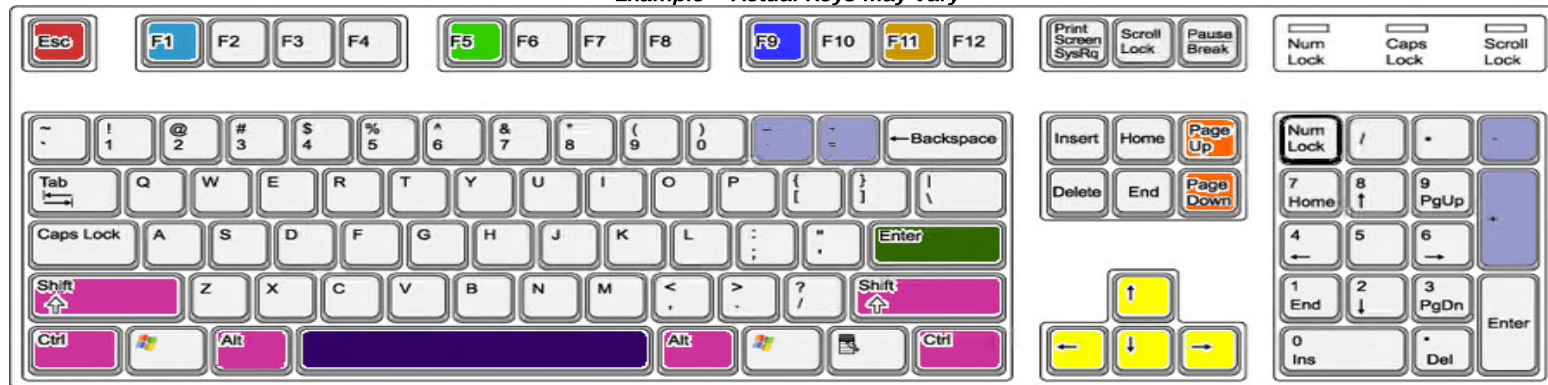


## WINDOWS DESKTOP KEYBOARD

Example – Actual Keys May Vary



1. **TOP ROW OF KEYBOARD** – Esc, Function Keys (F1-F12), Pause/Break
2. **MODIFIER KEYS** - Shift, Ctrl, Alt: Holding down a modifier key, like Shift, and pressing another key modifies the primary behavior of that key to allow more options.
3. **NAVIGATION KEYS** – Space, PgUp, PgDn, +, —, arrow keys
4. **NUM LOCK** – Switches numeric pads between numbers and navigation

KEY	MAIN FUNCTION	Shift	Ctrl	Alt
<b>Esc</b>	<b>Exit a session</b>			
<b>F1</b>	<b>Displays the Help screen</b>			Debug Help
<b>F2</b>	Cycle through available Reward modes.	Cycle backwards		
<b>F3</b>	Cycle through available Feedback modes.	Cycle backwards		Lowpass filter on/off
<b>F4</b>	Cycle to next setup stage	Turn auto-staging back on	Set frequency to last session	
<b>F5</b>	<b>Start/Pause feedback</b>		Start/Pause, turn off auto-stage	
<b>F6</b>	Save 16-second snapshot		Fixed signal generator – change signal source	Signal generator setup
<b>F7</b>	Cycle display of wave/integral	Fixed colors on/off	If amp is equipped, impedance check	
<b>F8</b>	Editor Open/Close	Insert optional text marker	Toggle internal data logging	Artifact Inhibit on/off
<b>F9</b>	<b>Scale adjustment for selected trace or Auto-Scale lower traces</b>			DC Compensation on/off
<b>F10</b>	Decrease spectral (FFT) display.	Increase spectral (FFT) display.	Turn off FFT display.	FFT markers on/off
<b>F11</b>	<b>Auto-Threshold selected trace or all lower traces (aka Auto-Goal)</b>		Automatic-auto-threshold on/off	Rest history values
<b>F12</b>	Change Therapist display – Long-Term graph, Spectral mirror, Summary Text	Cycle backward through Therapist display modes		
<b>Space</b>	<b>Switch between Therapist and Game display in single computer mode</b>			
<b>PgUp/PgDn</b>	<b>Select active trace to set scale, threshold or adjust frequency</b>			
<b>+ / —</b>	<b>Increase/Decrease scale, threshold</b>	Increase/Decrease in ½ Hz steps		
<b>↑↓</b>	Move popup menu display		Increase/Decrease CF or upper edge of selected trace (or all rewards if none selected)	
<b>←→</b>	Move popup menu display		Increase/Decrease lower frequency edge of selected trace	
<b>A/B</b>				Change input channel site
<b>% or G V T P D</b>	Goal/Autothreshold control Volume, Tactile, Peripheral, THR Display controls			

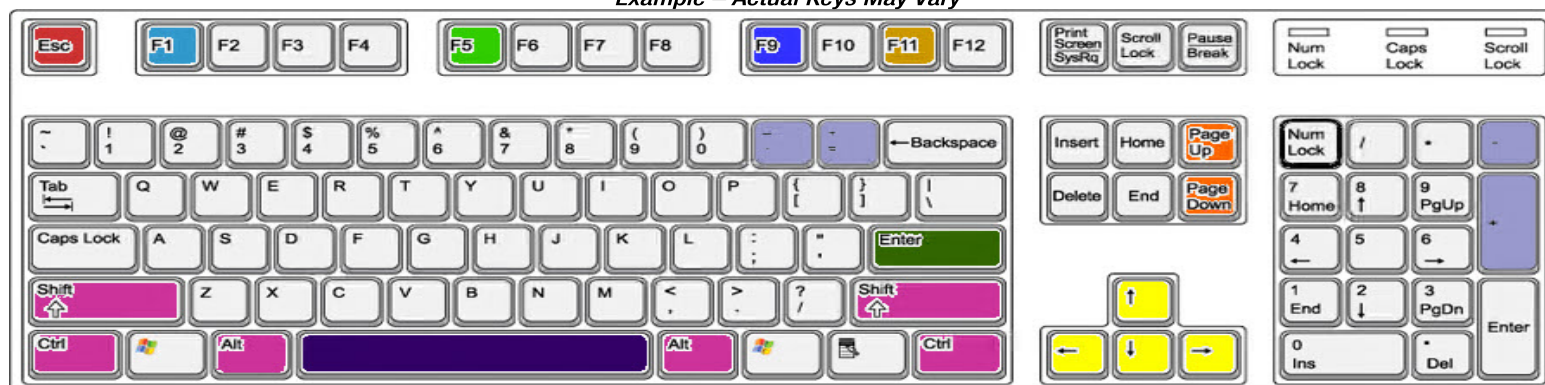
**Windows Key** For Desktop keyboards, on either side of the spacebar, outside the Alt key, is a key with the Windows logo. For laptops, the key is either in the lower-left or upper-right of the keyboard. Holding the Windows key down (like a Shift key) and pressing another key initiates other actions.


 Displays the **Start Menu**.

 + **Pause/Break** Displays **Systems Properties**.

## WINDOWS DESKTOP KEYBOARD - BASIC EEGer™ KEYS

Example – Actual Keys May Vary



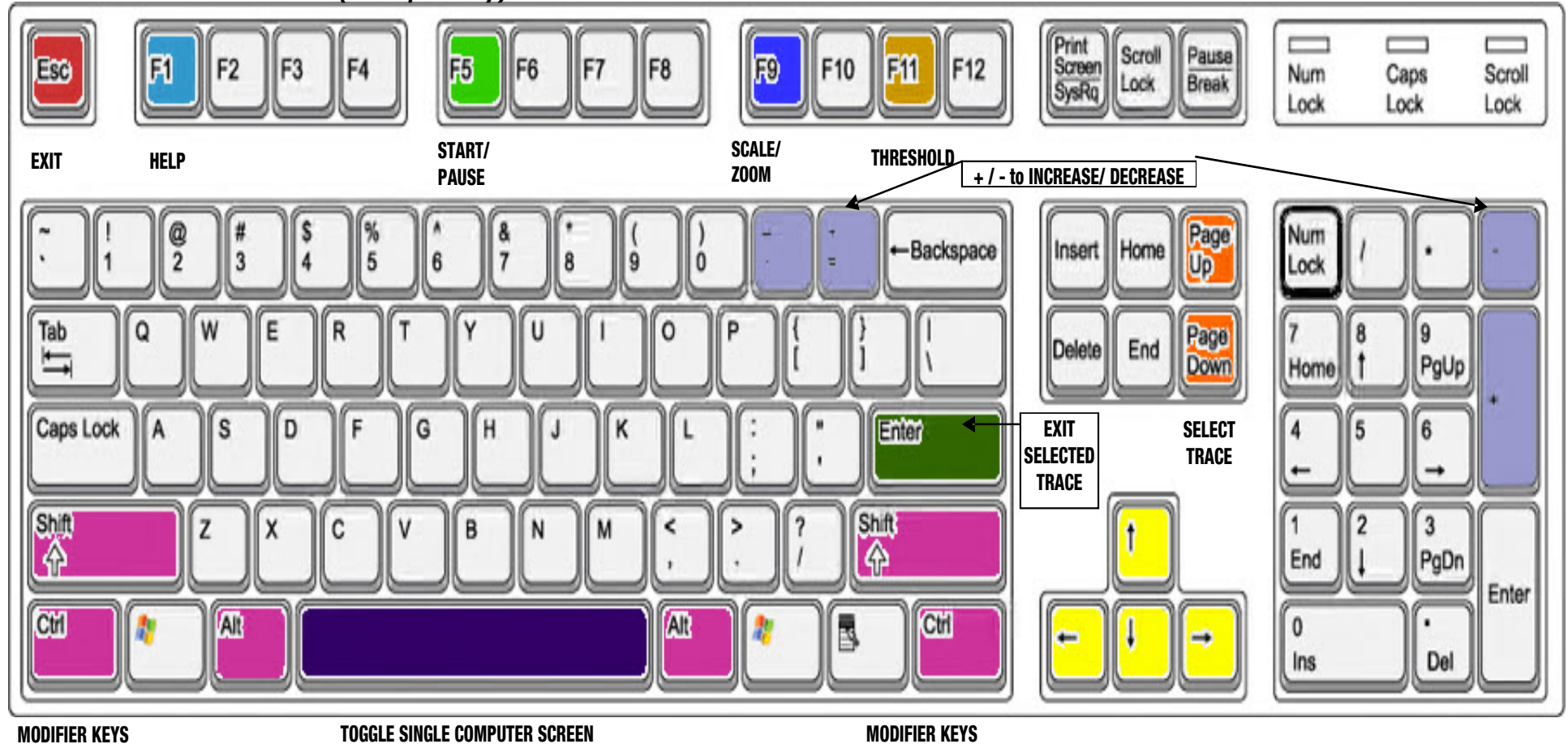
1. **TOP ROW OF KEYBOARD – Esc, Function Keys (F1-F12), Pause/Break**
2. **MODIFIER KEYS - Shift, Ctrl, Alt:** Holding down a modifier key, like Shift, and pressing another key modifies the primary behavior of that key to allow more options.
3. **NAVIGATION KEYS – Space, PgUp, PgDn, +, —, arrow keys**
4. **NUM LOCK –** Switches numeric pads between numbers and navigation

KEY	MAIN FUNCTION
<b>Esc</b>	<b>Exit a session</b>
<b>F1</b>	<b>Displays the Help screen</b>
<b>F5</b>	<b>Start/Pause feedback</b>
<b>F9</b>	<b>Scale adjustment for selected trace or Auto-Scale lower traces</b>
<b>F10</b>	Decrease spectral (FFT) display <b>Shift+F10</b> – Increase spectral (FFT) display.
<b>F11</b>	<b>Auto-Threshold selected trace or all lower traces (aka Auto-Goal)</b> <b>Alt+F11</b> – Reset History
<b>Space</b>	<b>Switch between Therapist and Game display in single computer mode</b>
<b>PgUp/PgDn</b>	<b>Select active trace to set scale, threshold or adjust frequency</b>
<b>+ / —</b>	<b>Increase/Decrease scale, threshold</b> <b>Shift +/-</b> – Increase/Decrease in ½ Hz steps
<b>↑↓</b>	<b>Ctrl ↑↓</b> – Increase/Decrease center frequency or upper frequency of selected trace (or all reward traces if no trace is selected)
<b>←→</b>	<b>Ctrl ←→</b> – Increase/Decrease lower frequency edge of selected trace
<b>% or G</b>	Goal/Autothreshold control
<b>V T P D</b>	Volume, Tactile, Peripheral, THR Display controls

**Windows Key** For Desktop keyboards, on either side of the spacebar, outside the Alt key, is a key with the Windows logo. For laptops, the key is either in the lower-left or upper-right of the keyboard. Holding the Windows key down (like a Shift key) and pressing another key initiates other actions.


 Displays the **Start Menu**.

 + **Pause/Break** Displays **Systems Properties**.

**DESKTOP KEYBOARD LAYOUT (Example Only)**

**How to use the Mouse**

Rest your hand on the mouse, holding it between your thumb and ring finger. Your index finger should be over the button on the left side while the middle finger rests on the right button. Gently slide the mouse in any direction and notice how it controls the arrow or cursor on the screen. If the mouse is equipped with a scroll button (center dial), use your index finger to turn the dial to page up or down.


**How to use the Touchpad**

Slide your middle or index finger across the pad in the direction you want to move the mouse cursor. Lift your finger off the touchpad and reposition it, then continue to move in the same direction. The buttons behave like left or right mouse buttons. Use your thumb to click the buttons.

**Button Actions:**

- **Click** – Press down gently on the mouse button without moving the mouse. Instructions which simply say "click," usually mean click with the left mouse button.
- **Left-Click** – Click the left mouse button with your index finger.
- **Right-Click** – Click the right mouse button with your middle finger. This is often used to provide a list of options.
- **Double-Click** – Click the left mouse button twice in rapid succession to select and/or open an item. For example, double-clicking an icon on the Windows Desktop opens a program.
- **Click and Drag** – Move the mouse to place the cursor over an object. Gently depress and hold the left mouse button while you move the mouse to a new location. The mouse pointer **drags** the object as it moves. Let go of the mouse button to **drop** the item into the new location (There are times when you may be instructed to click and drag with the right mouse button).