



# **Manual for iGK6X Series Mechanical Keyboard Driver**

**Contributed by *MonkeyKing Custom***

**Supported by *pc-100.com***

**2017,Dec,06 (Revised Edition)**

**This manual file is in copyright**

**No reproduction of any part for business use may take place without the written permission of *pc-100.com***

## **Change Log**

20171206 Revised Version

- 1) Add custom "FnX" function for any keys to "Shift to switch" any other working modes in "online modes", this is a powerful improvement. (See Fig.3.0). (User who bought iGK6X keyboards before need to upgrade the firmware and install the new version of driver software(V5.0.0.21), please download from pc-100.com, it's free. )
- 2) Add file "Import/Export" for light effects, user may backup or share the light effects now. (See Fig.3-1, the mark 6,7).
- 3) Modified the "DIY light" UI, make it easier to operate. (See Fig.3-1, 3-2, 3-3)
- 4) Add file "Import/Export" for macros, user may backup or share the macros now. (See Fig.3-1, the mark 6,7).

## Manual for Driver of iGK6X Series

### Introduction

#### Working Modes

This iGK6X keyboard supports 5 working modes, a standard mode (normal mode), an online mode with up to 3 configures and 3 offline modes (on-board modes).

#### 1. Standard mode

The standard mode is default mode of the keyboard, each key's function is as its printing. No user defined items in this mode except that you may define 5 playing light-effects.

#### 2. Online mode

"Online" means this mode must work with the driver running in your computer, online mode would disappear if the driver software were shut off. Configures for online mode are saved in the computer.

"Q" is on in white as a indicator when press "Fn + Q" to turn on online mode, press "Fn + Q" again to close this mode.

#### 3. Offline modes (be called "On-board mode" sometimes)

There are 3 offline modes (Offline mode 1,2,3) for this keyboard, settings for each offline mode may be saved in keyboard (so, "offline mode" is also called "on-board mode" sometimes). Once you finished the settings and saved them in the keyboard on driver interface, these 3 offline modes may work everywhere whatever the driver software were running in computer or not.

"W", "E" and "R" represent the 3 offline modes, press "Fn + W" to turn on "offline mode 1", press "Fn + W" again to turn off this mode, "W" will be lightened in white as an indicator when press "Fn" in offline 1. Similarly, press "Fn + E" to turn on "offline mode 2", press "Fn + R" to turn on "offline mode 3", "E" or "R" will be lightened in white as an indicator when press "Fn" in offline 2 or offline 3.

#### GK6X mechanical keyboard supports 2 kinds of back light:

1) Playing light. Backlight effect is played in loop on keyboard.

5 playing light effects were predefined in factory settings

2) Responding light: Backlight effect is played only once when a key is pressed.

5 responding light effects were predefined in factory settings: *Single light, Running light, Ripple, Music light*. "*Music light*" is a sound-activated light effect , the backlight dances to the sounds around the keyboard.

Press "Fn + J)" to switch on "playing light", and then, press "Fn+J)" to change the playing light effects.

Press "Fn + \)" to switch on "responding light", and then, press "Fn+\)" to change the responding light effects.

Press "Fn + BackSpace" to switch on / off back light. (**Attention:** In some previous firmware version, press "Fn + BackSpace" for 3 seconds to restore factory default settings while press "Fn + Enter" to switch on / off back light. In new version of firmware, we canceled the function of "restore factory default settings", for some reason, "restore factory default settings" may clear all user-defined settings and also clear the pre-defined playing light effects in standard mode.)

Press "Fn + P" or "Fn + [{" to adjust brightness of back light (21 adjustable steps).

Press “Fn + ;” or “Fn + ~” to adjust playing speed of back light (10 adjustable steps.)

iGK6X series keyboards have several functions of key-combinations:

“Fn + Esc” = “`”

“Fn + Shift + Esc” = “~”

“Fn + Win” = “Win locked” or “Win unlocked”

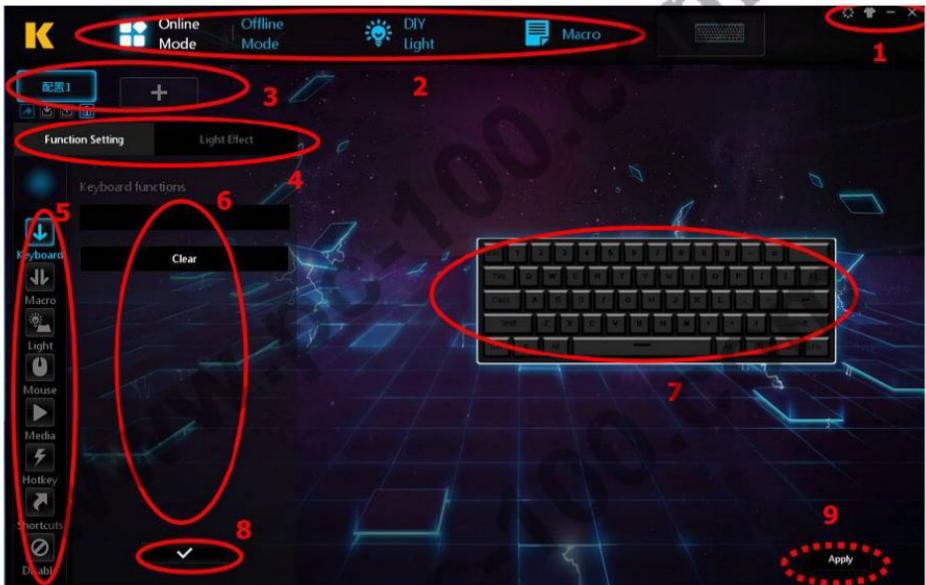
[Note]iGK6X series programmable mechanical keyboards are with updatable firmware and the driver is also modified accordingly, this manual may be not updated timely. The latest version of this manual will be released in [pc-100.com](http://pc-100.com) the first time.

### **Driver tools for iGK6X series mechanical keyboards**

iGK6XPlus Driver is special and only for iGK6X series mechanical keyboard, only runs in the computers with Windows operating system. Users may define their iGK6X series mechanical keyboard or DIY light effect with iGK6XPlus Driver. You should download iGK6XPlus Driver from our website, [www.pc-100.com](http://www.pc-100.com), and install it in your computer.

Before running iGK6XPlus Driver, you must connect your iGK6X keyboard with your computer, iGK6XPlus Driver will detect keyboard device automatically.

Once iGK6XPlus Driver is running on your computer and detected the GX6x keyboard, the software interface is as shown in *Fig.0-1*, following is brief introduction of each area:



(Fig.0-1)

### 1) Software settings.

- ✓ Settings and Information: You may select language, restore keyboard to factory settings and etc.
- ✓ Select skin for the software, 6 available background patterns for choosing.
- ✓ Minimize software window.
- ✓ Close software. After closed the software window, in fact, iGK6XPlus Driver is still running in memory and show an icon in the system tray at the bottom right corner of your PC screen, you may double click to show driver UI, or right click on the icon click "close" to exit the driver software completely, click "Open" to show driver UI (See Fig.0-2).



(Fig.0-2)

### 2) Project Area

- ✓ Online Mode. Users may turn iGK6X keyboard to "online mode", add configures and make settings.
- ✓ Offline Mode. Users may turn iGK6X keyboard to "offline mode" and make settings for each offline modes.
- ✓ DIY Light. Users may design their own light effects, newly designed light-effects will display in the light options for choosing when setting back light related items.
- ✓ Macro. User may record and edit macro, new macros will display in the macro options for choosing when setting.

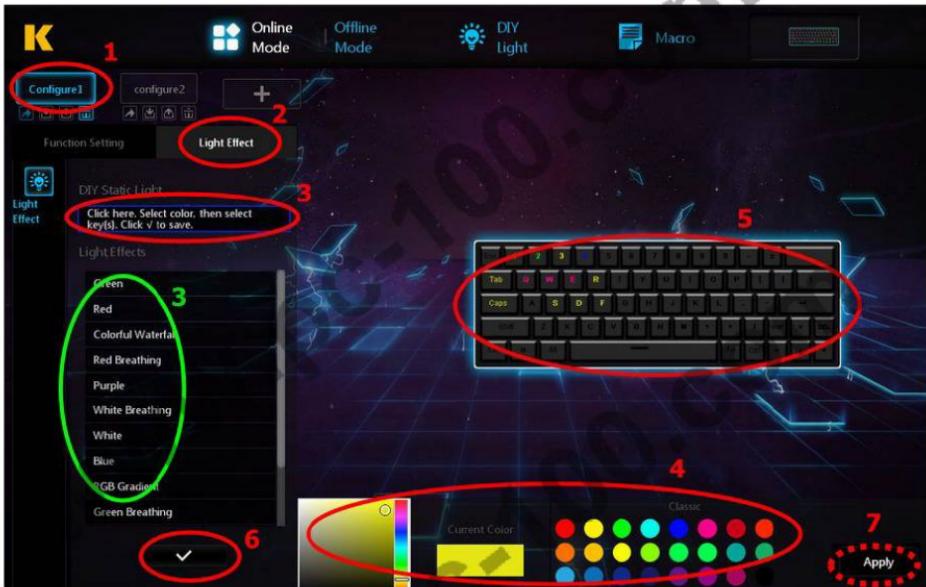
- 3) User may add new configure here for online mode, or select 1~3 offline modes to edit here.
- 4) Click this area to define function for keys or define playing light effect for keys.
- 5) Classified functional items for choosing when define a key. Click the menu to display its items on area 6.
- 6) As above referred, here's the terminal functions for choosing for a key waiting to be defined.
- 7) This “keyboard” on the center is as a same layout as your iGK6X keyboard, user may click a key here to define, or check to view a key’s settings here.
- 8) This “√” must be clicked when you finished a setting, in online mode, press this menu to save settings in your computer and take settings to effect.
- 9) When user are setting in offline mode, there is a “Apply” menu appeared on bottom right of the software UI, every setting for an offline mode must be finished by click this “Apply” menu to save into iGK6X keyboard and take to effect in offline (on-board) mode.

### I) Set playing light effect

User may set playing light effect for each offline modes or each configures of online mode, users may also set 5 playing light effects for normal (standard mode) mode.

User may play / stop the playing light effect by press “Fn + Enter”.

**Set playing light effect for online mode or offline mode:**



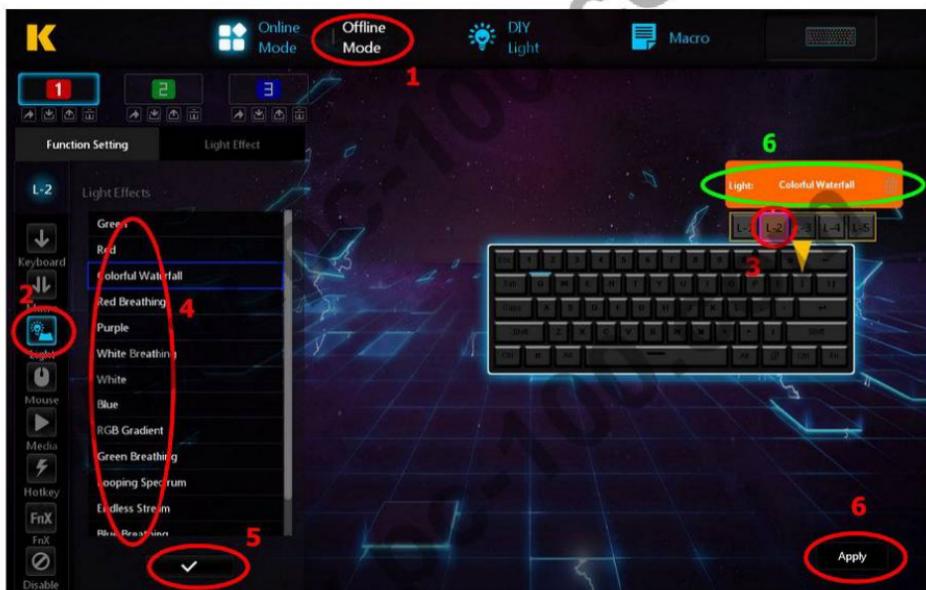
(Fig.1-1)

- 1) Click to select the configure of online mode to set, as to offline mode, click to select the offline mode number (1,2,3).
- 2) Click "Light Effect" menu.
- 3) User may click to DIY a static backlit effect and set to be playing light effect, or click to select an existing light effect, if select an existing light effect as playing light effect, then goto step 6).
- 4) To DIY a static backlit effect, you need to pick color first, pick color from classic colors or select color from the palette.
- 5) Then click the keys you want to light on them in the picked color.  
Repeat 4) and 5) to finish the static backlit effect.
- 6) Press “↓” (6) to finish setting in online mode.  
*[Skills] Pick the black color from the classic colors and click those keys you want to turn off.*
- 7) If you were setting for offline mode, please click "Apply" to save your settings in iGK6X keyboard to finish the setting.  
*[Skills] If you want to cancel the playing light effect in a mode, you may click to DIY a static backlit effect (step 3) and keep all lights off and press “↓” (and press "Apply" if it were in offline mode).*

#### Set playing light effect for standard mode (normal mode)

User may set 5 backlit effects as playing light effects for standard mode, these backlit effects may be played on iGK6X keyboard in standard mode, press "Fn+Backspace" to play / stop, press "Fn+[ ]" to switch among the

5 backlit effects.



(Fig.1-2)

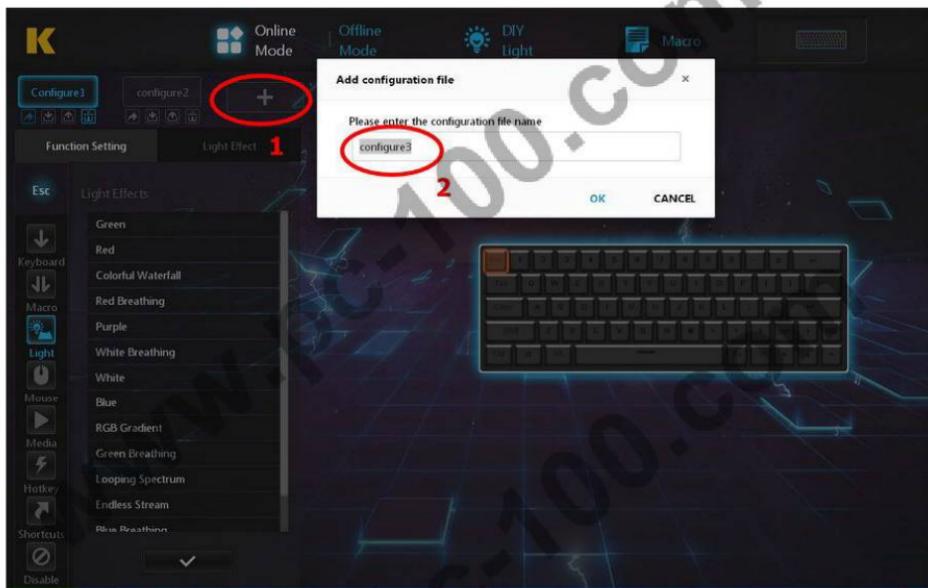
Steps for setting playing light effects for standard mode:

- 1) Click "Offline Mode"
- 2) Click "Light" menu on the left column, 5 virtual keys L1~L5 popped up on "J" key.
- 3) Click to select a virtual key in L1~L5.
- 4) Select a option from the listed light effects
- 5) Click "√" to confirm.
- 6) Repeat step3~5 to finish the settings for all 5 virtual keys L1~L5, then click "Apply" to save the settings in iGK6X keyboard. An orange prompt box appears to show the light effect when hover mouse cursor on the virtual key.

[Skills] In step: user may click (see green "6" in above image) to delete the light effect bound to L1~L5 one by one, thus, no playing light effects in standard mode

## II) Online Mode

Online mode must work with iGK6XPlus Driver running in the computer. Click "Online Mode" on the top menu, press iGK6X keyboard "Fn" key you would see "Q" is on in white. User may add configures in online mode, up to 3 configures may be added.



*(Fig.2-1)*

Users may define different settings for each configure, in fact, configures are subdivision working modes in online modes, it can be also said that iGK6X keyboard supports 3 online modes.

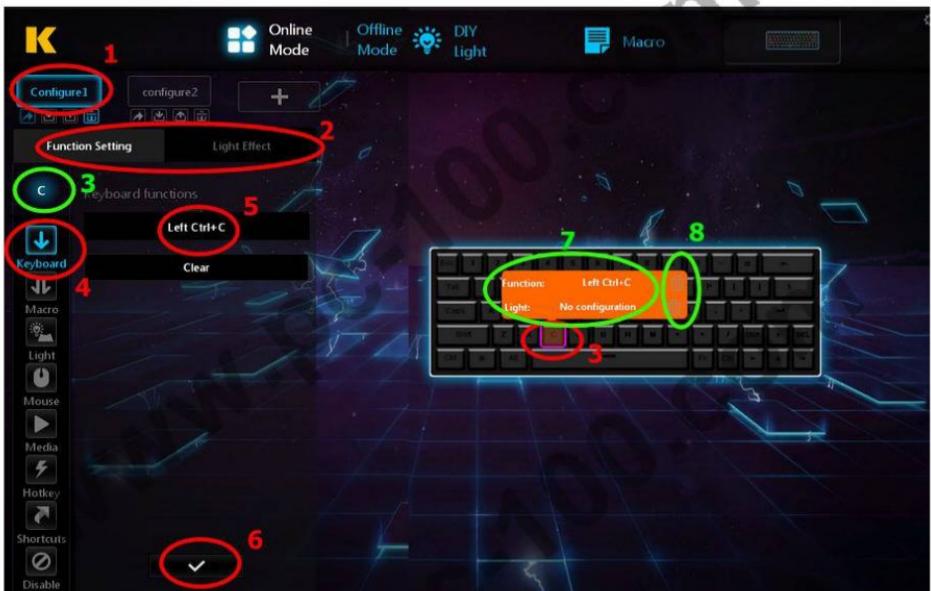
To add a configure you need:

Click the "+" menu to pop up a dialog

Input a name for the configure and press "OK"

#### **Define a keyboard function for a key in online mode**

To define a key you need to: (see Fig.2-2):



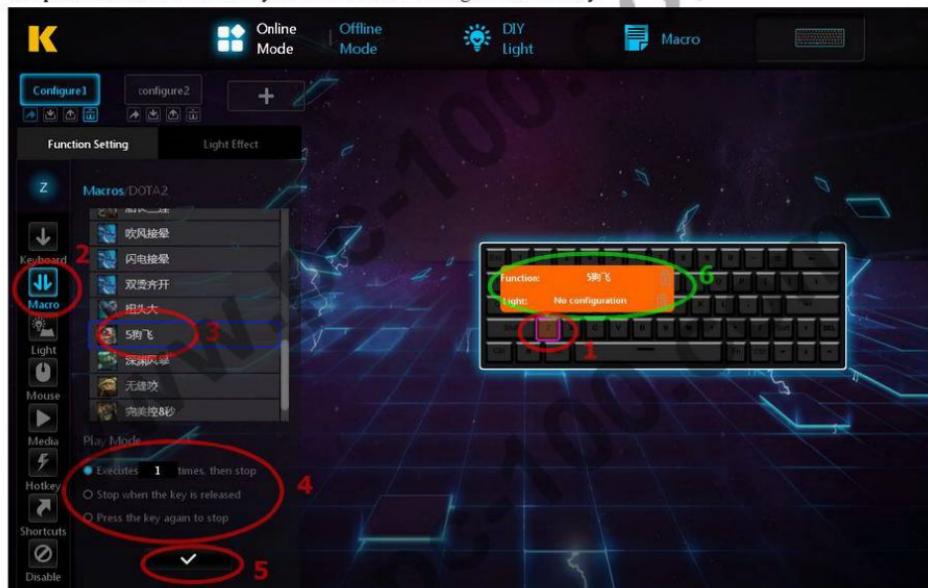
(Fig.2-2)

- 1) Select a configure.
- 2) Click “Function Setting”.
- 3) Click to select a key (e.g. “C”) to be defined on the keyboard. The key is masked by orange color once it was selected and is show on the top of left column (see green “3” on the left).
- 4) Click “Keyboard” menu, an input box pops up.
- 5) Press keys to input the content you want to bind to “C”. You may input a letter(a~z), a digit(0~9) or some combined keys (e.g.”Ctrl+Alt+Delete”, ”Ctrl+c” or “Shift+c” and so on), press “Clear” to reset the input box if needed.  
*[Skills] For example, if you want to define “D” to “C”, but the key “C” had been set to another function before, you couldn’t input a “C” to the input box. You may press “Fn+Q” to close online mode (meantime standard mode is opened), and press “C” to enter.*
- 6) Press “\” to save the setting.
- 7) Hover the mouse cursor on the key (“C”), an orange prompt box appears to show the defined contents of this key.
- 8) User may click to delete the setting if needed.

#### Define a macro for a key in online mode (See Fig.2-3)

Sometime users may need to execute complex operations by clicking a key, iGK6XPlus Driver may record

macro, edit a macro and bind the macro to a key, thus user only need to simply press a key to execute very complex actions. Here we study how to bind an existing macro to a key.



(Fig.2-3)

Steps to bind a macro to a key:

- 1) Click to select a key.
- 2) Click “Function Setting”>>“Macro”to pop up the macro list.
- 3) Select a macro from the options.
- 4) Select “Play Mode”, there are 3 play modes for choosing:
  - Executes X times, then stop. (*X must be a positive integer; you should input a number here*)
  - Stop when the key is released. (*The macro would stop executing if the key is released, the macro would execute repeatedly if the key is always pressed*)
  - Press the key again to stop. (*The macro would execute repeatedly before the key is pressed again*)
- 5) Click “√” to save the setting.
- 6) An orange prompt box appears to show the bound macro when hover mouse cursor on the key.

#### Define a responding light effect for a key in online mode

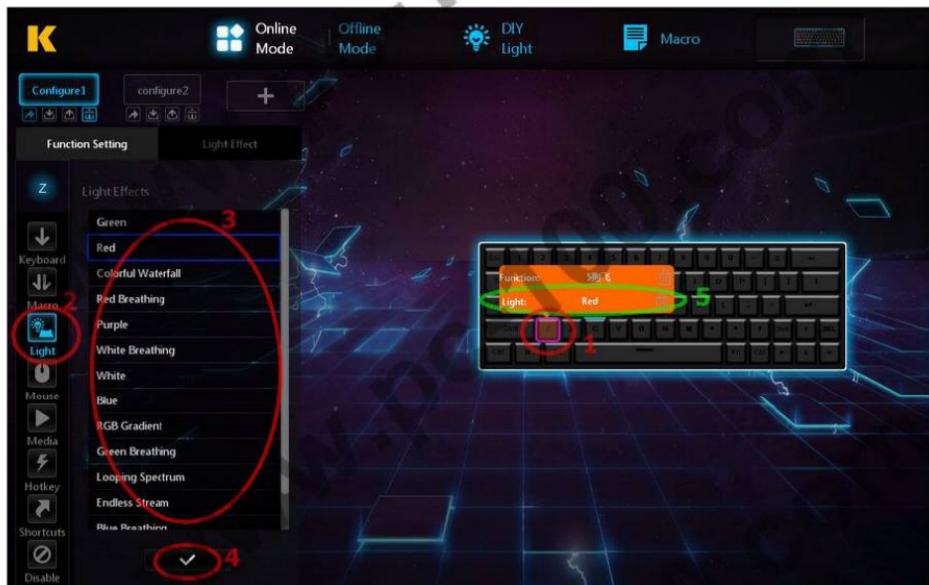
A responding light effect would not show on keyboard if no keys are being pressed, only pressing a key may give rise to play a responding light effect.

There are 5 fixed responding light effects in standard mode. All keys possess a same responding light effects,

but you may switch among these 5 responding light effects by press “Fn+|”.

Responding light effects are very different in online mode and offline modes, user may define an individual responding light effect for a key, that is to say, every keys on the keyboard may have their own individual responding light effects. Responding light effects are not just a game or an amusement, responding light effect for a key is also a reminder to the user.

*[skills] If you want to set responding light effects for some keys in a working mode, we suggest you'd better do not set playing light effect for the working mode, because this 2 light effects would overlap with each other.*



(Fig.2-4)

Steps to set a responding light effect for a key (See Fig.2-4):

Before setting, you may select the configure(e.g. Configure 1) of online mode to set, if you want to set responding light effect for offline mode you should select an offline mode from the 3 offline modes)

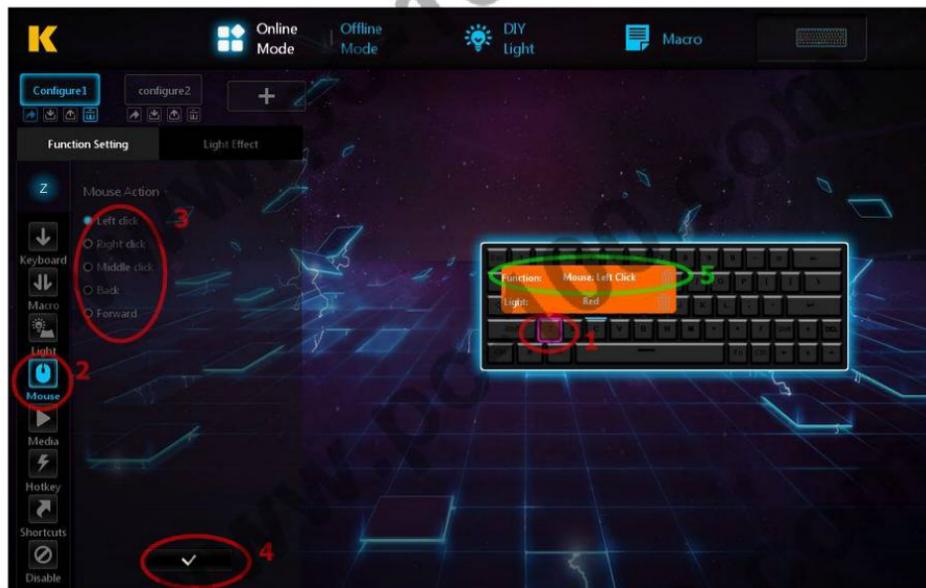
- 1) Click to select a key (e.g.”Z”).
- 2) Click “Function Setting” >>“Light” to pop up a list of light effects.
- 3) Click to select a light effect from the options.(User may DIY back light effects, these light effects will display in the listed options of light effects here )
- 4) Click “√” to save the setting ( and then press “Apply” menu on bottom right to save in iGK6X keyboard if you were setting for an offline mode)

An orange prompt box appears to show the bound responding light effect when hover mouse cursor on the key, user may delete the bound responding light effect by click if needed.

Now you may press the key "Z" to test its responding light effect (please confirm you iGK6X keyboard is on online mode and "configure 1").

### Define a mouse action for a key in online mode

User may define a key to execute mouse action, including the frequently used actions, left click, right click and middle click, besides these we provide other 2 actions, "back" and "forward" actions which are used to execute "Back" and "Forward" for netpage browsers in some 5-key mouse.



(Fig.2-5)

Steps to set a mouse action for a key(See Fig.2-5):

Before setting, you may select the configure(e.g. Configure 1) of online mode to set, if you want to set responding light effect for offline mode you should select an offline mode from the 3 offline modes)

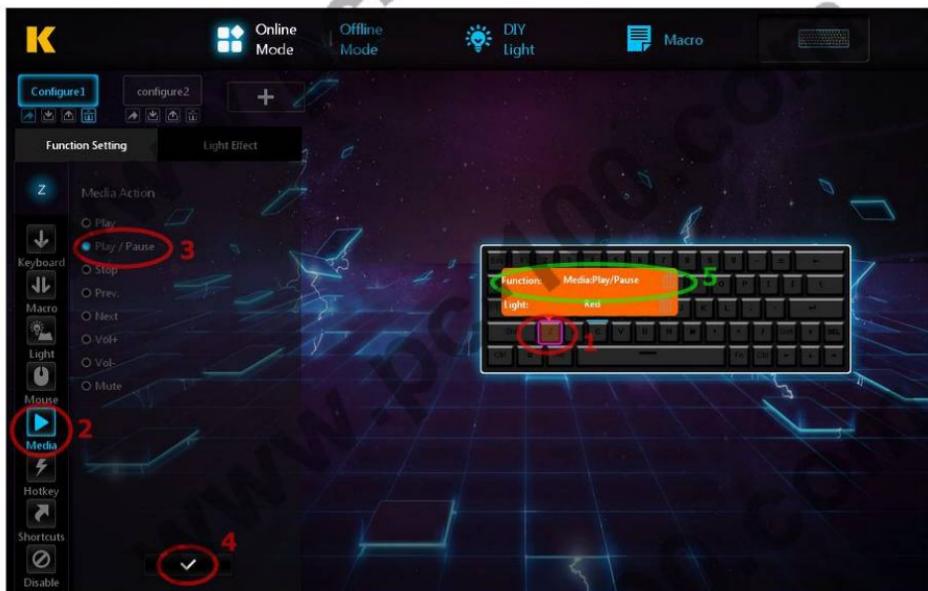
- 1) Click to select a key (e.g."Z").
- 2) Click "Function Setting" >>"Mouse" to pop up a list of mouse actions.
- 3) Click to select a mouse action from the options.
- 4) Click "√" to save the setting ( and then press "Apply" menu on bottom right to save in iGK6X keyboard if you were setting for an offline mode)

An orange prompt box appears to show the bound mouse action when hover mouse cursor on the key, user may delete the bound mouse action by click if needed.

### Define a media shortcut for a key in online mode

User may define a key to execute media operation when running a media player.

- ✓ Play ---press to play media
- ✓ Play / Pause ---press to pause media and press again to play
- ✓ Stop ---press stop playing media
- ✓ Prev. ---press to jump to play previous song.
- ✓ Next ---press to jump to play next song.
- ✓ Vol+ ---press to increase volume
- ✓ Vol- ---press to reduce volume
- ✓ Mute ---press to mute



(Fig.2-6)

Steps to set a media shortcut for a key (See Fig.2-6):

Before setting, you may select the configure(e.g. Configure 1) of online mode to set, if you want to set responding light effect for offline mode you should select an offline mode from the 3 offline modes)

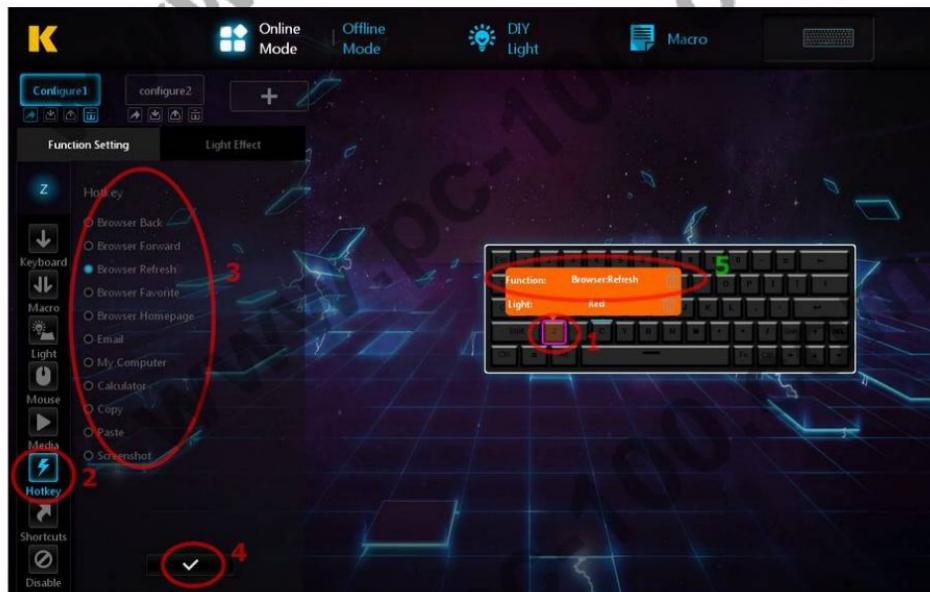
- 1) Click to select a key (e.g."Z").
- 2) Click "Function Setting" >>"Media" to pop up a list of media actions.
- 3) Click to select a media action from the options.
- 4) Click "√" to save the setting ( and then press "Apply" menu on bottom right to save in iGK6X keyboard if you were setting for an offline mode)

An orange prompt box appears to show the bound media action when hover mouse cursor on the key, user may delete the bound media action by click if needed.

### Define a hotkey for a key in online mode

User may bind hotkey function to a selected key, we prepared some frequently-used hotkeys for choosing:

- ✓ Browser Back ---this function can be realized in mouse actions mentioned above
- ✓ Browser Forward ---this function can be realized in mouse actions mentioned above
- ✓ Browser Refresh
- ✓ Browser Favorite
- ✓ Browser Homepage
- ✓ Email --to open default Email software in the computer
- ✓ My Computer
- ✓ Calculator
- ✓ Copy ---this function can be realized in keyboard function("Ctrl+C") mentioned above
- ✓ Paste ---this function can be realized in keyboard function("Ctrl+V") mentioned above
- ✓ Screenshot



(Fig.2-7)

Steps to set a hotkey for a key (See fig.2-7):

Before setting, you may select the configure(e.g. Configure 1) of online mode to set, if you want to set responding light effect for offline mode you should select an offline mode from the 3 offline modes)

- 1) Click to select a key (e.g."Z").

2) Click “Function Setting” >>“Hotkey” to pop up a list of hotkeys.

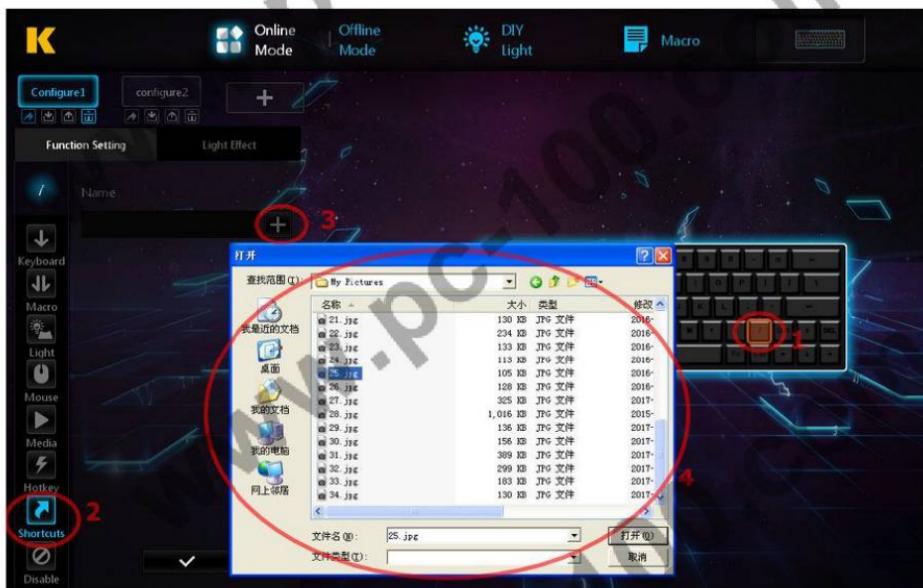
3) Click to select a hotkey from the options.

4) Click “√” to save the setting ( and then press “Apply” menu on bottom right to save in iGK6X keyboard if you were setting for an offline mode)

An orange prompt box appears to show the bound hotkey when hover mouse cursor on the key, user may delete the bound hotkey by click if needed.

#### Define a shortcut for a key in online mode

User may define some computer-related shortcut for a key in online mode, e.g. To open a file, to execute a program, and etc, for the reason of the shorts have something thing to do with the computer, this function is only available in online mode while is unavailable in offline modes.



(Fig.2-8.1)



(Fig.2-8.2)

Steps to set a shortcut for a key in online mode (See Fig.2-8.1 and Fig.2-8.2)

Before setting, you may select the configure(e.g. Configure 1) of online mode to set.

- 1) Click to select a key (e.g.'L').
- 2) Click "Function Setting" >> "Shortcuts"
- 3) Click "+" to open a native file dialog box.
- 4) Change file path to find and select your expected file(e.g."25.jpg"), click "Open" on the bottom right of the file dialog box, the file name will appear in the input box.
- 5) Click "√" to save the setting.

Now you may press "L" to open the image "25.jpg".

An orange prompt box appears to show the bound shortcut when hover mouse cursor on the key, user may delete the bound shortcut by click if needed.

#### To disable a key

In online mode or offline modes, It's very easy to disable a key, pressing a key to do nothing if the key is disabled.



(Fig.2-9)

Steps to disable key (See Fig.2-9):

Before setting, you may select the configure(e.g. Configure 1) of online mode to set, if you want to set responding light effect for offline mode you should select an offline mode from the 3 offline modes)

- 1) Click to select a key (e.g."/").
- 2) Click "Function Setting" >> "Disable", the selected key (e.g."/") appears in the input box
- 3) Click "✓" to save the setting ( and then press "Apply" menu on bottom right to save in iGK6X keyboard if you were setting for an offline mode)

Now you press the key "/", there's nothing inputted.

An orange prompt box appears to show the key is disabled when hover mouse cursor on the key, user may delete the bound "disable" by click to recover the key if needed.

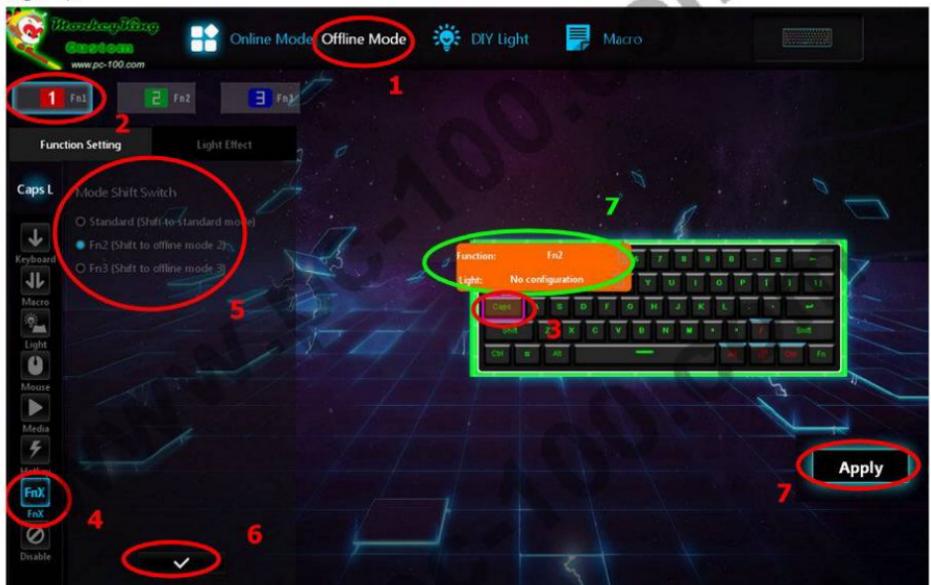
### III Offline Mode

Setting processes for offline mode are in nearly the same way as the setting processes for online mode, an extra very different thing is to add a step of clicking the menu "Apply" on the bottom right of the interface screen to save the setting in iGK6X keyboard.

#### Set custom "FnX" keys in offline mode to use functions of combined keys

An important function which is only available in offline mode (this function is unavailable in standard mode or online mode ) is custom "FnX" function, steps to set "FnX" key and its function are as following (See

Fig.3-0):



(Fig.3-0)

- 1) Click “Offline Mode” menu to enter offline mode.
- 2) Click an offline mode to set (e.g. offline 1).
- 3) Click to select a key to set as a “FnX” key (e.g. “CapsLock” key is selected as shown in Fig.3-0).
- 4) Click “FnX” icon listed on the left column, functions of FnX, mode shift switches, displayed in area 5.
- 5) Click to select an item, there are 3 items in the list:
  - Standard. To switch on standard mode.
  - Fn2. To switch on offline mode 2.
  - Fn3. To switch on offline mode 3.
 For example, in offline mode 1, press “Fn2” to switch to offline 2 and release “Fn2” to back to offline mode 1, and so on.
- 6) Click ✓ to confirm.
- 7) Click “Apply” to save the setting into keyboard. Hover mouse cursor on “CapsLock” key user will see the setting.
 

[Skills] This is practically useful for some users. For example, sometime, for convenient and swift operation, you may set 4 keys “W, A, S, D” to direction keys of “Up, Left, Down, Right” in offline mode 2, and set the key “CapsLock” to “Fn2” in offline mode 1. When you are in offline mode 1:

“CapsLock(Fn2)” + “W” = “Up”

“CapsLock(Fn2)” + “A” = “Left”

“CapsLock(Fn2)” + “S” = “Down”

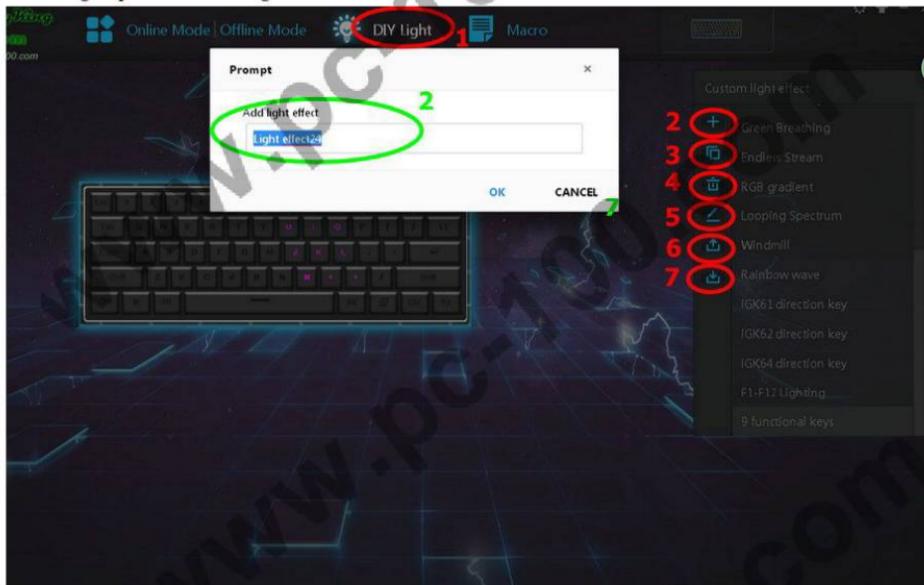
"CapsLock(Fn2) "+"D" = "Right"

You may also set one or more "Fn2", "Fn3" or "Standard" key in offline mode 1 for your convenience.

#### IV) DIY Light Effect

Users may design their own light effects in iGK6XPlus Driver, these newly designed light effects will appear in the listed light options for choosing to set as a playing light effect or a responding light effect.

Following steps are to DIY a light effect:



(Fig.3-1)

##### Basic operations of DIY light effect (Fig.3-1)

- 1) Click "DIY Light" menu on the top of screen to enter "DIY light" UI.
- 2) Add a new light effect. Click "+" to create a newly empty light effect, there's a dialog box popped up waiting for a name for the newly created light effect, enter a name and press "OK", a newly created light effect would display on the bottom of the list.
- 3) Copy an existed light effect. Click to select a light effect listed and click "Copy" icon to copy it, a copy of the selected light effect will display on the bottom of the list.
- 4) Delete an existed light effect. Click to select a light effect listed and click "Delete" icon to delete it.  
[NOTE] it can't undo if a light effect were deleted.
- 5) Edit an existed light effect. Click to select a light effect listed and click "Edit" icon to edit it.
- 6) To upload a light effect. Click to pop up a file dialog box, user may select a "\*.le" file for importing to the light list.
- 7) To download and save a light effect to computer. Click an existing light effect from the list, then click this

“Download” icon to export the light effect, a file dialog box would be popped up, you may enter a file name and save it ( a “\*.le” file.)

[Skills] With Import & Export function for light effects, it's a good idea to backup the favorite light effects to your computer; also, you may download and save your favorite light effects and share them with your friends.

### **Design or modify a light effect (Fig.3-2, 3-3)**

We know dynamic light effect is composed by some frames, a frame has 2 main parameters, frame image and frame delay time. In iGK6X keyboard, frame delay time can be adjusted by press “Fn+” to reduce (to increase the playing speed) or press “Fn+,” to increase (to reduce the playing speed).

In keyboard backlit effects, frame image includes 2 parts, “frame light layout” and “frame color layout”, these two parts are played separately and the “frame color layout” overlays to the “frame light layout”, logically, “frame light layout” is like a opaque curtain with some transparent holes forming a pattern while “frame color layout” is like multicolored lights shine on the curtain. Correspondingly, there are 2 aspects to design a frame:

- Design frame light layout
- Design frame color layout

We design some frames, all frames will constitute a light effect.

According to the above knowledge, we should learn the following to design a light effect.

[Note] here so-called “frame” is not as same as the animation frame in the strict sense.

At first, user should create a new light effect, then click “Edit” to modify the light effect (refer to Fig.3-1, step 2 or step 3), Fig.3-2 interface appears on your screen.

#### **Design frame light layout (Fig 3-2)**

In fact, make some keys to be on to form an expected pattern in a frame, that's so-called “frame light layout”.



(Fig.3-2)

Create a new light effect and click to select it, click ‘Edit’ icon to enter the UI shown in Fig.3-2

Steps to design frame light layout:(Fig.3-2)

- 1) Click “+” to add a new frame.(Actually, there’s a automatically created frame named “frame0” in the newly created light effect. ).  
(Select a existed frame and click the “copy” icon which is under the “Add(+)” icon to copy it or click the “delete” icon to delete it.)  
[Skills] If need, click the icon “” to delete a frame. **it can't undo if a frame were deleted.**
- 2) Click the frame name to select a frame as the current frame to edit (the selected frame is high lightened). One by one to click the keys which you want to be lighted on the frame(see the mark 2.1, you may also switch off a lightened key by click it ).
- 3) Bulk selection is available, user may click to select a whole row in bulk or click to select all/none in bulk.  
[Skills] A sketch of the light effect may do good to help you lighten on the correct keys quickly.
- 4) Repeat step 2 and step 3 to design all frames. Click “↑” or “↓” icon to move up / down the frame to change the frame order if needed.
- 5) Click the number (default value is “1”) and enter a positive integer to confirm the number of frames to be played, a bigger number means a more longer stay time of a frame light layout.
- 6) User may click “Preview” menu to preview the factual playing effect (Only light layout could be seen if no color effects were added before) and press “Stop”(the “Preview” menu will change to “Stop” after clicked ) menu to stop previewing.
- 7) Press “Save” to save your project.
- 8) Press “Effect” to enter the interface of “Design frame color layout”(See Fig.3-3)

[Attention] During the course of step 1 to step 6 above, please DO NOT click the “Cancel” menu except you know what you are doing. Clicking this “Back” menu will go back to the initial interface of “DIY Light”( Fig.3-1), all settings of step1~6 would disappear and nothing can be done to recover them.  
If you want to save the design during above step 1~6, you may click “Save” to save.

### Design frame color layout (Fig 3-3)

If above designed “frame light layout” were a sketch of a painting, “frame color layout” is to touch up the sketch with colors and color effects to be a final painting.



(Fig.3-3)

To design frame color layout, user may following concepts in iGK6XPlus Driver:

- There are 3 color-effects for choosing, Single color, RGB and Breathing color (marked with “Color”, “RGB” and “Breath” in iGK6XPlus Driver ).  
 ✓ Color: click to add a single color frame.  
 ✓ RGB: click to add a RGB frame, this frame color is with changing RGB color.  
 ✓ Breath: click to add a frame with breathing color.
- There's a color square at the line of each color frame, the color of the square mean the color of a “single color” frame, or means the initial color of a “RGB” frame, or means the color of a “breathing color” frame. User may click the color square to change the frame color.
- Similar with “frame light layout”, number of the color frames is a important parameter, this positive integer number determine the stay time of a color layout when playing.

Steps to design frame color layout:(Fig.3-3)

1) Click the color effects and click “Add” icon, options will pop up for choosing (“Color”, “RGB” and “Breath”), select a type from the options to add a color frame.

(Select a existed effect and click the “copy” icon which is under the “Add” icon to copy or click the “delete” icon to delete it.)

2) Click the color square to select the color of the frame.

3) Click the number and enter a positive integer to confirm the number of frames to be played, a bigger number means a more longer stay time of a color frame. If clicked a “Breath” frame, there would pop up a dialog box and 2 parameters (“breathing frames” and “interval frames”) waiting for inputting.

4) Click the effect name of the frame to select a color frame to design (the selected frame is high lightened).

5) One by one to click the keys which you want to be lighted on the color frame, you may also switch off a lightened key by click it.

Bulk selection is available, user may click to select a whole row in bulk or click to select all/none in bulk.

[Note] If you click to lighten on some keys which were not lit in “frame light layout”, these key would be invalid in final light effect when playing.

6) Repeat step 4 ~ 5 to finish all color frames, then click “Preview” to preview the final effect of the light, and press “Stop”(the “Preview” menu will change to “Stop” after clicked ) menu to stop previewing.

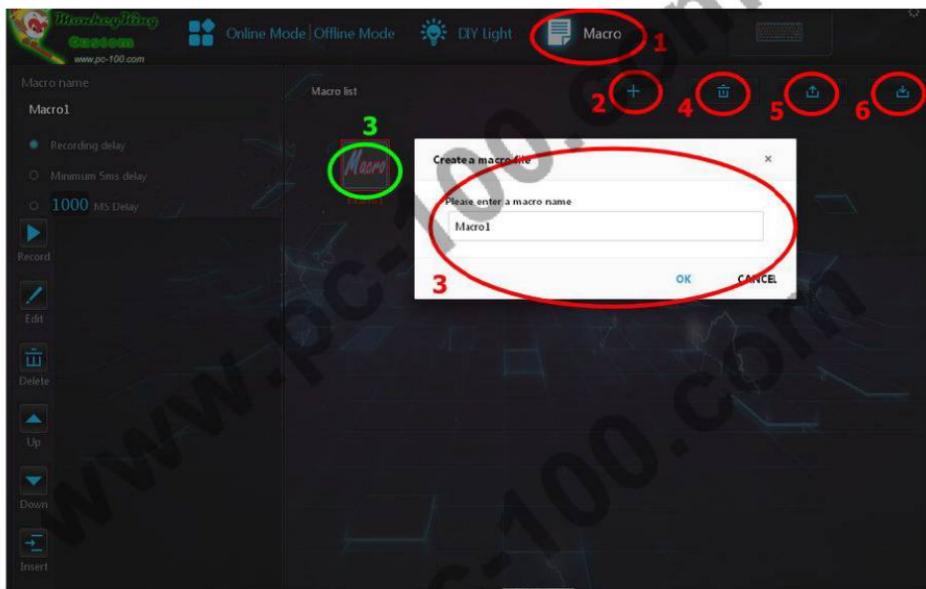
7) Click “Save” to save the light effect and back to the initial interface of “DIY Light”.

[Skills] During step 1 to step 6, you may click “Save” to save your design at any time. It's a good idea to select a existing light effect and click “Edit” icon to see the frames and effects. Before you edit and modify a finished light effect you'd better download and save a copy of it.

#### **IV)DIY Macro**

User may bind a macro to a key is a powerful function of iGK6X keyboard, with this useful function user would be able to execute some complex operations formed by keyboard-inputs and mouse right/left clicks by clicking a key. iGK6X keyboard is with built-in 64k memory space to save the setting for offline working mode.

iGK6XPlus Driver makes it easy to record a macro or edit a macro.



(Fig.4-1)

**To create a new macro**

Steps to create a new macro:(Fig.4-1)

- 1) Click "Macro" menu to enter macro interface.
- 2) Click "+" to create a new macro. A dialog box pops up.
- 3) Input a name for the new macro and click "OK" to confirm, a newly created macro appears..
- 4) User may click a existing macro and then click "Delete" to delete the macro.(it can't undo if a macro were deleted.)
- 5) To upload a macro. Click to pop up a file dialog box, user may select a "\*.cms" file from a folder for importing to the light list.
- 6) To download and save a macro to computer. Click an existing macro from the list, then click this "Download" icon to export the macro, a file dialog box would be popped up, you may enter a file name and save it ( a "\*.cms" file.)

*[Skills] It's a good idea to backup the important macros to your computer; also, you may download and save the macros and share them with your friends.*

Next, we should record some actions for the macro, it's very easy to record a macro:

**To record a new macro or edit a macro (Fig.4-2)**

- 1) Click to select a macro to record into.
- 2) Select a delay method.
  - ✓ Recording delay ---record the real delay time between actions.
  - ✓ Minimum 5ms delay ---record the real delay time between actions, but the minimum delay time is 5ms,

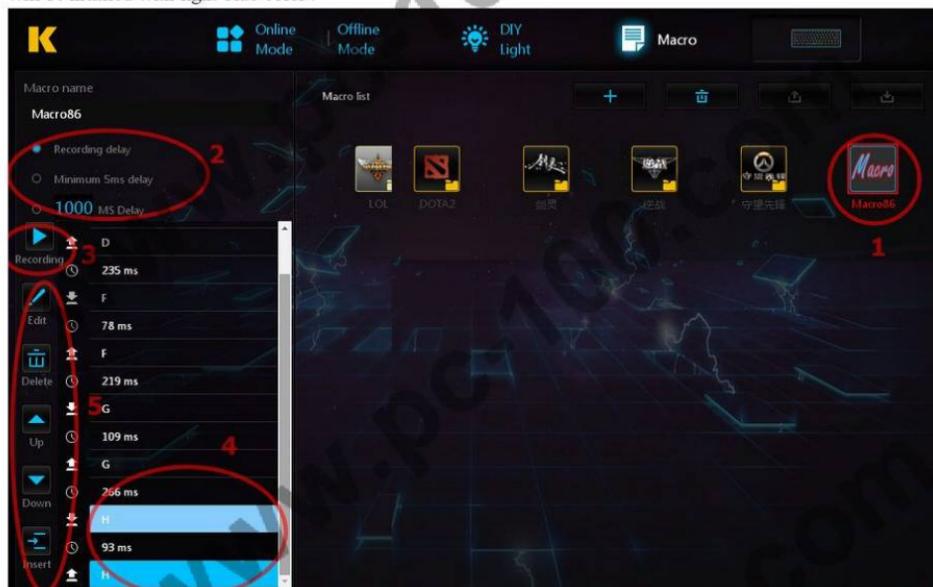
that is, if the real delay time is less than 5ms, system would record 5ms as the delay time

✓ X ms delay ---record fixed X ms as the delay time where X is a positive integer need user's input.

- 3) Click "Record" menu (then this menu will change to "Stop") , begin to type or mouse click, actions will be recorded and saved automatically, click "Stop" menu to stop recording.

**[Attention] Click "Record" menu will clear all actions recorded in the macro before, if you just want to edit a macro, please DO NOT click this "Record" menu by mistake.**

- 4) In iGK6XPlus Driver, it's also very easy to edit a macro, click to select the frame to change, selected frame will be masked with light blue color .



(Fig.4-2)

- 5) Click the menus on the left to execute corresponding modification

- ✓ Edit ---click this menu to enter edit status, user may input new value to replace the selected old one, then click at anywhere to confirm and escape from the edit status.
- ✓ Delete ---to delete the selected macro frame.
- ✓ Up --- to move up the selected macro frame.
- ✓ Down ---to move down the selected macro frame.
- ✓ Insert ----to insert some macro actions at the select frame, this operation will be explained in following instructions

All above steps are automatically saved in computer.

Sometime, we need to insert new actions into an existing macro, iGK6XPlus Driver provides a very simple way to do this.

Here, we study how to insert actions into an existing macro.

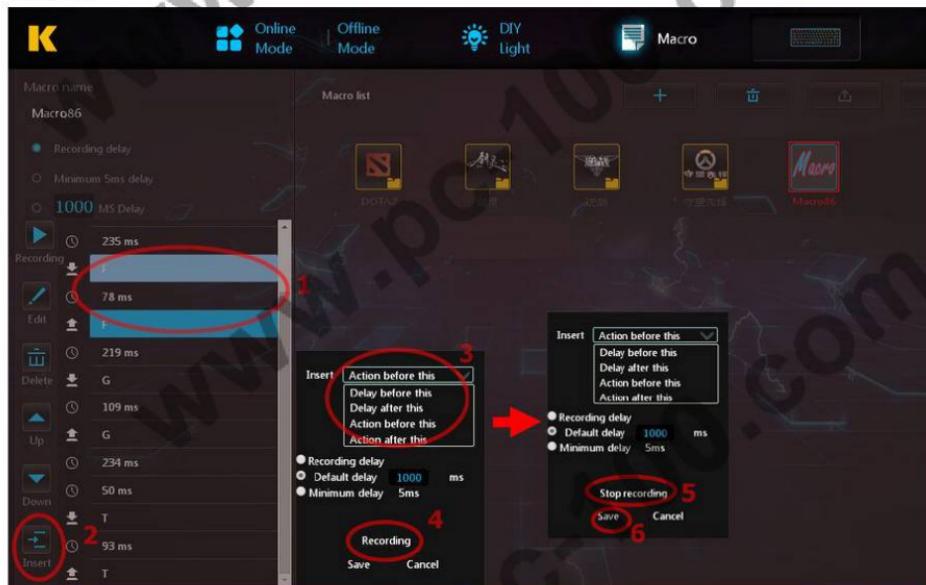
#### Steps to insert actions into an existing macro:(Fig.4-3)

- 1) Click to select an existing macro and click the macro frame where you need to insert actions.
- 2) Click “Insert” menu on the bottom left, a dialog box pops up with several options and radio buttons.
- 3) Click the rectangular box at right of “Insert” to expand the options:
  - ✓ Delay before this ---to insert a delay time before selected macro frame.
  - ✓ Delay after this ---to insert a delay time after selected macro frame.
  - ✓ Action before this ---to insert actions before selected macro frame.
  - ✓ Action after this ---to insert actions before selected macro frame.

If you select to insert delay time, you only need to input a duration time (in ms) and click “Insert” menu at the bottom to finish the “Insert” option.

If you select to insert actions, you need click to select a delay method (refer to above content) and

- 4) Click “Record” to record new actions, then click “Stop recording” to stop and click “Save” menu to save the macro.



(Fig.4-3)

## **Appendix**

iGK series programmable mechanical keyboards are very flexible products with easily updatable firmware and driver.

We will make continual improvement according to the demands&advice&ideas from users, newest&popular technology of mechanical keyboards.

Please visit our website, [www.pc-100.com](http://www.pc-100.com), to see the latest updated information or leave your message to us.

We are thankful for your buying and your advice.