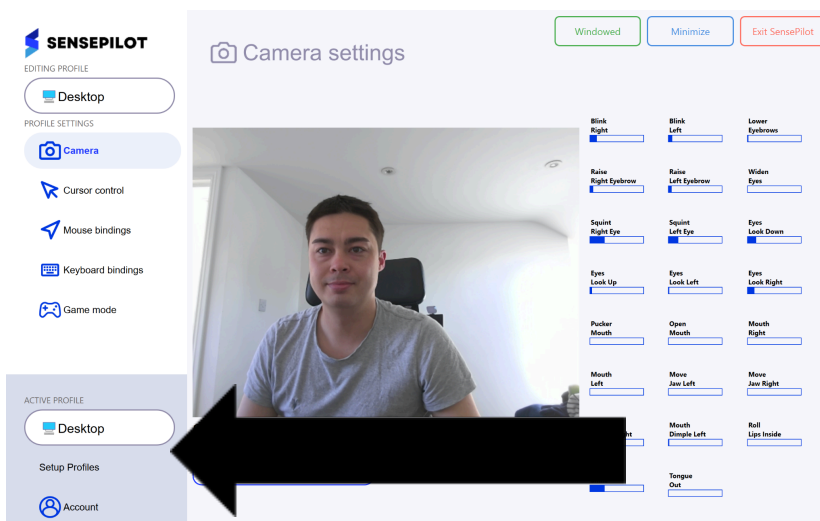
13. Profiles

<https://youtu.be/Y4DGV94t17Y>

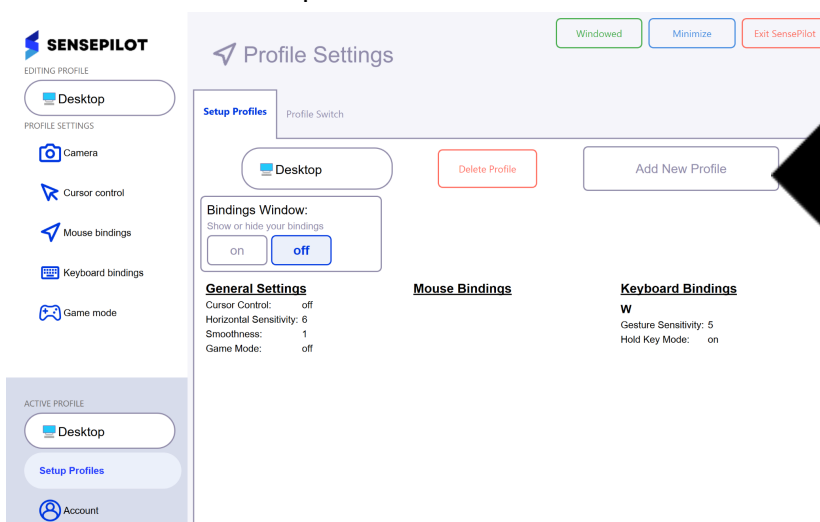
You can create as many profiles as you would like and swap between them with either a facial gesture or a keyboard/switch press. **“Desktop”** is the default profile and will always be active when the app opens. You are also able to swap between 2 other profiles - the **“Desktop”** profile will always remain as one of the profiles to swap between

13.1 Creating a Profile

1. Click **“Setup Profiles”** on the left hand menu.



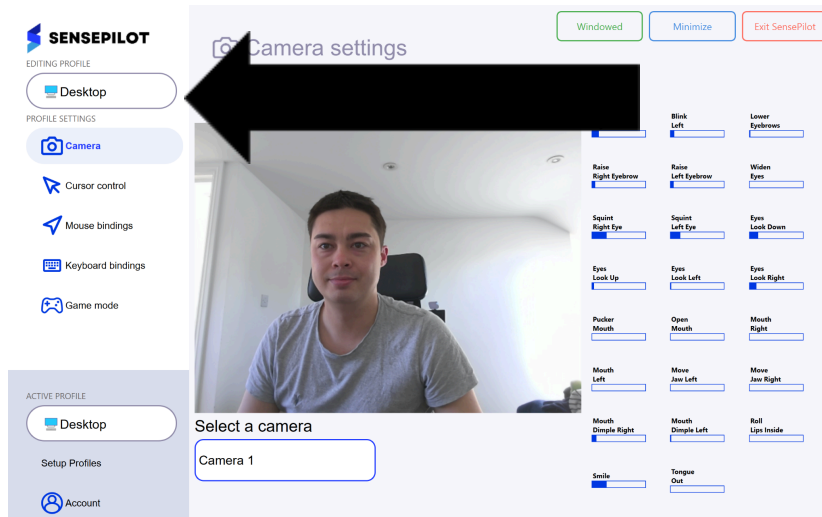
2. Click add new profile



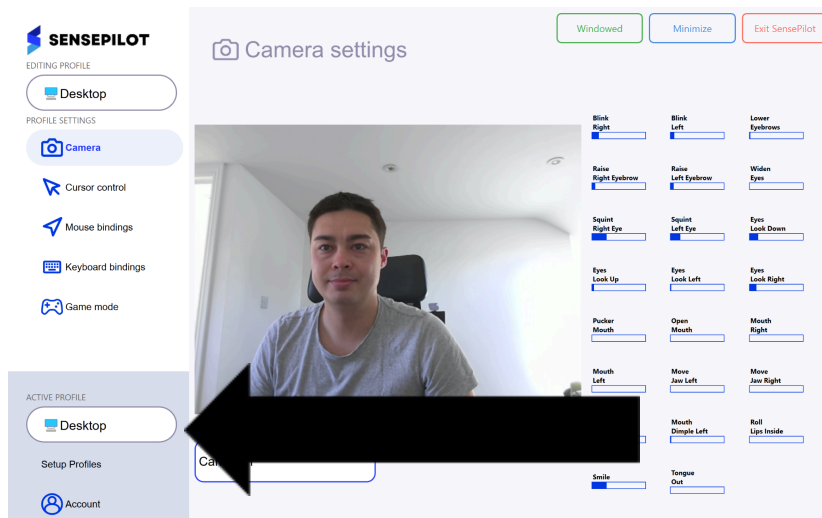
3. Enter a name for your profile and click save. You can use the on-screen keyboard and also emojis (we find this can help make it a bit clearer when swapping between them).

13.2 Editing a Profile

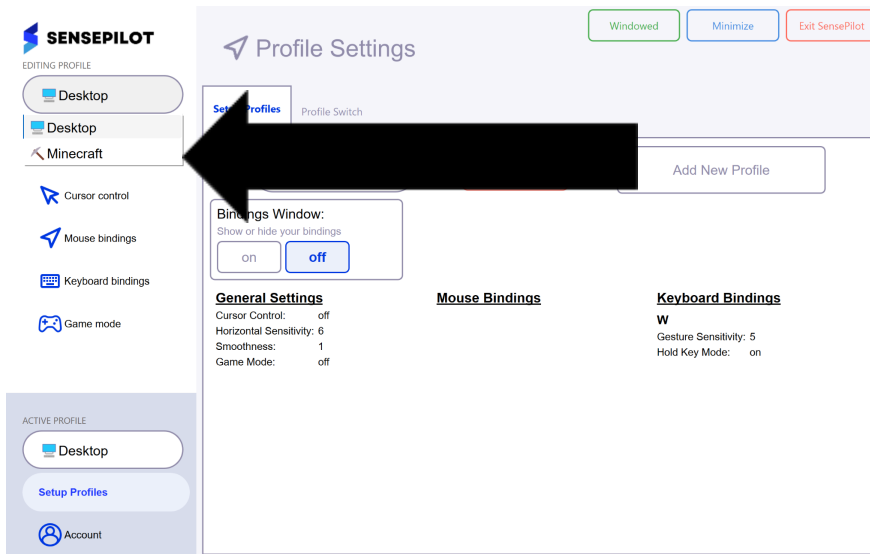
We've separated out the profile that you are editing and the currently active profile. Editing is here:



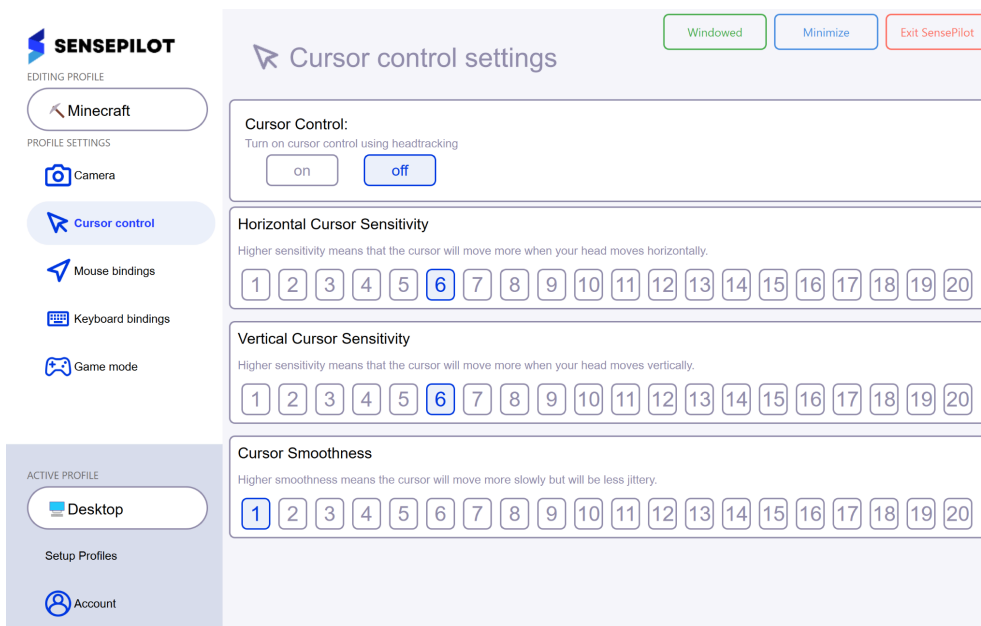
The currently active profile is here:



1. Click on **"Editing Profile"** at the top of the left hand menu and you will see a dropdown menu appear with the profiles that you have created



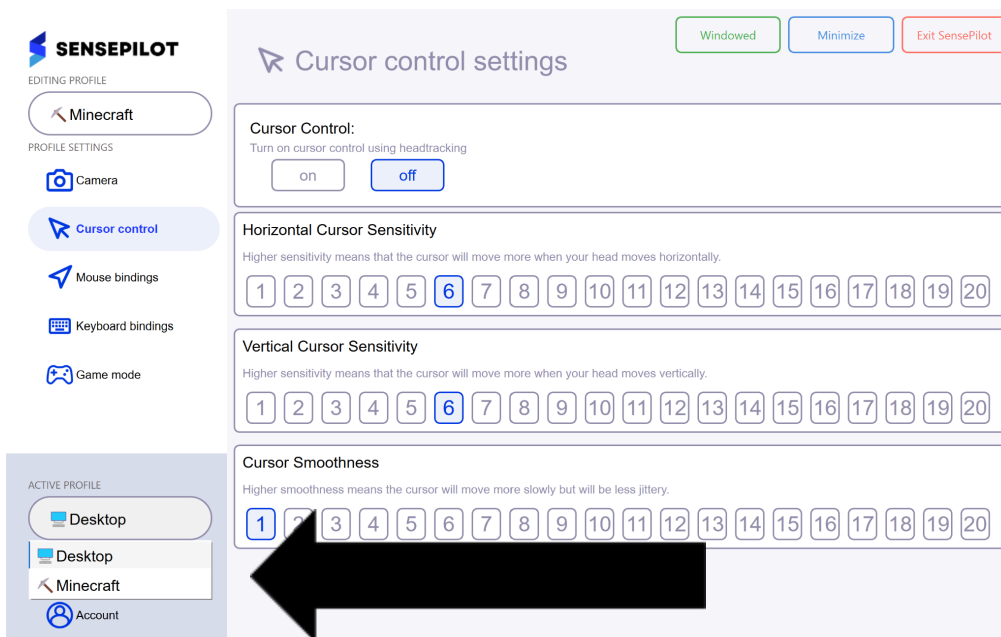
2. Click on the profile that you would like to edit (in the screenshot below, we are using the **"Desktop"** profile as the active profile and we are now editing the **"Minecraft"** profile).



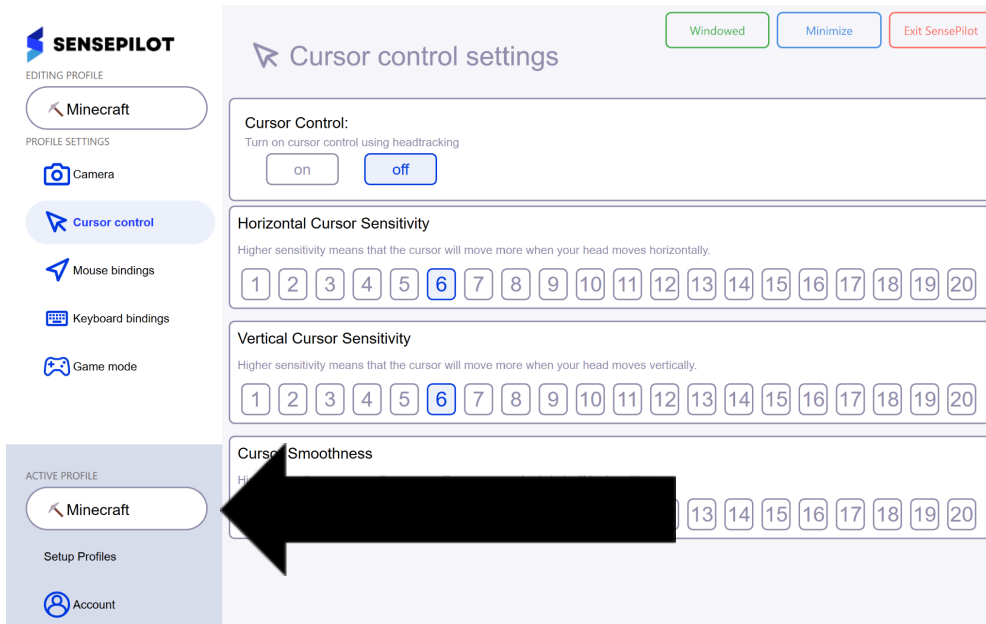
3. Go through the steps of cursor control, mouse bindings, keyboard bindings and game mode that you would like to set up for this profile

13.3 Swapping Profiles (Manually)

1. Click on active profiles at the bottom of the left hand menu and a dropdown menu will appear with the profiles that you have created

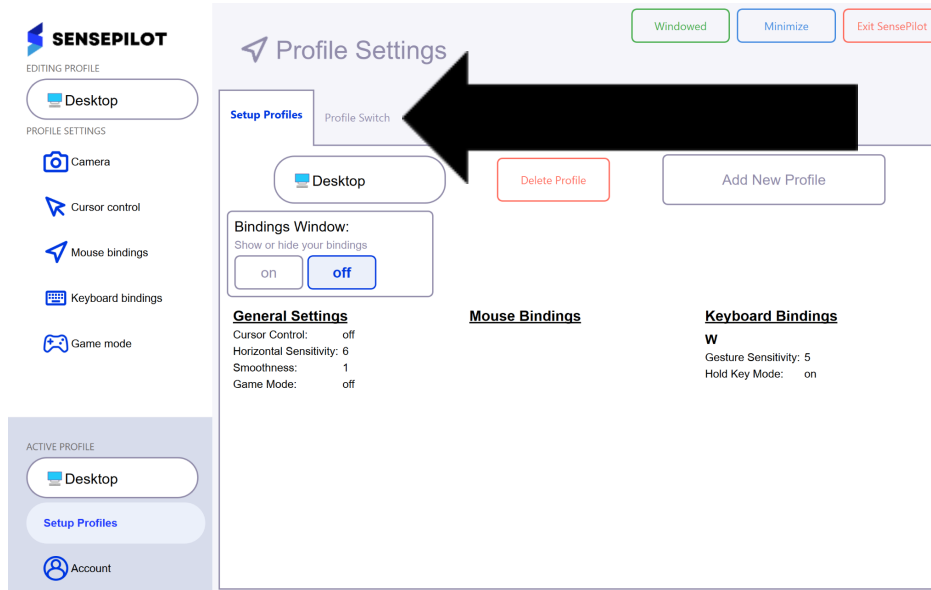


2. Select the profile that you want to use by clicking on it
3. You will see that the active profile has now changed

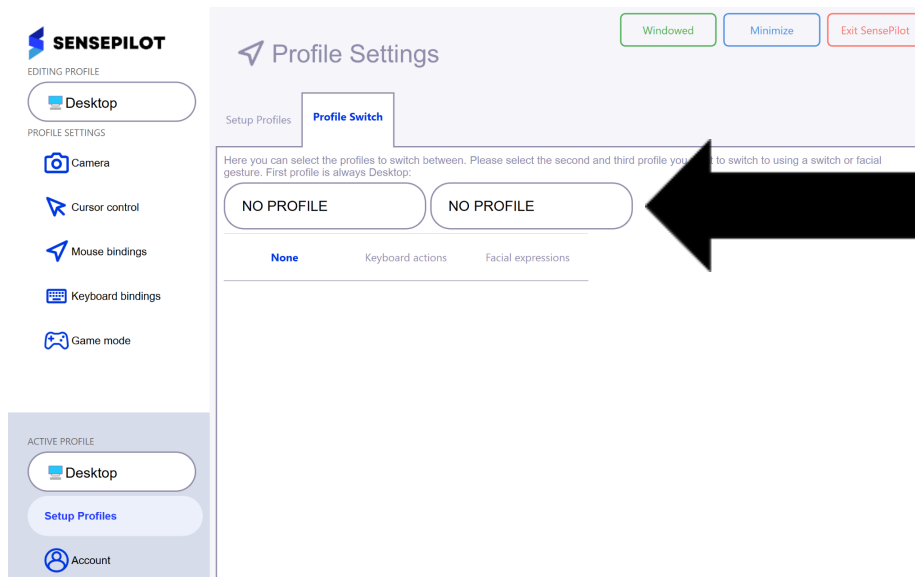


13.4 Swapping Profiles Cyclically with a Facial Gesture

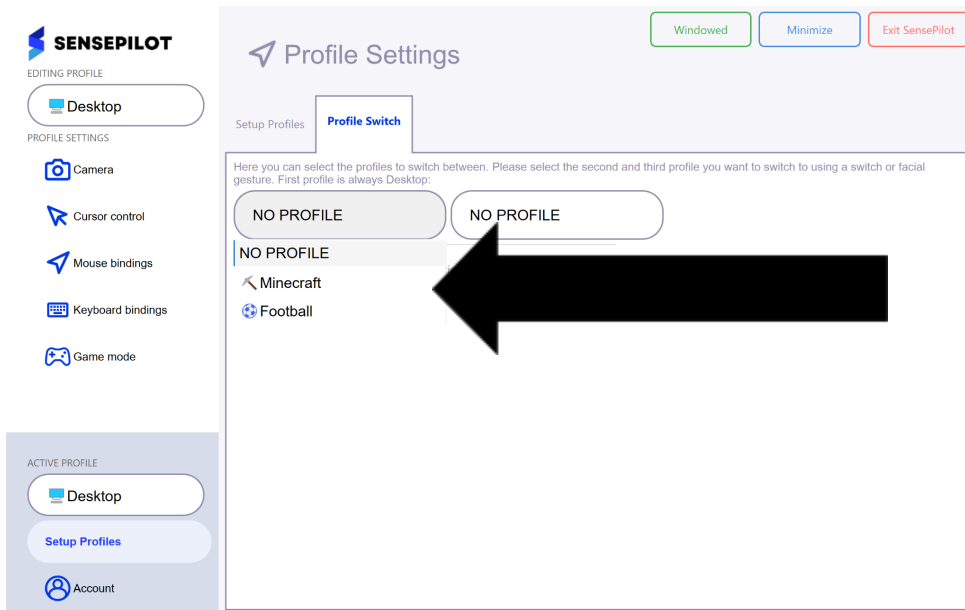
1. In **Setup Profile**, select the **Profile Switch** tab



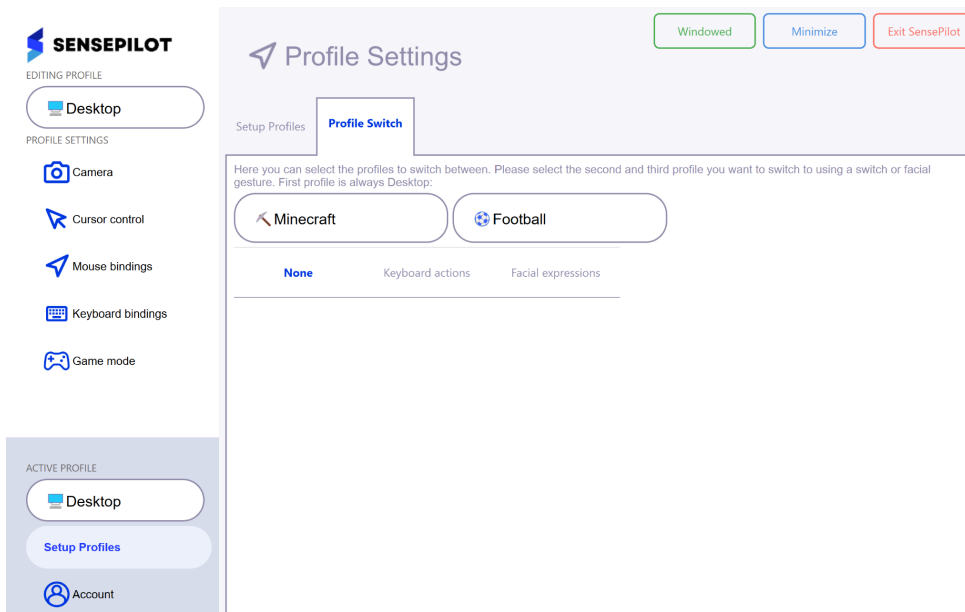
2. Select the profiles that you want to switch between by clicking the buttons below



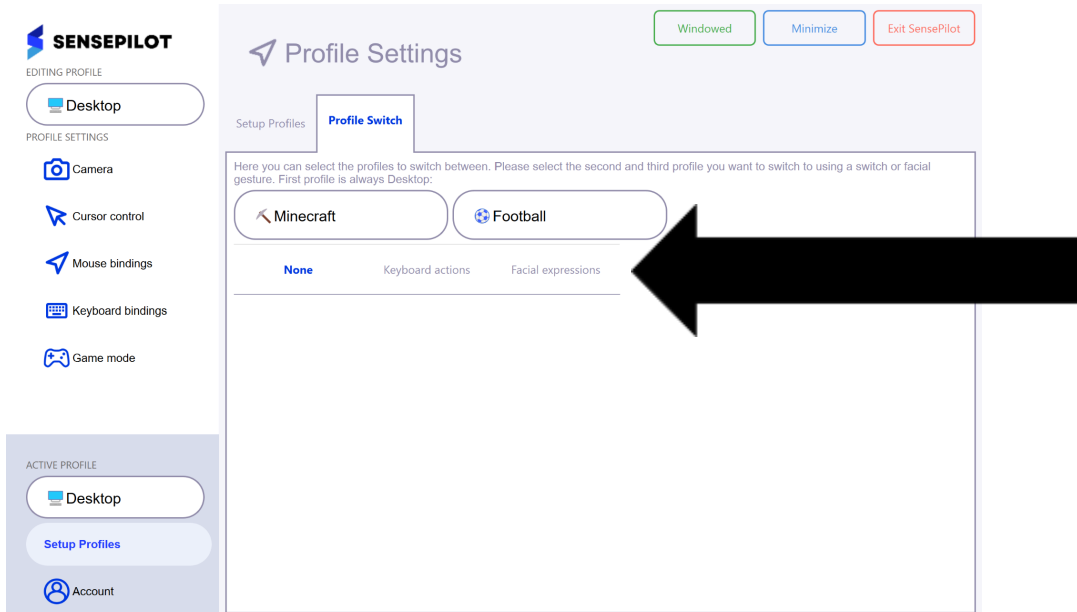
3. Profiles will swap cyclically with "Desktop" always included. To change the first profile to swap to, click the left button and a drop down menu will appear with the profiles that you have created



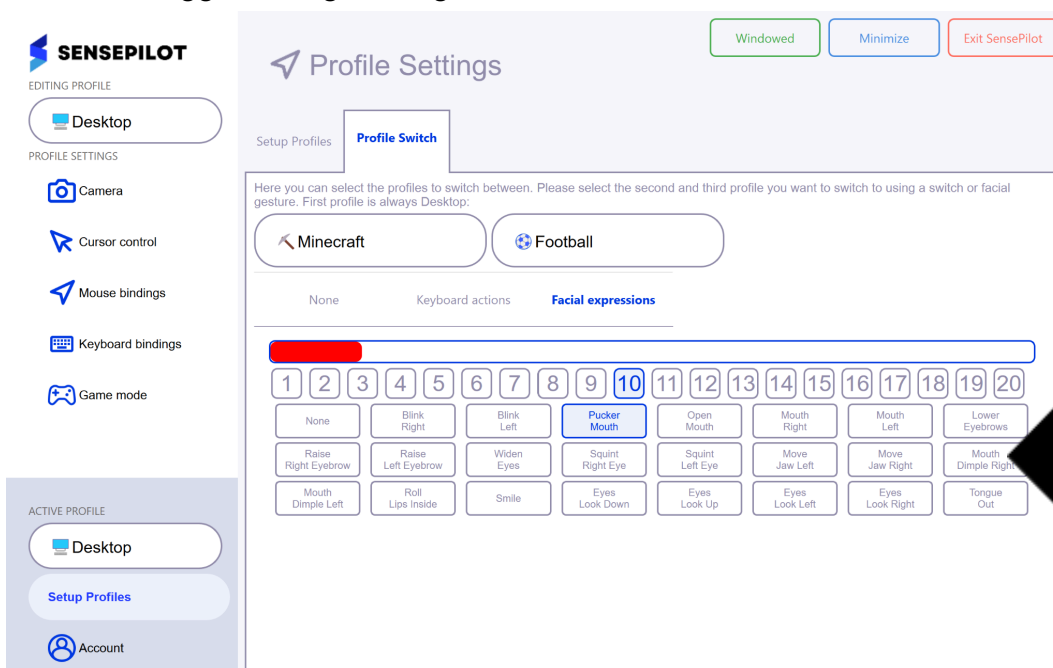
4. Select the profile that you wish to select
5. If you wish to have another profile to swap to as part of the cycle, follow the process for the button on the right. If you don't want to cycle to an additional profile, return this to **"NO PROFILE"**. In the case of the screenshot below, profiles will swap between "Desktop" to "Minecraft" then to "Football" before returning to the start of the cycle



6. Now click **"Facial Expressions"**



7. Select the facial gesture that you would like to use to swap profiles and set the trigger strength using the numbers



8. Complete the facial gesture and you will see that the active profile has now changed to the first profile. Repeating will swap to either another profile, or return to the Desktop profile

Desktop

PROFILE SETTINGS

Camera

Cursor control

Mouse bindings

Keyboard bindings

Game mode

ACTIVE PROFILE

Minecraft

Setup Profiles

Account

Profile Settings

Windowed

Minimize

Exit SensePilot

Setup Profiles Profile Switch

Desktop

Delete Profile

Add New Profile

Bindings Window:

Show or hide your bindings

on

off

General Settings

Cursor Control: off
Horizontal Sensitivity: 6
Smoothness: 1
Game Mode: off

Mouse Bindings

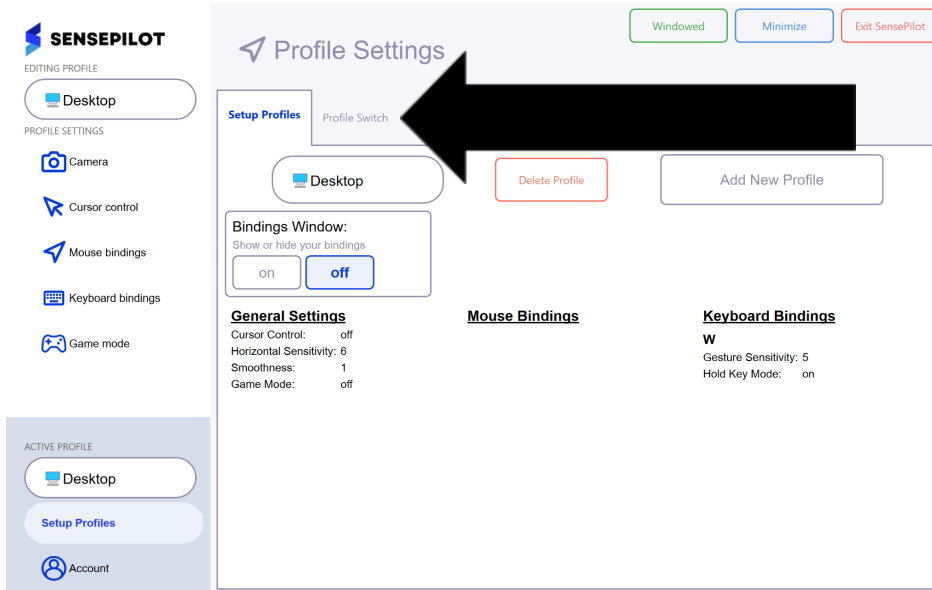
Keyboard Bindings

W
Gesture Sensitivity: 5
Hold Key Mode: on

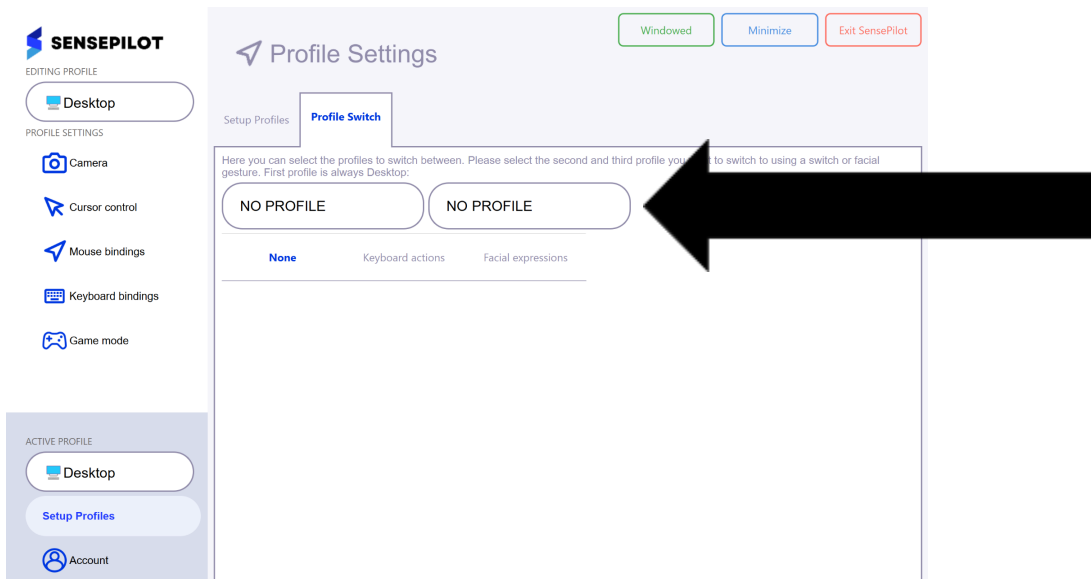


13.5 Swapping Profiles with a Keyboard or Switch Press

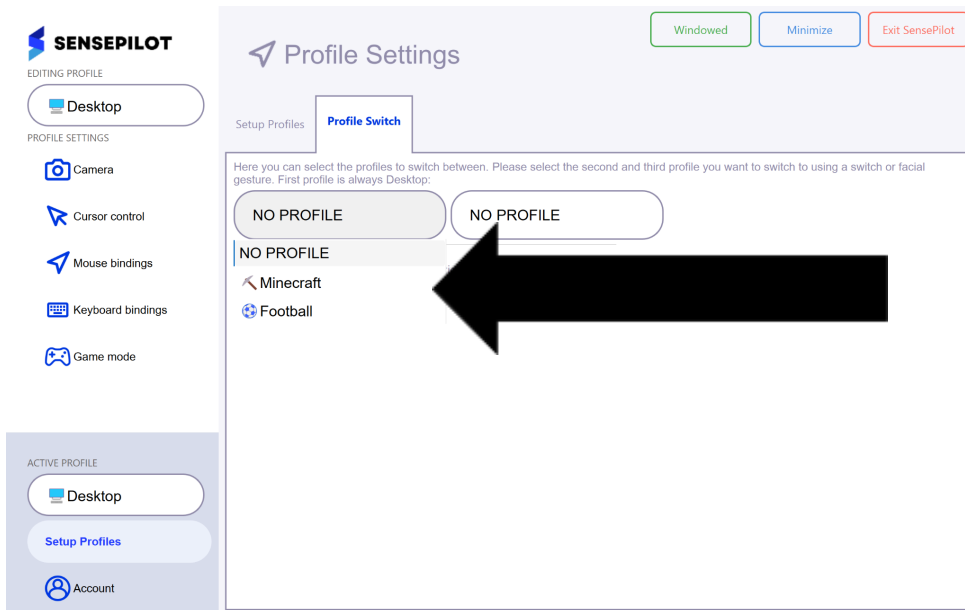
1. In **Setup Profile**, select the **Profile Switch** tab



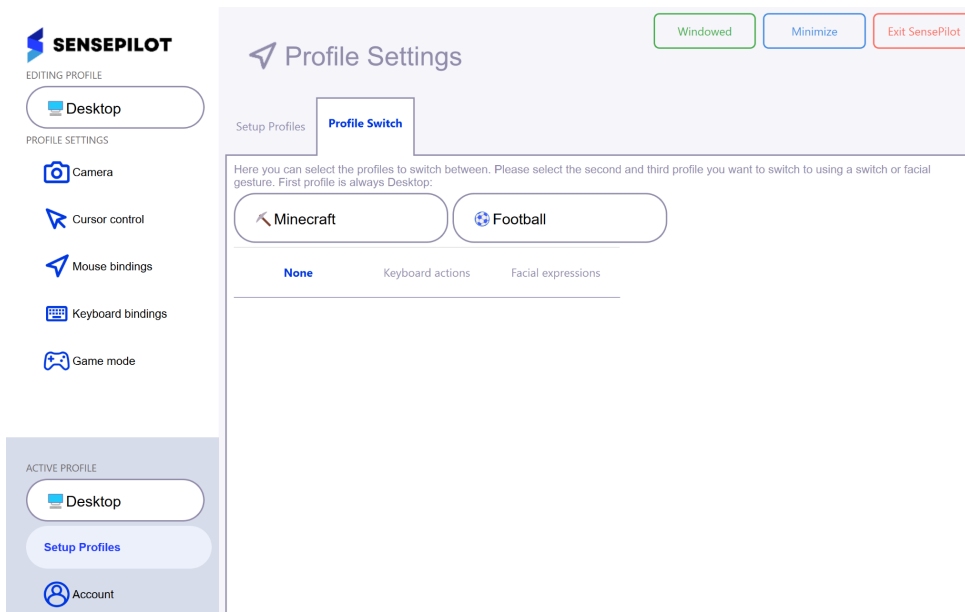
2. Select the profiles that you want to switch between by clicking the buttons below



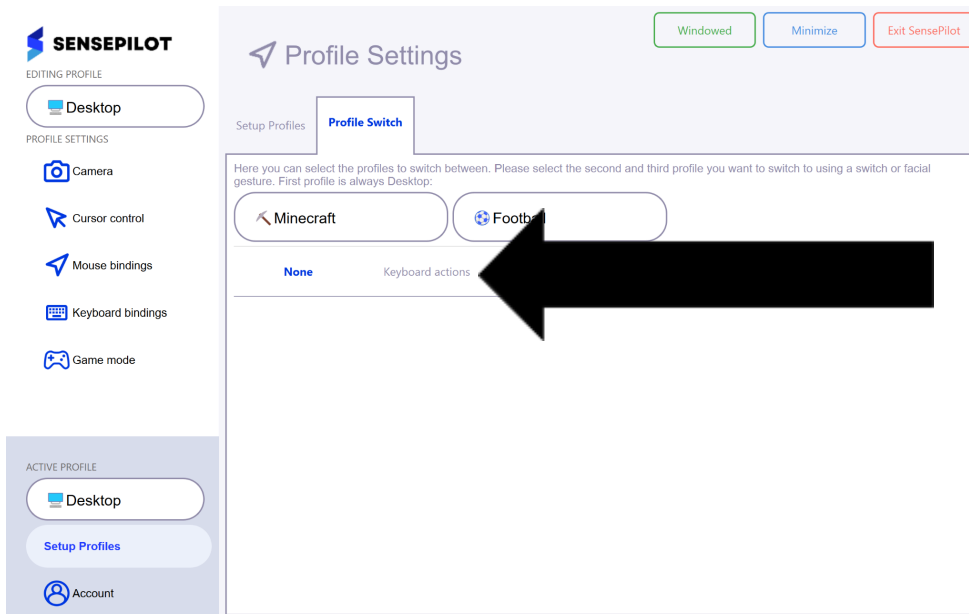
3. Profiles will swap cyclically with "Desktop" always included. To change the first profile to swap to, click the left button and a drop down menu will appear with the profiles that you have created



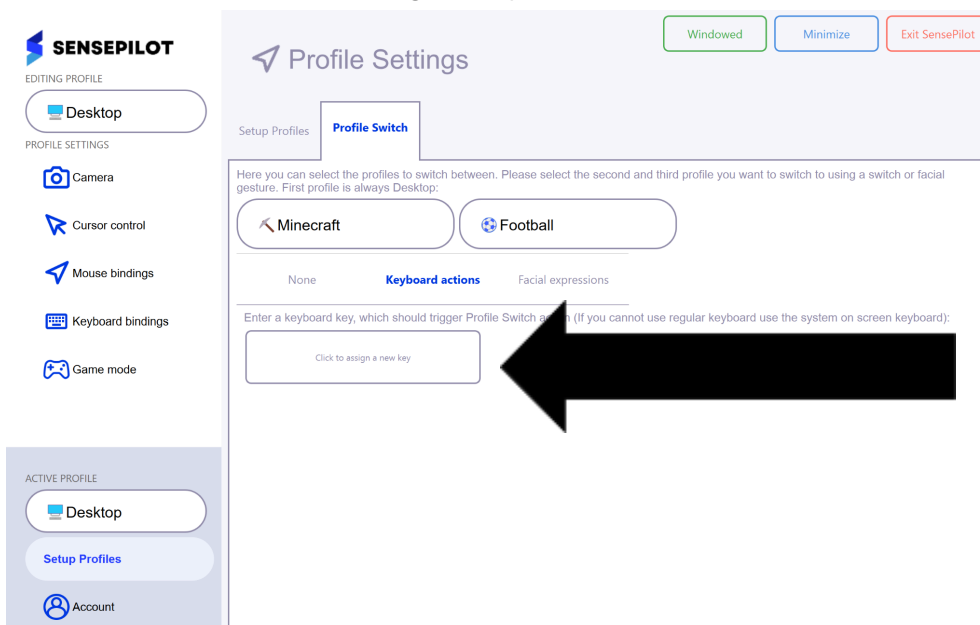
4. Select the profile that you wish to select
5. If you wish to have another profile to swap to as part of the cycle, follow the process for the button on the right. If you don't want to cycle to an additional profile, return this to **"NO PROFILE"**. In the case of the screenshot below, profiles will swap between **"Desktop"** to **"Minecraft"** then to **"Football"** before returning to the start of the cycle



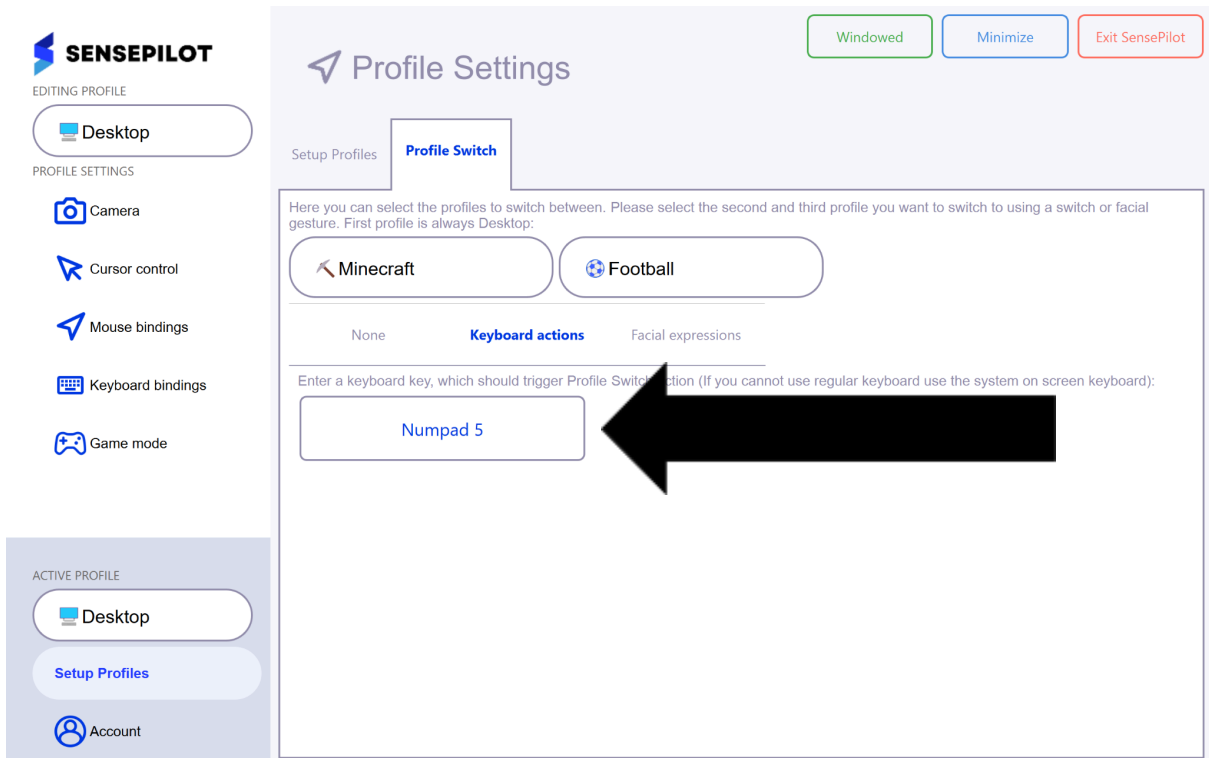
6. Now click **"Keyboard Actions"**



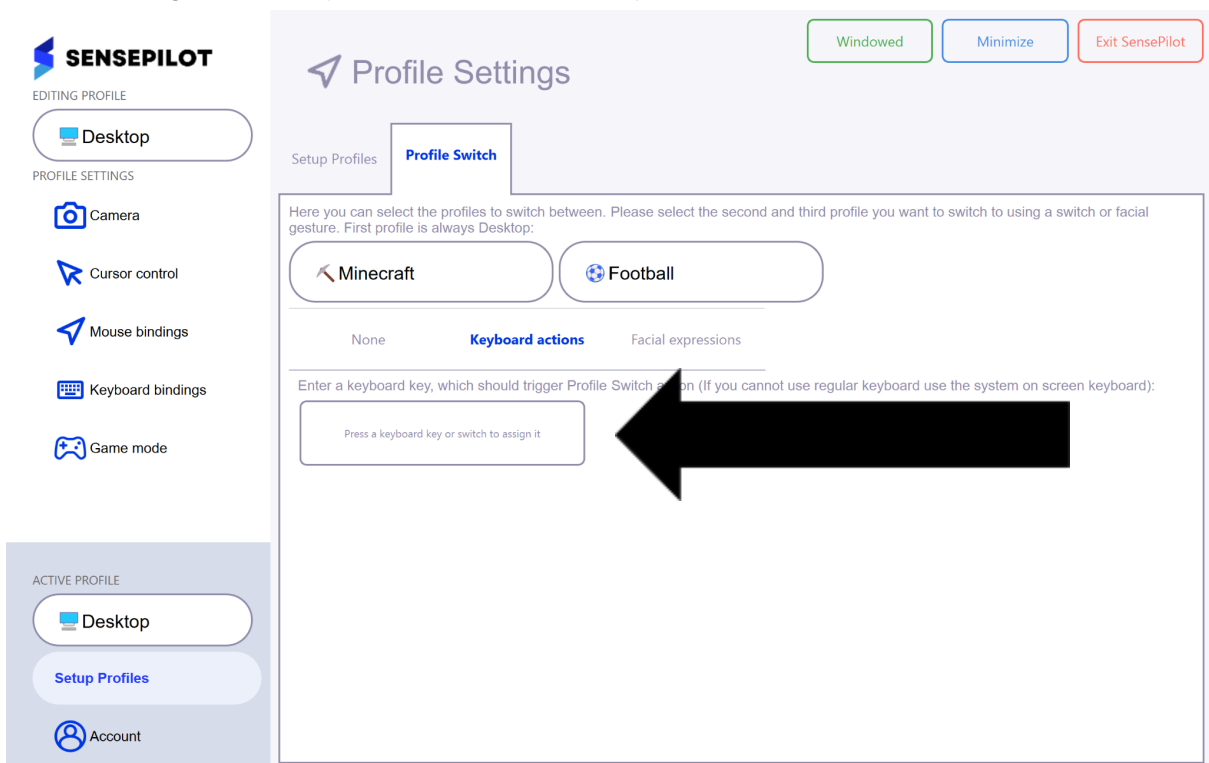
7. Click on “Click to assign a key”



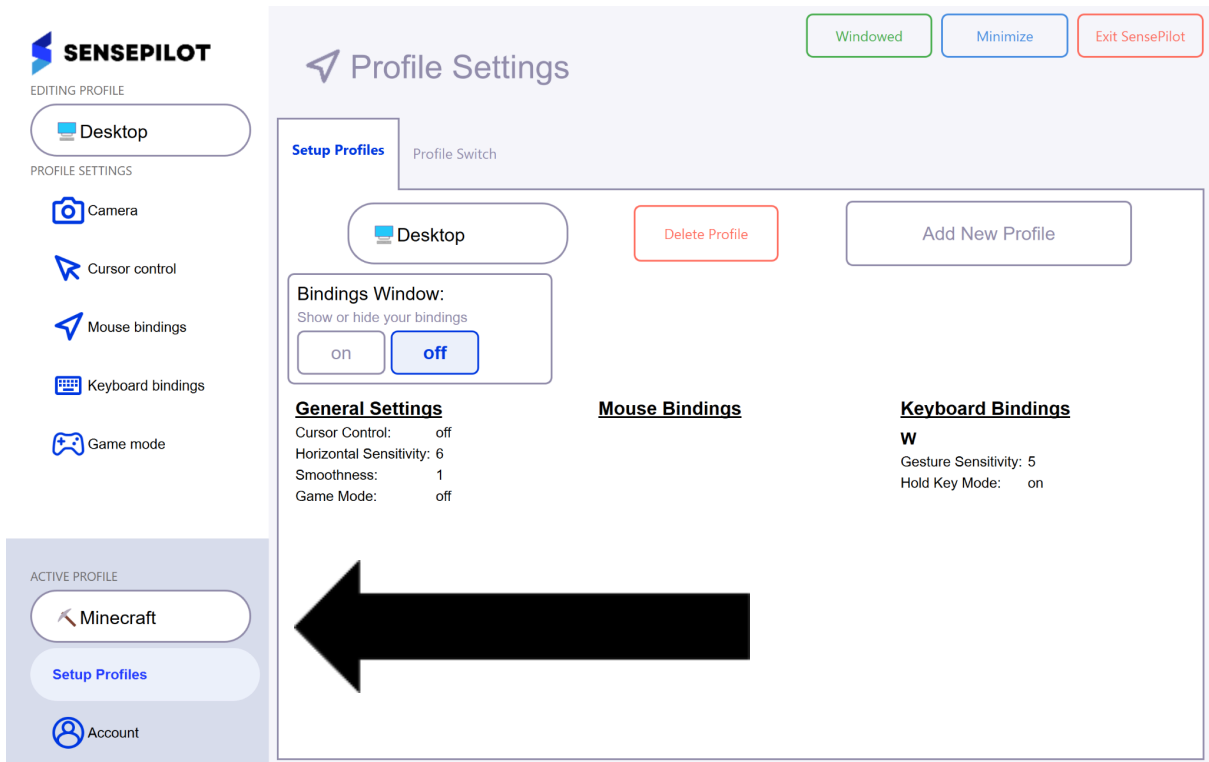
8. Press on the switch or keyboard button that you want to use to swap between profiles. The screenshot below shows that we have used the “5” button on the keyboard number pad to swap profiles



9. To change the binding, click on the same location and you will see button change to allow you to select a new keyboard button/switch



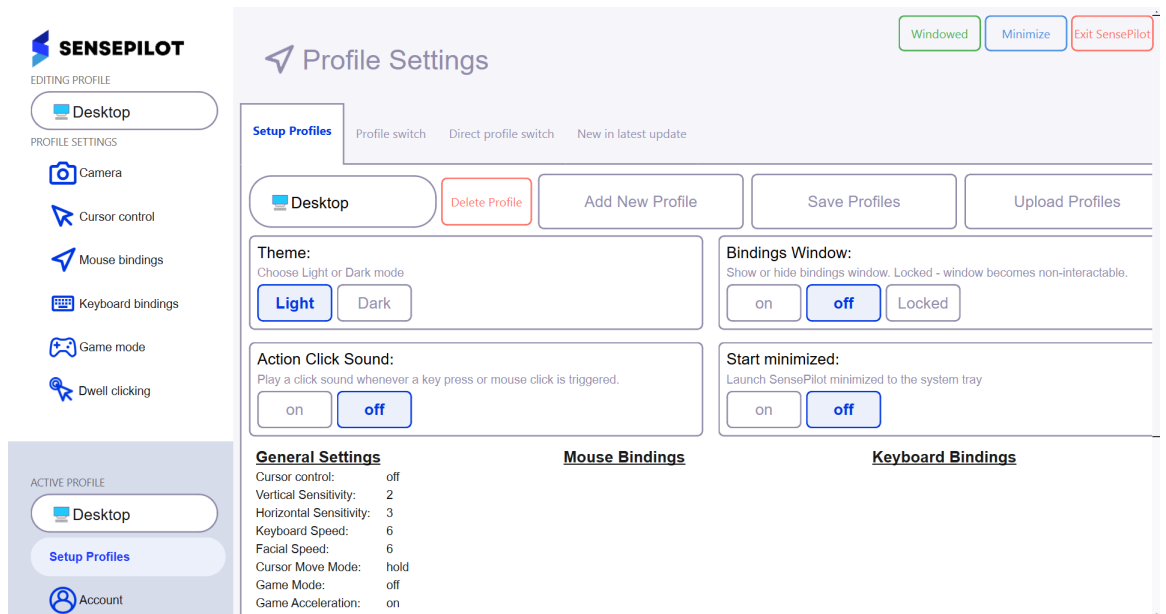
10. Now when you press the keyboard button or switch, you will see that the active profile has changed



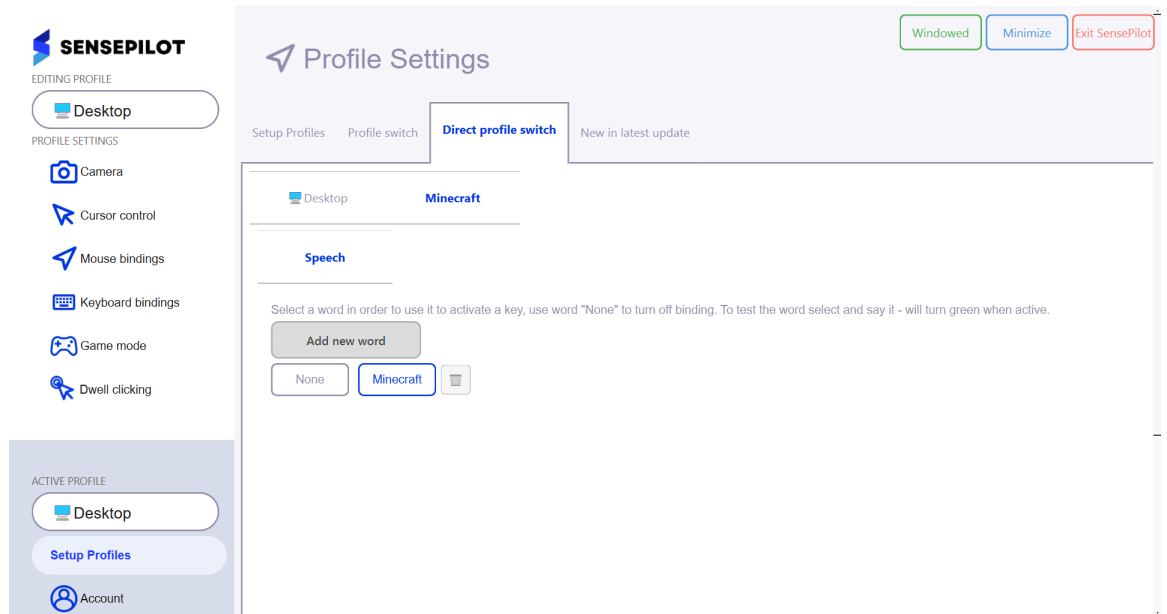
13.6 Direct swap to a Profile via Speech

<https://youtu.be/Uyt7qdgsHZ0>

1. Navigate to Setup profiles
2. Select the **Direct profile switch** tab



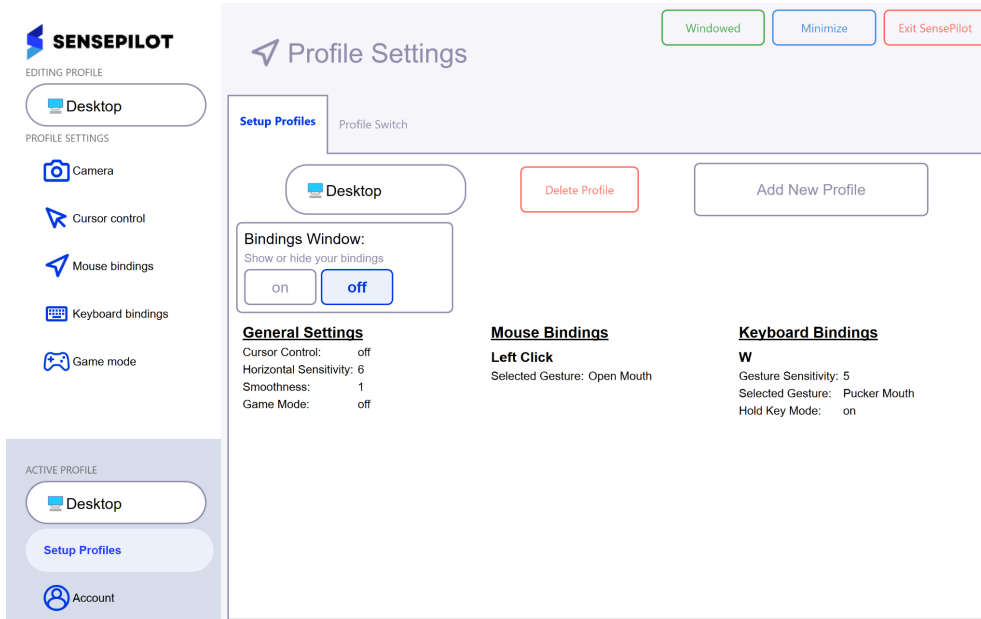
3. Click on the profile that you want to switch to with speech, then add a new word



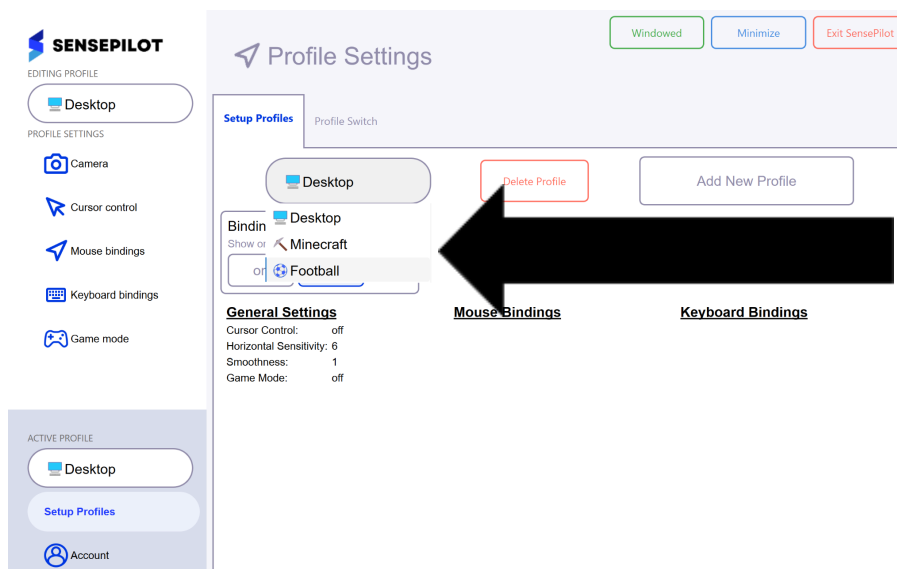
4. Now when you say the word, it will switch the active profile to the one selected. In this example, saying Minecraft will activate the profile called Minecraft

13.7 Checking what Bindings you have for a Profile

1. Open **Setup Profiles** and select the **Setup Profiles** tab

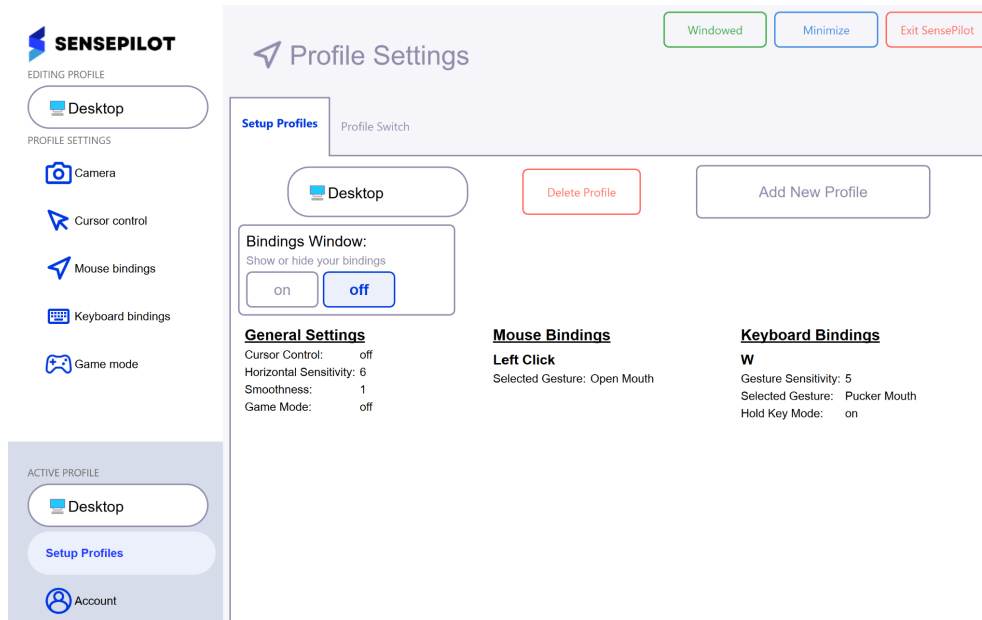


2. You will be able to see what bindings you have enabled for a specific profile. To change the profile that you are viewing, click on the name of the profile and select the one you want to view. You will then see the bindings listed out below.

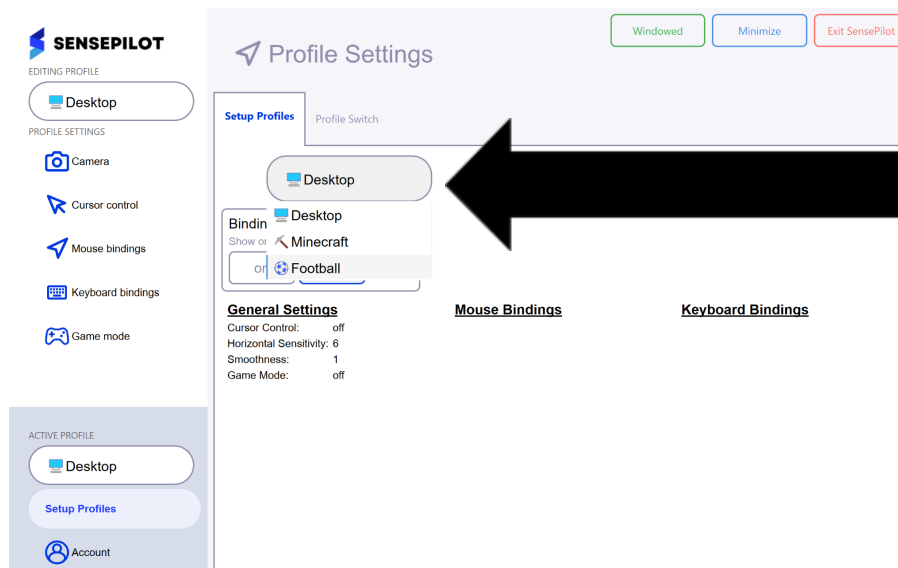


13.8 Deleting a Profile

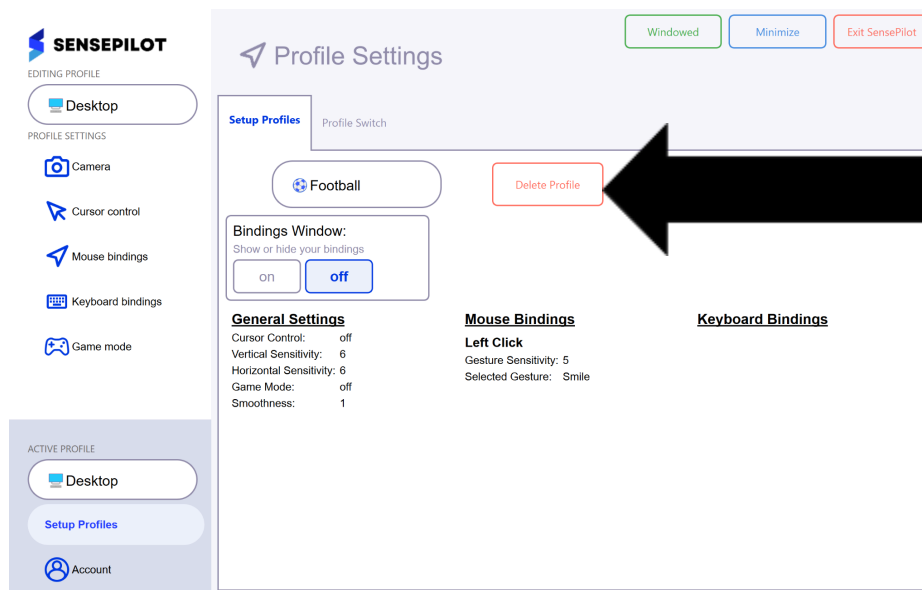
1. In the **"Setup Profiles"** section of the left hand side menu, select the **"Setup Profiles"** tab



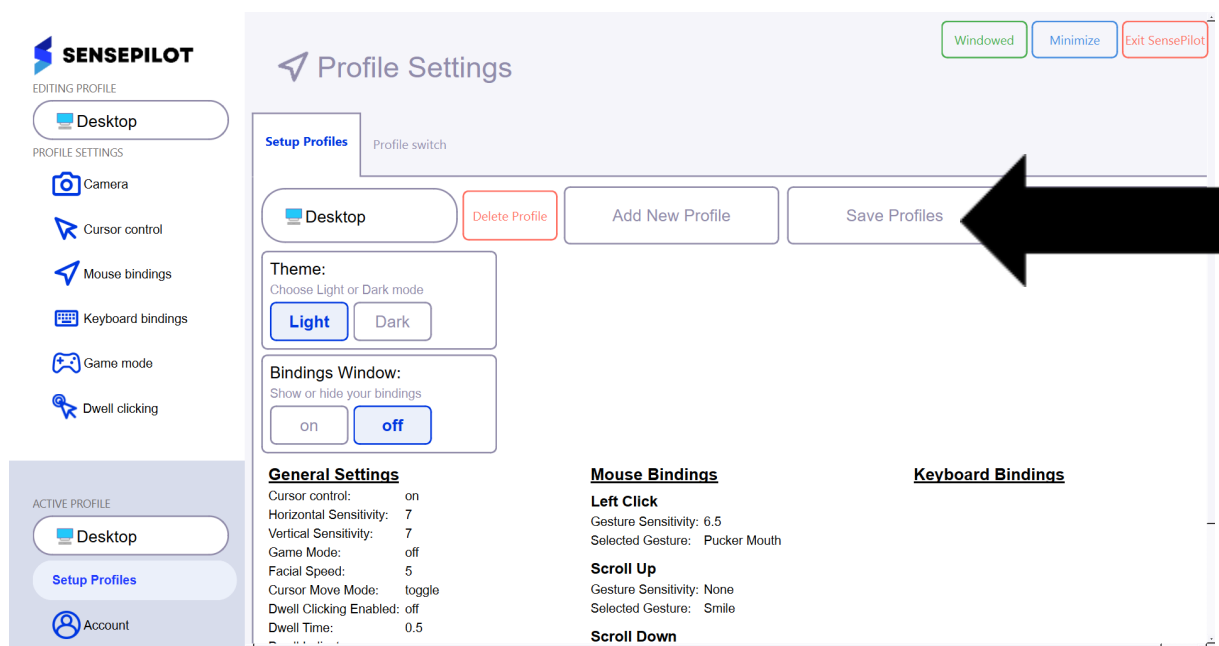
2. Select the profile that you want to delete



3. Click "Delete Profile" and it's gone!

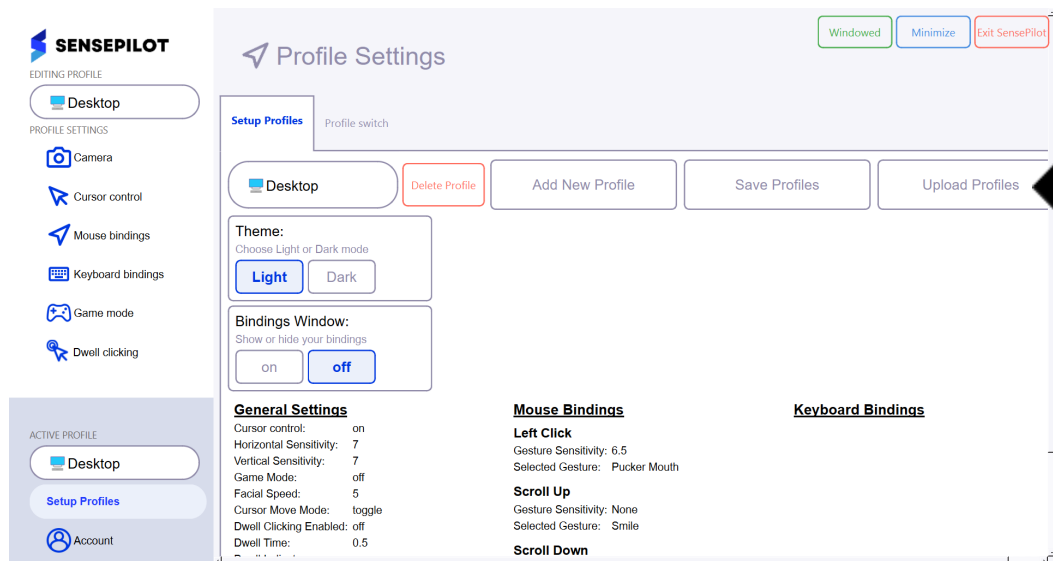


13.9 Saving a Profile



To save a local copy of your profiles, select save profiles and then pick where you'd like to save these on your computer.

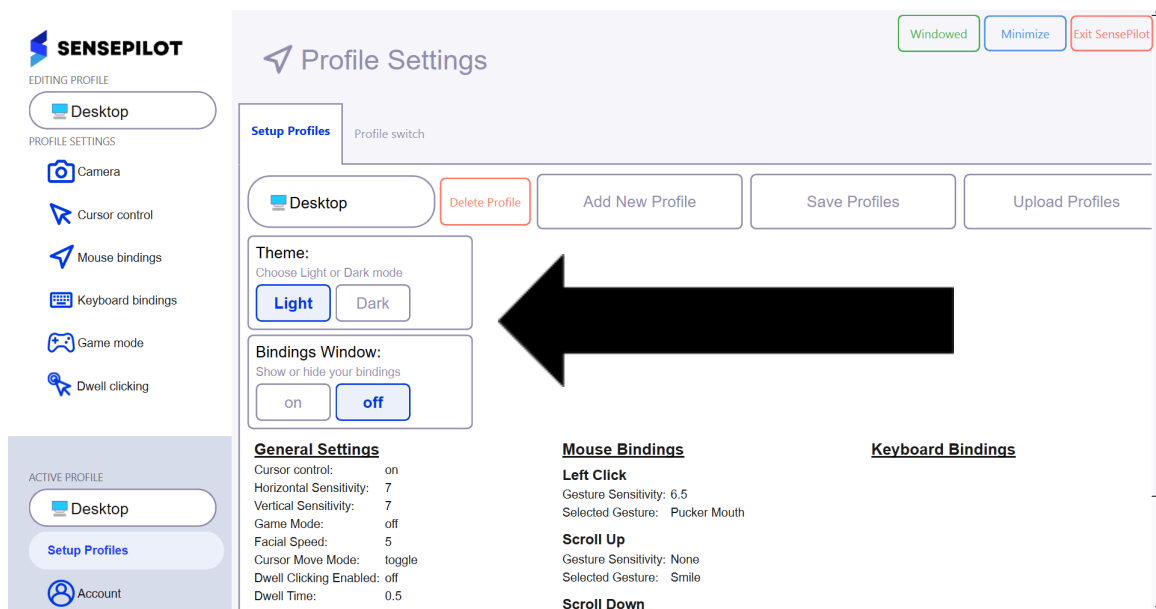
13.10 Uploading a Saved Profile



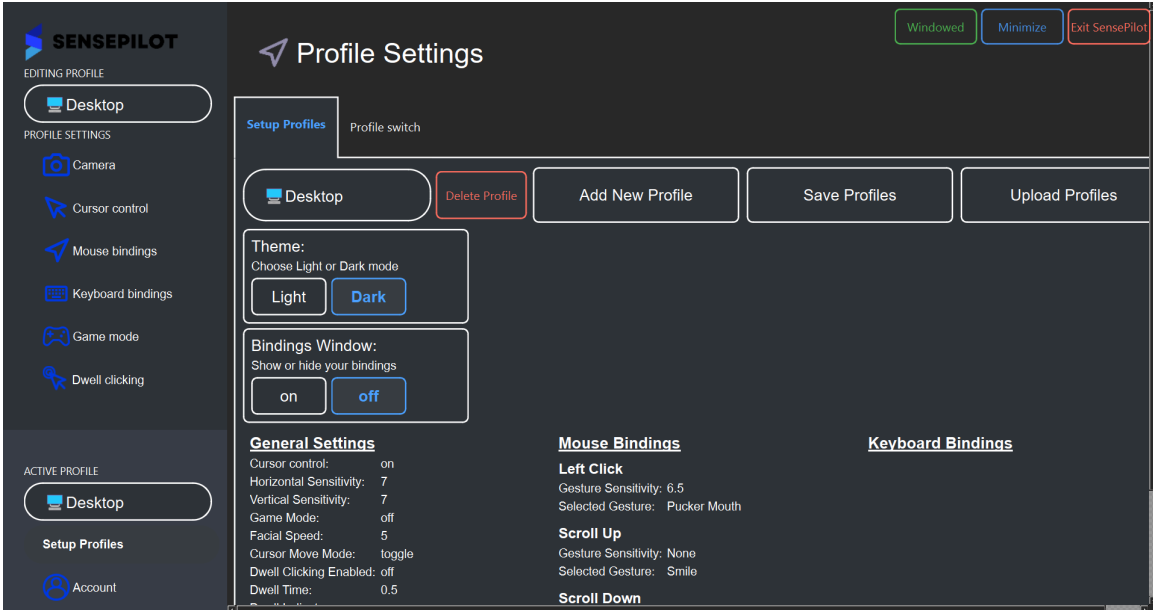
Click upload profiles and locate where your saved profile is. Once uploaded, you will see that the list of profiles has been updated

13.11 Dark Mode

Change the appearance of the app by activating dark mode. Under **“Setup Profiles”**, select the theme that you’d like to see



Dark will activate the dark high contrast mode:

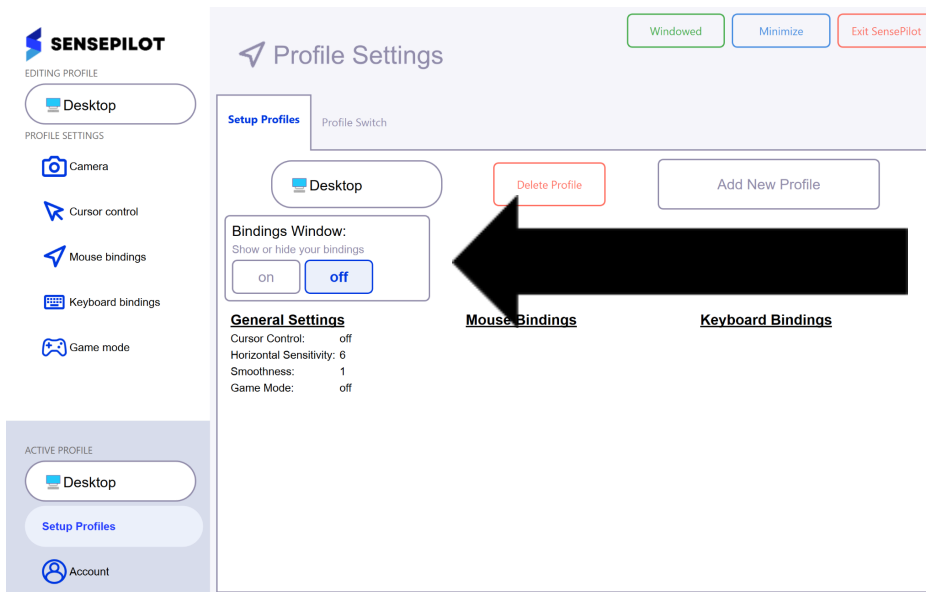


14. Screen Overlay/Bindings Window

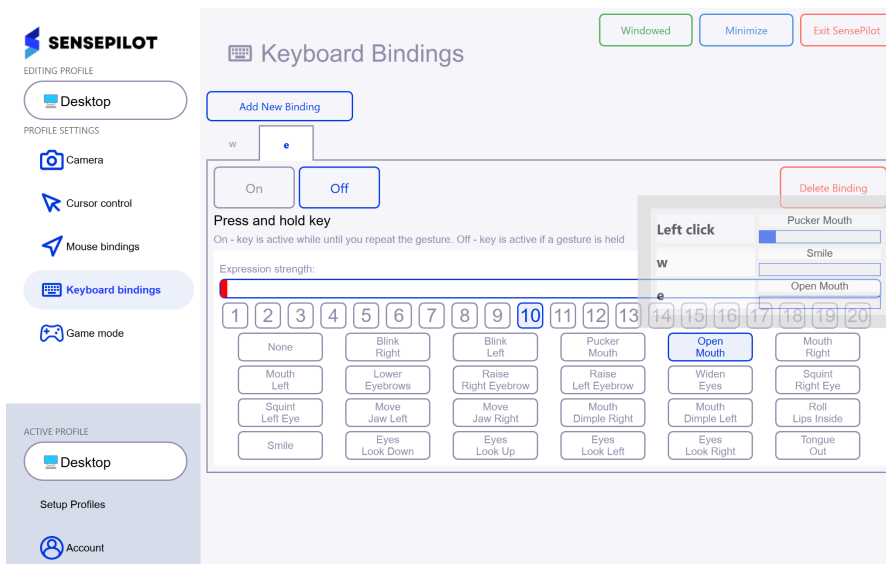
https://youtu.be/biAXk_9RtM8

You can turn on/off the screen overlay that shows what mouse and keyboard bindings you have currently active. This will also show when a profile change has been activated

1. In **Setup Profiles** on the left hand menu and the **Setup Profiles** tab, there is an option to turn this on or off



2. Setting this to **"On"** will display the overlay



3. To be able to view this whilst playing games, you may need to change the display mode of the game. Often, within the game's video/visual settings there are display settings; fullscreen mode will block this overlay, so

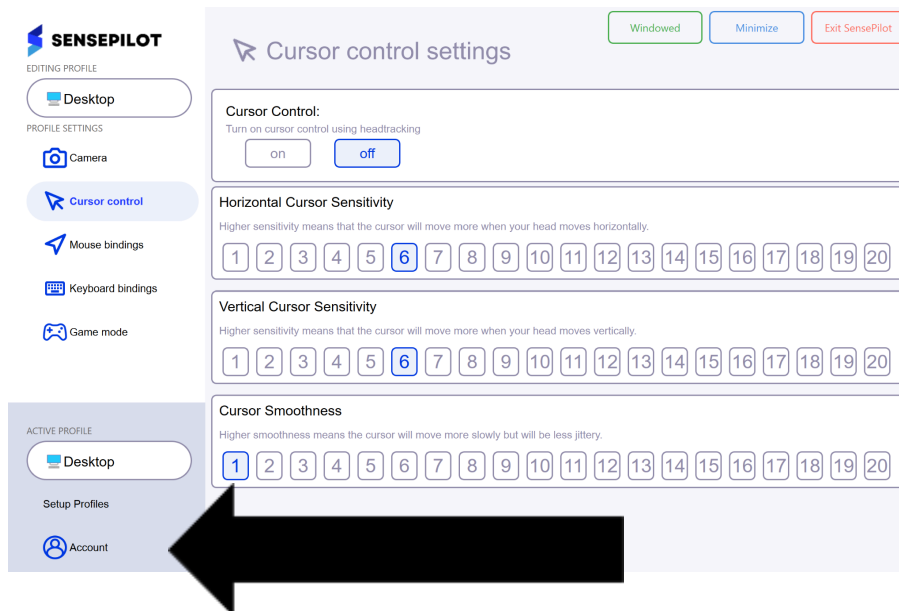
changing it to either windowed or windowed borderless will allow the overlay to be shown.

4. You can move this window by clicking on it and dragging to where you want it located on the display.

15. Entering a License Key

<https://youtu.be/BkCTumexNJl>

You can either enter a license key at the main login screen, or by navigating to the **"Account"** in the bottom left hand menu



16. Support or change a device

For support or to change a device, please email us at info@sensepilot.tech and a member of our team will be happy to assist.