

Activities...

- ▶ [Create a new profile](#)
- ▶ [Assign commands to G-keys/buttons](#)
- ▶ [Record a multi key macro](#)
- ▶ [Update my software](#)

Want to know more?

- ▶ [Getting started](#)
- ▶ [Profiles tutorials](#)
- ▶ [Troubleshooting](#)
- ▶ [Logitech Support website](#)

This Help Center provides information about Logitech gaming and audio devices. Please note that your device may not have some of the features covered in this Help Center. Refer to the documentation that came with your device.

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Welcome

Congratulations on acquiring your new Logitech® gaming device.

Logitech designs and manufactures personal interface products that enable you to effectively work, play, and communicate in the digital world. These products form the bridge between people and computers, a link so intuitive that the digital world feels like a natural extension of your senses. And all devices are packed with time-saving, intuitive, and customizable features – you'll soon wonder how you ever managed without them!

So what's special about your Logitech gaming device? To start with, keyboards and gamepads feature a bank of programmable G-keys that you can use to create a collection of useful custom commands per game; you can even stay in the game while you create them (mice also feature buttons that you can assign customizable commands to). Some device models have media buttons, so you can control your music and movies at the touch of a button. And with many device models, there's an integrated backlit display so you can keep tabs on messages, game status, media, and many other types of information.

The Logitech Gaming Software provides power and intelligence to your device, making possible its advanced gaming features, including profiles, multi key commands, and the LCD display configuration.

To get the most from your device and the Logitech Gaming Software, you can use this help center... It provides details on customizing your device to suit you. And it explains how you can maximize your gaming potential by setting up profiles for each game, recording macros, and assigning them to your G-keys/buttons.

Your Logitech gaming device with the Logitech Gaming Software... Ultimate Control for your Gaming.

Comfort and safety

Here is some important comfort and safety information:

- [Comfort guidelines](#).
- [Safety](#).
- [Protect your hearing](#).

Comfort guidelines

This topic contains important ergonomic information. We recommend that you read this information carefully for suggestions regarding work habits and workspace arrangement, to help stay comfortable and safe.

Some research suggests that physical discomfort and injury to nerves, tendons, and muscles may be associated with long periods of repetitive motion, improperly set up work space, incorrect body position and poor working habits.

If you feel pain, numbness, tingling, weakness, swelling, burning, cramping or stiffness in your hands, wrists, arms, shoulder, neck or back, see a qualified health professional immediately.

To maximize your comfort and lessen the chance of injury, follow these guidelines:

Make sure that your workspace is set up properly...



DO:

- Have your keyboard and monitor positioned directly in front of you with your mouse or trackball next to it.
- Place your mouse or trackball within easy reach so that your elbow can remain next to your side when using them.
- Adjust the height of your chair and table as to have the keyboard, mouse, or trackball at or below elbow height.
- Use the adjustment mechanism on the keyboard, if necessary to obtain the proper keyboard height.
- Remember, if you use a mouse pad, take its thickness into consideration when making the height adjustments.
- Have your feet well supported and your shoulders relaxed.
- Place materials on your desk according to their frequency of use:
 - Frequent: put materials you use the most closest to you.
 - Occasional: put materials that you use occasionally no farther than an arm's length away.
 - Infrequent: put your infrequently used materials further away, but consider convenience.
- Place documents you need while typing close to the monitor to reduce frequent head turning and change of eye focus. You can use a document holder to help.

Keep your shoulders, arms, wrists, and hands relaxed and comfortable as you work...

DO:

- Let your arms hang loosely at your sides for a moment, allowing them to dangle toward the floor and to become relaxed. Try to maintain this relaxed feeling while you work.
- Do not hunch or shrug.
- Use a wrist rest or a palm rest, if you have one, between keying tasks and not while typing. Using it while typing may increase pressure against the hand and increase the chance of injury.



- Avoid placing or supporting your wrists on sharp edges or on your desktop.



- Make sure that your elbow is next to your side. Keep your wrist relaxed and straight - don't bend it up, down, or to either side.



Practice good work habits...

DO:

- Take frequent short breaks. Get up and walk around at least a couple of times every hour.
- Vary your tasks throughout the day. Do something different with your hands and arms for a while.
- Use a light touch on the keyboard and for better control of the mouse or trackball.
- Use software features to customize your mouse or trackball to help you reduce stress to your arm, wrist, or hand by minimizing repetitive or awkward motions.

Be alert to signs of discomfort...

DO:

- Consult a qualified health professional if at any time during or after typing you feel pain, weakness, numbness, or tingling in your hands, wrists, elbows, shoulders, neck, or back, or if you have any reason to believe that you might be experiencing discomfort as a result of typing or from using the mouse or trackball.

For information regarding strategies or customizations which might increase your comfort when using the other parts of your computer (monitor, CPU, etc.), please consult the literature supplied with those components.

IMPORTANT SAFETY INSTRUCTIONS



CAUTION: ELECTRIC SHOCK HAZARD

- Read and keep these instructions.
- Heed all warnings.
- Do not use this apparatus near water.
- Clean only with dry cloth.
- Install in accordance with the manufacturer's instructions.
- No naked (open) flame sources, such as lighted candles, should be placed on or near the apparatus.
- Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- Only use attachments/accessories specified by the manufacturer.
- Unplug this apparatus during lightning storms or when unused for long periods of time.
- Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

WARNING: TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT EXPOSE THIS APPARATUS TO RAIN OR MOISTURE.

EXPLANATION OF SYMBOLS:



Placed on the product to mean...

Caution, refer to accompanying documentation before proceeding. This symbol would then be located in the manual section adjacent to the marking that refers to the area of concern.



Placed on the product to mean...

Warning, access to this area is restricted. Failure to comply could result in an electrical shock hazard.

Protect your hearing

Listening Advice to Avoid Hearing Damage

Listening via headphones, earbuds or headsets at a high volume may cause permanent hearing loss to occur. The louder the volume, the less time is required before your hearing could be affected.

To establish a safe volume level:

1. Start your equipment with the volume control at its lowest setting.
2. Slowly increase the sound until you can hear it comfortably and clearly, and without distortion.
3. Avoid setting the volume at a level that prevents you from hearing conversations and other similar noises around you.


Once you have established a comfortable sound level, leave it there. If you experience a ringing in your ears, discomfort or muffled speech, reduce the volume or stop listening and have your hearing checked.

See www.logitech.com/support for additional information.

Getting started


If you want to configure your gaming device or customize its use, you should launch the Logitech® Gaming Software. See [To launch the Logitech Gaming Software](#) for details.

When launched, the Logitech Gaming Software Home page is displayed. From here, you choose the action you want to carry out by making a selection from the Device bar. See [Using the Device bar](#).

The  icon is displayed in the Menu Bar Extras while the Logitech Gaming Software is running. If the software is running in the background, you can click the icon to launch it; you can also display information about the software, or close it. See [Using the Menu Bar Extras icon](#).


Do you have questions about the device itself? Refer to [Using my device](#) or [Troubleshooting](#).

To launch the Logitech® Gaming Software

- Click the **Spotlight** search icon on the far right of the menu bar, type **Logitech**, and select **Logitech Gaming Software**, or
- click the  icon in the Menu Bar Extras and select **Open Logitech Gaming Software**.

The Logitech Gaming Software Home page is displayed showing an image of your gaming device. From here, choose the action you want to carry out by making a selection from the Device bar. See [Using the Device bar](#) for details.










Note:

- ▶ The Logitech Gaming Software runs in the background all the time while your computer is running. This is required to support the advanced features your gaming device offers. The  icon in the Menu Bar Extras is displayed while the Logitech Gaming Software is running.

Using the Device bar

The Device bar at the bottom of the Logitech® Gaming Software screen offers various icons. You are not be able to see all of these icons, as they are only available for the actions supported by your gaming device.

Below is the full list of icons and an explanation of each:

Icon	Action
	Launches the Logitech website.
	<p>Shows your device.</p> <p>If you have more than one supported gaming device plugged in, the device currently selected is displayed. Any settings you change in the Logitech Gaming Software will be applied to just this device.</p> <p>To change settings for a different device, click the < or > button next to the device icon and choose the device you require.</p>
	Returns to the Logitech Gaming Software Home page, showing an image of your gaming device. Pressing Esc also re-displays the Home page.
	<p>Displays the Profiles View, used to create and maintain profiles for your games.</p> <p>The icon shown on the Device bar depends on whether the device you have selected contains G-keys or mouse buttons.</p> <p>If your device has on-board memory, you may be able to store G-key/button settings on the device.</p>
	Displays the Customize LCD Display View, used to control the information and material displayed on your device's LCD display.
	<p>Displays the Customize Pointer Settings View, used to configure device pointer movement settings to suit you and your gaming.</p> <p>If your device has on-board memory, you may be able to store pointer settings on the device.</p>
	Displays the Customize On-Board Profile Settings View, used to set profiles and pointer movement settings stored on the gaming device.
	Displays the Manage Profiles To Go View, used to store certain game settings on the device so you can take it to other computers and your profiles go with it.
	<p>Displays the Customize Backlight Color View (or for the G300, the Profiles View), where you can set the color scheme for your gaming device.</p> <p>If your device has on-board memory, you may be able to store lighting settings on the device.</p>



Displays the Logitech Gaming Software Options dialog box, used to specify a range of application settings.




Displays a menu of methods you can use to share your Logitech Gaming experience, such as social media and customer feedback.



Provides access to this help center, tutorials, the latest product information and software updates.

Using the icon in the Menu Bar Extras

When the Logitech® Gaming Software is running in the background, the  icon is displayed in the icon in the Menu Bar Extras. You can click the icon to display a pop-up menu offering the following options:

- **Open Logitech Gaming Software:** Launches the Logitech Gaming Software on the Home page.
- **About:** Displays information about the Logitech Gaming Software.
- **Quit:** Closes the Logitech Gaming Software.

Note:

- ▶ If you choose to quit, the Logitech Gaming Software stops running in the background. The features available with your gaming device will stop working.

Changing application settings



The Logitech® Gaming Software is assigned a range of default settings that are appropriate in most circumstances. We recommend that you check these and adjust them if necessary, so that the application works exactly as you want it to.

The application settings you can adjust are held in the following tabs (some tabs are not available for every type of device):

- **General** tab. Lets you specify a range of general application settings. See [To change general settings](#).
- **Notifications** tab. Lets you customize which notifications you want to be displayed on your computer screen and on your device's LCD display. See [To change notifications settings](#).
- **Profile** tab. Lets you define basic profile settings. See [To change profile settings](#).
- **G13 Mouse Emulation** tab. Available if you have a G13 device, which offers a mouse emulation feature, to specify the cursor speed. See [To change G13 mouse emulation settings](#).
- **Device-specific** tabs. Only available for some devices. See [To change device-specific settings](#).

To change general settings

1. Display the Logitech® Gaming Software Options dialog box (by clicking the **Settings** icon on the Device bar).
2. Specify the settings you require, using the following table as a guide:



Setting	Explanation
Automatically start after logging in	<p>Check this box if you want the Logitech Gaming Software to launch automatically when you start your computer, and run in the background.</p> <p>Note:</p> <ul style="list-style-type: none">▶ The Logitech Gaming Software must be running for the features available with your gaming device to work.
Record delays during quick macro creation	<p>Check this box if keystroke delays are to be recorded when you create a quick (on-the-fly) macro. If this box is unchecked, delays between keystrokes are not recorded as part of the macro.</p>
Show quick macro recording instructions on the GamePanel display	<p>Check this box if you want macro recording instructions to be shown on your device's LCD display when you press MR to create a quick (on-the-fly) macro.</p> <p>Note:</p> <ul style="list-style-type: none">▶ This feature is only available if your device has an integrated LCD display.
Allow games to control illumination	<p>Check this box for devices that have backlighting to permit the device's backlight colors to be changed by the games you play, or uncheck it to prevent games from changing the backlighting colors you've set.</p>
Enable enhanced graphics	<p>Check this box to use the computer's hardware acceleration for graphics. If this box is unchecked, animations will be slower.</p>
Automatically download high resolution product images	<p>Check this box to enable automatic downloading of high-resolution device images the first time a new device is connected. If this box is unchecked, the default low-resolution product images will always be used.</p>
Check for new profiles online	<p>Check this box to find out whether, when you choose the Scan For New Games option, there is a newer database of games online than currently stored in the Logitech Gaming Software. If there is, then this is downloaded before the Logitech Gaming Software scans your computer for games.</p>

3. Click **OK**.

After changing these settings, you can restore the recommended (original) values at any time by clicking the **Restore Defaults** button.

To change profile settings

1. Display the Logitech® Gaming Software Options dialog box (by clicking the **Settings** icon on the Device bar).
2. Click the **Profile** tab.
3. Specify the profile settings you require, using the following table as a guide:

Setting	Explanation
Default Profile	<p>Select from the drop-down list the 'fall-back' profile to be used if there's no persistent profile and when the current application does not have a profile linked to it (or no application is running).</p> <p>Note:</p> <ul style="list-style-type: none">▶ You can also set the default profile by right-clicking the relevant profile in the Profiles area on the Profiles View or clicking its  arrow, and selecting Set As Default. More information about default profiles is available in What are persistent and default profiles?
Persistent Profile	<p>Select from the drop-down list the profile you want to be always active, overwriting any other profiles in use. Even if an application you are running has a profile linked to it, the profile you select as a persistent profile takes priority.</p> <p>Note:</p> <ul style="list-style-type: none">▶ You can also set the persistent profile by right-clicking the relevant profile in the Profiles area on the Profiles View or clicking its  arrow, and selecting Set As Persistent. More information about persistent profiles is available in What are persistent and default profiles?
Profile cycling	<p>If you want to be able to switch between profiles by simply pressing a keystroke combination, put the cursor in this field and press the keyboard combination, for example Ctrl + F9 and check the keystroke name(s) appears in the field.</p> <p>To remove the keystroke, click Clear.</p> <p>Note:</p> <ul style="list-style-type: none">▶ More information about profile cycling is available in What is profile cycling?

4. Click **OK**.

After changing these settings, you can restore the recommended (original) values at any time by clicking the **Restore Defaults** button.

To change G13 mouse emulation settings

1. Display the Logitech® Gaming Software Options dialog box (by clicking the **Settings** icon on the Device bar).
2. Click the **G13 Mouse Emulation** tab.
3. Use the slider to select the cursor speed when the mouse emulation control is used.
4. Click **OK**.

Note:

- ▶ This feature is only available for G13 devices.

If you change the cursor speed, you can restore the recommended (original) setting at any time by clicking the **Restore Defaults** button.


Updating my software

Logitech® provides an Internet resource center for your device. The range and depth of information in the resource center changes over time to meet the needs of gamers. It may feature information and downloads for your device, including:

- Updated versions of the Logitech Gaming Software.
- Up-to-date news about your device and the Logitech Gaming Software.

To find out how to get up-to-date information, see [To get software updates and recent news](#).

To get software updates and news

1. In the Logitech® Gaming Software, click the  button above the **Help** icon on the Device bar at the bottom of the screen. A pop-up menu is displayed.
2. Choose the updates or news you require from the pop-up menu:
 - To get software updates, select **Check For Updates**. The Logitech Gaming Software checks online for an updated version of the software.
If there is an updated version available, the Logitech Updater downloads and installs it.
 - To view the latest news for your device, select **Internet ▶ Latest Information**. The resource center for your device opens in a Web browser.

Note:

- ▶ You can find out the version of the Logitech Gaming Software you're running by selecting **About** from the **Help** icon pop-up menu.

Troubleshooting

If you are experiencing difficulties with your gaming device or the Logitech® Gaming Software, check whether your problem is listed below. If it is, click for suggestions to help solve it.


- [I can't get my device to work at all.](#)
- [My G-keys/buttons aren't working properly.](#)
- [I'm having problems with my device's USB ports.](#)

If you can't find what you're looking for in these topics, try selecting **Help** ▶ **Internet** ▶ **Latest Information** or visiting the [Logitech Support website](#).

I can't get my device to work at all

- Make sure that your gaming device is correctly plugged into a full-powered USB port – this could be either one of your computer's integral USB ports or a USB hub with its own power supply. Your device is unlikely to work if you connect it to a multi-port USB hub that does not have its own power supply.
- Try unplugging your device and then plugging it in again, in case of a bad connection.
- Try plugging it into a different USB port, just in case there's a problem with that port.

My G-keys/buttons aren't working properly

- Make sure that your computer is running at least Mac OS 10.6.8 (of Snow Leopard), or Mac OS 10.7.4 or later (of Lion), or Mac OS 10.8.2 or later (of Mountain Lion). Support for your gaming device's G-keys/buttons is currently only provided with these operating systems.
- Check that the  icon is in the Menu Bar Extras, to make sure that the Logitech® Gaming Software is running. If it's not, then click the **Spotlight** search icon on the far right of the menu bar, type **Logitech**, and select **Logitech Gaming Software**.
- Make sure that you have the correct profile running. Each of your games can have a profile attached to it that should start automatically when you launch the game.

To check, launch the Logitech Gaming Software, edit the profile you want to be running and associate it with your game's executable file – see [To edit a profile](#) for details. When you start your game, the associated profile's name is displayed for five seconds on your device's display.

- Did you correctly install the Logitech Gaming Software and drivers for your device, for example from the CD-ROM that came with your device? If not, then carry out a full installation, either using the CD-ROM or downloading the latest software from www.logitech.com.
- Make sure that the settings for your persistent profile and default profile are correct. For example, if you have selected to use a persistent profile then profiles linked to specific games are ignored. For more information, see [What are persistent and default profiles?](#)

I'm having problems with my device's USB ports

- If your device's hub is self-powered then make sure that your devices don't require a combined total of more than 100mA. Examples of devices that do not work when plugged directly into a self-powered USB hub include some video cameras, scanners, and gamepads that support rumble/vibration effects. Refer to your device's documentation to find out its power requirements.
- If you have two devices plugged in, try unplugging one of them and seeing if the other then works.
- Make sure that the device is correctly plugged into one of your device's USB ports, by unplugging it and then plugging it in again.
- Try plugging the device into your device's other USB port.

Note:

- ▶ If your device doesn't have integrated USB ports, ignore this topic.

Contacts

Please see:

- [North and South America](#)
- [Asia Pacific and Oceania](#)
- [Europe, Middle East and Africa](#)

North and South America

Corporate Headquarters (Fremont USA and Canada):

+1-510-795 81 00

Regional offices:

Country	Division	Telephone
Canada	Peripherals	+1 866-934-5644
	Streaming Media Systems	+1 (877) 887-8889 (toll-free) +1 (646) 454 3237 (unable to dial toll free)
	DVS	+1 88 469 4543
	Ultimate Ears	+1 866-837-7734
	Harmony	+1 866 291 1505 (English) +1 800 392 0431 (French) +1 800 499 3508 (Spanish)
	Labtec	+1 646 454 3222
Mexico	Peripherals	+1 800-578-9619
United States	Peripherals	+1 646-454-3200
	Streaming Media Systems	+1 (877) 887-8889 (toll-free) +1 (646) 454-3237 (unable to dial toll-free)
	DVS	+1 88 469 4543
	Ultimate Ears	+1 866-837-7734
	Harmony	+1-866 291 1505 (English) +1-800 392 0431 (French) +1-800 499 3508 (Spanish)
Brasil	Peripherals	+1 800-891-4173
	Labtec	+55 11 3444 6762
Latin America	Peripherals	+1 800-578-9619
	Labtec	+55 11 3444 6763

Asia Pacific and Oceania

Asian Pacific Headquarters (Hong Kong):

+852 2821 5900

Regional offices:

Country	Division	Telephone
Australia	Peripherals	1800 025 544
China	Peripherals	800 820 0338 (toll-free) 400 820 0338
China (Hong Kong)	Peripherals	0800 012300 (English & Cantonese)
Taiwan	Peripherals	0800 012300
Malaysia	Peripherals	1800 88 0719
Korea	Peripherals	00798-601-8207
Japan	Peripherals	050-3786-2085
Singapore	Peripherals	800 6011 372 (toll-free)
New Zealand	Peripherals	0800 447 361

Europe, Middle East and Africa

European, Middle Eastern & African Headquarters (Morges, Switzerland):

+852 2821 5900

+41 (0)22 761 4025 (English)

Labtec: +41 (0)22 761 4027

Fax: +41 (0)21 863 5402

Regional offices:

Country	Division	Telephone
Austria	Peripherals	+43 (0)1 206 091 026
	SMS / WiLife / UE	0800 29 53 25
	Harmony	0800 296 615
	eCommerce	+43 (0)1 206 091 027
Belgium	Peripherals	+32 (0)2 200 64 44 (Dutch) +32 (0)2 200 64 40 (French)
	SMS / WiLife / UE	+32 (0)2 200 64 44 (Dutch) 0800 80 790 (French)
	Harmony	+32 (0)2 200 64 45 (Dutch) +32 (0)2 200 64 42 (French)
Czech Republic	Peripherals	+420 239 000 335
	SMS / WiLife / UE	+420 239 000 335
	Harmony	00 800 42 957
Denmark	Peripherals	+45 38 32 31 20
	SMS / WiLife / UE	+45 38 32 31 20
	Harmony	808 87 905
	Labtec	+45 38 32 31 18
	eCommerce	+45 38 32 31 19
Estonia	Peripherals	800 00 44 314
	SMS / WiLife / UE	800 00 44 314
Finland	Peripherals	+358 (0)9 725 191 08
	SMS / WiLife / UE	+358 (0)9 725 191 08
	Harmony	0 800 913 192

	eCommerce	+358 (0)9 725 191 07
France	Peripherals SMS / WiLife / UE Harmony Labtec eCommerce	+33 (0)1 57 32 32 71 080 554 01 56 0805 540 357 +33 (0)1 57 32 32 73 +33 (0)1 57 32 32 72
Germany	Peripherals SMS / WiLife / UE Harmony Labtec eCommerce	+49 (0)69 517 094 27 0800 66 47 158 0 800 000 6726 +49 (0)69 517 094 29 +49 (0)69 517 094 28
Greece	Peripherals SMS / WiLife / UE	00800 44146191 00800 44146191
Hungary	Peripherals SMS / WiLife / UE	+36 177 74 853 +36 177 74 853
Ireland	Peripherals SMS / WiLife / UE Harmony	+353 (0)1 524 50 80 18 009 468 98 1 800 882 928
Italy	Peripherals SMS / WiLife / UE Harmony Labtec eCommerce	+39 02 914 83 031 +39 02 914 83 031 800 979 229 +39 02 914 83 033 +39 02 914 83 032
Latvia	Peripherals SMS / WiLife / UE	8000 31 81 8000 31 81
Lithuania	Peripherals	8800 30 647

	SMS / WiLife / UE	8800 30 647
Luxemburg	Harmony	800 261 29
Netherlands	Peripherals	+31 (0)20 200 84 33
	SMS / WiLife / UE	+31 (0)20 200 84 33
	Harmony	0 800 022 6903
	Labtec	+31 (0)20 200 84 35
	eCommerce	+31 (0)20 200 84 34
Norway	Peripherals	+47 (0)24 159 579
	SMS / WiLife / UE	+47 (0)24 159 579
	Harmony	0 800 11 673
	Labtec	+47 (0)24 159 577
	eCommerce	+47 (0)24 159 578
Poland	Peripherals	00800 441 17 19
	SMS / WiLife / UE	00800 441 17 19
	Harmony	00800 441 18 33
Portugal	Peripherals	+351 21 415 90 16
	SMS / WiLife / UE	+351 21 415 90 16
	Harmony	800 844 573
Russia	Peripherals	+7 (495) 641 3460 1 0800 202 71044
	SMS / WiLife / UE	+7 (495) 641 3460 1 0800 202 71044
	Harmony	81 0800 202 710 44
Slovakia	Peripherals	0 800 004 701
	SMS / WiLife / UE	0 800 004 701
South Africa	Peripherals	800 981 089
	SMS / WiLife / UE	800 981 089

Spain	Peripherals SMS / WiLife / UE Harmony Labtec eCommerce	+34 91 275 45 88 +34 91 275 45 88 900 811 863 +34 91 275 45 90 +34 91 275 45 89
Sweden	Peripherals SMS / WiLife / UE Harmony Labtec eCommerce	+46 (0)8 501 632 83 +46 (0)8 501 632 83 020 170 1520 +46 (0)8 501 632 81 +46 (0)8 501 632 82
Switzerland	Peripherals SMS / WiLife / UE Harmony Labtec eCommerce	+41 (0)22 761 4012 (German) +41 (0)22 761 4016 (French) +41 (0)22 761 4020 (Italian) 0800 563 684 (German) 0800 563 685 (French) +41 (0)22 761 4020 (Italian) 0800 563 686 (English) 0800 558 677 (German) 0800 561 767 (French) 0800 561 814 (Italian) +41 (0)22 761 4014 (German) +41 (0)22 761 4018 (French) +41 (0)22 761 4022 (Italian) +41 (0)22 761 4013 +41 (0)22 761 4017 +41 (0)22 761 4021
Turkey	Peripherals SMS / WiLife / UE	00800 44 882 5862 00800 44 882 5862
United Kingdom	Peripherals SMS / WiLife / UE Harmony Labtec eCommerce	+44 (0)20 3024 8159 0800 085 74 99 0800 032 64 33 +44 (0)20 3024 8161 +44 (0)20 3024 8160
United Arab Emirates	Peripherals	8000 441 4294

SMS / WiLife / UE

8000 441 4294

Harmony

8000 441 4294

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Using my device

Your gaming device has some special features (including keys, buttons and other features). Many are customizable (see [Customizing my device](#)). Your device has some, but not all, of the following:

- **G-keys/buttons and M-keys.** Your device's G-keys (or buttons for a mouse) are your main gaming weapon. They provide you with a powerful armory of programmable keys that you can tailor to each of your games (and other applications). And if your device has M-keys, you have even more flexibility. For more details, see [Using the G-keys](#), [Using the M-keys](#) and [Using mouse buttons](#).
- **Integrated LCD GamePanel display.** The display can keep you informed of what's happening both in your game and in other events on your computer and device, such as the Logitech® Gaming Software, media, and other applications. For example, you may be able to see media information on the display while playing a full-screen game. Accompanying the display are buttons that you can use to select menu items.
- **Multimedia control buttons.** For fast and efficient control of the media on your computer, your device is equipped with intuitive media buttons. For details, see [Controlling my multimedia](#).
- **Gaming mode switch.** While playing games it can sometimes be better to disable certain standard system keys. Moving the Gaming mode switch lets you control when you want the standard system keys to be active. For more details, see [Switching my device to Gaming mode](#).
- **Backlighting button.** Your device's keys can be backlit, and the color or brightness of the backlighting can be changed to suit your environment or automatically match the current M-key mode.
- **USB ports.** Integrated USB ports enable you to easily connect other devices, such as a joystick and headset, or a memory stick. For more details, see [Connecting devices to the USB hub](#).
- **Mini-joystick.** You can use the four-directional mini-joystick when playing games as well as in other applications. For more details, see [Using the mini-joystick](#).
- **Battery.** Warnings are shown for devices containing batteries when they are running low on charge. For more details, see [Checking the battery charge](#).

Customizing my device

Even though your device is ready to use straight from the box, one of its great strengths is that you can customize it to suit you and your gaming...

Most Logitech® gaming devices feature programmable G-keys or buttons. The default functionality of its G-keys/buttons are specified in the default profile 'Default Profile'.

If your device has M-keys, they are labeled **M1**, **M2**, and so on. You can customize the G-keys/buttons and M-keys on an application specific basis using the Logitech Gaming Software. The M-keys let you program different sets of assignments for all of your G-keys/buttons. At any given time the G-keys are in one of the modes and the relevant LED (**M1**, **M2**, and so on) is lit to indicate the current mode. To change mode, simply press the relevant M-key.

The **MR** key can be used to record quick, on-the-fly macros which can be assigned to any of the G-keys, overriding assignments made in the current profile.

For more information on G-keys/buttons and M-keys, see [Using the G-keys](#), [Using mouse buttons](#) and [Using the M-keys](#).

Remember that each application you use – including each game you play – can have one or more profiles defined that contains G-key/button customizations specific to that application. See [Using profiles](#) for more information.

Note:

- ▶ As well as customizing G-keys/buttons, you can also adjust the way you use your device's LCD GamePanel display, if it has one.

Using the G-keys

Note:

- ▶ If your device doesn't have G-keys, ignore this topic.

Each G-key has a default action that is the same as the equivalent Function (F) key. For example, **G1** is equivalent to F1, **G2** is equivalent to F2, and so on. But the real value of the G-keys is that you can customize them to suit you and every game you play and every application you use.

Each game (or application) can use a profile that is uniquely tailored to it. The profile defines what each G-key does when you press it. You can assign a special, quick-access action, such as a macro or shortcut, to each G-key. For details about how to assign a quick-access action to a G-key, see [Assigning commands to G-keys/buttons](#).

Once a G-key has an action assigned to it, you can press it when using the associated application in order to carry out the action. While gaming these are typically macros that perform special movements or complicated actions where a combination of keystrokes needs to be performed.

If you need more quick-access commands, then you can use the M-keys (**M1**, **M2**, and so on) to switch between the modes. For more details, see [Using the M-keys](#).

Using the M-keys

Note:

- ▶ If your device doesn't have M-keys, ignore this topic.

Your device contains M-keys, labeled **M1**, **M2**, and so on. These change which mode (or shift state) the G-keys are in. When you press one of the M-keys, its LED is lit to indicate that you're in that mode. On some devices, the backlighting color also changes to match the mode.

So why have different modes? The main reason is that your game may need many macros. By using the M-keys you can assign a full range of quick-access commands, perhaps for different game scenarios.

Here's an example of M-key usage for a real time strategy game (in this example, the device has three M-keys)... In M1 mode you may choose to assign your common-use macro keys for control groups and special unit skills. M2 mode could contain your production macros where you can build units and structures. And M3 mode may have your research and upgrade macros. While playing the game you can easily switch from one set of macros to another by simply pressing the relevant M-key.

Of course, many games may not need numerous macros and other commands, in which case you may just make the assignments to the G-keys when in M1 mode. Then, when playing the game, you can ignore the other M-keys.

Next to the M-keys is the **MR** key. You can use this to record quick macros. See [To record a quick \(on-the-fly\) macro](#) for instructions.

Using mouse buttons

Note:

- ▶ If your device doesn't have mouse buttons, ignore this topic.

Each mouse button has a default action that is the typical pre-configured action for that button. For example, pressing the right button performs a standard right-click function. However, your mouse buttons can be customized to suit you and every game you play and every application you use.

Each game (or application) can use a profile that is uniquely tailored to it. The profile defines what each mouse button does when you press it. You can assign a special, quick-access action, such as a macro or shortcut, to each mouse button. For details about how to assign a quick-access action to a button, see [Assigning commands to G-keys/buttons](#).

Once a button has an action assigned to it, you can press it when using the associated application in order to carry out the action. While gaming these are typically macros that perform special movements or complicated actions where a combination of keystrokes needs to be performed.

Controlling my multimedia







Note:

- ▶ If your device doesn't have multimedia buttons, ignore this topic.

Some devices contain keys or buttons designed to enhance your multimedia experience. For example, when you want to listen to music or watch a movie you can control your multimedia with single button presses. You can select the track you require, and play and pause it. You can also change and mute the volume.

If you want to, you can assign your preferred media player to one of your G-keys/buttons, so you can access your multimedia with a single press. For details, see [To assign a function](#).

Use the following buttons to control music and movies you're playing on your computer, and adjust the volume:

Button	Control	Function
	Play/Pause	Plays music or a movie, or pauses what is already playing.
	Stop	Stops the music or movie that is playing.
	Previous/Rewind	Plays the previous track, or rewinds the current track if you hold down the button.
	Next/Fast Forward	Skips to the next track, or fast forwards the current track if you hold down the button.
	Volume Up, Volume Down	Adjusts the volume. If your device has volume buttons, pressing them turns the volume up and down. If your device has a roller, roll it up to turn the volume up, and down to turn it down. If your keyboard has a volume dial, rotate it clockwise to turn up the volume, and counter-clockwise to turn it down.
	Mute	Mutes the volume. Pressing the key again restores the volume to its previous level.

Switching my device to Gaming



Note:

- ▶ If your device doesn't have a Gaming mode switch/button, ignore this topic.




Switching to Gaming mode depends on whether your device is a keyboard or a mouse...

Keyboards

To switch to Gaming mode, simply move the Gaming mode switch to the right. If there are two symbols on your device, move it from

 (normal) to  (gaming).

This prevents the following two system keys from working, so you can avoid easy-to-make accidental presses when you're gaming:

- The  or  key.
- The  key.

You can now play your games safe in the knowledge you won't accidentally press one of these keys when you intend pressing an adjacent key, such as **Ctrl**.

When you finish gaming simply move the switch back to normal mode to re-instate the keys.

Mice

To switch to Performance mode, simply slide the Mode switch on your mouse - its LED changes from green (endurance mode) to blue (performance mode).

You can optimize your mouse settings for both gaming and office work, and then use the Mode switch to switch between the two modes. When configuring settings in the Logitech[®] Gaming Software the LED symbol next to the battery symbol shows whether you are editing the settings for performance mode or endurance mode.

When you finish gaming simply slide the Mode switch to return to endurance mode; the LED on the mouse changes to green.

Connecting devices to the USB hub

Note:

- ▶ If your keyboard doesn't have integrated USB ports, ignore this topic.

Your keyboard contains an integrated USB self-powered hub containing external USB ports. This is ideal for connecting up to other devices, for two reasons:

- It frees up your computer's USB ports. You can connect devices to your keyboard, such as a joystick and headset, instead of using up your computer's USB ports.
- It's so convenient. You can use your keyboard's USB ports to temporarily connect devices like memory sticks, because your keyboard's ports may be more easily accessible than your computer's USB ports.

Note:

- ▶ Some keyboard models have a self-powered USB hub. These keyboard models can be used to connect devices that use a total of up to 100mA. These typically include USB keyboards, mice, memory sticks, digital cameras, and many gamepads, joysticks and headsets. You can check the label on a device to see the power requirements for that device. Examples of devices that will not work when plugged directly into your keyboard's self-powered hub include some video cameras, scanners, and gamepads that support rumble/vibration effects. If you connect a high-power device to your keyboard, the device is shown as disabled and a message is displayed that indicates why the device is not operating. Disconnect the device from the keyboard's USB port reconnect it to a different USB port that supplies enough power.

Using the mini-joystick

Note:

- ▶ If your device doesn't have a mini-joystick, ignore this topic.

If your device contains a mini-joystick, you can use it when playing games and when using other applications. Its features include:

- A four-direction mini-joystick.
- Three buttons. Two are next to the joystick and the other is activated by pressing down on top of the mini-joystick itself.
- You can assign macros, keystrokes, functions, and so on, to any of the joystick's buttons and directional movements in the same way as you would for any G-key.

For information on assigning macros and other commands to G-keys and buttons, see [Assigning commands to G-keys/buttons](#).

Checking my device's battery charge

Note:

- ▶ If your device is corded, please ignore this topic.

For devices with batteries, you can check the current battery level within the Logitech® Gaming Software by looking at the battery symbol in the top-left corner. This gives you an indication of how much battery life remains.

If your device has an LCD display, a warning message is displayed on it when your device's battery power becomes low.

Profiles help




Your gaming device features **G-keys/buttons** that you can customize.

To get the most from your device's G-keys/buttons, use the Profiles View in the Logitech® Gaming Software. See [Using the Profiles View](#) for information.

Here's a taste of what you can do when customizing G-keys/buttons:

- Scan your computer for installed games that Logitech has already made a profile for, and automatically assign the profiles to them. See [Using profiles](#).
- Create one profile for each of your games (and other applications). See [To create a new profile](#).
- Record complex, multi key macros. See [Recording multi key macros](#).
- Assign macros, and other commands, to G-keys/buttons of your choice. See [Assigning commands to G-keys/buttons](#).
- Exchange game profiles with other gamers. See [To export a profile](#) and [To import a profile](#).

Notes:

- ▶ When the Logitech Gaming Software is running, the  icon is displayed in the Menu Bar Extras. If the Logitech Gaming Software isn't running then your device's G-keys and M-keys won't work.
- ▶ Your device's G-keys/buttons are just part of its arsenal of advanced gaming technology designed to enhance your gaming. See [Using my device](#) for an overview of what's available.

Using the Profiles View

The Profiles View in the Logitech® Gaming Software offers features to create and maintain the profiles for your games, so you can customize your G-keys/buttons to maximize your gaming.



To access the Profiles View, click the **Customize G-keys/buttons** icon on the Device bar, at the bottom of the Logitech Gaming Software screen. The icon shown depends on whether the device you have selected contains G-keys or mouse buttons.

Using the Profiles View in the Logitech Gaming Software screen is intuitive and straightforward...

The Profiles View contains the following sections:

- **Commands area**, on the left-hand side.
This shows the commands defined for the currently selected profile, and provides features for you to add and maintain commands.
- **Profiles area**, across the top.
Here you can see all the profiles stored on your computer and on all compatible devices connected to your computer, and you can access features to create and work with profiles, including a search field as well as buttons for creating or scanning for new profiles, saving the profile, importing/exporting profiles, and printing a profile's commands.
- **Image area**, on the right-hand side.
This is an image of your device's gaming features. Any commands currently assigned to the G-keys/buttons are shown.
- **Select Mode area**, only for the G300 and G600.
This lets you choose one of the three macro modes (equivalent to pressing an M-key) by clicking the relevant colored zone, as well as change the device's lighting color for that mode by selecting it from the panel of eight colors.
- **Device bar**, across the bottom.
Use this to change the device, change the view, as well as display the Logitech Gaming Software application settings and the **Help** menu.

When you have defined a command, you can simply drag it onto the G-key/button of your choice to attach it to that G-key/button.

For more details, see [Assigning commands to G-keys/buttons](#).

Using profiles

A profile is a set of customized assignments (keystrokes, multi key macros, shortcuts, and functions) and other settings that determine how your device's programmable G-keys or buttons behave.

Each profile is usually associated with a particular application (typically a game) on your computer. When you play the game, the profile linked to it becomes active automatically, and so the G-keys/buttons defined in that profile are usable. For some devices, you can also use its LCD display and associated buttons to switch between profiles. As well as application-specific profiles, you can optionally specify a persistent profile and a default profile. See [What are persistent and default profiles?](#) for more details.

When you install the Logitech® Gaming Software it automatically searches your computer for common, popular games and creates default starting profiles for them. Games where profiles may be available include first-person shooters, real time strategy, and role playing games. You can then edit each profile, if necessary, to suit you and your gaming. For information on how to edit a profile, see [To edit a profile](#). At any time, for example when you install a new game, you can make the Logitech Gaming Software scan your computer again. See [To scan for new games](#) for instructions.

All of the profiles on your computer or on any device attached to your computer are listed in alphabetical order in the **Profiles** area of the Profiles View. If you have a large number of profiles, you can use the **Search** field to quickly locate the profile you're interested in, by typing the first few characters of any word in the profile's name.

But what if the Logitech Gaming Software does not automatically create a starting profile for one of your games? Easy... you can create a new profile from scratch (see [To create a new profile](#)) or copy an existing one.

Alternatively, you can import a profile (see [To import a profile](#)), perhaps one you've downloaded from the Internet or one that a friend has emailed to you. Before you can import a profile it must be somewhere on your computer or network, for example after you have done one of the following:

- Copied the profile to your computer from an email or disk, after the profile has been created by a friend and exported to file on their computer.
- Exported an existing profile that is similar to the one you want to import, in order for you to edit it once it's imported. See [To export a profile](#) for details.

Of course, once you have imported your game's profile, you can change its assignments to suit you and your gaming if they're not exactly what you want. See [Assigning commands to G-keys/buttons](#) for information about making and changing assignments.

Furthermore, with some devices, the profiles can be stored on the device itself, using either the On-Board Profile Settings View or the Manage Profiles To Go View. This enables you to automatically take them with you when you use your device with another computer. See [Using the Customize On-Board Profile Settings View](#) or [Using the Manage Profiles To Go View](#).

To create a new profile

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
 2. Display the Profiles View (by clicking the icon on the Device bar).
 3. In the **Profiles** area, click the **Create new profile** icon or click an empty profile. The **New Profile** window is displayed.
 4. Type the **Name** that you want to give the profile (typically the game's name). This name appears when you point the cursor at the profile in the **Profiles** area in the Profiles View, and on your device's GamePanel display (if your device has an LCD) for five seconds when you launch a game with this profile linked to it.
 5. Optionally enter a **Description**, for example to clarify which version of the game the profile is set up for.
 6. Choose the executable file(s) for the game(s)/application(s) that this profile is for. To do so, click the **+** icon and either:
 - i. Select **Add application from GamePanel** from the drop-down menu.
 - ii. Launch (or switch to) the game so that it is the current, foreground application.
 - iii. Press the **OK** button next to the display.-or-
 - i. Select **Choose application** from the drop-down menu. The **Open** dialog box is displayed.
 - ii. Select the executable file(s), and click **Open**.
- Repeat this if you want this profile to be linked to more than one game/application. You can link the profile to many games/applications if you want to. To remove a game/application, click its name and click the **-** icon.
7. If you want to specify that once the profile has been activated by running the game, it will stay activated until the game ends, then check the **Lock profile while game is running** box. This guarantees that even if the game loses focus that the profile will remain active.
 8. If you want the new profile to be based on an existing similar profile, check the **Copy from an existing profile** box, and select the existing profile from the drop-down list of your profiles.
 9. Click **OK**.

Note:

- ▶ Alternatively, you can base a new profile on an existing similar profile by clicking the **▼** arrow beneath the **Create new profile** icon in the **Profiles** area, selecting **Copy Existing Profile** and choosing the profile you want the new profile to be based on.

The profile is created and linked to the game(s) you chose. If the **Show profile activation notifications on the GamePanel display** box is checked in the **Logitech Gaming Software Options** dialog box, then when you launch the application the display shows the name of the profile that is activated. In addition, a padlock image is shown on the display if you checked the **Lock profile while the game is running** box. All G-key/button assignments defined in this profile automatically become available when you're playing the game, depending on your persistent profile settings.

You can now customize your G-keys/buttons. See [Assigning commands to G-keys/buttons](#) for details.

To scan for new games

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. In the **Profiles** area, click the **Scan For New Games** icon.

The **Scan For New Games** dialog box is displayed, and the software searches your computer for known games. Any it finds are highlighted.

4. Select the games you want to automatically create a profile for, and click **OK**.

You return to the Profiles View, with the new profile(s) shown in the **Profiles** area.

What are persistent and default profiles?

As well as the profiles that can be linked individually to each of your games there are two other, more general, profiles that you can choose whether or not you want to specify:

- **The persistent profile.** If specified, this is always active, overwriting any other profiles in use. Therefore, even if an application you are running has a profile linked to it, the persistent profile takes priority. There are two main scenarios when this may be useful:
 - If all your games are extremely similar in their gameplay and the keystrokes used and therefore need identical macros (for example if they are all similar first-person shooter games). In this case it may be easiest to set up and maintain a single, persistent profile.
 - If the Logitech® Gaming Software cannot detect your game launch. The Logitech Gaming Software needs to correctly detect that a game executable has launched in order to automatically apply the associated profile. However, there is no 100% accurate method for detecting game launch. So if your game launch cannot be detected by the Logitech Gaming Software, and you've defined a profile with customized G-keys/buttons that you want to use in the game, then specify the profile as the persistent profile before you launch the game, and switch it off after the game.
- **The default profile.** This is the 'fall-back' profile, used if there's no persistent profile and when the current application does not have a profile linked to it (or no application is running).

When you first install and run the Logitech Gaming Software, the default profile is 'Default Profile', though you can set another profile to be the default.

The default profile is ideal if you want quick-access assignments for your G-keys/buttons when you're not gaming. For example, you may want to be able to launch your most commonly used applications and websites with a single key press. If you do, just tailor the G-key/button assignments for the default profile to suit you.

It's entirely up to you whether you specify either or both of these profiles. When making your decision, it's important that you know the relationship between the persistent profile, the default profile, and the current application's profile:

- If you specify a persistent profile, then this is the current profile, used at all times. All other profiles are ignored.
- If you don't specify a persistent profile, then the current profile is the one linked to the current application, if one has been already linked.
- If you don't specify a persistent profile, and no profile has been linked to the current application (or if no application is running), then the current profile is the default profile, if one is specified.

See [To specify a persistent profile](#) and [To specify a default profile](#) for instructions.

To specify a default profile

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the icon on the Device bar).
3. In the **Profiles** area, right-click the profile that you want to make default, and select **Set As Default**.
(To unset it, right-click on it again and select **Set As Default** to remove the check mark.)

Note:

- ▶ To understand the default profile's behavior, see [What are persistent and default profiles?](#)

What is profile cycling?

It's possible to associate more than one profile with a game. For example, you might want a different profile active for each character or level in a game, so that quickly switch to the most appropriate profile at all times.

To associate multiple profiles with a single game, you need to set up a profile cycling keystroke (or keystroke combination). Then, when gaming, you can simply press the keystroke to switch to a different profile without leaving the game. If you have several profiles, then repeated pressing of the keystroke lets you cycle through the profiles you have linked to that game. (If you have just one profile linked to a game, then nothing happens when you press the profile cycling keystroke.)

The keystroke is one of your choice, and can include keys such as **Cmd** and **Shift**. Make sure you avoid key conflicts with the games you play.

To set up the profile cycling keystroke, see [To change profile settings](#).

To import a profile

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. In the **Profiles** area, click the **Import/Export** icon and select **Import**. For some devices with on-board profiles, when you edit profile settings, you can click the > arrow next to the profile number and select **Import**.

The **Import Profile** dialog box is displayed.

4. Locate and select the profile you want to import. This can be a file of type '.xml' or '.lgp' (or .dat for an on-board profile).
5. Click **Open**.

The profile is imported, and added to the **Profiles** area of the Profiles View.

Note:

- ▶ If a profile with that name already exists you can choose to overwrite it, store both (by renaming the imported profile) or cancel the import.

You can then review and edit this profile, for example to link it with the correct game on your computer. See [To edit a profile](#) for details.

To export a profile

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. In the **Profiles** area, click the **▼** arrow beneath the profile, or click the **Import/Export** icon, and select **Export**. For some devices with on-board profiles, when you edit profile settings, you can click the **▶** arrow next to the profile number and select **Export**.
4. Select the location and name of the file you want to create, and click **Save**.

The profile(s) is exported to the file you specified. The file extension is '.xml' (or '.dat' for an on-board profile).

Alternatively, you can export multiple profiles:

- To export all profiles, on the Profiles View click the **Import/Export** icon, and select **Export All**.
- To export selected profiles, on the Profiles View highlight the profiles you want to export by pressing **Cmd** and clicking the profiles, then right-click one of them and select **Export**.

In both cases, the **Export Profile(s)** dialog box is displayed, in which you can select a folder to export to and click **OK**. The profiles (which can be both computer-based profiles and on-board profiles) are exported to appropriately named sub-folders.

You can then send this profile (or profiles) to other gamers, or re-import it and edit it for use with a different application.

To test a profile

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. In the **Profiles** area, right-click the profile you want to test, and select **Test Profile**.

The **Test Profile** dialog box is displayed. If the **Show profile activation notifications on the GamePanel display** box on the **Logitech Gaming Software Options** dialog box is checked, then the display shows the name of the profile that is activated.

4. Test the G-keys/buttons assignments, and other keys, in your profile by pressing them as you would in the game, and studying the key and time data.
5. Click **OK** when you have finished.

If you need to change the G-keys/buttons assignments or edit any macros, you can do so (see [Assigning commands to G-keys/buttons](#)) and then test the profile again.

To edit a profile

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. Right-click the profile in the **Profiles** area or click its ▼ arrow, and select **Properties**. The **Profile Properties** dialog box is displayed.
4. Edit the **Name** that you want to give the profile (typically the game's name). This name appears when you point the cursor at the profile in the **Profiles** area in the Profiles View, and on your device's GamePanel display (if your device has an LCD) for five seconds when you launch a game with this profile linked to it.
5. Optionally enter a **Description**, for example to clarify which version of the game the profile is set up for.
6. Choose additional executable file(s) for the game(s)/application(s) that this profile is for. To do so, for each one, click the + icon and either:
 - i. Select **Add application from GamePanel** from the drop-down menu.
 - ii. Launch (or switch to) the game so that it is the current, foreground application.
 - iii. Press the **OK** button next to the display.

-or-

- i. Select **Choose application** from the drop-down menu. The **Open** dialog box is displayed.
- ii. Select the executable file(s), and click **Open**.

Alternatively, to remove a game/application, click its name and click the - icon.

7. If you want to specify that once the profile has been activated by running the game, it will stay activated until the game ends, then check the **Lock profile while game is running** box. This guarantees that even if the game loses focus that the profile will remain active.
8. Click **OK**.

The profile is updated and linked to the game(s) you chose.

9. If you want to change the icon associated with the profile, right-click the profile in the **Profiles** area, and select **Choose Icon**. The **Choose Icon** dialog box is displayed, in which you can locate and select an appropriate image file from the common formats supported.
10. Check and change the G-key/button assignments to suit the profile you're editing. See [Assigning commands to G-keys/buttons](#) for details.

Note:

- ▶ There's also a tool for testing your profiles to make sure they'll work in your games how you expect them to (see [To test a profile](#)). Then, if you need to make changes, you can make amendments to commands and assignments (see [To edit a command](#)).


To print profile details

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. In the **Profiles** area, click the profile you want to print.
4. In the **Profiles** area, click the **Print** icon.

A web browser is launched showing the profile details in a format suitable for printing.

5. Print the profile details from your web browser.

To delete a profile

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. In the **Profiles** area, drag the profile to the trash can in the **Profiles To Go** area. Alternatively, right-click the profile or click the  arrow, and select **Delete**.

To delete multiple profiles, highlight the profiles by pressing **Cmd** and clicking the profiles you want to delete, and then right-click one and select **Delete**.

You are prompted to confirm that you want to delete the profile(s).

4. Click **Yes**.

The profile(s) is deleted.

Note:

- ▶ If you are not totally certain that you want to permanently remove the profile from your computer, maybe it's best to just disassociate it from the game. See [To edit a profile](#) for details.

Using the Customize On-Board Pointer Settings View

The Customize On-Board Pointer Settings View in the Logitech® Gaming Software offers features to customize both the pointer settings that are stored on your device.

Notes:

- ▶ This is only available for the G600. In order to access the Customize On-Board Pointer Settings View make sure that **On-Board Memory** (not **Automatic Game Detection**) is selected on the Home page.
- ▶ These features are available on the G300 from the Customize On-Board Profile Settings View.



To access the Customize On-Board Pointer Settings View, click the **Customize on-board pointer settings** icon on the Device bar, at the bottom of the Logitech Gaming Software screen. (For the G300, instead click the **Customize on-board profile settings** icon.)

Using the Customize On-Board Pointer Settings View in the Logitech Gaming Software screen is intuitive and straightforward...

The Customize On-Board Pointer Settings View contains these sections:

- **Image area.**
Provides a representation of your device, and gives access to viewing and changing profile commands.
- **Select Mode area**, on the left-hand side.
Specify which of the three modes you are making changes for, and the mode colors.
- **Pointer Settings area**, on the right-hand side.
Control the way you want the mouse pointer to move, including its DPI sensitivity.
- **Device bar**, across the bottom.
Use this to change the device, change the view, as well as display the Logitech Gaming Software application settings and the **Help** menu.

The customization options are described in [To set your on-board pointer settings](#).

To set your on-board profile (function assignment) settings

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Customize On-Board Profiles / Function Assignment Settings View (by clicking the **Customize on-board profile / function assignment settings** icon on the Device bar). If the icon is not available, display the Home page and select the **On-Board Memory** option.
3. For the G600, use the G-Shift slider to specify whether you are defining function assignments for normal mode or G-Shift mode. For more information on G-Shift, see [Making G-Shift assignments](#).
4. Use the **Select Mode** area to choose one of the three modes by clicking the relevant colored zone. (Optionally, for the G300, change the device's lighting color for that mode by selecting it from the panel of eight colors beneath the mode zones.)
5. Assign a command to each button, by doing the following:
 - i. in the **Image** area either double-click the button or click its ▼ arrow and select **Edit**.
 - ii. Choose either of the following options:
 - **Mouse Function**. Select from the options: Left Click, Right Click, Middle Click, Back, Forward, DPI Up, DPI Down, DPI Shift, DPI Cycling, DPI Default, Mode Switch (G300/G600), G-Shift (G600).-or-
 - **Keystroke**. Either put the cursor in the **Enter your keystroke including any modifiers** field and press the keystroke (such as **Shift**, **Home** or **Cmd + B**), or select a standard shortcut from the options: Cut, Copy, Paste, Undo, Redo, Capture screen to clipboard, Capture selection to clipboard, Capture selection to file, Capture screen to file, Show Desktop, Dashboard, Mission Control, Application windows, Force Quit, Spotlight.
 - iii. Click **OK**.

The command is assigned to the button, and a small label is added to the image to indicate this.

Alternatively, you can choose to use the default value for the device and mode, by right-clicking the button or clicking its ▼ arrow and selecting **Use Generic**, or you can remove an assignment by right-clicking the button or clicking its ▼ arrow and selecting **Unassign**.

For more information on these features, see [Profiles help](#).

To specify a persistent profile

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the icon on the Device bar).
3. In the **Profiles** area, right-click the profile that you want to make persistent, and select **Set As Persistent**.
(To unset it, right-click on it again and select **Set As Persistent** to remove the check mark.)

Note:

- ▶ To understand the persistent profile's behavior, see [What are persistent and default profiles?](#)

Assigning commands to G-keys/buttons

Customizable G-keys/buttons are your gateway to performance gaming. Their main purpose is for you to assign quick-access commands to them to suit the games you play. There are several categories of quick-access commands (not all are available for all devices):

Category	Description
Keystrokes	If a certain keystroke combination (such as Cmd + B) is useful in a particular game, you can assign it to a G-key/button. See To assign a keystroke .
Multi Key Macros	Complex, powerful macros that can contain multiple key events, delays, and more. See Recording multi key macros and To assign a multi key macro , for details. You can also record a macro on-the-fly, assigning it to a G-key in the process. See To record a quick (on-the-fly) macro for details. Quick macros are saved in the current profile and named 'Quick Macro <i>n</i> ', (where <i>n</i> indicates how many quick macros you've created).
Text Blocks	Lets you define some text, for example a message communication, which gets converted to a sequence of keystrokes when the G-key/button is pressed. See To assign a text block .
Mouse Functions	Lets you assign a range of mouse button functions to the buttons or keys of your choice. See To assign a mouse function .
Media Commands	Enables you to choose various common media control commands. See To assign a media command .
Shortcut Commands	Gives access to a range of standard editing, screen capture, and system commands. See To assign a shortcut command .
Alias	Provides fast access to an application or website of your choice. See To assign an alias .
Functions	Standard functions are available to be selected, each of which opens the relevant application on your computer: Web Browser, Calculator, iTunes, Finder, FaceTime, Launchpad, Mission Control, QuickTime Player, and Applications. In addition, you can choose one of your device's M-keys. See To assign a function .

Some devices have G-Shift functionality, enabling you to create a full set of alternative commands to be available when you press and hold the G-Shift key/button. For details, see [Making G-Shift assignments](#).

The button description of each G-key/button in the **Image** area of the Profiles View shows the current assignment, for example **"Email"**.

As well as making the above assignments, you can choose to disable the assignments from individual G-keys/buttons or revert the assignments to their default settings, or edit the commands. For details, see [To remove or reassign a G-key/button assignment](#) and [To edit a command](#).

To assign a function

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. Click the correct profile in the **Profiles** area, and make sure that the correct macro mode, for example **M1** (or colored zone for the G300), is selected.
4. If the function you want to assign does not exist in the **Commands** area, you need to create it. To do so:
 - i. Click the **Create new command** button. The **Command Editor** dialog box is displayed.
 - ii. Select **Function** in the left-hand list.
 - iii. In the **Name** field, type a name for the function.
 - iv. Choose the appropriate function from the options shown, depending on your device: Web Browser, Calculator, iTunes, Finder, FaceTime, Launchpad, Mission Control, QuickTime Player, Applications, and M-keys.
 - v. Click **OK**.

You return to the Profiles View.

5. Click and drag the function you want to assign from the **Commands** area to the G-key/button of your choice in the **Image** area.

This G-key/button is assigned the command, and a small label is added to the image to indicate this.

To assign a keystroke

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. Click the correct profile in the **Profiles** area, and make sure that the correct macro mode, for example **M1** (or colored zone for the G300), is selected.
4. If the keystroke you want to assign does not exist in the **Commands** area, you need to create it. To do so:
 - i. Click the **Create new command** button. The **Command Editor** dialog box is displayed.
 - ii. Select **Keystroke** in the left-hand list.
 - iii. In the **Name** field, type a name for the keystroke.
 - iv. Put the cursor in the **Enter your keystroke including any modifiers** field, and press the keystroke. This can be a single key or include keys such as **Cmd** and **Shift**, for example **Q** or **Cmd + B**.
 - v. Click **OK**.
 - vi. In the **Repeat Options** fields, in the drop-down choose how you want the keystroke to repeat:
 - **None** if you do not want it to repeat.
 - **While pressed** to make the it repeat as long as you hold down the G-key/button.
 - **Toggle** to make it repeat automatically when you press the G-key/button, and only stop when you press the G-key/button again.

In addition, make sure the **Delay (milliseconds)** value is appropriate, for example to repeat the command every half a second, specify 500 milliseconds.

You return to the Profiles View.

5. Click and drag the keystroke you want to assign from the **Commands** area to the G-key/button of your choice in the **Image** area.

This G-key/button is assigned the command, and a small label is added to the image to indicate this.

To assign a media command

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. Click the correct profile in the **Profiles** area, and make sure that the correct macro mode, for example **M1** (or colored zone for the G300), is selected.
4. If the media command you want to assign does not exist in the **Commands** area, you need to create it. To do so:
 - i. Click the **Create new command** button. The **Command Editor** dialog box is displayed.
 - ii. Select **Media** in the left-hand list.
 - iii. Choose the appropriate media command from the options shown: Play/Pause, Stop, Previous Track, Next Track, Volume Up, Volume Down, and Mute.
 - iv. Click **OK**.

You return to the Profiles View.

5. Click and drag the media command you want to assign from the **Commands** area to the G-key/button of your choice in the **Image** area.

This G-key/button is assigned the command, and a small label is added to the image to indicate this.

To assign a mouse function

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. Click the correct profile in the **Profiles** area, and make sure that the correct macro mode, for example **M1** (or colored zone for the G300), is selected.
4. If the mouse function you want to assign does not exist in the **Commands** area, you need to create it. To do so:
 - i. Click the **Create new command** button. The **Command Editor** dialog box is displayed.
 - ii. Select **Mouse Function** in the left-hand list.
 - iii. Choose the appropriate mouse function from the options shown: Left Click, Right Click, Middle Click, Back, Forward, Double Click, DPI Up, DPI Down, DPI Shift, Default DPI, DPI Cycling, Mode Switch (G300/G600), G-Shift (G600), as well as (for some devices) Scroll Up, Scroll Down, Scroll Left and Scroll Right.
 - iv. Click **OK**.

You return to the Profiles View.

5. Click and drag the mouse function you want to assign from the **Commands** area to the G-key/button of your choice in the **Image** area.

This G-key/button is assigned the command, and a small label is added to the image to indicate this.

To assign a multi key macro

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. Click the correct profile in the **Profiles** area, and make sure that the correct macro mode, for example **M1** (or colored zone for the G300), is selected.
4. If the multi key macro command you want to assign does not exist in the **Commands** area, you need to create it. To do so, see [To record a multi key macro](#).
5. Click and drag the command you want to assign from the **Commands** area to the G-key/button of your choice in the **Image** area.

This G-key/button is assigned the command, and a small label is added to the image to indicate this.

To assign a text block

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. Click the correct profile in the **Profiles** area, and make sure that the correct macro mode, for example **M1** (or colored zone for the G300), is selected.
4. If the text block you want to assign does not exist in the **Commands** area, you need to create it. To do so:
 - i. Click the **Create new command** button. The **Command Editor** dialog box is displayed.
 - ii. Select **Text Block** in the left-hand list.
 - iii. In the **Name** field, type a name for the keystroke.
 - iv. Put the cursor in the **Enter your text** box, and type the text that you want to be played when the G-key/button is pressed.
 - v. Check the **Use Delays Between Characters** box if you want playback of the command to include delays between each character, and specify the number of milliseconds for the delay.
 - vi. Check the **Use Unicode playback (may not work in some games)** box if you want playback of the command to be able to include Unicode characters. Some games may not accept Unicode characters.
 - vii. In the **Repeat Options** fields, in the drop-down choose how you want the keystroke to repeat:
 - **None** if you do not want it to repeat.
 - **While pressed** to make the it repeat as long as you hold down the G-key/button.
 - **Toggle** to make it repeat automatically when you press the G-key/button, and only stop when you press the G-key/button again.

In addition, make sure the **Delay (milliseconds)** value is appropriate, for example to repeat the text block every half a second, specify 500 milliseconds.

- viii. Click **OK**.

You return to the Profiles View.

5. Click and drag the text block you want to assign from the **Commands** area to the G-key/button of your choice in the **Image** area.

This G-key/button is assigned the command, and a small label is added to the image to indicate this.

To delete a command

1. In the Profiles View, make sure you have the correct profile selected in the **Profiles** area, and the correct macro mode selected.
2. Right-click the command in the **Commands** area, and select **Delete**. (Alternatively, drag the command onto the trash can.)
3. When prompted to confirm the deletion, click **Yes**.

Note:

- ▶ This process doesn't just unassign a command from a G-key/button, it completely erases it from the profile. If instead you want to unassign a command from a G-key/button, see [To remove or reassign a G-key/button assignment](#).

To edit a command

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. Click the correct profile in the **Profiles** area, and make sure that the correct macro mode, for example **M1** (or colored zone for the G300), is selected.
4. Double-click the command you want to edit (or right-click it and select **Edit**) in either:
 - The **Commands** area.-or
 - The **Image** area (only possible if the command is already assigned to a G-key/button).
5. Edit the command's settings (information can be found in [Assigning commands to G-keys/buttons](#)).
6. Click **OK**.


You return to the Profiles View.

Alternatively, if you want to change or remove the G-key/button assignments, see [To remove or reassign a G-key/button assignment](#) for details.

To remove or reassign a G-key/button assignment

1. Within the Logitech® Gaming Software, in the Profiles View, select the correct profile in the **Profiles** area, and choose the correct macro mode.
2. Do one of the following:
 - To unassign the G-key/button, right-click it in the **Image** area and select **Unassign**.
 - To return the G-key/button to its default assignment for that profile (or associated game), either right-click it in the **Image** area or click its ▼ arrow, and select **Use Default**.
 - To return the G-key/button to the generic command for that G-key/button on your device, either right-click it in the **Image** area or click its ▼ arrow, and select **Use Generic**. This returns it to its default Function key (F-key) operation. For example, **G1** will operate as F1, **G2** will operate as F2, and so on.
 - To assign a different command to a G-key/button, drag the command from the **Commands** area to the G-key/button in the **Image** area.
 - To reassign a command to a different G-key/button, drag the assignment from one G-key/button to another in the **Image** area.
 - For a device with a mini-joystick control, you can right-click one of its buttons in the **Image** area or click its ▼ arrow, and choose to either **Assign Joystick** or **Assign Mouse** (the mouse button is supported in LUA scripting), or if it's already assigned you can choose **Unassign**.

Notes:

- ▶ If you are editing the commands and assignments for a profile stored on your device a synchronize icon, , is available, which you can click to synchronize the profile to your device.
- ▶ You can make all G-key/button assignments in a profile return to either their default commands for that profile or the generic commands for your device. To do so, either right-click the profile in the **Profiles** area or click its ▼ arrow, and select either **All G-keys/buttons ▶ Use Default** or **All G-keys/buttons ▶ Use Generic**, as appropriate.
- ▶ You can make all of a profile's assignments become unassigned. To do so, either right-click the profile in the **Profiles** area or click its ▼ arrow, and select **All G-keys/buttons ▶ Unassign**.

To unassign a command using the on-the-fly method:

1. Make sure that the profile containing the command you want to unassign is currently active.
2. On the device, press the M-key you want to unassign the macro from: **M1** and so on. The LED will light.
3. Press **MR**. The **MR** LED is lit.
4. Press the G-key you want to unassign the command from. The **MR** LED blinks.
5. Press the **MR** key again to unassign the command and switch off the LED.

Editing scripts

The Logitech® Gaming Software contains a script editor that enables advanced users to create scripts using the Lua programming language. Lua is a free programming language specifically designed for extending applications. For information on Lua, visit www.lua.org. Scripts created using Lua can be shared by the gaming community, so advanced users can not only create scripts for themselves but can export and import them.

When you have selected a profile in The **Gaming Software** window, you can create, import, and edit a script for that profile. Each profile can have one script attached to it. You can access the script editor in order to maintain scripts from the main **Gaming Software** window. To do so:

1. Within the Logitech Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. Right-click the correct profile in the **Profiles** area or click its ▼ arrow, and select **Scripting**.

The **Script** window is displayed. You can use its menus and features to perform a range of tasks, including the creation and saving of new scripts, and the importing and exporting of scripts.

All profile scripts are activated when the profile is activated and deactivated when the profile is deactivated.

There is Lua support material available, describing how scripting works, the functions available, and so on, as well as some samples and other documentation. This documentation is accessible from the **Help** menu of the **Script** window.

Making G-Shift assignments

Note:

- ▶ If your device does not have G-Shift functionality, ignore this topic.

G-Shift functionality enables you to press and hold a button to access a full set of alternative G-key commands of your choice.

The process of setting up G-Shift assignments is the same as setting up standard G-key assignments but setting the G-Shift slider to G-Shift before actually making the assignments:

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. Switch the G-Shift slider in the Logitech Gaming Software to 'G-Shift'.
4. Assign commands to your device's G-keys as usual. See [Assigning commands to G-keys/buttons](#).
5. Switch the G-Shift slider back to 'Normal' when you have finished assigning the commands to allow you to continue assigning primary G-key commands.
6. Make sure that one of your device's keys/buttons is set to the mouse function G-Shift, ready for use. See [To assign a mouse function](#).

Once defined, when you are gaming you can press and hold the key/button that's set to G-Shift and then access the alternative set of G-key command assignments.

Recording multi key macros

Put simply, a multi key macro is a series of keystrokes that you can assign to a G-key/button. To be more precise it's a series of down-up key events, recording each key-down, each key-up, and each delay (between a key-down and key up, or key-up and key-down), and can also include mouse events (button presses and wheel scrolls).

So why record multi key macros? Well, many games have movements or other commands that involve a combination of keystrokes. To be able to assign these movements to a single keystroke can be a great advantage when gaming.

You have a choice when setting up each multi key macro to choose whether to include the delays between each keystroke. For example, in some games there are some movements that need to be timed correctly, and so it's important to record them at the correct pace. For other multi key macros, however, it may not be important to record the delays – in fact, the quicker the key presses are carried out, the better.

What's more, when you assign each multi key macro to a G-key/button you can decide whether you want it to run once or repeatedly.

Macros don't have to be multi key combinations. If a macro is simply a single key press or if it's a single key press with modifier (e.g. **Shift** or **Cmd**), then it behaves in exactly the same way as if you'd pressed the key its imitating... pressing the G-key/button plays the key-down part of the macro and releasing the G-key/button plays the key-up. This behavior also applies to a multi key macro where you press down more than one key before releasing them. So you can record a macro that is, say, 'A down', 'X down', 'Space down', 'Space up', 'X up', 'A up', which can be assigned to a G-key/button so that holding down the G-key/button holds down all three keys **A**, **X**, **Space**, and then releasing the G-key/button releases them all.

You can record multi key macros in two ways:

- By using the **Commands** area within the Logitech® Gaming Software. This method lets you assign names, and view and edit the key combinations. See [To record a multi key macro](#) and [To edit a multi key macro](#).
- By using the device itself to record a quick macro, on-the-fly. This is useful if you're already in the game and think of something you want to create a macro for. See [To record a quick \(on-the-fly\) macro](#).

Once you have multi key macros recorded in a profile, you can assign them to whichever G-keys/buttons you want. And at any point you can simply reassign them to suit you.

As you can see, macros are very flexible... you really can use them in a way that suits you and your gaming requirements.

To record a multi key macro

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. Click the correct profile in the **Profiles** area, and make sure that the correct macro mode, for example **M1** (or colored zone for the G300), is selected.
4. Click the **Create new command** button. The **Command Editor** dialog box is displayed.
5. Select **Multi Key** in the left-hand list.
6. In the **Name** field, type a name for the multi key macro command.
7. Check the **Record delays between events** box if you want the command to include the time you spend between keystrokes (that is, you want the command to run in real-time the same as how you record it). On the other hand, if you want the command to run as fast as possible, leave this box unchecked.
8. If available, check the **Display command name on the GamePanel display** box if you want the name of the multi key macro command to be shown on your device's display (if your device has an LCD) while the command is running.
9. Click **Start Recording** to start the macro recording process. This button changes to **Stop Recording**.
10. Press the keys you want to record. The keys are listed in the **Keystrokes** box as you type them, together with the delays if you checked the **Record delays between events** box.
11. Click **Stop Recording** when you have finished.
12. In the **Repeat Options** fields, in the drop-down choose how you want the keystroke to repeat:
 - **None** if you do not want it to repeat.
 - **While pressed** to make it repeat as long as you hold down the G-key/button.
 - **Toggle** to make it repeat automatically when you press the G-key/button, and only stop when you press the G-key/button again.

In addition, make sure the **Delay (milliseconds)** value is appropriate, for example to repeat the command every half a second, specify 500 milliseconds.

Note:

- ▶ You can edit the keystrokes, for example to add new ones, add delays, delete entries, and add mouse events, in order to fine-tune the macro to be precisely what you need. To do so, see [To edit a multi key macro](#).

13. Click **OK**.

After recording a multi key macro, it is ready for you to assign to a G-key/button. See [To assign a multi key macro](#) for details.

Note:

- ▶ You can also assign a macro using the [quick macro](#) method.

To record a quick (on-the-fly) macro

1. Press the M-keys on your device that you want to assign the macro to: for example **M1**.
2. Press **MR** to start recording the macro. The **MR** LED is lit and your device's display (if your device has an LCD) may show instructions to guide you through the recording process.
3. Press the G-key you want to assign the macro to.
4. Press the keys you want to be recorded in your macro.
5. Press **MR** to stop recording the macro. The macro is assigned to the G-key you chose and the **MR** LED is switched off.

The quick macro is linked to the appropriate profile, depending on the settings of your profiles in the Profiles View in the Logitech® Gaming Software:

- If one of your profiles has the **Set As Persistent** right-click menu option checked, then the quick macro is attached to the persistent profile.
- If the **Set As Persistent** right-click menu option isn't checked for any of your profiles, then the quick macro is attached to the profile linked to the current application, if one has already been linked.
- If the **Set As Persistent** right-click menu option isn't checked for any of your profiles and if no profile has been linked to the current application (or no application is open), then the profile that the quick macro is linked to depends on the **Set As Default** right-click menu option:
 - If it is one of your profiles has the **Set As Default** right-click menu option checked, then the quick macro is linked to the default profile.

-or-

- If none of your profiles has the **Set As Default** right-click menu option checked, then recording a quick macro creates a brand new profile with a quick macro in it. The profile name is based on the application's filename and path, which you can later rename.

The macro you recorded is ready to use, and is given the name 'Quick Macro *n*', (where *n* indicates how many quick macros you've created). You can view and edit the macro in the **Commands** area, if you want to. See [To edit a multi key macro](#) for details.

Notes:

- ▶ You can change whether new quick macros are recorded with keystroke delays. To do so, in the Logitech Gaming Software click **Settings** on the Device bar, and in the **Quick Macros** section of the **Logitech Gaming Software Options** dialog box either check or uncheck the **Record delays during quick macro creation**, as appropriate. This only applies to new quick macros; but you can edit existing quick macros to switch keystroke delays on or off.
- ▶ If your device has an integrated GamePanel display, then you can also choose whether you want quick macro recording instructions to be shown on its display. To do so, in the **Logitech Gaming Software Options** dialog box, either check or uncheck the **Show quick macro recording instructions on the GamePanel display**, as appropriate. If you check this box, then when you press **MR** instructions are shown on your device's display.

To edit a multi key macro

1. Within the Logitech® Gaming Software, in the Profiles View with the correct profile selected in the **Profiles** area, and with the correct macro mode selected, do one of the following:
 - Double-click the multi key macro command in the **Commands** area .
 - Right-click the multi key macro command in the **Commands** area, or click its ▼ arrow, and select **Edit**.
 - Right-click the G-key/button in the **Image** area that has been assigned the command, or click its ▼ arrow, and select **Edit**.

The **Command Editor** dialog box is displayed with the multi key macro's details shown.

2. Make the changes you want to it:

To...	Do this...
change the name of the macro...	simply type the new Name .
record additional events...	right-click an item and select either Record Before Here or Record After Here , then record more macro events and click Stop Recording when you've finished.
include the time you spend between keystrokes...	check the Record delays between events box. If you want the macro to run as fast as possible, leave this box unchecked.
show the name of the macro while its running on your device's display...	if your device has an LCD, check the Display macro name on the GamePanel display box.
remove a single keystroke event...	right-click it in the Keystrokes list, and select Delete .
insert a half-second delay...	right-click the event before which you want the delay, and select Insert Delay . A 0.5 second delay is added, which you can increase or decrease if necessary.
change a delay's time...	right-click it in the Keystrokes list, select Edit , and change the delay amount.
insert a mouse event...	right-click it in the Keystrokes list, and select Insert Mouse Event and choose the event you want to insert. You can insert button down, button click and button up events for the mouse's left button, right button, middle button, and extra button, as well as for the mouse wheel roll forward, roll backward, and click.
change the command's repeat settings...	select one of the following: <ul style="list-style-type: none">• None if you do not want it to repeat.• While pressed to make the it repeat as long as you hold down the G-key/button.• Toggle to make it repeat automatically when you press the G-key/button, and only stop when you press the G-key/button again.

3. Click **OK** to store the multi key macro and close the **Command Editor** dialog box.

Profiles tutorials

The following tutorials are provided for users new to the Logitech® Gaming Software to guide you through some of the basic procedures.

We recommend you work through the tutorials in the following order because each tutorial is built upon the previous one:

- [Tutorial 1: Create a new profile](#) guides you through creating a brand new profile, and linking it with an application on your computer; in this tutorial the application is Safari.
- [Tutorial 2: Record a multi key macro](#) shows you how to record a multi key command; in this tutorial the command selects the Safari address/location bar and then displays a specific web site.
- [Tutorial 3: Assign a command to a G-key/button and test it](#) takes you through assigning the command created in Tutorial 2 to **G1**, and then making sure that it works correctly.
- [Tutorial 4: Record a quick macro](#) shows how to record a quick macro from within one of your programs; in this tutorial the quick macro displays your bookmarks/history in a new tab within Safari.

Tutorial 1: Create a new profile



In this tutorial you will create a brand new profile and attach it to the standard browser Safari.

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the icon on the Device bar).
3. In the **Profiles** area, click the **Create new profile** icon.
4. In the **Name** field, type "Safari".
5. In the **Description** field, type "Test Profile for Safari".
6. Locate and select the Safari app:
 - i. Select **Choose application** from the drop-down menu. The **Open** dialog box is displayed.
 - ii. On the left, click **Applications**.
 - iii. From the list of applications, click 'Safari', and click **Open**.
7. Click **OK**.

You can now create a multi key macro. See [Tutorial 2: Record a multi key macro](#).

Tutorial 2: Record a multi key macro

In this tutorial you will record a new macro that selects the Safari address/location bar and then displays a specific web site.

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar, and display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
2. Click the 'Safari' profile in the **Profiles** area, and select the **M1** mode (if your device has M-keys).
3. Click the **Create new command** button. The **Command Editor** dialog box is displayed.
4. Select **Multi Key** in the left-hand list.
5. In the **Name** field, type "Logitech Support".
6. Click **Start Recording** to start the macro recording process.
7. Hold down **Cmd** (this can be either  or ) and press **L**, then release **Cmd**. This selects all text in the address/location bar.
8. Press **Del**. This deletes the address/location bar text.
9. Type: **www.logitech.com/support** then press **Enter**. This enters the web address for the Logitech Support site.

The keys are listed in the **Keystrokes** area as you type them, so that there should be many keystroke entries:

↓ Left Cmd

↓ L

↑ L

↑ Left Cmd

↓ Delete

↑ Delete

↓ W

↑ W

.

.

↓ T

↑ T

↓ Return

↑ Return

10. Click **Stop Recording**.
11. Click **OK**.

You can now assign the multi key macro to a G-key/button. See [Tutorial 3: Assign a command to a G-key/button and test it](#).

Tutorial 3: Assign a command to a G-key/button and test it

In this tutorial you will assign the multi key macro created in Tutorial 2 to your device's **G1** key (or mouse button).

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar, and display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
2. Click the 'Safari' profile in the **Profiles** area, and select the **M1** mode (if your device has M-keys).
3. Drag the "Logitech Support" command from the **Commands** area to the **G1** key (or mouse button) in the **Image Area**. A small label 'Logitech Support' is added to the G-key/button.
4. Launch Safari (from the Dock or from the list of Applications). If it's already open, close it and re-open it. You should notice that your device's display indicates that the profile (Safari) created in Tutorial 1 is automatically started.
5. Press the **M1** key to make sure you're in mode M1 (if your device has M-keys).
6. Press **G1** (or the relevant mouse button).

Anything in the address/location bar is removed, and **www.logitech.com/support** is entered, and the Logitech Support site is displayed.

Note:

- ▶ If nothing happens or if a different command is activated, you may have a different profile set as 'persistent', which you would need to remove. See [To specify a persistent profile](#) for details.

Next, how about recording a quick macro? See [Tutorial 4: Record a quick macro](#).

Tutorial 4: Record a quick macro

In this tutorial you will create a macro that displays your bookmarks/history in a new tab within Safari.

1. Launch Safari (from the Dock or from the list of Applications). If it's already open, close it and re-open it. You should notice that your device's display indicates that the profile (Safari) created in Tutorial 1 is automatically started.
2. Press the **M1** key to make sure you're in mode M1.
3. Press the **MR** key. The **MR LED** is lit, and the display displays instructions to guide you through the recording process.
4. Press **G4**.
5. Hold down **Cmd** and press **T**, then release **Cmd**. This displays a new tab.
6. Hold down **Alt/Option** and **Cmd**, and press **B**, then release **Alt/Option** and **Cmd**. This displays your bookmarks/history.
7. Press **MR** to stop recording the macro. The macro is assigned to the **G4** key in **M1** mode.

You can now test that your quick macro works by pressing **G4** while using Safari. Doing so displays your bookmarks in a new tab.

If you launch or switch back to the Profiles View in the Logitech® Gaming Software, you'll notice that G4 has been given a quick macro label when the 'Safari' profile and M1 are selected.

LCD display help



Your gaming device features an LCD display.

Note:

- ▶ If your device does not have an integrated LCD display, please ignore this section.

Your LCD display can show a wide range of useful and interesting material, such as RSS feeds, media details, and incoming emails. It also provides a G-Series profile sector and, depending on the type of LCD display you have, can play movies and picture slideshows. For further details about what your LCD display can show, and the options available to you relating to the current display, see [Using your LCD display](#).

Options are available to customize the display to get the most out of it. See [Customizing your LCD display](#).

Using the Customize LCD Display View

The Customize LCD Display View in the Logitech® Gaming Software offers features to control the information and material that is displayed on your device's LCD display.



To access the Customize LCD Display View, click the **Customize LCD display** icon on the Device bar, at the bottom of the Logitech Gaming Software screen.

Using the Customize LCD Display View in the Logitech Gaming Software screen is intuitive and straightforward...

The Customize LCD Display View contains four sections:

- **Applets** area, on the left-hand side.
Choose which applets you want to use to display information on your LCD display.
- **Display Options** area, on the right-hand side.
Here you can specify how you want to switch between applets to view different information, and adjust the display brightness and contrast.
- **Image area**, underneath the Applets and Display Options.
This shows your device's LCD display.
- **Device bar**, across the bottom.
Use this to change the device, change the view, as well as display the Logitech Gaming Software application settings and the **Help** menu.

Using your LCD display

Details are displayed on your LCD display by means of applets. Depending on the type of LCD screen your device has, applets are available that provide:

- RSS feeds, for example the latest news streams.
- Media details. You can see details of the media currently playing on your computer.
- Clocks and timers. You can display an analogue clock or set a stopwatch or countdown timer.
- Information about factors that affect your computer's performance such as the current CPU and memory usage.
- A G-Series profile sector, to switch to a different profile.
- A POP3 monitor, showing details of incoming emails as they arrive.
- A movie viewer, picture viewer and option to watch videos selected from YouTube.











For further details about the applets available to display information, see [What applets are available?](#)

You can change the information or material currently displayed on your LCD screen by simply selecting a different applet. See [To choose which applet is displayed](#).

Your LCD display has buttons that you can use to control the applets. For example, if an RSS feed shows a news headline you are interested in, you can choose to display the full article; if the POP3 monitor shows an incoming email you have been waiting for, you can choose to read it in full. For details about the controls available for applets, see [Controlling applets on a mono display](#) and [Controlling applets on a color display](#).

What applets are available?

Your gaming device uses applets to display different types of information on your LCD display. Depending on your device, some or all of the following applets are available:

Applet	Explanation
 Logitech LCD RSS Reader	Can be used to monitor RSS feeds, for example to display the latest news headlines or game news.
 Logitech Media Display	Shows details about the media (music or video) currently playing on your computer.
 Logitech LCD Clock	Displays a clock showing the current time and date.
 Logitech Performance Monitor	Provides information about the resources available on your computer that may affect its gaming performance. Meters show the current levels of CPU and memory usage.
 Logitech LCD Countdown Timer	Provides two timers: a countdown timer and a stopwatch. The countdown timer begins at 5 minutes (this period can be changed) and counts backwards; the stopwatch counts forwards.
 G-Series Profile Selector	Lets you choose a different G-Series profile, for example when you want to play a different game.
 Logitech LCD POP3 Monitor	Displays details of incoming emails as they arrive. You can choose to preview emails and delete them if they are not of interest.
 Logitech LCD Movie Viewer	Plays a movie. You can choose any video files in your movies folder. <i>Available only if your gaming device has a color LCD display.</i>
 Logitech LCD Picture Viewer	Displays a slideshow of the picture files in your pictures folder. <i>Available only if your gaming device has a color LCD display.</i>
 Logitech LCD Video Player for YouTube	Displays YouTube feeds, for example, the current Top Rated or Most Popular videos. You can then choose to watch a video from the list. <i>Available only if your gaming device has a color LCD display.</i>

For more detailed information about using these applets, see [Controlling applets on a mono display](#) and [Controlling applets on a color display](#). The applets can be configured to work in the way that suits you best. See [Customizing your LCD display](#).

To choose which applet is displayed

- Press the Application Button on your device.

Depending on your settings, pressing this button will either:

- Switch the display to the next applet, or
- Display the Finder, listing the applets available for you to choose from.

If you have a color display, use the following buttons to choose the applet you require:

▼, ▲ : Highlight the applet you require.

OK : Choose the highlighted applet.

←, Application Button : Return to the last applet running.

If you have a mono display, use the following buttons to choose the applet you require:

↓, ↑ : Highlight the applet you require.

✓ : Choose the highlighted applet.

Application Button : Return to the last applet running.

Notes:

- ▶ For details about changing the function of the Application Button between displaying the next applet or the Finder, see [To change your display options](#).
- ▶ You can filter the list of applets available to select when you press the Application Button. See [To choose which applets are available](#).
- ▶ For further information about the function of the different applets available, see [What applets are available?](#)

Controlling applets on a color display

Your LCD display buttons let you control the applet currently selected. If you have a color LCD display, the following buttons are available:

Applet	Buttons
Logitech LCD RSS Reader	<p>▼, ▲ : Switch to the next or previous RSS feed, and display the first article in that feed.</p> <p>◀, ▶ : Display the previous or next article in the current feed.</p> <p>OK : Display the current article in a web browser.</p> <p>← : Mark the current article as read, and remove it from the feed.</p> <p>MENU : Configure the RSS reader.</p>
Logitech Media Display	No buttons available.
Logitech LCD Clock	▼, ▲ : Scroll through the different clock faces available.
Logitech Performance Monitor	No buttons available.
Logitech LCD Countdown Timer	<p>◀, ▶ : Select the timer on the left or right.</p> <p>OK : Start and stop the select timer.</p> <p>← : Reset the select timer.</p>
G-Series Profile Selector	<p>▼, ▲ : Highlight the G-Series profile you require.</p> <p>OK : Activate the highlighted G-Series profile. This profile remains activated until you close the game you are currently playing or activate another profile.</p>
Logitech LCD POP3 Monitor	<p>▼, ▲ : Highlight the option you require.</p> <p>OK : Choose the highlighted option.</p> <p>The following options are available when you first launch the applet:</p> <p>✉ : Launch your email application.</p> <p>▶ : Preview your first email.</p> <p>↔ : Check for new email.</p> <p>When you preview an email, the following options are available:</p> <p>✉ : Launch your default email client.</p> <p>✕ : Delete the email being previewed.</p> <p>◀ : Preview the previous email.</p> <p>▶ : Preview the next email.</p>
Movie viewer	<p>Use these buttons to select a movie to play from those in your movies folder:</p> <p>▼, ▲ : Highlight the movie you require.</p> <p>OK : Play the highlighted movie.</p>

MENU : Configure the movie viewer.

Use these buttons to control a movie that is playing:

▼, ▲ : Adjust the movie volume.

◀, ▶ : Rewind and fast forward the movie.

OK : Pause the movie, and then play it again.

← : Return to the movie list.

MENU : Mute and unmute the movie sound.

Picture viewer

Use these buttons to control the slideshow:

◀, ▶ : Cycle pictures to the left and right.

OK : Pause the slideshow, and then resume it again.

Video player for YouTube™

Use these buttons to select the feed from which you want to select a movie, for example 'Top Rated' or 'Most Discussed'.

▼, ▲ : Highlight the feed you require.

OK : Select the highlighted feed.

MENU : Pops up a menu from which you can choose the period you want to show videos from, for example 'Today' or 'This week'.

Use these buttons to select a movie from the feed you select:

▼, ▲ : Highlight the movie you require.

OK : Play the highlighted movie.

← : Return to the list of feeds.

Use these buttons to control a movie that is playing:

▼, ▲ : Adjust the movie volume.

◀, ▶ : Rewind and fast forward the movie.

OK : Pause the movie, and then play it again.



















← : Return to the feed from which you selected this movie.

MENU : Displays a menu offering further options for the highlighted video, including:

- A list of videos from the same author.
- A list of related videos.
- Copying the video's URL to the clipboard.
- Open the video in a web browser.
- Plays all videos in the list, from start to finish.

Controlling applets on a mono display

Your LCD display buttons let you control the applet currently selected. If you have a mono LCD display, the following buttons are available:

Applet	Buttons
Logitech LCD RSS Reader	<p>: Display the next article in the current feed. When held down for more than one second, switches to the next feed and displays the first article in that feed.</p> <p>: Scroll to the next page in the article.</p> <p>: Display the current article in a web browser. The article is marked as read and removed from the feed.</p> <p>: Mark the current article as read, and remove it from the feed.</p>
Logitech Media Display	No buttons available.
Logitech LCD Clock	No buttons available.
Logitech Performance Monitor	No buttons available.
Logitech LCD Countdown Timer	<p>: Start the countdown timer or stopwatch.</p> <p>: Pause the countdown timer or stopwatch.</p> <p>: Reset the countdown timer or stopwatch.</p>
G-Series Profile Selector	<p>, : Highlight the G-Series profile you require.</p> <p>: Activate the highlighted G-Series profile. This profile remains selected until you close the game you are currently playing.</p> <p>: Deactivate the G-Series profile currently activated.</p>
Logitech LCD POP3 Monitor	<p>The following options are available when you first launch the applet:</p> <p>: Launch your email application.</p> <p>: Check for new email.</p> <p>: Preview your first email.</p> <p>When you preview an email, the following options are available:</p> <p>: Launch your default email client.</p> <p>: Delete the email being previewed.</p> <p>: Preview the previous email.</p> <p>: Preview the next email.</p>

Customizing your LCD display

Your device's integrated LCD display is pre-configured so that it works out of the box in a way that suits most people. However, the Logitech® Gaming Software provides options for you to customize it to get the most out of the display.

You can:

- Adjust the display options, such as the display brightness and contrast, and the way you choose the applet you want to display. See [To change your display options](#).
- Choose which applets are available to display, so that only those of interest to you are available to select. See [To choose which applets are available](#).
- Configure the applets you use, so that they work in the way that suits you best. For an explanation of the options available to configure your applets, see [Applet configuration options](#). See [To configure applets](#) for details about changing the configuration of an applet.

To change your display options

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Customize LCD Display View (by clicking the **Customize LCD display** icon on the Device bar).
3. In the **Display Options** area, choose the settings you require.

Option	Explanation
Application button will:	<p>Choose whether you want the Application Button to:</p> <ul style="list-style-type: none">• Switch to next applet. When you press the Application Button, the LCD switches to display the next applet without delay.• List running applets. When you press the Application Button, the Finder is displayed listing the applets available for you to choose from. You can then choose the applet you require. See To choose which applet is displayed for details.
Brightness, Contrast	<p>Use the slide controls to adjust these settings until you have optimal legibility.</p> <p>These controls are only available if the brightness and contrast can be adjusted on your LCD display.</p>

To choose which applets are available

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Customize LCD Display View (by clicking the **Customize LCD display** icon on the Device bar).
3. In the **Applets** area, check the applets that you want to be available to use with your display.

Only the checked applets will be available for selection when you press the Application Button. See [To choose which applet is displayed](#) for details about choosing applets.

For further information about the applets available, see [What applets are available?](#)

To configure applets


1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Customize LCD Display View (by clicking the **Customize LCD display** icon on the Device bar).
3. In the **Applets** area, click the arrow, ▼, or right-click the applet you want to customize, and select **Configure**.

A dialog box is displayed for you to configure the applet.

The configuration options available vary from applet to applet. For further details, see [Applet configuration options](#).

Applet configuration options

The applets that display information on your LCD display can be configured to work in the way that suits you best. The options available to configure your applets are as follows:

Applet	Configuration options
Logitech LCD RSS Reader	Choose the RSS feeds from which you want to display articles.
Logitech LCD Clock	Choose: <ul style="list-style-type: none">• The clock face style. Tip: If you have a mono LCD display, holding down the Shift key displays further 'Easter Egg' clock faces for you to choose from.• Whether the clock displays a second hand.• Whether the second hand sweeps (smoothly) or ticks. (Available for color LCD displays only)• Whether the clock display shows the number of unread emails you have.
Logitech Performance Monitor	No configuration options available.
Logitech LCD Countdown Timer	Choose: <ul style="list-style-type: none">• The number of timers you require (zero, one, or two).• Whether each timer is a stopwatch (counting forwards) or countdown timer (counting backwards).• The label/name you want to assign to each timer.• For countdown timers:<ul style="list-style-type: none">- The time you want to count back from.- When the countdown reaches zero, whether you want it to loop, i.e. start again, or end.- Whether you want to play a sound to alert you when the countdown reaches zero; if you choose to play a sound, you are prompted to select the sound file you want to play (.WAV format).
G-Series Profile Selector	No configuration options available.
Logitech LCD POP3 Monitor	Specify: <ul style="list-style-type: none">• POP3 Settings: Your POP3 mail server, the port number through which you connect to the mail server, and your username and password. A button is available to test the settings you enter.• Your preferences:<ul style="list-style-type: none">- The frequency between checks for new emails.- The email application that is launched when you press . You can either choose your default email client or a different email application.
Movie viewer	Specify: <ul style="list-style-type: none">• The movies folder from which video files are available to play.• Whether you just want to play video files from just the top level folder selected, or both that folder and its sub-folders.

Picture viewer

Specify:

- The folder holding the pictures shown when you display a slideshow.
- Whether you just want to include pictures from just the top level folder selected, or both that folder and its sub-folders.
- Whether the pictures are displayed in sequence or a random order.
- The display interval, i.e. the time each picture is displayed.
- The transition type between pictures, for example fade or wipe.

Video player for YouTube™

Specify:

- Whether your feed browser loads multiple thumbnails per video, or a single thumbnail; if you choose multiple thumbnails, you can also choose whether they blend smoothly.
- The amount of system memory to be used to cache the thumbnail images.
- The standard feed from which videos are shown, for example 'Today'.
- Whether the applet reacts to special commands pasted to the clipboard and whether it plays URLs of YouTube videos copied to the clipboard.

Pointer settings help



Your gaming device has settings that are adjustable to suit you and your gaming.

Note:

- ▶ If your device does not have pointer settings, please ignore this section.

Depending on the type of gaming device you have, the pointer settings you can change may include the following:

- DPI Sensitivity levels:

You can define up to five mouse sensitivity (DPI resolution) settings to suit the games you play and the way you play them. For example, you may choose 400, 800, 1600, 2400, and 3600 DPI (if your mouse model allows this) to give you greater flexibility in your gaming. The choice is yours.

Switching between the various mouse sensitivity settings you've configured while you're gaming is just a simple one-button press. This means you don't have to stop or even pause the action! For example, you may find some game situations benefit from a higher sensitivity setting just for that situation, so you can switch to a higher setting temporarily.

To change the mouse sensitivity on-the-fly, simply press the DPI Up button or DPI Down button.

- 'Default' and 'Shift' DPI values:
 - Default: the value to be used unless you choose to switch to an alternative value. You can define a different default DPI setting for each of your games, if you want to.
 - Shift: the value to be used when you press and hold the DPI Shift mouse button during a game. Typically this is set at a low DPI setting so that you can temporarily switch to a low DPI value for accuracy. Once done, when you release the mouse button, you return to the previous DPI value.

- Pointer acceleration:

With pointer acceleration switched on, the mouse pointer increases speed when moving. You may want to choose to have acceleration switched on when you use most applications on your computer, so that when surfing the Internet or word processing you can move quickly around the screen, but switched off when playing some of your games to increase your accuracy and gaming effectiveness.

- Report rate:

You can specify how many times per second the mouse reports its position to the computer's operating system. If you choose a higher setting, this provide smoother, more responsive pointer movement, but also consumes more CPU bandwidth.

For further details, see [Using the Customize Pointer Settings View](#).

Note:

- ▶ For the G300 and G600, as well as changing pointer settings stored on your computer, you can also define on-board profile settings. See [Using the Customize On-Board Profile Settings View](#).

Using the Customize Pointer Settings View

The Customize Pointer Settings View in the Logitech® Gaming Software offers features to tailor the buttons on your mouse to suit you and your gaming.

Note:

- ▶ For the G300 and G600, to store the pointer settings on your computer, make sure that **Automatic Game Detection** (not **On-Board Memory**) is selected on the Home page. (Alternatively, set it to **On-Board Memory** to define on-board pointer settings - see [Using the Customize On-Board Pointer Settings View](#)).



To access the Customize Pointer Settings View, click the **Customize pointer settings** icon on the Device bar, at the bottom of the Logitech Gaming Software screen.

Using the Customize Pointer Settings View in the Logitech Gaming Software screen is intuitive and straightforward...

The Customize Pointer Settings View contains these sections:

- **Image area.**
Provides a representation of your device.
- **Profiles area**, displayed if you check the **Enable per profile pointer settings** box.
Here you can see all the profiles stored on your computer and on other devices connected to your computer.
- **Pointer Settings area**, in the main part of the screen.
Control the way you want the mouse pointer to move, including its DPI sensitivity and acceleration.
- **Device bar**, across the bottom.
Use this to change the device, change the view, as well as display the Logitech Gaming Software application settings and the **Help** menu.

The customization options are described in [To change your pointer settings](#).

Using the Customize On-Board Profile Settings View

The Customize On-Board Profile Settings View in the Logitech® Gaming Software offers features to customize both the profile settings and the mouse button settings that are stored on your device.

Note:

- ▶ This is only available for the G300 and G600. In order to access the Customize On-Board Profile Settings View make sure that **On-Board Memory** (not **Automatic Game Detection**) is selected on the Home page.



To access the Customize On-Board Profile Settings View, click the **Customize on-board profile settings** icon on the Device bar, at the bottom of the Logitech Gaming Software screen.

Using the Customize On-Board Profile Settings View in the Logitech Gaming Software screen is intuitive and straightforward...

The Customize On-Board Profile Settings View contains these sections:



- **Image area.**
Provides a representation of your device, and gives access to viewing and changing profile commands.
- **G-Shift selector**, on the left-hand side - **G600 only.**
Choose whether the function assignment is for normal mode or G-Shift mode.
- **Select Mode area**, on the left-hand side.
Specify which of the three modes you are making changes for, and the mode colors.
- **Pointer Settings area**, on the right-hand side - **G300 and G600 only.**
Control the way you want the mouse pointer to move, including its DPI sensitivity (see [To set your on-board pointer settings](#)).
- **Device bar**, across the bottom.
Use this to change the device, change the view, as well as display the Logitech Gaming Software application settings and the **Help** menu.

The customization options are described in [To set your on-board profile \(function assignment\) settings](#).

To change your pointer settings

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. If available for your device, on the Home page make sure you are changing settings for those stored on your computer (**Automatic Game Detection**), not those stored on your mouse (**On-Board Memory**).
3. Display the Customize Pointer Settings View (by clicking the **Customize pointer settings** icon on the Device bar).
4. If your device can have more than one profile, decide whether pointer settings you're customizing are for all profiles or for a specific profile(s):
 - If you want the pointer settings to apply to all profiles, leave the **Enable per profile pointer settings** box unchecked.
 - Alternatively, if you want the pointer settings to apply to a single or multiple profiles, check the **Enable per profile pointer settings** box.

Next, for some devices, choose the mode color in the **Select Mode** area.

Then, in the **Profiles** area, click the one you want the settings to apply to. If you want it to apply to multiple profiles, hold down the **Cmd** key (either  or ) and click each profile to select them.

The rest of the settings you specify are for the profile you selected.

5. If your device has a Mode button to switch between performance and endurance modes, make sure you are in the correct mode - the LED symbol next to the battery symbol shows the mode (blue for performance mode or green for endurance mode). Pressing the Mode button switches between the two modes.
6. If you want to set up different X and Y DPI values, check the **Separate DPI X and Y axis** box. Alternatively, leave the box unchecked to make the DPI values for the X and Y axes always match each other.
7. In the **DPI Sensitivity Levels** fields, set the following:
 - i. Choose the **Number of levels** of DPI sensitivity you want to define (up to five).
 - ii. For each of the levels, specify the DPI value. If you checked the **Separate DPI X and Y axis** box, you must specify both **X-axis** and **Y-axis** settings. You can type a number in the field(s), use the up and down arrows, or drag the sliders left and right.

For example, you may want to choose a range from 400 DPI to 3600 DPI, which you can switch between on-the-fly by pressing the DPI Up/Down buttons, to suit the application you are using or game you are playing.
 - iii. If you set up more than one DPI setting, click the value you want to be the default value, and click **Assign Default**. The default value is indicated by a blue diamond.
 - iv. If you set up more than one DPI setting, click the value to be the shift (toggle) value, and click **Assign Shift** (this can be the same as the default value). The shift value is colored orange.
8. In the **Report Rate** field, select how many times per second the mouse reports its position to the computer's operating system. Higher settings provide smoother, more responsive pointer movement, but also consume more CPU bandwidth.
9. If you want the mouse pointer to increase speed when moving, check the **Acceleration** box.
10. If you are changing settings for more than one profile, you are prompted to choose whether the settings you've changed are to be applied to all the profiles you've selected. For example, if you've changed DPI Sensitivity Levels and the Report Rate, you are prompted to confirm that you want to change all the selected profiles' settings.

Note:

- ▶ If the settings you change are for specific profiles, then when the active profile isn't one of those specific profiles the changes you've defined are not used.

For more information on these features, see [Pointer settings help](#).

To set your on-board pointer settings

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Customize On-Board Profile/Pointer Settings View (by clicking either the **Customize on-board profile settings** icon for the G300, or clicking the **Customize on-board pointer settings** icon for the G600, on the Device bar). If the icon is not available, display the Home page and select the **On-Board Memory** option.
3. Use the **Select Mode** area to choose one of the three modes by clicking the relevant colored zone. (For the G300, you can optionally change the device's lighting color for that mode by selecting it from the panel of eight colors beneath the mode zones.)
4. In the **DPI Sensitivity Levels** fields, set the following:
 - i. For each of the levels, specify the DPI value. You can type a number in the field(s), use the up and down arrows, or drag the sliders left and right.

For example, you may want to choose a range from 300 DPI to 2500 DPI, which you can switch between on-the-fly by pressing the DPI Up/Down buttons, to suit the application you are using or game you are playing.
 - ii. If you set up more than one DPI setting, click the value you want to be the default value, and click **Assign Default**. The default value is indicated by a blue diamond.
 - iii. If you set up more than one DPI setting, click the value to be the shift (toggle) value, and click **Assign Shift** (this can be the same as the default value). The shift value is colored orange.
5. In the **Report Rate** field, select how many times per second the mouse reports its position to the computer's operating system. Higher settings provide smoother, more responsive pointer movement, but also consume more CPU bandwidth.

For more information on these features, see [Pointer settings help](#).

Profiles To Go help



Your gaming device contains on-board memory that enables you to store profiles on it.

Note:

- ▶ If your device does not have on-board memory you cannot use Profiles To Go features.

Having profiles on your device enables you to take your device to other computers knowing that your profiles and the commands they contain go with you. And when you connect your device to another computer, you can transfer profiles between your device and that computer if you want to.

When managing your Profiles To Go, you can:

- Copy one or more profiles from your computer to your device's on-board memory.
- Copy one or more profiles from your device to your computer.

For further details, see [Using the Manage Profiles To Go View](#) and [To manage your Profiles To Go](#).

Using the Manage Profiles To Go View

The Manage Profiles To Go View in the Logitech® Gaming Software offers features for you to maintain the profiles stored on the on-board memory on your device, including transferring profiles between your computer and your device.



To access the Manage Profiles To Go View, click the **Manage Profiles To Go** icon on the Device bar, at the bottom of the Logitech Gaming Software screen.


Using the Manage Profiles To Go View in the Logitech Gaming Software screen is intuitive and straightforward...

The Manage Profiles To Go View contains these sections:

- **Image area**, in the main part of the screen.
Provides a representation of your device.
- **Profiles area**, above the image.
Here you can see all the profiles stored on your computer and on other devices connected to your computer.
- **Profiles To Go area**, beneath the image.
Here you can see all the profiles stored on your device.
- **Device bar**, across the bottom.
Use this to change the device, change the view, as well as display the Logitech Gaming Software application settings and the **Help** menu.

To manage your Profiles To Go

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Manage Profiles To Go View (by clicking the **Manage Profiles To Go** icon on the Device bar). The **Profiles** area and the **Profiles To Go** area are displayed:
 - The **Profiles** area shows the profiles on your computer and those on any devices you have connected that is not the one you've selected on the Device Bar.
 - The **Profiles To Go** area shows the profiles on the device you selected on the Device Bar.
3. Carry out the task of your choice:

To...	Do this...
copy a profile to your device...	<p>drag the profile from the Profiles area to the Profiles To Go area. Notice that the amount of Memory Used on the device increases.</p> <p>Note:</p> <ul style="list-style-type: none">▶ If there is already a profile on your device for the game linked to the profile you're copying, you are prompted to choose whether to replace the existing profile with the one you're copying, or don't copy the profile, or create an additional profile on the device.
copy a profile from your device to your computer...	<p>drag the profile from the Profiles To Go area to the Profiles area.</p> <p>Note:</p> <ul style="list-style-type: none">▶ If there is already a profile on your computer for the game linked to the profile you're copying, you are prompted to choose whether to replace the existing profile with the one you're copying, or don't copy the profile, or create an additional profile on your computer.
copy more than one profile...	<p>hold down the Cmd key and click each profile, then drag the profiles from one area to the other.</p>
delete a profile...	<p>drag the profile (either from the Profiles area or from the Profiles To Go area) to the trash can in the Profiles To Go area. Alternatively, right-click the profile or click the  arrow, and select Delete. When prompted to confirm that you want to delete the profile, click Yes.</p>

There are other tasks you can carry out on the profiles stored on your computer, using the features available in the **Profiles** area. For more details, see [Using profiles](#).

Backlight color help



Your gaming device features backlight colors and some devices offer lighting effects.

Note:

- ▶ If your device does not support backlight colors, please ignore this section.

Depending on the type of gaming device you have, you can choose a color scheme that determines its backlighting or lighting effects, such as its:



- G-keys.
- LCD display.
- Other keys and buttons.
- Color cycling or pulsing.

Color schemes are assigned separately to each M-key or mode, to reflect the mode your gaming device is operating in. When you press an M-key to change modes, the color scheme changes to reflect the new mode. This helps you know intuitively what mode you are in.

For further details, see [Using the Customize Backlight Color View](#) and [To change your backlight colors](#).

To change your backlight colors and lighting effects

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Customize Backlight Color View (by clicking the **Customize backlight color** icon on the Device bar). For some devices, this is called the Lighting View.
3. Choose between having the same lighting colors/effects for all profiles, or having different lighting/effects for every profile:
 - If you want the backlight settings and lighting effects to apply to all profiles, leave the **Enable per profile backlight settings** box unchecked. For some devices, in On-Board Memory mode, this check box is not available.
 - Alternatively, if you want the backlight settings and lighting effects to apply to a single or multiple profiles, check the **Enable per profile backlight settings** box.

Next, in the **Profiles** area, click the profile you want the settings to apply to. If you want to apply the same color settings to multiple profiles, hold down the **Cmd** key (either  or ) and click the profile icon(s) for the additional game profile(s) you want to customize.

The rest of the settings you specify are for the profiles you selected.

4. On your gaming device, press the M-key or select the mode you want to change the color scheme for.
5. In the color selection area in the left-hand side of the screen, choose the backlight color you want to assign. You can choose a color using the following methods:
 - The color wheel. For some gaming devices, this lets you choose a color quickly if it's not essential to have a specific color.
 - The sliders underneath the color wheel. These can be used to choose a color accurately by specifying its Red, Green and Blue (RGB) components; for some gaming devices, you may only have Red and Blue sliders.
 - The pre-set color options. For some gaming devices, a selection of pre-set colors is available for you to choose from.

As you change the color, your device's backlighting changes so you can see how the color scheme looks on your device.

6. For some devices, choose whether you want a dynamic lighting effect for your gaming device, using the right-hand lighting settings area:
 - If you want color pulsing or color cycling, check the **Lighting effect** box.

Next, select either **Cycle lighting** to make the lighting rotate between the color options, or **Pulse lighting** to make the lighting intensity pulse.

Then, unless you're in On-Board Memory mode, if you want your device's lighting to switch off when you're not using the device, check the **Lighting sleep timer** box and specify the number of **minutes** of inactivity after which the device's lighting will switch off.

- To have no dynamic effect, so the device's lighting is a constant color, uncheck the **Lighting effect** box.

As you change the settings, your device's lighting effects change so you can see how they appear on your device.

Note:

- ▶ Depending on which gaming device you have, lighting effects and some of the above color selection methods are not available.

Using the Customize Backlight Color View

The Customize Backlight Color View (or Lighting View on some devices) in the Logitech® Gaming Software offers features to set the color scheme for your gaming device.



To access the Customize Backlight Color View, click the **Customize backlight color** icon on the Device bar, at the bottom of the Logitech Gaming Software screen. (For the some devices, clicking this icon actually displays the Profiles View where you can configure lighting colors as well as profiles - see [Using the Profiles View](#).)

Using the Customize Backlight Color View in the Logitech Gaming Software screen is intuitive and straightforward...

The Customize Backlight Color View contains the following sections, depending on your device and on whether you're storing the settings on your computer or on the device's on-board memory:

- **Color selection area**, on the left-hand side.
Choose the backlight colors you require quickly using the color wheel, or the RGB sliders, or pre-set options (on some devices).
- **Image area**, on the right-hand side.
Provides a representation of your device.
- **Lighting settings area**, on the right-hand side.
Specify the dynamic lighting effects you want your device to have.
- **Profiles area**, displayed if you check the **Enable per profile backlight settings** box.
Here you can see all the profiles stored on your computer and on connected G-Series devices that have the Profiles-To-Go onboard memory feature.
- **Device bar**, across the bottom.
Use this to change the device, change the view, as well as display the Logitech Gaming Software application settings and the **Help** menu.

For more details, see [To change your backlight colors and lighting effects](#).

To change device-specific settings

1. Display the Logitech® Gaming Software Options dialog box (by clicking the **Settings** icon on the Device bar).
2. Click the tab of the device you want to change.
3. Change the settings to suit you.

Note:

- ▶ There is only a device-specific tab for some devices.

Use the following table as a guide. Not all settings are available for all devices.

Setting	Explanation
Illumination - Enable	Switch on mouse color lighting, or uncheck the box to switch it off.
Enable Angle Snapping	Switch on to help you move the mouse pointer in a straight line, or uncheck it to give you ultimate gaming mouse control.
Check For Updates	For devices where firmware updates are possible. Click this button to make the Logitech Gaming Software check to see if firmware updates are available for your device.

4. Click **OK**.

To change notifications settings

1. Display the Logitech® Gaming Software Options dialog box (by clicking the **Settings** icon on the Device bar).
2. Click the **Notifications** tab.
3. Specify the notifications settings you require, using the following table as a guide:

Setting	Explanation
Show low battery notifications on the GamePanel display	Only available for a device with a battery and an LCD display. Check this box if you want a warning icon to be displayed on your device's LCD display when your device's battery is very low.
Show low battery notifications on the taskbar or upper right corner of the screen	Only available for a device with a battery. Check this box if you want a warning icon to be displayed in the corner of your computer screen when your device's battery is very low. You can click on it to display the Logitech Gaming Software.
Show profile activation notifications on the GamePanel display	Only available for a device with an LCD display. Check this box to display a notification on your device's LCD display when you start a new game, showing the name of the profile that has been activated for that game.
Show DPI change notifications on the GamePanel display	Only available for a device with an LCD display. Check this box if you want a message to be displayed on your device's LCD display when you change your device's DPI.

4. Click **OK**.

To assign a shortcut command

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. Click the correct profile in the **Profiles** area, and make sure that the correct macro mode, for example **M1** (or colored zone for the G300), is selected.
4. If the shortcut command you want to assign does not exist in the **Commands** area, you need to create it. To do so:
 - i. Click the **Create new command** button. The **Command Editor** dialog box is displayed.
 - ii. Select **Shortcut** in the left-hand list.
 - iii. Choose the appropriate shortcut command from the options shown: an editing command (Copy, Cut, Paste, Undo, Redo), a screen capture command (Capture screen to file, Capture screen to clipboard, Capture selection to file, Capture selection to clipboard) or general system command (Spotlight, Show Desktop, Dashboard, Mission Control, Application Windows, Force Quit).
 - iv. Click **OK**.

You return to the Profiles View.

5. Click and drag the command you want to assign from the **Commands** area to the G-key/button of your choice in the **Image** area.

This G-key/button is assigned the command, and a small label is added to the image to indicate this.

To assign an alias

1. Within the Logitech® Gaming Software, if you have more than one gaming device, choose the relevant one using the Device Selector on the Device bar.
2. Display the Profiles View (by clicking the **Customize G-keys/buttons** icon on the Device bar).
3. Click the correct profile in the **Profiles** area, and make sure that the correct macro mode, for example **M1** (or colored zone for the G300), is selected.
4. If the function you want to assign does not exist in the **Commands** area, you need to create it. To do so:
 - i. Click the **Create new command** button. The **Command Editor** dialog box is displayed.
 - ii. Select **Alias** in the left-hand list.
 - iii. In the **Name** field, type a name for the alias.
 - iv. In the next field either type a full website address, such as **http://www.logitech.com** or click **...** and choose the application you want to launch.
 - v. Click **OK**.

You return to the Profiles View.

5. Click and drag the alias you want to assign from the **Commands** area to the G-key/button of your choice in the **Image** area.

This G-key/button is assigned the command, and a small label is added to the image to indicate this.