



onCore

User manual

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01 Introduction

enCore is a USB interface for eight standard switches. This user manual will help you get the most out of your enCore, adapting it to your needs and the way you work.

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02 First steps

02.1 Minimum requirements

The minimum requirements for an adequate use of enCore are:

- 50MB of free disk space..
- Windows XP or higher or GNU/Linux with Gtk+ version 2.16 or higher.
- Conventional monitor.
- Conventional mouse and keyboard, which can be replaced by enCore after it has been installed.
- USB port.

02.2 What's included

Please make sure all these items are included in the enCore package:

- enCore unit
- USB mini-AB cable
- Installation CD

02.3 Connecting enCore

1. Connect enCore to a free USB port of your computer.
2. Connect as many switches as you want (1 to 8) to any of the inputs of enCore. By default, enCore is configured with these actions:

-  Left click
-  Right click
-  Double click
-  Drag and drop
-  Move the pointer up
-  Move the pointer down
-  Move the pointer right
-  Move the pointer left

03 Installing the application

The installer is included in the CD. Please make sure you install the software corresponding to your operating system

For Windows users:

1. Insert the application disc in the CD / DVD reader. The program will start automatically.
2. Follow the on-screen instructions.

If the installation program does not start automatically.

1. In Mi computer, select explore CD/DVD.
2. Open the folder Win32/.
3. Execute the file encore-X.Y.Z-setup.exe (X.Y.Z indicates the application version).
4. Follow the on-screen instructions.

For Linux users:

1. Open the CD/DVD reader folder.
2. Open the CD/DVD reader folder.
3. Execute the file encore_X.Y.Z.deb with root privileges (X.Y.Z indicates the application version).
4. Follow the on-screen instructions.

04 Mouse, keyboard or joystick

Each enCore input can be configured to perform a mouse, keyboard or joystick action.

04.1 Mouse

As mouse, the available actions are:

- Move the pointer **left, right, up** or **down**.
- **Left, right** or **double** click, and **drag/drop**.

When an input is configured with mouse movement, the pointer will keep moving as long as the switch is pressed down. You can choose from a number of movement modes, see section 'Mouse speed'.

04.2 Keyboard

As keyboard, you can configure an input to simulate a key **press**. Besides, you can modify that key with any combination of **Control, Shift** and **Alt**.

04.1 Joystick

As joystick, the available actions are:

- Simulate joystick movement **left, right, up** or **down**.
- Simulate pressing one of its eight virtual **buttons**.

You can configure how far the joystick will virtually displace when a joystick movement action is executed. See section 'Joystick displacement'.

05 Configuration application

The enCore application allows you to configure the actions associated to each switch input.

05.1 The window

In the application windows there is a box for each of the enCore inputs. Each input is identified with its symbol (Figure 1).

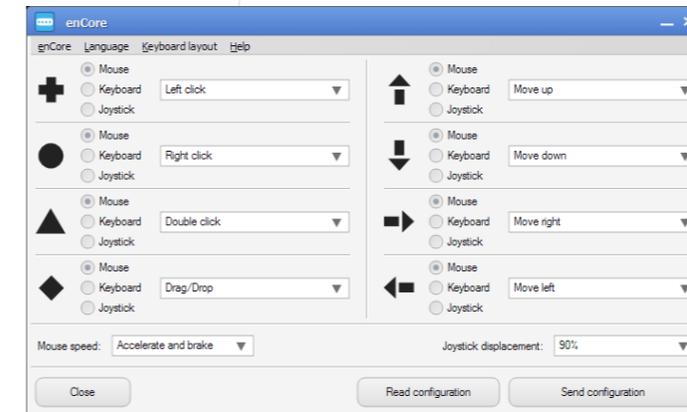


Figure 1

There is also a section to configure the mouse speed and joystick displacement.

05.2 Reading current configuration

To read the current configuration of a enCore, just connect it to a USB port of the computer and click 'Read configuration'.

05.3 Configuring an input as mouse

To configure an input so that it performs mouse actions select option 'Mouse' in the corresponding input (Figure 2).

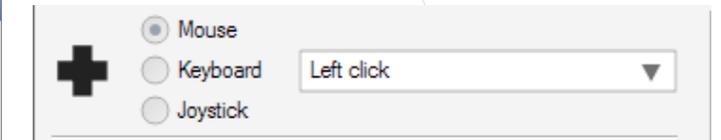


Figure 2

Next, select the desired action in the drop-down menu.

Keep in mind that inputs configured with mouse movement are affected by the para-

meter 'Mouse speed'.

05.4 Configuring an input as keyboard

To configure an input so that it performs keyboard actions select the option 'Keyboard' in the corresponding input (Figure 3).

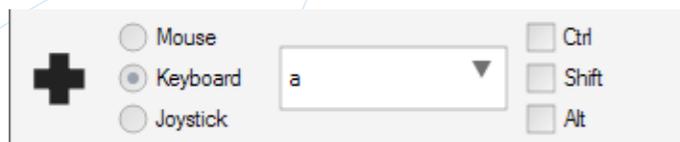


Figure 3

Next, select the desired key in the drop-down menu.

You can modify the key with a combination of Control, Alt and Shift. For example, if you want to type 'A' choose the key 'a' and activate the modifier Shift.

Keep in mind that the keyboard layout may affect the character that is typed when you execute a key press. See section 'Keyboard layout'.

05.5 Configuring an input as joystick

To configure an input so that it performs joystick action select the option 'Joystick' in the corresponding input (Figure 4).



Figure 4

Next, select the desired action in the drop-down menu.

Keep in mind that inputs configured with joystick movement are affected by the parameter 'Joystick displacement'.

05.6 Mouse speed

You can choose from four movement modes for inputs configured with mouse movement:

- **Constant (slow) y Constant (fast):** The pointer always moves at the same speed, slow or fast.
- **Accelerate:** The pointer starts moving slowly, and after a few seconds it increases its speed.
- **Accelerate and brake:** Like the previous one, but after a few seconds it reduces its speed again.

Choose the model that suits you in the drop-down menu (Figure 5). Accelerated modes make it easy to reach both near screen objects (which requires fine pointer control) and far objects (when higher speed is more convenient).

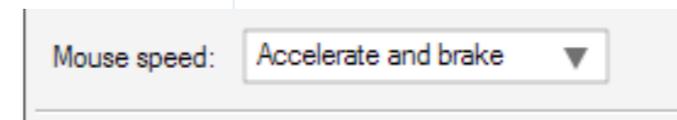


Figure 5

This configuration parameter is common to all the inputs configured with mouse movement.

05.7 Joystick displacement

The parameter 'Joystick displacement' indicates how far the joystick bar will move (virtually) when a joystick movement action is performed.

100% means complete bar displacement in the indicated direction. 50% means intermediate displacement between the center position and complete displacement.

Choose the most adequate displacement for your application in the drop-down menu (Figure 6).

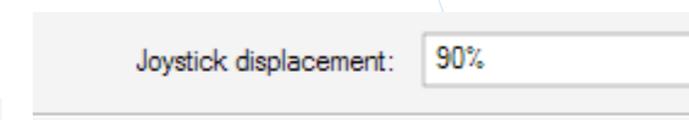


Figure 6

This configuration parameter is common to all the inputs configured with joystick movement.

05.8 Keyboard layout

Some keys produce different characters depending on the keyboard layout. For example, key 'ñ' in a Spanish keyboard is ';' in a USA keyboard. If you use a keyboard with a different layout to what is configured in the operating system, some keys will not produce the expected result.

enCore is not different. In most cases the configuration application will automatically detect the keyboard layout your operating system is using and will configure enCore correctly, but keep in mind that if you configure enCore in a computer and use it in another one with a different keyboard layout, some inputs might generate different characters.

05.9 Saving the configuration

When you are done choosing the desired actions for each input, click 'Send configuration'.

You need not configure enCore every time you connect it to the computer. Do it only when you want to change the action associated to an input, mouse speed or joystick displacement.



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