

RIPJAWS KM780 RGB

User Manual



Table of Contents

4 Introduction

Layout Overview

6 Profiles & Modes

Introducing Profiles & Modes

Link Program to a Profile

Save Profile to Device

8 Profiles

Create a Profile

Select a Profile

Delete a Profile

Copy a Profile

Export/Import a Profile

Apply Profile Setting

9 Modes

Create a Mode

Select a Mode

Activate a Mode

Delete a Mode

Copy a Mode

Export/Import a Mode

Mode Management

11 Keys

Introducing Programmable Keys

Customize a Programmable Key

Key Assignment

15 Macro

Introducing Macros

16 Macros (Keystroke)

Create a Macro

Delete a Macro

Copy a Macro

Export/Import a Macro

Record a Macro

Edit a Recorded Macro

Insert Commands in a Macro

20 Macros (Text)

Create a Text Macro

Edit a Text Macro

Delete a Text Macro

Copy a Text Macro

Export/Import a Text Macro

Table of Contents

22 Lighting Profiles

- Introducing Lighting Profiles
- Lighting Profile Types
- Create a Lighting Profile
- Customizing Your Lighting Profile
- Add a Color
- Change a Color

27 Setting

- Introducing Keyboard Settings
- Polling Rate
- N-Key Rollover
- Timer Setting (Timer Key)
- Repeat Rate Acceleration
- Repeat Delay
- Sleep Setting

31 Lighting

- Introducing Lighting
- Background Lighting
- Adjust Brightness
- “All” Key Color Lighting
- “Single” Key Color Lighting
- Effect Lighting
- Editing Options from Effect Lighting
- Enable Effect Lighting Base Color

37 Color Palette

- Introducing the Color Palette
- Accessing the Color Palette
- Customizing the Color Palette

39 Additional Settings

- Driver Software Settings
- UI Language
- Keyboard Layout
- Check Update
- Export All Profiles and Settings
- Reset to Default Setting

41 Hardware

- Introducing the Keyboard Hardware

43 On-the-fly Macro

- Introducing On-the-fly Macro
- Recording an On-the-fly Macro

45 Support

- Website FAQ
- Online Forum
- Technical Support

Introduction

The G.SKILL Unified Driver System is the software system that allows full control of macros, lighting effects, and various customizations for your RIPJAWS KM780 RGB mechanical gaming keyboard.

To help you through this manual, here are some useful key terms to keep in mind:

- **Profile:**
A full collection of settings and modes. Each profile has its own unique list of modes.
- **Mode:**
A single complete layout of key settings, keyboard settings, and lighting effects. A single profile supports up to three modes, which can be stored in the on-board memory of your keyboard.

- **Key:**
Refers to the keyboard input. Each key may have its own default function, or it can be programmed to have a customized function through the software system.
- **Macro:**
A powerful function that allows you to execute a series of key presses with the press of a designated key.

To open the G.SKILL Unified Driver System, go to the system tray and double click on the G.SKILL icon.

You are now ready to begin.

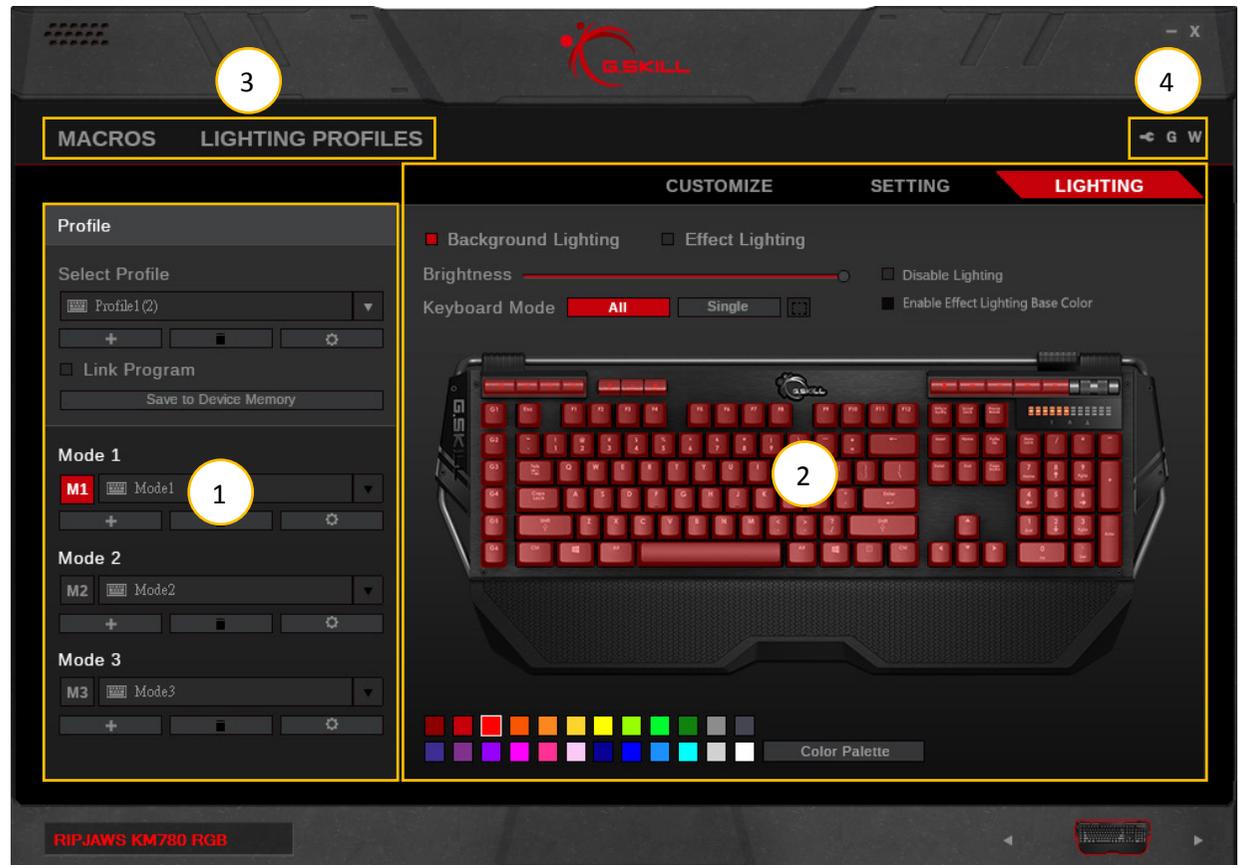


Introduction

Layout Overview

The G.SKILL Unified Driver System has four main sections:

- 1. Profiles & Modes:**
Create and manage profiles and modes. Activate and store a profile to the keyboard.
- 2. Mode Settings:**
Customizable settings for each mode.
- 3. Macros & Lighting Profiles:**
Create and manage macros and lighting profiles to use in mode settings.
- 4. Additional Settings:**
Access to UI language settings, keyboard layout settings, firmware and software version information, and profile reset.



Profiles & Modes

Introducing Profiles & Modes

A **profile** is a collection of settings and modes that can be saved into the on-board memory of your keyboard, allowing the customization to follow the device, no matter which computer it's connected to.

A **mode** is a single complete layout of key settings (e.g. macros), keyboard settings (e.g. polling rate), and lighting effects.

This section will help you manage your profiles and modes.



Profiles & Modes

Link Program to a Profile

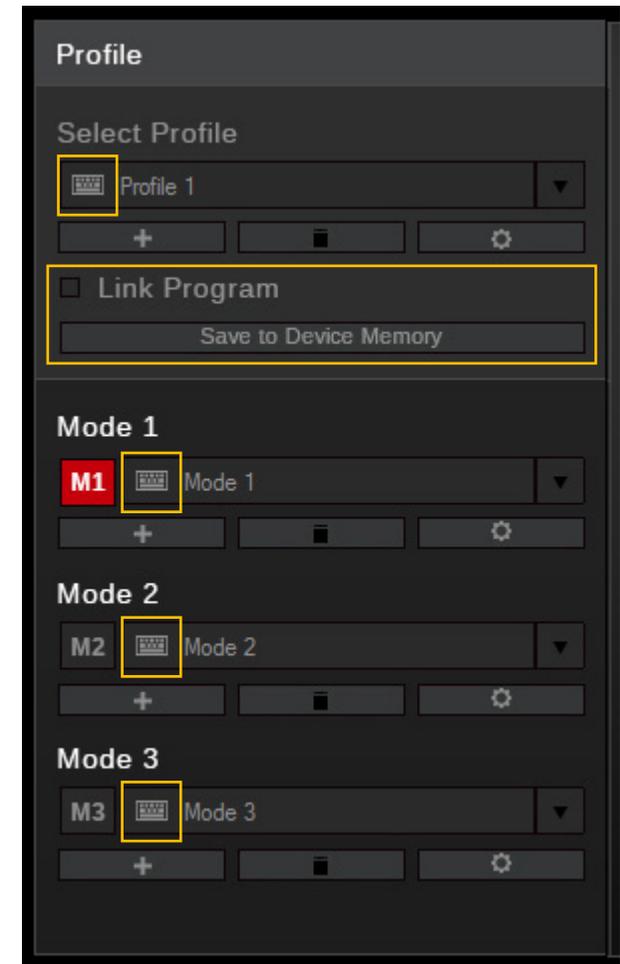
You have the option to automatically load a profile when launching a certain program.

Check the box next to “Link Program” and select a *.exe file to link the selected profile to a program.

Save Profile to Device

Your RIPJAWS KM780 keyboard can store a single profile (of three modes) within the keyboard on-board memory. Click “Save to Device Memory” to save the currently selected profile and modes to your keyboard.

Once the profile and modes are saved to the keyboard, a small keyboard icon will appear to the left of the profile or mode name.



Profiles

Create a Profile

To create a new profile, click on the “+” button located under the profile name. A new profile will be automatically generated using default settings.

Select a Profile

Click the upside-down triangle to the right of the profile name for a drop-down list of available profiles. If only one profile is available, the drop-down list will be unavailable.

Delete a Profile

Click the trash bin icon located below the profile name to delete a profile. A confirmation dialogue window will pop up to confirm the deletion. A profile cannot be deleted if there are no other selectable profiles or if the profile is currently in use by the device.

Copy a Profile

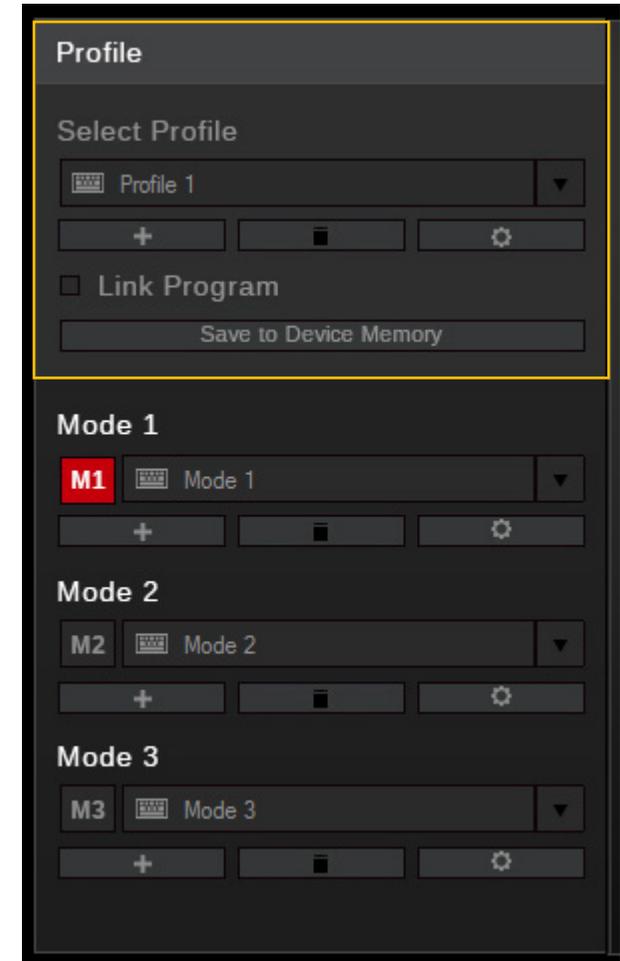
Click the gear icon below the profile name, then choose “Copy” from the list to make an exact copy of the profile, including the modes created under the profile.

Export/Import a Profile

Click the gear icon below the profile name, then choose “Export” (or “Import”) from the list. A window will prompt you to choose a location and a file name to save (or load) the profile to (or from) a *.profile file.

Apply Profile Setting

To apply the current profile settings, click “Save to Device Memory”.



Modes

Create a Mode

To create a new mode, click on the “+” button located under the mode name. A new mode will be automatically generated using default settings.

Select a Mode

Click the upside-down triangle to the right of the mode name for a drop-down list of available modes. The drop-down list will be unavailable if there are less than three modes in the current profile.

Activate a Mode

The red icon designated “M1”, “M2”, and “M3” indicates the current active mode. This matches the mode keys with the same names on the keyboard.

Delete a Mode

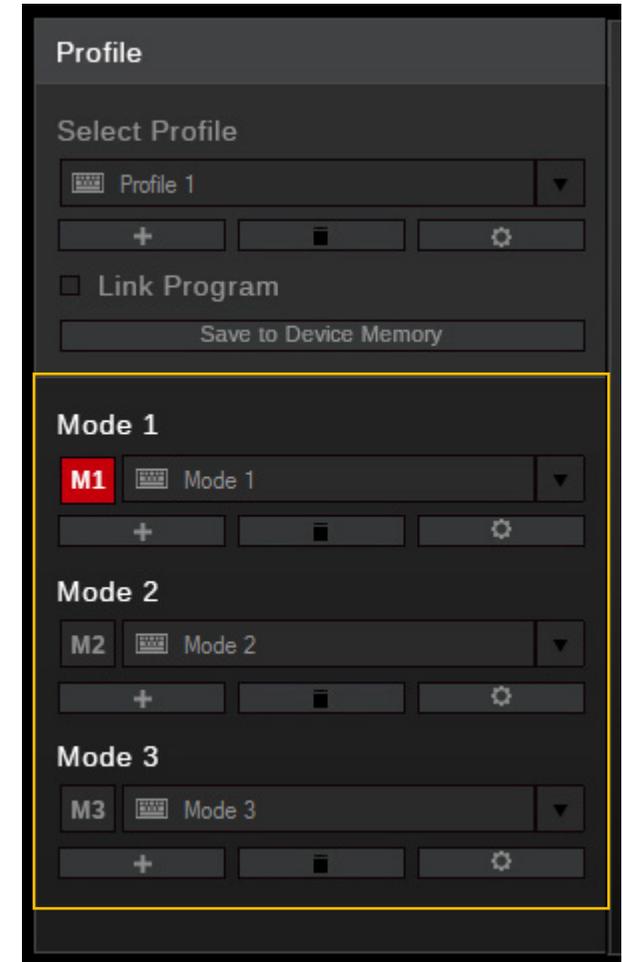
Click the trash bin icon located below the mode name to delete the currently selected mode. A mode cannot be deleted if there are no other selectable modes or if the mode is currently in use by the device.

Copy a Mode

Click the gear icon below the mode name and select “Copy” from the list to make an exact copy of the mode.

Export/Import a Mode

Click the gear icon below the mode name and select “Export” (or “Import”) from the list. A window will prompt you to choose a location and a file name to save (or load) the mode to (or from) a *.xml file.

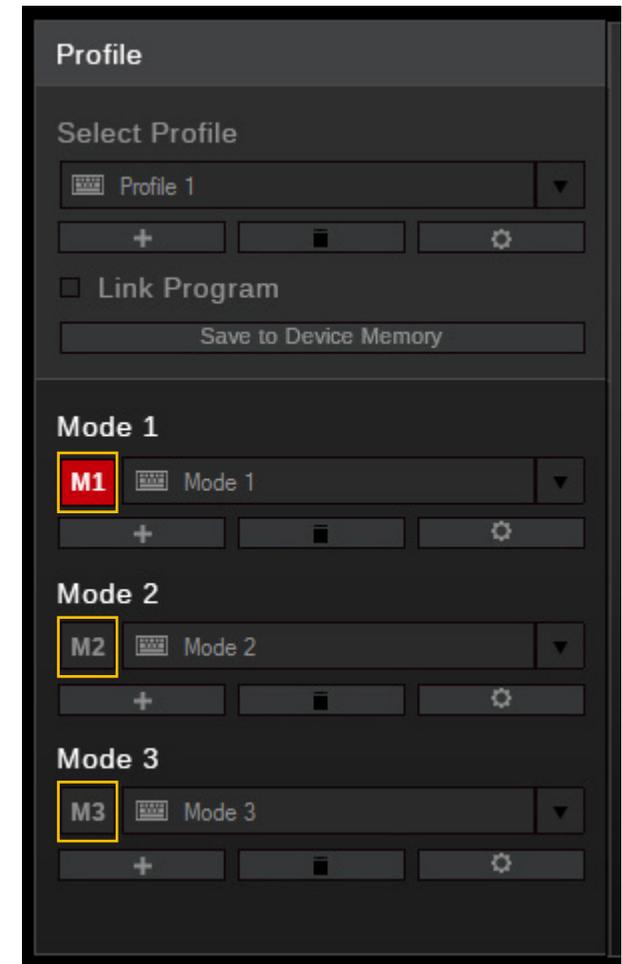


Modes

Mode Management

Click “M1”, “M2”, or “M3” to select the corresponding mode to edit. A selected mode will be highlighted in red. The mode keys on your keyboard will also change accordingly to the currently selected mode.

Each mode has its own “Customize”, “Setting”, and “Lighting” settings.

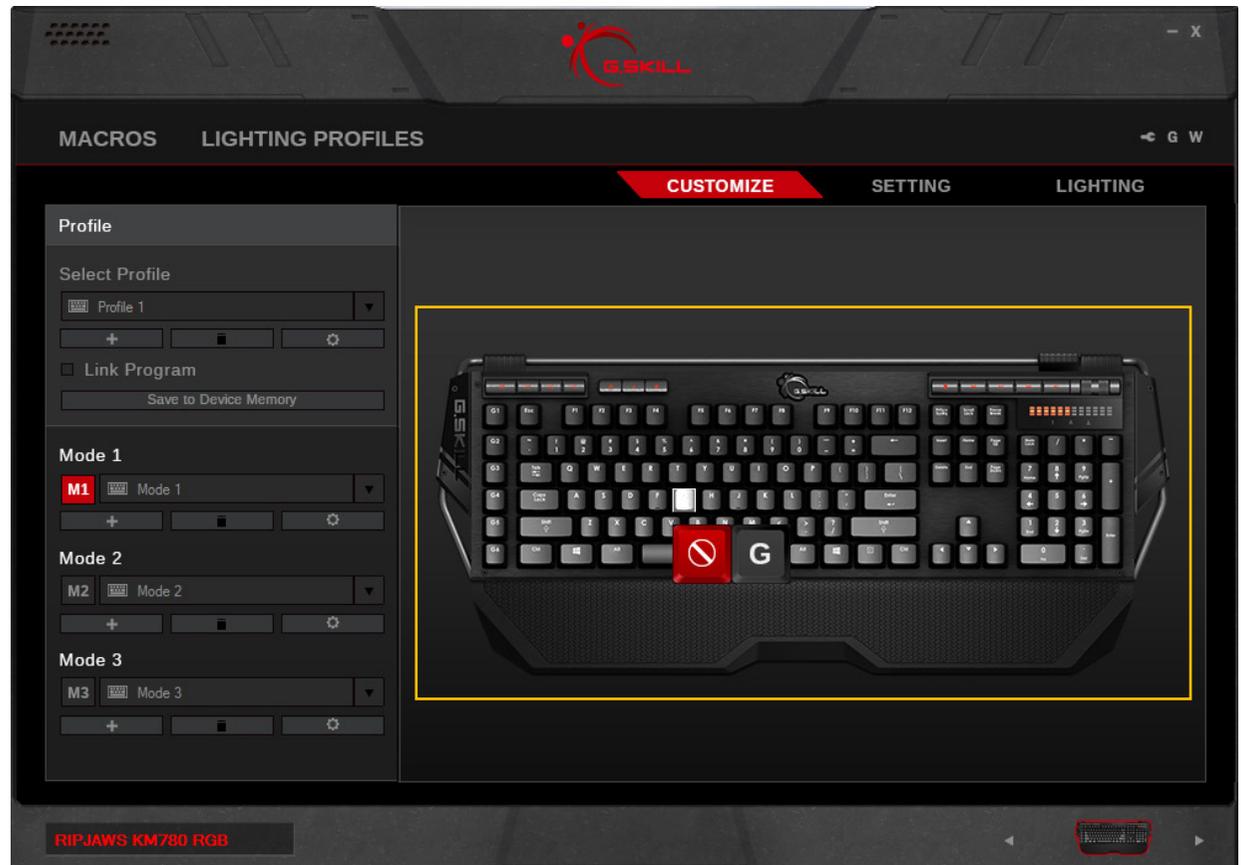


Keys

Introducing Programmable Keys

Under the “Customize” menu, you can customize the function of each key on the keyboard. When the mouse cursor hovers over a programmable key, the display will show the key (on the right) and its current function (on the left).

Example: The image on the right shows the “G” key, and the circular icon with a slash shows its current function is set at default.



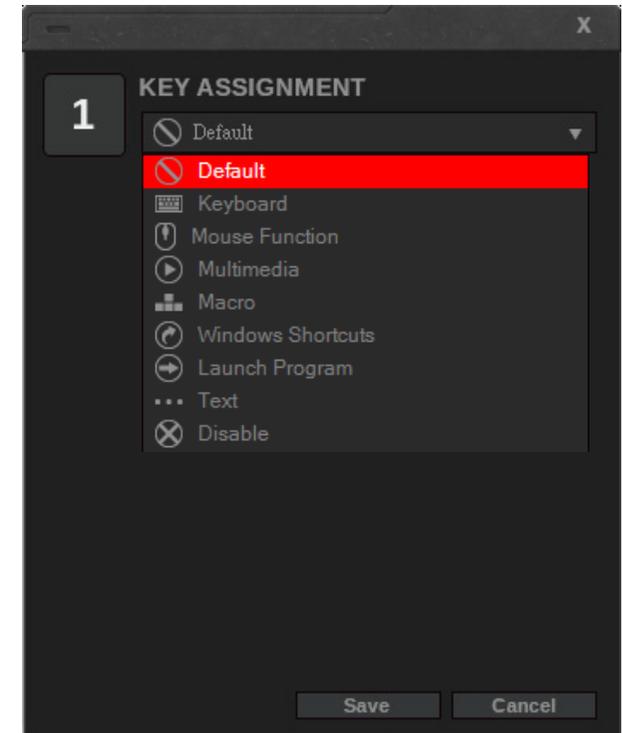
Keys

Customize a Programmable Key

Click on the key you wish to customize, and a “Key Assignment” window will pop up. Choose from the drop-down list for the desired function. Macros can be selected here to customize a particular key to a macro. Once the desired function is selected, click “Save” to return to the “Customize” menu.

Once you have finished customizing the key functions, please click “Save to Device Memory” under the profile name to apply the settings.

Note: Make sure you are customizing to the correct mode by selecting the desired mode (M1, M2, or M3) before customizing the key function.



Keys

Key Assignment

A variety of functions can be assigned and customized to a key. See below for a list of functions.

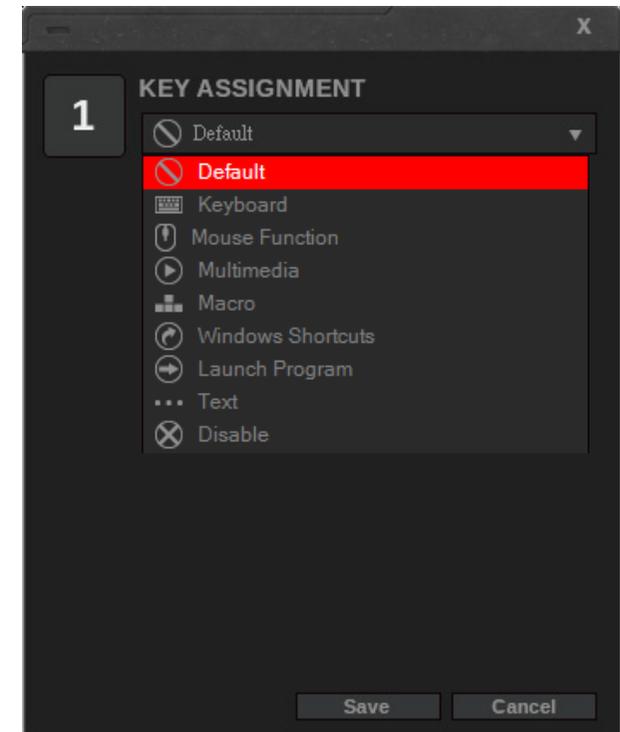
- **Default**
Sets the key to its default function.
- **Keyboard**
Press a keyboard key to assign its function to the selected key.
- **Mouse Function**
Sets a mouse function, such as left click, right click, scroll click, double click, scroll up/down, or forward/backward to the selected key.
- **Multimedia**
Sets multimedia playback functions, such as volume up/down, mute, play/pause, and previous/next track.

- **Macro**
Sets a macro to the selected key.

Select a macro from the “Assign Macro” drop-down menu to set a programmed macro to the selected key.

Additional options can be set for the macro to run once, multiple times, toggle function (press selected key once to start, then press a second time to stop), and continuous activation while the button is held down.

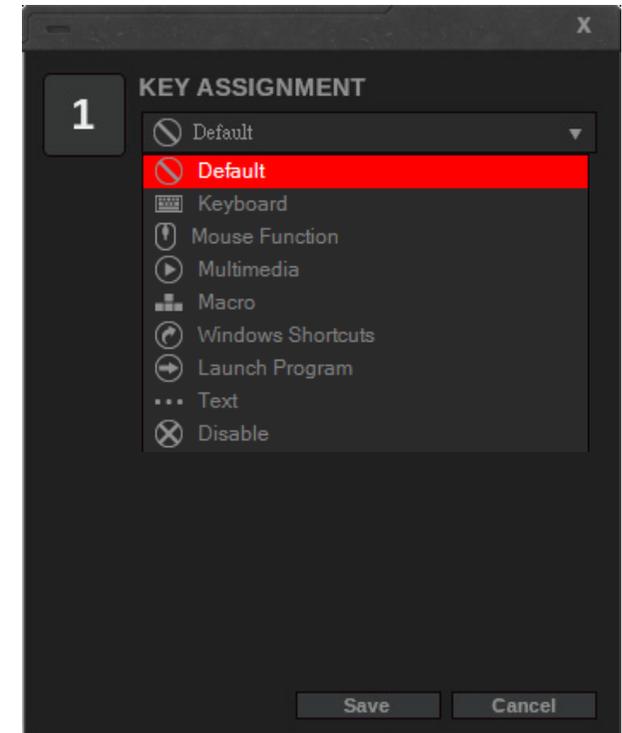
To add or edit a macro, click on the “+” button or the pencil button below the “Playback Option”. This will jump to the Macro menu for you to make further edits. To delete the currently selected macro, click on the trash bin icon.



Keys

- **Windows Shortcuts**
Sets Windows functions, such as open task manager, open start menu, show desktop, close window, cut, copy, and paste.
- **Launch Program**
Opens a designated program (*.exe), or opens a website in your browser.
- **Text**
Sets a text-only macro to the selected key. Choose the text macro from the drop-down list.
- **Disable**
Disables the selected key.

To add or edit a text macro, click on the “+” button or the pencil button below the drop-down list. This will jump to the Text Macro menu for you to make further edits. To delete the currently selected text macro, click on the trash bin icon.



Macros

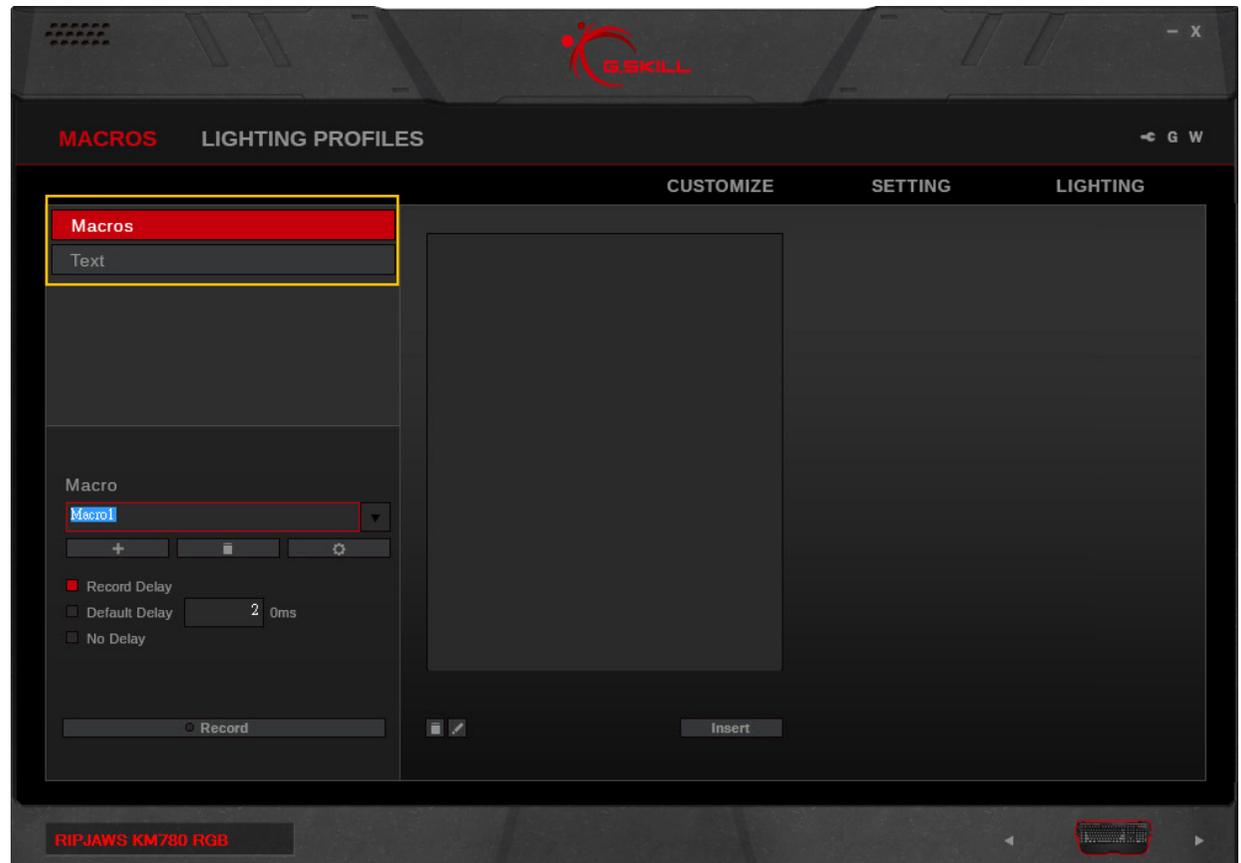
Introducing Macros

There are two kinds macros you can set: keystroke macro and text macro.

Macros are a series of keypresses, commands, and/or delays that can be set to activate when a certain key is pressed. This may be useful for repeatable actions by creating a string of keyboard shortcuts, or to automatically insert a string of text with a single keypress.

Use the keystroke macro if your macro requires keystroke combinations or delays.

Use the text macro if you are looking to insert a string of text.



Macros (Keystroke)

Create a Macro

In the left column, click on the “+” button to create a new macro. Options for recording a macro will be available when a macro is created.

Delete a Macro

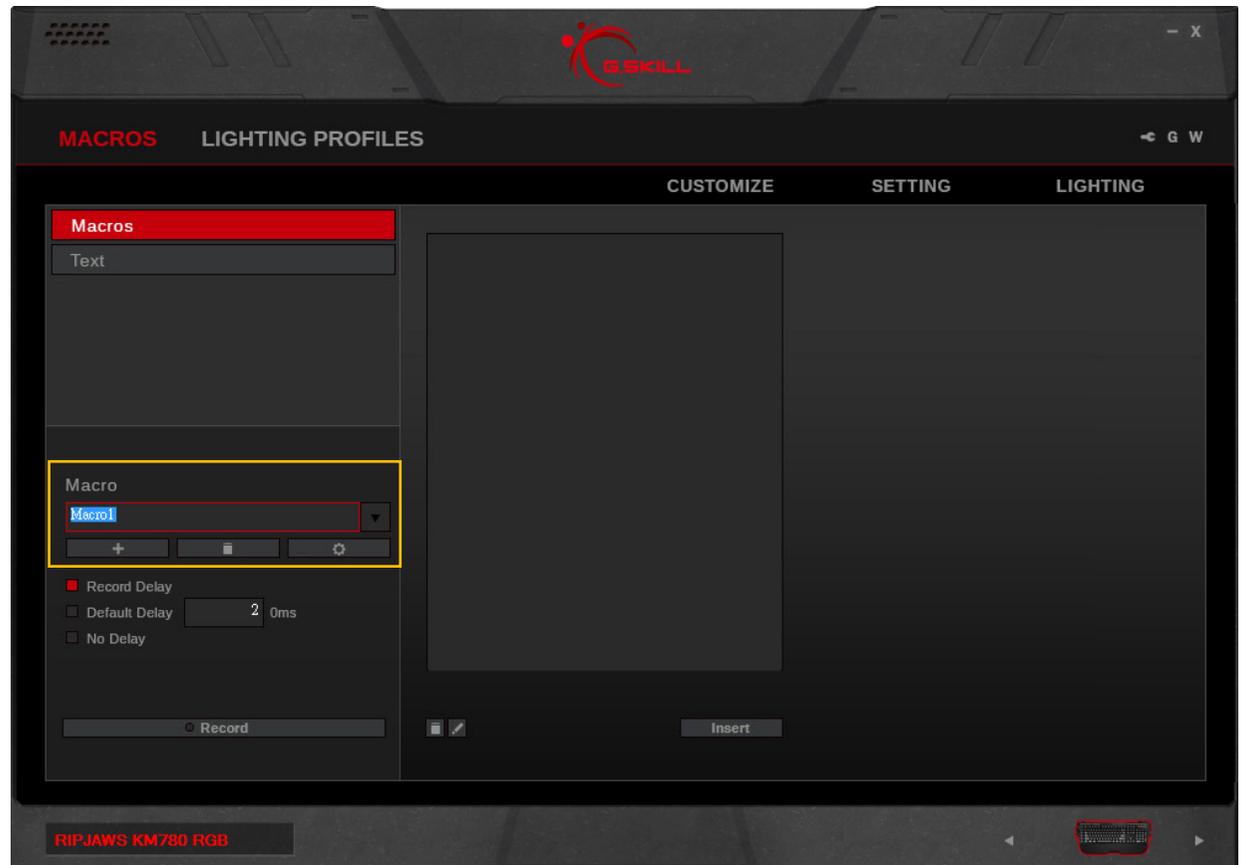
Click the trash bin icon below the macro name to delete the current macro.

Copy a Macro

Click the gear icon below the macro name and select “Copy” to make a duplicate of the current macro.

Export/Import a Macro

Click the gear icon below the macro name, and select “Export” (or “Import”) to save (or load) the macro to (or from) a *.macro file.



Macros (Keystroke)

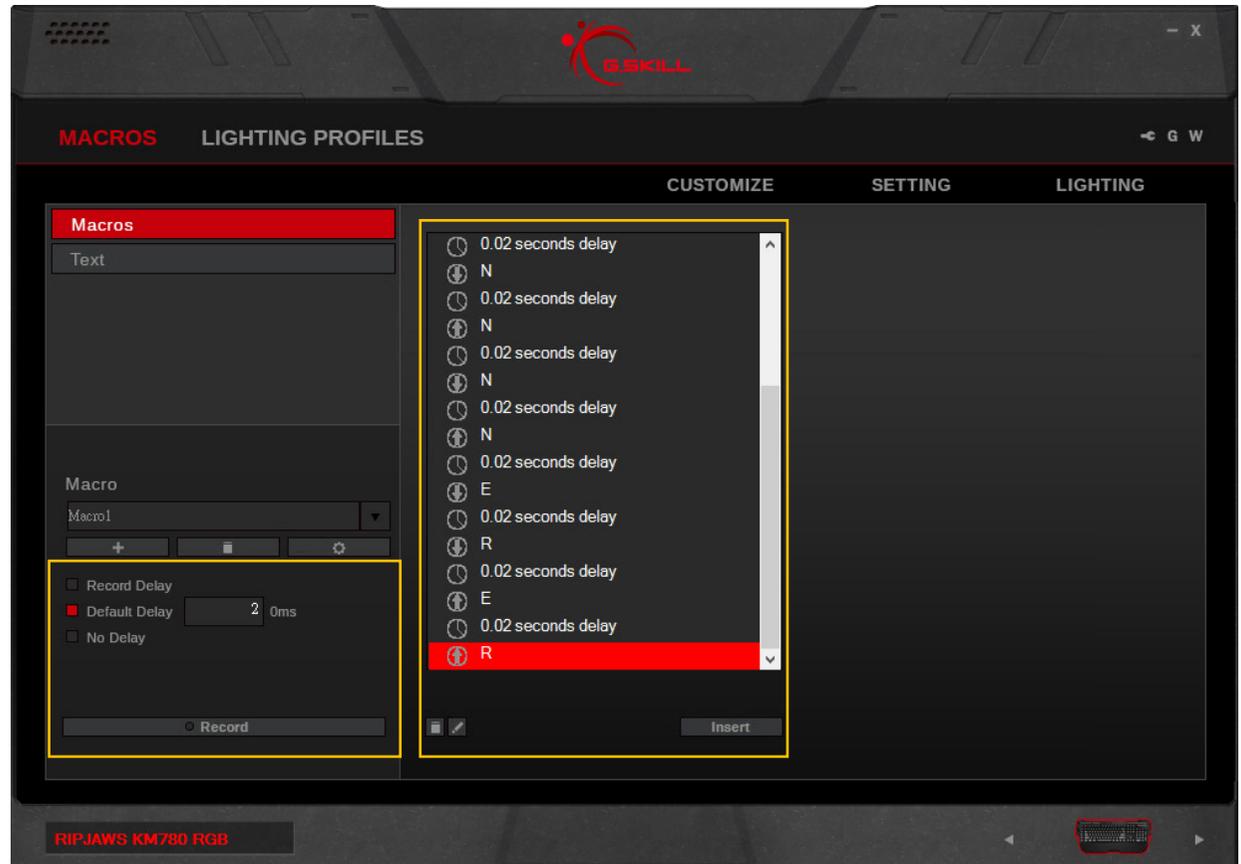
Record a Macro

Click the “Record” button on the bottom of the left column. Macro will begin recording automatically. The recorded macro will appear in the middle column.

Note: Before recording the macro, you may choose to record the delay, use a default delay, or no delays. Default delays can be changed in 10ms increments. Type “2” in the textbox for 20ms, and “20” for 200ms.

To end recording, click “Stop” on the bottom of the left column.

Tip: On some systems, a delay of 30ms would work better than 20ms for actions such as accessing menus or switching applications.



Macros (Keystroke)

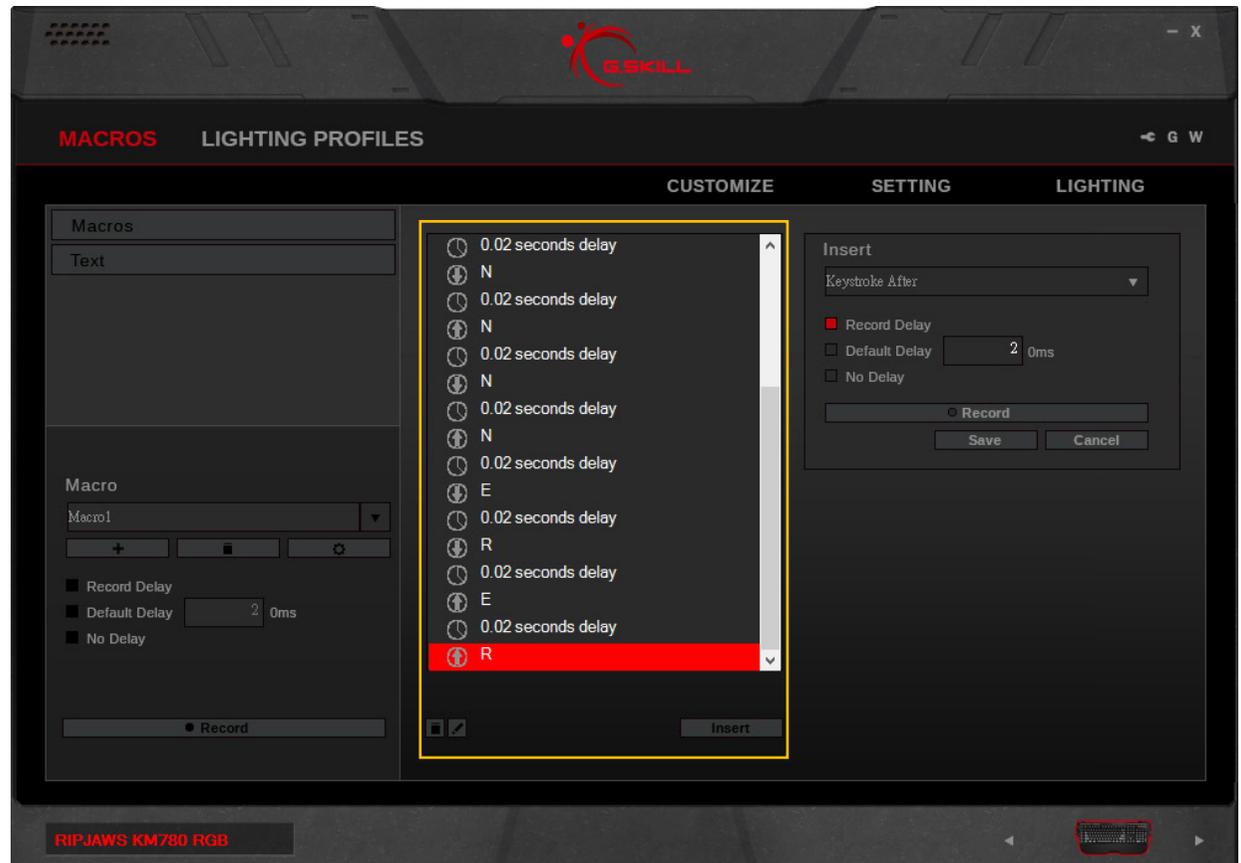
Edit a Recorded Macro

You can delete or edit a specific macro command, after recording the macro.

To delete a specific macro command, click on the macro command you wish to delete, then click the trash bin icon on the bottom left of the middle column.

Note: If the keystroke has a related action, the related action and delays will be deleted at the same time. For example, a recorded mouse click has a down-stroke, delay, and up-stroke. Deleting either the down-stroke or up-stroke will delete both actions and the delay in between.

To edit a specific macro command, click on the macro command you wish to edit, then click on the pencil icon. A field will appear to allow you to change the command.



Macros (Keystroke)

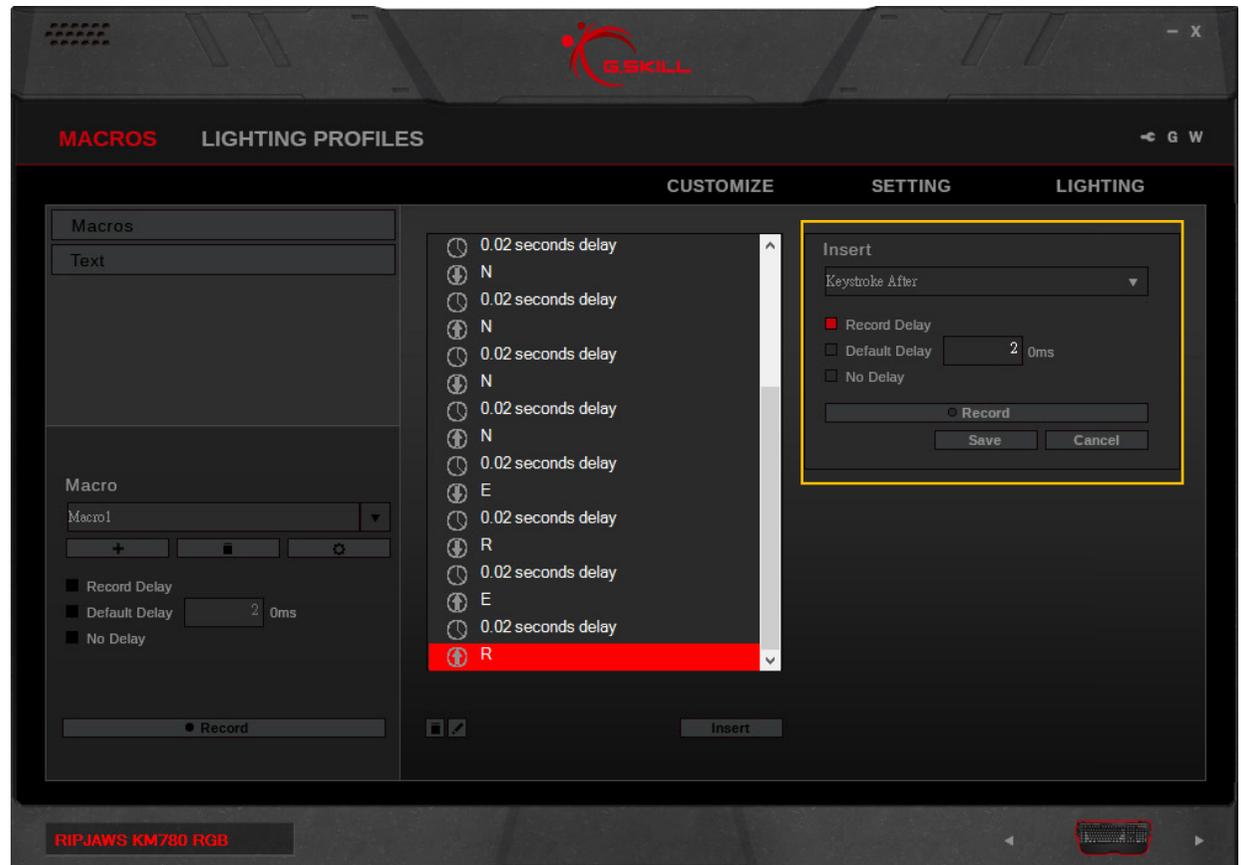
Insert Commands in a Macro

Click the keystroke location you wish to insert an additional command. Then click “Insert” on the bottom of the middle column. Options will appear in the right column to allow inserting before or after the selected keystroke command.

You can choose to customize a delay, then click on “Record” in the right column to insert additional keystroke commands.

Click “Save” to save the changes.

Tip: If you want the macro to repeat, you can set “Toggle continuous using assigned key” or “Play while assigned key is pressed” when assigning a macro to a key in the “Customize” menu. (Go to Customize > [click a key] > Key Assignment > Macro > Playback Option)



Macros (Text)

Create a Text Macro

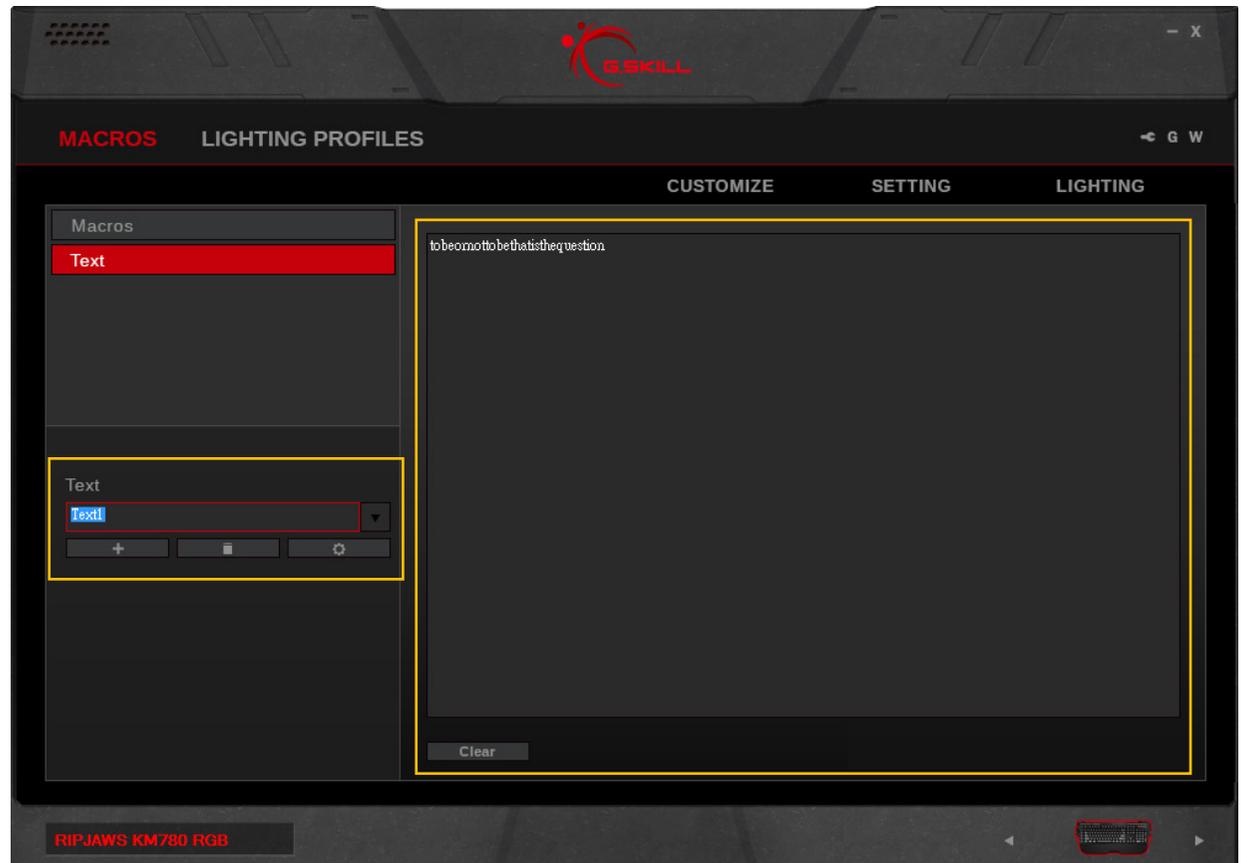
Click the “+” to create a new text macro. Then type the desired text in the textbox on the right. The changes will be automatically saved.

Edit a Text Macro

The text in the textbox can be edited at any time, and the changes will be automatically saved. To clear the text in the textbox, click on “Clear” below the textbox.

Delete a Text Macro

To delete the currently selected text macro, click on the trash bin icon below the text macro name.



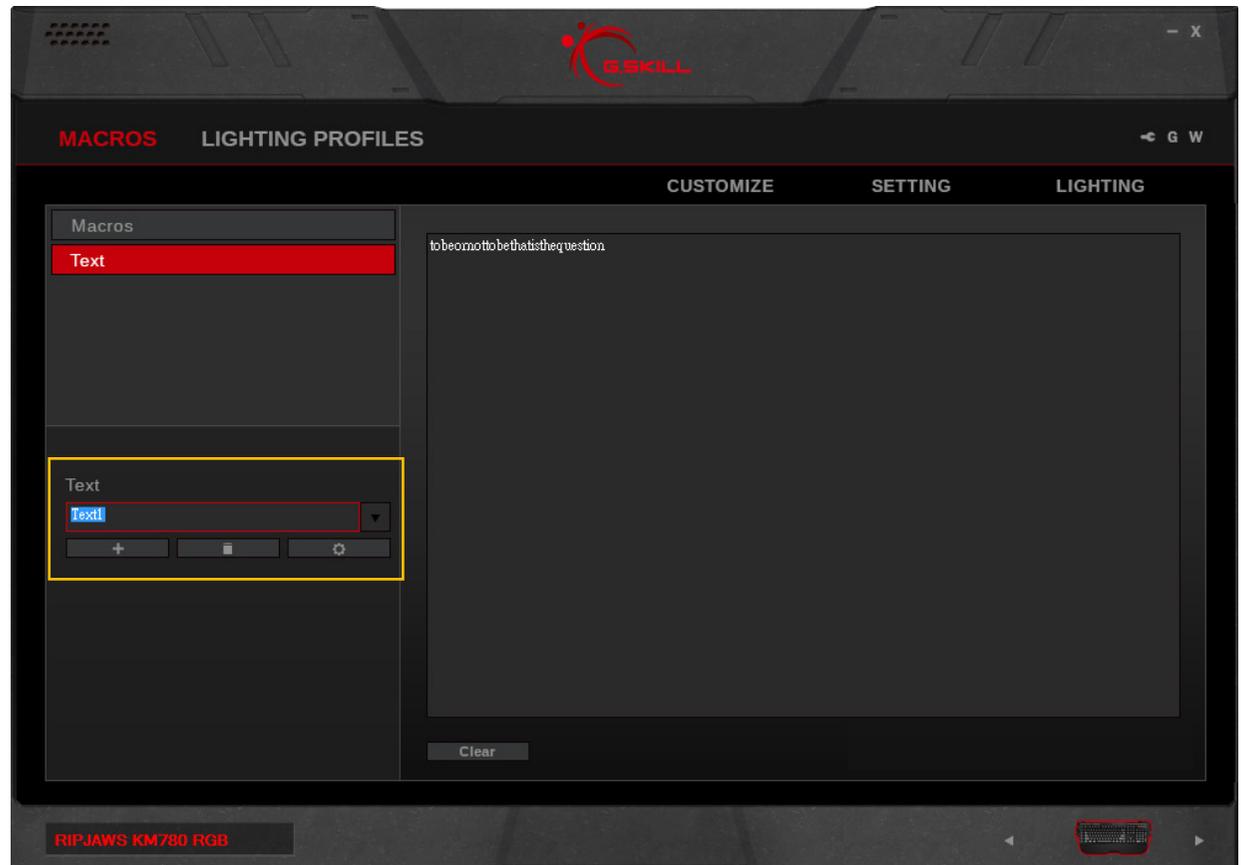
Macros (Text)

Copy a Text Macro

Click the gear icon below the text macro name, and select “Copy” to duplicate the currently selected text macro.

Export/Import a Text Macro

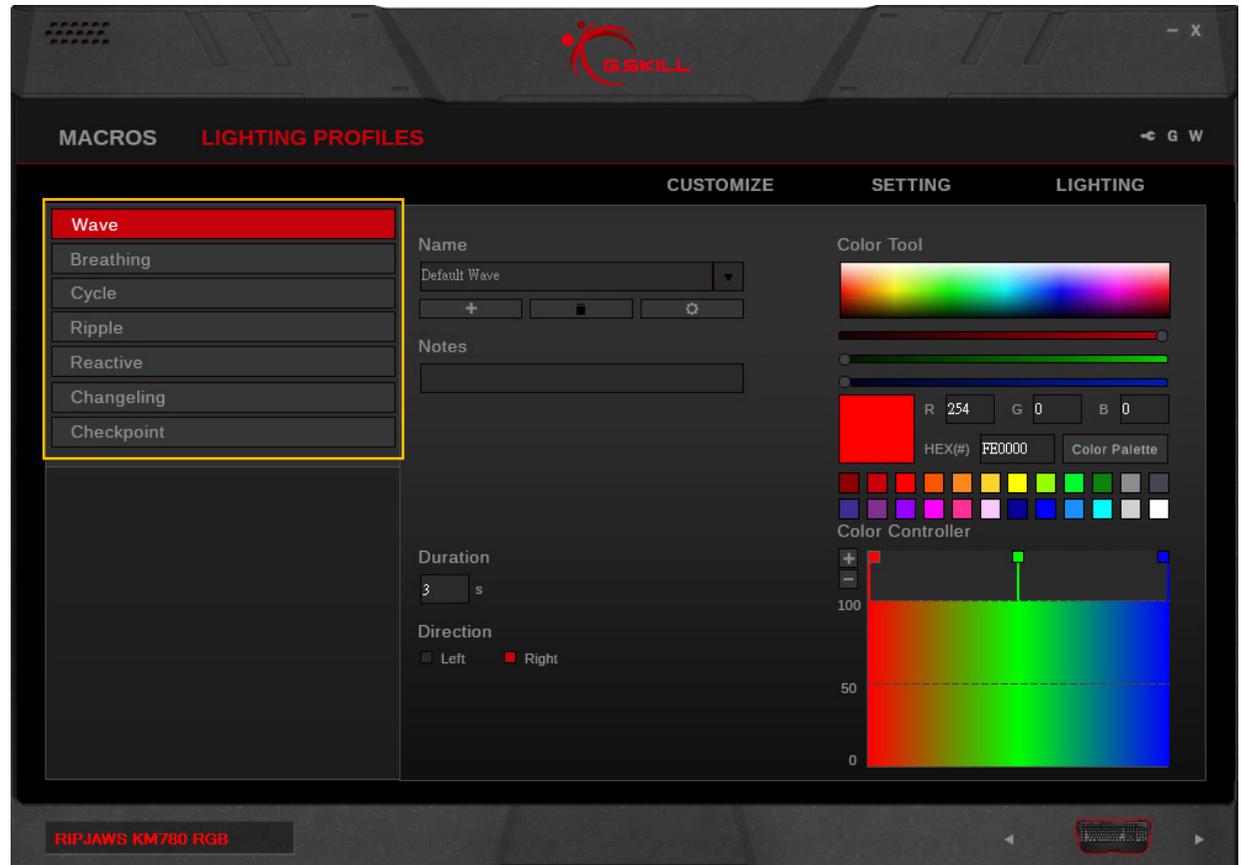
Click the gear icon below the text macro name, and select “Export” (or “Import”) to save (or load) the text macro to (or from) a *.text file.



Lighting Profiles

Introducing Lighting Profiles

Lighting profiles are customizable lighting patterns that can be set under a mode and applied to your device.



Lighting Profiles

Lighting Profile Types

Available lighting profiles and its description are listed below.

- **Wave:**
A continuous wave of colors, moving across to the left or right.
- **Breathing:**
All keys will brighten and dim simultaneously, from one color to the next.
- **Cycle:**
All keys will change colors simultaneously, from one color to the next.
- **Ripple:**
When a key is pressed, a circular colored lighting pattern ripples outward from that pressed key.
- **Reactive:**
When a key is pressed, that key will brighten for a length of time to a single color of your choice.
- **Changeling:**
When a key is pressed, that key will brighten and cycle through the preset colors. If the same key is pressed while lit, then the cycle of colors will restart from the beginning.
- **Checkpoint:**
When the number of keystrokes reach the customized amount, the entire keyboard will change to the next color point. The faster you type, the faster the keyboard will change color!



Lighting Profiles

Customizing Your Lighting Profile

To begin, there are four main sections to this interface.

1. Notes:

Type here to add notes for each lighting profile. This may be useful for remembering color codes.

2. Duration/Keystroke:

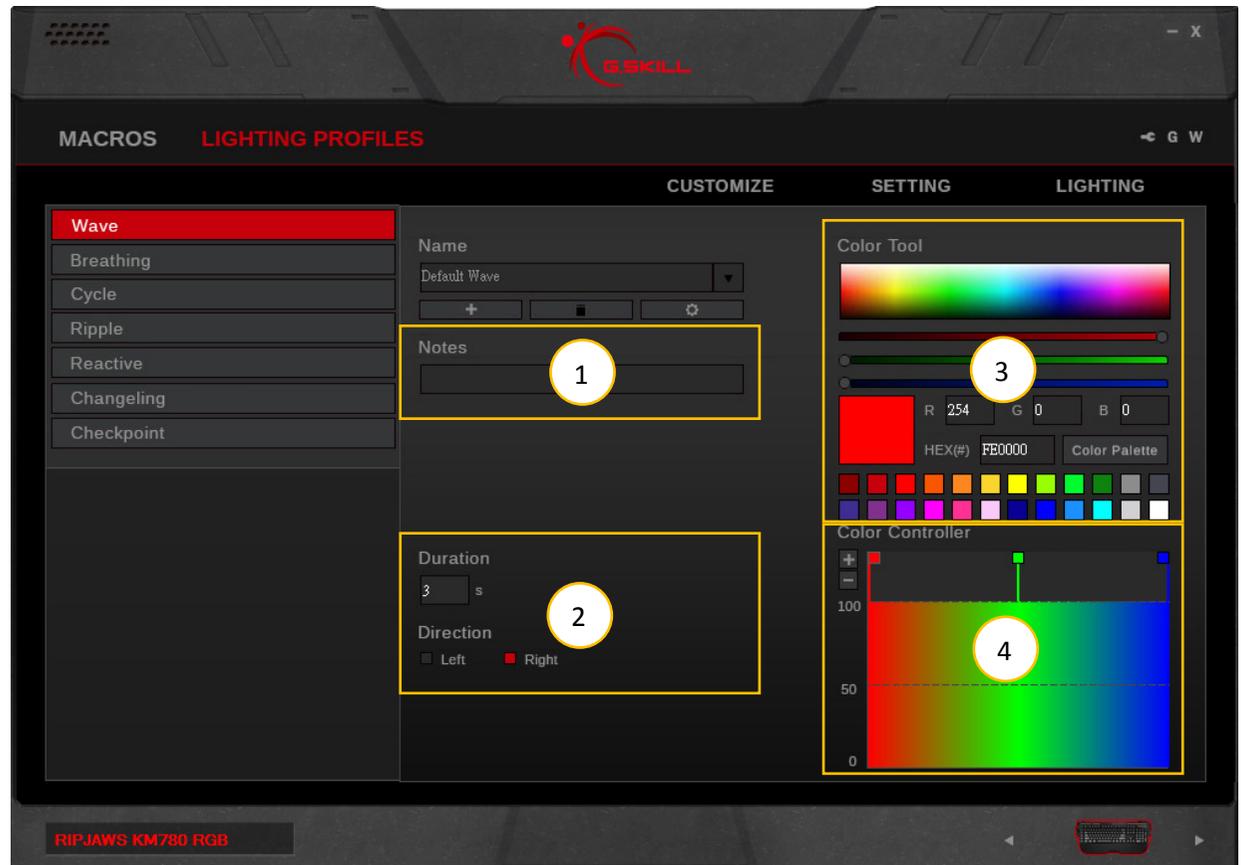
Change the speed of how fast your lighting effect or colors change. If the lighting effect also is directional, you can set “Left” or “Right”.

3. Color Tool:

Use this section to pick and fine-tune your color.

4. Color Controller:

Add or delete color points to edit the number of colors for the lighting profile.



Lighting Profiles

Add a Color

To increase a color point, click on the “+” under “Color Controller” in the right column. A new color point will be added.

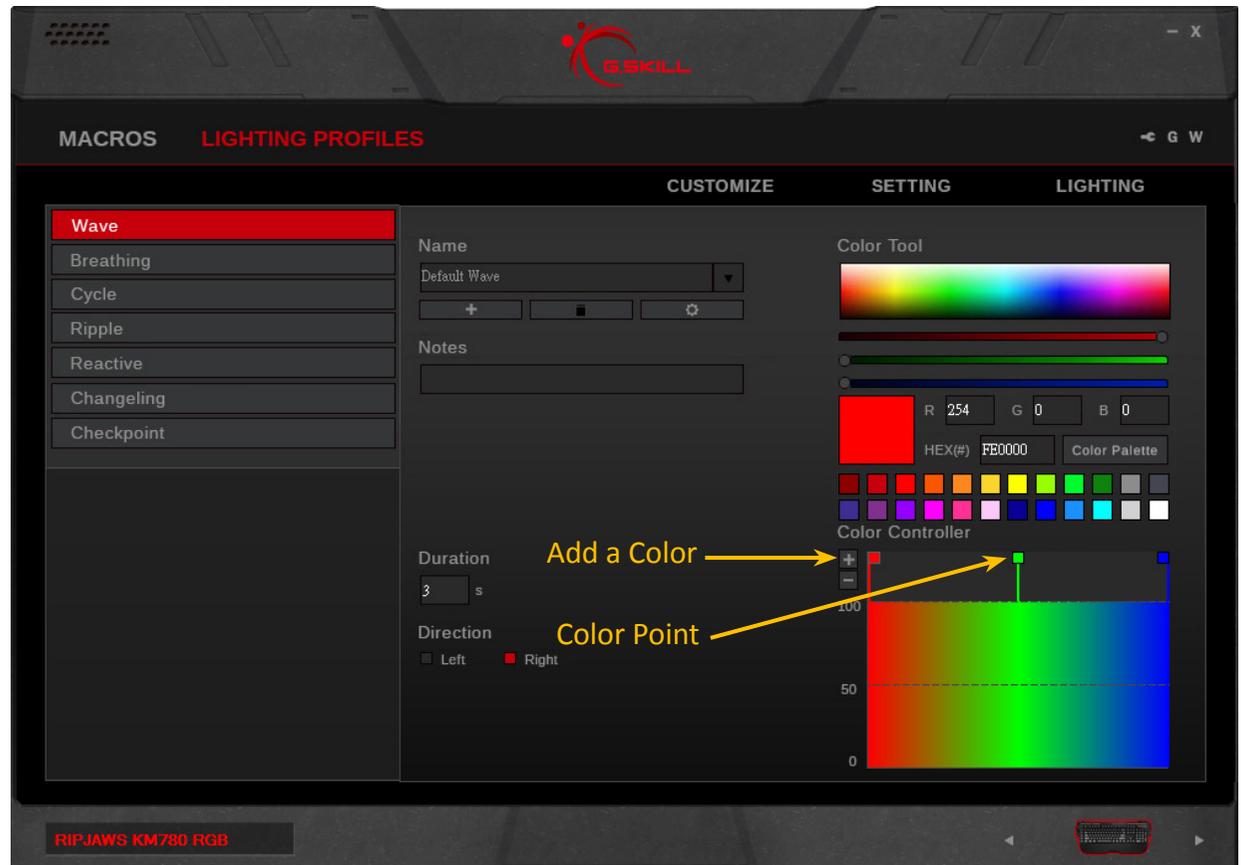
Change a Color

Click the square of a color point under “Color Controller”, and then change the color by doing one of the following:

1. Click in the color selection rectangle
2. Click and drag the RGB color slider
3. Enter the RGB value
4. Enter the HEX color code
5. Select from the preset color palette

Note: When adding a color point, the color point will always be inserted at the mid-way point between the currently selected color point and the next one (to the right).

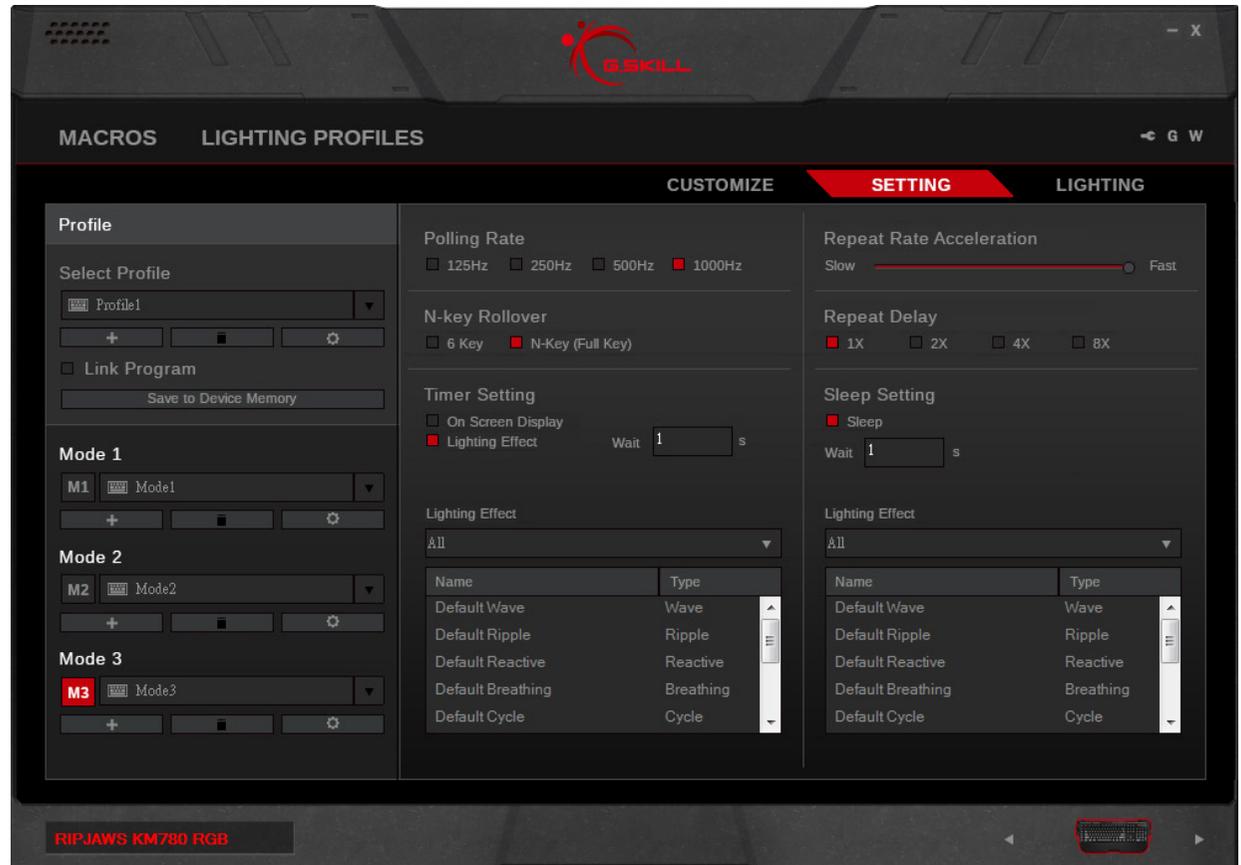
Note: The left-most and right-most color points cannot be deleted.



Setting

Introducing Keyboard Settings

The “Setting” menu will allow you to set general settings for your device. After you have customized your settings, please click on “Save to Device Memory” to ensure the settings are correctly applied to your device.



Setting

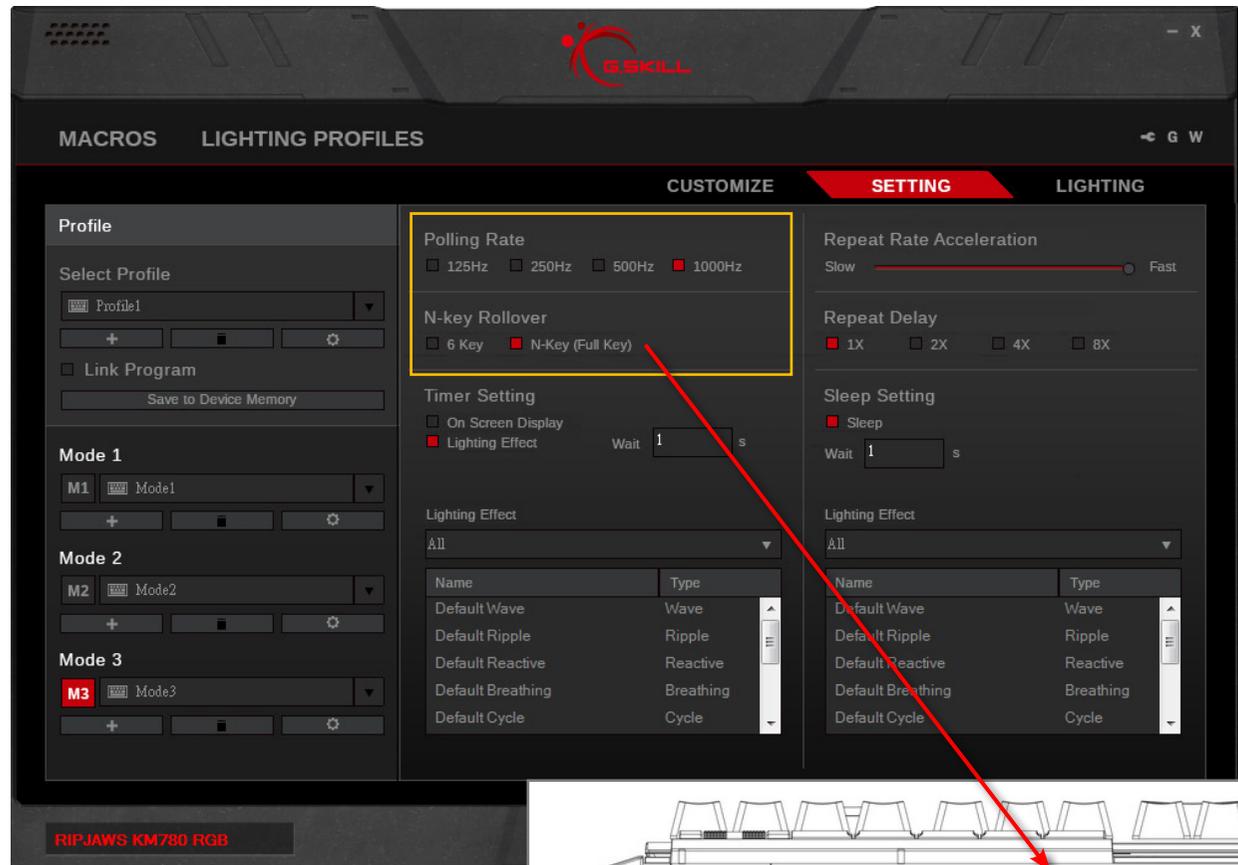
Polling Rate

Click to select the desired polling rate of your device. A higher number indicates a faster polling rate and faster response time. For gaming, we recommend setting this to 500Hz or 1000Hz.

N-Key Rollover

Check your keyboard to change this setting. A switch next to the USB pass-through port can be flipped to “G” for n-key rollover or to “S” for standard 6-key rollover.

Note: Some BIOS interface or legacy software may only have support for standard 6-key rollover.



Setting

Timer Setting (Timer Key)

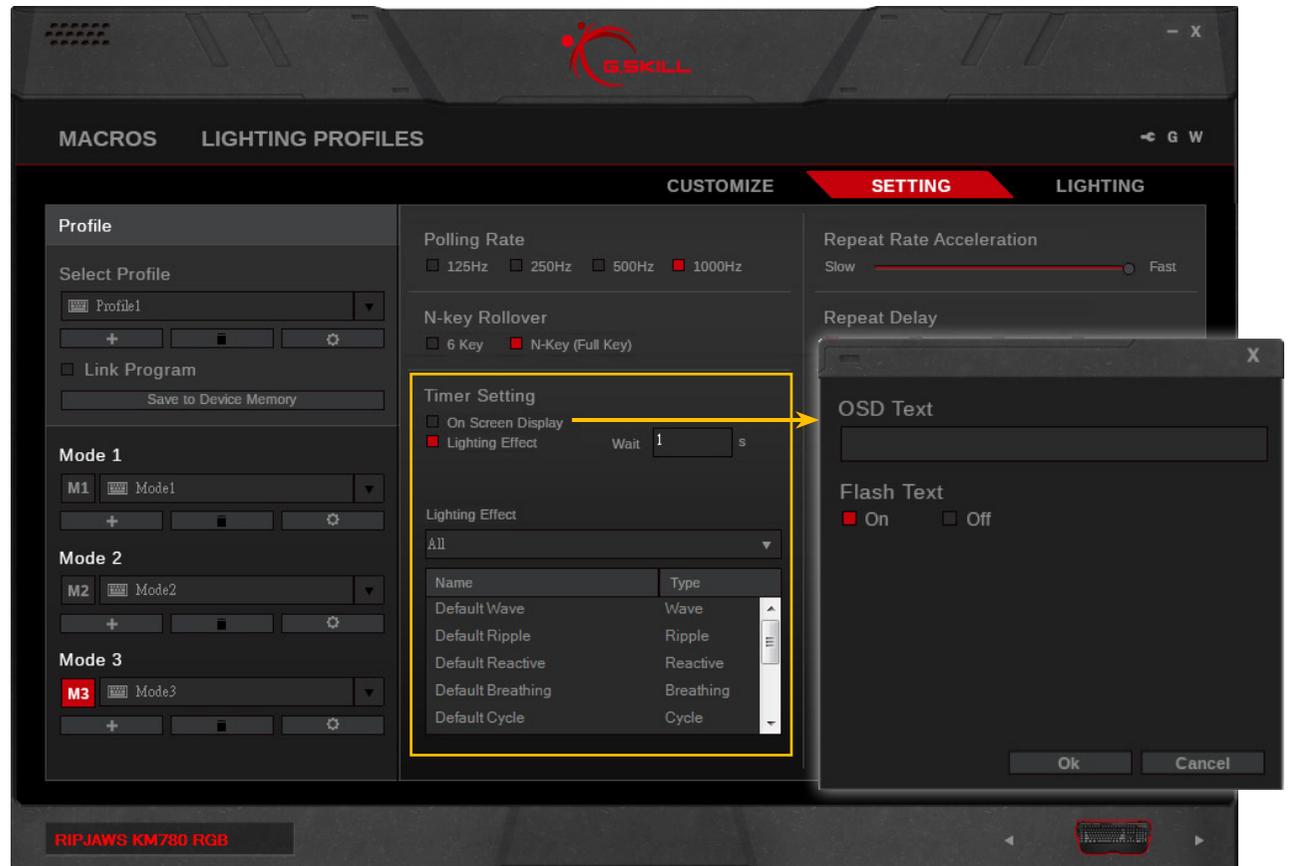
Selecting “On Screen Display” (OSD) and/or “Lighting Effect” will enable the timer key, located above the “F4” key.

Enabling “On Screen Display” will open a pop up window, allowing you to set a text string to show on the top right corner of the screen when the time is up. Text can also be set to flash on and off.

Enabling “Lighting Effect” will allow you to choose from a list of lighting profiles to display when the time is up.

When “On Screen Display” and/or “Lighting Effect” is enabled, the timer duration can be set in units of seconds.

After the timer function is enabled, press the timer key on the keyboard and the key will flash, indicating the countdown. To cancel the countdown or to snooze the timer, press the timer key again.



Setting

Repeat Rate Acceleration

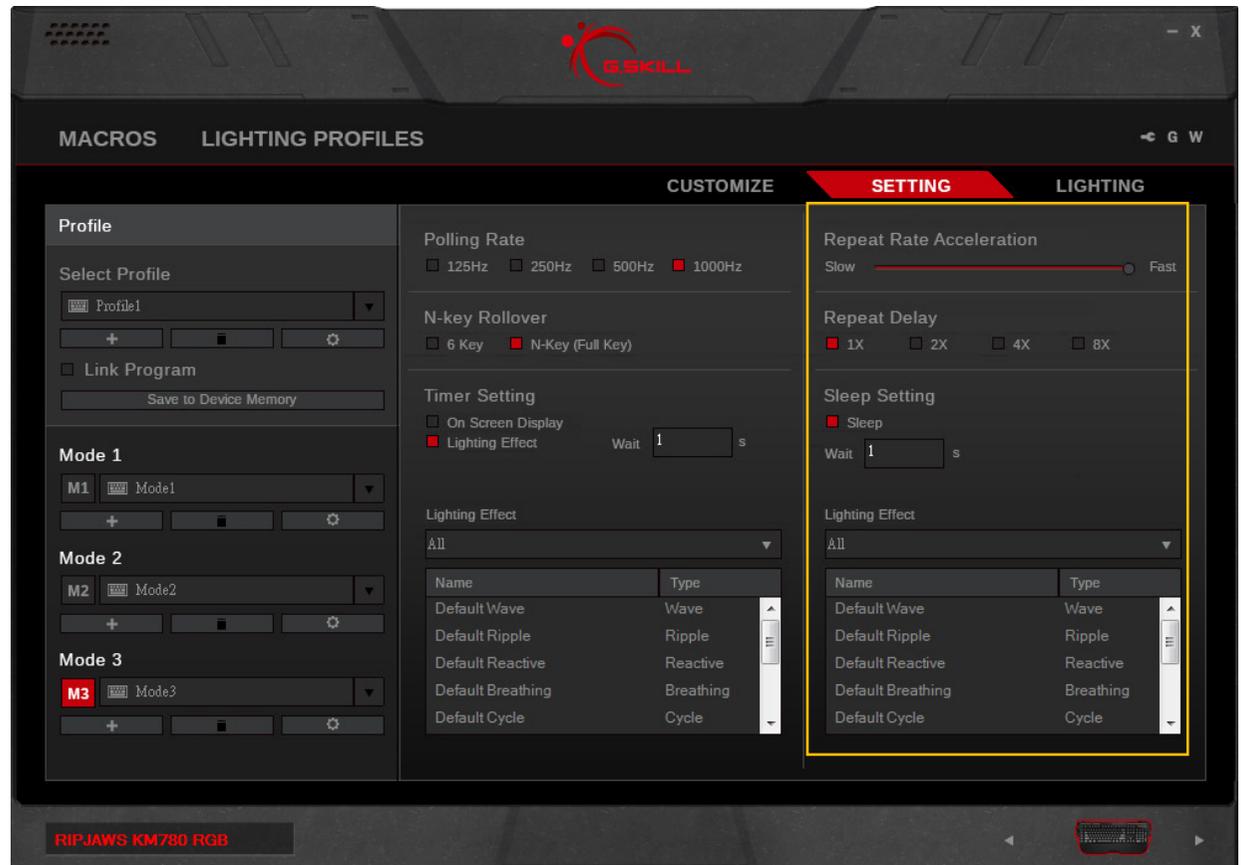
Drag the slider to adjust how fast a key will repeat itself when the key is held down.

Repeat Delay

Allows you to choose the delay time before a key begins repeating itself when held down. 1X is a short delay; 8X is a long delay.

Sleep Setting

Allows you to enable and set a time delay for entering sleep mode. A custom lighting effect can be selected when entering sleep mode. To exit sleep mode, press any key on the keyboard.



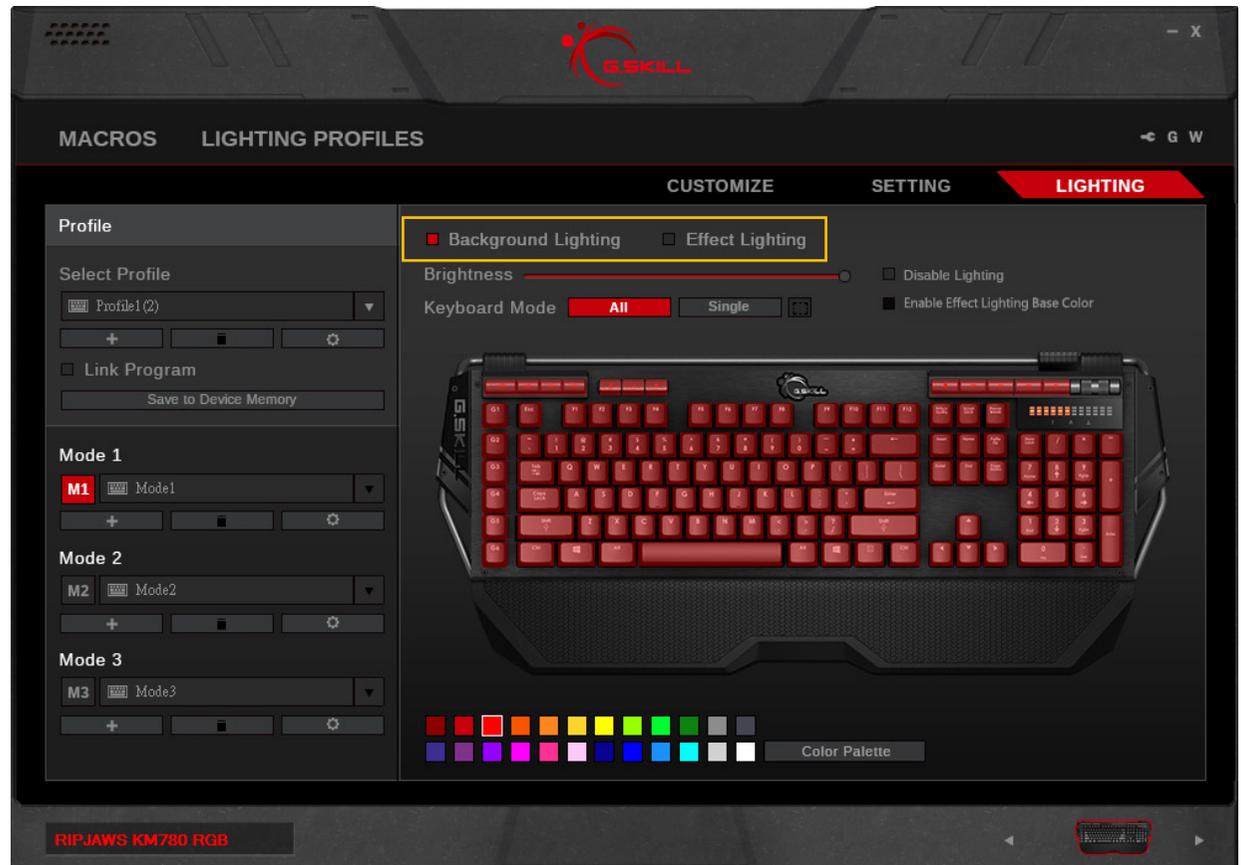
Lighting

Introducing Lighting

Lighting may be customized and applied to your keyboard. There are options to easily set a single overall color, per-key lighting, or effect lighting from lighting profiles.

There are two main lighting options:
Background Lighting and Effect Lighting.

Note: Please make sure to select the correct mode before making changes to lighting. Any changes to lighting will affect the currently selected mode. Please also make sure to “Save to Device Memory” to ensure lighting is correctly applied to the keyboard.



Lighting

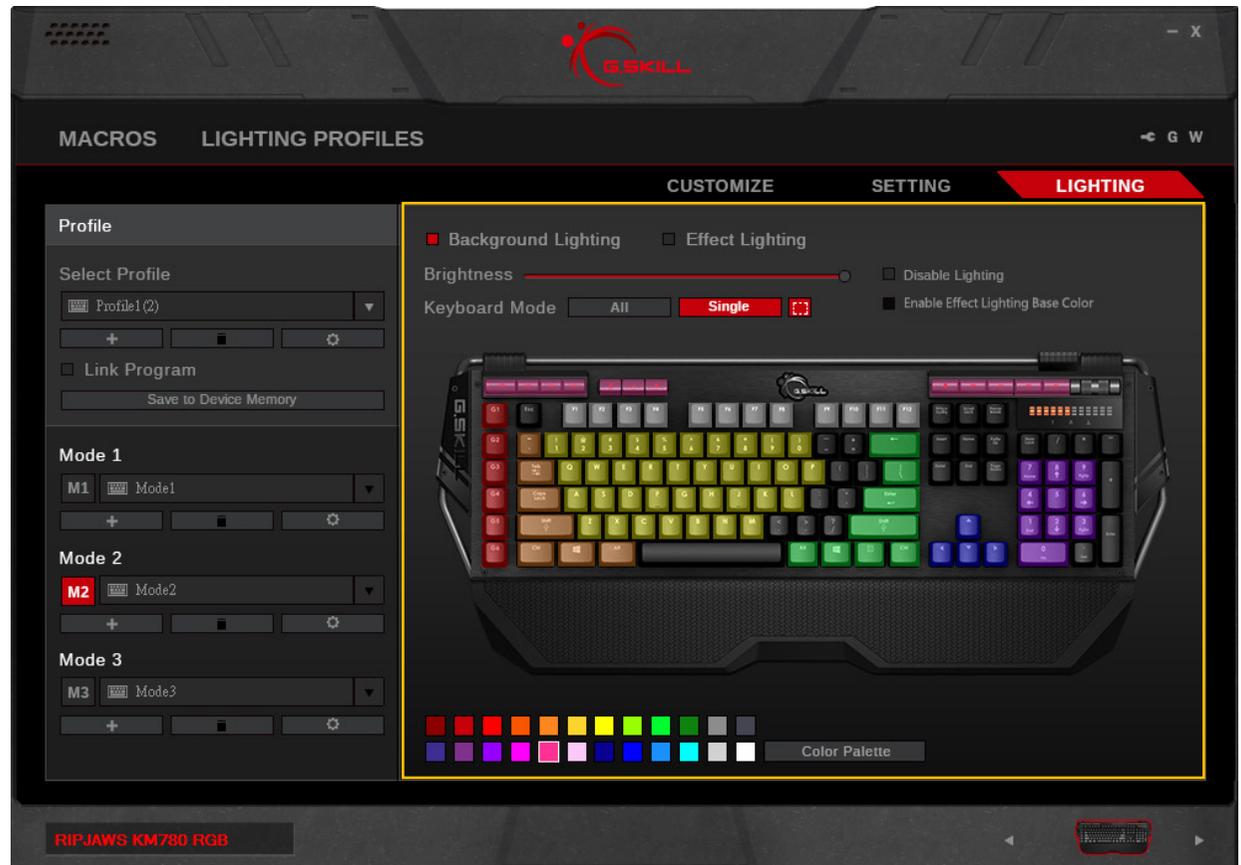
Background Lighting

Choosing this option enables static lighting on the keyboard.

Adjust Brightness

Drag the slider to adjust the brightness of the lighting. Sliding all the way to the left will turn off the lighting.

Lighting can be disabled by checking the box next to “Disable Lighting”. To enable or change any lighting options, please make sure this checkbox is cleared.



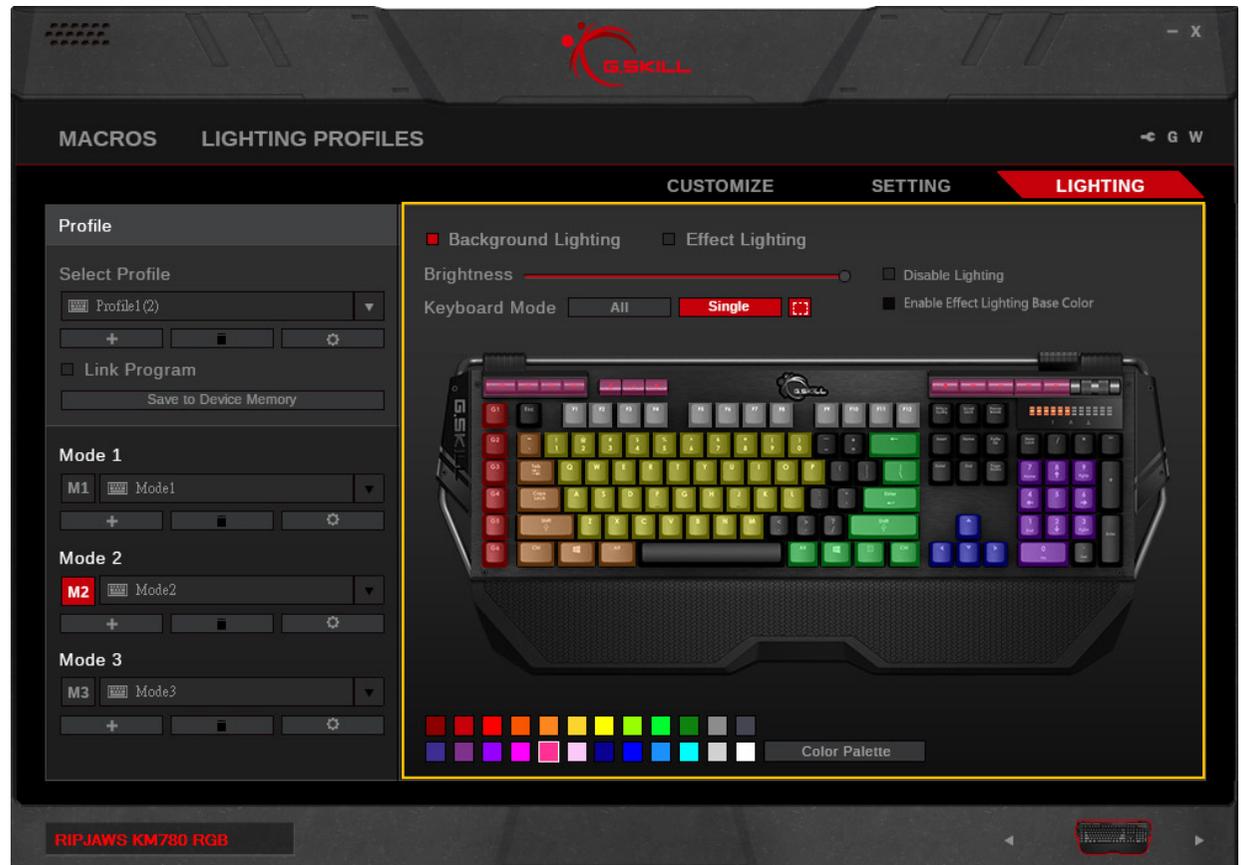
Lighting

“All” Key Color Lighting

Selecting “All” under “Keyboard Mode” will allow you to change the colors of all keys at the same time to a single color. Choose a color from the color palette below the keyboard to apply the selected color to all keys.

“Single” Key Color Lighting

Selecting “Single” under “Keyboard Mode” will allow you to change the colors of each individual key. Choose a color from the color palette below the keyboard, and then click on a key or click-and-drag to select a group of keys.



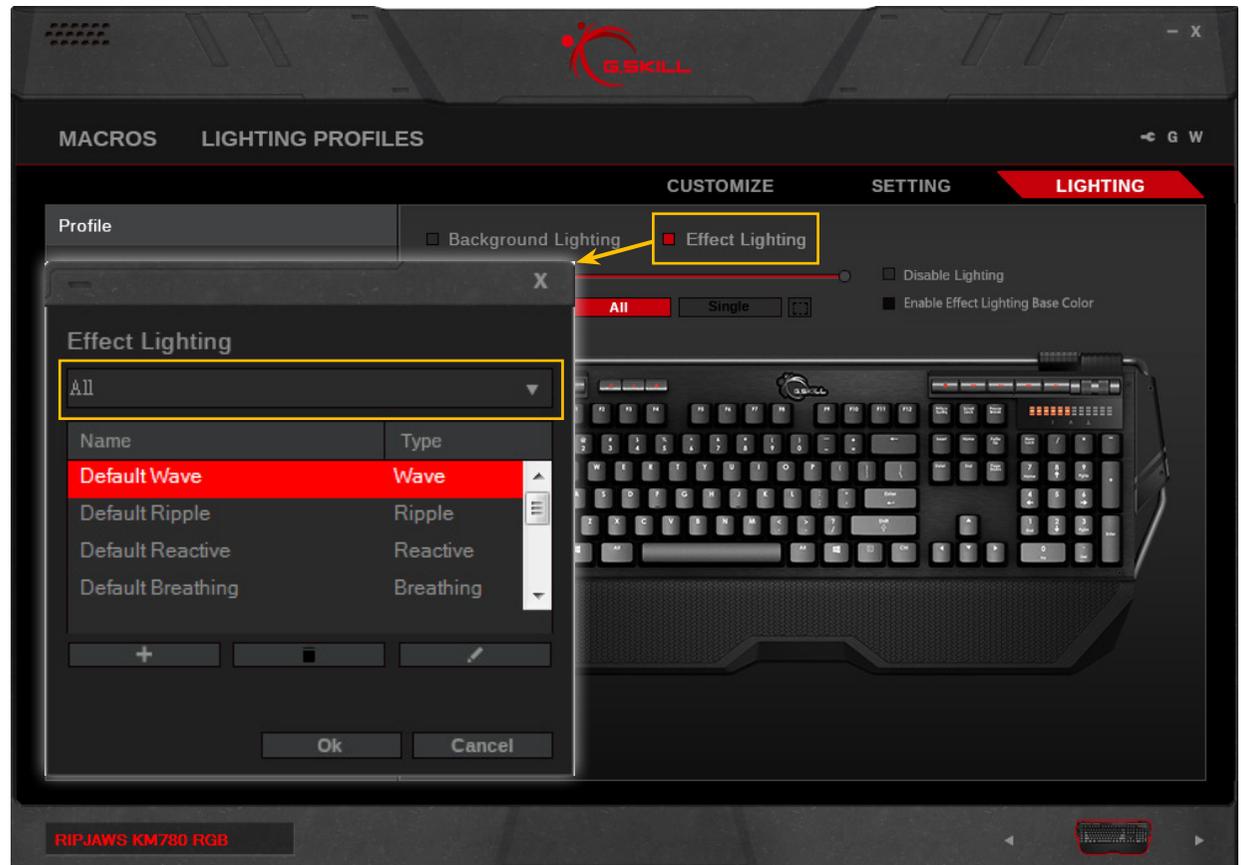
Lighting

Effect Lighting

Clicking on “Effect Lighting” will automatically open a pop-up window. From here, you can filter the lighting effects according to lighting category (or select “All”), and select the desired lighting profile from the list.

To choose another effect lighting, click on “Effect Lighting” checkbox again, and this will bring up the pop-up window.

Hovering the mouse cursor over the red selection box of “Effect Lighting” will display a tooltip with the lighting profile name and the lighting profile type.



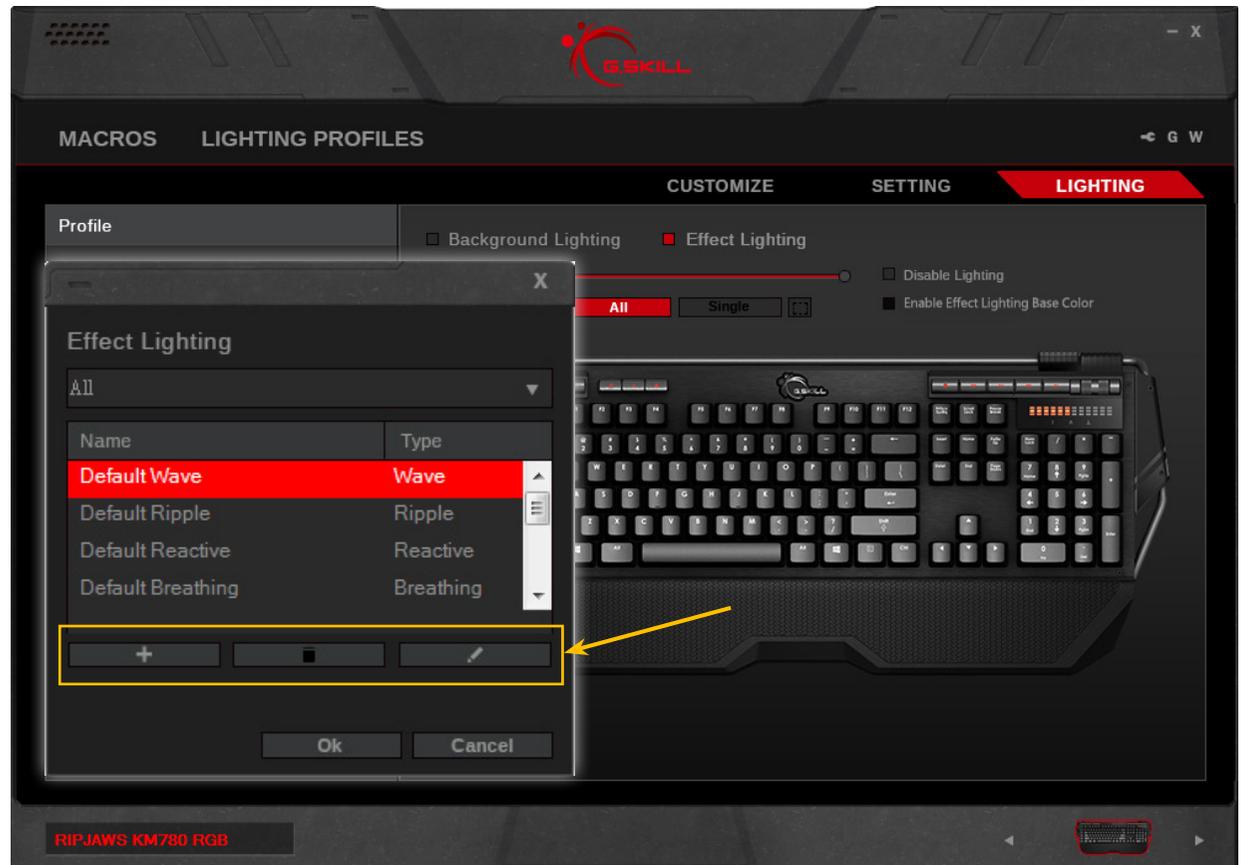
Lighting

Editing Options from Effect Lighting

From the list of lighting profiles in Effect Lighting, you can click the three icons below to add (“+”), delete (trash bin icon), or edit (pencil icon) the currently selected lighting profile.

Clicking on “+” or the pencil icon will jump to the “Lighting Profiles” page.

Clicking on the trash bin icon will delete the currently selected lighting profile. The trash bin icon will not be available if the selected lighting profile is the only one of that type.



Lighting

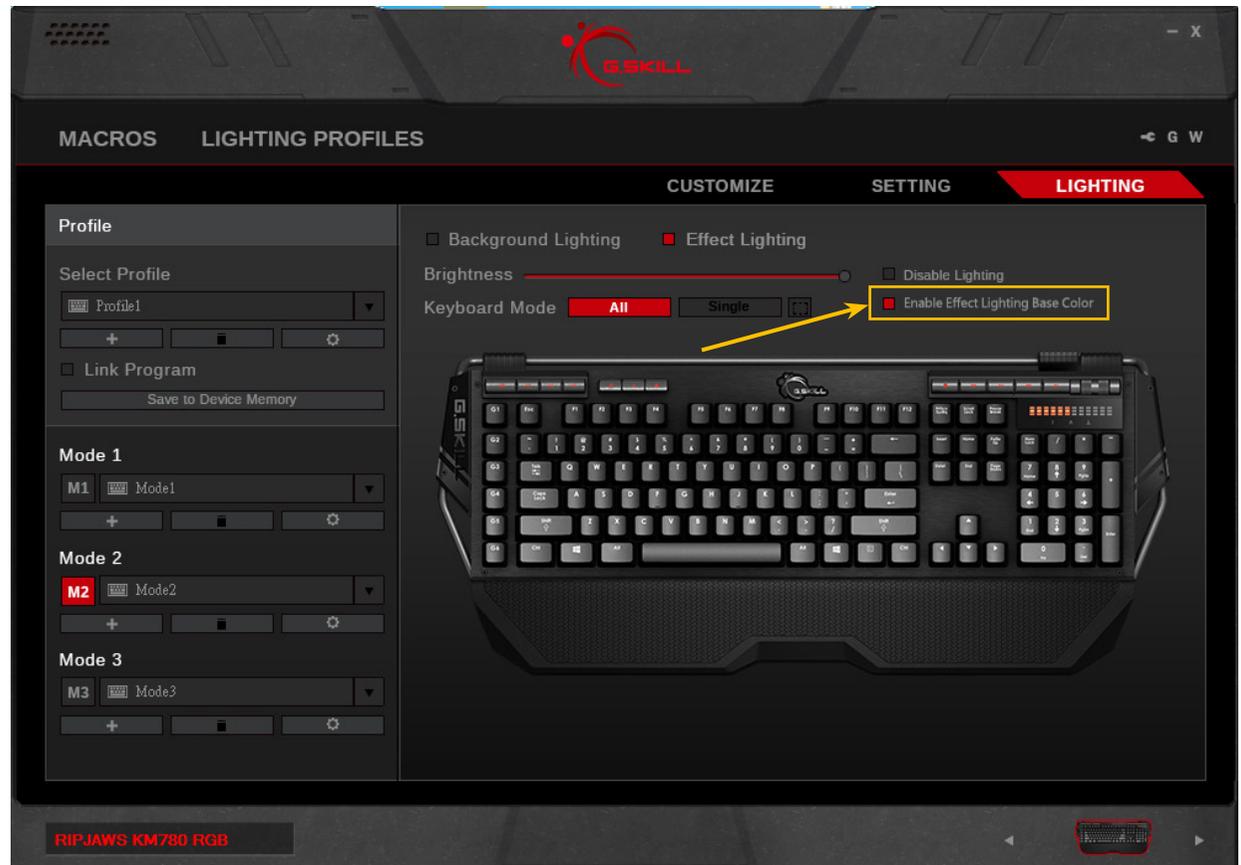
Enable Effect Lighting Base Color

Ripple and Reactive lighting profiles now has a customizable background base color.

To set and enable the base color:

1. Go to the “Lighting” menu and select “Background Lighting” and configure a custom background pattern.
2. Click on “Effect Lighting” and choose a Ripple or Reactive lighting profile.
3. Click the checkbox next to “Enable Effect Lighting Base Color”.
4. Click “Save to Device Memory” to save the settings to your keyboard.

Note: Background base color is available for Ripple and Reactive lighting profiles only. The checkbox for base color will dim when other effect lighting styles are selected.



Color Palette

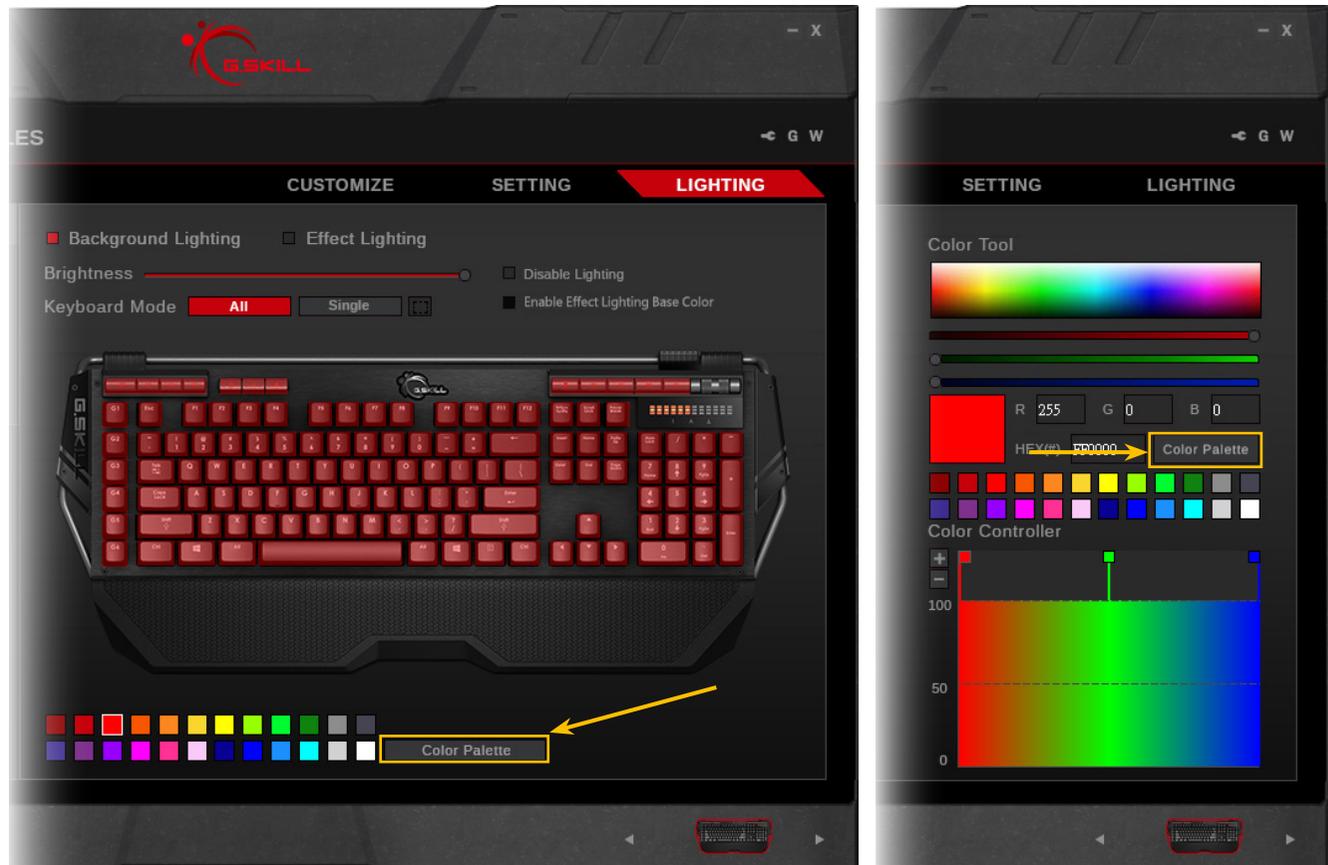
Introducing the Color Palette

The KM780 RGB keyboard software is updated to allow customization of the 24 color palette with a full range of RGB colors. Now you can edit and save your own custom colors to use in lighting effects and key lighting!

Accessing the Color Palette

The color palette can be accessed by clicking on the “Color Palette” button in the “Lighting Profiles” menu or the “Lighting” menu (“Background Lighting” only).

Note: The colors in both locations will sync, so your custom color palette will be accessible in both locations after the color palette has been saved.



Color Palette

Customizing the Color Palette

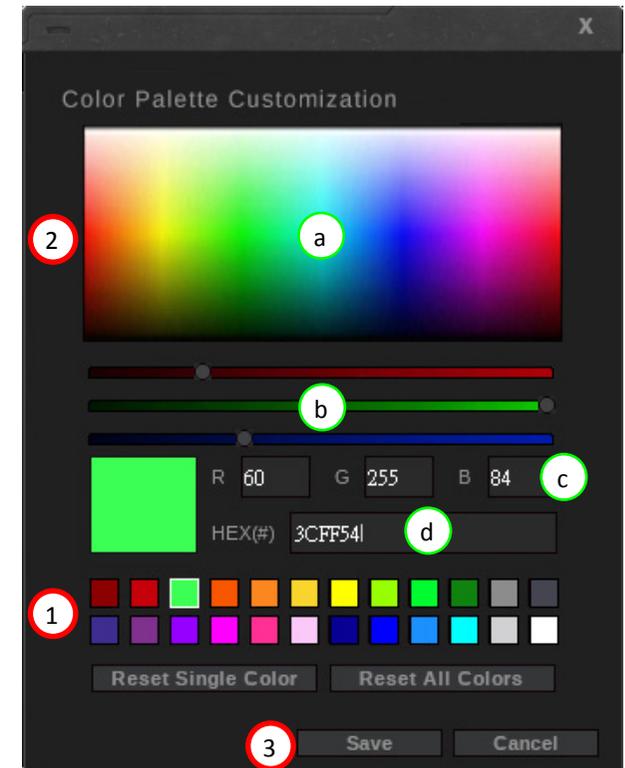
After clicking on the “Color Palette” button, a “Color Palette Customization” window will pop up.

To change a color:

1. Click the color you want to change.
2. Edit a color by (a) clicking on the color box, (b) dragging the RGB color bars, (c) editing the RGB values, or (d) editing the RGB Hex values.
3. Click “Save” to save your customized color palette.

Reset the Color Palette

In the “Color Palette Customization” popup window, click on “Reset All Colors” button to reset the whole color palette to its default color values, or click on a single color you want to reset and click on the “Reset Single Color” button.



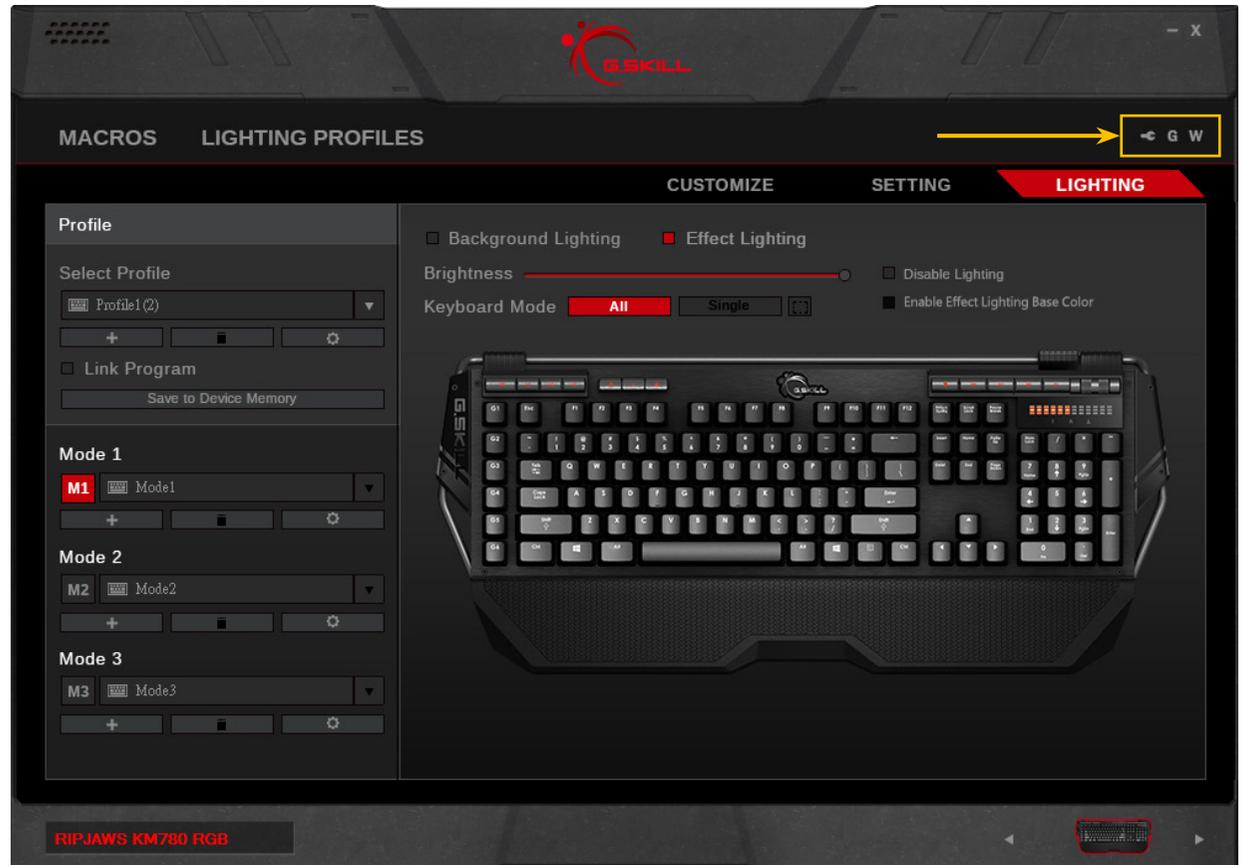
Additional Settings

Driver Software Settings

Click the wrench icon on the top right corner to access the driver software settings. From here, you can change UI display language, select keyboard layout, reset the current profile to default, and more.

Click the “G” button to visit the G.SKILL webpage.

Click the “W” button to view the warranty document. For a more complete warranty policy, please visit <http://www.gskill.com/en/warranty/>



Additional Settings

UI Language

Click to open a drop-down list for all supported display language. Software restart is required.

Keyboard Layout

Click to open a drop-down list for all supported keyboard layouts. Software restart is required.

Check Update

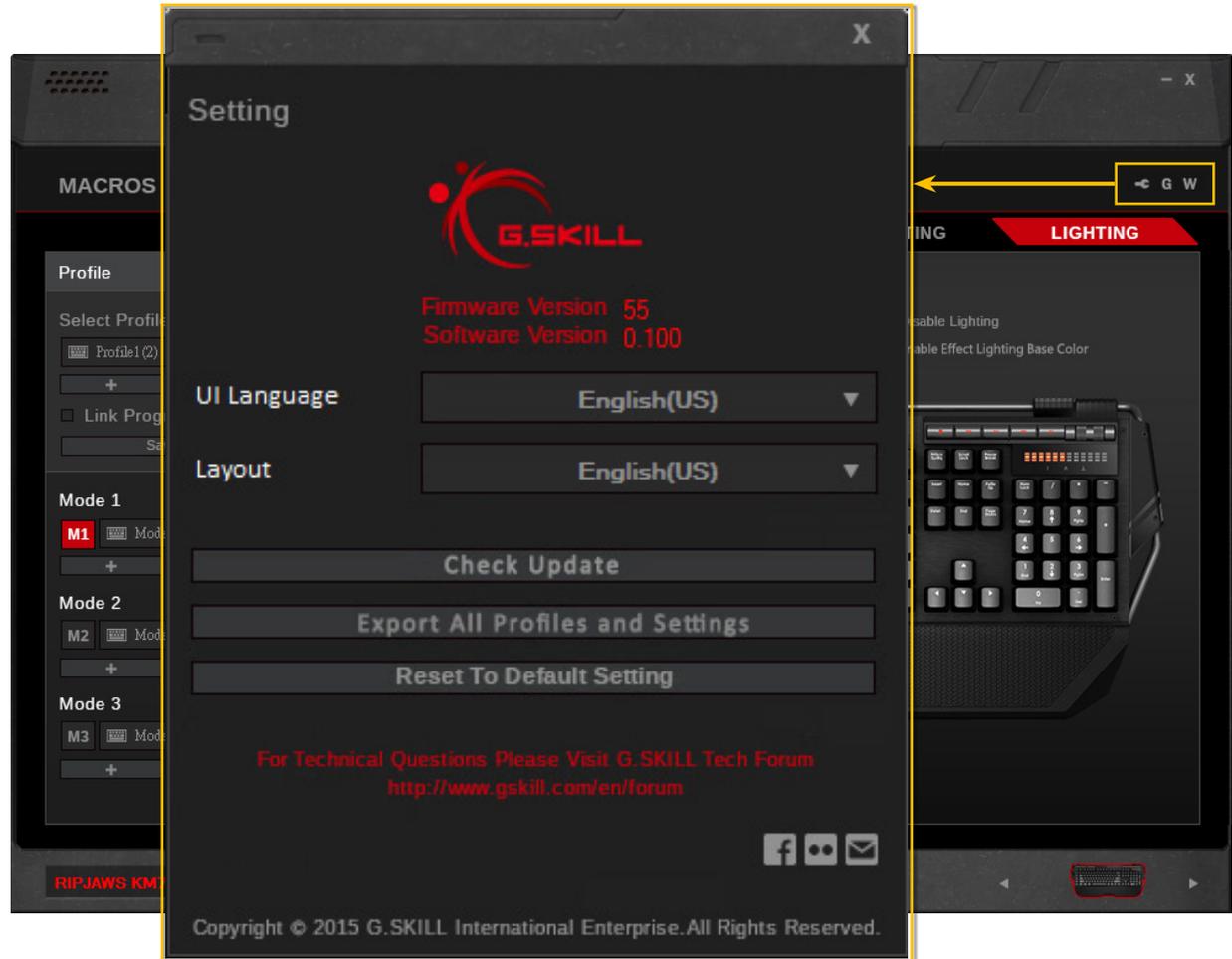
Click to check firmware version. If it's not the latest version, then it will be updated.

Export All Profiles and Settings

This will export all profiles, macros, and settings to a specified folder location. A save dialogue will pop-up for you to select a folder location.

Reset to Default Setting

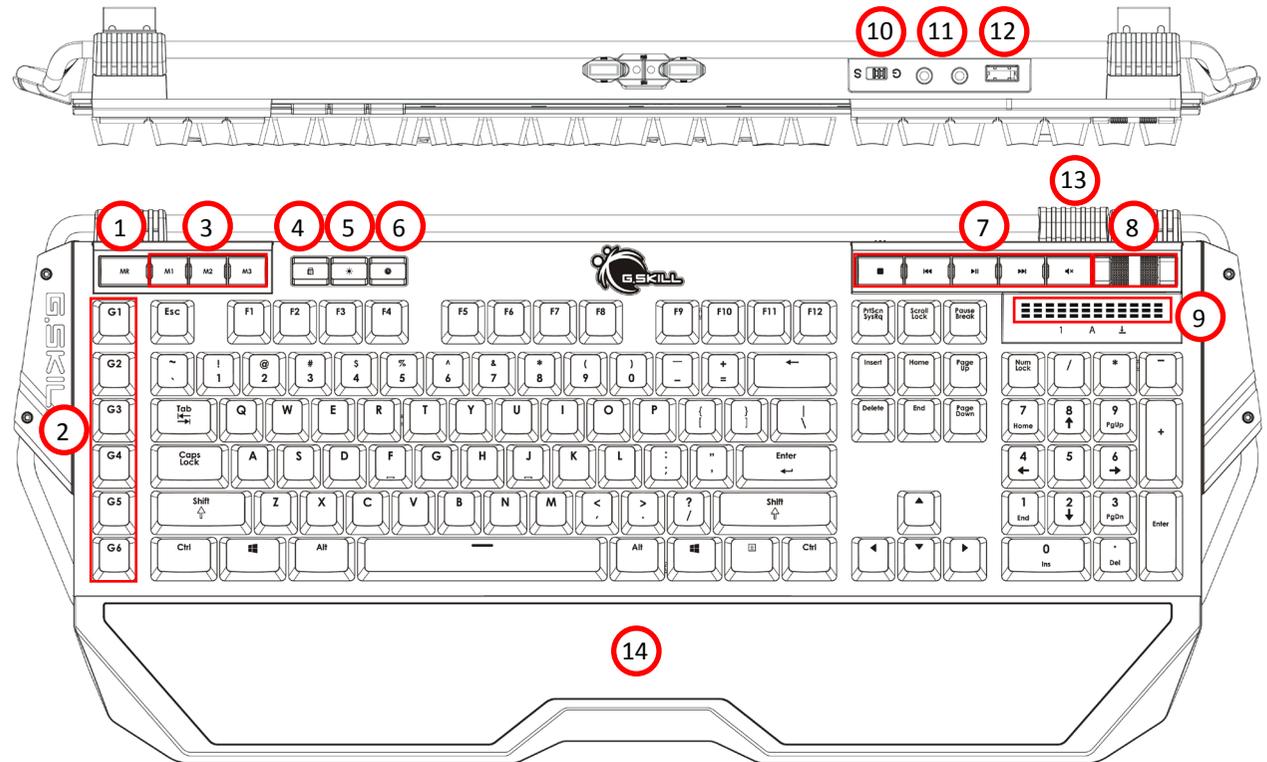
Activating this option will reset the current profile to default values. All modes under this profile will be deleted.



Hardware

Introducing the Keyboard Hardware

- 1. On-the-fly Macro Record (MR) Key**
Press “MR” key once, [LED stays on], press a key to designate as macro key, [LED blinks], begin recording your key combination (delays included), and press “MR” key again to finish recording [LED off]. Now the designated macro key will activate the recorded macro when pressed.
- 2. Dedicated Macro Keys**
These keys don’t have a default function, so you can set macros to these keys.
- 3. Mode Keys (M1-M3)**
Instantly switch between 3 different keyboard modes.
- 4. Windows Lock**
Enables or disables the Windows key.



Hardware

5. Backlight Brightness Key

Cycle through keyboard backlight brightness. (Off / 33% / 66% / 100%)

6. Timer Key

Activate or deactivate timer function. For more information, see “Setting > Timer Setting”.

7. Media Control

Control your media player. You can play, pause, stop, mute, or move to the next or previous track.

8. Volume Roller

Controls the system volume.

9. LED Volume Display

Displays the system volume.

10. Rollover Switch

Flip to “G” (gaming mode) to enable n-key rollover. Flip to “S” (standard mode) for standard USB 6-key rollover.

11. Audio Passthrough Jacks

Connect for line-out and mic-in audio extensions.

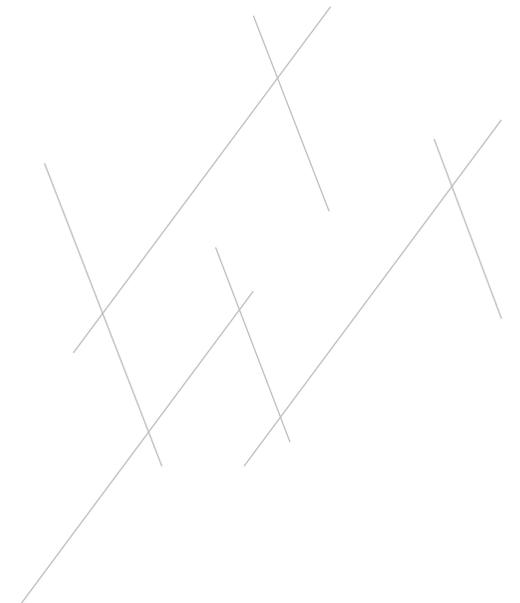
12. USB Passthrough Port

Easy access USB 2.0 port for low powered USB devices (e.g. flash drives, etc.); high powered devices (e.g. external hard drives, etc.) not recommended.

13. Foldable Cable Holder

Flip the cable holder from below the keyboard to use.

14. Detachable Wrist Rest



On-the-fly Macro

Introducing On-the-fly Macro

The RIPJAWS KM780 series keyboard features on-the-fly macro recording, which means you can program key stroke patterns whenever you need, directly from the keyboard.

Being able to record macros on-the-fly is helpful when doing repetitive tasks that have a specific keystroke combination (such as casting spells or utilizing skills in a game) or combining two or more keyboard shortcuts while working on a document (such as Ctrl+B and Ctrl+U to bold and underline at the same time).



On-the-fly Macro

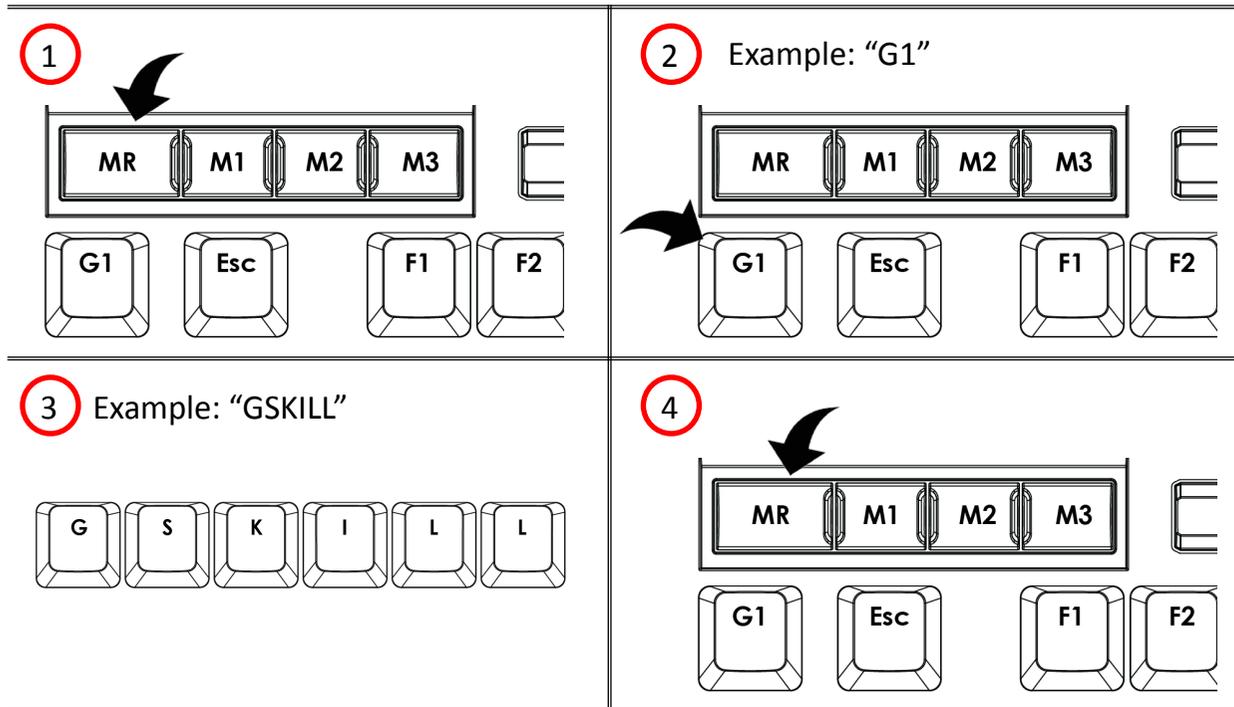
Recording an On-the-fly Macro

To record an on-the-fly macro on your KM780 keyboard:

1. Press the “MR” (Macro Record) key. The “MR” key will light up.
2. Press a key to assign it as a “Macro Key”, so the macro will activate whenever that key is pressed. The “MR” key will blink while recording.
3. Type the key combination you wish to program as your macro.
4. Press the “MR” key to stop recording. The “MR” key will stop blinking.
5. A macro is successfully recorded to the assigned key!

Note: Time delays will also be recorded, which can be edited in the software.

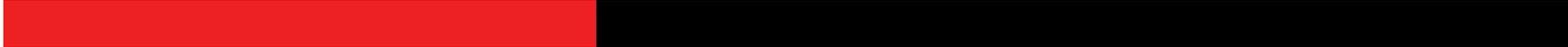
Note: “MR”, “M1-3”, special hotkeys, and media control keys cannot be set as a Macro Key.



- 5 Example: Pressing “G1” will now type out “GSKILL”.



Support



Website FAQ

Our website has a FAQ section that may answer your questions.

<http://www.gskill.com/en/faq/>

Online Forum

We have an online forum where you can discuss, ask questions, or get tips on G.SKILL products.

<http://www.gskill.us/forum/>

Technical Support

Our technical support team can be contacted via email.

Global: techsupport@gskill.com

Europe: eurotech@gskill.com

North America: ustech@gskillusa.com

When submitting a technical support email, please include your system information (e.g. Windows version, motherboard model, G.SKILL Unified Driver System software & firmware version, and device model) with a description of the issue.

