



Default: Main Program/Project level

FN1 First Program/Projekt level

FN2 Second Program/Project level

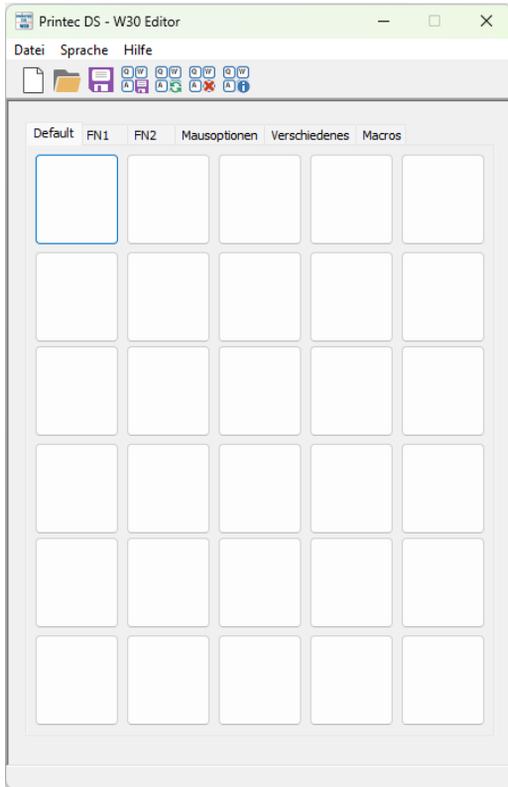
Mausoption: Setup Layer for Additional Devices (Trackball, Joystick, Touchpad, Quadratur)

Macros: Macros

Program Creation

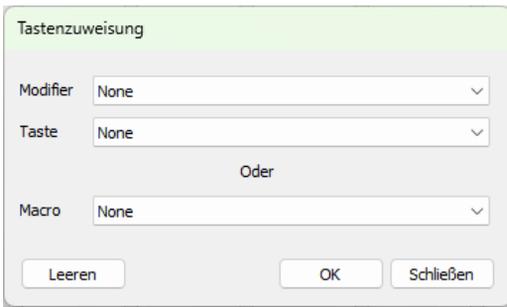
Definition:

A program is a file that contains the definitions of every character assigned to each key on an entire keyboard.. To program a keyboard with the desired functions for each individual key, these functions must be defined for every key and saved in a file. This file can then be used by KW100 Editor to program the keyboard.

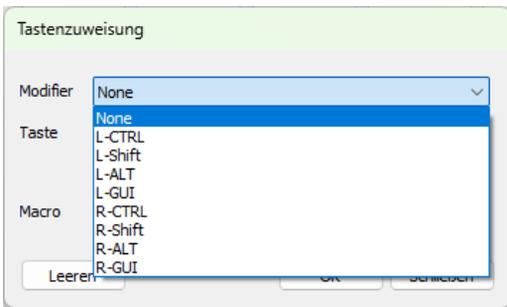


Defining Key Assignments:

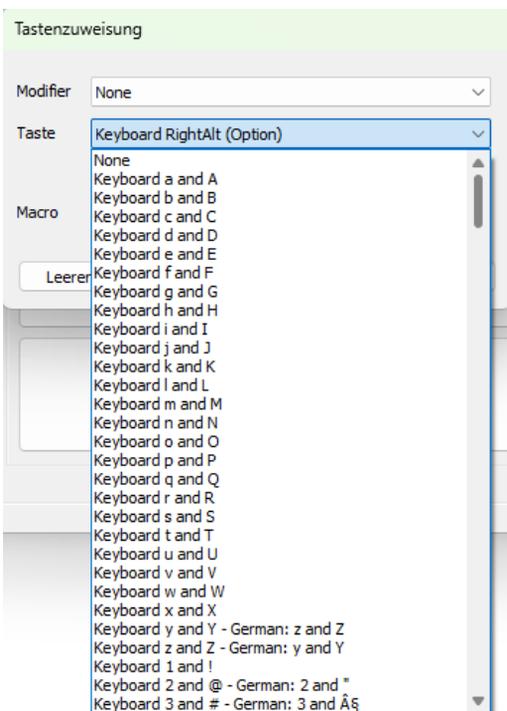
After clicking the box, a dialog window will open. The keyboard can be programmed on multiple levels. This means that different levels can be programmed using one or more shift keys (which can also be defined). For example, in the default level, the keyboard is programmed with a specific layout, while Level 1 may use a different layout, and Level 2 could brightness settings. A defined key can be used to switch between these levels or layouts as needed.



After you click on the box, the dialog window opens. The keyboard can be programmed on different levels. This means that using one or more shift keys (which can also be defined), different levels can be programmed (e.g., by default, the keyboard is programmed in a certain layout, in level 1 in a different layout, and in level 2 the brightness is controlled). Using the key, you can then switch back and forth between the layouts.



In the Modifier tab, you have the option to assign a character or symbol to a single key press that would normally require a key combination – for example, the backslash / (which is usually typed using the combination of ALT GR and ß).

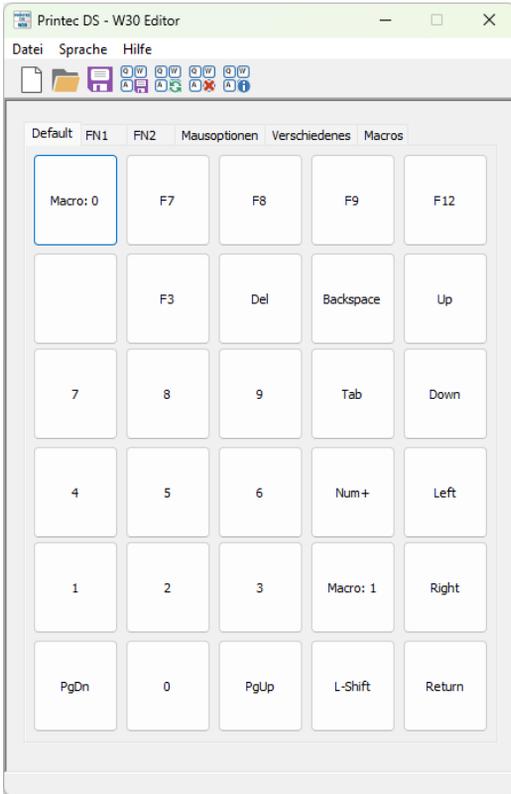


In the Key tab, you can assign any predefined functions of the computer system. You cannot create new functions here; this means you can only assign an existing predefined function to any key of your choice..

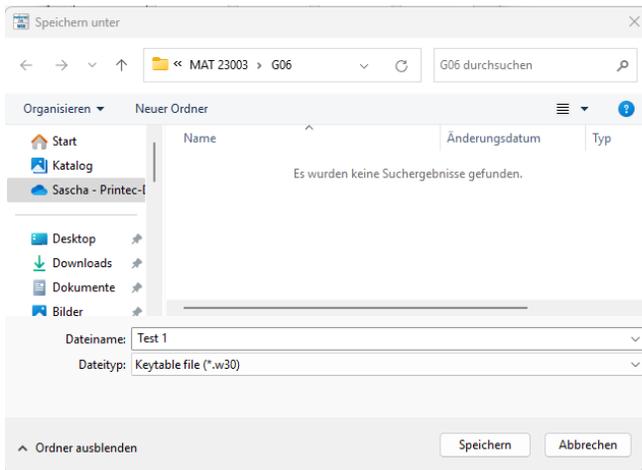
To do this, press the command to be programmed on your input keyboard (not on the keyboard to be programmed) and confirm by clicking OK. This programs the previously selected key on the matrix with the defined command.

If you want to change the key function again, go back to the Key tab and select the new command. Then confirm again by clicking OK.

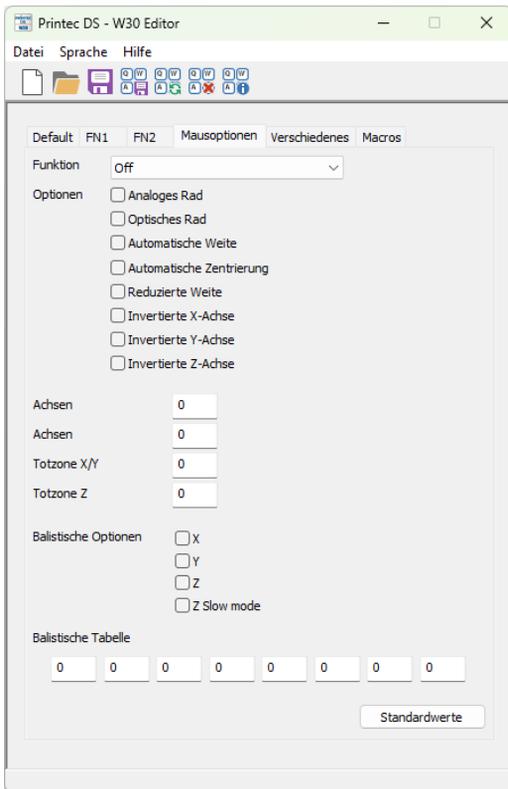
Save Program



Once you have created the entire program, save it using the button . In the dialog box, select your drive and directory, then enter the file name at the bottom.

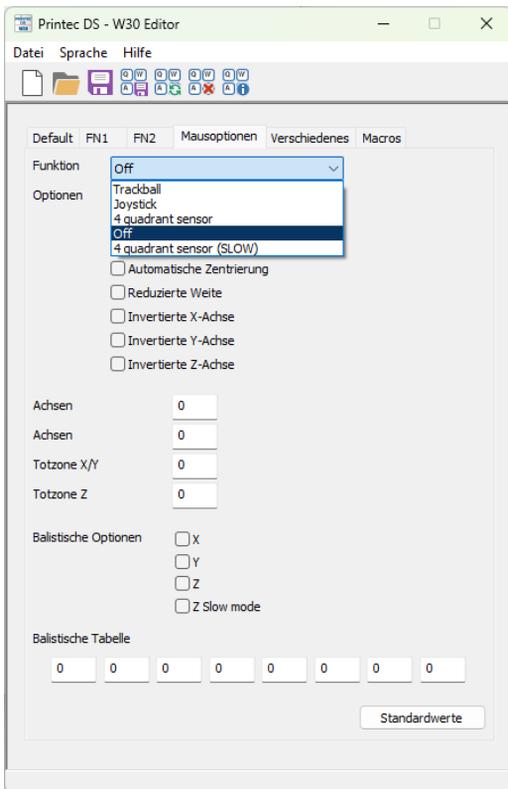


Additional information on programming

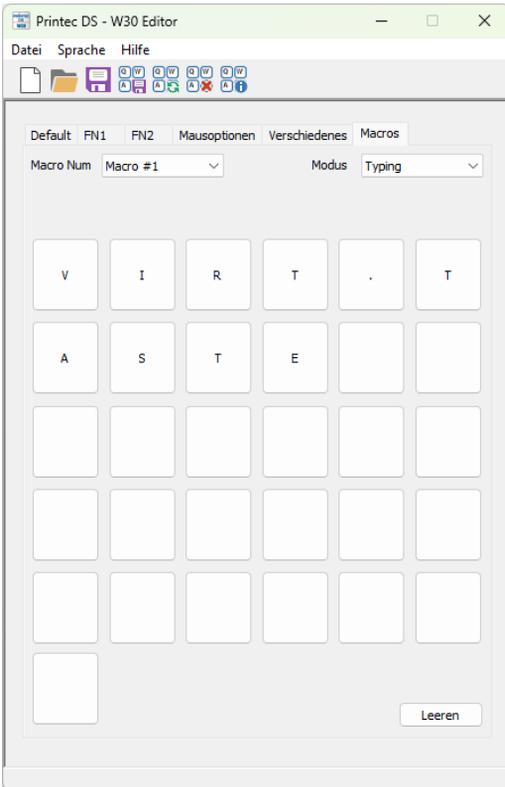


After the basic programming functions with the W30/30T Editor have been explained, the following section covers its additional features. To do this, first open the **“Mouse Options”** tab.

Here you can invert axis movements if needed, limit axes, and program a motion speed ramp.



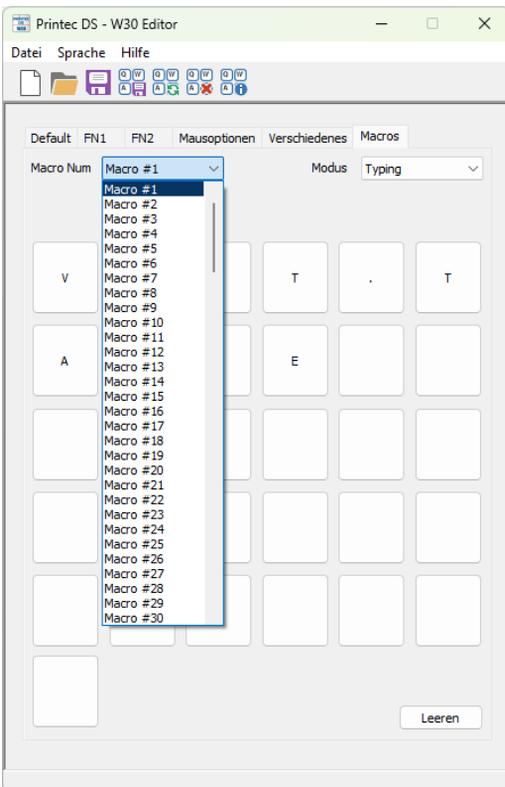
If you connect an additional input device, such as a trackball, to the keyboard, you can specify which device it is here.



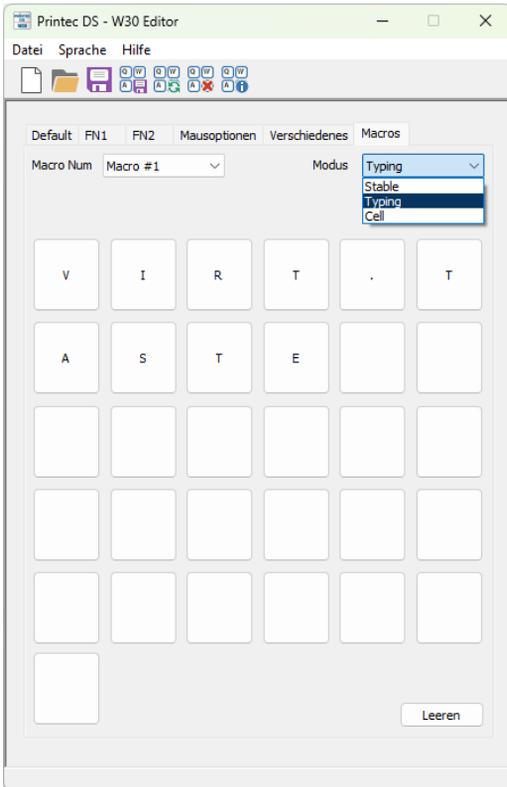
After the basic programming functions with the W30/30T Editor have been explained, the following section covers its additional features. To begin, open the **“Macro”** tab.

Here you have the option to display an entire word using a single key command, as shown in the example on the left: **“virt.key”**.

Please note that each character, including spaces, must be defined individually, field by field.



You can create 176 macros, each with up to 31 characters.



Using the **Mode** setting, you can define how the macro should be executed.

Typing: one key press/key hold outputs 1 x macro.

Stable: one key press/key hold outputs the macro until it is released again.

Cell :"Cell Phone"