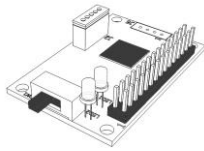


X-keys® USB Encoder Board Specifications

for XK-0988-UNM128-R



- 128 Switch Points
- $\pi 3$ firmware, which feature HID keyboard, mouse and joystick hardware emulation
- Includes programming software for Windows and Mac
- Free software development kits for developers

The X-keys® $\pi 3$ Matrix Encoder Board uses the same electronic design as our X-keys Programmable Keyboards and Foot Pedals. X-keys devices work in cooperation with a standard keyboard. Each of the 128 switch points can be programmed with multiple keystrokes, combinations, mouse functions, game controller (joystick) actions and more. Programming is easily accomplished via our included X-keys MacroWorks 3 software for Windows (XP, Vista, or 7) and programmers can use one of our SDKs for Windows or Linux to read data directly from the X-keys.

Unit Specifications

Connector Type	USB "A" plug
Input Connector	0.1" double row, 30 pin female header receptacle (not included)
Number of Inputs	128 possible matrix points (switches)
Dimensions	2" x 1.3" x 0.58", (50.8mm x 33mm x 15mm)
Weight	2.56 oz. (73 grams)
Cord Length	8' (2.44 m)
Power Consumption	Low power USB device, less than 15 ma @ 5 vdc
Power Source	USB port power, nominal voltage = 5 vdc
Certification	FCC Class B, CE

Software Mode Features

Operating System	Windows XP, Vista, 7
Included Software	MacroWorks 3 (Windows), ControllerMate (Mac OS X)
Available Software	Windows and Linux SDKs (free download)
Layers	MW3 supports multiple layers including application specific programming.

Hardware Mode Features

Hardware System	Any architecture supporting USB, including Sun, SGI, and HP workstations
Operating System	Programming requires MacroWorks 3 for Windows XP, Vista or 7. Operates on any OS supporting USB including Unix, Sun and Mac OS-X
Memory Capacity	Each matrix point is allocated 3 characters and a pool of 560 additional keystrokes is available to any switches requiring additional characters
Memory Type	EEPROM, non volatile memory (X-keys retains memory for over 200 years)
Layers	2 layers – user selectable toggle and/or shift function

Specifications subject to change without notice