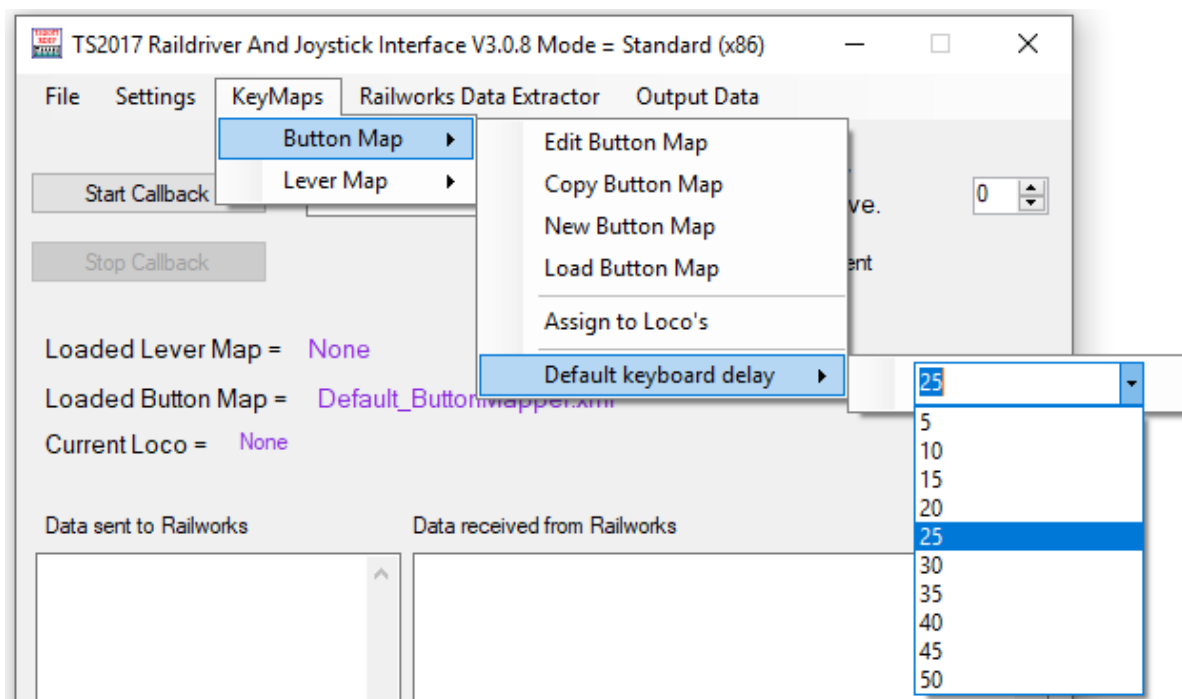


## Advanced Keyboard Commands

As of V3.0.8 as well as the standard option of keyboard commands being sent while a button is pressed, you now have the added option of sending a command for a specific length of time when the button is pressed and sending another command for a specific length of time when the button is released. This will also allow you to use on/off switches

As an example, in previous versions, if you had the horn assigned to a button then the horn would sound until you released the button. In this version you can still do that, or you can assign the horn to a button and set how long it will sound when the button is pressed, you can also assign the bell to the same button but have it sound for a specific time when the button is released (see page 2).

I have also added a menu command to the “KeyMaps\Button Map” menu called “Default Keyboard Delay” which will allow you to set a global delay time in milliseconds that will be applied to all keyboard commands. What this does is insert a delay after sending each keyboard key in the command so that those who are having trouble with using Shift+T to close the doors on trains can set the delay and then the Shift key down will be sent then there will be a delay and then the T key down command will be sent. When you release the button, the T up command will be sent, then there will be a delay and finally the Shift key up command will be sent.



To enable the advanced mapping I have added two new columns to the Button Maps labelled State and Delay\_ms. If you leave these blank then your buttons will act as normal i.e. while you hold the button down, the keys will be held down and when you release the button the keys will be released.

To assign the State and Delay\_ms you need to right click on the row you wish to edit and select “Edit Current Command” or if you wish to add a command then right click on any row and select “Add New Command”, the following window will pop up.

The screenshot shows a dialog box titled "Inputbox" with a standard Windows window frame (minimize, maximize, close buttons). Inside, there are six input fields arranged in a row, each with a label above it: "Control Name", "Key", "Extended 1", "Extended 2", "State", and "Delay in ms". The "Control Name" field contains the text "Bell". The "Key" field is a dropdown menu with "KEY\_B" selected. The "Extended 1" field is a dropdown menu with a single character "I" selected and has a blue border. The "Extended 2" field is an empty dropdown menu. The "State" field is a dropdown menu with "Pressed" selected. The "Delay in ms" field contains the number "500". At the bottom right of the dialog, there are two buttons: "OK" and "Cancel".

As you can see in the example above I have assigned "Pressed" to the State and 500 milliseconds to the Delay\_ms for the bell (Key\_B).

The screenshot shows a dialog box titled "Inputbox" with a standard Windows window frame. Inside, there are six input fields arranged in a row, each with a label above it: "Control Name", "Key", "Extended 1", "Extended 2", "State", and "Delay in ms". The "Control Name" field contains the text "Horn". The "Key" field is a dropdown menu with "KEY\_SPACE" selected. The "Extended 1" and "Extended 2" fields are empty dropdown menus. The "State" field is a dropdown menu with "Released" selected. The "Delay in ms" field contains the number "100". At the bottom right of the dialog, there are two buttons: "OK" and "Cancel". The "OK" button has a blue border.

In this example I have assigned "Released" to the State and 100 milliseconds to the Delay\_ms for the Horn (KEY\_SPACE).

If I assign the same button or on/off switch to both commands, when I press the button or turn the switch on the bell will sound for 500 milliseconds and then stop. When I release the button or turn the switch off the Horn will sound for 100 milliseconds and then stop. If you wish to revert back to normal mode simply delete the text in both the State and Delay\_ms.