

MODEL
RF-110

WIRELESS SURF MOUSE™

INSTRUCTIONS

If your computer has a mouseport, follow these steps to install the Wireless SurfMouse™.

1. With computer off, disconnect standard mouse.
2. Connect Wireless SurfMouse receiver cable marked with keyboard to Y-adapter plug marked with keyboard.
3. Connect receiver cable marked with mouse to Y-adapter plug marked with mouse.
4. Connect Y-adapter plug marked with computer to your computer's mouseport.
5. Insert four batteries in mouse and turn on computer.

INSTALLING ON COMPUTERS WITH A MOUSEPORT

If your computer does not have a mouseport, follow these steps to install the Wireless SurfMouse.

1. With computer off, disconnect old keyboard and mouse.
2. Connect Wireless SurfMouse receiver cable marked with keyboard to your computer's keyboard port.
3. Connect receiver cable marked with mouse to serial adapter included with Wireless SurfMouse, then connect the serial adapter to your computer's serial port..
4. Insert four batteries in mouse and turn on computer.

INSTALLING ON COMPUTERS WITH NO MOUSEPORT

- To move mouse, slide your thumb, finger or a blunt object lightly over the touchpad. Use Windows' Mouse Control Panel to adjust cursor speed.
- To click, press the left and right mouse buttons as you would a standard mouse. Or use the touchpad to click by tapping lightly on it with your thumb or finger. Double-tap to double-click, and click-and-drag by tapping twice, but don't lift finger after second tap.
- To reverse the mouse buttons, remove batteries to expose DIP switch. Push switch 2 up (On), which makes the left button send a right click and right button send a left click.

MOVING AND CLICKING MOUSE

(OVER)



WIRELESS™
COMPUTING

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INSTRUCTIONS, CONTINUED

If you are using more than one Wireless SurfMouse within a room, set them to different channels.

1. Leave one Wireless SurfMouse and receiver on channel 1.
2. Set the second receiver to channel 2 by moving the slide switch on bottom of receiver.
3. Set the second mouse to channel 2. First, remove batteries to expose DIP switch. Then push switch 4 up (On) and leave switch 3 down (Off).
4. If used, set a third and fourth mouse/receiver pair to channel 3 and 4, respectively.

FOR MULTI-UNIT ROOMS

To use a Wireless SurfMouse with a Wireless SurfBoard™:

- Use one receiver only and be sure it is connected to the computer's keyboard port. Do not use the Y-adaptor included with the Wireless SurfMouse.
- Make sure the receiver, the Wireless SurfBoard, and the Wireless SurfMouse are all set to the same channel.

USING WITH WIRELESS SURFBOARD™

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- Mouse LED blinks? The mouse's LED should blink when you click a button or slide your finger on the touchpad. If not, replace batteries with four new AAA alkalines.
 - Receiver LED on steadily? With computer on, the receiver LED should light steadily. If not, check connections between computer and receiver. On notebook computers, ensure external keyboard and mouse ports are enabled.
 - Receiver receiving? The receiver LED should blink when you click a button or slide your finger on the touchpad. If not, set both mouse and receiver to channel 1.
 - Cursor moves? The mouse cursor should move when you slide a finger on the touchpad. If not, use Windows' Add Hardware wizard to reinstall the mouse driver. If receiver is connected to mouse port, choose Standard PS/2 Port Mouse; otherwise, choose Standard Serial Mouse.
 - Insufficient range? Position the receiver as high as possible, away from monitor and computer. Stretch out antenna so it is sideways to mouse. Avoid arrangements with metal objects between mouse and receiver.

TROUBLESHOOTING



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