

LittleFingers

WHERE LITTLE IS JUST RIGHT



Users Guide

LittleFingers™ Users Manual

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What Our Lawyers Made Us Say

Intent to Enforce

Datadesk Technologies Corporation intends to aggressively enforce all patents, trademarks, and copyrights, relating to the Little Fingers™ keyboard to the fullest extent allowed by law.

FCC Statement

This equipment generates and uses radio frequency and if not installed and used properly, that is in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for Class B computing devices in accordance with the specifications in subpart B of part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the computer with respect to the receiver
- Move the computer away from the receiver

- Plug the computer into a different outlet so that the computer and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems."

This booklet, #004-000-00345-4, is available from: U.S. Government Printing Office, Washington, D.C., 20402

To meet FCC requirements, shielded cables and power cords are required to connect the device to a personal computer or other Class B certified device.

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About LittleFingers™

LittleFingers™ is for Small Hands

The LittleFingers™ design allows users with small hands to touch type comfortably.

LittleFingers™ is for Children

Because small children cannot easily reach all of the keys on regular keyboards, they normally cannot learn to touch type. LittleFingers™ allows children to touch-type at a much younger age than previously possible. Children who learn to use a keyboard by touch-typing avoid developing the troublesome hunt and peck habit.

Touch-typing can be of special benefit to children whose handwriting skills lag behind their verbal abilities.

Small children may begin to use LittleFingers™ once they are mature enough to use a keyboard responsibly or under supervision.

LittleFingers™ is for Adults with Small Hands

Adults with small hands quickly adjust to LittleFingers™ comfortable size and design, especially if they have previously used a trackball.

Using LittleFingers™ may help prevent some common keyboard related injuries.

LittleFingers™ is a Complete Keyboard and Trackball Solution

LittleFingers™ is Fully Functional

LittleFingers™ provides full functionality. It provides the same functionality as a regular keyboard.

LittleFingers™ Doesn't Require a Separate Mouse

LittleFingers™ has an easy-to-use trackball built into the keyboard. The trackball provides the same tracking functions as a mouse does. By using the trackball instead of a mouse, users can type, point, and click without moving their hands from the keyboard.

LittleFingers™ is for PCs and Macs

LittleFingers™ can be used with IBM-compatible and Macintosh computers.

LittleFingers™ is Not a Toy

LittleFingers™ is a high-quality, durable keyboard that will endure regular long-term use. Please remember, however, that LittleFingers™ is not a toy and must be cared for as a regular keyboard. For more information about caring for your LittleFingers™ keyboard, see Chapter 4, Maintaining LittleFingers™.

You Can Use Two Keyboards at Once

Two users can control the computer from separate keyboards.

Two Keyboards Can Be Connected at Once

LittleFingers™ can be connected to your computer and in use at the same time as another keyboard is connected and in use. You do not have to turn off the computer or disconnect one keyboard in order to use the other keyboard.

Two Users Can Work Together

Two users may use the same computer by taking turns controlling the computer. One user controls the computer with LittleFingers™ and its built-in trackball; then, the other user controls the computer with another LittleFingers™ keyboard or any other keyboard and pointing device.

This dual-control feature can be helpful when one user is instructing another user or when two users are working or playing together.

Please note that the computer receives input from both keyboards and both pointing devices as though only one keyboard and pointing device were installed. While there are two users providing input, the computer cannot distinguish between one user and the other. Therefore, this feature will not allow two users to run two programs

simultaneously as though they were using separate computers.

LittleFingers™ Comes Ready to Install

You do not need to buy separate cables or pointing devices to use LittleFingers™.

Regular Packages Contain All Parts

Your LittleFingers™ package contains the following parts:

- LittleFingers™ keyboard
- Macintosh (ADB) cable for use with all Macintosh computers except Macintosh Plus or iMac computers. (Mac version)
*Contact Datadesk about compatibility with iMac computers.
- Y-type cable and serial adapter for use with IBM PC's and compatible computers (PC version)
- This manual

For missing parts, contact the company who sold you LittleFingers™.

Quantity Education Packages Contain Parts as Ordered

LittleFingers™ packages purchased under the Quantity Education Purchase program usually contain fewer parts than regular packages contain. Only the parts specifically ordered are included. Please reference your purchase order for details

Installing LittleFingers™

Preventing Damage to Equipment

Read and follow these simple precautions when installing LittleFingers™.

Turn off power BEFORE connecting or disconnecting a keyboard.

Connecting or disconnecting a keyboard while the power is on to your system may damage your computer.

Slide each keyboard connector straight into the receptacle. Do NOT twist.

Twisting keyboard connectors will break the receptacle pins.

Never force a connector into a receptacle.

Use a gentle push to insert a keyboard connector. If a gentle push doesn't work, remove the connector. Make sure that you are using the correct cable, the correct connector, and the correct position. Then try again.

Connecting LittleFingers™ to an IBM- Compatible Computer

Connecting LittleFingers™ as a Stand- alone Keyboard

1. Turn off power to the computer.
2. Locate the two **MAC/PC** switches on the back of LittleFingers™. Set both **MAC/PC** switches to the PC (right-hand) position.



Figure 1

3. Locate the gray 8-pin connector on the single end of the PC Y-cable. Locate the **PC kybrd Out** port on the back of LittleFingers™. Placing the flat end of the gray 8-pin cable connector down, insert the connector into the **PC kybrd Out** port.



Figure 2.1

4. Insert the red PS/2 keyboard connector on the double-end of the y-cable into the keyboard port of the PC.

5. Insert the black PS/2 trackball connector on the double end of the keyboard Y-cable into the PS/2 mouse port of the PC.
6. Turn on the power to the system and start the computer. Test the keyboard and trackball to make sure that they are properly connected. If either does not work, repeat these instructions carefully to ensure proper connection.
7. If your system is running early versions of Windows 95, it may not instantly recognize the trackball. If so, run **Add New Hardware** in your System Control Panel. This will allow your system to recognize the trackball as either a new serial or PS/2 pointing device.

Connecting LittleFingers™ and a Second Keyboard

1. Turn off power to the computer.
2. Locate the two **MAC/PC** switches on the back of LittleFingers™. Set both **MAC/PC** switches to the PC (right-hand) position.



Figure 1

3. Locate the gray 8-pin connector on the single end of the PC Y-cable. Locate the **PC kybrd Out** port on the back of LittleFingers™. Placing the flat end of the gray 8-pin cable connector down, insert the connector into the **PC kybrd Out** port.



Figure 2.1

4. Insert the red PS/2 keyboard connector on the double-end of the y-cable into the keyboard port of the PC.
5. Insert the black PS/2 trackball connector on the double end of the keyboard Y-cable into the PS/2 mouse port of the PC.
6. Locate the **PC kybrd In** port on the back of LittleFingers™. Plug the keyboard cable from the second keyboard into this port. (Adapter may be required with AT style connectors)



Figure 2.2

7. Turn on the power to the system and start the computer. Test the keyboard and trackball to make sure that they are properly connected. If either does not work, repeat these instructions carefully to ensure proper connection.

If the mouse or any other pointing device for the secondary keyboard is already connected to the PS/2 port, complete the next three steps. Otherwise, skip these steps.

1. Attach the serial adapter to the **black** PS/2 mouse connector on the double-end of the keyboard Y-cable and insert it into a serial port on the computer. (Additional serial card may be required if serial ports are already in use)
2. Keep the existing PS/2 mouse inserted in the mouse port on the computer.
3. Turn on power and start the computer.

If the mouse for the secondary keyboard is already connected to the serial or COM port, complete the next three steps.

1. Insert the **black** PS/2 mouse connector at the double end of the keyboard Y-cable into the PS/2 mouse port on the back of the computer.
2. Keep the existing serial mouse connector inserted in the serial port of the computer.

3. Turn on power and start the computer. If properly installed, both keyboards and tracking devices will be active. If they are not, check your installation.

Connecting LittleFingers™ to a Macintosh Computer

To connect LittleFingers™ to a Mac, follow these steps:

1. Turn off power to the system.
2. Locate the two MAC/PC switches on the back of LittleFingers™. Set both switches in the MAC (left-hand) position.



Figure 1

3. Locate the two ADB ports on the back of LittleFingers™. Making sure that the flat side of the cable connector is facing down, insert either end of the Macintosh cable into either one of the ADB ports.
4. Insert the other end of the Macintosh cable into the ADB port of the Macintosh computer.
5. Turn on the power to the system and start the computer. Test the keyboard and trackball to make sure that they are properly connected. If either does not work, repeat these instructions carefully to ensure proper connection.

Using LittleFingers™

Using Dual-Purpose Keys

LittleFingers™ provides full keyboard functionality without requiring users to move their hands.

Access the primary keys by simply pressing the key you need. For example, to move the cursor to the left, press the left arrow.

Access the secondary keys by pressing and releasing the Right Shift key and then pressing the dual purpose key whose secondary function you need. For example, to access the HOME key, press the Right Shift key and then press the left arrow key.



Figure 3

Pressing the right shift key sets the keyboard in dual-purpose mode and activates secondary key functions. Pressing any key that is not a dual-purpose key sets the keyboard back to primary mode and deactivates secondary key functions.

The following charts list the secondary purpose of each dual-purpose key, the key color, the secondary label if there is one, and the secondary purpose of the key.

The first chart applies to LittleFingers™ in use with an IBM-compatible computer.

The second chart applies to LittleFingers™ in use with a Macintosh computer.

Please note that some LittleFingers™ keys are arranged differently than on a regular keyboard to make the keys easier to reach.

Dual Purpose Key Guide for PCs

Primary Key Function	Key Color	Secondary Key Label	Secondary Key Function
right shift	gray	fn	function
up arrow	blue	Pgup	page up
down arrow	gray	Pgdn	page down
right arrow	blue	end	end
left arrow	blue	home	home
\ (back slash)	gray	del	delete
right alt	green	ins	insert
Windows icon	yellow		Windows application
F13	purple	print	print screen
F14	purple	scroll	scroll lock
F15	purple	pause	pause

Dual Purpose Key Guide for Macs

Primary Key Function	Key Color	Secondary Key Label	Secondary Key Function
right shift	gray	fn	function
up arrow	blue	Pgup	page up
down arrow	gray	pgdn	page down
right arrow	blue	end	end
left arrow	blue	home	home
\ (back slash)	gray	reverse delete	delete
right alt	green	help	help
F13	purple	print	none
F14	purple	scroll	none
F15	purple	pause	none

Using the Trackball

LittleFingers™ comes with a built-in 3-button trackball. The trackball provides the same purpose as a mouse or separate trackball. It allows you to point and click without moving your hands from the keyboard.

Pointing

To point with the trackball, use your finger tips to lightly roll the ball so that the arrow points to where you want it on the screen.

Clicking

To click, press the wide lower trackball button. (Figure 4.1)

Double Clicking with a Macintosh

To double click when using a Macintosh computer, press the upper right trackball button once. This function works the same as clicking the left mouse button twice quickly to open files or to launch an application. (Figure 4.2)



Figure 4.1



Figure 4.2

Accessing Contextual Menus with a PC

To access contextual menus when using an IBM-compatible computer, press the upper right trackball button. (Figure 4.3)

Dragging and Dropping

In drag mode, you can drag objects without holding down any buttons.

To drag an object, click on the object by pressing the upper left button to activate drag mode, roll the track ball to drag the object, and click again to drop the object.

To turn drag mode on and off, press the upper left trackball button. (Figure 4.4)



Figure 4.3



Figure 4.4

Using LittleFingers™ Comfortably

To avoid discomfort using any keyboard, follow these tips:

- Position the keyboard low so that your shoulders are relaxed, your elbows rest naturally near your waist at a 90° angle, and your wrists are not bent.
- Take frequent breaks to stretch and rest.

Maintaining LittleFingers™

Cleaning LittleFingers™

Before cleaning any part of LittleFingers™, turn off power to the system and disconnect LittleFingers™.

Cleaning the Keys

Clean the keys and trackball buttons by dusting with a dry cloth or occasionally cleaning the keys with a cloth lightly wetted with rubbing alcohol.

Cleaning the Trackball

The LittleFingers™ trackball was designed to be self-cleaning but may need very occasional manual cleaning if small particles or liquid spills get into the trackball.

Do not clean the trackball unless you see the pointer motion on the screen is erratic.

To clean the trackball:

1. Remove the locking ring that surrounds the trackball by sliding a thin flat object (your fingernail will usually work) under the ring and carefully pry it off.

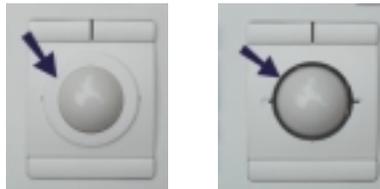


Figure 5

2. Remove the locking ring.
3. Tip LittleFingers™ until the trackball falls out into your hand.
4. Clean the roller axles with sponge-tipped swabs soaked in rubbing alcohol. Cotton-tipped swabs may leave fibers on the rollers.

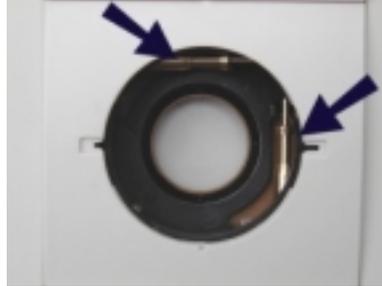


Figure 6

5. Using a straight pin, carefully remove any lint or hair wrapped around the roller axles. Make sure the roller axles are properly seated on the plastic bridges in the trackball housing before inserting the trackball. If the axles are not properly seated, you can damage the trackball unit when the ball is replaced.
6. If the trackball is clean but providing only erratic pointer motion due to being worn smooth, gently abrade the ball surface with 220 grit sandpaper. Carefully remove ALL sandpaper and roller ball debris!
7. Replace trackball, line up slots in underside of locking ring with slots on trackball housing and gently snap down into place.

***Temporarily Improving Trackball
Performance Between Cleanings***

If the trackball function is slightly less than optimal in the middle of a project, you may temporarily improve its function without removing the trackball. However, you should properly clean the trackball at your earliest convenience.

To temporarily improve trackball function between cleanings, clean the trackball from the outside with camera lens paper or sponge-tipped swabs lightly wetted with rubbing alcohol.

If LittleFingers™ is Not Working

Before requesting service, make sure that LittleFingers™ is properly installed.

Check Power

Check to see that the red **power indicator** light is lit on LittleFingers™. If the power indicator light is not lit, make sure the keyboard cable is securely connected at both ends of the cable. Check to see if the cable has been damaged.

Check MAC/PC Switch

Check to see that the **MAC/PC switches** are set to the correct position for your computer type. If they are not, set them properly and restart your computer.

If the “Other” Keyboard is Not Functioning

If you have a second keyboard plugged into LittleFingers™ and the second keyboard is not working, make sure that it is properly connected to LittleFingers™.

Check Connectors

The keyboard connector has pins that can bend or break if used improperly. To check pins:

1. Turn off power to the system.
2. Carefully remove and inspect all keyboard connectors under a bright light. All pins should be straight and

none should be touching each other,
bent, or damaged.

Contacting Datadesk for Service

If the preceding steps fail to solve your problem, contact Datadesk using one of the following methods:

Web site:

Go to the LittleFingers™ technical support page at:

www.datadesktech.com/custsupp.htm

E-mail:

Send your questions to:

support@datadesktech.com

Fax:

206-842-9219

Phone:

206-842-5480, Extension 103.

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Warranty

LIMITED WARRANTY

Datadesk Technologies Corporation, a Washington Corporation, having its principal place of business at 10598 Valley Road NE, Bainbridge Island, WA 98110 ("Manufacturer") warrants its the LittleFingers™ computer keyboard products (the "Products") as follows:

1. Limited Warranty.

Manufacturer warrants that the Products sold hereunder will be free from defects in material and workmanship for a period of three (3) years from the date of purchase. If the Products do not conform to this Limited Warranty during the warranty period (as herein above specified), Buyer shall notify Manufacturer in writing of the claimed defects and demonstrate to Manufacturer satisfaction that said defects are covered by this Limited Warranty. If the defects are properly reported to Manufacturer within the warranty period, and the defects are of such type and nature as to be covered by this warranty, Manufacturer shall, at its own expense, furnish, replacement Products or, at Manufacturer's option, replacement parts for the defective Products. Shipping and installation of the replacement Products or replacement parts shall be at Buyer's expense.

2. Other Limits.

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Manufacturer does not warrant against damages or defects arising out of improper or abnormal use of handling of the Products; against defects or damages arising from improper installation (where installation is by persons other than Manufacturer), against defects in products or components not manufactured by Manufacturer, or against damages resulting from such non-Manufacturer made products or components. Manufacturer passes on to Buyer the warranty it received (if any) from the maker thereof of such non-Manufacturer made products or components. This warranty also does not apply to Products upon which repairs have been effected or attempted by persons other than pursuant to written authorization by Manufacturer.

3. Exclusive Obligation.

THIS WARRANTY IS EXCLUSIVE. The sole and exclusive obligation of Manufacturer shall be to repair or replace the defective Products in the manner and for the period provided above. Manufacturer shall not have any other obligation with respect to the Products or any part thereof, whether based on contract, tort, strict liability or otherwise. Under no circumstances, whether based on this Limited Warranty or otherwise, shall Manufacturer be liable for incidental, special, or consequential damages.

4. Other Statements.

Manufacturer's employees or representatives' ORAL OR OTHER WRITTEN STATEMENTS DO NOT CONSTITUTE WARRANTIES, shall not be relied upon by Buyer, and are not a part of the contract for sale or this limited warranty.

5. Entire Obligation.

This Limited Warranty states the entire obligation of Manufacturer with respect to the Products. If any part of this Limited Warranty is determined to be void or illegal, the remainder shall remain in full force and effect.

If your keyboard proves to be defective during this warranty period, you may return it to Datadesk for repair or replacement. In order to qualify for repair or replacement under warranty, you need to include proof-of-purchase, in the form of a sales receipt or an invoice showing the purchase date, when you return the keyboard. If your keyboard is no longer under warranty, repairs will be made at your expense.

To return a defective LittleFingers™ keyboard:

1. Contact Datadesk Technical Support at 206-842-5480 Ext. 103. Support personnel will determine if the problem necessitates a return. If your keyboard does need to be returned, Support personnel will record your name, address, and LittleFingers™ serial number, and issue you a Return Merchandise Authorization (RMA).
2. Carefully pack your keyboard for shipping. If possible, use the keyboard's original box; if not, wrap the keyboard in packing paper or bubble wrap and pack it in a sturdy cardboard box. Include the RMA number on the shipping label.
3. Send the keyboard to Datadesk via prepaid shipping. If your keyboard is still under warranty, Datadesk will pay the shipping when sending the keyboard back to you. If the keyboard is no longer under warranty, the cost of return shipping will be included in the repair expense.