

Installing the VEC IN-USB-1 USB Foot Pedal for Transcription Buddy

This guide describes how to install the VEC IN-USB-1 foot pedal. Before starting, make sure that you have a USB port on your PC. You should also have your **Windows installation disk**.

Note: USB ports are not supported in Windows NT or Windows 95 or early versions of Windows 98. Be sure that your PC has a USB port, before you purchase a USB style foot pedal.

USB ports have been around since the year 2000. If your computer is older, then you probably do not have a USB port. The plug that goes into the USB port looks like this:



The VEC Infinity IN-USB-1 Foot Pedal

Users with the Infinity foot pedal [must download this .dll file](#) and place it into the same folder as Transcription Buddy is installed. By default, that folder will be Program Files\HighCriteria\TranscriptionBuddyRE or TranscriptionBuddyPE. Once you have downloaded and copied this .dll file to the appropriate folder, you should proceed with the General USB Support Steps, as outlined below.

General USB Support Steps

1. Your first step should be to plug the foot pedal into the USB port. Windows should immediately report that New Hardware has been found.
2. On Windows 2000 or XP, Windows will automatically add the appropriate drivers.

On Windows 98 systems, the Add New Hardware window will prompt you to install the drivers for the new device. Choose "Search for the best driver for your device." Windows will now ask you where to search for the device drivers. Choose "CD-ROM drive" and insert the Windows 98 CD into the computer's CD-ROM drive. Then click "Next".

3. Follow the on screen instructions.

Support for the USB device should now be installed.

You have now successfully installed the foot pedal. You must now enable Transcription Buddy support for foot pedals.

Go to View /Options/Foot Control, and check the Enable Foot Control checkbox. You should then use the Foot Control Wizard to confirm the pedals on the control. You may also alter pedal functions on the Set Pedal Functions Window.