

USER MANUAL

USB Gaming Keyboard Chip

Version: 1.00

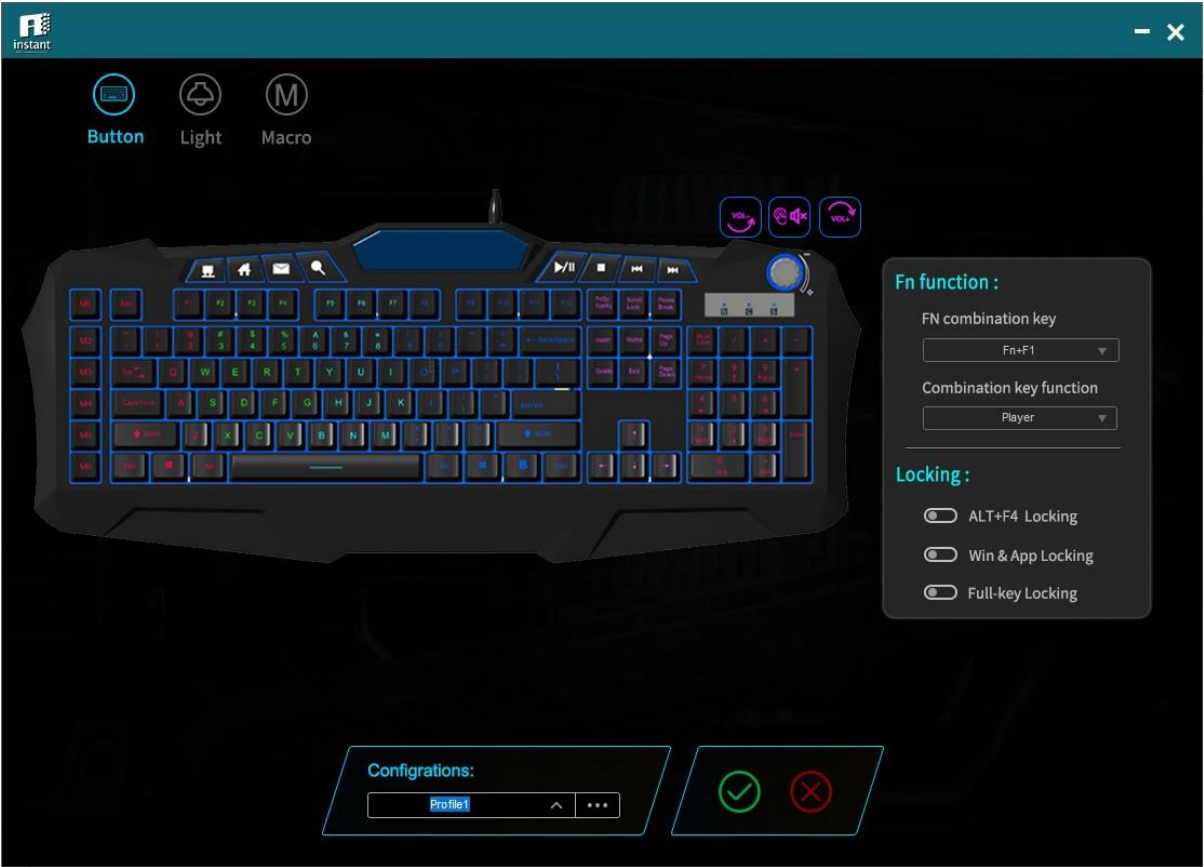


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1.Introduction



This driver has three pages: button settings, lighting settings, and macro settings. The user can click the corresponding tab to switch pages.

This driver sets the game mode of the keyboard, the configuration is stored in the memory chip, and will not be lost after power failure.

After power on again, it will return to the normal mode, and switch to the game mode by pressing the Fn key combination (default Fn+M).

1.1 Driver on/off

The driver can only be inserted into "Instant Game Keyboard", and the product information built into the keyboard is consistent with the information provided by the burning program (please refer to the instruction of the burning program for details), then the driver interface can be opened, and the driver will exit automatically after the keyboard is pulled out.



1.1.1 Minimize and hide the driver interface

There are two bus in the upper right corner of the driver interface  , the minimize button on the left and the hidden button on the right. Click the minimize button to minimize the UI interface to the taskbar, click the closed window button, the UI interface is hidden, and the driver is placed in the tray. Double-click the tray icon, or click the right mouse button on the tray icon to open the pop-up menu and select “Display Window” to reopen the driver interface.

1.1.2 Turn off the driver.

After clicking the button on the interface  , the driver is placed in the tray. Right-click the tray icon to pop up a menu and select “Drop Out” to close the driver.

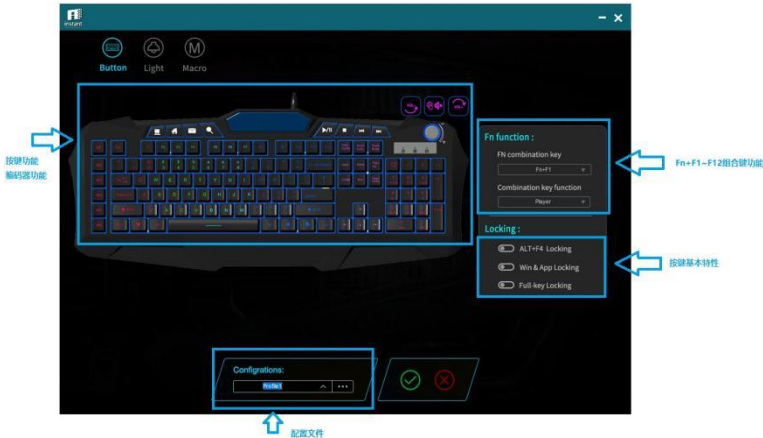


1.2 Application and cancellation.

Click the button  to automatically store the current configuration and write the configuration data into the keyboard. Click the button  to hide the driver interface and do not modify the keyboard configuration.

2. Button setting.

The tab page of button setting mainly includes configuration file, FN+F1~F12 key combination function, keyboard button function, basic button characteristic, encoder function. The function of any key of the keyboard can be modified by the driver software.



2.1 Configuration file

The driver can store up to 5 configuration files. When the number of new configuration file exceeds 5, a corresponding warning dialog bow will appear.

The Configuration file contains all the functional configuration items. After clicking , the current configuration file is automatically stored and the current configuration is stored in the keyboard.After switching the configuration file, the current configuration items will also be automatically saved. Add, delete, import, export, and reset operations can be performed by clicking the button 

2.2 Keyboard key function

The user can customize the function of each key of the keyboard, and the driver provides a variety of key options. The user can click the corresponding key and select the function to be modified in the pop-up dialog box.



2.2.1 Default

Click the “Default” button, the corresponding key function of the keyboard is the default factory function.

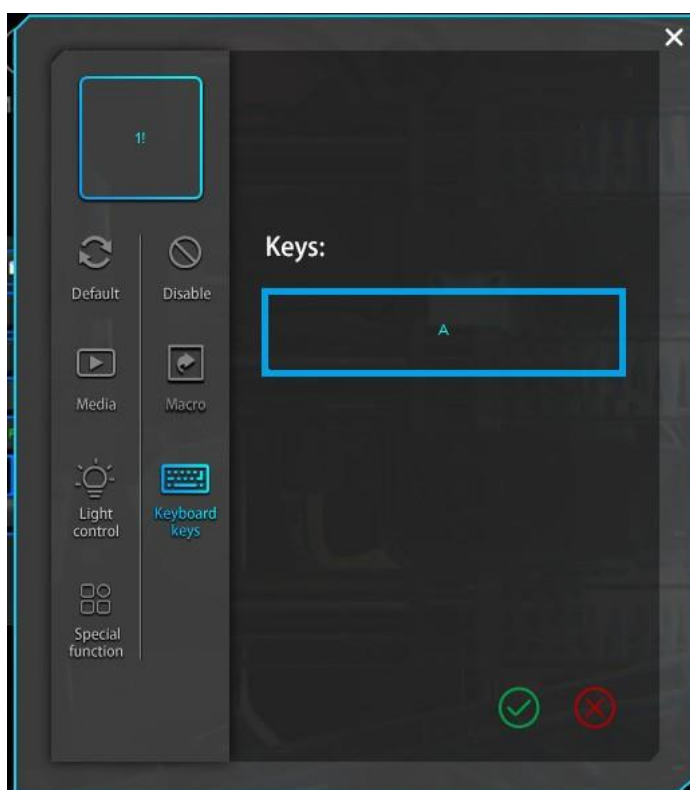
2.2.2 Keyboard function

“Keyboard keys” is the function of a single key on the keyboard. In the edit box of the button, click the left mouse button, and the frame will be highlighted at this time.

Press the key to be modified, the driver automatically obtains the currently pressed key, click  to modify the selected key to the defined key.

After the border is highlighted, the keyboard mode changes to normal mode(keyboard keys have the same functions as keyboard characters).which will not affect the configuration keyboard functions.

After finishing the configuration, return to the previous mode.



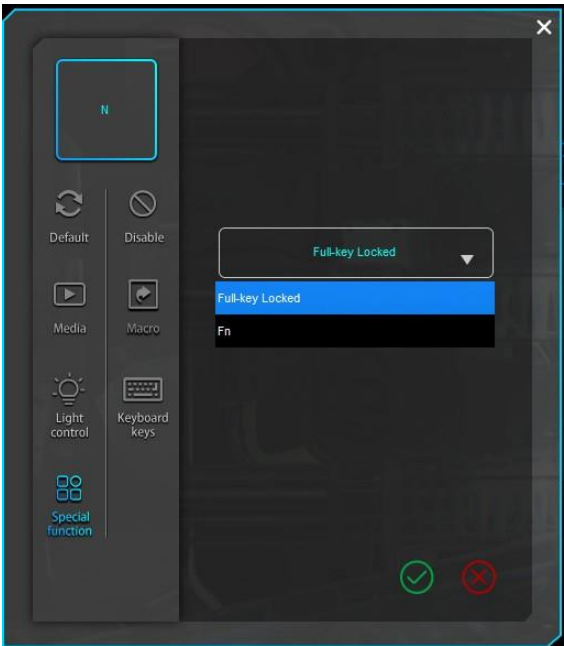
2.2.3 Macro

Macro is a combination of keyboard and mouse, which can realize combined functions such as keyboard buttons, mouse buttons, mouse movement, delay, etc. (see macro settings for details). Select the corresponding macro group and macro in the dialog box, and then click  to set the selected button to the macro function. The driver can set up to 20 buttons as macro functions. When the buttons set by the user exceed the limit, a corresponding error will pop up.

2.2.4 Special functions

The special functions mainly include: Fn, Full-key locked.

Special functions	Function definition
Fn	Define the key as Fn function key
Full-key locked	After pressing this function key, the keyboard keys are all locked, press again to unlock



2.2.5 Multimedia

Set any button as a multimedia function key.

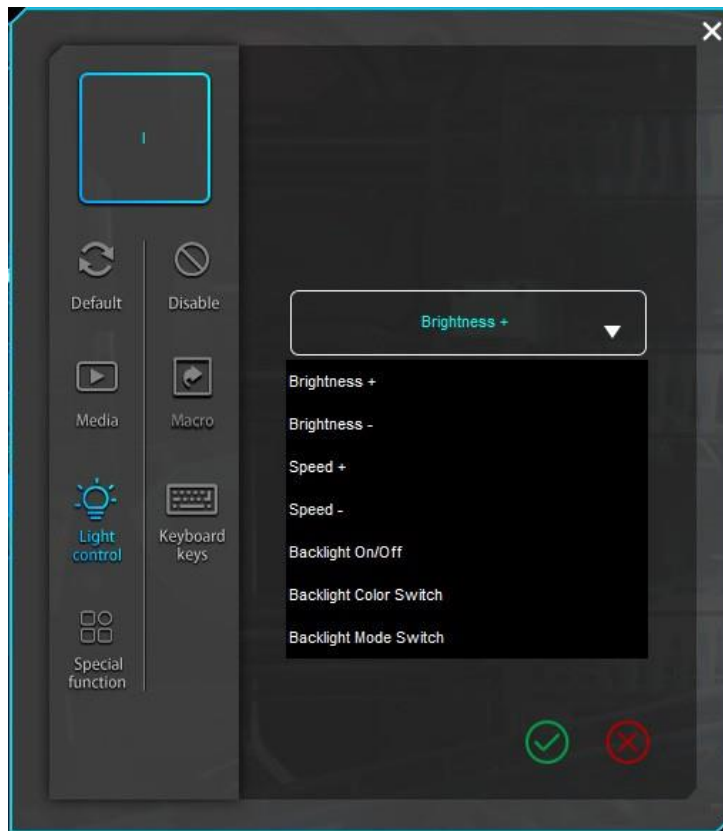


2.2.6 Lighting control

Set any key to light control key.

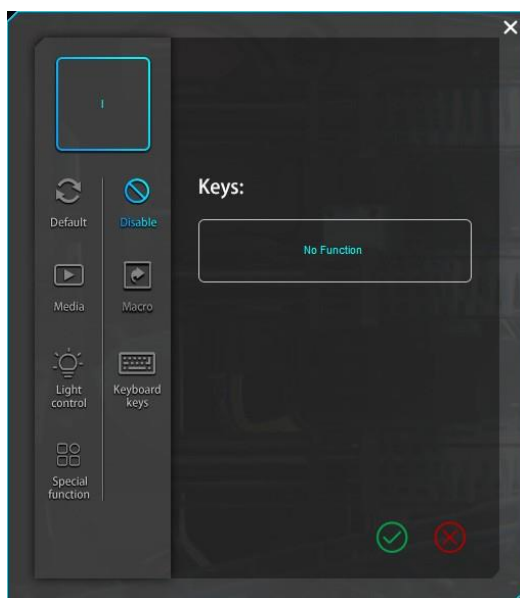
Lighting control	Function
Brightness+	Press the button of this function, the light brightness will increase
Brightness-	Press the button of this function, the light brightness will decrease
Speed+	Press the button of this function, the light movement speed will increase
Speed-	Press the button of this function, the light movement speed will decrease
Backlight on/off	Press the button of this function, the keyboard light will turn on/off
Backlight color switch	Press the button of this function, the keyboard light will switch into different colors
Backlight mode switch	Press the button of this function, the keyboard light will switch to other modes





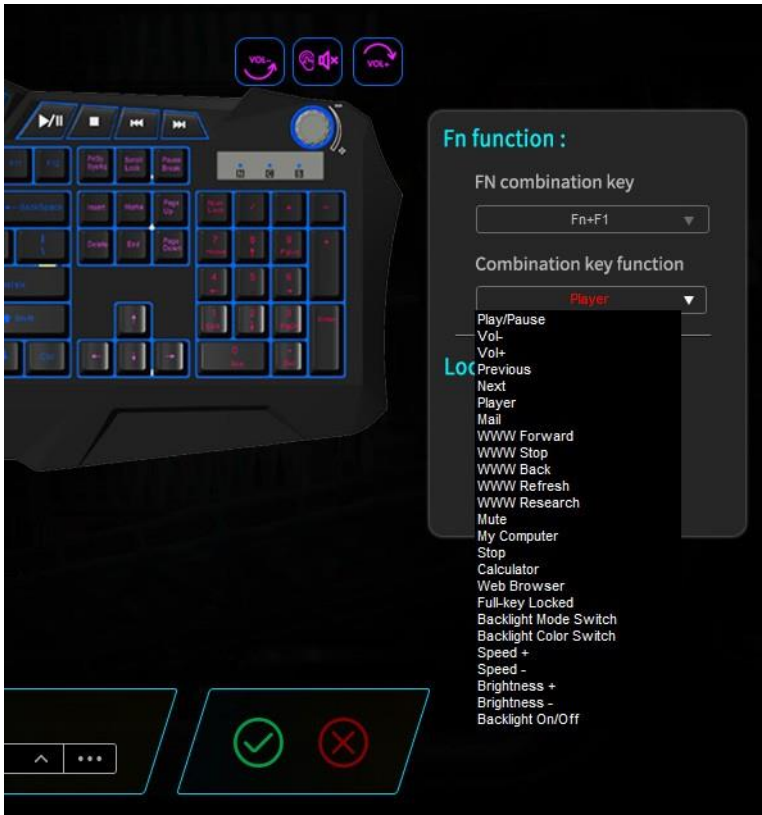
2.2.7 Disable

After selecting this function, the function of this button will be disabled.



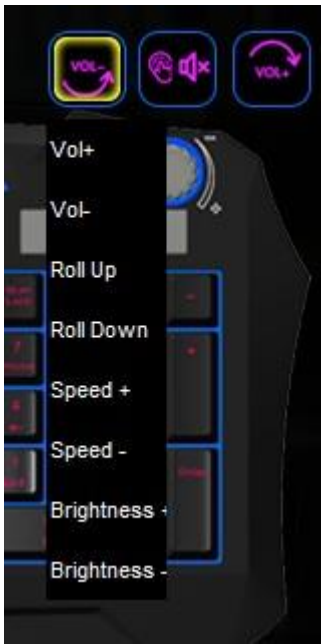
2.3 Fn combination keys

The driver can modify a total of 12 key combinations Fn+F1~f12.



2.4 Encoder function

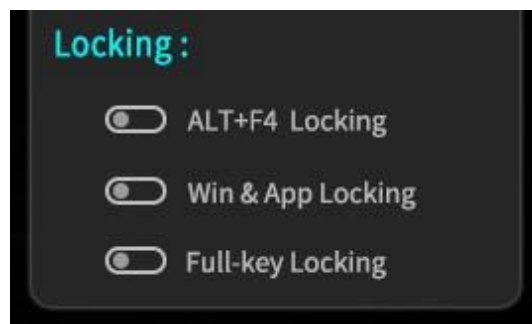
The user can customize the clockwise and anti-colockwise rotation functions of the encoder on the keyboard.



2.5 Basic characteristics of the keyboard

The basic features of the keyboard include: Alt+F4 disable, Win and App lock, All key lock, Win Lock, Game indicator function.

Basic feature	Description
Alt+F4 Locking	Disable Alt+F4 function (Alt+F4 is the short key for program/window close)
Win&App Locking	Lock Win key and App key
Full-key Locking	Lock all keys of the keyboard

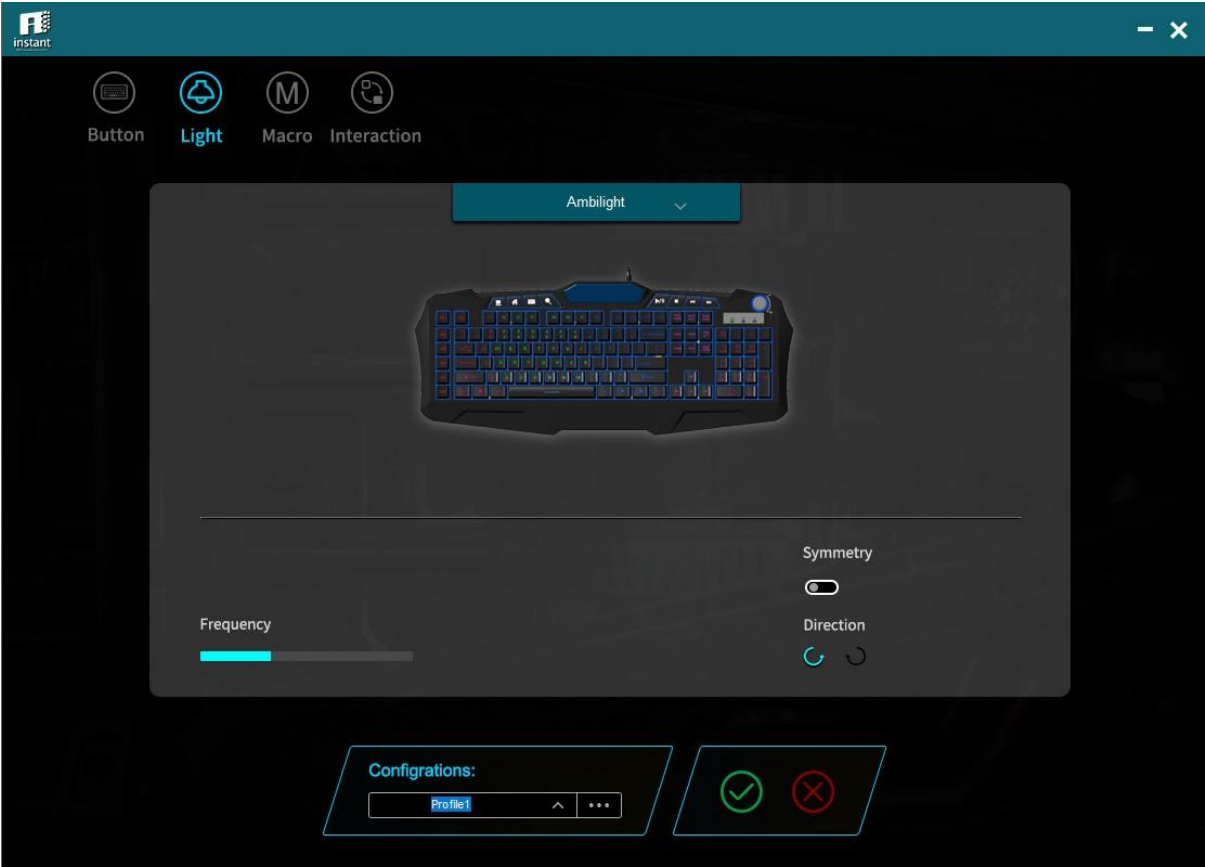


2.6 Other instructions

The keyboard keys and encoders that have been modified will be highlight.



3. Lighting settings



3.1 Backlight settings.
There are a total of 12 backlight modes, each of which has corresponding color and feature options.

Backlight	Backlight	呼吸	常亮	反应	霓虹	行云流水	单灯流水	彗星拖尾	流光溢彩	闪烁	单色波浪	分区	关灯
Color	User-defined backlight	√	√	√		√	√	√		√		√	
	Cycle/single color	√				√	√	√					
	Colors amount definition	√	√	√		√	√	√		√			
Feature	Forward			√		√	√	√	√		√		
	Reverse			√		√	√	√	√		√		
	Both way			√		√	√	√					
	Both-way					√							



	reverse												
	Symmetrical			√		√	√	√	√		√		
	Speed	√		√	√	√	√	√	√	√	√		
	Brightness		√	√		√	√	√					
	mode			√									



3.2 Colorful backlight colors

The backlight color is set to cycle and monochrome, only in the backlight mode that contains cycle colors can you click to switch between cycle and monochrome.



The user can modify the color of the backlight by clicking the color box to pop up the color editing dialog box. All 7 colors can support 16.8 million colors. Tick the check box to modify the gear (1-7 types) when switching the light color.



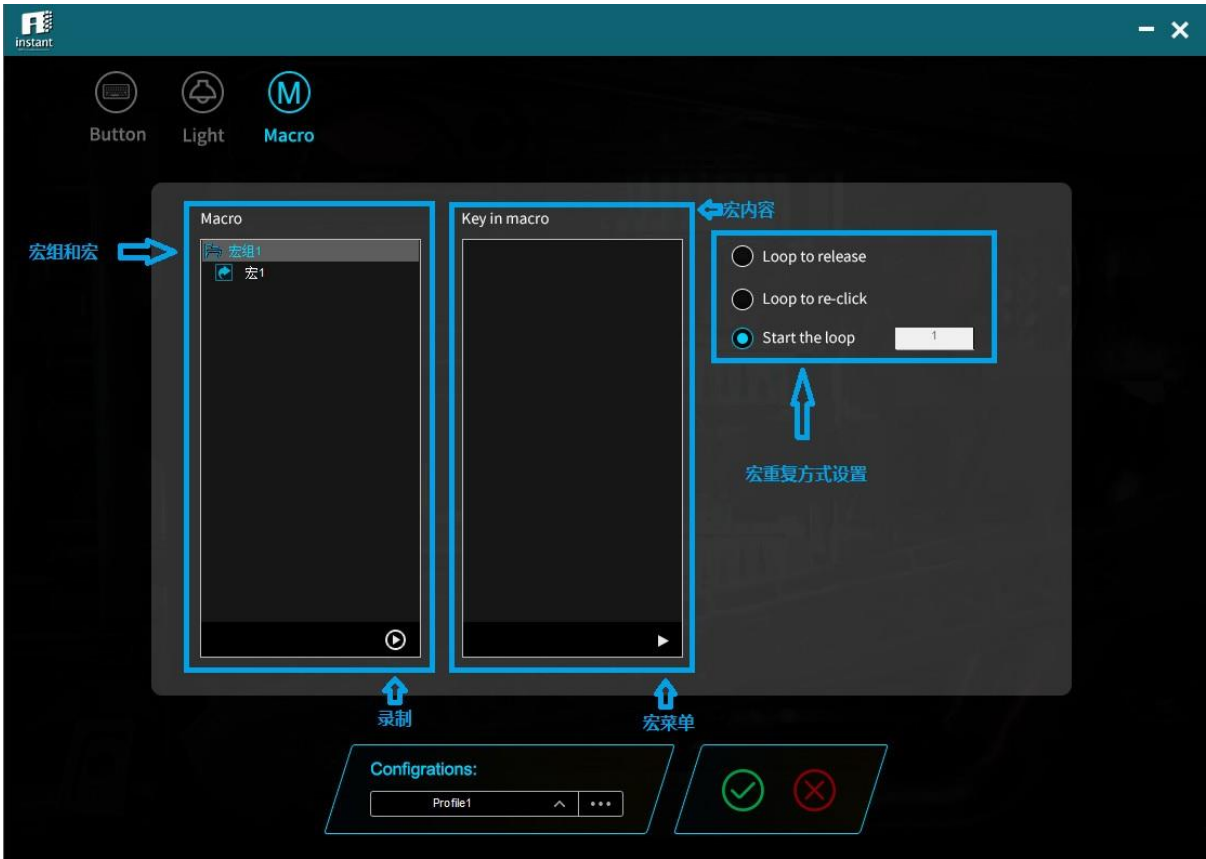
3.3 Colorful backlight features

Backlight characteristics: brightness, frequency, symmetry, direction. There are corresponding backlight feature selection in the corresponding backlight mode.



4. Micro-definition

Macros are widely used in modern games. Macros are shortcut keys that are composed of keyboard keys, mouse keys and mouse movement in sequence. A macro is assigned to a physical key, which is called a macro key. Clicking a macro key once is equivalent to performing a series of keyboard and mouse operations. Double-click the left mouse button at the position of the macro group to expand and collapse all the macros in the macro group.



4.1 Macro operation

4.1.1 New Macro Group and Macro

- 1. Click the right mouse button in the macro group edit box, and the right-click menu will pop up.



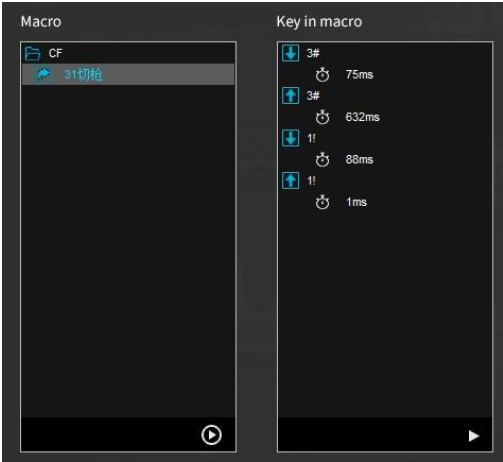
2. Select “Add a new macro group” from the right-click menu, and a macro group named “New” will appear in the macro group edit box. Right-click and select “Rename” to modify the name of the macro group, such as “CF”.
3. In the macro group position, click the right mouse button to pop up the right-click menu, select :Add a new macro”, create a new macro named “New”, right-click, select “Rename”, modify the macro name, such as “31 cut gun”.

4.1.2 Macro recording and macro editing

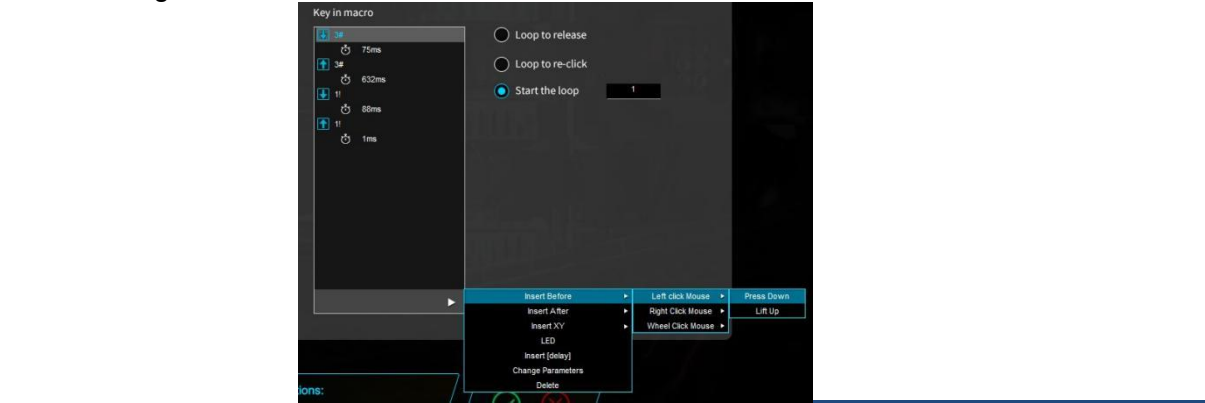
1. Select the macro to be recorded, click the button below , the driver software starts to record the macro button, this button changes to , press the combination button to record into the software.

For example, “3 press, 3 release, 1 press, 1 release”, click  after recording to end the recording.

During recording, the keyboard mode changes to normal mode (keyboard keys have the same functions as keyboard characters), which will not affect the recording macro function. After finishing recording, return to game mode.



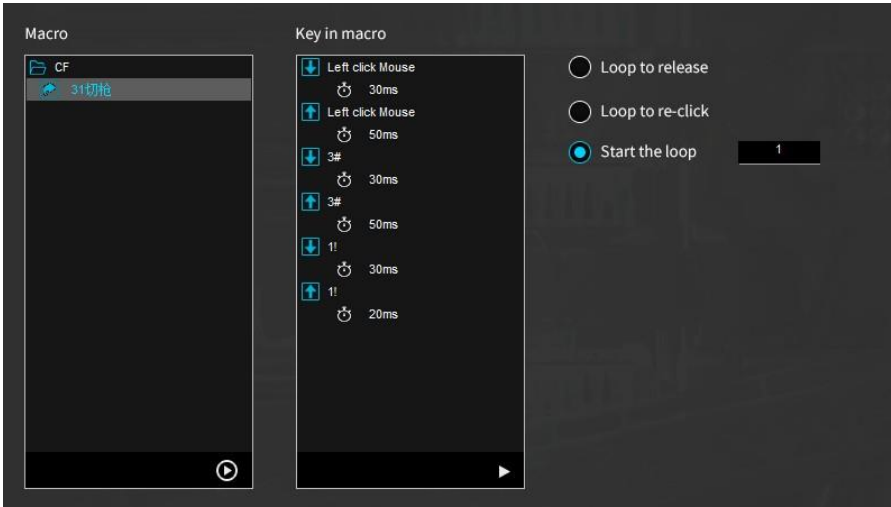
2. To inset the mouse button operation in the button list, select the position to insert the left mouse button and press it, click the button , a pop-up menu, select “Insert Before”→”Left click Mouse”→ “ Press Down”, “insert Before” is inserted before the currently selected macro list, and “Insert After” is inserted after the currently selected macro list, other actions of inserting the mouse are similar to this.



3. Select the delay in the macro list, click the button , and select “Change Parameters” in the Pop-up menu to modify the delay in the macro, or modify by double-clicking the left button.
4. Repeat the macro action, there are three options “Loop to release”, “Loop to re-click” and “Start the loop” to choose from

Macro definition	Description
Loop to release	When the macro button is pressed, the combined actions in the macro are executed repeatedly until the macro button is released
Loop to re-click	When the macro button is pressed, the combined actions in the macro are executed repeatedly, until the macro button is pressed again
Start the loop	When the macro button is pressed, the combined action in the macro repeats a fixed number of times and then ends. The number of times the macro is executed can be set through the edit box.

5. After the macro recording is completed, it is automatically saved, and you can go to the button setting page to modify the button to the macro function.



4.1.3 Macro recording steps of the gun

The following takes the continuous move “M16 Mid-range Pressure Gun Strike” in the game “PUBG Mobile” as an example to illustrate the recording steps of the pressure gun macro.

1. Create a new macro group and macro, see 4.1.1
2. In the key value edit column, click  to pop up a menu. Insert a left button to press and pop up.
3. Click , the pop-up menu, “Insert XY”→ “X-Y”, and by clicking , select “Change Parameters” to modify the amplitude of the pressure gun, the larger the value, the greater the amplitude of the pressure gun, and the faster the pressure gun.

4. Optimize the delay in the macro to optimize the pressure gun
5. Select "Loop to release" to configure the macro to be triggered by pressing and stop after release, after the press gun macro configuration is completed, on the button setting page, after configuring the corresponding button as the press gun macro press and hold this button to achieve Pressure gun operation.



4.2 Macro group import and export

The macro group supports import and export functions. Right-click the position of the macro group to be exported, the right-click menu will pop up, select "Export the macro group". and select the export path in the pop-up dialog box to export the macro group data, "Import the macro group". select the file with the suffix of dat in the pop-up dialog box to import the macro group, and the imported macro group is named the dat file name.

4.3 Delete Macro Group and Macro

To delete macro groups and macros, click the right mouse button on the macro group.macro position to be deleted, and select "Delete"to delete the corresponding macro groups and macros.



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