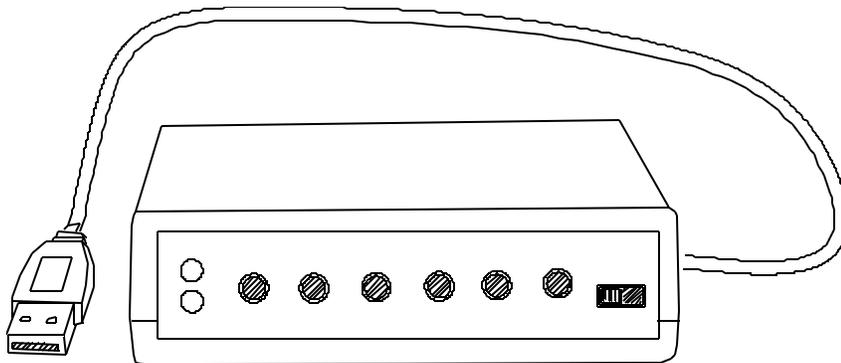


X-keys[®]

USB Switch Interface by
P.I. Engineering, Inc.



Product Manual

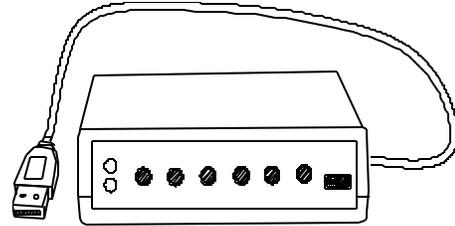
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"The No Slogan Company"

X-Keys® USB Switch Interface



X-Keys® USB Switch Interface allows input for 12 user-supplied switches with mono 1/8” mini plug connection without changing your regular keyboard. The **Switch Interface** works with any external switch to activate on screen or standard keyboard commands. A slide switch activates programming mode that allows the user to program each switch port independently. In addition, the unit is protected against Electro Static Discharge (ESD) and works with any length of switch wire up to one (1) mile.

The **Switch Interface** is easy to program, and gives you customized access to complex or repetitive key sequences. Whether you use it for a single application or for all of your most-used programs, you will be sure to appreciate the easy programming, flexibility, and time saving features of the **X-keys Switch Interface**.

Installing Your X-Keys® USB Switch Interface on Your Macintosh

1. Plug the **Switch Interface** into an available USB port.
2. Insert the **X-keys** CD in the CD-ROM drive.
3. Double-click the **X-keys** icon when it appears on the desktop.
4. Open the hard drive by double-clicking the hard drive icon.
5. When the hard drive window opens, scroll down to the “System Folder” and open it. Make sure the “Extensions” subfolder is visible in the window, if it is not scroll down until you see it.
6. Drag the USBxKEY icon to the “Extensions” subfolder.
7. Installation is now complete. Close the windows that are open on the desktop. When the windows are closed, remove the CD-ROM from the drive: highlight the **X-keys** icon, click “Special” on the menu bar and click “Eject” from the list.
8. The **Switch Interface** is now ready to program using the instructions on the following pages.

ERROR MESSAGE: If the **Switch Interface** is in programming mode and the software is not installed, an error message will appear that says the software cannot be found – click OK and install the software following the instructions above.

Installing Your X-Keys® USB Switch Interface on Your USB Compatible PC

To simplify the installation process, we recommend running our installation program before plugging the X-keys into your computer.

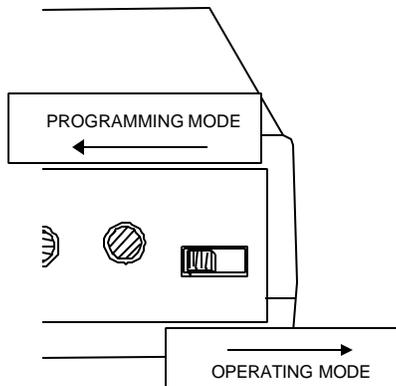
The **X-keys® USB Switch Interface** looks like two distinct devices to your computer. In normal operating mode, it looks like a USB Human Interface Device (HID) compliant keyboard and uses a standard HID driver. In “Programming Mode,” it uses the USB driver we have provided. The following procedures will guide you through installing both drivers.

Installation with Windows:

NOTE: Installation is essentially the same in all versions of Windows. Windows 98 and Me require more input from the user. In all cases, watch the hourglass and allow time for each step to be completed before proceeding to the

next. If you encounter problems, please contact our tech support department: E-mail: tech@ymouse.com, Phone: 1-517-655-5523.

1. Start with the *Switch Interface* unplugged.
2. Insert the X-keys USB Driver CD into your CD-ROM drive.
3. Run “xkeyswxp.exe” and follow the instructions from the installation wizard.
4. Make sure the Programming switch on the *Switch Interface* is in operating position (to the right), and plug the X-keys into a USB port.



5. Windows will install a HID device driver for the X-keys. When the Add New Hardware Wizard completes its installation, the red indicator will turn off leaving the green indicator on to assure you that the *Switch Interface* is functioning normally.
6. Slide the programming switch to the left (programming position). The Add New Hardware Wizard will install a driver for the *Switch Interface*. When the installation is complete, the red indicator will turn off leaving the green indicator blinking to assure you that the *Switch Interface* is ready for programming.
7. The installation is complete. You may remove the CD from the drive. You are now ready to program the *Switch Interface* using the instructions on the following pages.

Programming Your X-Keys® USB Switch Interface

NOTE: Basic programming instructions are on the back of the *Switch Interface*.

NOTE: The keyboard settings “Repeat Delay” and “Repeat Rate” in your operating system may affect the programming of these features. If you experience trouble, we recommend setting a long delay and slow repeat rate (found in the “**Keyboard**” settings of “**Control Panel**” in Windows OS).

In order to program the *Switch Interface* a standard keyboard must be attached to the computer along with the *Switch Interface*. If the *Switch Interface* will be a standalone device, remove the standard keyboard after programming is complete. If the keystrokes you are programming are case sensitive (such as names & addresses), see the **Caps Lock Special Features** section on page 8. To program the switches connected to your *Switch Interface*:

1. Insert selected switches into the available ports in the *Switch Interface* so that you may begin programming.
2. It is a good idea to open the application(s) that will use the programmed switches – this makes it easy to test the switches during and after programming.
3. Slide the programming switch on the *Switch Interface* to the left (programming position). The green (or red) layer indicator on the *Switch Interface* will blink.
4. Tap the switch plugged into the *Switch Interface* that you want to program. The green (or red) layer indicator will double-blink and continue double-blinking while you are programming the switch selected.
5. Type the key sequences and/or key combinations you wish to program into the switch. The application you are running will perform functions or display text as if the *Switch Interface* were not present.
6. When you have completed the sequence, tap the same switch in the *Switch Interface* again. The green (or red) layer indicator on the *Switch Interface* will change back to blinking.

7. Repeat steps 4, 5 and 6 to program the rest of the switches connected to the **Switch Interface**. If you make a mistake on a switch, tap it once to stop the programming and then tap it again (step 4) and re-program it with the correct keystrokes.
8. When programming is complete, slide the programming switch back to the right (operating position). The **Switch Interface** is ready for your use and enjoyment.

NOTE: The layer indicator has three basic patterns: steady glow indicates normal operation, slow blink indicates “Programming Mode,” and double-blink indicates you are programming a selected switch.

Operation

Use a standard keyboard and the **X-keys® USB Switch Interface** together at any time.

NOTE: While the **Switch Interface** is in programming mode without a switch selected, keystrokes and commands from the standard keyboard will not pass through to your application. In addition, a **Switch Interface** in programming mode will not boot-up the computer.

Additional Instructions for Special Programming Features

In addition to saving keystrokes, you may be interested in features like programming different layers, programming separate commands for press and release of a switch, and inserting pauses. These special programming features are summarized in a table at the end of this section.

NOTE: If you decide to program the second (red) layer on your **Switch Interface**, we highly recommend mounting the **Switch Interface** in a location where the user can clearly see the layer indicators.

Single switch Special Programming Features

Programming a Layer-toggle Switch:

To switch to another layer, one switch must be a dedicated layer-toggle switch. This may be any switch, but program it *before* programming the second layer. To program a layer toggle switch:

1. Slide the programming switch left to put the **Switch Interface** into programming mode. The green layer indicator will blink.
2. Tap the switch that you want to program. The green layer indicator will double-blink.
3. Press and hold the <Esc> key on the standard keyboard.
4. Tap the <2> key on the alphanumeric section of the standard keyboard (above the Q).
5. Release the <Esc> key.
6. The green layer indicator on the **Switch Interface** will blink rapidly to confirm that the command was accepted (if you have a sound card properly configured, you will also hear a series of descending tones).
7. Slide the programming switch back to the right (operating position).

To Program a Second Layer:

1. After programming a layer-toggle switch (see above), change to the second layer by tapping the layer-toggle switch. The **Switch Interface** must be in operating mode, not programming mode, to change to the second layer. The green or red layer indicator on the **Switch Interface** will glow indicating which layer is active.
2. Continue to program the second layer as described on page 3, but do not reprogram the layer-toggle switch or you will not be able to change layers.

Programming a Layer-shift Switch:

A layer-shift switch works like the shift key on a standard keyboard. In the case of the **X-keys USB Switch Interface**, you hold down the layer-shift switch to use the other layer of keys. The layer-shift switch may be any switch. If you wish to use the second layer only with a layer-shift switch, rather than

a layer-toggle switch, change the layer-toggle switch to a layer-shift switch after programming the second layer. To program a layer-shift switch:

1. Slide the programming switch left to put the Switch Interface into programming mode. The green layer indicator will blink.
2. Tap the switch that you want to program. The green layer indicator will double-blink.
3. Press and hold the <Esc> key on the standard keyboard.
4. Tap the <1> key on the alphanumeric section of the standard keyboard (above the Tab key).
5. Release the <Esc> key.
6. The green layer indicator on the Switch Interface will blink rapidly to confirm that the command was accepted (if you have a sound card properly configured, you will also hear a series of descending tones).
7. Slide the programming switch back to the right (operating position).

Programming Repeating switches:

Switches in the ***X-Keys USB Switch Interface*** are not automatically repeating switches, but it's easy to program them to repeat like the alphanumeric keys on the standard keyboard. To make a switch a repeating (typematic) switch:

1. Slide the programming switch left to put the Switch Interface into programming mode. The green layer indicator will blink.
2. Tap the switch that you want to program. The green layer indicator will double-blink.
3. Press and hold the <Esc> key on the standard keyboard.
4. Tap the <left-shift> key on the alphanumeric section of the standard keyboard.
5. Release the <Esc> key (if you have a sound card properly configured, you will hear a series of descending tones).
6. Type the key sequences and/or key combinations you wish to program into the switch. The application you are running will perform functions or display text as if the Switch Interface were not present.
7. When you have completed the sequence, tap the same switch again. The green (or red) layer indicator on the Switch Interface will change back to blinking.
8. Slide the programming switch back to the right (operating position).

Programming Separate Press and Release Commands:

The ***X-keys USB Switch Interface*** can generate one command when a switch is pressed and another when released. For example, a switch could type <A> when pressed and when released. To program a switch with separate press and release commands:

1. Slide the programming switch left to put the Switch Interface into programming mode. The green layer indicator will blink.
2. Tap the switch that you want to program. The green layer indicator will double-blink.
3. Type the key sequences and/or key combinations you wish to program into the "press" function of the switch. The application you are running will perform functions or display text as if the Switch Interface were not present.
4. Press and hold the <Esc> key on the standard keyboard.
5. Tap the <left-Ctrl> key on the standard keyboard.
6. Release the <Esc> key (if you have a sound card properly configured, you will hear a series of descending tones).
7. Type the key sequences and/or key combinations you wish to program into the "release" function of the switch. The application you are running will perform functions or display text as if the Switch Interface were not present.
8. When you have completed the sequence, tap the same switch again. The green (or red) layer indicator on the Switch Interface will change back to blinking.
9. Slide the programming switch back to the right (operating position).

Programming a Pause:

Regardless of the speed with which keystrokes are entered when programming the **Switch Interface**, the sequence is played back faster than most users can type. Sometimes it may be useful to pause after or between keystrokes so the associated software can register the command (this is particularly useful when the command opens a window).

NOTE: If all of the keystrokes are too fast, see the topic “**Slow Transmission Speed**” below.

To program a pause into a switch:

1. Slide the programming switch left to put the Switch Interface into programming mode. The green layer indicator will blink.
2. Tap the switch that you want to program. The green layer indicator will double-blink.
3. Type the key sequences and/or key combinations you wish to program into the switch before the pause. The application you are running will perform functions or display text as if the Switch Interface were not present.
4. When you reach the point in your sequence where you wish to insert a pause, press and hold the <Esc> key on the standard keyboard.
5. Tap the <5> key (above the R) on the alpha-numeric section of the standard keyboard.
6. Release the <Esc> key (if you have a sound card properly configured, you will hear a series of descending tones).

NOTE: The **Switch Interface** will insert a 1/2 second pause for each “<Esc>hold <5> <Esc>release” sequence entered at this point.

7. Type the key sequences and/or key combinations you wish to program into the switch after the pause. The application you are running will perform functions or display text as if the Switch Interface were not present.
8. When you have completed the sequence, tap the same switch again. The green (or red) layer indicator on the Switch Interface will change back to blinking.
9. Slide the programming switch back to the right (operating position).

NOTE: Up to four pauses may be used in a programming sequence.

Erasing a Switch:

Reprogramming a switch on the **X-keys USB Switch Interface** automatically erases the previously saved keystrokes. To erase a switch and leave it blank:

1. Slide the programming switch left to put the Switch Interface into programming mode. The green (or red) layer indicator will blink.
2. Tap the switch that you want to erase. The layer indicator will double-blink.
3. Tap the <Esc> key three times. The layer indicator will blink rapidly confirming that the command was accepted (if you have a sound card properly configured, you will also hear a series of descending tones).
4. Tap the switch again. The layer indicator will return to blinking.

Entire Switch Interface Special Programming Features

These features affect the entire unit and include changing the transmission speed, changing the Caps Lock memory and erasing the unit.

NOTE: P.I. Engineering offers software which allows programming data to be copied from one **X-keys** to multiple units. Contact Tech Support for more information

Slow Transmission Speed:

Some applications or systems have a slower response time and the default **Switch Interface** speed is too fast. To slow the rate at which the **Switch Interface** sends key commands:

1. Slide the programming switch left to put the Switch Interface into programming mode. The green layer indicator will blink.
2. Tap any switch connected to the Switch Interface. The green layer indicator will double-blink. NOTE: If you saved keystrokes on the switch before, it will need to be re-programmed after programming the Slow Transmission Speed command.
3. Press and hold the <Esc> key on the standard keyboard.
4. Tap the <3> key (above the W) on the alphanumeric section of the standard keyboard.
5. Release the <Esc> key. The green (or red) layer indicator will blink confirming that the command was accepted (if you have a sound card properly configured, you will also hear a series of descending tones).
6. Tap the switch again. The Switch Interface is now ready to program.

Normal Transmission Speed:

Normal Transmission Speed is the default for the **X-keys USB Switch Interface**. If you previously programmed Slow Transmission Speed and you want to return the **Switch Interface** to the default Normal Transmission Speed, follow the instructions above using <4> (above the E) in place of the <3> key.

Caps Lock Special Programming Features

The next three features affect how the **X-keys USB Switch Interface** recognizes Caps Lock and Unlock. The first two are specific to certain languages (i.e., English, French, etc.). These features enable the **Switch Interface** to remember whether Caps Lock was on when saving keystrokes, which frees the user from having to pay attention to the current mode of the standard keyboard when using the **Switch Interface**. Caps Lock/Unlock Memory and Caps Lock/Shift Unlock Memory are useful if you want to save keystrokes that are case sensitive (like names and addresses). It is best to program a Caps Lock feature *before* programming the rest of the **Switch Interface**.

Caps Lock/Unlock Memory:

Caps Lock/Unlock Memory works in languages (such as United States English, Latin American Spanish, etc.) that use the Caps Lock key both to turn Caps Lock on and off. To program Caps Lock/Unlock Memory:

1. Slide the programming switch left to put the Switch Interface into programming mode. The green (or red) layer indicator will blink.
2. Tap any switch connected to the Switch Interface. The layer indicator will double-blink. NOTE: If you saved keystrokes on the switch before, it will need to be re-programmed after entering the Slow Transmission Speed command.
3. Press and hold the <Esc> key on the standard keyboard.
4. Tap the <8> key (above the U) on the alphanumeric section of the standard keyboard.
5. Release the <Esc> key. The layer indicator will blink confirming that the command was accepted (if you have a sound card properly configured, you will also hear a series of descending tones).
6. Tap the switch again. The Switch Interface is now ready to program.

Caps Lock/Shift Unlock Memory:

Caps Lock/Shift Unlock Memory is for languages (German, French, etc.) that use the Caps Lock key to turn Caps Lock on and the shift key to turn Caps Lock off. To program Caps Lock/Shift Unlock Memory follow the instructions above using <9> (above the I) in place of the <8> key.

No Caps Lock Memory:

No Caps Lock Memory is the default for the ***X-keys USB Switch Interface***. If you programmed the ***Switch Interface*** with either of the two previous features and you want to return to the default state, follow the instructions above using <7> (above the Y) in place of the <9> key.

Resetting the Switch Interface:

Resetting the ***Switch Interface*** removes all programming from all switches on both layers and returns the ***Switch Interface*** to a completely un-programmed state.

To erase the entire ***Switch Interface*** on a Macintosh computer: put the unit into programming mode, tap any switch connected to the ***X-keys USB Switch Interface***, and type, <esc> <delete> <esc> <esc> <esc> on the standard keyboard. If you have a sound card properly configured, you will hear a series of descending tones after a 3-second delay.

To erase the entire unit on a PC: put the unit into programming mode, tap any switch connected to the ***X-keys USB Switch Interface***, and type, <Esc> <Backspace> <Esc> <Esc> <Esc> on the standard keyboard. If you have a sound card properly configured, you will hear a series of descending tones after a 3-second delay.

Programming Errors:

1. If the ***X-keys USB Switch Interface*** encounters programming errors, the red and green layer indicators will blink simultaneously on and off. Turn the programming switch off and back on to reset the ***Switch Interface*** to programming mode.
2. Errors can occur if:
 - a) There is an unreliable cable connection, check all cords for proper connection.
 - b) The computer is not operating in a mode to accept the entered commands (for example, pressing <Ctrl>, <Alt> and <Delete> may cause a PC to reboot and the ***Switch Interface*** will not boot-up in programming mode).
 - c) You tried to save too many keystrokes into the ***Switch Interface***. This is unlikely, but if you think that too many commands were entered, retry with a shorter key sequence.

Special Programming Features Table

Once you become familiar with the previously described special programming features, the following list of keystrokes may be a useful reference.

Command Symbol Legend

- Ⓚ indicates when to press and hold a key down
- Ⓜ indicates when to tap a key
- Ⓛ indicates when to release the key.

NOTE: Numbers between chevrons (<>) are on the alphanumeric section of the keyboard not the number pad.

Single Switch Programming Features	
Feature	Associated Keystrokes
Layer-toggle	Ⓚ<Esc> Ⓜ<2> Ⓛ<Esc>
Layer-shift	Ⓚ<Esc> Ⓜ<1> Ⓛ<Esc>
Repeating Switch	Ⓚ<Esc> Ⓜ<Left-Shift> Ⓛ<Esc>
Separate Press and Release	Ⓚ<Esc> Ⓜ<Left-Ctrl> Ⓛ<Esc>
Pause	Ⓚ<Esc> Ⓜ<5> Ⓛ<Esc>
Erasing a Switch	Ⓜ<Esc> Ⓜ<Esc> Ⓜ<Esc>
Entire Switch Interface Programming Features	
Feature	Associated Keystrokes
Slow Transmission Speed	Ⓚ<Esc> Ⓜ<3> Ⓛ<Esc>
Normal Speed	Ⓚ<Esc> Ⓜ<4> Ⓛ<Esc>
Caps Lock/Unlock Memory	Ⓚ<Esc> Ⓜ<8> Ⓛ<Esc>
Caps Lock/Shift Unlock Memory	Ⓚ<Esc> Ⓜ<9> Ⓛ<Esc>
No Caps Lock Memory	Ⓚ<Esc> Ⓜ<7> Ⓛ<Esc>
Resetting the Interface	Ⓜ<Esc> Ⓜ<Backspace> Ⓜ<Esc> Ⓜ<Esc> Ⓜ<Esc>

Box Contents

- ✓ *X-keys® USB Switch Interface*
- ✓ Instruction manual
- ✓ X-Keys USB Driver CD-ROM

Electronic design: P.I. Engineering, Inc., Williamston, Michigan

FCC Declaration of Conformity

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.



This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

Any changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.

Limited Warranty

For all *X-keys*[®] products purchased and installed in the United States and Canada, P.I. Engineering warrants that the *X-keys* product will be free from defects in materials and workmanship under normal use and service, and will meet the specifications presented by P.I. Engineering at the time of original purchase, for one year as evidenced by a copy of the purchase receipt. Under this warranty, P.I. Engineering will, at its sole option, repair or replace any *X-keys*[®] product which is defective, provided that you are responsible for (i) the cost of transportation of the product to P.I. Engineering or its designated service facility, and (ii) any loss or damage to the product resulting from such transportation.

Upon discovery of a defect in the product within the Warranty Period, you should notify P.I. Engineering Technical Support via telephone to obtain an RMA (return authorization number) and instructions for shipping the product to a service location designated by P.I. Engineering. You should send the product, shipping charges prepaid, to the designated location, accompanied by the return authorization number, your name, address, and telephone number, proof of purchase, and a description of the defect. P.I. Engineering will pay for return of product(s) to the customer.

P.I. Engineering shall have no responsibility to repair or replace the *X-keys*[®] product if the failure has resulted from accident, abuse, mutilation, misuse, or repair/modification performed by any entity other than P.I. Engineering.

THIS WARRANTY IS EXCLUSIVE OF ALL OTHER WARRANTIES, WHETHER EXPRESSED, IMPLIED, OR STATUTORY. P.I. ENGINEERING DOES NOT WARRANT THIS *X-keys*[®] PRODUCT FOR FITNESS FOR A PARTICULAR PURPOSE OR MERCHANTABILITY. P.I. ENGINEERING AND ITS EMPLOYEES SHALL NOT BE HELD LIABLE FOR ANY CONSEQUENTIAL, INDIRECT, OR INCIDENTAL DAMAGES, EVEN IF ADVISED OF THEIR POSSIBILITY, ARISING OUT OF THE USE OR INABILITY TO USE THIS PRODUCT. SOME STATES DO NOT ALLOW FOR THE EXCLUSION OR LIMITATION OF CERTAIN LIABILITIES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER LEGAL RIGHTS WHICH VARY FROM STATE TO STATE.

In the event that the above limitations are held unenforceable, P.I. Engineering's liability for any damages to you or to any party shall not exceed the purchase price you paid, regardless of the form of any claim.

This limited warranty is valid for and only applies to products purchased and used inside the United States (and its territories) and Canada.

This limited warranty is governed by the laws of the United States of America and the state of Michigan.

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The P.I. Engineering Line of Input Devices

Visit our web site at www.ymouse.com
for detailed descriptions of our products

Y-mouse® Dual Mouse Adapter:

- Use two mice on one computer.
- Available for serial or PS/2 mouse ports.

Y-mouse® Keyboard and Mouse Adapter:

- Turn your laptop into a desktop with one simple connection.
- Use a PS/2 mouse and keyboard from the same port.

Y-mouse® Keyboard and Mouse Adapter for USB:

- Connect PS/2 devices to a USB computer.

Y-key key® Dual Keyboard Adapter:

- When one keyboard is not enough.
- Great for sharing stations that require keyboard from multiple locations.

Y-see two® Video Splitter:

- Use two monitors at the same time
- Great for demonstrations, teaching or any situation that requires multiple monitors from the same computer.

X-keys® Auxiliary Keyboards:

- Extra programmable keys that work together with a standard keyboard.
- Desktop model has 20 keys, Professional model has 58 keys.
- PS/2 and USB versions available.

X-keys® Foot Pedal:

- Use your foot to activate keyboard commands or mouse clicks.
- PS/2 and USB versions available.

X-keys® Switch Interface:

- Use any external switch to activate on screen or standard keyboard and mouse clicks.
- Accepts up to 12 inputs which connect with 1/8" plugs, USB versions only.

Custom/OEM Products:

- PS/2 mouse and keyboard board uses the same chip set as the Y-mouse product line.
- Keyboard matrix control board uses the same chip set as the X-keys product line, PS/2 and USB versions.

How to Find Us

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Fax:	517/655-4926
Web:	www.ymouse.com or www.xkeys.com
E-mail:	Sales Department ➤ info@ymouse.com Technical Support ➤ tech@ymouse.com