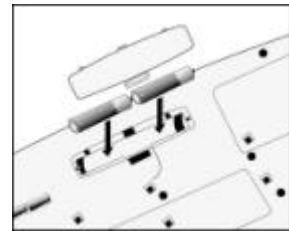
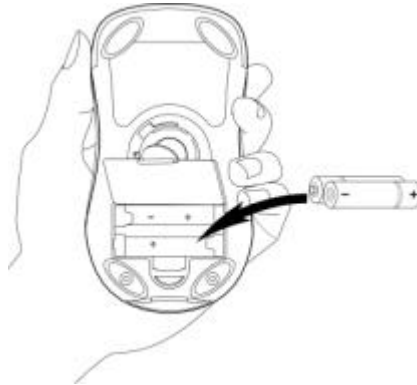
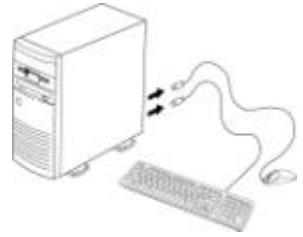


Quick Start Guide

Getting Ready

1. Turn off the power of your computer.
2. Remove the existing keyboard (and mouse for the Wireless Desktop).
3. Install the AA alkaline batteries in the Wireless keyboard. Remove the battery compartment cover on the bottom of the keyboard by squeezing the cover in from the tab to release it.
4. Install the AAA alkaline batteries in the Wireless mouse (for the Wireless Desktop).
 - (a) Remove the battery compartment cover on the bottom of the mouse by pressing down on the tab. Insert the batteries as shown in side the battery compartment. Replace the cover.



Setting Up the Keyboard or Wireless Desktop

1. Make sure that your computer is turned off.
2. Connecting the Receiver's Keyboard Cable:
 - (a) When connecting to an IBM AT keyboard port, use the 5-pin DIN connector already attached to the keyboard cable.
 - (b) When connecting to a PS/2-style, 6-pin DIN keyboard port, remove the AT adapter.
 - (c) Connect the receiver's purple keyboard cable to the computer's keyboard port.
3. Connecting the Receiver's Mouse Cable (Wireless Desktop): Connect the receiver's green mouse cable to the computer's PS/2 mouse port
4. Place the receiver eight inches (20 centimeters) from any electromechanical device.



Installing the Mouse Software-iWheelWorks and Keyboard software-iKeyWorksOffice

Before you can take advantage of the many features your mouse and keyboard offers, you must install the driver. The driver is in the installation diskette that came packaged with your mouse and keyboard

Windows 95/98/Me/2000/NT4.0 installation

Insert the installation diskette into your floppy disk drive.

Click the Start button and then click Run.

In the **Run** dialog window, type **A:\setup**, where "A" is the letter of your floppy disk drive.

Click **OK** and follow the instructions on your screen to complete the installation.

Selecting the Frequency Channel

The Wireless keyboard and Mouse operates on two frequency channels. To prevent interference when using two

RF Mice in close proximity a different frequency channel should be used for each mouse. Refer to the

following to change the frequency channel for your keyboard and mouse: Set the frequency channel on the receiver to **1** or **2**. Set the frequency channel on the keyboard and mouse to **1** or **2**.



The Wireless keyboard and mouse ID code



Each keyboard and mouse is assigned a unique ID code at manufacture, so the receiver only picks up the signal

from your mouse and prevents other Wireless keyboard or mouse radio signals from operating on your

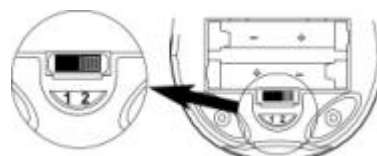
computer. This feature can also be disabled, allowing other Wireless pointing devices to operate your computer.

Connecting the Wireless Mouse ID Code

When the driver installation is finished your computer reboots and the Wireless Mouse window (shown on the right) appears.

CONNECT ID: Move the Wireless Mouse for a few seconds to establish a connection, then click **Connect ID**. The unique ID code of your mouse is recognized and another RF pointing device will not function on your computer.

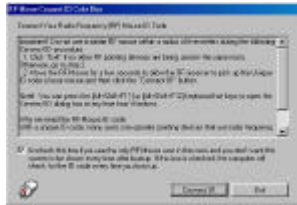
Exit: Click **Exit** if no other RF pointing devices are within 3 meters range or if you want other RF pointing devices to be able to access your computer.



Changing the Wireless Mouse ID Code

You can use a new Wireless Mouse on your computer without changing the Radio receiver; you just need to change the ID code. Refer to the following:

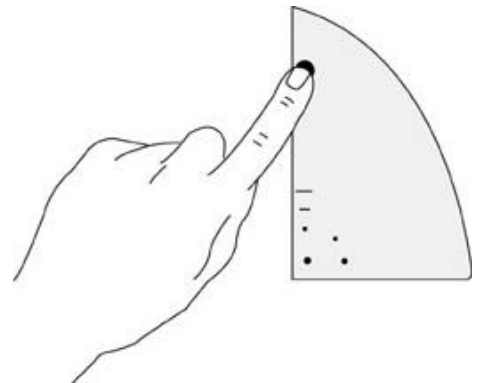
1. Press [Shift + Alt + F11] or [Shift + Alt + F12] to call up the Wireless Mouse ID Code window.
2. Move the Wireless Mouse for a few seconds to establish a connection, then click Connect ID.
3. The new ID code is connected and the Wireless Mouse window closes.
4. Click Exit to close the Wireless Mouse ID code window.




Connecting the Wireless Keyboard ID Code

Manually establish communication between the receiver and keyboard.

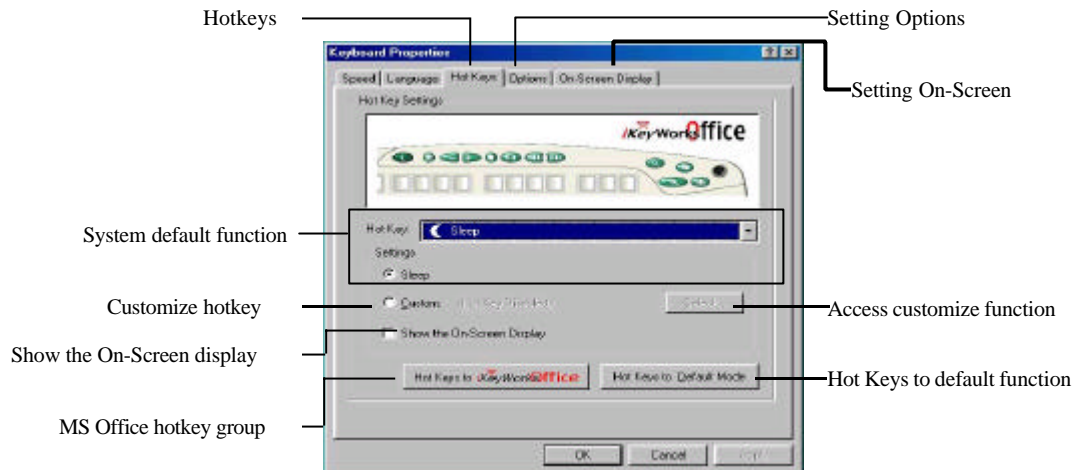
- (a) Press any key from the keyboard
- (b) Press the ID Connect button on the receiver the green LED light will show you the keyboard ID be connect. If the green LED light is off then keyboard ID is disconnect.



Using the iKeyWorksOffice(Keyboard) Software






To launch the iKeyWorksOffice™ software, double-click the  iKeyWorksOffice icon on the Windows Taskbar.

This iKeyWorksOffice software, brings you closer and keeps you in better touch with your desktop world. Set up and organize your keyboard in your way. Using the Hotkeys and the iKeyWorksOffice software, customize your keyboard so you can be at your Internet home page, or favorite chat room, and run your e-mail application with the push of a button. The Hot Keys are divided into two groups, as defined by their functions.



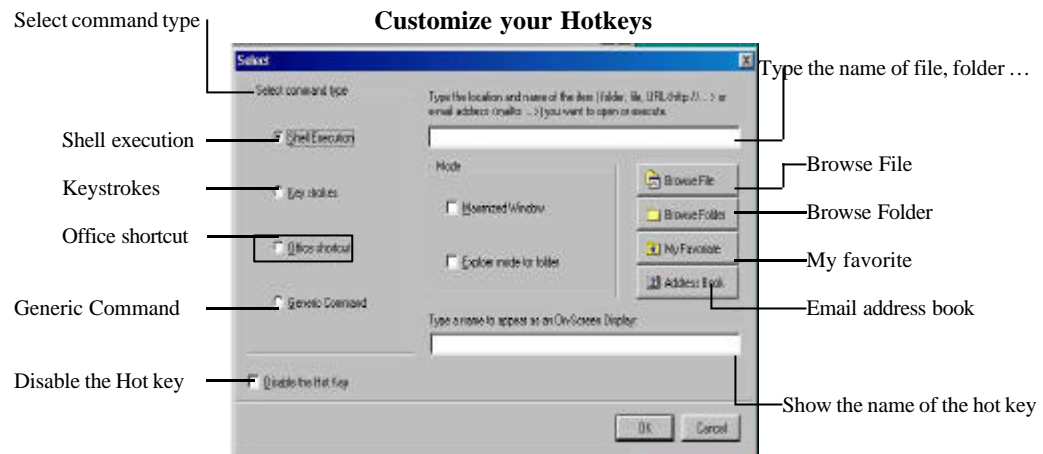
Using the Hot Keys

There are **programmable Hot keys**, which you must setup the iKeyWorksOffice software before using.

Hot Keys	Default Functions
 Mail	E-mail key: Launches an e-mail application.
Media	Open Microsoft Media player
 Previous	Previous Track Key: Plays the previous track.
Next	Next Track key: Plays the next track.
 Play	Play/Pause key: Plays or pauses the CD/DVD.
Stop	Stop key: Stops play.
 Volume -	Volume Down key: Decreases the sound volume.
Volume +	Volume Up key: Increase the sound volume.
 Mute	Mute key: Stop/Start the sound volume.
Sleep	Suspend key: Access the Windows Shut Down dialog box, where you can put your system on stand-by or shut down Windows.

Customize your Hot Keys

You can define the hotkey as Shell Execution, Keystrokes, Office shortcut and Generic Command to meet your personal needs.



Using the Mouse


With the iWheelWorks software, you have all the advantages of the Microsoft IntelliMouse wheel, and but you can also scroll in Windows 95/98/Me/2000/NT.

Your mouse has a wheel; the wheel functions as both a wheel and a button. Simply click the wheel as you would a programmable standard **Third button**.

Scrolling and Zooming with the Mouse

Task	What is it?	How to do it?
Wheel Scroll	Use wheel Scroll for precise up and down movement.	To scroll up, move the wheel forward; to scroll down, move the wheel back.
Zoom	Use Zoom to either magnify or demagnify the view of a document in an application that supports it.	Place the cursor in an application that is Microsoft Office 97/2000 compatible. Press and hold the Ctrl key on the keyboard, then to zoom in, move the wheel forward; to zoom out, move the wheel backwards.
AutoScroll	Use AutoScroll in Windows 95/98/Me/2000/NT and Microsoft Office97/2000 compatible applications to scroll through large documents. AutoScroll allows you scroll a document automatically without having to move the mouse continuously.	Assign AutoScroll to a button on the mouse if it is not already assigned. Place the cursor in an application, Press the mouse button assigned to AutoScroll. The AutoScroll icon appears. Move the mouse once in the direction you want to scroll. The farther you move the pointer from the starting point, the faster the scrolling. To stop AutoScroll, press any mouse button.

Mouse Properties Settings

From the Mouse Properties window you can customize many settings for your mouse including button assignments, scroll wheels and cursor movement. To open the Mouse Properties window double-click on the mouse 

icon in the system tray. The **Mouse Properties** window has six tabs that are described below.

Buttons Tab

Button Assignments: Click the down arrow to select the preferred function for each button.

Double Click Speed: Increase the speed for executing a double-click.

Button Configuration: Configure your mouse for left- or right-hand use. The default setting for buttons 1 and 2 will be reversed.

Pointers Tab

The Pointers tab lets you change the way the cursor appears. Click the down arrow under **Scheme** and choose the setting you want. The available pointers for each scheme are shown in the pane below. You can browse to additional pointers, then create your own scheme using the **Save As** button.

Motion Tab

Pointer Speed: Lets you adjust how fast the cursor moves on the screen.

Snap to Button: Check this box to automatically have the cursor move to the default button in each new dialog box or window.

Sonar: When this box is checked, pressing and releasing the [Ctrl]key will highlight the cursor.

Trails: Check this box when you want your cursor to display pointer trails. This option is useful when using an LCD display that can make the cursor difficult to see.

Settings Tab

Command List: Shows all the available commands (including User-defined Command Menus) that you can assign to either the NetJump or LuckyJump grids.

NetJump (top grid): The NetJump grid groups commonly used Web-browsing commands. To change a command, select a new one from the **Command List** and click on the icon in the grid that you want to change.

LuckyJump (bottom grid): The LuckyJump grid groups all-purpose commands. To change a command, select a new one from the **Command List** and click on the icon in the grid that you want to change.

Wheel: Check the *Reverse scrolling direction* box to change the scrolling direction when you turn the scroll wheel. Select the *Scroll* or *Scroll one "page" per scroll unit* radio button to set the scrolling speed to suit your work habits.

Executing Net Jump Commands

NetJump combines commonly used tasks for Web browsing into one convenient grid and puts them right under the cursor. To use NetJump, open the **Mouse**

Properties window and select the **Buttons** tab. Assign NetJump in the drop-down menu of the button you want. Click **OK** to close the **Mouse Properties**

window. Now click the assigned button to open the NetJump grid and execute your command. (See the *Settings Tab* section above for instructions on customizing NetJump.)

Executing LuckyJump Commands

LuckyJump combines commonly used tasks for Windows environments into one convenient grid and puts them right under the cursor. To use LuckyJump, open the

Mouse Properties window and select the **Buttons** tab. Assign LuckyJump in the drop-down menu of the button you want. Click **OK** to close the **Mouse**

Properties window. Now click the assigned button to open the LuckyJump grid and execute your command.