

**Congratulations** on your purchase of the KeyWiz40 Eco / KeyWiz40 ST, one of the highest performance, feature packed PS/2 Keyboard encoders available today...and the best value!

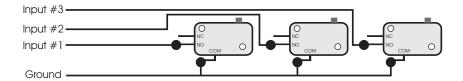
The KeyWiz40 ST uses industrial-quality screw terminal blocks. Connecting wires to this version is very simple. The process requires only stripping a short length of insulation form the end of a wire, inserting the stripped end into the terminal and tightening the screw until snug.

The process is similar for the Eco version, except that the stripped wire is inserted into one of the desired connection holes in the PCB and can be soldered either from the top of bottom side of the board. Once soldered in place and cool, any extra wire should be clipped from the bottom side of the board.

Mounting standoffs are recommended, but not absolutely necessary. You need only to ensure that the bottom of the PCB is not in contact with any electrically conductive materials and that the heads of your fasteners are small enough that they do not make contact with any components on the PCB

## **Switch Connections:**

The first thing you should do is connect a wire from one of the ground terminals to the first switch in your chain. Then connect a wire from the same switch terminal you hooked the first one to, to one of the terminals of an adjacent switch. Repeat this until all switches are connected together with the ground wire, or "daisy-chained." After that, connect the normally open contact of your switch to the desired input on the KeyWiz40. Do this for the switches on all controls you wish to use. Refer to the diagram below for an example.



To take proper advantage of all KeyWiz40 inputs, there should be at least one 4 or 8 way control stick connected to the J1 - UDLR inputs. If you will not be using a control stick on your control panel, leave the J1 - U input unconnected. This will insure proper operation of the Shazaaam! Key Feature. When all wiring is complete, plug the provided PS/2 cable into the KeyWiz40 and then connect the other end to your PC. Below are the default key output definitions at power-up. These can be toggled with the custom set uploaded by the user by holding down the Shazaaam! Button and moving control stick 1 left or right.

The latest version of the KeyWiz Uploader3 Software can be downloaded from http://www.groovygamegear.com/kw3.zip

Common Use	Board Label	Key Output	Key Output w/ Shazaaam!	Common Use
P2 Button 1	➤	А	ENTER	Select
P2 Button 2	ᄪ	S	F12	ScreenCapture
P2 Button 3	ဂ	Q	F3	Reset Game
P2 Button 4	o	W	ESC	Exit
P2 Button 5	ш		F8	FrameSkip -
P2 Button 6	П	K	F9	FrameSkip +
P2 Button 7	G	J	F5	Debugger
P2 Button 8	I	L	F6	Cheat Toggle
2UP Button	ے	6	8	4UP Button
P2 Start	-	2	6	2UP Button
Select	z	ENTER	0	Service 2
Cancel	₽	ESC	_	Service 2
Joy 2 Right	₽ <sub>2</sub>	G		
Joy 2 Left	5	D		
Joy 2 Down	D <sub>2</sub>	F		
Joy 2 Up	U <sub>2</sub>	R		
User Defined	ᅍ	М	F1	Toggle CH
User Defined	-	N	F2	Service
User Defined	<	Н	F7	Load State
Console	×	~	F11	Show FPS
Shazaaam!	<u>s</u>			
Ground	Gnd	·		Ground

Common Use	Key Output w/ Shazaaam!	Key Output	Board Label	Common Use
Select	ENTER	L CTRL	-	P1 Button 1
Settings	TAB	L ALT	2	P1 Button 2
Pan Down	Pg Down	SPACE	ယ	P1 Button 3
Exit	ESC	L SHIFT	4	P1 Button 4
Pause	Р	Z	5	P1 Button 5
Pan Up	Pg UP	Χ	6	P1 Button 6
Show GFX	F4	С	7	P1 Button 7
Throttle	F10	V	8	P1 Button 8
3UP Button	7	5	_	1UP Button
1UP Button	5	1	ㅈ	P1 Start
Service 1	9	Р	≤	Pause
Console	~	TAB	0	Settings
		Rt Arrow	₽.	Joy 1 Right
		Lt Arrow	5	Joy 1 Left
		Dn Arrow	ַם	Joy 1 Down
		Up Arrow	ŗ	Joy 1 Up
Joy 1 Up	Up Arrow	T	Ø	Tilt
Joy 1 Down	Dn Arrow	0	S	User Defined
Joy 1 Left	Lt Arrow	_	_	Service 2
Joy 1 Right	Rt Arrow	=	€	Service 4
+5volts			Ų	+5v Output
Ground			Gnd	Ground

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