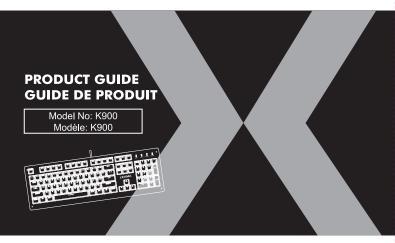


Mechanical Keyboard Clavier mécanique



English

Français

CAUTION: To use this product properly, please read the user's manual before installation ATTENTION: Pour utiliser ce produit correctement, s'il vous plaît lire le manuel de l'utilisateur avant l'installation

Ver.B A1806

Setup your mechanical keyboard

- Plug the mechanical keyboard into your PC or laptop via USB port
- The "found new hardware" notice will appear, do follow the instructions to complete the installation

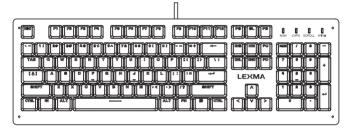
System Requirements

- * USB port support
- * Windows XP/Vista/7/8/10 or higher
- * Mac OS 10.5.X and higher

Package Contents

- * Mechanical Keyboard
- * Keycap Puller
- * User's manual

KEYBOARD



Specification and Functions Description

- 1. Keyboard Specification: 450*155*40mm
- 2. Aluminum Wire Drawing Technology Panel
- 3. 104-key Standard English keyboard with two-color plastic key cap
- 4. The bottom plate is made of ABS black materials
- 5. The USB line is 1.6 meter in length and shall be 6-core with shielding net and magnetic ring technology.
- 6. The key click mechanical switch can be used for 50 million times, whole keys do not conflict.
- 7. The working voltage is $4.5 \sim 5.5$ V, the working current is ≤ 250 ma.
- Support the common game mode, key backlight, customized recording keys with backlight. The FN+1 through 6 keys are the fixed key lights of game mode, and they can be customized and revised.
- Support 9 stunning LED light effect (including splash): Heaven Left (Splash), breathing/on mode, endless stream, inclined changing, ambilight, Pass without Trace/ Luminescence, Master of the Game.
- Support FN+"←/→"4 level speed regulating, FN+" ↑ / ↓ "4 level brightness adjustment ("Mixed light ripple" does not support brightness adjustment).
- Support the key of locking WIN and LED effects indication. After locking WIN key and App key, Win-lock
 indicator turns on, after the Win is de-locked, the Win-lock indicator turns off.

Light modes switching Sequence

After inserting the USB, the horse race lamp animation is shown, and then enters into the last functions and light mode used by the user.



Press FN + Ins, entering into "Breathing Mode".



Press FN + Ins for a second time, entering into "On Mode".



Press FN + Home, entering into "Endless Stream".



Press FN + PU, entering into "Inclined Changing".



 $\label{eq:press_$



Press **FN** + **End**, entering into "Pass without Trace" (Press one, one turns on).

Press FN + End for a second time, entering into "Luminescence", with the pressed keys as the center, emit and scatter a ring of colorful backlight in all directions.



Press FN + PD for a second, entering into the "Master of the Game".

■ Master of the Game Mode and Keys Customs Setting

 $FN + 1 = Game Mode 11 (FPS) - WSAD \uparrow \downarrow \leftarrow \rightarrow ESC On$

FN+2= Game Mode 2 $\,$ ($CF)\,$ - W S A D $\,$ Ctrl Shift Alt Space R G Q E B $\,1\!\sim\!5\,$ Home End PgupPgdn On

 $FN + 3 = Game\ Mode\ 2\ (COD) - QWERTASDFGCV1 \sim 7\ Ctrl\ Shift\ On$

FN+4=Game Mode $4 \pmod{-1}$ - 1 O Q W E R T Y U P A S D F G H K L Z X N M Shift Ctrl Alt Space On

FN + 5 = Game Mode 5 – Esc ~ 1~6 Tab Q W E R D F G V B Ctrl Alt Space On

 $FN + 6 = Game Mode 6-WRASDShift Ctrl Alt \uparrow \downarrow \longleftrightarrow On$

The light mode of the above master of the game can be accessed by pressing any button under any mode. Method of Customizing Light Mode: FN+PD = Recording Key/Saving Key $Press FN+7 \sim 9 \text{ keys, entering into the corresponding modes, then press FN+PD, entering into the customs status, keep on pressing one key till the same color is set, then continue to customize other keys. <math display="block"> After customizing \text{ keys is done, press FN+PD for saving. After entering into the Recording, the Num } \sim Caps > Caps$

Scr lights keep on flashing. After the recording is completed, the three lights will turn off.

When power off customs lighting mode will be reset.

*** Keycap puller

How to use the keycap puller: insert the keycap puller on the keycap, stuck in the corner of the keycap and then up to mention.

