

Pasted Graphic 1.tiff "

Thank you for downloading [KMremoteControl](#), the program that lets you use one system's keyboard and mouse to operate all the Pasted Graphic 11.tiff "PCs and Pasted Graphic 2.tiff "Macs on your desk. We hope it adds value to your computing experience.

Pasted Graphic 10.tiff "

## What Does [KMremoteControl](#) Do?

In short, [KMremoteControl](#) enables you to operate/"remote control" all the Pasted Graphic 3.tiff "PC/Windows and/or 1\_\_#\$\_!@%#!#\_\_Pasted Graphic 2.tiff "Mac OS X systems from the keyboard and mouse on one of those systems. If you have multiple such computer systems on your desk, [KMremoteControl](#):

- enables you to operate all the systems from the keyboard and mouse on one of those systems (especially useful for laptop users)
- enables you to recover the space used by multiple keyboards, mice and mouse pads
- lets you use your preferred keyboard and mouse
  - increased comfort (may reduce repetitive stress injuries)
  - increased productivity
  - use your 2\_\_#\$\_!@%#!#\_\_Pasted Graphic 2.tiff "Mac's keyboard/mouse to run a Pasted Graphic 5.tiff "PC
  - use your Pasted Graphic 4.tiff "PC's keyboard/mouse to run a 3\_\_#\$\_!@%#!#\_\_Pasted Graphic 2.tiff "Mac
- can save money when working with multiple systems located on your desk
  - no need to buy a KVM switch
- lets you use your preferred seating position and location
  - use the location that provides the best lighting
  - stop shuffling back and forth ... save your carpet!
- when used in conjunction with [ClipCommControl](#):
  - automates clipboard transfers between 4\_\_#\$\_!@%#!#\_\_Pasted Graphic 2.tiff "Mac OS X systems

## System Requirements

**KMremoteControl** operates "cross-platform" and runs on:

Pasted Graphic 6.tiff · Windows 2000 and XP

5\_#\$\_!@%!#\_Pasted Graphic 2.tiff · Macintosh OS X 10.2 and later

**KMremoteControl** requires that the computer systems be connected to a network.

Integration with our **ClipCommControl** product is currently only supported for  
6\_#\$\_!@%!#\_Pasted Graphic 2.tiff · Mac OS X.

## Installing **KMremoteControl**

To install **KMremoteControl**, simply:

Pasted Graphic 9.tiff · PC/Windows: Run the downloaded setup application (e.g., **KMremoteControl1.23Setup.exe**). It is a self-extracting executable that runs the installer. If appropriate, you'll be given the opportunity to remove the version of **KMremoteControl** that is currently installed. Follow the installer's instructions to complete the installation.

7\_#\$\_!@%!#\_Pasted Graphic 2.tiff · Mac OS X: Drag the **KMremoteControl** application from the disk image to a folder of your choosing (e.g., the Applications folder). Other than its preference files (located in your home folder's Library/Preferences folder and the /Library/Application Support/LicenseControl folder and /Library/Preferences folder), **KMremoteControl** does not install any files outside it's own application/package structure.

On 8\_#\$\_!@%!#\_Pasted Graphic 2.tiff · Mac OS X, the first time you use **KMremoteControl**, it will ask for the Administrator password. This is required in order to create the "/Library/Preferences" entry and the "LicenseControl" folder in the "/Library/Application Support" folder and to set the file permissions on both the "/Library/Application Support/LicenseControl" folder and its contents and the **KMremoteControl** application package and it's contents. This is required so **KMremoteControl** can operate properly.

## Setting Up and Using [KMremoteControl](#)

The keyboard mapping between Pasted Graphic 8.tiff "PC and 9\_\_#\$\_!@%!#\_\_Pasted Graphic 2.tiff "Mac keyboards is:

- ALT <=> CMD (Alt key and Command/Apple key are equivalent)
- WIN <=> OPT (Windows key and Option key are equivalent)
- I.E., the keyboard mapping is based upon physical position

Install and start [KMremoteControl](#) on all the systems that are to remote control another system(s) or are to be remote controlled by another system.

Setting up systems that will be remote controlled by another system:

- on the Being Controlled tab in the Preferences, choose one of the Permit this system to be remote controlled... options in the Activation section
- on the KMremoteControl application window, press the Enable button in the Being Controlled section and the Status: in the Being Controlled section will indicate that "this" system can be controlled

Using a system to remote control another system:

- enter the the IP address (e.g., 192.168.1.100) or Windows computer name or the (fully qualified) domain name (e.g., mySystem.myDomain.com) of another system you set up to be remotely controlled (see the KMremoteControl Help for additional naming options and more detail about which system naming applies in different situations)
- either press the Activate Remote Control button on the KMremoteControl application window, or use the "hotkey" indicated to the right of the Activate Remote Control button and the Status: in the Remote Controlling section will indicate which system you are controlling

For information about the preferences, application operation and menus, select the KMremoteControl Help item on the Help menu while in [KMremoteControl](#) or visit <http://www.derman.com/>.

If you are using firewall software, see

<http://www.derman.com/KMremoteControl/KMrC-FAQ.html>

for information about setting up firewalls to allow [KMremoteControl](#) to operate.

## 10\_#\$\_!@%!#\_Pasted Graphic 2.tiff "Using Switcher and Other Hotkeys with KMremoteControl

(Note that, because Windows does not have the same concept of system-wide, registered "hotkeys," this topic is not required for the PC/Windows version ... it works similarly without the need for the key-substitution capability.)

When controlling a system from a 11\_#\$\_!@%!#\_Pasted Graphic 2.tiff "Mac OS X system, certain keys will be processed by the operating system and provided to other applications. This is actually a feature and operates beyond KMremoteControl's control. As such, certain keystrokes will be processed by other applications, regardless of what KMremoteControl might prefer.

Application switcher "hotkeys" are a prime example of this situation. This means that if you use an application switcher hotkey (e.g., cmd-tab), it will be processed by OS X's application switcher with the result being that the KMremoteControl application will be placed in the background and some other application will be brought into the foreground. If you wanted to switch the application on the remotely controlled system, this is not what you get.

To support application switchers and other uses of (OS-registered) hotkeys that are used by various applications, you can use a combination of features to establish two different operational modes. However, please note that, regardless of what KMremoteControl does, the hotkey will still be sent to all applications that have registered to receive it and they will still "do their thing" on the controlling system. There is nothing (we know of) that can prevent this.

Operational Mode 1: use different switcher keys on the controlling system and the system being controlled.

This mode has the advantage of allowing you to use a switcher keystroke to switch to other applications on both the controlling system and the controlled system. It has the disadvantage that you need to use two different switcher keys. To set up your controlling system to use this mode:

- uncheck/turn off the option Keep KMremoteControl in front, while controlling, located in the Activation and Presentation section of the Remote Controlling preferences

Operational Mode 2: use the same switcher key on the controlling system and the system being controlled.

While this mode allows you to use identical switcher keys, which many people find desirable, it also has the following characteristics:

- applications will still get "switched to" on the controlling system, but will immediately be switched out by [KMremoteControl](#)
- to switch out of [KMremoteControl](#) you deactivate remote control

To set up your controlling system to use this mode:

- check/turn on the option Keep [KMremoteControl](#) in front, while controlling, located in the Activation and Presentation section of the Remote Controlling preferences
- press the Edit Key Substitutions... button on the [KMremoteControl](#) application window (or select the Key Substitutions... entry on the Edit menu)
- press the Add button on the Key Substitutions window
- specify the keystroke you use as your switcher keystroke
- check/turn on the This key combination is also defined as a hotkey item
- press the Next button
- (again) specify the keystroke you use as your switcher keystroke (it will be the same as in a previous step)
- press the Done button

If you have other "hotkeys" that are defined in various applications, you may also want to set up additional key-substitution entries.

In addition, you may also want to set up other key-substitution entries. For example, you can define entries to send function keys that you don't have on your laptop's keyboard and/or you can define a keystroke, say ctrl-option-cmd-esc that will send opt-cmd-esc to enable you to invoke the "force quit" dialog on a 12\_# \$! @%!#\_Pasted Graphic 2.tiff "Mac OS X system being controlled (since the operating system will not supply opt-cmd-esc to other applications).

## Evaluating [KMremoteControl](#)

When you first install and use [KMremoteControl](#), it will be running in Trial mode where it has the following limitations:

- both the controlling system and the controlled system will quit after 15 minutes of operation, but you are welcome to restart and continue your evaluation at that time
- if either the controlling system and/or the controlled system are unlicensed, once they have communicated, both will operate as though they are in Trial mode (even if one is licensed)
- the Trial will expire 4 weeks after being installed

[KMremoteControl](#) will remind you of these limitations, when applicable.

## Purchasing [KMremoteControl](#)

When you are satisfied that [KMremoteControl](#) has value, you can purchase a License ID for [KMremoteControl](#) via <http://www.derman.com/>. We use the fine e-store services provided by Kagi(<http://www.kagi.com/>). When you receive your License ID from Kagi (via the "Thanks for your purchase" email), you can license [KMremoteControl](#) as indicated below.

## Licensing [KMremoteControl](#)

Install [KMremoteControl](#) as indicated above then:

- purchase the required number of licenses (see below) via <http://www.derman.com/>
- start [KMremoteControl](#) and select the Licensing... item under the [KMremoteControl](#) menu
- open your Kagi email containing your [KMremoteControl](#) License ID and select/copy the License ID
- paste the License ID into the License ID entry box on the Licensing window
- press the Activate button on the Licensing window

[KMremoteControl](#) licenses are cross-platform:

- a License ID works the same on either Pasted Graphic 7.tiff "PC/Windows or 13\_#\$!@%!#\_Pasted Graphic 2.tiff "Mac OS X
- licenses can easily be moved from one system to another ([KMremoteControl](#) uses our [LicenseControl](#) product)

To move a license from one system to another:

- on the system that is currently licensed, start **KMremoteControl** and select the Licensing... item under the KMremoteControl menu (if you had already removed the licensed copy of **KMremoteControl**, re-install it, select the Licensing... item under the KMremoteControl menu and press the Re-Activate button to license it)
- press the De-Activate button to remove the license from that system
- follow the instructions, above, to install/re-use the License ID on another system

**IMPORTANT:** When you are changing systems, you must move your license to the new system or you will not be able to license your software on the new system.

For additional licensing information, please see the **LicenseControl** Manual which is available via **LicenseControl**'s Help menu (i.e., after selecting the Licensing... item under the KMremoteControl menu) and via <http://www.derman.com/Download/Downloads.html>.

## How Many **KMremoteControl** Licenses Do I Need?

One **KMremoteControl** License enables one 1\_\_#\$\_!@%#!#\_\_Pasted Graphic 9.tiff "PC/Windows or 14\_\_#\$\_!@%#!#\_\_Pasted Graphic 2.tiff "Mac OS X system to remote control another 2\_\_#\$\_!@%#!#\_\_Pasted Graphic 9.tiff "PC/Windows or 15\_\_#\$\_!@%#!#\_\_Pasted Graphic 2.tiff "Mac OS X system that is running a licensed **KMremoteControl** (and vice versa). That is, one license is required per participating system (either controlling and/or being controlled) so a minimum of two licenses are required to use the software.

16\_\_#\$\_!@%#!#\_\_Pasted Graphic 2.tiff " When using **ClipCommControl** to add 17\_\_#\$\_!@%#!#\_\_Pasted Graphic 2.tiff "Mac OS X clipboard sharing that is limited to sharing only when activating and deactivating **KMremoteControl**, you require a licensed **ClipCommControl** only on the systems being remotely controlled (i.e., not on the system from which you are doing the remote controlling).

As always, you can easily move a license to any applicable system. You are in control.

**KMremoteControl** can be purchased both as a 2-license "Starter Pak" and as a 1-license "Add-On" (see <http://www.derman.com/>).

## Updating or Re-Installing [KMremoteControl](#)

If your system is currently licensed for [KMremoteControl](#), simply install the updated version as indicated above then:

- start [KMremoteControl](#) and select the Licensing... item under the [KMremoteControl](#) menu
- press the Re-Activate button on the Licensing window

[LicenseControl](#) also allows multiple copies (e.g., multiple versions) to run on a licensed system.

## 18\_\_\$!@%#!#\_\_Pasted Graphic 2.tiff "Information about "Fast User Switching"

If you are using a version of OS X that supports "fast user switching" (i.e., version 10.3 and newer) and you use the "fast user switching" feature, [KMremoteControl](#) will have the following behavior:

- if the system being controlled is configured to "Permit this system to be remote controlled as soon as possible during system startup", then [KMremoteControl](#) will only work with the user account that was the initial user to log into the system being controlled, whether that user logged in via the remote controlling system or via the directly connected keyboard/mouse
- if the system being controlled is configured to "Permit this system to be remote controlled only when [KMremoteControl](#) is running", then [KMremoteControl](#) will only work with the user account under which [KMremoteControl](#) was started

In these cases "will only work with the user account" also means that that user account must be the account that is currently switched into view on the system's monitor(s).

## Uninstalling [KMremoteControl](#)

**Warning:** If [KMremoteControl](#) was licensed, you must first relinquish the license so it can be used on another system (see the ReadMe via the Help menu for instructions) ... otherwise, the license will be "lost."



1\_\_\$!@%!#\_\_Pasted Graphic 10.tiff `` On a PC/Windows system, simply use the normal uninstall facilities then remove the original install-location folder (it will contain some setup files that were not removed in the interest of making a re-install go more smoothly). That completes the removal.

19\_\_\$!@%!#\_\_Pasted Graphic 2.tiff `` On a Mac OS X system, use the following instructions to uninstall KMrC:

Note: In the following instructions, if you can't remove the files and/or directories/folders using the Finder (because of permissions), you'll need to issue commands of the following form via the Terminal application:

```
sudo rm -rf name-of-the-item-to-be-removed
```

Then you'll need to supply an Administrator-capable password. Be careful! This command will remove anything, so be sure you have entered the right pathname to be removed. If you are unsure, get some assistance.

Beginning with Mac OS 10.3/Panther, the Finder should automatically request the Administrator-capable password if it's required, so you should not have to use the Terminal-command approach.

Start by removing the [KMremoteControl](#) application and the ReadMe file (if you copied the ReadMe from the original disk image ... you don't need to because it's contained within the [KMremoteControl](#) application and accessible via the Help menu).

In addition, you can also remove the following files (these may or may not exist, depending upon your preference settings):

- /Library/StartupItems/KMremoteControl  
(remove the entire directory and its contents)
- /Library/Preferences/com.Derman.KMremoteControl.server.plist
- the Trial will expire 4 weeks after being installed

If you want, you can also remove the user-resident preference file:

- ~/Library/Preferences/com.Derman.KMremoteControl.plist  
(the file is small if you want to just leave it)

If you had licensed [KMremoteControl](#) and you don't have any other products currently licensed by [LicenseControl](#), you can also remove the system-level [LicenseControl](#) files by removing the folder:

- /Library/Application Support/LicenseControl  
(the files are small if you want to just leave them)

If you open the text file:

- /Library/Application Support/LicenseControl/Licensed Applications.txt

you'll see a list of the applications currently licensed by [LicenseControl](#). This is the same information that's displayed via the "Show Licensed Applications" menu available when using [LicenseControl](#).

## More Information

On 20\_\_#\$\_!@%!#\_\_Pasted Graphic 2.tiff "Mac OS X, where appropriate, [KMremoteControl](#) presents tooltip-style help whenever the cursor is stationary, for the required duration, over an item.

On 2\_\_#\$\_!@%!#\_\_Pasted Graphic 10.tiff "PC/Windows and 21\_\_#\$\_!@%!#\_\_Pasted Graphic 2.tiff "Mac OS X, the Help menu provides access to the HTML-style documentation. The documentation's "web" pages are contained within the application and are also available at:  
<http://www.derman.com/>.

In addition, the Help menus provide access to the [KMremoteControl](#) and [LicenseControl](#) documentation.

More information about [KMremoteControl](#), including the current Release History, Frequently Asked Questions, Known Issues and complete detail regarding the licensing process, can be found at:

<http://www.derman.com/>.

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## Acknowledgments

Portions of the code in this product are:

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(See then Copyright.rtf file inside the application package, for more information)

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