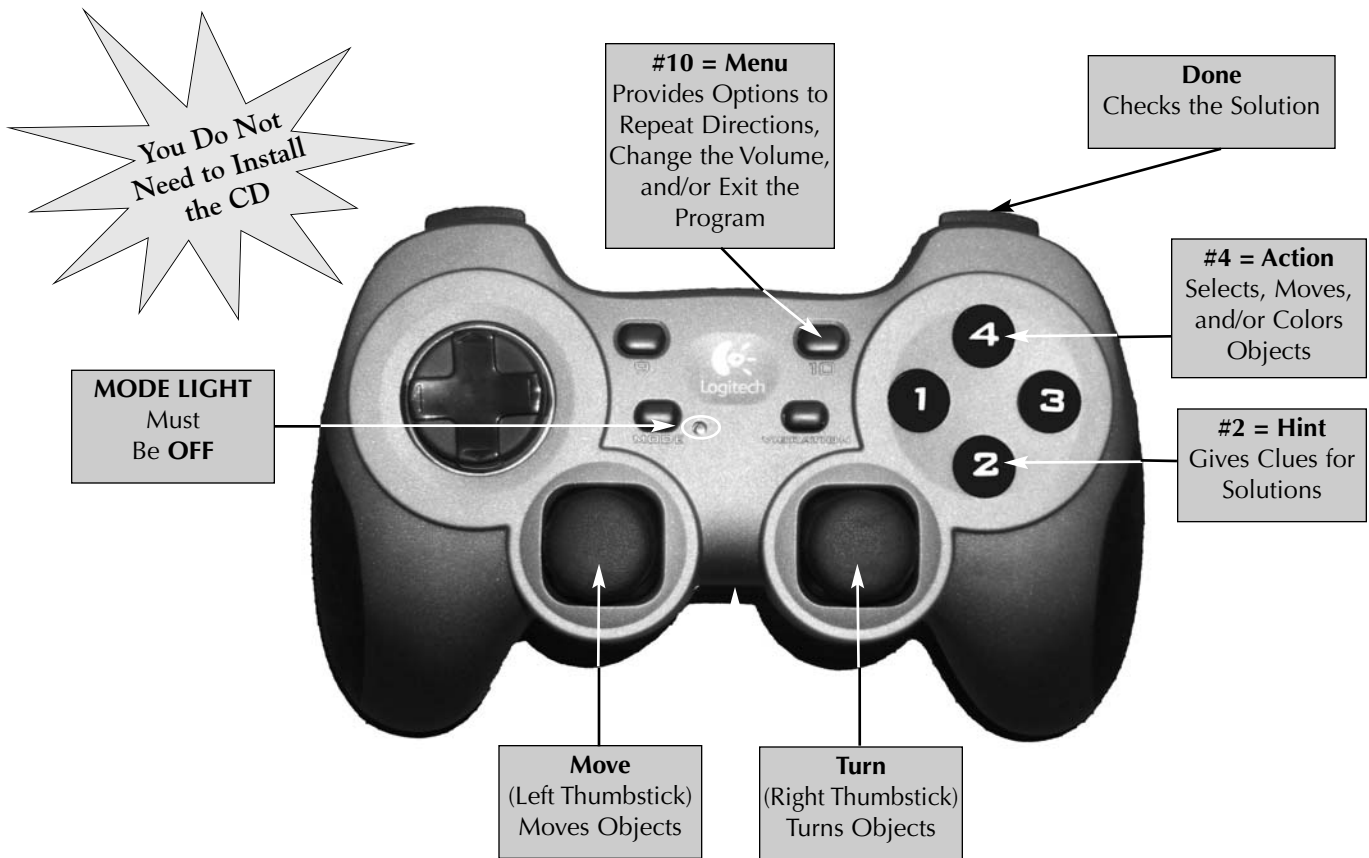


The Logitech Rumblepad Controller is easily installed by plugging the controller into the USB port. The buttons described below are consistently employed throughout all of the activities. The Cubes activity (bottom) utilizes a few unique functions. These button functions are different than those of the other controllers described in the Cross-Trainer teacher's guide.



CUBES ACTIVITY ONLY: The Cubes activity uses all of the same buttons as above plus an additional button.



If you have questions about the Logitech Rumblepad, please contact Logitech Customer Support at:
PHONE: 702-269-3457 WEB SITE: www.logitech.com

Using the Keyboard* as a Game Controller in Lexia Cross-Trainer®

Cross-Trainer provides this feature to enable users to use keyboard shortcuts instead of the recommended game controller. The mapping of controller functions and keyboard alternatives is defined in a document named “vsprefs.ini” located in the Lexia Learning Systems\LLSCommon folder. To use the keyboard instead of the game controller, please follow the steps below:

1. Unplug the game controller from your computer. This is crucial as the program looks for a controller first, then uses the keyboard if it is not found.
2. Open the Audio Folder and delete the “menunojoy.mp3” file (if you do not delete this file, you will constantly get an alert message that a controller could not be found):
Windows: **C:\Program Files\Lexia Learning Systems\vs\common\audio**
Mac: **HD:Applications:Lexia Learning Systems:vs:common:audio**
3. Ensure that both suites of Lexia Cross-Trainer (Visual-Spatial and Logical Reasoning) are installed on your system.

Cross Trainer Keyboard Equivalents *Game controller must be disconnected	
Check Answer, “Done” Button (the “Trigger” Button)]]
Menu Button	x
Help/Hint Button	Control (ctrl) button (Win) or Command button (Mac) ⌘
Action Button	Spacebar

The following commands are program specific:

All Logic Activities (Stepping Stones, Fishing Derby, Bridge Builder, Satellite, World Cup)

Use the Spacebar to select items and the Arrow Keys to move them.

Visual Spatial Activities

Waterworld & Spatial Delivery—Use the Spacebar to select items and the Arrow Keys to move them.
(Vertical Arrow Keys may be pressed simultaneously with horizontal Arrow Keys for continuous movement.)

Flips & Tangrams—Use the Spacebar to select items and the Arrow Keys to move them. Use the “j” key to rotate counter-clockwise & the “k” key to rotate clockwise.

Cubes—Use the Shift key to “Change View” (i.e., rotate the turtle). Use the “i” key to move up & “m” key to move down. Use the the “Up” or “Down” arrows to move forward and backwards and the “Left” or “Right” arrows to move . To move up or down a level, press the appropriate vertical arrow and horizontal arrow simultaneously.

To move around the template at the bottom of the screen (higher levels only), use the Arrow Keys.

*** For the keyboard functions to perform properly, the controller MUST be disconnected.**

