**Manuals+** — User Manuals Simplified.



# SVEN RX-G975 Gaming Mouse Buttons with Macro Programming Option User Manual

**Contents** [ **hide** ]

**SVEN RX-G975 Gaming Mouse Buttons with Macro Programming Option**

**Congratulations on your purchase of the Sven mouse!**

**COPYRIGHT**

**TRADEMARKS**

**NOTICE OF RESPONSIBILITY RESTRICTION**

## BUYER RECOMMENDATIONS

- Unpack the device carefully. Make sure there are no accessories left in the box. Check up the device for damage; if the product was damaged during transportation, address the firm which carried out the delivery; if the product functions incorrectly, address the dealer at once.
- Check up the package contents and availability of the warranty card. Make sure the warranty card has a shop stamp, a legible signature or the seller's stamp and purchase date, and the goods number corresponds to that in the warranty card. Remember: in case of warranty card loss or discrepancy of numbers you forfeit the right for warranty repairs.
- Before installing and using the speaker system, read this Manual carefully and keep it for future reference.
- Shipping and transportation equipment is permitted only in the original container.
- Does not require special conditions for realization.
- Dispose of in accordance with regulations for the disposal of household and computer equipment.

## PACKAGE CONTENTS

- Gaming mouse — 1 pc
- Operation Manual — 1 pc
- Warranty card — 1 pc

## APPOINTMENT

RX-G975 gaming mouse is an input device. It is designed for entering (entering) information into the computer, as well as controlling the operation of the computer

## SYSTEM REQUIREMENTS

• OS Windows.
• Free USB port.

## PREPARATION TO WORK

- Connect the gaming mouse to an available USB connector on the PC.
- After connecting to the USB port, the PC will automatically recognize the device.
- To use the built-in mouse memory, adjust the buttons and backlight, you need to install the software (downloaded from the website **www.sven.fi**). Run the previously downloaded file to install the driver, follow the installer's advice. Administrator rights may be required.
- After installation, the program will automatically detect the presence of the mouse. You can call up the control window using the icon in the taskbar or in the Windows system tray.

## Key assignments and mouse settings

- Initially all mouse buttons are set to default settings (as shown below). User has the ability to change the functions of these keys.
- You can reassign buttons by clicking on the menu items on the right in the image or by clicking on the number markers, calling the menu where you can redefine the keys, assign a macro (pre-configured keyboard shortcut options), link to the multimedia key volume control, volume off, player control, etc.

## Warning!

The LMB key number 1 can be reassigned only if you reassign the functions of the left mouse button to any other button, otherwise the software will not allow you to reassign the LMB.
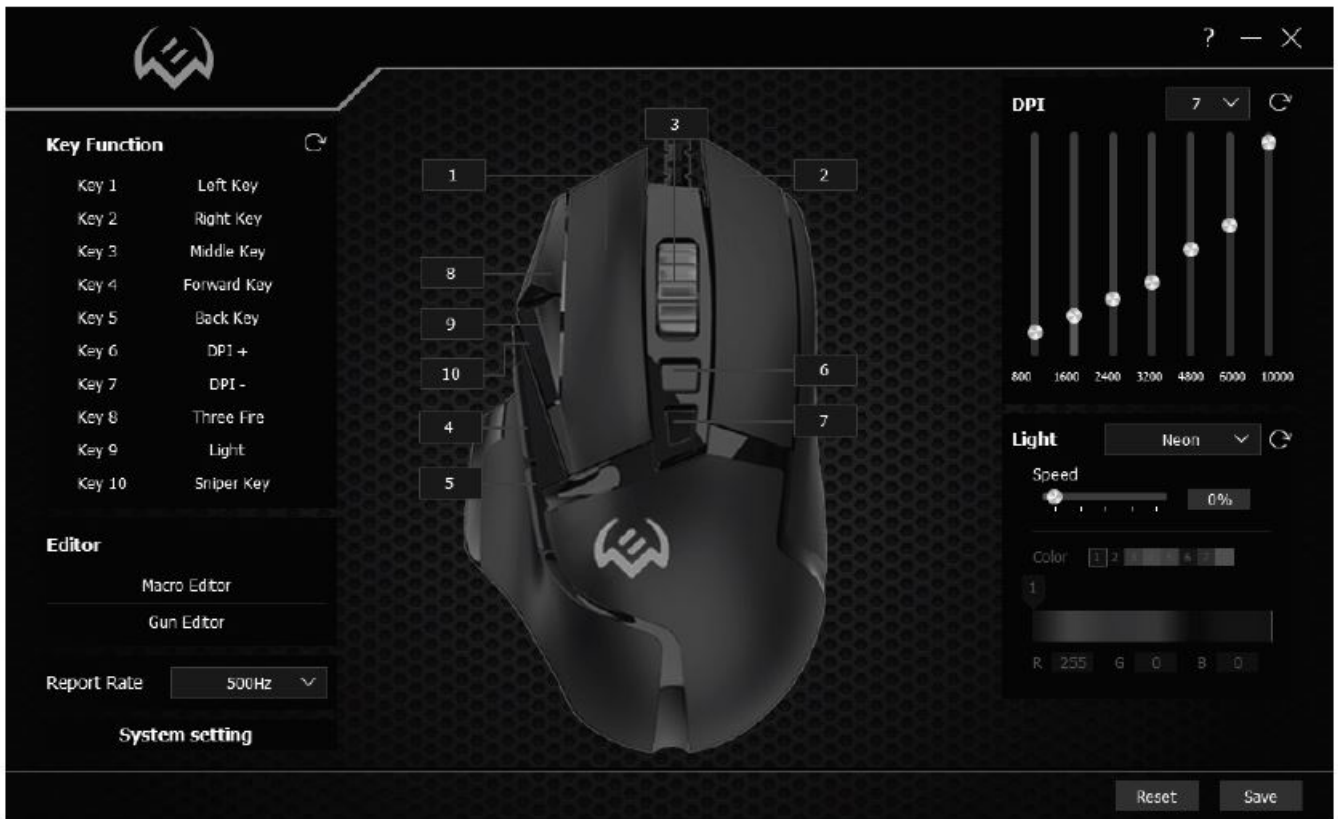
*Fig. 1.*

# CHANGE MOUSE FUNCTIONS

The functions of the mouse buttons can be changed by giving other values button. Markers with numbers on the image correspond to the list numbers from 1 to 10. Click on the marker or list, opens a window with additional functions that can be reassigned. The following is a list of default keys.

**Note:** After all changes in the software, you must click Save to save the changed settings to the mouse. The Reset button sets the default settings.

# PREPARATION FOR WORK

• Key 1 – left mouse button
• Key 2 – right mouse button
• Key 3 – middle button, button under the wheel
• Key 4 – next page
• Key 5 – previous page
• Key 6 – DPI + switching
• Key 7 – DPI – switching
• Key 8 – triple click
• Key 9 – change backlight mode
• Key 10 – precise aiming function

Key Function

| Key 1 | Left Key |
| Key 2 | Right Key |
| Key 3 | Middle Key |
| Key 4 | Forward Key |
| Key 5 | Back Key |
| Key 6 | DPI + |
| Key 7 | DPI - |
| Key 8 | Three Fire |
| Key 9 | Light |
| Key 10 | Sniper Key |

*Fig. 2.*

**ADDITIONAL FUNCTIONS**

- Mouse Function – basic mouse functions.
- Fire Function – hot key function, allows you to assign mouse buttons, any one button on the keyboard. Key Value – character input field from the keyboard, Rate – character input speed, Times – number of characters per click, option set Endless – allows you to display a character while the button is pressed.
- Group Function – combination of multiple buttons.
- Media Function – media functions: stop, pause, volume control.
- Macro Function – function allows you to display a previously recorded macro. How to create a macro is described in «Creating macro». Macro runs one-time after pressing the button – macro launches once after pressing button
- Macro runs endless loop until any button is pressed – the macro runs an infinite loop until any button is pressed.
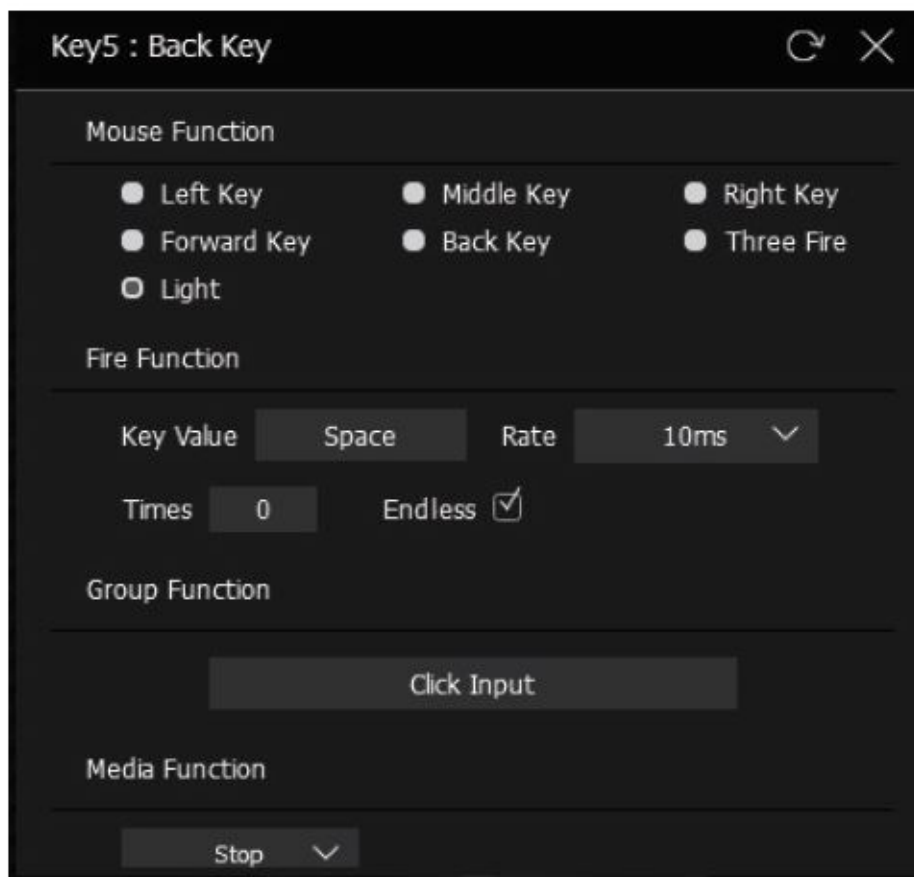
*Fig. 3.*

**Macro runs endless loop until button is released – Macro runs an infinite loop as long as the button is pressed.**

- DPI Function – increase or decrease the sensitivity of the sensor, DPI LOOP – ability of the sensor switches in a circle.

  Sniper Key – function to reduce DPI expansion to a minimum, for accurate aiming in games.
- Windows Function – small set of standard OS Windows commands.
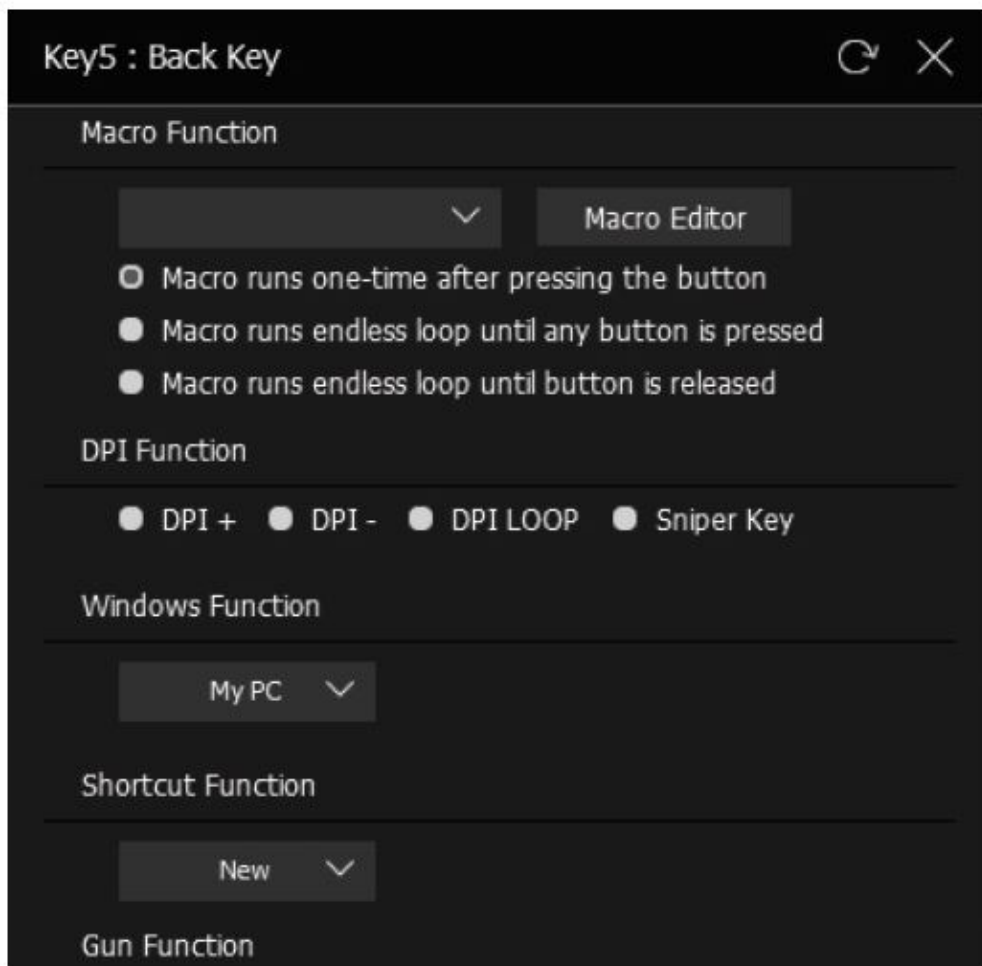- Gun Function – choice of weapons 1, 2, 3.

Fig. 4.

**CREATING MACROS**

Macros are sequences of events (keystrokes, keystrokes, and delays) that can be recorded and later played back to simplify repetitive tasks. They are also possible use to play sequences that are long or difficult to execute. Macro Editor tab allows you to create precise sequences of keystrokes.
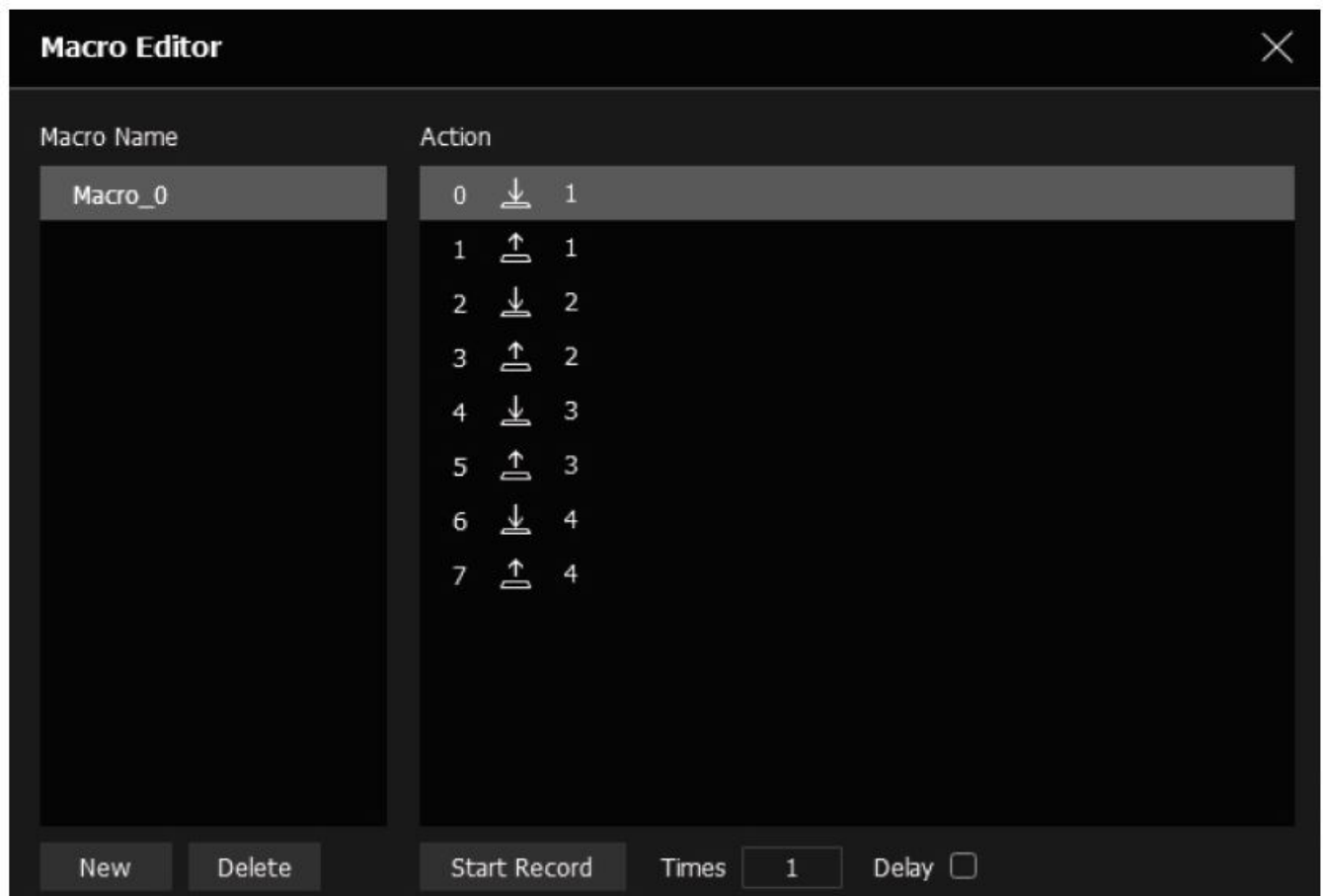


Fig. 5.

Fig. 6.

**Gaming Mouse**

**To create a macro, follow these steps:**

1. On the main page, click on Macro Editor line.
2. In window, click New button, the name of the new macro will appear in the window on the right Macro Name.
   The new macro will be named Macro_0.
3. To record a macro, press Start Record button (the button will change its value to Stop Record), enter a combination of numbers, letters, or function keys on the keyboard. The entered characters will appear in Action window.
4. Click Stop Record button, the macro recording is complete. The created macro can now be assigned to any user-friendly mouse button. A list of available macros will appear in the button settings menu.
   If you want the macro to repeat the required number of times, enter the number of iterations in Times window.
   Set Delay checkbox implements the delay between pressing and releasing the keys.

**SETTING FIRING PARAMETERS**
Gun editor editor tab allows you to adjust the accuracy of shooting (self-suppressing the recoil of the weapon), shooting mode, several times at a time. Shots are concentrated for the most accurate shooting.
On the left in the screenshot (Fig. 7.), pre-settings are available for different types of weapons, all settings for six types of weapons.
Select gun – select the weapon that will be available in Gun Function menu when setting the button to change the weapon.

**Fire regulation:**
Rate – magnitude of the pause between shots.
Times – number of repetitions, from 1 to 255. If you set Endless option, the repetitions will be while the fire button is pressed.
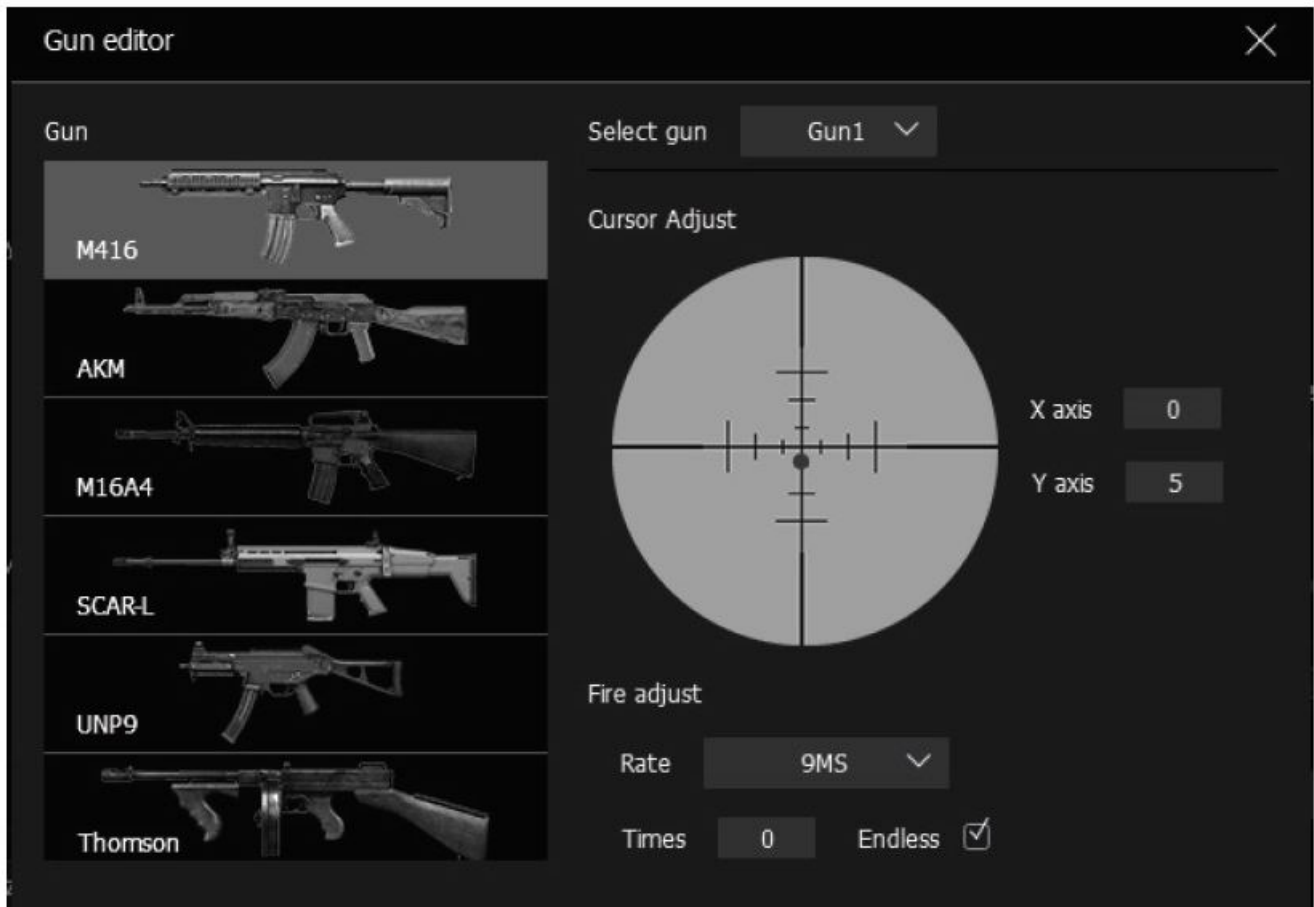Adjustment of shots from the weapon can also be made by changing the position of the red dot.

Fig. 7.

**FREQUENCY OF THE MOUSE**
The polling frequency is a characteristic that shows how often the processor polls the matrix. In the program you can set the mouse polling frequency from 125 to 1000Hz. In Report Rate line, select the desired sensor polling frequency.
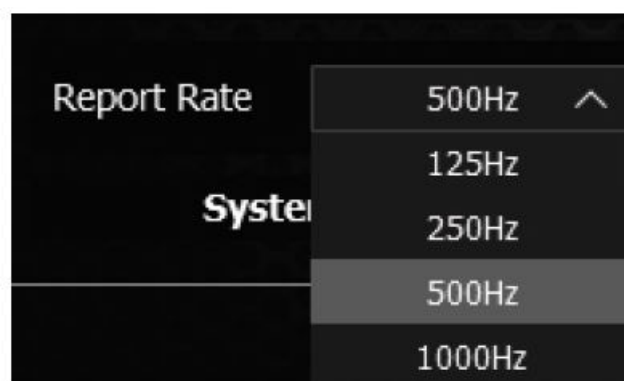
Fig. 8.

**SYSTEM SETTINGS**
Mouse Speed – speed of the cursor

DoubleClick Speed – double click speed
Number of Rows – number of scroll lines
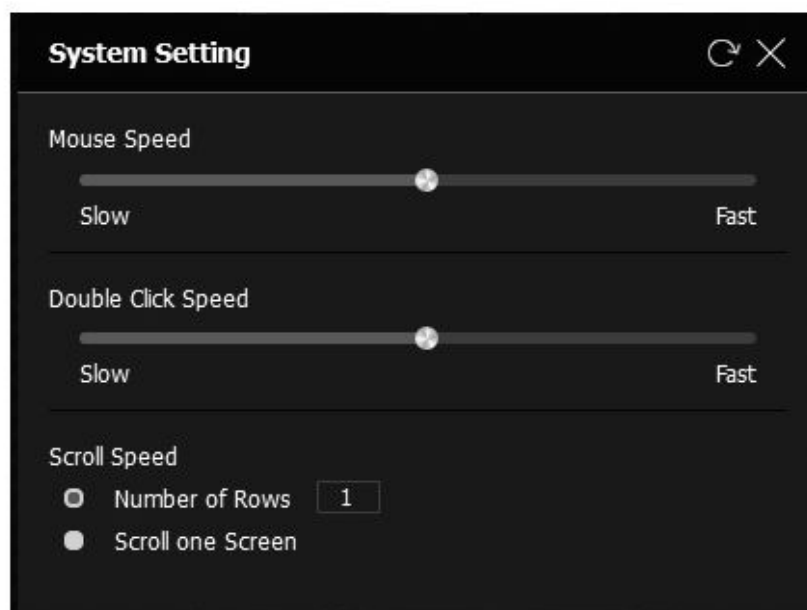Scroll one Screen – postorinkova scrolling



Fig. 9.

**DPI SETTINGS (SENSOR RESOLUTION)**
Mouse Speed – speed of the cursor on the screen DoubleClick Speed – double click speed
Number of Rows – number of scroll lines
Scroll one Screen – postorinkova scrolling



Fig. 10.

## MOUSE BACKLIGHT SETTINGS

In Light field you can select lighting modes, light effects can be selected by clicking on the pop-up menu, a total of 11 modes are available. Brightness – brightness of illumination. Color – color selection for static backlight modes. Use the color switch from 1 to 8 to assign a color from an existing palette or create your own. You can also enter the RGB color code.



Fig. 11.

## TECHNICAL SPECIFICATIONS

| Parameter, measurement unit | Value |
| --- | --- |
| Q-ty of buttons | 9 + 1 (scroll wheel) |
| OS compatibility | Windows |
| Interface | USB |
| Resolution, DPI | 200-10000 |
| Cable length, m | 1.8 |
| Dimensions, mm | 132 × 76 × 42 |
| Weight, g | 138 |

**Notes.** Technical specifications given in this table are supplemental information and cannot give occasion to claims. Technical specifications are subject to change without notice due to the improvement of SVEN production.

**Model: RX-G975**
Importer: Tiralana OY, Office 102, Kotolahden- tie 15, 48310 Kotka, Finland.

Manufacturer: SVEN PTE. LTD, 176 Joo Chiat Road, № 02-02, Singapore, 427447. Produced under the control of Oy Sven Scan-dinavia Ltd. 15, Kotolahdentie, Kotka, Finland, 48310. Made in China.
® Registered Trademark of Oy SVEN Scandinavia Ltd. Finland.

## Documents / Resources

| | |
|---|---|
|  | **SVEN RX-G975 Gaming Mouse Buttons with Macro Programming Option** [pdf] User Manual<br>RX-G975, Gaming Mouse Buttons with Macro Programming Option |
|  | **SVEN RX-G975 Gaming Mouse** [pdf] User Manual<br>RX-G975, Gaming Mouse, Mouse |