

GK1 MECHANICAL KEYBOARD OPERATING INSTRUCTION

O.S. Support

Windows XP/ Vista/ Win 7/ Win 8/ Win 10/Win 11

Wired Connection

Connect the keyboard to the computer with USB cable.

The computer will recognize and configure the keyboard automatically.

Product Features

Backlight

1. The default 11 backlight patterns switch by pressing [FN] + [INS] to cycling switch the light patterns.
2. Press [FN] + [←/→] to adjust light rotating speed, total 5 levels.
Press [FN] + [↑/↓] to adjust backlight brightness, total 5 levels.
3. Backlight preset gaming mode:
Gaming mode 1: [FN] + [1], [A] [S] [D] [W] [↑] [↓] [←] [→] light on.
Gaming mode 2: [FN] + [2], [1-5] [Q] [W] [E] [R] [A] [S] [D] [G] [B] [L_Shift] [L_Ctrl] [L_Alt] [Space] light on.
Gaming mode 3: [FN] + [3], [W] [R] [A] [S] [D] [L_Ctrl] [L_Shift] [L_Alt] [↑] [↓] [←] [→]
4. Backlight Customization : Press [FN] + [1-3] to enter relevant preset mode, then press [FN] + [HOME] to start recording, LED indicator will flashing till the recording completed, press the key to light it up to set the pattern you want, once key light color setting are completed, press [FN] + [END] to save.
The [FN]+[PGUP] key can clear the light recording and restore the steady on mode.
- 5.[WIN] lock
Press [FN] + [WIN] to lock [WIN] key, repeat to unlock.

6.Commands of key combinations with [FN] key

FN+F1: My computer	FN+F7: Play/Pause
FN+F2: Search	FN+F8: Stop playing
FN+F3: Calculator	FN+F9: Mute
FN+F4: Media player	FN+F10: Volume -
FN+F5: Pre track	FN+F11: Volume +
FN+F6: Next track	FN+F12: Lock keyboard

7.Restore factory settings

Press and hold [FN] + [PGUP] for 3 seconds.

FAQ

If the keyboard doesn't respond, please check if the keyboard's USB cable is correctly inserted into the corresponding USB port on the computer or try another USB port on the computer.

2. If you spill liquid on the keyboard, please unplug the keyboard's USB cable from the computer immediately. Wipe off excess liquid and put the keyboard in a dry and ventilated place. Make sure the keyboard is dried naturally before the next use