



## Kommander Instructions

### Device Overview



1	2	Left / Right Buttons
3	4	Jack 1 / Jack 2
5		LED Indicator
6		Universal Mount

### LED Indicator

LED Activity	Status
■ ■ ■	3 Flashes Red
■	1 Flash Blue

### Pairing

#### BLE

The device must be paired to the system as a BLE keyboard in order to control applications. These are generic instructions, actual devices may differ.

- 1 Press any button to wake the device. The indicator will flash red 3 times indicating starting in ANT mode.
- 2 On the connecting device (computer or other) search for BLE keyboard.
- 3 Connect to 'Skommander'

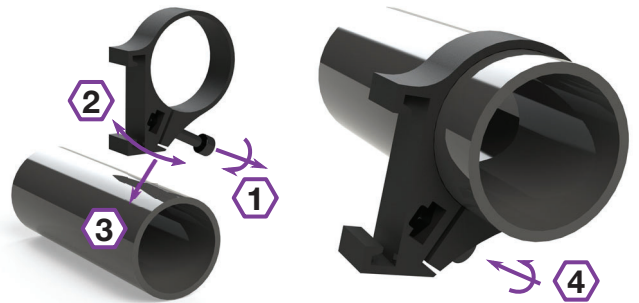
#### Cycle Computer (Private ANT)

The device must be paired to the cycle computer before it can control functions.

**NOTE:** Ant mode turns off if BLE is connected. It assumes you're indoors and wish to control a BLE device.

- 1 Press any button to wake the device. The indicator will flash red 3 times indicating starting in ANT mode.
- 2 Initiate a search for new sensors
- 3 Kommander may appear as a Shift, Remote, or groupset depending on the cycle computer.
- 4 Once connected, Kommander will transmit its capabilities. Some cycle computers may ask you to configure the buttons while others have set functions.

### Hard Mount Installation

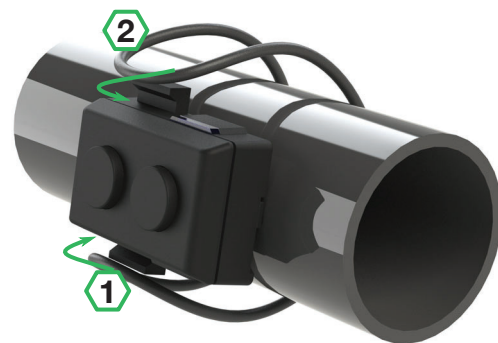


Two hardmounts are included. One for 31.8mm and one for 26.2mm round handlebars. Both can be installed in the same manner.

- 1 Select the location for the remote. The suggested location is to the right of the stem far enough from the stem to allow access to the jacks for accessories
- 2 Remove the bolt 1 and stretch open the mount 2
- 3 Push the mount 3 over the handlebar and position
- 4 Insert and tighten the bolt 4 such that the mount cannot move.
- 5 Slide the device 5 into the mount from the right side.



### Soft Mount Installation



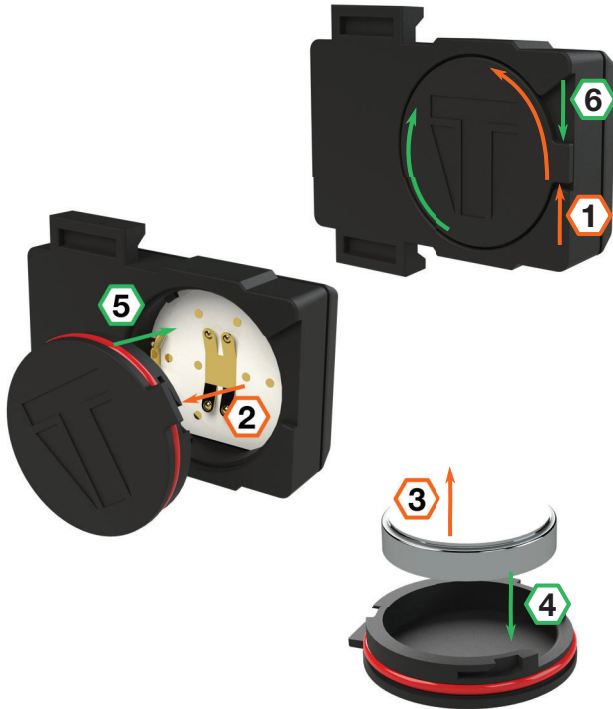
A rubber o-ring is included for round, ovalized and alternative mounting such as under a stem while using remote buttons attached to the jacks, or TT/Triathlon configurations.

- 1 Select the location for the remote and hold remote against the bar.
- 2 Hook the bottom of the o-ring onto the lower device mounting tab. 1
- 3 While holding the device in place, apply tension to the o-ring while wrapping it around the bar and hook the second end 2 over the other mounting tab.

# Kommander Instructions

## Replacing the Battery

Kommander uses a toolless battery replacement. Once you have removed the Kommander from the mount the following directions can be used to install a new battery.



- 1 Using the Battery Tab **1**, rotate the cap counter-clockwise until the stop.
- 2 Lifting the tab **2** should remove the cap with the battery.
- 3 The battery **3** has a loose fit with the cap so can be easily removed by the edge or gravity
- 4 Place a new CR1632 **4** with the negative (-) side exposed, positive (+) side in the battery cap.
- 5 In a rotated position, push the cap **5** into the body and rotate the tab **6** clockwise.

## Specifications

Specification	Value
Battery Type	CR1632 (3v)
Battery Life	Approximately 1000 hrs (Subject to firmware changes)
Waterproof Rating	IPX7 (1meter 30 minutes)
Operating Temperature Range	From -10° to 50°C (battery performance may be degraded at high and low temperatures)
Expansion Jacks	MMCX with Multifunction Digital (Shell GND, Pin Vdd pullup) Analog (0 - 3v) Output (3v @ <1ma continuous)

## BLE - HID Keyboard

Kommander's default configuration corresponds to popular cycling software commands.

	Left Button	Right Button
Short	Left Arrow + page down	Right Arrow + Page up
Long	Sequence 1,2,3....9	Tab (only once per hold)
Double	Spacebar	Keyboard Down

General response may depend on the game mode you're in. The table below shows functions for each ride game mode.

	Left Button		Right Button	
	Freeride	Workout	Freeride	Workout
Short	Navigate Left	Decrease difficulty (ftp)	Navigate Right	Increase difficulty (ftp)
Long	Camera View			Skip Workout Segment
Double	Powerup		Turn Around	

## ANT - Remote Mode

The cycle computer has up four (4) available buttons in ANT mode. Some cycle computers have the ability to customize these buttons and click types, while others have set functions. Some may not be able to use Channel 3 and 4. Future firmware updates will enable the Jacks to be remapped to Channel 1 and 2.

Left Button	Right Button	Jack 1	Jack 2
Channel 1	Channel 2	Channel 3	Channel 4
Short, Double, Long			

## Future Updates / Features

Future firmware updates may add functionality and configurability not described in this manual.