

Tips for Using your Keyboard to Navigate Screens Quickly

Here are some tips to navigate through our programs more quickly. If you move your mouse and click on, say, the Yes or No answers to questions, it can waste time.

Fig 1 shows a typical Yes/No question. You will notice that the “Yes” is highlighted with an outline on the button. If you just tap the Enter or Space Bar keys, it will accept the default Yes. We design the program so the default is the answer most everyone will answer, so tapping the Space Bar will likely get through several of these type of messages very quickly.

Also, when you have a Yes/No question, many times if you tap the “Y” key it will be the Yes answer and tapping the “N” key will be the No answer, independent of which key is the default.

For OK messages, simply tap the Space Bar or Enter Key. Fig 1A.

Fig 2 is a typical “tip” message. Again, tapping the Enter or Space Bar key will be like clicking the “OK” key because that is the default. But also, once you have read and understood the message, you can click the “Don’t show this again” check box and you will not have to see this message again. Note that there is typically a Preference button where you can turn these messages back On if you think you want to see them again.

Many of our programs use the Function keys to produce various actions, like the F1 key which starts recording data. Many new keyboards have these Function keys do two actions like shown in Fig 3. Here if you tap the F1 key, it will put the computer in Sleep Mode, indicated by “Zzz”. You need to hold down the “Fn” key in the lower left to get the F1 function for our programs.

Sometimes you need to hold down 2 keys for an action, like Shift key and F7 key to start the motor on our Shock Dyno. If your keyboard requires the Fn key to be pressed, you will have to press 3 keys. Hold down the Shift and Fn key and press and release the F7 key. Then release the Shift and Fn keys.

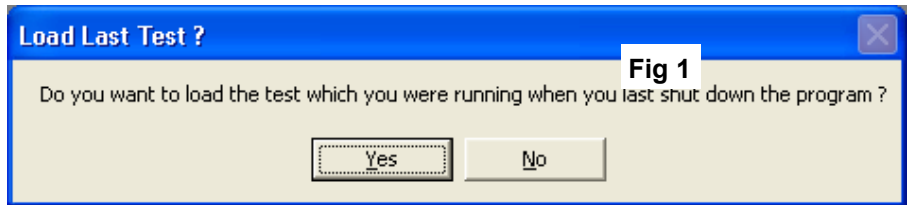


Fig 1

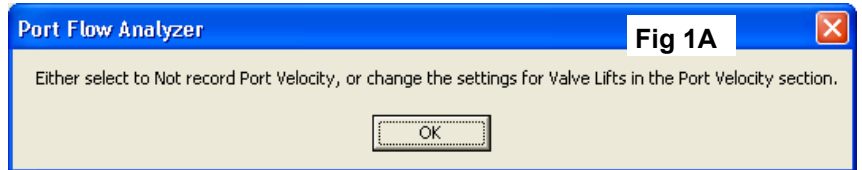


Fig 1A

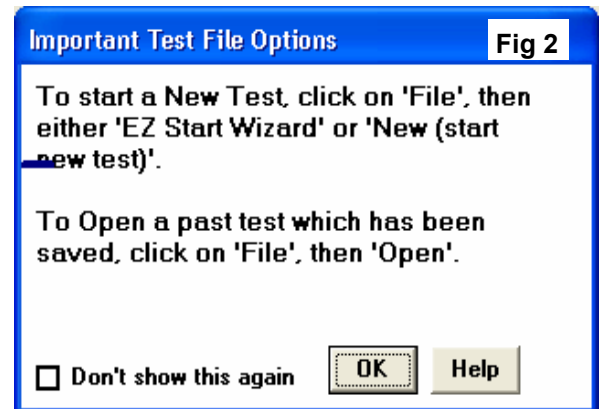


Fig 2

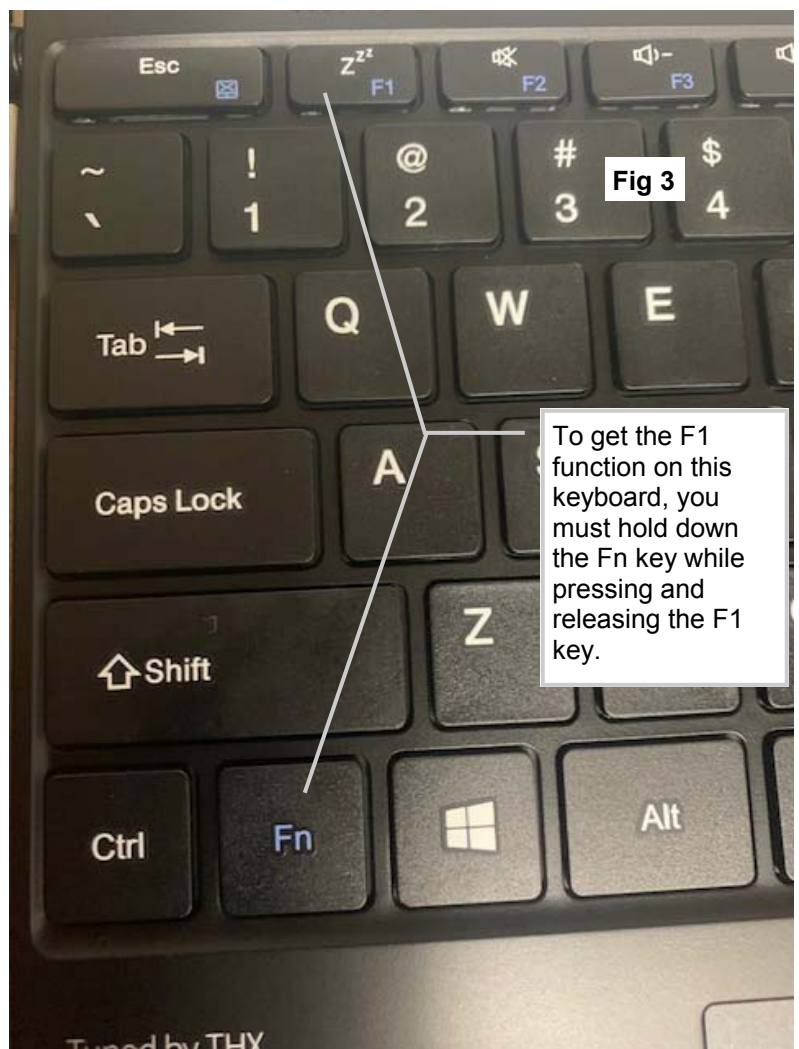


Fig 3