

SVEN[®]

Gaming Mouse

OPERATION MANUAL



RX-G975

www.sven.fi



Congratulations on your purchase of the Sven mouse!**COPYRIGHT**

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NOTICE OF RESPONSIBILITY RESTRICTION

Despite the exerted efforts to make this Manual more exact, some discrepancies may occur. The information in this Manual is given on «as is» terms. The author and the publisher do not bear any liability to a person or an organization for loss or damage which has arisen from the information contained in this Manual.

BUYER RECOMMENDATIONS

- Unpack the device carefully. Make sure there are no accessories left in the box. Check up the device for damage; if the product was damaged during transportation, address the firm which carried out the delivery; if the product functions incorrectly, address the dealer at once.
- Check up the package contents and availability of the warranty card. Make sure the warranty card has a shop stamp, a legible signature or the seller's stamp and purchase date, and the goods number corresponds to that in the warranty card. Remember: in case of warranty card loss or discrepancy of numbers you forfeit the right for warranty repairs.
- Before installing and using the speaker system, read this Manual carefully and keep it for future reference.
- Shipping and transportation equipment is permitted only in the original container.
- Does not require special conditions for realization.
- Dispose of in accordance with regulations for the disposal of household and computer equipment.

PACKAGE CONTENTS

- Gaming mouse — 1 pc
- Operation Manual — 1 pc
- Warranty card — 1 pc

APPOINTMENT

RX-G975 gaming mouse is an input device. It is designed for entering (entering) information into the computer, as well as controlling the operation of the computer

Technical support is on www.sven.fi.



SYSTEM REQUIREMENTS

- OS Windows.
- Free USB port.

PREPARATION TO WORK

- Connect the gaming mouse to an available USB connector on the PC.
- After connecting to the USB port, the PC will automatically recognize the device.
- To use the built-in mouse memory, adjust the buttons and backlight, you need to install the software (downloaded from the website www.sven.fi). Run the previously downloaded file to install the driver, follow the installer's advice. Administrator rights may be required.
- After installation, the program will automatically detect the presence of the mouse. You can call up the control window using the icon in the taskbar or in the Windows system tray.

KEY ASSIGNMENTS AND MOUSE SETTINGS

- Initially all mouse buttons are set to default settings (as shown below). User has the ability to change the functions of these keys.
- You can reassign buttons by clicking on the menu items on the right in the image or by clicking on the number markers, calling the menu where you can redefine the keys, assign a macro (pre-configured keyboard shortcut options), link to the multimedia key volume control, volume off, player control, etc.

Warning!

The LMB key number 1 can be reassigned only if you reassign the functions of the left mouse button to any other button, otherwise the software will not allow you to reassign the LMB.

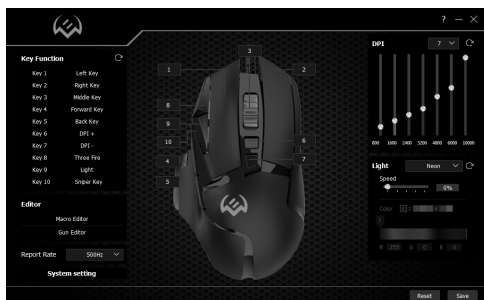


Fig. 1.

CHANGE MOUSE FUNCTIONS

• The functions of the mouse buttons can be changed by giving other values button. Markers with numbers on the image correspond to the list numbers from 1 to 10. Click on the marker or list, opens a window with additional functions that can be reassigned. The following is a list of default keys.

Note: After all changes in the software, you must click **Save** to save the changed settings to the mouse. The **Reset** button sets the default settings.

PREPARATION FOR WORK

- Key 1 – left mouse button
- Key 2 – right mouse button
- Key 3 – middle button, button under the wheel
- Key 4 – next page
- Key 5 – previous page
- Key 6 – DPI + switching
- Key 7 – DPI – switching
- Key 8 – triple click
- Key 9 – change backlight mode
- Key 10 – precise aiming function

ADDITIONAL FUNCTIONS

- **Mouse Function** – basic mouse functions.
- **Fire Function** – hot key function, allows you to assign mouse buttons, any one button on the keyboard. *Key Value* – character input field from the keyboard, *Rate* – character input speed, *Times* – number of characters per click, option set *Endless* – allows you to display a character while the button is pressed.
- **Group Function** – combination of multiple buttons.
- **Media Function** – media functions: *stop*, *pause*, *volume control*.
- **Macro Function** – function allows you to display a previously recorded macro. How to create a macro is described in «Creating macro». *Macro runs one-time after pressing the button* – macro launches once after pressing button
- *Macro runs endless loop until any button is pressed* – the macro runs an infinite loop until any button is pressed.

Key Function		
Key 1	Left Key	
Key 2	Right Key	
Key 3	Middle Key	
Key 4	Forward Key	
Key 5	Back Key	
Key 6	DPI +	
Key 7	DPI -	
Key 8	Three Fire	
Key 9	Light	
Key 10	Sniper Key	

Fig. 2.

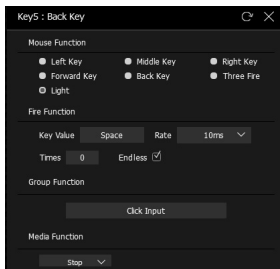


Fig. 3.

Macro runs endless loop until button is released – Macro runs an infinite loop as long as the button is pressed.

- **DPI Function** – increase or decrease the sensitivity of the sensor, *DPI LOOP* – ability of the sensor switches in a circle.

Sniper Key - function to reduce DPI expansion to a minimum, for accurate aiming in games.

- **Windows Function** – small set of standard OS Windows commands.

- **Gun Function** – choice of weapons 1, 2, 3.

CREATING MACROS

Macros are sequences of events (keystrokes, keystrokes, and delays) that can be recorded and later played back to simplify repetitive tasks. They are also possible use to play sequences that are long or difficult to execute. *Macro Editor* tab allows you to create precise sequences of keystrokes.

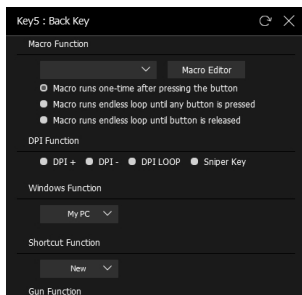


Fig. 4.



Fig. 5.

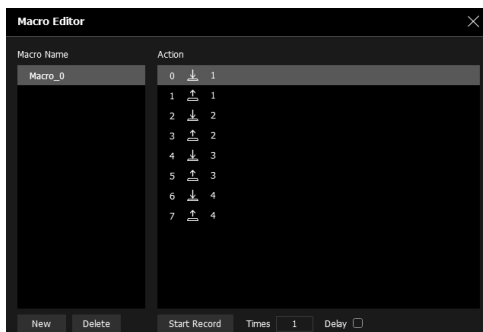


Fig. 6.

To create a macro, follow these steps:

1. On the main page, click on *Macro Editor* line.
2. In window, click *New* button, the name of the new macro will appear in the window on the right *Macro Name*. The new macro will be named *Macro_0*.
3. To record a macro, press *Start Record* button (the button will change its value to *Stop Record*), enter a combination of numbers, letters, or function keys on the keyboard. The entered characters will appear in *Action* window.
4. Click *Stop Record* button, the macro recording is complete. The created macro can now be assigned to any user-friendly mouse button. A list of available macros will appear in the button settings menu.

If you want the macro to repeat the required number of times, enter the number of iterations in *Times* window. Set *Delay* checkbox implements the delay between pressing and releasing the keys.

SETTING FIRING PARAMETERS

Gun editor editor tab allows you to adjust the accuracy of shooting (self-suppressing the recoil of the weapon), shooting mode, several times at a time. Shots are concentrated for the most accurate shooting.

On the left in the screenshot (Fig. 7.), pre-settings are available for different types of weapons, all settings for six types of weapons.

Select gun – select the weapon that will be available in *Gun Function* menu when setting the button to change the weapon.

Fire regulation:

Rate – magnitude of the pause between shots.

Times – number of repetitions, from 1 to 255. If you set *Endless* option, the repetitions will be while the fire button is pressed.

Adjustment of shots from the weapon can also be made by changing the position of the red dot.

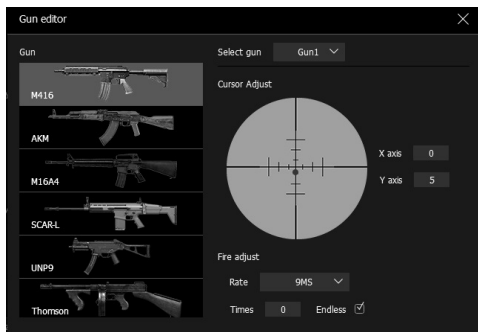


Fig. 7.

User Manual

RX-G975

FREQUENCY OF THE MOUSE

The polling frequency is a characteristic that shows how often the processor polls the matrix. In the program you can set the mouse polling frequency from 125 to 1000Hz. In *Report Rate* line, select the desired sensor polling frequency.

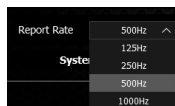


Fig. 8.

SYSTEM SETTINGS

Mouse Speed – speed of the cursor

DoubleClick Speed – double click speed

Number of Rows – number of scroll lines

Scroll one Screen – postorinkova scrolling

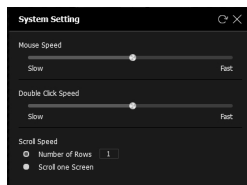


Fig. 9.

DPI SETTINGS (SENSOR RESOLUTION)

Mouse Speed – speed of the cursor on the screen

DoubleClick Speed – double click speed

Number of Rows – number of scroll lines

Scroll one Screen – postorinkova scrolling

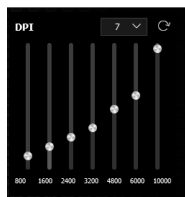


Fig. 10.

MOUSE BACKLIGHT SETTINGS

In *Light* field you can select lighting modes, light effects can be selected by clicking on the pop-up menu, a total of 11 modes are available. *Brightness* – brightness of illumination. *Color* – color selection for static backlight modes. Use the color switch from 1 to 8 to assign a color from an existing palette or create your own. You can also enter the RGB color code.

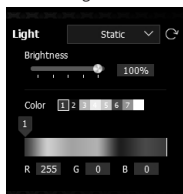


Fig. 11.

TECHNICAL SPECIFICATIONS

Parameter, measurement unit	Value
Q-ty of buttons	9 + 1 (scroll wheel)
OS compatibility	Windows
Interface	USB
Resolution, DPI	200-10000
Cable length, m	1.8
Dimensions, mm	132 × 76 × 42
Weight, g	138

Notes. Technical specifications given in this table are supplemental information and cannot give occasion to claims. Technical specifications are subject to change without notice due to the improvement of SVEN production.



Gaming Mouse

SVEN®

Model: RX-G975

Importer: Tiralana OY, Office 102, Kotolahdentie 15, 48310 Kotka, Finland.

Импортер в России: ООО «Регард», 105082, г. Москва, ул. Фридриха Энгельса, д.75, стр. 5. Уполномоченная организация в России: ООО «РТ-Ф», 105082, г. Москва, ул. Фридриха Энгельса, д. 56, стр. 1. Условия гарантийного обслуживания смотрите в гарантийном талоне или на сайте **www.sven.fi**. Гарантийный срок: 12 мес. Срок службы: 5 лет. Производитель: «СВЕН ПТЕ. Лимитед», 176 Джу Чиат Роуд, № 02-02, Сингапур, 427447. Произведено под контролем «Свен Скандинавия Лимитед», 48310, Финляндия, Котка, Котolahдентие, 15. Сделано в Китае.

Manufacturer: SVEN PTE. LTD, 176 Joo Chiat Road, № 02-02, Singapore, 427447.
Produced under the control of Oy Sven Scandinavia Ltd, 15, Kotolahdentie, Kotka, Finland, 48310. Made in China.

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