



GCS1337

KeyMander Nexus Gaming KVM
User Manual

Compliance Statements

FEDERAL COMMUNICATIONS COMMISSION INTERFERENCE STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital service, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. Any changes or modifications made to this equipment may void the user's authority to operate this equipment. This equipment generates, uses, and can radiate radio frequency energy. If not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- ♦ Reorient or relocate the receiving antenna.
- ♦ Increase the separation between the equipment and receiver.
- ♦ Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- ♦ Consult the dealer or an experienced radio/TV technician for help.

The device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

FCC Caution

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.



KCC Statement

유선 제품용 / B 급 기기 (가정용 방송 통신 기기)
이 기기는 가정용 (B 급) 전자파적합기기로서 주로 가정에서 사용하는
것을 목적으로 하며, 모든 지역에서 사용할 수 있습니다.

Industry Canada Statement

This Class B digital apparatus complies with Canadian ICES-003.

CAN ICES-003 (B) / NMB-003 (B)

HDMI Trademark Statement

The terms HDMI, HDMI High-Definition Multimedia Interface, and the HDMI Logo are trademarks or registered trademarks of HDMI Licensing Administrator, Inc.



RoHS

This product is RoHS compliant.

The frequency and maximum EIRP power: 2402MHz~2480MHz ; 9.96dBm

This equipment should be installed and operated with a minimum distance of 20 cm between the radiator and your body.

Dieses Gerät sollte mit einem Mindestabstand von 20 cm zwischen dem Kühler und Ihrem Körper installiert und betrieben werden.

You are cautioned that changes or modifications not expressly approved by the part responsible for compliance could void the user's authority to operate the equipment.

FCC RF Radiation Exposure Statement:

1. This Transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.
2. This equipment complies with FCC RF radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with a minimum distance of 20 centimeters between the radiator and your body.

Radiation Exposure Statement:

This equipment complies with IC radiation exposure limits established for an uncontrolled environment. This equipment must be installed and operated with a minimum distance of 20 cm between the radiation source and your body.

Déclaration d'exposition aux radiations:

Cet équipement est conforme aux limites d'exposition aux rayonnements IC établies pour un environnement non contrôlé. Cet équipement doit être installé et utilisé avec un minimum de 20 cm de distance entre la source de rayonnement et votre corps.

User Information

Online Registration

Be sure to register your product at our online support center:

International	http://iogear.custhelp.com
North America	http://www.iogear.com/register

Telephone Support

For telephone support, call this number:

International	886-2-8692-6959
China	86-400-810-0-810
Japan	81-3-5615-5811
Korea	82-2-467-6789
North America	866-9-IOGEAR 866-946-4327 ext 4862

Online Support

North America	http://iogear.custhelp.com support@iogear.com www.iogear.com
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User Notice

All information, documentation, and specifications contained in this manual are subject to change without prior notification by the manufacturer. The manufacturer makes no representations or warranties, either expressed or implied, with respect to the contents hereof and specifically disclaims any warranties as to merchantability or fitness for any particular purpose. Any of the manufacturer's software described in this manual is sold or licensed *as is*. Should the programs prove defective following their purchase, the buyer (and not the manufacturer, its distributor, or its dealer), assumes the entire cost of all necessary servicing, repair and any incidental or consequential damages resulting from any defect in the software.

The manufacturer of this system is not responsible for any radio and/or TV interference caused by unauthorized modifications to this device. It is the responsibility of the user to correct such interference.

The manufacturer is not responsible for any damage incurred in the operation of this system if the correct operational voltage setting was not selected prior to operation. PLEASE VERIFY THAT THE VOLTAGE SETTING IS CORRECT BEFORE USE.

Product Information

For information about all IOGEAR products and how they can help you connect without limits, visit IOGEAR on the Web or contact an IOGEAR Authorized Reseller. Visit IOGEAR on the Web for a list of locations and telephone numbers:

<http://www.iogear.com>

Package Contents

Check to make sure that all the components are in working order. If you encounter any problem, please contact your dealer.

KeyMander Nexus Gaming KVM

- ♦ 1 GCS1337 KeyMander Nexus Gaming KVM
- ♦ 3 USB Type-A to USB Type-B cables
- ♦ 1 USB Type-A to USB Micro-B cable
- ♦ 1 HDMI cable
- ♦ 1 power adapter
- ♦ 1 user instructions

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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 Nexus Gaming KVM. 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 Nexus Gaming KVM. 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 PC, PS/Xbox game controller with your KeyMander Nexus Gaming KVM device.

Chapter 4, *KeyMander 2 App*, explains how to use the KeyMander 2 app, as well as how to create Groups and configuration Profiles.

Chapter 5, *Firmware Upgrade*, explains how to download the firmware upgrade utility and install updates on the KeyMander Nexus Gaming KVM.

Appendix, provides specifications, troubleshooting, and other technical information regarding the KeyMander Nexus Gaming KVM.

Note:

- ♦ Read this manual thoroughly and follow the installation and operation procedures carefully to prevent any damage to the unit or any connected devices.
 - ♦ The product may be updated with features and functions added, improved or removed since the release of this manual. Please visit our website for an up-to-date user manual.
-

Conventions

This manual uses the following conventions:

- | | |
|---|--|
| Monospaced | Indicates text that you should key in. |
| [] | Indicates keys you should press. For example, [Enter] means to press the Enter key. If keys need to be chorded, they appear together in the same bracket with a plus sign between them: [Ctrl+Alt]. |
| 1. | Numbered lists represent procedures with sequential steps. |
| > | Indicates selecting the option (on a menu or dialog box, for example), that comes next. For example, Start > Run means to open the <i>Start</i> menu, and then select <i>Run</i> . |
|  | Indicates critical information. |

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Chapter 1

Introduction

Features

- ♦ World's first Gaming KVM switch allows sharing a monitor, keyboard/ mouse and headset between a PC and multiple game consoles
- ♦ Supports 4K@60HZ HDMI 2.1 video with DynaSync as well as 1440p@144Hz which is the most popular gaming resolution in current use
- ♦ Use a keyboard and mouse in place of your controller on Xbox Series X|S, Xbox One, PS4 and Nintendo Switch game systems
- ♦ Built-in gaming DAC to enhance game audio Crossover function lets you swap controllers between PS4, Xbox One and Nintendo Switch
- ♦ Play FPS (First Person Shooter) games like PUBG and Call of Duty with increased speed and accuracy
- ♦ Android and iOS apps provide configuration for custom key mapping, mouse sensitivity, macro functions and more
- ♦ Connect your smartphone via Bluetooth while gaming to make on-the-fly adjustments
- ♦ Allows keyboard and mouse driver pass-through for software such as Razer Chroma, Corsair CUE and Logitech G Hub
- ♦ Built-in 3.2 Gen 1 hub with SuperSpeed 5 Gbps data transfer rates

Requirements

Game Controller

- ♦ 1 PS4, PS4 Slim, or PS4 Pro Game Controller

USB Cable to Connect Controller to KeyMander Nexus Gaming KVM		
Play Station 4	USB Micro-B cable	Use USB cable provided to connect the unit with the PS4 game controller.

- ♦ 1 Xbox wireless controller (Model 1708 or earlier) / Xbox elite wireless controller (with USB Micro-B cable)
or
- ♦ 1 Xbox Series / Elite wireless controller Series 2 (with USB-C cable)

USB Cable to Connect Controller to KeyMander Nexus Gaming KVM		
Xbox Series X S / Xbox One	USB Micro-B cable / USB-C cable	Use USB cable provided to connect the unit with the Xbox game controller.

PC / Keyboard and Mouse

- ♦ 1 PC
- ♦ 1 USB Keyboard
- ♦ 1 USB Mouse

Audio Support

Supported Headsets	
Xbox Series X S / Xbox One	Headset is supported through the original Xbox wireless controller.
Xbox 360	Wired headset is supported through the original Xbox 360 controller.
Play Station 3	Headset not supported. To use a headset for audio connect a USB audio adapter directly to the PS3.
Play Station 4	Headset is supported through the original PS4 2nd Generation control headset. Or, to use a headset for audio connect a USB audio adapter directly to the PS4.
Nintendo Switch	To use a headset for audio connect a Nintendo Switch headset to the Nintendo Switch.

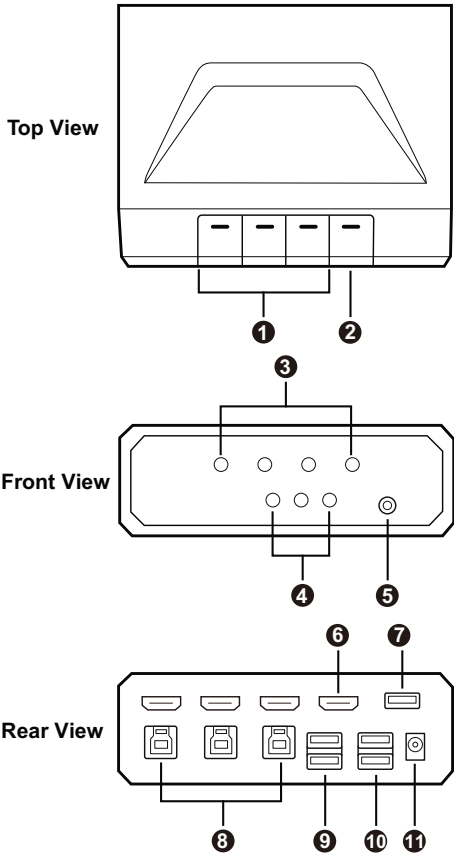
Operating Systems

Supported operating systems for the KeyMander Nexus Gaming KVM are shown in the table below:

Software Platform	Version
Android	7 or later
iOS	10 or later

Components

GCS1337 Hardware Overview



No.	Component	Description
1	Port selection buttons	Press the port selection buttons to bring the KVM, USB hub, and audio focus to the PC or game controller attached to its corresponding port.
2	Bluetooth pairing button	Press the button to pair up your mobile device with the KeyMander 2 app.
3	Port 1 / port 2 / port 3 / Bluetooth status LEDs	Lights to indicate which port has the current KVM, USB hub, and audio focus.

No.	Component	Description
4	Audio EQ / game / mic volume LEDs	Lights to indicate the mode status.
5	Audio jack	Connects to a headset.
6	HDMI out	Connects to an HDMI-enabled display.
7	USB Type-A port	Connects to a USB peripheral.
8	HDMI in and USB Type-B ports (port 1 / port 2 / port 3)	Connects up to 3 HDMI sources such as PS4, Xbox, or PC.
9	USB Type-A ports (keyboard and mouse)	Connects to a USB keyboard and a USB mouse.
10	USB Type-A ports (game controller)	Connects up to two game controllers.
11	Power jack	Connects the power adapter to a power source.

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Chapter 2

Setup

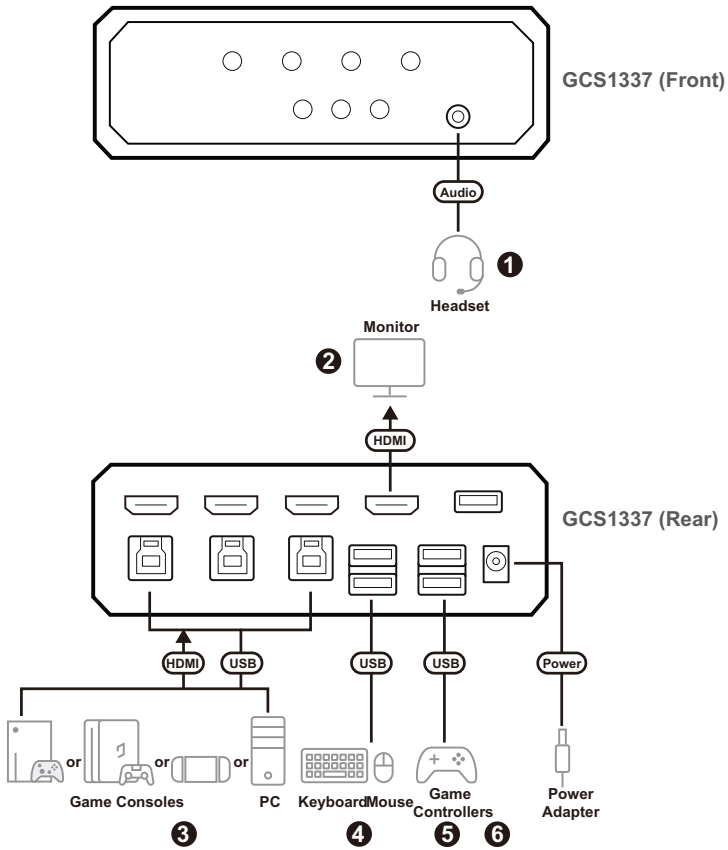
Connecting Hardware

To connect the GCS1337 KeyMander Nexus Gaming KVM, follow the steps below.

1. Connect a headset to the unit's audio jack.

Note: For Xbox users, connect the headphone to the audio jack on the Xbox gamepad for audio output.

2. Connect an HDMI-enabled display to the unit's HDMI output port.
3. Connect up to 3 HDMI sources to the unit.
4. Connect a keyboard and a mouse to the unit's USB Type-A ports.
5. Connect up to 2 game controllers to the unit's USB Type-A ports.
6. Connect the power adapter to the unit's power jack.



Port Configuration on App

Download and install the KeyMander 2 app for configuration. Remember to adjust the Port Configuration on the app before using the KeyMander Nexus Gaming KVM. The default settings on Input 1 to Input 3 are set as PC mode, please adjust the settings according to the connected input device, e.g., Input 1 > PC, Input 2 > PS4, and Input 3 > Xbox. Do not skip this step! If you do not adjust the settings, the KVM, audio, and USB focus will not be switched successfully. For how to configure the settings using the KeyMander 2 app, see *KeyMander 2 App*, page 15.

LED Indicator Behavior

Indication / Color	Status
Lights Green	The KeyMander Nexus Gaming KVM is powering on.
Lights White	The KeyMander Nexus Gaming KVM is in Sleep Mode.
Flashes Blue	The KeyMander Nexus Gaming KVM is in switching or uploading profile.
Lights Green (Powered on)	The KeyMander Nexus Gaming KVM is in Listen Mode.
Flashes White	The KeyMander Nexus Gaming KVM is performing a device reset or firmware upgrades.

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Chapter 3

Basic Operation

Overview

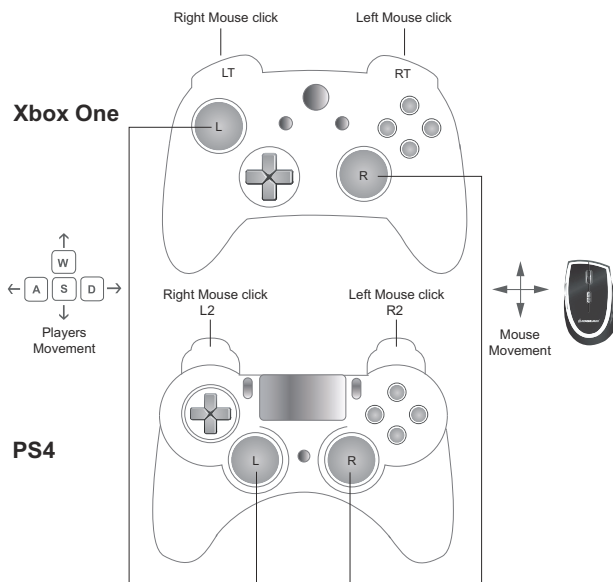
This chapter explains how to use a keyboard and mouse for gameplay and how to configure basic modes from the keyboard and controller. For information on mapping, profiles and advanced settings, see Chapter 4.

Basic Operation

This section explains how to use the keyboard and mouse with the PS/Xbox game controller. Once the hardware is connected the keyboard, mouse and controller will work on your game console and PC. Here is how the controller is mapped to the keyboard and mouse:

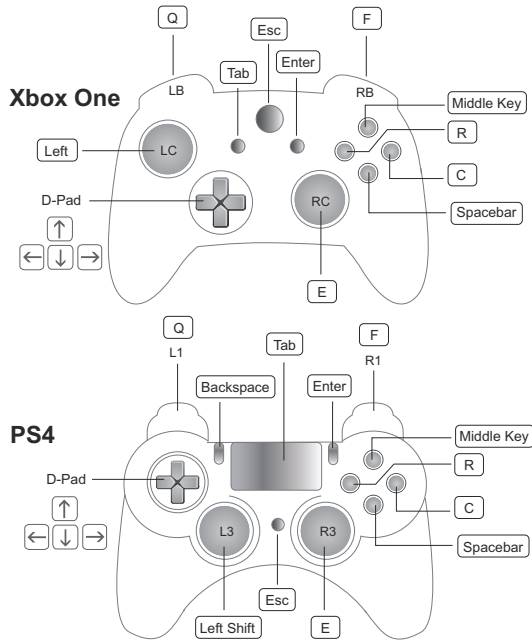
Mouse Map

The mouse is used for up/down and right/left movements, just like the **Right Stick** control, as shown below:



Keyboard Map

The controller buttons and directional pads are mapped to the keyboard, as shown here:

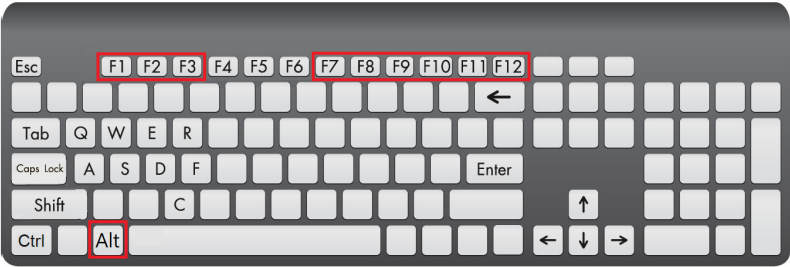


Manual Switching

To bring complete focus (KVM, audio, and USB) to an HDMI-enabled display, press the corresponding port selection button or hotkey. Please see the table below for a full list of supported hotkeys and their functions.

Hotkeys

The function keys on the keyboard allows you to switch KVM, USB, and audio focus, enable / disable game audio equalizer, gamepad emulation, microphone, turbo, macro, and controller vibration modes. The table below explains each function key and provides a page with information on how it's used.



Hotkey	Function
Alt + F1	Brings the KVM, USB hub, and audio focus to port 1.
Alt + F2	Brings the KVM, USB hub, and audio focus to port 2.
Alt + F3	Brings the KVM, USB hub, and audio focus to port 3.
F7	Enables / disables the game audio equalizer.
F8	Enables / disables the gamepad emulation mode.
F9	Enables / disables the microphone.
F10	Enables / disables the turbo mode.
F11	Enables / disables the macro mode.
F12	Enables / disables the controller vibration mode.

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Chapter 4

KeyMander 2 App

Overview

The KeyMander 2 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

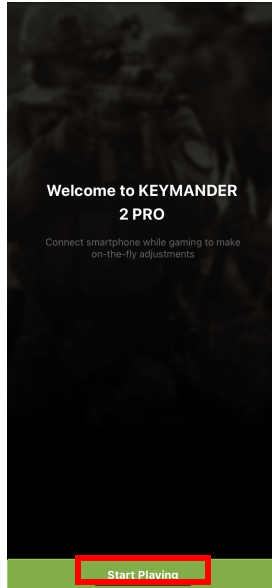
Installing the KeyMander 2 App

1. Install the KeyMander 2 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 K2 App for KeyMander 2 and install the app.
2. From the mobile device, tap the **KeyMander 2** icon .
3. Follow the on-screen instructions.

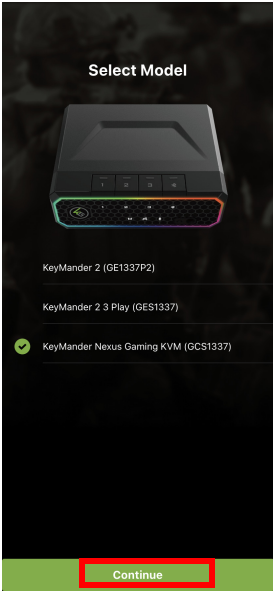
Opening the KeyMander 2 App

To connect the KeyMander Nexus Gaming KVM with your mobile devices, follow the steps below.

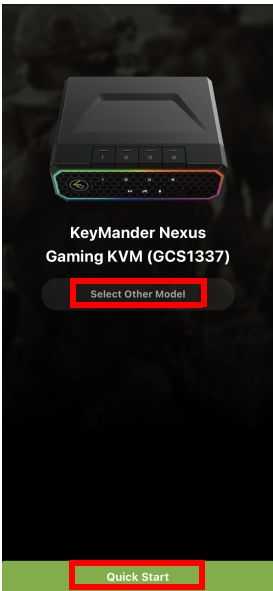
1. Connect the KeyMander Nexus Gaming KVM to your mobile device.
2. Open the KeyMander 2 app. A welcome page appears, slide the screen and tap **Start Playing**.



3. Select KeyMander Nexus Gaming KVM (GCS1337) and tap **Continue**.

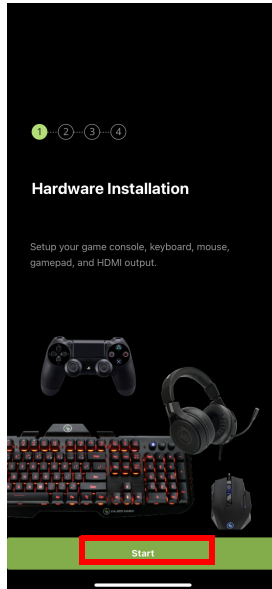


4. To select a different device, tap **Select Other Model**, or tap **Quick Start** to continue.



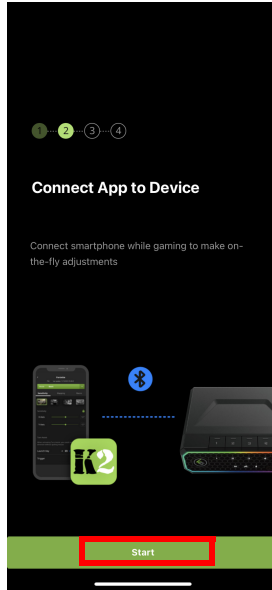
5. Hardware Installation

Tap **Start** and slide the screen to browse through the hardware installation guide and then tap **Complete**.



6. Connect App to Device

Tap **Start** and follow the on-screen instructions.

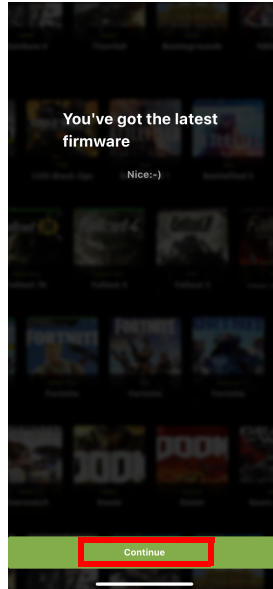
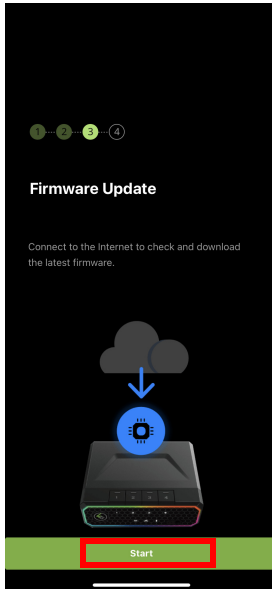


Press the Bluetooth pairing button on your GCS1337 KeyMander Nexus Gaming KVM, wait for the device to appear and available to connect, then tap **Connect**.



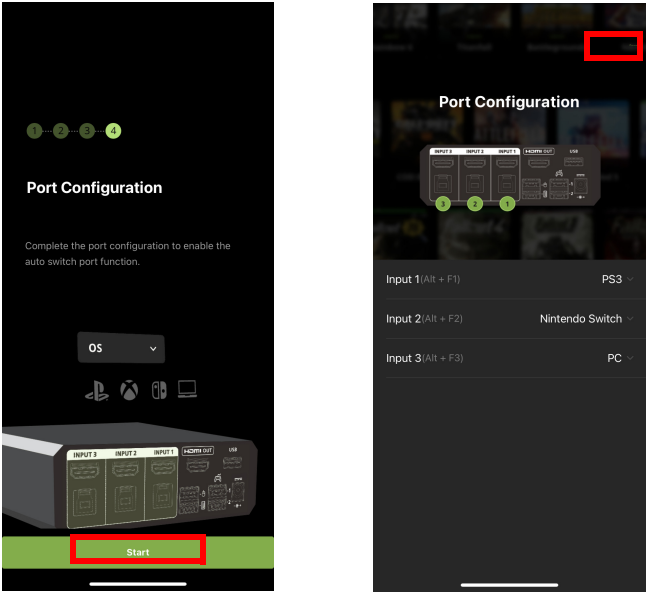
7. Firmware Update

Tap **Start** to check your firmware version, and follow the on-screen instructions if necessary. If your firmware is up-to-date, tap **Continue**.

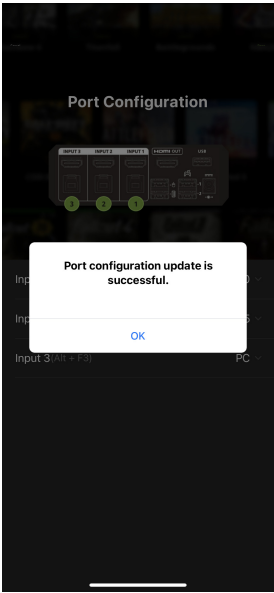


8. Port Configuration

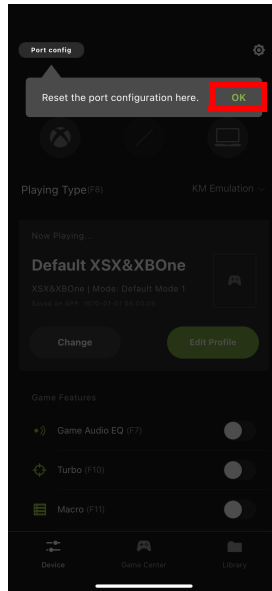
Tap **Start** to make changes for your port configuration, and then tap **Done**.



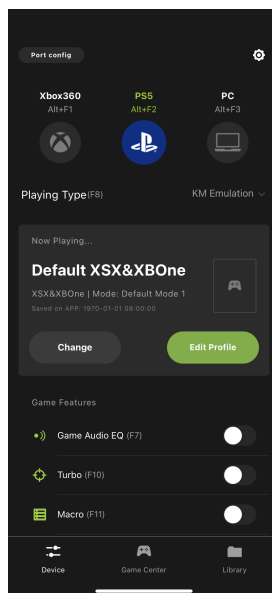
9. A pop-up window appears to indicate that the port configuration is successful, and then tap **OK**.



10. Tap **OK** to enter the KeyMander 2 app main page.



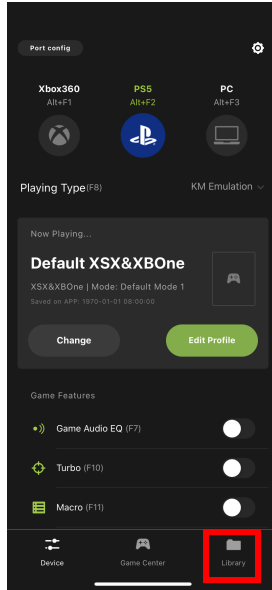
11. The KeyMander 2 app main page appears.



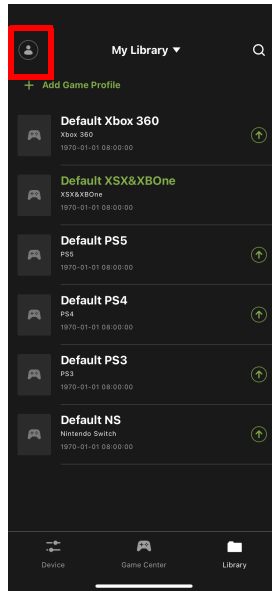
Signing Up an Account

If this is your first time using the KeyMander 2 app, please sign up for an account. To sign up for an account, follow the steps below.

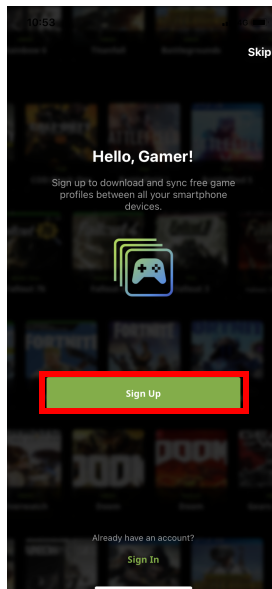
1. Tap the Library tab.



2. From the Library page, tap .



3. Tap **Sign Up**.



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

10:54

Sign Up

✉ iansun713@hotmail.com

🔒 Password

👤 ggsun

Username will be shown on forum when you make a post or reply articles.

1989/July/13

You must be at least 13 years of age to join this forum.

☒ I agree to the [Term of Service](#)

Next

5. Follow the instructions to verify your email.

10:56

Confirm E-mail

Next

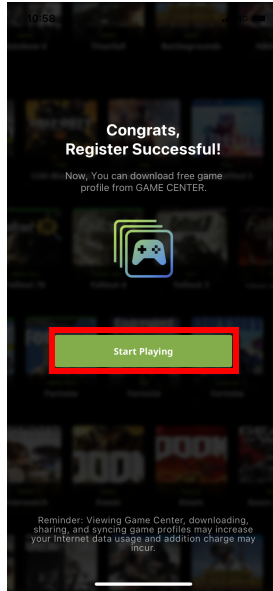
✉

Check your email and follow the instructions to verify your account.

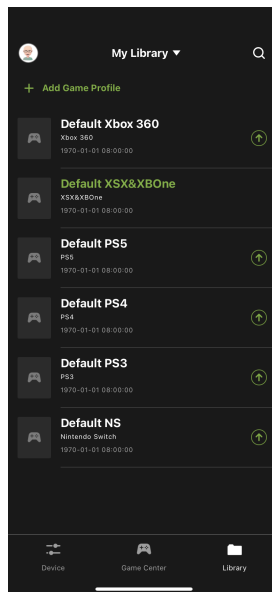
Haven't received the E-mail?

[Resend the E-mail](#)

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

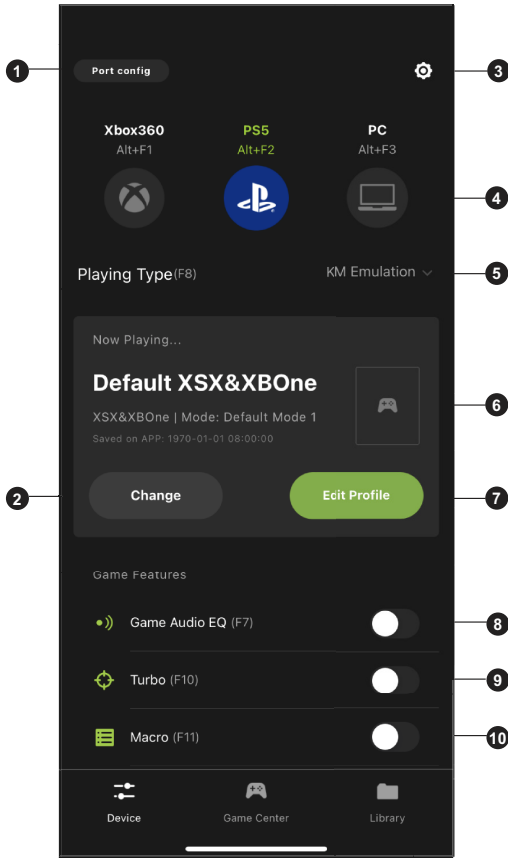


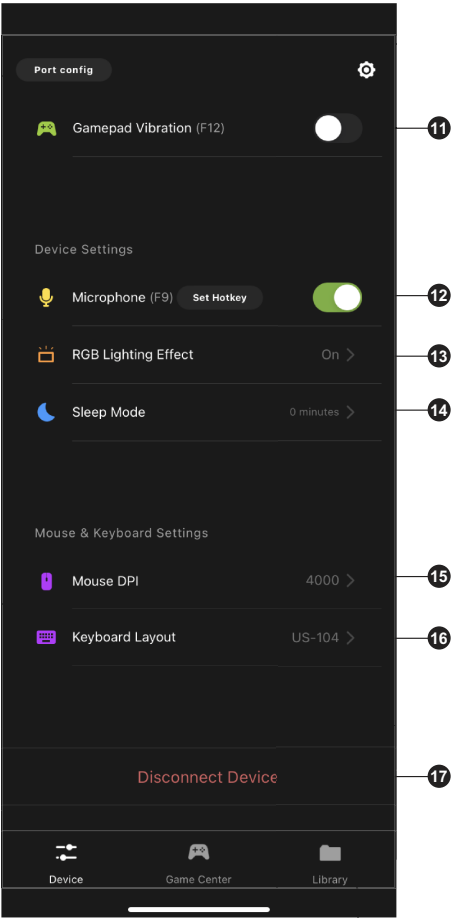
- The KeyMander 2 app opens as shown.



Device Overview

This section allows you to quickly enable or disable microphone, turbo mode, marco 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.



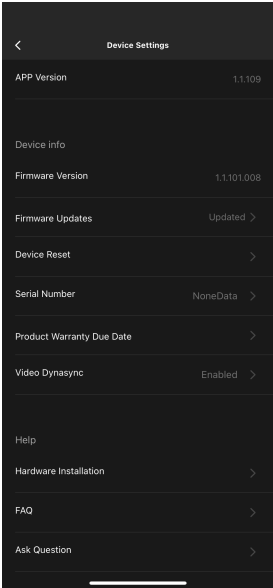


#	Name	Description
1	Port Configuration	Tap to set a port configuration from PC and game consoles for Port 1, Port 2, and Port 3.
2	Change	Tap to change your current game profile.
3	Device Settings	Allows you to do a factory device reset, check and update firmware version. For more information, see <i>Device Settings</i> , page 30.
4	Port Status	Tap to switch the KVM, USB hub, and audio focus to the PC or game controller attached to its corresponding port.
5	KM Emulation	Tap to select a playing type between KM emulation and KM direct. KM emulation is the default setting.

#	Name	Description
6	Game Profile picture	Displays your current game profile picture.
7	Edit Profile	Tap to edit your current game profile.
8	Game Audio EQ	Toggles Game Audio EQ on and off.
9	Turbo	Toggles Turbo Mode on and off. When Turbo mode is on buttons with Turbo settings will work. See <i>Turbo</i> , page 82, for details on Turbo settings.
10	Macro	Turns Macro Mode on and off. When on, Macro keys will execute macro commands. See <i>Lightly-Pressed</i> , page 89, for details on setting macros.
11	Gamepad Vibration	Toggles Gamepad Vibration on and off.
12	Microphone	Toggles Microphone on and off. When on, To set a hotkey, tap on the Set Hotkey to set a launch key and trigger type.
13	RGB Lighting Effect	Tap to toggle the LED status on the GCS1337 KeyMander Nexus Gaming KVM on and off, or configure the LED status behavior and its color settings.
14	Sleep Mode	Tap to select a specified time frame for the device to automatically shut down the LED lights and stop providing power to your connected keyboard and mouse.
15	Mouse DPI	This allows you to adjust the Aim / Look and ADS sensitivity of the mouse during game play.
16	Keyboard Layout	Tap to select a keyboard layout, the available options are as follow. ◆ US 104 Key ◆ JIS 109 Key ◆ French ◆ German ◆ Spanish
17	Disconnect Device	To disconnect your mobile device with the KeyMander Nexus Gaming KVM, 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 <i>Firmware Upgrade</i> , page 31.
4	Device Reset	To reset the device, tap Reset Device . For proper steps, see , page 28.
5	Serial Number	Indicates the serial number.
6	Product Warranty Due Date	Tap to see the serial number and the activation date.
7	Video Dynasync	Tap to enable or disable the video Dynasync.
8	Hardware Installation	Tap to run the hardware installation guide again. See <i>Hardware Installation</i> , page 18.
9	FAQ	Tap to show all the FAQ and setup tips for the KeyMander 2 app.

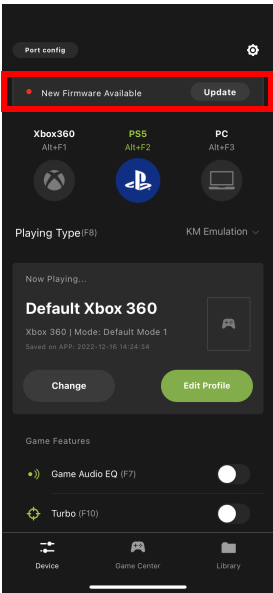
#	Name	Description
10	Ask Question	Tap to ask a question for further assistance.

Firmware Upgrade

To perform a firmware upgrade, follow the steps below.

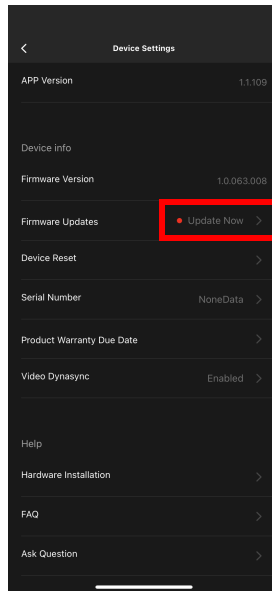
- 1. Tap **Update** beside **New Firmware Available** from the Device section. If your firmware version is up to date, it will not show.

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

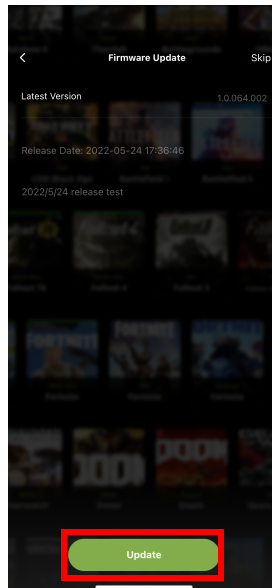


Or, tap **Update** with a red dot from the Device Settings page. If your firmware version is up to date, you can only view the firmware version and release date.

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



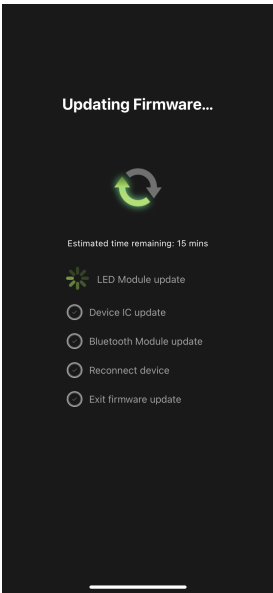
2. Tap Update.



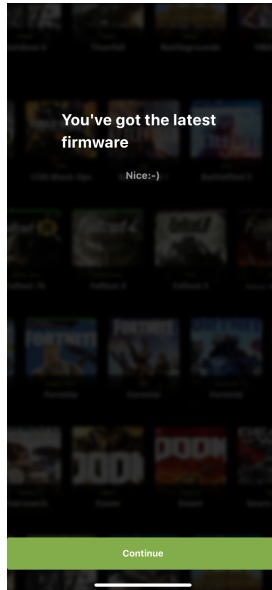
3. A warning message appears, tap **Update Now** again.



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

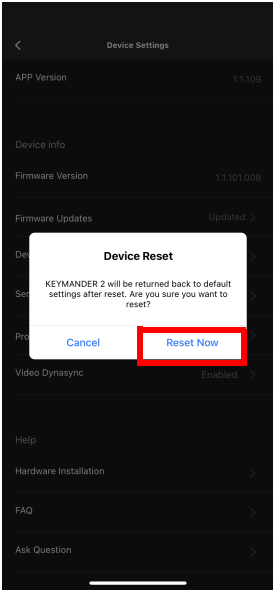


5. Tap **Close** when the firmware upgrade is complete.
6. Tap **Continue**.



Reset Device

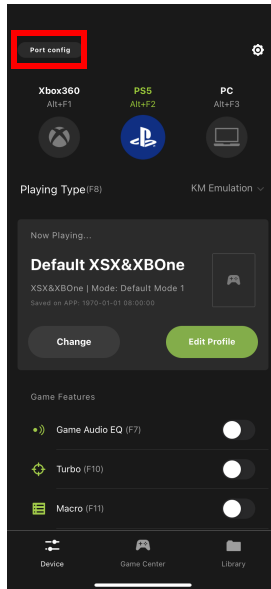
To reset the KeyMander Nexus Gaming KVM, tap **Reset Device** from the Device section. A warning message appears, and tap **Reset Now**.



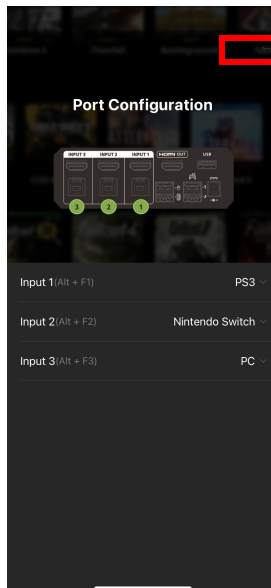
Port Configuration

To configure the port configuration from PC and game console for Port 1, Port 2, and Port 3, follow the steps below.

1. Tap **Port Config** from the Device main page.

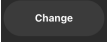


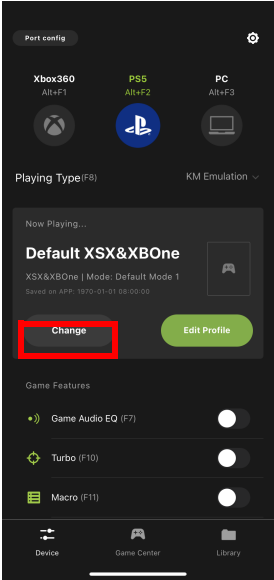
2. Make your configuration and then tap Done.



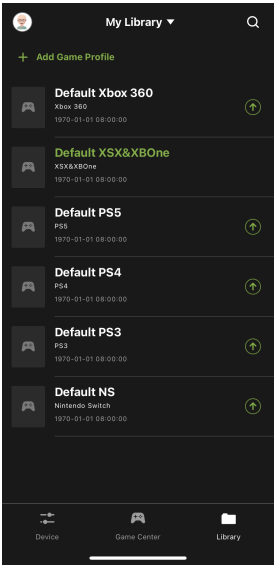
Changing Game Profile

To change your game profile, follow the steps below.

1. Tap .



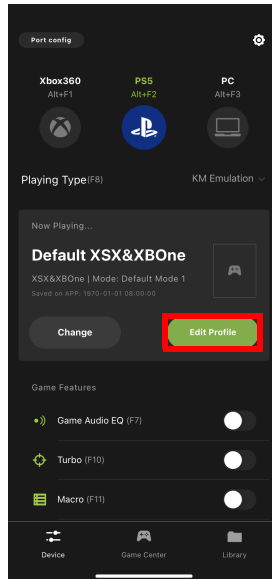
2. Tap  to search for a game profile in your library and tap  to upload and replace your current game profile.



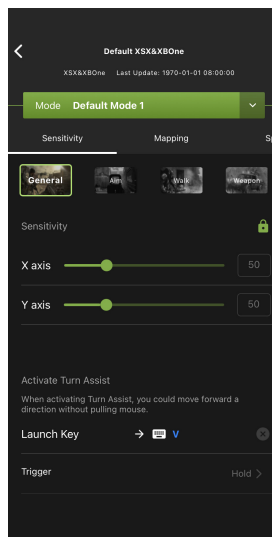
Editing Game Profile

To edit your current game profile, follow the steps below.

1. Tap .

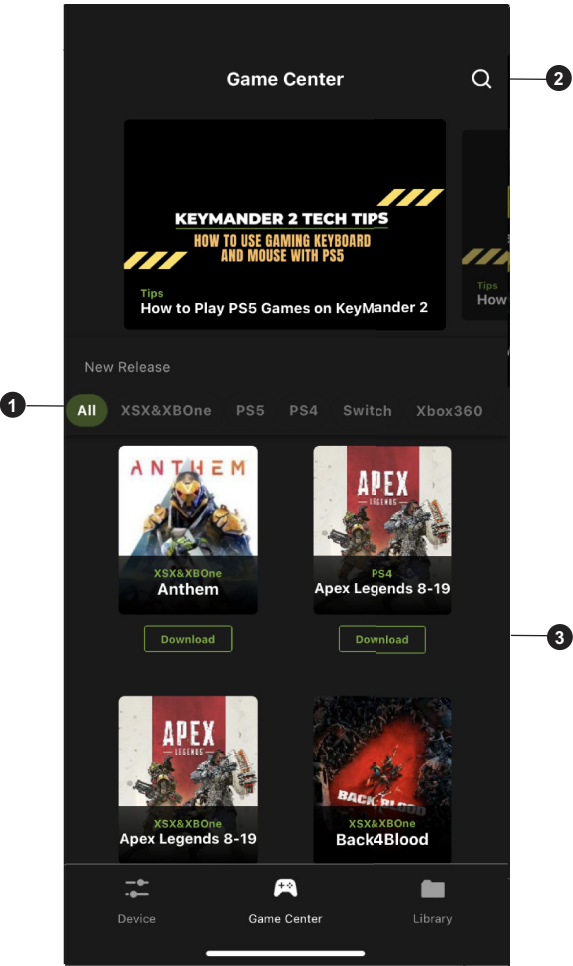


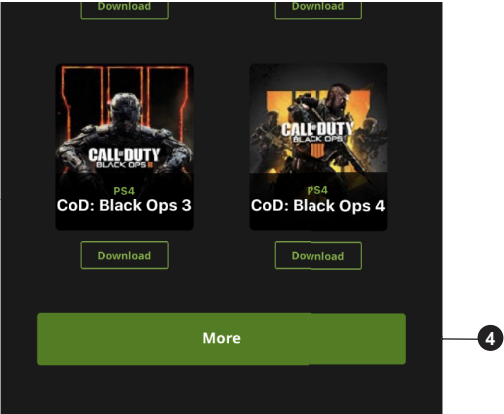
2. The customizing control page appears. For more information, see *Customizing Controls for a Profile*, page 55.

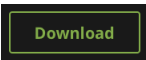
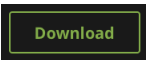


Game Center Overview

This section allows you to browse and download available games for a selected game controller.

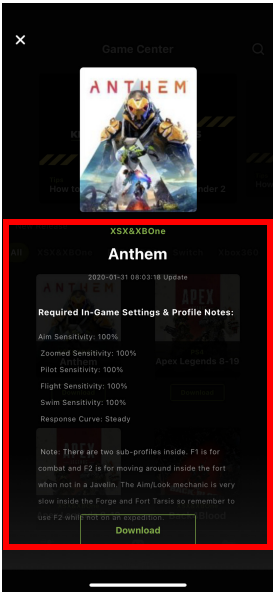




#	Name	Description
1		Tab  to view a list of available games for the selected game console between Xbox 360 / Xbox One / PS4 / PS3 / Nintendo Switch.
2		Tab  to search the available game you wish to download by entering the game name.
3		Tab  to download the game to your Library.
4		Tab  for more available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

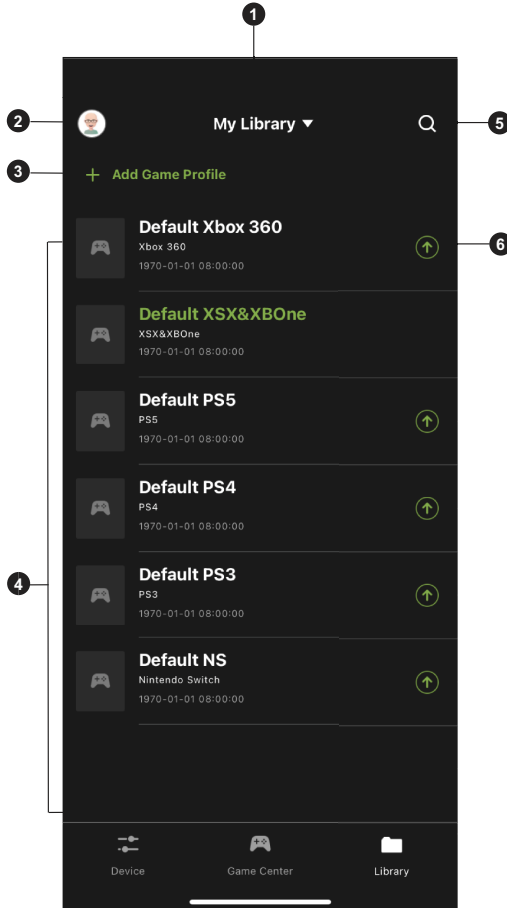
Downloading

You can download any game profile from the KeyMander 2 app by simply tapping the icon of the game you want to play, and follow the on-screen instructions to setup the in-game settings.



Library Overview

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

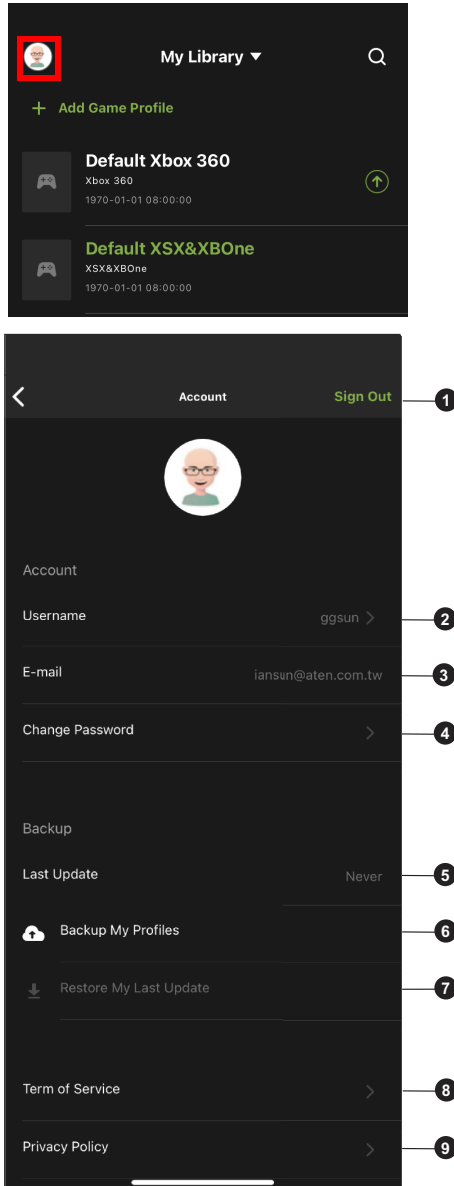


This is the main page of the KeyMander 2 app. The table below provides a brief description of each section and the page to find more information.

#	Name	Description
1	My Library	Tap 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 <i>Account</i> , page 44.
3	 Add Game Profile	Tap to create a game profile. For more information, see <i>This is the main page of the KeyMander 2 app. The table below provides a brief description of each section and the page to find more information.</i> , page 43.
4	Available Game Profiles	Slide a game profile to the left to share, edit, or delete. ♦ For more information on share, see page 51. ♦ For more information on mapping, see page 52. ♦ For more information on macro, see page 53.
5		Tap to search the available game profile you wish to upload by entering the game profile name.
6		Tap to upload the game profile you wish to use for the KeyMander 2 App. For more information, see <i>Uploading a Profile</i> , page 54.

Account

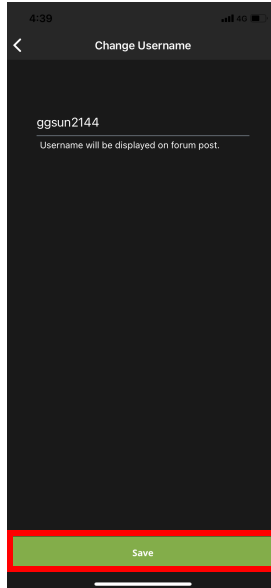
The account page allows you to view and modify your account information such as username and password. With the built-in access to the cloud based storage, allows you to backup and restore your game profiles as needed.



#	Name	Description
1	Sign Out	Tap to sign out from the KeyMander 2 app. You are required to sign in again to access all the features.
2	Username	Tap to modify the username that is going to be displayed on the forum post. To modify the username, see <i>Changing Username</i> , page 46.
3	E-mail	Shows the e-mail address.
4	Change Password	Tap to modify the login password for the KeyMander 2 app. To modify the password, see <i>Changing Password</i> , page 46.
5	Last Update	Shows when the last update took place.
6	Backup My Profiles	Tap to backup your profiles for the KeyMander 2 app. To backup your profiles, see <i>Backing Up My Profiles</i> , page 47.
7	Restore My Last Update	Tap to restore your last update that took place. See <i>Restoring My Last Update</i> , page 47.
8	Term of Service	Shows the term of services.
9	Privacy Policy	Tap to get directed to the privacy policy information page.

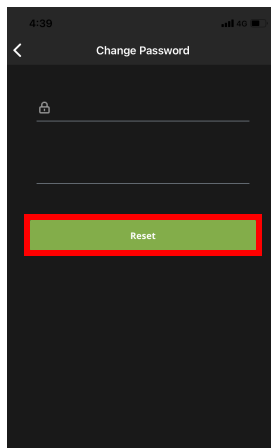
Changing Username

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



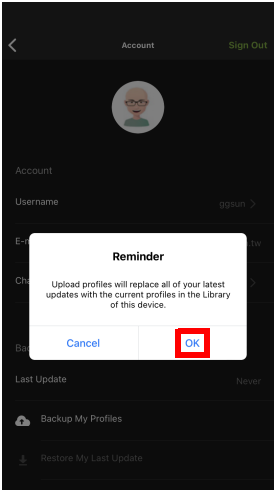
Changing Password

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



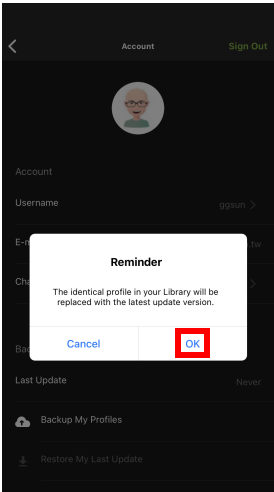
Backing Up My Profiles

To backup your profiles, tap **Backup My Profiles** from the account page. A warning message appears, tap **OK**.



Restoring My Last Update

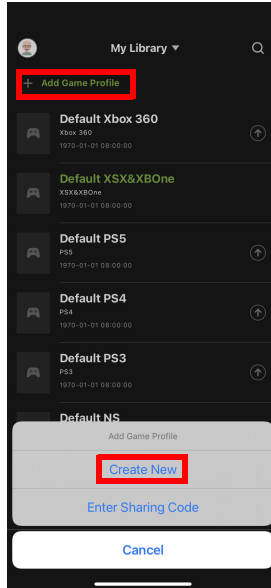
To restore from your last update, tap **Restore My Last Update** from the account page. A warning message appears, tap **OK**.



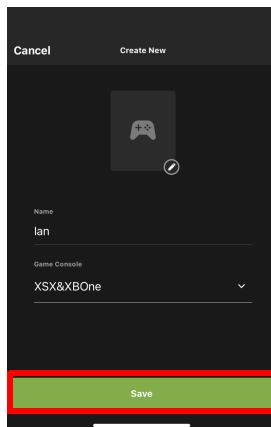
Adding a Game Profile

A profile is a keyboard/mouse configuration that is created and saved for a particular game controller. To add a profile, follow the steps.

1. Tap + **Add Game Profile** and select **Create New**. If Enter Sharing Code is selected, you can enter the sharing code to add a game profile. See *Entering Sharing Code*, page 49.



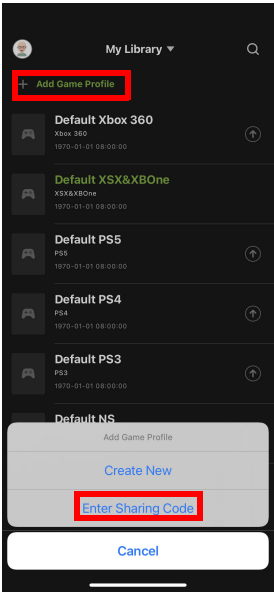
2. Enter a profile name, select a device operating system, and select a game controller, then tap **Save**.



Entering Sharing Code

To add a profile using a sharing code, follow the steps below.

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

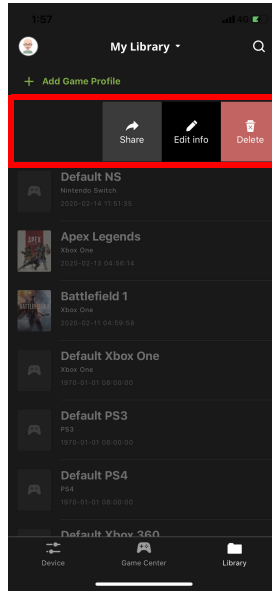


- 2. Enter the sharing code.



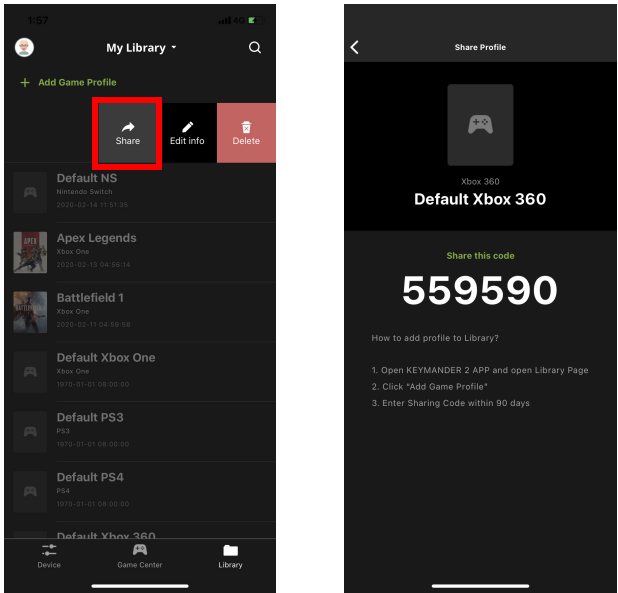
Editing & Deleting & Sharing the Profile

To edit, delete, or share a profile, simply slide the profile to the left.



Sharing

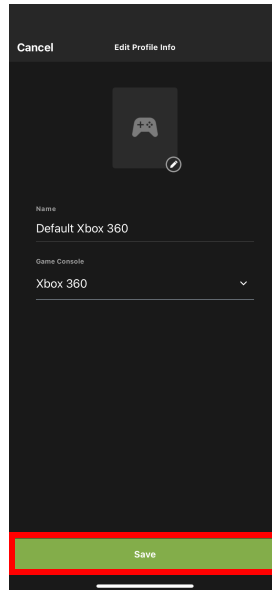
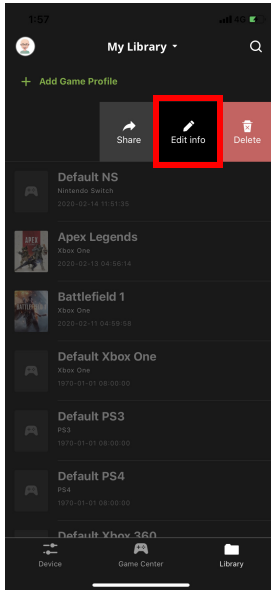
To share a particular profile to another mobile device, slide the selected profile to the left and tap **Share**.



-
- Note:** 1. The Share Code is available for 48 hours.
2. To enter the Share Code, see *This is the main page of the KeyMander 2 app. The table below provides a brief description of each section and the page to find more information., page 43.*
-

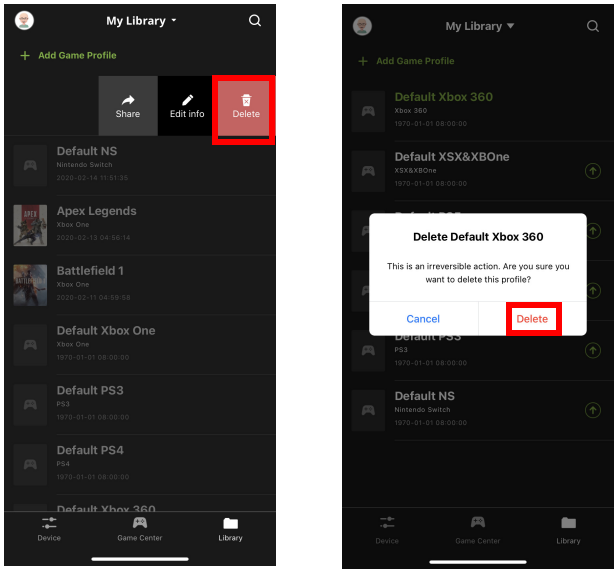
Edit

To edit a profile, slide the selected profile to the left and tap **Edit Info**. Tap **Save** when you have finished modifying.



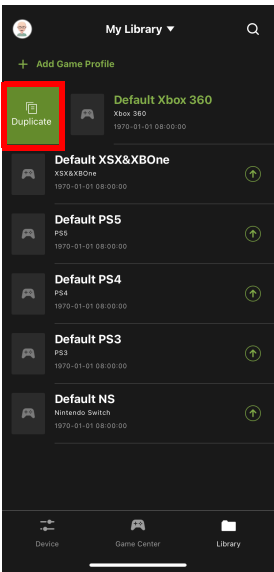
Delete

To delete a selected profile, slide the selected profile to the left and tap **Delete**. A warning message appears, tap **Delete**.



Duplicate

To duplicate a profile, simply slide the profile to the right, and tap **Duplicate**.

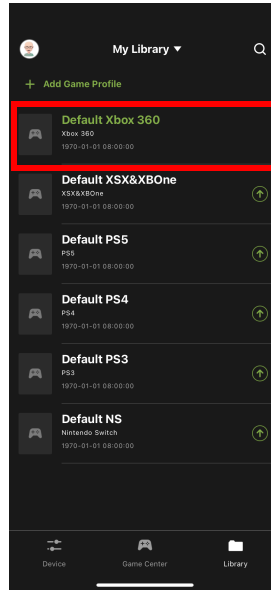
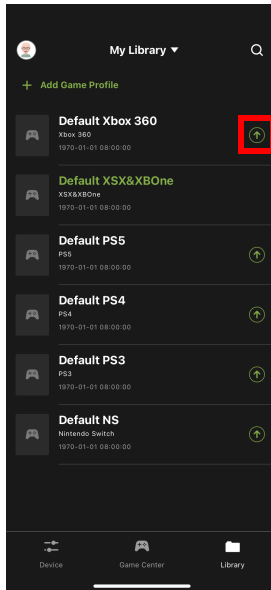


Uploading & Customizing Controls for a Profile

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.

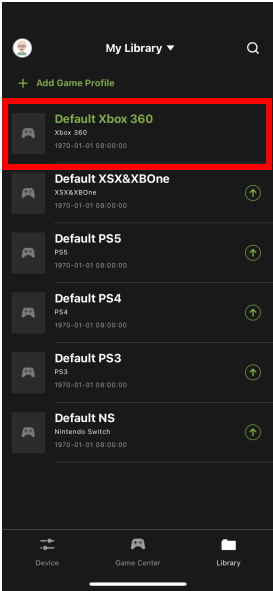
Uploading a Profile

To upload a profile, tap  beside the profile you wish to upload and wait for the synchronization to complete.

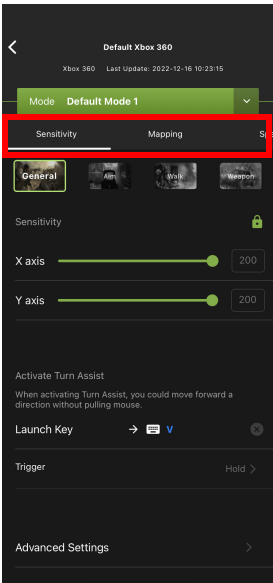


Customizing Controls for a Profile

To customize your own controls for a profile, tap on the uploaded profile.



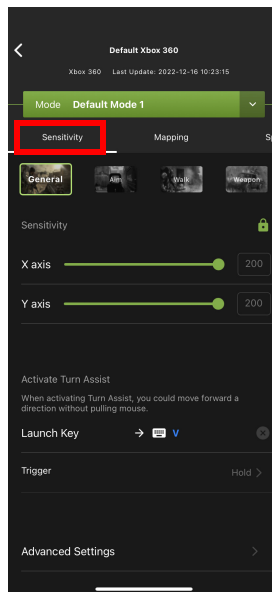
There are four fields that you can customize, sensitivity, mapping, special, and macro. Each fields are explained in the following pages.



Sensitivity

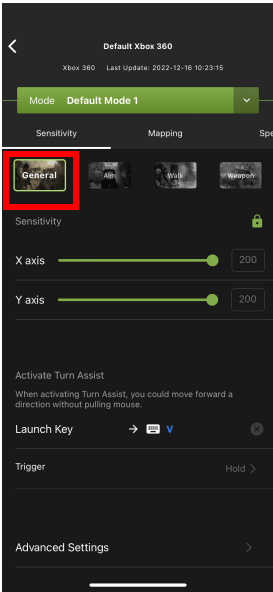
The sensitivity page is used to configure the mouse sensitivity settings of mouse movements for General Mode, Aim (Aim-Down-Sight) Mode, Walk Mode, and Weapon Mode. From the configuration page, tap **Sensitivity**.

- ♦ General Mode: The normal view the character has walking around in the game.
- ♦ Aim (Aim-Down-Sight) Mode: The view the character has when zooming-in to look through a scope.
- ♦ Walk Mode: The view the character has walking around in the game at a slow walking pace.
- ♦ Weapon Mode: The view the character has when choosing a weapon or equipment.



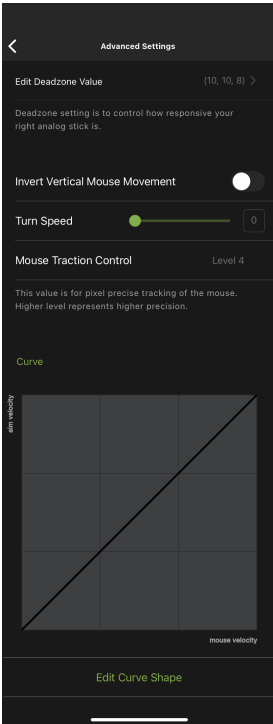
General Mode

These settings configure how the mouse movements respond during when the character has a normal view in the game (not zoomed in). To access to the General Mode, tap on General.



Name	Details
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 General view.
Trigger	Tap to select between Toggle and Hold to trigger the Launch Key.
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.

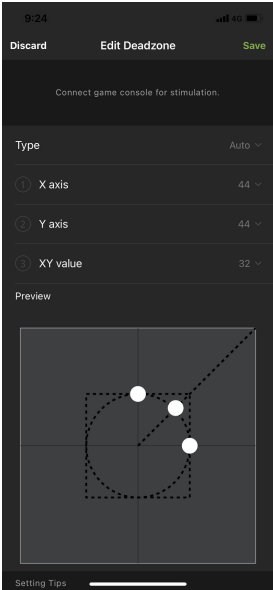
General Mode Advanced Settings



Name	Details
Edit Deadzone Value	Tap to edit Deadzone Value.
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 <i>Turn Speed</i> , page 63.
Mouse Traction Control	Adjusts the speed of physical mouse movements from level 1 to level 7. Default is set at level 4. For more information, see <i>Mouse Traction Control</i> , page 63.

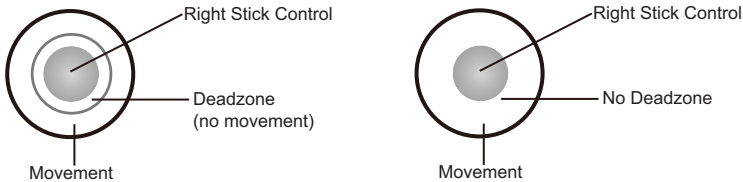
Deadzone Settings

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 *Right Stick* control that doesn't respond to movement. Movement only occurs when the *Right Stick* moves outside the Deadzone. Each game sets its own Deadzone size. The Deadzone affects mouse movements. With no Deadzone there is no delay with the mouse and movements are very straight and accurate.

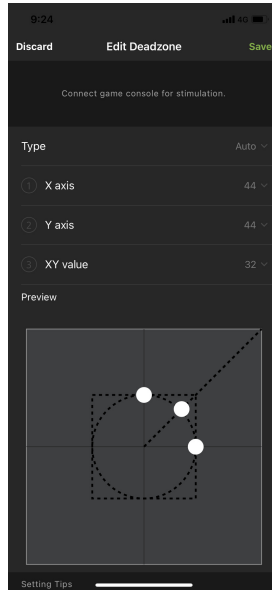
Right Stick Deadzone



You can minimize the Deadzone with the game controller and the KeyMander 2 app as explained on the next page.

Setting the Deadzone

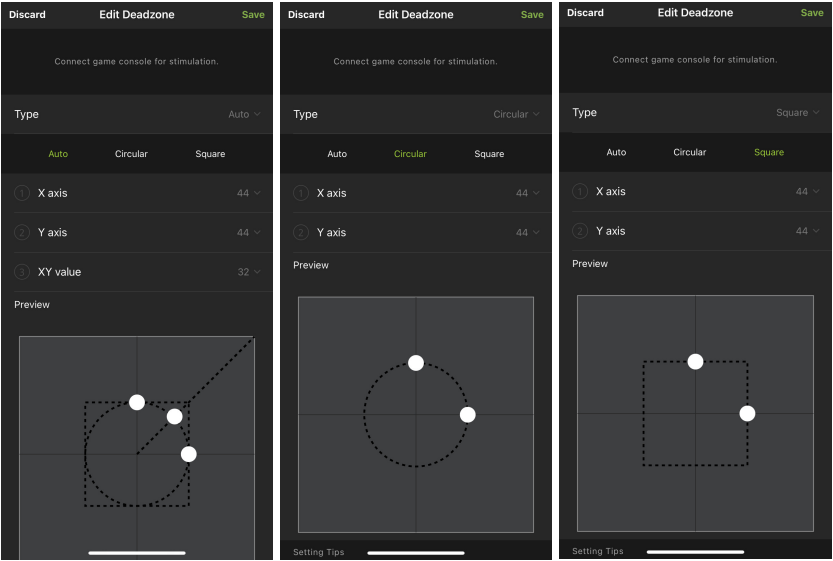
The Deadzone must be set while playing a first-person shooter (FPS) game. The Deadzone is minimized when— after the last adjustment on the graph, the player in the game starts to move slowly in the direction of the adjustment – up, right or diagonally up.



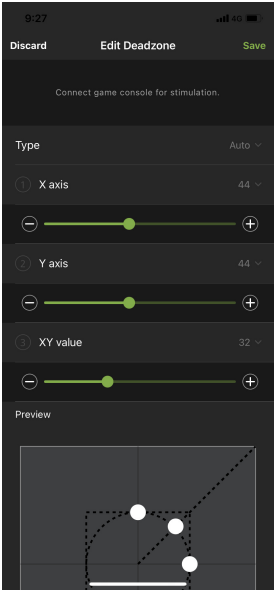
To set the Deadzone connect the KeyMander 2 app, then:

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 value.

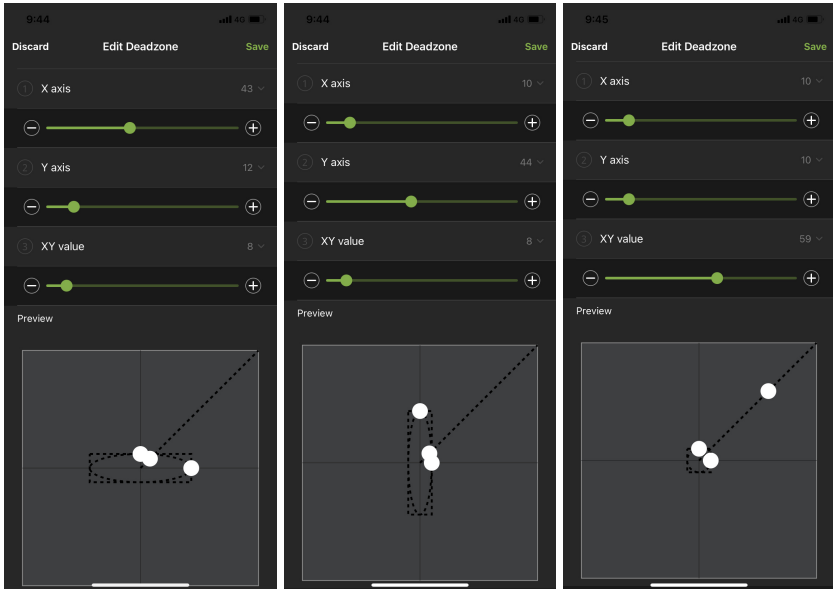


3. To adjust the X, Y, and XY values, tap on them to bring out the adjustment bars.



- 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.

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

- Tap **Save** to save the Deadzone settings to the current profile.
- 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 the mouse performance should be excellent.

Turn Speed

The Turn Speed adjusts the amount of acceleration that the KeyMander 2 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 general mode 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 page 56) first, then fine tune the Turn Speed slider as needed for your style of play.

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, and long turns.

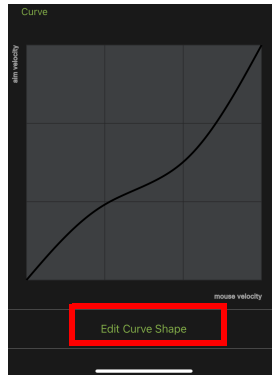
This feature is designed to see an enemy behind you when spinning 180 degrees, a slightly angled mouse swipe does not cause you to be aiming above their head or below their feet.

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, and higher settings add decreasing amounts of correction up to Level 1 where zero correction is applied.

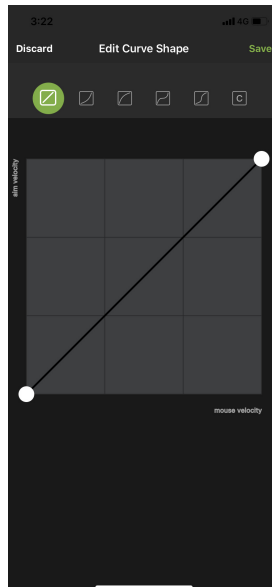
Depending on the game, most users will see improved performance accuracy in long turns with the default setting, and advanced users will still see some benefits between Levels 2-3. High level users that want no correction should select Level 1.

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 on **Edit Curve Shape**.



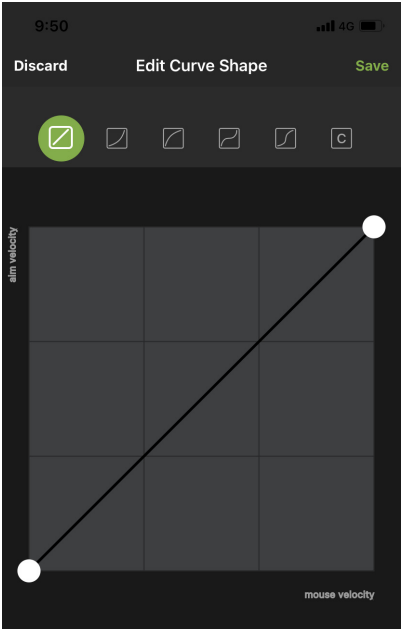
The edit curve shape page appears. Curve settings are used to fine tune how physical mouse movements respond on-screen (in the game). The default curve has a 1:1 ratio: Physical mouse speed equals on-screen speed. Adjustments can limit movements, stretch movements and increase or decrease progressive movements. The Curve Setting table is provided on the next page and information on making adjustments to the curve starts on page 65.



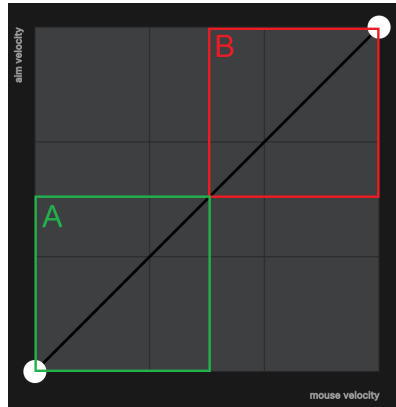
Function	Description
Discard	Tap Discard to remove the adjusted curve.
Save	Tap Save to save the adjusted curve.
Curve Type	Tap a curve type to use a predefined curve for mouse movements. You can change the shape of a curve type at the points provided. Select a curve type to use as a template and adjust 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. Examples are provided starting on page 66.
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:



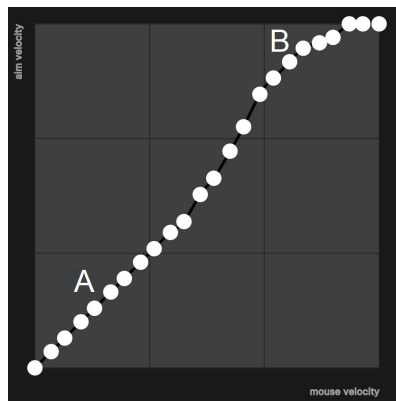
A: Close Aiming Movements **B:** Long Turning Movements

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.

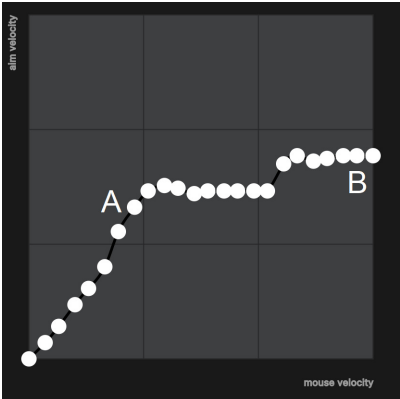
Adjusting the Curve

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:

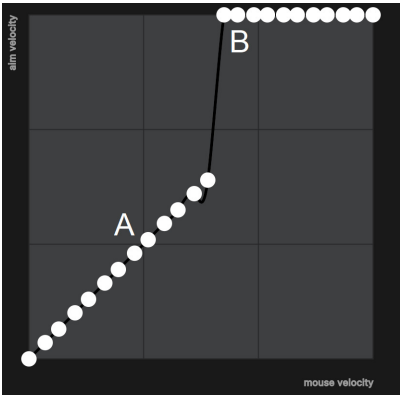
(A) Low Aim Speed / (B) High Turn Speed



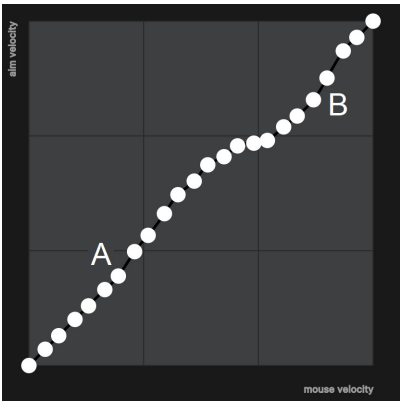
(A) Increasing Thrust for Aiming / (B) Prevent High Turn Speed

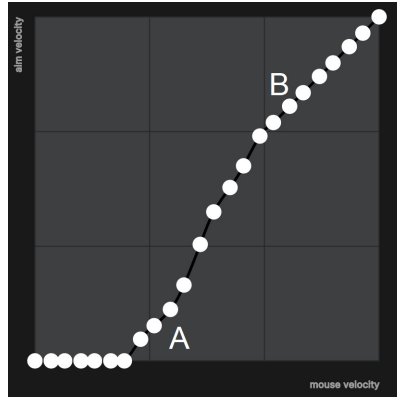


(A) Normal Aim Speed / (B) Increasing Thrust for Turning



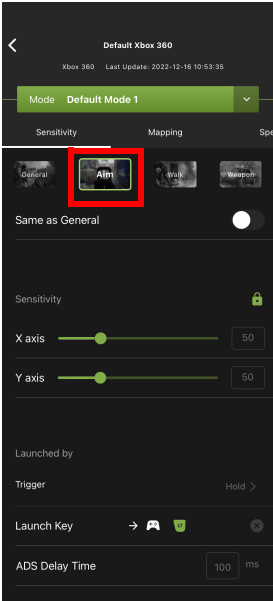
(A) Normal Aim Speed / (B) Low Turn Speed



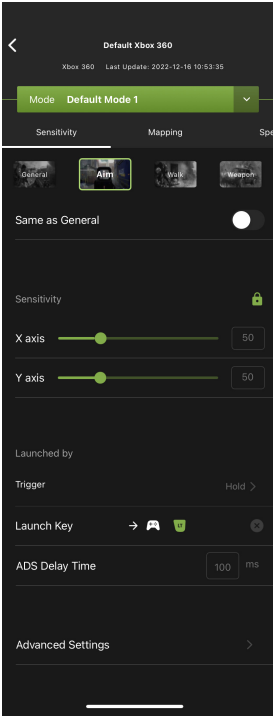
(A) Decrease Aim Speed / (B) Normal Turn Speed

Aim Mode (Aim-Down-Sight)

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



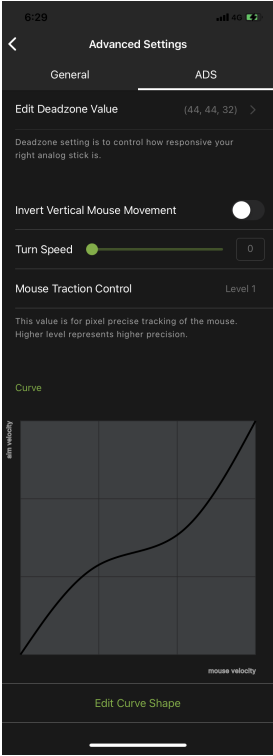
The Aim Mode (Aim-Down-Sight) page appears.



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.
Trigger	Tap to select between Toggle and Hold to trigger the Launch Key.
Launch Key	Use the drop-down menu to select the controller button that is used to zoom-in to an ADS view.

Name	Details
ADS Delay time	Sets the delay for switching between views: <i>General</i> and <i>ADS</i> .
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.

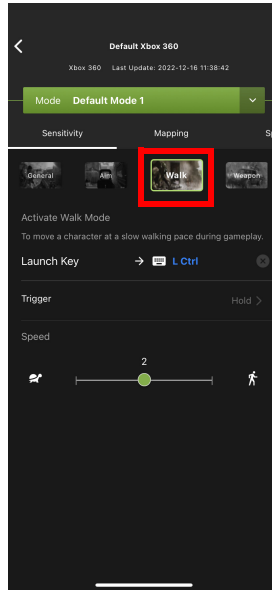
Aim Mode Advanced Settings



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 starting on page 57 to configure the Aim Mode advanced settings.

Walk Mode

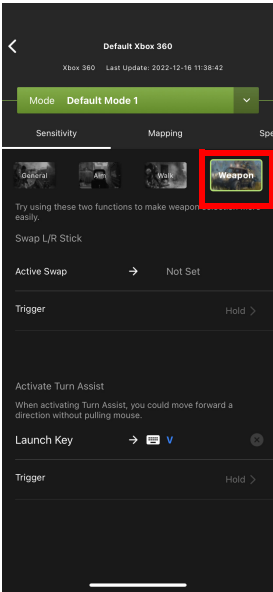
To access to the Walk Mode, tap on Walk. Use these settings to enable walk mode during game play.



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

Weapon Mode

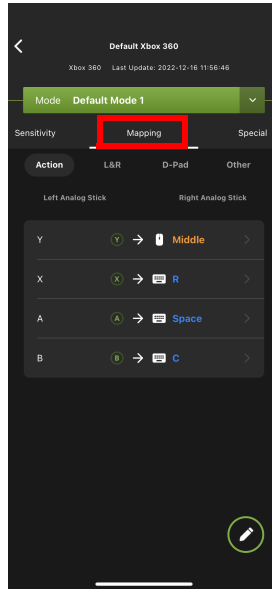
To access to the Weapon Mode, tap on Weapon. Use these settings to enable weapon mode during game play.



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.

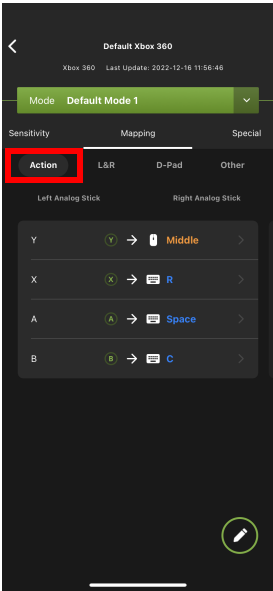
Mapping

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

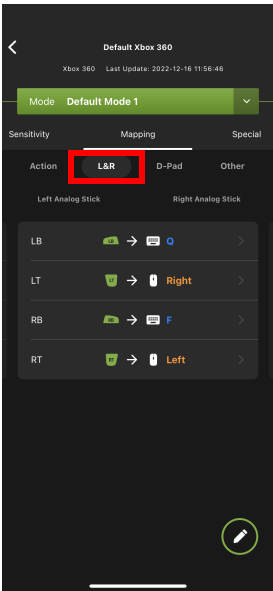


There are five mapping fields, Actions, L&R, D-Pad, Other, Left Analog Stick, and Right Analog Stick.

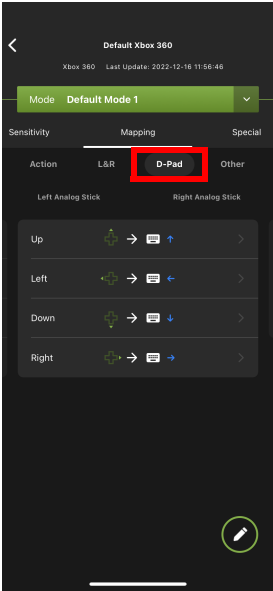
Action



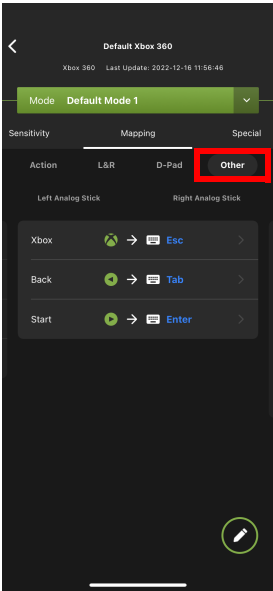
L&R



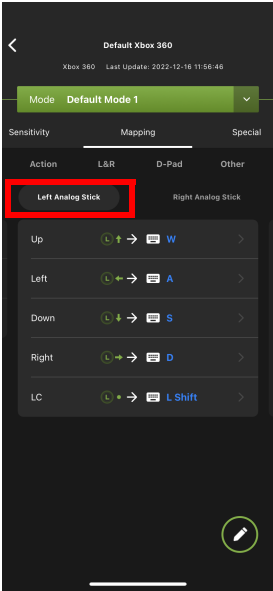
D-Pad



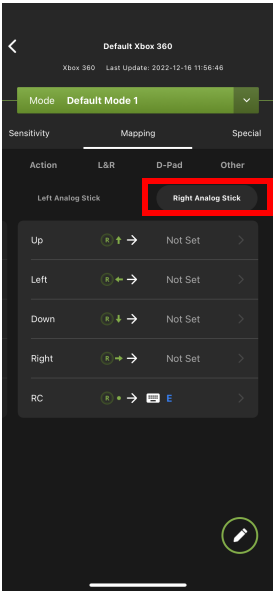
Other



Left Analog Stick



Right Analog Stick

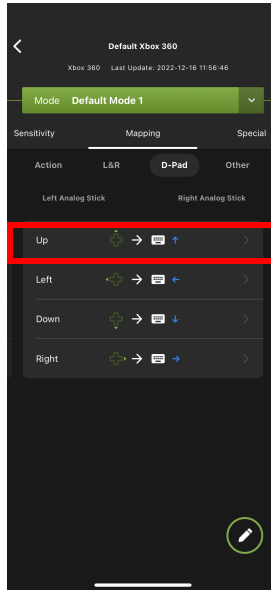


Configuring the Mappings

Each controller button can be mapped to a keyboard, mouse or joystick. For default button mappings, see *Keyboard Map*, page 12.

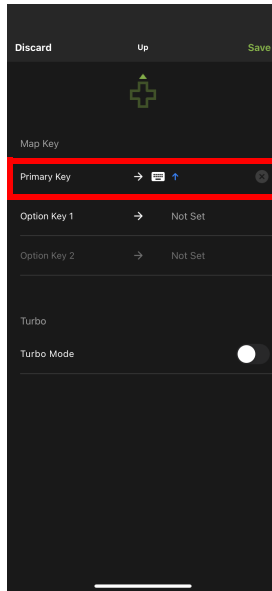
To map a controller button, follow the steps below.

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 the controller button to a key.

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

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

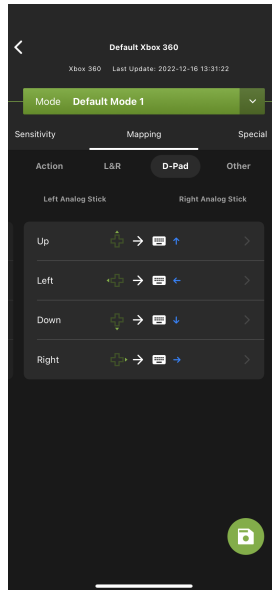
3. (Optional) Option Key 1 & 2
4. (Optional) Turbo Mode, see *Turbo*, page 82.
5. Tap **Save**.

Quick Pairing

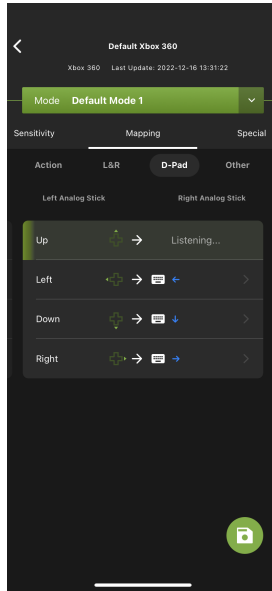
Quick pairing allows you to map a controller button in two steps. Simply press the controller button, and then press a key on a keyboard, mouse, or joystick. For default button mappings, see *Keyboard Map*, page 12.

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.

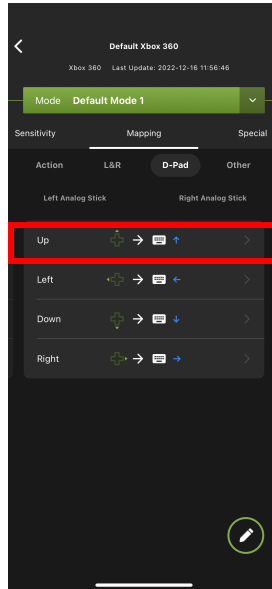
3. Tap the save button  to save the mappings.

Turbo

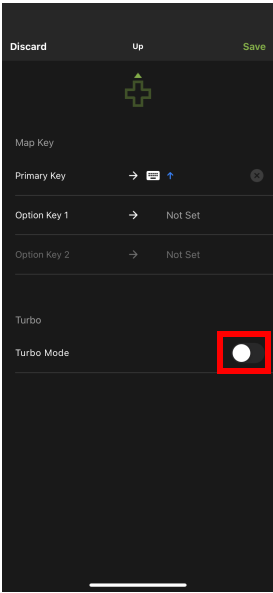
Turbo allows rapid fire of a button from the keyboard and mouse. You can enable or disable turbo for any controller button* and set the level (0.1~1 second) of intensity. *Turbo Mode* must be on for turbo buttons to work (see , page 13).

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

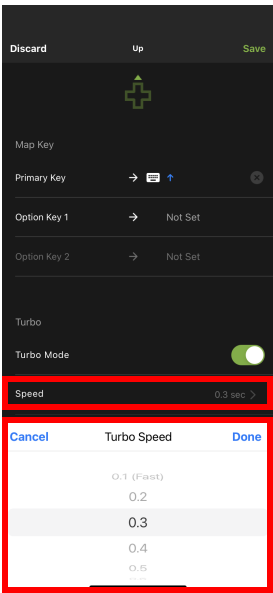
1. From the Mapping page, tap on the button you wish to set turbo.



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



3. Tap on **Speed** to set the level from 0.1-1 second of rapid fire you want to use.

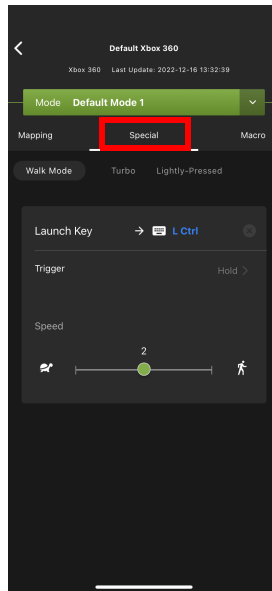


4. Tap **Save**.

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

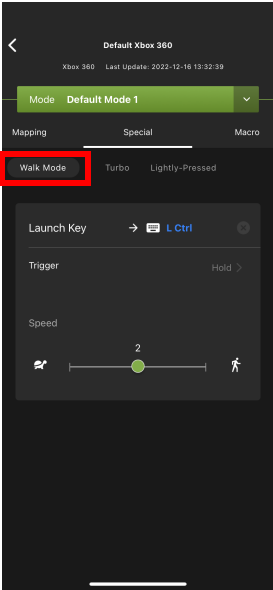
Special

The Special page is designed for quick configuration on the Walk Mode, Turbo, and Lightly-Pressed settings. From the configuration page, tap **Special**.



Walk Mode

Use these settings to enable walk mode during game play. Please refer to the *Walk Mode* settings starting on page 72 to configure the Walk Mode settings.

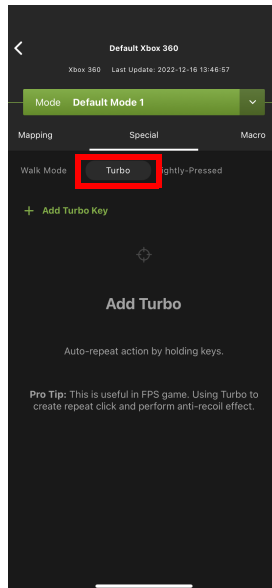


Turbo

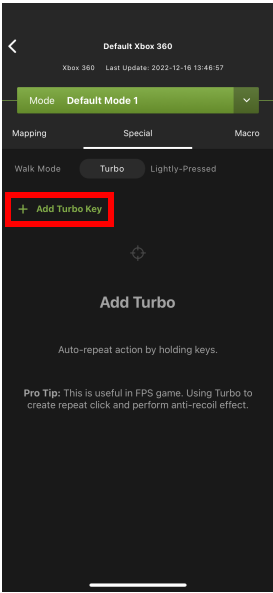
Turbo allows rapid fire of a button from the keyboard and mouse. You can enable or disable turbo for any controller button* and set the level (0.1~1 second) of intensity. *Turbo Mode* must be on for turbo buttons to work (see , page 13). When applying the turbo setting here will also take effect to the turbo settings explained above in the Mapping page, see *Turbo*, page 82.

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

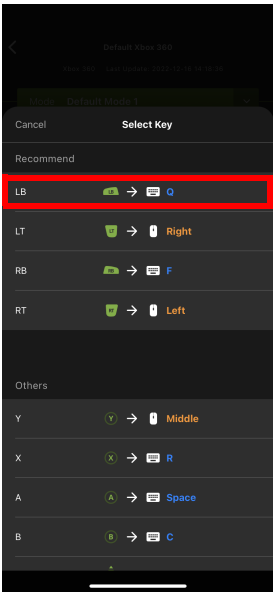
1. From the Special page, tap **Turbo**.



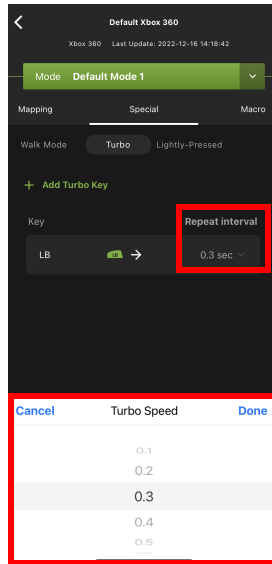
2. From the Turbo page, tap **+ Add Turbo Key**.



3. From the key list, tap on the key you wish to set turbo.

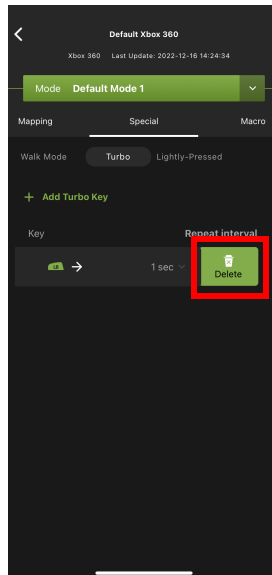


4. Tap on Repeat Interval to set the level from 0.1-1 second of rapid fire you want to use.



Delete a Marco

To delete a macro, tap on the marco you wish to delete and slide left, and then tap .

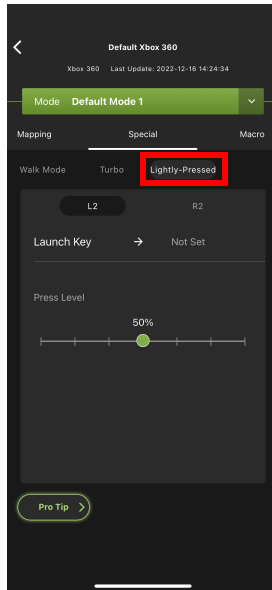


Lightly-Pressed

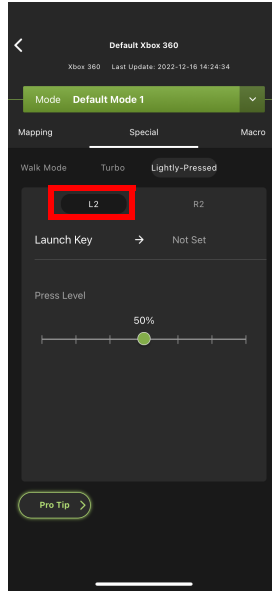
Lightly-Pressed page allows you quickly set a launch key and press level for L2 and R2 buttons.

To set a launch key, follow the steps below.

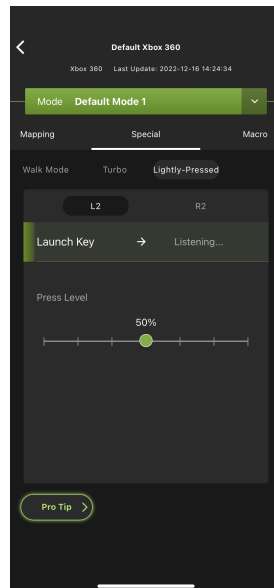
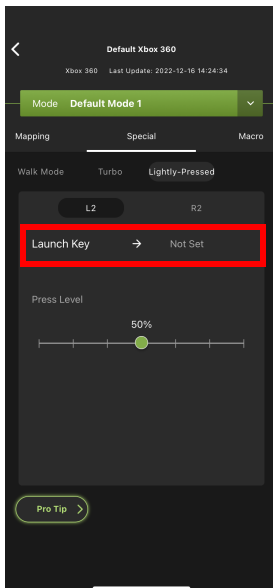
1. From the Special page, tap **Lightly-Pressed**.



2. Select a button to set a launch key.



3. Tap on the **Launch Key** to enter the listening mode. You may now map the selected button to a keyboard, mouse, or joystick.

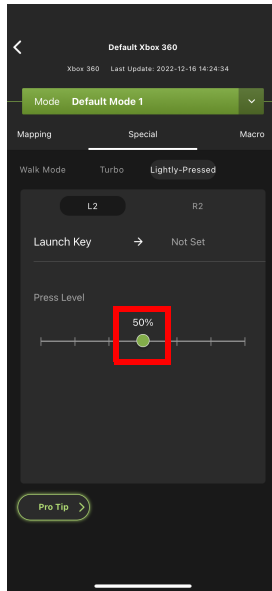


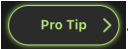
Keyboard: Press a key on the keyboard to map the controller button to a key.

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

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

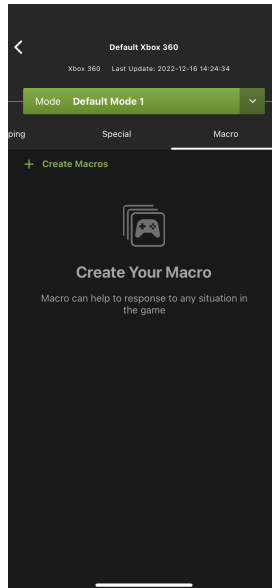
4. Tap and slide to adjust the Press Level.



5. (Optional) For pro tips, tap .

Macro

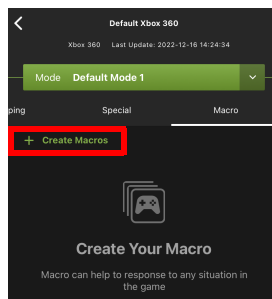
Macros set multiple controller buttons into a single key or mouse click. For example you can set: “**UP, UP, DOWN, LEFT, RIGHT, X, O**” to execute by pressing the [Y] key on the keyboard. Within macros you can set combos where multiple buttons are pushed at the same time: “**X+O**” or “**R3+L3+R2**”. You can create up to 8 custom macros and each macro can have up to 8 controller buttons.



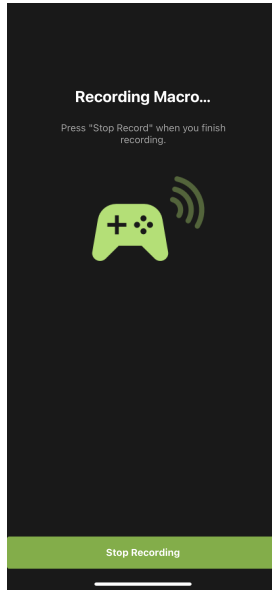
Macro Mode [F11] must be on for Macros to work.

To create a macro, follow the steps below.

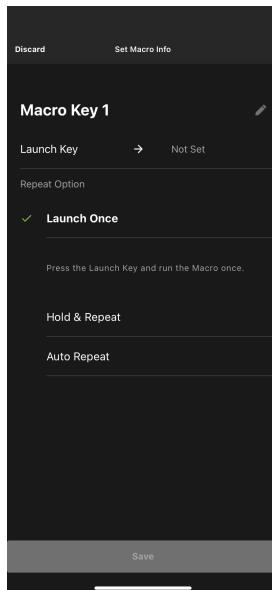
1. From the Macro page, tap **+ Create Macros**.



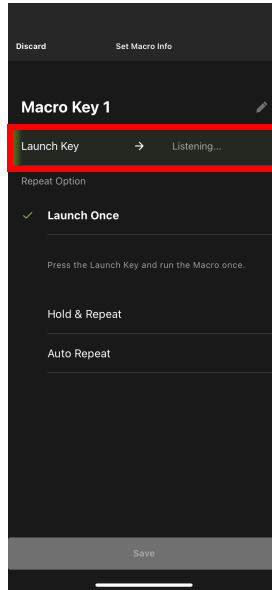
2. The Recording Macro page opens. You may now start to program your Macro by pressing the buttons on the controller.



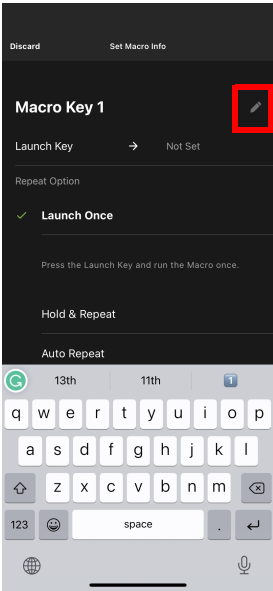
3. Tap **Stop Recording** when you have finished entering the macro. You are directed to a page to set launch key, repeat option, and macro label.



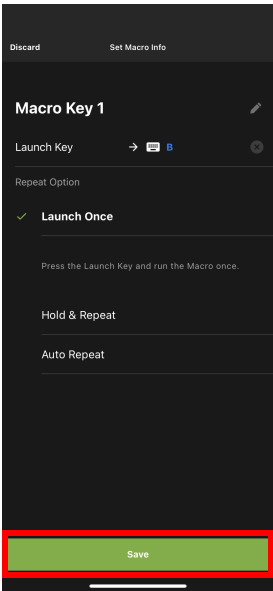
4. Tap **Launch Key** to map a button that will be used to execute the macro:
- ♦ **Keyboard:** Press a key on the keyboard.
 - ♦ **Mouse:** Click a mouse button.
 - ♦ **Joystick:** Press a button.



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



6. Tap **Save**. The macro appears in the Marco page.



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

Chapter 5

Firmware Upgrade

The Firmware Upgrade Utility

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

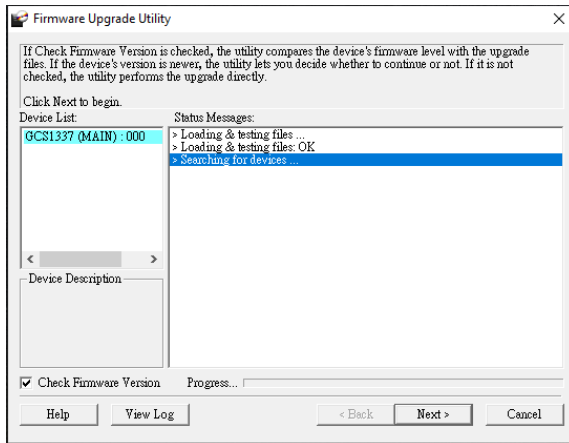
Before You Begin

To prepare for the firmware upgrade, do the following:

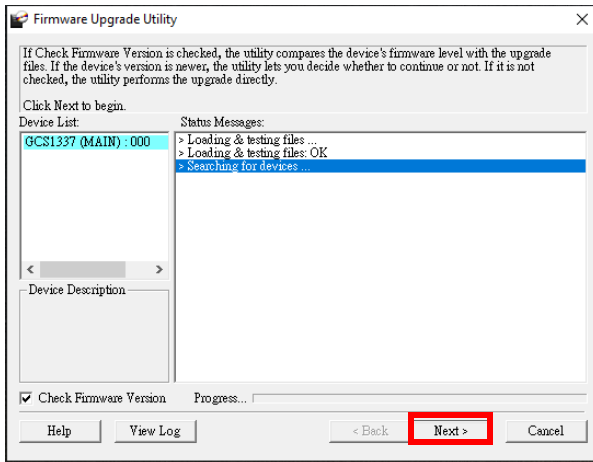
1. Go to **www.iogear.com/product**
2. Follow the instructions to download the firmware upgrade.
3. Unzip the firmware upgrade package and connect the computer to the KeyMander Nexus Gaming KVM.

Starting the Upgrade

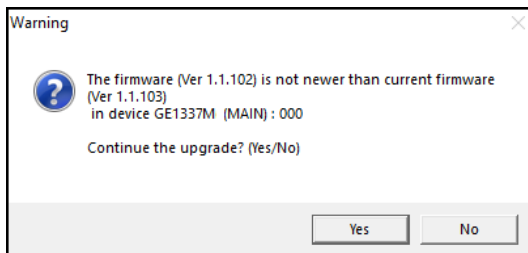
1. Power off the KeyMander Nexus Gaming KVM.
2. Disconnect all cables.
3. Press and hold port 1 and port 2 port selection buttons.
4. Power the KeyMander Nexus Gaming KVM.
5. Wait for the LED Indicator to start flashing in white. The KeyMander Nexus Gaming KVM is now in the Firmware Upgrade Mode.
6. Plug the USB Type-B port 1 connector on the KeyMander Nexus Gaming KVM to the computer which you have downloaded the firmware from using a USB Type-B to USB Type-A cable.
7. Double click the firmware upgrade (*.exe) file, or right click and select Open. This will start the Firmware Upgrade Utility, and the Firmware Upgrade Utility main screen appears and lists the device that can be upgraded in the Device List panel.



8. 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 it finds that 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:

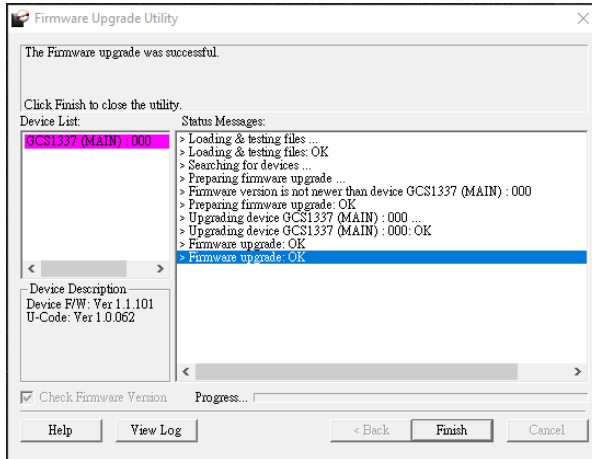


If you didn't enable *Check Firmware Version*, the Utility installs the upgrade files without checking whether they are a higher level, or not.

- ♦ 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

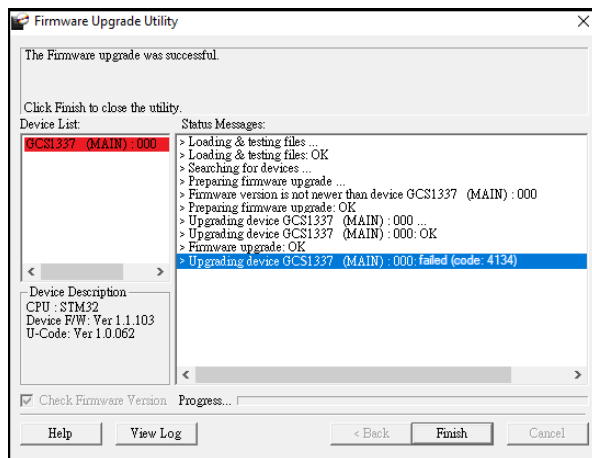
After the upgrade has completed, a screen appears to inform you that the procedure was successful:



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 Nexus Gaming KVM is unplugged.
- ♦ When a firmware upgrade procedure fails.

To perform a firmware upgrade recovery, do the following:

1. Unplug the KeyMander Nexus Gaming KVM from the computer.
2. Upgrade the firmware as explained in *Starting the Upgrade*, page 98.

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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 wall outlet 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.
- ♦ To help protect your system from sudden, transient increases and decreases in electrical power, use a surge suppressor, line conditioner, or un-interruptible power supply (UPS).
- ♦ Position system cables and power cables carefully; Be sure that nothing rests on any cables.

- ♦ Never push objects of any kind into or through cabinet slots. They may touch dangerous voltage points or short out parts resulting in a risk of fire or electrical shock.
- ♦ Do not attempt to service the device yourself. Refer all servicing to qualified service personnel.
- ♦ If the following conditions occur, unplug the device from the wall outlet 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.

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 Nexus Gaming KVM 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 Nexus Gaming KVM is designed to provide as close to a PC gaming experience as possible on your video game console, however there are a couple significant differences between playing on PC and using a keyboard and mouse with your video game 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 Nexus Gaming KVM. 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 Nexus Gaming KVM, and there is more to it other than adjusting the sensitivity sliders in the KeyMander Nexus Gaming KVM 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 KeyMander Nexus Gaming KVM 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 Nexus Gaming KVM. 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 deathmatches, 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 KeyMander Nexus Gaming KVM app and adjust as needed.

Maximum Turn Speed (In-Game)

The biggest difference between playing on a PC versus playing on a video game console with KeyMander Nexus Gaming KVM is the turn speed limitation built into console games. Because console games are built for controller, 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 than the others 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 KeyMander Nexus Gaming KVM 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 KeyMander Nexus Gaming KVM 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 touchscreen 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 game console games with a mouse and keyboard and it's easy to set up your KeyMander Nexus Gaming KVM app profiles to work within this limitation.

Turn Speed Settings (KeyMander Nexus Gaming KVM App)

One way to overcome the turn speed limitations built into some games is through the use of the KeyMander Nexus Gaming KVM 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 KeyMander Nexus Gaming KVM 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 (KeyMander Nexus Gaming KVM 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 KeyMander Nexus Gaming KVM app, in the game menu or both.

Resolution (Mouse Hardware/Software and KeyMander Nexus Gaming KVM app)

The conventional wisdom for setting mouse resolution with KeyMander Nexus Gaming KVM is normally to set the mouse to its maximum resolution and set the KeyMander Nexus Gaming KVM 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 KeyMander Nexus Gaming KVM 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 make your life much easier if you remember to do this first before connecting the mouse to your KeyMander Nexus Gaming KVM. After setting up your mouse, make sure to set the mouse resolution in the KeyMander Nexus Gaming KVM 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 KeyMander Nexus Gaming KVM app (default is 4000 DPI) you won't get the full benefit of all that resolution.

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 normally 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 Nexus Gaming KVM.

Technical Support

International

- ♦ For online technical support – including troubleshooting, documentation, and software updates: **<http://iogear.custhelp.com>**
- ♦ For telephone support, See *Telephone Support*, page iv:

North America

Email Support		support@iogear.com
Online Technical Support	Troubleshooting	http://www.iogear.com/product/GCS1337
	Documentation Software Updates	http://www.iogear.com/support
Telephone Support		866-9-IOGEAR 866-946-4327 ext 4862

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 of help.

Specifications

Function	GCS1337 KeyMander Nexus Gaming KVM
Dimensions	GCS1337 KeyMander Nexus Gaming KVM
Unit Dimensions	
Height	1.8" (4.5 cm)
Length	4.0" (10.2 cm)
Width	5.1" (12.9 cm)
Unit Package Dimensions	
Height	8.27" (21 cm)
Length	12.8" (32.5 cm)
Width	4" (10.16 cm)
Master Carton	
Height	14.25" (36.2 cm)
Length	17.5" (44.45 cm)
Width	12.69" (32.23 cm)
Weight	
Master Carton Wt.	11.45 lb (5.2 kg)
Unit Pack Wt.	3.5 lb (1.58 kg)
Unit Wt.	1.02 lb (0.48 kg)

Limited Warranty

IOGEAR warrants its hardware in the country of purchase against flaws in materials 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. This warranty period includes the [LCD panel of IOGEAR LCD KVM switches](#). Select products are warranted for an additional year (see [A+ Warranty](#) for further details). Cables and accessories are not covered by the Standard Warranty.

What is covered by the Limited Hardware Warranty

IOGEAR will provide a repair service, without charge, during the Warranty Period. If a product is defective, IOGEAR will, at its discretion, have the option to (1) repair said product with new or repaired components, or (2) replace the entire product with an identical product or with a similar product which fulfills the same function as the defective product. Replaced products assume the warranty of the original product for the remaining period or a period of 90 days, whichever is longer. When the products or components are replaced, the replacing articles shall become customer property and the replaced articles shall become the property of IOGEAR.

To learn more about our warranty policies, please visit our website:
<http://www.iogear.com/support>