

X-keys® MWII Foot Pedal **USB Specifications** (XF-10-US-R)



- Hands free activation of keyboard commands
- Three foot switches
- Includes X-keys MacroWorks II Software
- Rugged construction

Using the same reliable hardware as our X-keys® Programmable Keyboards, the X-keys® Foot Pedal uses X-keys MacroWorks II software to record key commands from the keyboard and send them to applications on the computer. Any sequence or combination of keystrokes from a standard keyboard may be assigned to any pedal on the X-keys. Mouse commands (click & scroll) may also be programmed. Simple, intuitive steps allow even non-technical users to program the X-keys instantly. Programming files may easily be copied & shared.

The USB X-keys may also be operated in Memory Resident Mode, saving all programming in an onboard non-volatile memory and emulating the PC keyboard port (PS/2) version of the X-keys.

Specifications

Operating System	WINDOWS: 2000, XP, Vista MAC: OSX
Included Software	WINDOWS: MacroWorks II MAC: iKey for X-keys (Mac)
Switch Type	Mechanical type switch – activates with approximately 2 lbs (1 kg) force
Number of Pedals	3 Pedals
Connector	USB "A" Plug
Dimensions	7.5" x 5.5" x 1.75" (190 mm x 150 mm x 45 mm)
Weight	32 oz. (900 g)
Power Source	USB port, nominal voltage = 5 vdc
Power Consumption	Low power USB device: less than 15 ma @ 5 vdc
Operating Temperature	0° - 70° Celsius (32° - 158° Fahrenheit)
Certifications	FCC class B, CE

In Boot Mode

Hardware System	Any architecture supporting USB, including Sun, SGI, and HP workstations
Operating System	Programming requires MacroWorks II software for Windows 2000, XP & Vista. Operates on any OS supporting USB including Unix, Sun and Mac OS-X
Memory Capacity	Each pedal is allocated 3 characters and a pool of 1060 additional keystrokes is available to any pedal that requires additional characters
Memory Type	EEPROM, non volatile memory (X-keys retains memory for over 200 years)
Number of Layers	2 layers – user selectable toggle and/or shift function

Specifications subject to change without notice