

ozone

EXON F60

OPTICAL GAMING MOUSE ORIGEN



QUICK GUIDE

WEEE NOTICE:

Symbol for Separate Collection in European Countries.

This symbol indicates that this product is to be collected separately.

The following apply only to users in European countries:



This product is designated for separate collection at an appropriate collection point. Do not dispose of as household waste.

For more information, contact the retailer or the local authorities in charge of waste management.

SYSTEM REQUIREMENTS

1. Operating System

Windows 7 / Windows 8 / Windows 8.1 / Windows 10

2. Free **USB** 1.1/ 2.0 port

3. **50 MB** free hard disk space

INSTALLATION INSTRUCTIONS

1. Plug USB connector of EXON F60 to a USB port of your PC

2. Download the driver from www.ozonegaming.com

3. Double click "Setup.exe" to start the installation program.

Click "Next" to continue

4. Select the folder to save the driver and click "Next" to continue

5. Installation runs automatically; click "Finish" to complete the installation

BUTTONS LAYOUT



DEFAULT BUTTON ASSIGNMENT

- 1 - Click
- 2 - Menu
- 3 - Wheel Click
- 4 - CPI Cycle
- 5 - IE Forward
- 6 - IE Backward
- 7 - Scroll Up
- 8 - Scroll Down

EASY & CUSTOM USER PROFILES

Via Software; search for **BUTTON SETTINGS** and choose the right function and assign it to the desired button, you can adjust the buttons configuration and have it your way. You can save different configurations in each profile to maximize your gaming experience in every game you play.

(install the driver to assign different functions to each button)

EXON F60 DRIVER & USER MANUAL

Please **Download Driver User Manual** from our website:

www.ozonegaming.com

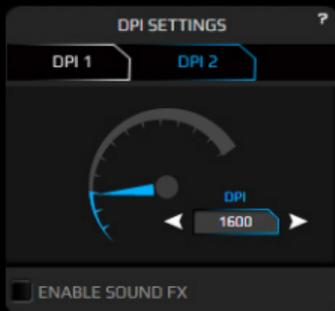
INSTRUCTIONS:

1. Plugin the USB connector of Exon F60 into a free USB port.
2. Go to www.ozonegaming.com
3. Go to "SUPPORT" section and see "**DOWNLOADS**".
4. You will see a list of products, look for **EXON F60** and download the **Manual** and the Driver if needed.



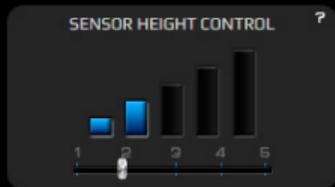
1. ADVANCED SETTINGS:

1. DPI Settings and Sensor Height Control



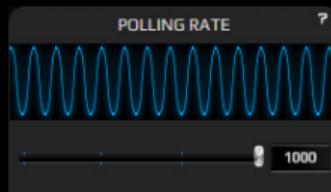
Choose between **DPI 1** or **DPI 2** level, change the value by clicking the dpi meter graphic or input the desired dpi value on the input box.

You can enable the sound FX to warn you via your audio exit when you change the DPIs by clicking the selected mouse button.



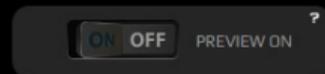
Change the sensor height control with the slider to improve the performance depending the mousepad or the surface you like it more for playing.

2. Polling rate settings



Move the slider to select your preferred frequency of **Polling rate**.

3. Preview mode



Click on the switcher to change the preview mode to **ON** or **OFF**.

When the preview mode is **On**, you can see all the changes you make in the mouse instantly but have to click on **Save** to store it. If the preview is **Off** the changes stores automatically without click on **Save**.

4. Save / Reset



Click on **Save** to store and apply your selected settings.

Click on **Reset** to discard all the changes previously made.

5. Color and Lighting FX



Clicking on the **Color Box** under **LOGO/LINE LED** or **SCROLL LED** in the mouse diagram, will pop up a new **Logo Led Color** window with the color and lighting FX settings and other features. You can pick between **16.8 million colors** to light up the Logo/Line led and the Scroll led.

In the **Light FX** drop down menu you can select between 4 FX:

- **Constant**: Static lighting.
- **Breath**: The light will fade softly in and out.
- **Blink**: The light will blink.
- **Hearbeat**: The light will fade in and out simulating pulses.
- **Color Swift**: The light will change the color trough the spectre

The **Speed** slider controls the speed of the Light FXs.

Click on **Disable light** to switch off the lights.

Click on **Synchronize lights** to set the same color to all the lighting zones and synchronize the effects.

6. Top and Side mouse diagram



Click on **SIDE** button if you want to see a side view and buttons diagram.

Click on **TOP** button if you want to see a top view and buttons diagram. In both diagrams, you can click on the button's name (from B1 to B6) to change the button configuration.

7. Profiles configuration



Select the **Profile** you want to store all the mouse settings before you start configuring it. You can save up to 3 profiles.

8. Macro Manager

MACRO LAB: LAUNCH Click on [Launch](#) to open the macro interface

You have to click on [Add Macro](#) and enter the macro name.

- Keypress Macros:

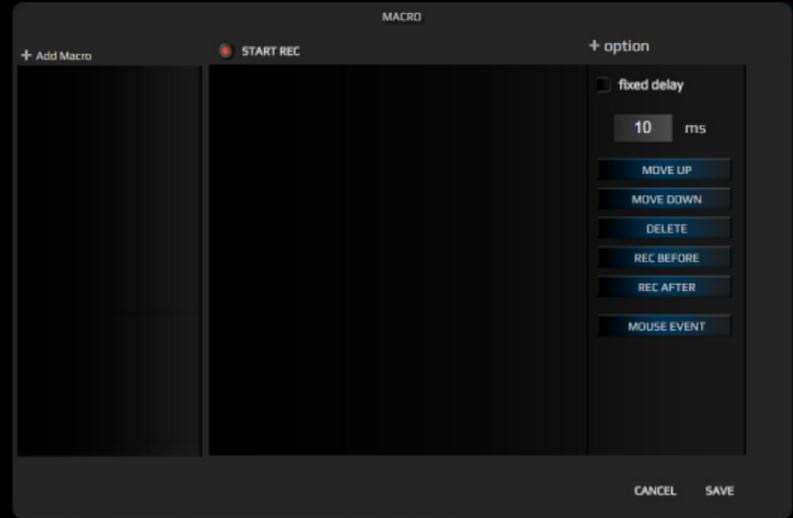
Click on [Start Rec](#) and press all the keys you want to store in the macro.

You can activate the option [Fixed Delay](#) to record the input delay between keystrokes.

Also is possible to [Move Up](#) or [Down](#), [Delete](#) and [Rec After](#) and [Before](#) to modify the recorded keys or insert a special [Mouse Event](#).

The created macros will be available in the macros sub-menu of the buttons settings menu.

Keypress Macro



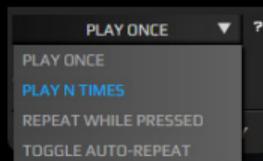
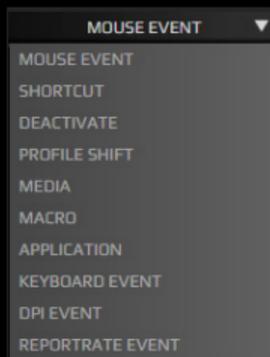
9. Button Configuration



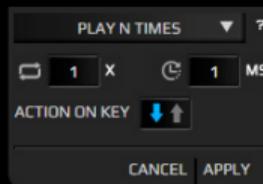
Click on any button to pop up a [sub-menu](#) and change the [button configuration](#) or assignment, you have a lot of possibilities to customize your Exon F60 Origen to fit your gaming style.

The button configuration sub-menu has the following categories:

- [Mouse Event](#)
- [Shortcut](#)
- [Deactivate](#)
- [Profile Shift](#)
- [Media](#)
- [Macro](#)
- [Application](#)
- [Keyboard Event](#)
- [DPI Event](#)
- [Report Rate Event](#)



In some of these button configuration sub-menus, you can choose the way you activate the way you execute the assignment of the button.



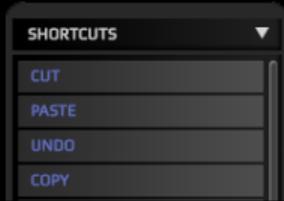
You can [Play It Once](#), [N Times](#), [Repeat While Pressed](#) or [Toggle Auto-repeat](#). You can set up the cycles, the duration and the action on key.

9.1 Mouse Event



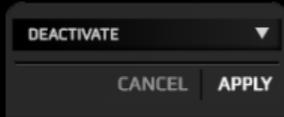
You can select a button to [duplicate](#) the assignment of that button in another one. This way you can have the same effect in two or more buttons to avoid miss-clicking and perform the action you want.

9.2 Shortcuts



You can perform [shortcuts](#) clicking the assigned button, just select it from the drop-down menu and save time in your games or in your workflow.

9.3 Deactivate



You can [deactivate](#) any button if you don't want to use it.

9.4 Profile Shift



You can assign a button to [shift](#) to other profile

9.5 Media Buttons



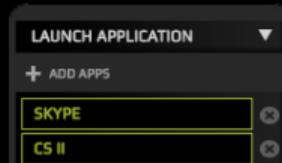
You can select a [media](#) function and assign it to a mouse's button to control the media playback and the volume of your system.

9.6 Macro



You can assign a previously created [macro](#) ([Macro Lab](#)) to a mouse's button.

9.7 Application



You can add an [application](#) to run it just clicking the assigned button.

9.8 Keyboard Buttons



You can assign a **keyboard single key** or a **combination of keys** (like CTRL+C) to the selected mouse button.

9.9 Dpi Event



You can assign a **Dpi** function to control the Dpi cycle or step up and down the actual dpi level.

9.10 Rate Report Event



You can assign a **Report Rate** function to change the report rate value.



IT'S ALL ABOUT **EVOLUTION**

WWW.OZONEGAMING.COM