

How to use KeyCommander

1. Press the "Get Item" button to tell KeyCommander that you're about to select a menu item from an application. KeyCommander's eye will open, letting you know that it's waiting for you to select an item.
2. Go to an application and select an item by pulling down the menu and selecting the item as you would if you were using it normally. As long as KeyCommander's eye is open, the selection of a menu item will only be seen by KeyCommander. The usual function of that menu item will be disabled.
3. Once you've selected the menu item, KeyCommander's eye will close letting you know that it "saw" your selection. Go back to KeyCommander.
4. Beneath the eye you will see the name of the application, menu, and item that you selected. If this item had a command-key equivalent, KeyCommander will list that as well.
5. If the menu item had no command-key equivalent, you can now add one with KeyCommander by pressing the "Add" button. You cannot add a command-key equivalent to a menu item that already has one.
6. If the menu had a command-key equivalent that you previously added with KeyCommander, you can change it or remove it by pressing the "Edit" or "Remove" buttons. You cannot change or remove command-key equivalents that are built in to an application.