

Versatile Multimedia Remote

RM-518 Plus - 2.4GHz wireless Trackball remote
Not Media only!!!

Hotkeys remaping available

TV, Music, Switch the program
or surf the Internet and E-mail,
carry on the on-line game
or work happily.

Text Typing available



SC-504 User Guide

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● Introduction of Remote Control

This remote is not only a RF 2.4GHz wireless remote, it also combines the radio frequency wireless technology and an optical trackball with mouse keys and MCE start Key. When you use it under Vista or Windows 7 platform, you can press the MCE direct keys, and you can use the multimedia keys as your media controller.



Installation CD



Remote control



Receiver

■ Specification:

- 1 Remote control:
 - 2.4GHz wireless with 8 channels,
 - ID: 65536 per channel.
 - Coverage: 10 meters, 360-degree navigation
 - Key numbers: 47 keys included: 2 mouse clicks, 4 arrow keys, 26 function keys and 15 keys for text input.
 - Trackball: 19mm Optical, 800DPI
 - Battery: AA size of Alkali x 2pcs
 - Dimension: 178 x 50 x32 mm
- 2 Receiver:
 - USB interface
 - Dimension: 78 x 21.5 x 10mm
- 3 Installation CD:
 - Dimension: 120 x 120mm
 - Soft program:
 - Emitta smart commander SC-504
 - User manual - PDF type
 - User manual - Flash type (5 files)
- 4 Patent No.
 - ZL 2005 2 0115609.X
 - ZL 2005 3 0120667.7

■ Start this remote control:

1 Prepare:

- 1.1 Turn on the power of computer, and plug USB receiver into USB port of your computer.
- 1.2 Open the battery cover in the bottom of remote and place 2 AA batteries inside the compartment..

2 Set ID:

- 2.1 Press the ID button on the receiver and the LED will be blinking; which means receiver is searing ID.
- 2.2 Continuously, press the ID button on the back of remote and the LED on receiver shall be off as successful paring.



3 Notice:

- 3.1 RF signal LED light on the receiver will be flashing when the remote is being used.
- 3.2 When Battery Low LED light on Remote is blinking, it means the batteries need to be replaced.
- 3.3 When doing the ID setting, please make sure the distance between the receiver and the remote is within 60 cm (2 feet)..



4 Trouble shooting:

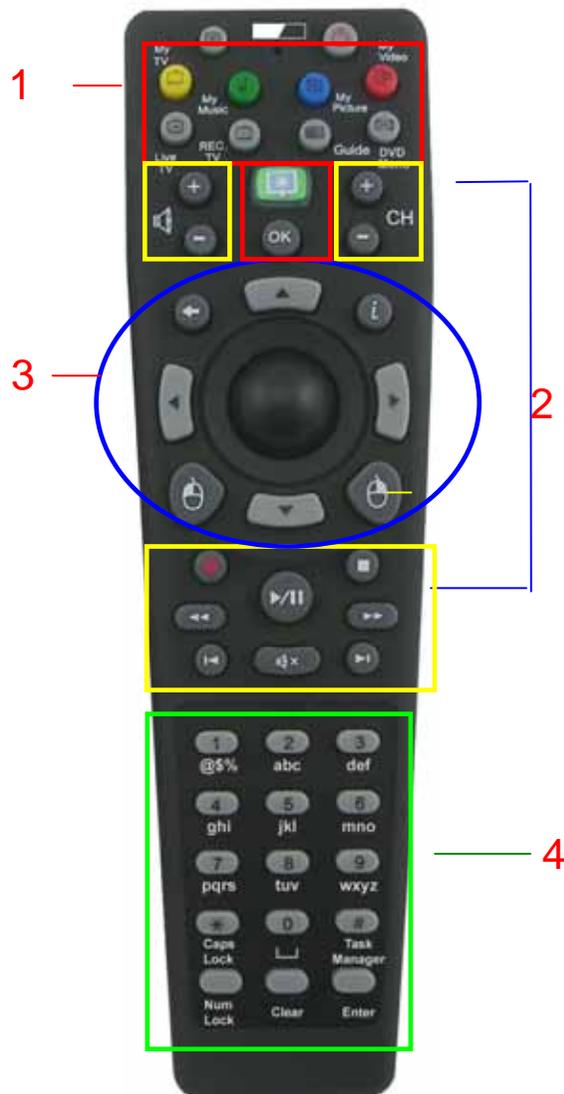
If your remote cannot work after installation, please check followings:

- 4.1 Make sure the receiver is correctly plugged into your computer's USB port,
- 4.2 Make sure you two AA batteries in the compartment are equipment correctly (Polarities of ' + ' and ' - ').
- 4.3 If without any interference, such as other computer peripherals, the efficient distance (between remote and receiver) is about 10 meters.
- 4.4 If two sets of remote/receiver are used simultaneously within close distance and possible interference would occur; please reset IDs, if necessary. (see section at Page 6)

■ Remote Key description:

1 Key location:

This remote control can be sectioned as 4 areas by different functions



1. MCE Direct Keys (in red blocks)
2. Multimedia Control Keys (in yellow blocks)
3. Mouse And Arrow Keys (in blue oval)
4. Number Keys with TEXT Typing Function (in green block) The operation is similar with cell phone. You can use this remote as palm keyboard, type for characters or numbers easily; you can also remap them as any function keys.

2 Key Description:

2.1 MCE Direct Keys (in red blocks)

- You can use these keys in Multimedia Center directly before remapping them as other functions; you can also remap any of them as your preferable functional keys.

2.2 Multimedia Control Keys (in yellow blocks)

- You can use those keys to control your multimedia applications, such as volume/channel change, record, stop, Play/Pause, backward, forward, rewind, Mute... or you can remap any of them according to your preference by different applications.

2.3 Mouse And Arrow Keys (in blue oval)

- They are the most convenient and important keys of this remote. The trackball and mouse clicks on this remote perform as physical mini mouse and the arrow keys also help for pointer up, down, left and right. The arrow keys can be remapped too according to user preference.
- Keys of Z and i help to go back or to get information, the functions are same as “previous page” on IE browser and the right click of mouse. You can also remap them as different functions.

2.4 Numeric keys with TEXT Typing Function (in green block)

- They are similar with your cell phone, you can use this remote as a palm keyboard, easily type characters or numbers, and also, you can remap them as any function keys

● How to install Emitta Smart Commander?

■ Make sure below before Installation:

1. Please check your box package should be included Installation CD, Remote control and USB Receiver.
2. Please make sure your remote control is the right version, different version or model will be stopped when you install Emitta Smart Commander SC-503 or SC-504.
3. Please make sure the receiver is correctly plugged into computer's USB port, otherwise the installation will be stopped during process.



Installation CD



Remote control



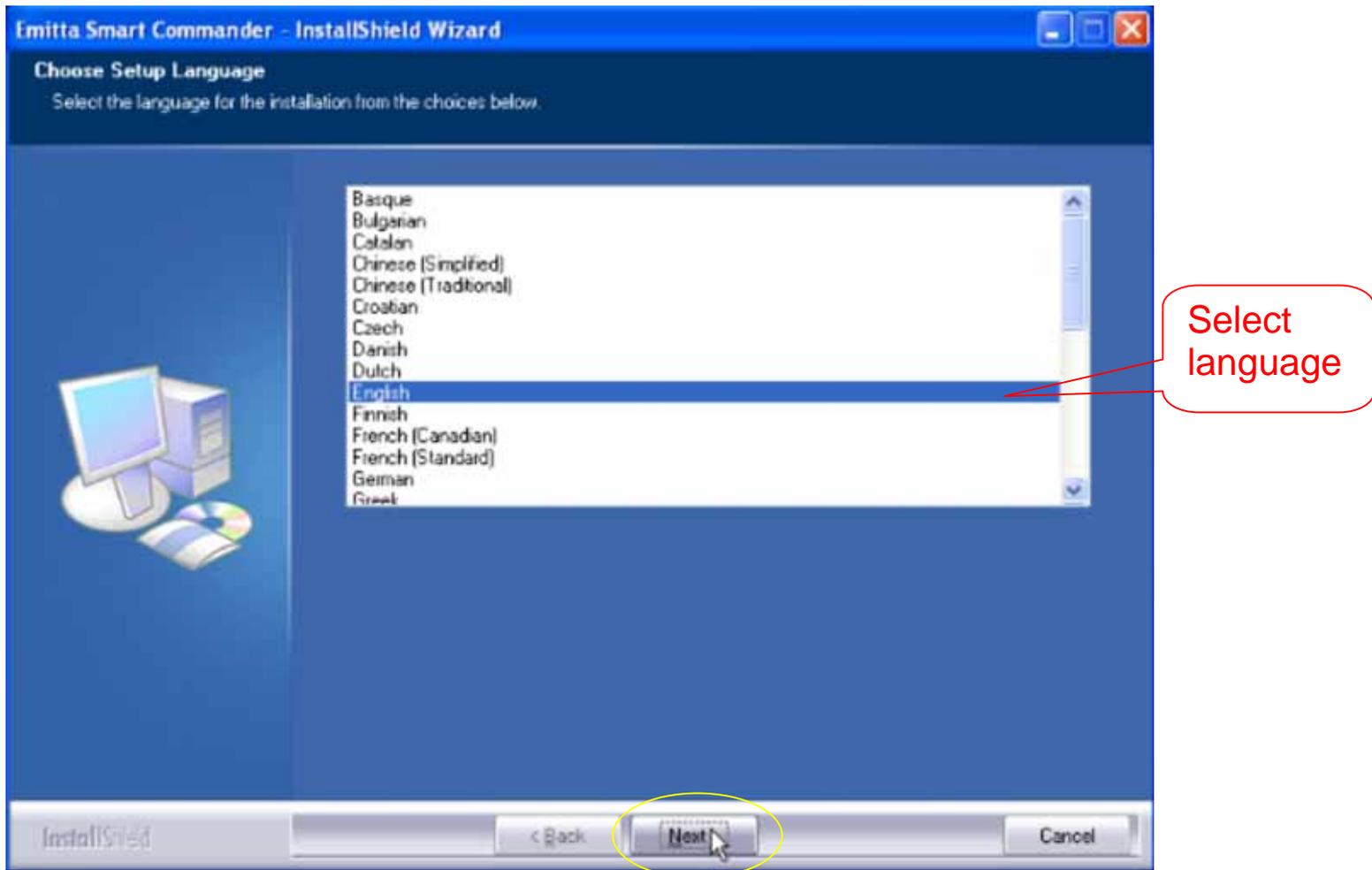
Receiver

■ Start the installation

1. Install from the CD
2. Screen will pop up the installation icons. If not, please run 'Autorun.exe' this file in the installation CD.
3. Click "Install now" for installation.



4. Select the language



5. This installation will be done completely via the wizard, please follow for next steps. For more introductions, please refer the **User guide - flash file** in this CD.

■ After Installation:

1. After installation is completely done, please restart your computer and the registration will be done automatically by the system.
2. Plug in the receiver into the same USB port you had done at first time, otherwise an additional installation would be required because of USB hardware utilization.
3. Please keep this CD and the serial number in case your computer has to be restored or recovered.
4. One serial number is permitted for one computer use only, if it is installed into two or more computers, the software will be blocked as counterfeit.
5. For the reason of safety, please DON NOT use this RF remote control when you are on an airplane.

● Introduction for Key Remap:

Emitta smart commander is a wonderful software; it can remap any keys on the remote control of RM-518 Plus, make it as a palm keyboard, gaming controller, and remap keys as preferable function for different applications, it supports not only remap key code, but also supports macro command and shortcut keys.

Short to say, RM-518 Plus with Emitta smart commander, you will have a highly versatility of remote control.

■ Emitta setup Control panel:

1 Find out the control panel.

1.1 Find out the Emitta smart commander setup icon from Control panel of your computer.

1.2 Double click this icon will enter Emitta's control panel.

(See picture 1-A in page 15)

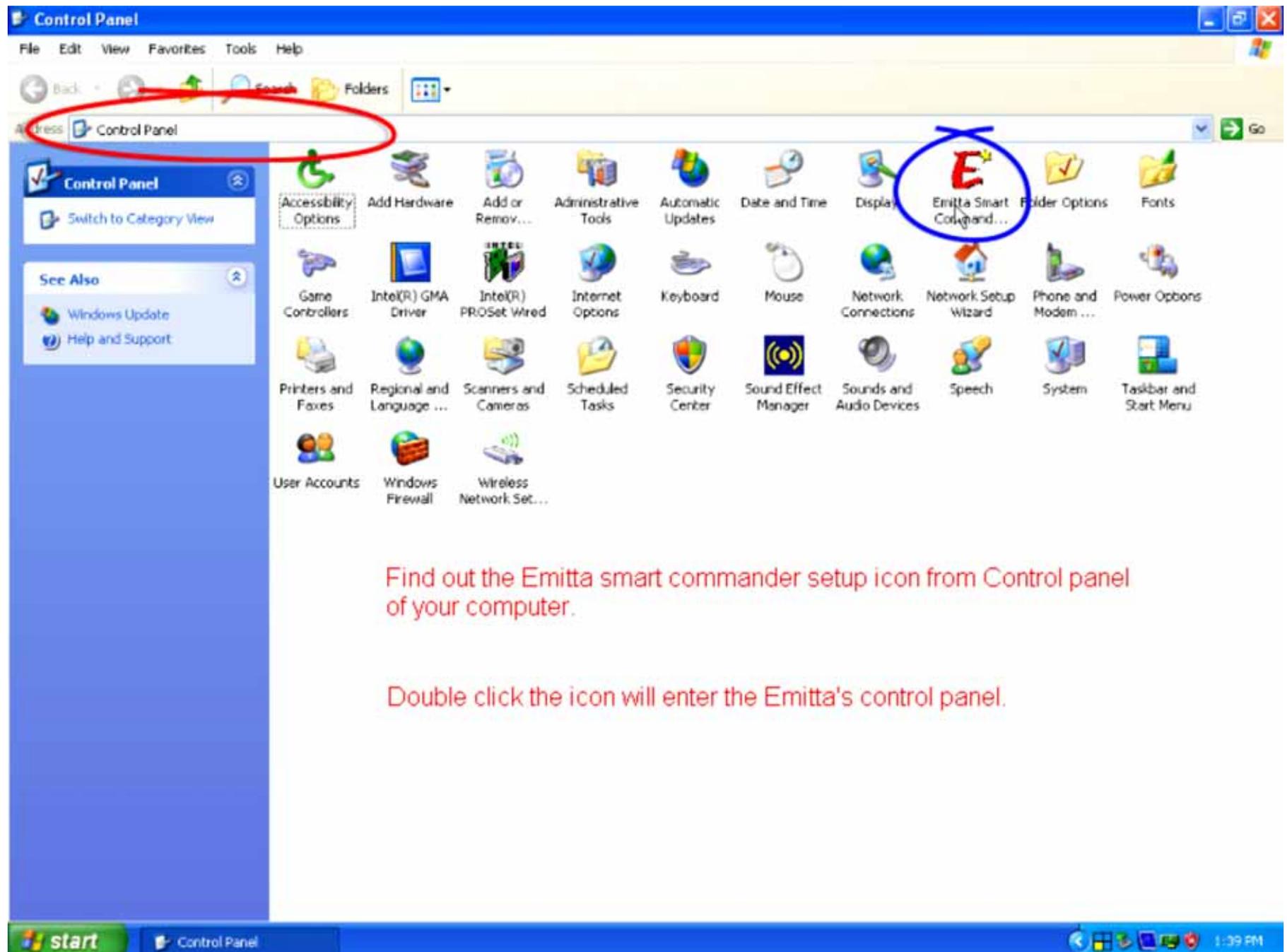
2 General setting:

2.1 Set Key-delay:

■ Switch the first bar to change the key-delay to set the speed repeat delay which is suitable for you.

■ Switch the second bar to change the speed of Macro Command key; you can set the speed for game use. (See picture 2-A in page 16)

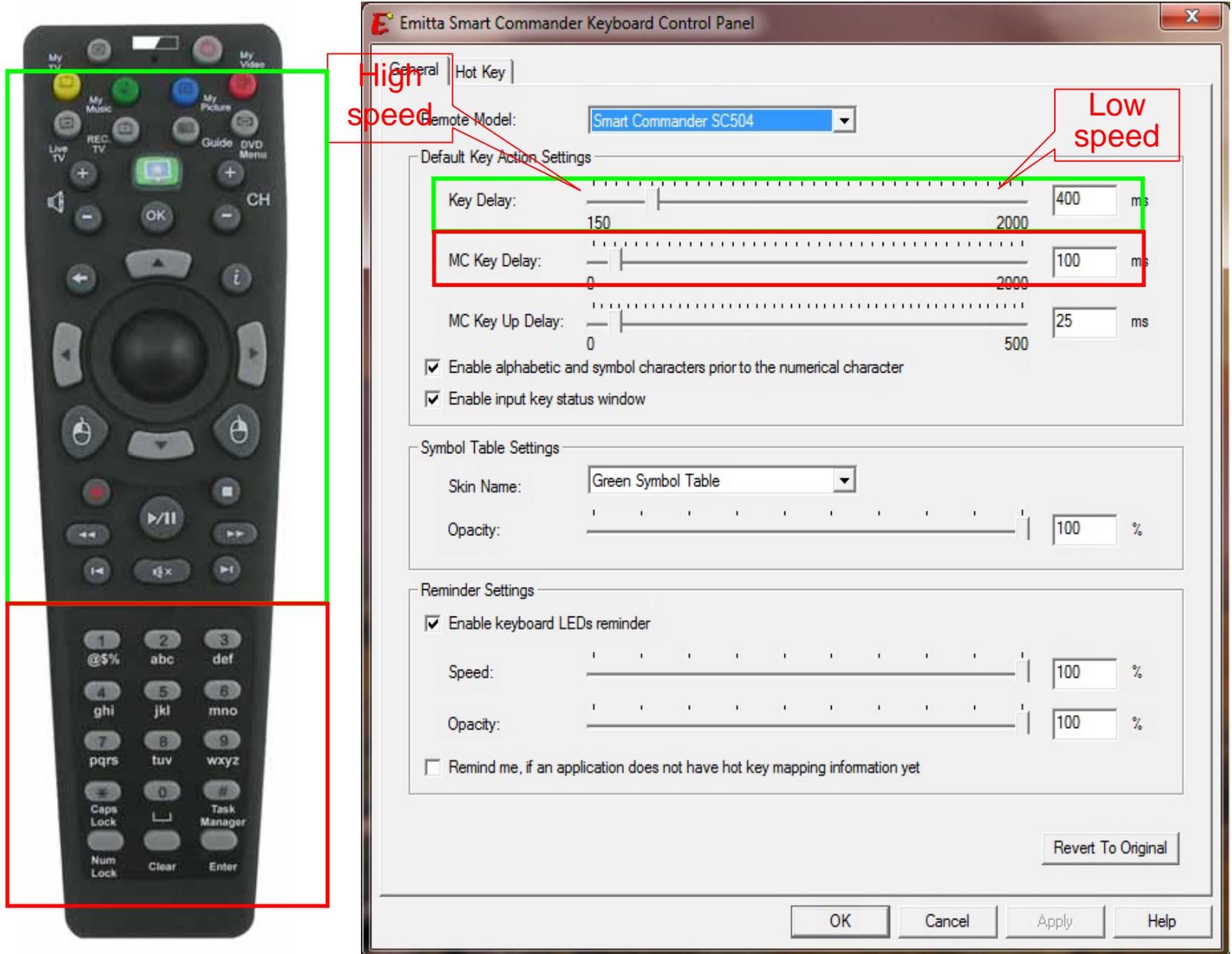
Picture 1-A:



Find out the Emitta smart commander setup icon from Control panel of your computer.

Double click the icon will enter the Emitta's control panel.

Picture 2-A:



2.2 TEXT Input:

- Use number pad on remote for TEXT input.

2.3 Characters selection:

- Click first check box in first block for alphabetic character prior to numerical characters. Ex.: abc2, def3, ghi4...and so on. Otherwise 2abc, 3def, 4chi...etc
- When enabling this option, press **1** and you will get a symbol table.
- When disabling this option, press **11** (double click the key of **1**) you will get character **a**.
- When enabling this option, press **2**:
 - One click to get **a**
 - Two clicks to get **b**
 - Three clicks to get **c**
 - Four clicks to get **2**
- When disabling this option, press button **2**:
 - One click to get **2**
 - Two clicks to get **a**
 - Three clicks to get **b**
 - Four clicks to get **c**

2.4 Automatic hint for text input on window:

- Click first check box in first block to have a hint on window when you press a **b c 2** to make you know which letter you are pressing.
- Off the check to forbid the hint on window
(See Picture 2-B at page 15)

Picture 2-B

The image shows a screenshot of the 'Emitta Smart Commander Keyboard Control Panel' software. On the left is a black remote control with a red box highlighting the numeric keypad. The software window has two tabs: 'General' and 'Hot Key'. The 'General' tab is active, showing settings for 'Remote Model' (Smart Commander SC504), 'Default Key Action Settings' (Key Delay: 400 ms, MC Key Delay: 150, MC Key Up Delay: 0), and 'Symbol Table Settings'. A yellow callout bubble points to the 'Enable alphabetic and symbol characters prior to the numerical character' checkbox, explaining that it allows for characters like 'abc2' instead of '2abc'. Another yellow callout bubble points to the 'Symbol Table Settings' section, explaining that clicking the 'abc' key once shows 'a', twice shows 'b', three times shows 'c', and four times shows '2'. A third yellow callout bubble points to the 'Symbol Table Settings' section, explaining that clicking the key once shows a hint window for 'abc2' to indicate which letter is being pressed. At the bottom of the software window are buttons for 'OK', 'Cancel', 'Apply', and 'Help'. Below the software window are two green arrow buttons pointing left and right.

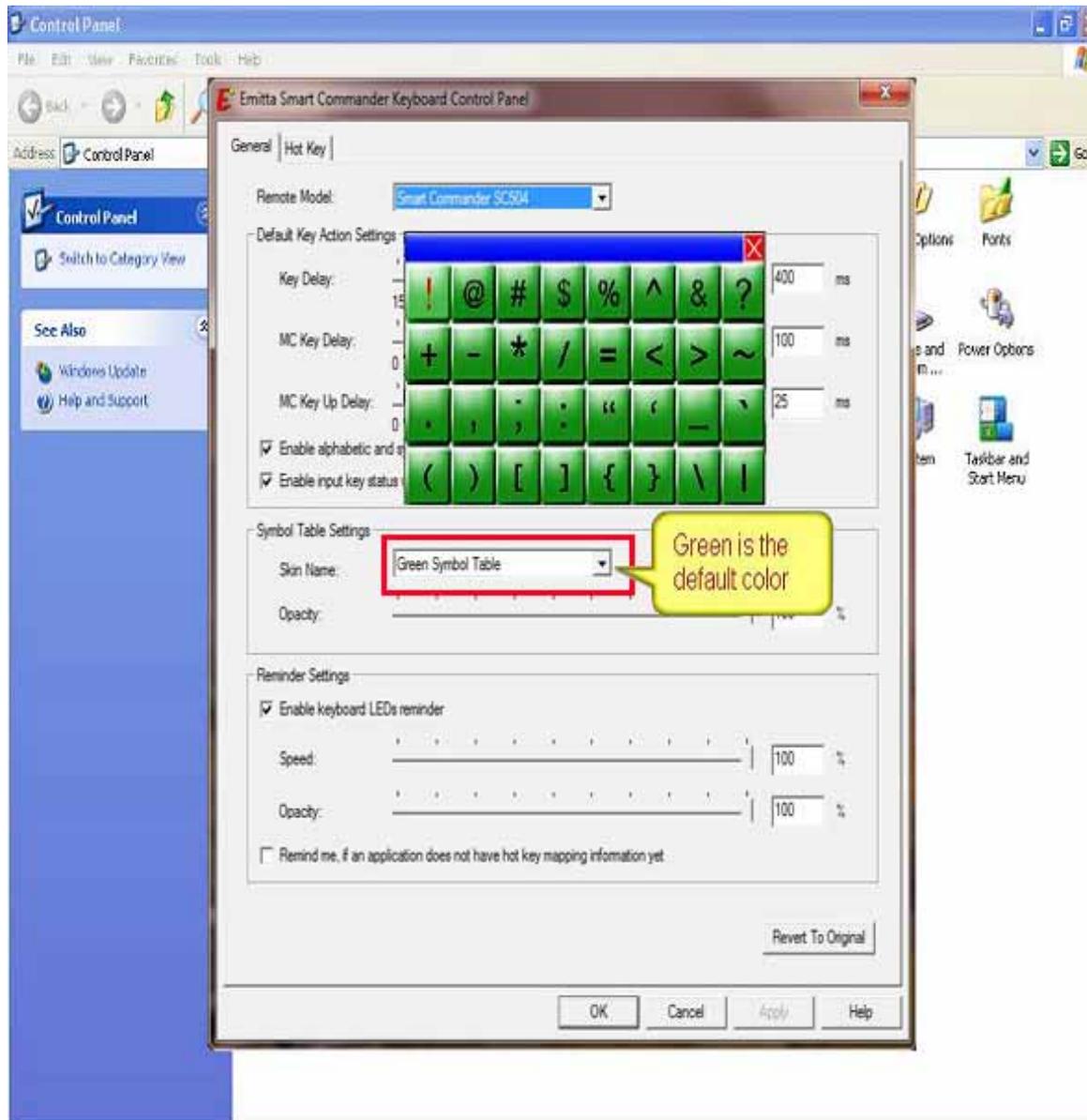
click for alphabetic character prior to numerical character.
Ex: abc2, def3, ghi4 .. and so on,
Otherwise 2abc, 3def, 4ghi

Click it to have a hint on window when you press abc2 to make you know which letter you are pressing

One click to get a
Two clicks to get b
Three clicks to get c
Four clicks to get 2

2.5 Symbol table setting:

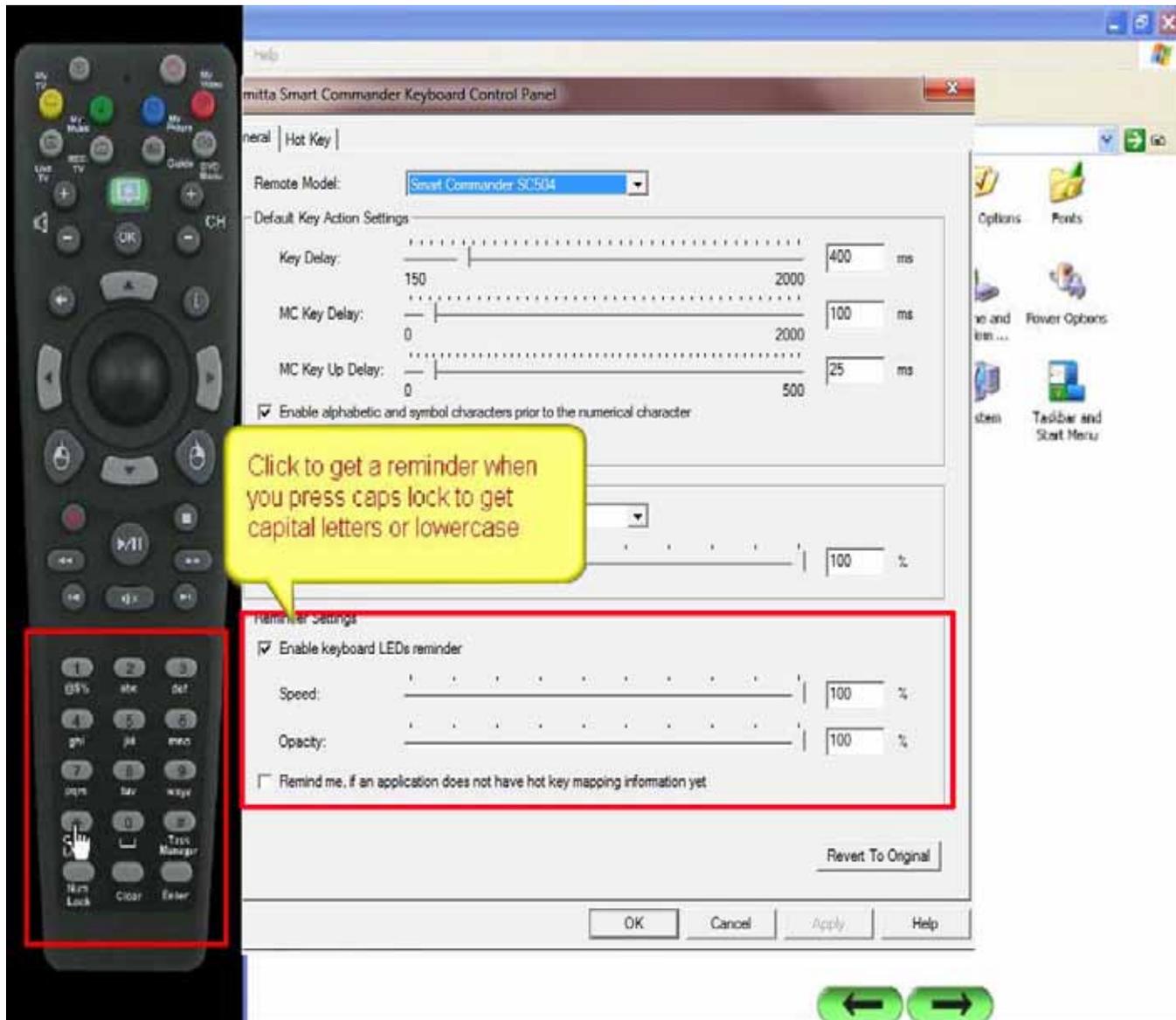
- ◆ When pressing **1**, symbol table will show up.
- ◆ Select the color from the selection bar to change the table's color.
- ◆ Change the bar in second block to change to table's opacity rate.



2.6 Caps lock:

2.6.1 Press **⏏** as a Caps lock key of desktop keyboard.

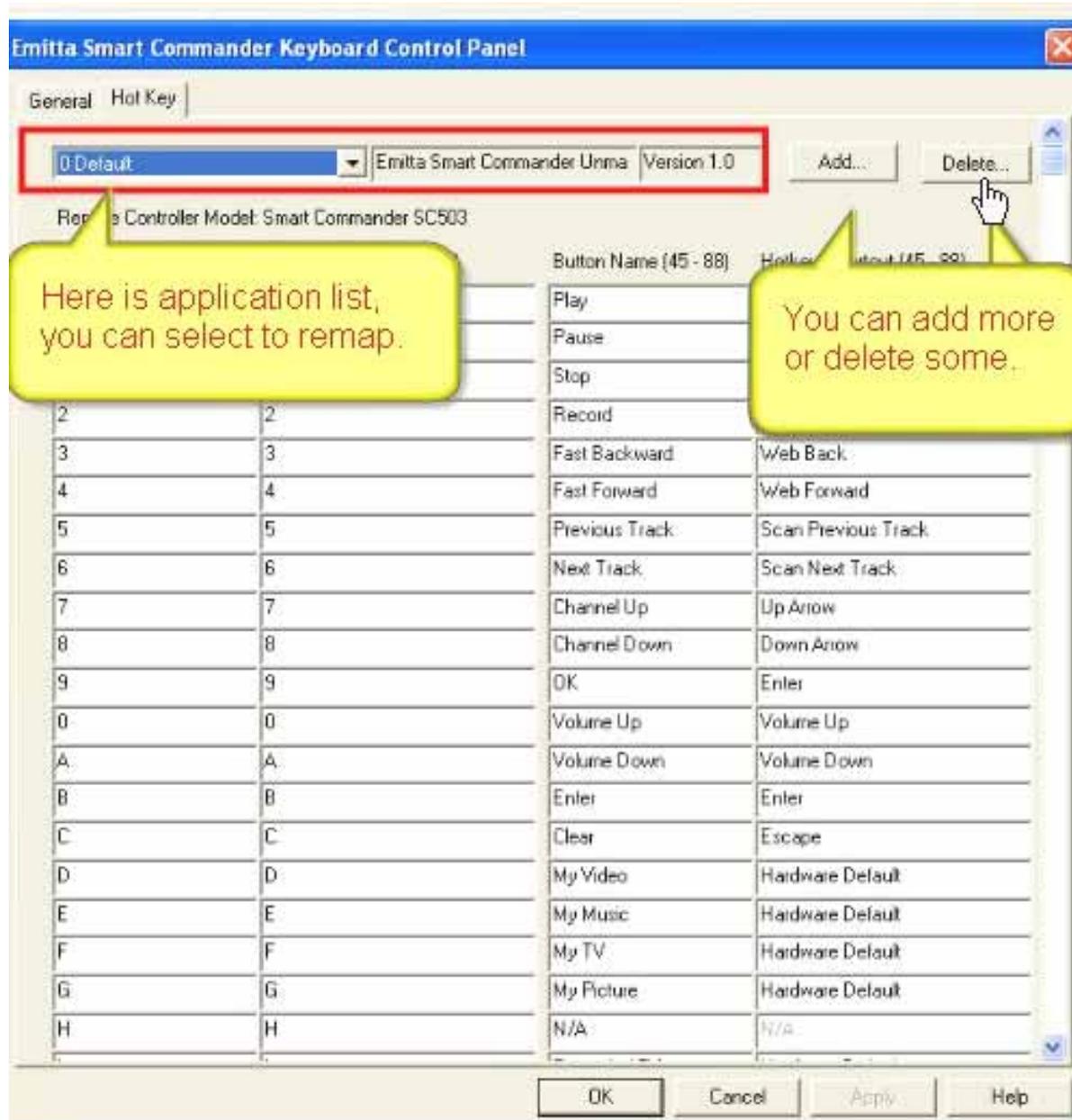
2.6.2 Enable the keyboard LEDs remind, you will know the keys are capital letters or lowercase.



3 Hot key setting:

3.1 Application list:

- There are some applications in the default, you can also add any one to remap as its special hot keys, or you can remap key for all of applications.
- You can add more into the list or delete some from the list.



3.2 Remap keys list:

- Find out the key from the list, and then double click the Hotkey/Shortcut to set the new code of key.

Button Name (1 - 44)	Hotkey/Shortcut (1 - 44)	Button Name (45 - 88)	Hotkey/Shortcut (45 - 88)
Power	System Sleep	Play	Play/Pause
Start	Hardware Default	Pause	Play/Pause
1	1	Stop	Stop
2	2	Record	Left Control+S
3	3	Fast Backward	Web Back
4	4	Fast Forward	Web Forward
5	5	Previous Track	Scan Previous Track
6	6	Next Track	Scan Next Track
7	7	Channel Up	Up Arrow
8	8	Channel Down	Down Arrow
9	9	OK	Enter
0	0	Volume Up	Volume Up
A	A	Volume Down	Volume Down
B	B	Enter	Enter
C	C	Clear	Escape
D	D	My Video	Hardware Default
E	E	My Music	Hardware Default
F	F	My TV	Hardware Default
G	G	My Picture	Hardware Default
H	H	N/A	N/A

3.3 Remap key's Shortcut:

- You can easily select the keys from the list to remap any key as hot keys or shortcut, you can also set key to quick launch application.

- Example:

Original printings		New Shortcut	Remark
■ My Video	to	My Computer	Keyboard's hotkey
■ My Music	to	Print Screen	Keyboard's hotkey
■ My TV	to	E-Mail application	Internet hot key
■ My Picture	to	F1	Help key
■ Recorded TV	to	Ctrl + C	Shortcut for copy
■ Live TV	to	Ctrl + V	Shortcut for paste
■ DVD Menu	to	Quick launch "Pinball" game	Favorite program.

- After remap:
 - ✓ Your remote control is not only a remote control.
 - ✓ You can use it as palm keyboard because the number pad can type with text, just like a cell phone typing. You can switch keys to capital letters or lowercases.
 - ✓ You can copy, paste, and you can go "My computer" or check E-mail.
 - ✓ You can watch TV, Video, turn on the Radio... all of Multimedia applications.
 - ✓ You can chat on MSN or Skype by this remote.
 - ✓ You can play a game with macro command setting; give several shoots via only one press.
 - ✓ You have a highly versatility of remote control.
- To learn more for hot key reset, please refer the flash files in this CD.

3.4 Remap key with macro command.

You can remap key with macro command, it can be set as Normal Characters, System Characters, and Special Characters.

3.4.1 Normal Characters:

- ◆ Normal characters are A – Z, a – z, 0 – 9, space key and symbol keys (~`!@#\$%^&*()-=[\|;’,./_+{}|:”<>?)
- ◆ For examples:
 - s gives you a lowercase “s” character.
 - S gives you a capital case “S” character.
 - To output a “\” character, use double backslash characters

3.4.2 System Characters:

A system character is Control, Shift, Alt or WIN key.

A system character starts with an escape sequence character “\” (Backslash) and followed by a capital case character “L” or “R” represents a left or right system key.

- ◆ Control key – Use “\L^” or “\R^” character to represent a Control key
- ◆ Control key – Use “\L^” or “\R^” character to represent a Control key.
- ◆ Shift key – Use “\L\$” or “\R\$” character to represent a Shift key.
- ◆ Alt key– Use “\L%” or “\R%” character to represent an Alt key.
- ◆ WIN key – Use “\L&” or “\R&” character to represent a WIN key.
- ◆ For examples:
 - \L^c means Left Control-C.
 - \R^ \L%p means Right Control-Left Alt-P.
 - \L\$o gives you a capital case “O” character

3.4.3 Special Characters:

A special character starts with an escape sequence character “\” (Backslash) and followed by a character (case sensitive) defined as following:

- ◆ \ – Use “\” character to represent a “\” Backslash key.
- ◆ a – Use “\a” character to represent a Pause key.
- ◆ b – Use “\b” character to represent a Backspace key.
- ◆ c – Use “\c” character to represent a Caps Lock key.
- ◆ d – Use “\d” character to represent a Delete key.
- ◆ e – Use “\e” character to represent an Escape key.
- ◆ i – Use “\i” character to represent an Insert key.
- ◆ k – Use “\k” character to represent a Break key.
- ◆ l – Use “\l” character to represent a Num Lock key.
- ◆ n – Use “\n” character to represent an Enter key.
- ◆ N – Use “\N” character to represent a Keypad Enter key.
- ◆ p – Use “\p” character to represent a Print Screen key.
- ◆ q – Use “\q” character to represent a Home key.
- ◆ r – Use “\r” character to represent an End key.
- ◆ s – Use “\s” character to represent a Scroll Lock key.
- ◆ t – Use “\t” character to represent a Tab key.
- ◆ u – Use “\u” character to represent a Page Up key.
- ◆ v – Use “\v” character to represent a Page Down key.
- ◆ w – Use “\w” character to represent a Right Arrow key.
- ◆ x – Use “\x” character to represent a Left Arrow key.
- ◆ y – Use “\y” character to represent a Down Arrow key.
- ◆ z – Use “\z” character to represent an Up Arrow key.
- ◆ / – Use “\V” character to represent a Keypad Slash (/) key.
- ◆ * – Use “*” character to represent a Keypad Asterisk (*) key.
- ◆ - – Use “\–” character to represent a Keypad Minus (-) key.

- ◆ + – Use “\+” character to represent a Keypad Plus (+) key.
- ◆ . – Use “\.” character to represent a Keypad Period (.) key.
- ◆ 1 – Use “\1” character to represent a Keypad 1 key.
- ◆ 2 – Use “\2” character to represent a Keypad 2 key.
- ◆ 3 – Use “\3” character to represent a Keypad 3 key.
- ◆ 4 – Use “\4” character to represent a Keypad 4 key.
- ◆ 5 – Use “\5” character to represent a Keypad 5 key.
- ◆ 6 – Use “\6” character to represent a Keypad 6 key.
- ◆ 7 – Use “\7” character to represent a Keypad 7 key.
- ◆ 8 – Use “\8” character to represent a Keypad 8 key.
- ◆ 9 – Use “\9” character to represent a Keypad 9 key.
- ◆ 0 – Use “\0” character to represent a Keypad 0 key.
- ◆ A – Use “\A” character to represent a F1 key.
- ◆ B – Use “\B” character to represent a F2 key.
- ◆ C – Use “\C” character to represent a F3 key.
- ◆ D – Use “\D” character to represent a F4 key.
- ◆ E – Use “\E” character to represent a F5 key.
- ◆ F – Use “\F” character to represent a F6 key.
- ◆ G – Use “\G” character to represent a F7 key.
- ◆ H – Use “\H” character to represent a F8 key.
- ◆ I – Use “\I” character to represent a F9 key.
- ◆ J – Use “\J” character to represent a F10 key.
- ◆ K – Use “\K” character to represent a F11 key.
- ◆ M – Use “\M” character to represent a F12 key.

● **FCC Information:**

The Federal Communication Commission Radio Frequency Interference Statement includes the following paragraph:

The equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instruction, may cause harmful interference to radio communication. However, there is no grantee 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.

● Production Notice:

- 1 The Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
- 2 Modification could void authority to use this equipment.
- 3 To comply with the FCC RF exposure compliance requirements, no change to the antenna or the device is permitted. Any change to the antenna or the device could result in the device exceeding the RF exposure requirements and void user's authority to operate the device.
- 4 WEEE Directive & Product Disposal
 - 4.1 At the end of its serviceable life, this product should not be treated as household or general waste. It should be handed over to the applicable collection point for the recycling of electrical and electronic equipment, or returned to the supplier for disposal.
 - 4.2 Internal / Supplied Batteries



This symbol on the battery indicates that the battery is to be collected separately.

This battery is designed for separate collection at an appropriate collection point.

- All trademarks and registered trademarks are the property of their respective owners.