Enhancements in Smyle Mouse Release v1.2.8

- **Visual feedback** provided to the user on the facial detection status and the level of detected smile via small icons displayed to the bottom right of the mouse pointer. This way the user does not have to keep the Main window open just to be able to understand the face detection status and see the level of detected smile.
    - A round icon is continuously displayed indicating face detection status – in green when face is detected, in red when face detection is having difficulty and in dark gray (with a slash) when no face is detected.
    - A small, rectangular smile level indicator is displayed to the right of the round face detection icon. The height of this rectangular icon changes based on the level of smile detected. (It is not displayed if no smile is detected.)
- **Extensive preferences** for controlling audio-visual feedback. The user can select a variety of audio and visual feedback they would like to receive in response to different events.
    - For example, the user can turn on/off the sounds generated when mouse pointer starts or stops moving, the face detection status icon, smile indicator icon and more.
- **Shortcuts** added to all buttons on the Main window and the Click Options window. These can be useful to caregivers when they are helping a user.
    - Function buttons (starting from Function F1 button) on the keyboard are mapped to various buttons in sequence on the Main window and Click Options window, going from left to right and top to bottom.
    - For example, when the Main window is in focus, hitting F1 causes a click on the Settings button, F8 causes Smyle Mouse to pause and F7 restarts it.
- **"Pause" and "Reset" Buttons** added to the Click Options window.
    - The Pause button allows the user to temporarily disable all clicking, whether by smile or by dwell. When clicking is paused, the only place where clicks are allowed are on the Click Options window itself so that the clicking can be reactivated.
    - The Reset button resets all the selections on the Click Options window to bring it do the default state.
- **Smile calibration improvements** so that once successfully calibrated, the calibration is held steady till the user either exits the program or hits the Recalibrate button. In effect, the software no longer continuously calibrates in the background.
    - This allows the user to better predict when Smyle Mouse will detect a smile in response to a facial expression by the user.
- **Enable or disable pointer navigation** (that is pointer motion and dragging) based on smiles when "Always" Motion Mode is active. This is done via a checkbox on Pointing tab on the Main window. By default, this check box is off as pointer navigation based on smile is considered to be an advanced function.
    - This helps new users to learn the software and be more comfortable with the Always Motion Mode before turning on pointer navigation based on smile.
- Face tracking improvement to recover faster when face goes out of the camera's view.
- Performance improvements to reduce the CPU usage.
- Scrolling activated on all tabs of the Settings window.
- Fixed a bug related to the mouse pointer freezing in situations when users held their head steady while smiling for a duration of more than the cumulative time of all gesture timers.