

# ACORNS Mobile Application User Manual

## [A][C]quisition [O]f [R]estored [N]ative [S]peech

The purpose of the ACORNS software package is to support language revitalization efforts of Native American tribes. Its name, [AC]quisition [O]f [R]estored [N]ative [S]peech, reflects this purpose. Also, as the Acorn is sacred to the tribes of Northern California and Southern Oregon, the name ACORNS is chosen in honor of the tribes who helped spawn this effort.

ACORNS software runs on all major desktop computer platforms. Lessons created by ACORNS will successfully run on mobile devices using popular browser applications. This document describes an ANDROID mobile gallery application, which executes and maintains a gallery of ACORNS lessons.

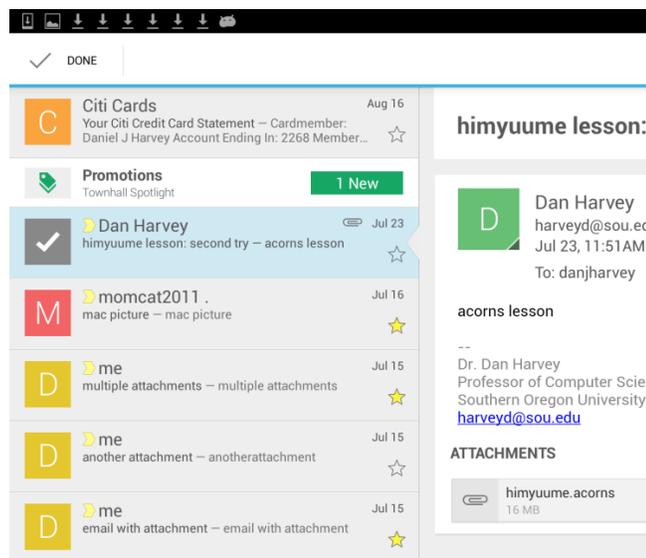
ACORNS is freeware and can be used for any non-commercial legal purpose and can be installed on as many computers as you wish. We hope that the software prove useful but provide no guarantees to its suitability. The author of the original program, Dan Harvey from Southern Oregon University, retains full copyright privileges. Because of its purpose to support tribal revitalization, we do not want the software sold for profit. Use of the software implies agreement with these terms. Please feel free to contact the author ([harveyd@sou.edu](mailto:harveyd@sou.edu)) if you have any questions or comments regarding permissible use.

## Section 1 Executing an ACORNS lesson

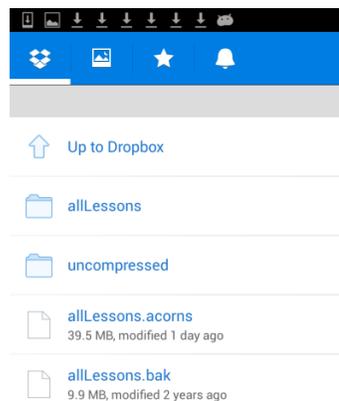
This program executes automatically from an Android e-mail application, from Drop Box (or other cloud based storage facilities), or from a Web browser when you share an ACORNS lesson file (which contains an *.acorns* extension).

For example:

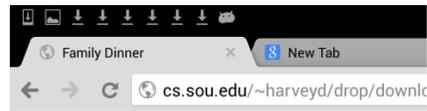
1. From a Gmail message with attachment, touch on the paper clip icon as shown below, and the Mobile application will automatically download and display an acorns lesson.



2. From Drop Box folder, touch on the file with the *.acorns* extension



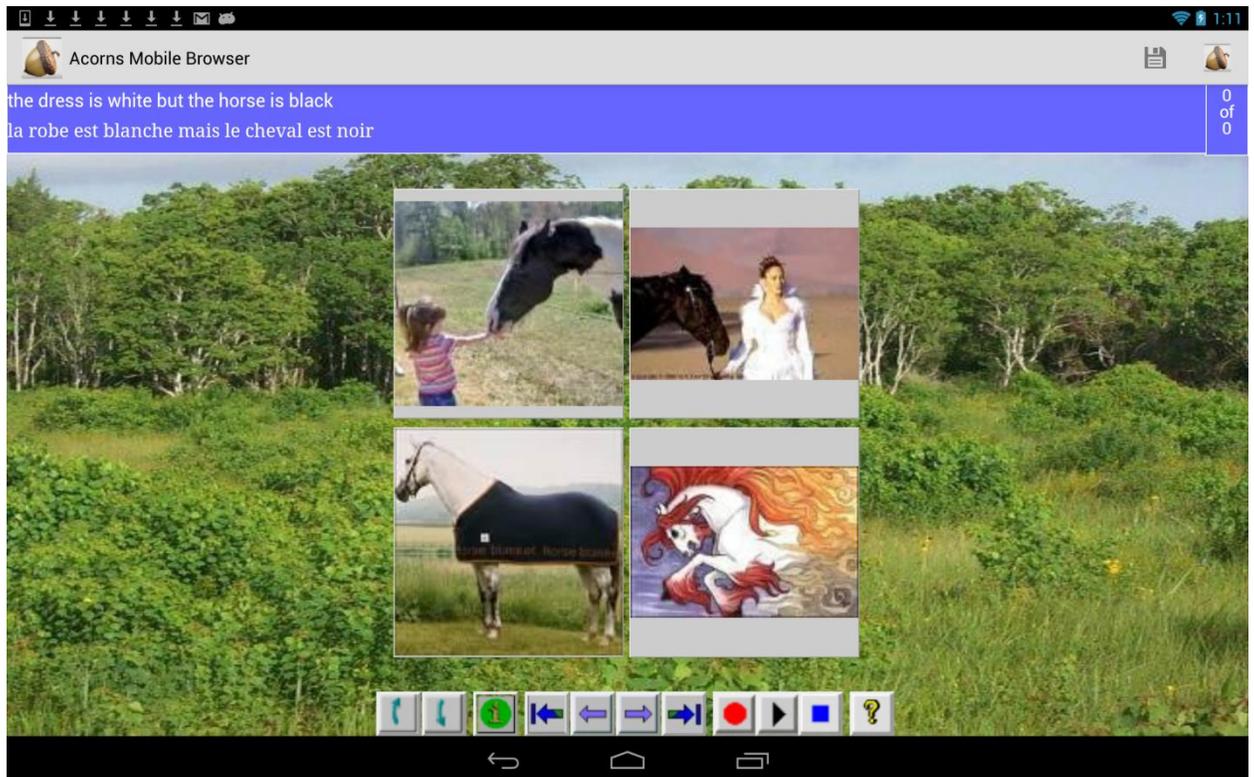
3. Within a browser, from a web location, touch on the download link



## download family dinner

[familydinner.acorns](http://familydinner.acorns)

When the ACORNS mobile application launches, the output will resemble the screen shot that follows. There are two buttons in the action bar at the top left. Touching the first enables you to save the lesson for future use; touching the second launches the ACORNS gallery application. In this mode, you can “play” the lesson normally.



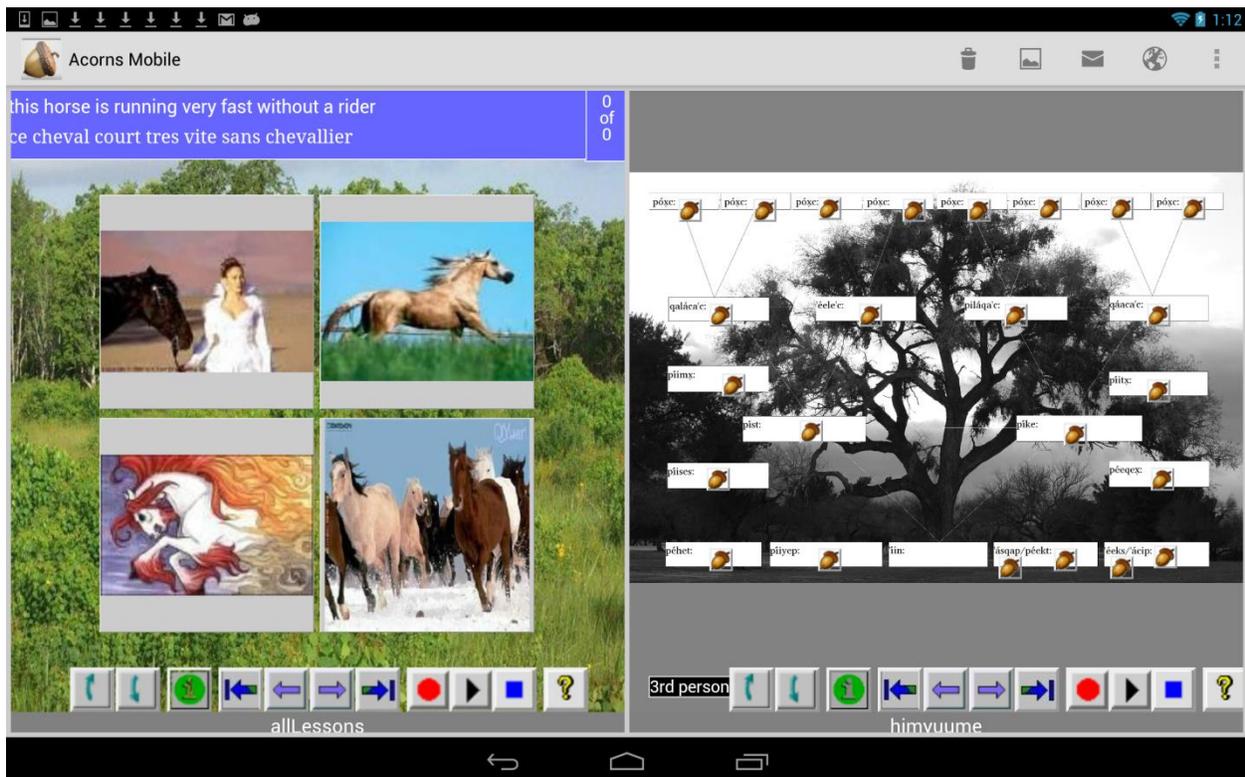
## Section 2 The ACORNS lesson gallery

The ACORNS mobile gallery application launches, either from the program described above or by the user, as they would launch any other Android application. A screenshot of the executing program follows.

In the action bar at the top, there are icons at the top right. The trash can is for removing a lesson from the gallery. The picture icon executes the lesson (as described in Section 1). The envelope icon launches an email application. The web icon launches a Web browser. The final icon on the right are for user settings (described in Section 3).

The screen shot displays the first two lessons in the gallery. With a two finger swipe, you can see other lessons that are stored.

To select a lesson for execution, or for removal, simply touch one of the lessons in the gallery. The name of the lesson at the bottom turns red, acknowledging that it is selected. After this, touch on either the trash can (to delete) or the picture (to execute).



### Section 3 ACORNS user settings

Touching the settings icon allows the user to control the grid of ACORNS lessons or to control whether lessons are stored internally on the Android device or on the external SD card. For example, the gallery, by default, displays lessons two per row. You can select to display them four per row or six per row. The screen shot below shows what happens after the settings icon is touched. Notice, two lessons per row show. Simply touch on Set Display Option or on Set Storage Median, and a dialog will appear where you can choose your preference.

