

GE1337P

# KeyMander - Keyboard & Mouse Adapter for Game Consoles

KeyMander brings the unmatched speed and precision of a keyboard and mouse to console gaming, to help you destroy the competition!



## Keyboard And Mouse Adapter For Use With Game Consoles

KeyMander, the breakthrough gaming controller adapter from IOGEAR, brings the unmatched speed and precision of a keyboard and mouse to console gaming.

Now you can use your keyboard and mouse skills to dominate all your favorite FPS (First Person Shooter), RPG (Role Playing Games) and RTS (Real Time Strategy) games.

- Play Xbox One S/Xbox One, Xbox 360, PS4 and PS3 games using a keyboard and mouse instead of the joystick controller for increased speed and accuracy
- Bring the control and accuracy of your Keyboard / Mouse to your game console for the ultimate gaming experience!
- Great for FPS (First Person Shooter), RPG (Role Playing Games) and RTS (Real Time Strategy) games
- KeyMander's PC Software provides greater levels of configuration and calibration:
  - Macros, Deadzones, Mouse Sensitivity and Ballistic Curves, Turbo, and Custom Key Mapping
- Direct Button Mapping using your PS4®, Xbox® One, PS3® or Xbox® 360 controller for quick and accurate in-game customization
- Stores multiple profiles in groups for different games or gamers for customized advantages
  - Create groups for different games or users; up to 8 profiles per group
  - Hotkeys allow instant profile switching during live gaming
- Connect a laptop while gaming to make adjustments on the fly- KeyMander also works with the laptop's keyboard if desired
- Plug and Play - Start playing right out of the box using the default settings (although using the KeyMander software for initial setup is highly encouraged)
- Interchange a single KeyMander between multiple game consoles and/or console platforms without changing firmware



Supports  
PS4™,  
Xbox One™,  
PS3™ and Xbox 360®

**Step 1**  
Connect the KeyMander to your PS4®, Xbox® One, Xbox® 360 or PS3® using the included USB cable

**Step 2**  
Connect your official wired controller to the KeyMander

**Step 3**  
Use your favorite PC keyboard and mouse to destroy the competition!\*

\*Compatible with most wireless keyboard/mouse devices

## Requirements

## Package Contents

### Hardware

- Playstation® 4 Pro / Playstation 4: requires a Sony Playstation brand PS4 wireless controller connected via a micro USB cable (*not included*)
- Playstation® 3: requires a Sony Playstation brand PS3 wireless controller connected via a mini USB cable (Sony DualShock 3 SIXAXIS controller is recommended, *not included*)
- Xbox® One S / Xbox One: requires a Microsoft brand Xbox One S / Xbox One wireless controller connected via a micro USB cable (*not included*)
- Xbox® 360: requires a Microsoft brand Xbox 360 wired controller (*not included*)
- PC with USB 2.0 port
- USB Keyboard and USB Mouse\*

- 1 x KeyMander Keyboard & Mouse Adapter for Game Consoles
- 2 x USB Mini to Type A Cable
- 1 x Quick Start Guide
- 1 x Warranty Card

### OS

- Windows® 10,  
Windows® 8.1,  
Windows® 8,  
Windows® 7,  
Windows Vista®

\*Compatible with most wireless keyboard/mouse devices

## Specifications

Function	GE1337P	Dimensions	GE1337P
<b>Connectors (Input)</b>	USB x 3	<b>POP Information</b>	
<b>Connectors (Console)</b>	Mini USB	10" Peg Hook	4
<b>Connectors (Computer)</b>	Mini USB	6" Peg Hook	2
<b>Housing</b>		<b>Unit Dimensions</b>	
Case	Extruded aluminum	Height	.96" (2.5cm)
<b>Operating System Requirements</b>		Depth	4.1" (10.6cm)
Windows	Windows® Vista, Windows® 7, Windows® 8, Windows® 8.1, Windows® 10	Length	3.1" (7.9cm)
		<b>Inner Pack</b>	
		Width	6.9" (17.7cm)
		Height	9.3" (23.5cm)
		Length	6.5" (16.6cm)
		Inner Pack Qty.	3
		<b>Unit Package Dimensions</b>	
		Width	6.3" (15.6cm)
		Height	8.8" (22.3cm)
		Depth	2.3" (5.7cm)
		<b>Master Carton</b>	
		Width	10" (25.4cm)
		Height	13.5" (34.3cm)
		Depth	14.6" (37.1cm)
		Master Carton Qty.	12
		<b>Weight</b>	
		Master Carton Wt.	14.6lbs (6.6kg)
		Inner Pack Wt.	3.3lbs (1.5kg)
		Unit Pack Wt.	1.03lb (.46kg)
		Unit Wt.	.40lb (.18kg)