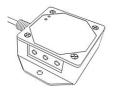
X-keys[®] USB 12 Switch Interface Specifications

for part # XK-1202-UHS12-R



- 6-12 programmable switch ports
- Accepts standard 3.5mm stereo or mono plug
- Emulates keyboard, mouse, or game controller
- Android compatible
- Free programming software for Windows and Mac
- Free software development kits for developers

The X-keys USB 12 Switch Interface features six stereo ports which can be split to accommodate up to twelve switches. A built in mounting flange accepts screws or cable ties to secure the switch interface in position. The twelve short-to-ground ports allow an extremely long distance between the switch and port.

MacroWorks 3 software for Windows and ControllerMate software for Mac OS-X combine ease of programming with a wide and flexible range of options. P.I. Engineering's free SDKs offer direct communication for the software developer and our new reflector feature sends messages to even the most reluctant software. The USB 12 Switch Interface may also be configured as a standalone USB keyboard or compound HID device with macros programmed in onboard non-volatile memory.

Operating SystemUse: Any OS via USB HID Programming: Windows XP through 10, Mac OS X 10.4 through 10.10Free Programming SoftwareWindows: MacroWorks 3.1 Mac: ControllerMate for X-keysFree Software Development KitsWindows (C++, C#, VB.NET) Linux (C++) Android (Java) Raw HID (any language/OS)Emulation ModesHID keyboard, HID mouse, HID game controllerPort Type3.5mm stereo (accepts 3.5mm mono or stereo plug)Number of Ports6 ports (split to 12 with optional Y cords)Optional AccessoriesWired switches, Y cords, extension cords, or USB Extender. (see our website)ConnectorWired USB 2.0 standard "A" plug
Not rog running SoftwareMac: ControllerMate for X-keysFree Software Development KitsWindows (C++, C#, VB.NET) Linux (C++) Android (Java) Raw HID (any language/OS)Emulation ModesHID keyboard, HID mouse, HID game controllerPort Type3.5mm stereo (accepts 3.5mm mono or stereo plug)Number of Ports6 ports (split to 12 with optional Y cords)Optional AccessoriesWired switches, Y cords, extension cords, or USB Extender. (see our website)
Free Software Development Kits Windows (C++, C#, VB.NET) Linux (C++) Android (Java) Raw HID (any language/OS) Emulation Modes HID keyboard, HID mouse, HID game controller Port Type 3.5mm stereo (accepts 3.5mm mono or stereo plug) Number of Ports 6 ports (split to 12 with optional Y cords) Optional Accessories Wired switches, Y cords, extension cords, or USB Extender. (see our website)
Development Kits Windows (C++, C#, VB.NET) Linux (C++) Android (Java) Raw HiD (any language/OS) Emulation Modes HID keyboard, HID mouse, HID game controller Port Type 3.5mm stereo (accepts 3.5mm mono or stereo plug) Number of Ports 6 ports (split to 12 with optional Y cords) Optional Accessories Wired switches, Y cords, extension cords, or USB Extender. (see our website)
Port Type 3.5mm stereo (accepts 3.5mm mono or stereo plug) Number of Ports 6 ports (split to 12 with optional Y cords) Optional Accessories Wired switches, Y cords, extension cords, or USB Extender. (see our website)
Number of Ports 6 ports (split to 12 with optional Y cords) Optional Accessories Wired switches, Y cords, extension cords, or USB Extender. (see our website)
Optional Accessories Wired switches, Y cords, extension cords, or USB Extender. (see our website)
Connector Wired USB 2.0 standard "A" plug
Cord Length 92" (2.3 m)
Wiring Distance Up to 1,000 feet (300m) from switch to port
Dimensions 2.55" x 2.55" x 1.01" (65mm x 65mm x 26mm)
Mounting Two 0.19" DIA mounting holes, 3" O.C. (4.8mm DIA, 76mm O.C.)
Weight 6 oz. (160 g)
USB 1.1 (compatible through 3.0)
Power Source USB port, nominal voltage = 5 VDC
Power Consumption 21 mA @ 5 VDC
Temperature Range -20 to 60 C
Memory Capacity Approximately 1200 keystrokes or commands
Memory Type EEPROM, non volatile memory (X-keys retains memory for over 200 years)
Environmental Rating IP 40, typical indoor office environment
Certifications FCC class B, CE, RoHS, WEEE compliant

Specifications

Specifications subject to change without notice

