



KEYMANDER

Controller Emulator for use with Game
Consoles

User Manual

FCC Information

Federal Communication Commission Interference Statement: This equipment has been tested and found to comply with the limits for a Class B digital service, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. Any changes or modifications made to this equipment may void the user's authority to operate this equipment. This equipment generates, uses, and can radiate radio frequency energy. If not installed and used in accordance with the instructions, 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 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.

FCC Caution: Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

RoHS

This product is RoHS compliant.



User Information

Online Registration

Be sure to register your product at our online support center:

International	https://www.iogear.com/registration/index.php
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Technical Support

For technical support, please follow the provided:

<http://iogear.custhelp.com>

User Notice

All information, documentation, and specifications contained in this manual are subject to change without prior notification by the manufacturer. The manufacturer makes no representations or warranties, either expressed or implied, with respect to the contents hereof and specifically disclaims any warranties as to merchantability or fitness for any particular purpose. Any of the manufacturer's software described in this manual is sold or licensed as is. Should the programs prove defective following their purchase, the buyer (and not the manufacturer, its distributor, or its dealer), assumes the entire cost of all necessary servicing, repair and any incidental or consequential damages resulting from any defect in the software.

The manufacturer of this system is not responsible for any radio and/or TV interference caused by unauthorized modifications to this device. It is the responsibility of the user to correct such interference.

The manufacturer is not responsible for any damage incurred in the operation of this system if the correct operational voltage setting was not selected prior to operation. PLEASE VERIFY THAT THE VOLTAGE SETTING IS CORRECT BEFORE USE.

Package Contents

Package

KeyMander Package Contents:

- 1 x KeyMander Controller Emulator for Game Consoles
- 2 x USB A to USB B Mini Cables
- 1 x KeyMander Software Installation CD
- 1 x Quick Start Guide
- 1 x Warranty Card

Check to make sure that all the components are present and that nothing was damaged in shipping. If you encounter a problem, contact your dealer.

Read this manual thoroughly and follow the installation and operation procedures carefully to prevent any damage to the unit, and/or any of the devices connected to it.

* Features may have been added to the KeyMander since this manual was published. Please visit our website to download the most up-to-date version.

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About this Manual

This User Manual is provided to help you get the most from your system. It covers all aspects of installation, configuration and operation. An overview of the information found in the manual is provided below.

Chapter 1: *Introduction*, introduces you to the KeyMander. Its purpose, features, benefits, and requirements are presented, and its front and back panel components are described.

Chapter 2: *Setup*, describes how to set up your KeyMander. The necessary steps for configuring the mouse settings and hardware setup are provided.

Chapter 3: *Basic Operation*, describes how to use the keyboard, mouse, and PS/Xbox game controller with your KeyMander device.

Chapter 4: *KeyMander Software*, explains the how to use the KeyMander software, as well as how to create Groups and Configuration Profiles.

Chapter 5: *Firmware Upgrade*, explains how to download the firmware upgrade utility and install updates on the KeyMander.

Appendix: provides specifications, troubleshooting, and other technical information regarding the KEYMANDER.

Conventions

This manual uses the following conventions:

- Mono Spaced Indicates text that you should key in.
- [] Indicates keys you should press. For example, [Enter] means to press the **Enter** key. If keys need to be chorded, they appear together in the same bracket with a plus sign between them: [Ctrl+Alt].
- 1. Numbered lists represent procedures with sequential steps.
- Indicates selecting the option (on a menu or dialog box, for example), that comes next. For example, Start → Run means to open the *Start* menu, and then select *Run*.

Product Information

For information about all IOGEAR products and how they can help you connect without limits, visit IOGEAR on the Web or contact an IOGEAR Authorized Reseller. Visit IOGEAR on the Web for a list of locations and telephone numbers:

International	www.IOGEAR.com
North America	www.IOGEAR.com

Chapter 1

Introduction

Overview

The KeyMander is a USB Controller Emulator that allows you to use a keyboard and mouse with a PS/Xbox game console. The KeyMander can be connected to your PS/Xbox and used straight out of the box. The KeyMander has an easy to use software interface that allows you to customize all game controller buttons for use on a keyboard and mouse. Advanced features allow you to custom map keys, create macros, set turbo buttons, and calibrate controller sensitivity; with settings for delay, movement, and velocity. Quick macro setup allows up to 8 button combinations - set to one key.

The KeyMander allows you to map, set controller sensitivity and switches profiles directly from the keyboard, and alerts you with a beep.

With the KeyMander, you can create an unlimited number of keyboard and mouse configuration profiles - each suited for specific game play. Profiles can be switched and configured during game play for quick access. The KeyMander gives gamers the ability to customize and fine tune all controls for the expert advantage with every game.

The KeyMander allows you to:

- Use a keyboard and mouse on PS and Xbox game consoles
- Customize all Controller commands for use on a keyboard and mouse
- Create custom keyboard/mouse profiles for different games
- Quickly setup controller buttons on-screen or in-hand
- Simultaneously use a keyboard, mouse, and PS/Xbox controller
- Map controls directly from the keyboard and controller
- Plug and Play - no software required

Features

- Controller Emulation transforms keyboard and mouse signals into game controller signals for keyboard and mouse use on PS and Xbox game consoles
- Easy controller to keyboard key mapping and advanced configuration via GUI based software
- Macro editor allows for detailed configuration and command sequence control of a Controller's controller buttons
 - Macros can combine up to 8 controller commands into a single key
- Supports direct configuration and control from a laptop's keyboard
- Hot Swap between the PS/Xbox controller and keyboard/mouse instantly
- Controller and Keyboard mode allow you to instantly switch between typing and gameplay
- Self-Powered – No need to use an additional power supply while connected to a game console
- KeyMander software supports: Windows Vista®, Windows® 7, Windows® 8, Windows® 8.1 Operating Systems

Requirements

Game Console / Controller

PS4	Requires Micro USB wired controller
PS3	Compatible with wired and wireless controller
Xbox 360	Requires wired controller
Xbox One	Requires Micro USB wired controller

Keyboard and Mouse

USB Keyboard

USB Mouse

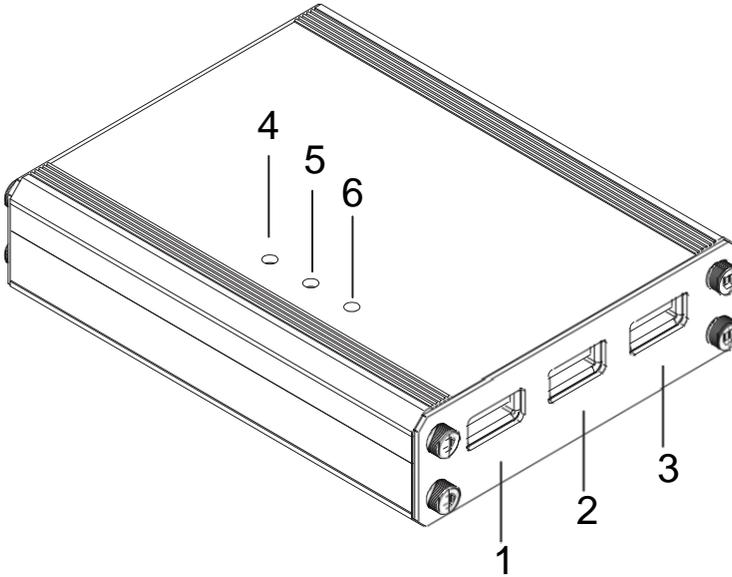
Operating Systems

Supported operating systems for the KeyMander software GUI, are shown in the table, below:

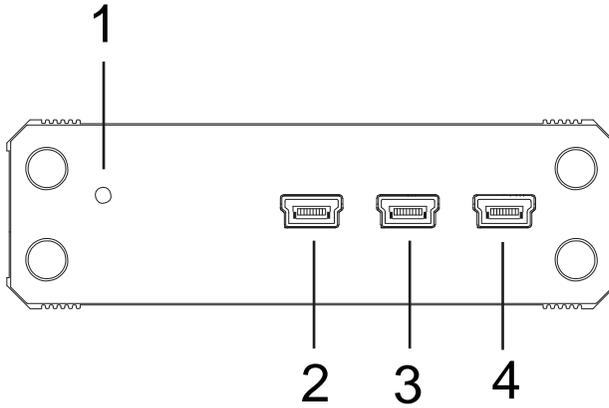
OS	Version
Windows	Vista, 7, 8, 8.1

Components

Front View



No.	Component	Description
1	Gamepad Port	Plug the PS/Xbox game controller into this port.
2	Keyboard Port	Plug a USB keyboard into this port.
3	Mouse Port	Plug a USB mouse into this port.
4	Turbo/KB Mode LED	Lights Orange when Turbo Mode is on. Flashes Orange when Keyboard Mode is on.
5	Setting LED	Lights Blue to indicate the KeyMander software is connected to the KeyMander. Flashes (fast) Blue when uploading a profile from a computer to the KeyMander. Flashes (slow) Blue when Direct Mapping mode is on.
6	Power LED	Lights Blue when the Game Port or Power Port is connected to a power source indicating the unit is on.

Rear View

No.	Component	Description
1	Reset	This switch resets the device. While connected to a power source, press and release to reset the KeyMander.
2	Game Port	The Game Port is used to connect the KeyMander to a PS or Xbox game console. This port also provides power to the unit when connected to a game console.
3	PC Port	Use the PC port to connect the KeyMander to a computer. This connection is used to configure the KeyMander with the KeyMander software, or connecting a laptop for game play. Note: The PC Port does not power the unit.
4	Power Port	This port provides power to the unit. You must use this port for power when connected to a computer; or if you are using an advanced keyboard that requires additional power during gameplay. Use a mini USB to USB cable to connect this port to a 5V power source.

Getting Started

To begin using the KeyMander with your PS/Xbox requires two steps:

1. Connecting Hardware
2. Configuring Mouse Settings

Connecting Hardware

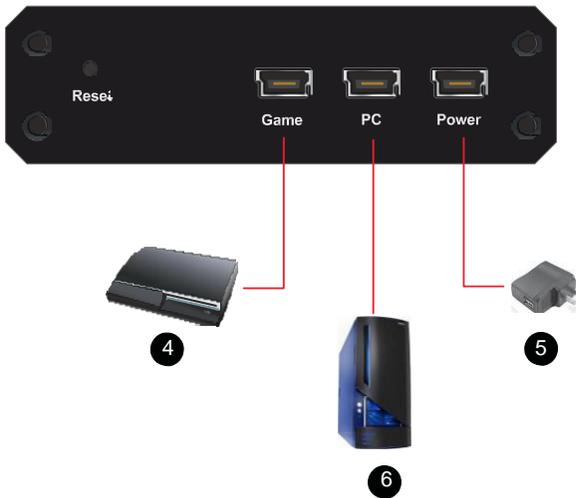
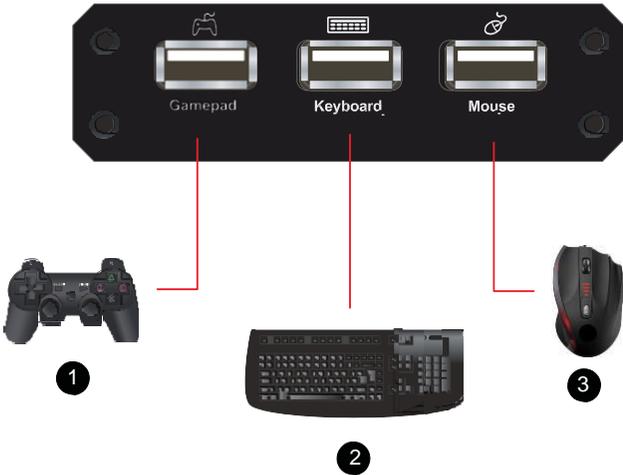
To connect the KeyMander for gameplay follow steps 1-5.
Use steps 6-8 for connecting the KeyMander to a computer to use the KeyMander software. Instructions for laptop use are found on page 8.

Use the diagram on the next page and do the following:

1. Connect a PS/Xbox controller to the **Gamepad Port**.
 - *Xbox 360: Requires wired controller*
 - *Xbox One: Requires Micro USB wired controller*
 - *PS4: Requires Micro USB wired controller*
2. Connect a USB keyboard to the **Keyboard Port**.
3. Connect a USB mouse to the **Mouse Port**.
4. Use the Mini USB to USB cable included with this package to connect the **Game Port** to the PS/Xbox's controller port.
5. Power on the PS/Xbox console. The unit is ready for use.

Steps 6-8 are to connect the KeyMander to a computer to use the KeyMander software, and for advanced keyboards that require additional power.
6. Use the Mini USB to USB cable included with this package to connect the **PC Port*** to a computer.
7. Use a Mini USB to USB cable (not included) to connect the **Power Port*** to a computer, or 5V USB power source.
8. See *KeyMander Software*, page 22 for software instructions.

Note: The **PC Port** and **Power Port** must be connected to the PC to power the KeyMander in order to use with the KeyMander software.



Laptop Setup

You can connect the KeyMander to a laptop for gameplay and switch keyboard use between the PS/Xbox and laptop. A laptop also allows you to configure the KeyMander using the KeyMander software and quickly switch back to gameplay. Use the diagram and steps below to connect a laptop:



1. Connect a PS/Xbox controller to the **Gamepad Port**.
2. Use the Mini USB to USB cable included with this package, to connect the **PC Port** to a laptop.
3. Use the Mini USB to USB cable included with this package to connect the **Game Port** to the PS/Xbox's controller port.
4. Power on all devices.
5. Press [**F12**] to enable Play Mode (See *Play Mode*, page 21).

Note: You can use the laptop's touchpad or a USB mouse connected to the laptop or KeyMander for gameplay.

Mouse Settings

If you are using a mouse with software such as Setpoint (*Logitech*), you will need to adjust the DPI (Dots-per-inch) and Report Rate settings for better gameplay. This can only be done with the software utility that came with the mouse.

DPI

If your mouse came with software - use the utility to set the mouse DPI to the highest possible setting. This will allow you to have a greater range of mouse sensitivity when adjusting the controls with the KeyMander software.

If there is an adjustable DPI button on your mouse, be sure to set the maximum DPI setting (using the DPI button) every time it's plugged into the KeyMander.

Report Rate

The report rate sets how often the computer requests the current position and button values of the mouse. Use the software utility that came with your mouse to set the report rate to its highest setting. The report rate is typically 125~1000. You can start with the highest setting and adjust accordingly to what feels best when using your mouse on the PS/Xbox game console with the KeyMander.

Note: For optimal mouse performance, please follow steps below:

1. Adjust mouse hardware DPI to max and input your actual mouse DPI into the Settings page of the KeyMander software
2. Set your game's sensitivity to max to get the greatest range of adjustment with the KeyMander
3. Adjust KeyMander Aim/Look and ADS sensitivity to your preference
4. Adjust KeyMander deadzone and diagonal acceleration to your preference

For full explanations of Aim/Look, ADS, Deadzone Adjustment and Diagonal Acceleration features, please refer to Customizing Controls (page 33).

Chapter 3

Basic Operation

Overview

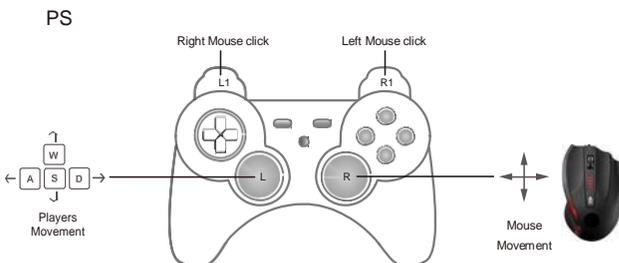
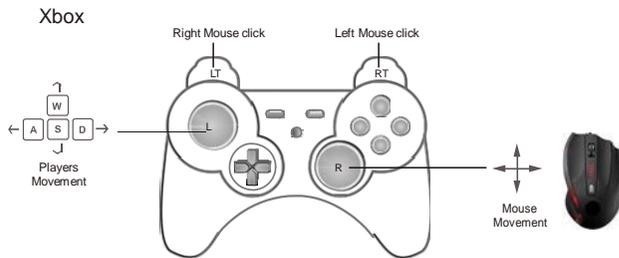
This chapter explains how to use a keyboard and mouse for gameplay on the PS/Xbox and how to configure basic modes from the keyboard and controller. For information on mapping, profiles, and advanced settings, see Chapter 4 (page 22).

Basic Operation

This section explains how to use the keyboard and mouse on the PS/Xbox game console. Once the hardware is connected, the keyboard, mouse, and game controller will work on the PS/Xbox. Here is how the game controller is mapped to your mouse and keyboard for use:

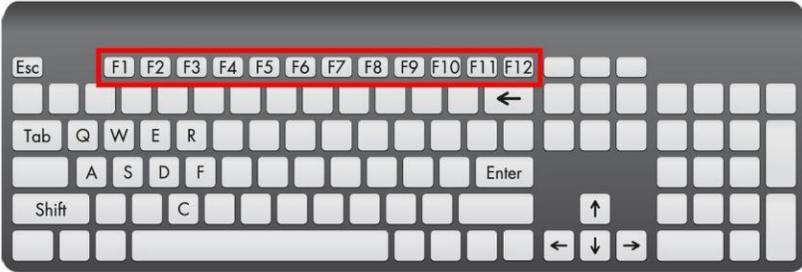
Mouse Map

The mouse is used for vertical (up/down) and horizontal (right/left) movements, just like the PS/Xbox **Right Stick** control, as shown below.



Function Keys

The function keys on the keyboard and the game controller are used to enable *modes*, *switch profiles*, and *map keys* - without the KeyMander software. Below is a table explaining each function key and the page where more information about the key is found.



Hotkey	Function	Description	Page
[F1] ~ [F8]	Switch Profile	Switches to a Profile in the <i>Group in Use</i> - according to the <i>Profile Selection Hotkey</i> assigned to the profile. Default Profiles: [F1]: PS3 [F2]: Xbox 360 [F3]: Xbox One [F4]: PS4	20
[F9]	Keyboard / Controller Mode	Toggles between Keyboard and Controller Mode. Keyboard Mode: Allows you to type text during gameplay. Controller Mode: Allows you to use the keyboard as a game controller on the PS/Xbox.	20
[F10]	Turbo Mode	Turns Turbo Mode on and off. When Turbo mode is on, controller buttons with Turbo settings work. (See <i>Turbo</i> , page 36, for details on Turbo settings)	20
[F11]	Macro Mode	Turns Macro Mode on and off. When on, Macro keys that are pressed will execute macro commands. (See <i>Macros</i> , page 38, for details on Macro settings)	21
[F12]	Play Mode	Play Mode allows you to use a laptop's keyboard and touchpad for gameplay.	21

Controller Keys	Function	Description	Page
<p>Share + Options (PS4 Controller) or Select + Start (PS3 Controller) or Back + Start (Xbox Controller) or View + Menu (Xbox One Controller)</p>	<p>Mouse Sensitivity</p>	<p>This allows you to adjust the Aim/Look and ADS sensitivity of the mouse.</p>	<p>16</p>
<p>Share + Options & PS Button (PS4 Controller) or Select + Start & PS Button (PS3 Controller) or Back + Start & Xbox Guide Button (Xbox Controller) or View + Menu & Xbox Button (Xbox One Controller)</p>	<p>Direct Mapping Mode</p>	<p>Direct Mapping allows you to set controller button to keyboard mappings directly from the PS/Xbox game controller and keyboard connected to the KeyMander.</p>	<p>15</p>

Direct Configuration

The KeyMander allows you to configure settings directly from the keyboard and PS/Xbox controller connected to it. This allows you to map keyboard controls, enable game modes, and adjust mouse sensitivity - without the KeyMander software. Each control is explained in detail starting on the next page.

Beeps

The KeyMander will notify you with beeps when you make changes from your keyboard and PS/Xbox game controller. This lets you know when settings are changed or when functions are turned on and off.

Single Beep is a positive reply, meaning that a change is successful or that a mode has been turned on.

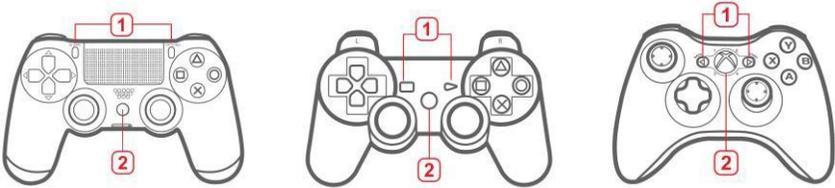
Double Beep is a negative reply, meaning that a setting has reached its limit, a mode was turned off, or a mode was exited.

Direct Mapping Mode

Direct Mapping allows you to change how PS/Xbox game controller buttons are mapped to the keyboard - directly from the keyboard and controller. For example, you can map a controller button to the spacebar. For default mappings see *Keyboard Map*, page 11.

To enter Direct Mapping mode:

1. From the game controller connected to the KeyMander, press **Share + Options** (PS4), **Select + Start** (PS3), **Back + Start** (Xbox) or **View + Menu** (Xbox One) at the same time.



2. Press the **PS**, **Xbox Guide**, or **Xbox Button**.
3. Press a PS/Xbox controller button.
4. Press a key on the keyboard to map the controller button to.
5. **Single Beep** - Direct Mapping successful.
Repeat steps 3-4 to continue mapping buttons.
6. Press: **Share + Options** (PS4), **Select + Start** (PS3), **Back + Start** (Xbox) or **View + Menu** (Xbox One) to exit.
7. **Double Beep** - Exit Direct Mapping successful.

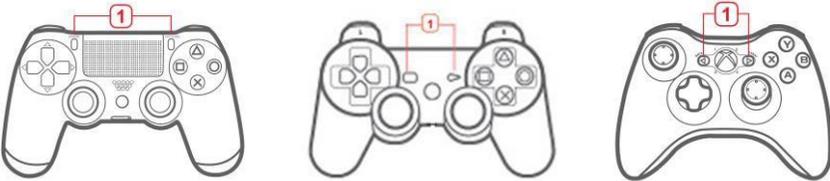
Note: Direct Mapping changes are not permanently saved to a Profile.

Mouse Sensitivity Mode

Mouse Sensitivity allows you to change the *Aim/Look* and *ADS* sensitivity of the mouse using the PS/Xbox game controller connected to the KeyMander. For more information on mouse sensitivity see *Mouse Movements*, page 42.

To enter Mouse Sensitivity mode:

1. From the game controller connected to the KeyMander, press **Share + Options** (PS4), **Select + Start** (PS3), **Back + Start** (Xbox) or **View + Menu** (Xbox One) at the same time.



2. To adjust **Aim/Look** sensitivity - use the **Direction Up** (more sensitive) or **Direction Down** (less sensitive) buttons on the PS/Xbox controller. One press equates to one level of sensitivity.



3. To adjust **ADS** sensitivity - use the **Direction Left** (more sensitive) or **Direction Right** (less sensitive) buttons on the PS/Xbox controller. One press equates to one level of sensitivity.



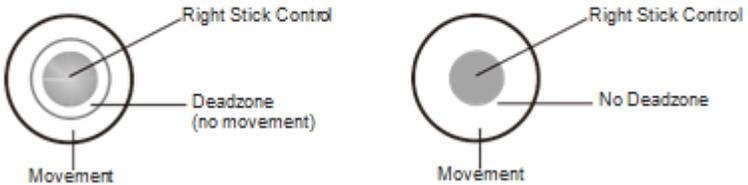
4. Press **Share + Options** (PS4), **Select + Start** (PS3), **Back + Start** (Xbox) or **View + Menu** (Xbox One) at the same time to exit.
5. **Double Beep** - Exit Mouse Sensitivity successful.

Note: Mouse Sensitivity Mode changes are not permanently saved to a Profile.

Deadzone Delay

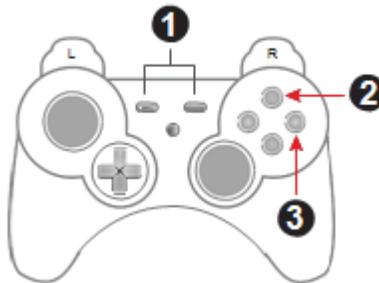
The Deadzone is a small area around the Right Stick control that doesn't respond to movement. Movement only occurs when the Right Stick moves outside the deadzone. Each game sets its own deadzone size. With no deadzone there is no delay with the mouse and movements are very straight and accurate.

Right Stick Deadzone



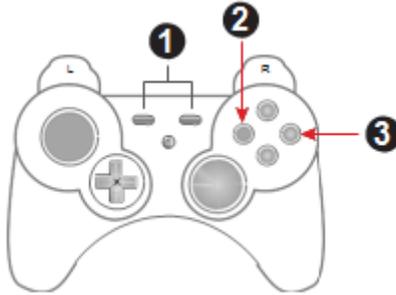
Set all 3 deadzones for the best mouse performance. The deadzone must be set while playing a first person shooter (FPS) game. The deadzone is set when- after the last adjustment (step 3) the player starts to slowly move on-screen.

To set the **Right/Left** Deadzone:



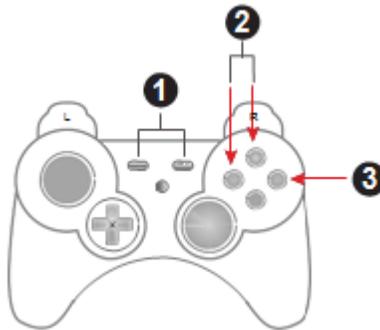
1. From the game controller connected to the KeyMander, press **Select + Start** (PS), or **Back + Start** (Xbox) at the same time.
2. Press the **Triangle** (PS) or **X** (Xbox) button for right/left adjustment.
3. Repeatedly press **O** (PS) or **B** (Xbox) until you see a slow right movement on screen = no dead zone. (**X** or **A** to increase deadzone)
4. Press the **Triangle** or **X** button to save.
5. Press **Select + Start** or **Back + Start** at the same time to exit, or skip step 5 and continue with the next deadzone settings without exiting.

To set the **Up/Down** Deadzone:



1. From the game controller connected to the KeyMander, press **Select + Start** (PS), or **Back + Start** (Xbox) at the same time.
2. Press the **Square** (PS) or **Y** (Xbox) button for up/down adjustment.
3. Repeatedly press **O** (PS) or **B** (Xbox) until you see a slow up movement on screen = no dead zone. (**X** or **A** to increase deadzone)
4. Press the **Square** or **Y** button to save.
5. Press **Select + Start** or **Back + Start** at the same time to exit.

To set the **Diagonal** Deadzone:



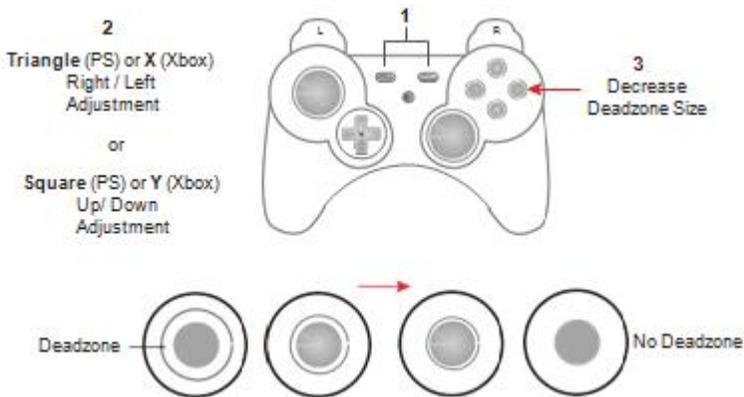
1. Press: **Select + Start** (PS), or **Back + Start** (Xbox) to exit.
2. Press the **Triangle** and **Square** (PS) or **X** and **Y** (Xbox) buttons for diagonal adjustment.
3. Repeatedly press **O** (PS) or **B** (Xbox) until you see a diagonal up movement on screen = no dead zone. (**X** or **A** to increase deadzone)
4. Press the **Square** or **Y** button to save.
5. Press **Select + Start** or **Back + Start** at the same time to exit.

Testing the Deadzone

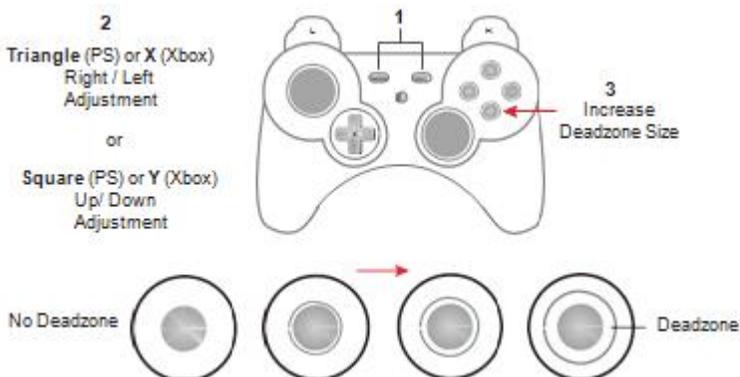
Test the mouse within the first-person shooter game. Movements will be smooth, stable and accurate. You'll also notice that shooting becomes more steady and reliable than with the game controller.

If any mouse movements are shaky or jumpy repeat the steps to set the deadzone. With the deadzone set the mouse performance should be excellent. You can also set the deadzone using the KeyMander software – See *Setting the Deadzone*, page 51, for details.

Decrease Deadzone:



Increase Deadzone:



Profile Selection

Profile Selection Hotkeys are assigned to profiles when they are created with the KeyMander software (see *Adding Profiles*, page 30). You can switch profiles in the Current group during gameplay using the *Profile Selection Hotkeys* [F1] ~ [F8]. The *Profile Selection Hotkey* is found on the top left corner of each profile, as shown here:



To switch profiles, press the *Profile Selection Hotkey* assigned to the profile. A single beep will alert you that the profile has changed.

Keyboard / Controller Mode

Use [F9] to switch between Keyboard Mode and Controller Mode.

Keyboard Mode allows you to use the keyboard to type during gameplay - for chatting or typing information that requires text.

Controller Mode is for normal gameplay with the keyboard.

Pressing [F9] switches modes:

Single Beep - Controller Mode ON

Double Beep - Keyboard Mode ON

Turbo Mode

Use [F10] to turn Turbo Mode ON or OFF.

Turbo Mode on: All controller buttons set with Turbo will work (see *Turbo*, page 36), and the orange Turbo LED lights up.

Pressing [F10] switches modes:

Single Beep - Turbo Mode ON

Double Beep - Turbo Mode OFF

Macro Mode

Use [F11] to turn Macro Mode ON or OFF.

Macro Mode on: Macros will execute when the command key is pressed (see *Macros*, page 38). The default is Macro mode off.

Pressing [F11] switches modes:

Single Beep - Macro Mode ON

Double Beep - Macro Mode OFF

Play Mode

Use [F12] to turn Play Mode ON or OFF.

Play Mode allows you to use a laptop for gameplay. For instructions on using a laptop for gameplay - see *Laptop Setup*, page 8.

Play Mode on: Keyboard use on the laptop is locked out and the keyboard signals are sent to the game console. The default is Play Mode off.

Pressing [F12] switches modes:

Single Beep - Play Mode ON

Double Beep - Play Mode OFF

Note: With Play Mode on you can use a keyboard connected to the Keyboard Port, but it's [F12] key will not turn Play Mode off.

Chapter 4

KeyMander Software

Overview

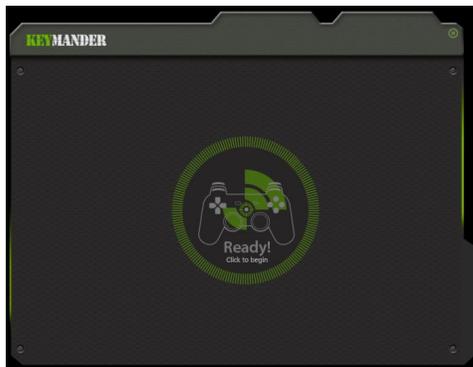
The KeyMander software allows you to configure custom keyboard and mouse settings for use on your PS/Xbox game console. This chapter explains how to use the KeyMander software, in four sections:

- Downloading & Connecting the KeyMander Software
- Software Overview
- Profiles and Groups
- Customizing Controls

Downloading Software

To download the KeyMander software, do the following:

6. Go to: www.IOGEAR.com/software/GE1337P/
7. Select the KeyMander software link to begin the download.
8. Once the download is completed, unzip the file to your hard drive.
9. Drag the application icon to the desktop or to a desired file folder.
10. Launch the software by double clicking on the KeyMander icon.



Connecting the KeyMander Software

To connect the KeyMander to the KeyMander Software:

6. Connect the KeyMander to the computer and open the KeyMander software. The Connection page opens:

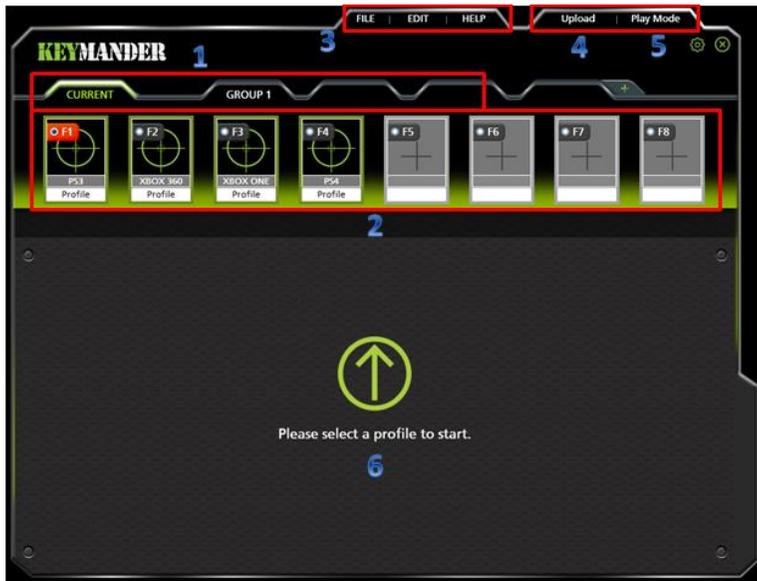


7. Click **Ready**. If ready image does not appear see steps 6~7 of *Connecting Hardware*, page 6.



8. The KeyMander Software opens as shown on the next page:

KeyMander Interface



This is the main page of the KeyMander software. The table below provides a brief description of each section.

#	Name	Description
1	Groups	<p>This bar lists and allows you to add Groups.</p> <ul style="list-style-type: none"> A Group stores up to 8 profiles. Current is the group of profiles saved on the KeyMander. A Group is Uploaded to Current. Only profiles in Current can be selected for use. <p>See <i>Groups</i>, page 28</p>
2	Profile Selection Bar	<p>This section is where you add profiles. A Profile is a unique keyboard and mouse configuration.</p> <ul style="list-style-type: none"> Profiles are created and saved in a Group. A Group of profiles is uploaded to Current. Only profiles in Current can be selected for use. <p>See <i>Profiles</i>, page 29</p>

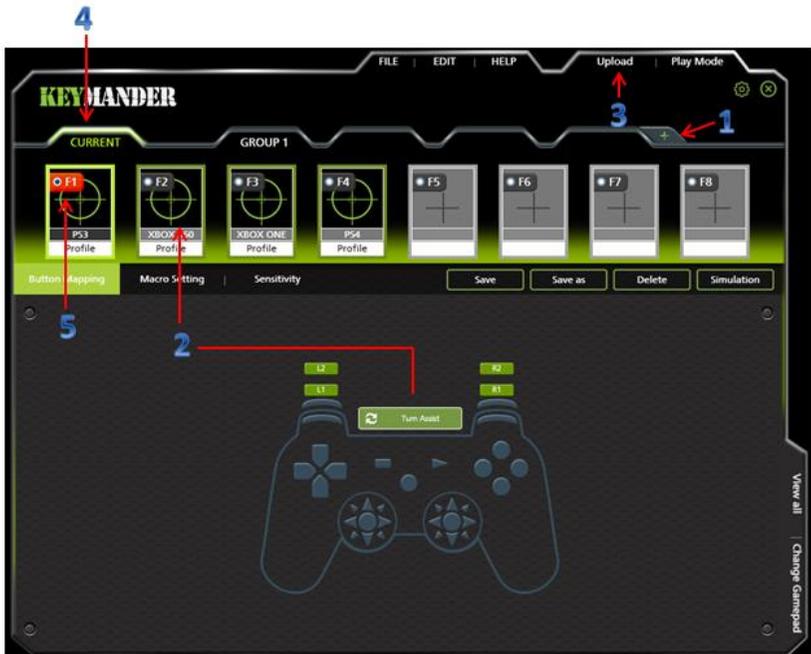
#	Name	Description
3	Menu	<p>Click the File, Edit or Help menu to display the options:</p> <p>File</p> <ul style="list-style-type: none"> • <i>Save</i>: Saves the profile that is being configured. • <i>Save as</i>: Use the drop-down menus to select a Group and Profile to save the current profile. • <i>Import</i>: Use Profile to import a previously saved profile file (*.profile). Use Group to import a previously saved group file (*.group). • <i>Export</i>: Use Profile to save a profile as a file (*.profile) that can be imported. Use Group to save a group as a file (*.group) that can be imported. • <i>Exit</i>: Closes the KeyMander software. <p>Edit</p> <ul style="list-style-type: none"> • <i>Delete</i>: Use Profile or Group to permanently remove either from the system. • <i>Rename</i>: Select a profile and click rename to edit the profile name. • <i>Change Cover</i>: Use to browse and select an image for the current profile's icon. • <i>Copy</i>: Use Profile to copy the selected profile and paste it in another group. Group creates a copy of the selected group as a new group. • <i>Paste</i>: Select a profile slot to Paste a copied profile from one group into another. <p>Help</p> <ul style="list-style-type: none"> • <i>Firmware Upgrade</i>: Use to browse to select the firmware upgrade file and click Open to start the process. • <i>Settings</i> <ul style="list-style-type: none"> ○ <i>Keyboard Setting</i>: Select the type of keyboard connected for use. (default: US 104-Key) ○ <i>Menu Language</i>: Select the language you would like to use for the software interface. ○ <i>Beep Sound</i>: Select On to sound a beep when a configuration change is made via keyboard or controller. Single Beep: Successful. Double Beep: unsuccessful. ○ <i>Set Mouse DPI</i>: Enter the number that matches the DPI specifications of the mouse connected to the KeyMander. (default: 2000) <p><i>Reset to Factory Default</i>: Resets all software settings.</p>

#	Name	Description
4	Upload	<p>Click this button to upload the selected Group (of profiles) to Current for use. This uploads the group of profiles you want to use to the KeyMander</p> <ul style="list-style-type: none"> • When you Upload a group it overwrites all profiles in Current. • Profiles in Current can be selected for use on the keyboard and mouse during game play. • You can edit Current profiles but changes are not saved (unless you click save and then upload) and if a another group is uploaded, all changes are lost <p>See <i>Upload</i>, page 31</p>
5	Play Mode (F12)	<p>Play Mode is used when you connect a computer and game console to the KeyMander – at the same time.</p> <ul style="list-style-type: none"> • When using a laptop, click Play Mode to send all keyboard signals to the PS/Xbox for game play. • In Play Mode the keyboard won't work on the laptop. • Click Play Mode to enter Play Mode and press [F12] to exit Play Mode <p>See <i>Play Mode</i>, page 21</p>
6	Profile Editor	<p>This is the main area where you can customize the controls for the keyboard and mouse. Items appear when you select or add a profile.</p> <p>See <i>Customizing Controls</i>, page 33</p>

Software Overview

This section provides an overview of how to use the KeyMander software. The sections that follow provide details on each step. Connect the KeyMander to a computer and do the following:

1. Add a **Group**.
2. Add **Profiles** to the group.
3. **Upload** the group to **Current**.
4. Go to the **Current** tab.
5. Use the *Profile Selection* **Radio Button** to set a profile (turns red) as the default start-up profile.
6. Connect the KeyMander to the game console / keyboard / mouse.
7. The keyboard/mouse is ready for use with the profile set in step 5.
8. Press a *Profile Selection Hotkey* [F1]~[F8] to switch profiles from the keyboard. Profiles in **Current** are selected for use.



Groups

The Group bar is for selecting and adding groups. You can create up to 32 groups. You can add up to 8 profiles with keyboard/mouse settings to a group. Upload a group to Current and the profiles can be selected for use.



- Click  to add a new group.
- Click  to scroll to view more groups.
- Click a group (Group 1, Group 2, Group 3, etc..) to add profiles.
- Click **Upload** to send the group to **Current**.
- When a group is uploaded it overwrites all profiles in Current.
- Profiles changed in Current are not saved back to the group in which they were created.
- Only the Group (of profiles) uploaded to **Current** can be selected by using the *Profile Selection Hotkey* (F1~F8).

Profiles

The *Profile Selection Bar* is for adding and configuring profiles in a group. A **Profile** is a keyboard/mouse configuration that is created and saved in a **Group**. Each profile has custom settings for a keyboard and mouse. Only the Group (of profiles) uploaded to **Current** can be selected for use.



- **Profile Selection Hotkey:** Each profile has a hotkey [F1]~[F8] to select for use from the keyboard connected to the KeyMander during gameplay.
- **Start-up Profile:** Click the radio button  next to the Profile Selection Hotkey to set a profile as the default start-up profile for the group.
- The **grey** box displays the controller type and the **white** box displays the name.
- To edit a profile, **Right Click:**

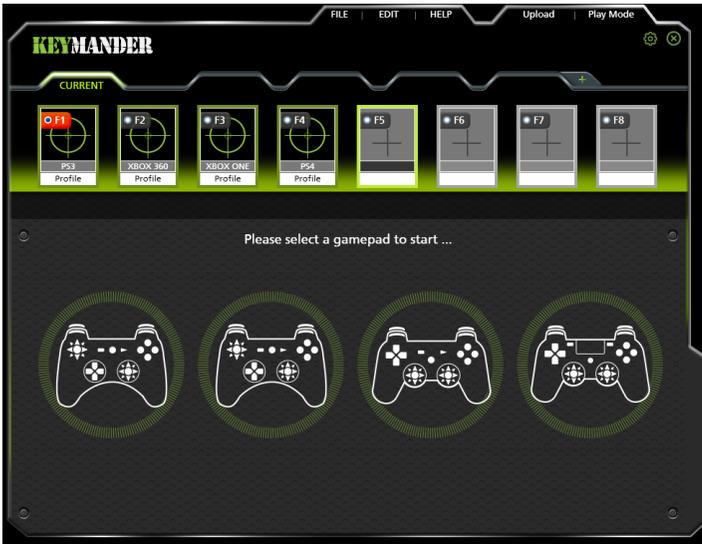


For details on these menu options see *Menu*, page 25 - **Edit**.

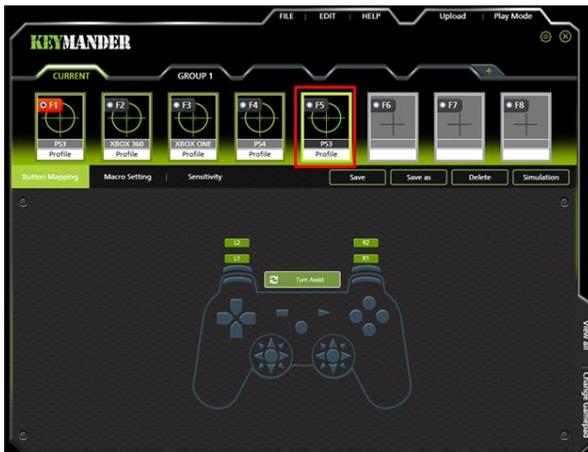
Adding Profiles

To create a Profile for your keyboard/mouse settings:

1. Select a **Group** and click an empty profile slot:



2. Select the gamepad you are using.
3. The *Profile Editor* appears to let you configure the keyboard and mouse settings.



Note: The *Profile Editor* is discussed on page 33.

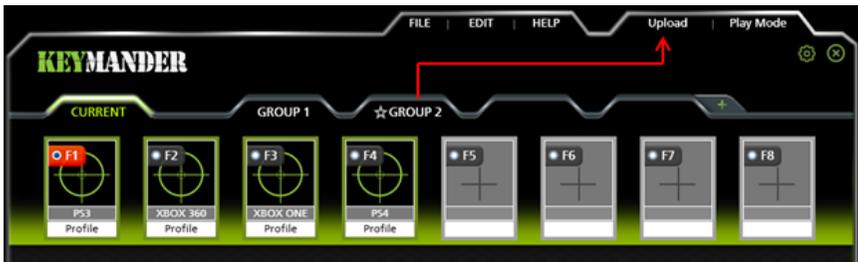
4. The new profile is added to the **Profile Selection Bar**.

Upload

A Group (of profiles) needs to be uploaded to **Current**. Only the profiles in Current can be selected for use. You can view and edit profiles in Current but the changes are not saved back to the Group. When a group is uploaded to Current it over-writes all profiles. You can select **Copy - Group** from the *Edit* menu to save Current as a group.

To **Upload** a group, do the following:

- Select a **Group** and click **Upload**.



- A confirmation messages appears. Click **OK**.



- Go to the **Current** tab.
- The Group is sent to **Current** and is marked with a star, as shown here:

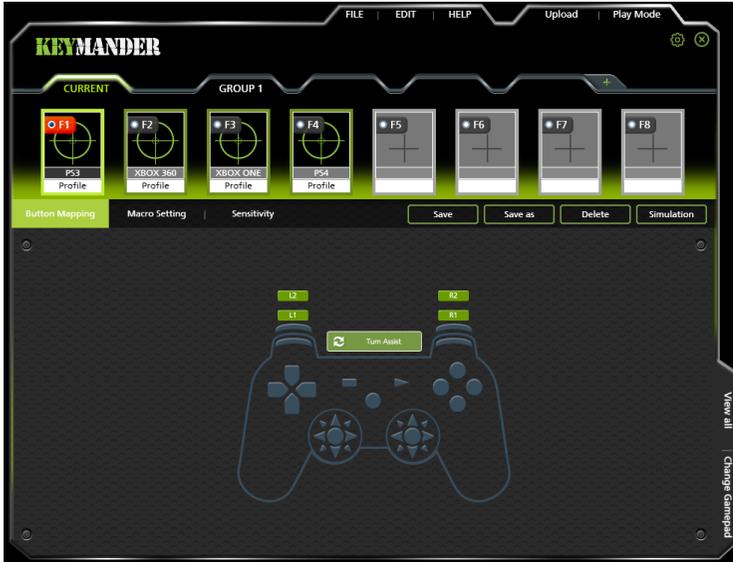


- Use the **Radio Button** to set the default start-up profile (turns red). This is the default profile that will be selected for use when the KeyMander is connected to the game console.



Customizing Controls

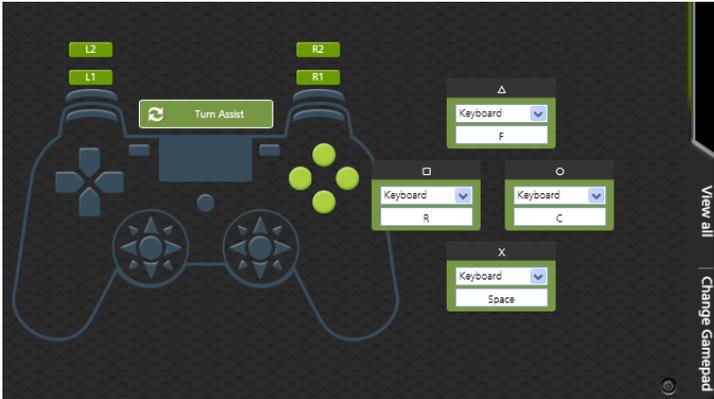
This section explains how to use the *Profile Editor* to configure the keyboard/mouse settings. When you select a profile from the Profile Selection Bar the *Profile Editor* opens on the Button Mapping screen:



Name	Details	Page
Button Mapping	The Button Mapping page is for mapping the game controller buttons to the keyboard and mouse.	34
Macro Setting	The Macro Setting page is used to create controller button macros which can be executed from a keyboard, mouse, or joystick.	38
Sensitivity	The Sensitivity page is used to configure the mouse sensitivity settings for Aim Look Mode and ADS Mode (Aim-Down-Sight).	42
Menu Options	Click to use the Menu options: <ul style="list-style-type: none"> • Save: Saves changes made to this Profile. • Save as: Saves profile changes to a new group and profile. • Delete: Permanently deletes the profile from the group. • Simulation: Use this option to test changes you make to a profile on the game console. Press [F12] to exit. 	

Button Mapping

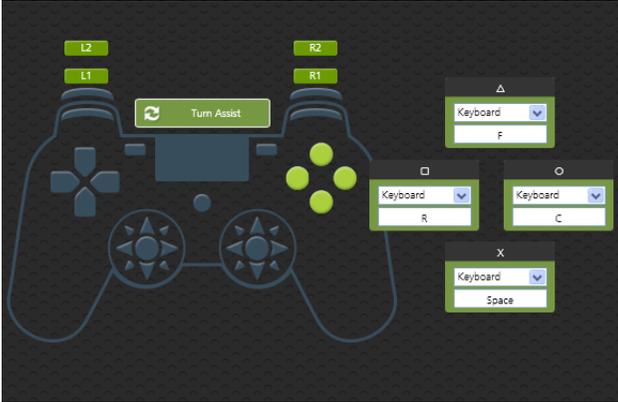
The *Button Mapping* screen is for mapping the controller buttons to the keyboard and mouse, Turbo setting and Turn Assist. When you select a profile from the Profile Selection Bar, the Button Mapping image appears:



- Click a set of buttons to open the editor windows to set the mappings.
- **View All:** Click to view all controller button mappings.
- **Change Gamepad:** Click to change the gamepad type. A window opens with a drop-down menu to select a controller type. Some settings might change if the controller has different buttons.
- For default button mappings see *Keyboard Map*, page 11.
- For *Mapping* see page 35.
- To set *Turbo* see page 36.
- To set *Turn Assist* see page 37.

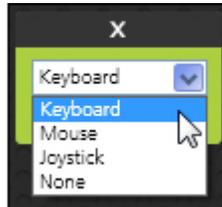
Mapping

Each controller button can be mapped to a keyboard, mouse or joystick. When you click a button set the editor windows open:



To map a controller button:

1. Use the drop-down menu to select a device and then the key or button:



Keyboard: Click inside the box and press a key on the keyboard to map the controller button to a key.

Mouse: Use the drop-down menu to select a mouse button to map the controller button to.

Joystick: Use the drop-down menu to select a button to map the controller button to.

None: This option disables the controller button's mapping.

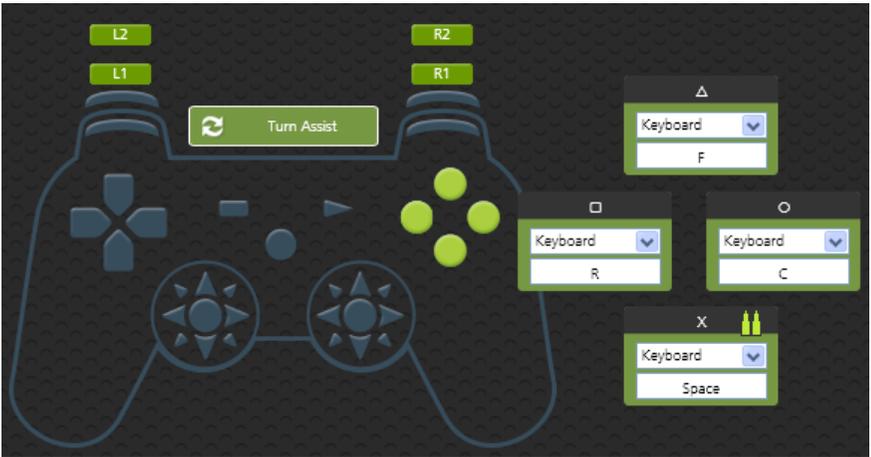
2. Click **Save** to save the profile mappings.

Turbo

Turbo allows rapid fire of a controller button. You can enable or disable turbo on any controller button and set the level (1~3) of intensity. *Turbo Mode* must be on for turbo buttons to work (see *Turbo Mode*, page 20).

To set turbo on a button:

1. Click a button set to open the editor windows.
2. Click the top bar of the editor window to set the turbo level. A bullet icon will appear for each level.



3. Set the level (1~3) of rapid fire you want to use:



No bullets = Turbo OFF

4. Click **Save**.

Turn Assist

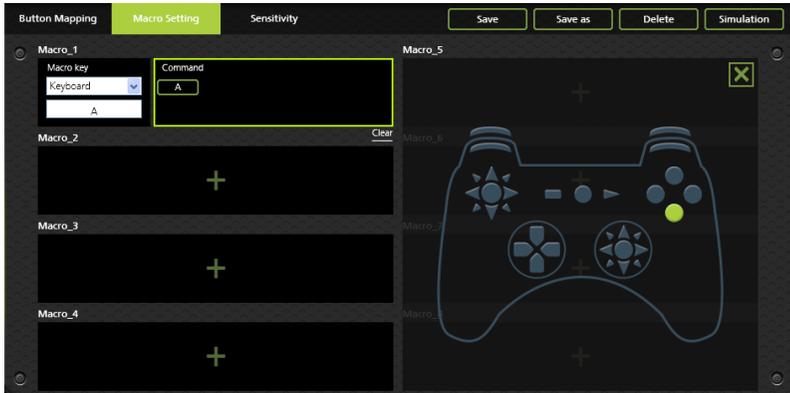
Turn Assist helps you continue long mouse movements without having to move the mouse. Turn Assist works by holding down the **Turn Assist Button** while moving the mouse. The turn continues automatically until you let go of the turn assist button. Select a device and assign the **Turn Assist Button** and then click **Save**.



Device	Turn Assist Button
Keyboard	Enter a key you want to use as the Turn Assist button.
Mouse	Select a Mouse function to use as the Turn Assist button.
Joystick	Select a button 1~12 to use as the Turn Assist button.
None	No Turn Assist device assigned.

Macro Setting

Macros set multiple controller buttons into a single key or mouse click. For example you can set: “**UP, UP, DOWN, LEFT, RIGHT, X, O**” to execute by pressing the [Y] key on the keyboard. Within macros you can set combos where multiple buttons are pushed at the same time: “**X+O**” or “**R3+L3+R2**”. You can create up to 8 custom macros and each macro can have up to 8 controller buttons.



Macro Mode [F11] must be on for Macros to work (see *Macro Mode*, page 21).

Function	Description
Macro Setting	Lists the macros created for the profile. Click + to add a macro.
Controller Image	The controller image appears when you click the command window. The image allows you to click a controller button to add it to the command box.
Command Window	<p>This is where your button commands appear when you click the controller image, enter up to 8 commands.</p> <ul style="list-style-type: none"> • Combo (A+B+C): To create a combo button click between buttons in the command box. • Clear: If you make a mistake and want to start over, use clear to delete all commands. <ul style="list-style-type: none"> ○ + indicates the buttons are pressed together. ○ > indicates buttons are pressed one by one. ○ Click X to remove a button from the command. <p>Note: Combos are not considered a single command.</p>

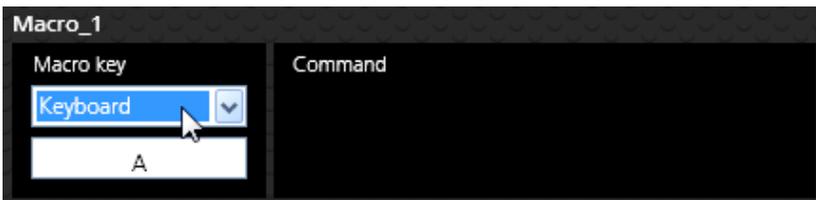
Function	Description
Macro Key Window	The Macro Key is the <i>key</i> or <i>button</i> selected to execute the macro during gameplay. Select a device and choose a key or button: <ul style="list-style-type: none"> • Keyboard: Press any key on the keyboard. • Mouse: Select a button from the drop-down menu. • Joystick: Select a button from the drop-down menu. • None: Delete the macro command.
Save	After you enter the Macro Key and Command click Save to save the macro.
Simulation	Allows you to enter game mode to test the macro command. Use [F12] to exit.

To create a macro:

1. Go to the **Macro Setting** page and click a macro box:

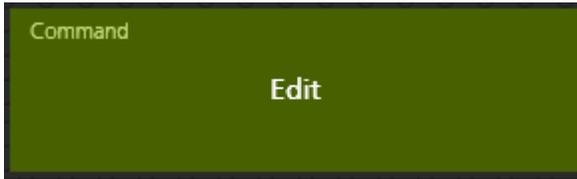


2. The **Macro Key** and **Command** page opens:



3. Use the **Macro Key** drop-down menu to select a device and button that will be used to execute the macro:
 - **Keyboard**: Click the box and press a key on the keyboard.
 - **Mouse**: Use the drop-down menu to select a mouse button.
 - **Joystick**: Use the drop-down menu to select a button.
 - **None**: Deletes macro.

- Click the **Command** window:



- A controller image appears to the right.



- Click a controller button to add it to the **Command** window in the order you want the buttons to execute:



- To create a combo button (A+B+C) click between the controller buttons. Click again to remove the combo.



+ indicates the buttons are pressed together.

8. Move the mouse over a command and click **X** to remove the button or **Clear** to remove all buttons.



9. Click **Save**. The macro appears in the *Macro Settings* list:



10. Enable *Macro Mode* by pressing [**F11**] from the keyboard connected to the KeyMander (see *Macro Mode*, page 21).
11. Press the *Macro Key* set in step 3 to run the macro.

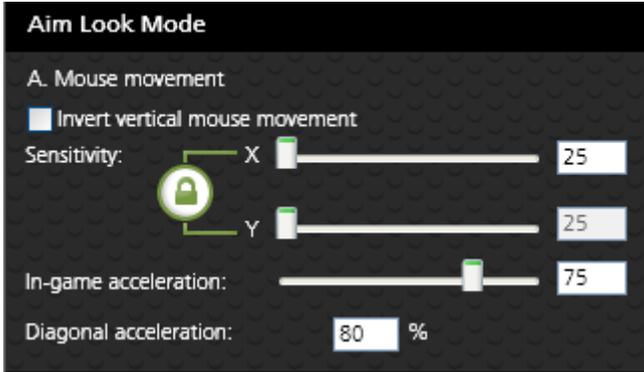
Sensitivity

The *Sensitivity* section is for configuring the sensitivity of mouse movements. You can set the mouse sensitivity for **Aim Look Mode**: the normal view the character has when walking around in the game, or **ADS (Aim-Down-Sight) Mode**: the view the character has when zooming-in to look through a scope. Instructions are provided beginning on the next page.



Aim Look Mode

These settings configure how the mouse movements respond during when the character has a normal view in the game (not zoomed in).

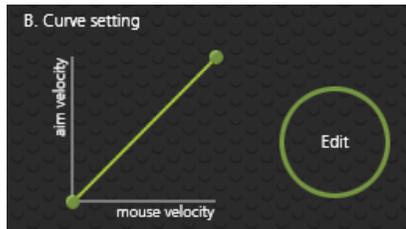


A. Mouse Movement

Name	Details
Invert Vertical Mouse Movement	Checking the box reverses the up/down movements of the mouse, so that pushing the mouse forward causes a downward movement and pulling the mouse back causes an upward movement.
Sensitivity	The Aim Look sensitivity bar sets how quick or slow mouse movements respond. The higher the number the more loose the movements will feel and the lower the number the more tight the movements will feel. <ul style="list-style-type: none"> • Use X to set the sensitivity of right and left movements • Use Y to set the sensitivity of up and down movements
Lock 	The lock icon is used to fix the X and Y settings so that both stay the same. Click the icon to unlock the settings and set each to different values.
In-game Acceleration	Sets the level of acceleration mouse movements make as they continue moving up, down, left or right. A higher value causes movements to speed up as they continue in the same direction.
Diagonal Acceleration	Diagonal Acceleration sets the shape of a circular movement made with the mouse. Change the value and test the setting within the game by making a circular mouse movement.

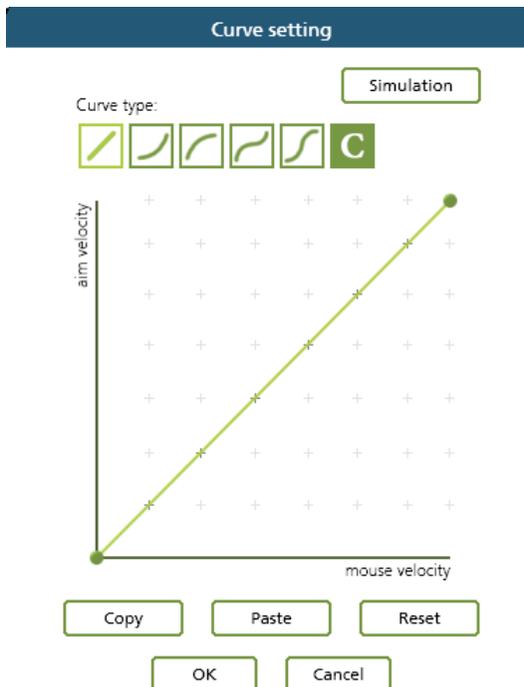
B. Curve Setting

The *Curve Setting* is for adjusting the relationship of **Mouse Velocity** (physical mouse speed) to **Aim Velocity** (on-screen speed). Click **Edit** to open.



Settings

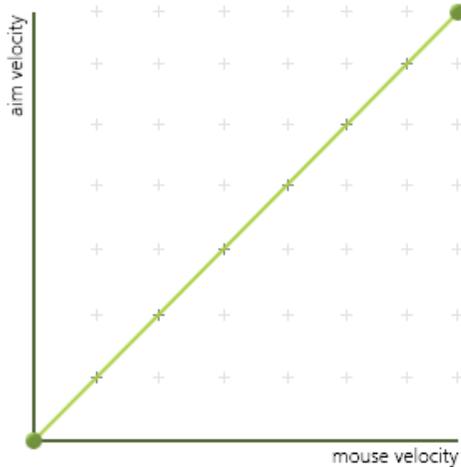
Curve settings are used to fine tune how physical mouse movements respond on-screen (in the game). The default curve has a 1:1 ratio: Physical mouse speed equals on-screen speed. Adjustments can limit movements, stretch movements and increase or decrease progressive movements. The Curve Setting table is provided on the next page and information on making adjustments to the curve starts on page 46.



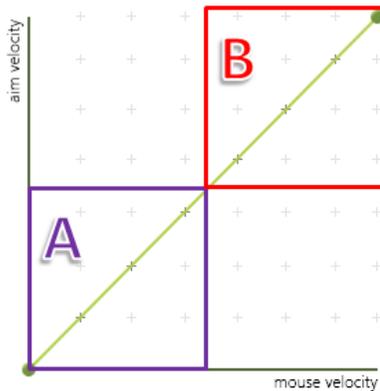
Function	Description
Curve Type	Click a curve type to use a predefined curve for mouse movements. You can change the shape of a curve type at the points provided. Select a curve type to use as a template and then click Custom to adjust the curve to suit your needs.
Custom 	Use custom to make fine adjustments to the curve. When selected 24 points appear allowing you to adjust the shape of the curve. Click and drag the points up or down to make adjustments. You can select a Curve Type and then click Custom to adjust it as you wish. Examples are provided starting on page 47.
Aim Velocity	Aim Velocity refers to the speed of on-screen movements.
Mouse Velocity	Mouse Velocity refers to the speed of physical mouse movements.
Simulation	Use simulation when the KeyMander is connected to a computer and game console to test the curve settings. Use [F12] to exit.
Copy	After customizing the curve you can copy your adjustments and paste them into another profile.
Paste	Paste a copied curve into the curve settings of another profile.
Reset	Resets the curve back the default values.

Curve

The Curve is the relationship of **Mouse Velocity** (physical mouse speed) to **Aim Velocity** (on-screen speed). When the physical mouse and on-screen speed are the same, the curve looks like this:



Mouse Velocity increases from left to right. **Aim Velocity** increases from bottom to top. As you adjust the curve up and down, the relationship of the physical mouse speed to on-screen speed changes. The two sections represent different movements:



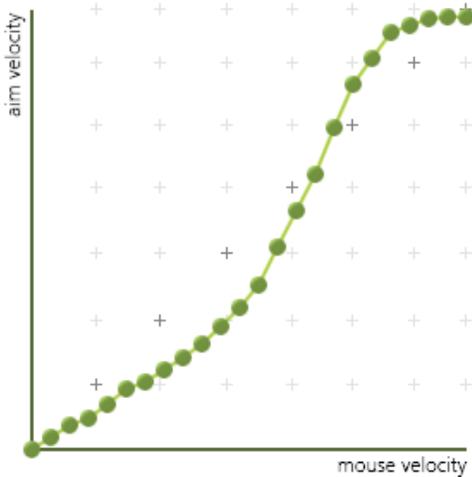
A: Close Aiming Movements **B:** Long Turning Movements

Pulling the Curve up makes the on-screen movements faster and pulling the curve down restricts the speed – of **A** or **B** as the mouse is moved.

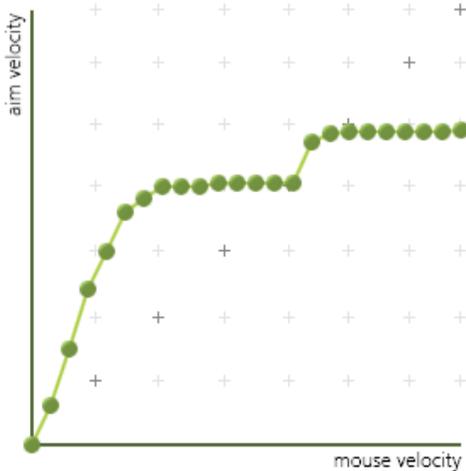
Adjusting the Curve

Adjusting the curve allows you to fine tune turn acceleration, deceleration, high and low speeds with limits, and boost velocity. Use the graph points to adjust the curve to suit your needs. Use the examples below to understand how adjusting (A) **Aiming** and (B) **Turning** affect movements in the game:

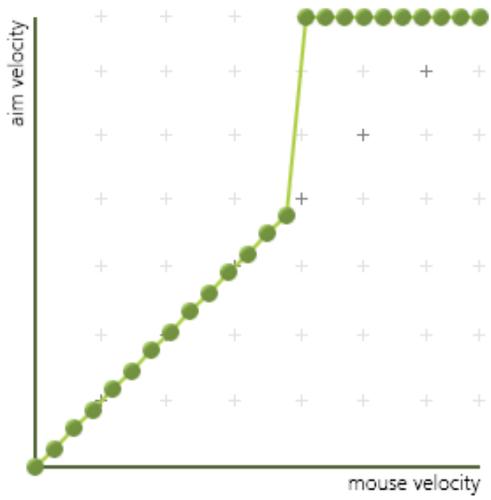
(A) Low Aim Speed / (B) High Turn Speed



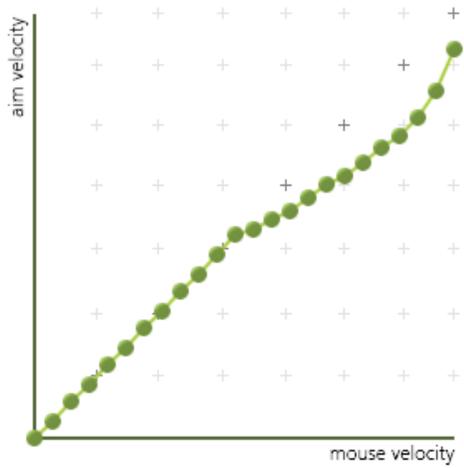
(A) Increasing Thrust for Aiming / (B) Prevent High Turn Speed

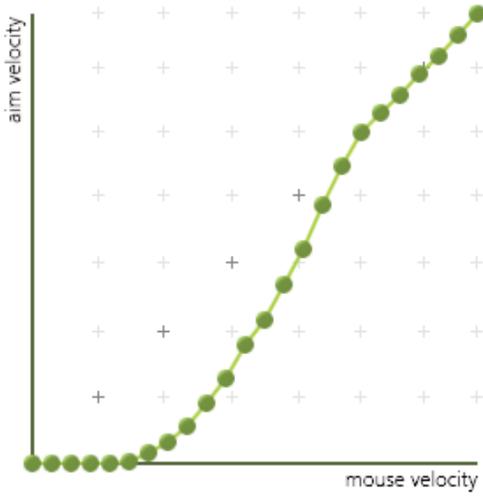


(A) Normal Aim Speed / (B) Increasing Thrust for Turning



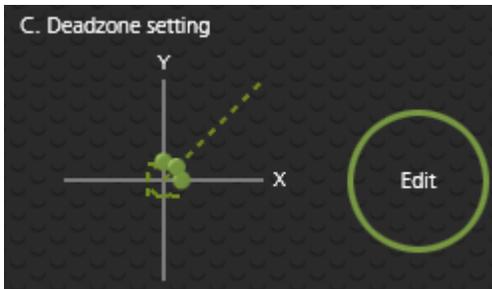
(A) Normal Aim Speed / (B) Low Turn Speed



(A) Decrease Aim Speed / (B) Normal Turn Speed

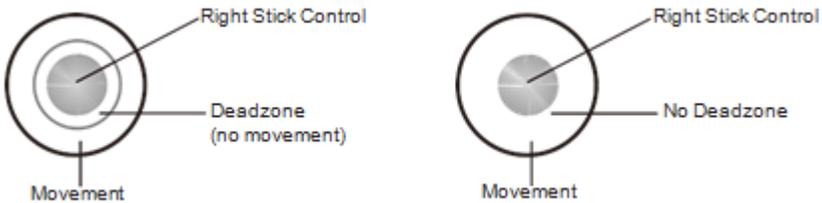
C. Deadzone Setting

The Deadzone Setting lets you adjust the size of the controller's deadzone. Click **Edit** to open the deadzone settings.



The Deadzone is a small area around the *Right Stick* control that doesn't respond to movement. Movement only occurs when the *Right Stick* moves outside the deadzone. Each game sets its own deadzone size. The deadzone affects mouse movements. With no deadzone there is no delay with the mouse and movements are very straight and accurate.

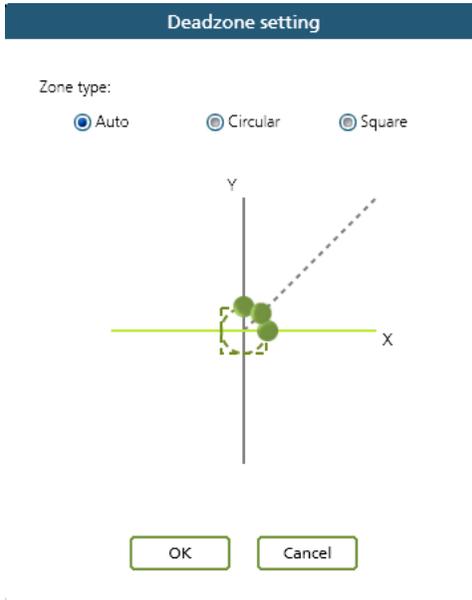
Right Stick Deadzone



You can minimize the deadzone with the game controller (see *Deadzone Delay*, page 17) or with the KeyMander software as explained on the next page.

Setting the Deadzone

The deadzone must be set while playing a first-person shooter (FPS) game. The deadzone is minimized when— after the last adjustment on the graph, the player in the game starts to move slowly in the direction of the adjustment – up, right or diagonally up.



To set the deadzone connect the KeyMander to a computer & game console, then:

1. Start a first-person shooter (FPS) game and open the **Deadzone Settings**.
2. Select the **Zone Type**. If you do not know the zone type, select **Auto**.
3. Put the mouse cursor over one of the green dots on the graph to display the arrows, as shown here:



4. Click the arrow to increase the value (up or right) while watching the game until the player in the game starts to move slowly in the direction of the adjustment – the deadzone is set.

It's important that you stop adjusting the graph at the point (mouse click) where the player begins to move in the game – this is where the deadzone is set perfectly. If you go past the point, simply click the arrow to decrease the value until the player stops moving and repeat step 4.

5. Repeat step 3 with each green dot on the graph.
6. Click **OK**.
7. Test the mouse within the first-person shooter game. Movements will be smooth, stable and accurate. You'll also notice that shooting becomes more steady and reliable than with the game controller.

If any mouse movements are shaky or jumpy repeat the steps to set the deadzone. With the deadzone set the mouse performance should be excellent. Also see *Quick Start Mouse Configuration*, page 9 for more mouse settings.

ADS Mode (Aim-Down-Sight)

Use these settings to set how the mouse movements respond when the character has zoomed in, such as through a scope. Except for the options listed below use the *Aim Look Mode* settings starting on page 43 to configure the ADS Mode settings.

ADS Mode (Aim-Down-Sight) Same as Aim Look Mode

ADS launch button: L1 ▼ ADS delay time: 23 millisecond

A. Mouse movement | B. Curve setting

- **Same as Aim Look Mode:** Uncheck this box to configure the ADS Mode settings. Checking this box sets the ADS Mode to use the same settings as the Aim Look Mode.
- **ADS Launch button:** Use the drop-down menu to select the controller button that is used to zoom-in to an ADS view.
Note: Default ADS Launch Button for PS3/PS4 is L1. If you are using a PS4, please change the ADS Launch Button to L2
- **ADS delay time:** Sets the delay for switching between views: *Aim Look* and *ADS*.

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Chapter 5

Firmware Upgrade

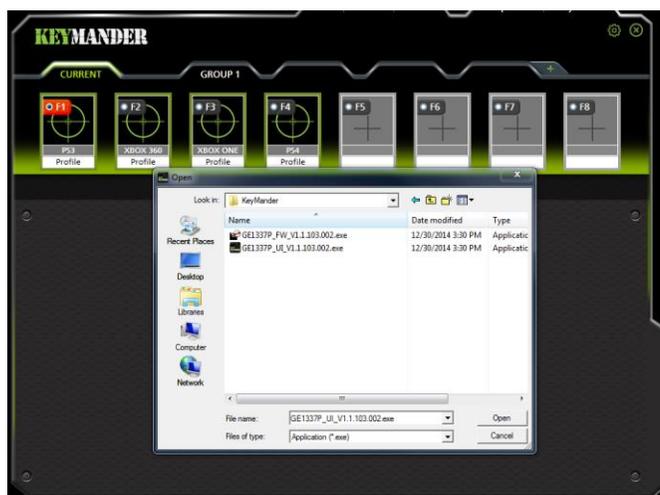
The Firmware Upgrade Utility

As new firmware versions become available firmware upgrade packages are posted on the IOGEAR web site. The Windows-based Firmware Upgrade Utility (FWUpgrade.exe) provides a smooth automated process for upgrading the KeyMander's firmware. Check the web site regularly to find the latest firmware packages and information relating to them.

Before You Begin

To prepare for the firmware upgrade, do the following:

1. Go to **<http://www.iogear.com/software/GE1337P/>**
2. Follow the instructions to download the firmware upgrade.
3. Unzip the firmware upgrade package and connect the computer to the KeyMander.
4. Open the KeyMander software, click *Help* and **Firmware upgrade:**
5. Browse to the firmware upgrade (*.exe) file, select it and click **Open:**

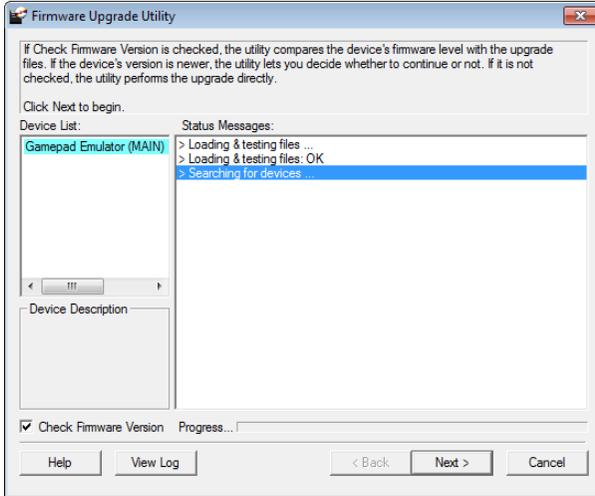


6. This will start the Firmware Upgrade Utility, as described in the next section.

Performing the Upgrade

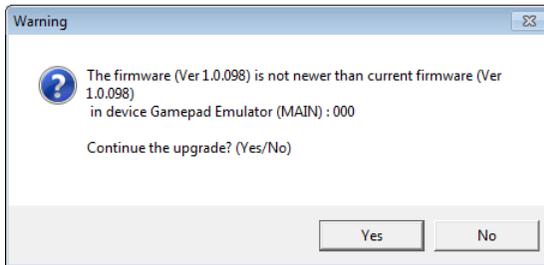
Starting the Upgrade:

1. The Firmware Utility inspects your installation. All the devices capable of being upgraded by the package are listed in the *Device List* panel.



2. Click **Next** to perform the upgrade.

- If you enabled *Check Firmware Version*, the Utility compares the device's firmware level with that of the upgrade files. If it finds that the device's version is higher than the upgrade version, it brings up a dialog box informing you of the situation and gives you the option to continue the upgrade:

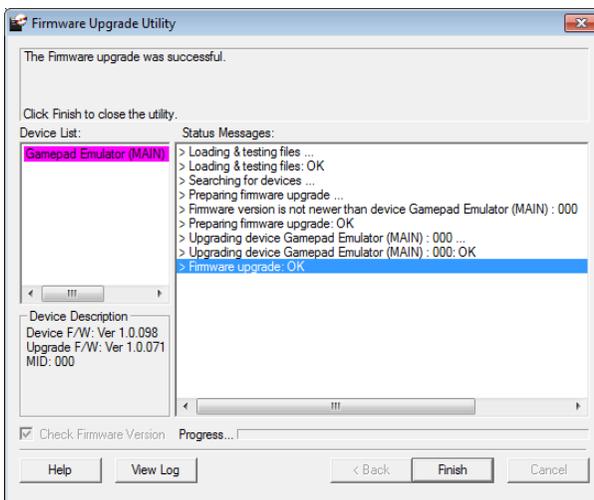


If you didn't enable *Check Firmware Version*, the Utility installs the upgrade files without checking whether they are a higher level, or not.

- As the Upgrade proceeds status messages appear in the Status Messages panel, and the progress toward completion is shown on the *Progress* bar.

Upgrade Succeeded:

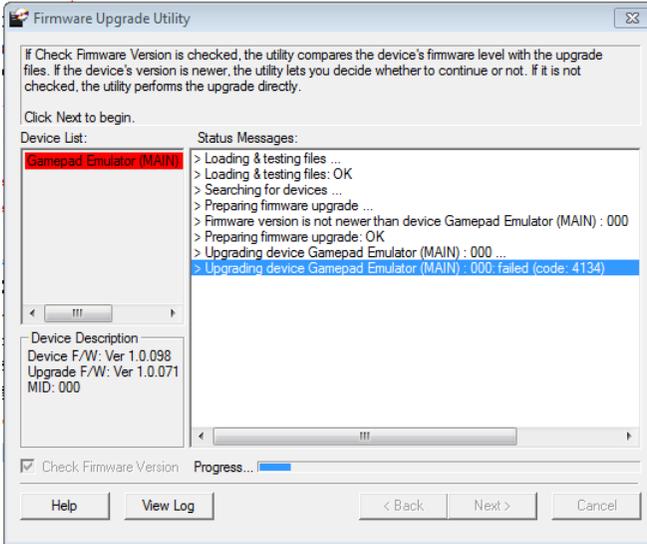
After the upgrade has completed, a screen appears to inform you that the procedure was successful:



Click **Finish** to close the Firmware Upgrade Utility.

Upgrade Failed:

If the upgrade failed to complete successfully the *Upgrade Failed* screen appears:



Click **Cancel** to close the Firmware Upgrade Utility. See the next section, *Firmware Upgrade Recovery*, for how to proceed.

Firmware Upgrade Recovery

There are three conditions that call for firmware upgrade recovery:

- When the unit's firmware becomes corrupted and you are unable to operate it.
- When a firmware upgrade procedure is interrupted or the KeyMander is unplugged.
- When a firmware upgrade procedure fails.

To perform a firmware upgrade recovery, do the following:

1. Unplug the KeyMander from the computer.
2. Use a pen or paper clip to press the **Reset** button on the KeyMander.
3. With the **Reset** button pressed, connect the KeyMander to the computer via the power and PC ports.
4. Hold the **Reset** button for 5 seconds.
5. Double click the *Firmware Upgrade Utility* to run it without the Phantom- S software.
6. Upgrade the firmware as explained in *Performing the Upgrade*, page 56.
7. Unplug the KeyMander from the computer.
8. Plug the KeyMander into the computer.

Software Upgrade

To update the software, please follow the steps below:

1. In the location in which your current KeyMander software is saved (desktop or folder), please look to see if there is a file named "GamepadEmulator.conf" in this location. This file contains all your groups and profiles.
2. To update the software, save the new software file "GE1337P_SW_vXXX.exe" into the same location as where the "GamepadEmulator.conf" file is located.
3. Your groups and profiles will automatically transfer over to the new software application.
4. Next, open the new software application and click **Connect**. Check to see if all your groups and profiles have successfully transferred over.
5. Once verified, you may delete the previous software application version.

Safety Instructions

General

- This product is for indoor use only.
- Read all of these instructions. Save them for future reference.
- Follow all warnings and instructions marked on the device.
- Do not place the device on any unstable surface (cart, stand, etc.). If the device falls, serious damage will result.
- Do not use the device near water.
- Do not place the device near, or over, radiators or heat registers.
- The device cabinet is provided with slots and openings to allow for adequate ventilation. To ensure reliable operation, and to protect against overheating, these openings must never be blocked or covered.
- The device should never be placed on a soft surface (bed, sofa, rug, etc.) as this will block its ventilation openings. Likewise, the device should not be placed in a built in enclosure unless adequate ventilation has been provided.
- Never spill liquid of any kind on the device.
- Do not use liquid or aerosol cleaners. Use a damp cloth for cleaning.
- The device should be operated from the type of power source indicated on the marking label.
- To prevent damage to your installation it is important that all devices are properly grounded.
- Do not allow anything to rest on the power cord or cables. Route the power cord and cables so that they cannot be stepped on or tripped over.
- To help protect your system from sudden, transient increases and decreases in electrical power, use a surge suppressor, line conditioner, or un-interruptible power supply (UPS).
- Position system cables and power cables carefully; be sure that nothing rests on any cables.

- Never push objects of any kind into or through cabinet slots. They may touch dangerous voltage points or short out parts resulting in a risk of fire or electrical shock.
- Do not attempt to service the device yourself. Refer all servicing to qualified service personnel.
- If the following conditions occur, bring it to qualified service personnel for repair.
 - The mini USB cable has become damaged or frayed.
 - Liquid has been spilled into the device.
 - The device has been exposed to rain or water.
 - The device has been dropped, or the cabinet has been damaged.
 - The device exhibits a distinct change in performance, indicating a need for service.
 - The device does not operate normally when the operating instructions are followed.
- Only adjust those controls that are covered in the operating instructions. Improper adjustment of other controls may result in damage that will require extensive work by a qualified technician to repair.

Technical Support

International

For online technical support – including troubleshooting, documentation, and software updates: <http://iogear.custhelp.com>

North America

Email Support		support@IOGEAR.com
Online Technical Support	Troubleshooting Documentation Software Updates	http://iogear.custhelp.com

When you contact us, please have the following information ready beforehand:

- Product model number, serial number, and date of purchase.
- Your computer configuration, including operating system, revision level, expansion cards, and software.
- Any error messages displayed at the time the error occurred.
- The sequence of operations that led up to the error.
- Any other information you feel may be of help.

Specifications

Function		KeyMander	
Connectors	Front	Keyboard	1 x USB Type A Female (White)
		Mouse	1 x USB Type A Female (White)
		Controller	1 x USB Type A Female (White)
	Rear	Game	1 x Mini USB Type A Female (black)
		PC	1 x Mini USB Type A Female (black)
		KB Power	1 x Mini USB Type A Female (black)
Switches	Reset	1 x Semi-recessed Push Button	
LEDs	Turbo / *KB Mode	1 (Blue)	
	Setting	1 (Blue)	
	Power	1 (Blue)	
Emulation	Keyboard	USB, Emulation	
	Mouse	USB, Emulation	
	Controller	USB, Bypass	
Power Consumption		5v, W	
Environment	Operating Temp.	0–50°C	
	Storage Temp.	-20–60°C	
	Humidity	0–80% RH, Non-condensing	
Physical Properties	Housing	Metal	
	Weight	0.40lbs	
	Dimensions (L x W x H)	3.1" x 4.1" x 0.96"	

Limited Warranty

IN NO EVENT SHALL THE DIRECT VENDOR'S LIABILITY EXCEED THE PRICE PAID FOR THE PRODUCT FROM DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM THE USE OF THE PRODUCT, DISK, OR ITS DOCUMENTATION.

The direct vendor makes no warranty or representation, expressed, implied, or statutory with respect to the contents or use of this documentation, and especially disclaims its quality, performance, merchantability, or fitness for any particular purpose.

The direct vendor also reserves the right to revise or update the device or documentation without obligation to notify any individual or entity of such revisions, or update. For further inquiries, please contact your direct vendor.