



SKILLER^{MECH}
SGK3

MANUAL



Table of Contents

1. Specifications	3
1.1 General	3
1.2 Key Properties	3
1.3 Cable and Connectors	4
1.4 Software Properties	4
1.5 Package Contents	4
2. Installation	5
3. Overview	5
4. Custom Illumination	6
5. Software Installation	7
6. Software Overview	8
7. Game Profiles	9
8. Key Assignments	10
8.1 Re-assign keys	11
8.2 Assigning keys with macros	11
8.3 Assign keys with multimedia commands	11
9. Illumination	12, 13
10. Macro Manager	14, 15
11. About	15
12. Polling Rate	16
13. Reset	17



1. Specifications

1.1 General

Type	Gaming Keyboard
Switch Technology	Mechanical (Kailh)
Illumination	RGB
Adjustable Illumination	20%, 40%, 60%, 80% 100%, Off
Lighting Effect	✓
Max. Polling Rate	1,000 Hz
Gaming Mode	✓
Block	3-Block Layout
Weight incl. Cable	1.46 kg
Dimensions (L x W x H)	446 x 170 x 45 mm
Supported Operating Systems	Windows 7/8/10

1.2 Key Properties

Function Keys with Preset Multimedia Actions	✓
Anti-Ghosting Keys	✓
N-Key Rollover Support	✓
6-Key Rollover Support	✓
Arrow Keys Functions are Interchangeable with the WASD Section	✓
Operating Force	50 g
Switch	Linear (Red), Tactile (Brown/Blue)
Switching Point	Undetectable (Red), Detectable (Brown/Blue)
Click Point	Undetectable (Red/Brown), Precisely Detectable (Blue)
Distance to Actuation Point	1.9 mm
Operating Life Cycles of Keys	Min. 50 Million Keystrokes



1. Specifications

1.3 Cable and Connectors

Connector	USB
Textile Braided Cable	✓
Cable Length	180 cm
Gold-Plated USB Plug	✓

1.4 Software Properties

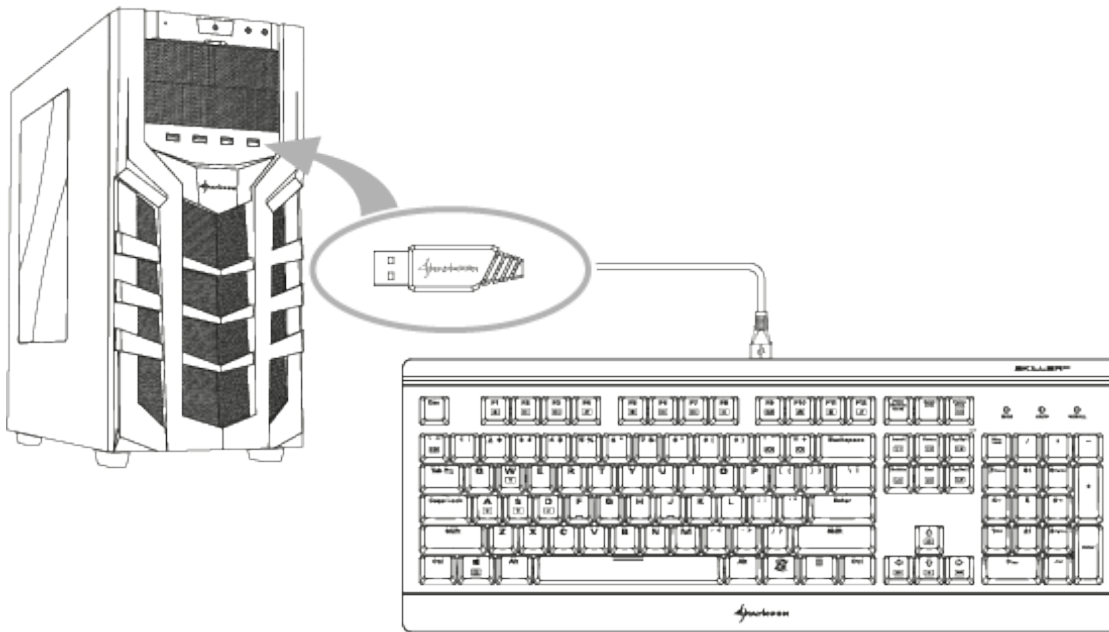
Gaming Software	✓
Individually Configurable Key Functions	✓
Number of Profiles	3
Onboard Memory for Gaming Profiles	✓
Capacity of Onboard Memory	10 kb

1.5 Package Contents

- SKILLER MECH SGK3
- Manual



2. Installation



3. Overview

US LAYOUT

Function Keys with Preset Multimedia Actions

+ Media Player	+ Play/Pause
+ Volume Down	+ Next Track
+ Volume Up	+ E-mail
+ Mute	+ Web Browser
+ Stop	+ Calculator
+ Previous Track	+ Search

N-key Rollover, changeable to 6-key Rollover

+ N-key Rollover/6-key Rollover

Arrow Keys Functions are Interchangeable with the WASD Section

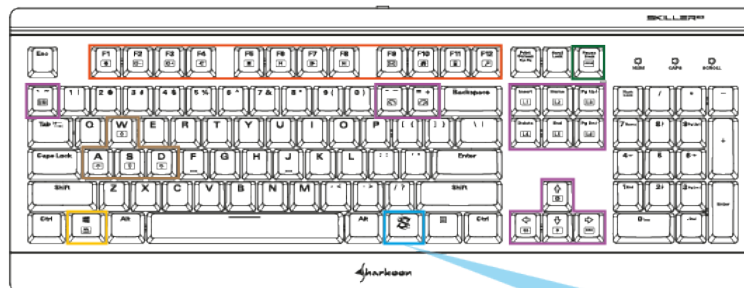
+ Changes WASD and Arrow Keys

Key Lock Function

+ Windows Key Locked

Lighting Effect

+ Custom Illumination
+ Frequency -
+ Frequency +
+ Lighting Effect 1 - 3
+ Lighting Effect 4 - 6
+ Lighting Effect 7 - 9
+ Lighting Effect 10 - 12
+ Lighting Effect 13 - 15
+ Lighting Effect 16 - 17



+ Brightness +	+ Change Direction of Lighting Effect
+ Brightness -	+ Switch Between RGB and Single Colors



4. Custom Illumination



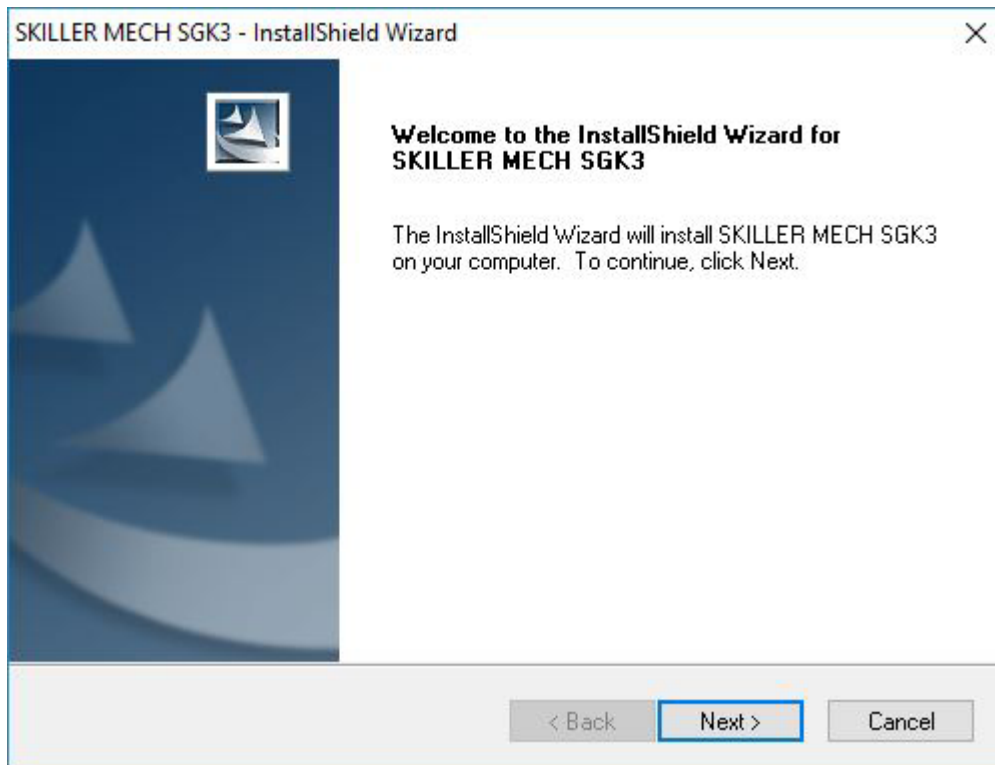
Any number of keys on the SKILLER MECH SGK3 can be illuminated without software. To do this, first press and hold the SKILLER key (S), then press the SET key (S). The “Customize” lighting effect is now selected. Press the key combination again to enter the lighting programming. The LEDs above the number block will flash as an indicator.

By pressing and holding the SKILLER key (S) and then pressing the right arrow button (→), the SET key (S) illumination color can be customized during lighting programming. The key combination can be repeated up to eight times while selecting a color. You can then press any number of keys which are also illuminated in the select color.

If you wish to delete a lighting, press the previous key combination until the SET key (S) illumination goes out. Now select the keys whose lighting you want to delete. To end the lighting programming, press the key combination for lighting programming again.



5. Software Installation

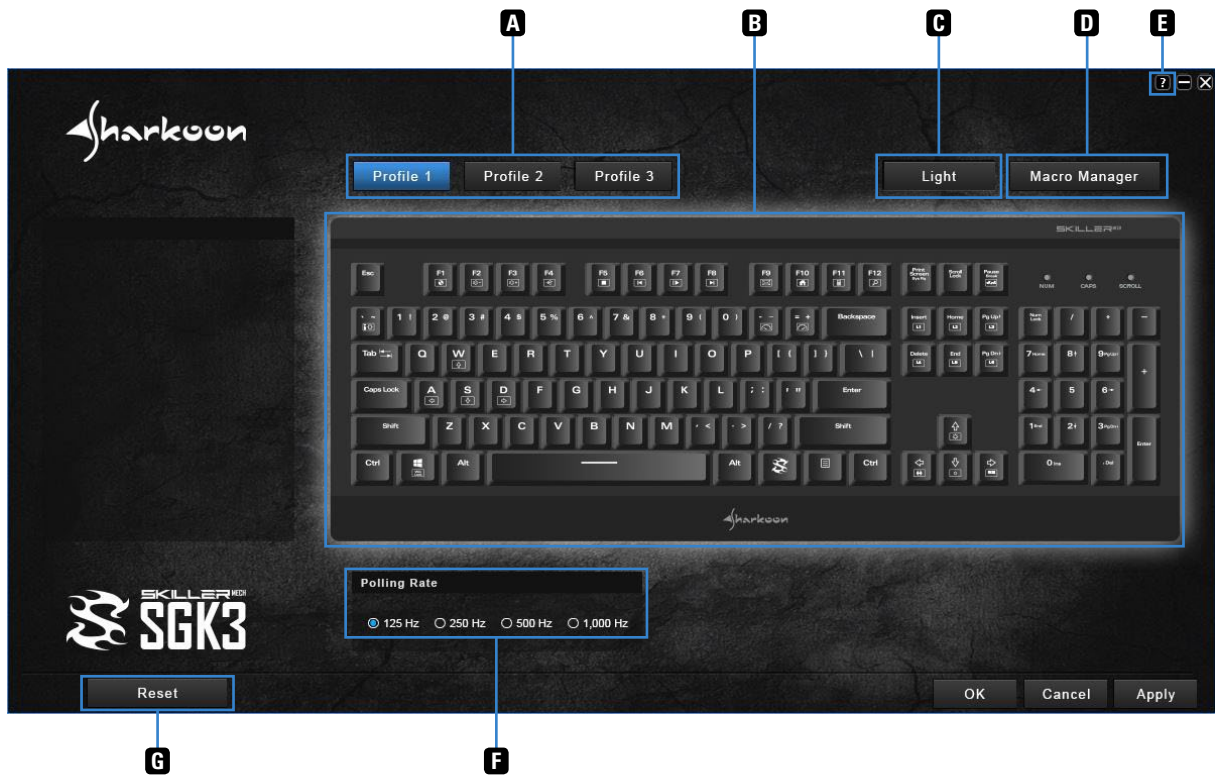


First, download the SKILLER MECH SGK3 software from www.shakoon.com. Unzip the zip file to a folder of your choice and then double-click on "SKILLER MECH SGK3 Setup.exe" to launch the installation.

Following the instructions of the installation wizard and then click "Finish" to complete the installation. The gaming software will then open and the GSG3 icon will appear in your taskbar. The software has now been successfully installed.



6. Software Overview



A Game Profiles

B Key Assignments

C Illumination

D Macro Manager

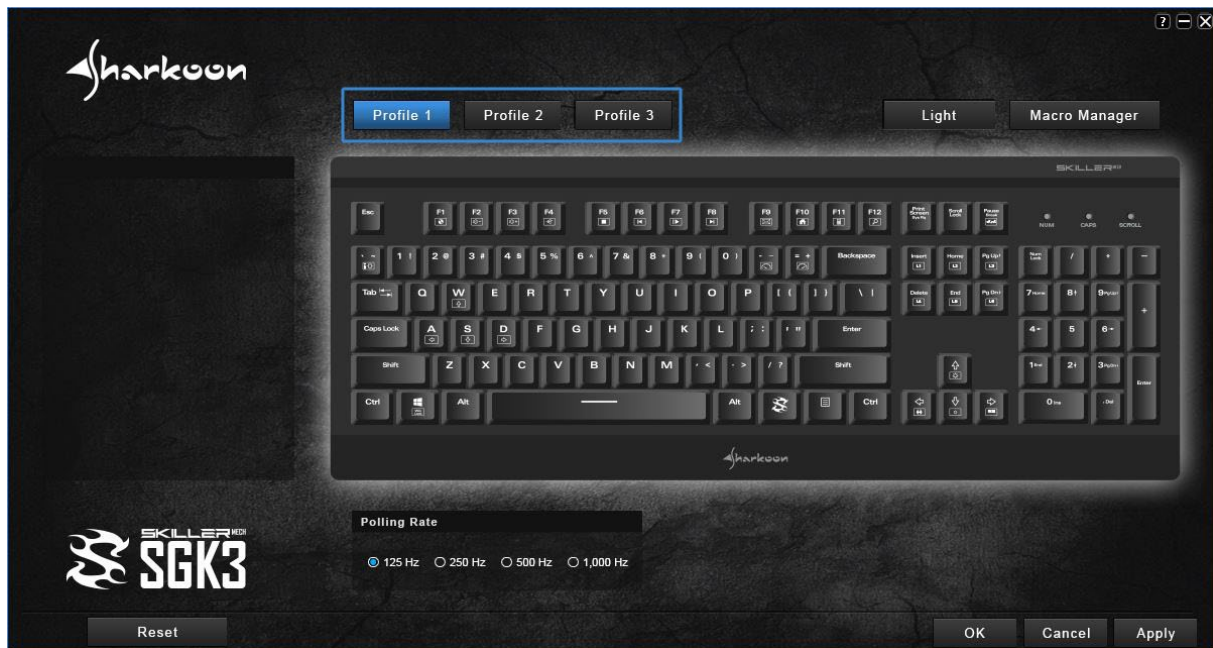
E About

F Polling Rate

G Reset



7. Game Profiles



Most settings within the gaming software can be bundled into up to three game profiles. This includes key assignments, lighting effects and the polling rate.

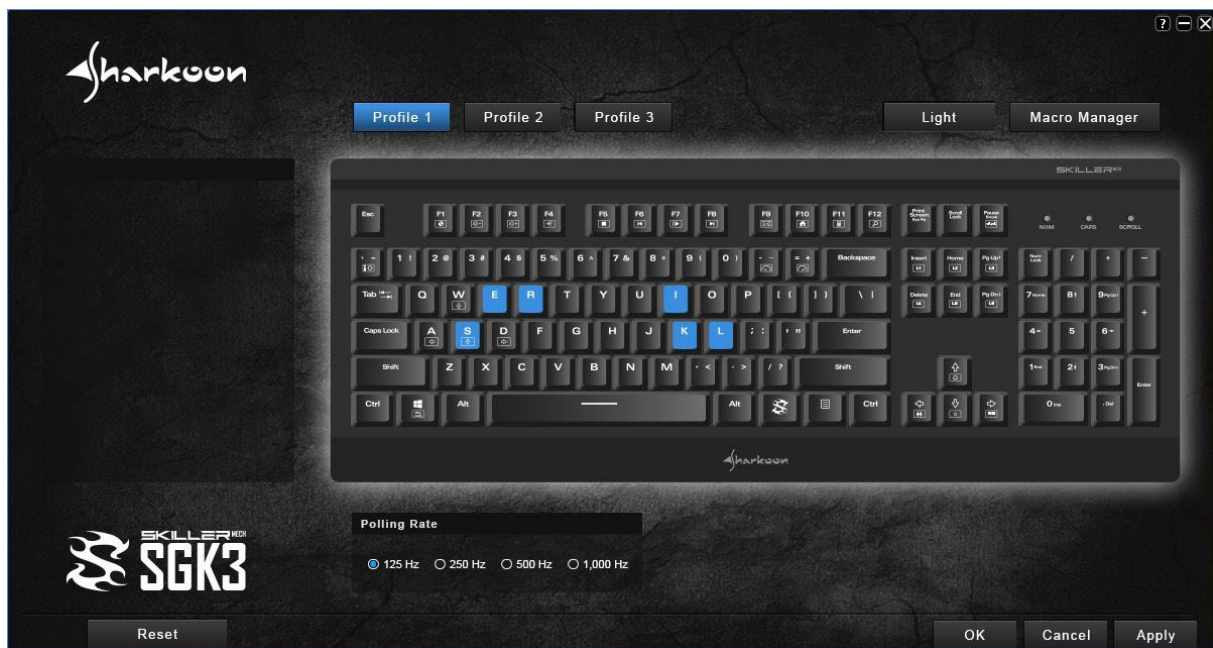
Select a game profile by clicking on either Profile 1, Profile 2 or Profile 3. The currently selected profile will be highlighted in blue.

Note:

When switching between the game profiles, the SKILLER MECH SGK3 illumination can momentarily flicker while the settings are updated.



8. Key Assignments



To re-assign the keys of your SKILLER MECH SGK3, first select a game profile to which the new key assignment is to be stored.

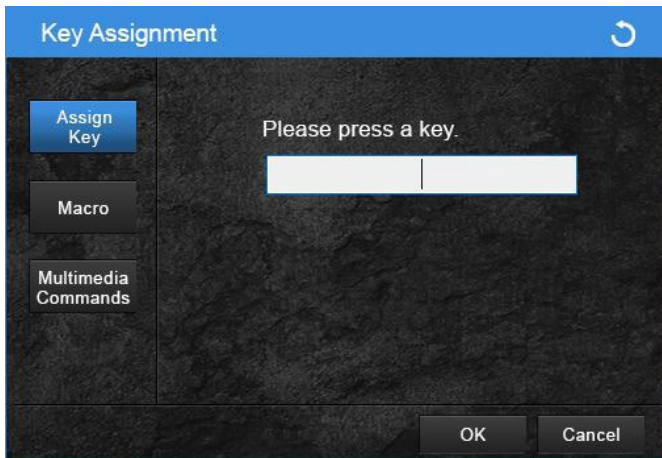
Then, click on the key you wish to change within the software. You can now choose whether to assign a new assignment, a macro or multimedia command to the key. All altered keys will be highlighted blue. To apply the changes, click on "Apply" within the Main Menu.

To reset individual keys to the default setting, click on the key to assign in the following window to the ↻-Symbol. Then click on "Apply". To reset the entire key assignment of a selected profile back to the default setting, click the "Reset" key in the main menu of the software.



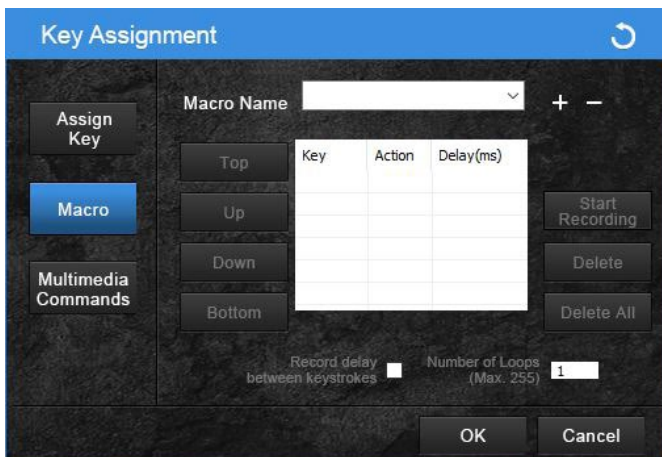
8. Key Assignments

8.1 Re-assign keys



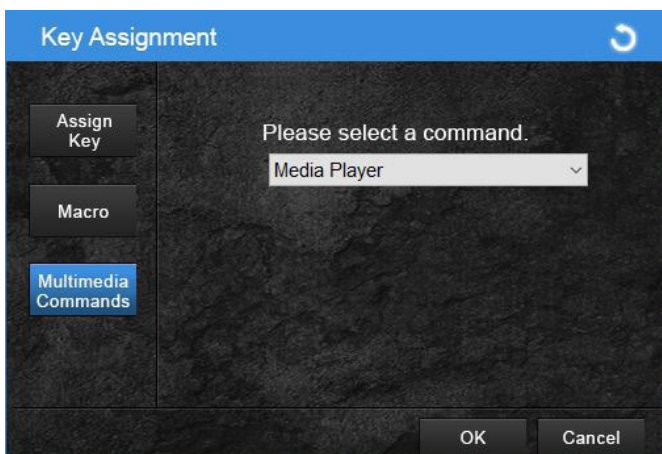
To assign a new assignment to a key, select the “Assign Key” option and enter a new key in the text field.

8.2 Assigning keys with macros



To assign a macro to a key, open the “Macro” option within the Macro Manager, there an already created macro can be selected or a new macro can be setup. For more information, see “Macro Manager”.

8.3 Assign keys with multimedia commands



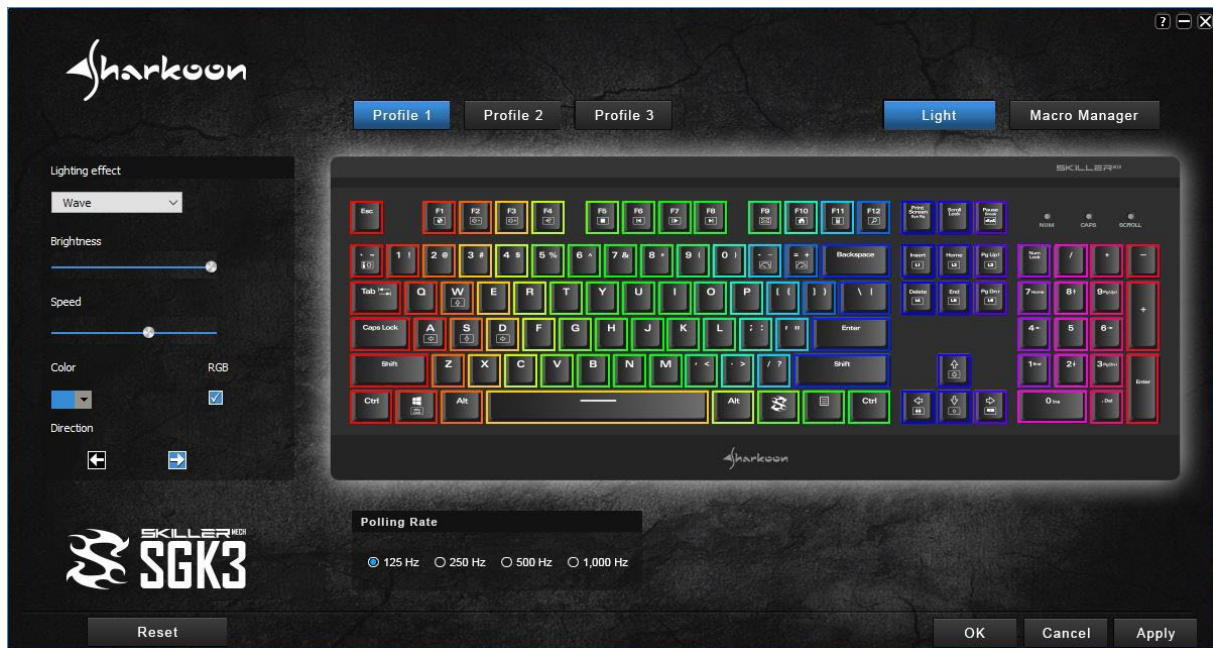
The “Multimedia Commands” option allows you to assign commands, such as launching and controlling the media player, to various keys. To do this, select the desired multimedia command from the drop-down menu.

Note:

Function keys can launch programs within the operating system, i.e. media player, e-mail and web browser.



9. Illumination



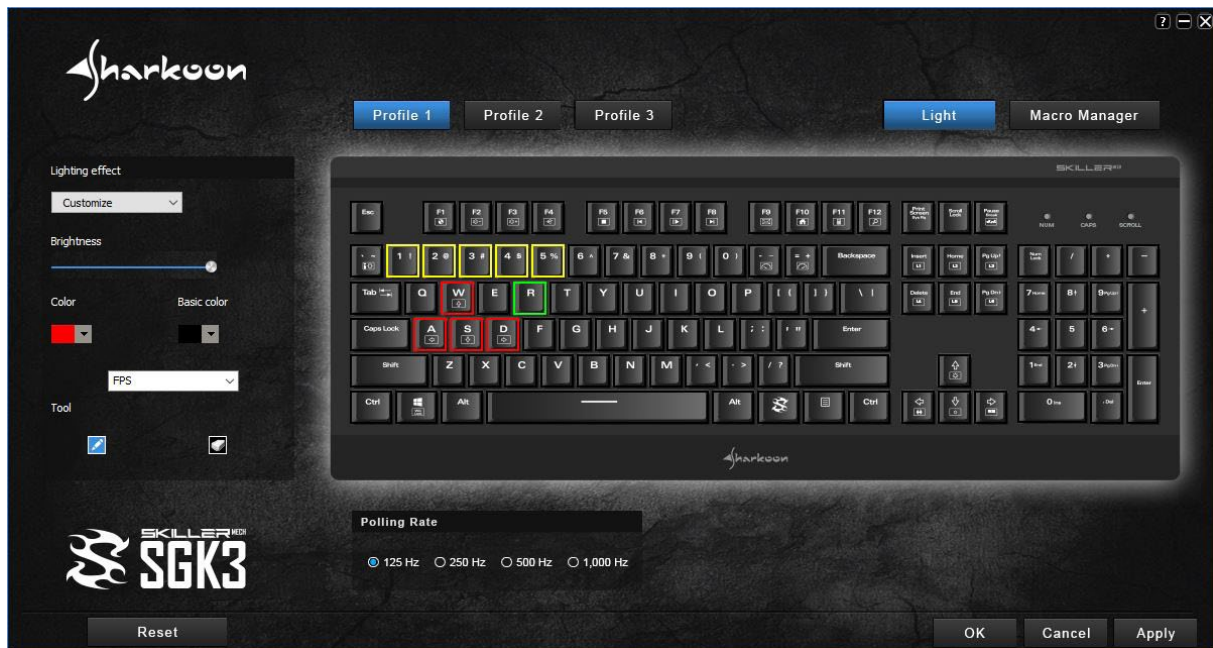
To adjust the keyboard illumination, click on the “Light” menu tab. A separate window will appear onscreen to the left of the displayed keyboard.

Select either a preset lighting effect or custom illumination from the drop-down list. Depending on the lighting effect, the intensity, frequency, color and direction of the lighting effect can be customized. By checking the “RGB” box, a multi colored lighting effect is activated – if available – instead of lighting in a single color.

All illumination settings are applied in real time and do not have to be confirmed by clicking the “Apply” button inside the main menu.



9. Illumination



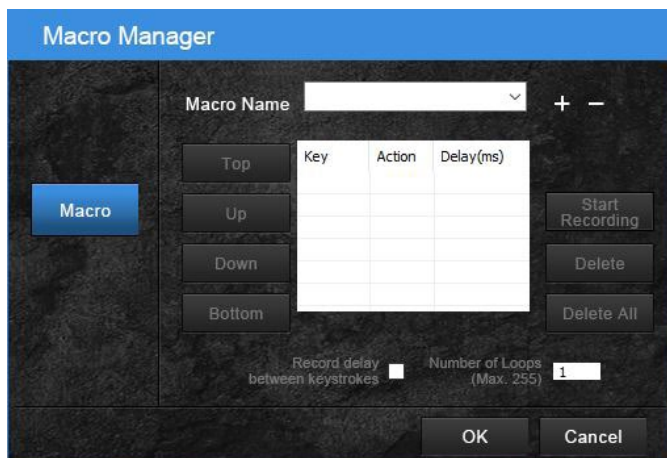
Select the “Customize” lighting effect option if you want to illuminate individual keys. Here, using the drop-down list, you can select and edit up to four preset lighting profiles by genre and up to six custom illumination profiles.

First, select the desired color from the „Color” drop-down list. Then click on the pen icon. You can now select any number of keys which will be illuminated in that selected color. The tool with the eraser icon will delete the previously select color placement after clicking on the respective key.

Using the “Basic Color” drop-down list, you can set a uniform color for all keys that were not customized with individual illumination.



10. Macro Manager

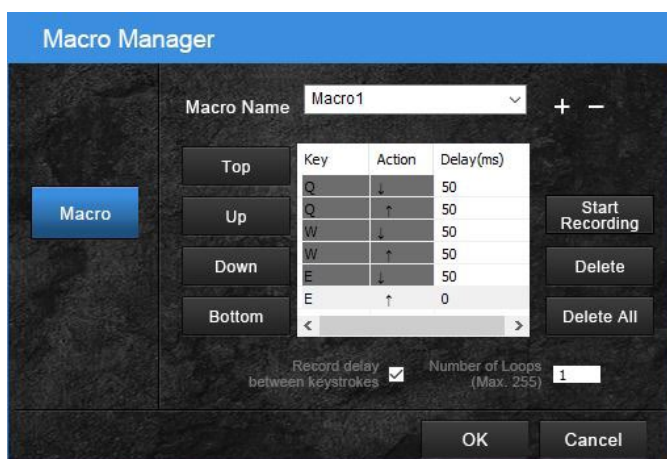


The Macro Manager allows you to record, modify and delete up to 100 macros, each with over 250 keystroke sequences, including delays. Macros are independent from the three game profiles and can be overall with them.

To create a new macro, first click on the plus symbol icon to the right of the drop-down list. New macros, when created, are numbered consecutively within the software. Click on the name of the macro to change it at any time. To delete a macro, click on the minus symbol icon.

To start the macro recording, click on “Start Recording” and then enter the desired keystroke sequence for the macro. To stop the macro recording, click on “Stop Recording”. Click on “OK” within the Macro Manager and then click “Apply” on the Main Menu to save the macro overall. .

To start the macro recording, click on “Start



Within the field stating the details of the recorded macro, the recorded keys are listed inside the “Key” column, while the “Action” column states whether the respective key was pressed or released. After the macro is recorded, it is possible to adjust the macro by using the drop-down menu and clicking on the recorded keys of the recorded action.

The “Delay” column displays either the standard delay of 50 ms or the actual delay between the two keystrokes. To record the actual delay between two keystrokes, place a check-mark for the corresponding option underneath the box for the recorded macro. The value can also be entered manually afterwards.

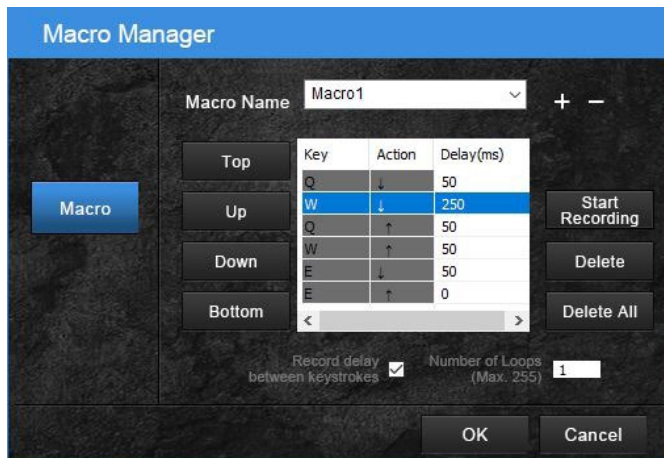
In the adjacent “Number of Loops” field, up to 255 loops can be set for the respective macro.

Example:

A macro containing the key sequence “F6 F2 478” with three loops; the macro’s output will be the following:
F6 F2 478 F6 F2 478 F6 F2 478.



10. Macro Manager

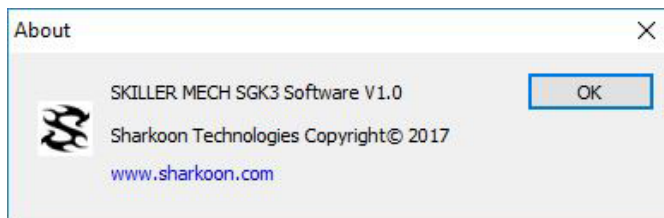


You can move the individual recorded keys by clicking “Start” at the beginning of the macro or by clicking “End” at the end of the macros.

The “Up” and “Down” tabs move the recorded keystrokes in the respective direction within the recorded macros.

“Delete” will delete the individual recorded keystrokes from the macro, while “Delete All” will delete all recorded keystrokes but will leave the macro.

11. About



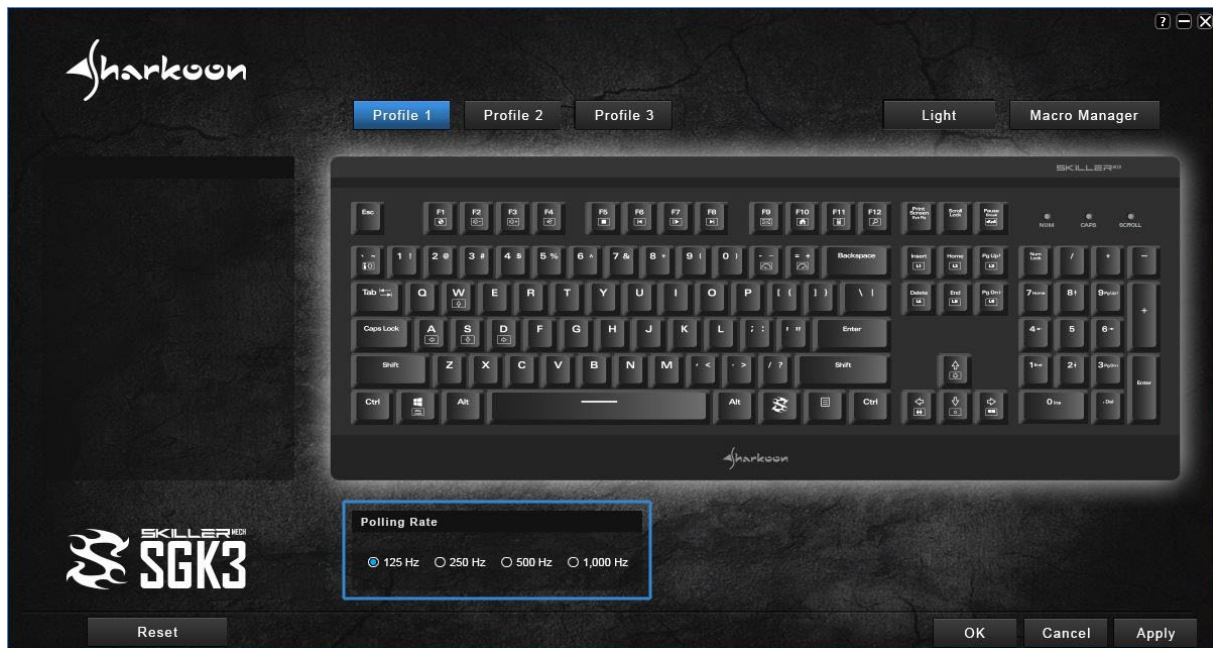
By clicking on the question mark symbol in the upper right corner of the software, the “About” pop-up will display the current software version.

There is also the possibility to export or import recorded macros and adjusted keystrokes from the software to your PC.

To export, click “Export” and select directory to where the settings should be saved. Then assign it a name and click “Save”. Click “Import” to lead already saved settings from a directory into the software.



12. Polling Rate



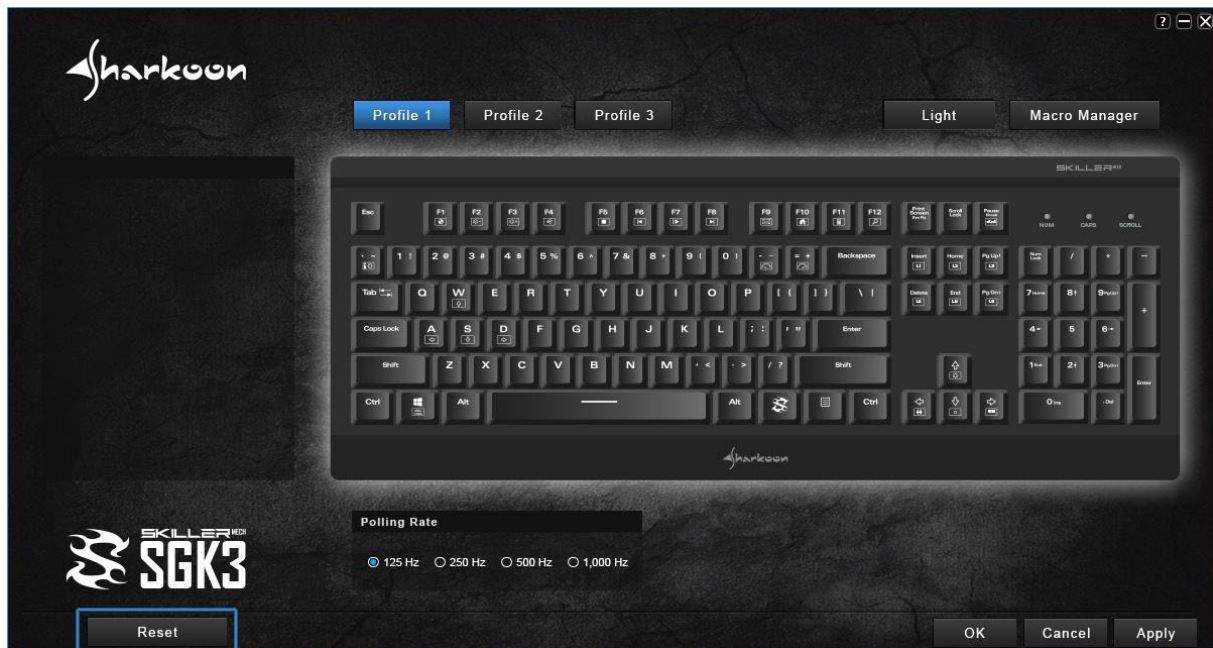
The polling rate specifies the polling rate between the computer and the SKILLER MECH SGK3. The higher the Hz value, the shorter the time between the two rates.

The polling rate can be set in four steps: 125 Hz (8 ms), 250 Hz (4 ms), 500 Hz (2 ms), 1000 Hz (1 ms).

The polling rate is applied in real time and does not have to be confirmed by clicking the “Apply” button inside the main menu.



13. Reset



Clicking on „Reset“ resets the changed key assignments and the selected lighting effects for the current profile back to its factory default. Not affected are the recorded macros and settings saved on the PC.



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Disposal of your old product

Your product is designed and manufactured with high quality materials and components, which can be recycled and reused.



When this crossed-out wheeled bin symbol is attached to a product, it means the product is covered by the European Directive 2012/19/EU.

Please be informed about the local separate collection system for electrical and electronic products.

Please act according to your local rules and do not dispose of your old products with your normal household waste. The correct disposal of your old product will help prevent potential negative consequences to the environment and human health.

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