Getting Started

Overview

The Twiddler3 is a simple device - it is a functions as a keyboard and mouse on a wide variety of computers, mobile devices and other electronics that support input via USB or Bluetooth.

To do this the Twiddler uses twelve keys on the front and four keys on top plus a NavStick. The top keys are for your thumb and your other four fingers operate the front keys. The Navigational Joystick, or NavStick, under your thumb, performs the pointing function of a mouse. The Twiddler is designed to be operated by only one hand while the hand not holding the Twiddler is free for other tasks. The Strap

There is a soft fabric strap that extends from a slot in the side of the Twiddler's case and attaches to a Velcro pad on the bottom. This strap goes around the back of your hand and holds the Twiddler in position for typing or pointing. When you receive your Twiddler, the strap will be set up for right-hand use, but it may be easily readjusted for left-hand use.

Changing to Left-Hand Use

To adjust the Twiddler for left-hand use, first remove the strap from its Velcro fastener on the bottom. Next, grasp the strap close to the slot and slide the end of the strap out of the slot. It is designed to be a snug fit. Then slide the same fitted end of the strap into the matching slot on the opposite side of the Twiddler. Be sure to insert it all the way into the slot.

Getting Started: Left or Right?

Which hand should you use for the Twiddler? The first inclination is to use it in your dominant hand. But you may wish to put off this decision and try the Twiddler with each hand and think about how you will be using it before you decide.

Here are a few things to consider:

1. What do you want to be able to do with the hand not holding the Twiddler?

If you want to take pencil-and-paper notes, you may wish to try the Twiddler in your non-writing hand.

2. Does your normal computer work involve fine control of the pointing device (such as CAD or drawing programs)?

If so, you may want to use the Twiddler in the hand that has the best drawing control. In any case, you may wish to experiment with each hand to see which suits you best. It is always easy to change the strap to the other side. The Twiddler key layout is designed to work equally well in either hand.

How to hold the Twiddler

How you hold the Twiddler is a matter of personal taste. It is designed to accommodate a wide range of hand sizes and shapes. The following guidelines may help you find a comfortable position:

In general, the strap goes around the back part of your hand, between your knuckles and wrist, and attaches to the Velcro fastener on the bottom of the case. (Check the photo on the back cover for strap placement.) Do not make the strap too tight. You should adjust the strap so your fingers fall naturally and easily over the center column of keys (the keys with the small guide-bumps on them).

You will notice that your thumb is resting on the top inside corner of the Twiddler. When the strap is adjusted correctly, it is loose enough so that your hand can be removed and re-inserted without detaching the strap from the Velcro. Rotating the Twiddler toward or away from your palm adjusts the angle of operation to accommodate longer or shorter fingers; and the angle of the strap on the bottom of the Twiddler can also be adjusted for your comfort. In fact, one way to find a comfortable position is to remove the strap from the bottom, set the Twiddler's angle, and then re-attach the strap to the Velcro pad. The fastener on the bottom helps to hold the desired angle of the Twiddler.

When you have adjusted the strap and angle so that your fingers fall naturally over the center column, you will find that the left and right columns of keys are an equally short reach for your fingers. If the strap is too tight, the closest column may cramp your fingers. If the strap is too loose, the column farther away may be hard to reach.

You can comfortably rest your thumb on the inside corner of the Twiddler, in a relaxed position, as shown in the photograph on the back cover.

You don't need to grip the Twiddler. By resting the thumb as shown, and applying gentle outward pressure, you will keep the Twiddler steady and reach the keys more easily.

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