KeyMander™ 2 3Play
Keyboard/Mouse Sharing Switch for PC & Game Consoles

User Manual

www.kalibergaming.com
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About this Manual

This User Manual is provided to help you get the most from your system. It covers all aspects of installation, configuration and operation. An overview of the information found in the manual is provided below.

Chapter 1, Introduction, introduces you to the KeyMander 2 3Play. Its purpose, features, benefits, and requirements are presented, and its front and back panel components are described.

Chapter 2, Setup, describes how to set up your KeyMander 2 3Play. The necessary steps for configuring the mouse settings and hardware setup are provided.

Chapter 3, Basic Operation, describes how to use the keyboard, mouse, and PS/Xbox game controller with your KeyMander 2 3Play.

Chapter 4, Using the K2 App, explains how to use the KeyMander 2 App with your KeyMander 2 3Play, as well as how to create and edit game profiles.

Chapter 5, Firmware Upgrade, explains how to download the firmware upgrade utility and install updates on the KeyMander 2 3Play.

Chapter 6, Troubleshooting, explains how to solve common issues with the KeyMander 2 3Play.

The **Appendix**, provides helpful tips, specifications, and other technical information regarding the KeyMander 2 3Play.

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Manual Date: 2020-11-06

Package Contents

1 x 1 GES1337 KeyMander 2 3Play

1 x 1 Micro USB Cable

1 x 1 Quick Start Guide*

Check to make sure that all the components are present and that nothing got damaged in shipping. If you encounter a problem, contact your dealer.

Read this manual thoroughly and follow the installation and operation procedures carefully to prevent any damage to the unit, and/or any of the devices connected to it.

* Features may have been added to the KeyMander 2 3Play since this manual was published. Please visit our website to download the most up-to-date version.

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Chapter 1
Introduction

Overview

The KeyMander® 2 3Play™ from Kaliber Gaming by IOGEAR is a keyboard/mouse sharing switch for PC and game consoles, that allows gamers to share their keyboard and mouse between any (3) three of the following devices, PC, Xbox One®, Xbox 360®, PS4™, PS3™, or Nintendo Switch™. Use your keyboard and mouse skills to dominate all your favorite First-Person Shooter (FPS), Role Playing Games (RPG) and Real-Time Strategy (RTS) games, then use the hotkey to instantly switch keyboard and mouse focus to your PC. The KeyMander 2 3Play has an easy to use app that allows you to customize all game controller buttons for use on a keyboard and mouse. Advanced features allow you to custom map keys, create macros, set turbo buttons, and adjust the mouse sensitivity. Quick macro setup allows you to program up to 8 button press combinations and set it to a single key, so one press executes multiple commands.

Easy setup- simply click a controller button, and press a key to use and its set for use on the keyboard. The KeyMander 2 3Play app allows you to map, set controller sensitivity and switches profiles directly from the keyboard.

With the KeyMander 2 3Play you can create an unlimited number of keyboard and mouse configuration profiles - each suited for specific game play. Profiles can be switched and configured during live gaming for quick adjustments. The KeyMander 2 3Play gives gamers the ability to customize and fine tune all controls for the expert advantage with every game.

The KeyMander 2 3Play allows you to:

- Use a keyboard & mouse in place of your controller on Xbox One, Xbox 360, PS4, PS3 & Nintendo Switch game systems
- Share a keyboard & mouse between up to 3 PCs and game consoles with hot key switching
- Swap original controllers between PS4, Xbox One and Nintendo Switch using the Controller Crossover Function
- Simultaneously use a keyboard, mouse, and controller
- Connect your Android/iOS smartphone using the K2 App to provide custom key mapping, mouse sensitivity & more

- Download game profiles from the Game Center in the K2 app or create custom profiles for specific games & scenarios
- Make on-the-fly adjustments while live gaming
- Program a key for Microphone mute or PTT (push-to-talk) on headsets without mute functions
- Enable traction control to improve accuracy when turning onto targets behind you
- Create Macro commands which perform up to 8 controller commands with a single key press
- Use Turbo Mode to make semi-auto guns operate as full-auto guns in compatible games
- Share game profiles with friends and backup your profile library to the cloud
- Receive OTA (over-the-air) firmware upgrades for easier and faster product updates

Features

- Gamepad Emulation transforms keyboard and mouse signals into game controller signals for keyboard and mouse use on a PS, Xbox, and Nintendo Switch game consoles
- Easy gamepad to keyboard key mapping and advanced configuration via KeyMander 2 3Play app
- Macro editor allows for detailed configuration and command sequence control of a gamepads controller buttons
- Macros can combine up to 8 controller commands into a single key
- Turbo Mode can turn semi-auto weapons into full-auto weapons
- Hot Swap between the PS3/PS4/Xbox One/Xbox 360/Nintendo Switch controller and keyboard/mouse instantly
- Supports Controller Crossover Function - interchanges different factory-supplied controllers between game consoles

Note: The KeyMander 2 3Play does not support use with PS1, PS2, or the original Xbox consoles.

Requirements

Game Console / Controller

- 1 or more PS3, PS4, Xbox 360, Xbox One, or Nintendo Switch Console
- 1 Wired Game Controller

Controller Requirements for KeyMander 2 3Play	
Xbox One	Original Xbox One wireless controller connected via included micro USB cable
Xbox 360	Original Xbox 360 wired controller (Wireless Play and Charge kit is not supported)
PS3	Original PS3 wireless controller connected via a mini USB cable (Sony DualShock 3 SIXAXIS controller is recommended)
PS4	Original PS4 wireless controller connected via included micro USB cable (Sony DualShock®4 V2 controller required for headset support)
Nintendo Switch	Nintendo Switch does not require controller connected, but does require Switch to be placed into Nintendo Switch Dock

PC / Keyboard and Mouse

- 1 or more PC
- 1 USB Keyboard and Mouse

Audio Support

Supported Headsets	
Xbox One	Connect 3.5mm headset to original Xbox One controller.
Xbox 360	Connect X360 wired headset to original Xbox 360 controller.
PS3	Headset not supported with controller. Connect USB headset directly to the PS3 console.
PS4	Connect 3.5mm headset to the original PS4 Gen 2 controller, or connect USB headset directly to the PS4 console.
Nintendo Switch	Connect 3.5mm headset to the Nintendo Switch or connect USB headset directly to Switch dock.

Operating Systems

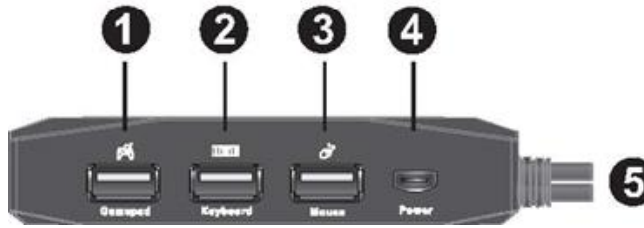
Supported operating systems for the K2 App, are shown in the table, below:

Software Platform	Version
Android	Version 7 and up
iOS	Version 10 and up

Components

GES1337 Front View

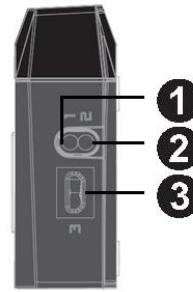
No.	Component	Description
1	Gamepad USB Port	Plug the PS/Xbox game controller into this port.
2	Keyboard USB Port	Plug a USB keyboard into this port.
3	Mouse USB Port	Plug a USB mouse into this port.
4	Power Port	This micro USB port provides optional power to the unit. KeyMander 2 3Play will function without additional power, however some RGB keyboards such as those with built-in USB hubs, etc. may require additional power. If the KeyMander 2 LED indicator is flashing red or a low voltage warning appears on the K2 app, connect a micro USB cable between the KeyMander 2 3Play's Power port and a USB power supply (minimum 2A output) such as a charger for a tablet or smartphone.
5	PC/ Console Ports	Connect to PC and game consoles. See Side View.



GES1337 Top View

No.	Component	Description
1	Bluetooth Pairing Pushbutton	Press the button to pair up your mobile device with the KeyMander 2 3Play app. This button is also used in conjunction with the Mode Button to enter the Firmware Upgrade Mode, and hardware reset. ◆ See *The Firmware Upgrade Utility*. ◆ See *Reset Function*.
2	LED Indicator	The LED indicator provides system alerts and feedback for different operating modes.
3	Port Switching Pushbutton	Press the button to switch between Port 1, Port 2, and Port 3. This port is also used in conjunction with the Bluetooth Pairing Button to enter the Firmware Upgrade Mode, and hardware reset. Press the button three times quickly to perform a default reset and set the system back to factory settings. ◆ See *The Firmware Upgrade Utility*. ◆ See *Reset Function*.

GE1337P2 Side View



No.	Component	Description
1	USB Type-A Connection Port 1 (PC or Console)	The USB Type-A Connection Port 1 (PC or Console) is used to connect the GES1337 to a PC or game console. This port also provides power to the unit when connected to a PC or game console. Recommended port for PC.
2	USB Type-A Connection Port 2 (PC or Console)	The USB Type-A Connection Port 2 (PC or Console) is used to connect the GES1337 to a PC or game console. This port also provides power to the unit when connected to a PC or game console.
3	Micro USB Type-B Female Connection Port 3 (PC or Console)	The Micro USB Type-B Female Connection Port 3 (PC or Console) is used to connect the GES1337 to a PC or game console. This port also provides power to the unit when connected to a PC or game console.

Note: All USB Connection Ports can connect to a PC or game console.

Chapter 2
Setup

Connecting Hardware

KeyMander 2 3Play requires slightly different connection steps depending upon which device is being connected. The diagram below shows general connections, but please follow the instructions for each device type.

PC Setup

To connect the KeyMander 2 3Play to PC, follow the steps below.

1. Download and install KeyMander 2 App and create a user account to manage your game profiles. For more information, see *Using the K2 App*.

   Note: If you are using an Android phone / tablet, please make sure to enable the GPS function before you begin to use this app. If you are using iPhone / iPad with iOS version 13 or above, please make sure to enable the Bluetooth Permission for this app.

2. Begin with the PC powered off, then connect your keyboard to the Keyboard port.

Note: If you are using a wireless keyboard / mouse set, plug the receiver into the Keyboard Port.

3. Connect your mouse to the Mouse Port.
4. Connect the USB connection Port 1, 2, or 3 to a USB port on the PC.

Note: It is recommended to use Port 1 for PC and Port 2/3 for games consoles. If you are only connecting game consoles use Port 1 for the first console.

5. If Port 1 is already used for connection of another PC or other game console, connect this PC to Port 2 or 3 as explained in step 4.
6. If Port 1 and Port 2 are already used, connect your PC to Port 3 using a micro USB cable (not supplied). After connecting the micro USB to Port 3, connect the USB end as explained in Step 4.
7. Connect the KeyMander 2 3Play to a 5V/2A DC power supply if necessary. If your KeyMander 2 LED is flashing red or you receive a low voltage notification on the K2 App, you need to connect an additional 5V/2A USB power supply (not included).

Note: Some RGB keyboards and nearly all keyboards with built-in USB ports or headphone jacks require more power than KeyMander 2 3Play can provide, so an external USB power supply (minimum 2 amps) is required.

8. Turn on the PC, wait for it to boot and recognize the KeyMander 2 3Play is connected. The KeyMander 2 3Play's LED will be glowing white.
9. After the PC has booted, confirm the mouse and keyboard are working, then press your mouse DPI button to change to your preferred DPI setting for use with the PC. If your PC screen is set to a lower resolution setting, you may find a lower setting of 800-2000 DPI on your mouse works best when your KeyMander 3Play is focused on your PC. If you have a large or high-resolution monitor, you may find the same DPI setting you use with your game console, which our recommendation is 3500-4000 DPI or higher also works fine when switching focus to PC. If you need to change your mouse's pre-programmed DPI settings, you will first need to connect your mouse directly to the PC so the driver can see your mouse, make your changes and save them to the mouse, then unplug from the PC and reconnect the mouse to the KeyMander 2 3Play when done
10. Press the Bluetooth Pairing Button to put KeyMander 2 3Play into pairing mode, then press the Connect button on the Device tab of the K2 App on

your mobile device (*Image 1*). Next, select GES1337P under DEVICES (*Image 2*). When the Device Tab shows the current profile and device settings it is ready to configure the port connections (*Image 3*).

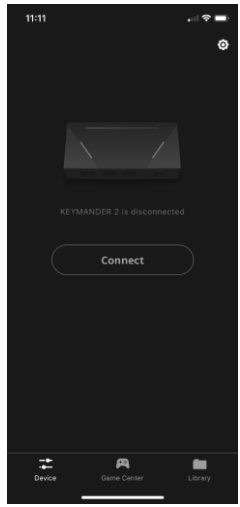


Image 1

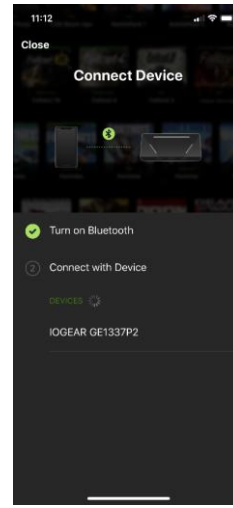


Image 2

Image 3

11. On the Device tab of the K2 App press the Port Config button (*Image 4*). Select Port 1, 2 or 3 (*Image 5*) and choose your device from the selection wheel (*Image 6*) and press Done to exit.

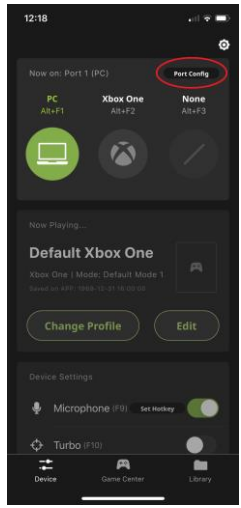


Image 4

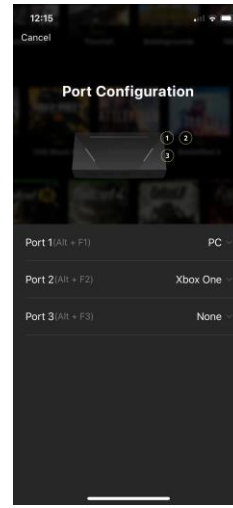


Image 5

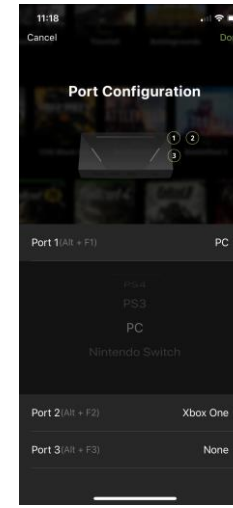


Image 6

12. After completing the Port Configuration, press the PC icon on the Device tab to switch operating modes to the PC if it is not already in PC mode.

13. The default Mouse DPI setting in the K2 App is 4000 and you need to set the mouse to match or choose an alternate setting. On the Device tab, scroll down and tap Mouse DPI (*Image 7*) then on the Mouse Settings page (*Image 8*) enter the DPI setting of your mouse. While our recommended settings of 3500-4000 DPI work fine for most games, we do encourage you to test other DPI settings. You may find that higher settings like 8000 DPI or more may work better for you with some games, depending upon things like aim-assist built, etc.

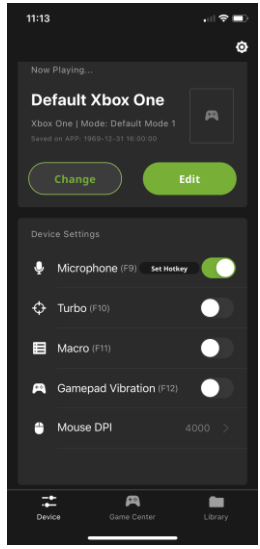


Image 7

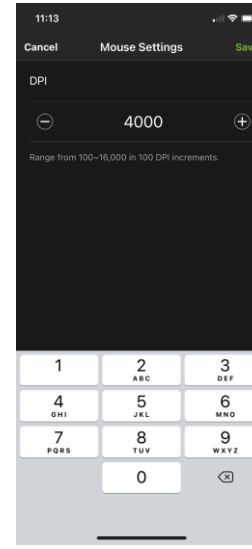


Image 8

Xbox One / Xbox 360 Setup

To connect the KeyMander 2 3Play to Xbox One/Xbox 360, follow the steps below.

14. Download and install KeyMander 2 App and create a user account to manage your game profiles. For more information, see *Using the K2 App*.

Note: If you are using an Android phone / tablet, please make sure to enable the GPS function before you begin to use this app. If you are using iPhone / iPad with iOS version 13 or above, please make sure to enable the Bluetooth Permission for this app.

15. Begin with the console and controller powered off, then connect your controller to the Gamepad port with the micro USB cable provided in the box with the KeyMander 2 3Play.

16. Connect your keyboard to the Keyboard port.

Note: If you are using a wireless keyboard / mouse set, plug the receiver into the Keyboard Port.

17. Connect your mouse to the Mouse Port.

18. Xbox One users connect the USB Type-A Connection Port 1, 2, or 3 to a USB port on the back of the console. DO NOT use the USB port on the front or side of Xbox One consoles as they usually have lower power output than the rear ports. Xbox 360 users also connect to a rear USB port on the console.

Note: If you are using a PC and game console(s), it is recommended to use Port 1 for PC and Port 2/3 for games consoles. If you are only connecting game consoles use Port 1 for the first console.

19. If Port 1 is already used for connection of a PC or other game console, connect your Xbox One or Xbox 360 to Port 2 or 3 as explained in step 5.

20. If Port 1 and Port 2 are already used, connect your Xbox One or Xbox 360 to Port 3 using a micro USB cable (not supplied). After connecting the micro USB to Port 3, connect the USB end as explained in Step 5.

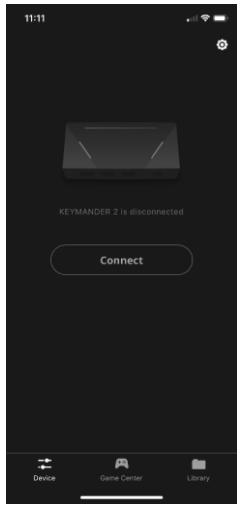
21. Connect the KeyMander 2 3Play to a 5V/2A DC power supply if necessary. If your KeyMander 2 LED is flashing red or you receive a low voltage notification on the K2 App, you need to connect an additional 5V/2A USB power supply (not included).

Note: Some RGB keyboards and nearly all keyboards with built-in USB ports or headphone jacks require more power than KeyMander 2 3Play can provide, so an external USB power supply (minimum 2 amps) is required.

22. Turn on the Xbox One using the power button on the console. DO NOT press the power button on a controller! The controller should light up by itself indicating it is in USB mode and the KeyMander 2 3Play's LED will be glowing blue indicating the default PS4 profile is loaded.

23. Press the Bluetooth Pairing Button to put KeyMander 2 3Play into pairing mode, then press the Connect button on the Device tab of the K2 App on your mobile device (*Image 1*). Next, select GES1337P under DEVICES

(*Image 2*). When the Device Tab shows the current profile and device settings it is ready to configure the port connections (*Image 3*).



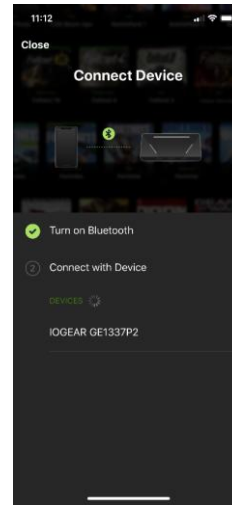


Image 1 *Image 2* *Image 3*

24. On the Device tab of the K2 App press the Port Config button (*Image 4*). Select Port 1, 2 or 3 (*Image 5*) and choose your device from the selection wheel (*Image 6*). Select the devices connected to the other ports and press Done to exit.

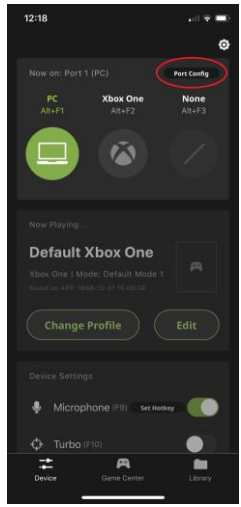


Image 4

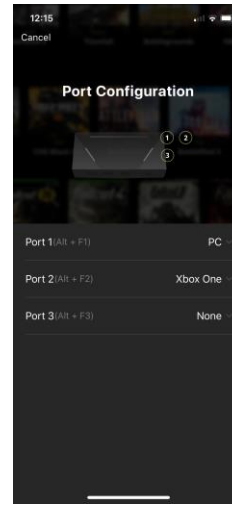


Image 5

Image 6

25. After completing the Port Configuration, press the Xbox icon on the Device tab to switch operating modes to the Xbox.

26. The default Mouse DPI setting in the K2 App is 4000 and you need to set the mouse to match or choose an alternate setting. On the Device tab, scroll down and tap Mouse DPI (*Image 7*) then on the Mouse Settings page (*Image 8*) enter the DPI setting of your mouse. While our recommended settings of 3500-4000 DPI work fine for most games, we do encourage you to test other DPI settings. You may find that higher settings like 8000 DPI or more may work better for you with some games, depending upon things like aim-assist built, etc.

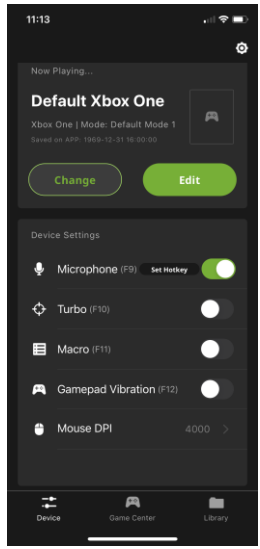


Image 7

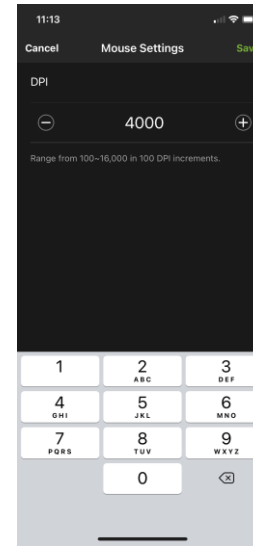
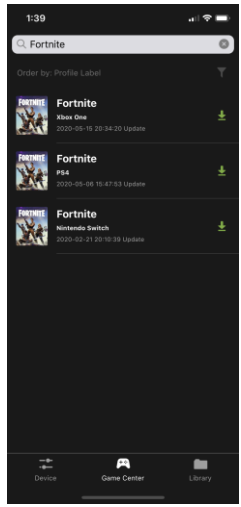
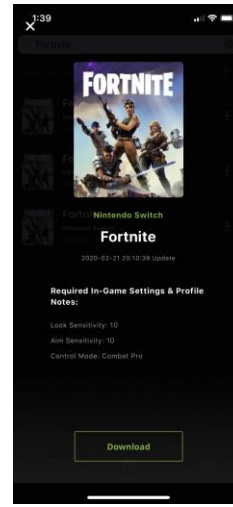


Image 8

27. Open the Game Center tab on the K2 App and use the search function to find your game (*Image 9*). Select the Xbox One version by tapping on the game's cover art image. The required in-game settings are shown above the download button (*Image 10*). Press the download button. Open the Library tab and scroll to the profile you just downloaded, then press the up arrow to load the profile. If there is no profile available for your game, select Default Xbox One or Xbox 360 profile (*Image 11*) and press the up arrow to load the profile.





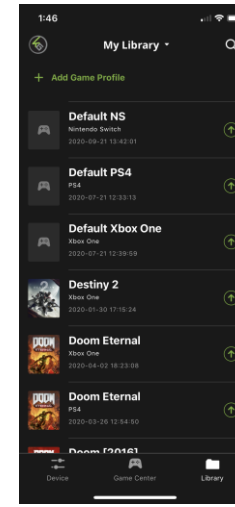


Image 9 *Image 10* *Image 11*

28. Once you have the profile loaded, open the settings menu inside the game and make the changes shown on the profile in Game Center (*Image 10*). NOTE: if using the default Xbox One profile you need to change the game's aim and look settings to maximum, then adjust mouse sensitivity and key bindings as desired.

PS4 / PS3 Setup

To connect the KeyMander 2 3Play to PS4/PS3, follow the steps below.

1. Download and install KeyMander 2 App and create a user account to manage your game profiles. For more information, see *Using the K2 App*.

   Note: If you are using an Android phone / tablet, please make sure to enable the GPS function before you begin to use this app. If you are using iPhone / iPad with iOS version 13 or above, please make sure to enable the Bluetooth Permission for this app.

2. Begin with the console and controller powered off, then connect your controller to the Gamepad port with the micro USB cable provided in the box with the KeyMander 2 3Play.

3. Connect your keyboard to the Keyboard port.

Note: If you are using a wireless keyboard / mouse set, plug the receiver into the Keyboard Port.

4. Connect your mouse to the Mouse Port.
5. Connect the USB Type-A Connection Port 1, 2, or 3 to a USB port on the back of the console.

Note: If you are using a PC and game console(s), it is recommended to use Port 1 for PC and Port 2/3 for games consoles. If you are only connecting game consoles use Port 1 for the first console.

6. If Port 1 is already used for connection of a PC or other game console, connect your PS4/PS3 to Port 2 or 3 as explained in step 5.
7. If Port 1 and Port 2 are already used, connect your PS4/PS3 to Port 3 using a micro USB cable (not supplied). After connecting the micro USB to Port 3, connect the USB end as explained in Step 5.
8. Connect the KeyMander 2 3Play to a 5V/2A DC power supply if necessary. If your KeyMander 2 LED is flashing red or you receive a low voltage notification on the K2 App, you need to connect an additional 5V/2A USB power supply (not included).

Note: Some RGB keyboards and nearly all keyboards with built-in USB ports or headphone jacks require more power than KeyMander 2 3Play can provide, so an external USB power supply (minimum 2 amps) is required.

9. Turn on the PS4/PS3. The KeyMander 2 3Play's LED will be glowing blue indicating the default PS4 profile is loaded.
10. Press the Bluetooth Pairing Button to put KeyMander 2 3Play into pairing mode, then press the Connect button on the Device tab of the K2 App on your mobile device (*Image 1*). Next, select GES1337P under DEVICES (*Image 2*). When the Device Tab shows the current profile and device settings it is ready to configure the port connections (*Image 3*).

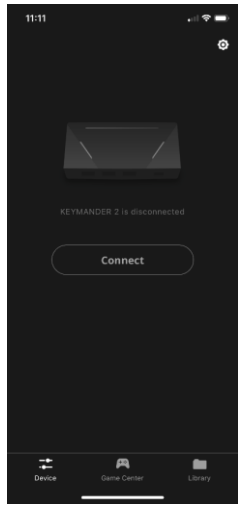


Image 1

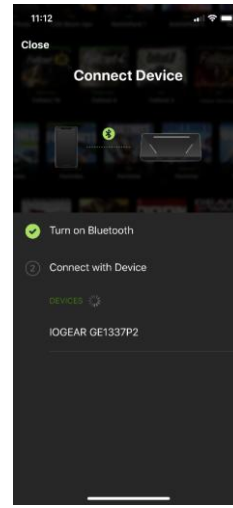


Image 2

Image 3

11. On the Device tab of the K2 App press the Port Config button (*Image 4*). Select Port 1, 2 or 3 (*Image 5*) and choose your device from the selection wheel (*Image 6*). Select the devices connected to the other ports and press Done to exit.

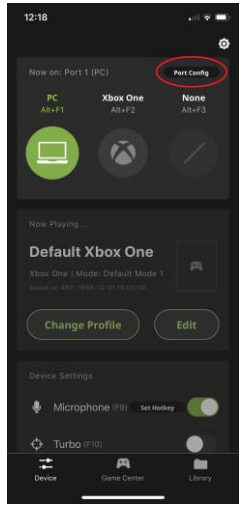


Image 4

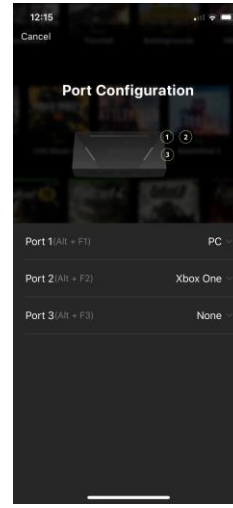


Image 5

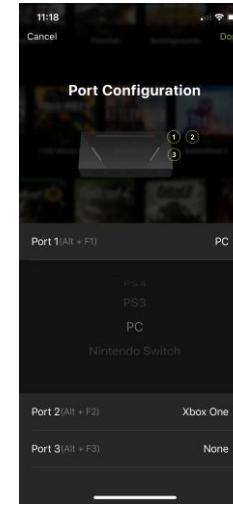


Image 6

12. After completing the Port Configuration, press the PS4 or PS3 icon on the Device tab to switch operating modes to the PS4 or PS3.

13. The default Mouse DPI setting in the K2 App is 4000 and you need to set the mouse to match or choose an alternate setting. On the Device tab, scroll down and tap Mouse DPI (*Image 7*) then on the Mouse Settings page (*Image 8*) enter the DPI setting of your mouse. While our recommended settings of 3500-4000 DPI work fine for most games, we do encourage you to test other DPI settings. You may find that higher settings like 8000 DPI or more may work better for you with some games, depending upon things like aim-assist built, etc.

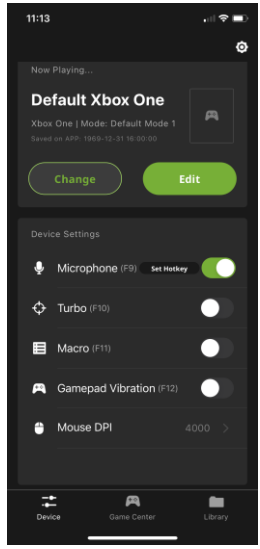


Image 7

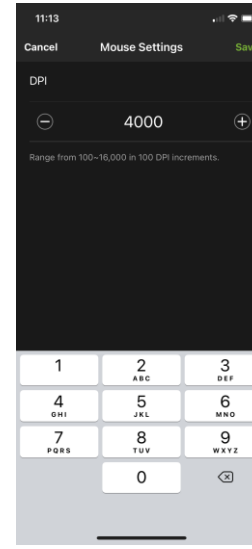
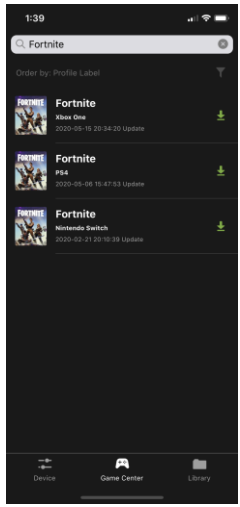
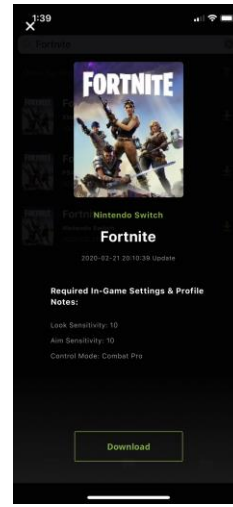


Image 8

14. Open the Game Center tab on the K2 App and use the search function to find your game (*Image 9*). Select the PS4 version by tapping on the game's cover art image. The required in-game settings are shown above the download button (*Image 10*). Press the download button. Open the Library tab and scroll to the profile you just downloaded, then press the up arrow to load the profile. If there is no profile available for your game, select Default PS4 or PS3 profile (*Image 11*) and press the up arrow to load the profile.





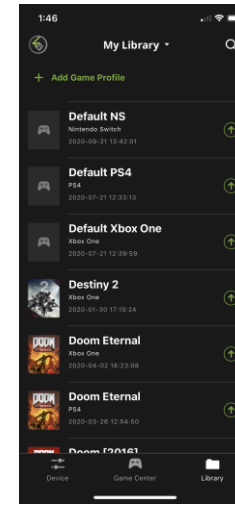
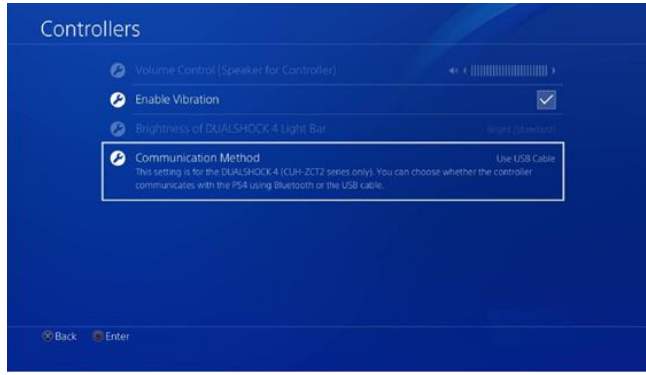


Image 9 *Image 10* *Image 11*

15. Once you have the profile loaded, open the settings menu inside the game and make the changes shown on the profile in Game Center (*Image 10*). NOTE: if using the default PS4 or PS3 profile you need to change the game's aim and look settings to maximum, then adjust mouse sensitivity and key bindings as desired.

16. For PS4 Pro or PS4 Slim consoles using the DualShock 4 Slim controller, you will need to change the controller's communication method from Bluetooth to USB in the PS4 settings menu. Go to Settings > Devices > Controllers > Communication Method, and select Use USB Cable as shown in the following image:



Nintendo Switch Setup

To connect the KeyMander 2 3Play to a Nintendo Switch, follow the steps below.

1. Download and install KeyMander 2 App and create a user account to manage your game profiles. For more information, see *Using the K2 App*.

   Note: If you are using an Android phone / tablet, please make sure to enable the GPS function before you begin to use this app. If you are using iPhone / iPad with iOS version 13 or above, please make sure to enable the Bluetooth Permission for this app.

2. Begin with the Nintendo Switch powered off and placed into the Switch dock, making sure the dock is connected to power and to your monitor. It is not necessary to connect a controller to use KeyMander 2 3Play with the Nintendo Swtich, but if you wish to use the Nintendo Pro Controller connect it now to the Gamepad port with the micro USB cable provided in the box with the KeyMander 2 3Play.

3. Connect your keyboard to the Keyboard port.

   Note: If you are using a wireless keyboard / mouse set, plug the receiver into the Keyboard Port.

4. Connect your mouse to the Mouse Port.

5. Connect the USB Type-A Connection Port 1, 2, or 3 to a USB port on the back of the console.

   Note: If you are using a PC and game console(s), it is recommended to use Port 1 for PC and Port 2/3 for games consoles. If you are only connecting game consoles use Port 1 for the first console.

6. If Port 1 is already used for connection of a PC or other game console, connect your Nintendo Switch to Port 2 or 3 as explained in step 5.

7. If Port 1 and Port 2 are already used, connect your Nintendo Switch to Port 3 using a micro USB cable (not supplied). After connecting the micro USB to Port 3, connect the USB end as explained in Step 5.

8. Connect the KeyMander 2 3Play to a 5V/2A DC power supply if necessary. If your KeyMander 2 LED is flashing red or you receive a low voltage notification on the K2 App, you need to connect an additional 5V/2A USB power supply (not included).

Note: Some RGB keyboards and nearly all keyboards with built-in USB ports or headphone jacks require more power than KeyMander 2 3Play can provide, so an external USB power supply (minimum 2 amps) is required.

9. Turn on the Nintendo Switch using the power button on the top of the Switch. The KeyMander 2 3Play's LED will be glowing blue indicating the default PS4 profile is loaded. NOTE: you must keep the JoyCons connected to the Nintendo Switch or it will not function with the KeyMander 2 3Play

10. Press the Bluetooth Pairing Button to put KeyMander 2 3Play into pairing mode, then press the Connect button on the Device tab of the K2 App on your mobile device (*Image 1*). Next, select GES1337P under DEVICES (*Image 2*). When the Device Tab shows the current profile and device settings it is ready to configure the port connections (*Image 3*).

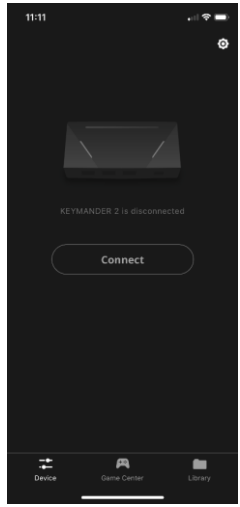


Image 1

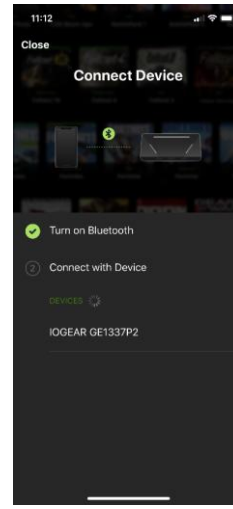
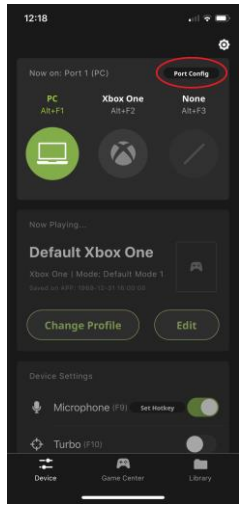
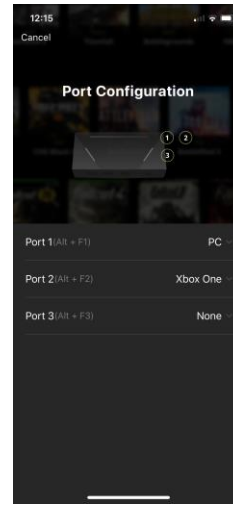


Image 2

Image 3

11. On the Device tab of the K2 App press the Port Config button (*Image 4*). Select Port 1, 2 or 3 (*Image 5*) and choose your device from the selection wheel (*Image 6*). Select the devices connected to the other ports and press Done to exit.





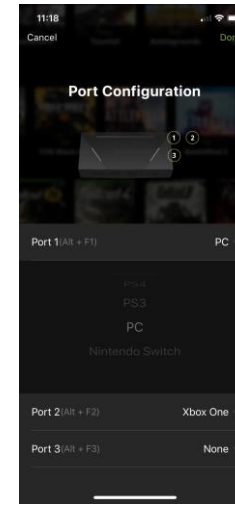


Image 4 *Image 5* *Image 6*

12. After completing the Port Configuration, press the Nintendo Switch icon on the Device tab to switch operating modes to the Nintendo Switch.

13. The default Mouse DPI setting in the K2 App is 4000 and you need to set the mouse to match or choose an alternate setting. On the Device tab, scroll down and tap Mouse DPI (*Image 7*) then on the Mouse Settings page (*Image 8*) enter the DPI setting of your mouse. While our recommended settings of 3500-4000 DPI work fine for most games, we do encourage you to test other DPI settings. You may find that higher settings like 8000 DPI or more may work better for you with some games, depending upon things like aim-assist built, etc.

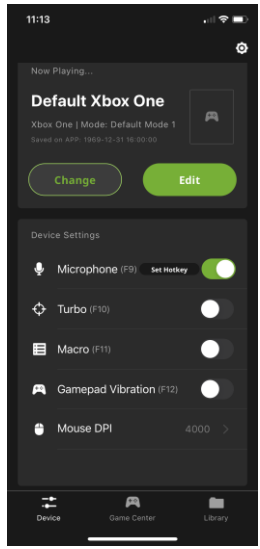


Image 7

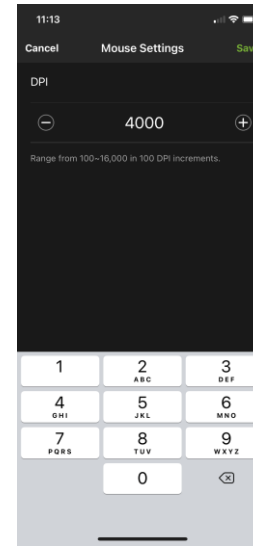
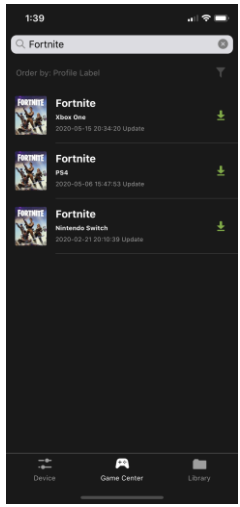
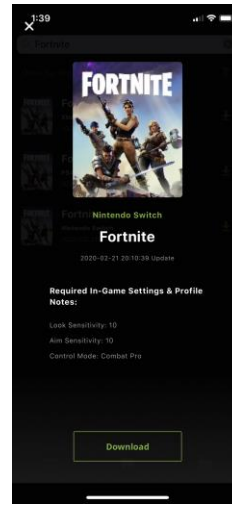


Image 8

14. Open the Game Center tab on the K2 App and use the search function to find your game (*Image 9*). Select the Nintendo Switch version by tapping on the game's cover art image. The required in-game settings are shown above the download button (*Image 10*). Press the download button. Open the Library tab and scroll to the profile you just downloaded, then press the up arrow to load the profile. If there is no profile available for your game, select Default Nintendo Switch profile (*Image 11*) and press the up arrow to load the profile.





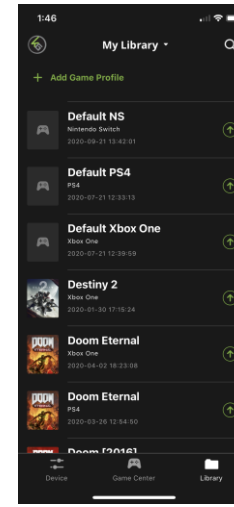
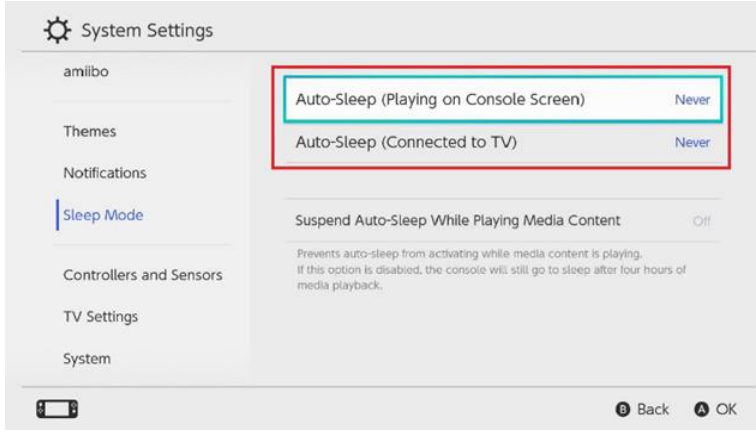


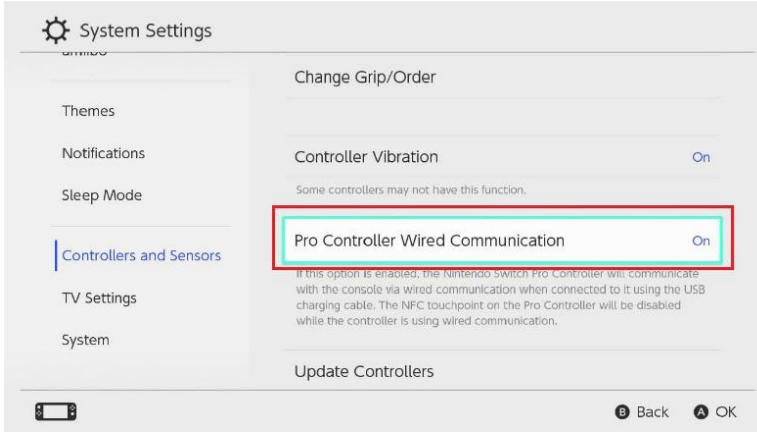
Image 9 *Image 10* *Image 11*

15. Once you have the profile loaded, open the settings menu inside the game and make the changes shown on the profile in Game Center (*Image 10*). NOTE: if using the default Nintendo Switch profile you need to change the game's aim and look settings to maximum, then adjust mouse sensitivity and key bindings as desired.

16. Disable the Nintendo Switch Auto Sleep function by opening the System Settings menu and scrolling down to Sleep Mode. Change the setting to Never as shown in the following image:



17. After changing the Auto-Sleep setting, scroll down the System Settings menu and select Controllers and Sensors. Change the Pro Controller Wired Communication mode to On as shown in the following image:



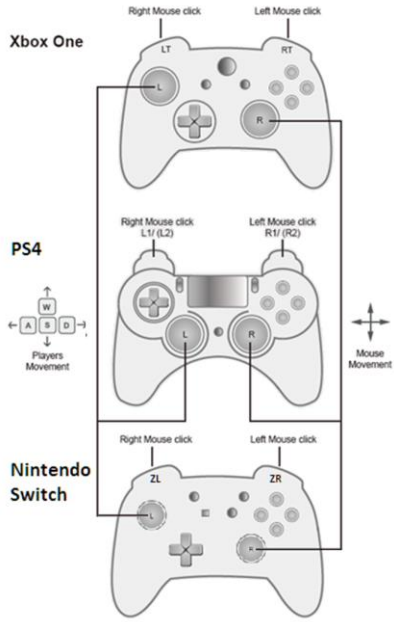
Chapter 3
Basic Operation

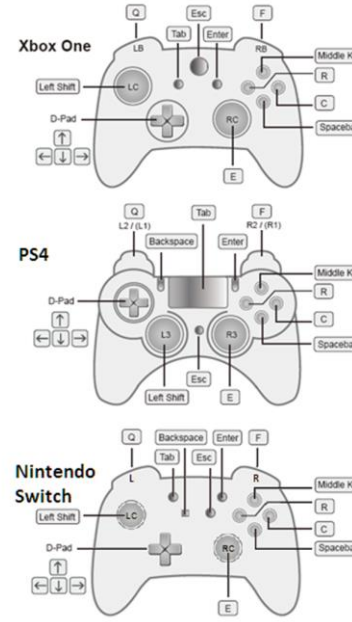
Overview

This chapter explains how to use a keyboard and mouse for gameplay and how to configure basic modes from the keyboard and controller. For information on mapping, profiles and advanced settings, see *Using the K2 App*.

Controller to Keyboard Button Layout

This section explains how to use the keyboard and mouse with the PS/Xbox game console. Once the hardware is connected the keyboard, mouse and controller will work on the game console. The mouse is used for up/down and right/left movements, emulating the controller's right stick as seen in the image below left. The controller buttons and directional pads are mapped to the keyboard as seen below right.





Function Keys & Caps Lock

The function keys on the keyboard enable *modes*, *switch profiles* and *map keys* without the K2 App. The table below explains each function key and provides a page with information on how it's used.

Hotkey	Function	Description
[Alt] + [F1]	Port 1 Mode	Brings the KeyMander 2 3Play focus to the USB Typ-A Connection Port 1 (PC or Console).
[Alt] + [F2]	Port 2 Mode	Brings the KeyMander 2 3Play focus to the USB Typ-A Connection Port 2 (Console).
[Alt] + [F3]	Port 3 Mode	Brings the KeyMander 2 3Play focus to the Micro USB Type-B Female Connection Port 3 (Console).
[F9]	Microphone	Toggles the **Microphone** on and off. The default setting is on.
[F10]	Turbo Mode	Toggles **Turbo Mode** on and off. The default setting is off. See *Turbo*, for details on Turbo settings.
[F11]	Macro Mode	Turns **Macro Mode** on and off. When on, Macro keys will execute macro commands. The default setting is off. See Macro for details on setting macros.
[F12]	Gamepad Vibration	Toggles Gamepad Vibration of and off. The default setting is off.
Left Shift	Run Mode	During gameplay, to move a character in a running pace, use the keyboard combination. **Left Shift**+ **[Key]**
Left Control	Walk Mode	During gameplay, to move a character at slow walking pace, use the keyboard combination. **Left Ctrl** + **[Key]**

Controller Crossover Function

The KeyMander 2 3Play supports controller crossover function to interchange factory-supplied controllers between game systems. You can share original Xbox One, PS4 or Nintendo Switch controllers between all three game systems.

To connect and use a controller from a different console system, follow the steps below.

1. For Xbox One and PS4 users to connect your factory supplied controller to the Gamepad Port.

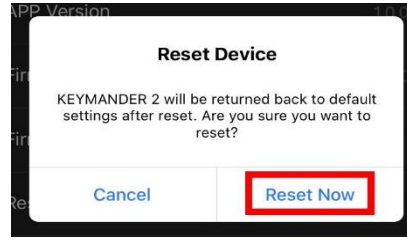
   Note: Nintendo Switch are not required to connect a controller to the Gamepad Port.

2. Connect the controller you wish to use to the Keyboard Port.

Reset Function

If your KeyMander 2 fails an update, has connection problems with your mobile device, or exhibits any other type of non-standard operation you can perform a System Reset which may resolve the issue. There are three ways to reset the KeyMander 2 as described below.

Method 1: To perform a reset using the K2 app, go to the Device tab and tap the settings icon in the upper right hand corner of the screen. On the Device Settings screen tap **Reset Device** and a warning message appears. Tap **Reset Now** to perform the factory reset.



Method 2: Press the Number 2 button on the top panel quickly 3 times to perform a reset.

Method 3: You can also perform a reset by pressing and holding Button 1 and Button 2 together for approximately 8 seconds. The LED light will turn white and cycle from left to right to for approximately 3 seconds indicating unit has been reset to factory settings.

Chapter 4
Using the K2 App

Overview

The K2 App allows you to configure the keyboard and mouse settings for game console use. This chapter explains how to use the app in four sections:

- Installing & Opening
- Signing Up
- Connecting
- Software Overview
- Groups, Profiles and Upload
- Customizing Controls

Installing the K2 App

1. Install the K2 App on a mobile device.

   a) From the mobile device, tap the **App Store** or **Google Play** icon.

   b) In the search box, type “KeyMander 2”.

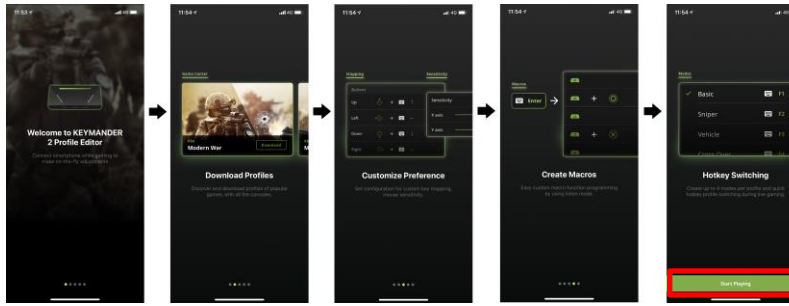
   c) Tap KeyMander 2 and install the app.

2. From the mobile device, tap the **K2** icon .
3. Follow the on-screen instructions.

Opening the K2 App

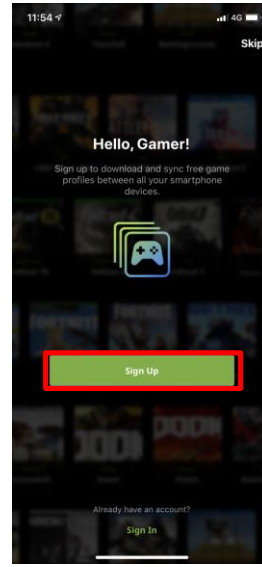
To connect the KeyMander 2 3Play with your mobile devices:

1. Connect the KeyMander 2 3Play to a game console.
2. Open the K2 app. A welcome page appears, slide the screen and click **Start Playing**.

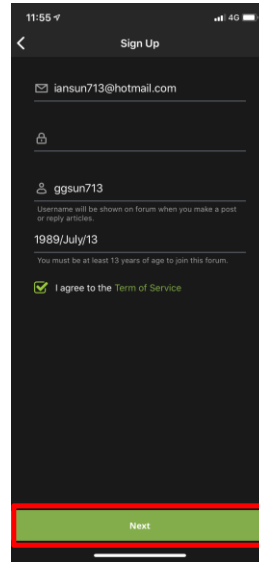


Signing Up an Account

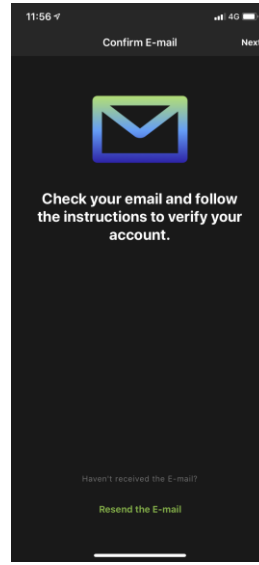
1. When you first started using the K2 App, you will be asked to sign up for an account. Click **Sign Up**.



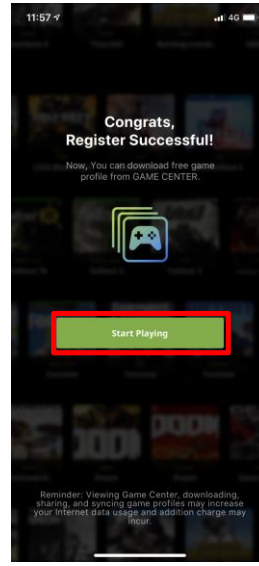
2. Fill in the required fields, check the *I agree to the Term of Service*, and click **Next**.



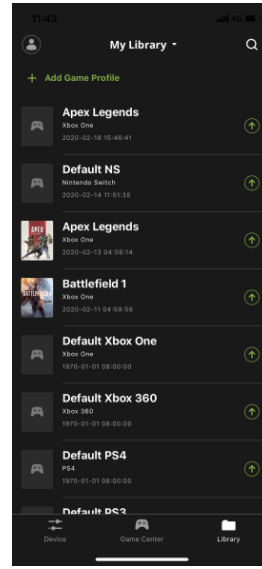
3. Follow the instructions to verify your email.



4. Click **Start Playing** when the email verification is complete.

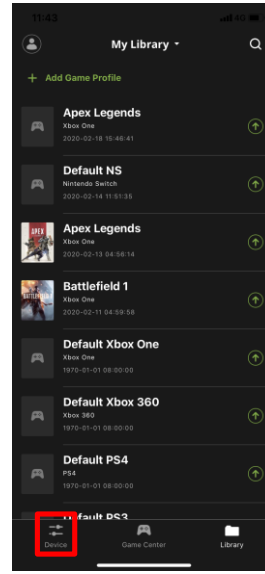


5. The K2 app opens as shown.

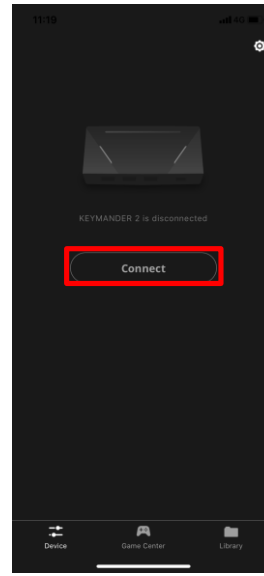


Connecting the K2 App

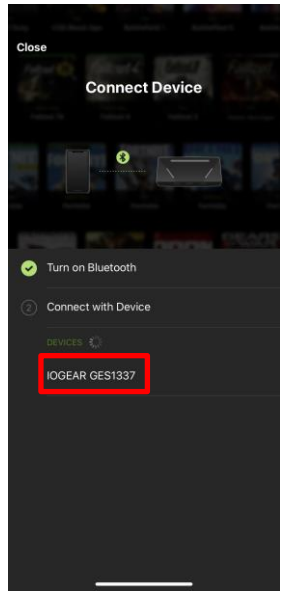
1. To connect the K2 App with your mobile device. Tab **Device**.

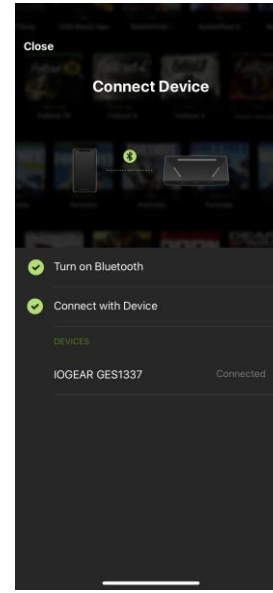


2. Tab **Connect** from the device page.

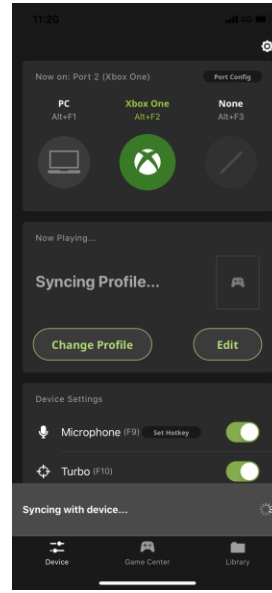


3. Press the Bluetooth Pair Pushbutton and tap on the device name. Wait for the device to connect.

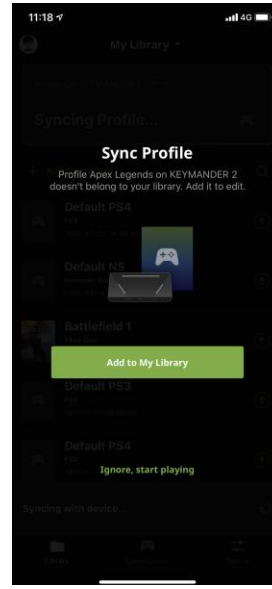




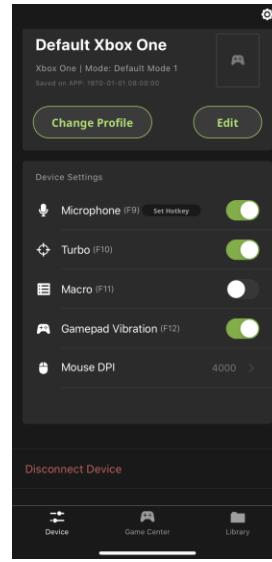
4. Do not operate the K2 App while syncing.



5. If there is a profile that does not belong to your library, tap **Add to My Library** to add the profile or tap **Ignore, start playing** to continue.

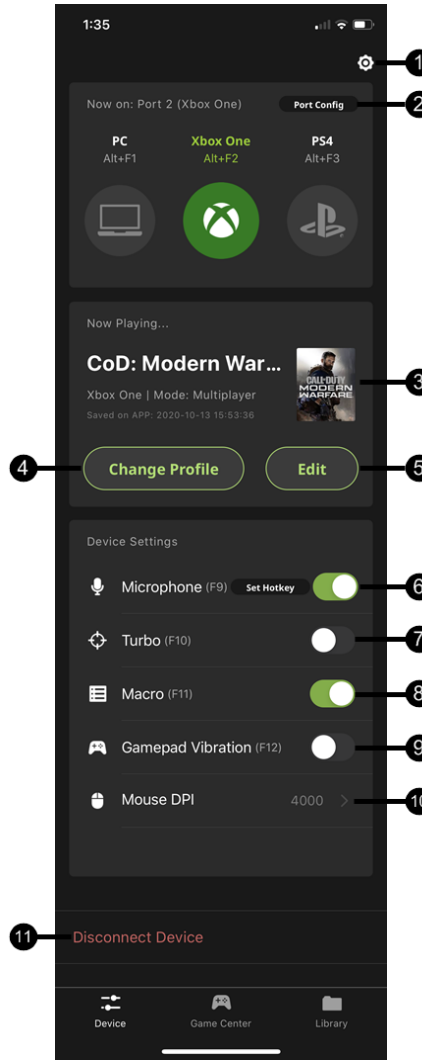


6. Now your mobile device is connected. Tab Disconnect to disconnect your mobile device from the K2 App. Closing the K2 App or powering off the KeyMander 2 3Play will disconnect it from the K2 App.



Device Tab

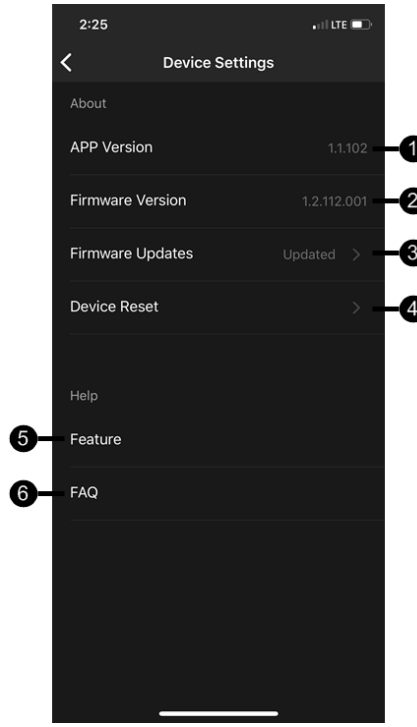
This section allows you to quickly enable or disable microphone, turbo mode, macro mode, and gamepad vibration. Adjust the aim/look and mouse sensitivity for your game play, and also to perform a firmware upgrade, or reset the device. The app version, and firmware version information are also available under Device page.



#	Name	Description
1	Device Settings	Allows you to do a factory device reset, check and update firmware version. For more information, see *Device Settings.*
2	Port Configuration	Tap to set a port configuration from PC and game consoles for Port 1, Port 2, and Port 3.
3	Game Profile picture	Displays your current game profile picture.
4	Change Profile	Tab to change your current game profile.
5	Edit	Tab to edit your current game profile.
6	Microphone	Toggles Microphone on and off. To set a hotkey, tap **Set Hotkey** to set a launch key and trigger type. Select Toggle for simple on/off or Hold for push to talk operation.
7	Turbo	Toggles Turbo Mode on and off. When Turbo mode is on buttons with Turbo settings will work. See *Turbo*.
8	Macro	Turns Macro Mode on and off. When on, Macro keys will execute macro commands. See Macro.
9	Gamepad Vibration	Toggles Gamepad Vibration on and off.
10	Mouse DPI	This allows you to match the K2 App sensitivity to the programmed DPI setting of the mouse for proper operation.
11	Disconnect Device	To disconnect your mobile device from the KeyMander 2 3Play, tap **Disconnect Device**.

Device Settings

Tap to view the current app and firmware version, perform a firmware upgrade or a factory device reset.



#	Name	Description
1	App Version	Shows the current app version.
2	Firmware Version	Shows the current firmware version.
3	Firmware Updates	To update the firmware through your mobile device, tap **Firmware Updates**. See *Firmware Upgrade*.
4	Reset Device	To reset the device, tap **Reset Device**. For proper steps, see *Reset Device.*
5	Feature	Shows all the KeyMander 2 features. Swipe through to close.
6	FAQ	Shows all the FAQ and setup tips for the KeyMander 2.

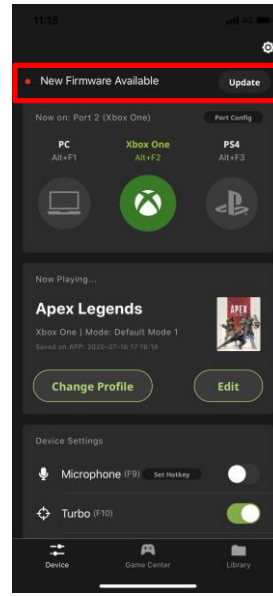
Firmware Upgrade

To perform a firmware upgrade, follow the steps below.

1. Tab **Update** beside

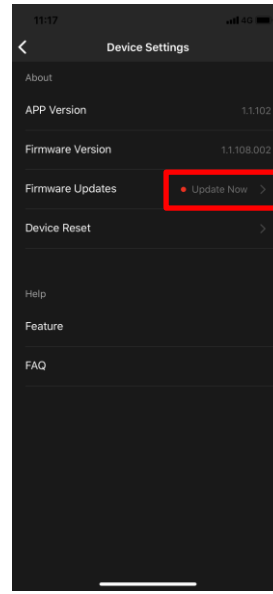
from the Device section. If your firmware version is up to date, it will not show.

Note: The Firmware Updates will only work when there is a newer version firmware available for upgrade, or your firmware version is earlier than the most recent one.

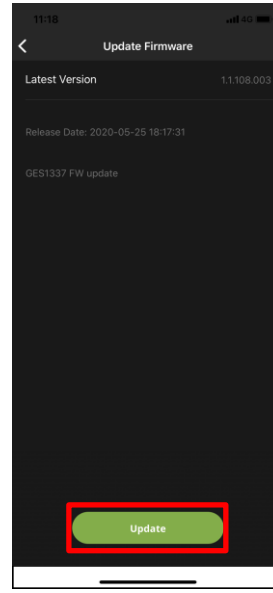


Or, tap **Update Now** with a red dot from the Device Settings page. If your firmware version is up to date, you can only view the firmware version and release date.

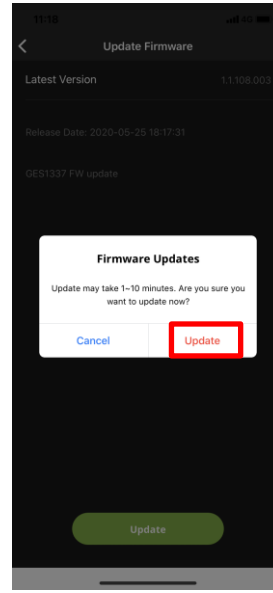
Note: The Firmware Update will only work when there is a newer version firmware available for upgrade, or your firmware version is earlier than the most recent one.



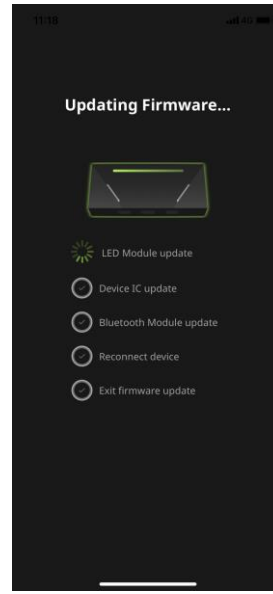
2. Click **Update**.



3. A warning message appears, click **Update** again.

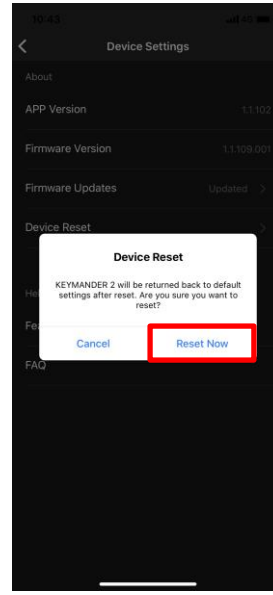


4. Now the KeyMander 2 is upgrading. The unit will reboot and reconnect itself after the firmware upgrade is complete.



Reset Device

To perform a reset using the K2 app, go to the Device tab and tap the settings icon in the upper right hand corner of the screen. On the Device Settings screen tap Reset Device and a warning message appears. Tap Reset Now to perform the factory reset.



Port Configuration

On the Device tab of the K2 App press the **Port Config** button (*Image 1*). Select Port 1, 2 or 3 (*Image 2*) and choose your device from the selection wheel (*Image 3*). Select the devices connected to the other ports and press **Done** to exit.

Image 1

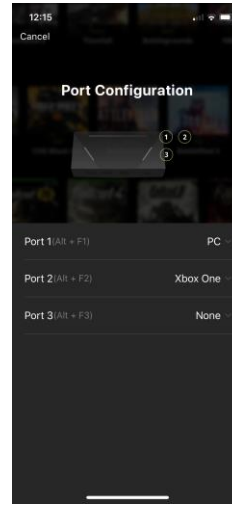
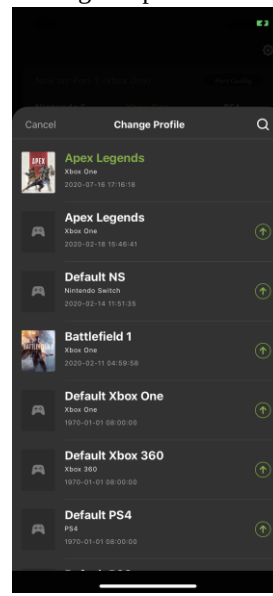


Image 2

Image 3

Changing Game Profile

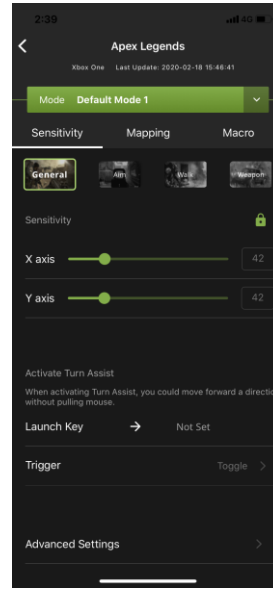
Tab to search for a game profile in your library and tap to upload and replace your current game profile.



Editing Game Profile

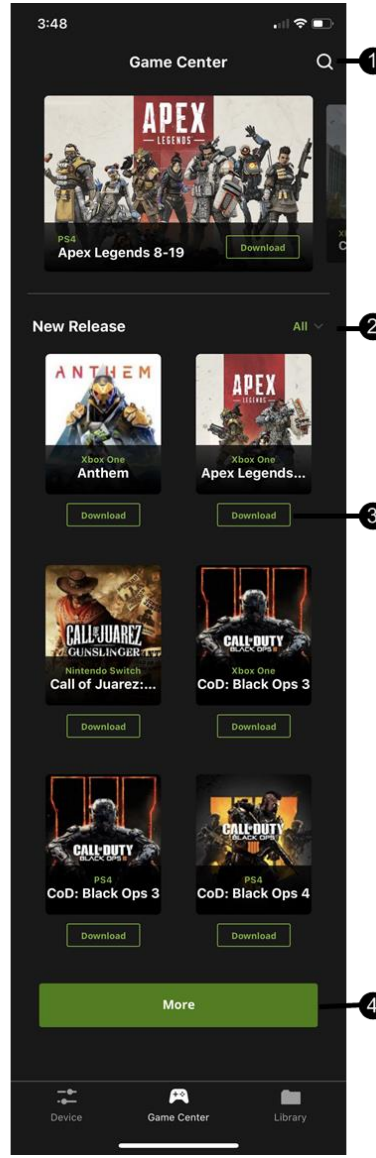
Tab Edit to edit your current game profile. For more information, see

Customizing Controls for a Profile.



Game Center Tab

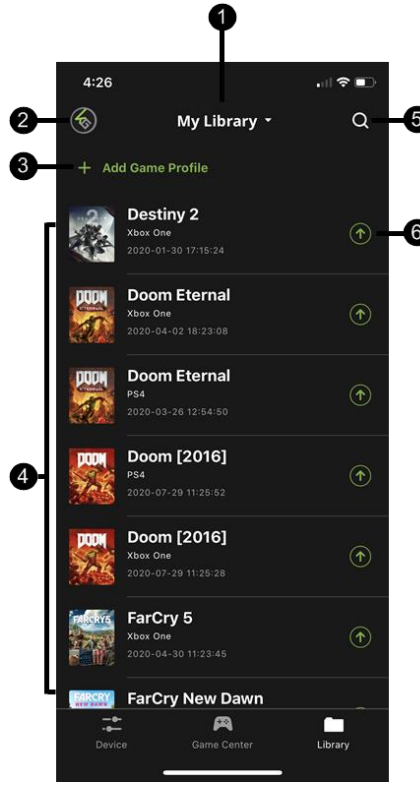
The Game Center tab allows you to browse and download available games for a selected game console.



#	Name	Description
1		Tab to search the available game you wish to download by entering the game name.
2		Tab to view a list of available games for the selected game console between Xbox 360 / Xbox One / PS4 / PS3 / Nintendo Switch.
3		Tab to download the game to your Library.
4		Tab for more available games.

Library Tab

A profile is a keyboard/mouse configuration that is created and saved for a particular game console. You must sync a profile before start playing. Default profiles are created in advanced, you can modify or delete them, or create your own.



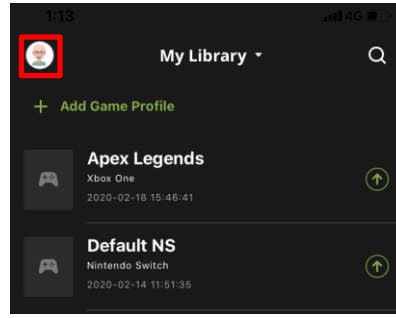
This is the main page of the K2 App. The table below provides a brief description of each section and the page to find more information.

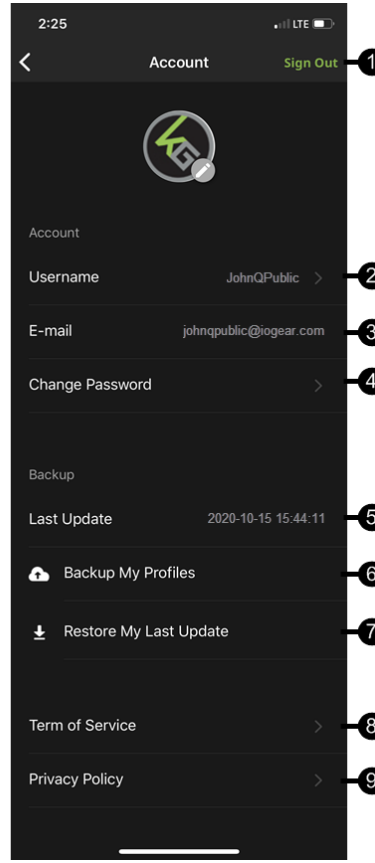
#	Name	Description
1	My Library	Tab to reset the game profile order. ◆ Update Time (Latests - Oldest) ◆ Profile Lable (A - Z)

2	Account	Allows you to view and modify your account information such as username and password. Backing up, and restoring your profiles and updates to prevent system crash. For more information, see *Account.*
3	+ Add Game Profile	Tab to create a game profile. For more information, see *Downloading a Profile from Game Center*.
4	Available Game Profiles	Slide a game profile to the left to share, edit, or delete. ◆ For more information on share, see *Editing, Deleting and Sharing a Profile*. ◆ For more information on mapping, see *Mapping*Edit. ◆ For more information on macro, see Macro.
5		Tab to search the available game profile you wish to upload by entering the game profile name.
6		Tab to upload the game profile you wish to use for the KeyMander 2. For more information, see *Uploading a Profile.*

Account

The account page allows you to view and modify your account information such as username and password. With the built-in access to the cloud based storage, allows you to backup and restore your game profiles as needed.



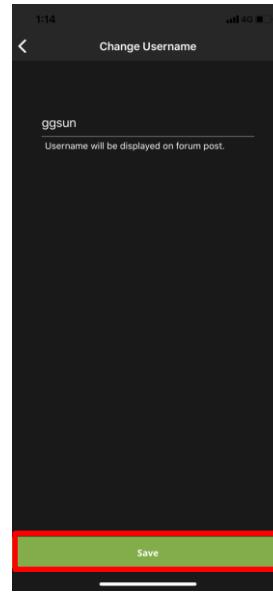


#	Name	Description
1	Sign Out	Tab to sign out from the K2 App. You are required to sign in again to access all the features.
2	Username	Tab to modify the username that is going to be displayed on the forum post. To modify the username, see *Changing Username*.
3	E-mail	Shows the e-mail address.

4	Change Password	Tab to modify the login password for the K2 App. To modify the password, see *Changing Password*.
5	Last Update	Shows when the last update took place.
6	Backup My Profiles	Tap to backup your profiles in the K2 App. See *Backing Up and Restoring Game Profiles*.
7	Restore My Last Update	Tab to restore your last update that took place. See *Backing Up and Restoring Game Profiles*.
8	Term of Service	Shows the term of services.
9	Privacy Policy	Tab to get directed to the privacy policy information page.

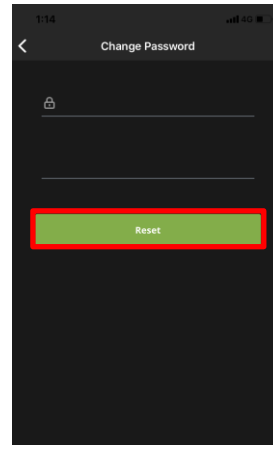
Changing Username

To change the username, tap Username from the account page. Modify the current username and tab Save.



Changing Password

To change the password, tap **Change Password** from the account page. Enter the password twice and tap **Reset**.

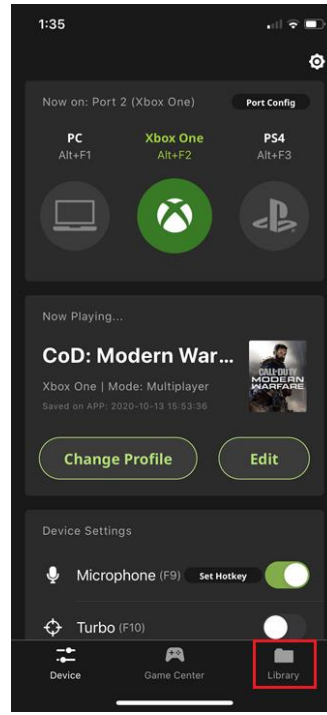


Backing Up and Restoring Game Profiles

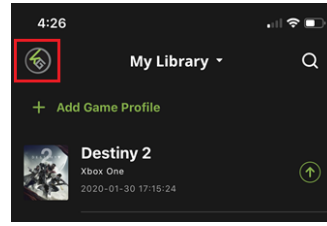
The K2 App has built-in access to cloud based storage for all your game profiles, and allows you to backup and restore your profiles as needed.

To Backup your game profiles:

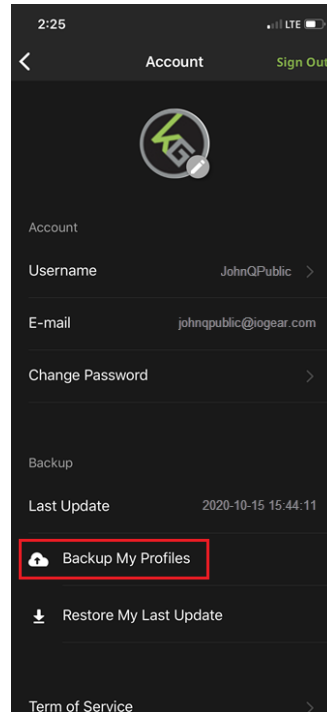
1. Press the Library tab at the bottom of the K2 App screen.



2. Press your account icon in the upper left hand corner of the app screen.



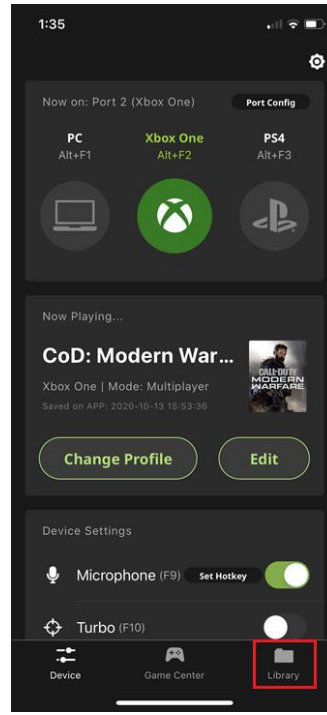
3. Press the Backup My Profiles icon.



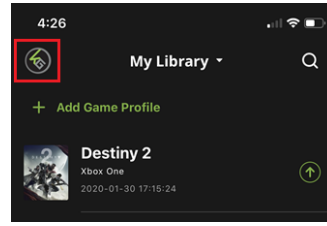
Note: The Backup function takes a "snapshot" of all profiles on your device and backs up those profiles, while also deleting anything from your previous backup that is not currently shown in your device library. If you share your library between multiple devices, you should always start a new gaming session by restoring your previous backup before making changes (downloading, sharing or modifying profiles). Always remember to backup your profiles after making any profile changes you wish to keep. If you make changes to your profiles and do not wish to keep them, you can perform a Restore which will overwrite your current profiles with those from your most recent backup.

To Restore your game profiles:

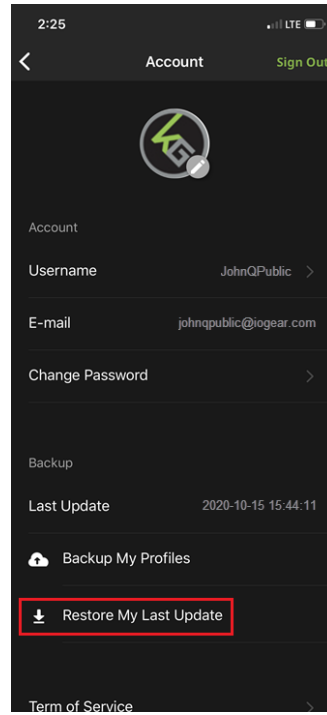
1. Press the Library tab at the bottom of the K2 App screen.



2. Press your account icon in the upper left hand corner of the app screen.



4. Press the Restore My Last Update icon.



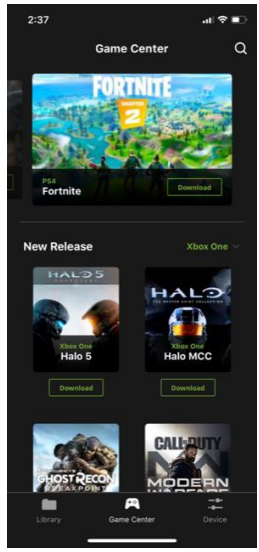
Note: The Restore function adds any profiles missing from your device since your last Backup, and overwrites any current profiles on your device with the version from your last Backup. If you added new profiles since your last Restore, they will be unaffected. The Restore function also makes it easy to keep your profiles current across multiple devices if you start each session with a Restore.

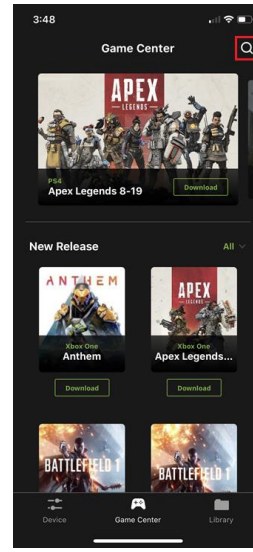
Downloading a Profile from Game Center

You can add a game profile to your library by downloading one from the Game Center tab in the K2 App, or using the Add Game Profile function in the Library tab to add a shared profile or create a new profile.

To download a profile from Game Center:

1. Open the Game Center tab on the K2 App and scroll down to the game you want to download (*Image 1*) or use the search function by tapping the search icon in the upper right corner of the screen (*Image 2*), then entering the name of the game into the search bar (*Image 3*).





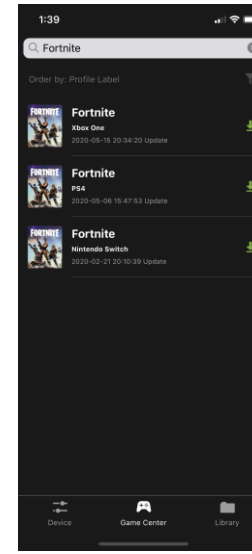


Image 1 *Image 2* *Image 3*

2. Select the profile you want by tapping on the game's cover art image. The required in-game settings are shown above the download button (*Image 4*). You will need to enter them into the game settings menu before beginning game play.

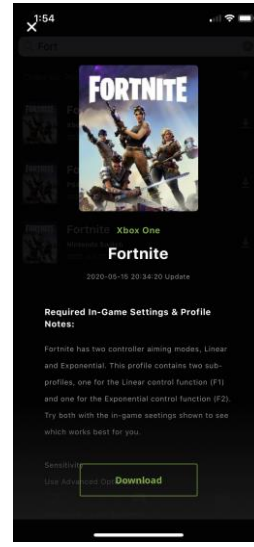


Image 4

3. Press the download button to save the profile into your library.
4. Open the Library tab and scroll to the profile you downloaded, then press the up arrow to load the profile (*Image 5*). If there is no profile available for your game, select the default profile for your console (*Image 6*).

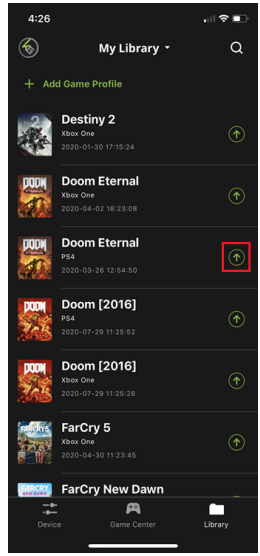


Image 5

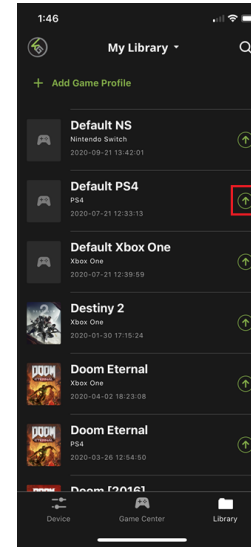


Image 6

5. Once the profile is loaded, open the settings menu inside the game and make the changes shown on the profile in Game Center (*Image 4*).

Note: If using the default Xbox One profile you need to change the game's aim and look settings to maximum, then adjust mouse sensitivity, DPI and key bindings as desired.

Adding a Game Profile

If there is no profile available for your game in Game Center you can create your own profile or enter a sharing code.

To create a game profile:

1. Tap **Add Game Profile** (*Image 1*) and select **Create New** (*Image 2*). If Enter Sharing Code is selected, you can enter the sharing code to add a game profile. See *Sharing a Profile.*

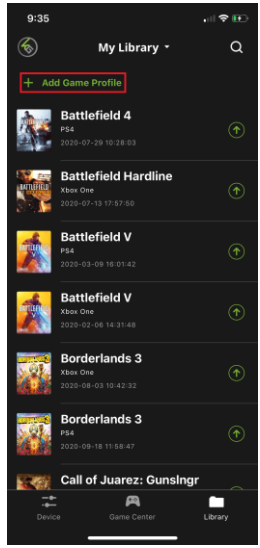


Image 1

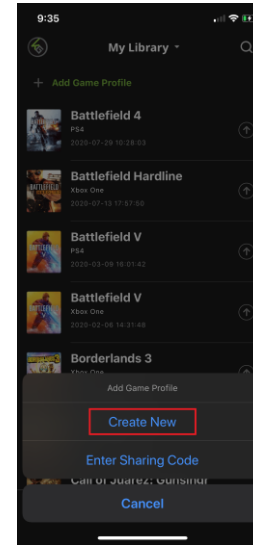


Image 2

2. Enter a profile name (*Image 4*) and select a game console type (*Image 5*).

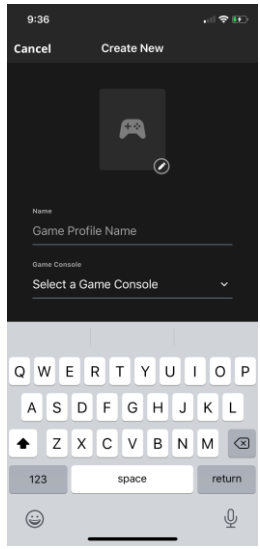


Image 3

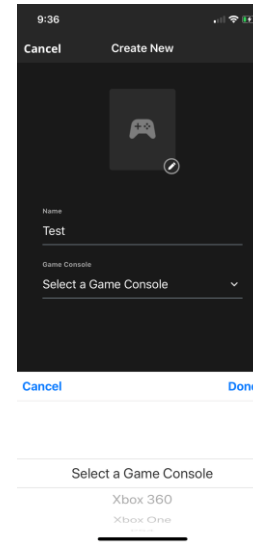


Image 4

3. If you want to add a profile image, press the image edit button (*Image 5*) then accept permission to access your photos (*Image 6*).

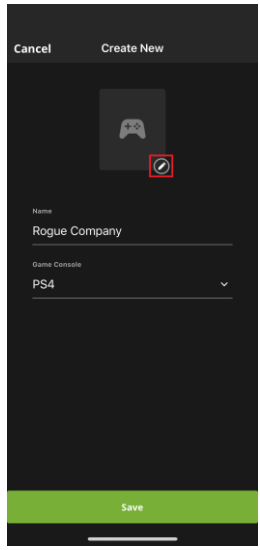


Image 5

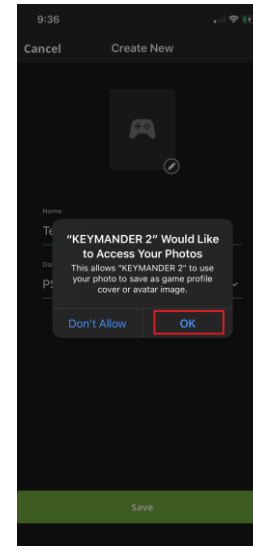


Image 6

4. Select a photo and press Save (Image 7).

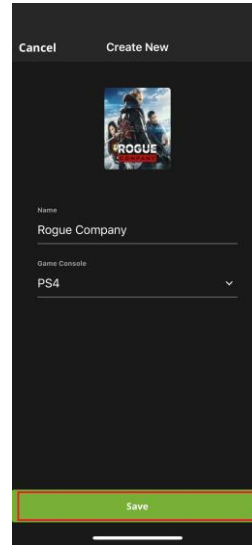
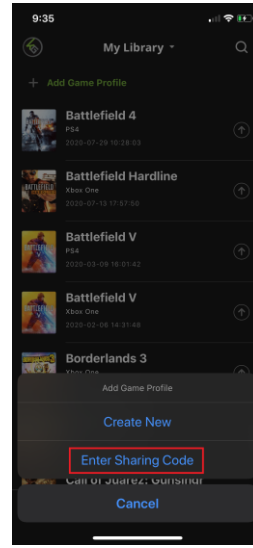


Image 7

To add a profile using a sharing code:

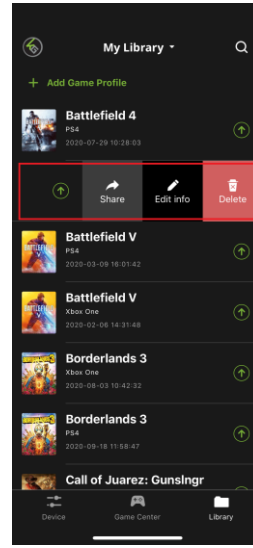
1. Tap **Add Game Profile** and select **Entering Sharing Code**.



2. Enter the sharing code.

Editing, Deleting and Sharing a Profile

To edit, delete, or share a profile, simply swipe left on the profile.



Editing a Profile

You can edit a profile's functions only from the Device tab (*Image 1*) but you can edit a profile's name, format or image from the Library tab. To edit a profile's functions, see *Customizing Controls for a Profile*. To edit a profile's name, format, or image from the Library tab, slide the selected profile to the left and tap **Edit Info (*Image 2*)**. Click **Save** when you have finished modifying.

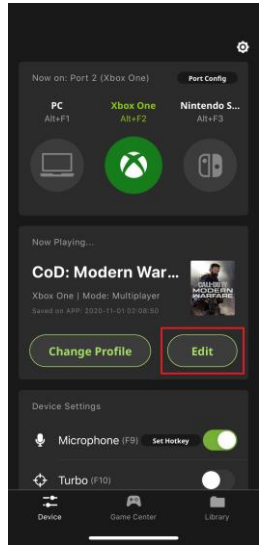


Image 1

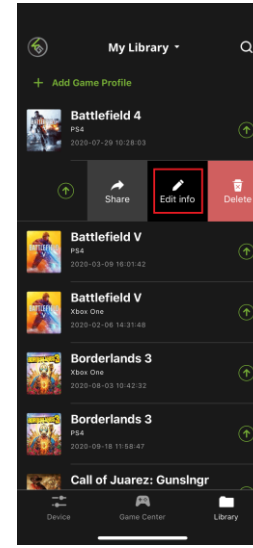


Image 2

Deleting a Profile

To delete a selected profile, slide the selected profile to the left and tap Delete (*Image 1*). A warning message appears (*Image 2*), click **Delete**.

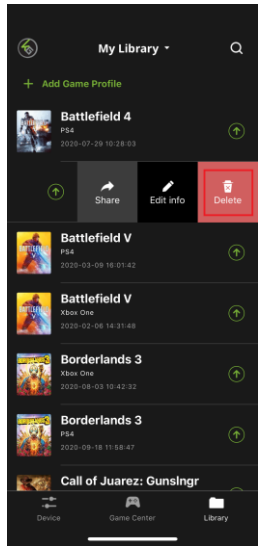


Image 1

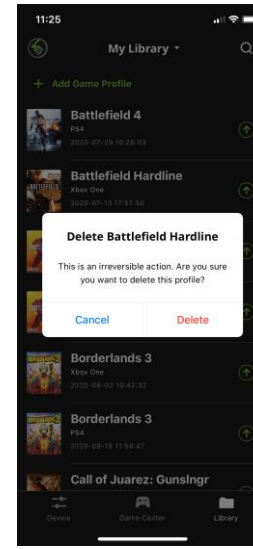


Image 2

Sharing a Profile

To share a particular profile to another mobile device, slide the selected profile to the left and tap **Share**.

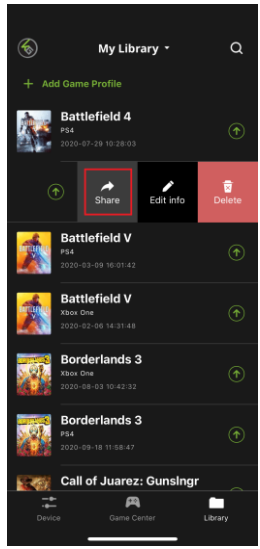


Image 1

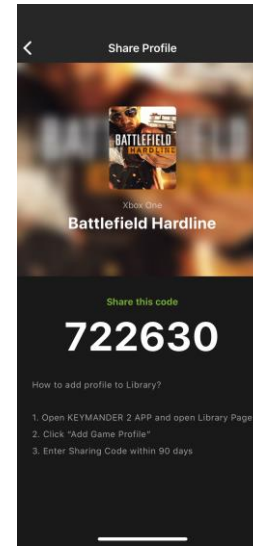


Image 2

Note: The Share Code is available for 48 hours.

Uploading & Customizing Controls for a Profile

This section explains how to configure the keyboard/mouse settings for a selected profile. It is required to upload a profile before you can modify and settings and controls.

Uploading a Profile

To upload a profile, tap Change Profile from the Device tab (*Image 1*) and tap the icon beside the profile you wish to upload (*Image 2*), then wait for the synchronization to complete (*Image 3*).

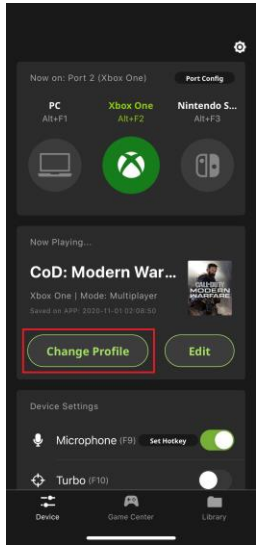


Image 1

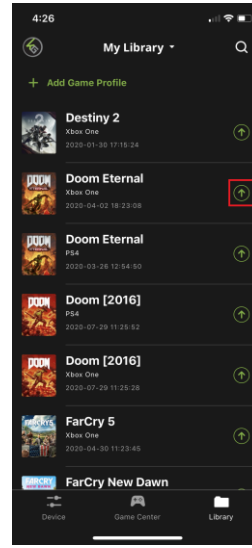
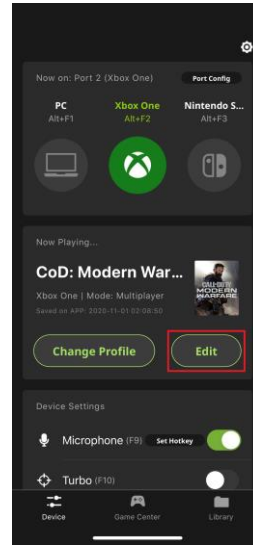


Image 2

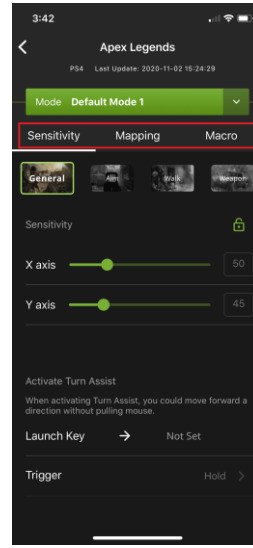
Image 3

Customizing Controls for a Profile

To customize the profile settings, tap **Edit** on the Device Tab.



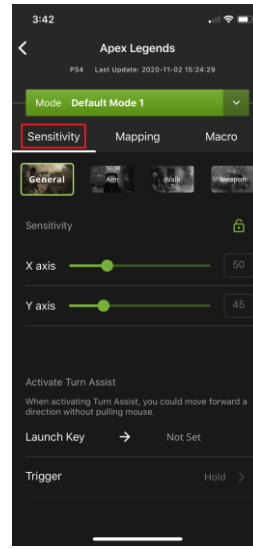
There are three fields that you can customize, Sensitivity, Mapping, and Macro. Each field is explained in the following pages.



Sensitivity

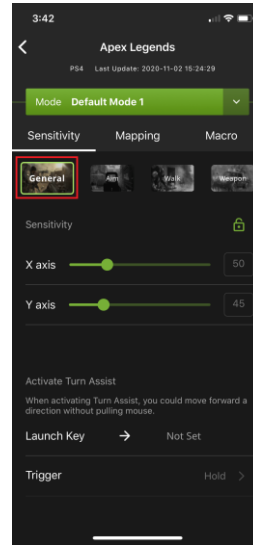
The sensitivity page accesses configuration for most mouse sensitivity settings through the General Mode, Aim (Aim-Down-Sight) Mode, Walk Mode, and Weapon Mode tabs. From the configuration page, tap **Sensitivity**.

- General Mode: the normal view the character has when looking or moving around in the game.
- Aim (Aim-Down-Sight) Mode: the view the character has when zooming-in to look through a scope.
- Walk Mode: allows setting a slower, quieter movement pace.
- Weapon Mode: allows access to special functions such as swapping L/R sticks and turn assist.



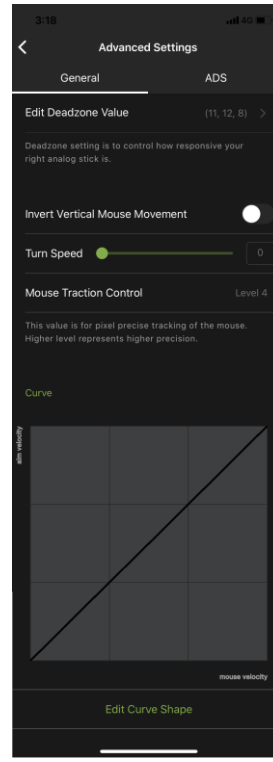
General Mode

These settings configure how the mouse movements respond when not aiming-down-sight (ADS). To access to the General Mode, tap on General.



Name	Details
Sensitivity	Sets the sensitivity for mouse movement. A higher number feels more responsive, while a lower number feels more controlled. ◆ Use X to set the sensitivity of right and left movements ◆ Use Y to set the sensitivity of up and down movements
Lock	The lock icon is used to bind the **X** and **Y** settings so that moving either one will move both settings. Click the icon to unlock the settings and set each to different values.
Turn Assist Launch Key	Sets the key to active Turn Assist, which allows the view to continue moving the current direction by holding a key. Useful for making long slow turns with tank turrets, etc.
Turn Assist Trigger	Sets the Turn Assist Launch key to function as a toggle (on/off) or hold key.
Advanced Settings	Allows access to configure advanced settings such as Invert Mouse Movement, Turn Speed, Mouse Traction Control, Curve, Mouse Curve Shape, and Deadzone.

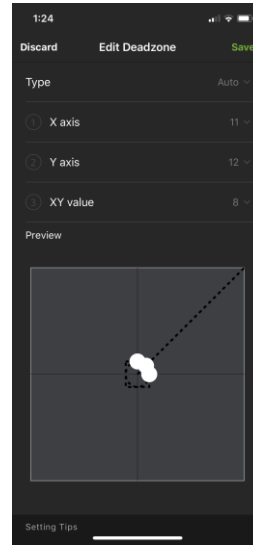
General Mode Advanced Settings



Name	Details
Edit Deadzone Value	Adjusts the amount of movement input required before the game registers an actual movement in-game.
Invert Vertical Mouse Movement	Toggles to reverse the up/down movements of the mouse, so that pushing the mouse forward causes a downward movement and pulling the mouse back causes an upward movement.
Turn Speed	Adjusts the turn speed of on-screen movements. For more information, see *Turn Speed*.
Mouse Traction Control	Caps the amount of aiming inclination or declination permitted when making long turns with the mouse. For more information, see *Mouse Traction Control*.

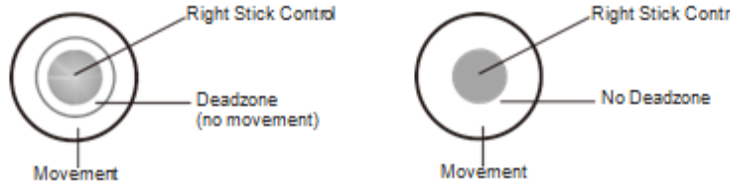
Deadzone Settings

The Deadzone Settings lets you adjust the size of the controller's Deadzone. Tap **Edit Deadzone Value** to edit, and below screen appears.

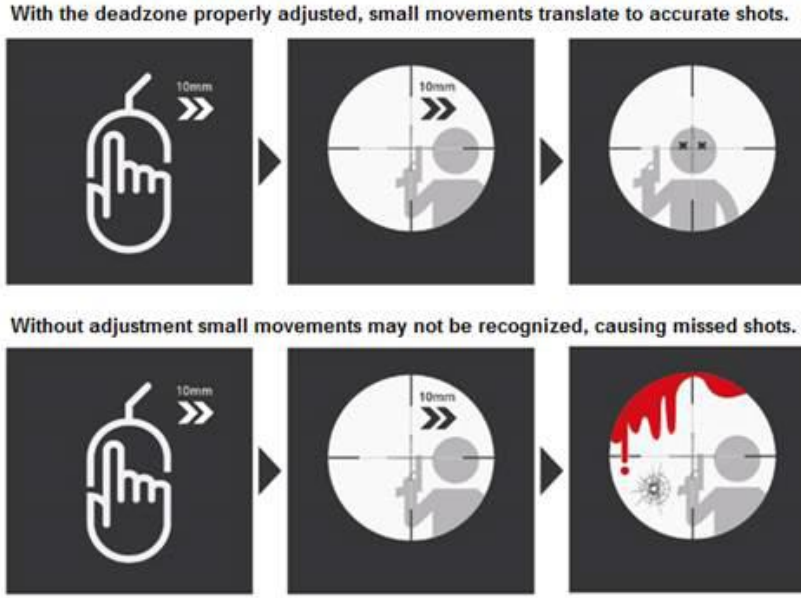


The Deadzone is a small area around the controller's movement stick (usually the right stick) that does not respond to movements. Deadzones are built into games so old controllers with worn sticks will not cause on-screen movement when the control is sitting still.

Right Stick Deadzone



Depending upon the amount of Deadzone built into the game, this may case a delay in mouse response or decreased mouse performance when playing games with KeyMander 2 3Play. Properly adjusting the Deadzone removes any delay to the mouse and delivers significantly sharper and smoother movements for much more accurate results, especially when aiming-down-sight in FPS games. For this reason adjustment of the Deadzone is strongly recommended



Setting the Deadzone

Use the K2 App to adjust the Deadzone settings for the mouse so that the aim/look view begins moving slowly on its own in the direction of the adjustment – up, right, or diagonally up. You will need to make a change then observe the effect of the change until the player in the game starts to move slowly in the direction of the adjustment. It is important that you stop adjusting at the point where the player begins to move in the game – this is where the Deadzone is set perfectly. That means for example, if setting the X axis to 16 causes the aim/look view to begin slowly moving to the right, the correct X axis deadzone setting is 16.

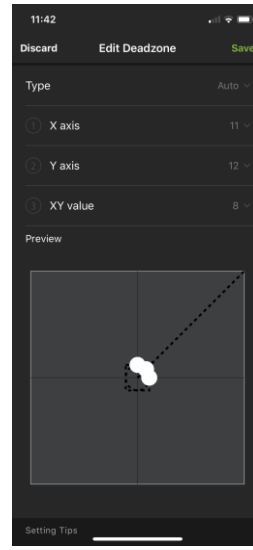
Note: It is important to remember that the Deadzone setting can change if the in-game sensitivity setting is changed, so make sure to set the Deadzone AFTER setting the in-game sensitivity to maximum!

To set the Deadzone:

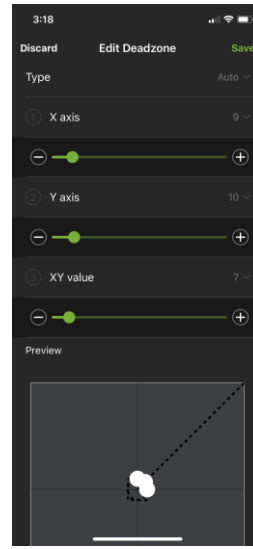
1. Start a first-person shooter (FPS) game and open the **Deadzone Settings**.

2. Select the **Zone Type**. If you do not know the zone type, select **Auto**.

Note: If Auto is selected, you can also adjust the XY (diagonal) value.

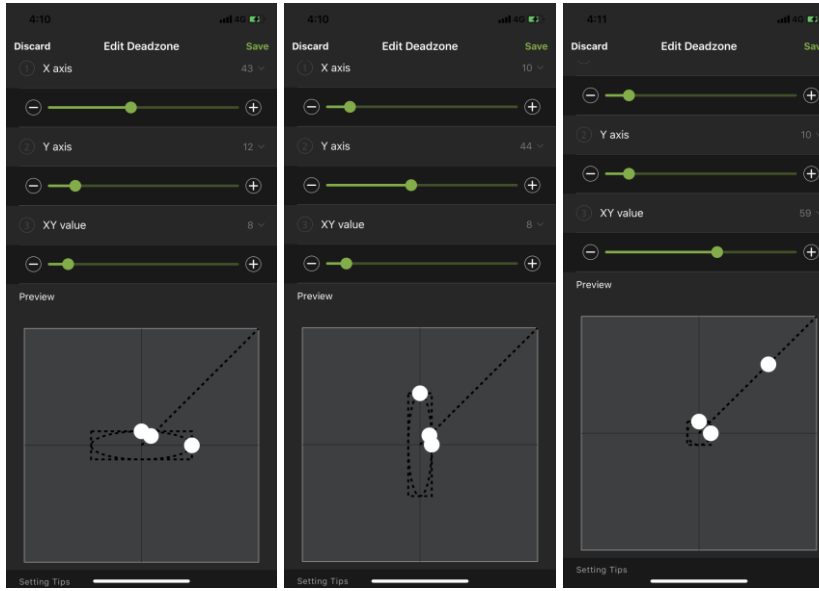


3. To adjust the X, Y, and XY values, tap on them to display the adjustment bars.



4. Adjust the dots by increasing or decreasing the X, Y, and XY values, the dots re-adjust accordingly. While watching the game until the player in the game starts to move slowly in the direction of the adjustment.

Note: It's important that you stop adjusting the graph at the point (mouse click) where the player begins to move in the game – this is where the Deadzone is set perfectly. If you go past the point, simply decrease the value until the player stops moving and adjust again.



Note: It is very important that you set each direction's Deadzone (X-axis, Y-axis and Diagonal) when using the **Auto** Zone Type.

5. Click **Save** to save the Deadzone settings to the current profile.

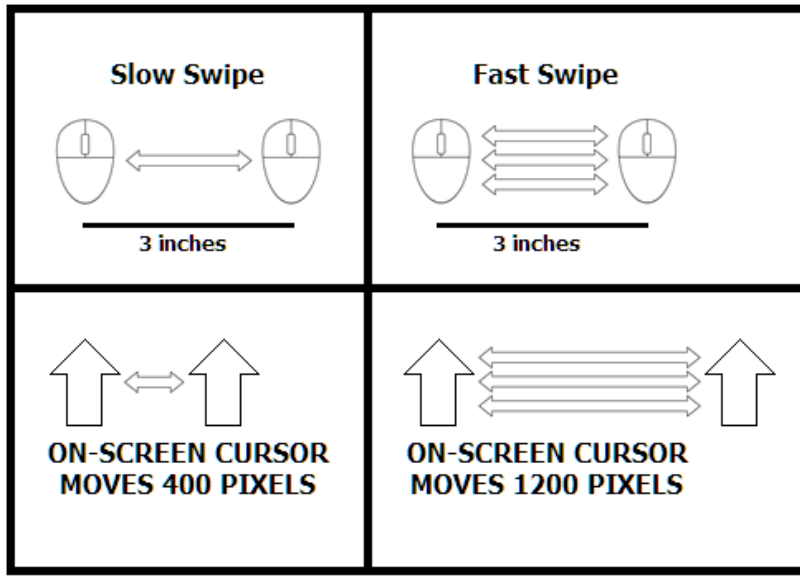
6. Test the mouse within the first-person shooter game. Movements will be smooth, stable and accurate. You'll also notice that shooting becomes more steady and reliable than with the game controller.

   If any mouse movements are shaky or jumpy repeat the steps to set the Deadzone. With the Deadzone set correctly the mouse performance should be excellent.

Turn Speed

The Turn Speed adjusts the amount of acceleration that the KeyMander 2 3Play adds when moving your mouse. A setting of 0 on the slider is equal to zero acceleration added by KeyMander 2. Settings of 1-50 add progressively greater amounts of aim acceleration to compensate for games with a slow Look mechanic.

When tuning your profiles, it is always best to start at 0 and begin making adjustment only when needed. For best accuracy remember to tune your Sensitivity (see *Sensitivity*) first, then fine tune the Turn Speed slider as needed for your style of play. Here's a quick visual of how increasing Turn Speed slider setting works:



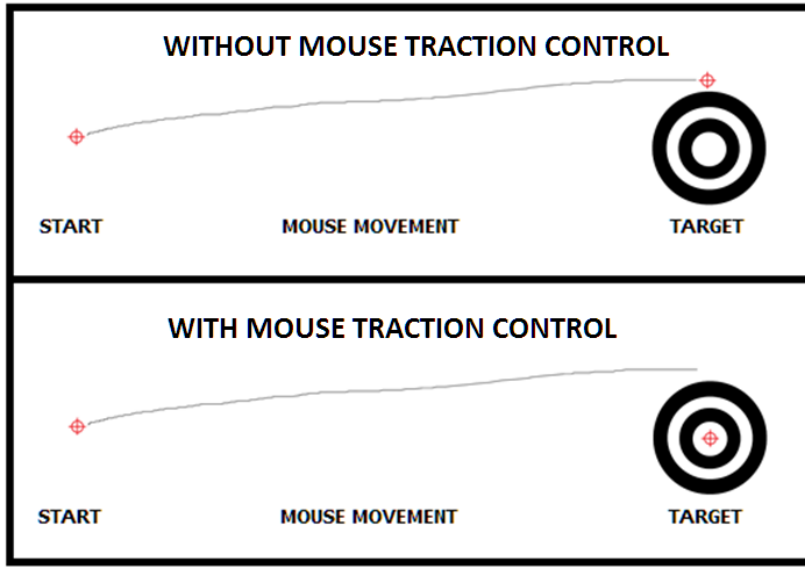
Mouse Traction Control

The Mouse Traction Control setting adjusts the amount of vertical correction applied when moving the mouse horizontally. This is to help keep the general mode view level when making fast, long turns.

This feature is designed to see an enemy behind you when spinning 180 degrees, a slightly angled mouse swipe does not cause you to be aiming above their head or below their feet.

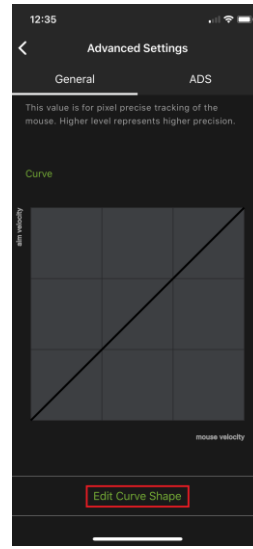
The cost of this ability can be a loss of precision when making diagonal movements or small movements when aiming-down-sight for sniping. A setting of Level 7 is equal to maximum vertical correction applied by the KeyMander 2 3Play, and higher settings add decreasing amounts of correction down to level 1 where zero correction is applied.

Depending on the game, most users will see improved performance accuracy in long turns with the default setting, and advanced users will still see some benefits between levels 2-3. High level users that want no correction should select level 1.

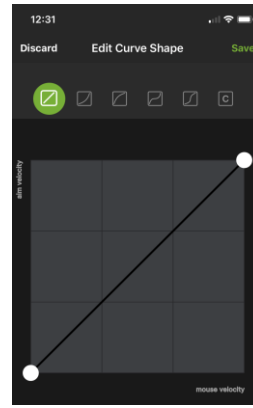


Curve Setting

The Curve Setting is for adjusting the relationship of **Mouse Velocity** (physical mouse speed) to **Aim Velocity** (on-screen speed). Scroll down the General Advanced page, and tap **Edit Curve Shape**.



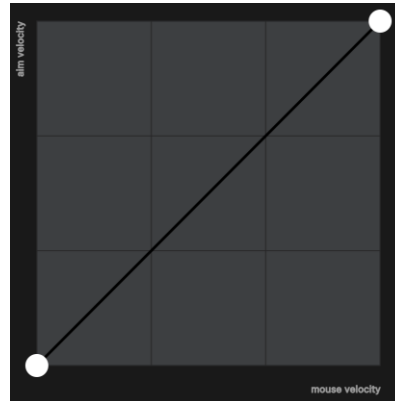
The Edit Curve Shape page appears. Curve settings are used to fine tune how physical mouse movements respond on-screen (in the game). The default curve has a 1:1 ratio: Physical mouse speed equals on-screen speed. Adjustments can limit movements, stretch movements and increase or decrease progressive movements.



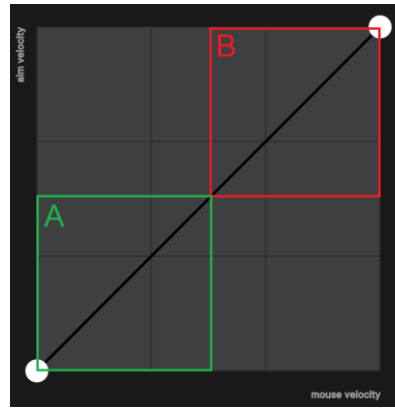
Function	Description
Discard	Tap Discard to remove the adjusted curve.
Save	Tap Save to save the adjusted curve.
Curve Type	Click a curve type to use a predefined curve for mouse movements. You can change the shape of a curve type at the points provided. Select a curve type to use as a template and adjust the curve to suit your needs.
Custom	Use custom to make fine adjustments to the curve. When selected 24 points appear allowing you to adjust the shape of the curve. Click and drag the points up or down to make adjustments. You can select a Curve Type and then click **Custom** to adjust it as you wish. Examples are provided in *Adjusting the Curve*.
Aim Velocity	Aim Velocity refers to the speed of on-screen movements.
Mouse Velocity	Mouse Velocity refers to the speed of physical mouse movements.

Curve

The Curve is the relationship of **Mouse Velocity** (physical mouse speed) to **Aim Velocity** (on-screen speed). When the physical mouse and on-screen speed are the same, the curve looks like this:



Mouse Velocity increases from left to right. **Aim Velocity** increases from bottom to top. As you adjust the curve up and down, the relationship of physical mouse speed to on-screen speed changes. The two sections represent different movements:



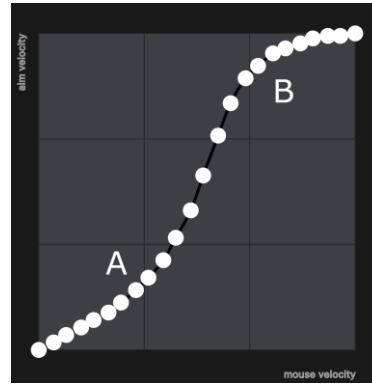
A: Close Aiming Movements **B:** Long Turning Movements

Pulling the Curve up makes the on-screen movements faster and pulling the Curve down restricts the speed – of **A** or **B** as the mouse is moved.

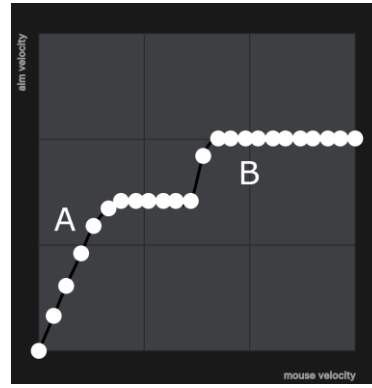
Adjusting the Curve

Adjusting the curve allows you to fine tune turn acceleration, deceleration, high and low speeds with limits, and boost velocity. Use the graph points to adjust the curve to suit your needs. Use the examples below to understand how adjusting (**A**) **Aiming** and (**B**) **Turning** affect movements in the game:

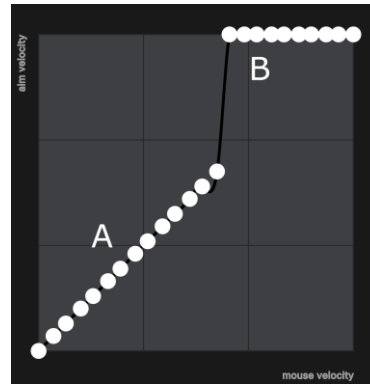
(A) Low Aim Speed / (B) High Turn Speed



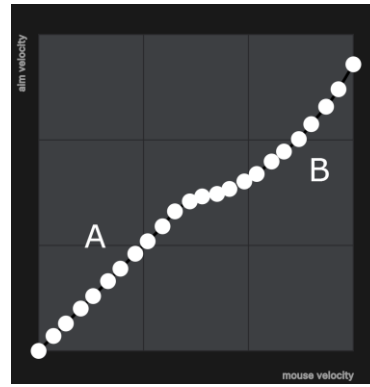
(A) Increasing Thrust for Aiming / (B) Prevent High Turn Speed



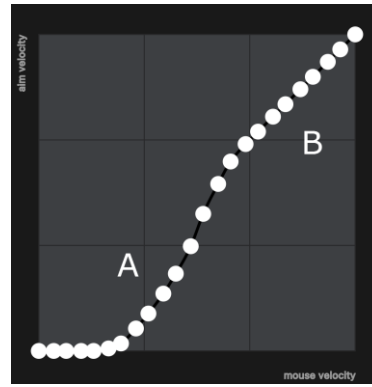
(A) Normal Aim Speed / (B) Increasing Thrust for Turning



(A) Normal Aim Speed / (B) Low Turn Speed

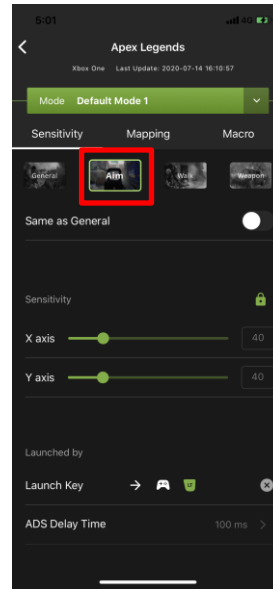


(A) Decrease Aim Speed / (B) Normal Turn Speed



Aim Mode (Aim-Down-Sight)

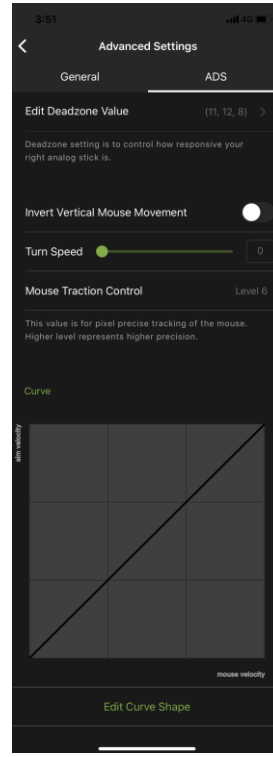
To access to the aim mode (Aim-Down-Sight), tap on Aim. The Aim Mode (Aim-Down-Sight) page appears.



Name	Details
Same as General	Uncheck this box to configure the ADS Mode settings. Checking this box sets the ADS Mode to use the same settings as the Aim Look Mode.
Sensitivity	The Aim Look sensitivity bar sets how quick or slow mouse movements respond. The higher the number the more loose the movements will feel and the lower the number the more tight the movements will feel. ◆ Use X to set the sensitivity of right and left movements ◆ Use Y to set the sensitivity of up and down movements
Lock	The lock icon is used to fix the **X** and **Y** settings so that both stay the same. Click the icon to unlock the settings and set each to different values.
Launch Key	Use the drop-down menu to select the controller button that is used to zoom-in to an ADS view.

ADS Delay time	Sets the delay for switching between *General* and *ADS* view.
Advanced Settings	Allows you to configure advanced settings such as Invert Vertical Mouse Movement, Turn Speed, Mouse Traction Control, Curve, Edit Curve Shape, and Edit Deadzone.

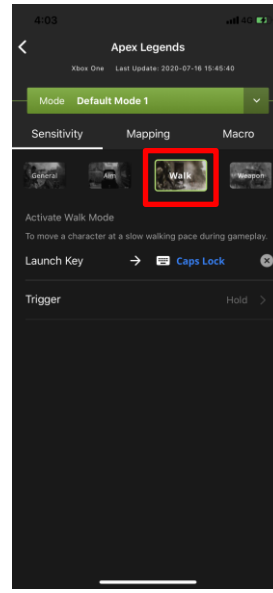
Aim Mode Advanced Settings



Use these settings to set how the mouse movements respond when the character has zoomed in, such as through a scope. Please refer to the *General Mode* settings to configure the Aim Mode advanced settings.

Walk Mode

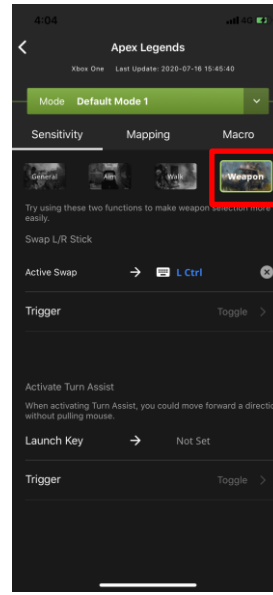
To access to the Walk Mode, tap the Walk tab. Use these settings to enable walk mode during game play.



Name	Details
Launch Key	Tap to configure a controller button that is used to launch the walk mode.
Trigger	Tap to select the trigger method between toggle or hold.

Weapon Mode

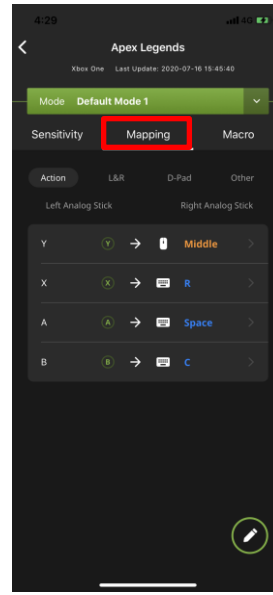
To access to the Weapon Mode, tap on Weapon. Use these settings to enable weapon mode during game play.



Name	Details
Active Swap	Tap the configure a controller button that is used to launch the active swap.
Trigger	Tap to select the trigger method between toggle or hold.
Launch Key	Tap the configure a controller button that is used to launch the active turn assist.
Trigger	Tap to select the trigger method between toggle or hold.

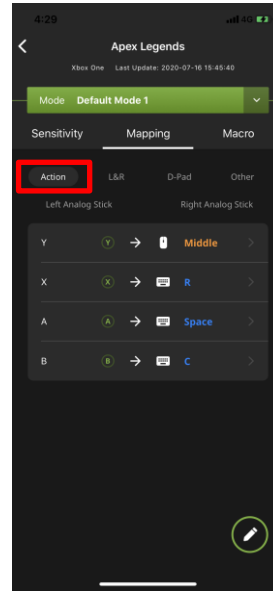
Mapping

The Mapping page is for mapping the controller buttons to the keyboard and mouse. From the configuration page, tap **Mapping**.

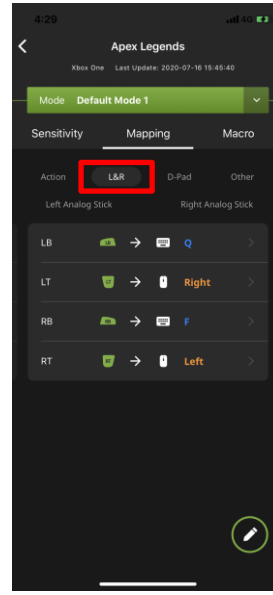


There are five mapping fields, Actions, L&R, D-Pad, Other, Left Analog Stick, and Right Analog Stick.

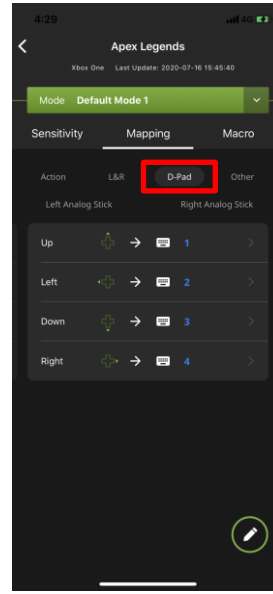
Action


4:29
Apex Legends
Xbox One Last Update: 2020-07-16 15:45:40
Mode Default Mode 1
Sensitivity
Mapping
Macro
Action
L&R
D-Pad
Other
Left Analog Stick
Right Analog Stick
Y
Middle
X
R
A
Space
B
C

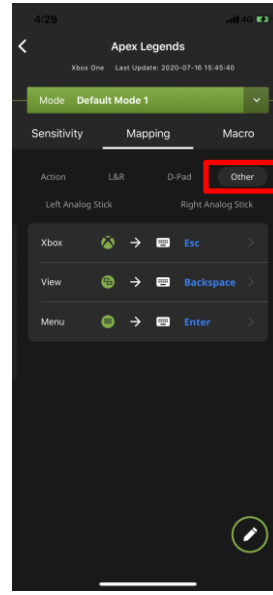
L&R


4:29
Apex Legends
Xbox One Last Update: 2020-07-16 15:45:40
Mode Default Mode 1
Sensitivity
Mapping
Macro
Action
L&R
D-Pad
Other
Left Analog Stick
Right Analog Stick
LB
Q
LT
Right
RB
F
RT
Left

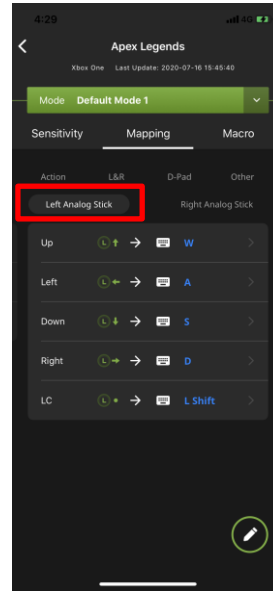
D-Pad


4:29
Apex Legends
Xbox One Last Update: 2020-07-16 15:45:40
Mode Default Mode 1
Sensitivity
Mapping
Macro
Action
L&R
D-Pad
Other
Left Analog Stick
Right Analog Stick
Up
1
Left
2
Down
3
Right
4

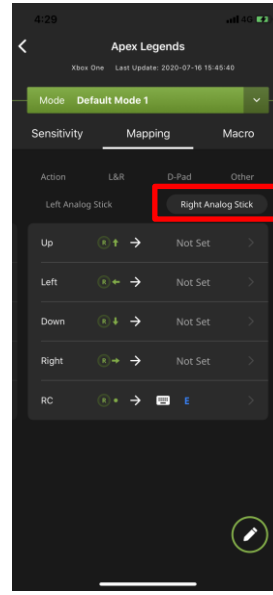
Other


4:29
Apex Legends
Xbox One Last Update: 2020-07-16 15:45:40
Mode Default Mode 1
Sensitivity
Mapping
Macro
Action
L&R
D-Pad
Other
Left Analog Stick
Right Analog Stick
Xbox
Esc
View
Backspace
Menu
Enter

Left Analog Stick



Right Analog Stick

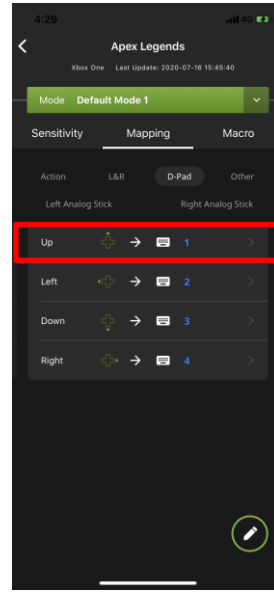


Configuring Key Mappings

Each controller button can be mapped to a keyboard, mouse or joystick. For default button mappings, see *Controller to Keyboard Button Layout*.

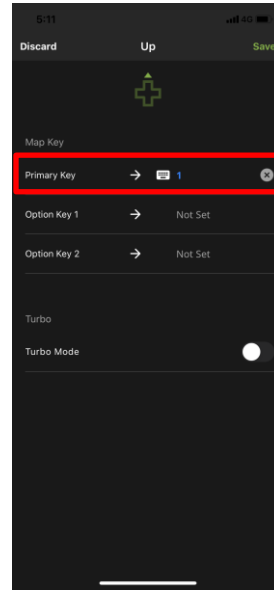
To map a controller button, follow the steps below.

1. From the mapping page, tap on the button you wish to map.



2. From the configuration page, tap **Primary Key** to enable the listening mode. You may now map the selected button to a keyboard, mouse, or joystick.

Note: For extra mappings, Option Key 1 and Option Key 2 are available.



Keyboard: Press a key on the keyboard to map a controller button to it.

Mouse: Click a mouse button to map the controller button to it.

Joystick: Press a button to map the controller button to it.

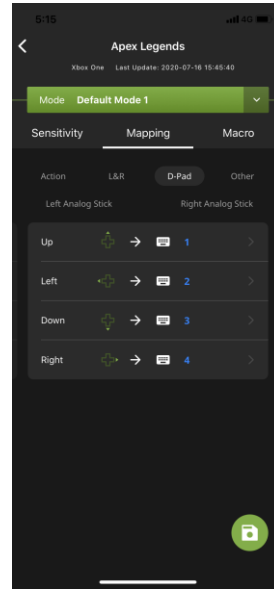
3. (Optional) Option Key 1 & 2
4. (Optional) Turbo Mode, see Turbo*93*.
5. Tap **Save.**

Quick Pairing

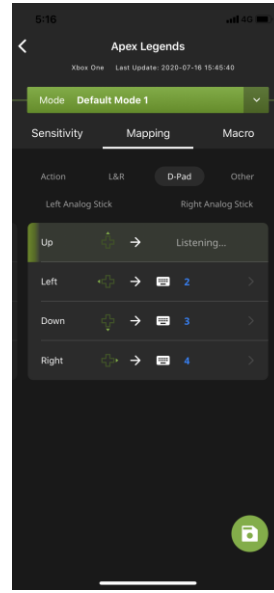
Quick paring allows you to map a controller button in two steps. Simply press the controller button, and then press a key on a keyboard, mouse, or joystick. For default button mappings, *see Controller to Keyboard Button Layout*.

To map a controller button, follow the steps below.

1. From the Mapping page, Tap edit button to enter the configuration page.



2. Press the up button on your controller to enter the listening mode. You may now map the selected button to a keyboard, mouse, or joystick.



Keyboard: Press a key on the keyboard to map the controller button to a key.

Mouse: Click a mouse button to map the controller button to.

Joystick: Press a button to map the controller button to.

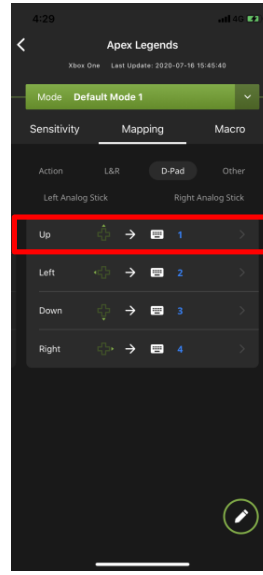
3. Tap the save button to save the mappings.

Turbo

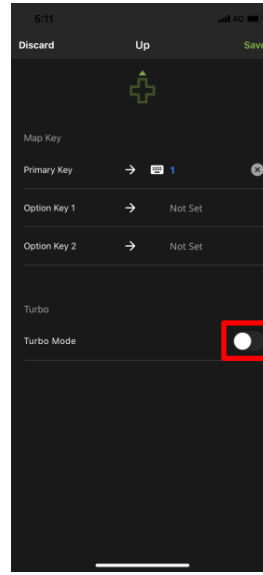
The Turbo function allows repeat rapid fire of a button from the keyboard and mouse. You can enable or disable turbo for any controller button* and set the level (0.1~1 second) of intensity. *Turbo Mode* must be on for turbo buttons to work see *Device Settings*.

To set turbo on a button, follow the steps below.

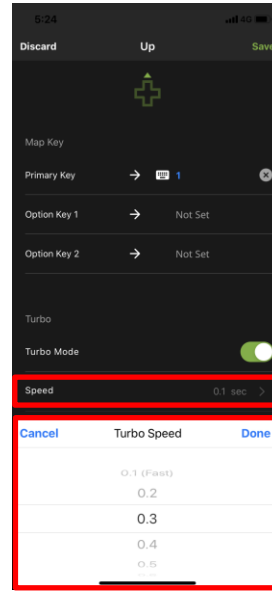
1. From the mapping page, tap on the button you wish to set turbo.



2. From the configuration page, tap to enable **Turbo Mode**.



3. Tap Speed to set the button timing from 0.1~1 second.

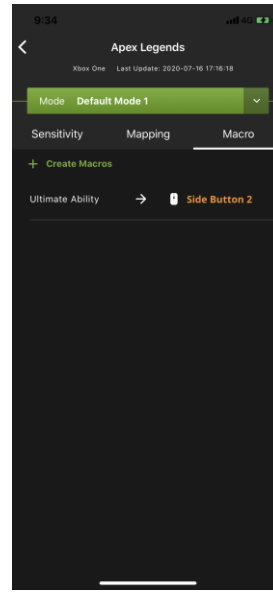


4. Tap **Save** when finished.

Note: Turbo settings only work on the keyboard and mouse. Turbo settings will not work from the game controller.

Macro

Macros activate multiple controller buttons into a single key or mouse click. For example you can set “X+O” or “R3+L3+R2” to execute by pressing the [Y] key on the keyboard. You can create up to 8 custom macros and each macro can have up to 8 controller buttons.

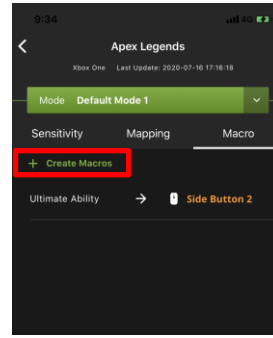


Macro Mode **[F11]** must be turned on for Macros to work.

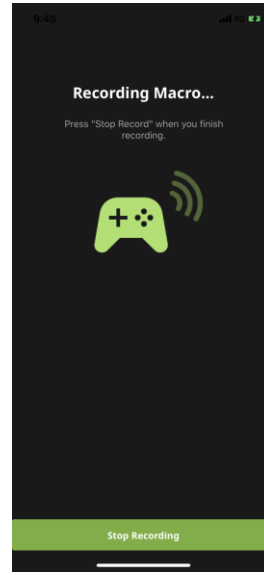
To create a macro, follow the steps below.

1. From the Macro page, tap

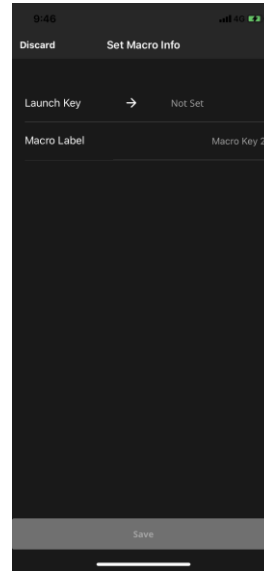
.



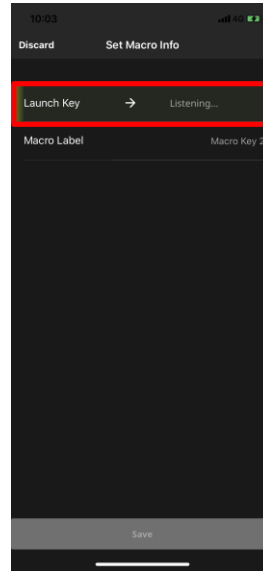
2. The Recording Marco page opens. You may now start to program your Macro by pressing the buttons on the controller.



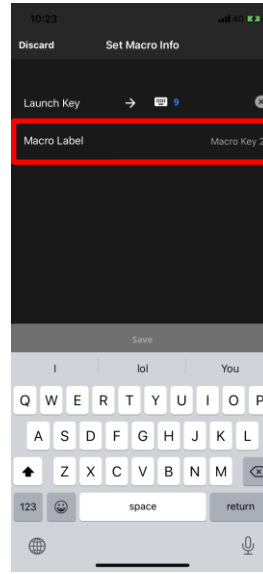
3. Tap **Stop Recording** when you have finished entering the macro. You are directed to a page to set launch key and macro label.



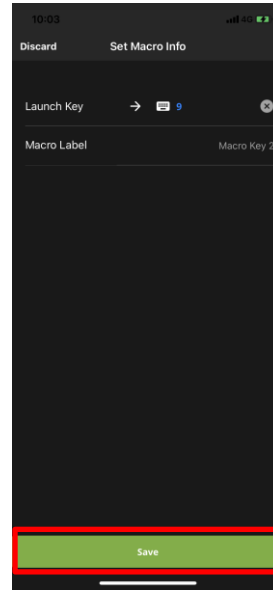
4. Tap **Launch Key** to map a button on the keyboard, mouse or joystick that will be used to execute the macro.



5. Tap **Macro Label** to set a name for the macro to be listed in the Marco page.



6. Click **Save.** The macro appears in the Macro page.



7. Enable *Macro Mode* by pressing **[F11]** from the keyboard connected to the GES1337 KeyMander 2.
8. Press the *Macro Key* set in step 4 to run the macro.

Chapter 5
Firmware Upgrade

The Firmware Upgrade Utility

The KeyMander 2 3Play supports both OTA (over-the-air) and PC connection updates. Under most circumstances firmware updates will be performed using standard OTA update function found in the K2 App. There may be times however, when you wish to load a specific firmware version that is not hosted on the OTA update server (beta firmware), so the Firmware Update by PC method is explained below.

As new firmware versions become available firmware upgrade packages are posted on the IOGEAR website. The Windows-based Firmware Upgrade Utility (FWUpgrade.exe) provides a smooth automated process for upgrading the KeyMander 2 3Play's firmware when needed. Check the web site regularly to find the latest firmware packages and information relating to them.

Before You Begin

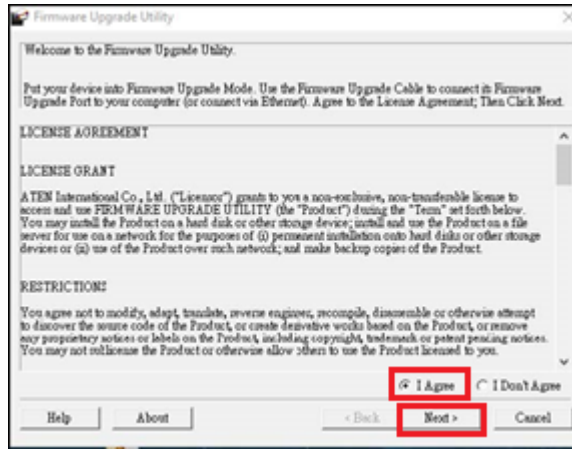
To prepare for the firmware upgrade, do the following:

1. Download the firmware .exe update file at https://www.iogear.com/support/dm/driver/GES1337.
2. Follow the instructions to download the firmware upgrade.
3. Unzip the firmware upgrade package and connect the computer to the GES1337 KeyMander 2.

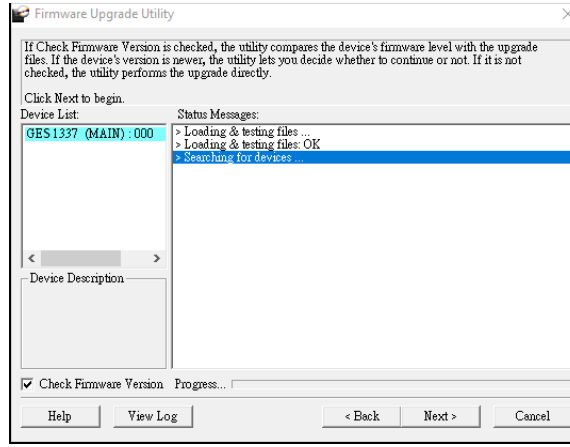
Starting the Upgrade

1. Press and hold the Bluetooth Pairing Button and the Mode Button.
2. Plug the Game Console USB Connector to the computer which you have downloaded the firmware from.
3. Wait for the LED Indicator to start flashing white. The KeyMander 2 3Play is now in the Firmware Upgrade Mode.

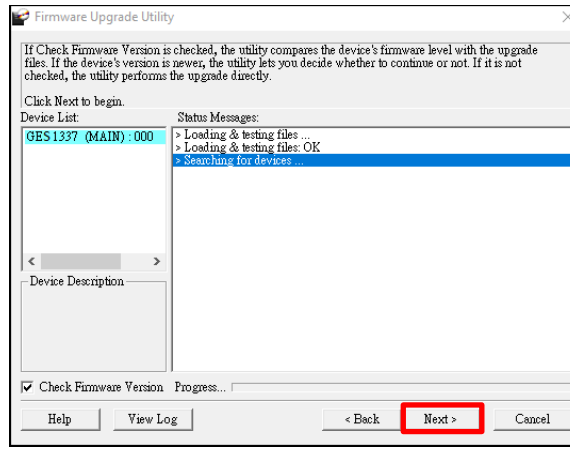
4. Double click the firmware upgrade (*.exe) file, or right click and select Open. This will start the Firmware Upgrade Utility, and a window appears. Read the License Agreement, select **I Agree**, and then click **Next**.



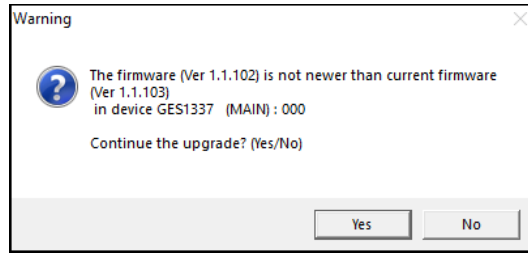
5. The Firmware Utility will list the attached KeyMander2 3Play devices, and should show your GES1337 if connected to the PC.



6. Click **Next** to perform the upgrade.



- If you enabled *Check Firmware Version*, the Utility compares the device's firmware level with that of the upgrade files. If the device's version is higher than the upgrade version, it brings up a dialog box informing you of the situation and gives you the option to continue the upgrade:

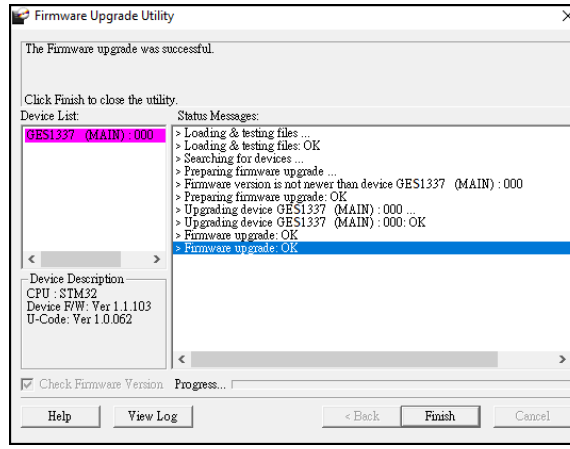


If you didn't enable *Check Firmware Version*, the Utility installs the upgrade files without checking whether they are a higher level, or not.

- As the Upgrade proceeds status messages appear in the Status Messages panel, and the progress toward completion is shown on the *Progress* bar.

Upgrade Succeeded

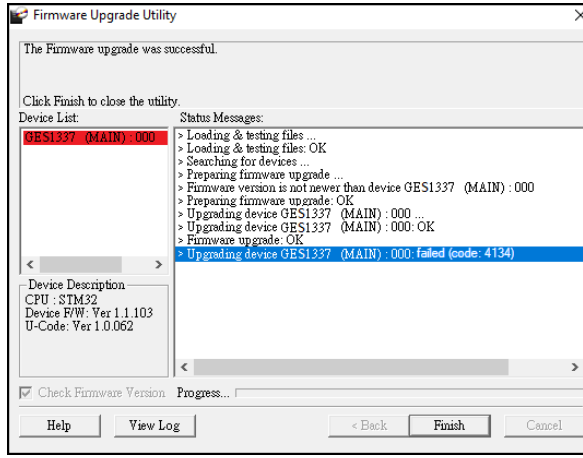
After the upgrade has completed, a screen appears to inform you that the procedure was successful:



Click **Finish** to close the Firmware Upgrade Utility.

Upgrade Failed

If the upgrade failed to complete successfully the *Upgrade Failed* screen appears:



Click **Cancel** to close the Firmware Upgrade Utility. See the next section, *Firmware Upgrade Recovery*, for how to proceed.

Firmware Upgrade Recovery

There are three conditions that call for firmware upgrade recovery:

- When the unit's firmware becomes corrupted and you are unable to operate it.
- When a firmware upgrade procedure is interrupted or the KeyMander 2 3Play is unplugged during upgrade.
- When a firmware upgrade procedure fails.

To perform a firmware upgrade recovery, do the following:

1. Unplug the KeyMander 2 3Play from the computer.
2. Plug the KeyMander 2 3Play into to the computer.
3. Press the Bluetooth Pairing Button and the Mode Button together for 10 seconds.
4. Upgrade the firmware as explained in Starting the Upgrade.

Chapter 6
Troubleshooting

Troubleshooting

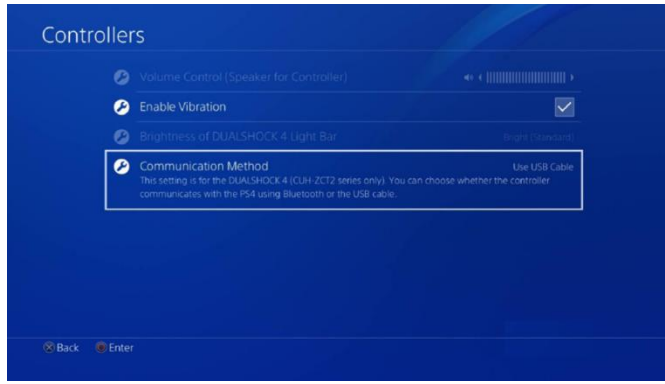
The following is a list of common issues and how to solve them.

Micro USB Cable Problems

In the event your system is not working with the supplied micro USB cable during initial setup, you can use your own micro USB charge and sync cable for testing. If the system works normally after performing this test, replace the micro USB cable. If the system is still not working after performing this test, the cable is not the source of the problem. If you are using a PS4, fully charge the controller and reconnect to KeyMander 2 3Play. If you are using an Xbox One, see Loss of USB Connection to Controller.

PlayStation 4

If the KeyMander 2 is connected to a PS4 using the DualShock 4 Slim controller and it does not respond to the keyboard and mouse, there are three things to check. First, make sure you are using a profile set for PS4. If you are using a PS4 profile, the KeyMander 2 status bar should be glowing blue, If not you can download a profile for PS4 from the Game Center in the K2 App. Next, make sure you have enabled USB Communication in the System Settings menu. Go to Settings > Devices > Controllers > Communication Method and select Use USB Cable.



Lastly, disconnect the micro USB cable between the KeyMander 2's Gamepad port and the controller, then wait a few seconds. Reconnect the USB cable. If the cable is a USB charge and sync cable, the PS4 controller

should turn on and display a yellow light. If it is a charge only cable, it will show a blue light which means it is still in wireless mode and does not recognize the cable.

Xbox One

If the KeyMander 2 is connected to an Xbox One console and completely stops responding to the keyboard and mouse or if this is a first time setup and the keyboard and mouse are not working, start by making sure you have the KeyMander 2 connected to the rear USB port on the console, as the front or side ports do not support as much power output. Next, make sure you have a game profile for Xbox One synced to the KeyMander 2 and you are in Mode 1 of that profile (Mode 4 is Crossover Mode so keyboard and mouse function will not operate). If there is a profile for Xbox One current synced, the KeyMander 2 LED status bar should be glowing green. If the status bar is glowing green and the keyboard and mouse are still not working, check the micro USB cable as mentioned above in Micro USB Cable Problems. If if still does not respond, check the controller's USB connection as described below.

Loss of USB Connection to Controller

In the event the KeyMander stops responding to the keyboard and mouse, you can check the USB connection to controller by opening the Xbox menu, going to System > Settings > Devices & Streaming > Accessories. When the Xbox controller is displayed on the screen, select the three dots below the Configure box. Select the Firmware Update even if "No update available" is displayed. Select Continue. If you see a message saying to insert batteries or connect a USB cable after pressing continue and it will not attempt to update, the controller is connected to Xbox One in Bluetooth mode and you will need to follow the steps below to switch it to USB communication.

1. Disconnect the controller from KeyMander 2 3Play.
2. Disconnect KeyMander 2 3Play from the Xbox One console.
3. Disconnect the external power cable from KeyMander 2 3Play (if attached).
4. Press and hold Xbox power button on console for 10 seconds until the console shuts down.
5. Unplug the power cable from the console for 1 minute.
6. Reconnect power cable to the console and turn on using the power button on the console. DO NOT press the power button on a controller.

7. When green Xbox screen comes on during boot up, connect the controller directly to the Xbox One console using the micro USB cable.

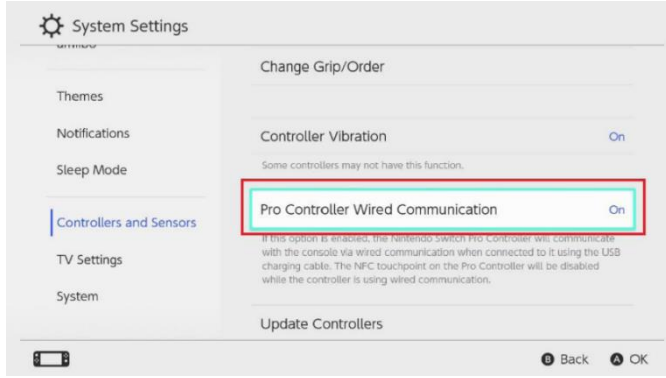
Note: Controller should light up by itself indicating it is in USB mode.

8. Reconnect KeyMander 2 3Play cable to the rear USB port on Xbox One console.
9. Reconnect external power cable to KeyMander 2 3Play power port (if needed).
10. Disconnect the controller micro USB cable from Xbox One and reconnect to KeyMander 2 3Play.

Note: Controller should light up by itself indicating it is in USB mode.

Nintendo Switch

If the KeyMander 2 is connected to a Nintendo Switch using the Nintendo Switch dock and it does not respond to the keyboard and mouse, there are three things to check. First, make sure the Joy-Con™ controllers are attached to the Nintendo Switch (the KeyMander 2 cannot work with them disconnected from the Switch). Next, make sure you are using a profile set for Nintendo Switch. If you are using a Nintendo Switch profile, the KeyMander 2 status bar should be glowing red, If not you can download a profile for Nintendo Switch from the Game Center in the K2 App. Lastly, make sure you have enabled the Pro Controller Wired Communication in the System Settings as seen in the image to the right.



LED Indicator Behavior

Color	Indication	Status
Blue	Lights Solid	The KeyMander 2 3Play is configured with a PS3/PS4 profile.
Green	Lights Solid	The KeyMander 2 3Play is configured with an Xbox 360/Xbox One profile.
Red	Lights Solid	The KeyMander 2 3Play is configured with a Nintendo Switch profile.
Grey	Lights Solid	The KeyMander 2 3Play is configured for PC operation.
Or-ange	Blinks	The KeyMander 2 3Play is running under insufficient power supply.
Red	Blinks	A system failure has occurred on the KeyMander 2 3Play.
White	Left Side Solid	The KeyMander 2 3Play is switching to Port 1.
White	Center Solid	The KeyMander 2 3Play is switching to Port 2.
White	Right Side Solid	The KeyMander 2 3Play is switching to Port 3.

Appendix
Mouse Performance

Understanding Mouse Performance

To help better answer some of the common questions about mouse performance, here's some basics about several things that determine how the mouse responds in-game: Sensitivity Setting, Maximum Turn Speed, Turn Speed Setting, Deadzone Setting and Resolution.

The biggest reason to love KeyMander 2 3Play can quickly become a frustration if the mouse isn't setup properly, so here is some information that may help you to better dial in your mouse settings. The KeyMander 2 3Play is designed to provide as close to a PC gaming experience as possible on a game console, however there are a couple significant differences between playing on PC and using a keyboard and mouse with your console. Understanding differences in maximum turn speed and learning how to work with mouse sensitivity and acceleration are the keys to playing at the highest level with KeyMander 2 3Play. Getting to that level requires some also time spent learning how your mouse settings translate into the game, and also understanding the limitations of console games.

Sensitivity Settings

Properly setting mouse sensitivity is the biggest factor in getting good mouse performance with your KeyMander 2 3Play, and there is more to it other than adjusting the sensitivity sliders in the K2 App. There are actually three other steps required before adjusting the sliders, and forgetting them will lead to poor mouse performance.

The first and most commonly overlooked step in properly setting up the mouse is actually making sure the aim/look sensitivity is maxed out in the game's settings menu, so you have the full sensitivity range to work within.

Next, you need to input the mouse's DPI resolution setting into the K2 App Device tab for a smoother and more accurate adjustment range.

Third, most gaming mice have a DPI button with multiple settings so make sure the mouse is set to the highest DPI step when connected to KeyMander 2 3Play. Only after those steps are complete do you begin making changes to the mouse sensitivity sliders. Just like in PC gaming, bumping the sensitivity too high will cause you to reach a point where movement can become jittery and difficult to use accurately for precision shots, so reaching a balance is important.

In the PC world this equates to the balance between low DPI and high DPI settings, where lower DPI is far more accurate for making small, precise movements (like needed for headshots) at the cost of having to move your hand a foot or more to turn a 360° rotation. In the older days of first-person-shooters, gamers playing titles like Counter Strike on standard definition monitors might have mouse resolutions set as low as 100 or 200 dpi, so they can snap off a headshot (without a scope) like it's nothing. That type of play is a far cry from the common Rambo-esque, hard-charging free-for-all styles we see now in Call of Duty multiplayer matches, so just like in PC gaming, finding your own balance point is the key. If you run around in CoD with a shotgun and never aim-down-sight, having a highly boosted sensitivity may be fine for you, but if you later decide to pick up a sniper rifle you probably aren't going to be happy with that setting. To get a better feel for how to best set your mouse sensitivity, start at a point where you think the sensitivity is way too low, and move your mouse back and forth. Get a feel for the ability to find your aim point accurately, then boost your speed until you can get the accuracy you want, at a comfortable enough speed to stay within the game's maximum turn speed or at least not far beyond it. Remember each game is different, and the difference can be huge when comparing a game like Call of Duty that has a high max turn speed, versus a game like Resident Evil 7 where you can use a watch to time how long it takes to spin around. By the way, several games actually have different horizontal and vertical look sensitivities that usually go unnoticed with analog sticks, but much more noticeable with a mouse. If vertical movement feels different than horizontal movement and you want to adjust it, you can unlock the horizontal and vertical mouse sensitivity sliders in the K2App and adjust as needed.

Maximum Turn Speed (In-Game)

The biggest difference between playing on a PC versus playing on a console with KeyMander 2 3Play is the turn speed limitation built into console games. Because console games are built for joysticks, every game has a maximum turn speed equal to having the analog thumb stick pushed all the way to the farthest position. This is the turn speed limit of the game set by the game developers and it basically caps the speed at which you can turn (look) in a given direction, no matter how fast you move the thumb stick (or mouse as in our case).

You can test this with your controller by pushing the right thumb stick all the way left or right, and the speed at which your view rotates is the maximum turn speed for that game. This limit can vary widely from game to game as games like the Call of Duty franchise for example have a much higher turn

speed limit that the Destiny franchise which can feel like the mouse is slow to respond if you do not adjust your settings and style of play a bit. The turn speed limit can even vary within a game depending on factors such as weapon choice, whether or not you're in a vehicle, location in the game (especially in campaign modes), etc. Games can also have different horizontal and vertical turn speed limits, although vertical limits are normally less of an issue.

It is important to understand the game's maximum turn speed and the effect it has on mouse performance, since a mouse can deliver faster average and peak movement speeds than a thumb stick allows. When you exceed the game's maximum turn speed (moving the mouse faster than the game allows), the mouse will feel sluggish or "laggy" as your on-screen aim/look view moves less than expected. An easy way to see this is to move your mouse at a fairly slow rate noticing how far you rotate, then move extremely fast and compare. If your K2 App profile is set up with very high aim/look sensitivity, you probably noticed that by moving slowly you rotated 360 degrees or more with a short swipe, but by moving very fast you rotated only a short distance. That poor movement you just experienced is NOT mouse lag, but rather the game's turn speed limit.

The easiest way to understand what is happening is to equate the maximum turning speed to distance turned (rotated) in a period of time. For example, let's say with the aim/look thumb stick fully engaged it takes our game one full second to perform a 360° rotation, that would make our game's maximum turning speed equal to one rotation per second. Now to illustrate how that pertains to our mouse, let's say that with our current K2 App profile moving the mouse four inches in one second performs a full rotation; it would mean our max turn speed with the mouse is 4 inches per second. Now here is where the turn speed limit begins to show up with a mouse: if we move 8 inches in one second (double the limit in our example), the extra movement above the maximum turn speed is not registered and it's as if you moved for only half the distance or half the time (equal to a half rotation for our example). Following the same formula if we move it 16 inches (four times the limit), your on-screen aim/look view moves only a quarter of the time/distance (equal to a quarter rotation for our example), and so on. Simply put, once you hit maximum turn speed, the faster you move the mouse, the slower you go. Unlike on a PC, using a mouse in an environment designed for a joystick also requires getting used to playing within the game's turn speed limitation, but it's a small trade-off for being able to play console games with a mouse and keyboard and it's easy to set up your K2 App profiles to work within this limitation.

Turn Speed Settings (K2 App)

One way to overcome the turn speed limitations built into some games is through the use of the K2 App's Turn Speed setting, which progressively adds acceleration to boost your aim/look speed the faster you move. Slower movements stay slow and precise, but quick movements ramp up the turn speed to make spinning around much easier in games with lower turn speed limitations. Acceleration is usually avoided by most PC gamers since noticeable turn speed limitations are rare in PC games, however some console game designers understand that acceleration can be beneficial at times, and have begun adding the option in some games. TitanFall 2 is a one example, having programmable acceleration levels and curves in the game's settings menu. The K2 App also has programmable mouse response curves to add similar functionality to games without these adjustments. When setting up your game profiles, remember to treat acceleration like salt at the dinner table; it's there if you need it, but if it's already good you probably shouldn't add anything or you could end up making it worse.

Deadzone Settings (K2 App and In-Game)

If you are having problems with getting a smooth response from the mouse, especially when moving diagonally, take a look at the Deadzone setting. The Deadzone's primary function is to overcome the area of the controller where joystick movement does not register in-game and allow instant response from the mouse, but when improperly adjusted it also influences mouse movement in a negative way. Having the deadzone set too low will cause choppy mouse response as initial mouse movements or very tiny mouse movements are suppressed. Having too large a deadzone will cause a floaty or accelerated feeling (pixel skipping), and can also cause a rough, "stair-step-like" movement in some games that reduces accuracy when moving the mouse diagonally. Some games also include a deadzone setting in the Options Menu, so be sure to check it and set accordingly for best performance. It is important to achieve the right balance, so if it feels choppy increase your deadzone setting and if the diagonal movement feels poor, lower the deadzone setting in the K2 App, in the game menu or both.

Resolution (Mouse Hardware/Software and K2 App)

The conventional wisdom for setting mouse resolution with the KeyMander 2 3Play is normally to set the mouse to its maximum resolution and set the K2 App DPI setting to match it. This will provide the maximum amount of adjustment range with fine adjustment steps in between. While this normally works great with most games, there will be times when a lower dpi setting is

actually advantageous. Games with built-in Aim Assist such as the Call of Duty titles, Overwatch, etc. will benefit from having a lower dpi setting which allows the aim assist to better “pull” you onto the target’s hit box. Having a higher dpi setting sends more data at a faster rate to the aim assist processing and causes what amounts to an overload situation, where the aim assist function is decreased or defeated altogether.

In games with aim assist it is important to test different resolution (DPI) settings so you can maximize the benefit (or remove it) for your style of play. For example, most Call of Duty games work very well with mouse resolutions between 3500-5000dpi for those that like the slightly magnetic feel of aim assist. If you prefer to snipe headshots, set the dpi higher at 6-16K to help breakout of the aim assist bubble as it will tend to "pull" you down when trying to snap quick headshots. Just make sure to match your K2 App DPI setting to your mouse DPI or your sensitivity will be way off.

As a final note, one of the things that can complicate getting proper mouse performance with high-end gaming mice is the manufacturer's custom mouse driver software, which often needs to be correctly configured on a PC so it doesn't default to some unknown/less effective setting. Mice from companies like Corsair, Logitech, etc. have downloadable drivers for setup, and usually store these settings in the mouse memory as configuration profiles. If you have one of these mice that stores profiles internally (especially Logitech mice as their software is a bit tricky), it is important to make sure you set the mouse to maximum resolution in their software first, and program it to default to that setting so the mouse is actually running at the full resolution offered. Because these settings have to be programmed using a PC, it will it will make your life much easier if you remember do this first before connecting the mouse to your KeyMander 2 3Play. After setting up your mouse, make sure to set the mouse resolution in the K2 App to match your mouse setting. Having a 10,000+ DPI mouse is great, but if you forget to change the default setting in the K2 App (default is 4000 DPI) you won't getting the full benefit of all that resolution.

Technical Support

International

- For online technical support – including troubleshooting, documentation, and software updates: **http://eservice.IOGEAR.com**
- For telephone support, See *Telephone Support* below.

North America

Email Support		support@IOGEAR.com
Online Technical Support	Troubleshooting Documentation Software Updates	http://www.IOGEAR.com/support
Telephone Support		866-9-IOGEAR (866-946-4327) x4862
Live Online Chat		www.iogear.com/keymanderchat
KeyMander Forum		www.keymander2.com

When you contact us, please have the following information ready beforehand:

- Product model number, serial number, and date of purchase.
- Your computer configuration, including operating system, revision level, expansion cards, and software.
- Any error messages displayed at the time the error occurred.
- The sequence of operations that led up to the error.
- Any other information you feel may be helpful.

You can quickly find answers to most questions on our product support pages and in our KeyMander Forum (link listed above) where you can also access setup videos, contests and more.

Safety Instructions

General

- This product is for indoor use only.
- Read all of these instructions. Save them for future reference.
- Follow all warnings and instructions marked on the device.
- Do not place the device on any unstable surface (cart, stand, table, etc.). If the device falls, serious damage will result.
- Do not use the device near water.
- Do not place the device near, or over, radiators or heat registers.
- The device cabinet is provided with slots and openings to allow for adequate ventilation. To ensure reliable operation, and to protect against overheating, these openings must never be blocked or covered.
- The device should never be placed on a soft surface (bed, sofa, rug, etc.) as this will block its ventilation openings. Likewise, the device should not be placed in a built in enclosure unless adequate ventilation has been provided.
- Never spill liquid of any kind on the device.
- Unplug the device from the power before cleaning. Do not use liquid or aerosol cleaners. Use a damp cloth for cleaning.
- The device should be operated from the type of power source indicated on the marking label. If you are not sure of the type of power available, consult your dealer or local power company.
- To prevent damage to your installation it is important that all devices are properly grounded.
- Do not allow anything to rest on the power cord or cables. Route the power cord and cables so that they cannot be stepped on or tripped over.
- Position system cables and power cables carefully; be sure that nothing rests on any cables.
- Do not attempt to service the device yourself. Refer all servicing to qualified service personnel.
- If the following conditions occur, unplug the device and bring it to qualified service personnel for repair.
  - The power cord or plug has become damaged or frayed.

- Liquid has been spilled into the device.
- The device has been exposed to rain or water.
- The device has been dropped, or the cabinet has been damaged.
- The device exhibits a distinct change in performance, indicating a need for service.
- The device does not operate normally when the operating instructions are followed.

- Only adjust those controls that are covered in the operating instructions. Improper adjustment of other controls may result in damage that will require extensive work by a qualified technician to repair.

Specifications

Function			KeyMander 2 3Play
Connectors	Side	Downstream	2 x 1m USB2.0 Full Speed Type A Male (Black) 1 x Micro USB Type B Female Port
	Front	Device Inputs	3 x USB2.0 Full Speed Type A Female Ports
		External Power	1 x Micro USB-B Female Port
Wireless Connection			Bluetooth V4.2 (with BLE)
Button			2 (Device, Device)
Port Switching			Hotkey
LED	Power / Notification		7, RGB
Firmware Upgrade			USB and Bluetooth
Emulation	Keyboard		USB, Emulation
	Mouse		USB, Emulation
	Gamepad		USB, Bypass
Power Consumption			DC 5V: 0.96W
Environment	Operating Temp.		0–40°C
	Storage Temp.		-20–60°C
	Humidity		0–80% RH, Non-condensing
Physical Properties	Housing		Plastic
	Weight		0.14 Kg
	Dimensions (L x W x H)		110 x 65.8 x 24.3 mm
MTBF	25°C		40,000 hours
	55°C		40,000 hours

Limited Warranty

IOGEAR warrants this product against defects in material and workmanship for a Warranty Period of two [2] years (warranty period may vary in certain regions/countries) commencing on the date of original purchase. Cables and accessories are not covered by the Standard Warranty. If a product proves to be defective within the warranty period, please contact IOGEAR's support department for information on how to have your product repaired or replaced. IOGEAR will not issue a monetary refund for the product nor will IOGEAR repair or replace any products sold by unauthorized resellers.

When returning the product, you must ship the product in its original packaging or in packaging that provides an equivalent degree of protection for the product during shipment. Place your proof of purchase inside the packaging and clearly print the RMA number on the outside of the package. IOGEAR's support department will provide you with the RMA number, but you will be responsible for the costs associated with shipping the product to IOGEAR. Return requests that do not contain a proof of purchase, such as a store receipt, will not be processed.

Removal or alteration of the factory-supplied serial number invalidates this warranty.

This warranty does NOT cover cosmetic damage. This warranty does NOT cover damage due to: acts of God; accident; misuse; abuse; neglect; modification; improper operation; improper maintenance; lack of maintenance; connection to improper equipment; or repairs conducted by a party other than IOGEAR. This warranty does NOT cover products sold AS IS or WITH FAULTS.

This warranty is only valid in the country in which the product was purchased. The return of a defective product will be handled by agents in the country in which the product was purchased.

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