

User manual for KT68 Pro Driver

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1. Driver Interface Overview

"Driver Management Interface: The following figure shows the interface when the device is not connected. The interface cannot be operated and the driver cannot be used. The device must be connected to the computer in wired mode to use the driver (please make sure the switch is toggled to wired mode)."



The following figure shows the interface when the device is connected. Click on the left status bar to switch to the functional interface.



2. Configuration File: Key Function Definition Interface



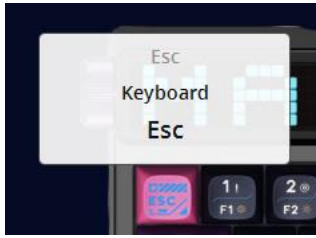
2.1. Scheme Settings Area: Edit Configuration Scheme



2.2. Key Settings Area: Edit Key Functions



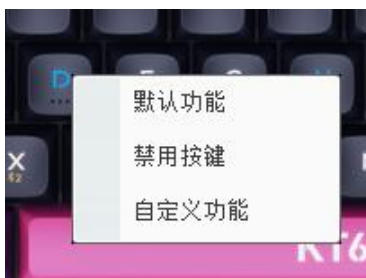
④ Move the mouse cursor over the corresponding key, and a character/function panel will appear for viewing.



Esc Default Key Functions

Esc Current Key Functions

②Right-click on a key to bring up the function setting panel.



* Custom Function: Allows users to select the function triggered by a key.



* A key with modified functions will display its character in blue in the key settings area.



2.3. Quick Function Selection Area: Allows for quick definition of key functions.



First, select the specified key in the key settings area by left-clicking on it. The key color will turn blue.



Next, click on the specified key function in the Quick Function Selection area below to quickly switch the key function.

- *  **Return to Desktop**
- *  **Switch Dot Matrix Screen Lighting Effects (Lighting effects can only be**

switched in wired connection mode. Keys have no function in wireless connection mode).

机械师K168

3. Macro Manager: Macro instruction setting interface, which is divided into four areas.



3.1. Scheme Setting Area: Edit configuration scheme



① Basic Commands:

Add: Create a new macro.

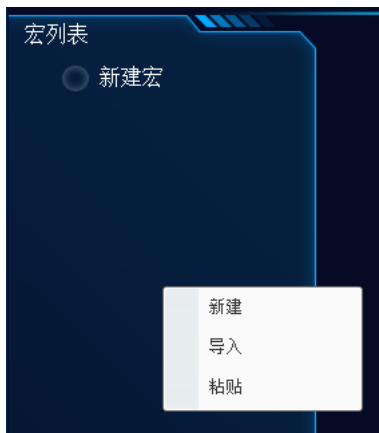
Delete: Delete the selected macro.

Copy: Copy the selected macro.

Import: Import external macro.

Export: Export the macro to an external file.

② Right-click on the blank area of the macro list.

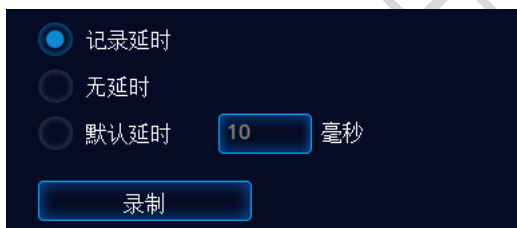


Add: Create a new macro.

Import: Import external macro.

Paste: Paste copied macro.

3.2. Macro recording: Macro recording settings.



Record delay: record the delay between key presses during macro recording.

No delay: Do not record the delay of keystrokes during recording.

Default delay: Select a fixed delay for recording keystrokes during macro recording.

Recording: start recording.



Stop Recording: Stop recording the macro.

3.3. Macro Record List: view recorded macro commands and adjust macros.



Delete: Select the event/delay and delete the corresponding item.

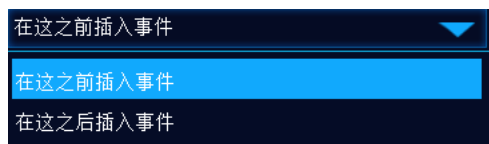
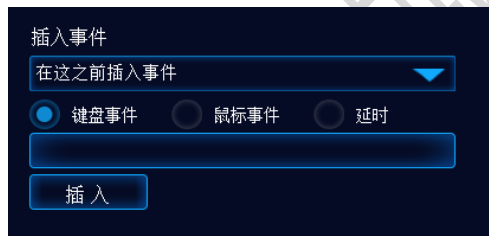


Move up: Click to select an item and move it up.



Move down: Click to move the selected item down.

3.4. Insert Time: Edit in the Macro List after Recording.



Insert event before this/Insert event after this: Insert an event before/after the selected item in the macro recording list.

Macro command usage:

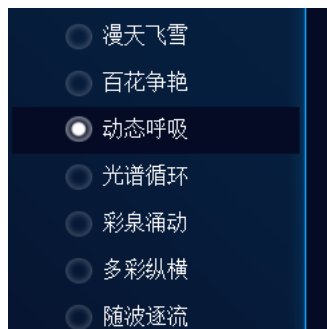
After recording the macro command, go to the configuration panel, select the corresponding button, right-click to open the control panel and select "Custom key", then find the corresponding macro definition in the key type.



4. Lighting modes: default lighting settings



4.1. Lighting Effects List: Default list of lighting effects.



4.2. Lighting effect preview interface: Preview lighting effects.



4.3. LED effect adjustment interface: customize LED effects.



Random color: set a random color for the lighting effect, which can be turned off for some lighting effects.



Color selection: You can select colors from the color palette or adjust the lighting effect colors by entering RGB values.



Adjusting the brightness/animation speed: Adjusting the brightness/speed of the lighting effect.

5. User Lighting: Setting up custom solid color lighting effects



5.1. Scheme list: List of schemes.

5.2. Light Effect Layout Preview/Selection Panel: Preview light effect and select the custom key



全选

Select all: Select all keys

数字

Numeric: Select all numeric keys

WASD

WASD: Selects the WASD keys.

5.3. Color Selection: Choose a color from the color palette or input RGB values to adjust the lighting effect color.



How to Use Lighting Mode:

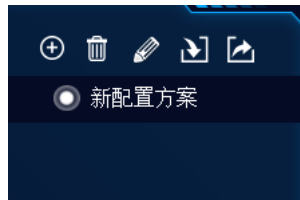
Click on the selection button, choose a color, and finally click apply to apply the lighting effect to the corresponding key position. The selected key will have a selected effect around it (only one key can be set per application, please select and apply multiple times for multiple key requirements.)



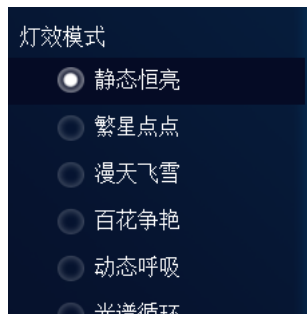
6. Custom Lighting: Set custom special lighting effects.



6.1. Scheme List: List settings.



6.2. Lighting Effect List: Select from a list of custom lighting effects.



6.3. Lighting Effect Layout Preview/Selection Panel: Preview the lighting effect and select the custom key.



6.4. Color Selection: Choose a color from the color palette or input RGB values to adjust the lighting effect color.



How to Use Custom Lighting Effects:

Click on the selection button or quickly select the key, select the specified lighting effect mode (some lighting effects support color selection), and finally click apply to apply the lighting effect to the corresponding key position (only one key can be set per application, please select and apply multiple times for multiple key requirements).

7. Audio Visualizer: Audio visualizer lighting effect



7.1. Scheme List



7.2. Preview interface



7.3. Setting interface



Visual Mode: Select audio visualizer lighting effect.



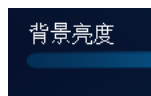
Amplitude: Set the strength of the rhythm amplitude



Background Mode: Select the background.



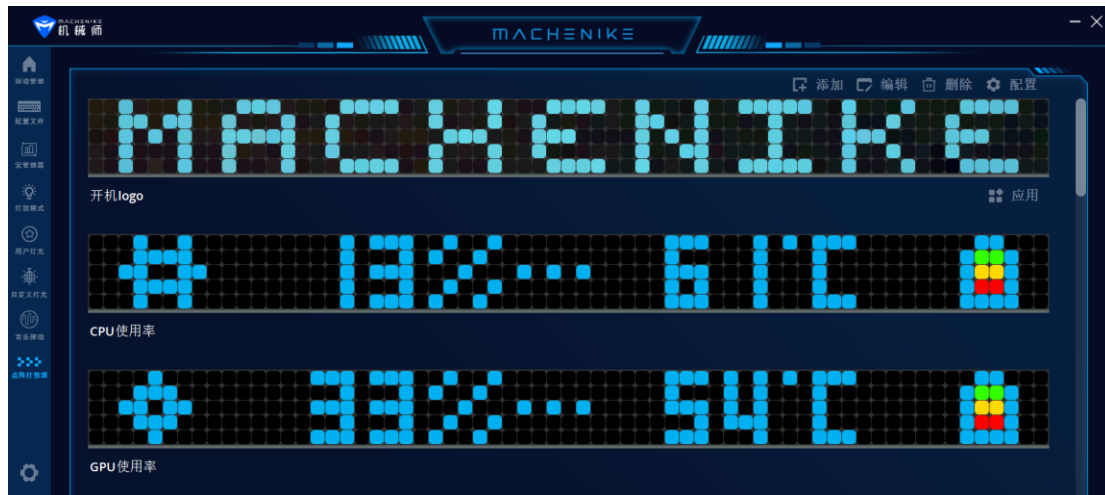
Background Brightness: Set the background brightness.



***The music rhythm mode can only be used in wired mode, and when used, the audio needs to be played on the computer to display the lighting effect.**

***Only one of the music rhythm lighting effects for the keyboard and the dot matrix screen can be displayed, and both cannot be displayed at the same time.**

8. Dot Matrix Screen Lighting Effect: Dot matrix screen display setting panel, the interface is divided into two areas.



8.1. Lighting Effect Setting Area

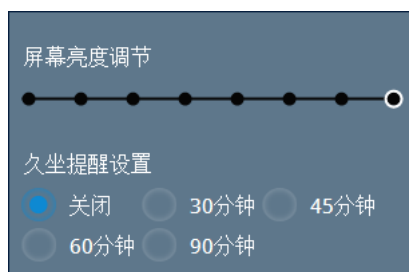


添加 Add: Create a new lighting effect

编辑 Edit: Edit the lighting effect

删除 Delete: Delete the lighting effect.

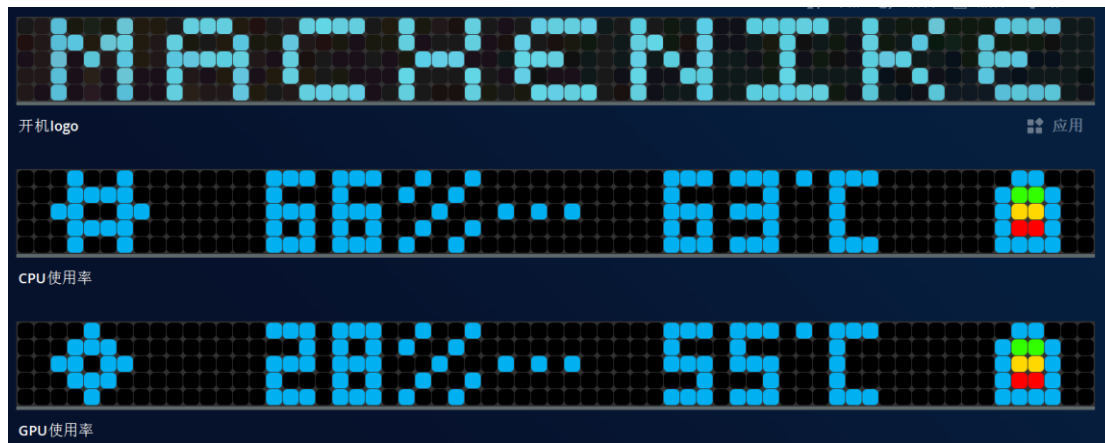
配置 Configuration: Lighting effect settings.



*Screen brightness adjustment: Set the backlight brightness.

*Sedentary reminder setting: Set the sedentary reminder time.

8.2. Lighting Effect Preview Area:

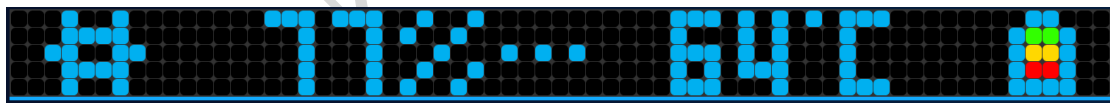


Apply: Apply the lighting effect and load it into the keyboard memory.

***When applying the lighting effect, the keyboard dot matrix screen will enter the loading interface. Please do not disconnect the connection, otherwise the loading will fail.**



Clicking on the lighting effect will select it, and there will be a blue selected interaction below the corresponding lighting effect.



***Editing and deleting require selecting the lighting effect.**

***Dot matrix screen lighting effects can be applied to the keyboard at any time in wired mode, but can only display the non-data lighting effects applied in the previous session in wireless mode.**

***Data lighting effects can only be displayed in wired mode.**

8.3. Default Lighting Effects Introduction::

The lighting effects are divided into three types:

The first type is data lighting effects (CPU usage, GPU usage, network speed, time display, sedentary reminder).

The character color and background color of this panel can be edited.

Background: Background color.

Foreground: Character color.



The second type is system default lighting effects: The default lighting effect panel can be edited directly. To import the original default lighting effect, you need to import the default effect in the editing panel.



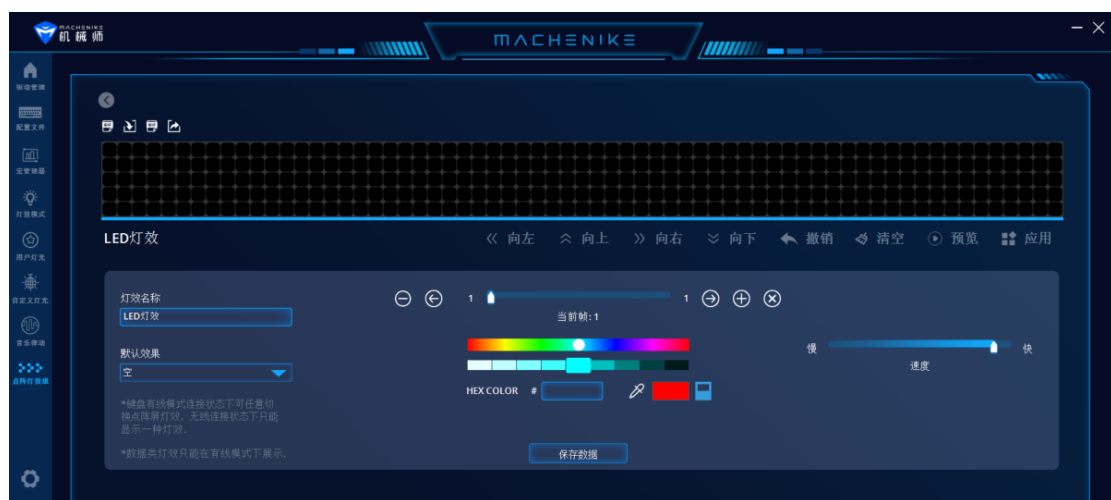
The third type is music rhythm, which can edit the visual mode, background mode, amplitude, and background brightness. (When the keyboard displays music rhythm lighting effects, the screen will display the loaded screen lighting effects. When the screen displays music rhythm lighting effects, the keyboard lighting effects will display default ordinary lighting effects.)

8.4. Editing panel

①Enter the editing panel:

Add: Click the add button to create a new lighting effect panel and enter the editing panel for that lighting effect.


Edit: Select a target lighting effect panel and click the edit button to enter the editing panel for that lighting effect.




②The editing panel interface is divided into two areas:

I. Preview area



 Import GIF image: Import a GIF and convert it into a lighting effect (It is recommended to import a GIF with a size of 650*50 pixels. Importing other sizes will result in compression)

 Import LED effect

 Export GIF image

 Export LED effect

« 向左

Left: Move the current lighting effect frame to the left

⤴ 向上

Up: Move the current lighting effect frame up

» 向右

Right: Move the current lighting effect frame to the right

⤵ 向下

Down: Move the current lighting effect frame down

↶ 撤销

Undo: Undo the current operation

🗑️ 清空

Clear: Clear the current lighting effect frame

▶ 预览

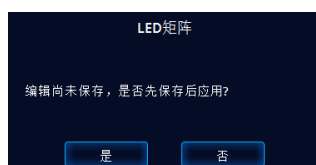
Preview: Preview the lighting effect. The screen will also display the lighting effect preview (Since the lighting effect has not been loaded into the keyboard screen, the smoothness of the dynamic effects displayed on the screen is not as good as the effect displayed by the driver. If you want to experience a smoother version of the screen lighting effect, it is recommended to select "Apply" in the main interface before viewing it)

⏹ 停止

*** After previewing, click "Stop" to restore editing functionality**

📄 应用

Apply: Apply the lighting effect



If there is no saved data, a window will pop up:

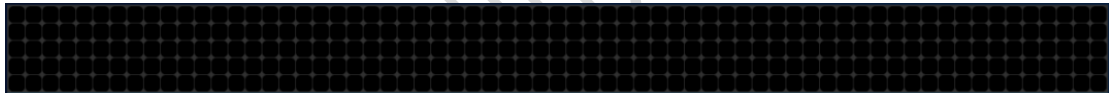
Yes: Save the data and apply the lighting effect

No: Return to the editing panel

*** When applying the lighting effect, the keyboard matrix screen will enter the loading interface. Please do not disconnect the connection, otherwise, the loading will fail.**



II. Edit lighting effect: Click or drag the mouse to select the corresponding LED to be changed



Editing area




Lighting effect name: Display the name of the lighting effect, which can be edited




Default effect: Quickly import the default lighting effect

*Importing the default lighting effect will overwrite the previously modified content, not add it after the lighting effect frame




 Delete the current lighting effect frame

 Add a new lighting effect frame

 Previous frame

 Next frame

 Clear all frames

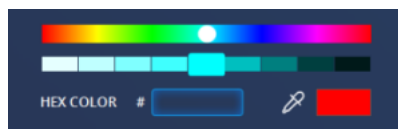
Current frame: Displays the current frame number of the current lighting effect frame.



The number on the right represents how many lighting effect frames have been created in total

***The maximum number of frames that can be set is 941**

Color selection method:



Drag to select a color and choose the corresponding color in the quick selection area below



Enter the hexadecimal color code for the corresponding color

Click the copy color button and drag the mouse to any part of the screen to select a color



Click the copy color button and drag the mouse to any part of the screen to select a color



The empty space next to it displays the currently selected color



Speed adjustment module: Drag the icon to control the animation playback speed



Save data: Save the modified content



Eraser: Click the icon to turn it black, then clear the color in the specified panel. Click the icon again or click the color selection area to return to default editing mode

Keyboard shortcut to turn off the screen lighting effect: FN + ~

9. Driver settings: Keyboard and driver basic settings



Language: Set the system language

Auto-start on boot: After selection, the driver will start automatically on boot

Reset keyboard data: Reset keyboard key settings

Factory reset: Restore the driver to the factory version (*Custom lighting effects will be deleted, please use with caution)



Light sleep time: Set the keyboard sleep time under wireless mode