



FOOTIME™ Foot Mouse and Definable Pedal Model #KMFT



Owner's Manual

Thank you for purchasing the Califone® Footime™ Foot Mouse and Definable Pedal.

I encourage you to visit our website (www.califone.com) to register your Footime for its warranty coverage, and while there please learn more about the complete line of Califone audio visual products including: Portable and installed wireless PA systems, multi-media players & recorders, headphones and headsets, computer peripheral equipment, visual presentation products and language learning materials.

Warranty Registration

The one year warranty for the Footime specifically covers use in schools, churches and early childhood daycare centers, unlike consumer electronic products. This is critical to help avoid lost class time due to “down” equipment and helps stretch budgets.

It is built to the same standards as the rest of our products which teachers and other presenters rely on day in and day out. Califone warrants this product to be free from defective material and workmanship for one year from the purchase date. Our “Project Intercept” Customer Satisfaction program will replace defective parts and repair malfunctioning products under this warranty

when the defect occurs under normal use, provided the unit is returned to our factory via prepaid transportation only after the factory issues an RA (Return Authorization) number which must be clearly written on the outside of the box.

All Damage Claims Must Be Made With The Freight Carrier

Notify the freight carrier immediately if you observe any damage the shipping carton or product. Repack the unit in the carton and await inspection by the carrier's claim agent. Notify your dealer of the pending freight claim.

Returning your unit for service or repairs

Should your unit require service, contact your dealer or Califone directly (Customer Service Department) at (800) 722-0500 **to first obtain a Return Authorization (RA) number.**

Damage Requiring Service

The Footime™ should be serviced by qualified service personnel when:

- The power supply cord or the plug has been damaged
- Objects have fallen or liquid has been spilled into the Footime™
- The Footime™ has been exposed to rain
- It does not appear to be operating normally or exhibits a marked change in performance
- The Footime has been dropped or the enclosure damaged

All shipments to Califone must include the RA number clearly marked on the exterior of the shipping carton and must shipped prepaid. C.O.D. shipments will be refused and returned at your cost.

Servicing

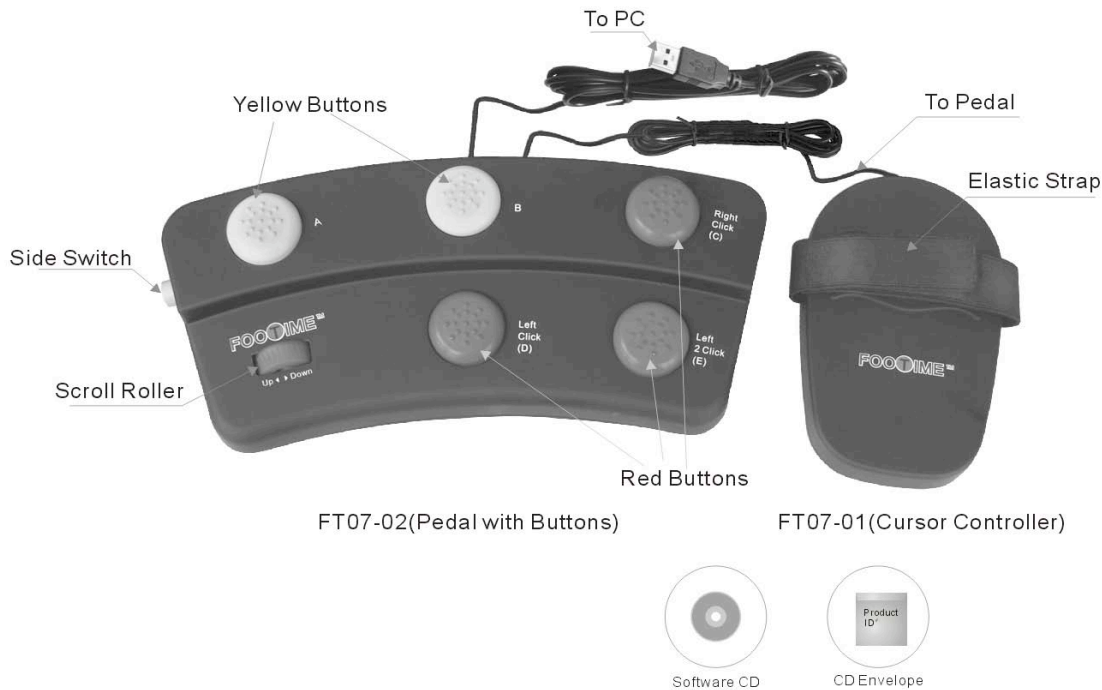
The user should not attempt to service the Footime™ beyond that described in these operating instructions. For all other servicing, refer to qualified service personnel.

In order to make the most of these products please read the following instructions carefully before using them.

The ergonomic design of the Footime™ hardware makes it easy to control your computer by foot. With a little practice, it can become a powerful tool enabling special needs students to type and access the internet. Powered by user-friendly software, the Footime™ Foot Mouse and Definable Pedal can greatly improve the efficiency of student's computer work and can help people perform multiple tasks at the same time.

Box Contents

- Slipper-shaped Foot Mouse (cursor controller) with elastic strap and hook and loop ends
- Definable Pedal with buttons (marked with letters and mouse clicks/functions, side switch, scroll roller, USB plug)
- Califone® Footime™ Assistant software CD



Compatible Operating Systems

- Microsoft Windows 98SE, Me, 2000, XP and Vista
- Apple Mac OS X 10.3 and later

Warning:

Do NOT stand on top of these products or apply excessive force to products. The Footime™ Foot Mouse and Pedal are NOT designed to support the whole body weight of a human being. Standing on or applying excessive force to the product can cause product damage, an accident or subsequent injury.

Please sit in a chair (preferably height adjustable) while using the Footime™ Foot Mouse and Pedal. Adjust your chair to the position or height that you feel most comfortable to operate at.

To prevent fire or electric shock, do NOT expose these products to water, rain or moisture such as wet floor, wet carpet, wet feet or shoes. Clean with a dry cloth.

Do NOT place it near any heat sources such as radiators, stoves or other apparatus that generate heats.

Protect the cables from being walked on or pinched. Unplug these products during lightening storms and after use.

Setting up the Foot Mouse and Pedal

1) Positioning and attaching to your computer

Plug one end of the USB cable (which is marked “To Pedal”) of the Foot Mouse into the USB socket at the front of the Pedal (marked with “To Cursor Controller”) and plug the other end of the USB cable from the Pedal into one of your computer's powered USB ports. Your computer may then ask you what type of keyboard has just been attached. If this is the case read the installation instructions specific to Windows or Mac OS X below.

Important note: Do NOT plug the Foot Mouse directly in the USB port of computer. The Foot Mouse can only communicate with a computer through the Pedal case.

Important note: For optimal performance, it is highly advised to use the foot mouse on a flat surface with a mat such as a mouse pad to avoid the mouse skipping around the screen or not working at all.

Place the Foot Mouse and Pedal on the floor in front of you in a comfortable position to view the computer. Adjust the Foot Mouse's strap and put it on your shoe or foot. Use one foot to control the Foot Mouse and the other to control the Pedal. Some people may prefer to control the hardware without wearing shoes for a more sensitive touch and feel of the buttons.

The Footime™ Foot Mouse and Pedal work independently from other input devices such as regular keyboard and hand mouse even if they are all plugged in PC at the same time. However, there is no guarantee that interference will not occur in particular installation.

Users can use the Foot Mouse and Pedal with other input devices jointly in the ways they prefer. For example, you can use a hand controlled mouse for cursor control while using the Pedal for mouse clicks, which enables you to take advantage of the fast and accurate hand control without getting stress or injury caused by repetitive finger motion.

Choose the way that works best for you!

2) The 2 Pedal States

A push-button located at the left-hand side of the Pedal is designed to give 2 states of functionality.

State One: Side push-button is NOT pushed in.

In this state, the yellow buttons **A** and **B** can be defined as keyboard shortcuts for your favorite computer programs.

In addition, the red buttons **C** and **D** function as the **Right-Click** and **Left-Click** buttons of a regular mouse respectively and cannot be defined otherwise.

Like a regular mouse's Left-Click button, if button **D** is pressed twice quickly, it functions as a **Left-Double-Click**. However, some users may find it more convenient to know that button **E** simulates a Left-Double-Click when pressed only once.

State Two: Side push-button IS pushed in.

In this state, all buttons **A**, **B**, **C**, **D** and **E** (red and yellow) can be defined as keyboard shortcuts for your favorite computer programs. Unlike in the other state, the red buttons cannot function as mouse buttons.

In both states, the horizontal roller at the bottom left of the Pedal allows the user to use their feet to scroll windows in computer programs (for example scrolling through web pages in an Internet browser).

Windows Installation and Operating Instructions

1) Let Windows® know what type of keyboard the Califone Footime™ Pedal is

Windows 'sees' the Pedal as a regular keyboard. If it asks (it may recognize it automatically) what type of keyboard has been plugged in when you connect the pedal to your computer's USB port, you should select **ANSI United States, Standard 101-key** or similar.

2) Installing the Footime™ Assistant Software

Before using the Footime™ Pedal it is necessary to install the software on the CD included with this package. Insert the CD into the computer's CD/DVD drive and installation should begin automatically after a few moments. If not, locate the CD in **Windows Explorer** and run **Setup**. Then follow the easy on-screen instructions until installation is complete.

For ease of use, the software will be launched immediately after installation and will be loaded each time you start Windows. If you do not want this to happen, locate **Startup>Neuratron Califone Footime™ Assistant** from the **Programs** menu in the **Start** menu. Then right-click over it and choose **Delete**. You will then need to run Califone Footime Assistant from its icon on the Desktop or by selecting **Neuratron>Califone Footime Assistant** from the Programs menu.

3) Adjust the Mouse Pointer Speed in Windows

For optimum control of the mouse pointer, many people find they need a slower cursor speed for their feet than for their hands. Here are the steps for mouse pointer speed adjustment:

- i. Click on the Windows **Start** button at the lower left corner of your PC screen.
- ii. Click on **Control Panel** (under the **Settings** menu if using Windows XP or earlier).
- iii. Double click on the **Mouse** icon in the Control Panel to open the **Mouse Properties** window. Then click on the **Pointer Options** tab. In the **Motion** section under **Select a pointer speed**: point the cursor at the speed indicator (which looks like a scale bar or a downwards arrow head) and left-click and drag it towards the **Slow** position. For most users, setting the speed indicator at around a 1/4 of the position between **Slow** and **Fast** is an ideal speed.
- iv. Save the new setting by clicking on **OK** and then close the Control Panel window.
- v. To use your regular 'hand' mouse again, reset the speed by repeating the above steps.

4) Using the Footime™ Pedal buttons as shortcuts for your favorite computer programs

The Footime™ Assistant software converts Footime™ Pedal button presses into regular keyboard shortcuts. These are recognized by computer programs for performing various commands available with keyboard shortcuts in their menus. For example, you could easily teach the Footime™ Assistant to simulate 'Ctrl+S' in Microsoft Word® (the keyboard shortcut for **Save**) when the yellow **A** button is pressed.

To make it even easier for you, the Califone® Footime Assistant comes with pre-defined shortcuts for many of the most common commands in the most common programs. To test this, open **Internet Explorer** and you should see a **Califone Footime Buttons** window appear in the bottom-right corner of your computer screen. This tells you what each of the buttons on the Califone Footime™ Pedal will do if Internet Explorer is being used. Change to another program such as **Microsoft Word** and the commands will change to a more appropriate set. Califone Footime Assistant actually allows two sets of commands to be defined for each program; you can change the set currently used by typing **Windows+Left Cursor** and **Windows+Right Cursor** on your standard keyboard.

If you have learnt the commands for a particular application off by heart and find the Califone Footime Buttons window gets in the way, you can close it by clicking the little cross on its title bar. This prevents it reappearing for the current application (read below for how to make it appear again). You can also move the Califone Footime Buttons window to any location on the computer screen by left clicking over its title bar and dragging the mouse.

Important note: Red buttons **C**, **D**, and **E** will act as mouse buttons if the push-button at the Pedal's left side is pushed in. Read the section *The 2 Pedal States*, above, for more details.

If you find the pre-defined commands for a particular application are not ideal, or the Califone Footime Buttons window does not appear for a particular application, read on for how to customize it to your own requirements:

- i. Double-click the **Califone Footime** icon (a blue letter T in a solid red circle) on your computer's **Desktop** or **System Tray** to open the **Neuratron Califone Footime Assistant Settings** window. (If you cannot find it, it can also be started from **Neuratron>Califone Footime Assistant** in your computer's Programs menu from the Start menu, otherwise reinstall the software from the CD that came with your package.)
- ii. To see the computer programs currently defined, click the drop-down box to the right of **Select Program**: Select a program (such as AutoCAD, AudioScore, or Cubase) and then you will see the shortcuts and descriptions defined for it in the **Settings** section below. Dragging the scroll bar to the right of the Settings section up or down allows you to change between the two sets of settings for the current program.
- iii. To change a setting click in one of the gray boxes below the heading **Shortcut** and then type a shortcut using your standard keyboard. If you type, for example, Ctrl+S, then **Ctrl+S** will be displayed in the box. To the right of this, under the heading **Description**, you can enter the text that describes the command this shortcut represents. This description will be helpfully displayed in the Califone Footime Buttons window when necessary.
- iv. Below the Settings section is a check box which indicates whether the Califone Footime Buttons window is to be displayed for the current program. Deselect this if you have learnt the commands for a particular application and find the Califone Footime Buttons windows gets in the way.
- v. If an application program you want to use the Califone Footime™ pedal with is not listed in the drop-down box next to Select Program, you can add one:
 - a. Click **Add program...** and then locate the folder where the application program you wish to add was installed into (this folder is often located in C:\Program Files)
 - b. Inside this folder, locate the Application file belonging to the application program you wish to add. Its name may end with .exe, depending on your computer's configuration. You may need to go into sub-folders to locate it.
 - c. If you are unsure, to verify that it is an Application file, right-click on it and choose **Properties** from the menu. In the window that appears, under the **General** tab it should read **Application (.exe)** or similar next to **Type of file**: Click **OK** to close the window.
 - d. Left click on the Application file you have located and then click the **Open** button. The name of the file should appear next to **Select program**.
 - e. Since the Application filename is not always particularly descriptive (for example, WINWORD.exe is the Application filename for Microsoft Word) you can edit the name in the box next to Select program so that it reads, in this example, Microsoft Word.
 - f. **Note:** You can NOT add any program to Neuratron Califone Footime Assistant Settings if the program has not been installed in your PC yet.

- vi. If you add a program by mistake, select it from the drop-down box next to Select program and then click **Remove program**. Califone Footime Assistant will ask whether you are sure you would like to remove the program, just in case you clicked the button by accident.
- vii. Click **Save changes** to ensure your new settings are saved to disk. Don't worry too much if you forget, as Califone Footime Assistant will usually warn you if you do.

6) Type and control keyboard by foot

If you have on-screen keyboard software installed, such as **Microsoft® Tablet PC Input Panel**, you can perform the functionalities of a traditional keyboard using your feet. Simply point the mouse pointer (controlled by the Foot Mouse) at the 'keys' of the on-screen keyboard, then click using the **D** button on the Califone Footime™ Pedal to enter. **Important note:** Remember you need to ensure that the push-button on the left side of the Pedal is **not** pushed in to use buttons C, D and E as mouse buttons.

The on-screen keyboard enables your feet to type letters/symbols, control keyboard functions and surf the Internet in a manner similar to using a traditional manual keyboard.

Mac OS X Installation and Operating Instructions

1) Let Mac OS X know what type of keyboard the Califone Footime™ Pedal is

Mac OS X 'sees' the Califone Footime™ Pedal as a regular keyboard. Before you can use it, it needs to know what type of keyboard it is. Follow these instructions if Mac OS X asks you this when you connect the Pedal to your computer's USB port:

- i. On the window that appears, click **Continue**.
- ii. **Ensure** the button on the left side of the pedal is **pushed in**.
- iii. Press the red **E** button on the pedal 3 times or until the window states that the keyboard is unrecognized. It should ask you to select its type.
- iv. Select **ANSI United States, Standard 101-key** or similar.

2) Register Your Product for Free Updates and Support

For free updates and technical support, it is important that you register your product online at **neuratron.com/Califone Footime/freeupdates**, entering your unique Product ID number printed on the label of the CD envelope. We are planning a Mac OS X version of Califone Footime™ Assistant software for improved functionality of the Foot pedal.

3) Adjust Mouse Pointer Speed in Mac OS X

For optimum control of the mouse pointer, many people find they need a slower cursor speed for their feet than for their hands. Here are the steps for mouse pointer speed adjustment:

- i. Open the **System Preferences**.
- ii. Click **Keyboard & Mouse**.
- iii. Select the **Mouse** tab.
- iv. Under **Tracking Speed** point the cursor at the speed indicator (which looks like a scale bar) and left-click and drag it towards the **Slow** position. For most users, setting the speed indicator at around a 1/4 of the position between **Slow** and **Fast** is an ideal speed.
- v. Close the window.

4) Use the Califone Footime™ Pedal buttons as shortcuts for your favorite computer programs

Mac OS X 10.3 and later includes software that allows Califone Footime™ Pedal buttons to mimic menu items in Mac OS X applications.

Important note: Red buttons **C**, **D**, and **E** will act as mouse buttons if the push-button at the pedal's side is pushed in. Read the section *The 2 Pedal States*, above, for more details.

Here's how to customize Mac OS X to use the Califone Footime™ pedal with different applications and commands:

- i. Open the **System Preferences**.
- ii. Click **Keyboard & Mouse**.
- iii. Select the **Keyboard Shortcuts** tab.
- iv. Click the small button near the bottom left containing a '+' symbol.
- v. Choose an application you wish to use the Califone Footime pedal with.
- vi. Enter the exact text of the menu item that you wish to associate the Califone Footime™ pedal button with, for example, **Save**.
- vii. Click inside the rectangle to the right of the text **Keyboard Shortcut** and press the button on the Califone Footime™ Pedal you wish to associate with the menu item. Since Mac OS X does not know what each button on the pedal is actually called, it does not enter 'Button A' or similar, but one of the following Command key combinations for each button. This is fine and you should not be concerned:
 - Button A: *Command +*
 - Button B: *Command -*
 - Button C: *Command **
 - Button D: *Command /*
 - Button E: *Command F13*

- viii. Click the **Add** button.
- ix. Repeat for other buttons and applications.
- x. Close the window
- xi. Before you are able to use the Califone Footime™ Pedal with a particular application you must exit the application and restart it.