GM-R04 Gaming Mouse

User's Manual

Model(s): GM-R04

www.gigabyte.com.tw

THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TOTHE FOLLOWING TWO CONDITIONS: (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRED OPERATION.

Federal Communications Commission Requirements

The equipment has been tested and found to comply with the limits for Class B Digital Device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instruction, may cause harmful interference to radio communication. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient of relocate the receiving antenna.
- Increase the separation between the equipment and receiver.

- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

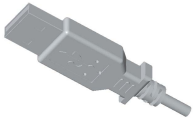
THE CHANGES OR MODIFICATIONS NOT EXPRESSLY APPROVED BY THE PARTY RESPONSIBLE FOR COMPLIANCE COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1). this device may not cause harmful interference, and

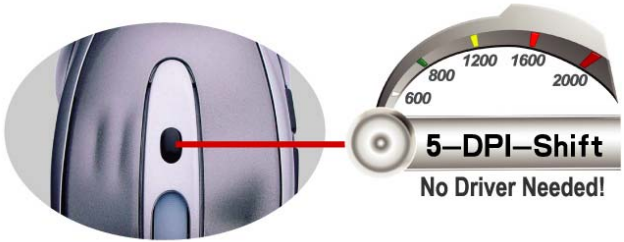
(2). this device must accept any interference received, including interference that may cause undesired operation.

HOW TO CONNECT YOUR MOUSE

1. Locate an available USB mouse port on the back of your computer. 2. Insert the USB mouse connector into the USB port .	
If you like to use the PS2 port (for the round PS/2 plug), you will need to plug the USB connector with a PS2 adapter.	

HOW TO CHANGE THE DPI SETTING OF SPEED GAME MOUSE

Click the button shown on the right figure to quickly shift from 600-800-1200-1600-2000 DPI as the scroll wheel changes color between shifts. You don't need any driver for this fabulous function!



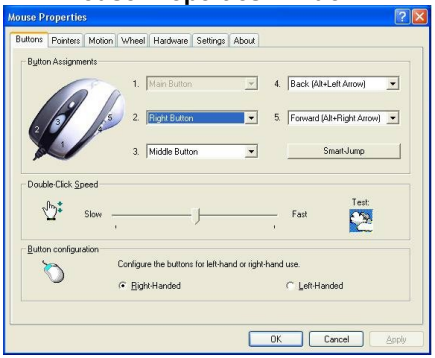
MODEL: GM-R04			
At Resolution:	**Scrolling Wheel will change to:**	**Recommend for:**	**Suitable for Resolution of display (Recommend)**
600DPI	**Non**	Slow-Speed and normal accuracy player	800×600
800DPI	**Green**	Medium-Speed and required average accuracy player	1024×768
1200DPI	**Yellow**	Fast Speed and required above average accuracy player	1152×864
1600DPI	**Red**	High-Speed and required pinpoint accuracy player	1280×960
2000DPI	**Red & Yellow coruscating**	Extra High-Speed and required pinpoint accuracy player	1280×1024
Click 6th key to quickly shift from 600, 800, 1200, 1600 to as high as 2000 DPI			

STEP ONE: HOW TO INSTALL GM-R04 SOFTWARE

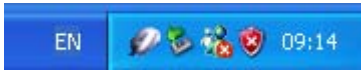
***** For Windows Me / 2000 / 2003 / XP

1. MUST: Please uninstall any previous mouse driver before installing the GM-R04 sofeware
2. MUST: Make sure you have completely finished setting up your mouse pad and mouse
3. Insert the included Compact Disc (CD) into your CD-ROM
4. Select “Driver” folder. Click “Setup” to install software
5. Click the button on the right to install driver
6. Follow the on screen instruction to complete your installation
7. Restart your computer after the driver has been installed

Mouse Properties Window



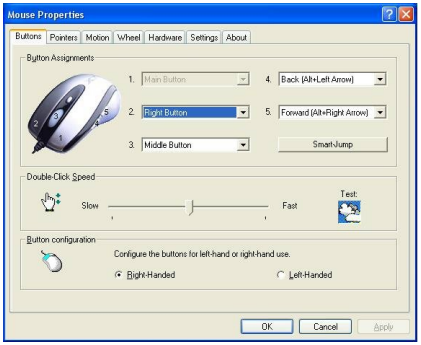
8. You will see a mouse icon “ ” appear on the bottom right of your task bar (near the clock area)



9. Double click on the mouse icon “ ” will bring you the mouse property (Image - Top: Mouse Properties Window)

10. If the mouse image appears in the mouse properties menu looks exactly the same as the mouse on hand, then you have successfully installed the GM-R04 driver

STEP TWO: HOW TO PROGRAM YOUR MOUSE BUTTONS



MOUSE PROPERTY

- Open your Mouse Properties.

First Tab: Button

Section I: Button Assignment

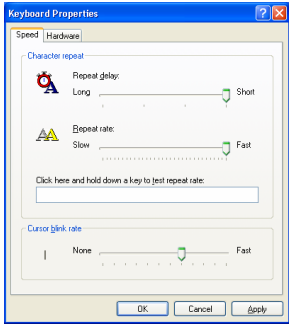
1. The mouse image that appears in the first section is a key to numbers listed to the right. For example, button #1 has been assigned as “Main Button” by default and it’s not programmable.
2. The rest of the buttons from #2 to # 5 are programmable.

Section II: Double-Click Speed

Adjust your double-click speed

Section III: Button Configuration

If you select “Left-Handed”, your Main Button will be #2 button.



Keyboard Property

Before we go further to setting up your mouse buttons with game commands, we want to make sure your keyboard properties has the character repeat setting correct. Follow the steps below to get to Keyboard Properties:

1) Go to Control Panel
2) Click on Keyboard
3) For Repeat Delay: Most right (SHORT)
4) For Repeat Rate: Most right (FAST)
5) Apply >> OK

STEP THREE: HOW TO SET SMART-JUMP FUNCTION

(LEARN TO SIMULATE KEYBOARD'S COMMANDS AND PROGRAM XY SENSITIVITY INDEPENDENTLY)

The function GM-R04 software not only provides program XY sensitivity independently, but also can be set in any of the buttons from # 2 to # 5 of simulation functions for the keyboard and half of the mouse button simulation functions for the keyboard.

1. Double click on the mouse icon "  " will bring you the mouse property. (image A)
2. One Click on Smart jump and you'll see the pop up window (image B)

Here you will see 2 Parts:

- **Part One is Change Mouse DPI.**
- **Part Two is Keystrokes.**

Let's enjoy all the innovative features of the mouse step by step as follows :

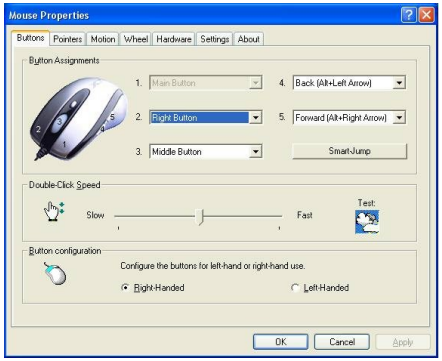


image A

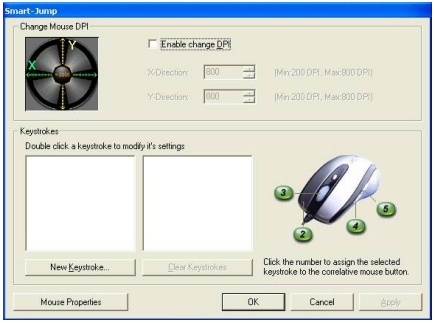


image B

Section I: Change Mouse DPI ：Set mouse XY axis sensitivity levels

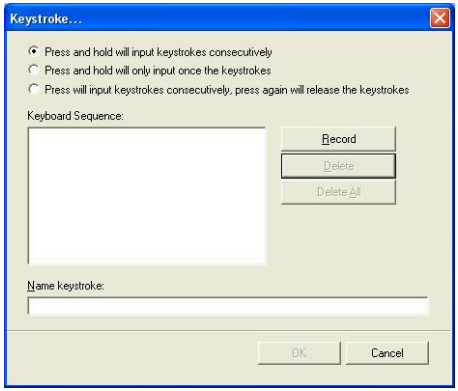
In order to Shift from pixel-precise targeting to fast-twitch maneuvers, without stopping the action. This avoids the error in operation for more efficiency. You can configure your mouse as synchronism or non-synchronism higher/lower with many parameters to control the X/Y dpi by yourself in this Smart -Jump Software ,

Model	At Resolution:	LED of Scrolling Wheel	Confirmable range of X/Y axes by software
GM-R04	**600DPI**	**Non**	200DPI-600DPI
	800DPI	**Green**	200DPI-800DPI
	1200DPI	**Yellow**	200DPI-1200DPI
	1600DPI	**Red**	200DPI-1600DPI
	2000DPI	**Red & Yellow coruscating**	200DPI-2000DPI

If to cancel this mode, just click the 6th button, it will automatically change to the next light status, if you need the dpi amount prior to usage, just click “Utilize mouse sensitivity configuration” mode and apply “V”.

Section II: Keystrokes

To ADD keystrokes: Click on the button “New Keystroke” and you’ll see a “Keystroke” Window pops up (Image: left, bottom)



Here you will see 2 radio buttons:

- Press and hold will input keystrokes consecutively
- Press and hold will only input once the keystrokes

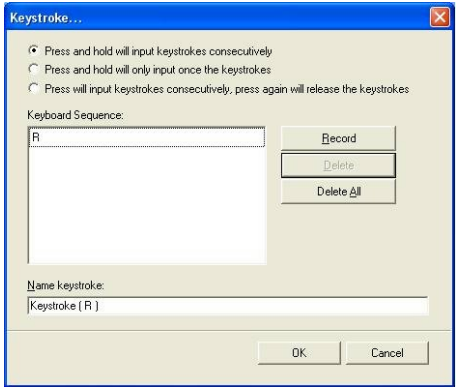
If you select the 1st radio button, it means you would like to have the mouse completely simulate the keyboard’s keystroke – when you press and hold a key on the keyboard, it will input a character consecutively.

If you select the 2nd radio button, it means you would like to have the mouse partially simulate keyboard’s keystroke – when you press and hold a key on the keyboard, it will only input once unless you lift it and press it again.

Let’s do some example together…

Example 1: *Select 1st Radio Button*

1. Click on “Record” (Reference: Image A)
2. Press “R” on the Keyboard
3. Click “OK”
4. It will bring you back to previous page
5. Now click on “Keystroke (R)”, the one you just created



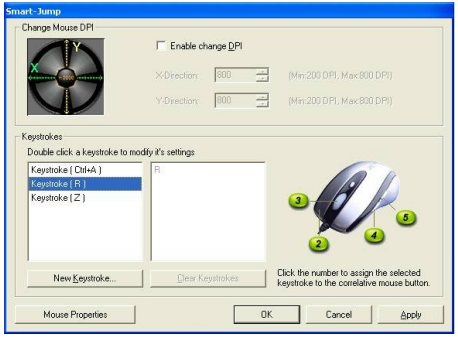
(Image A)

6. Select the Mouse Button (green icon) on the Mouse Image to your right to store the “Keystroke (R)”.
7. Green icon will turn red once it’s been selected. (Image B)
8. Click “Apply” >> “OK”

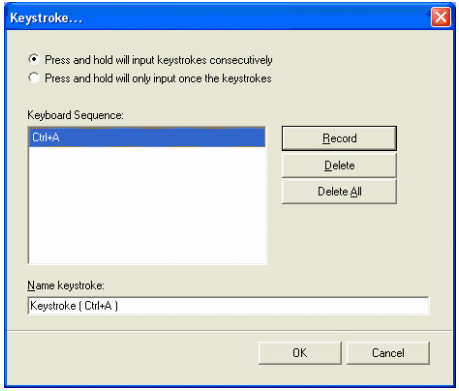
We have stored it in Mouse Button # 2.

Let’s try it on regular word document or on game application (Counter Strikes).

- Try it on Word Document. Press and hold your mouse button #2. Did you see the character “RRRRRRR” inputted consecutively?
- Try it on Game Application. Press and hold your mouse button # 3. In Counter Strike, “Keystroke (R)” means to add bullets. Did you see it adding bullets? If yes, you have successfully created a command.



(Image B)



(Image C)

Example 2**:** ***Select 1st Radio Button***

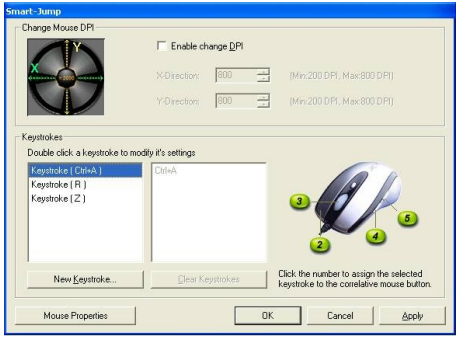
1. Click on “Ctrl+A” (Reference: Image C)
2. Press “Ctrl+A” on the Keyboard
3. Click “OK”
4. It will bring you back to previous page

5. Now click on “Keystroke (Ctrl+A)”, the one you just created
6. Select the Mouse Button (green icon) on the Mouse Image to your right to store the “Keystroke (Ctrl+A)”.
7. Green icon will turn red once it’s been selected. (Image D)
8. Click “Apply” >> “OK”

We have stored it in Mouse Button # 3.

Let’s try it on regular word document

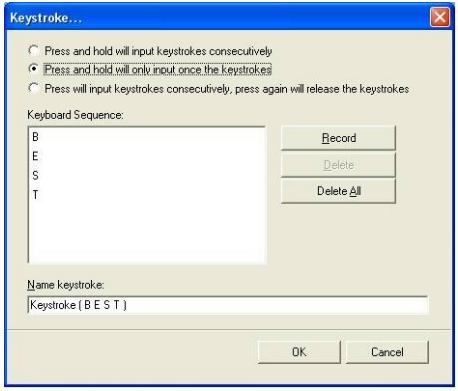
- Try it on Word Document. Press and hold your mouse button #3. Did you see the character “Ctrl+A Ctrl+A Ctrl+A Ctrl+A Ctrl+A” inputted consecutively?



(Image D)

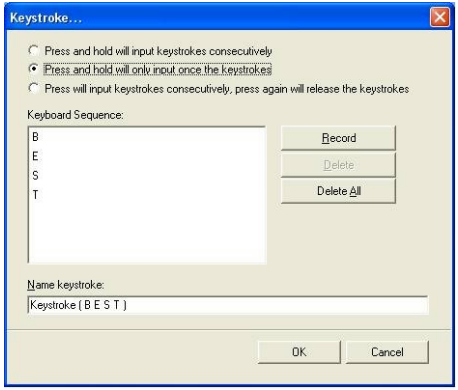
Example 3**:** ***Select 2nd Radio Button***

1. Click on “Record” (Image E)
2. Press “BEST” on the Keyboard
3. Click “OK”
4. It will bring you back to previous page
5. Now click on “Keystroke(BEST)”, the one you just created
6. Select the Mouse Button (green icon) on the Mouse Image to your right to store the “Keystroke (BEST)”.



(Image E)

7. Green icon will turn red once it's been selected. (Image F)
8. Click "Apply", then "OK"



(Image F)

We have stored it in Mouse Button # 4**.**

Let's try it on regular word document and on game application.

- **Try it on Word Document.** Press and hold your mouse button #4. Did you see the only character "BEST" even though you have press and hold? This is partially simulation. You may store your most frequently used word, for instance, you first name.
- **Try it on Game Application.** Press and hold your mouse button # 4. In Counter Strike, "Keystroke" means nothing. So when you try it in counter strike, it will do nothing.

前言

感謝您的選擇！技嘉全新 **GM-R04** 系列光學滑鼠，結合人性與創新科技，造就冠群絕倫的滑鼠操控新境界。匠心獨具的**“**單鍵迴圈式控制 **DPI** 技術**”**，因應不同解析度軟體與螢幕，且無需安裝任何驅動程式。馬力強勁的 **GM-R04** 極速光學引擎深藏不露，於氣定神閒間叱喧風雲，獨步變化莫測的戰場卻讓您時時掌握先機。技嘉全新 **GM-R04** 系列光學滑鼠，是爲理性而富有激情的高級玩家量身定做，伴您馳越成就更高峰！

包裝內含

GM-R04 極速光學滑鼠

產品驅動安裝光碟

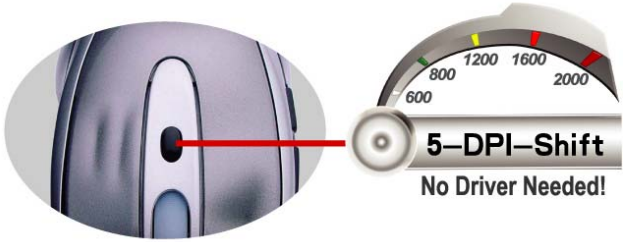
USB 至 PS/2 轉接頭

連接滑鼠至電腦：

連接至 **USB** 介面： 請將滑鼠的 USB 插頭，連接到電腦上的 USB 介面上。	
連接至 **PS/2** 介面： 請將滑鼠的 PS/2 式的 6 針圓頭，連接到電腦上的 PS/2 滑鼠介面上。如果您購買之滑鼠機種是兩用介面的，而要連接於 PS/2 介面上時,須用包裝盒內所附之轉接頭，才可連接。	

如何變更滑鼠硬體 **DPI** 設定

在滑鼠出廠原始狀態下，不需要安裝任何滑鼠驅動支援，只需要輕鬆點擊滑鼠滾輪後面的第六按鍵—單鍵迴圈式改變解析度 **dpi**，便可以快速變更滑鼠解析度，滑鼠滾輪顏色將隨速度而變，方便辨識不同的解析度。



（當遊戲中遭遇場景變更時，如魔獸中迅速轉入微調；CS 中更換槍械後的進攻、防守模式轉換，都需要經常改變 DPI 以保持最佳的競技狀態，GM-R04 變速設計將協助玩家閃電般切換不同解析度，完美滿足遊戰不同場景中，不同速度與定位精確度的要求。）

機型：**GM-R04**			
解析度	滾輪速度指示燈顏色對應	適用範圍（建議）	合適螢幕解析度（建議）
600DPI	無色	適合慢速但要求定位精確的玩家	640 ×480
800DPI	綠色	適合中速且又要求定位精確的大眾玩家	800×600
1200DPI	黃色	適合中快速又要求精確定位的高手玩家	1024×768
1600DPI	紅色	適合快速且要求精確定位的職業玩家	1152×864
2000DPI	紅黃色	適合極速且要求精確定位的職業玩家	1280 ×1024
點擊“第六按鍵” 單鍵迴圈式改變解析度 600-800-1200-1600-2000pi			

<從容穩健**——600DPI**>

600DPI，一個陌生而又親近的滑鼠解析度，陌生因爲只有技嘉能獨創這一精度，親近是因爲介於 400DPI 和 800DPI 之間，不急不緩，真正親近你，因此 600DPI 被習慣稱之爲人體最適解析度。對大多數玩家來說，它比 400DPI 稍快，又比 800DPI 更穩，將二者的優點完美結合在一起，遊戲軟體最適螢幕解析度是 800*600，因此綜合素質較高的 600DPI 滑鼠應該是 CS 中的全能殺手。600DPI 的誕生完全是出於對實際可控制性的考慮和舒適度的追求，體現更多的是性能以外的東西，也就是常說的人性，因此，600DPI 不失爲一款精妙之作，同時適用範圍也非常廣，競技、網路和普通應用都很適宜。

技嘉憑藉研發實力，將這 5 檔不同 DPI 凝結在 GM-R04，GM-R04 引擎性能強大，同時可免驅動單鍵調節 DPI（600、800、1200、1600、2000DPI），且 DPI 逐級遞增，移動平滑。讓 DPI 可調的 GM-R04 高級滑鼠完美做到“無所不能”。

安裝滑鼠驅動程式 **Smart-GM-R04**

如果已經有其他滑鼠驅動程式安裝在電腦上，請先確保已安裝過滑鼠驅動程式已刪除。本驅動程式適用在 Windows 98/Me/2000/2003/XP/X64 系統中。

步驟一：安裝方法

1. 將滑鼠驅動程式安裝光碟片放入光碟機中。
2. 點選 Driver 資料匣，執行 Setup 開始安裝驅動程式。
3. 依安裝程式所指示進行安裝。
4. 安裝完畢, 請重新啓動電腦.
5. 軟體安裝成功後，在螢幕視窗【功能欄】右下角可看到新增的小滑鼠圖示  ，此時右下角的【功能欄】將如圖  所示。雙擊欄中的滑鼠圖示，“滑鼠屬性”對話方塊將會被打開，此時您便可根據需要自行設置。

步驟二：如何設置滑鼠按鍵常用熱鍵功能

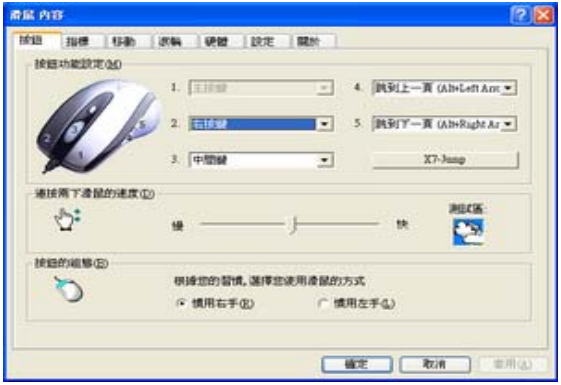


圖 1

1．雙擊視窗【功能欄】右下角的小圖示  ,就會開啓如左圖『滑鼠屬性』視窗，選擇『按鈕』標籤，您就可以開始按鍵的設定。設定完成之後，只需要單點擊“確定”按鈕便可執行這些指令功能。

2．滑鼠左按鍵（第一按鍵）出廠設定爲“主按鍵”，它不具備其他功能設置

3．滑鼠右按鍵（第二按鍵）出廠設定爲『右按鍵』功能，具備 58 項功能供選擇設置。

4. 滑鼠第三\第四\第五按出廠設定功能（如上圖 1），且都具備其他功能設置，可以自行設定包含『逍遙遊』、『網易跳』、『幸運跳』、在內的 58 項不同的功能指令可供設定。

步驟三：如何設置『**SMART- JUMP**』功能

1. 雙擊視窗【功能欄】右下角的小圖示  ，介面會自動跳出『滑鼠內容』的視窗
2. 單擊滑鼠內容按鈕欄的『**SMART- JUMP**』(如圖2)，便可以切入『**SMART- JUMP**』設置介面，見圖3

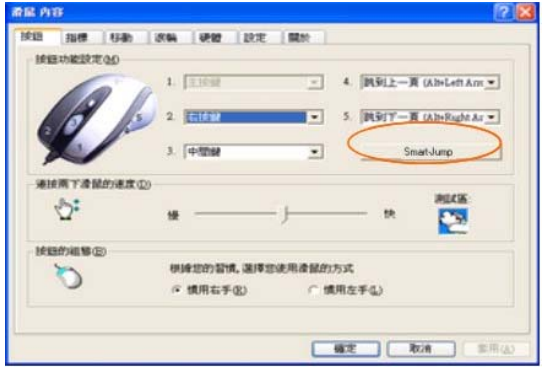


圖 2

此時，**SMART- JUMP**將出給您提供兩組強大設置功能

i. **X/Y**軸**DPI**滑鼠靈敏設置

ii. 類比鍵盤、自行編輯鍵盤指令

圖 3

- 軟體變速 **X/Y** 軸 **DPI** 可調設置

“X/Y 解析度設置**”**功能，通過簡單的軟體 **DPI** 設置，您便可以對 **X** 軸（水準方向）和 **Y** 軸（垂直方向）的 **DPI** 值進行同步等於或非同步高**/**低多種參數更變設置。

這樣在 CS 等射擊遊戲中，用戶在連續點擊滑鼠打槍的時候，就可以一定程度上避免因爲滑鼠上下的微動而造成“準心飄動”的情況了。

圖 4

如若取消此模式的設置 DPI，可點擊第六鍵會自動轉換到下一個亮燈狀態的模式中，先前的設置 DPI 數值會復位到預設值 DPI
（注：GM-R04 爲預設值爲 600DPI，如要使用之前所調整的 DPI 數值你只須要點擊“使用滑鼠靈敏度設置”模式中打勾即可。

軟體變速**:X/Y** 軸 **DPI** 設置爲同步或非同步數值。
說明**:**同步**:X/Y** 軸 **DPI** 要相同**,** 非同步**:X/Y** 軸 **DPI** 可設置不相同數值。

型號	解析度	對應顏色變化	X/Y 軸可調DPI範圍
GM-R04	**600DPI**	無	200DPI-600DPI
	800DPI	綠	200DPI-800DPI
	1200DPI	黃	200DPI-1200DPI
	1600DPI	紅	200DPI-1600DPI
	2000 DPI	紅黃	200DPI-2000DPI

- 類比鍵盤功能：

圖 5

它是一項鍵盤鍵位功能向滑鼠按鈕轉移的功能，使得滑鼠各按鈕可以完全類比鍵盤的指令、半類比或智慧類比鍵盤功能指令。

A.完全模擬功能：按下滑鼠按鈕等於按下鍵盤鍵，釋放滑鼠按鈕等於釋放鍵盤鍵。則設置後的滑鼠按鈕功能就完全類比等同於鍵盤上的鍵位功能，“字元重複”功能與鍵盤一模一樣，在電腦中可以直接檢測。

B.半模擬功能：按下滑鼠按鈕類比鍵盤一個鍵或者多個鍵的動作。點擊一次完成一個動作，按住不放不會不停重複動作。

C.智慧模擬功能：按下滑鼠按鈕等於按下鍵盤鍵不放，再次按下滑鼠按鈕即釋放（注：此功能爲 CS\BF2 之類的射擊遊戲量身定做）。

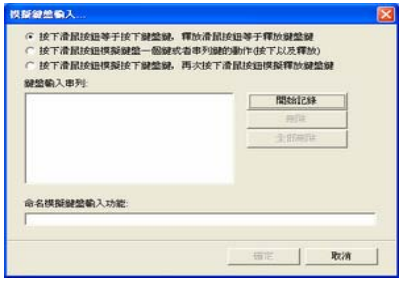


圖 6

步驟一：點擊圖 5 標示處“新建類比鍵盤輸入”按鈕便可進入對滑鼠按鈕進行鍵盤類比設定的對話視窗（如圖 6）。

(注：點擊“清空類比鍵盤輸入”按鈕便可對先前設定的鍵盤鍵位類比功能進行完全刪除，回到最初的微軟的預設功能狀態。)

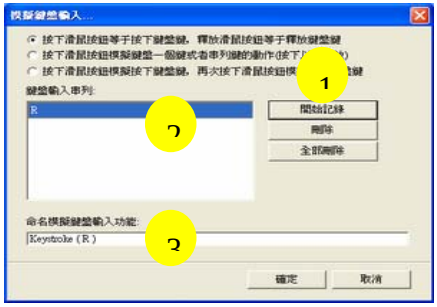


圖 7

A. 完全模擬功能：

1. 選擇第一項 “按下滑鼠按鈕等於按下鍵盤鍵……”
2. 點擊“開始記錄”
3. 在【鍵盤輸入序列】輸入“R”（或者其他字母），再在【命名類比鍵盤輸入功能】處點擊即會出現自動的名稱“Keystroke (R)”。

4. 再點擊“確定”按鈕，則鍵位“R”就會被記錄（如圖 7）
（注：當然這裏的名稱也可以改爲自定義名稱。）
5. 依照以上設定並進行“確定”記錄成功以後，則如圖 8 介面，功能名稱“R”居左框，輸入的鍵位值“A”居右框呈暗色。然後再點擊一下右邊任意一個數位按鈕，如選點“按鈕 3”，該按鈕即變成紅色，這樣滑鼠的第 3 鍵就已設定爲鍵盤的字母鍵“R”了。

圖 8

應用：在辦公編輯文檔時，點擊第 3 鍵並壓住不放時，在文檔中則不定顯示“RRRR….” ，放開第 3 鍵時， “RRRR…. “將會停止輸入顯示；

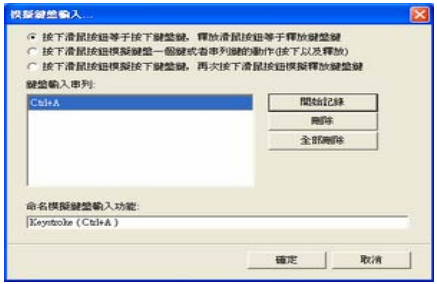


圖 9

同樣的方法，可以設定其他鍵位與組合功能鍵，例如輸入“Ctrl+A”（全選功能），則組合鍵被設定類比（如圖 9）

B. 半模擬功能：

1. 選擇第二項 “按下滑鼠按鈕類比鍵盤一個鍵……”，
2. 點擊“開始記錄”
3. 在【鍵盤輸入序列】輸入“GOOD”（或者其他字母），再在【命

名類比鍵盤輸入功能】處點擊即會出現自動的名稱“GOOD”。

4. 再點擊“確定”按鈕，則鍵位“GOOD”就會被記錄（如圖 10）
5. 依照以上設定並進行“確定”記錄成功以後，則如圖 11 介面，功能名稱“GOOD”居左框，輸入的鍵位值“GOOD”居右框呈暗色。然後再點擊一下右邊任意一個數位按鈕，如選點“按鈕 4”，該按鈕即變成紅色，這樣滑鼠的第 4 鍵就已設定爲鍵盤的字母組合鍵“GOOD”了。

應用：點擊或按住不放第 4 按鍵，在 word 文檔中則顯示“GOOD”。

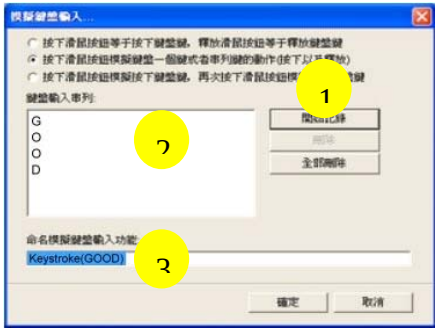


圖 10

C. 智慧模擬功能：

1. 選擇第三項 “按下滑鼠按鈕等於按下鍵盤鍵……”
2. 點擊“開始記錄”
3. 在【鍵盤輸入序列】輸入“Z”（或者其他字母），再在【命名類比鍵盤輸入功能】處點擊即會出現自動的名稱“Keystroke (Z)”。
4. 再點擊“確定”按鈕，則鍵位“W”就會被記錄（如圖 12）

（注：當然這裏的名稱也可以改爲自定義名稱。）

5. 依照以上設定並進行“確定”記錄成功以後，則如右圖 13 介面，功能名稱“Z”居左框，輸入的鍵位值“Z”居右框呈暗色。然

圖 11

後再點擊一下右邊任意一個數位按鈕，如選點“按鈕 5”，該按鈕即變成紅色，這樣滑鼠的第 5 鍵就已設定爲鍵盤的字母鍵“Z”了。

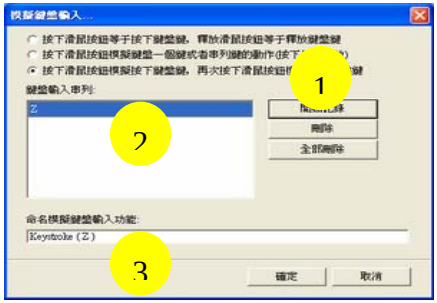


圖 12

應用：在辦公編輯文檔時，點擊第 5 鍵，在文檔中則不定顯示“ZZZZ....” ，再次點擊第 5 鍵，，“ZZZZ....“將會停止輸入顯示；此智慧模擬功能是爲 CS/BF2 等遊戲量身定做，若模擬“W”鍵，您就可以解放您左手中指或無名指的壓力，點擊一次相應的滑鼠按鍵即可不停向前沖。

圖 13

步驟二：鍵位設定完畢，然後點擊“確定”按鈕，則設定的各滑鼠按鈕將類比鍵盤鍵功能的輸入狀況如圖14所示。

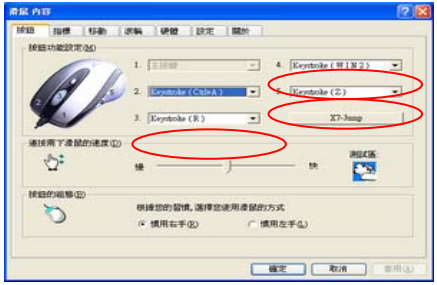


圖 14

步驟三：點擊圖14的確定，則剛才設置生效。滑鼠第3按鍵完全類比鍵盤“R”鍵，滑鼠第4按鍵半類比鍵盤“GOOD”動作，滑鼠第5按鍵智慧類比鍵盤“Z”鍵.

§ 功能眾多,望您使用強大的功能將助您快速方便地完成工作。

§ 敬告：屬於通用說明書，文中的插圖及說明文字只是範例，僅供參考，敬請使用者瞭解。