



SKILLER SGK60

MANUAL



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1. Specifications

1.1 General

Type	Gaming Keyboard
Switch Technology	Mechanical (Kailh BOX Red, Kailh BOX Brown, Kailh BOX White)
Illumination	RGB
Adjustable Illumination	✓
Lighting Effects	✓
Max. Polling Rate	1,000 Hz
Gaming Mode	✓
Block	3-Block Layout
Onboard Memory for Game Profiles	✓
Capacity of Onboard Memory	64 kB
Detachable Cable	✓
Weight incl. Cable	1,056 g
Weight without Cable	1,014 g
Dimensions (L x W x H)	450.2 x 164.5 x 38.4 mm
Supported Operating Systems	Windows

1.2 Key Properties

Multimedia Keys	3
Macro Keys	1
Function Keys with Preset Multimedia Actions	✓
N-Key Rollover Support	✓
Arrow Keys Functions are Interchangeable with the WASD Section	✓
Operating Force	45 ± 10 g (Kailh BOX Red, Kailh BOX Brown) 45 ± 15 g (Kailh BOX White)
Switch	Linear (Kailh BOX Red) Tactile (Kailh BOX Brown, Kailh BOX White)
Distance to Actuation Point	1.8 mm
Operating Life Cycles of Keys	Min. 80 Million Keystrokes



1. Specifications

1.3 Cable and Connectors

Connector	USB Type-C
Textile Braided Cable	✓
Cable Length	180 cm
Gold-Plated USB Plug	✓

1.4 Software Properties

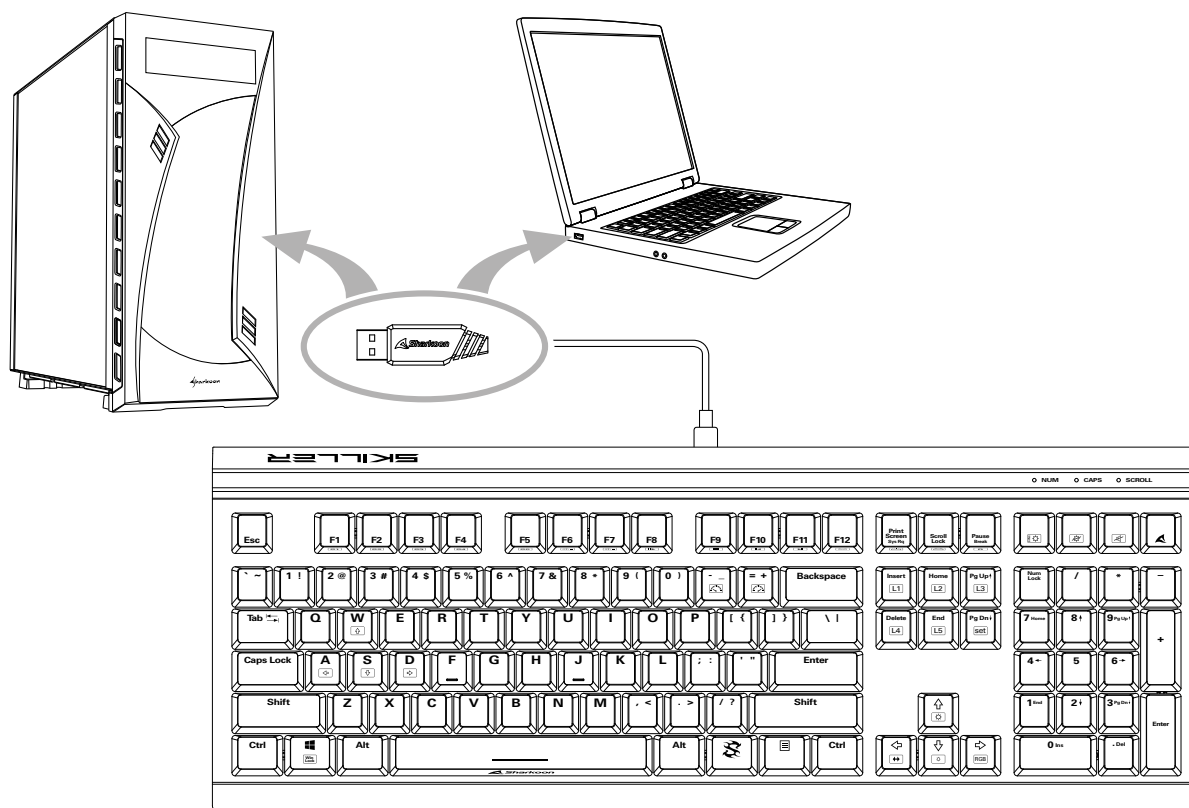
Gaming Software	✓
Individually Configurable Key Functions	✓
Number of Profiles	20

1.5 Package Contents

- SKILLER SGK60
- PBT Keycap Set
- USB Cable (180 cm)
- Manual



2. Installation



3. Software Installation

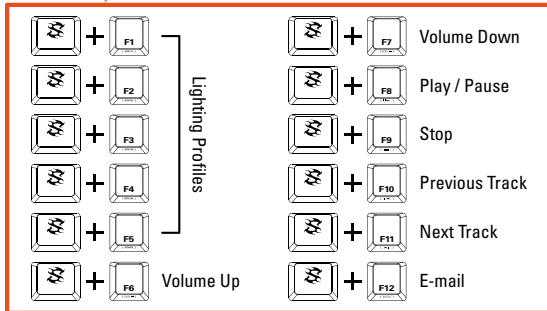
Download the software for the SKILLER SGK60 from the Sharkoon website at www.sharkoon.com. Unzip the ZIP file in a folder of your choice and then double click on the SKILLER_SGK60 icon to launch the installation.

Follow the instructions of the setup wizard and then click on “Finish” to complete the installation. The SKILLER SGK60 symbol will then appear on the desktop. The software has now been successfully installed.

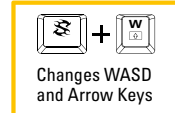
To start the gaming software, double click on the symbol. *Please note:* The gaming software continuously runs in the background while the computer is on. Only this allows the full range of functions of the SGK60 to be used. The software symbol will be displayed in the Windows taskbar while the gaming software is running.

4. Overview

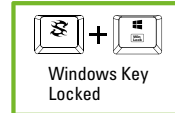
Function Keys with Preset Multimedia Actions



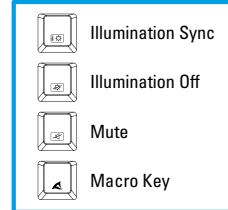
Arrow Keys Functions are Interchangeable with the WASD Section



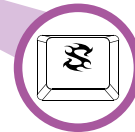
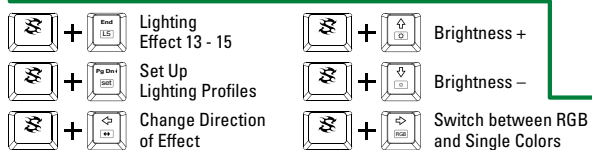
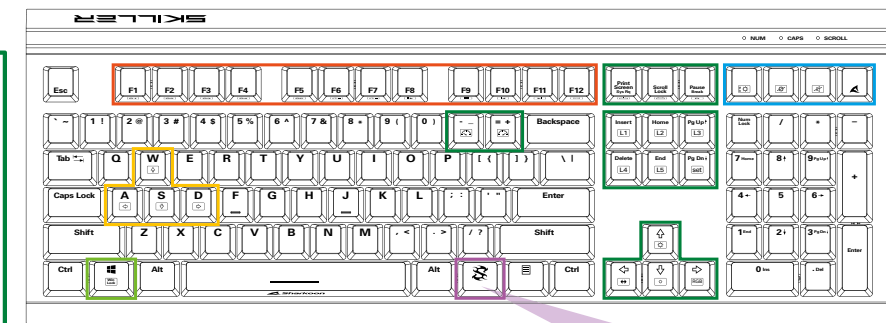
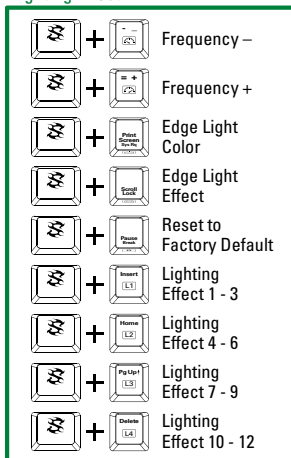
Key Lock Function



Additional Functions



Lighting Effect



4. Overview



4.1 Set Game Profile

The drop-down menu on the top left of the screen can be used to switch between the profiles that have been set up. Pressing the “plus” symbol creates a new profile. The entry of the name for the profile in the input field is confirmed by clicking on the “Rename” icon next to the input field. To delete a profile, it must first be selected in the drop-down menu. It will now be displayed on top of the drop-down menu. The selected profile is deleted by clicking on the garbage can icon below the input field.

Keyboard profiles can also be exported by clicking on the icon which is on the right-hand side, below the input field. They can be imported by clicking on the icon on the left side. Up to 20 profiles can be saved.

4. Overview



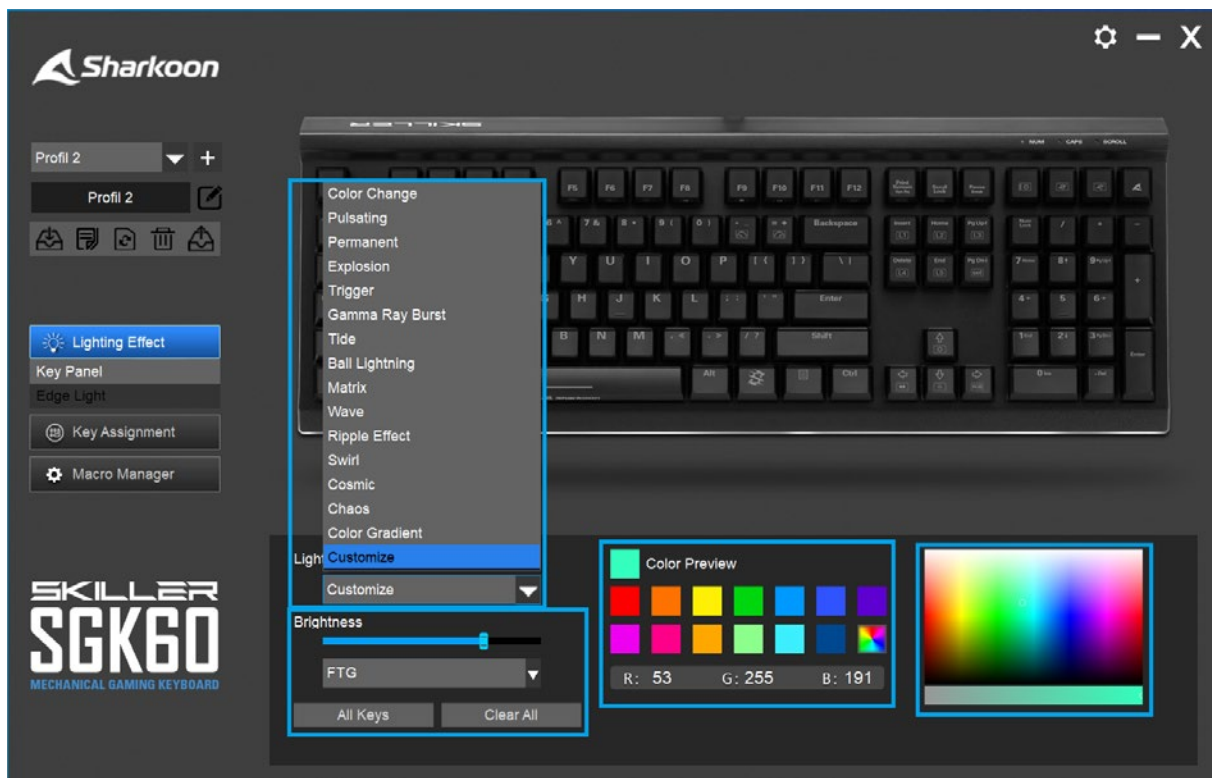
4.2 Set Lighting Effects for the Key Panel

The desired single or multi-colored lighting effect is set using the “Lighting Effect” drop-down menu. With the “Customize” option, you can assign your own color to each separate key.

The brightness of the selected lighting effect can be adjusted using the “Brightness” slide control. In the “Color Preview”, a color can be selected in which the keyboard should be displayed. A specific color tone can also be selected in the RGB color model field to the right of the “Color Preview”. If a color is selected beforehand in the “Color Preview”, this will be indicated in the RGB color model field.



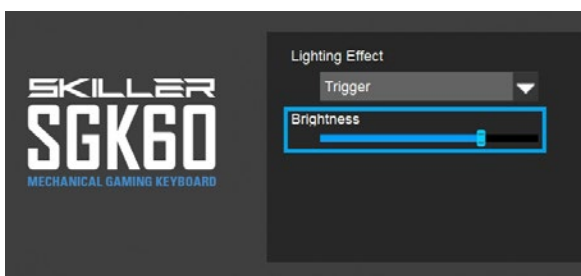
4. Overview



There are a total of 16 different lighting effects to choose from. The lighting effect can be given single-color tones by selecting a color box in the “Color Preview”. In order to have a multi-colored lighting effect, the multi-colored box on the very right in the bottom row can be selected. Underneath, in the “Color Preview”, the desired color can also be entered using the RGB values. A specific color tone can also be selected in the RGB color model field.

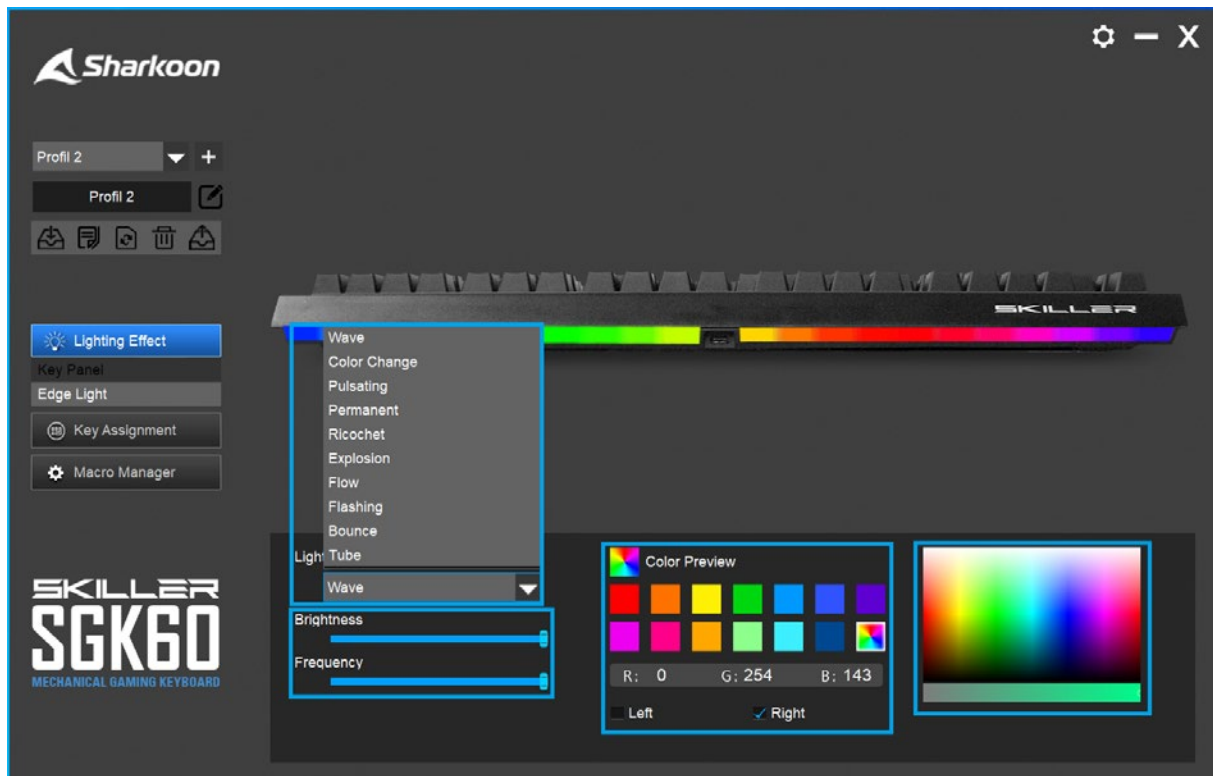
Specific keys can also be highlighted with other colors for different game modes. If the lighting effect “Customize” is selected, a certain game mode (MMORPG, FPS, etc.) can be selected from the drop-down menu below the “Lighting Effect” dropdown menu. The most frequently used keys of the respective game mode are now highlighted on the screen, while the rest of the keyboard remains unlit. Any of the the unlit keys can also be highlighted with a color, if desired.

To the right of the “Color Preview” there is also an RGB color model field that can be used to select a specific color for the lighting. The color can be assigned to a specific lighting effect, or if the lighting effect “Customize” is selected, the color can be assigned to chosen individual keys.



The slide control “Brightness” adjusts the brightness of the colors and effects. If the slide control is moved to the left, the brightness is decreased. If the slide control is moved to the right the brightness is increased.

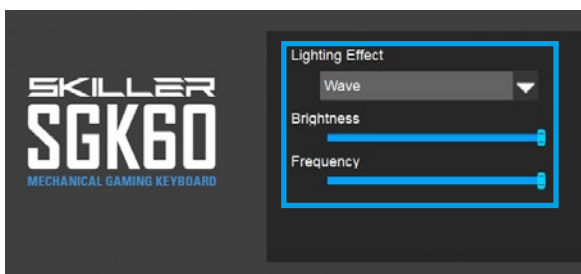
4. Overview



4.3 Set Lighting Effects for Edge Light

If the “Edge Light” option is selected from the “Lighting Effect” button, the lighting on the rear edge of the keyboard can be set.

The lighting effects for the Edge Light can be selected using the “Lighting Effect” drop-down menu. When you select one of the ten lighting effects, it is displayed on the Edge Light. A desired color can be selected from the “Color Preview”, and the selected lighting effect is then not displayed in multiple colors but in one color. A specific color tone can also be selected in the RGB color model field to the right of the “Color Preview”. As long as no specific color has been selected, the selected lighting effect is displayed in multiple colors.

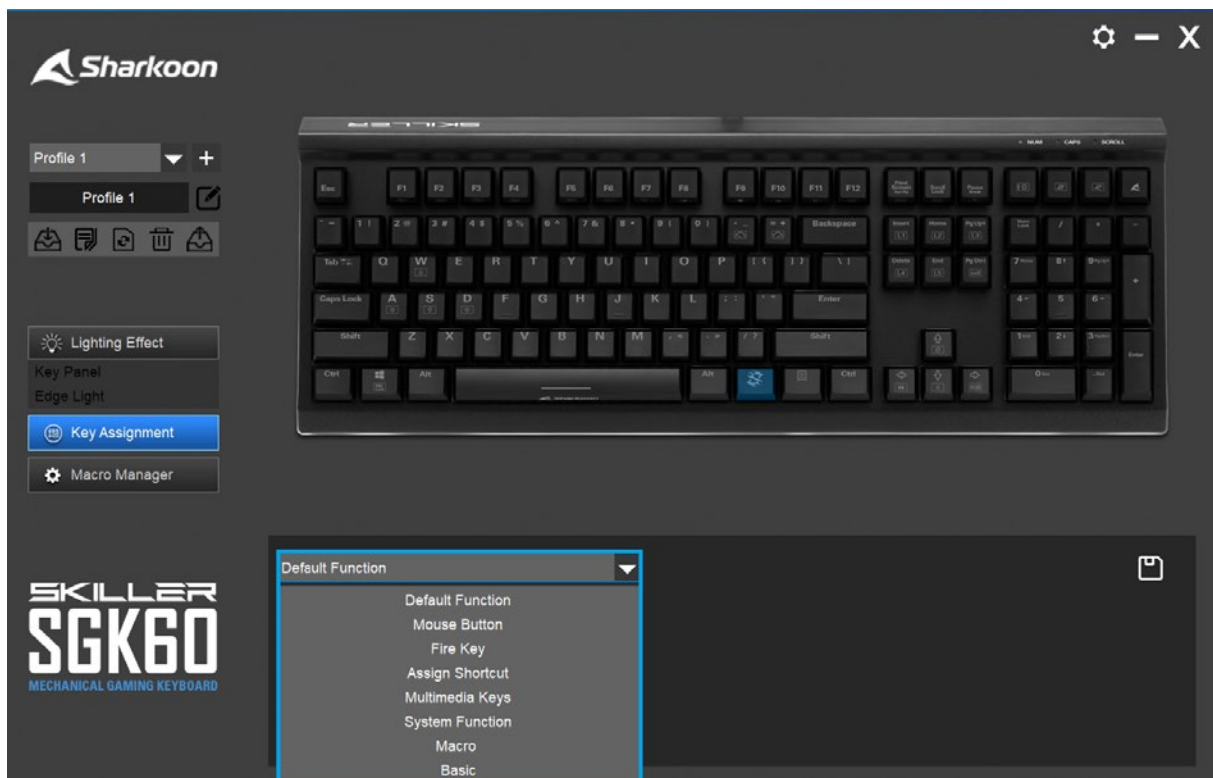


The brightness of the displayed lighting effect can be regulated using the “Brightness” slide control.

There are a total of ten different lighting effects for the Edge Light, on the back of the keyboard, to choose from.

The speed of the light effect output can be set in three stages using the “Frequency” slide control. If the slide control is moved to the left, the effect is displayed more slowly. If the slide control is moved to the right, it is displayed faster.

4. Overview



4.4 Key Assignments

Various functions for the keys of the main key panel can be set via the “Key Assignment” button. For example, mouse functions or multimedia functions can be assigned to the keys. To do this, click a key on the illustrated keyboard, then select such a function from the drop-down menu. The settings made can be saved using the diskette icon on the right-hand side.

The Windows key and the SKILLER function key are excluded from these personalized key functions.



4. Overview

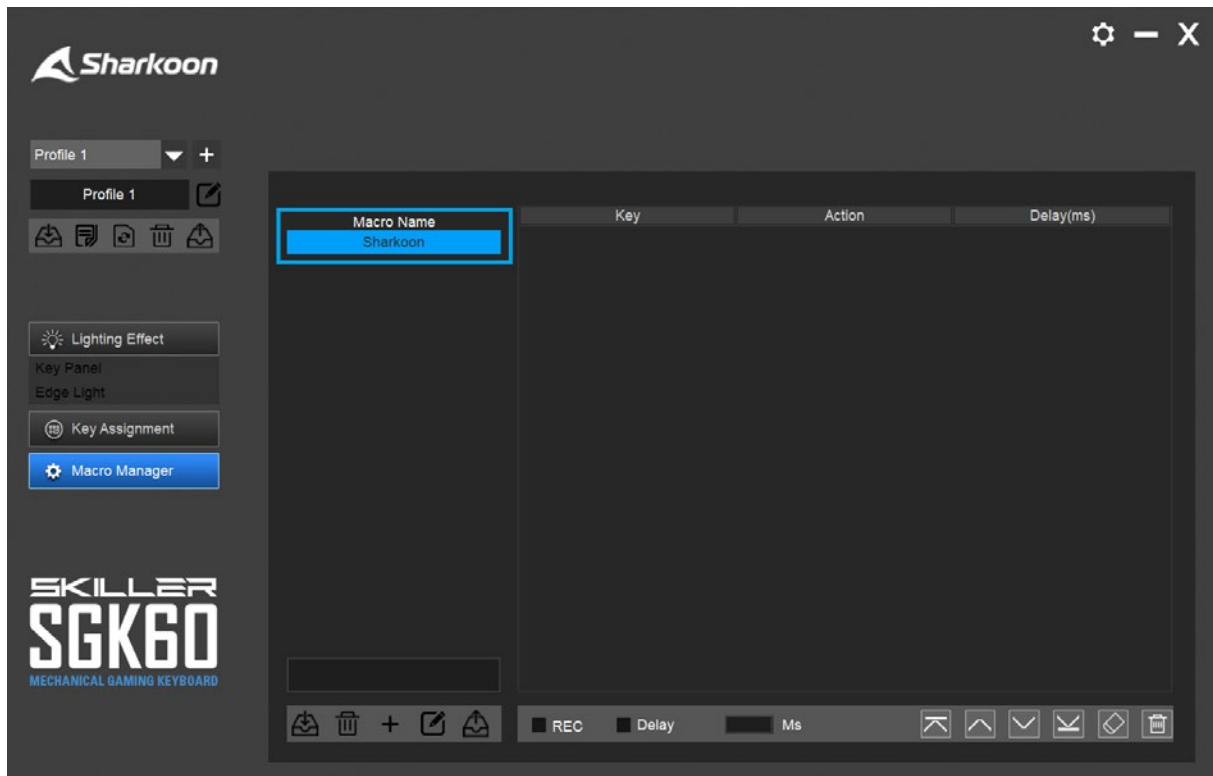


Some key assignments also have additional input fields, with which the desired function can be further specified. For example, for “Assign Shortcut”, you can select from five keys and assign these to another key of your choice on the keyboard. Under „Please press a key”, a desired key can be entered in the input field to the right of the plus sign. The SKILLER and Windows keys cannot be reassigned with a new function.

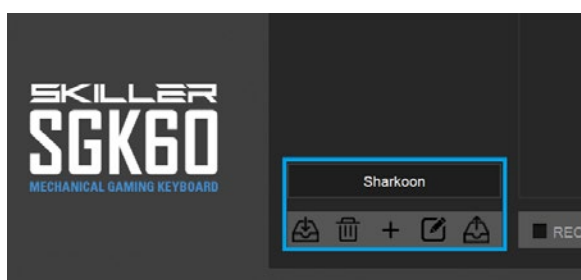
Keys to which new functions have already been assigned are indicated by a blue border in the illustrated keyboard. If you select one of these keys and assign it with another new function, the previously assigned function will be automatically overwritten.

To reset a key to its original function, first select the desired key from the illustrated keyboard. If “Default Function” is selected for this key, the key is reset and the blue border no longer appears.

5. Macro Manager

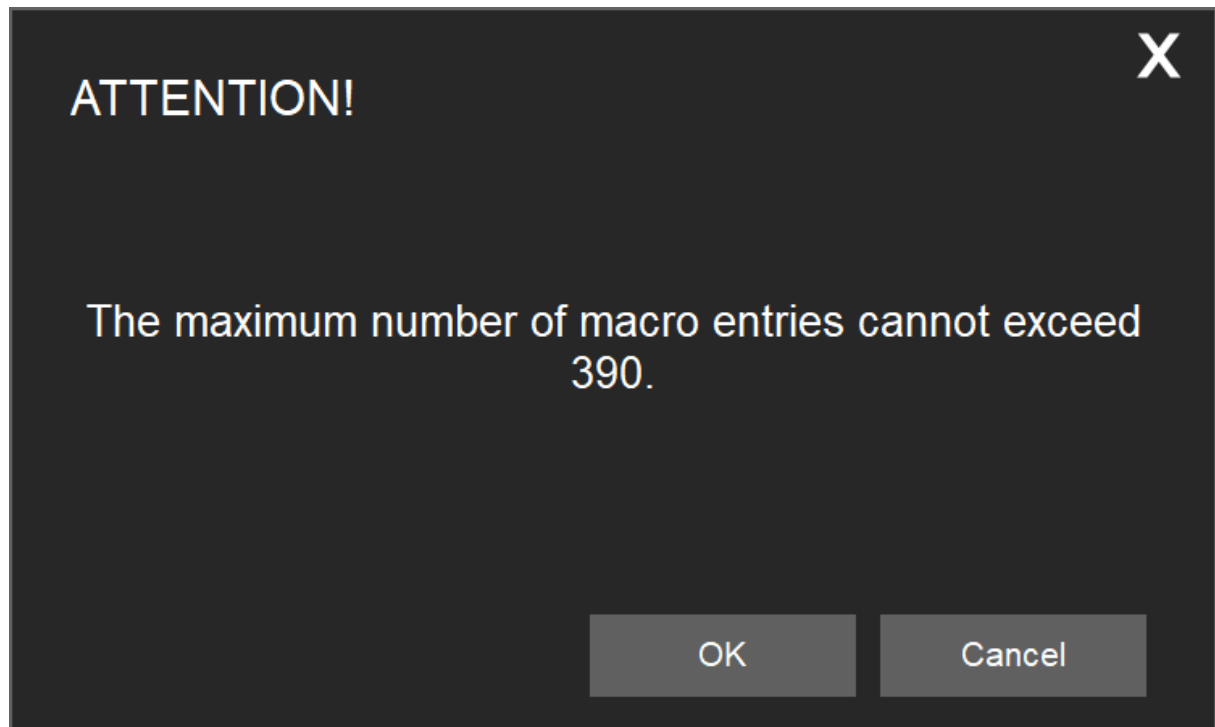


By pressing the “Macro Manager” button below the “Key Assignment” button, you open the Macro Manager settings. Before macro actions can be recorded here, a new macro must first be created. Using the icons in the toolbar below the input field, the macro can be confirmed, and further macros can be imported exported, or existing macros can be deleted or edited.



If the icon on the left, below the input field, is clicked, macros can be imported from a selected location. If the icon on the right is clicked, macros can be exported to a desired storage location.

Clicking the plus symbol creates a new macro. A name can be assigned to the macro by entering it in the input field above the toolbar. By clicking on the “Rename” symbol to the right of the plus symbol, this name is used for the selected macro.



5.1 Editing Macros

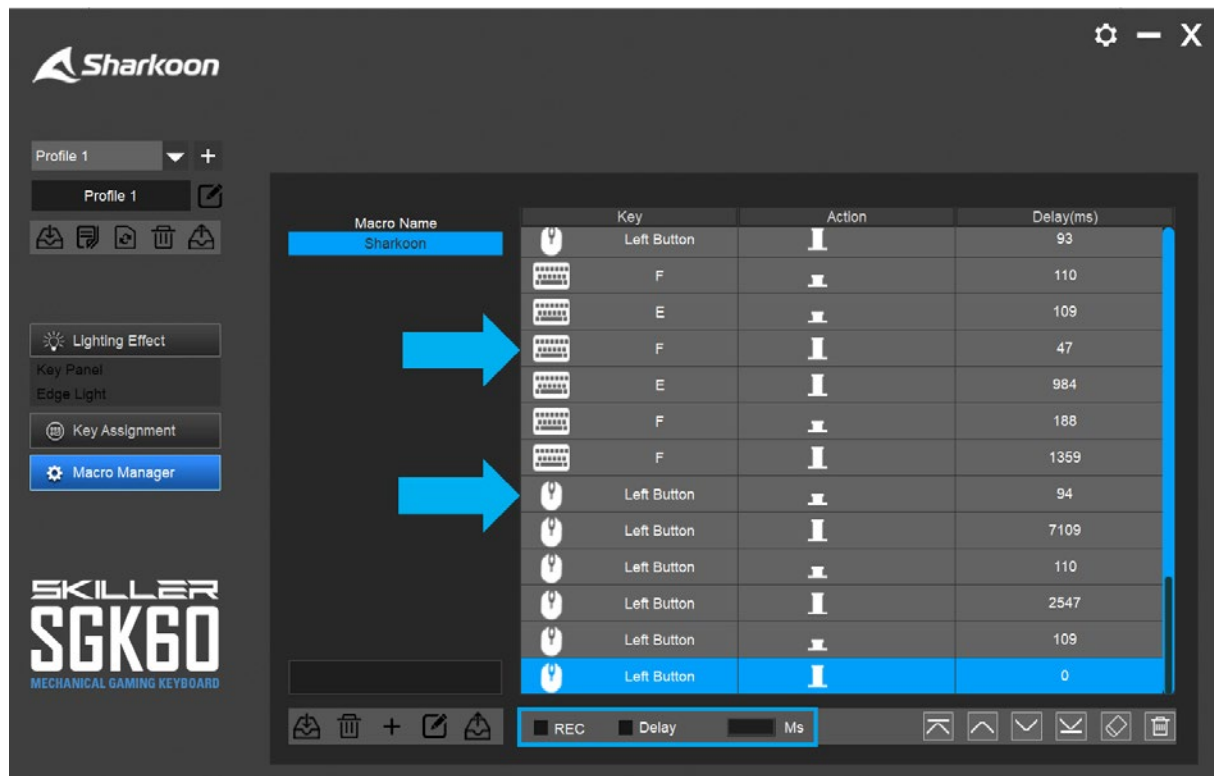
This window appears

- when a very first macro is created;
- when all existing macros have been deleted and a new first macro is created;
- when macro recording has ended and the maximum of 390 macro actions has been reached or exceeded.

ATTENTION: This message does not appear during macro recording if the maximum of 390 macro actions has been exceeded!



5. Macro Manager



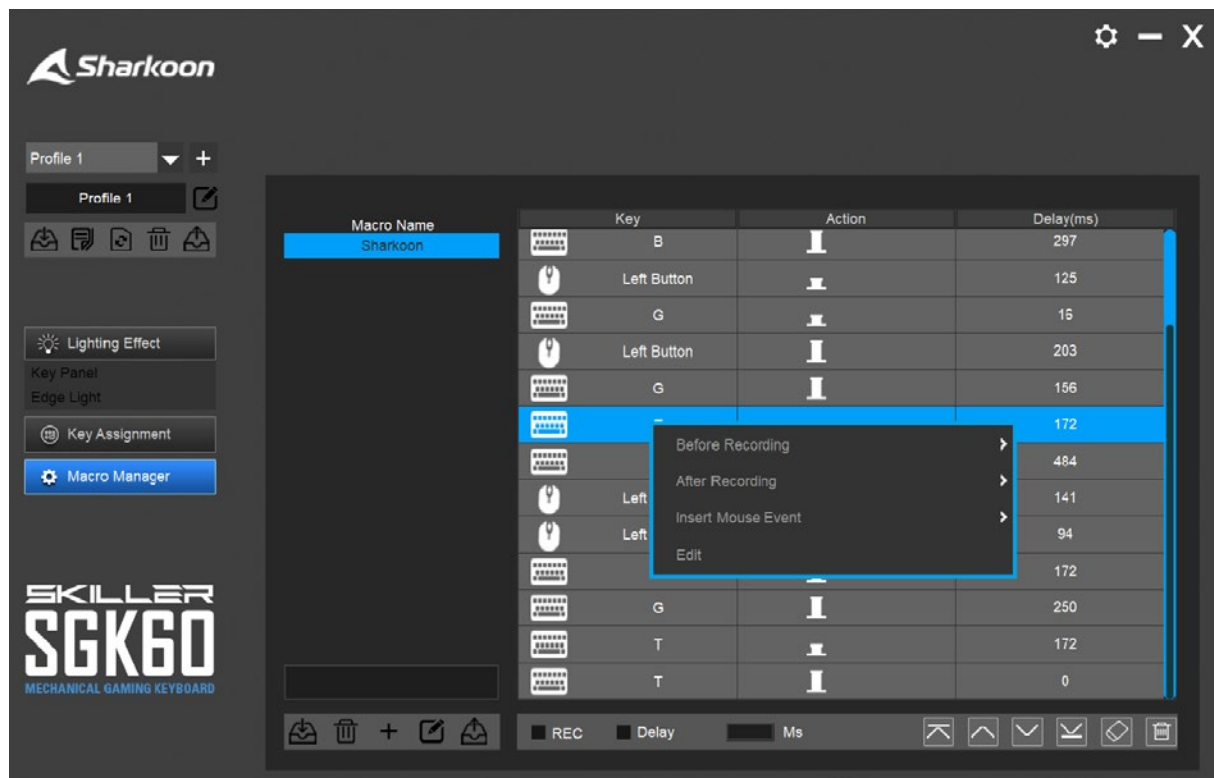
The macro entries entered are displayed in four columns in the form of pictogram symbols and the entered characters. It can also be seen that every keystroke and mouse button click is recorded twice: as a push and as a release of the key or button. The fourth column shows the duration of the input.

When the “REC” box is clicked on, a check appears, and every input - inside and outside of the software - is recorded. The inputs are categorized between keyboard keystrokes and mouse button clicks. The corresponding symbols can be found in the first column. The chosen key character or mouse button appears in the second column. The delay time of the keystroke or mouse button click is also recorded. This is displayed in the very right column of the macro input window. The delay time of the keystroke or mouse click is given in milliseconds. To finish the recording, click on the “STOP” box.

The delays can also be set and edited after recording the macro. To set delays, “STOP” must first be clicked, if not already done so, in order to interrupt the macro recording. If a check mark is now placed in the “Ms” box, the desired delay can be set in milliseconds. All macro actions that are now entered will be set in the selected macro with this delay. After the recording, an individual delay time in the fourth column can be altered when it is clicked on.

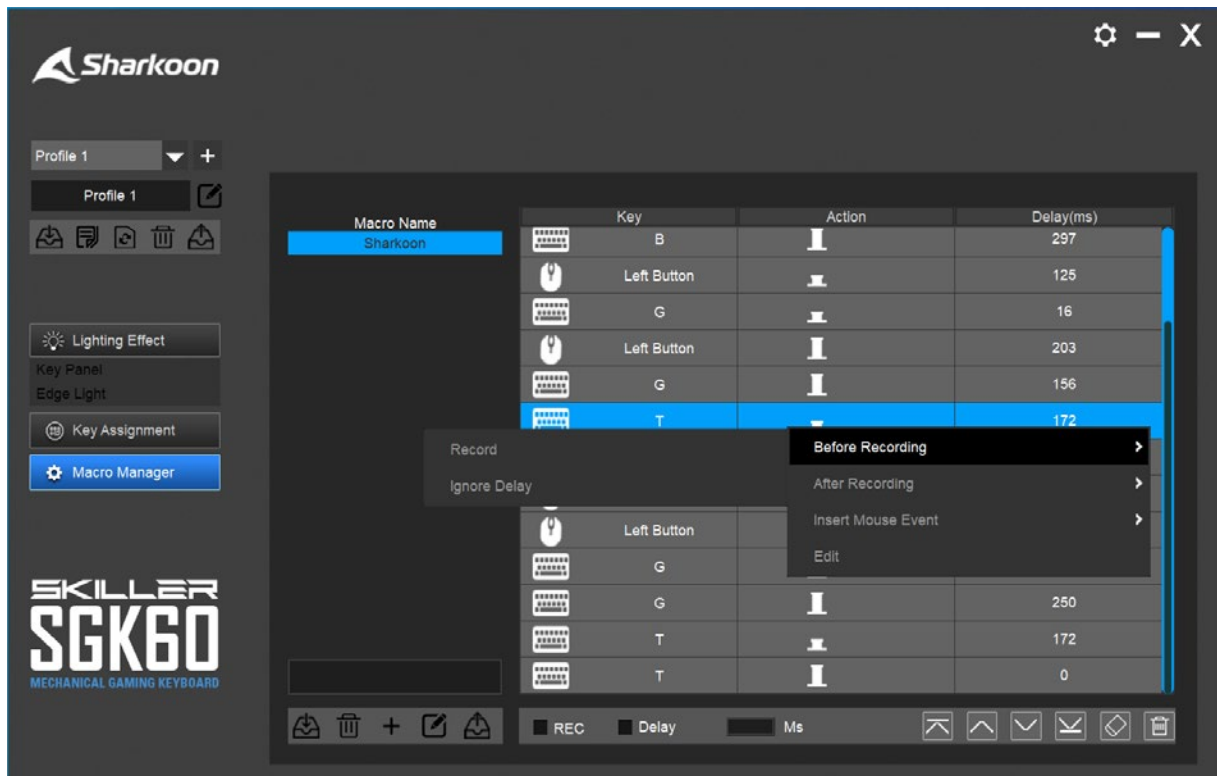


5. Macro Manager

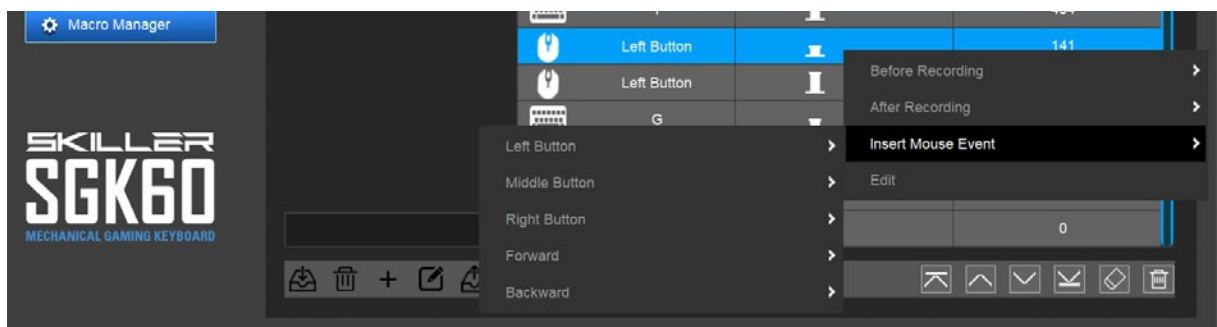


If a macro action is double-clicked, it can be edited. The selected entry is now highlighted in blue and a pop-up window appears with four options. If an option is selected in this window, another window opens with additional settings for the selected macro action. These include, among other things, playback delays.

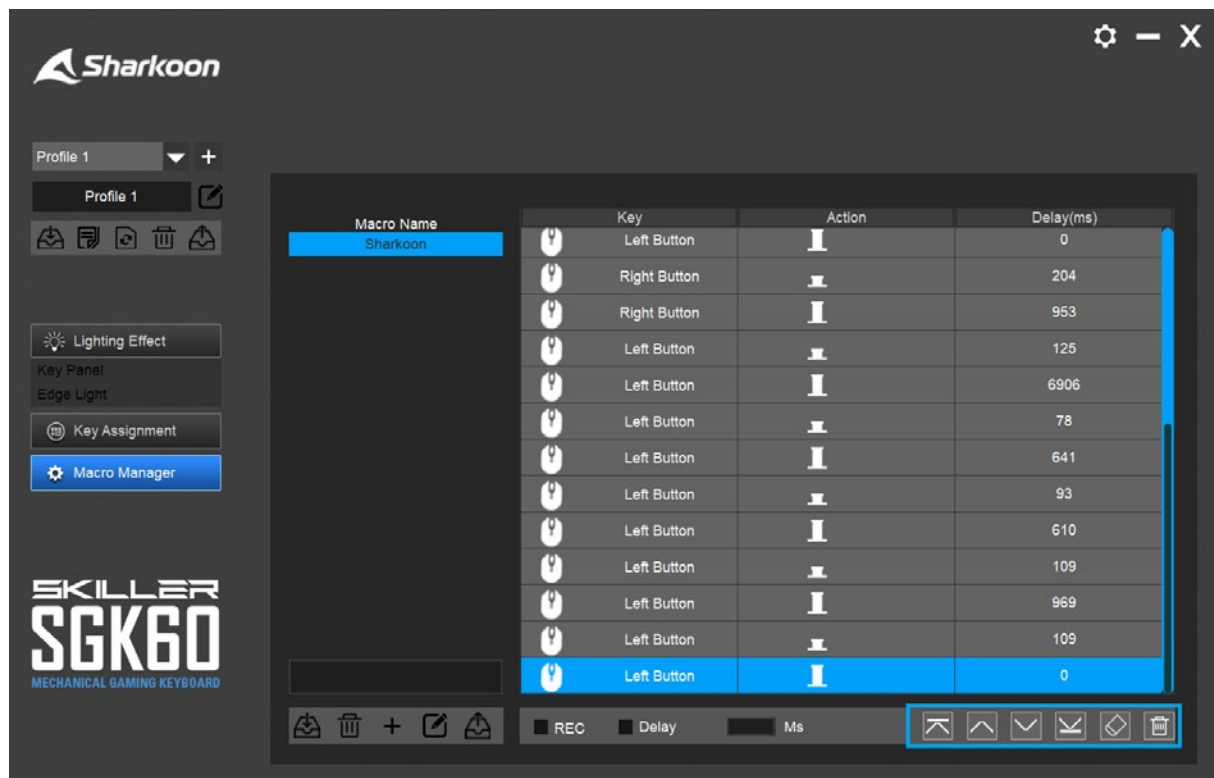
5. Macro Manager



The selection options are the same for both the keyboard key and mouse button: For example, the action of the input can be completely changed or the delay can be removed. The “Insert Mouse Event” option allows forward and backward mouse buttons to be set as macro actions. The left, right and middle mouse buttons can also be set as macro actions. Macro actions can be recorded without a delay using the “Ignore Delay” option. With “Before Recording”, these macro actions are recorded before the selected macro action. With “After Recording”, these macro actions are recorded after the selected macro action. If the “Record” option is selected, macro actions are inserted with a delay.

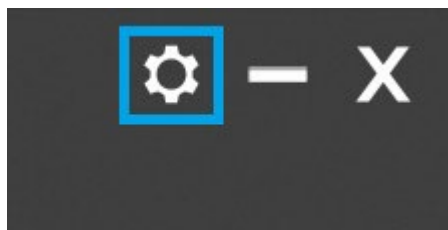
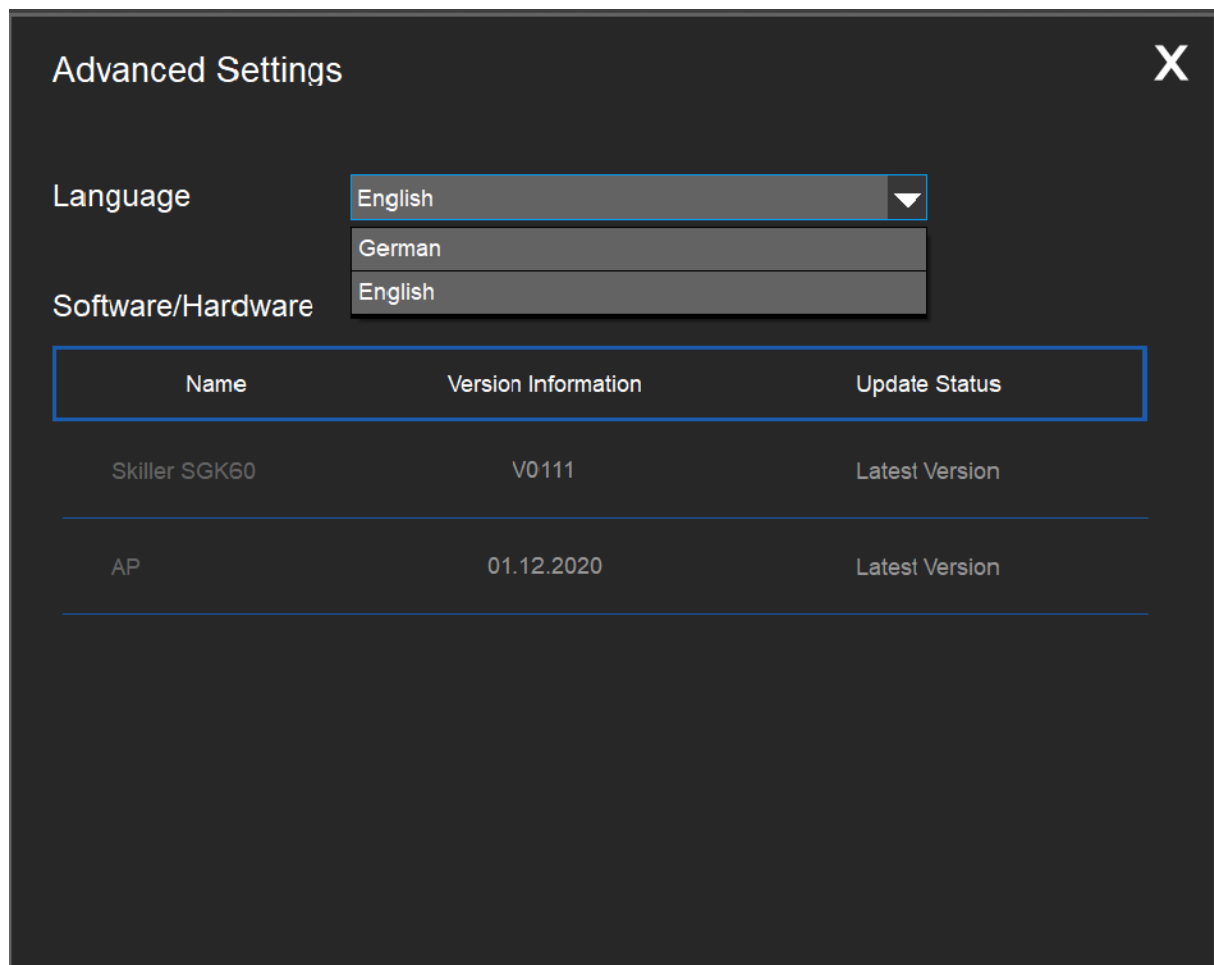


5. Macro Manager



The selected macro action can be moved in its position within the recording using the arrow buttons on the bottom right-hand edge of the macro manager. The macro action must first be selected and clicked on. Using the buttons with the arrow symbols, it can now be moved up or down. The second and third arrow buttons move the macro action up or down, one position at a time. The first and fourth arrows move the macro action all the way up or all the way down.

6. Settings



On the upper right side of the window is the settings icon, which, among other things, can be used to check the firmware version or change the language.

The language can be changed via a drop-down menu. When this is opened after opening the settings, the desired language for the software can be selected.

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Disposal of your old product

Your product is designed and manufactured with high quality materials and components, which can be recycled and reused.



When this crossed-out wheeled bin symbol is attached to a product, it means the product is covered by the European Directive 2012/19/EU.

Please be informed about the local separate collection system for electrical and electronic products.

Please act according to your local rules and do not dispose of your old products with your normal household waste. The correct disposal of your old product will help prevent potential negative consequences to the environment and human health.

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