

SETUP GUIDE (Revised 1st Dec 2025)

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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

Email

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)

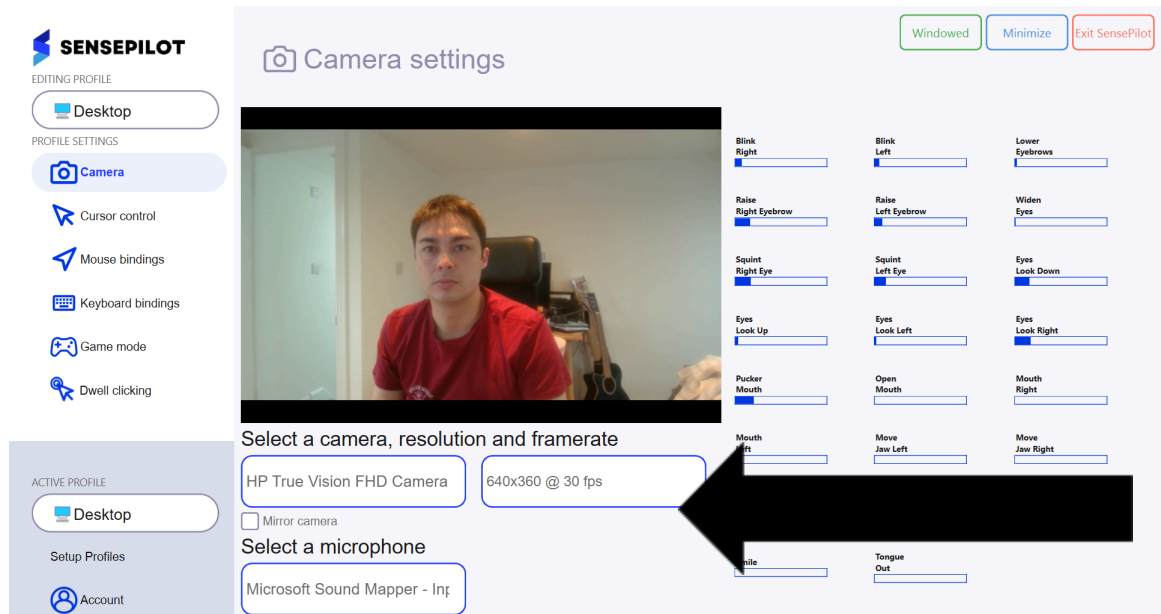
2.1 Launch on startup

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

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

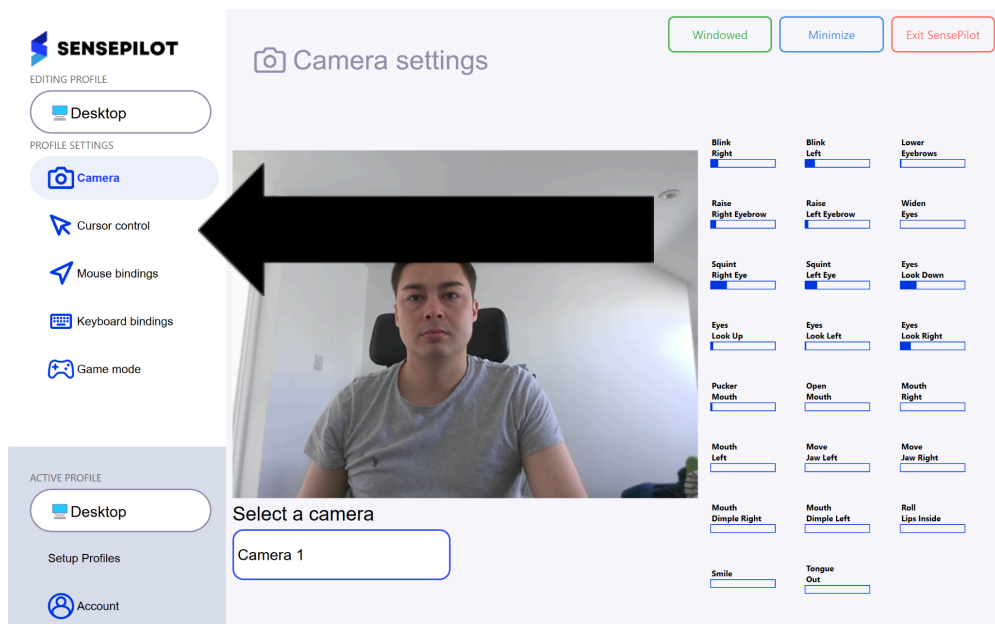
- Have the camera as front on to the face as possible
- If using a multiple monitor setup, we recommend using an external webcam as close to the centre point of the monitors as possible. This ensures that the camera can clearly see your face when at the edges of the display
- Lighting
 - Using the camera 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=4WMHuiojooWeJ6IN>

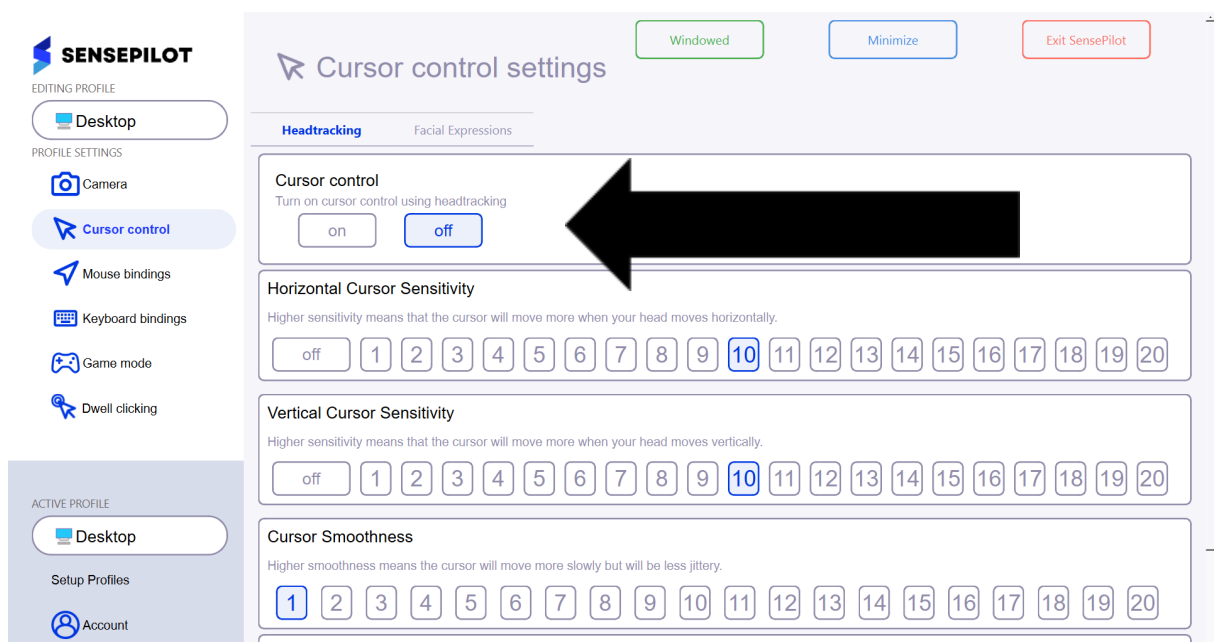
5. Cursor Control via Headtracking

<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

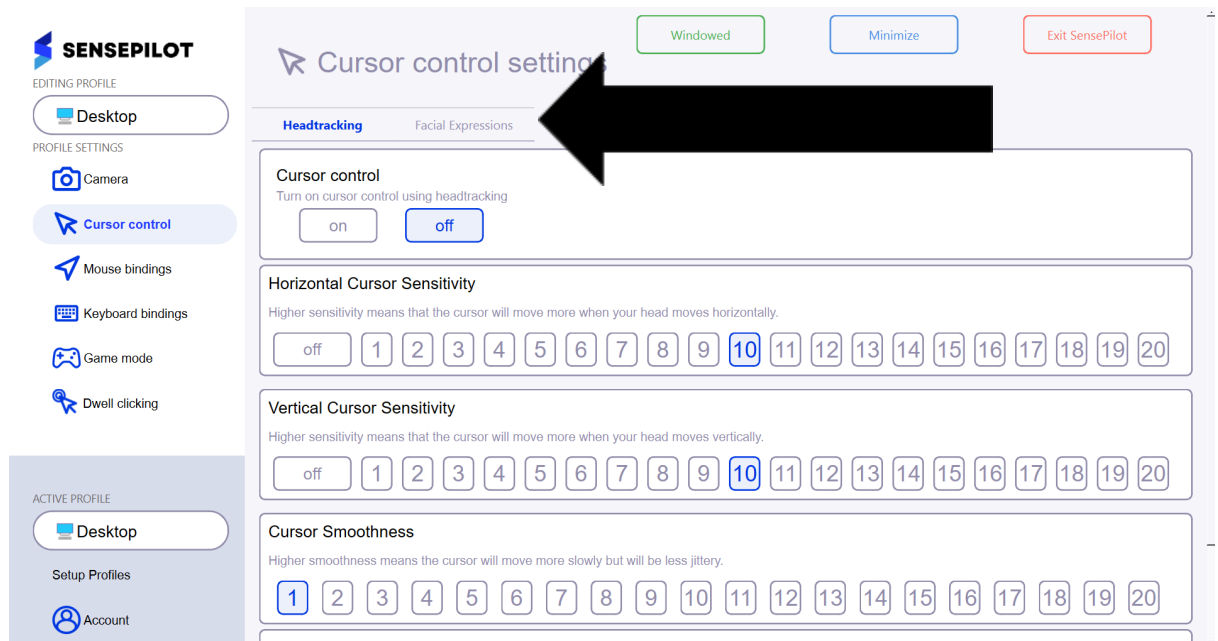


3. Next, adjust your sensitivity settings for **horizontal** (left and right) and **vertical** (up and down). A higher number will mean you need to move your head less for the cursor to move
4. **Cursor smoothness** is the speed at which the cursor will move. A higher number will mean that the cursor 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"

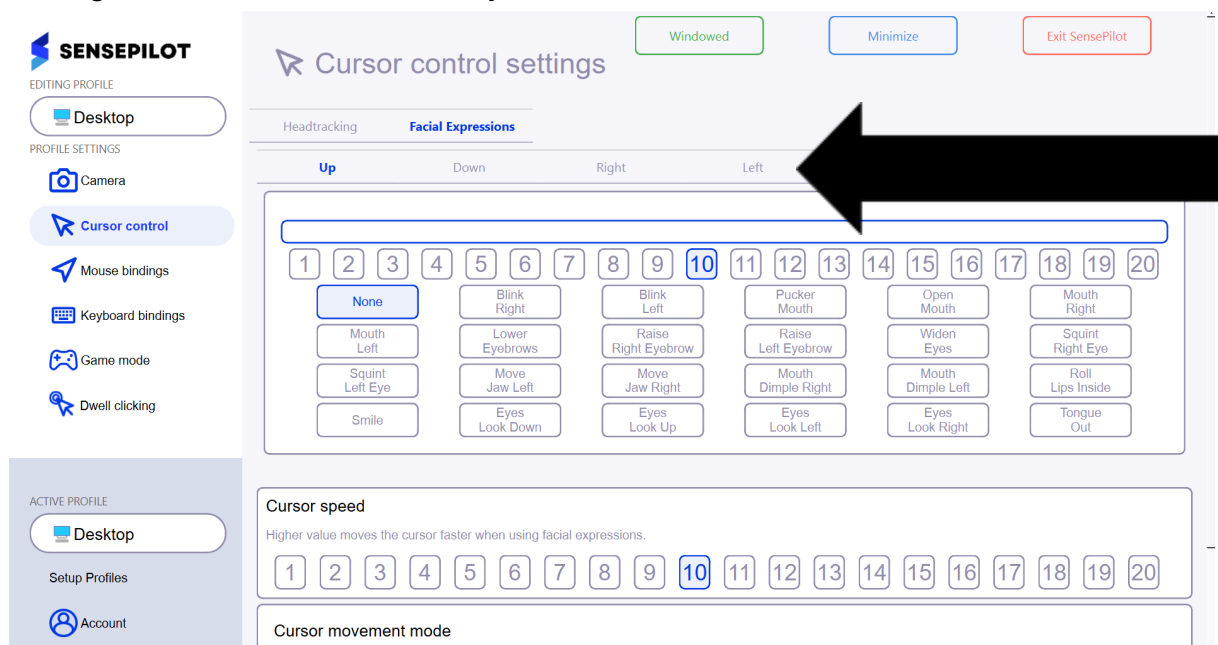
6. Cursor Control via facial gestures

<https://youtu.be/x5VzISFsDcM>

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

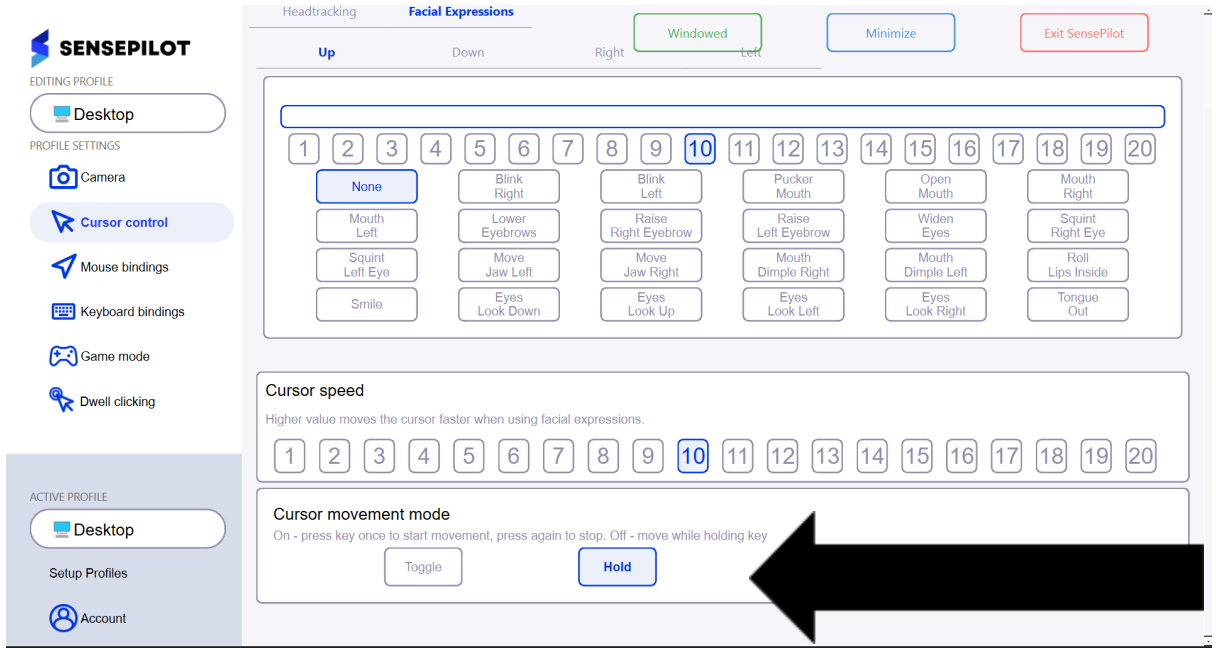


2. Map the direction that you want to bind up, down, left, right to the desired facial gesture and set the sensitivity



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

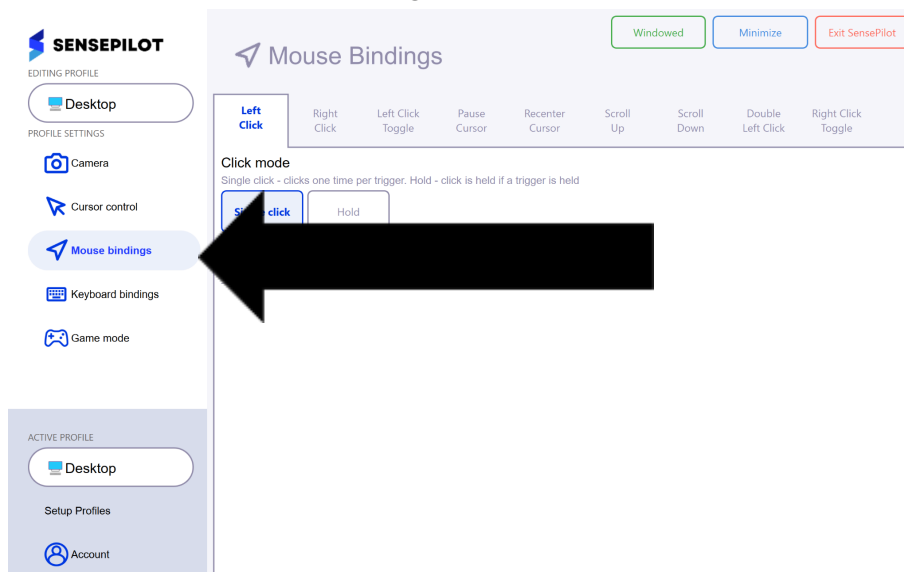
mean when you do the facial gesture once, the cursor will continue to move until the facial gesture is repeated. **Hold** will move the cursor in the direction for the duration that the facial gesture is held.



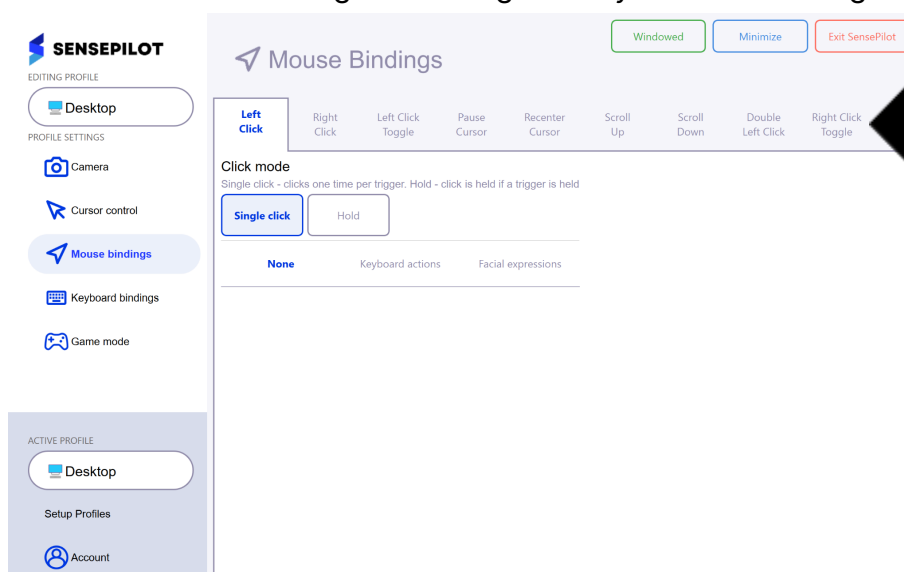
7. Mouse Bindings: Clicking or scrolling

<https://youtu.be/JvQnQDnlpw4>

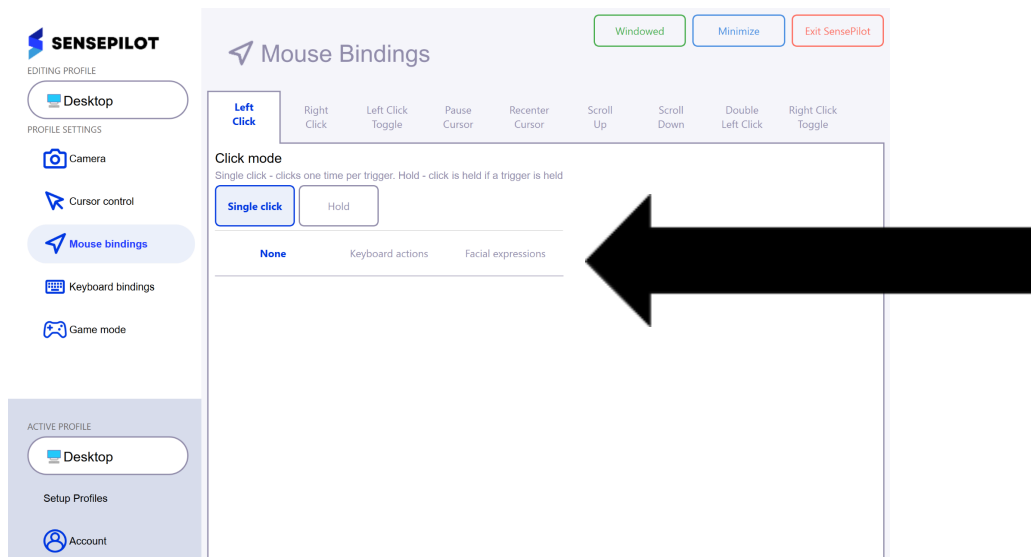
1. Select **"Mouse Bindings"** from the left hand menu



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



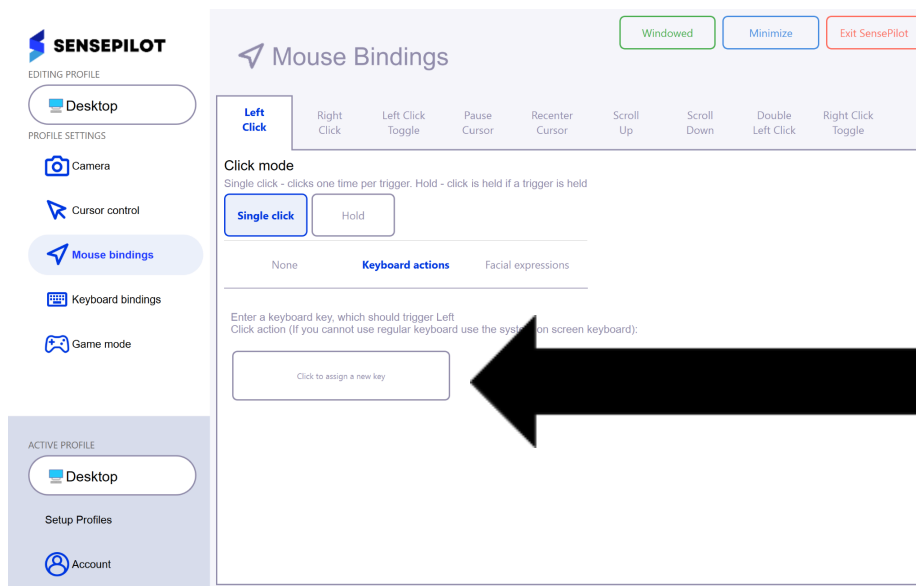
3. As an example, on the **"Left Click"** tab, you can select how you would prefer to click, either with facial expressions, or a switch/keyboard press



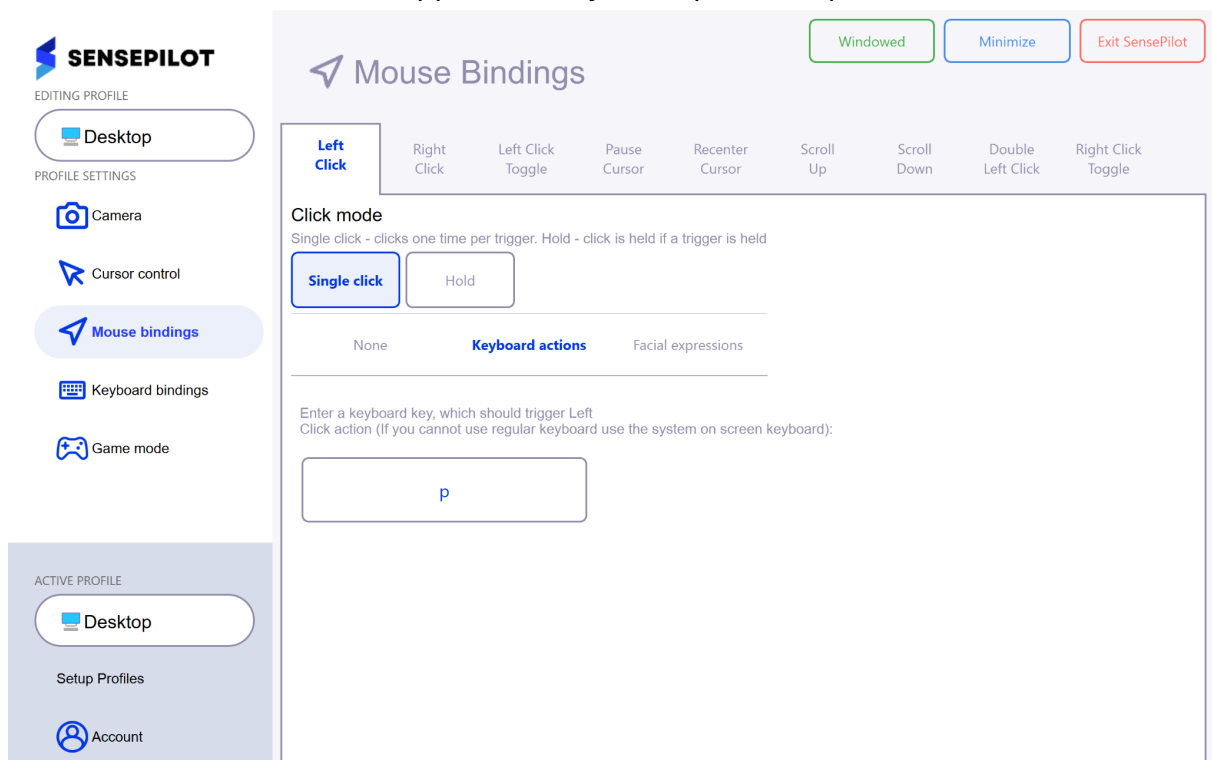
4. See next sections for selecting either a switch, keyboard press or facial gesture. You can proceed with selecting the rest of the mouse bindings as required by clicking through the tabs in step 2.

7.1 Using a switch or keyboard press to click/scroll

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



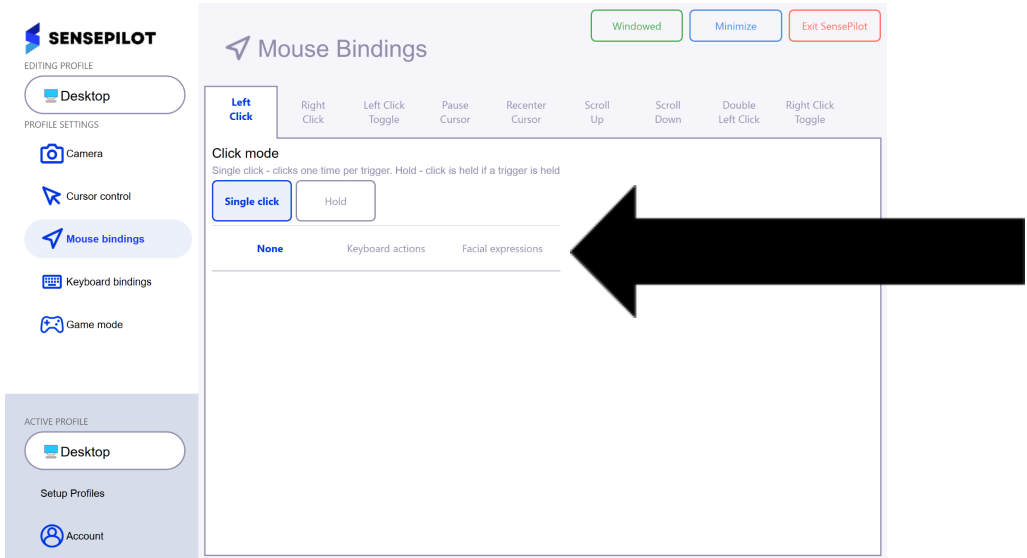
2. Press the switch or keyboard button that you want to bind to the left click. You can also use the on-screen keyboard (in the screenshot below, left click has now been mapped to a keyboard press of "p")



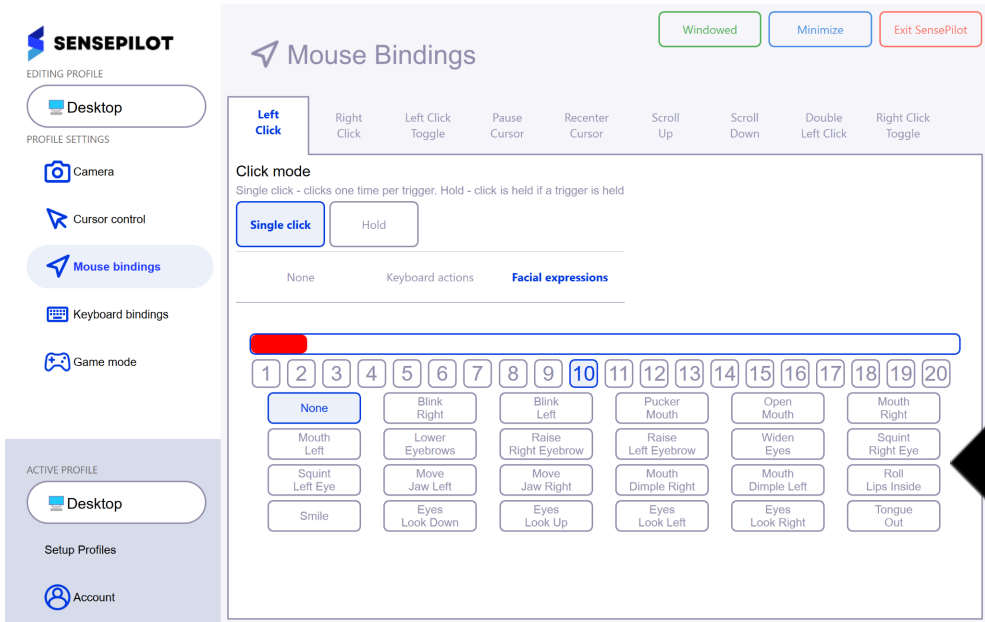
3. Now, when you press the switch/ keyboard button, it will perform the clicking action

7.2 Using facial gestures to click/scroll

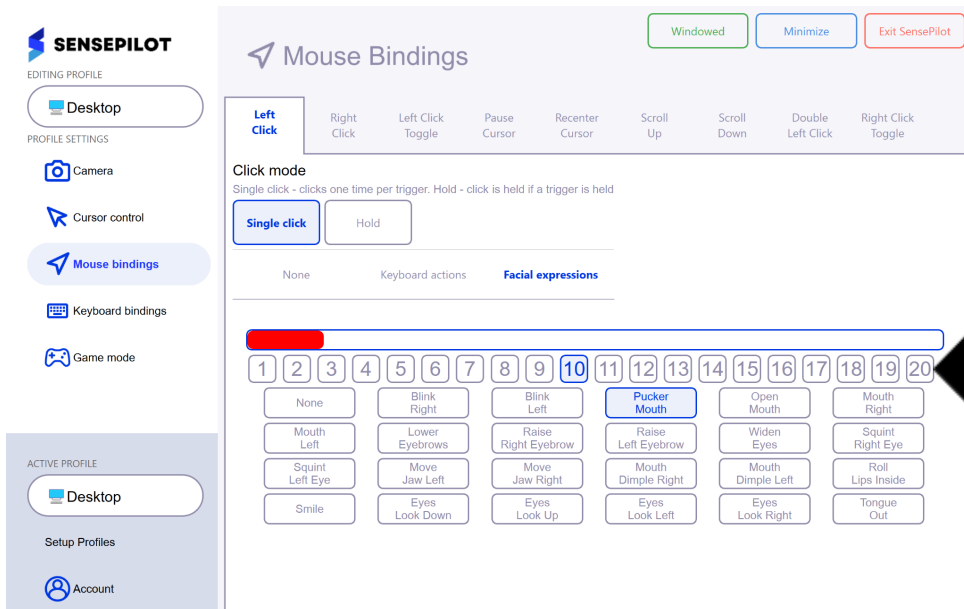
1. Select "Facial Expressions"



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.

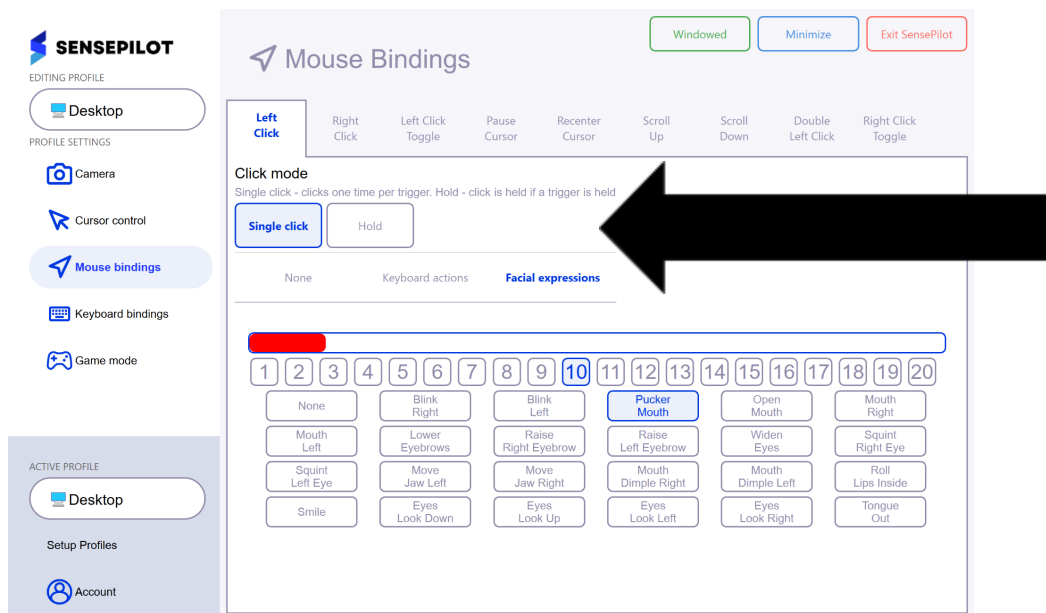


7.3 Changing Clicking Behaviour

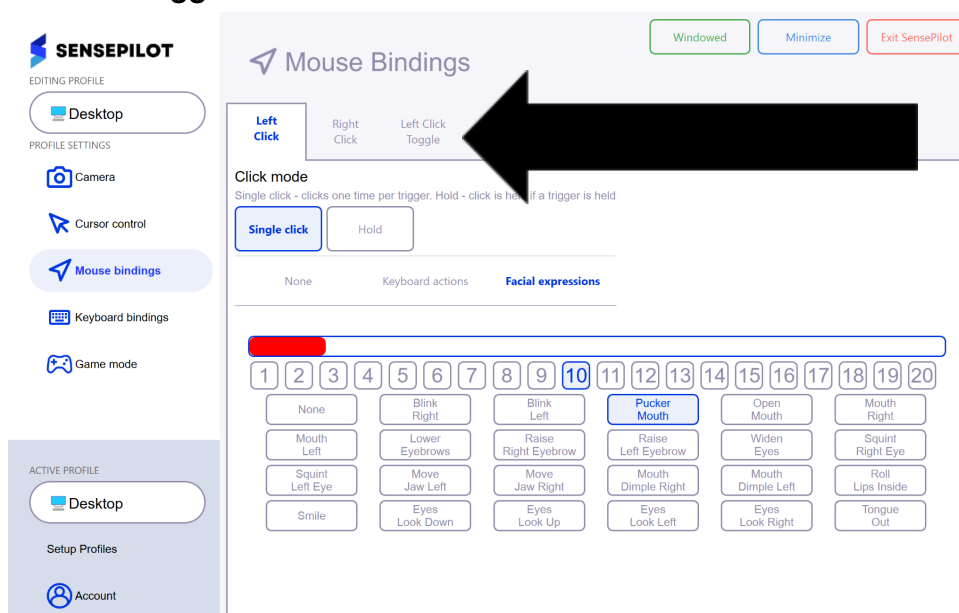
SensePilot has three different clicking behaviours **“Single Click”**, **“Hold”** and **“Left Click Toggle”**.

- **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:

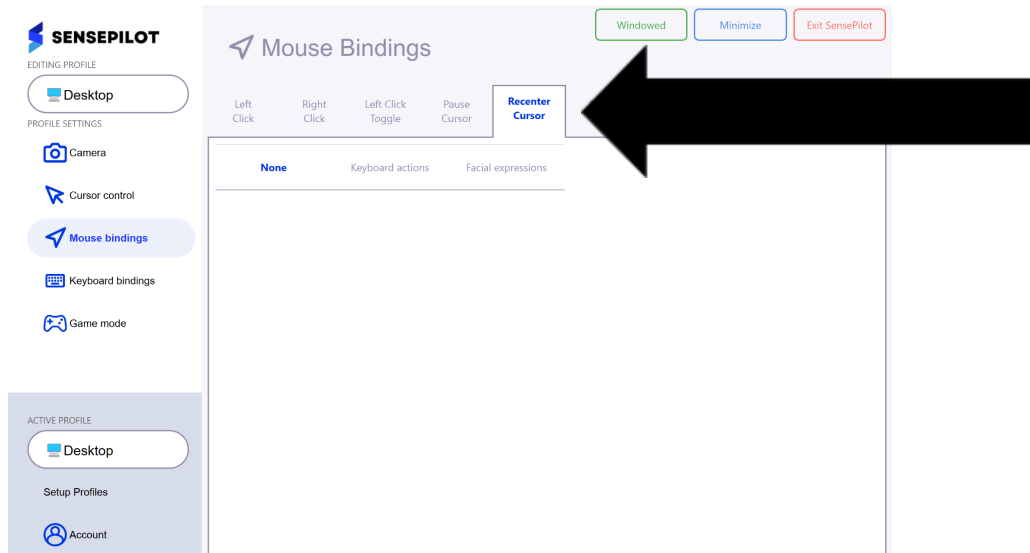


Left click toggle is located here:



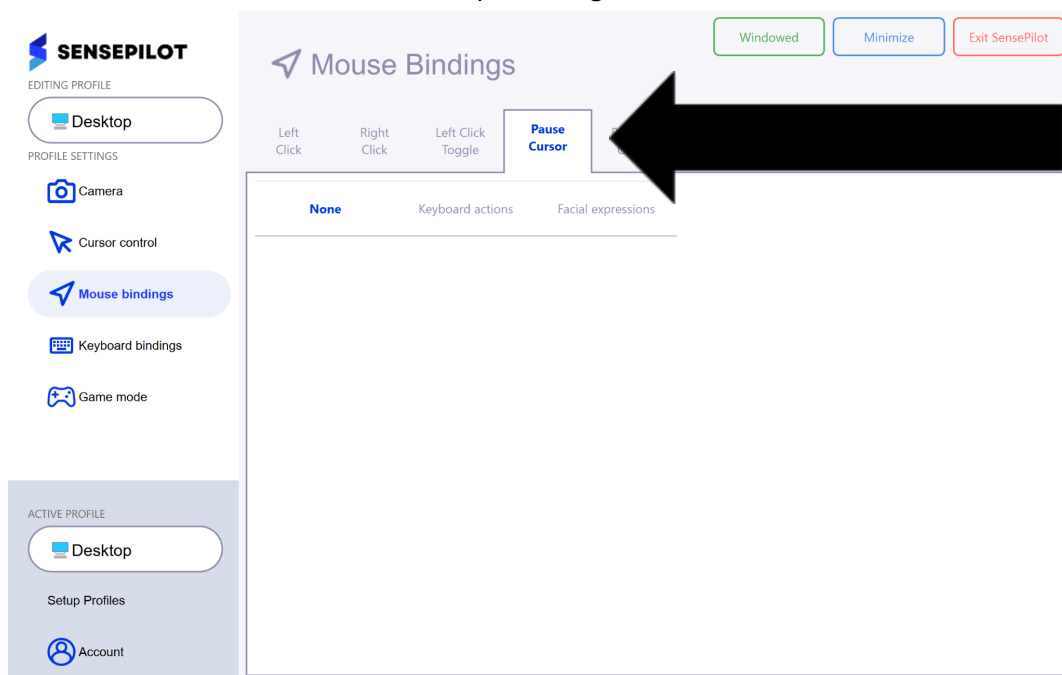
7.4 Recentering the Cursor to the Primary Monitor

In mouse bindings, you are able to recentre 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.



7.5 Pausing Cursor via headtracking

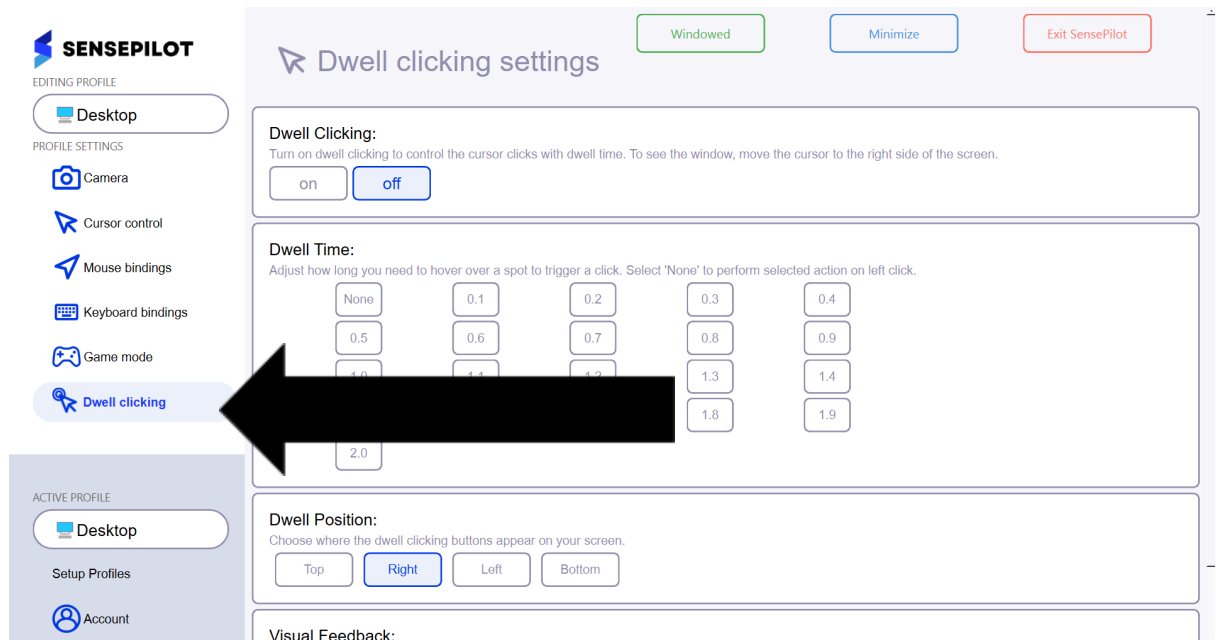
In mouse bindings, you can temporarily pause the headtracking and cursor control with either a switch/keyboard press or a facial gesture. Select either keyboard actions or facial expressions and once the action is completed, headtracking will be disabled until the action is completed again.



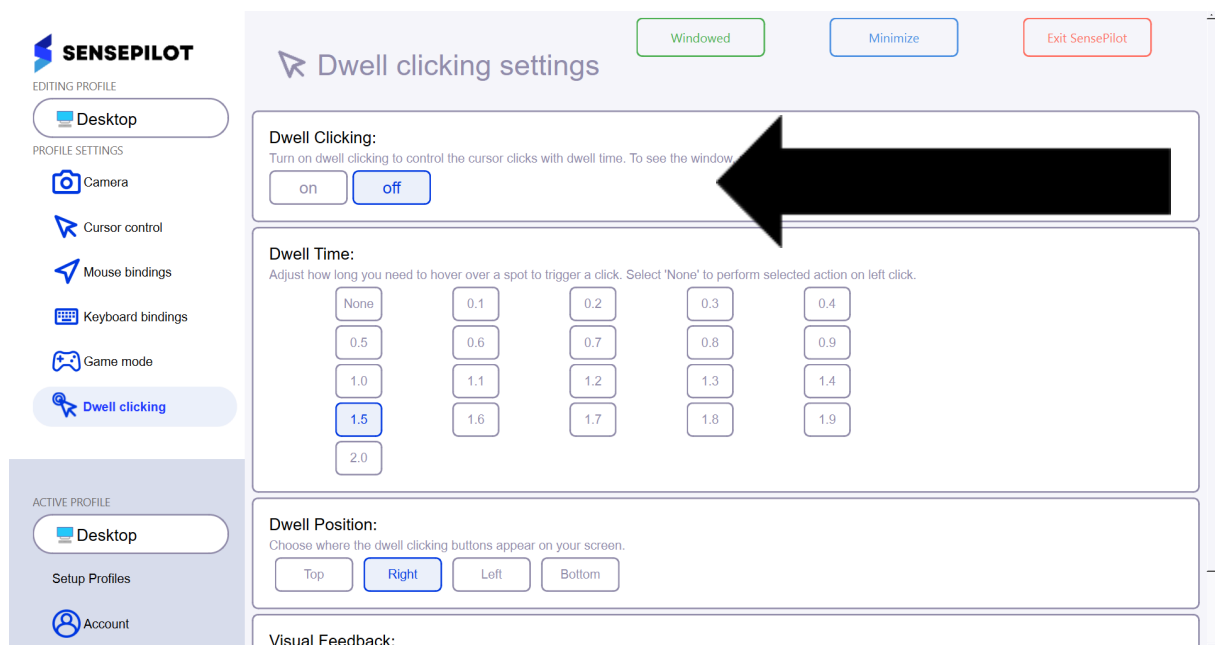
8. Dwell Clicking

<https://youtu.be/Vf2sa7t74Cw>

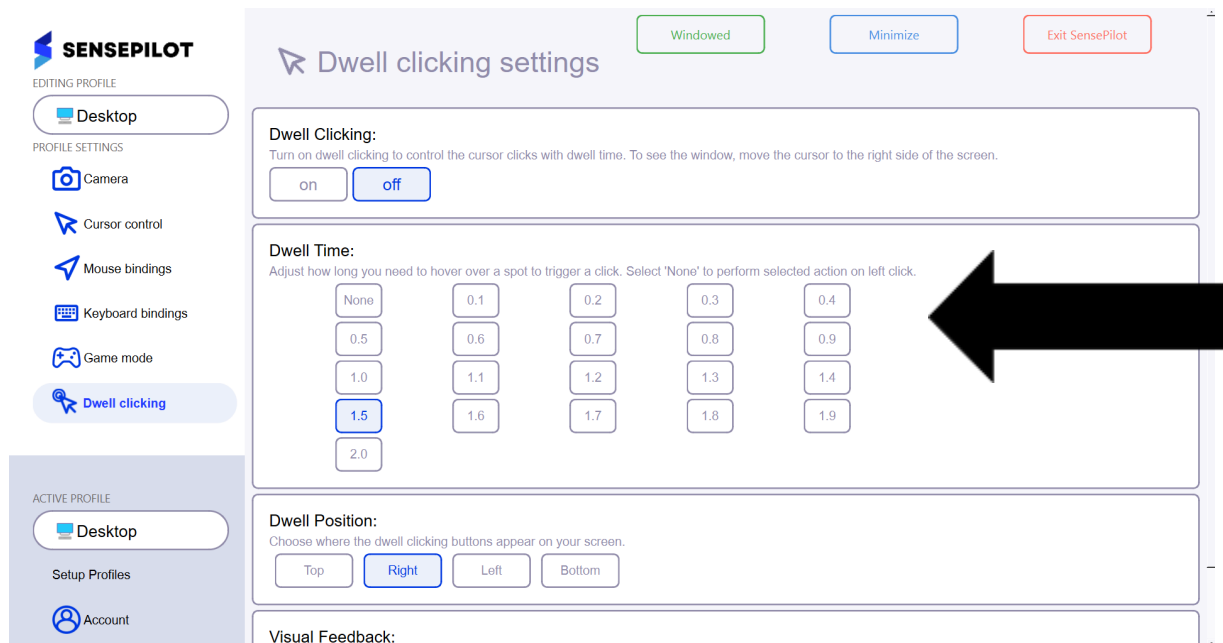
Dwell clicking will trigger a click by hovering over an item for a user determined period. To switch this on, select **Dwell Clicking** from the left menu.



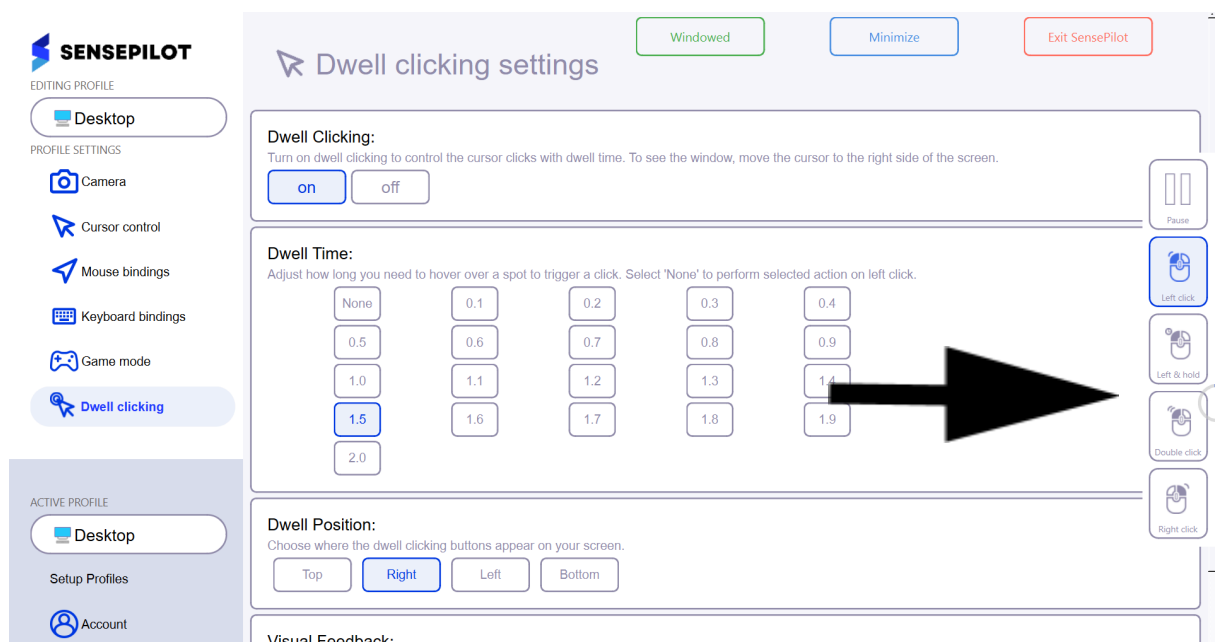
Then select "on"



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.

 **SENSEPILOT**

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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.

onoff

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.

TopRightLeftBottom

Visual Feedback:

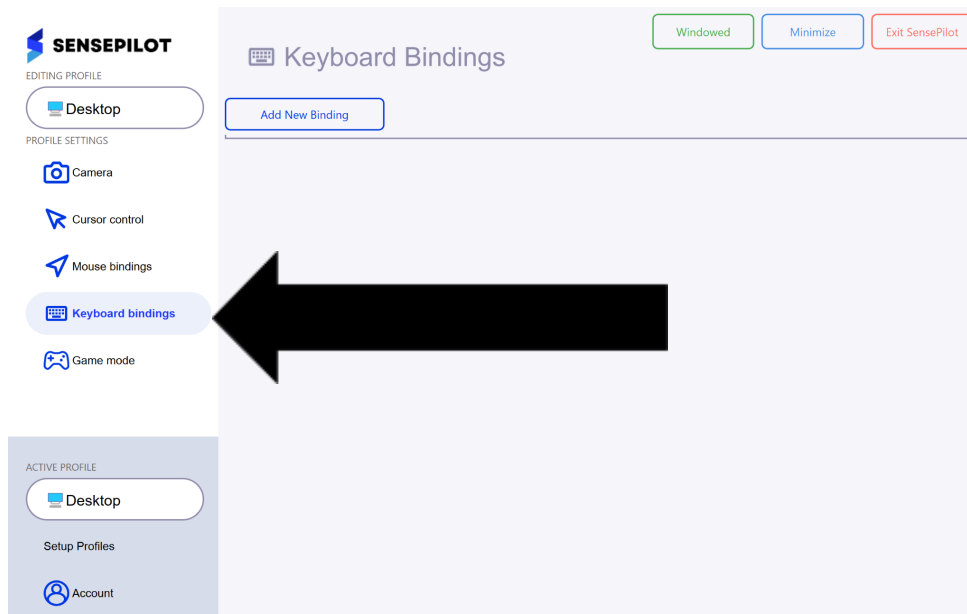
Show a progress circle while dwelling before a click.

onoff

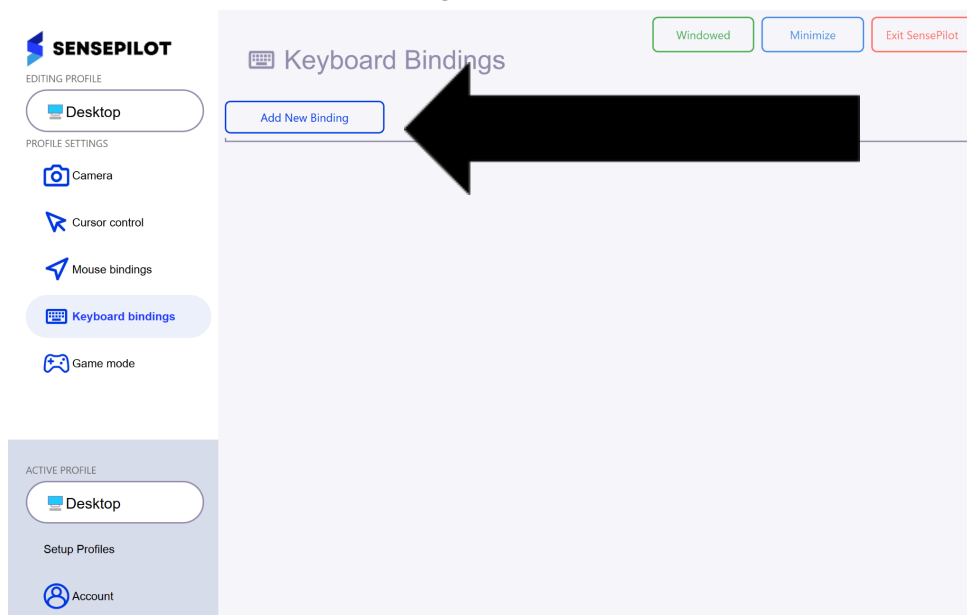
9. Keyboard bindings/Triggering a keyboard press

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

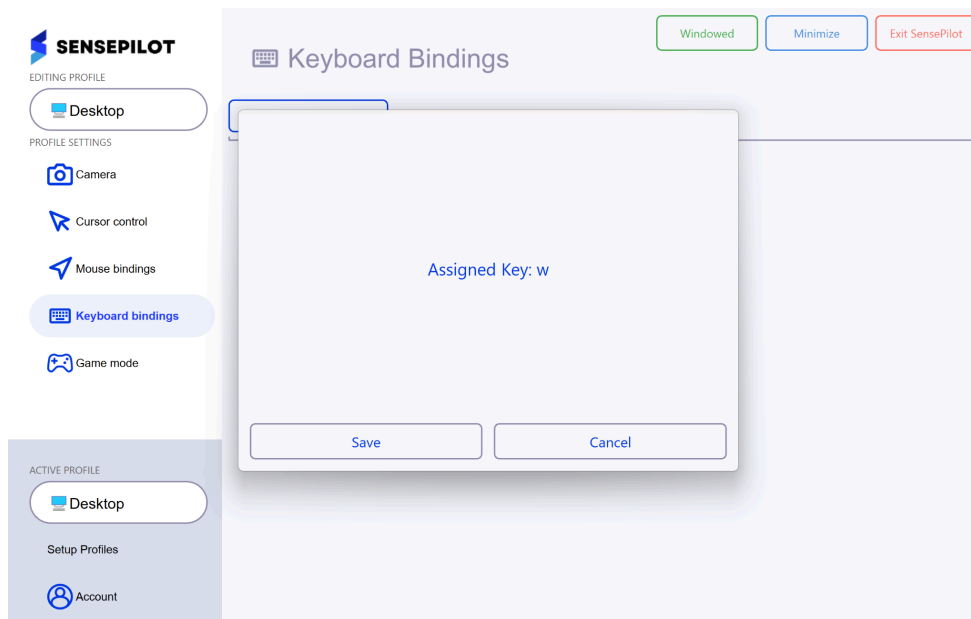
1. Select **"Keyboard Bindings"** from the left hand menu



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



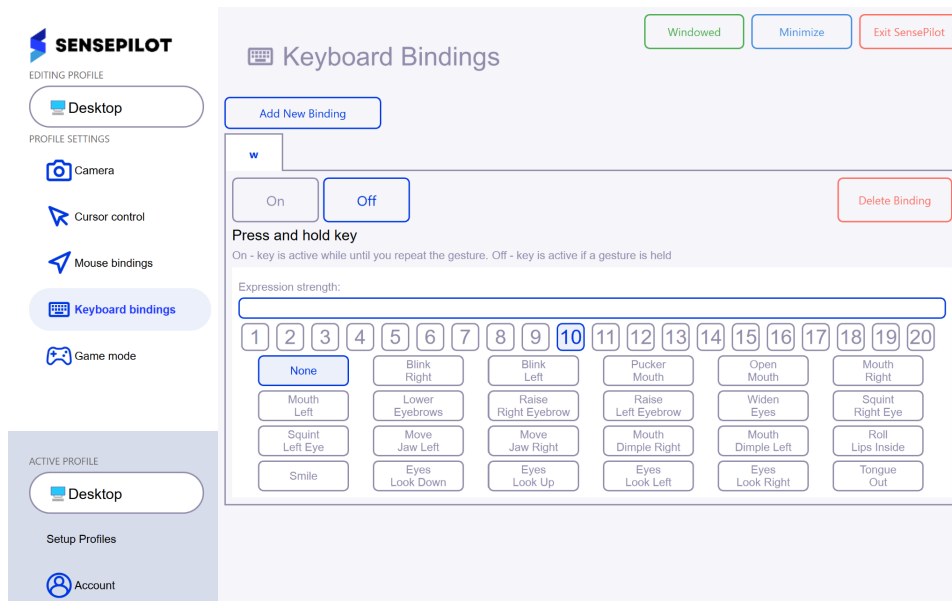
3. The following window should appear. Now press the button that you wish to bind on the keyboard (on-screen keyboard will work too). Here we have used **"w"** as an example.



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

9.1 Facial Gestures

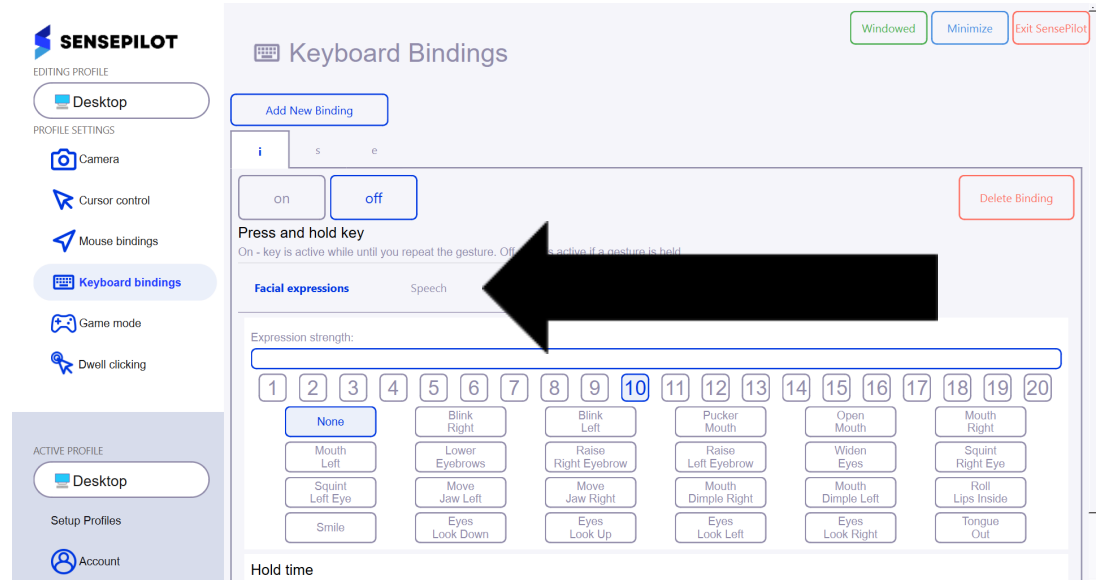
1. Select a facial gesture from the list and set the sensitivity using the numbers. The keyboard key will be pressed when the trigger number is reached as shown by the indicator bar



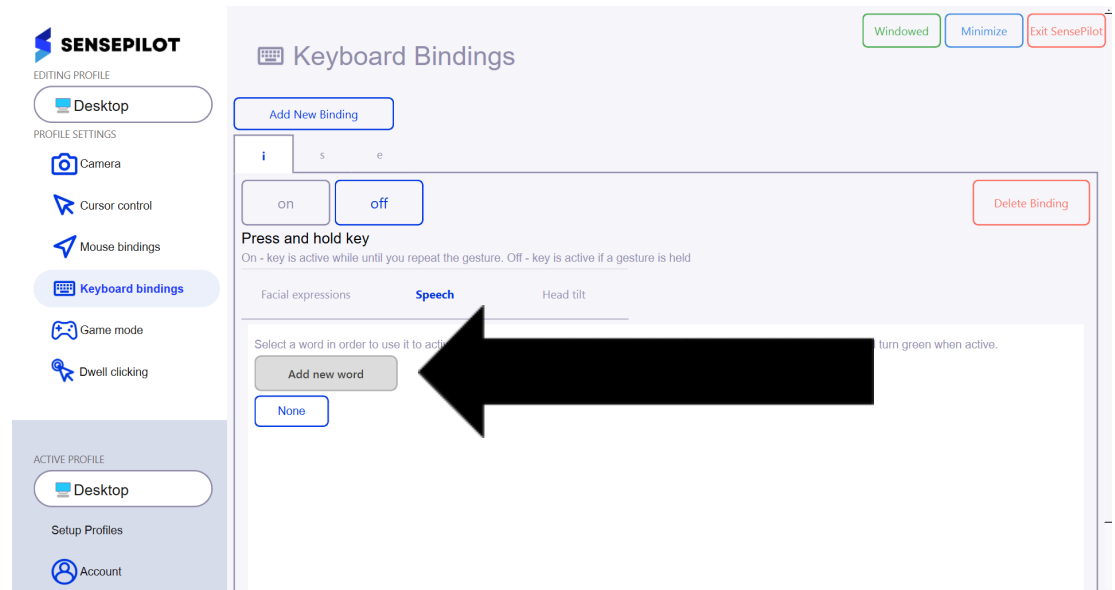
2. There is a toggle setting on/off that will change the behaviour of the keyboard press.
 - a. Setting this to **ON** will continue to press the keyboard key until the trigger is reached by facial gesture again.
 - b. Setting this to **OFF** will only press the keyboard key for the duration of the facial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

9.2 Speech Recognition

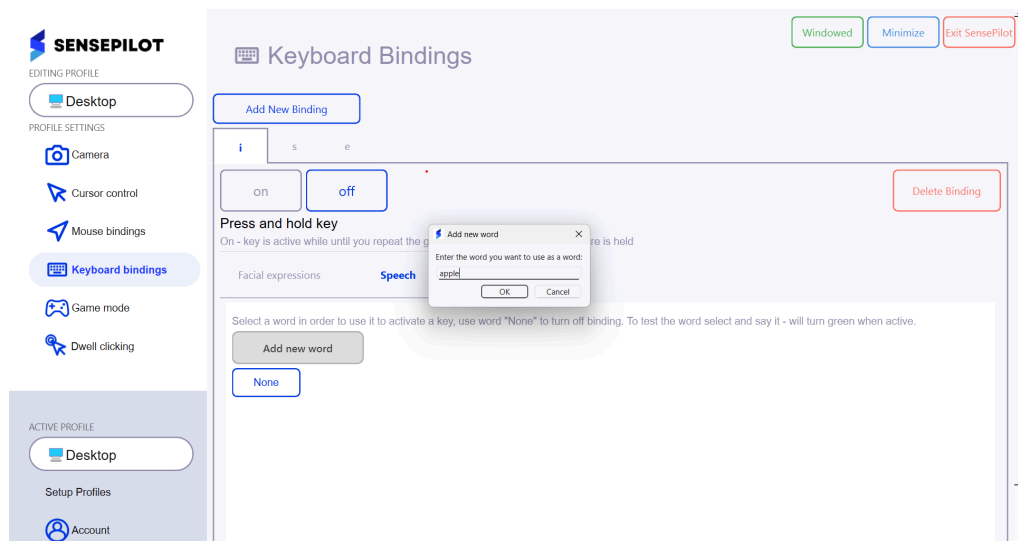
1. In keyboard bindings, select **Speech**



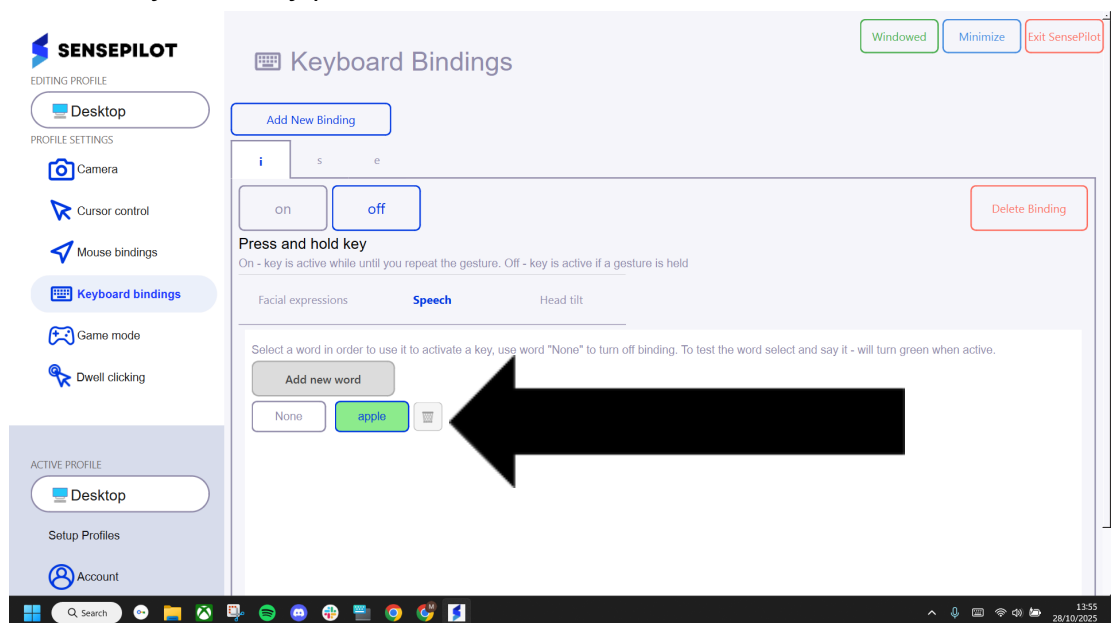
2. Click **Add a New Word**



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)



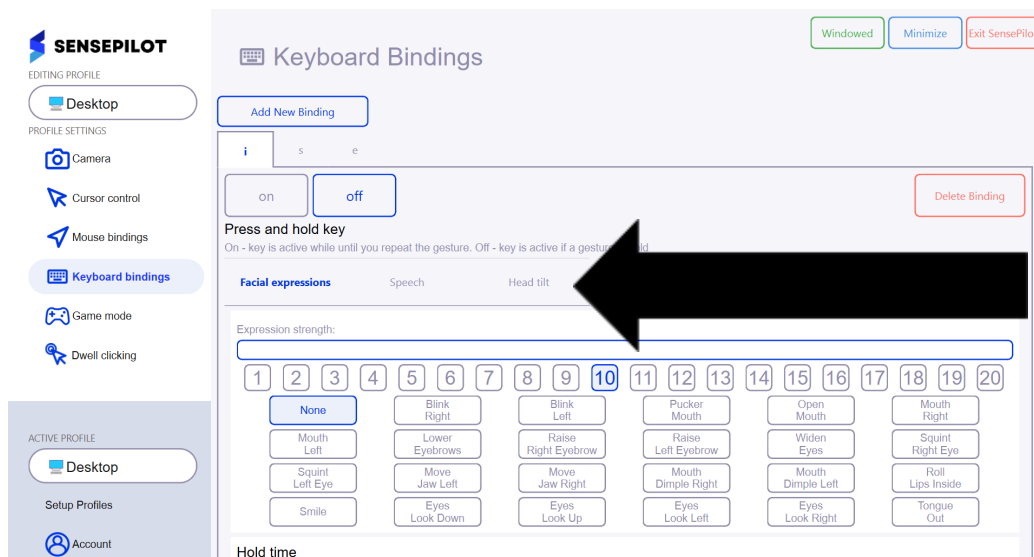
4. Select the word from the list - you should see a blue microphone icon showing that the microphone is active. Say the word and you should see a green indicator on the selected word that the word has been recognised and the keyboard key pressed.



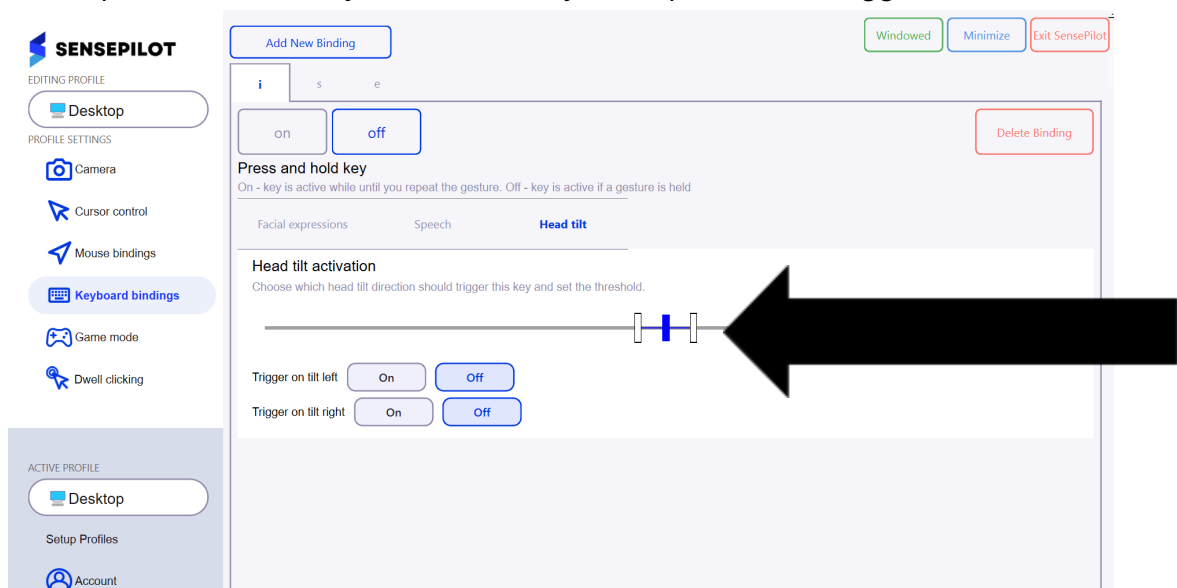
5. N.B. The indicator will only show if the profile being edited is currently active.

9.3 Head tilt

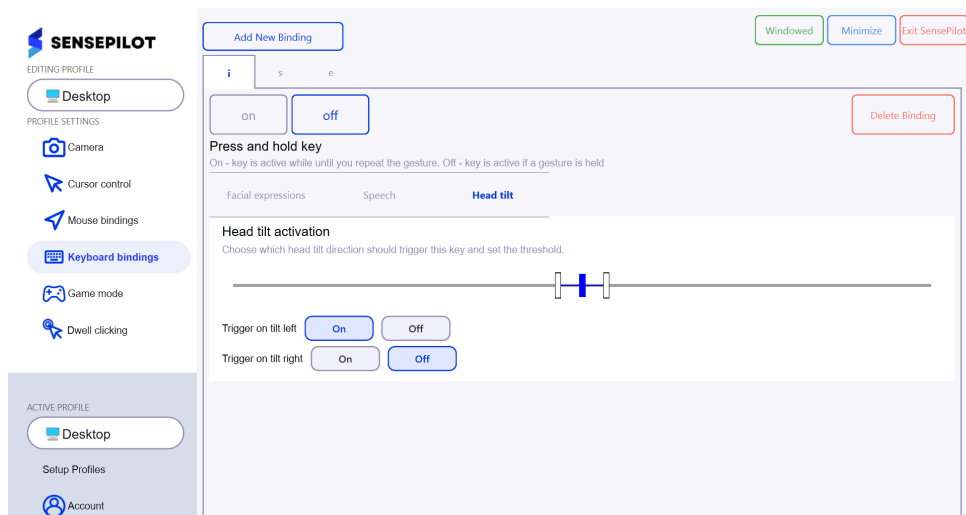
1. In Keyboard bindings, select **head tilt**



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.



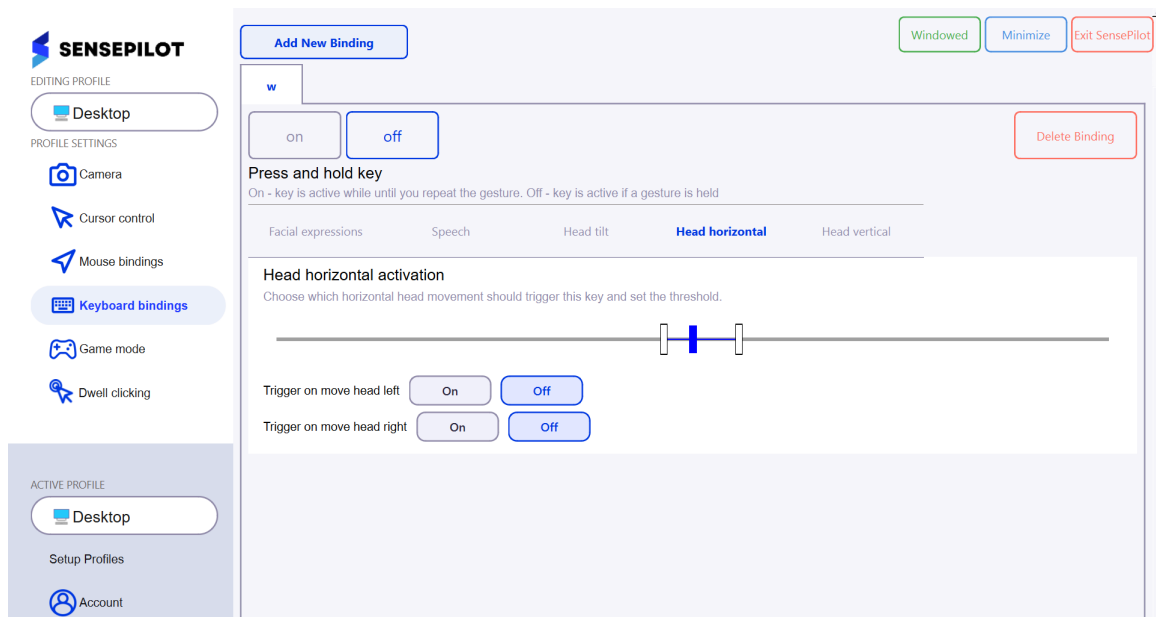
3. Select which side you want the trigger to occur by turning the direction to on. The example shown presses the "i" key when the head is tilted to the left




9.4 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



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w

onoff

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.

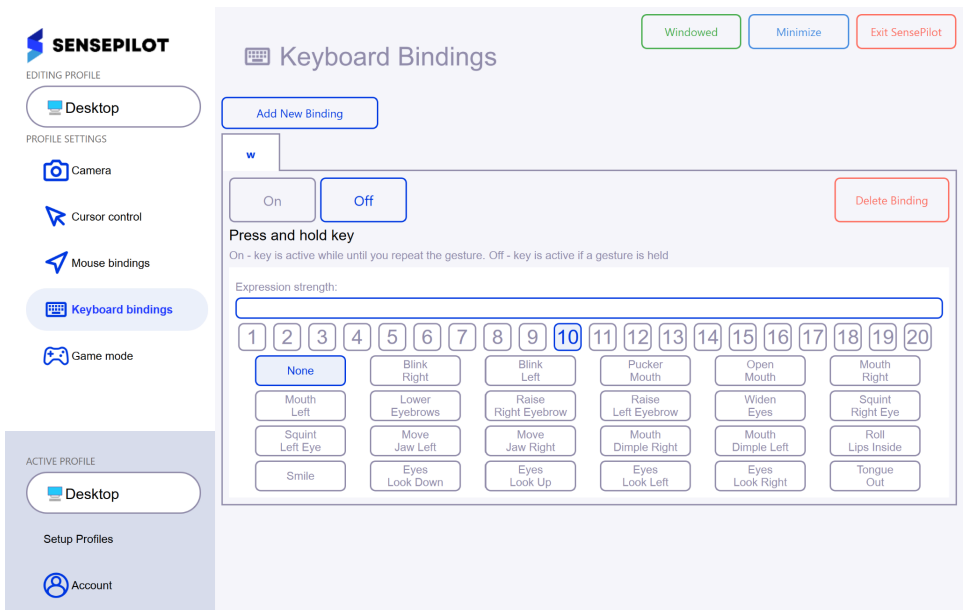
Trigger on move head left

OnOff

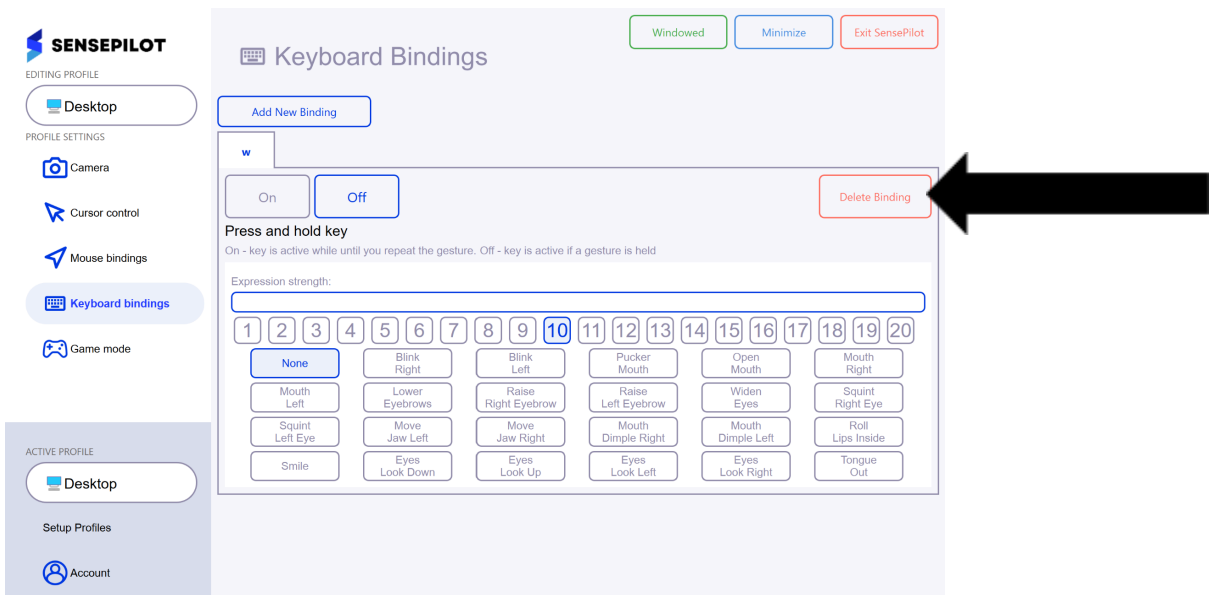
Trigger on move head right

OnOff

9.4 Deleting a binding



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

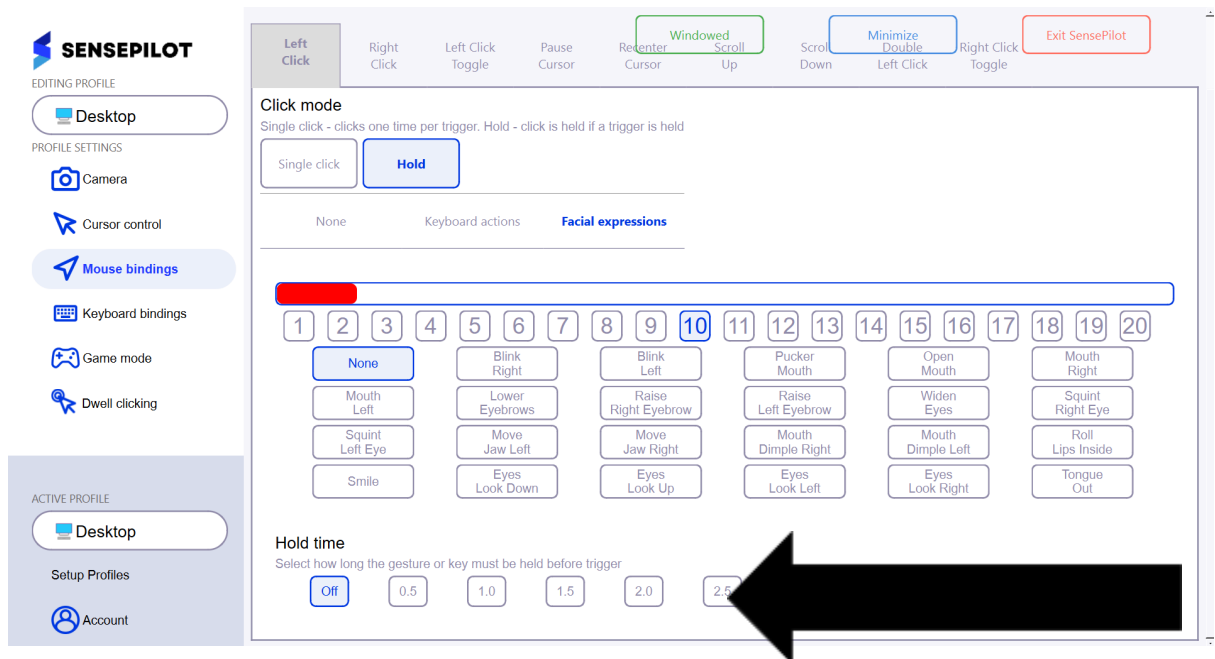


10. Facial Gesture Delay Timers

<https://youtu.be/Q-sY789KxGQ?si=4WMHuiojooWeJ6IN>

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.

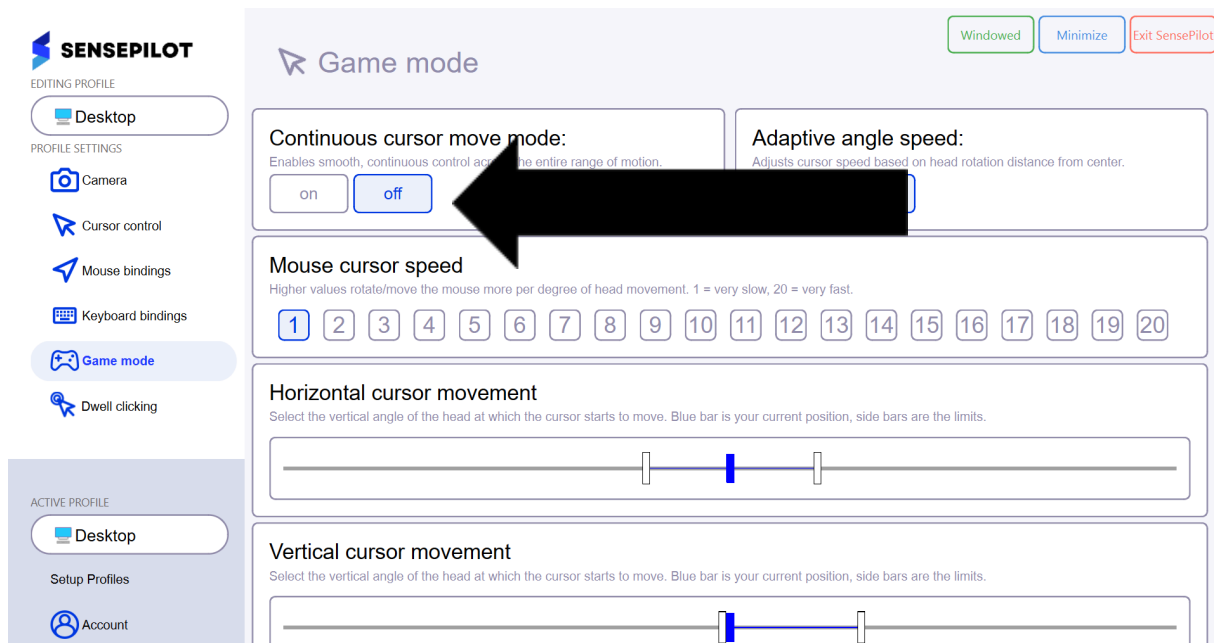


11. Game Mode

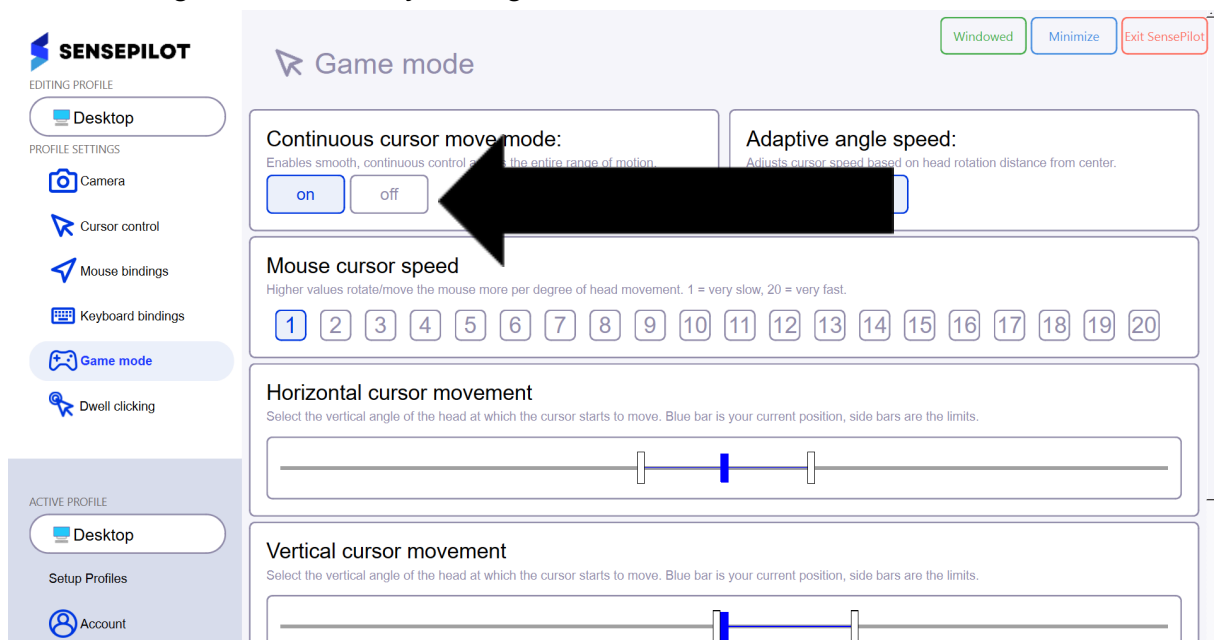
<https://youtu.be/FN66DinxTmq>

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.

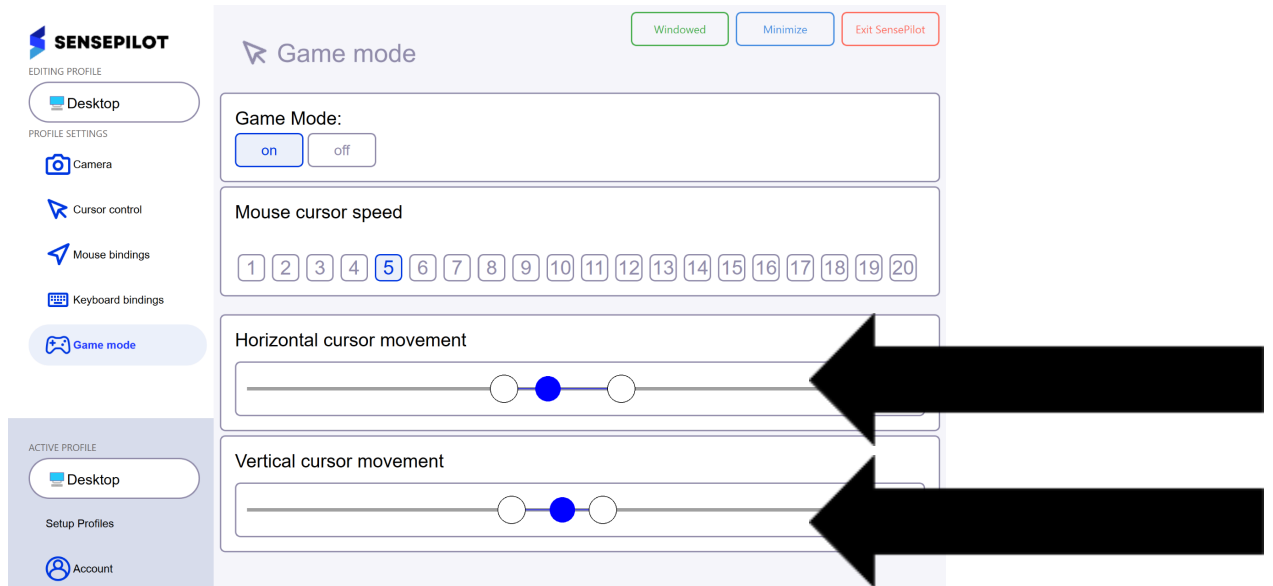
11.1 Rotational Mode



1. Turn game mode on by setting to on

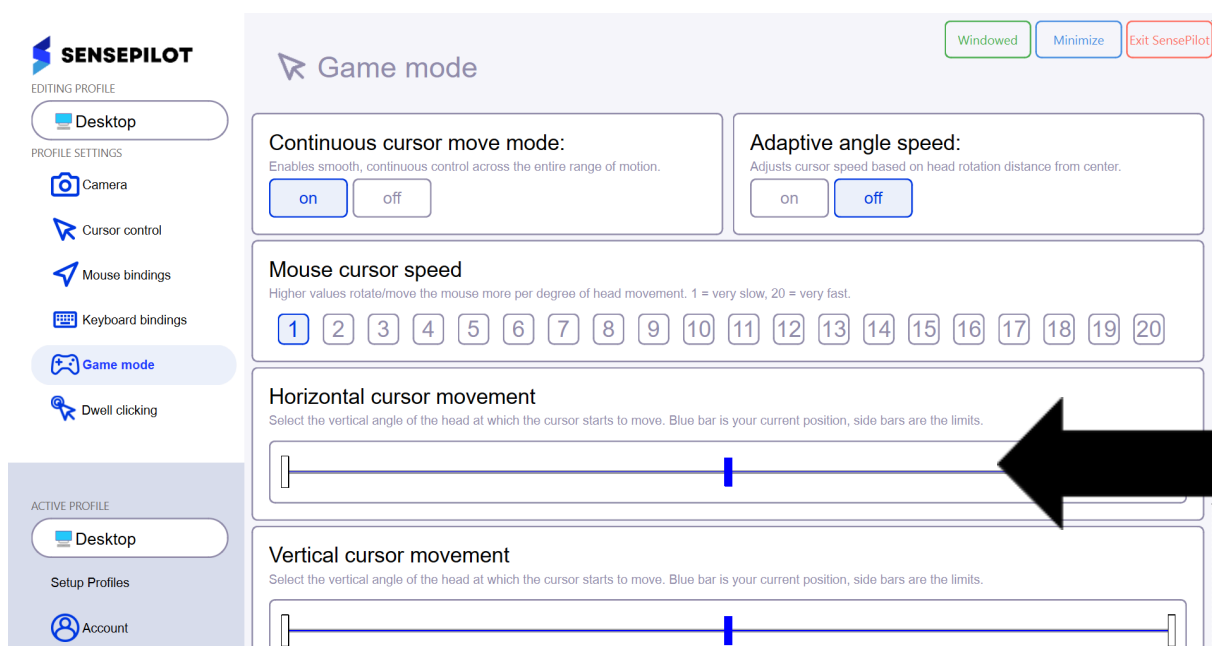


2. As you move your head around, you will see the bars moving along the slider - the middle blue bar represents your head and the white bars either side are the rotational angles at which game mode kicks in. You can move these dots to where you feel comfortable by clicking along the line



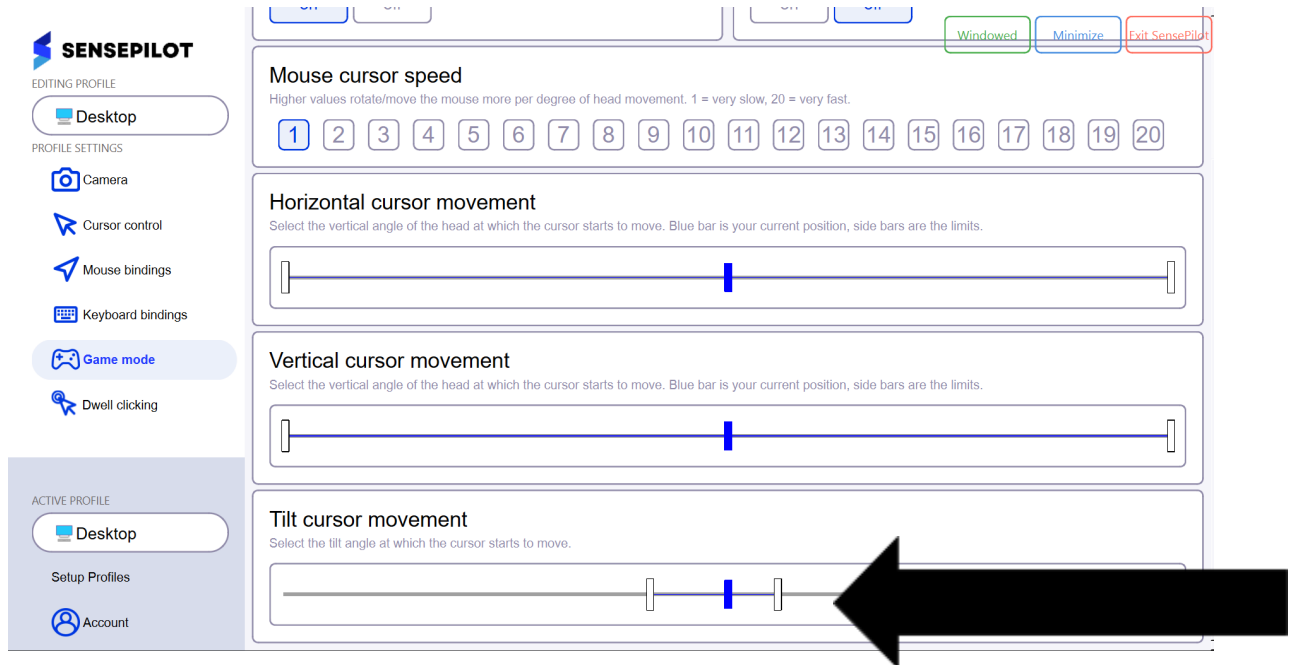
3. Next, you can set the mouse cursor speed - this is the speed at which the cursor will move when you move your head to the maximum angles set in step 2. The higher numbers mean the cursor will move faster.

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:




11.2 Tilt Mode

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



11.3 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**

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Continuous cursor move mode:
Enables smooth, continuous control across the entire range of motion.

onoff

Adaptive angle speed:
Adjusts cursor speed based on head movement.

onoff

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

1234567891011121314151617181920

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.

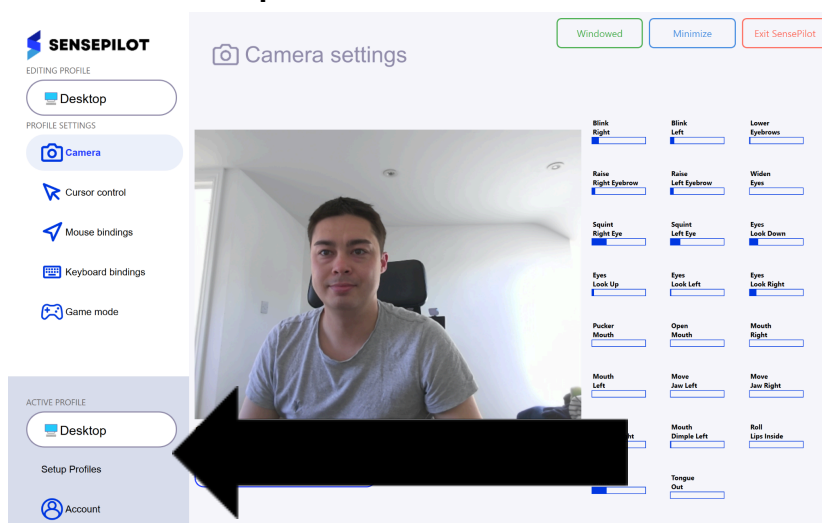
12. Profiles

<https://youtu.be/Y4DGV94t17Y>

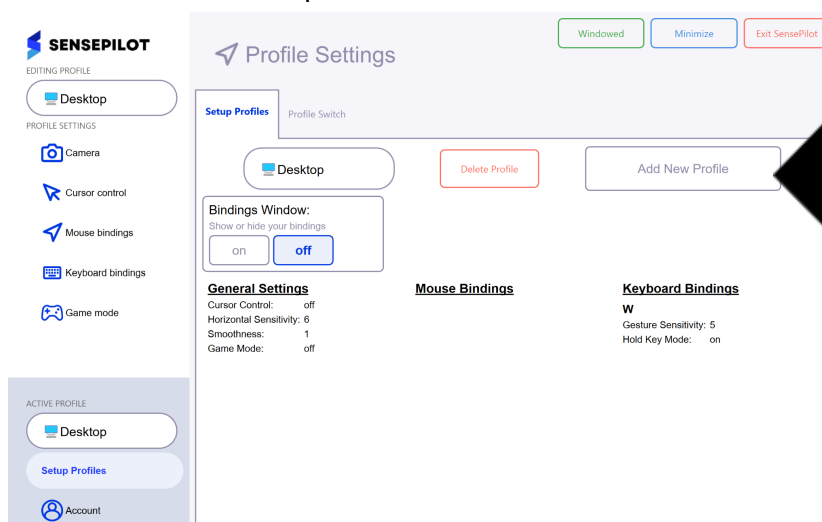
You can create as many profiles as you would like and swap between them with either a facial gesture or a keyboard/switch press. **"Desktop"** is the default profile and will always be active when the app opens. You are also able to swap between 2 other profiles - the **"Desktop"** profile will always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

12.1 Creating a Profile

1. Click **"Setup Profiles"** on the left hand menu.



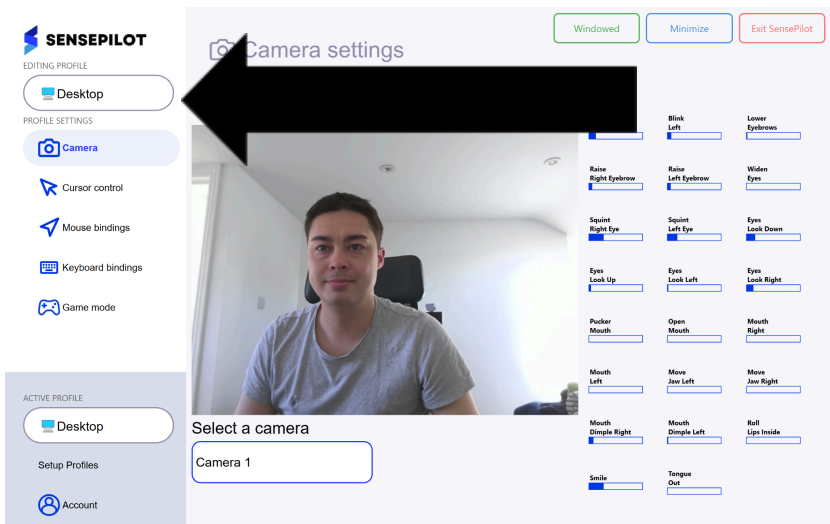
2. Click add new profile



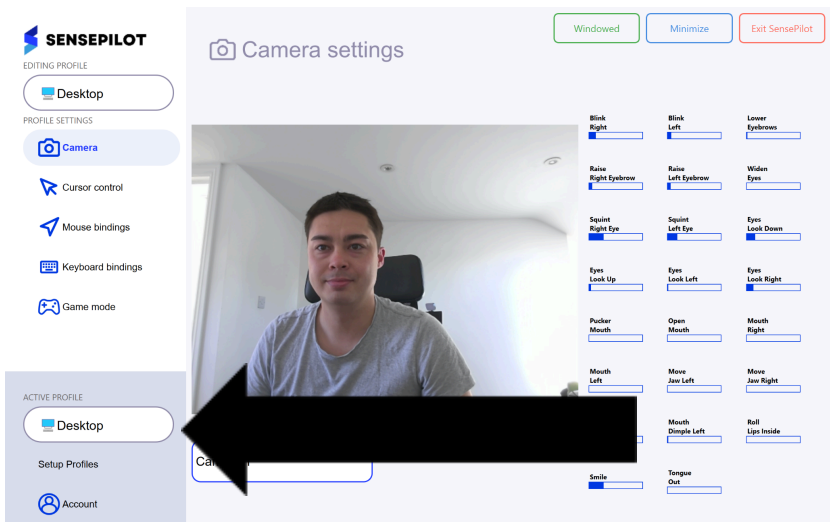
3. Enter a name for your profile and click save. You can use the on-screen keyboard and also emojis (we find this can help make it a bit clearer when swapping between them).

12.2 Editing a Profile

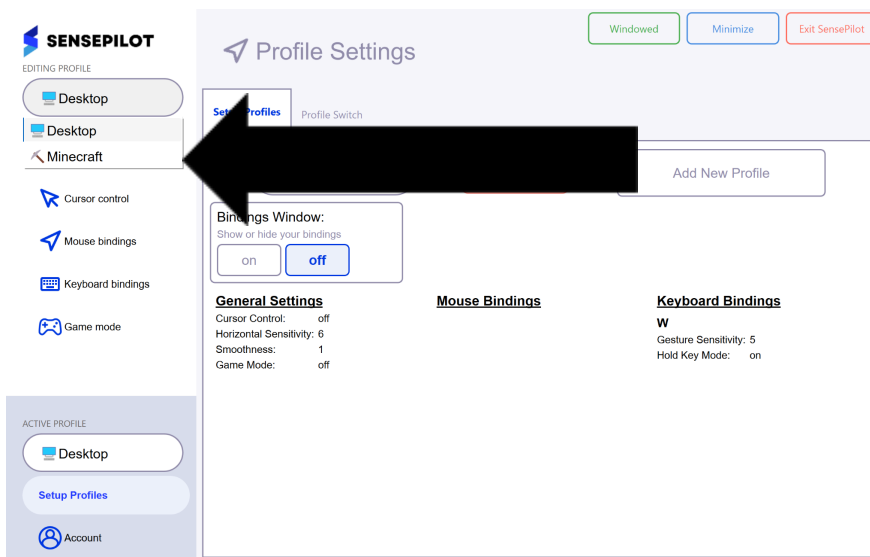
We've separated out the profile that you are editing and the currently active profile. Editing is here:



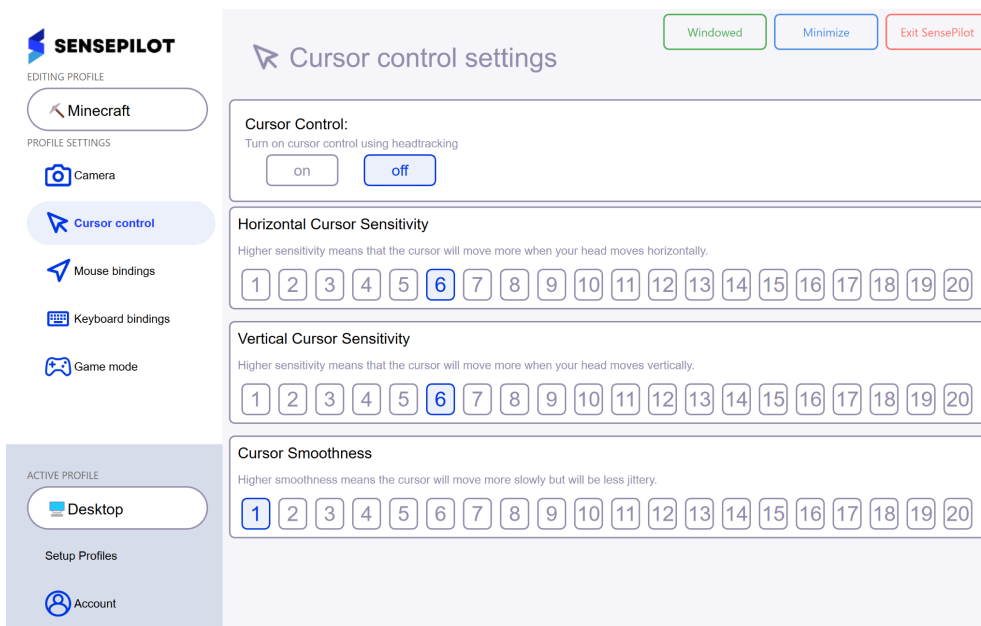
The currently active profile is here:



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



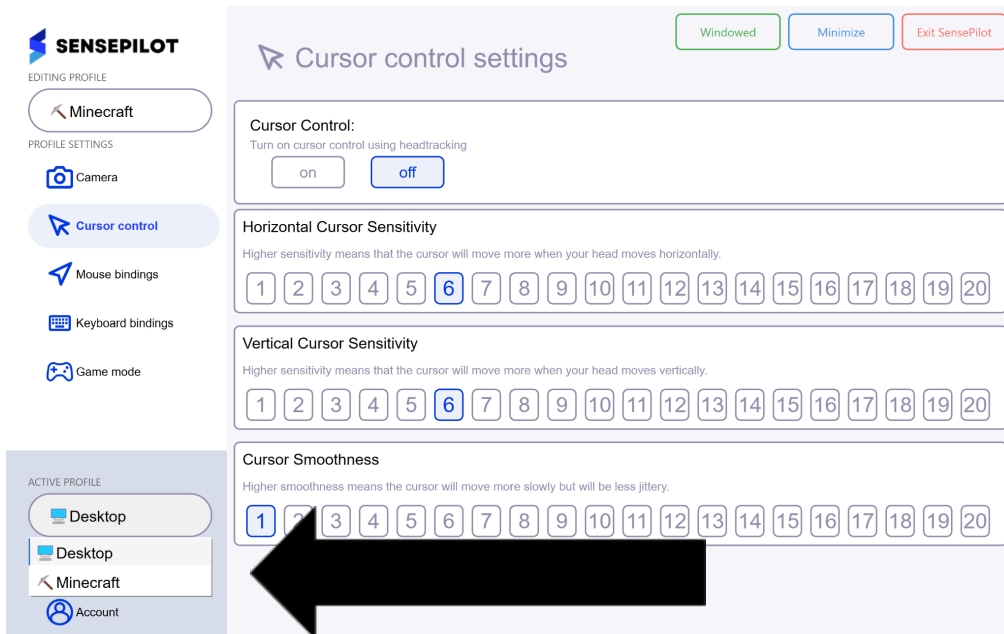
2. Click on the profile that you would like to edit (in the screenshot below, we are using the **"Desktop"** profile as the active profile and we are now editing the **"Minecraft"** profile).



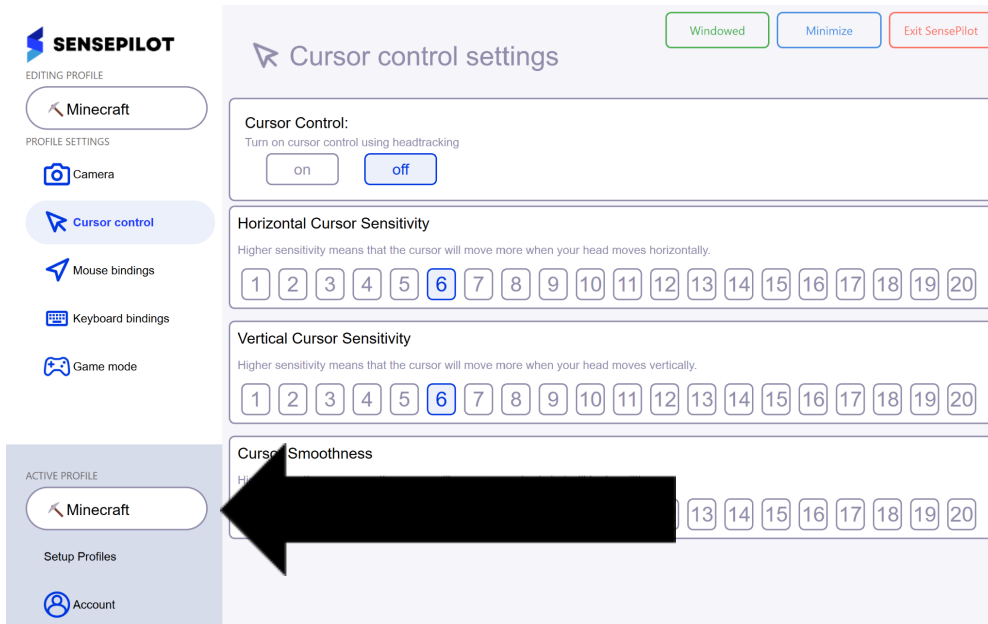
3. Go through the steps of cursor control, mouse bindings, keyboard bindings and game mode that you would like to set up for this profile

12.3 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

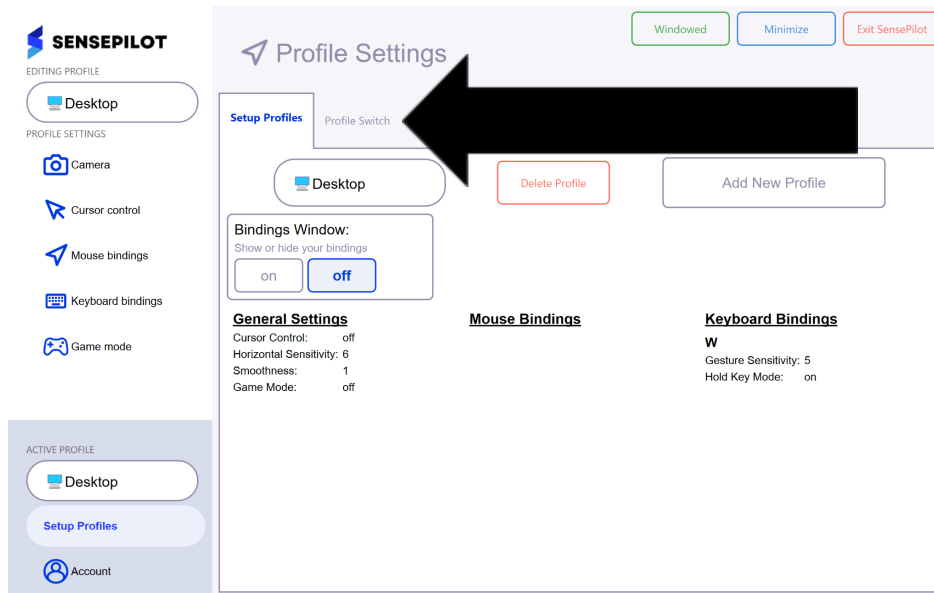


2. Select the profile that you want to use by clicking on it
3. You will see that the active profile has now changed

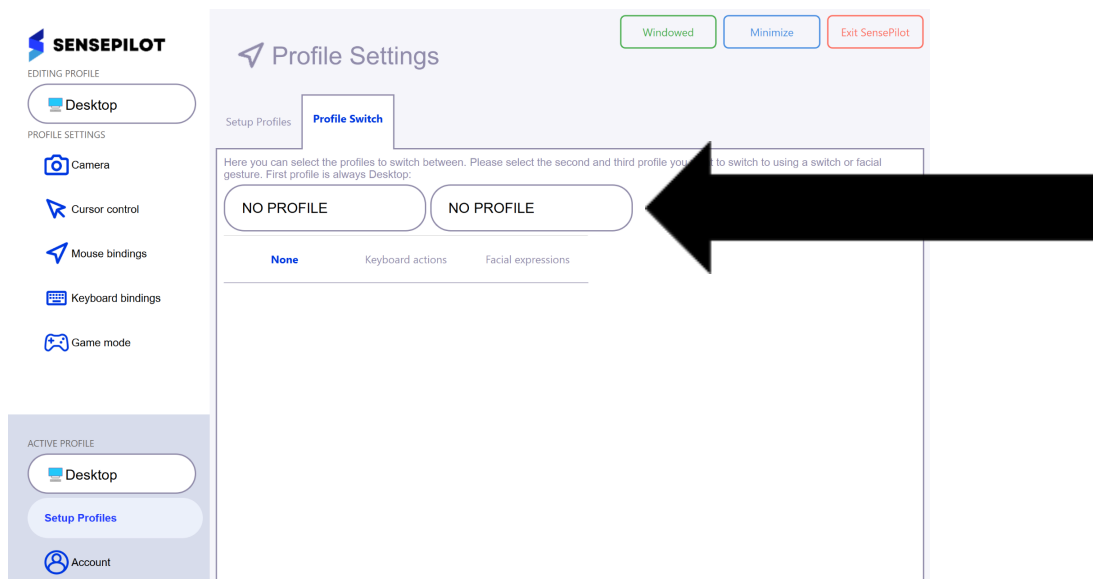


12.4 Swapping Profiles with a Facial Gesture

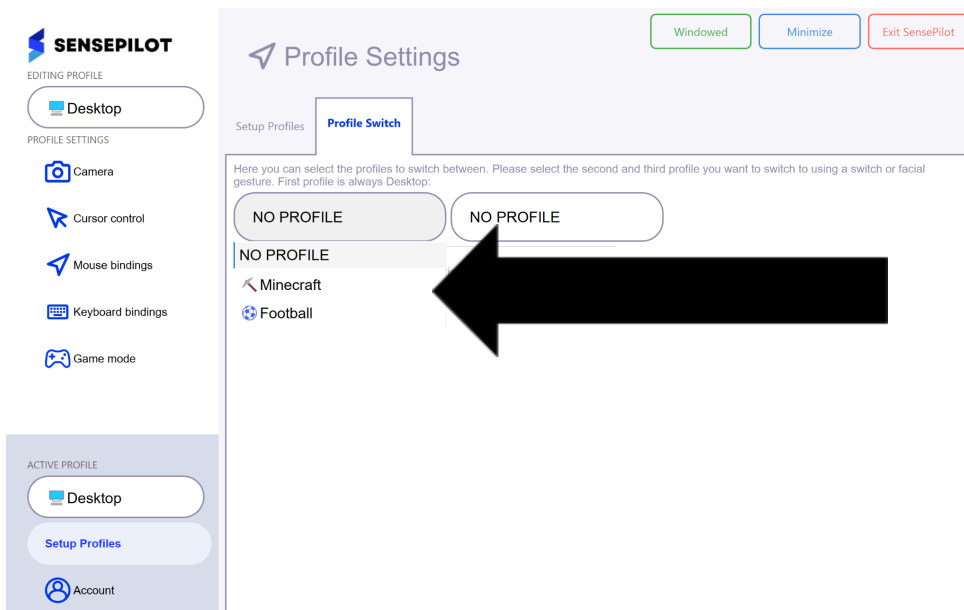
1. In **Setup Profile**, select the **Profile Switch** tab



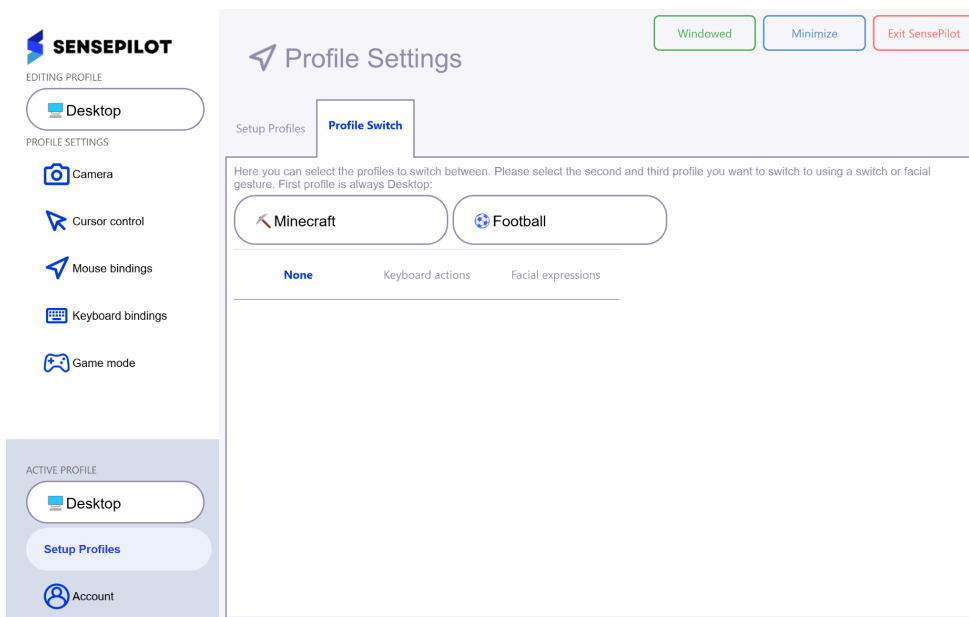
2. Select the profiles that you want to switch between by clicking the buttons below



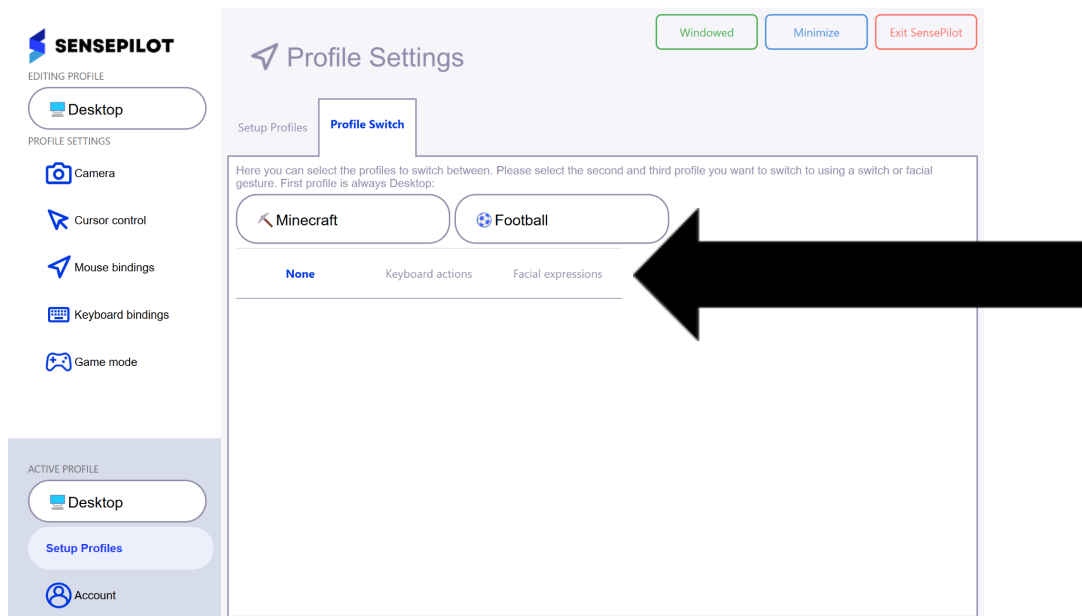
3. Profiles will swap cyclically with "Desktop" always included. To change the first profile to swap to, click the left button and a drop down menu will appear with the profiles that you have created



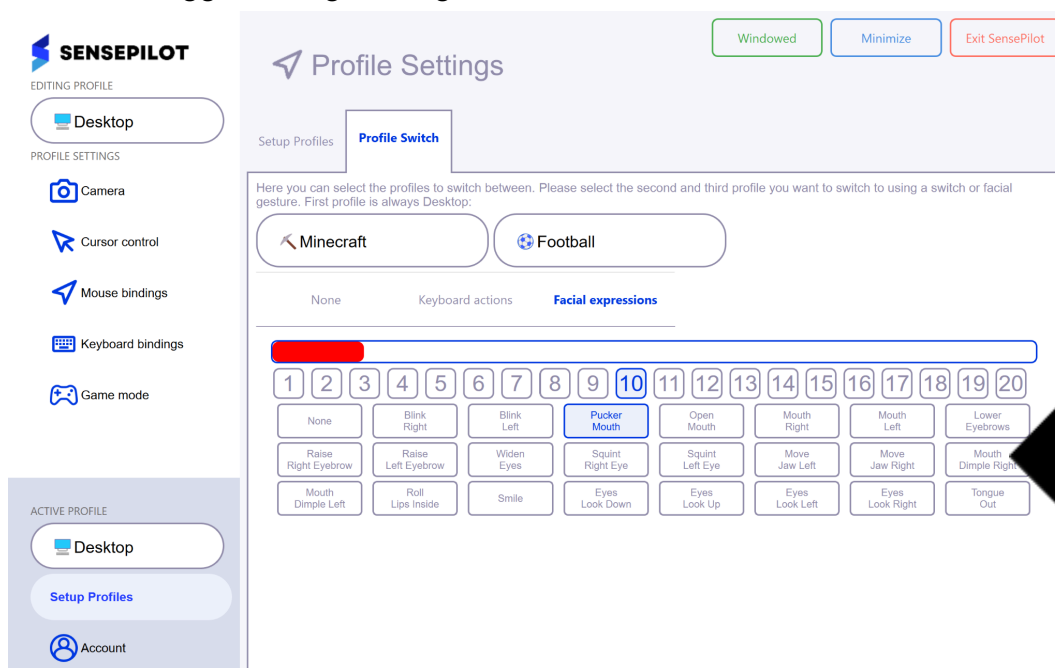
4. Select the profile that you wish to select
5. If you wish to have another profile to swap to as part of the cycle, follow the process for the button on the right. If you don't want to cycle to an additional profile, return this to **"NO PROFILE"**. In the case of the screenshot below, profiles will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



EDITING PROFILE

Desktop

PROFILE SETTINGS

Camera

Cursor control

Mouse bindings

Keyboard bindings

Game mode

ACTIVE PROFILE

Minecraft

Setup Profiles

Account

Windowed

Minimize

Exit SensePilot

Profile Settings

Setup Profiles

Profile Switch

Desktop

Delete Profile

Add New Profile

Bindings Window:
Show or hide your bindings

onoff

General Settings

Cursor Control:off

Horizontal Sensitivity: 6

Smoothness: 1

Game Mode:off

Mouse Bindings

Keyboard Bindings

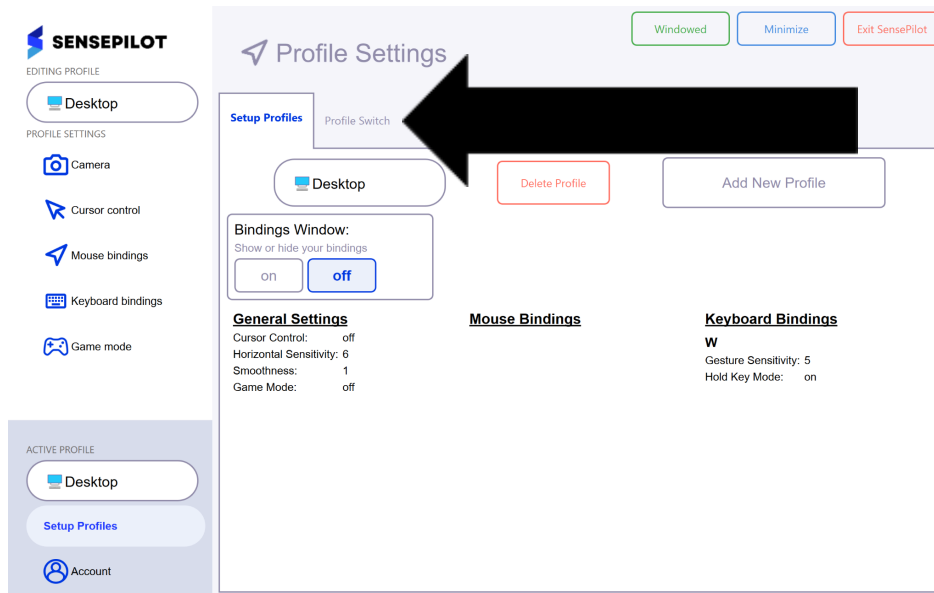
W

Gesture Sensitivity: 5

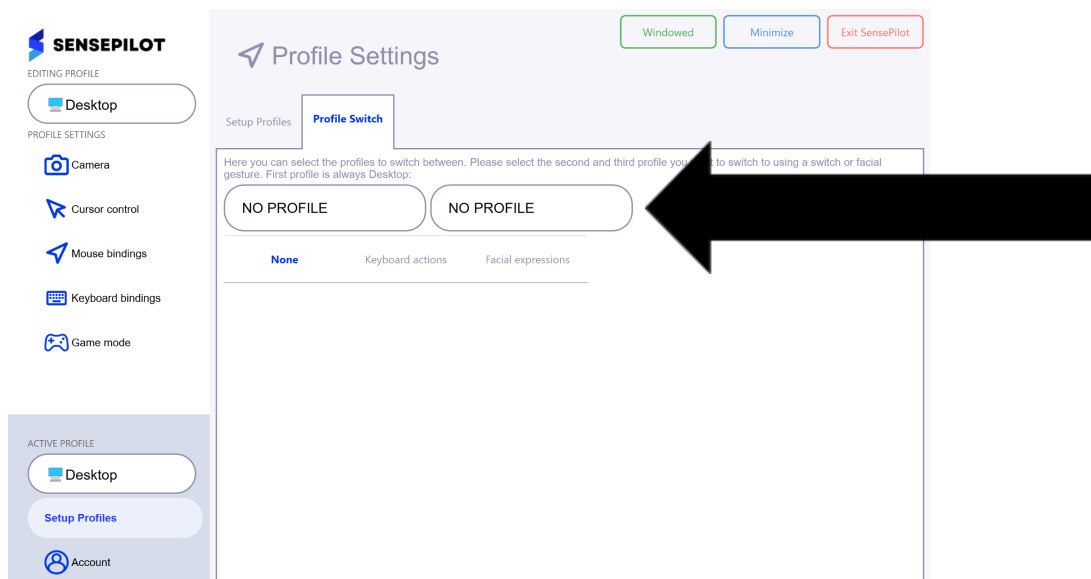
Hold Key Mode: on

12.5 Swapping Profiles with a Keyboard or Switch Press

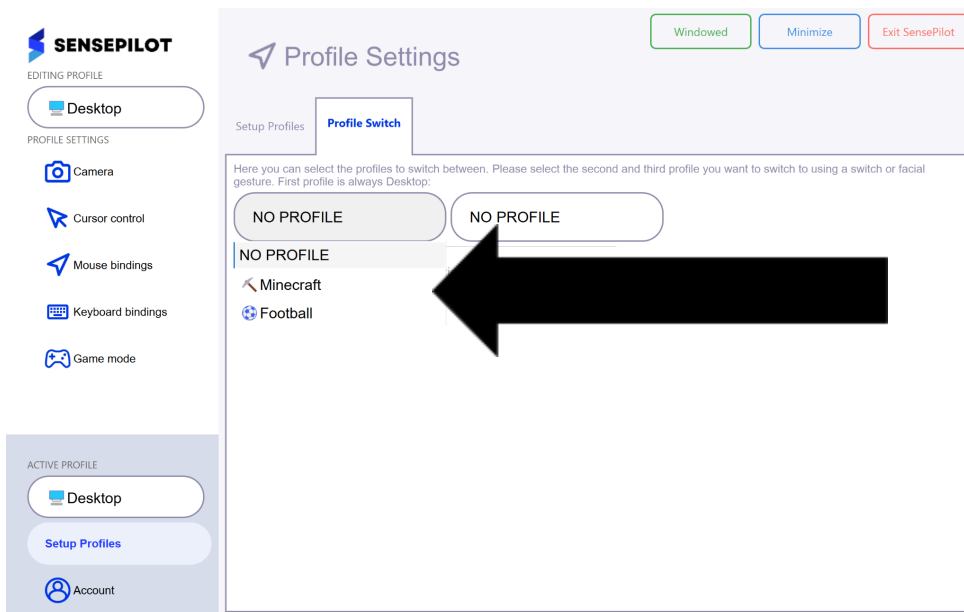
1. In **Setup Profile**, select the **Profile Switch** tab



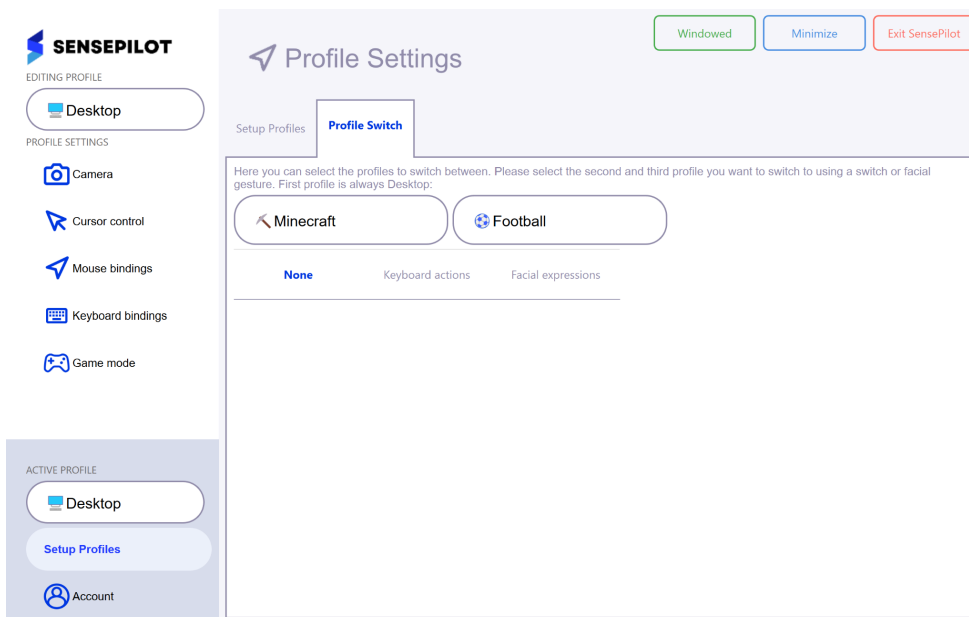
2. Select the profiles that you want to switch between by clicking the buttons below



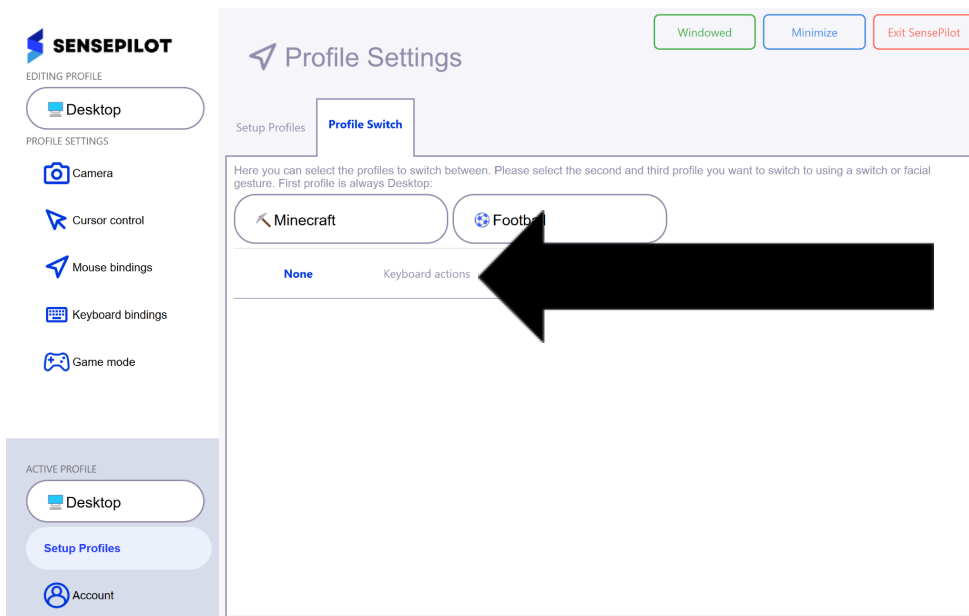
3. Profiles will swap cyclically with "Desktop" always included. To change the first profile to swap to, click the left button and a drop down menu will appear with the profiles that you have created



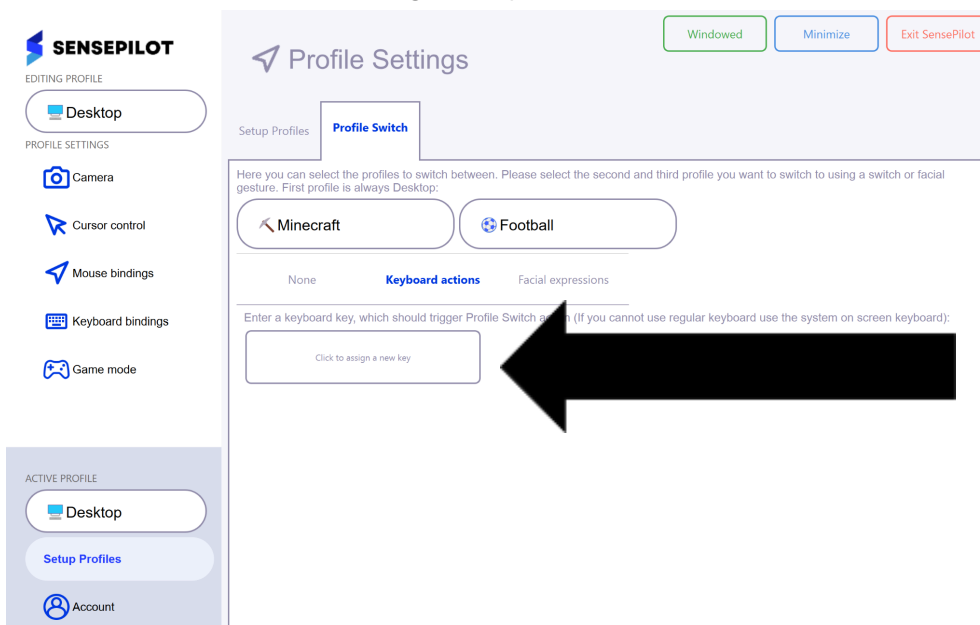
4. Select the profile that you wish to select
5. If you wish to have another profile to swap to as part of the cycle, follow the process for the button on the right. If you don't want to cycle to an additional profile, return this to **"NO PROFILE"**. In the case of the screenshot below, profiles will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



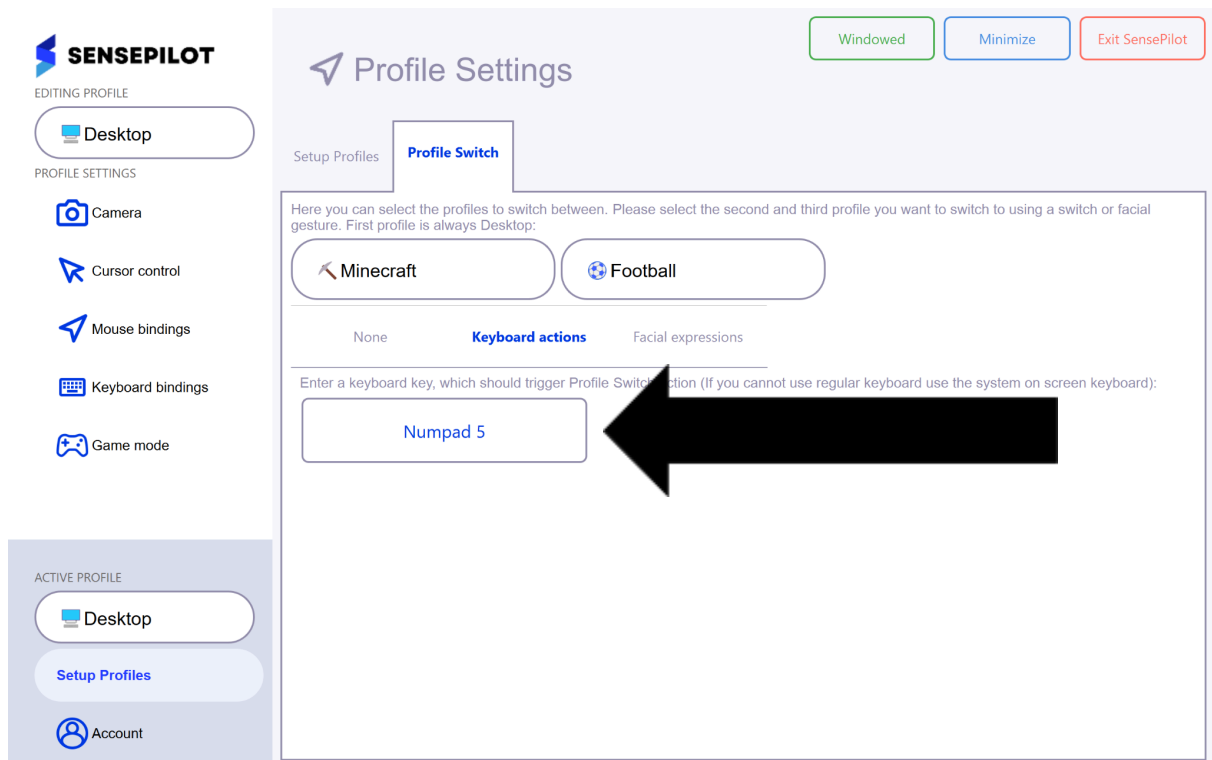
6. Now click **"Keyboard Actions"**



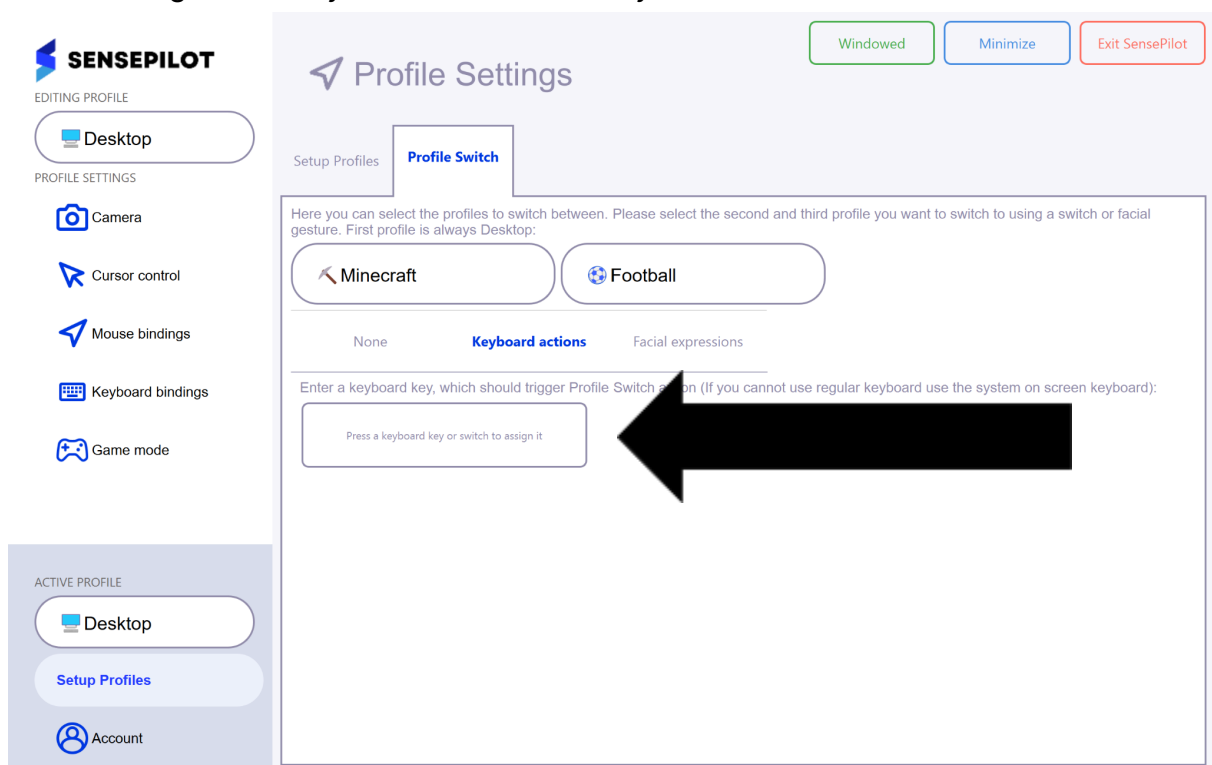
7. Click on **“Click to assign a key”**



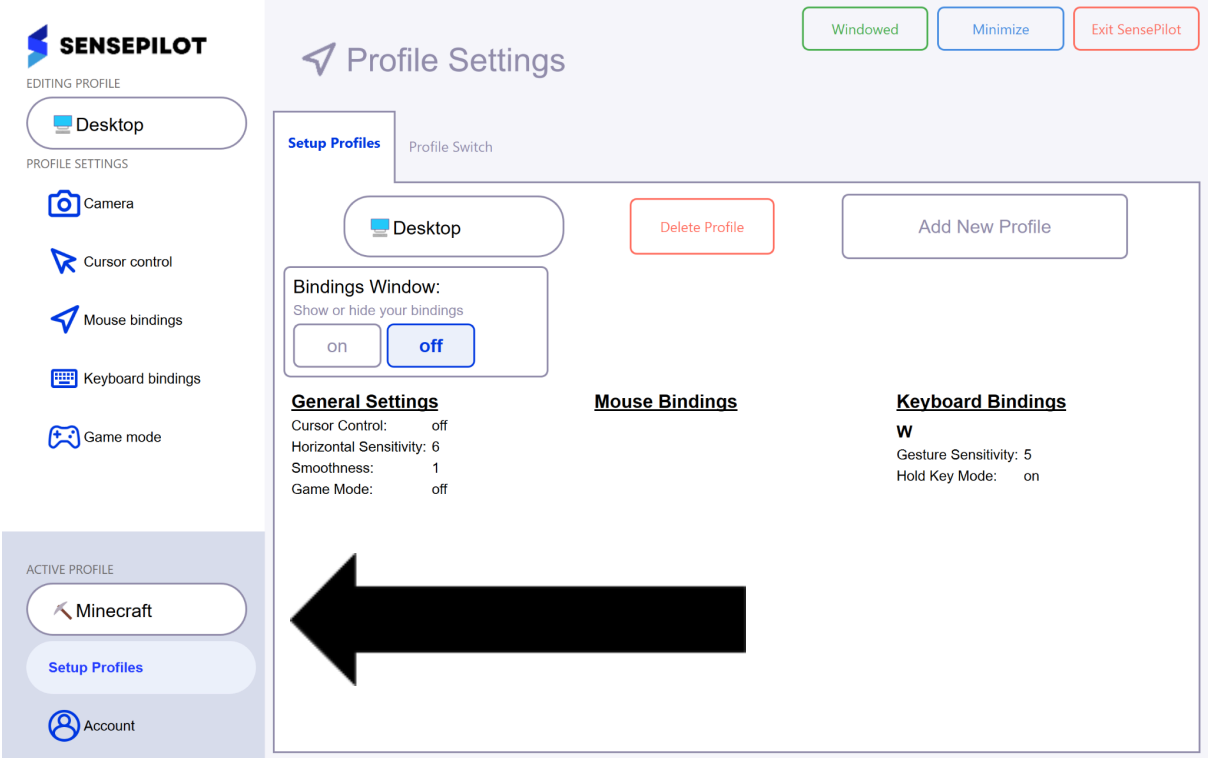
- Press on the switch or keyboard button that you want to use to swap between profiles. The screenshot below shows that we have used the “5” button on the keyboard number pad to swap profiles



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

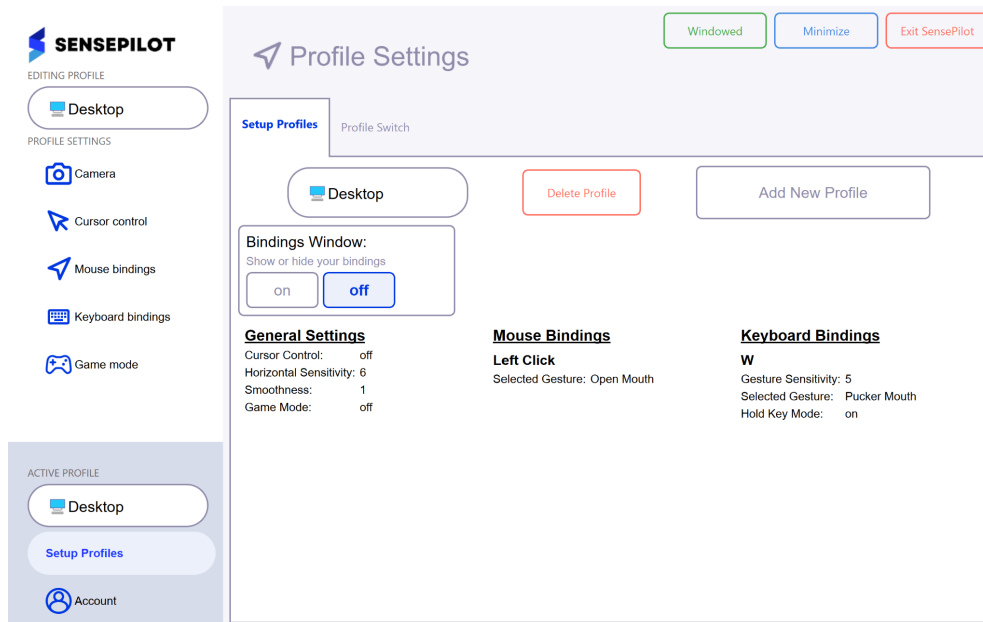


10. Now when you press the keyboard button or switch, you will see that the active profile has changed

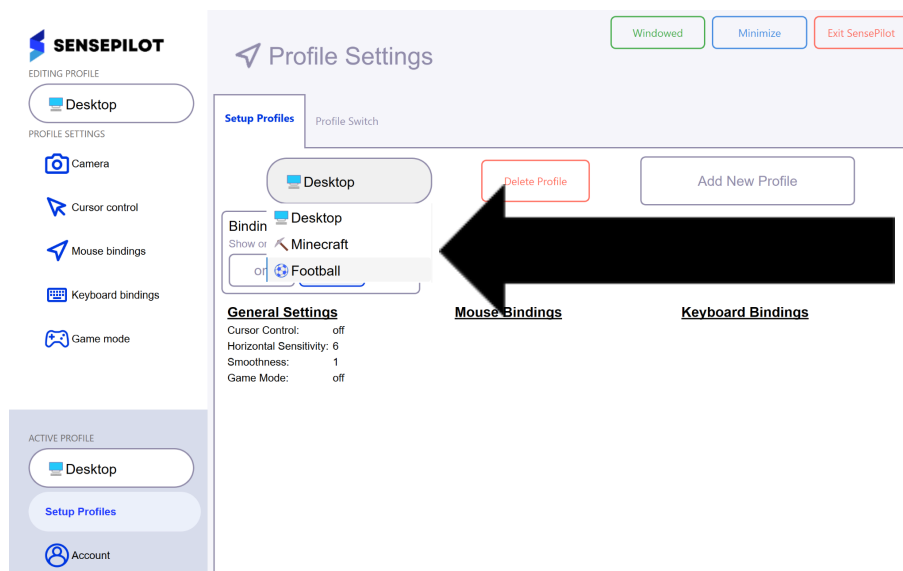


12.6 Checking what Bindings you have for a Profile

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

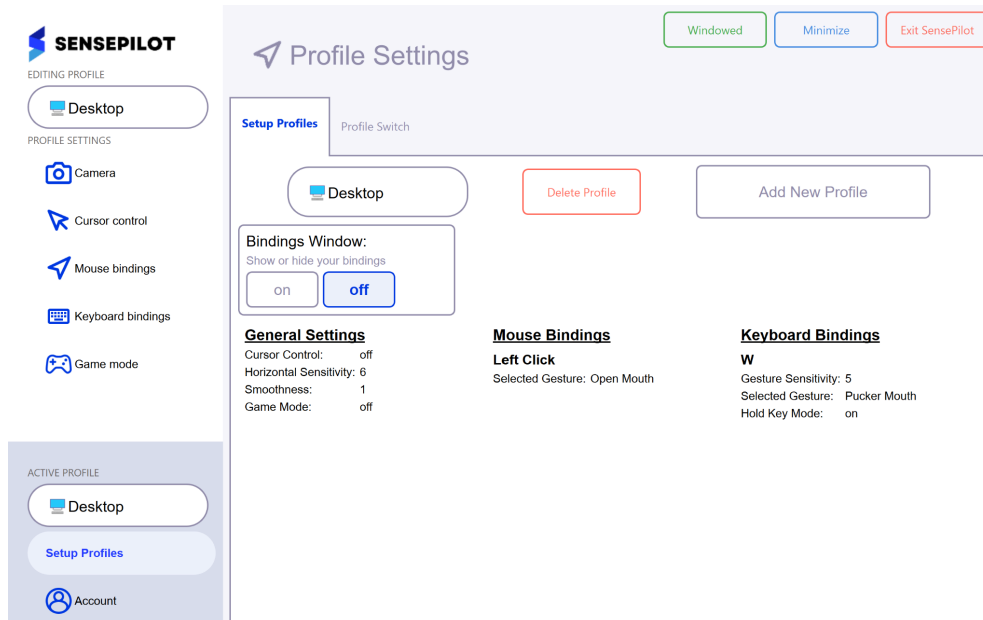


2. You will be able to see what bindings you have enabled for a specific profile. To change the profile that you are viewing, click on the name of the profile and select the one you want to view. You will then see the bindings listed out below.

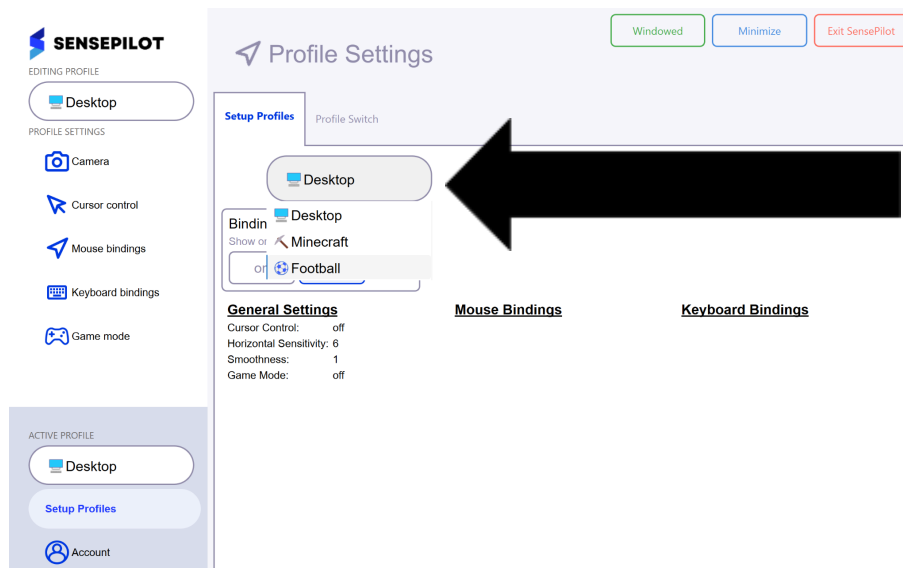


12.7 Deleting a Profile

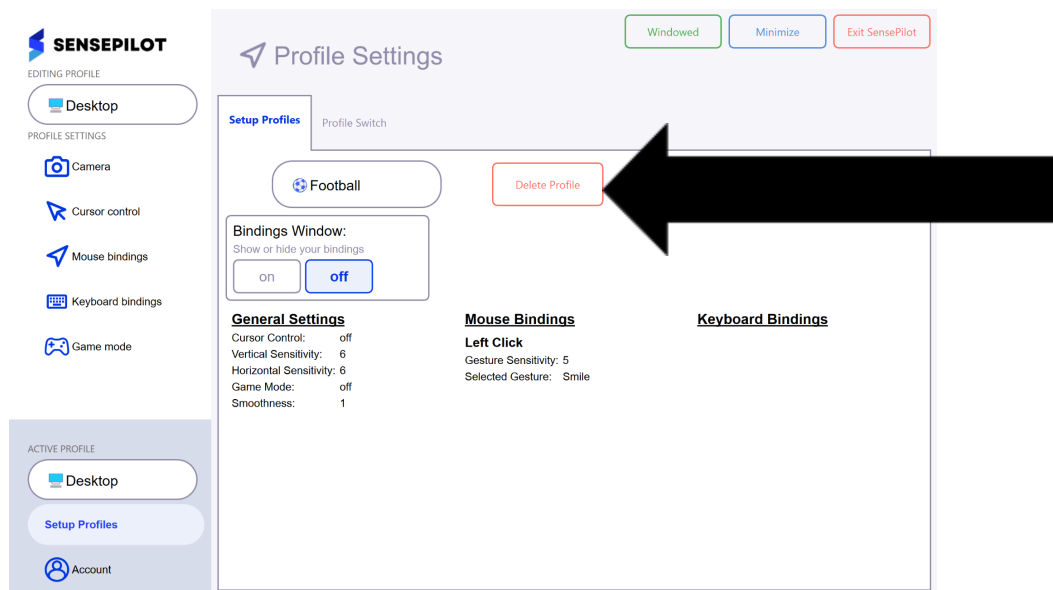
1. In the **"Setup Profiles"** section of the left hand side menu, select the **"Setup Profiles"** tab



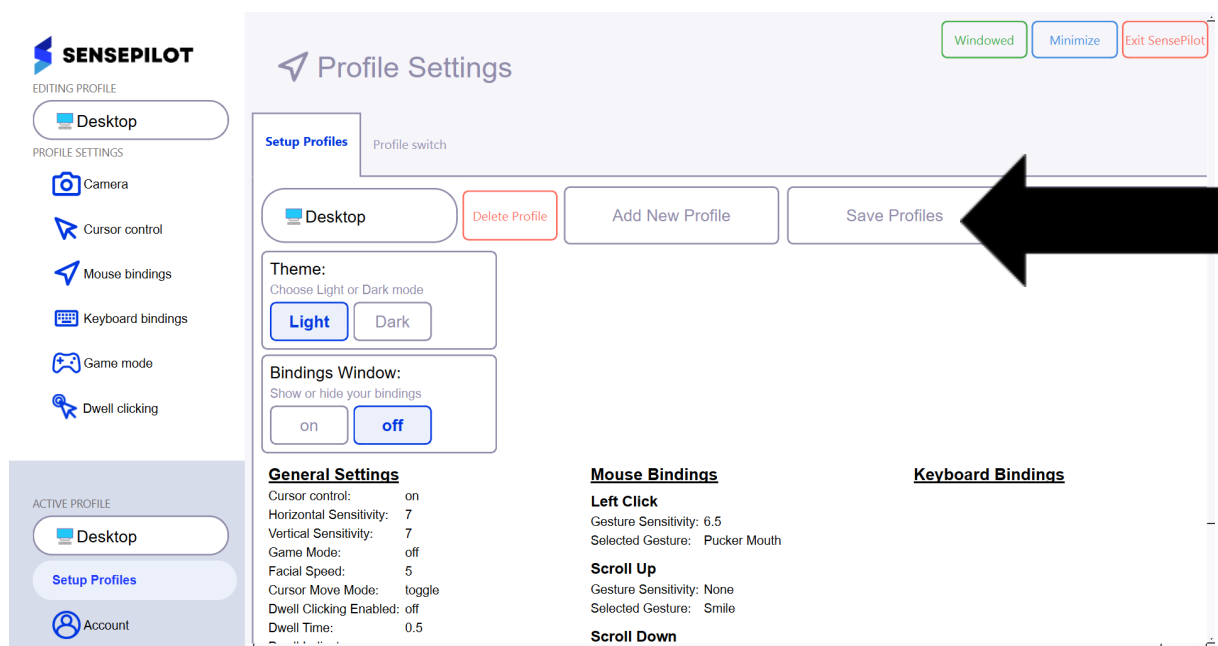
2. Select the profile that you want to delete



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

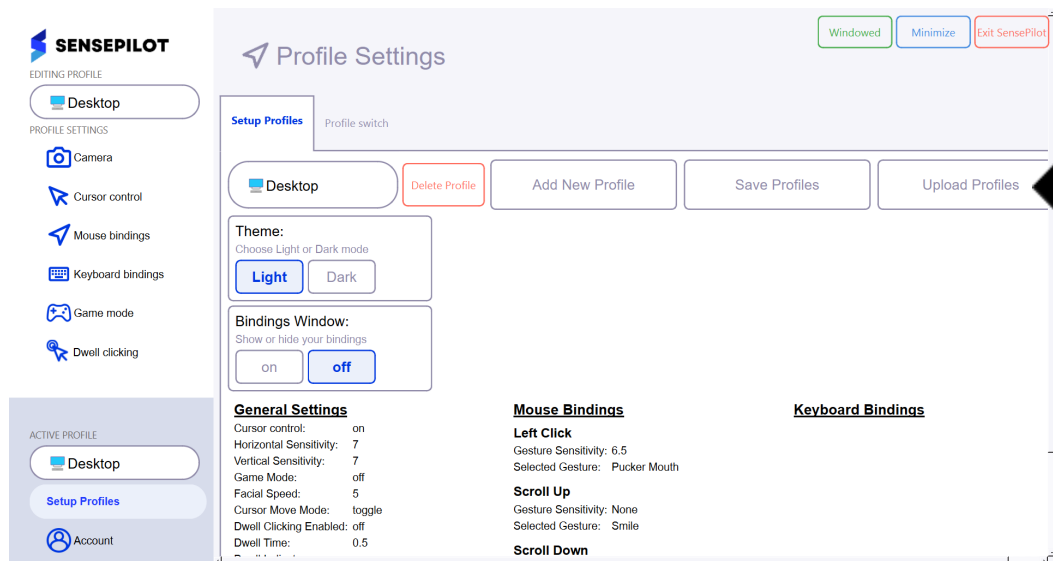


12.8 Saving a Profile



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

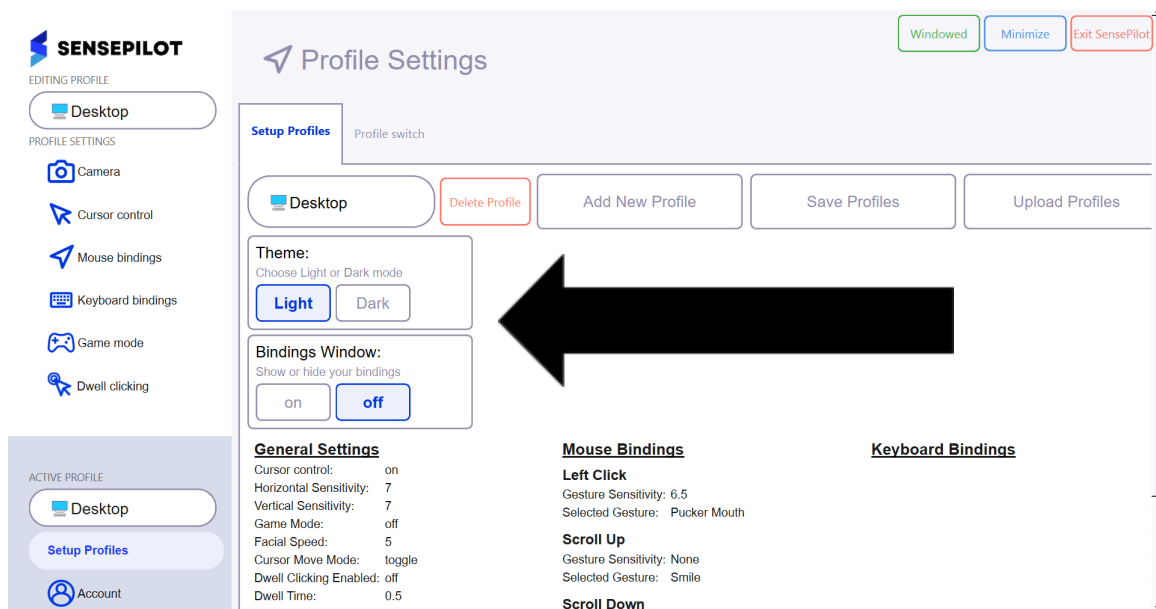
12.9 Uploading a Saved Profile



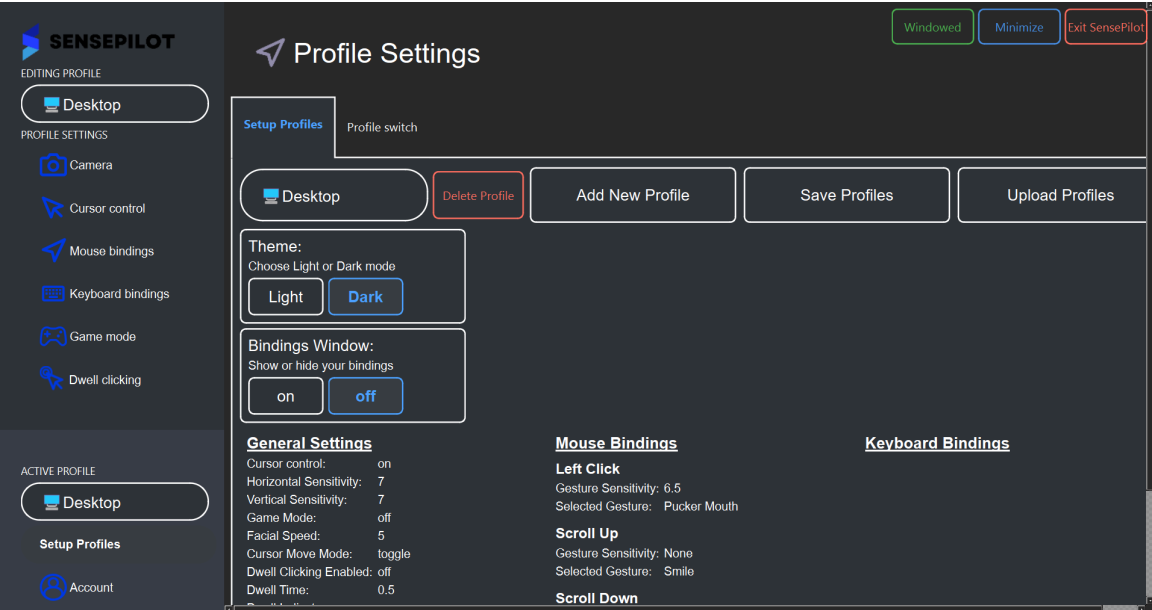
Click upload profiles and locate where your saved profile is. Once uploaded, you will see that the list of profiles has been updated

12.10 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:

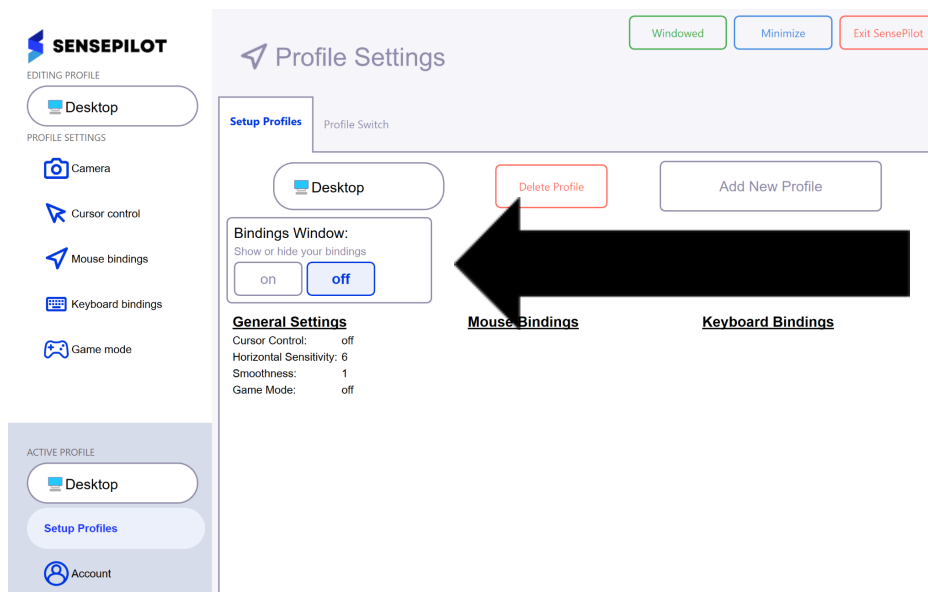


13. Screen Overlay/Bindings Window

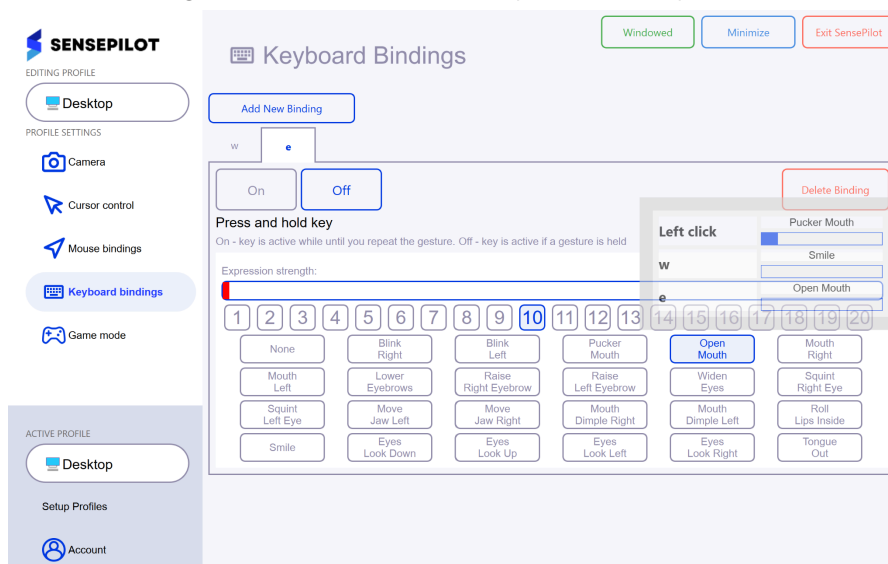
https://youtu.be/biAXk_9RtM8

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

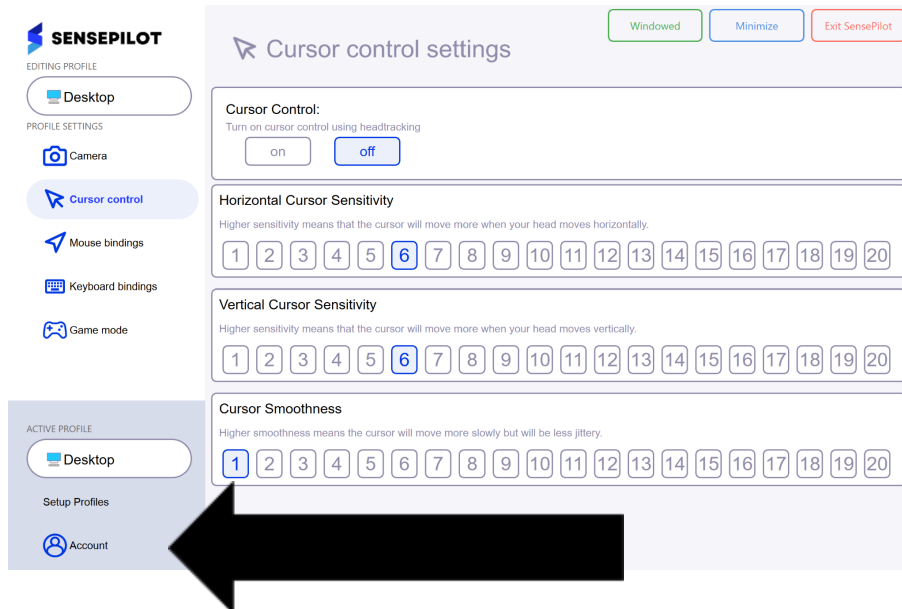
changing it to either windowed or windowed borderless will allow the overlay to be shown.

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

14. 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



15. Support or change a device

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