

XKeys -12 Switch USB Computer Interface

This versatile piece of equipment allows you to connect a single switch, or up to 12 separate switches, to a computer. Each switch can be programmed to emulate a keyboard keystroke or a mouse function. You can even run pre-selected macros (multiple mouse or key strokes) by one press of a single switch. XKeys could be used with games or other software to allow for expanded access for disabled users.

Installation

Install the X-keys Macro Works software BEFORE connecting the X-keys box to a USB port – follow **X-keys USB – Quick Start** instructions.

Introduction to the software

X-keys Macro Maker is a component of the X-keys Macro Works software. X-keys Macro Maker is a utility used to create and edit “layouts”. A layout is a term used to describe a file containing a set of keyboard key strokes, mouse click commands or other programming options. You can create layout to suit your own needs as follows:

1. Plug the X-keys box to a USB port and star the Macro Maker software
2. Plug one or more switches into X-keys –
the number of switches (up to 12) may be limited by user ability.
3. Establish what computer control functions you would like to control for the user to work the particular game or program. Examples:
 - a. PowerPoint Presentations (and some simple games) can be controlled with a single switch, programmed via X-keys to emulate the ‘enter’ key or ‘left mouse click’
 - b. Two switches, programmed via X-keys to emulate the right and left arrows on the keyboard can be used to step forwards and backwards through a PowerPoint Presentation.

Start by creating a single layout for a particular user, set up for running a particular program. And save this layout with this user’s name. A really simple and useful layout may have X-keys inputs programmed (and labelled) as follows:

1. Enter Key
2. Space bar
3. Left Mouse Click

This could be used with 3 switches plugged in to inputs 1, 2, & 3, or used with a single switch that can be plugged into input 1, 2, OR 3 as required for the particular program. The layout can be edited and added to as more functions are required.

Creating a Layout - Step-by-Step Procedure

In this example, we will program X-Keys so that *a switch plugged into input number 2 will emulate the keyboard space bar.*

1. Plug in X-Keys and start Macro Maker
2. Select an X-Keys input by clicking on it – one of the 12 circles (*eg. Click input 2 – the 2nd from left on top row*). It will highlight green or red depending on the selected layer.
3. Choose "Create/Edit Macro" from the Macro menu or by right clicking the input to make a simple macro.
4. The Create/Edit Macro form will display. Type a name for your macro in the Caption box (*eg. type 'Space Bar'*).
5. Click the "Start" button -- this starts recording all keystrokes entered on the keyboard.
6. Type your macro on the keyboard – (*in this example just press and release the space bar*) - if you make a mistake, simply click Stop and click Start again. Or for long macros use the Edit features.
7. Click the "Stop" button -- this ends recording.
8. Click the "OK" button -- this saves your macro and returns you to the main window.

Repeat the steps above for as many X-Keys inputs as you wish to program.

When you are finished, open the File menu and select "Assign to Device". You will be prompted to save the layout file. Click Yes, and save this layout with your user's name - your new macros will be assigned to your X-keys ready for use.

If you have followed this example, *plug a switch into input 2 and each time you click it, the computer will behave as if you had clicked the space bar.*

Changes may be made at any time by opening Macro Maker and selecting keys.

Changes will not go into effect until "Assign to Device" is selected.

Alternative layouts may be saved by using the "Save As" option in the File Menu.

Using Macro Manager

Macro Manager can be used to change layouts. This may be useful if you have created a number of different layouts to suit different users.

To Change Layouts

Select Load Layout either from the File menu or by clicking on the Associated Layout text box to assign a layout made in X-keys Macro Maker. After selecting the layout it becomes the active layout, i.e., no need to click OK. But you can click OK to finish.