

# G-series Lua API V8.45

## Overview and Reference

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## Overview



The G-series Lua API is a set of functions using the Lua programming language and provides advanced scripting functionality for the G-series line of gaming keyboards.

This document assumes a working knowledge of the Lua programming language. Further information can be obtained from [www.lua.org](http://www.lua.org).

Every G-series Profile has a default Lua script bound to it which can be edited and customized. The script is invoked using an event handler, OnEvent. Users may examine the various events exposed in this handler to perform their desired actions.

## Reference

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## OnEvent

The **OnEvent()** function serves as the event handler for the script. You will need to implement this function.

```
function OnEvent(event, arg [, family])  
  
end
```

### Parameters

#### event

String containing the event identifier.

#### arg

Argument correlating to the appropriate identifier.

#### family

Family of device creating the hardware event. Empty if event is not hardware specific. Use this if you need to distinguish input from multiple devices.

| Family  | Devices                                  |
|---------|--|
| "kb"    | Keyboard devices (G15, G11, G19, etc)    |
| "lhc"   | Left handed controllers (G13, etc)       |
| "mouse" | Supported gaming mouse (G300, G400, etc) |

### Return Values

None

### Remarks

The following is the list of identifiers and their arguments:

| Event                 | arg                                  | Description   |
|-----------------------|--------------------------------------|---|
| "PROFILE_ACTIVATED"   | None                                 | Profile has been activated.<br>This is the first event seen.  |
| "PROFILE_DEACTIVATED" | None                                 | Profile has been deactivated.<br>This is the last event seen. |
| "G_PRESSED"           | 1=G1<br>18=G18<br>n = G <sub>n</sub> | G Key pressed   |
| "G_RELEASED"          | 1=G1<br>18=G18<br>n = G <sub>n</sub> | G Key released  |
| "M_PRESSED"           | 1=M1<br>2=M2<br>3=M3                 | M Key pressed   |
| "M_RELEASED"          | 1=M1                                 | M Key released  |

|                         |   |  |
|-------------------------|---|--|
|                         | 2=M2<br>3=M3  |  |
| "MOUSE_BUTTON_PRESSED"  | 2=Mouse Button 2<br>3=Mouse Button 3<br>4=Mouse Button 4<br>... | Mouse Button Pressed<br>NOTE: Left Mouse Button (1) is not reported by default. Use 'EnablePrimaryMouseButtonEvents' to override this. |
| "MOUSE_BUTTON_RELEASED" | 2=Mouse Button 2<br>3=Mouse Button 3<br>4=Mouse Button 4<br>..  | NOTE: Left Mouse Button (1) is not reported by default. Use 'EnablePrimaryMouseButtonEvents' to override this.                         |

## Example

```
-- This is the primary event handler
-- You must implement this function

function OnEvent(event, arg)
    if (event == "PROFILE_ACTIVATED") then
        -- profile has been activated
    end

    if (event == "PROFILE_DEACTIVATED") then
        -- profile has been deactivated
    end

    if (event == "G_PRESSED" and arg == 1) then
        -- G1 has been pressed
    end

    if (event == "G_RELEASED" and arg == 1) then
        -- G1 has been released
    end

    if (event == "M_PRESSED" and arg == 1) then
        -- M1 has been pressed
    end

    if (event == "M_RELEASED" and arg == 1) then
        -- M1 has been released
    end

    if (event == "MOUSE_BUTTON_PRESSED" and arg == 6) then
        -- Mouse Button 6 has been pressed
    end

    if (event == "MOUSE_BUTTON_RELEASED" and arg == 6) then
        -- Mouse Button 6 has been released
    end
end
```

## GetMKeyState

**GetMKeyState()** returns the current state of the M keys.

```
mkey GetMKeyState([family]);
```

### Parameters

#### family

Optional family name of device if you want to distinguish between multiple attached devices. Default is "kb".

| Family | Devices                               |
|--------|---------------------------------------|
| "kb"   | Keyboard devices (G15, G11, G19, etc) |
| "lhc"  | Left handed controllers (G13, etc)    |

### Return Values

#### mkey

1 = M1, 2 = M2, 3 = M3

### Remarks

### Example

```
-- Get the current M Key state  
  
current_mkey = GetMKeyState()
```

## SetMKeyState

**SetMKeyState()** sets the current state of the M keys. NOTE: Calling **GetMKeyState** immediately afterwards, will likely return the previous state. Use the OnEvent handler to determine when the operation has completed.

```
mkey SetMKeyState (mkey, [family]);
```

### Parameters

#### mkey

1 = M1, 2 = M2, 3 = M3

#### family

Optional family name of device if you want to distinguish between multiple attached devices. Default is "kb".

| Family | Devices                               |
|--------|---------------------------------------|
| "kb"   | Keyboard devices (G15, G11, G19, etc) |
| "lhc"  | Left handed controllers (G13, etc)    |

### Return Values

None

### Remarks

### Example

```
-- Set the current M Key state to M1 when G1 is pressed

function OnEvent(event, arg)
    if (event == "G_PRESSED" and arg == 1) then
        SetMkeyState(1);
    end
end
```



## Sleep

**Sleep()** will cause the script to pause for the desired amount of time.

```
Sleep( timeout );
```

### Parameters

#### **timeout**

Total time to sleep in milliseconds.

### Return Values

nil

### Remarks

Scripting runs on separate thread than the main Profiler, so pausing the script will not affect it.

You can use this function to simulate delays.

Deactivation of the profiler will wait 1 second for the script to finish, after which the script will be forcefully aborted. Take precaution if using a long timeout.

### Example

```
-- Sleeping for 20 milliseconds  
Sleep(20)
```

## OutputLogMessage

**OutputLogMessage()** will send log messages into the script editor.

```
OutputLogMessage ( ... );
```

### Parameters

**message**

Printf style, formatted string containing the message.

### Return Values

nil

### Remarks

Mirror of string.format().

You must manually insert a carriage return "\n" to denote end of line.

### Example

```
-- Send out "Hello World"
OutputLogMessage("Hello World %d\n", 2007)
```

## GetRunningTime

**GetRunningTime()** returns the total number of milliseconds elapsed since the script has been running.

```
elapsed GetRunningTime();
```

### Parameters

None

### Return Values

**elapsed**

Integer value containing the elapsed time in milliseconds.

### Remarks

You can use this to calculate timing in your script.

### Example

```
-- Display the script running time  
  
OutputLogMessage("This script has been running for: %d ms",  
GetRunningTime())
```

## GetDate

Use **GetDate()** to retrieve the formatted date

```
date GetDate ([format [, time]])
```

### Parameters

#### **format**

Optional date format string.

#### **time**

Optional time table.

### Return Values

#### **date**

A string or a table containing the user's machine's current date and time (or the time represented by time), formatted according to the given string format. If one wishes to supply your own format string, then it uses the same rules as strftime(). The special string \*t tells the date() function to return a table.

### Remarks

Mirror of os.date().

### Example

```
-- Display the current date/time  
OutputLogMessage("Today's date/time is: %s\n", GetDate())
```

## ClearLog

The **ClearLog()** function clears the output window of the script editor.

```
ClearLog()
```

### Parameters

None.

### Return Values

nil

### Remarks

None.

### Example

```
-- Clear the script editor log  
  
OutputLogMessage("This message will self destruct in 2 seconds\n")  
Sleep(2000)  
ClearLog()
```

## PressKey

The **PressKey()** function is used to simulate a keyboard key press. NOTE: Calling **IsModifierPressed** or **IsKeyLockOn** immediately afterwards for a simulated modifier or lock key will likely return the previous state. It will take a few milliseconds for the operation to complete.

```
PressKey( scancode [,scancode] );
```

```
PressKey( keyname [,keyname] );
```

### Parameters

#### **scancode**

Specifies the numerical scancode of the key to be pressed.

#### **keyname**

Specifies the predefined keyname of the key to be pressed.

### Return Values

nil

### Remarks

If multiple keys are provided as arguments, all keys will be simulated with a press.

For scancode and keyname values, refer to Appendix A.

### Example

```
-- Simulate "a" pressed using the scancode  
PressKey(30)  
  
-- Simulate "a" pressed using the keyname  
PressKey("a")  
  
-- Simulate "a" and "b" being pressed  
PressKey("a", "b")
```

## ReleaseKey

The **ReleaseKey()** function is used to simulate a keyboard key release.

```
ReleaseKey( scancode [,scancode] );
```

```
ReleaseKey( keyname [,keyname] );
```

### Parameters

#### **scancode**

Specifies the numerical scancode of the key to be pressed.

#### **keyname**

Specifies the predefined keyname of the key to be pressed.

### Return Values

nil

### Remarks

If multiple keys are provided as arguments, all keys will be simulated with a release.

For scancode and keyname values, refer to Appendix A.

### Example

```
-- Simulate "a" released using the scancode  
ReleaseKey(30)  
  
-- Simulate "a" released using the keyname  
ReleaseKey("a")  
  
-- Simulate "a" and "b" being released  
ReleaseKey("a", "b")
```

## PressAndReleaseKey

The **PressAndReleaseKey()** function is used to simulate a keyboard key press followed by a release. NOTE: Calling **IsModifierPressed** or **IsKeyLockOn** immediately afterwards for a simulated modifier or lock key will likely return the previous state. It will take a few milliseconds for the operation to complete.

```
ReleaseKey( scancode [,scancode] );
```

```
ReleaseKey( keyname [,keyname] );
```

### Parameters

#### **scancode**

Specifies the numerical scancode of the key to be pressed.

#### **keyname**

Specifies the predefined keyname of the key to be pressed.

### Return Values

nil

### Remarks

If multiple keys are provided as arguments, all keys will be simulated with a press and a release.

For scancode and keyname values, refer to Appendix A.

### Example

```
-- Simulate "a" pressed and released using the scancode
PressAndReleaseKey(30)

-- Simulate "a" pressed and released using the keyname
PressAndReleaseKey("a")

-- Simulate "a" and "b" being pressed and released
PressAndReleaseKey("a", "b")
```



## IsModifierPressed

The **IsModifierPressed()** function is used to determine if a particular modifier key is currently in a pressed state.

```
boolean IsModifierPressed ( keyname );
```

### Parameters

#### keyname

Specifies the predefined keyname of the modifier key to be pressed. The name must be one of the following:

| Modifier                    | Description                      |
|-----------------------------|----------------------------------|
| "lalt", "ralt", "alt"       | Left, right, or either Alt key   |
| "lshift", "rshift", "shift" | Left, right, or either Shift key |
| "lctrl", "rctrl", "ctrl"    | Left, right, or either Ctrl key  |

### Return Values

True if the modifier key is currently pressed, false otherwise.

### Remarks

None.

### Example

```
-- Press a specific modifier
PressKey("lshift")

if IsModifierPressed("shift") then
    OutputLogMessage("shift is pressed.\n");
end

-- Release the key so it is no longer pressed
ReleaseKey("lshift")

if not IsModifierPressed("shift") then
    OutputLogMessage("shift is not pressed.\n");
end
```

## PressMouseButton

The **PressMouseButton()** function is used to simulate a mouse button press. NOTE: Calling **IsMouseButtonPressed** immediately afterwards, will likely return the previous state. It will take a few milliseconds for the operation to complete.

```
PressMouseButton( button )
```

### Parameters

**button**

Button identifier. Use the following table:

| Button value | Location            |
|--------------|---------------------|
| 1            | Left Mouse Button   |
| 2            | Middle Mouse Button |
| 3            | Right Mouse Button  |
| 4            | X1 Mouse Button     |
| 5            | X2 Mouse Button     |

### Return Values

nil

### Remarks

None

### Example

```
-- Simulate left mouse button press
PressMouseButton(1)

-- Simulate right mouse button press
PressMouseButton(3)
```

## ReleaseMouseButton

The **ReleaseMouseButton()** function is used to simulate a mouse button release.

```
ReleaseMouseButton( button )
```

### Parameters

**button**

Button identifier. Use the following table:

| Button value | Location            |
|--------------|---------------------|
| 1            | Left Mouse Button   |
| 2            | Middle Mouse Button |
| 3            | Right Mouse Button  |
| 4            | X1 Mouse Button     |
| 5            | X2 Mouse Button     |

### Return Values

nil

### Remarks

None

### Example

```
-- Simulate a left mouse button click (press and release)

PressMouseButton(1)
ReleaseMouseButton(1)
```

## PressAndReleaseMouseButton

The **PressAndReleaseMouseButton()** function is used to simulate a mouse button press followed by a release. NOTE: Calling **IsMouseButtonPressed** immediately afterwards, will likely return the previous state. It will take a few milliseconds for the operation to complete.

```
PressAndReleaseMouseButton( button )
```

### Parameters

**button**

Button identifier. Use the following table:

| Button value | Location            |
|--------------|---------------------|
| 1            | Left Mouse Button   |
| 2            | Middle Mouse Button |
| 3            | Right Mouse Button  |
| 4            | X1 Mouse Button     |
| 5            | X2 Mouse Button     |

### Return Values

nil

### Remarks

None

### Example

```
-- Simulate a left mouse button click (press and release)

PressAndReleaseMouseButton(1)
```

## IsMouseButtonPressed

The **IsMouseButtonPressed()** function is used to determine if a particular mouse button is currently in a pressed state.

```
boolean IsMouseButtonPressed( button )
```

### Parameters

**button**

Button identifier. Use the following table:

| Button value | Location            |
|--------------|---------------------|
| 1            | Left Mouse Button   |
| 2            | Middle Mouse Button |
| 3            | Right Mouse Button  |
| 4            | X1 Mouse Button     |
| 5            | X2 Mouse Button     |

### Return Values

True if the button is currently pressed, false otherwise.

### Remarks

None

### Example

```
-- Press a mouse button
PressMouseButton(1)

if IsMouseButtonPressed(1) then
    OutputLogMessage("Left mouse button is pressed.\n");
end

-- Release the button so it is no longer pressed
ReleaseMouseButton(1)

if not IsMouseButtonPressed(1) then
    OutputLogMessage("Left mouse button is not pressed.\n");
```

## MoveMouseTo

The **MoveMouseTo()** function is used to move the mouse cursor to an absolute position on the screen. NOTE: Calling **GetMousePosition** immediately afterwards, will likely return the previous state. It will take a few milliseconds for the operation to complete.

```
MoveMouseTo ( x, y, )
```

### Parameters

**x**

Normalized X coordinate between 0 (farthest left) and 65535 (farthest right)

**y**

Normalized y coordinate between 0 (farthest top) and 65535 (farthest bottom)

### Return Values

nil

### Remarks

If multiple monitors are present, use MoveMouseToVirtual.

### Example

```
-- Move mouse to upper, left corner
MoveMouseTo(0, 0)

-- Move mouse to center of screen
MoveMouseTo(32767, 32767)

-- Move mouse to lower, right corner
MoveMouseTo(65535, 65535)
```

## MoveMouseWheel

The **MoveMouseWheel()** function is used to simulate mouse wheel movement.

```
MoveMouseWheel ( click )
```

### Parameters

**click**

Number of mouse wheel clicks.

### Return Values

nil

### Remarks

Positive values denote wheel movement upwards (away from user).

Negative values denote wheel movement downwards (towards user).

### Example

```
-- Simulate mouse wheel 3 clicks up
MoveMouseWheel (3)

-- Simulate mouse wheel 1 click down
MoveMouseWheel (-1)
```

## MoveMouseRelative

The **MoveMouseRelative**() function is used to simulate relative mouse movement. NOTE: Calling **GetMousePosition** immediately afterwards, will likely return the previous state. It will take a few milliseconds for the operation to complete.

```
MoveMouseRelative( x, y, )
```

### Parameters

**X**

Movement along the x-axis

**Y**

Movement along the y-axis

### Return Values

nil

### Remarks

Positive x values simulate movement to right.

Negative x values simulate movement to left.

Positive y values simulate movement downwards.

Negative y values simulate movement upwards.

### Example

```
-- Simulate relative mouse movement upwards in 1 pixel increments
for i = 0, 50 do
    MoveMouseRelative(0, -1)
    Sleep(8)
end
```



## MoveMouseToVirtual

The **MoveMouseToVirtual()** function is used to move the mouse cursor to an absolute position on a multi-monitor screen layout. NOTE: Calling **GetMousePosition** immediately afterwards, will likely return the previous state. It will take a few milliseconds for the operation to complete.

```
MoveMouseToVirtual( x, y, )
```

### Parameters

**x**

Normalized X coordinate between 0 (farthest left) and 65535 (farthest right)

**y**

Normalized y coordinate between 0 (farthest top) and 65535 (farthest bottom)

### Return Values

nil

### Remarks

If multiple monitors are present, use MoveMouseToVirtual.

### Example

```
-- Move mouse to upper, left corner of virtual desktop
MoveMouseToVirtual(0, 0)

-- Move mouse to center of virtual desktop
MoveMouseToVirtual (32767, 32767)

-- Move mouse to lower, right corner of virtual desktop
MoveMouseToVirtual (65535, 65535)
```

## GetMousePosition

The **GetMousePosition()** function returns the normalized coordinates of the current mouse cursor location.

```
x, y GetMousePosition( )
```

### Parameters

None

### Return Values

**X**

Normalized X coordinate between 0 (farthest left) and 65535 (farthest right)

**Y**

Normalized y coordinate between 0 (farthest top) and 65535 (farthest bottom)

### Remarks

### Example

```
-- Get the current mouse cursor position
x, y = GetMousePosition();

OutputLogMessage("Mouse is at %d, %d\n", x, y);
```

## OutputLCDMessage

The **OutputLCDMessage()** function is used to add a line of text on to the LCD.

```
OutputLCDMessage( text [,timeout] )
```

### Parameters

**text**

String to display

**timeout**

Timeout in milliseconds, after which the message will disappear

### Return Values

nil

### Remarks

Up to 4 lines of text can be displayed at once. The default timeout is 1 second.

### Example

```
-- Display some text with default timeout
OutputLCDMessage("Hello world")

-- Display some text for 2 seconds
OutputLCDMessage("Hello world", 2000)
```

## ClearLCD

The **ClearLCD()** function clears the script display on the LCD.

```
ClearLCD ( )
```

### Parameters

none

### Return Values

nil

### Remarks

### Example

```
-- Clear the LCD and then display 2 lines of text
ClearLCD ( )
OutputLCDMessage("Hello world1")
OutputLCDMessage("Hello world2")
```

## PlayMacro

The **PlayMacro()** function is used to play an existing macro.

```
PlayMacro( macroname )
```

### Parameters

**macroname**

Name of existing macro belonging to the current profile.

### Return Values

nil

### Remarks

If the function is called while another script macro is playing, no action is taken. In other words, only one script macro may be playing at any given time.

If the function is called while the same script macro is playing, the macro is queued.

The macro will simulate a key press down (on a virtual macro key), wait for 100ms, then simulate a key release. This way macros will on press and on release will be played properly. For granular control on macro playback, take a look at PressMacro and ReleaseMacro functions.

### Example

```
-- Play an existing macro  
PlayMacro("my macro");
```

## PressMacro

The **PressMacro()** function is used to play an existing macro by simulating a key press down.

```
PressMacro( macroname )
```

### Parameters

**macroname**

Name of existing macro belonging to the current profile.

### Return Values

nil

### Remarks

If the function is called while another script macro is playing, no action is taken. In other words, only one script macro may be playing at any given time.

If the function is called while the same script macro is playing, the macro is queued.

### Example

```
-- Play an existing macro  
PressMacro("my macro");
```

## ReleaseMacro

The **ReleaseMacro()** function is used to play an existing macro by simulating a key release.

```
ReleaseMacro( macroname )
```

### Parameters

**macroname**

Name of existing macro belonging to the current profile.

### Return Values

nil

### Remarks

If the function is called while another script macro is playing, no action is taken. In other words, only one script macro may be playing at any given time.

If the function is called while the same script macro is playing, the macro is queued.

### Example

```
-- Play an existing macro  
ReleaseMacro("my macro");
```

## AbortMacro

The **AbortMacro()** function is used to abort any macro started from a script.

```
AbortMacro ( )
```

### Parameters

None

### Return Values

nil

### Remarks

Any keys still pressed after a call to PlayMacro will be released. Macros playing outside the script will continue to play.

### Example

```
-- Start a macro
PlayMacro("my macro")

-- Wait for 100ms and then abort any playing macro
AbortMacro()
```



## IsKeyLockOn

The **IsKeyLockOn()** function used to determine if a particular lock button is currently in an enabled state .

```
IsKeyLockOn ( key )
```

### Parameters

**key**

key name. Use the following table:

| Key name     | Location    |
|--------------|-------------|
| "scrolllock" | Scroll Lock |
| "capslock"   | Caps Lock   |
| "numlock"    | Number Lock |

### Return Values

True if the lock is currently enabled, false otherwise.

### Remarks

None.

### Example

```
-- Check if the numlock is on and turn it off if it is
if ( IsKeyLockOn("numlock" ) then
    PressAndReleaseKey("numlock");
end
```

## SetBacklightColor

The **SetBacklightColor()** function is used to set the custom backlight color of the device (if the device supports custom backlighting).

```
SetBacklightColor(red, green, blue, [family])
```

### Parameters

#### red

Red intensity (0 – 255)

#### green

Green intensity (0 – 255)

#### blue

Blue intensity (0 – 255)

#### family

Optional family name of device if you want to distinguish between multiple attached devices. Default is "kb".

| Family | Devices                               |
|--------|---------------------------------------|
| "kb"   | Keyboard devices (G15, G11, G19, etc) |
| "lhc"  | Left handed controllers (G13, etc)    |

### Return Values

nil

### Remarks

None.

### Example

```
-- Set the backlight to red
SetBacklightColor(255, 0, 0);

-- Set the backlight color for all left handed controllers to blue
SetBacklightColor(0, 0, 255, "lhc");
```

## OutputDebugMessage

**OutputDebugMessage()** will send log messages to the Windows debugger.

```
OutputDebugMessage ( ... );
```

### Parameters

#### Message

Printf style, formatted string containing the message.

### Return Values

nil

### Remarks

Mirror of string.format().

You must manually insert a carriage return "\n" to denote end of line.

Use tools like Dbg View for viewing these messages.

### Example

```
-- Send out "Hello World"
OutputDebugMessage("Hello World %d\n", 2007)
```

## SetMouseDPITable

**SetMouseDPITable()** sets the current DPI table for a supported gaming mouse

```
SetMouseDPITable({value1, value2, value3}, [index]);
```

### Parameters

#### DPI Array

Array of DPI values

#### DPI Index

Optional 1-Based index to DPI to apply as the current DPI.

### Return Values

nil

### Remarks

If the index is not specified, the first entry is used as the current DPI

A maximum of 16 entries are allowed.

Activating a profile with per-profile DPI settings will override any previously applied DPI.

### Example

```
-- Set our DPI values to {500, 1000, 1500, 2000, 2500}  
-- By default, 500 DPI will be set as the current DPI  
SetMouseDPITable({500, 1000, 1500, 2000, 2500})  
  
-- Set our DPI values to {500, 2500} and set the second value as the  
current DPI  
SetMouseDPITable({500, 2500}, 2)
```

## SetMouseDPITableIndex

**SetMouseDPITableIndex()** sets the current DPI table index for a supported gaming mouse

```
SetMouseDPITableIndex(index);
```

### Parameters

#### Index

1-Based index into the DPI Table

### Return Values

nil

### Remarks

If SetMouseDPITable was not called prior to this, the current DPI table for the mouse is used.

A maximum of 16 entries are allowed.

Activating a profile with per-profile DPI settings will override any previously applied DPI.

### Example

```
-- Set our initial DPI values to {500, 1000, 1500, 2000, 2500}
SetMouseDPITable({500, 1000, 1500, 2000, 2500})

-- Set the current DPI to the 3rd item in the table (1500 DPI)
SetMouseDPITableIndex(3);
```

## EnablePrimaryMouseButtonEvents

**EnablePrimaryMouseButtonEvents()** enables event reporting for mouse button 1.

```
EnablePrimaryMouseButtonEvents(enable);
```

### Parameters

**enable**

1 or true to enable event reporting for mouse button 1

0 or false to disable event reporting for mouse button 1

### Return Values

nil

### Remarks

The primary mouse button is not reported by default for performance issues.

### Example

```
-- Enable event reporting for mouse button 1
EnablePrimaryMouseButtonEvents(true);

-- Disable event reporting for mouse button 1
EnablePrimaryMouseButtonEvents(false);
```

## SetSteeringWheelProperty

**SetSteeringWheelProperty()** sets a steering wheel property.

```
SetSteeringWheelProperty(device, property, value);
```

### Parameters

**device**

| Device | Description                  |
|--------|------------------------------|
| "G29"  | Logitech G29 Steering Wheel  |
| "G920" | Logitech G920 Steering Wheel |

**property**

| Property                         | Description  |
|----------------------------------|--|
| "operatingRange"                 | Operating range of wheel from 40 to 900. Default is 900.   |
| "combinedPedals"                 | Combines the brake and accelerator into a single axis. The accelerator is on the + axis, and the brake is on the – axis. Default is false. |
| "defaultCenteringSpring"         | Plays a persistent spring on top of any game forces. Default is false.   |
| "defaultCenteringSpringStrength" | Sets the strength of the default centering spring from 0-100.  |

### Return Values

nil

### Remarks

Changing the value does not affect the

### Example

```
-- Set the operating range to 200 degrees for the G29
SetSteeringWheelProperty("G29", "operatingRange", 200);

-- Enable combined pedals on the G920
SetSteeringWheelProperty("G920", "combinedPedals", true);
```

## G13 Programming

The G13 game panel has an analog joystick that can have a mouse function assigned to it. The speed of the mouse can be adjusted through either the profiler options panel in the settings window, or through the Lua scripting language. The following are the new Lua functions for mouse speed control:

### SetMouseSpeed ()

#### Parameters

##### New mouse speed

Absolute mouse speed 32 to 255.

#### Return Values

nil

#### Remarks

none

#### Example

```
--Set Mouse speed to 128  
  
SetMouseSpeed(128);
```

### GetMouseSpeed()

#### Parameters

##### Current mouse speed

Absolute mouse speed 32 to 255.

#### Return Values

Current emulated mouse speed.

#### Remarks

none

#### Example

```
--Get Mouse speed  
  
OutputLogMessage("The Mouse Speed is: %d\n", GetMouseSpeed());
```



## **IncrementMouseSpeed()**

### **Parameters**

**Mouse speed increment**

### **Return Values**

nil

### **Remarks**

Resultant mouse speed will be clamped to a maximum of 255

### **Example**

```
--Increase Mouse speed by 10";  
IncrementMouseSpeed(10);
```

## **DecrementMouseSpeed()**

### **Parameters**

**Mouse speed decrement**

### **Return Values**

nil

### **Remarks**

Resultant mouse speed will be clamped to a minimum of 32

### **Example**

```
-- Decrease Mouse speed by 10  
DecrementMouseSpeed(10);
```

The G13 mouse functionality does not support any native buttons, e.g. left button, center button, etc. Mouse buttons must be programmed via Lua. Here is an example of generic Lua code to effect mouse button operation:

```
if event=="G_PRESSED" and arg==x then
    PressMouseButton( y );
end

if event=="G_RELEASED" and arg==x then
    ReleaseMouseButton( y );
```

## Standard Lua 5.1 Libraries

The following standard library functions are supported:

- string.byte
- string.char
- string.dump
- string.find
- string.format
- string.gmatch
- string.gsub
- string.len
- string.lower
- string.match
- string.rep
- string.reverse
- string.sub
- string.upper
- table.concat
- table.insert
- table.maxn
- table.remove
- table.sort
- math.abs
- math.acos
- math.asin
- math.atan
- math.atan2
- math.ceil
- math.cos
- math.deg
- math.exp
- math.floor
- math.fmod
- math.frexp
- math.huge
- math.ldexp
- math.log
- math.log10
- math.max
- math.min
- math.modf
- math.pi
- math.pow
- math.rad
- math.random
- math.randomseed
- math.sin
- math.sinh
- math.sqrt
- math.tan
- math.tanh

## Appendix A

Table of scancodes and keynames used in **PressKey()**, **ReleaseKey()**, **IsModifierPressed()**.

| Keyname       | Scancode (hex) |
|---------------|----------------|
| "escape"      | 0x01           |
| "f1"          | 0x3b           |
| "f2"          | 0x3c           |
| "f3"          | 0x3d           |
| "f4"          | 0x3e           |
| "f5"          | 0x3f           |
| "f6"          | 0x40           |
| "f7"          | 0x41           |
| "f8"          | 0x42           |
| "f9"          | 0x43           |
| "f10"         | 0x44           |
| "f11"         | 0x57           |
| "f12"         | 0x58           |
| "f13"         | 0x64           |
| "f14"         | 0x65           |
| "f15"         | 0x66           |
| "f16"         | 0x67           |
| "f17"         | 0x68           |
| "f18"         | 0x69           |
| "f19"         | 0x6a           |
| "f20"         | 0x6b           |
| "f21"         | 0x6c           |
| "f22"         | 0x6d           |
| "f23"         | 0x6e           |
| "f24"         | 0x76           |
| "printscreen" | 0x137          |
| "scrolllock"  | 0x46           |
| "pause"       | 0x146          |
| "tilde"       | 0x29           |
| "1"           | 0x02           |
| "2"           | 0x03           |
| "3"           | 0x04           |
| "4"           | 0x05           |
| "5"           | 0x06           |
| "6"           | 0x07           |
| "7"           | 0x08           |
| "8"           | 0x09           |
| "9"           | 0x0a           |
| "0"           | 0x0b           |
| "minus"       | 0x0c           |
| "equal"       | 0x0d           |
| "backspace"   | 0x0e           |
| "tab"         | 0x0f           |
| "q"           | 0x10           |
| "w"           | 0x11           |
| "e"           | 0x12           |
| "r"           | 0x13           |
| "t"           | 0x14           |
| "y"           | 0x15           |

|                |       |
|----------------|-------|
| "u"            | 0x16  |
| "l"            | 0x17  |
| "o"            | 0x18  |
| "p"            | 0x19  |
| "lbracket"     | 0x1a  |
| "rbracket"     | 0x1b  |
| "backslash"    | 0x2b  |
| "capslock"     | 0x3a  |
| "a"            | 0x1e  |
| "s"            | 0x1f  |
| "d"            | 0x20  |
| "f"            | 0x21  |
| "g"            | 0x22  |
| "h"            | 0x23  |
| "j"            | 0x24  |
| "k"            | 0x25  |
| "l"            | 0x26  |
| "semicolon"    | 0x27  |
| "quote"        | 0x28  |
| "enter"        | 0x1c  |
| "lshift"       | 0x2a  |
| "non_us_slash" | 0x56  |
| "z"            | 0x2c  |
| "x"            | 0x2d  |
| "c"            | 0x2e  |
| "v"            | 0x2f  |
| "b"            | 0x30  |
| "n"            | 0x31  |
| "m"            | 0x32  |
| "comma"        | 0x33  |
| "period"       | 0x34  |
| "slash"        | 0x35  |
| "rshift"       | 0x36  |
| "lctrl"        | 0x1d  |
| "lgui"         | 0x15b |
| "lalt"         | 0x38  |
| "spacebar"     | 0x39  |
| "ralt"         | 0x138 |
| "rgui"         | 0x15c |
| "appkey"       | 0x15d |
| "rctrl"        | 0x11d |
| "insert"       | 0x152 |
| "home"         | 0x147 |
| "pageup"       | 0x149 |
| "delete"       | 0x153 |
| "end"          | 0x14f |
| "pagedown"     | 0x151 |
| "up"           | 0x148 |
| "left"         | 0x14b |
| "down"         | 0x150 |
| "right"        | 0x14d |
| "numlock"      | 0x45  |
| "numslash"     | 0x135 |

|             |       |
|-------------|-------|
| "numminus"  | 0x4a  |
| "num7"      | 0x47  |
| "num8"      | 0x48  |
| "num9"      | 0x49  |
| "numplus"   | 0x4e  |
| "num4"      | 0x4b  |
| "num5"      | 0x4c  |
| "num6"      | 0x4d  |
| "num1"      | 0x4f  |
| "num2"      | 0x50  |
| "num3"      | 0x51  |
| "numenter"  | 0x11c |
| "num0"      | 0x52  |
| "numperiod" | 0x53  |