



www.lexmausa.com

Gaming Mouse

Souris de gamer

PRODUCT GUIDE

GUIDE DE PRODUIT

Model No: G95
Modèle n°: G95



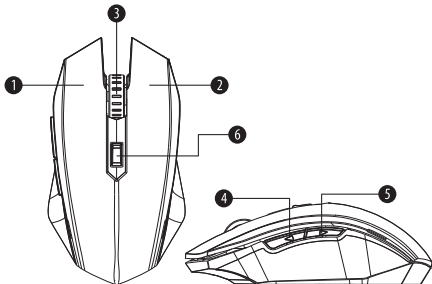
• English

• 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.A A1604

Mouse Buttons



- | | |
|--------------------|---------------|
| 1. Left button | 4. Forward |
| 2. Right button | 5. Backward |
| 3. Scrolling Wheel | 6. DPI Switch |

Forward

Press this button to view the next page of the Internet browser.

Backward

Press this button to view the pervious page of the Internet browser.

DPI Switch

400,800,1200,1600,2400,3200,4800,6400,8200 DPI ($\pm 15\%$)

Default :400→800→1600→3200→4800→8200→400

For USB port installation

1. Plug the USB connector to the USB port of your computer
2. The computer will detect and install the mouse automatically
3. When the installation completes, the mouse is ready to use



System Requirements

- Windows® XP/Vista/7/8/10 and higher
- USB port

Note: The mouse reports at 1000Hz versus the standard 125Hz.

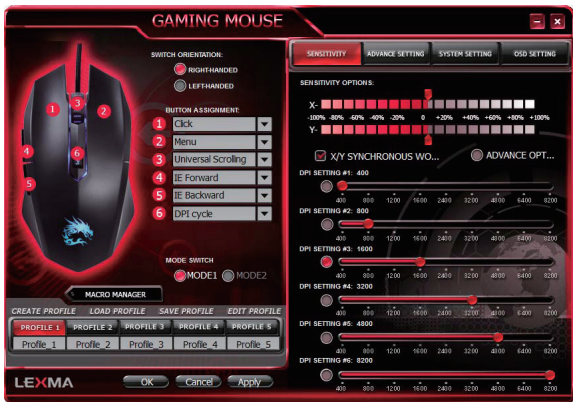
Some USB hubs might decrease the mouse polling frequency, so if you experience decreased performance when using your mouse with a USB hub, then plug your mouse directly into the USB port on your computer.

ICES-003 Issue5 Instruction

Compatible with CAN ICES-3 (B)/NMB-3(B)

INSTALLATION SOFTWARE BY DOWNLOADING FROM WEBSITE

- Step 1:** Browser into www.lexmausa.com
- Step 2:** Select and go into SUPPORT
- Step 3:** Downloads Gaming Laser Mouse
- Step 4:** Once you locate the software you want to download, click on the link to begin the download process.
- Step 5:** Click the Save button, then locate the Temp file folder on your hard drive and double-click to open it. Next, click the Save button.
- Step 6:** If you are really bored, you can watch the file as it downloads.
- Step 7:** After the download is finished, you have to install the software. Close all programs that are running, except Windows Explorer. Find the file you downloaded and double-click it..
- Step 8:** A series of installation screens directs you through the process. New programs are usually installed in the Program files folder

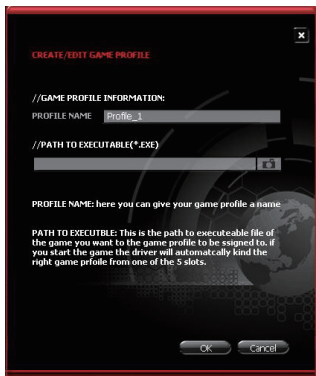


Create/Save Profile

Create one of five profiles. For instance, you can save all button assignments, macros, color settings or sensitivity settings to a profile here. As each different mouse assignment is best suited to different programs you can assign each program/game a special preset.

Once you've assigned all desired macros using the macro manager to different buttons, and perhaps made different color setting changes, save these. It's best to name the profile after the program or game for which you've configured the settings.

You can then also link it to the *.exe file of the program or game by entering the relevant path when saving the profile. By linking a program to a profile, the mouse will automatically switch to the relevant profile upon starting the respective game or program.



Load Profile

You can save your five ready-to-play profiles that you've downloaded or created in game. It is an easy way to share the profile with your friend as well.

Edit Profile

Here you can edit the names and the link of the selected profile. Use the link so that the mouse automatically detects the program you've programmed specific mouse settings or macros for.

MACRO MANAGER

Create a Macro

Step 1 :

You can add a macro set by pressing NEW or delete one by pressing DELETE.

Use your mouse with your favorite settings on any PC. No need to reprogram when you change PCs because your settings wrote in on-board memory.

1 Game Profiles can setup 6 assignment buttons, each Macro key can recoding 80 actions.(40keys)



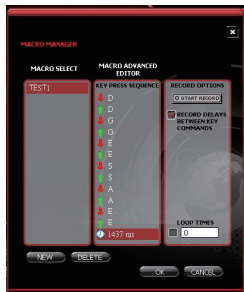
Step 2:

If you click 'New' on the left hand window, you can assign a name to the macro like 'Arcane rotation' or 'Sniper rifle', Confirm the name by hitting the return/enter key.



Step 3:

Now you can enter a macro. To do that, Click the 'Start Record' button in the right-hand window. Enter the key Combination which you need for a special action in the game. The option 'Record delays between key commands' is located under the record button. This option allows you to determine how long a certain key should be pressed for. As a result it's possible to create a macro that instructs a figure in the game to only perform a specific action after a pre-determined period.

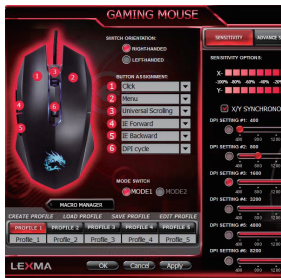


Step 4:

Click 'Stop Record' once you're done entering your key combination via the keyboard. You can now either record an additional macro in the macro set you've created or create new macro set. Click 'OK' when you're done. The macro can now be assigned to any one of the six programmable buttons. You can assign the macro to a button by clicking onto the arrow next to the box of the button you want the macro to be assigned to. In the following dropdown menu choose 'Assign Macro'. All available macro sets are now displayed. Elect the one containing your macro of choice and then click on the respective macro.

Note: 1. Regarding 6 button assignments, there should have "Click" assignment in any one of them.

2. If you've edited a macro that is already assigned to a particular button. You'll need to assign the macro to the desired mouse button again.



Step 5:

Assign the function to the mouse by clicking the 'Apply' Button without exiting the menu .It may take a few seconds until the information is transferred to the mouse. You can now store and save these settings under one of the five profiles that can be stored on the mouse.

Profiles will be easier to manage if you name them after the game, gamer or program.

Note: Macro function can't be stopped or revised once it's done.



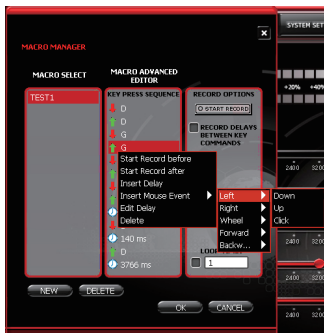
Integrate Mouse Clicks

Another special feature of the driver is that it allows you to integrate mouse clicks into a macro along with keyboard commands. You can program a mouse event to be executed after, before or in-between a key sequence.

To do that, select the keyboard command in the 'Macro Manager' before or after which you want to insert a new event.

By right clicking, you can open a window that contains various options:

Start Record Before: Starts recording the macro before the selected event.



Start Record After: Starts recording the macro after the selected event.

Insert Delay:

Manually increase or decrease the delay between two Commands.

Insert Mouse Event:

Specify which mouse event should be executed.

The following options are available:

Left Button: Left mouse button

Right Button: Right mouse button

Wheel: Centre mouse wheel button

Forward: next previously selected program button

Backward: previous program button

There are always three events to choose from:

Down: Keeps the button depressed

UP: Releases the button

Click: Executes the commands 'press' and 'release' in turn.

Edit Delay:

You can manually increase or decrease the delay Here. All you need to do is enter the desired time Value; there's no need to enter 'ms'(milliseconds).

Delete:

Delete the selected step from the macro's key sequence.

DPI display

- DPI 1: Green LED (RGB) flash 5 sec then restore the original effect.
- DPI 2: Orange LED (RGB) flash 5 sec then restore the original effect.
- DPI 3: Red LED (RGB) flash 5 sec then restore the original effect.
- DPI 4: Yellow LED (RGB) flash 5 sec then restore the original effect.
- DPI 5: Blue LED (RGB) flash 5 sec then restore the original effect.
- DPI 6: Purple LED (RGB) flash 5 sec then restore the original effect.



Note: The mouse scroll function of the mouse wheel is not possible to be program. Here too, only three

Options are available; 'press', 'release' as well as 'press and release'.

Note: Some games are unable to detect short delays.