Griffin PowerMate 2.0 User Guide

Release Notes

PowerMate 2.0 for Mac OS X 10.3.9 and later

New features in version 2.0:

- Improved and redesigned user interface
- Added ability to drag and drop applications and aliases to the interface
- Added ability to show/hide missing applications
- Added/updated default applications and presets
- Added support for multiple users
- Added support for multiple PowerMates
- Added ability to switch/swap settings between PowerMates
- Added ability to import/export settings for each PowerMate
- Improved support for USB hubs

System Requirements

Mac OS X 10.3.9 or later, and a connection to a powered USB hub or USB keyboard, or a direct USB connection to your computer.

Uninstall Previous Software

Important: If you already have older PowerMate software installed on your computer, please follow these steps to uninstall it before using 2.0:

1. Unplug your PowerMate.

2. Right-click (or Control-click) on the PowerMate icon in System Preferences and select "remove."

3. Delete the preference file from:
    Users/library/preferences (com.griffintechnology.powermate.plist)

4. Restart the computer.

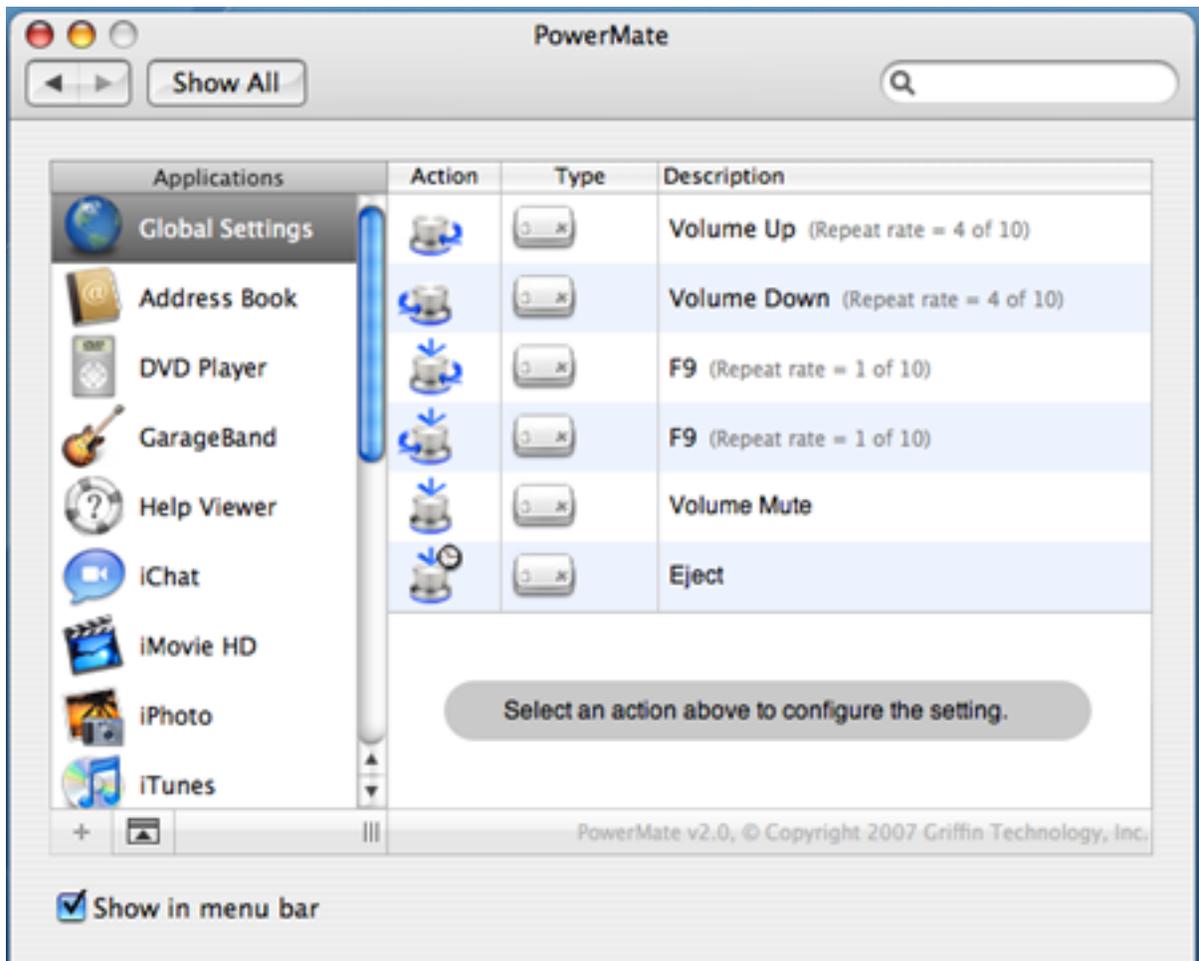5. Download and install the new software, and plug in your PowerMate.

Getting Started

PowerMate 2.0 is distributed as a .dmg disk image file.

1. Double-click the .dmg file to mount it as a virtual disk on your desktop.

2. When the PowerMate installer appears, double-click the installer icon. The installer will lead you through the installation process.

3. Open System Preferences. Locate the PowerMate preference pane, under "Other," and click it to open the PowerMate control panel. Here's where you'll assign Actions in various software Applications.

4. Plug in your PowerMate ... or PowerMates, since Version 2.0 now supports more than one at a time.
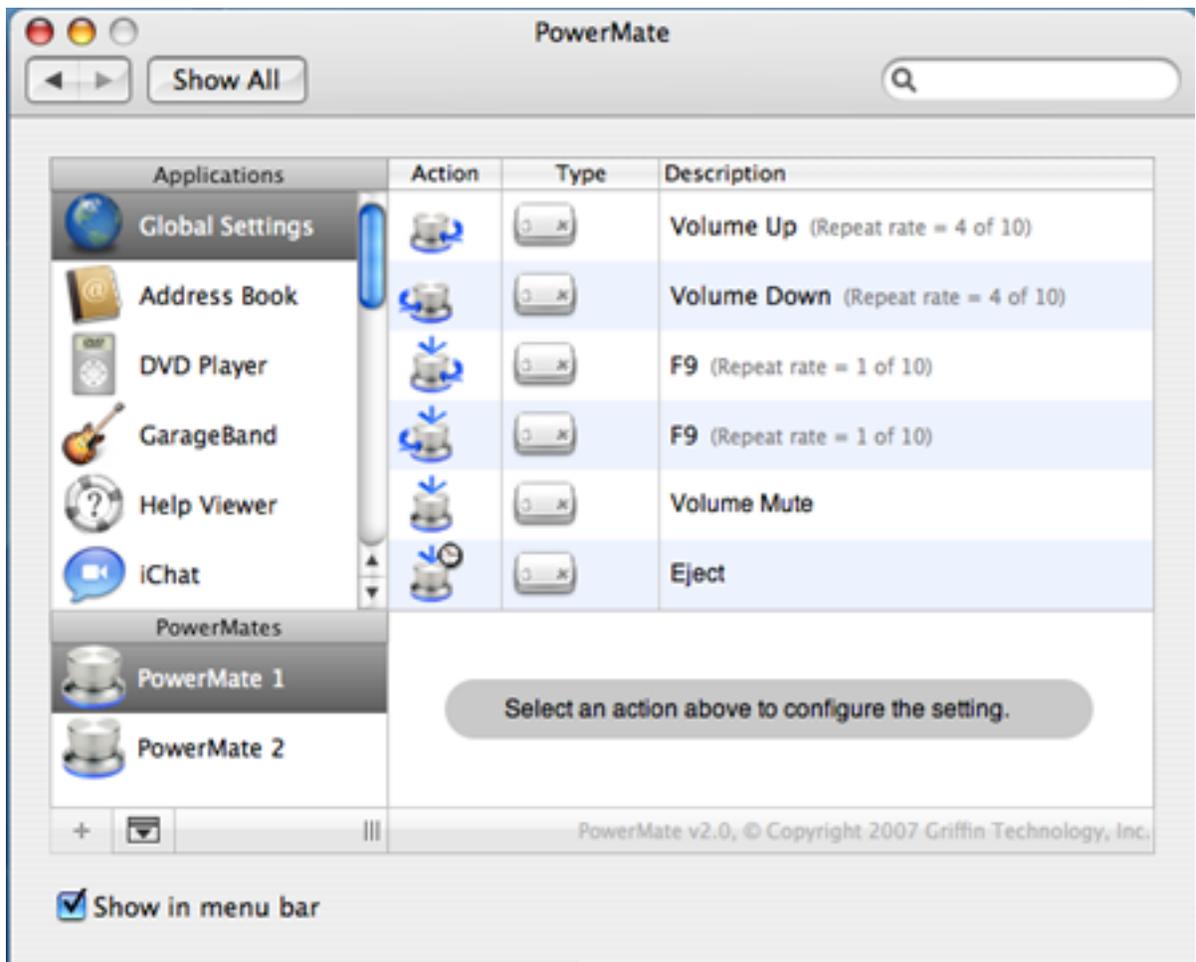
PowerMate Controls

First, we'll give you a quick description of the PowerMate Pane, and a rundown about how to add Applications and configure PowerMate actions.

The PowerMate Preferences Pane has a scrolling column on the left that lists a default set of Applications. To add Applications that you have installed on your computer, click on the + symbol at lower left, or simply drag their icons into PowerMate's Applications List. To remove Applications, right-click or control-click on them.

Next to the + symbol is a disclosure button: Click it to Unhide a list of all currently connected PowerMates. If you have only one PowerMate connected, you can leave this box Hidden; if you have 2 or more PowerMates (we salute you!), you'll want to unhide this box so you can assign Actions to each PowerMate independently.
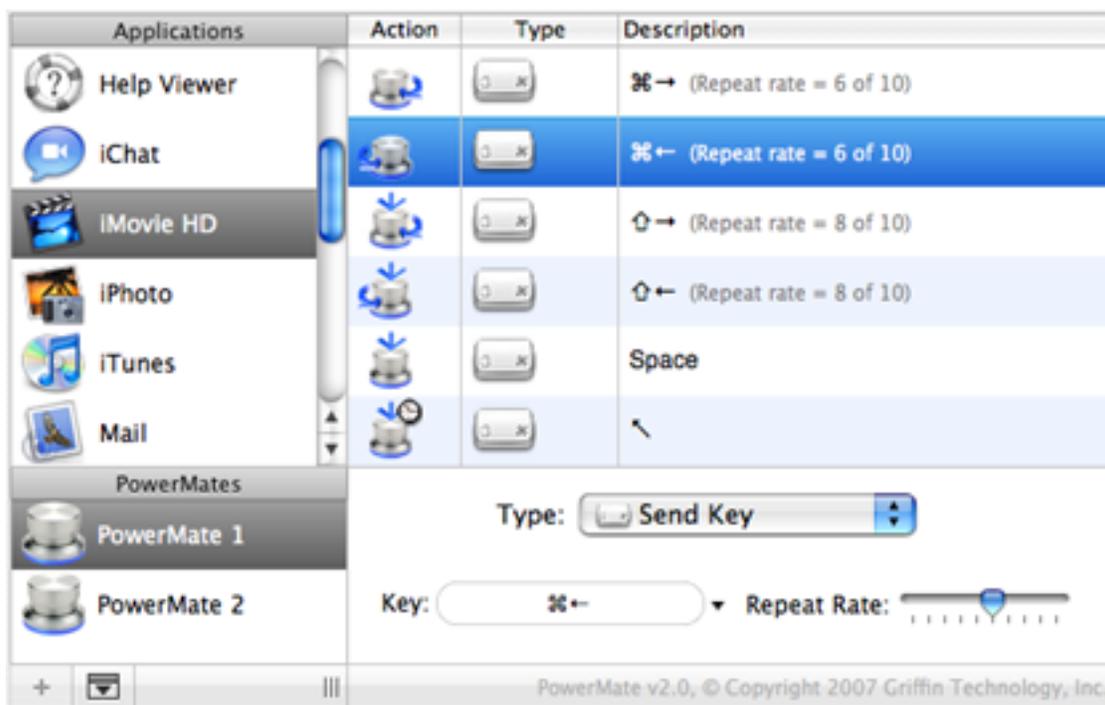
At the right is a group of 3 columns labeled Action, Type, and Description. The contents of these columns apply to whatever Application is highlighted at the left. This means, of course, that, as you click down the list at the left, a different set of Actions will show up on the right, for each Application. It also means that ALL of the Actions showing on the right apply to whatever Application is highlighted.

The top item in the Applications list is Global Settings. These are settings that will apply when you are in the Finder or when you are working on your Desktop, or, in "Global Settings Only" mode, Actions that will always apply regardless of the current Application.

Configuring Applications

Skipping over Global Settings a bit, let's talk about configuring an Application.

• Click on an Application's icon in the list. It becomes highlighted in blue.

• Click on one of the Action icons ito the right. The Application turns gray and the selected Action turns blue, and some controls appear below the Actions list.

A popdown menu allows you to set the Type of Action, and a slightly different set of controls will appear below it, for each type of action you choose. The most common Type you will see is Send Key.
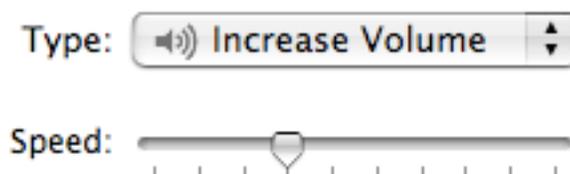
Send Key produces the same result as typing a key, repeatedly, on your keyboard. When "Send Key" is showing in the popdown menu, the button below it tells your PowerMate which keyboard key to emulate. When you click the button, it prompts you to choose a key by typing it.

To the right of the button is a slider control allowing you to set the repeat rate of the key. This gives you a way to fine-tune the speed of the action produced by turning the PowerMate knob. If you change your mind and don't want to change the existing key setting, just click the snap-back arrow at the right side of the oblong button ↩.

The little triangle next to the oblong button pops open a short menu that lets you insert some commands that may not be directly supported on your keyboard (volume up, down, mute, and disc eject).

You have yet another option for controlling volume: Another Type of action you may choose is to Increase or Decrease the system Volume. When you choose one of these actions, the control underneath the popdown button changes to a simple slider that allows you to specify the speed of the volume change as you turn the knob.

The other Action Types and their associated modifier controls work similarly. Explore the predefined Actions to quickly learn how you can add your own Applications and set your own Actions for them.
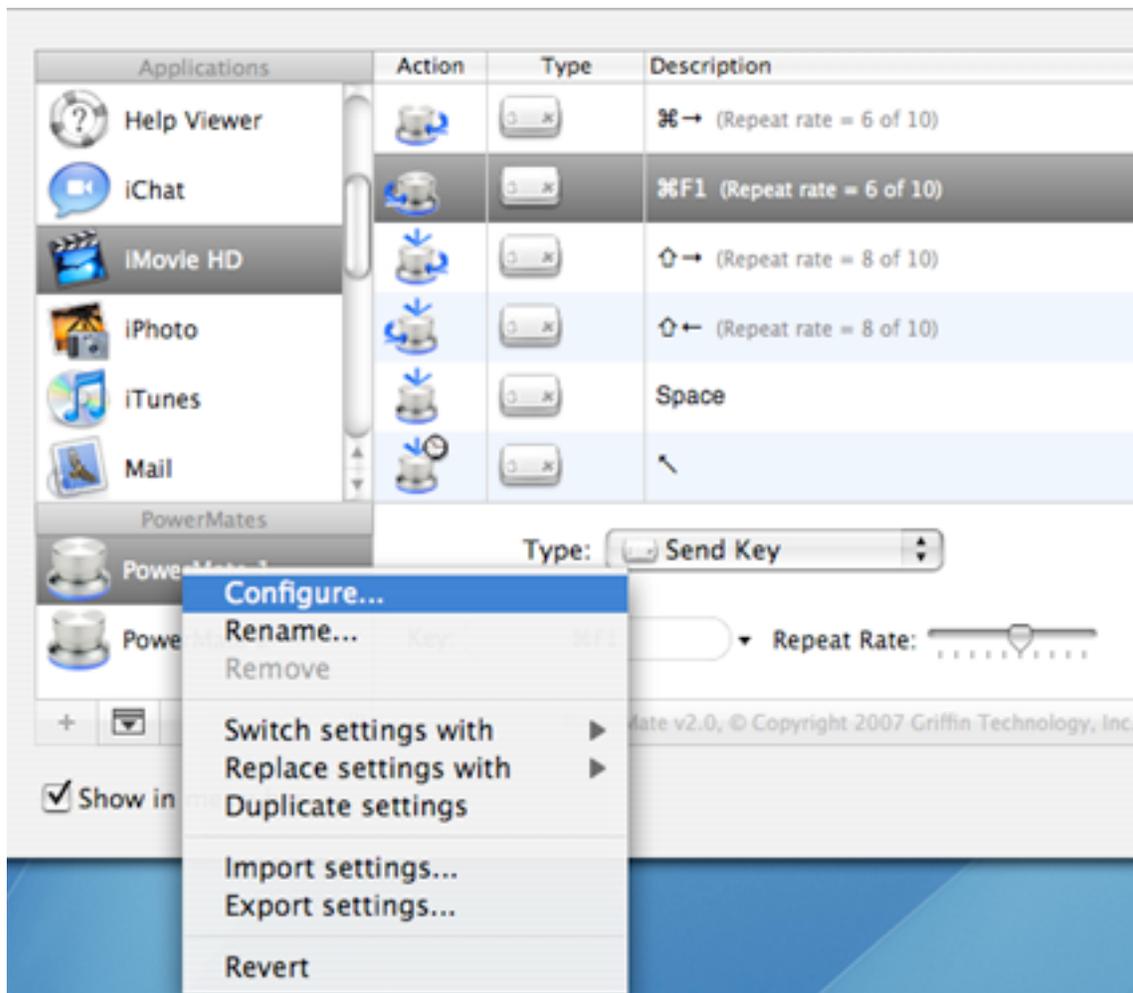
Once you have assigned the desired Actions and keyboard shortcuts, you can simply close the control panel and start working right away.

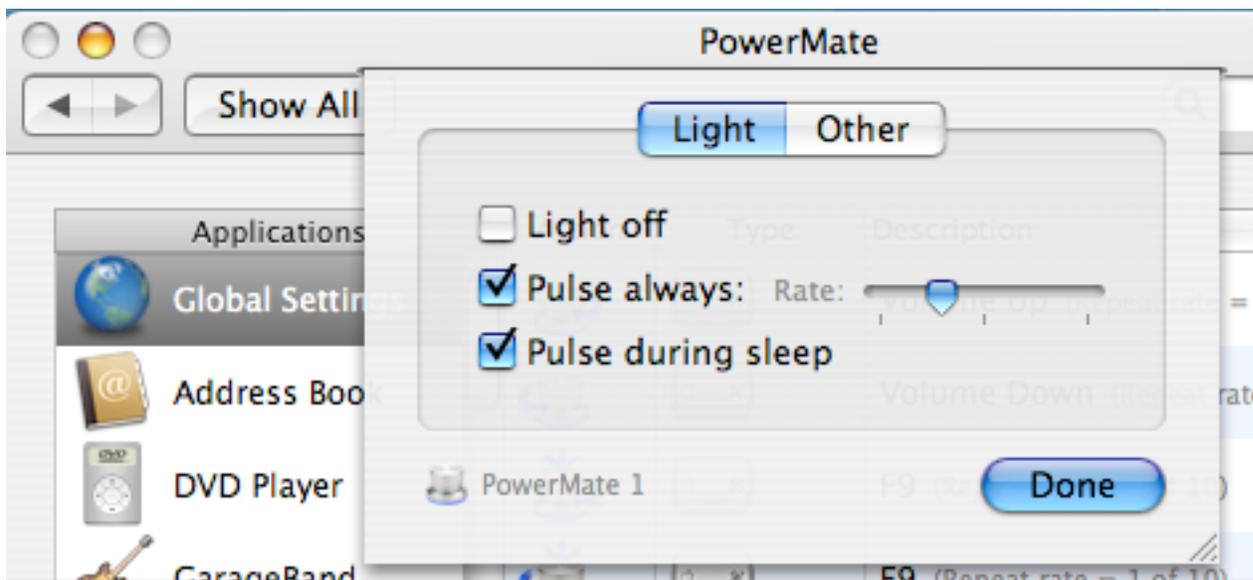Next, let's talk a little bit about using multiple PowerMates.

Configuring Multiple PowerMates

Say hello to multiple PowerMates. That's right, version 2.0 gives you the ability to connect and control multiple PowerMates. The number of PowerMates that can be connected is, of course, subject to the limitations of USB technology. Theoretically, it should be possible to have up to 127 glowing, pulsing PowerMate knobs connected at once. (If you decide to try this, please send pictures!)

You can configure each individual PowerMate by simply control/right clicking it in the PowerMate column, and choosing "Configure..." in the contextual menu that pops up.
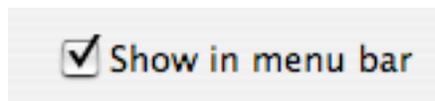
When you select Configure, a window drops down from the PowerMate title bar. The lefthand tab in this window lets you control the behavior of the blue light in PowerMate's base.

The "Other" tab lets you configure PowerMate to use Global Settings Only (overriding any application-specific settings), or switch to Game Mode, which makes PowerMate behave more like a game controller. Here, you can also fine-tune the long click length from 0.5 to 4.0 seconds to suit your touch.

At the bottom of the main PowerMate Pane is a checkbox that will let you add a shortcut in your Menu Bar:

Now that you are familiar with the PowerMate controls, let's try using PowerMate in a real-world example.

Basic Example: How to use PowerMate with GarageBand

1. Open the PowerMate software from System Preferences, and highlight the application you want to control (in this case, GarageBand). If it is not listed, you can add it by clicking the "+" sign, or by dragging the application's icon into the list.

. A single PowerMate can carry out 6 different commands. It can:

   a. Rotate Right
   b. Rotate Left
   c. Rotate Right While Depressed (or "clicked")
   d. Rotate Left While Depressed
   e. Single Click (depress once briefly)
   f. Long Click (depress and hold)

2. Highlight the PowerMate action.

   For example, say you want to scroll left or right to zoom in or out on a track in GarageBand. Select GarageBand as the application you wish to control. Highlight the first PowerMate action, which is to scroll right. Next to "Type," leave the drop-down menu as "Send Key."

3. The key command in GarageBand to zoom in on a track is "Control + right arrow." So, next to "Key," click in the field that says "Type keystroke" and hold down the Control key on your keyboard and press the right arrow button. You will see the field now says "Control + right arrow."

4. Now open or click on GarageBand so that it is the active application. If you have a track with data, you will see that by turning PowerMate to the right, GarageBand zooms in on the track and expands the view.

   But turning PowerMate left does not reverse this action — yet. You will still need to go back to your PowerMate settings and set up the "rotate left" action to carry out the "Control + left arrow" command.

   Notice that you did not need to select "Apply" or "OK" for your changes to immediately take effect. And, you still have 4 more PowerMate actions available for use in GarageBand.

5. Say you are using PowerMate to control a jog or shuttle function in a program like iMovie. Many programs allow you to do this by pressing your arrow keys. To increase the speed at which PowerMate executes the arrow command, try adjusting the "Repeat Rate."

And Thank You!

We hope you enjoy your PowerMate, and that you will find many creative and fun uses for it.

Griffin Technology, Inc.
1930 Air Lane Dr.
Nashville, TN 37210 USA

Telephone: (615) 399-7000
Web Site: http://www.griffintechnology.com/