• Text or characters: type your character or your text in the **Text** edit box. Press add to add the text to the list.
• Keys: doubleclick on a key in the **Keys** list to add a keystroke.
• Pause: type the amount of milliseconds you want to pause between commands in the list when executing a macro.
• Custom macros: when you make a list of commands, you can save that list (by pressing the save icon). When you do that, you'll be prompted to enter a name for this custom macro. After you have given it a name, it will appear in the custom macros list. When you doubleclick on a custom macro, all commands in the custom macro will be added to the current command list.

Icons

	Moves the selected command up in the list.
	Moves the selected command down in the list.
	Opens the selected command for editing.
	Deletes the selected command.
	Removes all commands in the list and makes a new empty list.
	Saves the command list as a custom macro.

WoodPecker

Manual

Editing macros
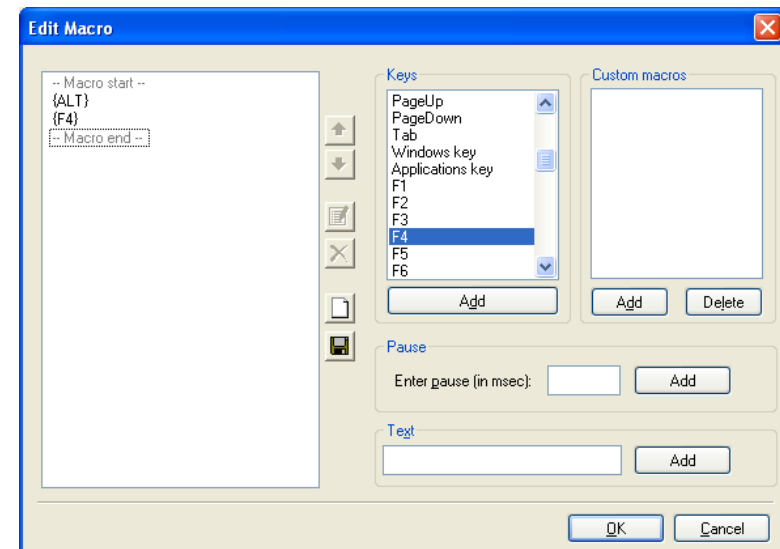
A macro is a programmable list of keystrokes. You can add different items to the list:

If you don't want a switch to perform an action, you can choose the action **Send a macro** and leave the edit box empty.

Different profiles

Most of the time, you will want to use different profiles for different applications. WoodKey allows you to make as many profiles as you like.

E.g. you could use a Powerpoint profile to send PageUp, PageDown so you can browse a Powerpoint presentation with your switches. And you could use a Mediaplayer profile to play and stop a movie file.

To make a new profile, press **New** and enter a name for the profile.

To delete a profile, select the profile you want to delete in the list and press the **Delete** button.

Content

Send a macro	See Editing macros below. Start making a macro by pressing the … button. Whenever you press the switch, this macro will be sent to the active application.
Send a key	Select a key in the list. Whenever you press the switch, this key will be sent to the active application.
Play Wave file	Select a Wave file using the '…' button. Whenever you press the switch, this sound file will be played.
Start program	Select an .exe program file using the '…' button. Whenever you press the switch, this program will be started.
Perform Windows function	Select an action in the list.
Send command to Mind Express	Select an action in the list. The Mind Express software has to be installed on this computer.
Send command to DocReader	Select an action in the list. The DocReader software has to be installed on this computer.
Send command to Skippy	Select an action in the list. The Skippy software has to be installed on this computer.

Programming the switches

In the Button definition window, you can program 5 switches. These relate to the following:

1	Switch 1 on WoodPecker USB Switch 1 on WoodPecker Serial Down if using a joystick on WoodPecker Serial
2	Switch 2 on WoodPecker USB Switch 2 on WoodPecker Serial Fire if using a joystick on WoodPecker Serial
3	Switch 3 on WoodPecker USB Up if using a joystick on WoodPecker Serial
4	Switch 4 on WoodPecker USB Left if using a joystick on WoodPecker Serial
5	Switch 5 on WoodPecker USB Right if using a joystick on WoodPecker Serial

You can select an action in the list next to each button.

WoodPecker installation

Follow these instructions to install the WoodPecker driver and utilities.
Insert the CD and an autorun menu will appear. Choose Install > Woodpecker to start with the installation.
The Welcome dialog will pop up. Please click Next.
In the next screen, choose the type of WoodPecker interface (USB or Serial) you purchased and click Next.
Follow the rest of the installation instructions to finish the installation.

WoodPecker Serial Port
Plug in your WoodPecker Serial to your serial port. No additional drivers should be installed. However, you may have to alter the settings for your serial Port, see Port Settings below.

WoodPecker USB
Plug in your WoodPecker USB to a free USB port. Windows ME/2000/ XP have native support for the WoodPecker USB.

If you plug in the WoodPecker USB on a Windows 98 computer, you will be prompted to insert your Windows 98 setup CD-ROM. This is the location where the Windows 98 driver for the WoodPecker USB can be found.

WoodPecker test

The WoodPecker utilities can be operated by the USB WoodPecker interface as well as the serial (RS232) WoodPecker interface.

After installation, it is recommended that you start the WoodTest utility. This can be done by going to **Start > Programs > WoodPecker > WoodTest**.

The first time you use WoodTest, you will be asked whether you want to test your switches or the joystick. Make your choice and press **OK**.
Depending on your choice, the WoodTest screen will appear:
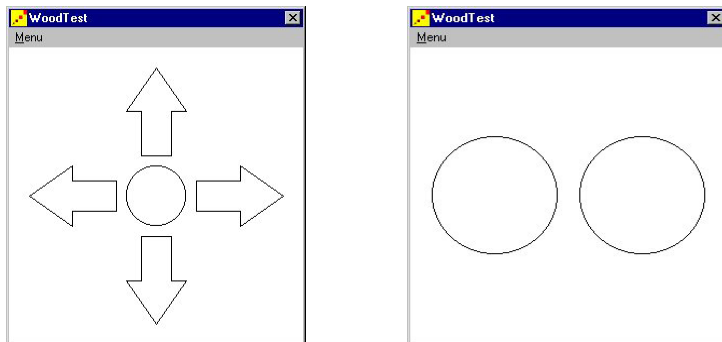
4. WoodKey

WoodKey allows you to use your switches in other programs. You can program your switches to do one of several possible actions : **Send a key** to a program, **Send a key combination** (macro), **Play a sound file** (WAV), Perform a **Windows function** (like altering the volume) or **Send a command** to DocReader, Skippy or Mind Express.

When you start WoodKey, the **Button definition** window will appear:
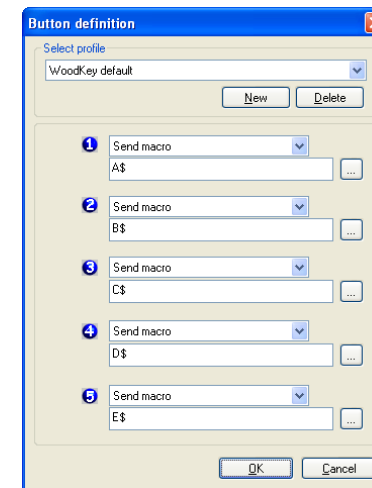
Increase speed while moving in the same direction
This option indicates whether the joystick should move faster if you keep moving in the same direction. The longer you move in the same direction, the faster the movement will be.

How to operate WoodMouse using a WoodPecker USB with switches?

Switch 1: Pressing switch 1 will move the mouse pointer down for as long as the switch is held. Releasing the switch will stop the movement.
Switch 2: Moves the mouse pointer to the left.
Switch 3: Moves the mouse pointer up.
Switch 4: Moves the mouse pointer to the right.
Switch 5: To click on the current position of the mouse pointer, press this switch once. To doubleclick, press the switch twice.

If WoodPecker is connected properly, the buttons or the arrows should light up if you either press a switch or move the joystick. If this is not the case, check the following:

• Make sure you selected the correct type of WoodPecker (USB or serial) by going to **Menu > Select Woodpecker** type.
• Make sure all cables are connected correctly and/or WoodPecker is connected properly to the corresponding port on your PC.

In case of a WoodPecker Serial, you can try these additional steps:

• Check the COM port by going to **Menu > Select WoodPecker type > Port Settings**. (See below)
• Go to **Menu > Query**. Do you get a reply from WoodPecker? If not, try and reboot your PC and try again.

If the problem persists, please contact your local distributor or Jabbla.

Port settings

In case of a serial WoodPecker, these port settings can be used to configure the serial port. In WoodTest, go to **Menu > Select WoodPecker type > Port Settings**:
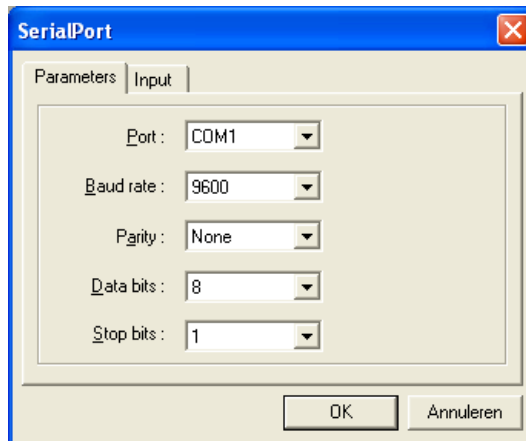
Normally, all you should do is set Port to the COM port that WoodPecker is attached to (typically COM1 or COM2). The other settings (Baud rate (9600), Parity (None), Data bits (8) and Stop bits (1)) should not be changed.

WoodPecker Type
Choose between USB (5 switch connections) and Serial Port (2 switch connections). If Serial Port is selected, you can change the Port Settings.

Use button bar
There are two different ways to click with the joystick:

• No button bar: To click, press the fire button. To doubleclick, press the fire button twice. To drag, hold the fire button and move the joystick in the desired direction. To stop dragging, release the fire button.

• Button bar: If doubleclicking or dragging is too hard (or if you want to rightclick), you simply move the mouse pointer to the desired Wood-Mouse button and press the fire button. After that, move the joystick to the desired spot and press the fire button again. WoodMouse will doubleclick, rightclick or start dragging depending on the button you selected. In the case of dragging, if you want to stop dragging, press the fire button again.

If you have selected the Use button bar option, the following window will appear:

Press the last button to bring up the Options window:
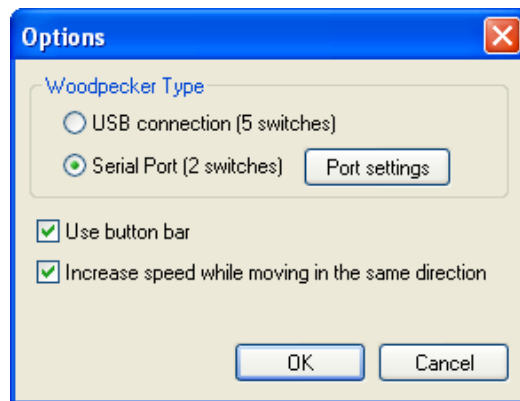
WoodPecker utilities

1. WoodTest

Menu overview

Joystick mode	Set WoodTest to joystick mode. In this mode, you can test whether your joystick is functioning properly.
Switches mode	Set WoodTest to switch mode. In this mode you can test whether your switches are functioning properly.
Select WoodPecker type	Choose between USB (5 switch connections) and Serial Port (2 switch connections). If Serial Port is selected, you can change the Port Settings.
Query	If WoodPecker Serial is attached correctly, this item should bring up a message with the version number of WoodPecker. This item is disabled in case of a USB WoodPecker.
Exit	Shutdown WoodTest.

2. WoodShow

With WoodShow, you can make action-reaction games or exercises. Pressing a switch can bring up a picture, play a sound or launch another program.

To work with WoodShow, follow these steps:

1. Open a profile

Select **Menu > Switch** actions. Select the profile you want to work with in the list. Every profile can have a different definition for the switches.

E.g. suppose there are two profiles 'Animals' and 'Food'. If you press switch 1 while the profile Animals is active, a picture of a lion could appear. If you press switch 1 while Food is loaded, a picture of an apple could appear. The 'Default sample' profile is already included and can be used to experiment.

To make a new profile, press **New** and enter a name for the profile.

To delete a profile, select the profile you want to delete in the list and press the **Delete** button.

3. WoodMouse

With WoodMouse, a user can move the mouse cursor on the screen using a joystick connected to the WoodPecker interface (**or in the case of a WoodPecker USB, the 5 switches can also be used**). Moving the joystick in the desired direction will move the mouse cursor in that same direction.
There are a several settings that can be made to personalize WoodMouse. To bring up the "Program options" window, you can rightclick the WoodMouse tab in the taskbar:
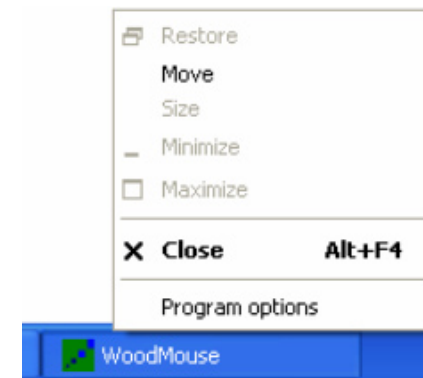

Note that WoodMouse can be shut down using this menu.

WoodShow menu

Switch Actions	Define the functioanlity of the switches and choose a profile.
Options	Set program options.
Select WoodPecker type	Choose between USB (5 switch connections) and Serial Port (2 switch connections). If Serial Port is selected, you can change the Port Settings.
Full Screen	Set the WoodShow window to Full screen. Press Esc or leftclick to restore the window to its previous position and size.
Exit	Shutdown WoodShow.

2. Define the functionality for the switches
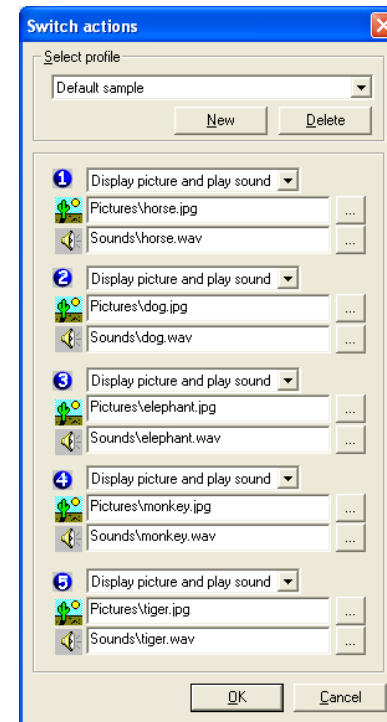
Select **Menu > Switch actions**. In this window, you can define what the switches should do for the currently loaded profile, if they are pressed.

Select an action in the list:

Do nothing	When this switch is pressed, nothing will happen.
Display picture	Displays a picture (GIF, JPG, BMP) in Wood-Show. Load a picture by pressing the "…" button.
Play sound	Plays a "WAVE" sound in WoodShow.Load a wave by pressing the "…" button.
Execute a program	Executes the specified file. Define the file you want to execute by pressing the "…" button. You can specify command line arguments by simply adding them to the text box.
Display picture and play sound	Displays a picture and plays a sound simultaneously when a switch is pressed.

3. Additional options

You can make a few additional settings by going to Menu > Options. These settings are global settings, so they are not dependent on the profile:

Background color
Click Color to set another background color.

Clear screen after displaying picture
If, due to a switch press, a picture was loaded into WoodShow, you can make it disappear automatically after a set time period. This time is reset if another switch is pressed.

Enable keyboard access
If you want to be able to use the keyboard to simulate switch presses, you should check this option. You can use the arrow keys and the space bar to accomplish this.