



SKILLER SGK30

MANUAL



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1. Specifications

1.1 General

Type	Gaming Keyboard
Switch Technology	Mechanical (Red, Blue)
Illumination	RGB
Adjustable Illumination	✓
Lighting Effects	✓
Max. Polling Rate	1,000 Hz
Gaming Mode	✓
Block	3-Block Layout
Onboard Memory for Game Profiles	✓
Capacity of Onboard Memory	64 kB
Weight incl. Cable	867 g
Dimensions (L x W x H)	440 x 144 x 35 mm
Supported Operating Systems	Windows

1.2 Key Properties

Function Keys with Preset Multimedia Actions	✓
Anti-Ghosting Keys	✓
N-Key Rollover Support	✓
Arrow Keys Functions are Interchangeable with the WASD Section	✓
Operating Force	45 g (Red), 50 g (Blue)
Switch	Linear (Red), Tactile (Blue)
Switching Point	Undetectable (Red), Detectable (Blue)
Click Point	Undetectable (Red), Precisely Detectable (Blue)
Distance to Actuation Point	2.0 ± 0.3 mm
Operating Life Cycles of Keys	Min. 50 Million Keystrokes



1. Specifications

1.3 Cable and Connectors

Connector	USB
Textile Braided Cable	✓
Cable Length	180 cm
Gold-Plated USB Plug	✓

1.4 Software Properties

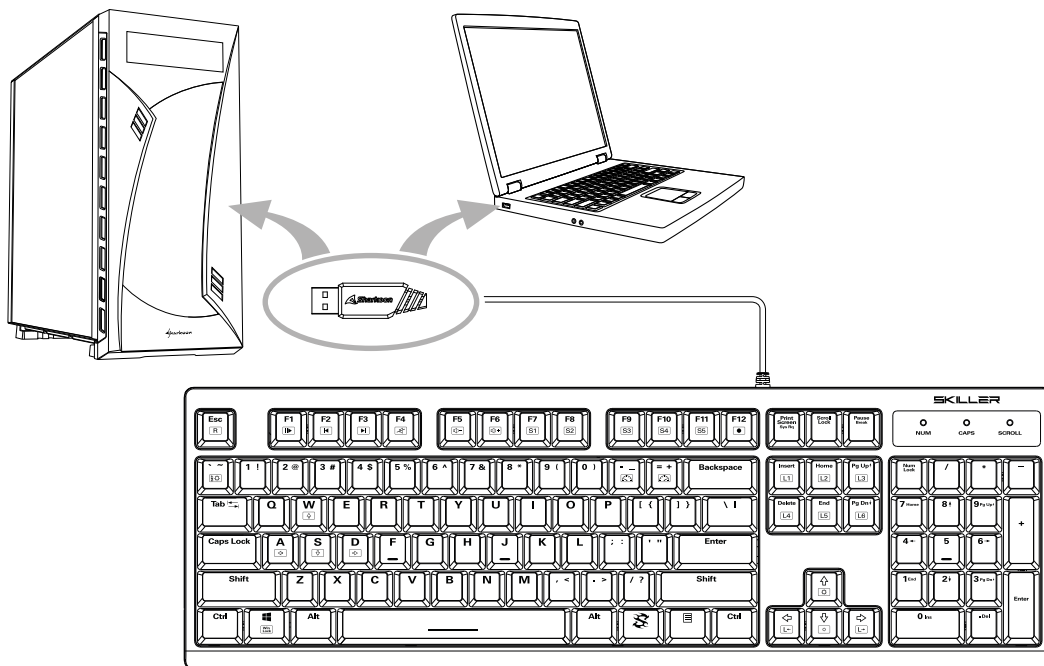
Gaming Software	✓
Individually Configurable Key Functions	✓
Number of Profiles	20

1.5 Package Contents

- SKILLER SGK30
- Manual



2. Installation



3. Overview

Function Keys with Preset Multimedia Actions

+ Play / Pause	+ Lighting Profiles
+ Previous Track	+ Color Change / Permanent
+ Next Track	
+ Mute	
+ Volume Down	
+ Volume Up	

Additional Functions

+ Reset to Factory Default

Arrow Keys Functions are Interchangeable with the WASD Section

+ Changes WASD and Arrow Keys

Key Lock Function

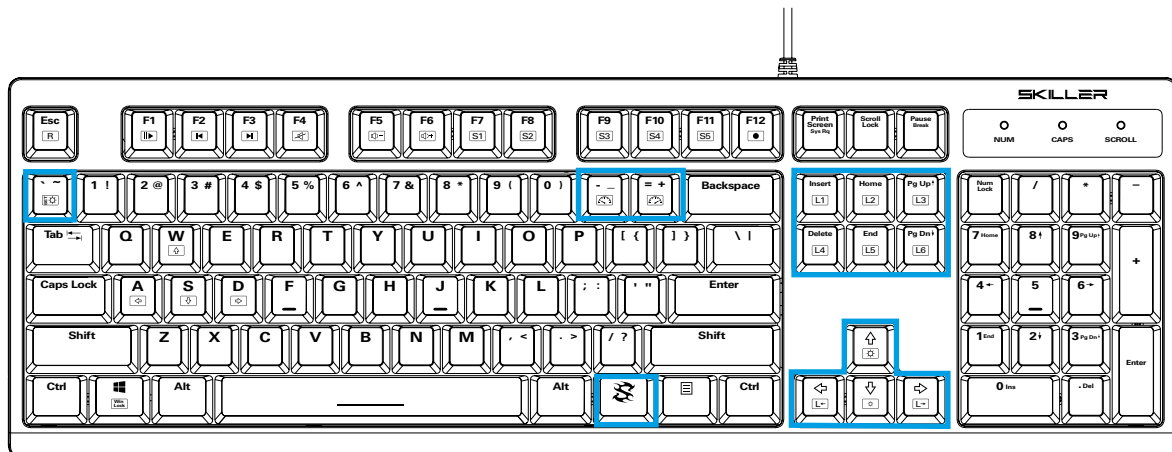
+ Windows Key Locked

Lighting Effect

+ Custom Illumination		
+ Frequency -		
+ Frequency +		
+ Lighting Effect 1 - 3		
+ Lighting Effect 4 - 6		
+ Lighting Effect 7 - 9		
+ Lighting Effect 10 - 12		
+ Lighting Effect 13 - 15	+ Brightness +	+ Change Direction of Lighting Effect
+ Lighting Effect 16 - 18	+ Brightness -	



3. Overview



3.1 Lighting Effects

It is possible to switch through the different lighting effects of the SKILLER SGK30 without having to open the software. To do this, the SKILLER key has to be pressed in combination with the keys L1 to L6.

With each key, three lighting effects can be switched through:

SKILLER key + L1: Wave, Swirl, Drift

SKILLER key + L2: Color Change, Pulsating, Permanent

SKILLER key + L3: Cosmic, Chaos, Color Gradient

SKILLER key + L4: Explosion, Trigger, Gamma Ray Burst

SKILLER key + L5: Ricochet, Relax, Ripple Effect

SKILLER key + L6: Tide, Ball Lightning, Matrix

It is also possible to assign an individual color to each key. To do this, the SKILLER key must be pressed twice in conjunction with the SET key. If the LEDs above the numeric key block flash, the entry was successful. Each key can now be assigned an individual lighting color by simply pressing it several times in succession until the desired color appears. To end the procedure, it is sufficient to press the SKILLER and the SET key together again. The illumination color is now saved for the desired key.

Depending on the lighting effect, it is also possible to set the color intensity, frequency, and the direction of the effect across the keyboard. A key combination with the SKILLER key is required for this.

SKILLER key + [=]: Increase the effect frequency

SKILLER key + [-]: Decrease the effect frequency

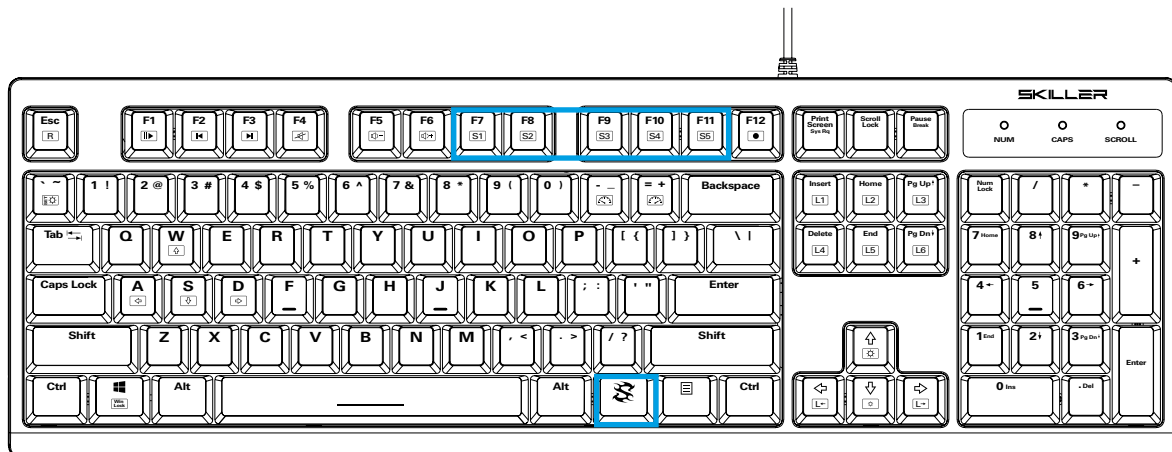
SKILLER key + arrow key up: Increase the effect brightness

SKILLER key + arrow key down: Decrease the effect brightness

SKILLER key + arrow key left /right: Change direction of the lighting effect



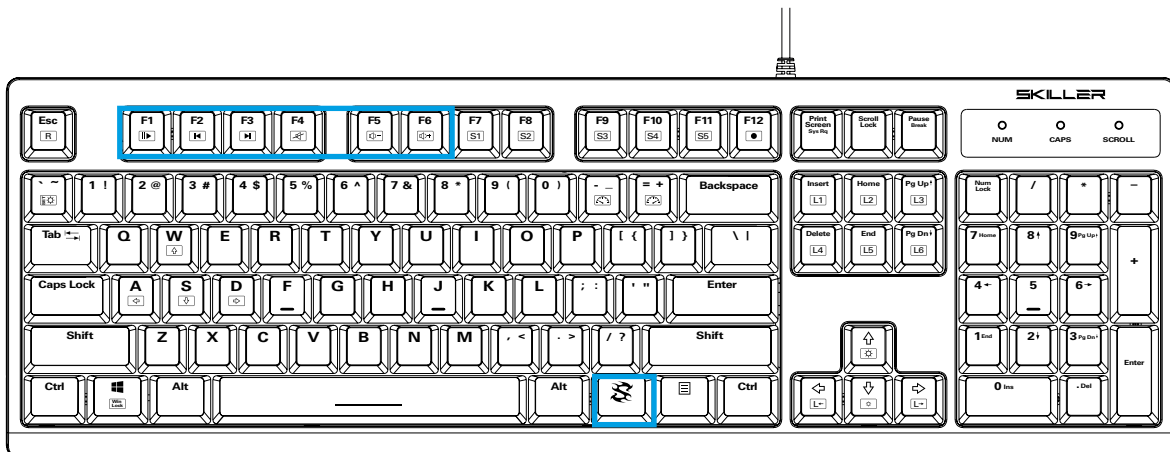
3. Overview



3.2 Lighting Profiles

The SKILLER SGK30 offers the option of marking a typical setup on the keyboard according to the gaming genre. The keys which are typically used for a respective genre are thus highlighted in color, making keyboard operation easier. In order to switch through the various lighting profiles, the SKILLER key is pressed in conjunction with one of the S1 to S5 keys.

3. Overview



3.3 Multimedia Keys

Using the SKILLER SGK30, you can execute multimedia commands. To do this, press the following key combinations:

SKILLER key + F1: Play/Pause

SKILLER key + F2: Previous Track

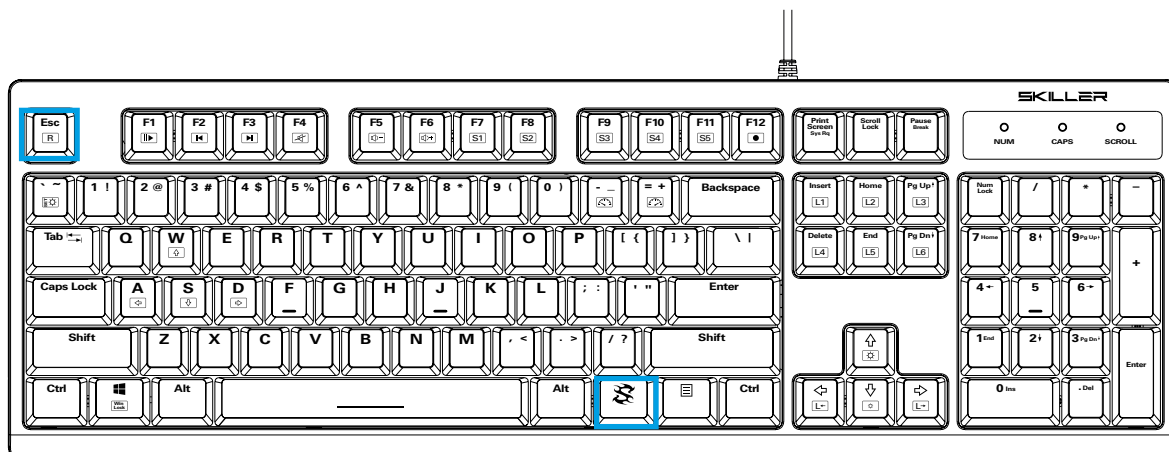
SKILLER key + F3: Next Track

SKILLER key + F4: Mute

SKILLER key + F5: Volume Down

SKILLER key + F6: Volume Up

3. Overview



3.4 Reset

With the following key combination, the SKILLER SGK30 can be reset back to the default settings. Press the keys for several seconds. *Please note:* All the settings which you have previously made will be lost after the reset.

SKILLER key + Esc: Set to default settings

4. Software Installation

Download the software for the SKILLER SGK30 from the Sharkoon website at www.sharkoon.com. Unzip the ZIP file in a folder of your choice and then double click on the SKILLER_SGK30 icon to launch the installation.

Follow the instructions of the setup wizard and then click on “Finish” to complete the installation. The SKILLER SGK30 symbol will then appear on the desktop. The software has now been successfully installed.

To start the gaming software, double click on the symbol. *Please note:* The gaming software continuously runs in the background while the computer is on. Only this allows the full range of functions of the SGK30 to be used. The software symbol will be displayed in the Windows taskbar while the gaming software is running.

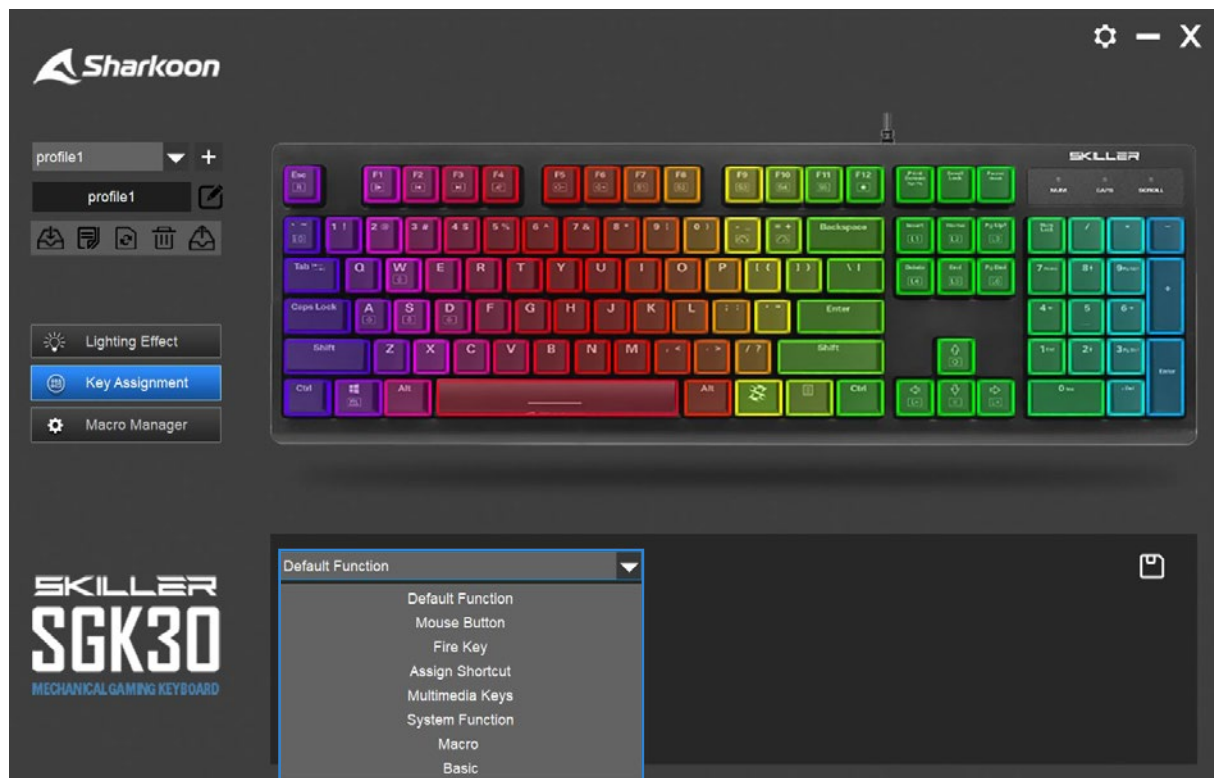


5. Software Overview



- A** Keyboard profiles: On the top left of the main overview of the software, you have the possibility of creating one of up to twenty profiles. These profiles contain the personal settings which have been made in the keyboard software. With a click on the "+" symbol next to the profile name, a new profile will be created. With a click on the arrow next to the profile name, a list will appear of the created profiles which are available. The desired profile can be selected with another click of the mouse. In addition, it is possible to save the profile with another name or to save in another location. It is also possible to export, set to default or delete the profile.
- B** Lighting Effect: With this button, you can find the settings for the various illumination effects of the SKILLER SGK30. Here, there is not only the option of choosing from the various lighting effects, but settings can also be made for brightness, frequency, direction and color selection. The respective setting is then directly implemented by the keyboard.
- C** Key Assignment: A desired function can be assigned to a chosen key on the keyboard. To do this, simply select the desired key on the illustrated keyboard with a mouse click. Then, choose a function in the menu that appears below. This function will now be performed whenever the selected key is pressed. Assigned keys are indicated with a blue marking. To see which key is assigned to which function, it is sufficient to briefly rest the mouse cursor on the desired key. The changed settings are adopted by clicking on the save icon, which is located on the right-hand side of the menu window.

5. Software Overview



Key Assignment

The following options can be selected:

Default Function: Resets the function of a key, which you have reassigned in the software, back to its default setting.

Mouse Button: Assigns a mouse button function to the chosen key. Select from: "Left Button", "Middle Button", "Right Button", "Forward" and "Backward". **Please note:** Depending on the devices used, not all functions may be supported.

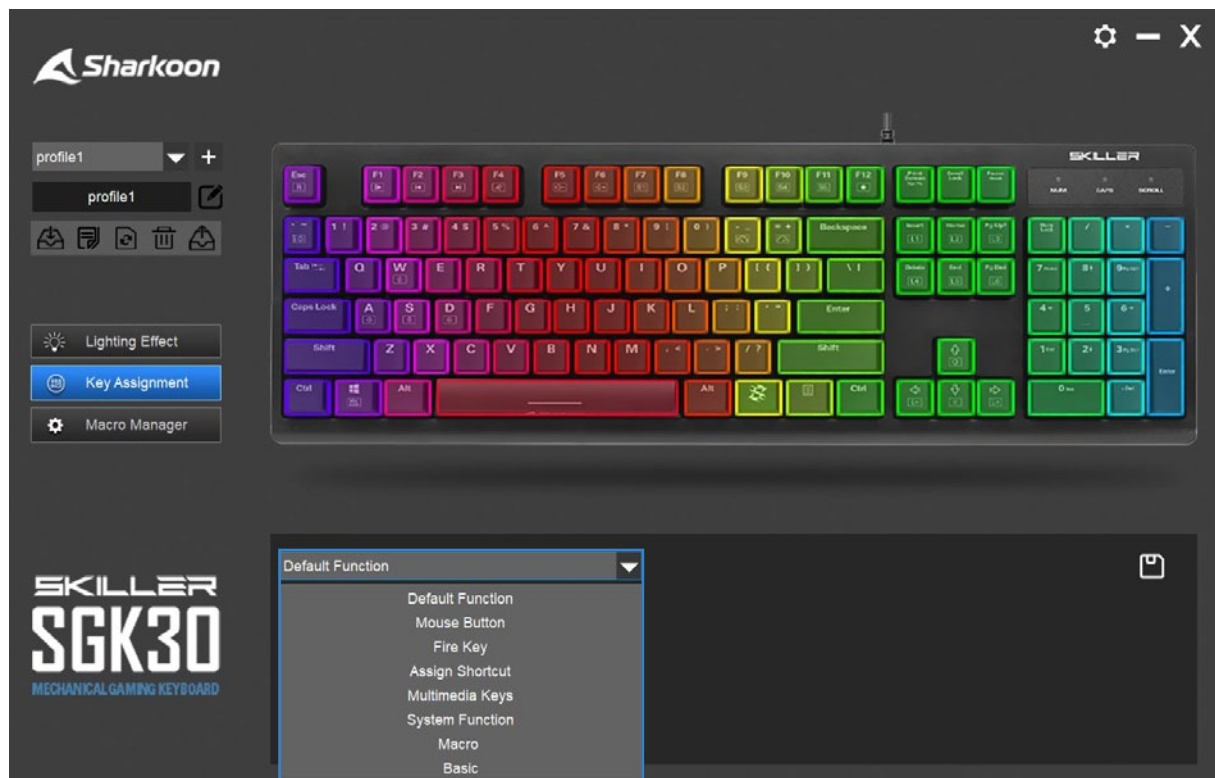
Fire Key: Assigns the key with the "Fire Key" function. This can be used to specify that a key command is repeatedly executed in quick succession when the key is being pressed. In addition to the number of keystrokes, there is also the option of specifying the intervals in milliseconds at which this function is to be carried out.

Assign Shortcut: Allows you to assign a shortcut to a selected key. A combination of keys, consisting of SHIFT, CTRL, ALT or WIN together with another key of your choice can be integrated into a key command.

Multimedia Keys: Assigns a key with a desired multimedia function. Here, you can define a key with which you want to play or pause music or videos, change the volume or to be able to access the internet, e-mails and other applications. The media player is the one that has been chosen in the Windows default apps.



5. Software Overview

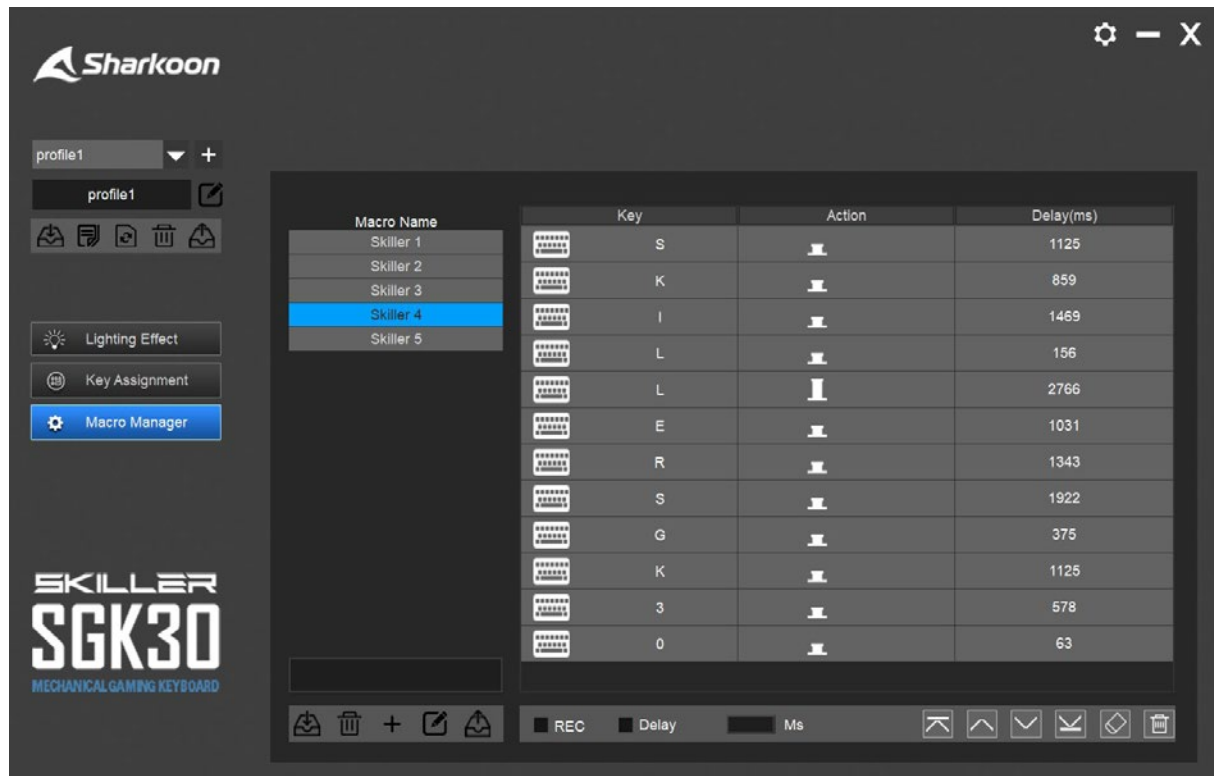


System Function: Here is the option to activate and deactivate the standby mode of the PC at the press of a key.

Macro: This is the option of assigning a macro, which you have created and saved in the software, to a key. Select the desired key on the keyboard diagram and use the “Assigned Macros” option to select a saved macro and assign it to the corresponding key. Settings relating to the single or multiple execution of the macro and the termination of the macro execution can be made here.

Basic: Under this tab, there is the option of assigning basic work functions to a key and to then to execute them by pressing this key. You can select from: “Open”, “New”, “Undo”, “Save”, “Copy”, “Cut”, “Paste”, “Search” and “Select All”.

6. Macro Manager



Macro Manager: This menu gives you the possibility to enter and save your own sequences of key commands. A new macro can be created on the left side of the Macro Manager window by clicking on the “+” symbol. A click on the pencil symbol opens the possibility of changing the name of the selected macro. *Please note:* The maximal capacity of the macro manager is 391 entries. All further entries above this amount will not be recorded and saved by the software. Existing entries can then be deleted to be able to create new ones.

A new recording is started by clicking on the “REC” box. A blue check in the box indicates that the recording is in process. Each key pressed is now included in the macro. The software displays both the pressing and the releasing of the respective key. Each key thus appears twice in the recording. The longer the respective key is pressed, the greater is the displayed delay for the input. Alternatively, it is possible to set a fixed delay for all keys. This is shown in milliseconds. To do this, the desired length of the delay is simply entered in the respective black field. A click on the “STOP” check box is enough to remove the check mark and stop the recording. The registered delay can be altered as desired any time after the recording.

You then have the option to select individual keys and to move them up, down, to the beginning or to the end of the macro sequence by using the symbols which are below the displayed macro on the right. The insertion of mouse buttons in a recorded macro is also possible. To do this, double-click on a desired entry in the macro. In addition, individual keystrokes can also be removed or the entire macro deleted here.

After the macro has been completed, it can be renamed and saved if desired.

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Disposal of your old product

Your product is designed and manufactured with high quality materials and components, which can be recycled and reused.



When this crossed-out wheeled bin symbol is attached to a product, it means the product is covered by the European Directive 2012/19/EU.

Please be informed about the local separate collection system for electrical and electronic products.

Please act according to your local rules and do not dispose of your old products with your normal household waste. The correct disposal of your old product will help prevent potential negative consequences to the environment and human health.

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