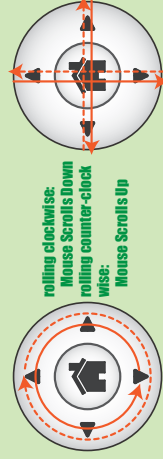


Step 1 : Power On

- Hold press "power" key (A11) more than 1.5 second, power on Air Mouse;
- If Run Led rhythmically flashes in blue, indicate that air mouse is connected with USB receiver properly;
- If Run Led rhythmically flashes in pink and blue, indicate that air mouse is not connected with USB receiver properly;
- "Please check if USB receiver is properly installed in host device. If USB receiver is properly installed, need to start registration process."
- Hold press "SRC/M" key (A13) more than 4 seconds, start registration process between air mouse and USB receiver. Vibration indicates the registration process is properly finished and Run Led recovers to rhythmically flash in blue.

Cross Arrow Key and Touch Control

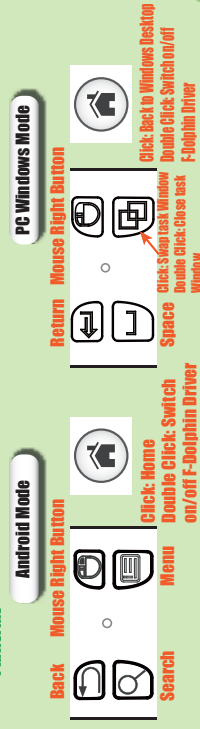
- Up/Down/Left/Right key. Detailed Description please refer to Key Definition Table.
- Support Finger touch Mouse Wheel roll and Slide control



Described as Default. Can be configured as different control functions on requirement.

Device Mode Control

- Can be Configured as PC Windows Mode or Android Mode according to different Host Device Platforms



Device Mode Control

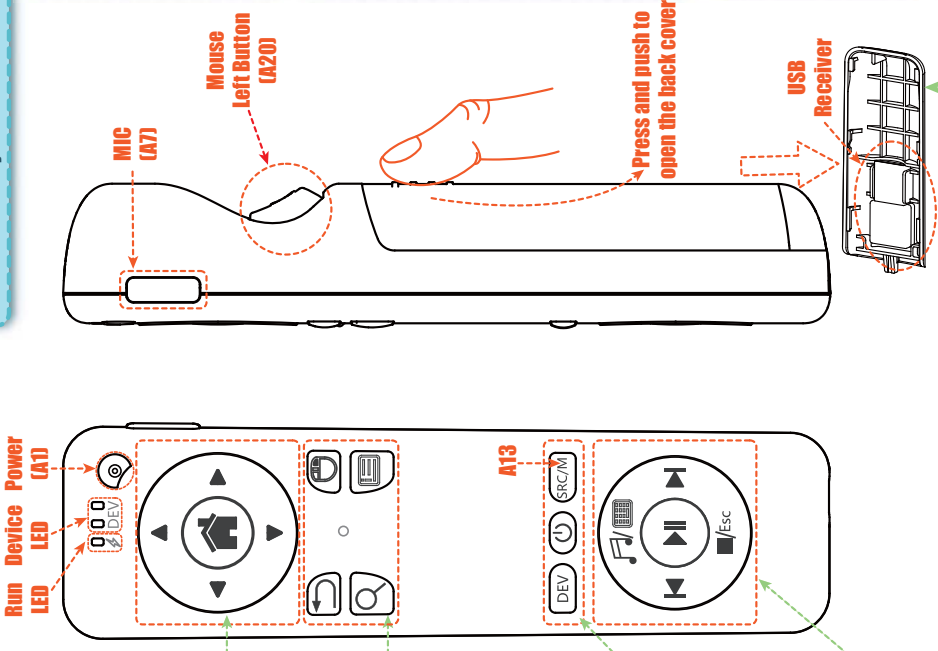
- DEV: Hold Press more than 1.5 second, Swap between 2.4G RF controlled device and IR controlled device.
- Power: Hold Press more than 1.5 second, Power on/off remote device under control; Double Click, Switch on/off Laser Pointer Mode.
- SRC/M: Click, switch on/off Mouse/Key Game Mode; Double Click, switch on/off Motion Game Mode; Hold Press more than 4 seconds, start registration process between air mouse and USB receiver.

Media Player Control



Step 2 : Mouse Operation

- Forefinger touch Mouse Left Button (A20) to turn on mouse output; forefinger leave Mouse Left Button to turn off mouse output.
- Keep forefinger touch Mouse Left Button, slightly rotate the wrist to move the mouse cursor anywhere on the screen.
- Keep F-Dolphin in "approximately horizontal (angle of inclination is between -45 to 45 degrees with the horizontal plane) can get better experience. Use F-Dolphin with any adjustable posture to ensure ease and comfort.
- Loosen forefinger not touch "Mouse Left Button" if it needs to adjust the alignment relation of F-Dolphin and screen cursor when in use, adjust wrist posture to make F-Dolphin align to cursor, and then touch "Mouse Left Button" with forefinger for continuous use.
- In applications (for example, shooting and clicking games) if fast clicking and tracking is needed, click "SRC/M" (A13) key to turn on Mouse-Game Mode. Detailed operation please refer to Step 4.



Install USB Receiver

- Press and push to open back cover;
- Pick the USB Receiver from back cover;
- Plug the USB receiver in the Host Device's USB port;
- Can place the USB Receiver into back cover when not used.

Step 3 : Audio Input

- Click "MIC" (A7) key to switch on audio input function. When F-Dolphin Audio Input function is on, the "Run" LED flashes Blue quickly. Click "MIC" key again to switch off audio input function.
- When Audio Input function is on, fingers touch "Mouse Left Button" key will suspend audio input function and switch on mouse function, after fingers remove from "Mouse Left Button" key, audio input function will recover.
- KehWin-Device Driver support more features such as Audio Input parameters adjustment and Field Record/Play, detailed information please refer to KehWin-Device Driver documents.

Step 4 : Game Operation

- Mouse/Key Game operation: Click "SRC/M" key to switch on Mouse/Key Game mode, mouse operation is the same as described in Step 2. After game is finished, click "SRC/M" key again to switch off Mouse/Key Game mode and recover to normal mouse operation.
- When enter into Mouse/Key Game mode, Run LED flashes quickly in Blue and Pink.
- Motion Game operation: Double click "SRC/M" key to switch on/off F-Dolphin Motion Game Mode. Detailed operation process described as follow: Open KehWin Device Driver and Click on selected Game button in Driver to switch on the game control function; and then run the game; After setting and selection process is finished by mouse and key operation, double click "SRC/M" key to switch on F-Dolphin Motion Game Mode and begin to control the game;
- After game is finished, double click "SRC/M" key again to switch off F-Dolphin Motion Game Mode and recover to normal mouse operation.
- When enter into Motion Game mode, Run LED flashes slowly in Blue and Pink.

Laser Pointer

- Double click " " key to enter into Laser Pointer Mode;
- In Laser Pointer Mode, Keep press Mouse Left Button to output laser, Loosen Mouse Left Button to close laser output;
- Double click " " key again to leave Laser Pointer Mode and recover to normal mouse operation;
- When enter into Laser Pointer mode, Run LED keeps lighting in Blue. And F-Dolphin is only used as a Laser Pointer, other functions are disabled.

IR Remoter

- Hold press "DEV" key more than 1.5 second to enter into IR Remoter Mode.
- In IR Remoter mode, click "DEV" to switch target device between defined IR remote control Devices, the key function of the remoter is defined by KehWin-Device Driver installed on Host, and the key function definition may be different from devices.
- Hold press "DEV" key more than 1.5 second again to leave IR Remoter Mode and recover to normal mouse operation.
- When enter into IR Remoter Mode, Run LED is dark, and corresponding device LED keeps lighting. In IR Remoter Mode, F-Dolphin is only used as an IR Remoter.

F-Dolphin Air Mouse Guide

KehWin 3D-MAT™ Space Motion Analysis Engine
brings you an excellent F-Dolphin Air Mouse.

Features of F-Dolphin Air Mouse

- Free** Get rid of traditional desk-based postures and enjoy easy and relaxed life; Say goodbye to fixed position and move as you like; Throw off stiff operations and do whatever you want; Break desktop screen constraints and show excellence to audiences.
- Flexible** Excellent Space Motion Analysis Engine 3D-MAT™ achieves quick and accurate positioning, fine operation and control, and optional postures; it supports multiple function modes; and it has rich and practical user function configurations.

Fit Its shape is designed in accordance with human engineering so that it can be held by hands in the most natural posture; the user can choose the most comfortable posture, use it by left or right hand under any posture, and adjust it optionally.

Fun It accords with natural and habitual motion control such that the user can completely enjoy the pleasure and participate in the scene interaction.

Applications of F-Dolphin Air Mouse

- Conference** Conference discussion; executive councils/business conferences of governments and enterprises, and seminars
- Business speech:** news conferences and business promotion meetings and so on in hotels/conference centers/exhibition centers
- Households** Living rooms and bedrooms: interactive learning, playing, Web browsing and program navigation
- Exhibition** Exhibition sites/markets: interactive demonstration and talk Science and education exhibition halls: interactive browsing and interactive game playing
- Relaxation** Restrooms/coffee teahouses/outdoor gardens/hotel rooms: Web browsing, relaxation and game playing, and multimedia entertainment

Indicating light

F-Dolphin has three dual-color LED, one RUN LED is for running status indicating, two Device LEDs are for controlled device indicating. (Quantity and type of IR controlled devices can be configured through F-Dolphin Device Driver installed in Host.)

Standard mouse mode Flash rhythms of Run indicating light under standard mouse mode:

Status		Mode	
B	B	B	B
P	P	B	B
R	R	B	B

B = Blue P = Pink R = Red

- When enter into Mouse/Key Game mode, Run Led flashes quickly in Blue and Pink.
- When enter into Motion Game mode, Run LED flashes slowly in Blue and Pink.
- When enter into Laser Pointer mode, Run LED keeps lighting in Blue.
- When enter into IR Remoter Mode, Run LED is dark, and corresponding device LED keeps lighting.

Power management

F-Dolphin features built-in rechargeable 700 mAh lithium battery and charging management and protection circuit.

Charge: To charge the F-Dolphin, plug the included USB charging cable into the Host Device's USB port or other high-power USB ports (such as mobile phone charger) compliant to USB 2.0 standard. Red light flashing indicates charging in process, the faster the flashing, the quicker the completion of charging, and it stops flashing when the battery is fully charged.

Power display: When in power-off or operating status, the remaining battery power will be displayed by clicking "Power" (A1) key

Red light flashes 4 times	More than 80% battery
Red light flashes 3 times	More than 60% battery
Red light flashes 2 times	More than 40% battery
Red light flashes 1 times	More than 20% battery
Fast flashing red light	Charge immediately

NOTE
KehWin F-Dolphin will be turned to power-saving mode when there is no operation within 1 minute under power-saving mode, F-Dolphin will be restored to normal running mode when it is used again; after 25 minutes in power-saving mode, the device will be automatically shut down to save power; please turn it off after finish of use to save power.

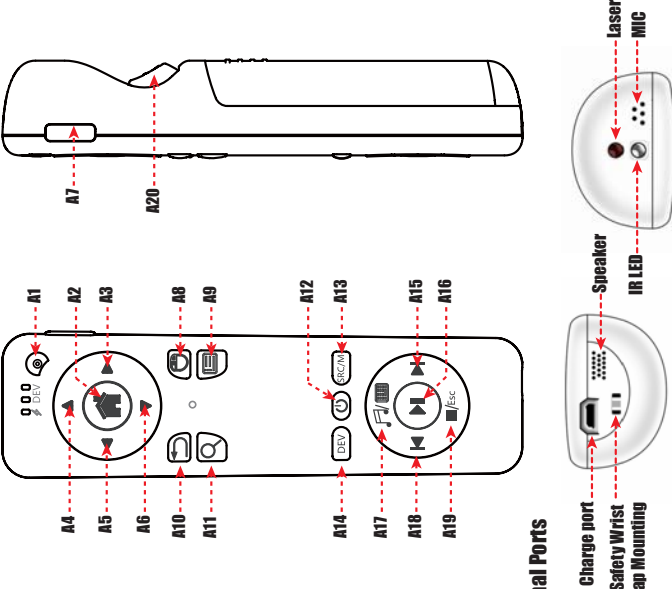
When enter into power-saving mode,
Run LED flashes in blue slowly with normal battery power remained;
Run LED flashes in red slowly with lower battery power remained.

Specification

Mouse	Resolution	Equivalent to 800 dpi
	(Positioning accuracy)	Continuous single-pixel positioning
	(Frame Rate)	160KHz
	(Mouse Engine)	KehWin 3D-MAT™ Space Motion Analysis Engine
	(Use Gesture)	Free Gesture
	(Resolution Adjustment)	Support Resolution adjustment according to Screen size
Audio Input	Isample Rate	support 8KHz/16KHz/32KHz/48KHz 16bit sampling
	(Effective Distance)	0~3 M
	(Audio Data format)	Single Channel PCM stream
	(IDirectivity)	Ommi-directional
Communication	(Connection)	2.4G RF
	(Distance)	10M~35M
	(Frequency Hopping)	Intelligent frequency hopping technique to avoid environmental radio interference
	(Access Number)	support Multiple F-Dolphin access to a USB receiver simultaneously
	(IR registration)	can be repeated optionally and registration will be auto saved
Others	(Laser Pointer)	Can be used as a Laser Pointer
	(IR Remoter)	Configurable Universal IR remoter, can support multiple IR controlled devices
	(Touch Control)	support touch mouse wheel scroll and finger slide gestures
	(Motion Control)	except for mouse, support motion controlled games

*Specifications of products are subject to change without notice. Release Note shall prevail.
*Please log on KehWin's Website <http://www.kehwin.com> to get latest product information and download latest KehWin Device Driver.

F-Dolphin Key Definition



External Ports

Key	Key Function	
	PC Windows Mode	Android Mode
A1	Power, Click: Battery Capacity Indicating; Hold Press more than 1.5 second, Power on/off F-Dolphin	
A2	Click: Back to Windows Desktop Double Click: Switch on/off KehWin Device Driver	Click: Home Double Click: Switch on/off KehWin Device Driver
A3-A6	Corresponding to Up/Down/Left/Right key	
A7	MIC, Click to switch on/off MIC input function	
A8	Click: Mouse Right Button	
A9	Click: Swap Task Window; Double Click: Close Task Window	Menu
A10	Enter	Back
A11	Space	Search
A12	Hold Press: Power on/off device under controlled (Device under controlled is selected by DEV(A10 key)) Double Click: Switch on/off Laser Pointer Mode	
A13	Click: Switch on/off Mouse/Key Game Mode; Double Click: Switch on/off Motion Game Mode Hold Press more than 4 seconds, start registration process, vibration indicates success and result auto saved	
A14	Target controlled device switch key Hold Press more than 1.5 second Swap between 2.4G RF controlled device and IR controlled device Click: No function for 2.4G RF controlled device Switch user defined device in turn for IR controlled devices (eg. TV, set-top Box, DVD Player, Projector, etc.)	
A15	Next	
A16	Play/Pause	
A17	Click: Mute; Double Click: Switch on/off soft keyboard; Hold Press more than 0.8 second, start volume adjustment	
A18	Pre	
A19	Click: STOP; Double Click: ESC	
A20	Mouse Left Button	

FCC NOTE:

THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT. SUCH MODIFICATIONS COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

This 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.

Note: This 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 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.