



ARGENT K5 **RGB** Mechanical Keyboard User Guide



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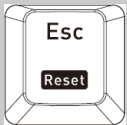






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Functions Available on the Settings Page



| Chapter 1: Keyboard Features Overview



<h3>Restore Factory Settings</h3>	<p>Press and hold for five seconds to restore factory settings (including all lighting effects and macros).</p>
 + 	<p>✘ After the settings are restored, a startup animation will run once to indicate that all settings have been restored.</p>
<h3>Email</h3>	
 + 	
<h3>Web Browser</h3>	
 + 	



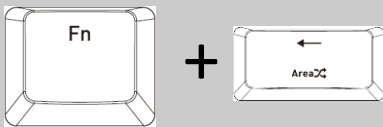
My Computer	
 + 	Open My Computer.

Calculator	
 + 	Open the system's built-in calculator.


Multimedia Player	
 + 	Open the system's built-in multimedia player.

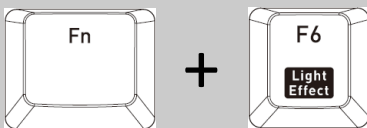


Switching Lighting Effects(Front Side)



✘ You must press Fn + Backspace and

the  will flash to indicate that you have switched to the front side before Fn + F6 is switched.



Static:

(1). You can use Fn + F9 (red), F10 (green), and F11 (blue) to change the color of the lighting effect.

Pulse:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

(2). You can use Fn + F12 to switch between monochrome and random color modes.

(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect.

Wave:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

(2). You can use Fn + ↑, ↓, ←, or → to change the direction of running lights.

(3). You can use Fn + F9 (red), F10 (green), and F11 (blue) to change the color of the lighting effect.

Spiral Rainbow:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

(2). You can use Fn + ← (counterclockwise) or → (clockwise) to switch the direction of running lights.

(3). You can use Fn + F9 (red), F10 (green), and F11 (blue) to change the color of the lighting effect.

Spectrum Cycling:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

Reactive:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

(2). You can use Fn + F12 to switch between monochrome and random color modes.

(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).

Flow:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

(2). You can use Fn + F12 to switch between monochrome and random color modes.

(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).

Ripple:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

(2). You can use Fn + F12 to switch between monochrome and random color modes.

(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).

Raindrop:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

(2). You can use Fn + F12 to switch between monochrome and random color modes.

(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).

Snake Marquee:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

(2). You can use Fn + ← or → to change the direction of running lights.

(3). You can use Fn + F12 to switch between monochrome and random color modes.

(4). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).

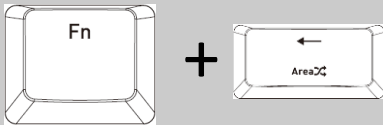
Flashing:



(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

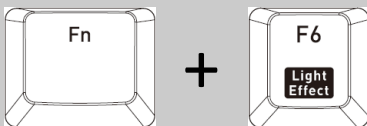
(2). You can use Fn + F12 to switch between monochrome and random color modes.

(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).

Switching Lighting Effects(Side Face)



✘ You must press Fn + Backspace and the   will flash to indicate that you have switched to the front side before Fn + F6 is switched.



Static:

(1). You can use Fn + F9 (red), F10 (green), and F11 (blue) to change the color of the lighting effect (F12 will display the blended color).

Pulse:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

(2). You can use Fn + F12 to switch between monochrome and random color modes.

(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).

Wave:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

(2). You can use Fn + ↑, ↓, ←, or → to change the direction of running lights.

(3). You can use Fn + F9 (red), F10 (green), and F11 (blue) to change the color of the lighting effect.

Spiral Rainbow:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

(2). You can use Fn + ← (counterclockwise) or → (clockwise) to switch the direction of running lights.

(3). You can use Fn + F9 (red), F10 (green), and F11 (blue) to change the color of the lighting effect.

Spectrum Cycling:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

Reactive:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

(2). You can use Fn + F12 to switch between monochrome and random color modes.

(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).

Flow:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

(2). You can use Fn + F12 to switch between monochrome and random color modes.

(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).

Ribbon:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

(2). You can use Fn + ↑, ↓ to change the direction of running lights.

(3). You can use Fn + F12 to switch between monochrome and random color modes.

(4). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).

Scan:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

(2). You can use Fn + F12 to switch between monochrome and random color modes.

(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).

Raindrop:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

(2). You can use Fn + F12 to switch between monochrome and random color modes.

(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).

Marquee:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

(2). You can use Fn + ← or → to change the direction of running lights.

(3). You can use Fn + F12 to switch between monochrome and random color modes.

(4). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).



















Flashing:

(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.

(2). You can use Fn + F12 to switch between monochrome and random color modes.

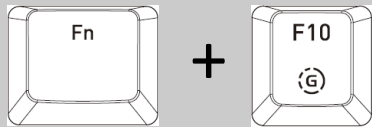
(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).




<h3>Decreasing the Speed of Lighting Effects</h3>	
 + 	<p>Five different lighting effect speeds (the    will flash when the speed is set to the slowest setting).</p>
<h3>Increasing the Speed of Lighting Effects</h3>	
 + 	<p>Five different lighting effect speeds (the    will flash when the speed is set to the fastest setting).</p>
<h3>Adjust the brightness of the red light</h3>	
 + 	<p>Ten brightness level settings for the red light (the    will flash when the brightness is set to the brightest setting).</p> <p>✘ Press and hold for three seconds to clear the red value (once cleared, the    will flash at the same time).</p>



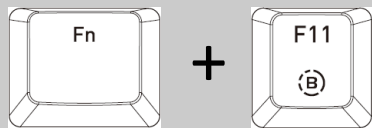
Adjust the brightness of the green light



Ten brightness level settings for the green light (the  will flash when the brightness is set to the brightest setting).

✘ Press and hold for three seconds to clear the green value (once cleared, the  will flash at the same time).

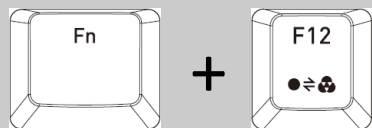
Adjust the brightness of the blue light



Ten brightness level settings for the blue light (the  will flash when the brightness is set to the brightest setting).

✘ Press and hold for three seconds to clear the blue value (once cleared, the  will flash at the same time).

Switching Color Modes

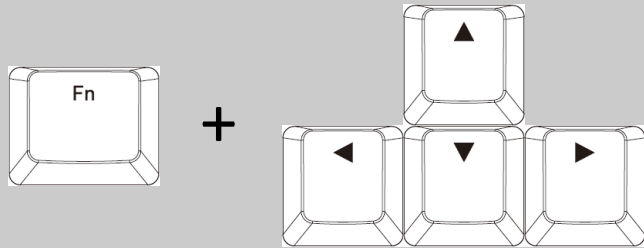


Can be used to switch between monochrome and random color modes for a specific lighting effect.

✘ Under monochrome mode, this key serves as the mixed-color indicator.

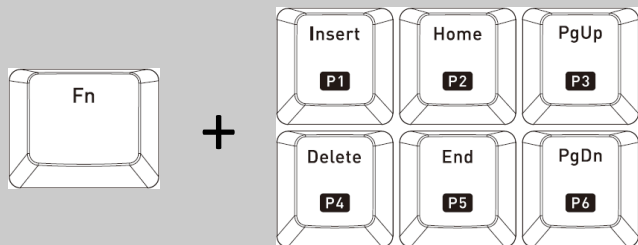


Changing the Direction of Lighting Effects




You can switch the running direction of a specific lighting effect.

Switching Profiles



Up to six profiles can be saved. The current active profile is shown by the

color displayed on the  .

P1: Red, **P2:** Green, **P3:** Blue, **P4:** Yellow, **P5:** Purple, **P6:** Aquamarine.

✘ The color statuses described above are only visible under Game Mode.



On-the-Fly Macro Recording

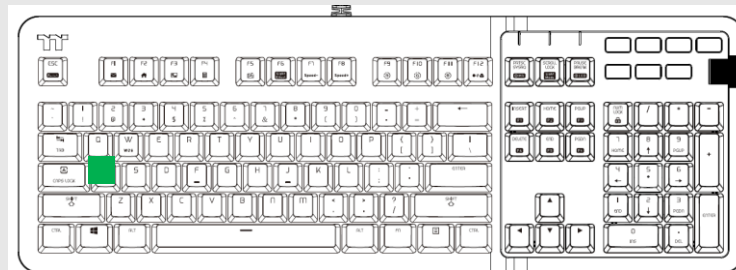
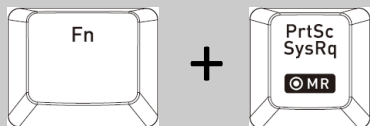
Macro Recording (only available under Game Mode):

- (1). Press Fn + PrtSc to enter recording mode (the entire keyboard will light up and the Record button will begin to flash).
- (2). Press Fn + Any Key (excluding the Recording key) to specify a key to save the macro under (a red light will appear after a slight delay; if you press Fn + the same key, a blue light will appear without a delay). Once the key selection is completed, all lights on the keyboard will go out, and the recording key will change from flashing to constantly lit.
- (3). Enter the sequence to be recorded (keys recorded will flash in aquamarine).
- (4). After the sequence is entered, press Fn + PrtSc to exit recording mode (the light for the Recording key will go off).

✘ When a key has been designated for macro assignment, before any keystrokes are recorded, the key assignment can be changed by pressing Fn + another key.



Macro Prompt Function:




While in recording mode, if the key's backlight is solid white, that means there is currently no macro assigned to this key. If the key is solid green, that means a macro has been assigned to this key (as shown in the following figure: the "A" key has a macro assigned to it).











✘ Press and hold a key which has been assigned a macro for more than 3 seconds to erase the saved macro.





<h3>Area Backlight</h3>	
 + 	<p>Supports up to five presets: FPS1 、FPS2 、MMO 、MOBA 、RTS ◦</p> <p>※ All five presets listed above can be recorded and modified separately.</p>

<h3>Recording Area Backlight</h3>	<p>Recording procedure (recording can only be activated while in Area Backlight Mode):</p> <ol style="list-style-type: none">(1). Press Fn + ScLk to enter Area Backlight mode.(2). Press Fn + Pause to enter Backlight Recording mode (the recording button will flash).(3). Press Fn + F9 (red), F10 (green), and F11 (blue) to produce a desired color by mixing the three colors together (F12 will display the blended color).(4). Press the key in each display area in order (if you wish to change to another color, please return to the previous step).(5). Once completed, press Fn + Pause to exit Recording mode (the recording button will stop flashing).
 + 	<p>※ When a key's backlight color is identical to the blended color shown by the F12 key, pressing it will cancel the backlight color. If it is a different color, the color will be overwritten.</p> <p>※ Press and hold for five seconds to restore the area's preset light position and color value</p> <p>( indicator lights will flash at the same time to indicate that the settings have been restored).</p>



<h3>Switching WASD and the Direction Keys</h3>	
 + 	<p>Switches the functions of WASD keys with the arrow keys.</p>
<h3>Full Keyboard Lock</h3>	
 + 	<p>Lock the entire keyboard (   indicator lights will flash at the same time to indicate the current status).</p>
<h3>Game Mode</h3>	
	<p>When this key is lit up in white, this means it is in non-Game Mode. Once Game Mode is activated, the indicator color will light up in the color specified in the setup profile.</p> <p>✘ While not operating under Game Mode, all keys will function according to their preset values.</p>



Full Keyboard Brightness Adjustment	A total of five brightness levels are available for adjusting the brightness of the keyboard's lighting effects.
	✘ The last level completely disables the backlight for all keys.
Locking the Windows Key	The Windows key can be replaced with the function of the Ctrl key.
	✘ Before the key is locked, a white-colored light will turn on. After the key is locked, an aquamarine-colored light will turn on.

Software Requirements:

Compatible with Windows® 7 / Windows® 8 / Windows® 10.

An Internet connection is required.

And at least 200MB of free hard disk space.

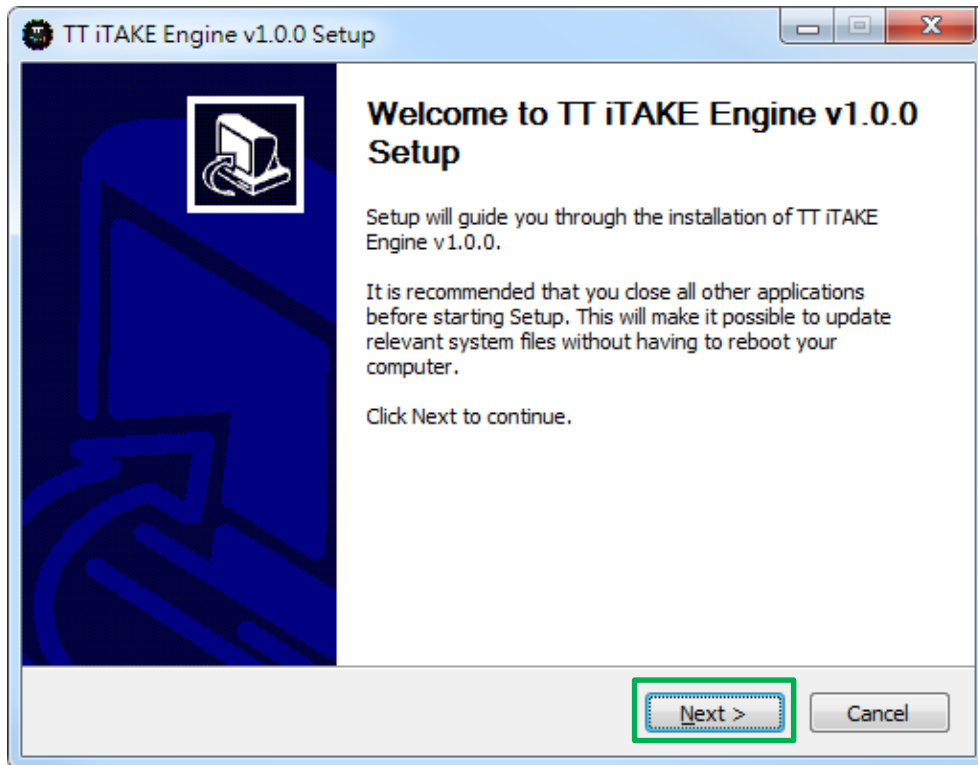
✘ **Please plug the keyboard into a USB port that is directly connected to the computer's motherboard. Avoid using a USB hub, which may not supply sufficient power for the keyboard to function properly.**

✘ **After the software program is started up, all keyboard functions will be controlled by the program (only the functions of Fn + F1 ~ F6、Num will be kept; other switching functions and lighting effects will become temporarily unavailable).**

| Chapter 2: TT iTAKE Installation

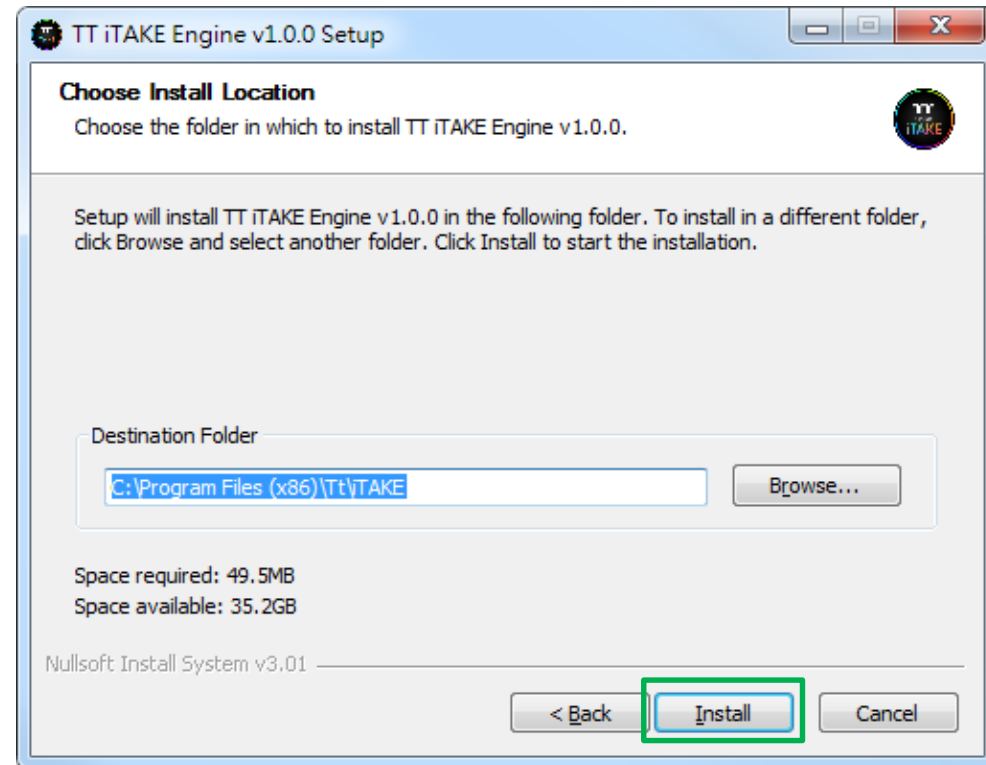
Step 1:

Launch the setup executable file (.EXE) file and click Next.



Step 2:

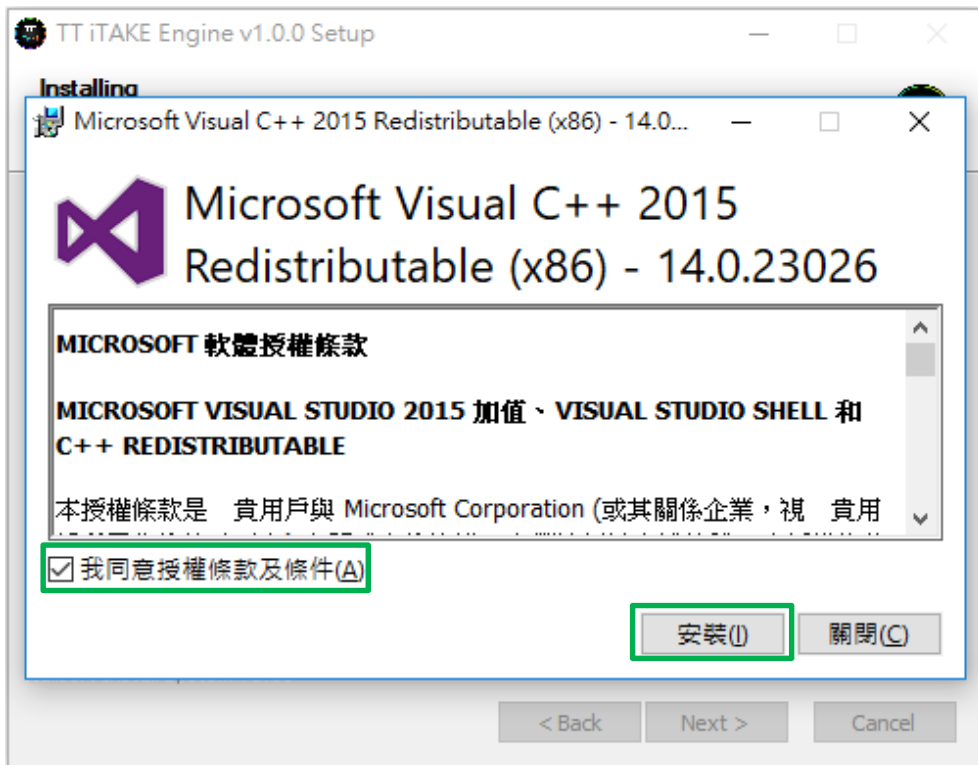
Click Install to begin the setup process.



Step 3:

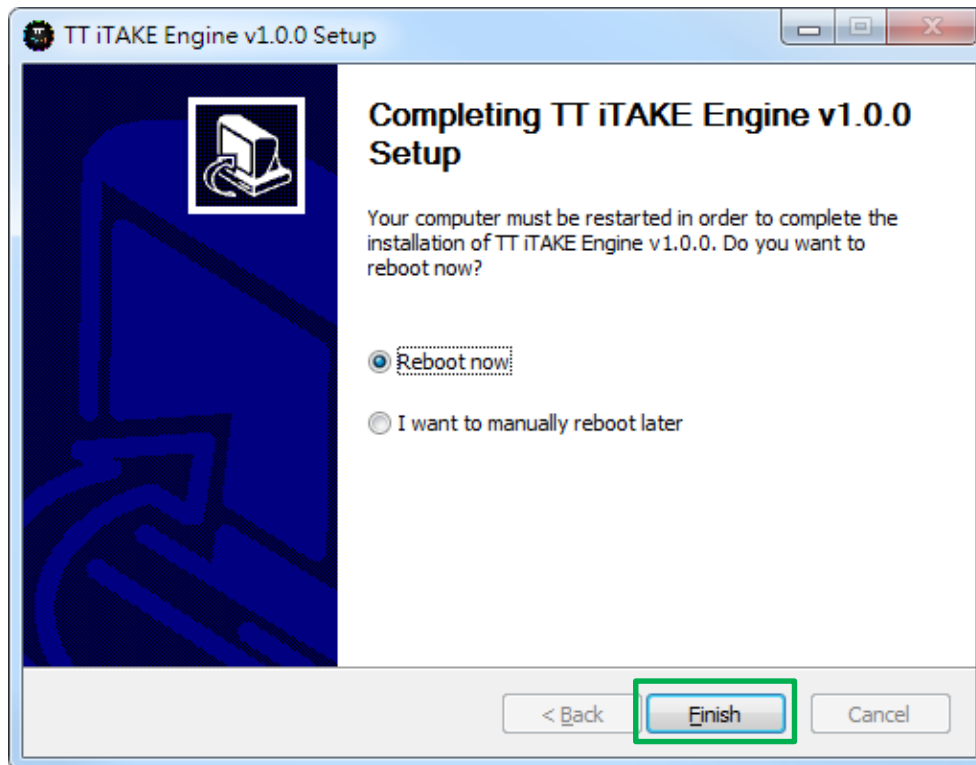
Once setup is complete, you will also need to install the Microsoft Visual C++ 2015 Redistributable Package.

✘ Without installing the Redistributable Package, the software will fail to launch.



Step 4:

Click Finish to complete the installation.



| Chapter 3: Functions Available on the Home Page



Switching the Home Page

You can switch the main keyboard configurations page with the macro recording page.

Switching Profiles

The ARGENT K5 RGB can support up to 6 profiles, which can be switched as required.

Switching Configuration Pages

Switches between the configuration pages single-key operation, lighting effects and sync setting.

Functions for Managing Profiles

Up to 15 profiles can be added for use. The functions of each button from left to right are:

Add: Create a new profile.

Delete: Delete an existing profile.

Copy: Copy a profile.

Import: Import a profile.

Export: Export a profile.

Correcting the Name of a Profile

The name of a new profile can be modified directly.

PC IP Address

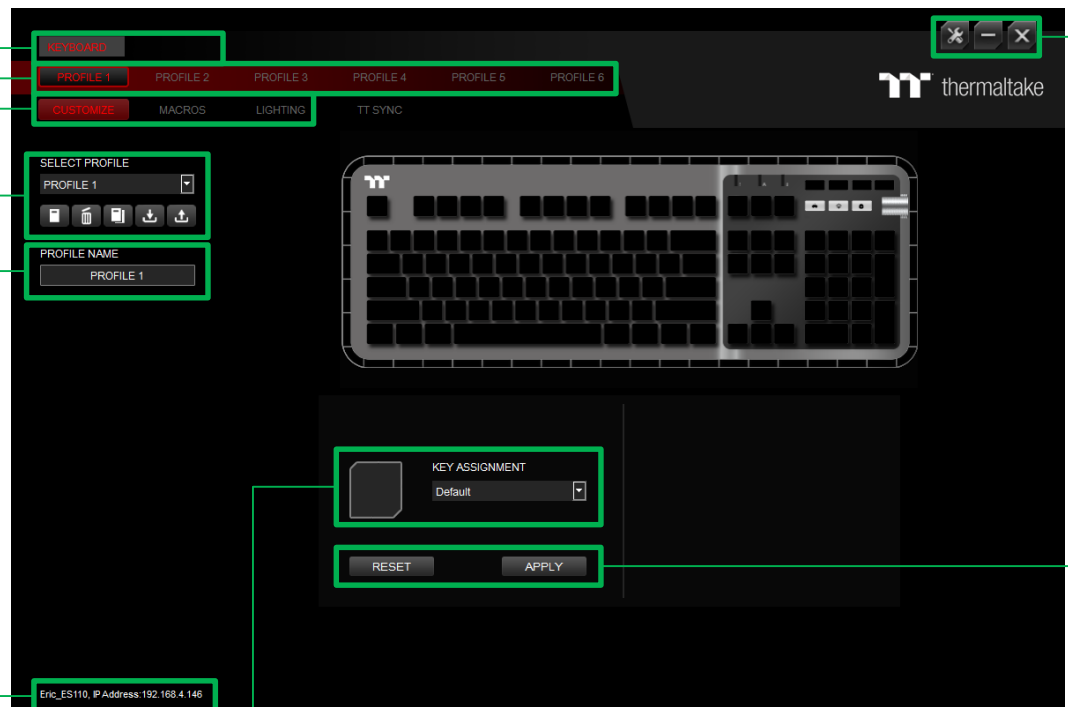
Use the TT iTAKE APP to enter the IP for control.

Other Settings / Shrink Window / Close Window

Other Settings: Software version, firmware version, Amazon Alexa setting and switching the language used for the user interface.

Shrink Window: Close the display and minimize the program to the taskbar.

Close Window: Close the display and minimize the program to the lower right corner.



Assigning Key Functions

Eight different functions can be assigned.

Restore Keyboard Settings for All Keys / Apply

Restore Keyboard Settings for All Keys: All key functions saved under the current profile will be restored to factory default values.

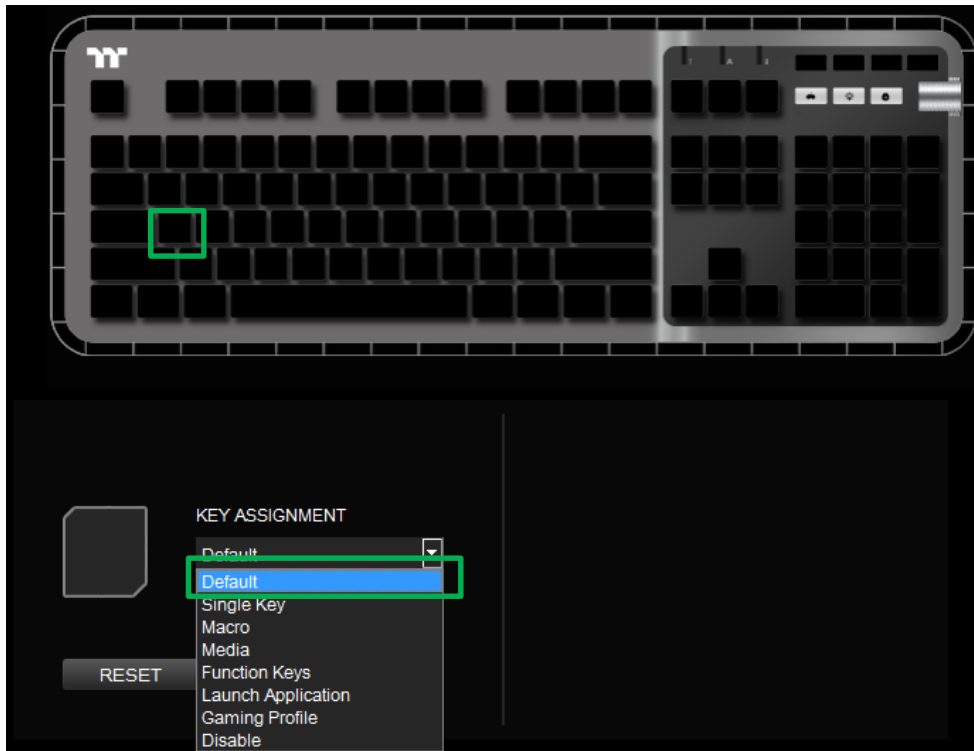
Apply: Save and apply all settings to the selected key.

| Chapter 4: *Key Configurations*



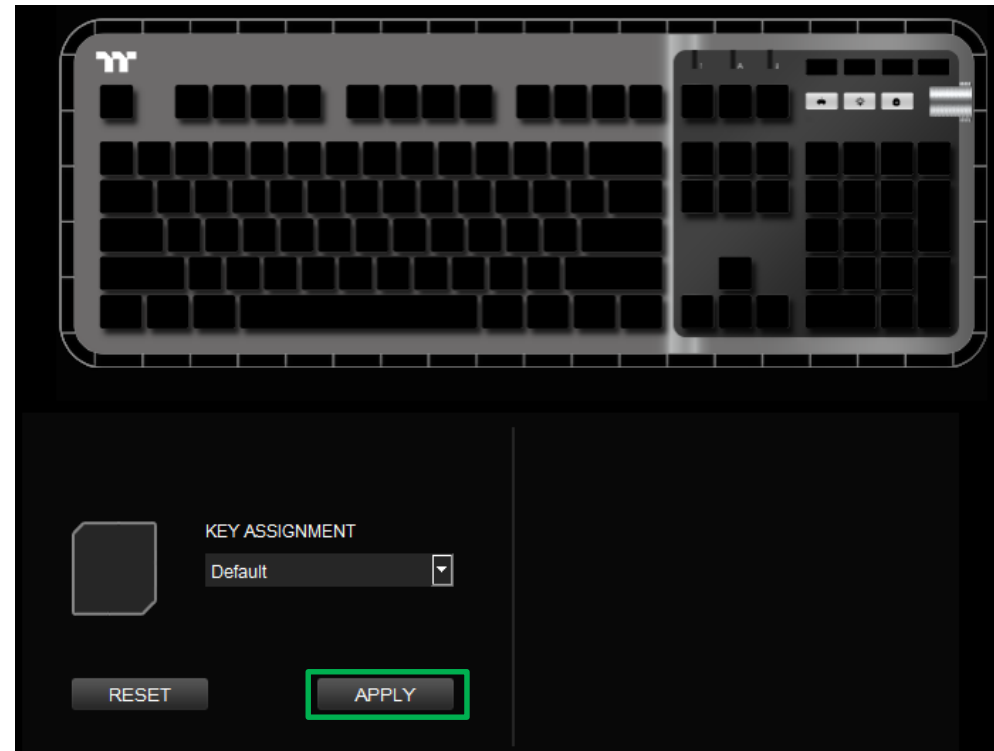
Step 1:

Select a key, then select a "Default" function from the drop-down list.



Step 2:

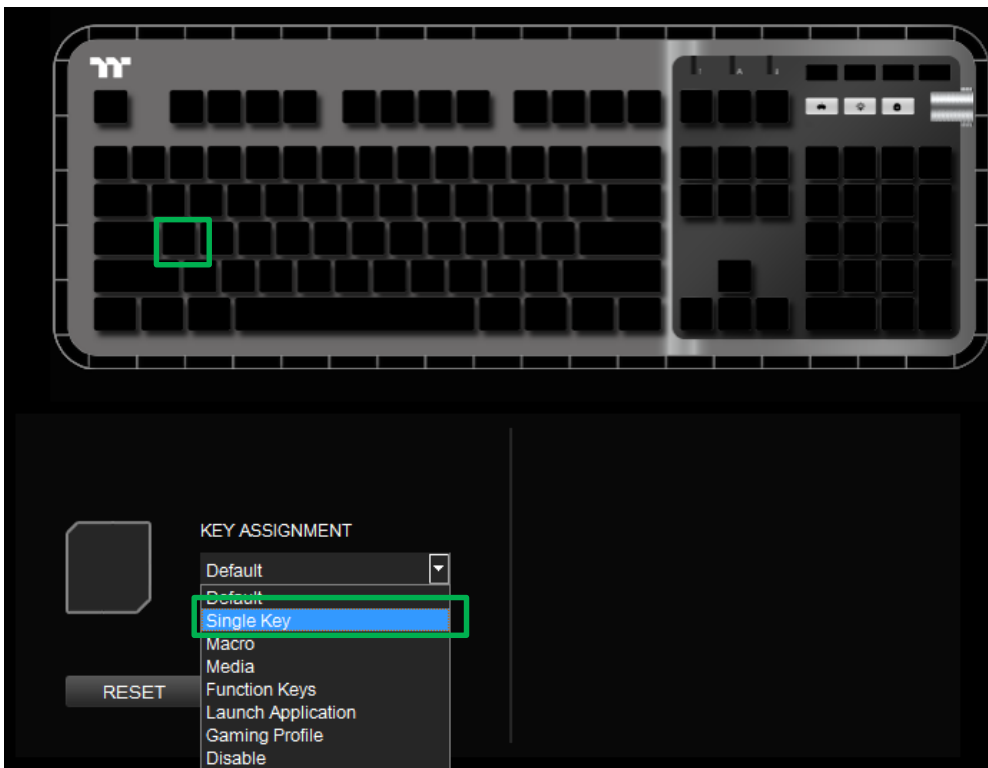
Click Apply to change and save the new function.





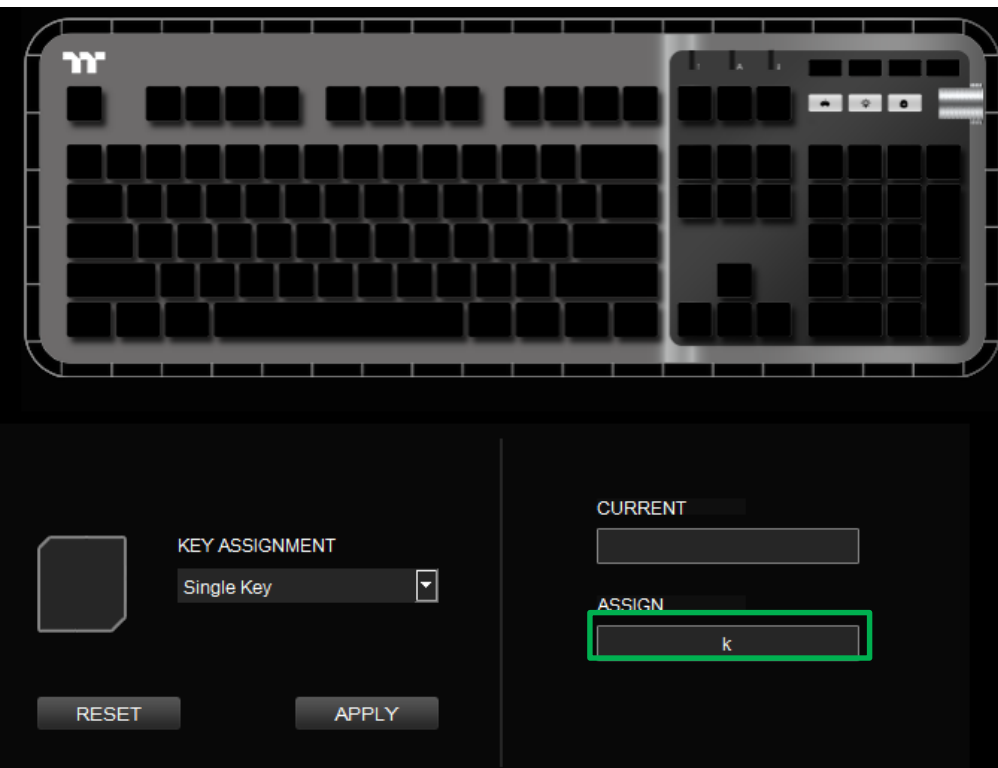
Step 1:

Select a key, then select "Single Key" from the drop-down list.



Step 2:

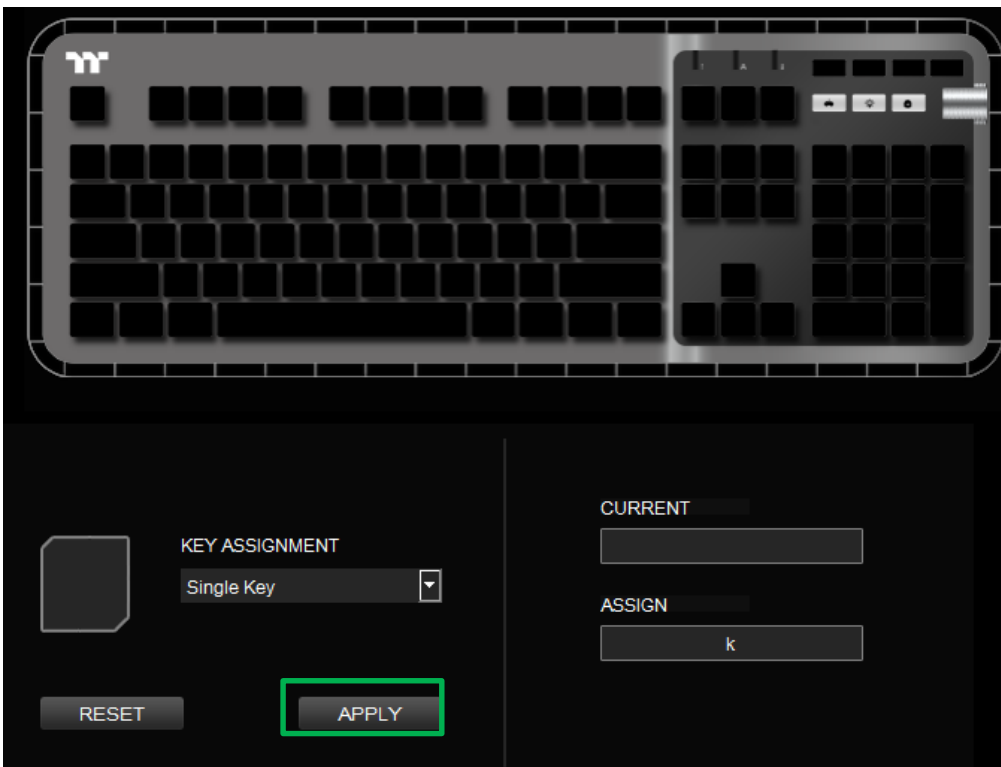
Enter a new key value into the lower-right box.





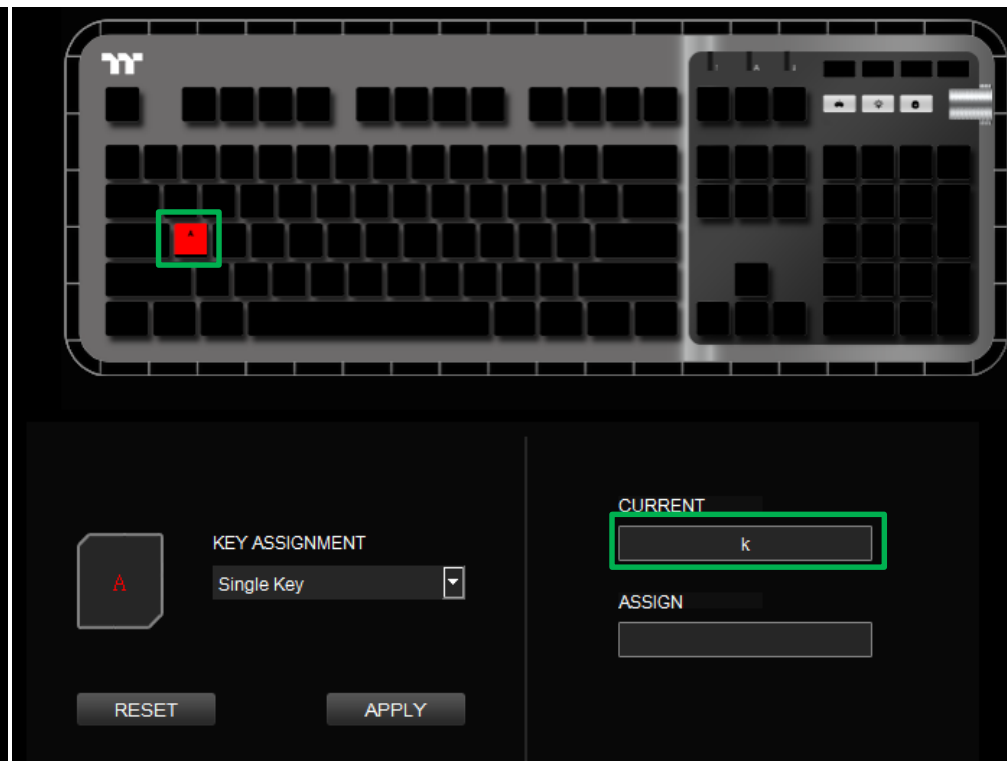
Step 3:

Click Apply to change and save the new function.



Step 4:

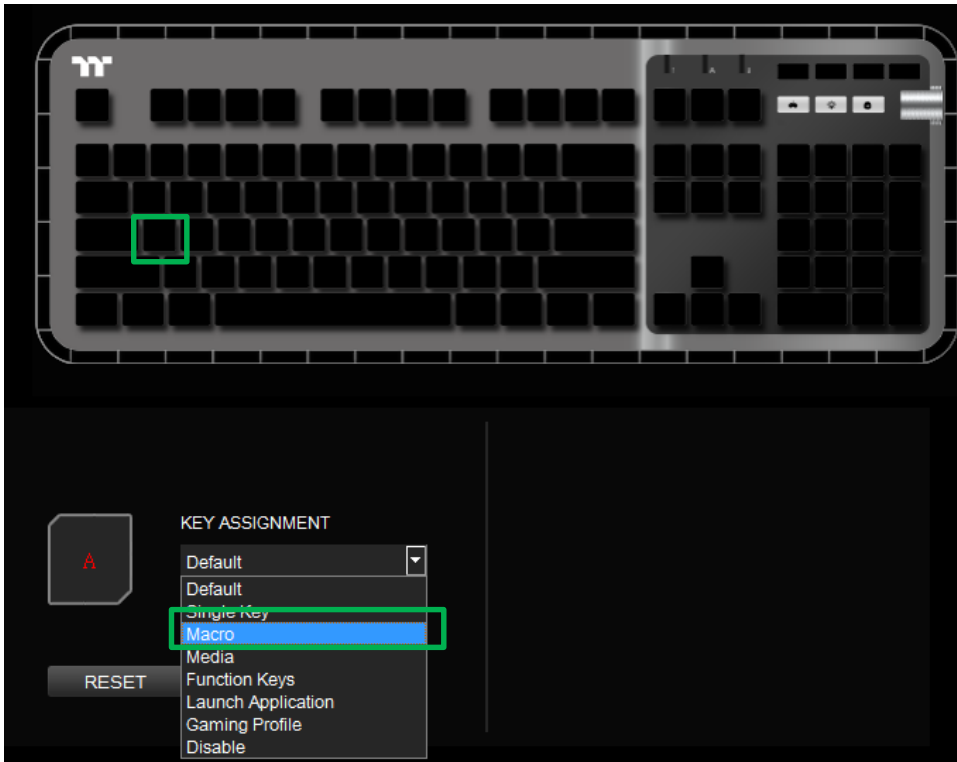
Based on the information and color displayed on the screen, you will be able to see if the new key setting is applied properly.





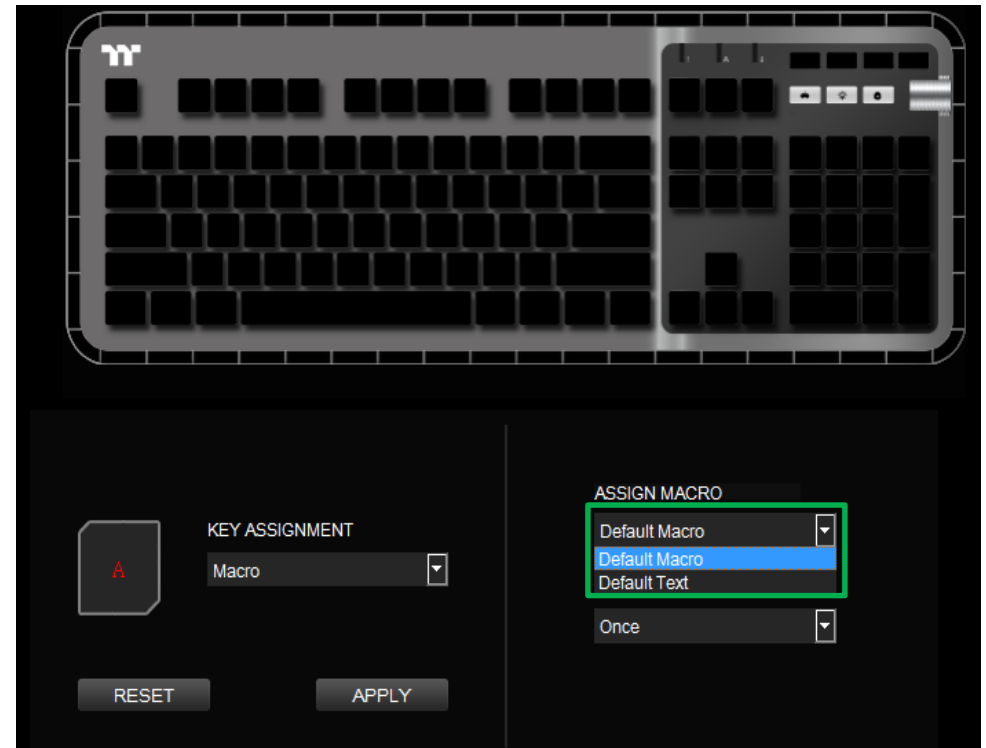
Step 1:

First, you must designate a key, then select "Macro" in the drop-down list.



Step 2:

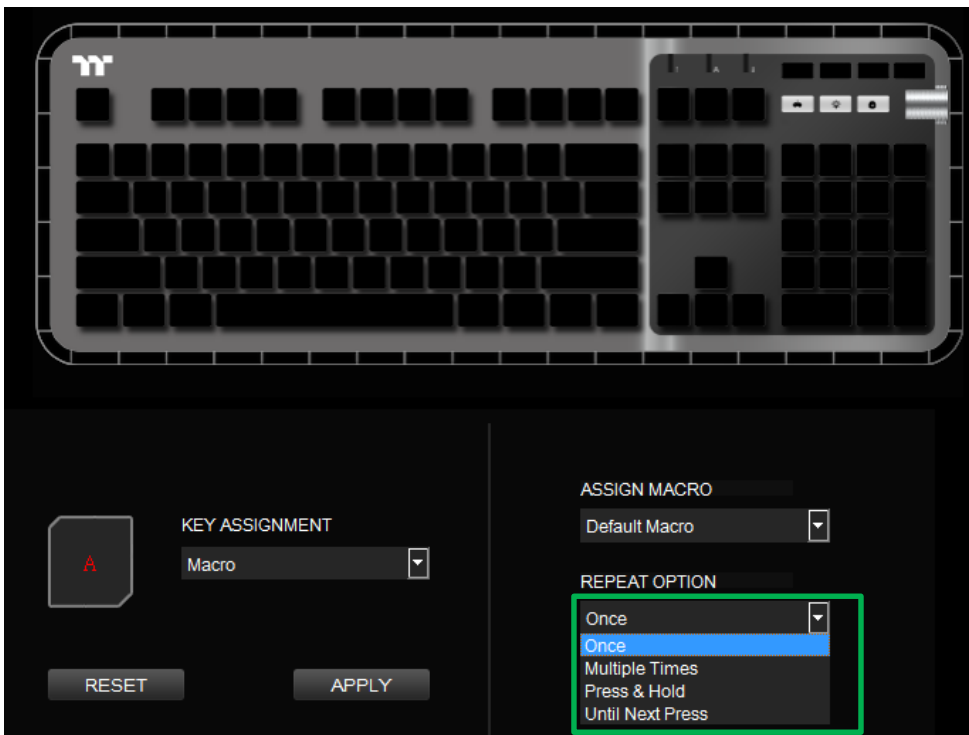
Select a macro from the upper-right.





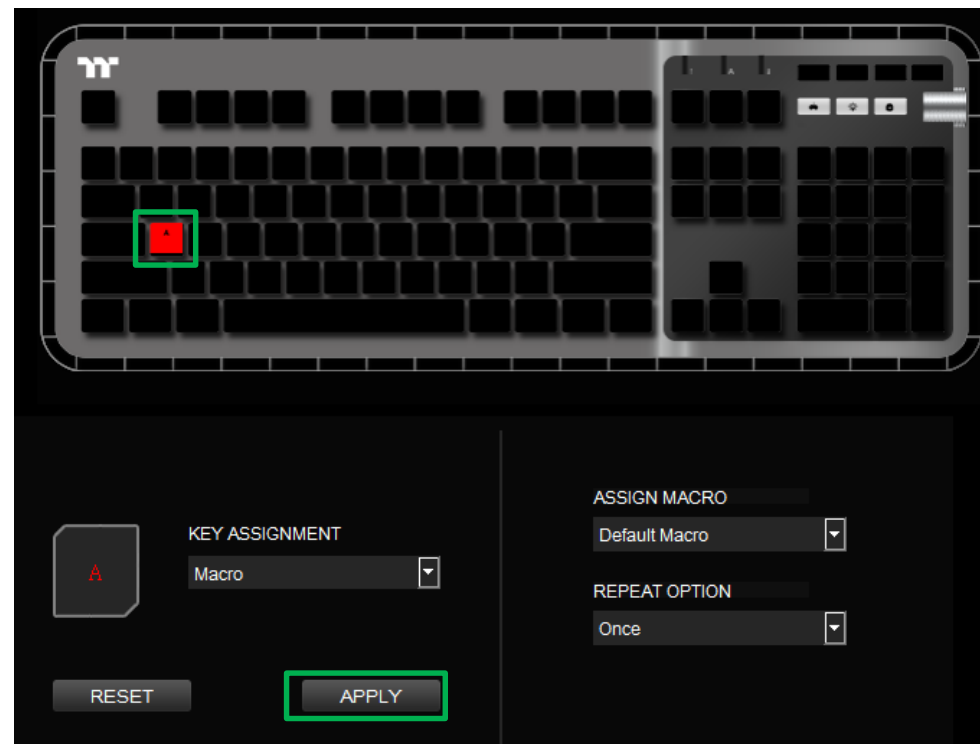
Step 3:

Select a macro repeat option from the drop-down list located in the lower-right corner.



Step 4:

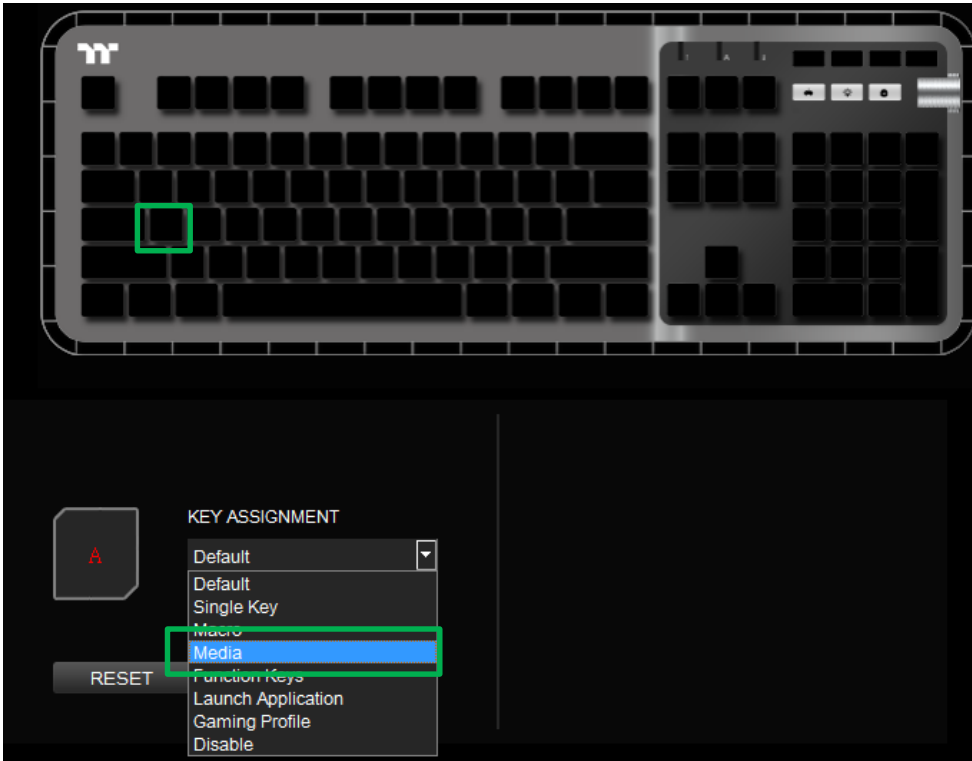
Click Apply to save the new function. Verify if the new key function is applied properly by looking at the color displayed on the screen.





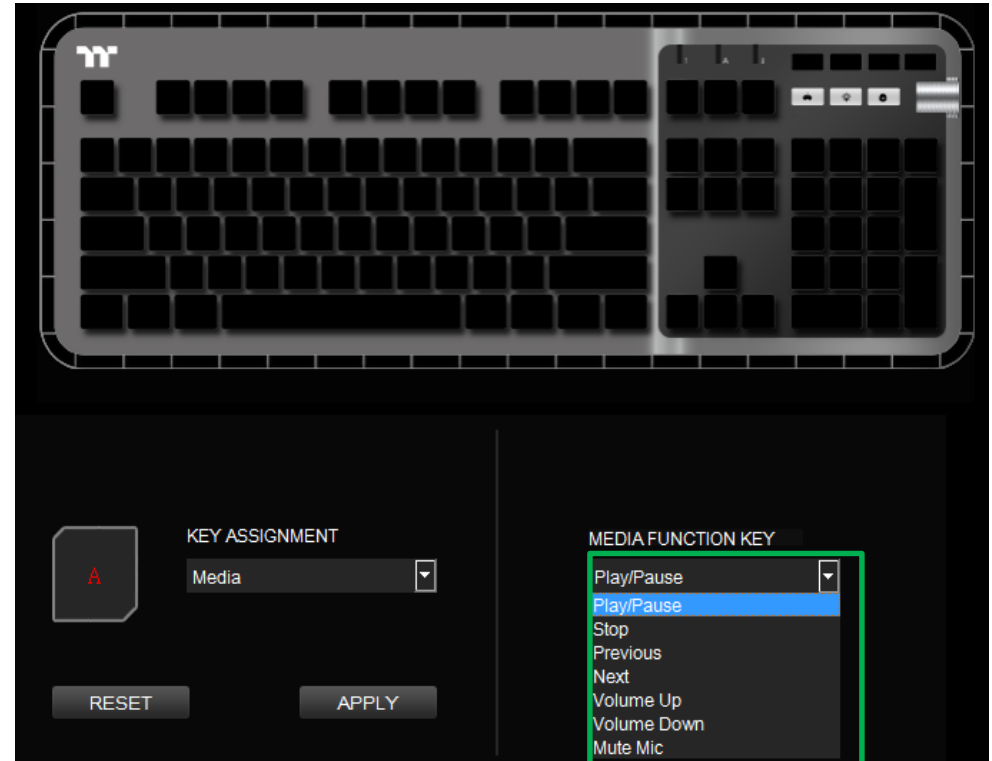
Step 1:

Select a key, then select "Media" from the drop-down list.



Step 2:

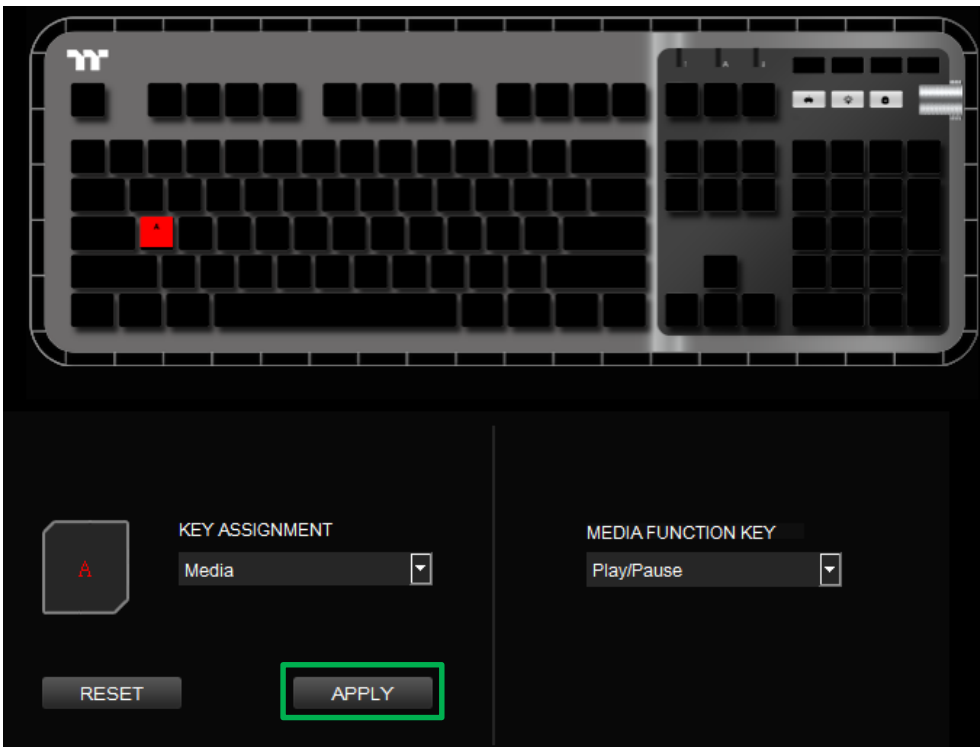
Select a multimedia function in the right drop-down list.





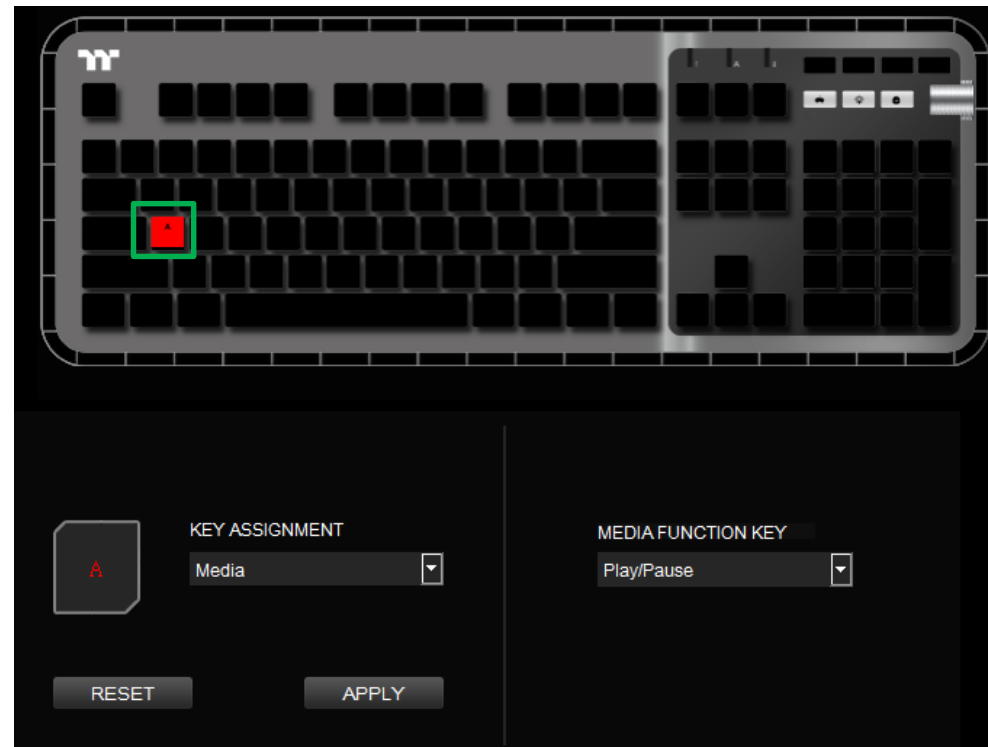
Step 3:

Click Apply to change and save the new function.



Step 4:

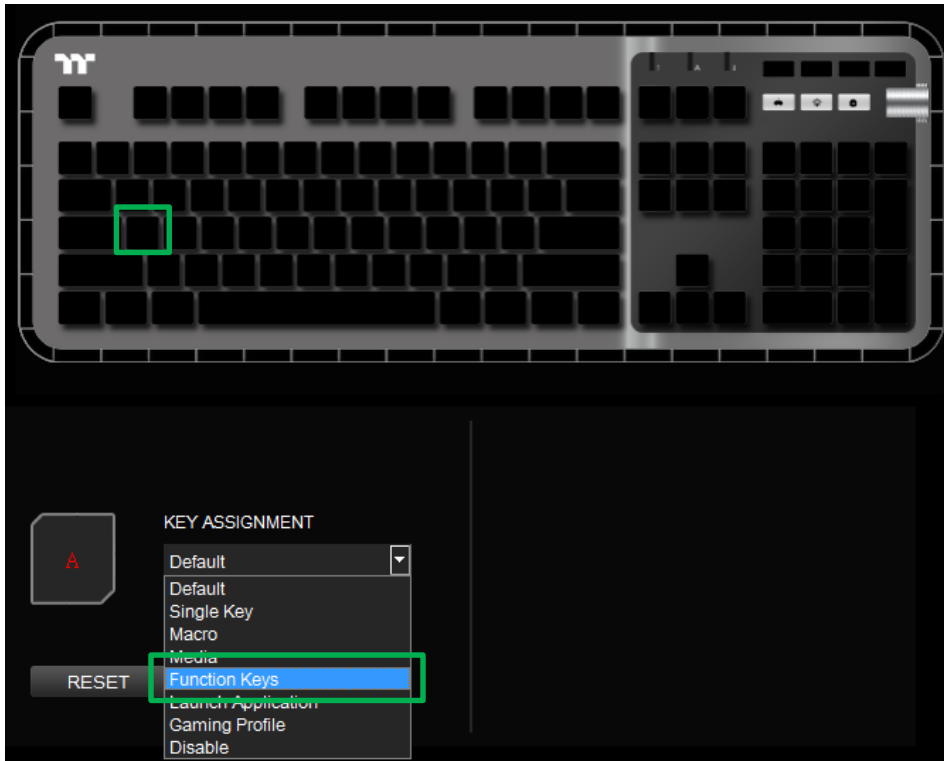
Based on the information and color displayed on the screen, you will be able to see if the new key setting is applied properly.





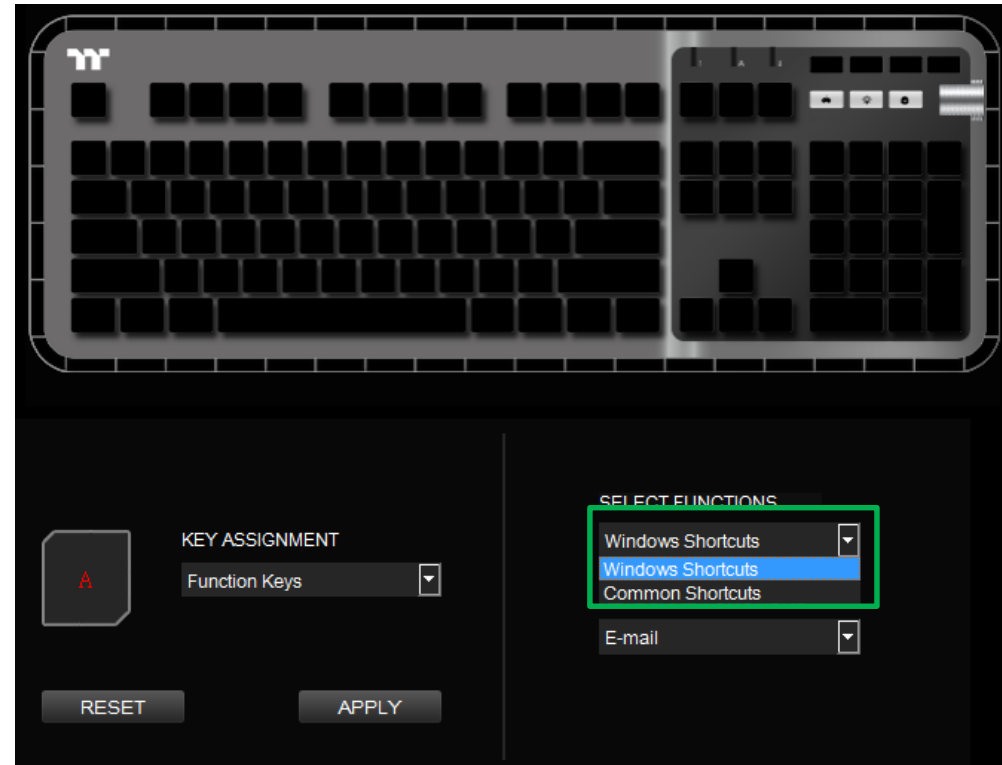
Step 1:

Select a key, then select "Function Keys" from the drop-down list.



Step 2:

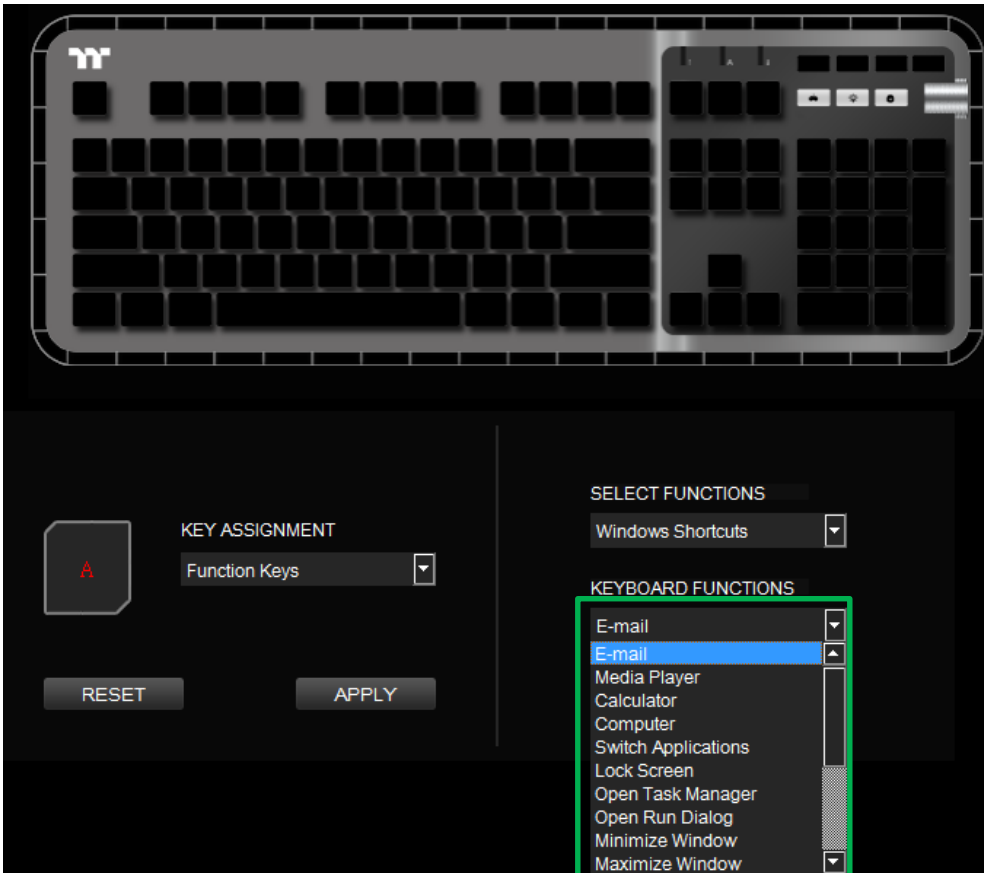
Select a type of hotkey function in the upper-right drop-down list.





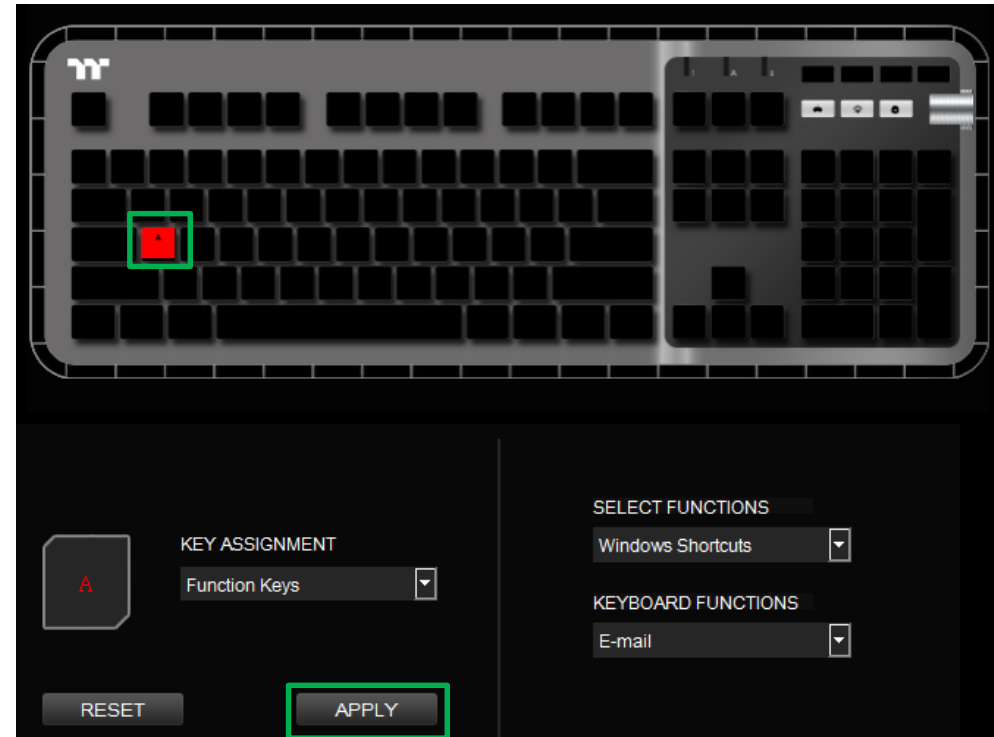
Step 3:

Select a keyboard function in the lower-right drop-down list.



Step 4:

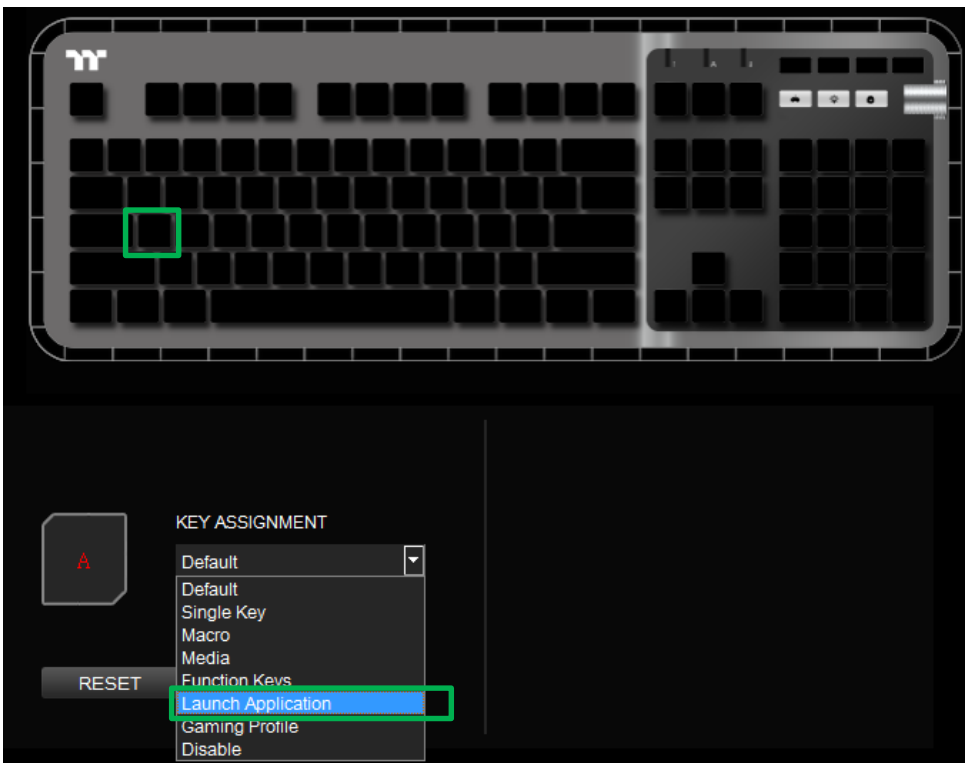
Click Apply to save the new function. Verify if the new key function is applied properly by looking at the color displayed on the screen.





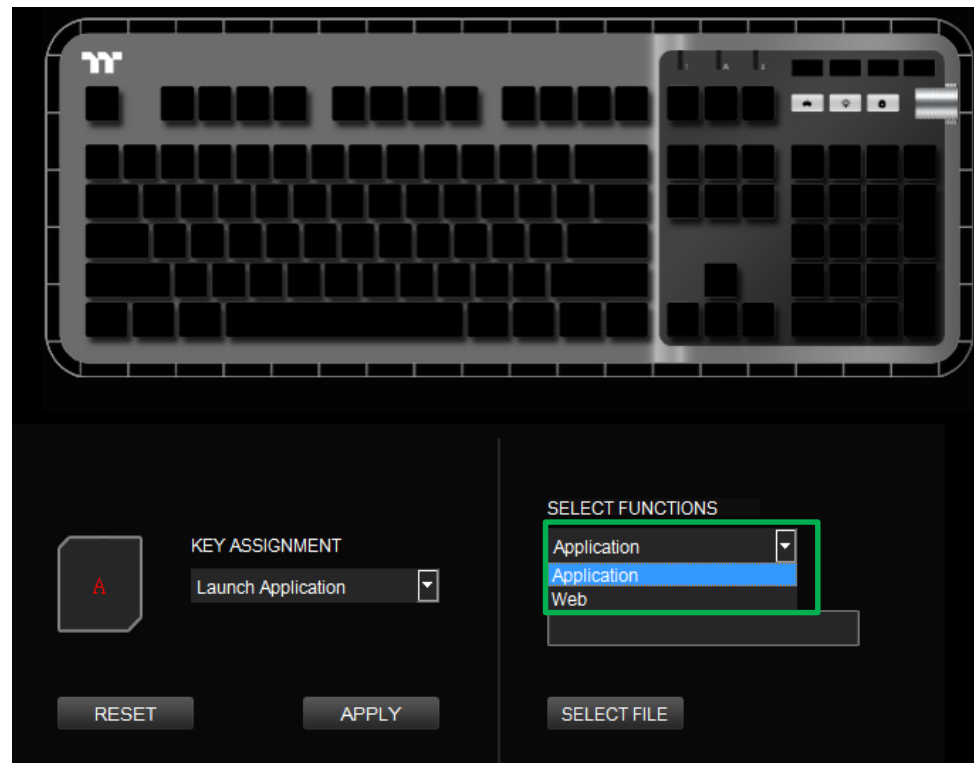
Step 1:

Select a key, then select "Launch Application" from the drop-down list.



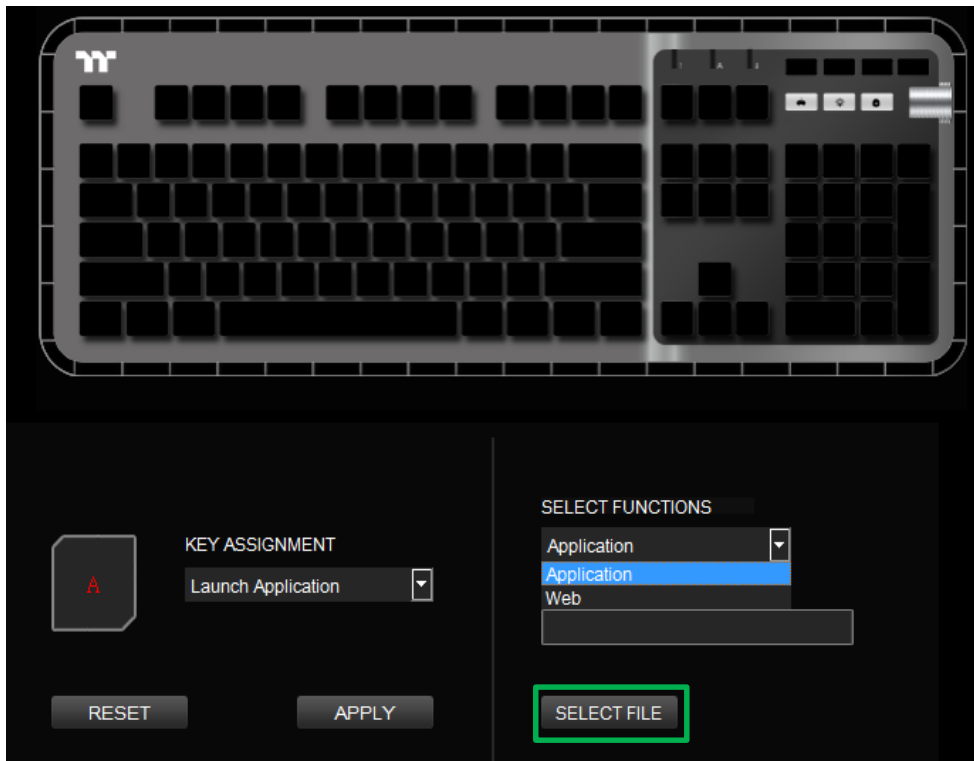
Step 2:

Select "Application" in the upper-right drop-down list.



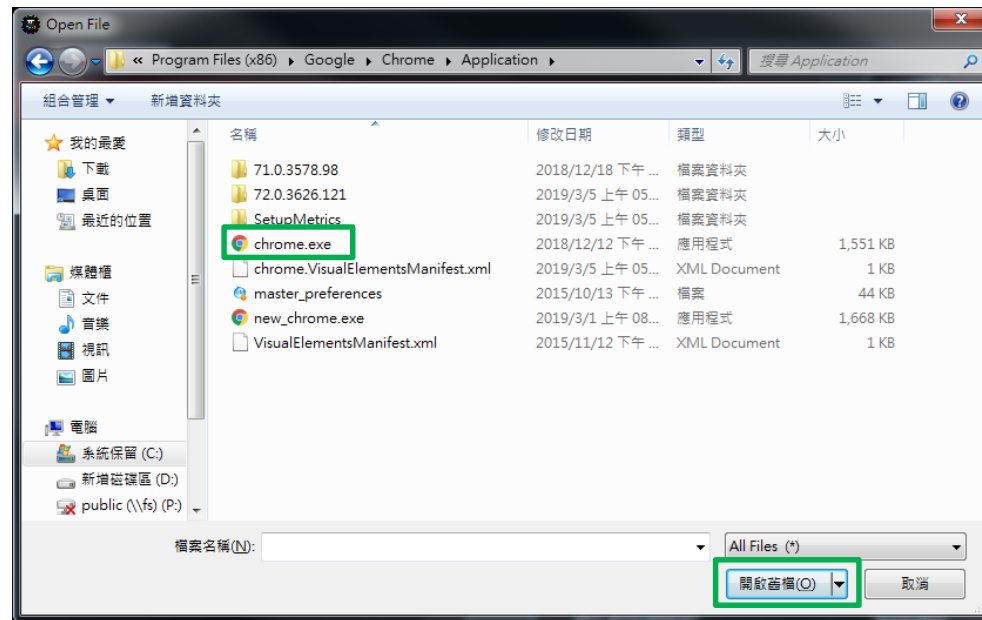
Step 3:

Click on the Open File button located on the bottom-right.



Step 4:

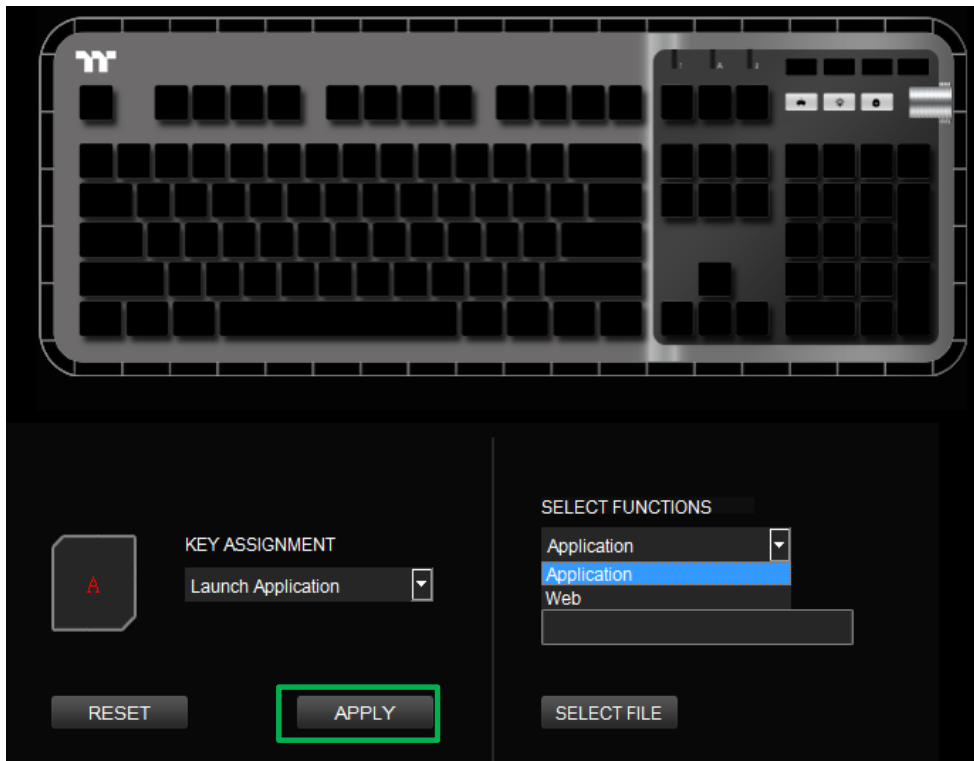
Select the executable file (.EXE) to open.





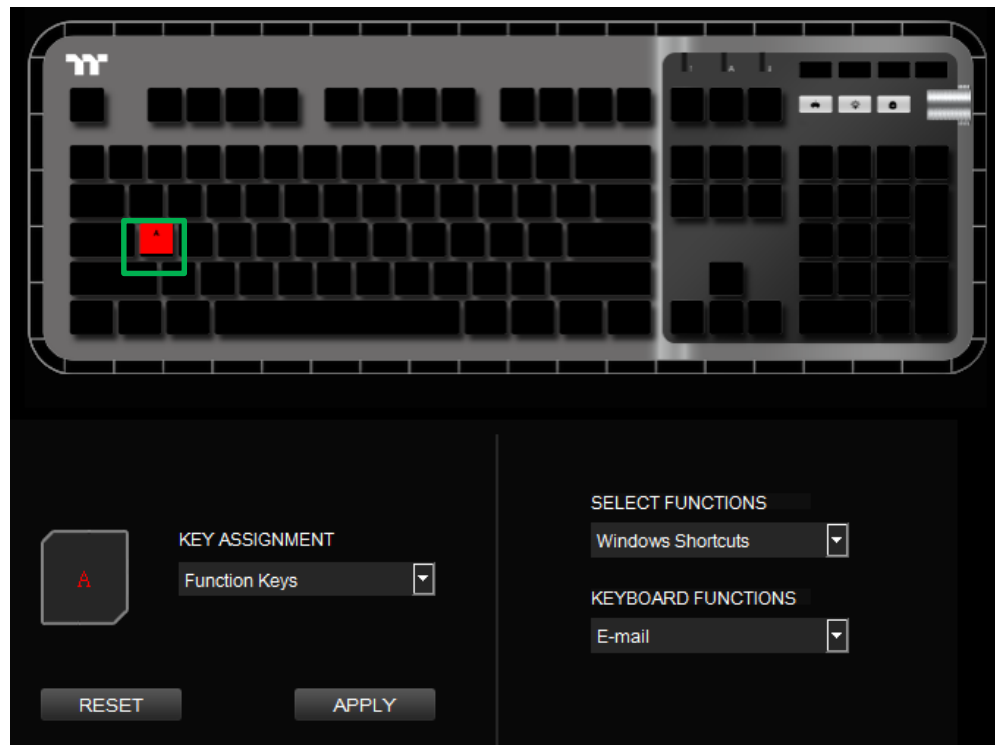
Step 5:

Click Apply to change and save the new function.



Step 6:

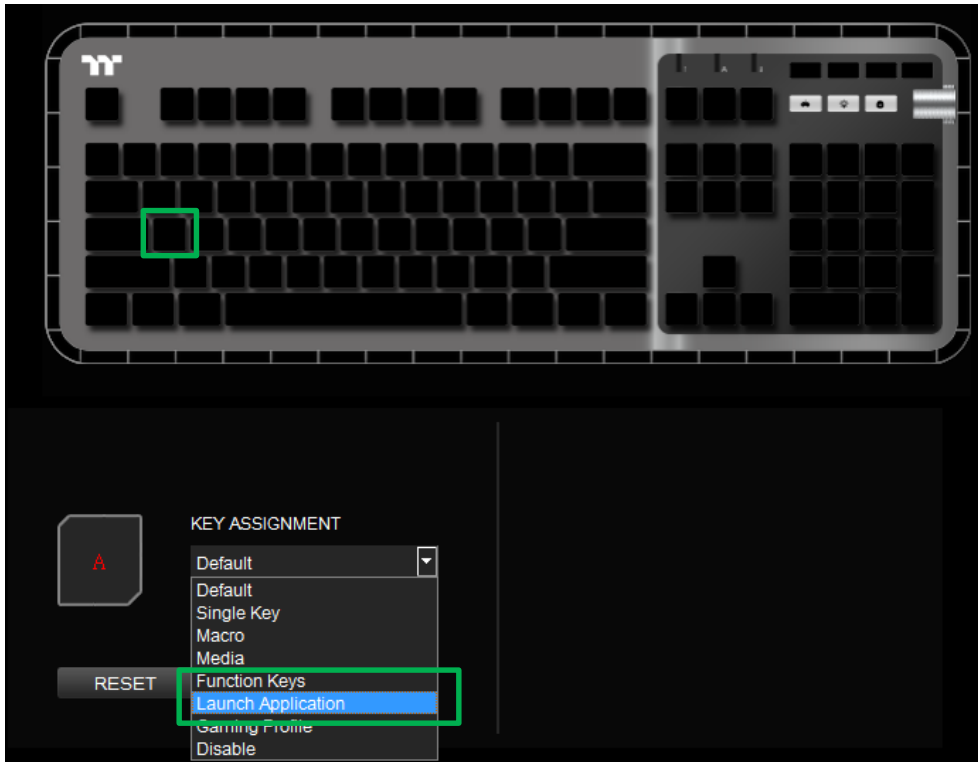
Based on the information and color displayed on the screen, you will be able to see if the new key setting is applied properly.





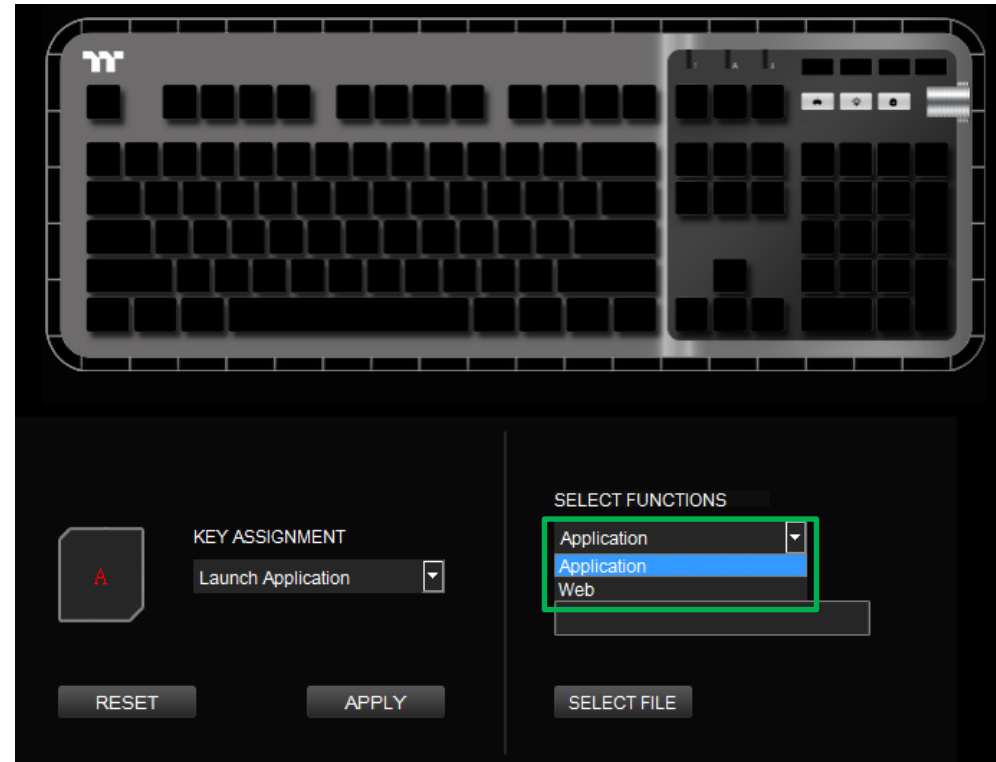
Step 1:

Select a key, then select "Launch Application" from the drop-down list.



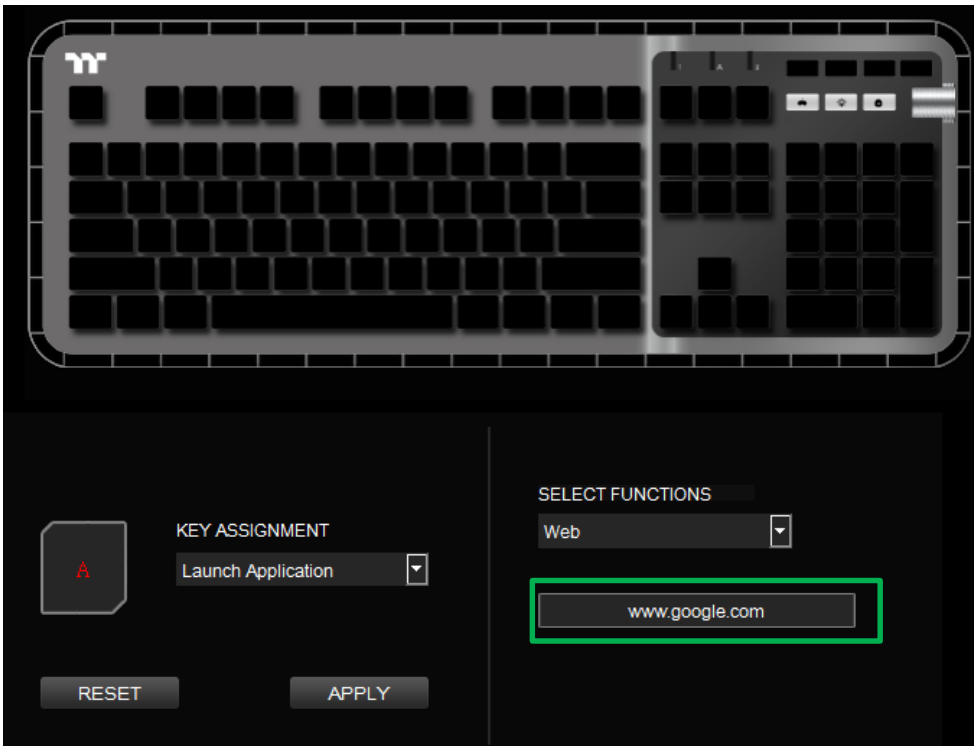
Step 2:

Select "Web" in the upper-right drop-down list.



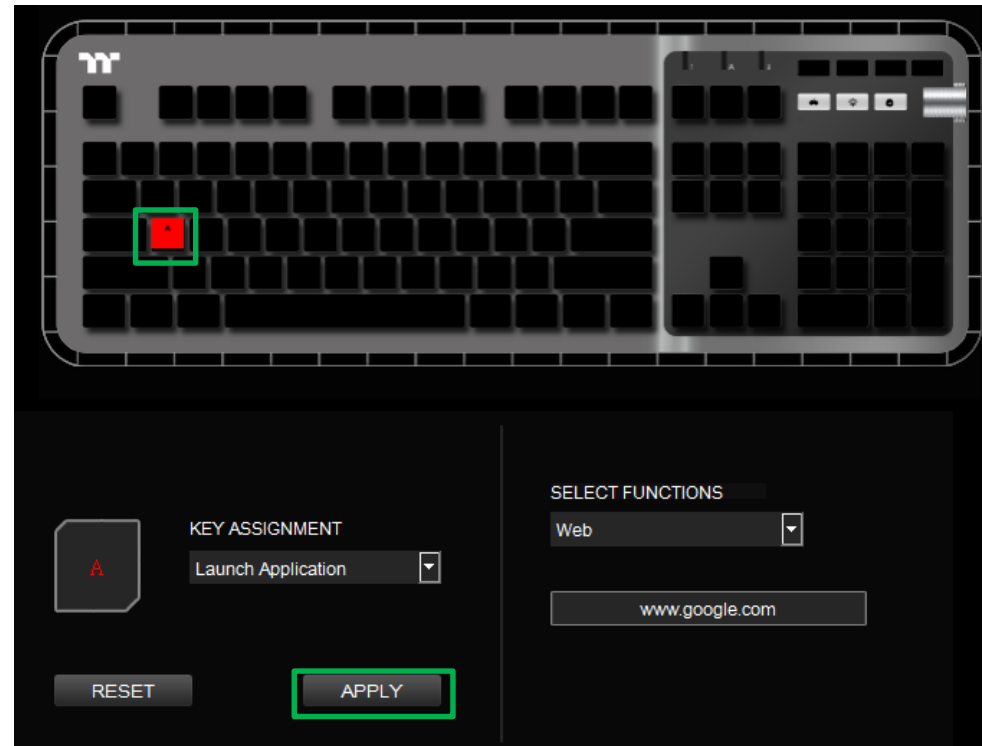
Step 3:

Enter the URL into the textbox located on the bottom-right and press Enter.



Step 4:

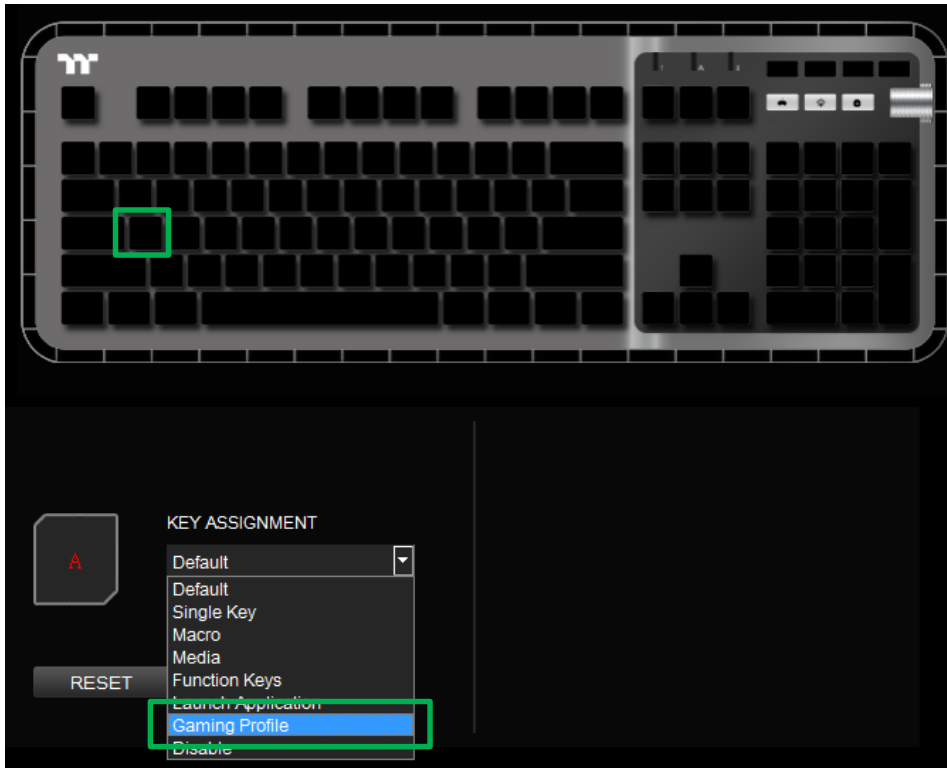
Click Apply to save the new function. Verify if the new key function is applied properly by looking at the color displayed on the screen.





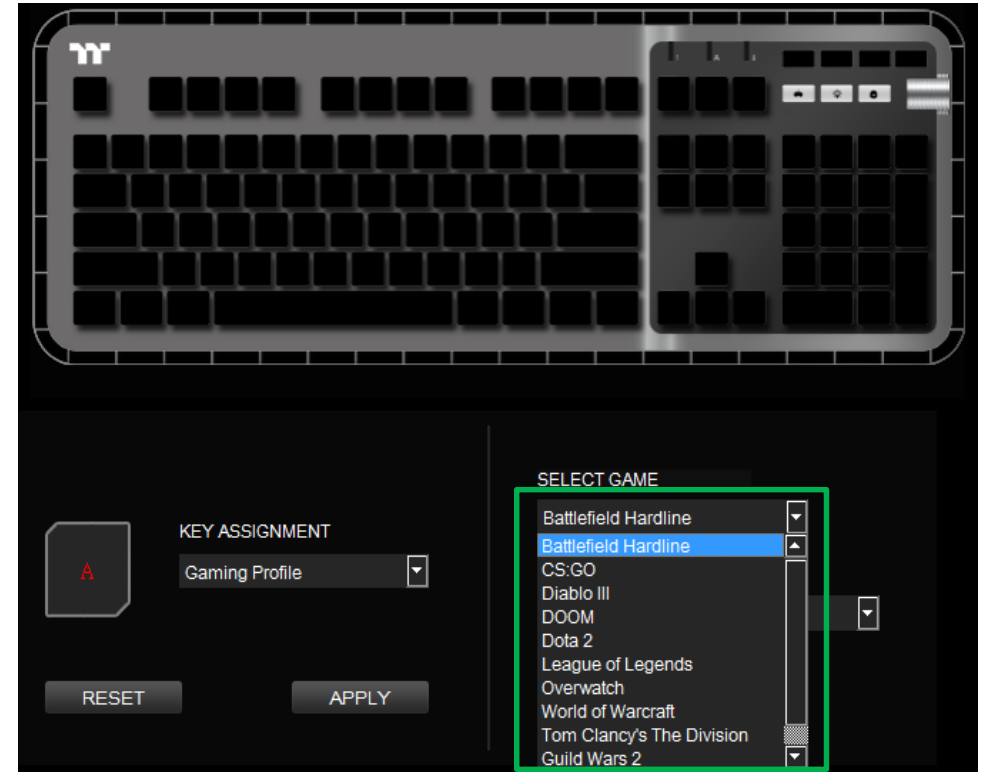
Step 1:

Select a key, then select "Gaming Profile" from the drop-down list.



Step 2:

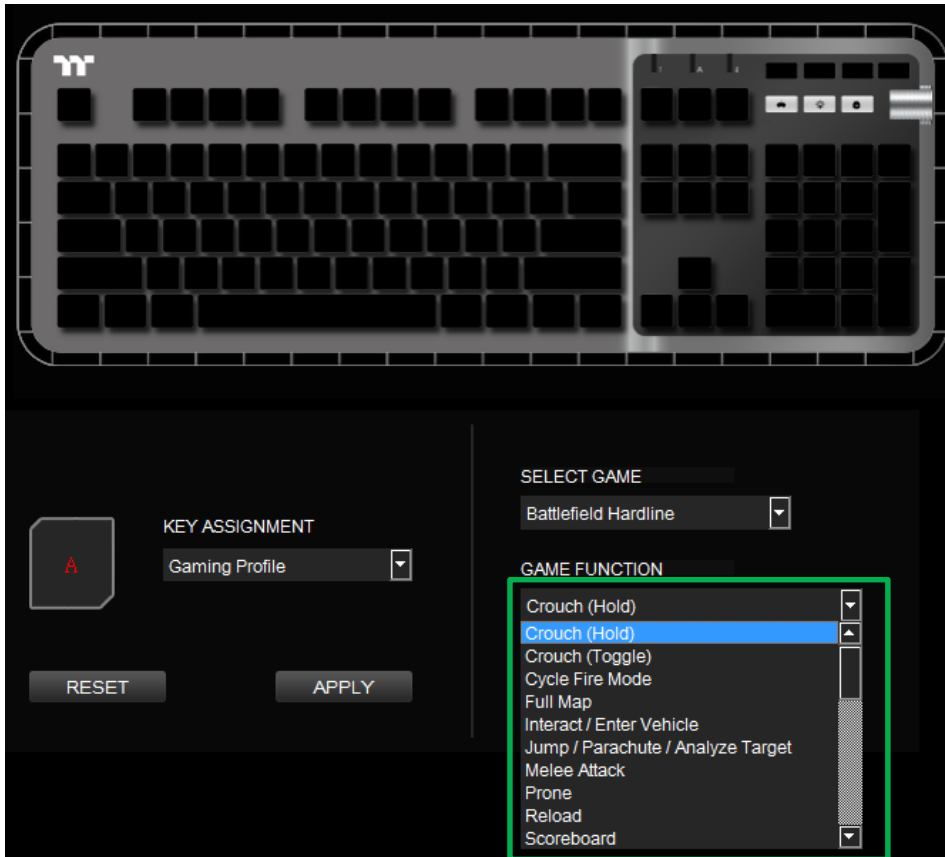
Select a game title in the upper-right drop-down list.





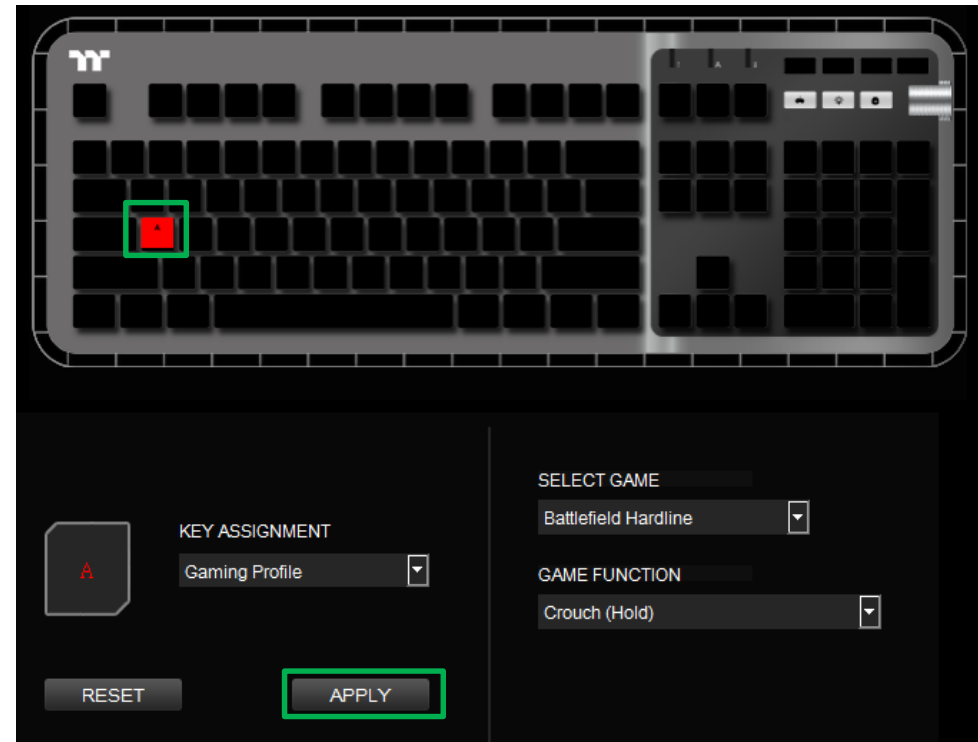
Step 3:

In the lower-right drop-down list, select an in-game action.



Step 4:

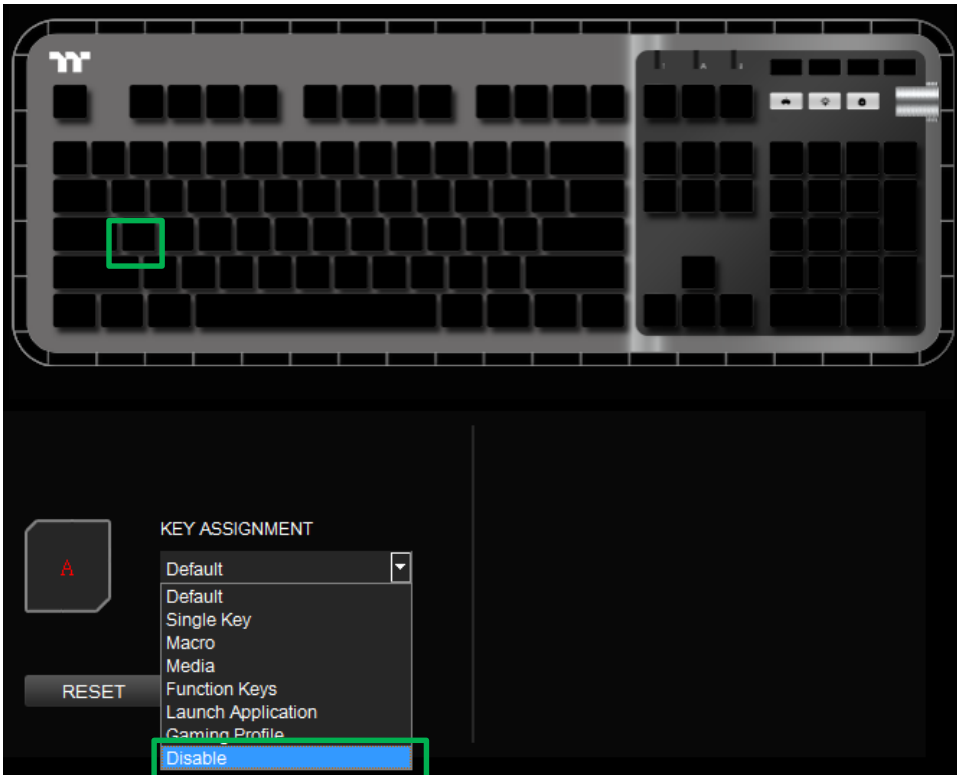
Click Apply to save the new function. Verify if the new key function is applied properly by looking at the color displayed on the screen.





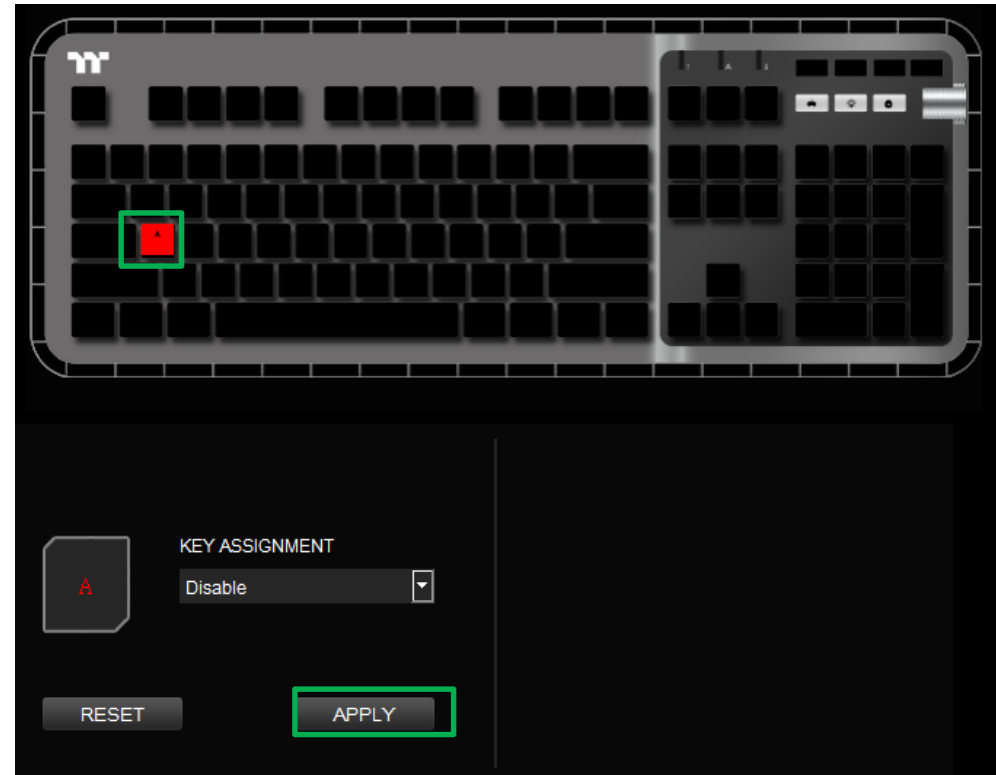
Step 1:

Select a key, then select "Disable" from the drop-down list.



Step 2:

Click Apply to save the new function. Verify if the new key function is applied properly by looking at the color displayed on the screen.



| Chapter 5: Functions Available on the Macro Page

New Macro / Delete / Copy / New Text / Import / Export

- New macro:** Create a new macro.
- Delete:** Delete a macro or text.
- Copy:** Copy a macro or text.
- New text:** Create a new text.
- Import:** Import a macro or text.
- Export:** Export a macro or text.

Modifying the Name of a Macro / Text

You can change the name of a new macro or text directly.

Macro Recording Settings

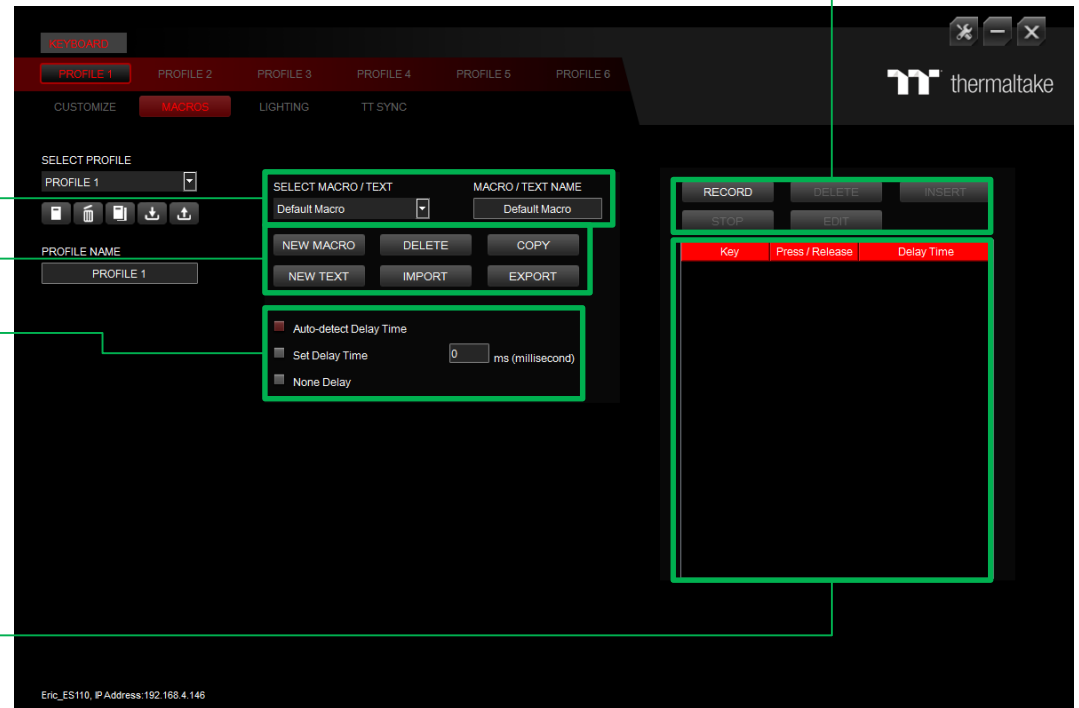
- Record Delay Times:** Record a macro based on the time interval between each keystroke.
- Fixed Delay:** Record a macro based on the specified time interval.
- No Delay:** Record a macro without recording the time interval between each keystroke.

Macro Recording Area

You can verify the sequence recorded by the macro and the key assignment.

Record / Delete / Insert / Pause / Edit

- Record:** Begin macro recording.
- Delete:** Delete the assigned value of a specific key.
- Insert:** Insert an additional value above or below the existing value of a specific key.
- Stop:** End macro recording.
- Edit:** Edit the delay time of a specific key.



| Chapter 6: How to Record Macros



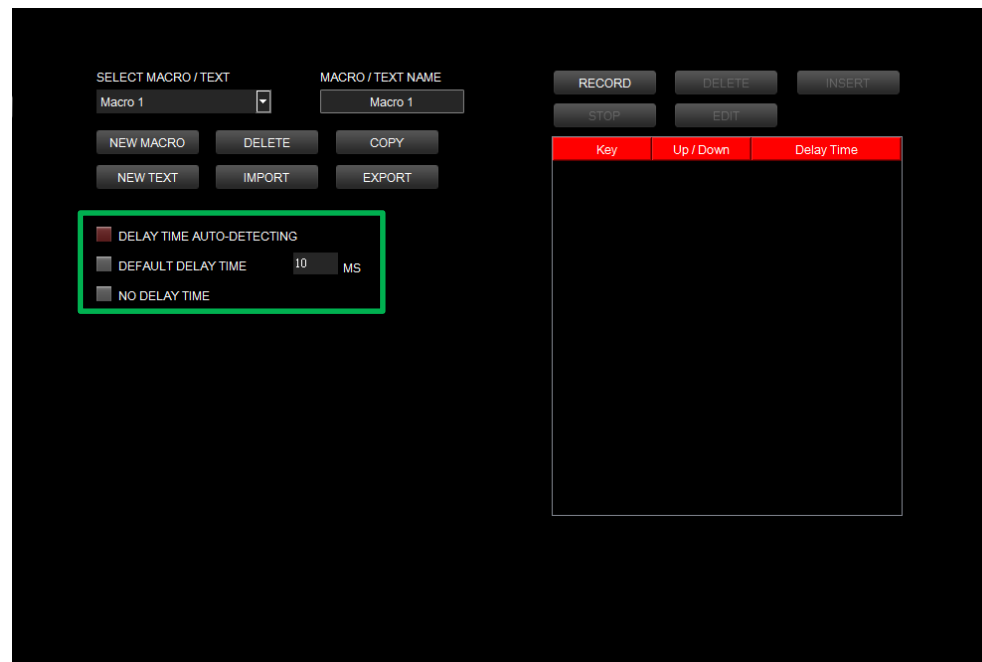
Step 1:

Add a new macro and modify its name.



Step 2:

Select the delay method used to record the macro by using the checkboxes below.





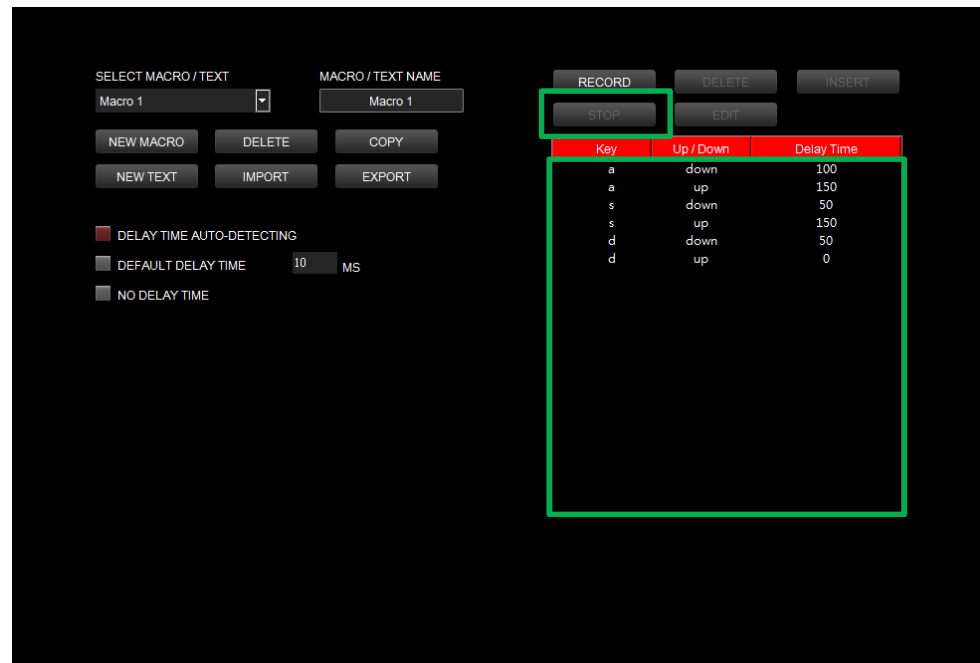
Step 3:

Press the Record button.



Step 4:

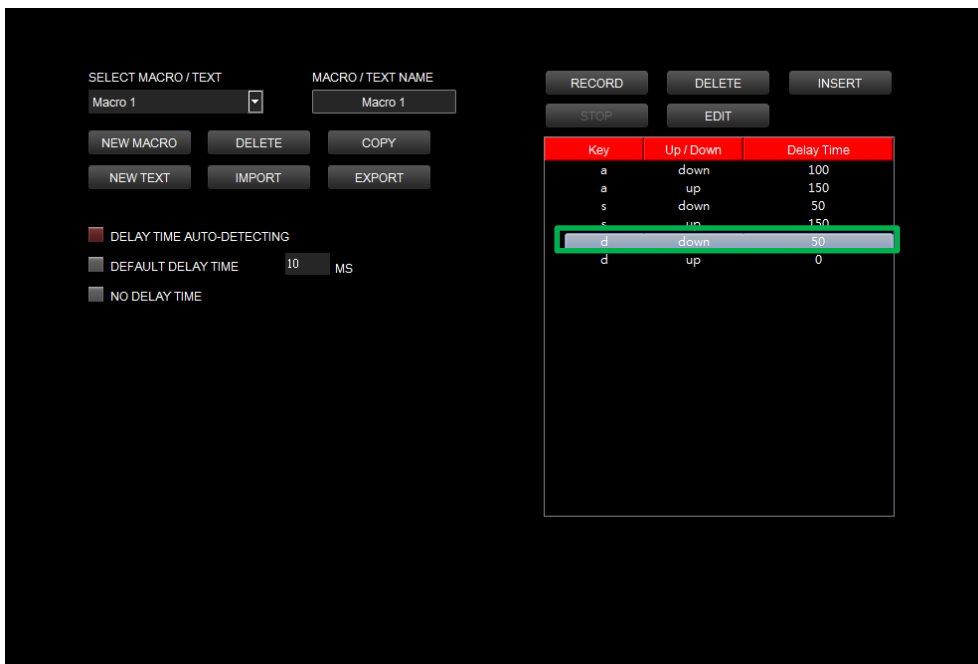
Enter the sequence to be recorded from the keyboard, then press the Stop button to complete the recording.





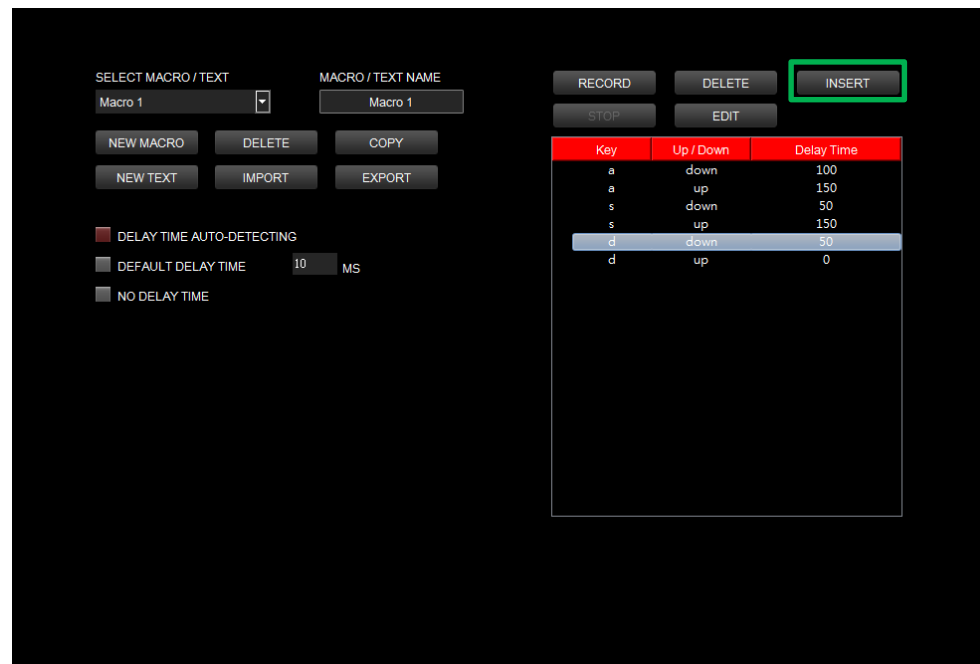
Step 1:

Select a macro by clicking on the key it is assigned to.



Step 2:

Click the Insert button.





Step 3:

Select the position where new content is to be inserted.



Step 4:

Press the Record button.





Step 5:

Enter the sequence to be recorded from the keyboard.

SELECT MACRO / TEXT: Macro 1
MACRO / TEXT NAME: Macro 1

Buttons: NEW MACRO, DELETE, COPY, NEW TEXT, IMPORT, EXPORT

Options: DELAY TIME AUTO-DETECTING, DEFAULT DELAY TIME 10 MS, NO DELAY TIME

Key	Up / Down	Delay Time
a	down	100
a	up	150
s	down	50
s	up	150
d	down	50
1	down	50
1	up	350
2	down	50
2	up	100
3	down	50
3	up	0
d	up	0

Step 6:

Click the Stop button to complete the insertion process.

SELECT MACRO / TEXT: Macro 1
MACRO / TEXT NAME: Macro 1

Buttons: NEW MACRO, DELETE, COPY, NEW TEXT, IMPORT, EXPORT

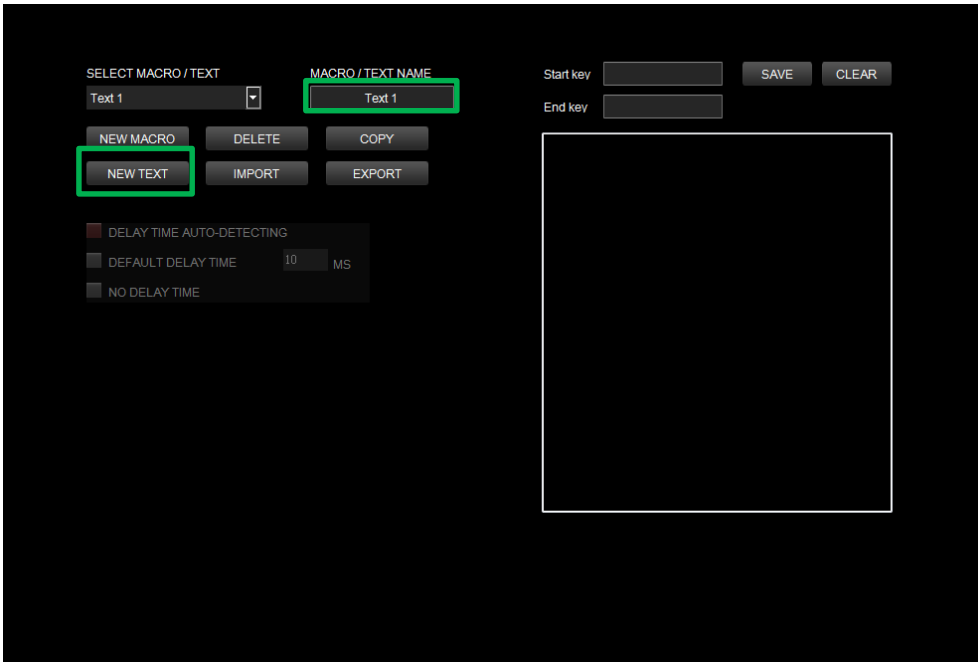
Options: DELAY TIME AUTO-DETECTING, DEFAULT DELAY TIME 10 MS, NO DELAY TIME

Key	Up / Down	Delay Time
a	down	100
a	up	150
s	down	50
s	up	150
d	down	50
1	down	50
1	up	350
2	down	50
2	up	100
3	down	50
3	up	0
d	up	0



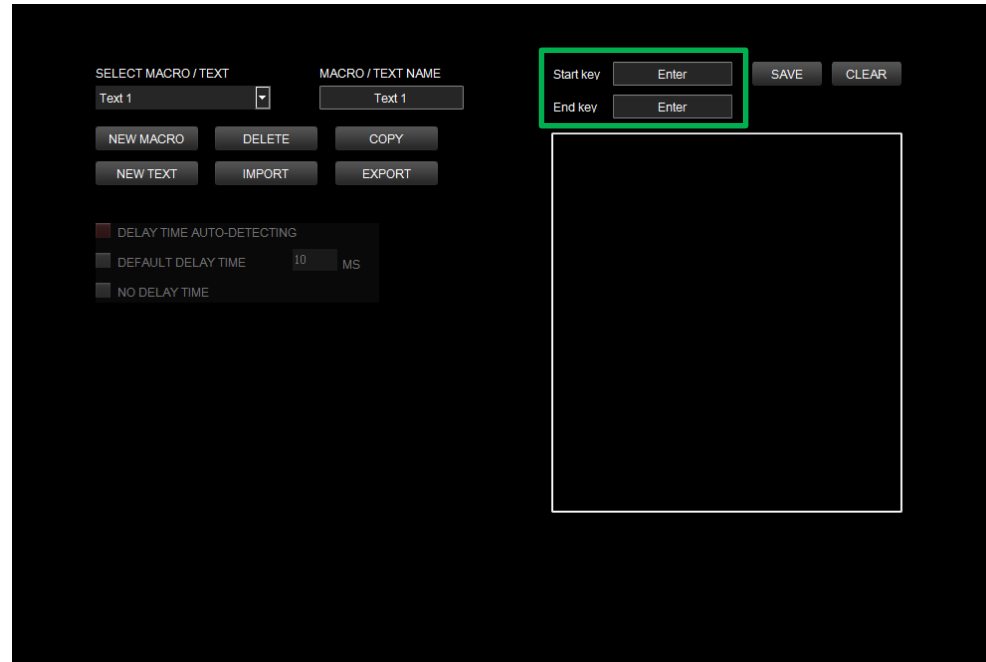
Step 1:

Add a new character set and modify its name.



Step 2:

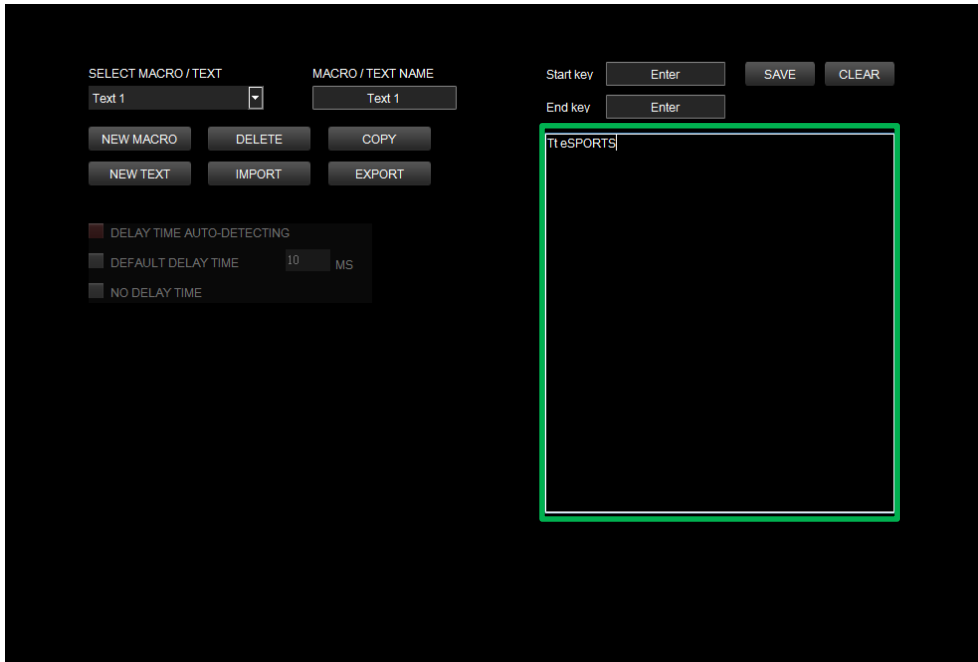
Enter the values for the "Start Key" and "End Key" in the upper right corner.





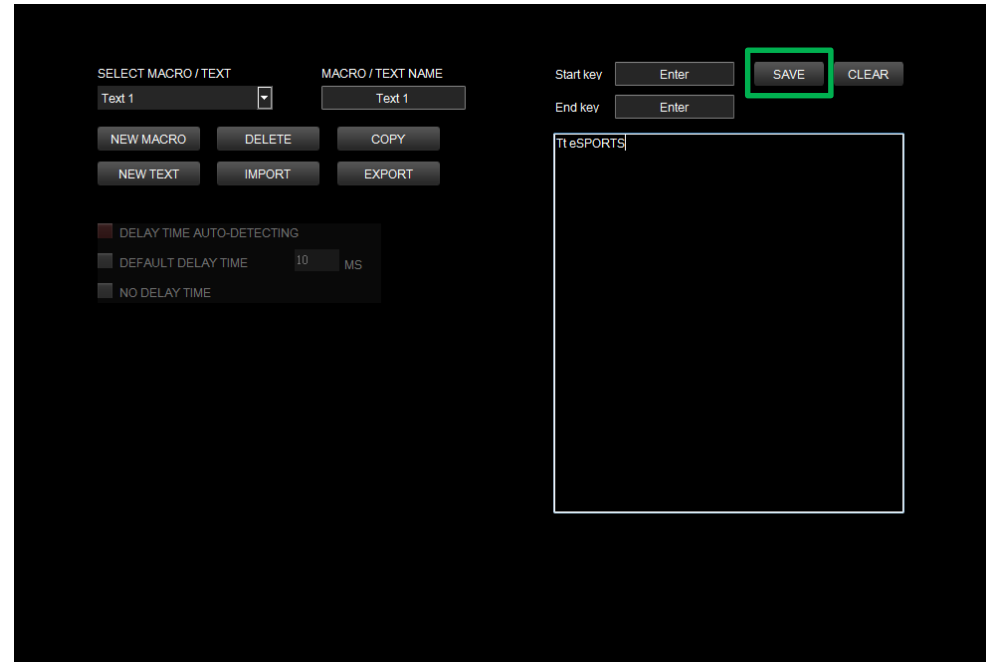
Step 3:

Click on the input box located at the bottom-right corner and enter the characters to be recorded from the keyboard.



Step 4:

Click the Save button to complete the recording of the character set.



| Chapter 7: Functions Available on the Lighting Effects Page

Switching Lighting Effects

Keyboard light of 13 lighting effects are supported: Static, Pulse, Wave, Spiral Rainbow, RGB Spectrum, Reactive, Flow, Ripple, Raindrops, Snake, Blink, Sound Control and System Temperature.

Keyboard around of 14 lighting effects are supported: Static, Pulse, Wave, Spiral Rainbow, RGB Spectrum, Reactive, Flow, Ribbon, Scan, Raindrops, Marquee, Blink, Sound Control, and System Temperature.

Lighting Effects Configurations

Can be used to adjust the color, direction, speed, and brightness level of the lighting effect within an area; can also be used to switch to random colors.

Apply / Restore Lighting Effect Settings

Apply: Apply the new lighting effect settings to all keys on the keyboard.

Restore Lighting Effect Settings: All lighting effect settings saved under the current profile will be restored to factory default values.

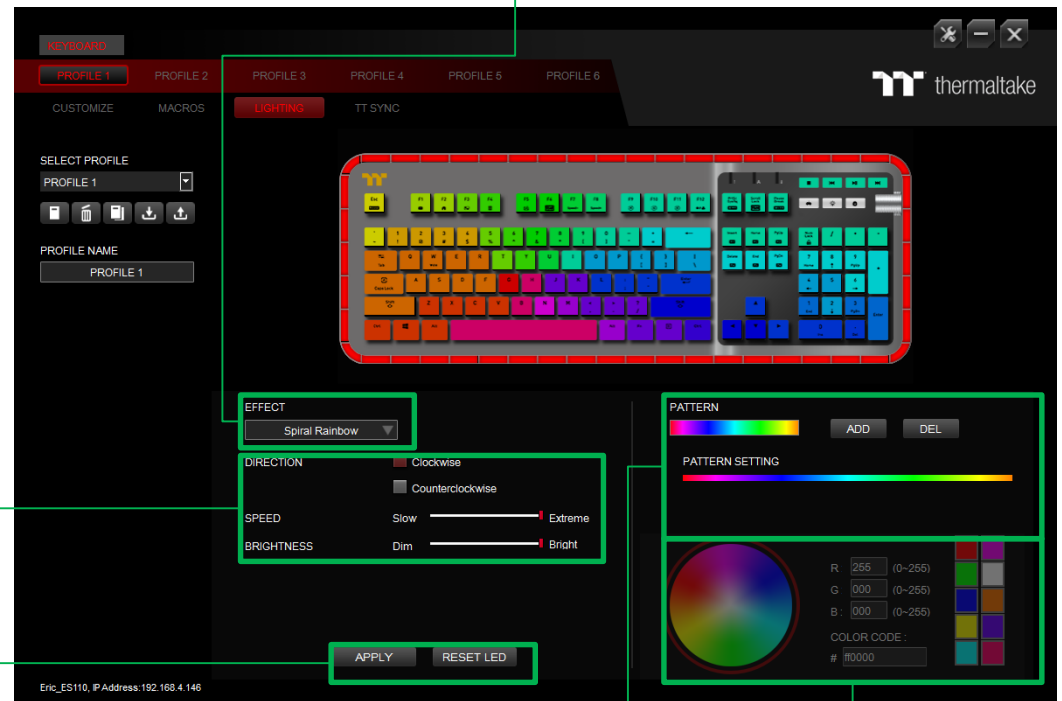
Color Pattern Settings

Add Pattern: Add a new pattern with red to black gradient.

Delete Pattern: Delete the currently selected color pattern.

Insert Color Point: Add a red color point to the color pattern.

Delete Color Point: Delete the selected color point from the color pattern.



Color Wheel Settings

You can select a color from the color wheel directly or enter RGB color values to adjust the color of the lighting effect.

| Chapter 8: Lighting Effects Overview

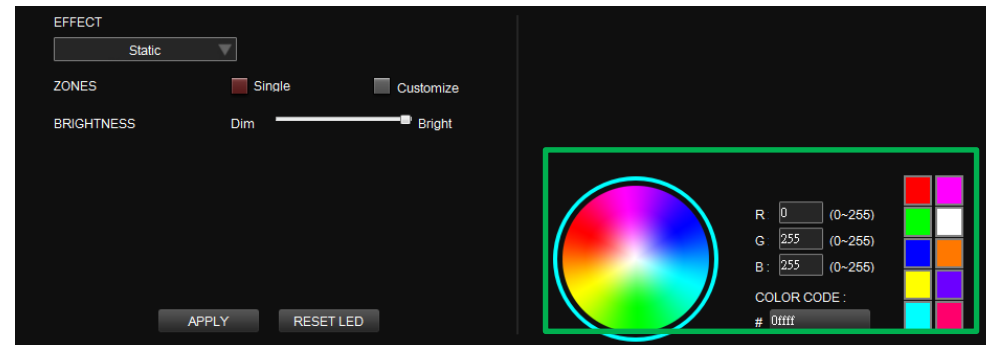
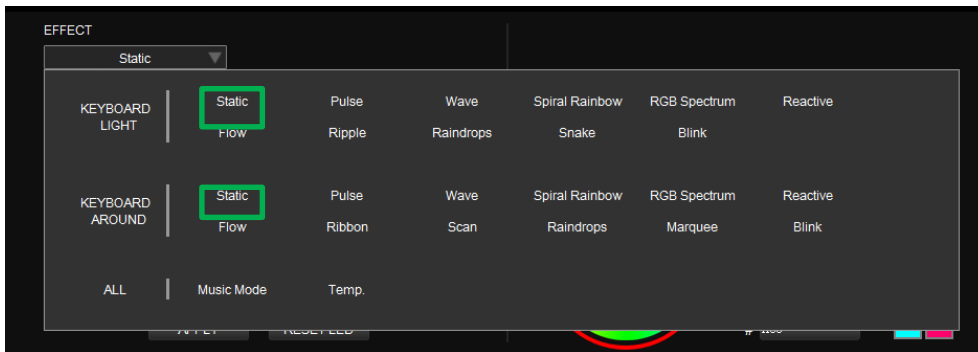


Step 1:

Select "Static Area" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.



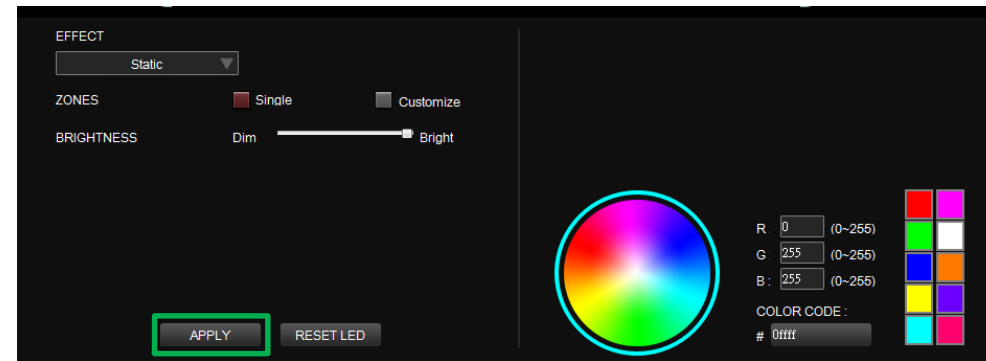
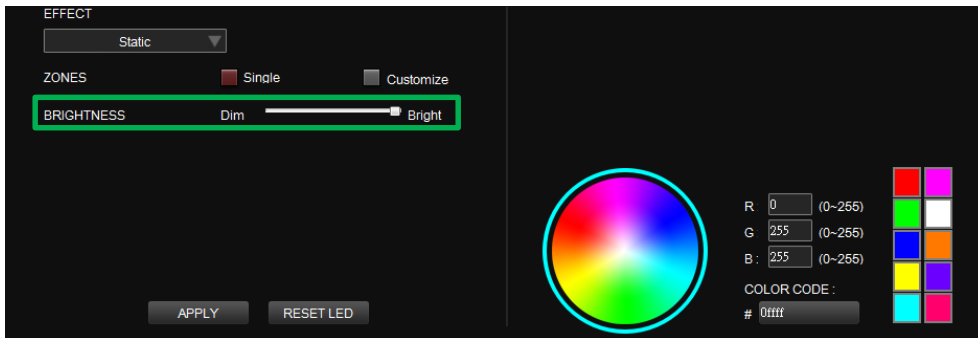


Step 3:

Adjust the brightness level of the keyboard's backlight.

Step 4:

Click Apply to save the new settings.



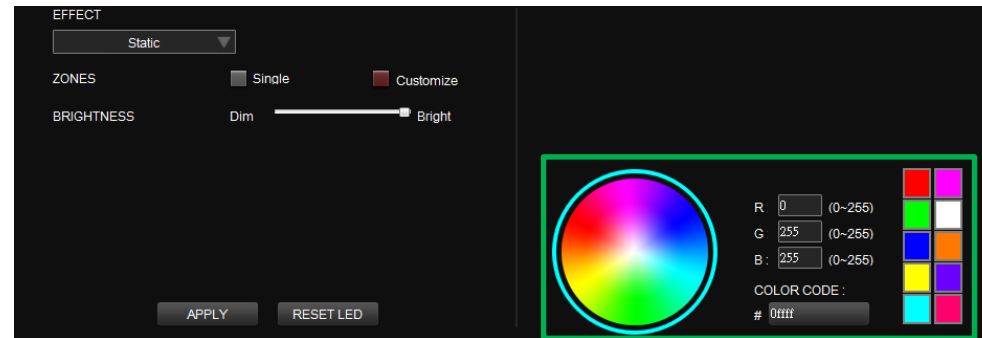
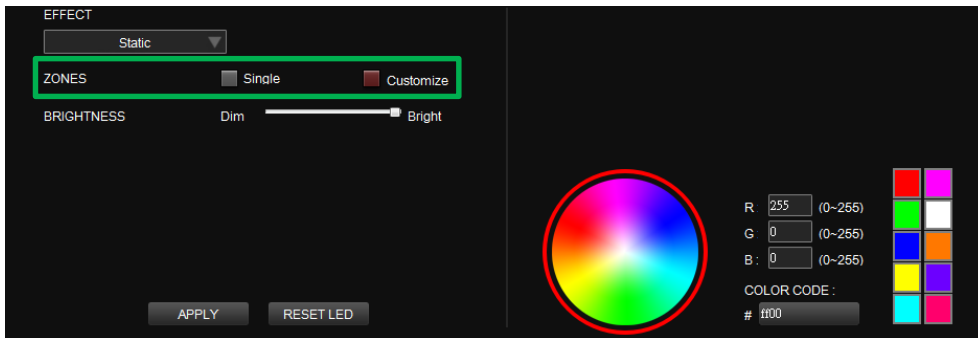


Step 1:

Switch the zones to "Customized."

Step 2:

Click on a color inside the color wheel or enter the RGB color values to set the color.





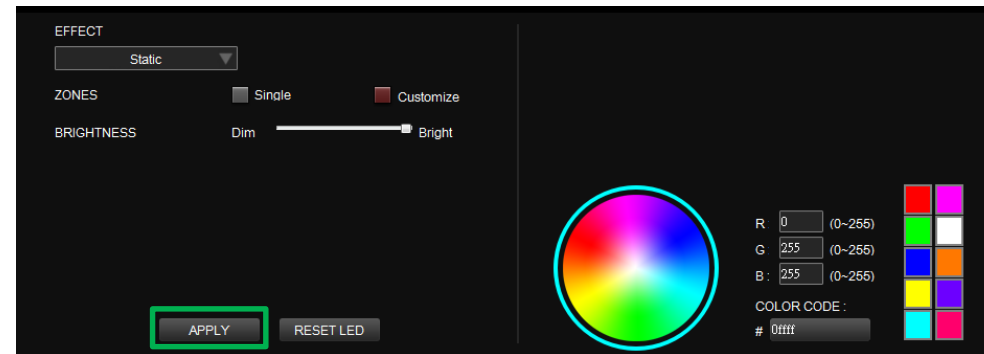
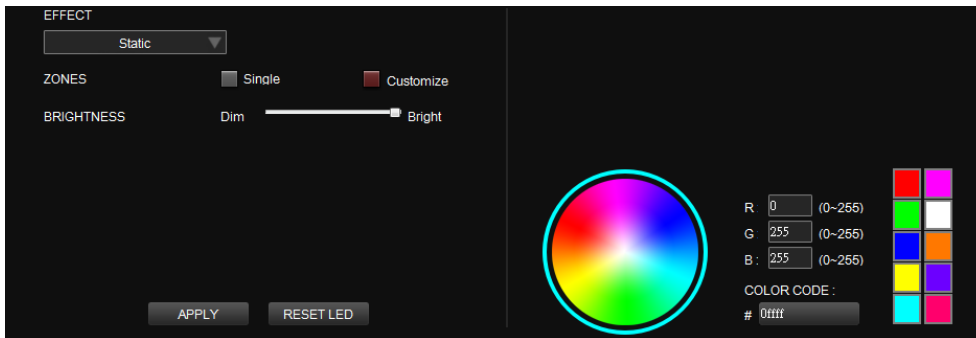
Step 3:

Click on the keyboard image directly with the left mouse button to change the key color.

✘ Right click to cancel the color.

Step 4:

Click Apply to save the new settings.



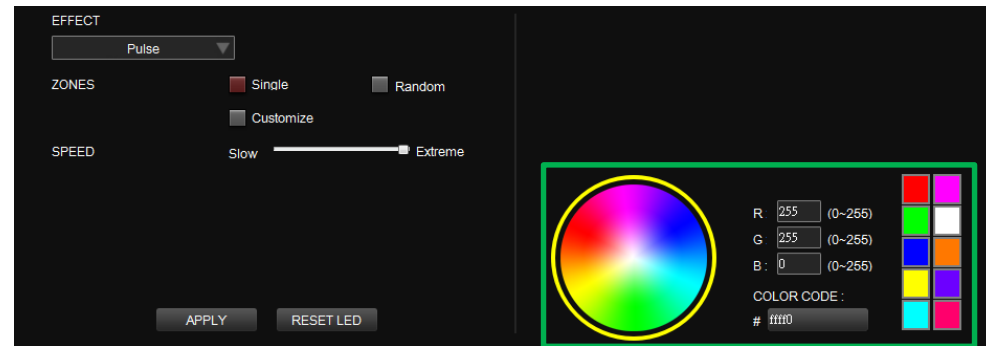
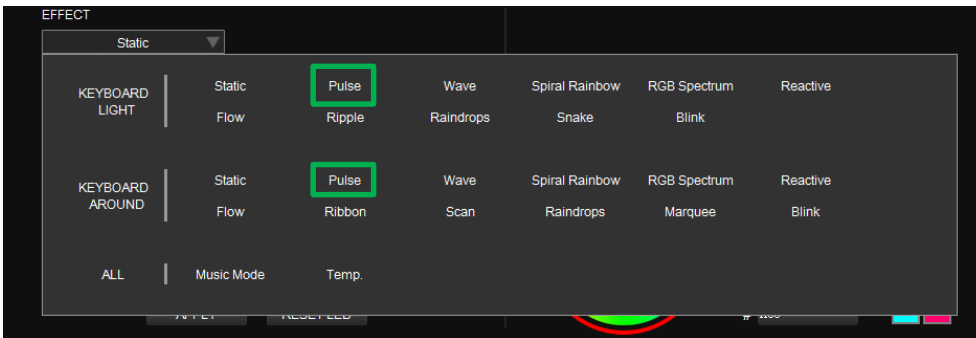


Step 1:

Select "Pulse Area" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.



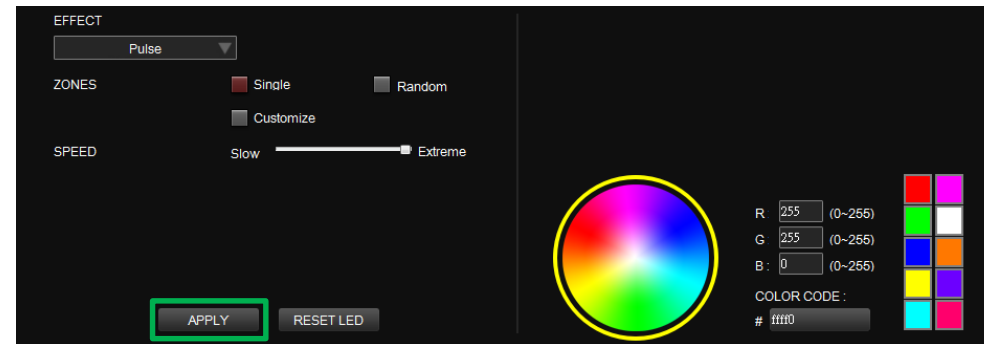
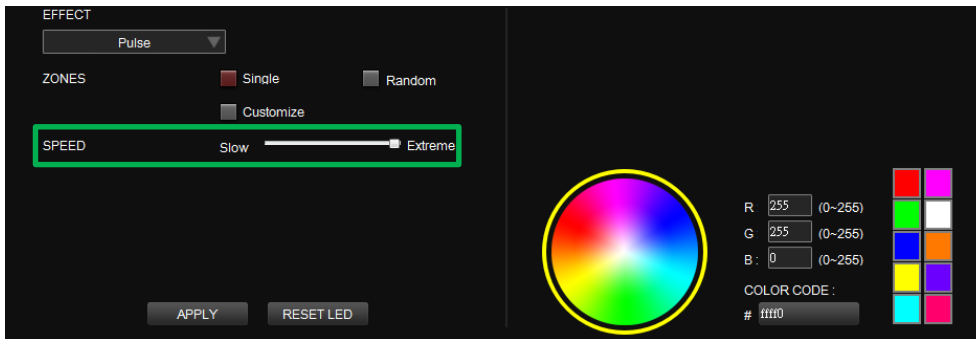


Step 3:

Adjust the backlight speed.

Step 4:

Click Apply to save the new settings.

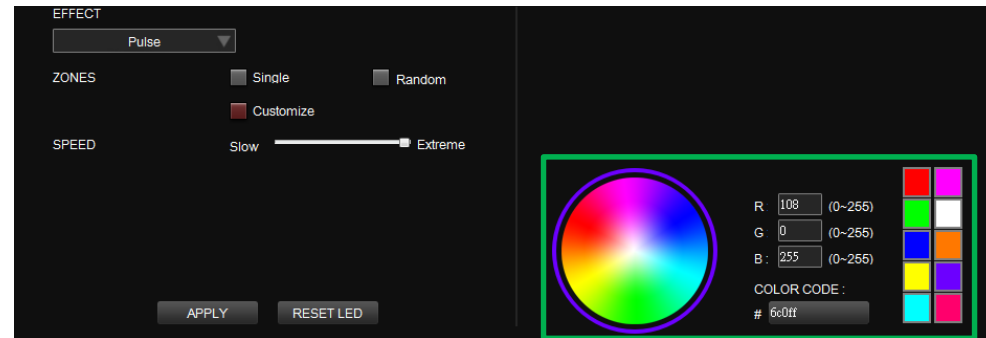
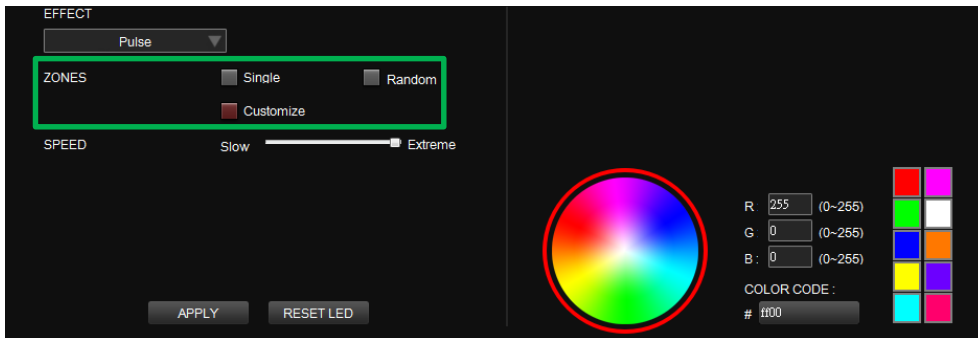


Step 1:

Switch the zones to "Customized."

Step 2:

Click on a color inside the color wheel or enter the RGB color values to set the color.





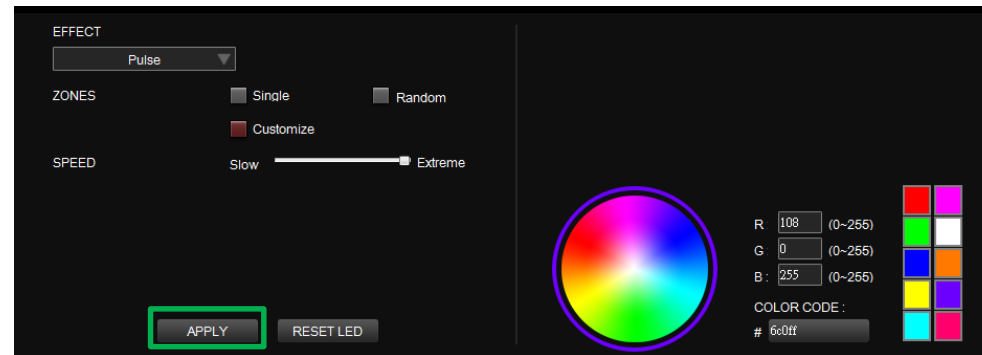
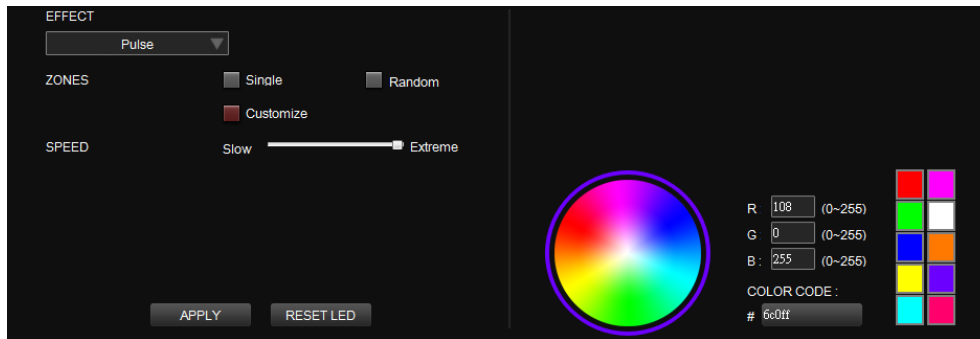
Step 3:

Click on the keyboard image directly with the left mouse button to change the key color.

✘ Right click to cancel the color.

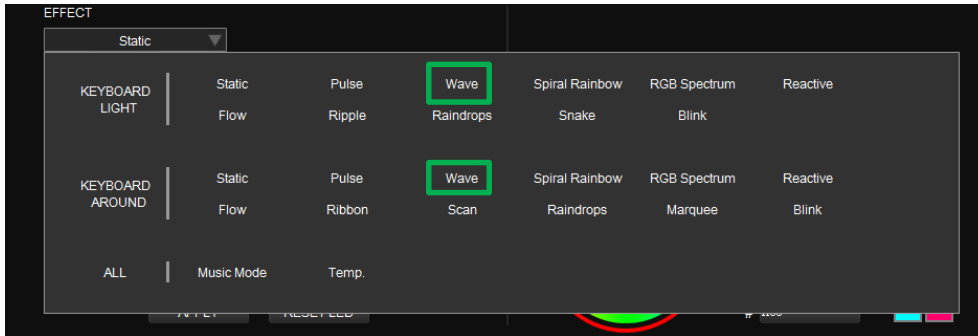
Step 4:

Click Apply to save the new settings.



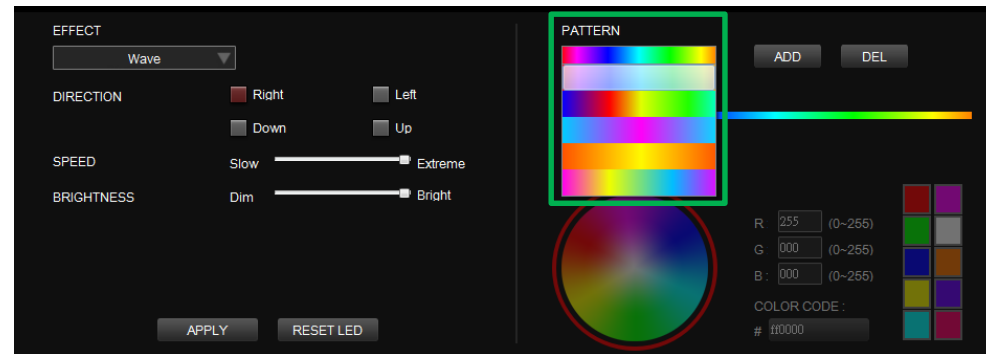
Step 1:

Select "Wave Area" in the Lighting Effect drop-down list.



Step 2:

Select a set of color patterns on the upper-right.

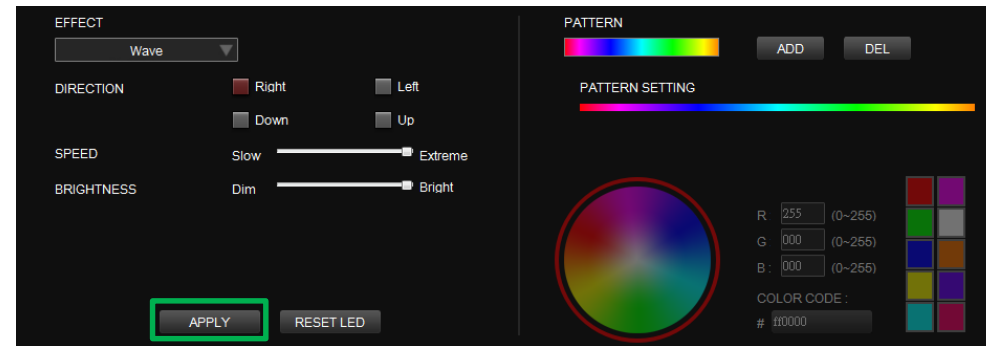
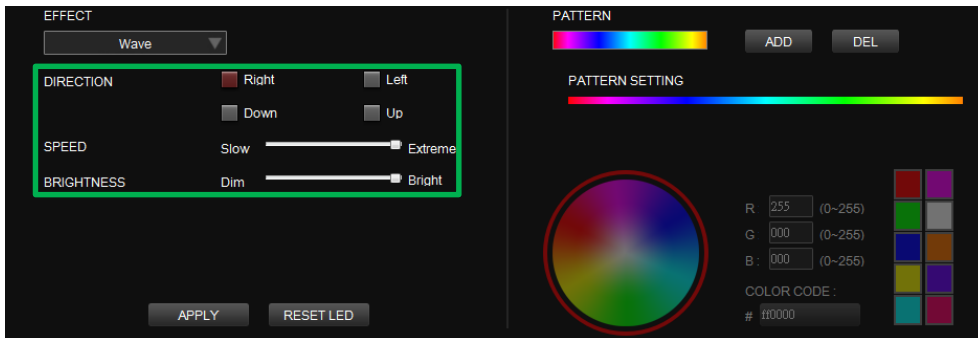


Step 3:

Set the direction, speed, and brightness level of the lighting effect.

Step 4:

Click Apply to save the new settings.



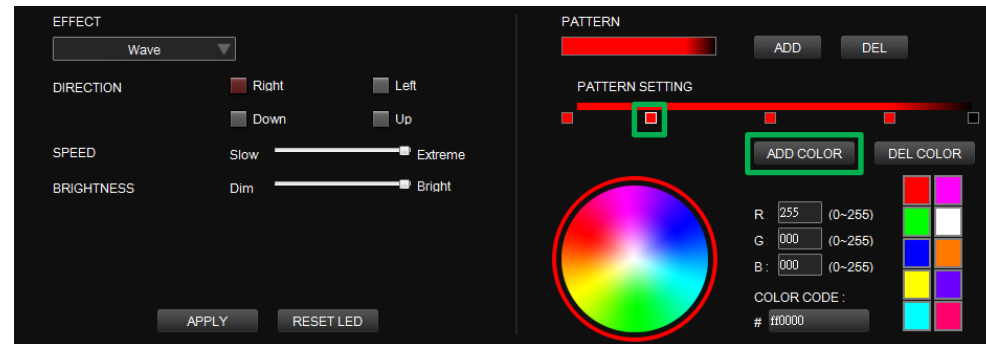
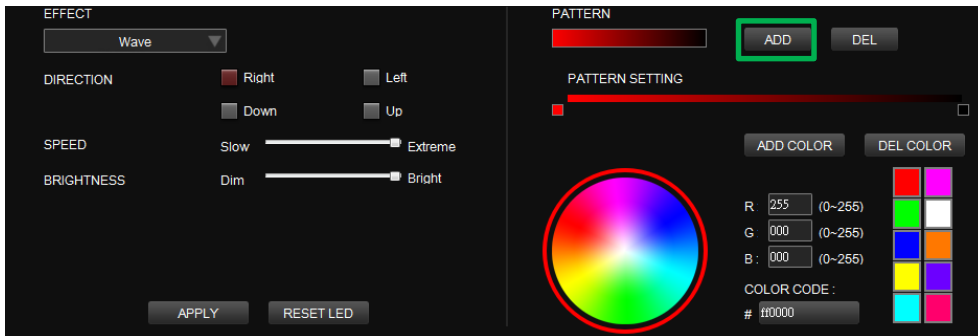


Step 1:

Add a new set of color patterns.

Step 2:

Add a new color-insertion point and drag it to the desired position.



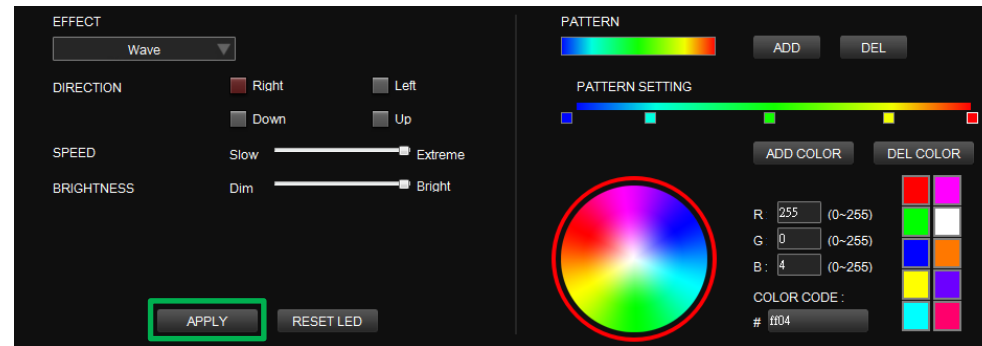
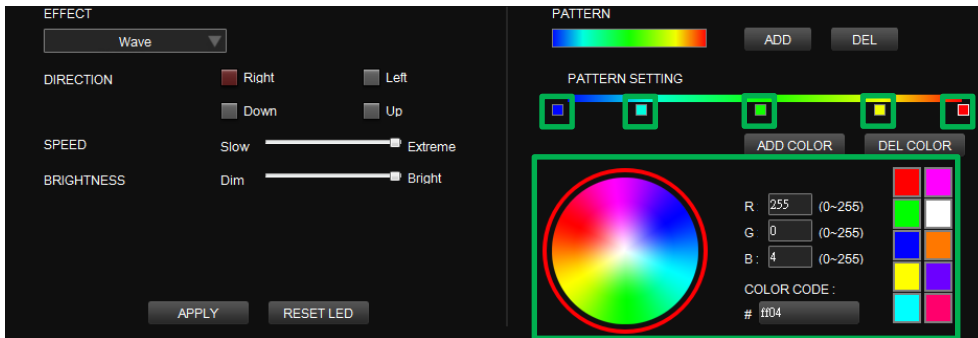


Step 3:

Click on each color-insertion point to modify its color.

Step 4:

Click Apply to save the new settings.



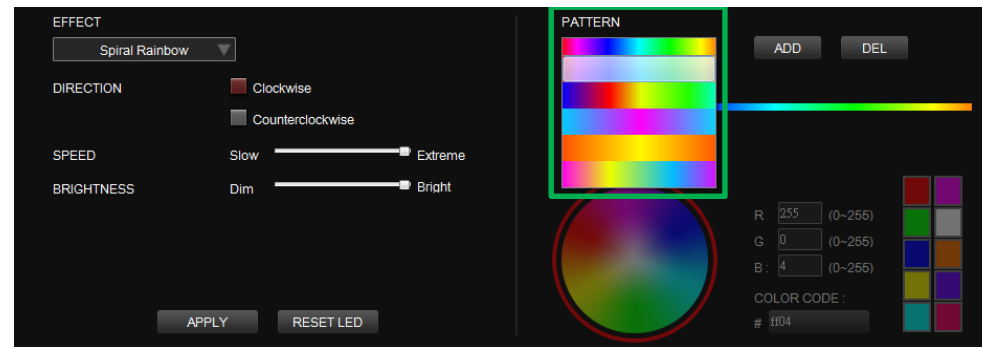
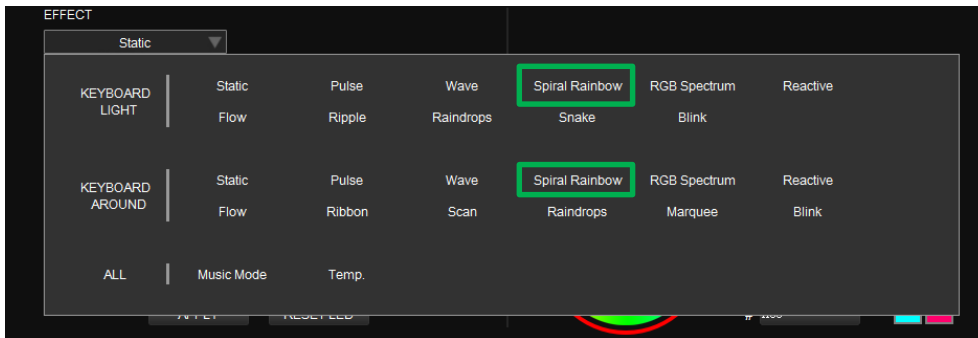


Step 1:

Select "Spiral Rainbow Area" in the Lighting Effect drop-down list.

Step 2:

Select a set of color patterns on the upper-right.



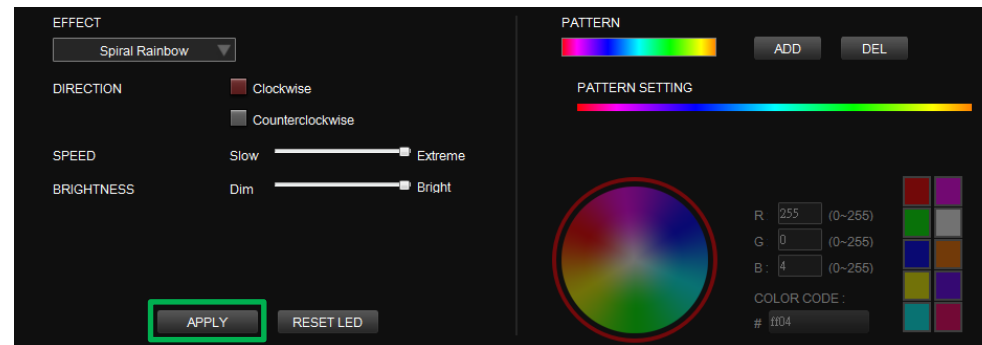
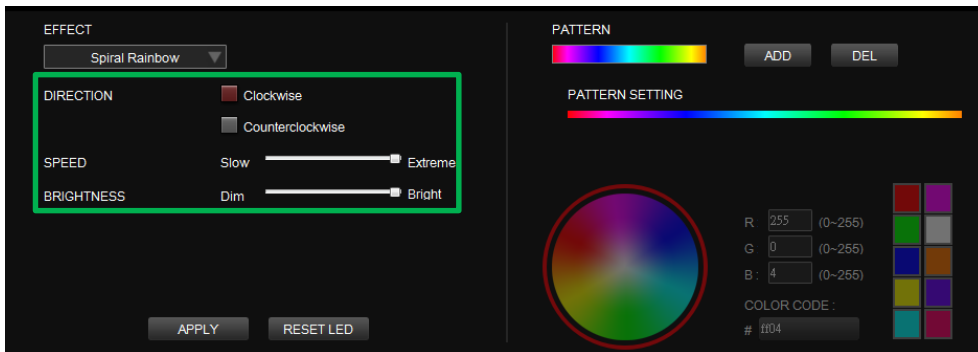


Step 3:

Set the direction, speed, and brightness level of the lighting effect.

Step 4:

Click Apply to save the new settings.



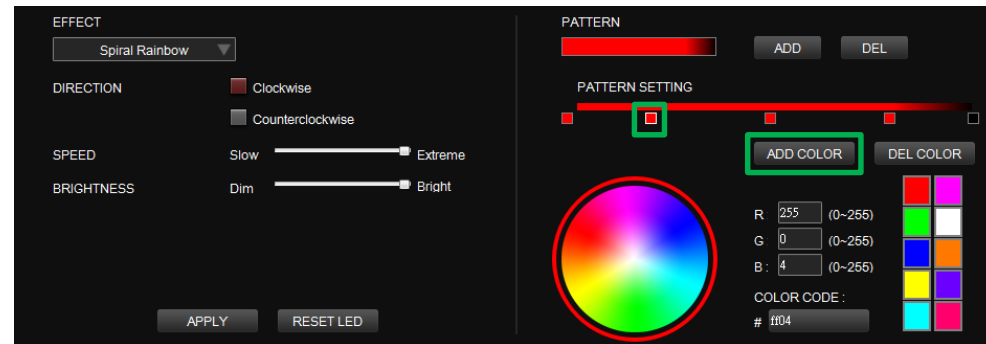
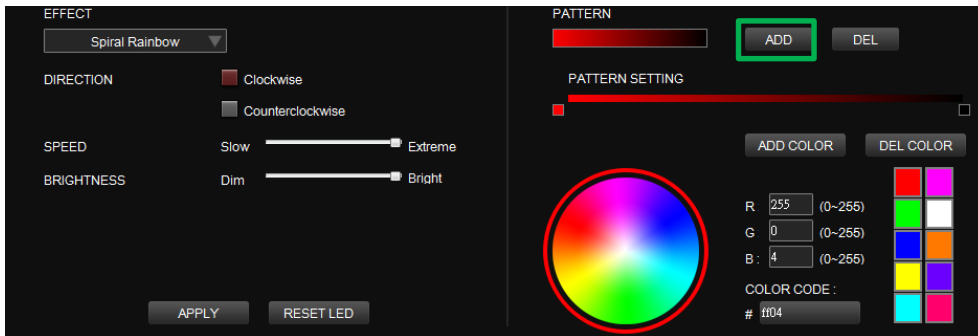


Step 1:

Add a new set of color patterns.

Step 2:

Add a new color-insertion point and drag it to the desired position.



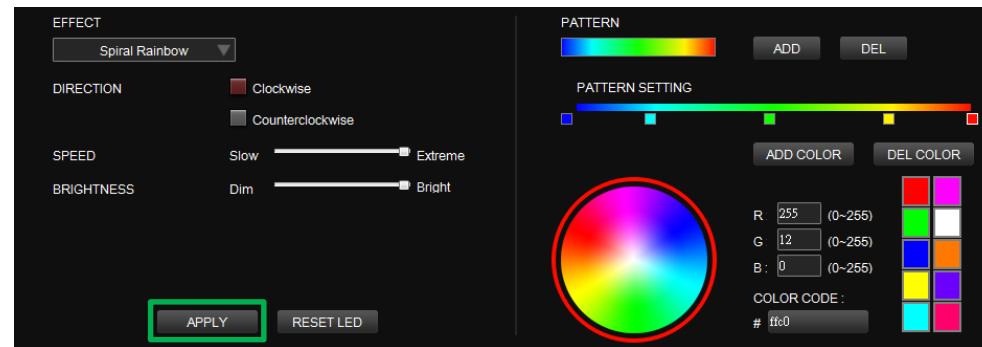
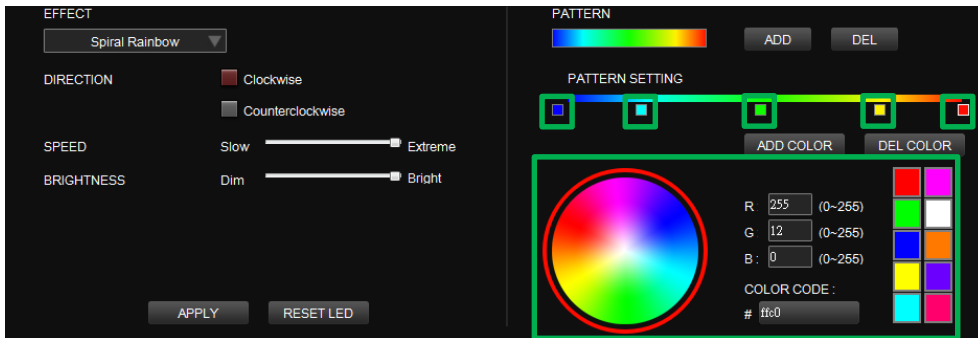


Step 3:

Click on each color-insertion point to modify its color.

Step 4:

Click Apply to save the new settings.



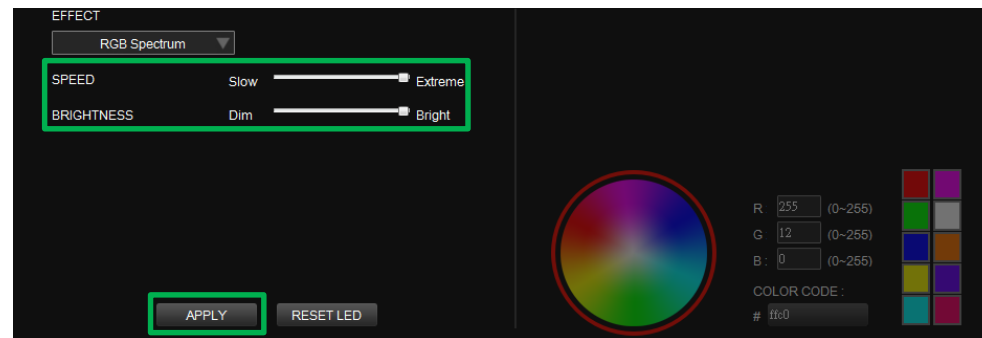
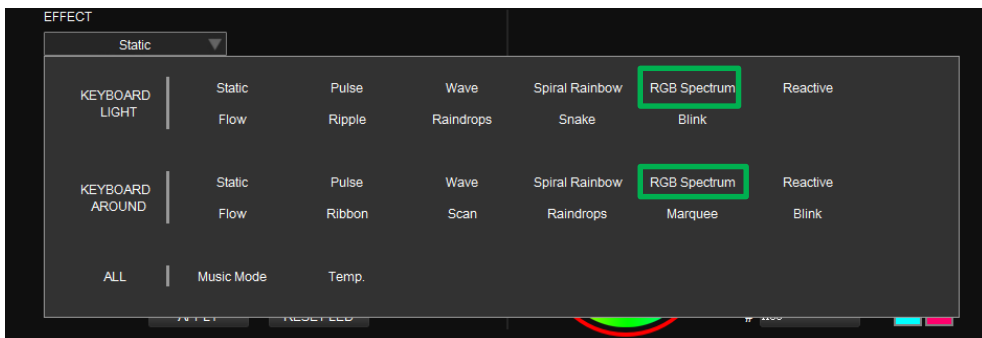


Step 1:

Select "Spectrum Cycling Area" in the Lighting Effect drop-down list.

Step 2:

Set the speed and brightness level of the backlight and click on Apply to save the new settings.



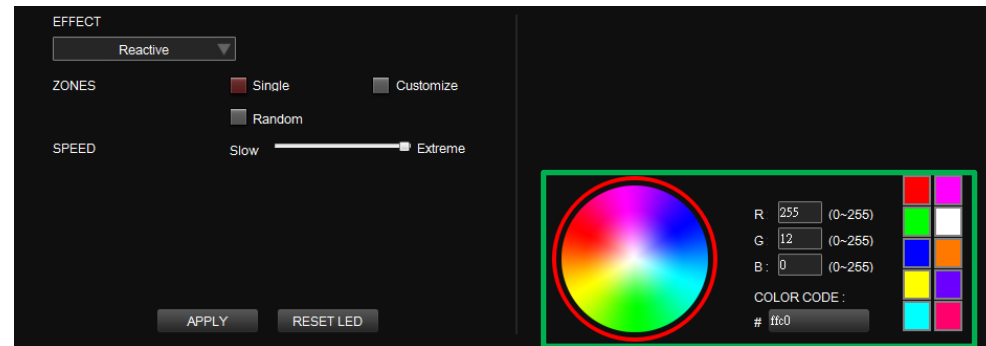
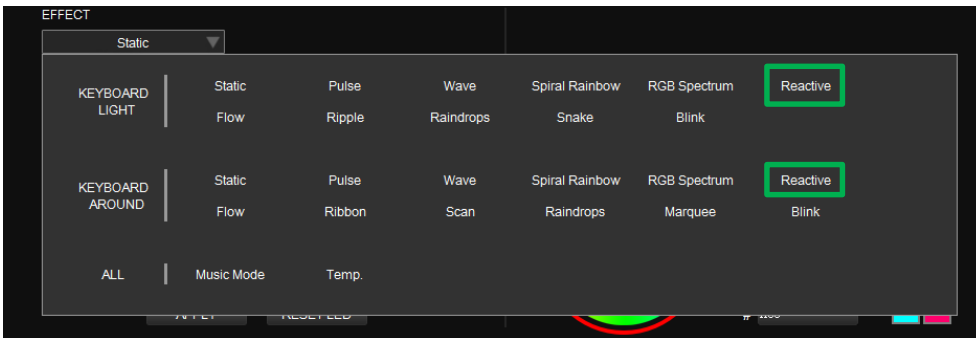


Step 1:

Select "Reactive Area" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color



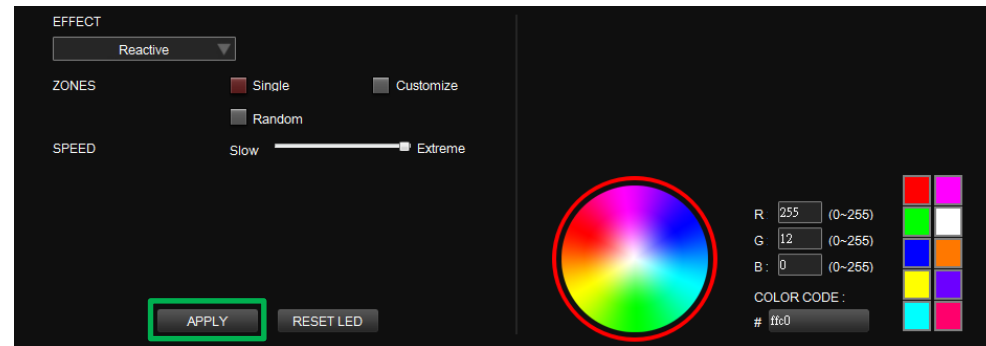
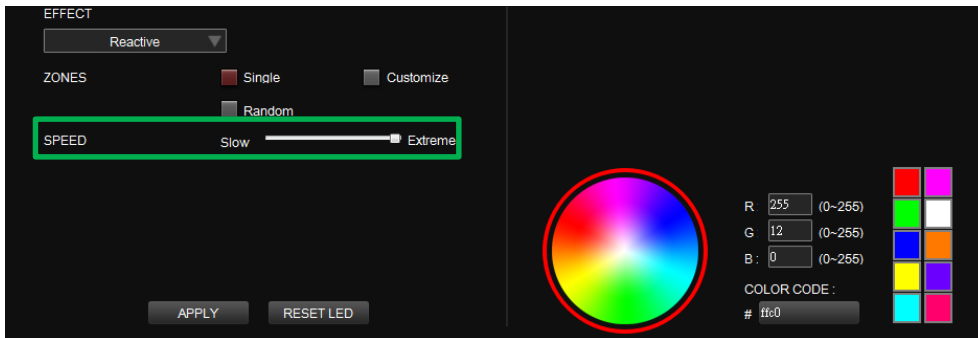


Step 3:

Adjust the backlight speed.

Step 4:

Click Apply to save the new settings.



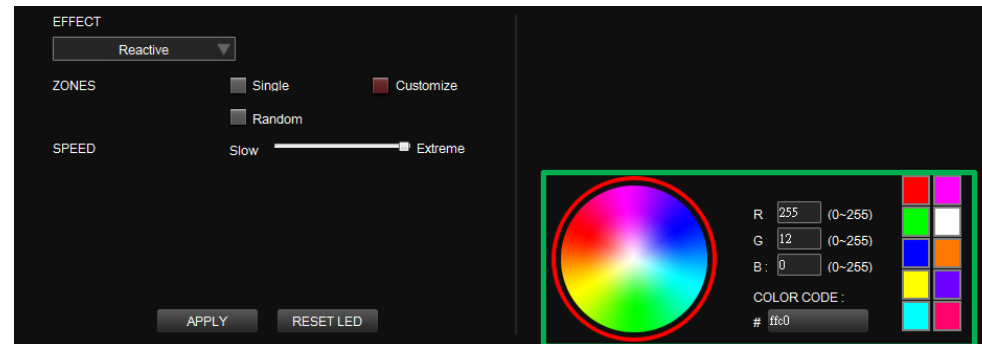
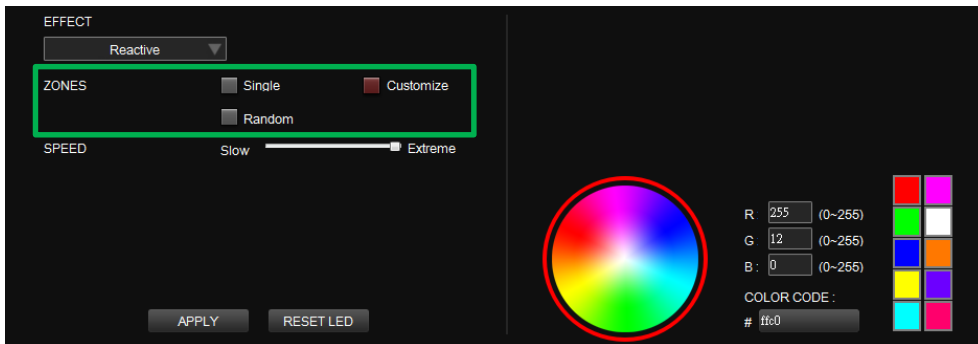


Step 1:

Switch the area to "Customized."

Step 2:

Click on a color inside the color wheel or enter the RGB color values to set the color.

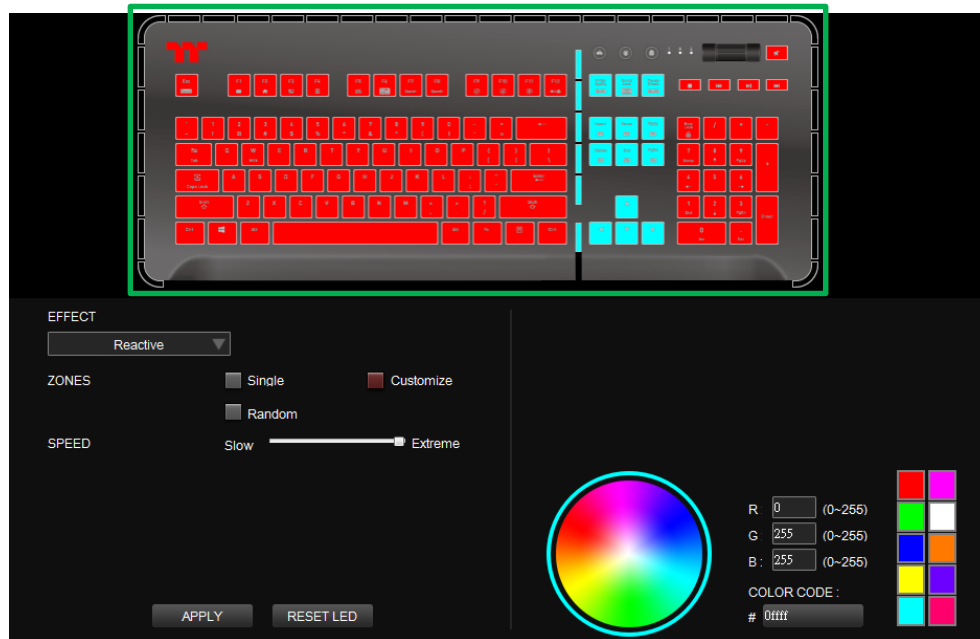




Step 3:

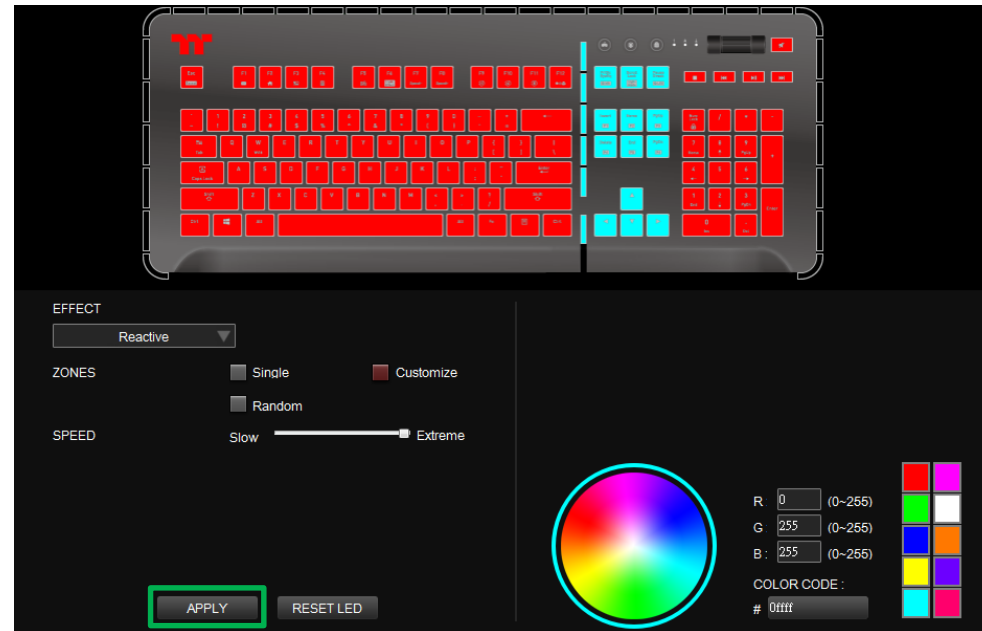
Click on the keyboard image directly with the left mouse button to change the key color.

✘ Right click to cancel the color.



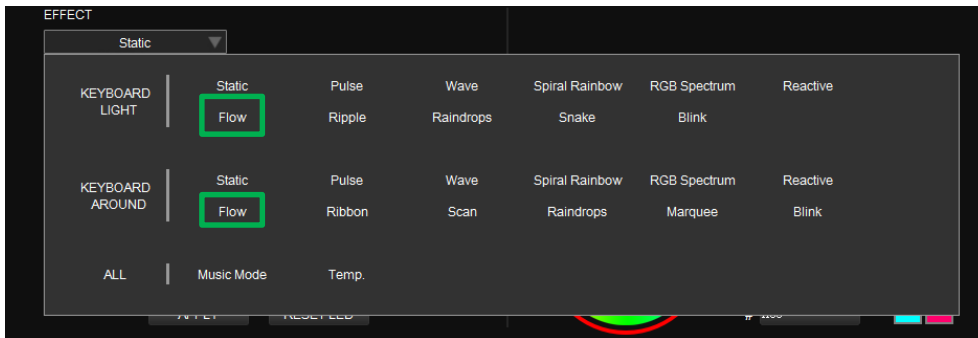
Step 4:

Click Apply to save the new settings.



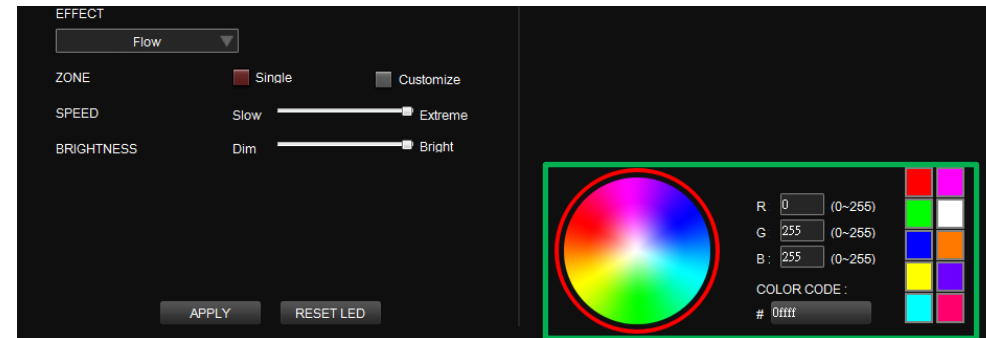
Step 1:

Select "Flow Area" in the Lighting Effect drop-down list.



Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.

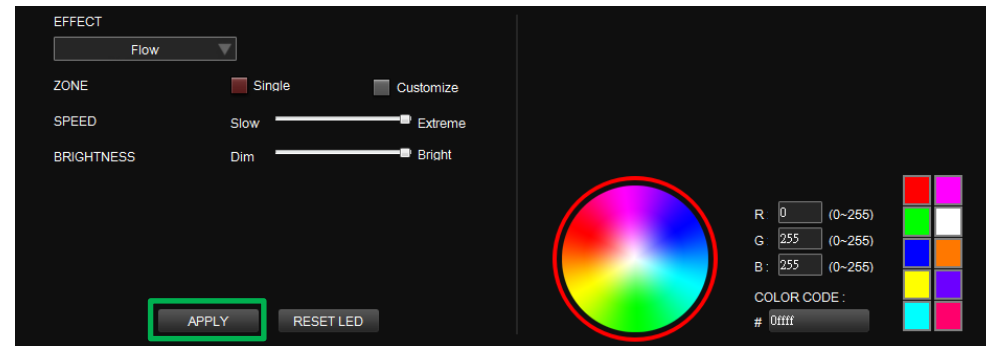
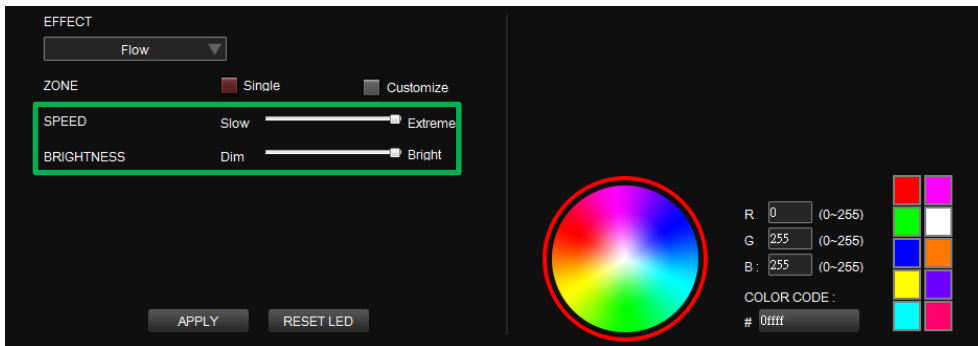


Step 3:

Set the speed and brightness level of the backlight.

Step 4:

Click Apply to save the new settings.



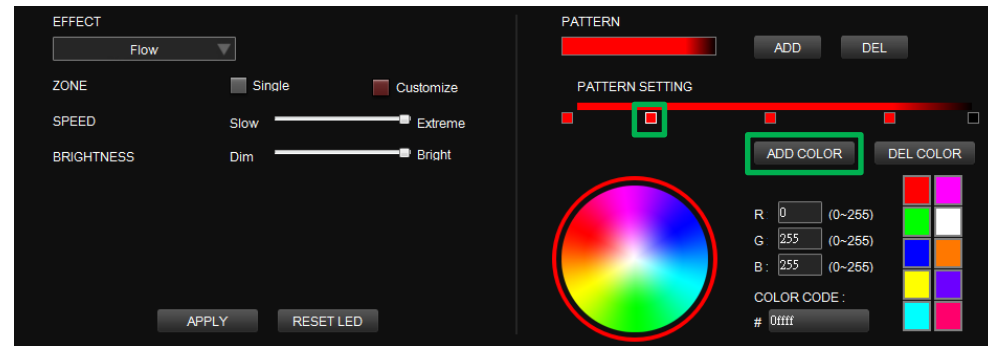
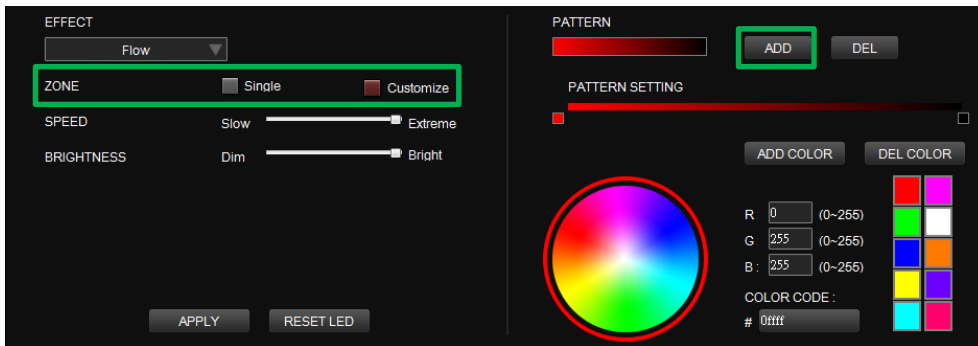


Step 1:

Set the area to "Customized", then add a new set of color patterns.

Step 2:

Add a new color-insertion point and drag it to the desired position.



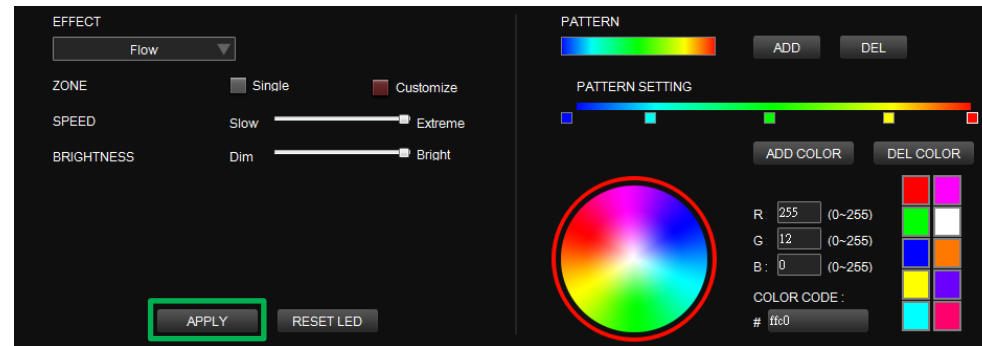
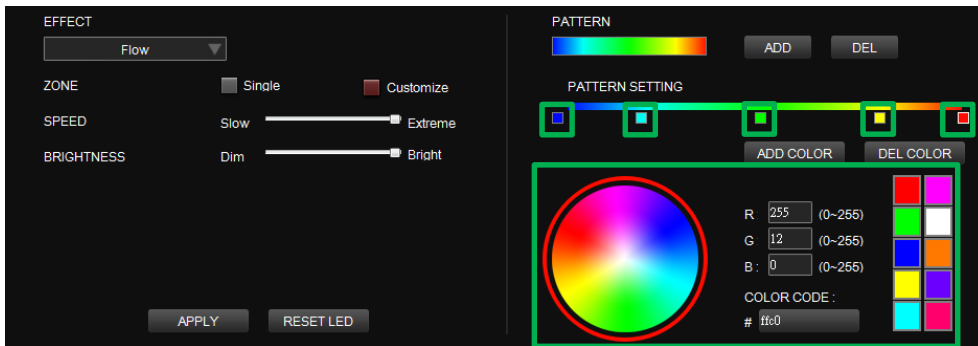


Step 3:

Click on each color-insertion point to modify its color.

Step 4:

Click Apply to save the new settings.

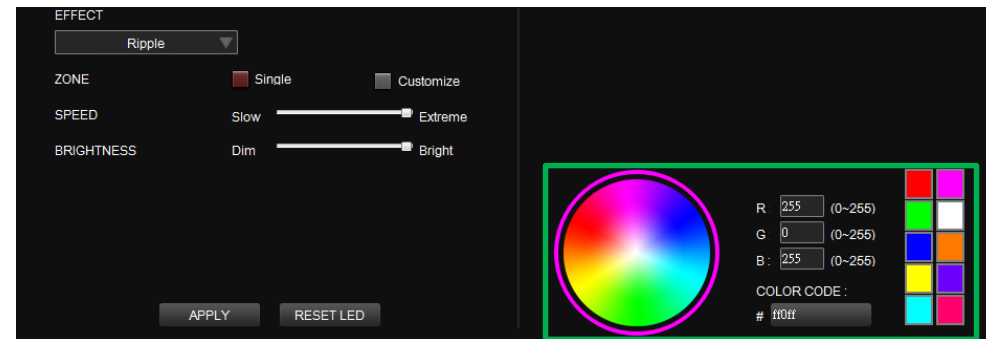
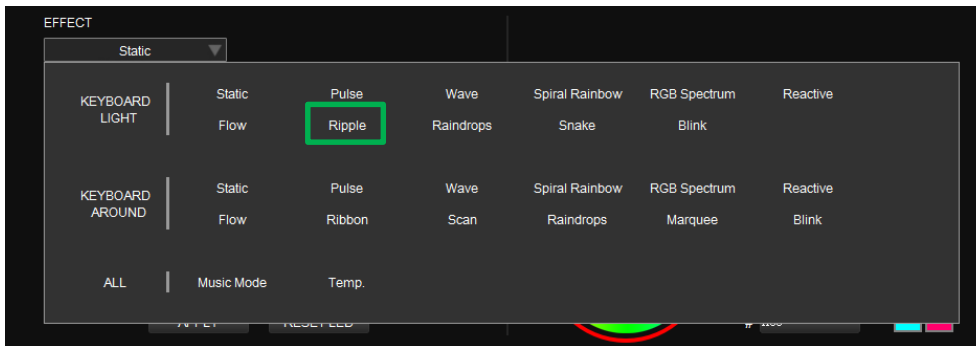


Step 1:

Select "Ripple" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.

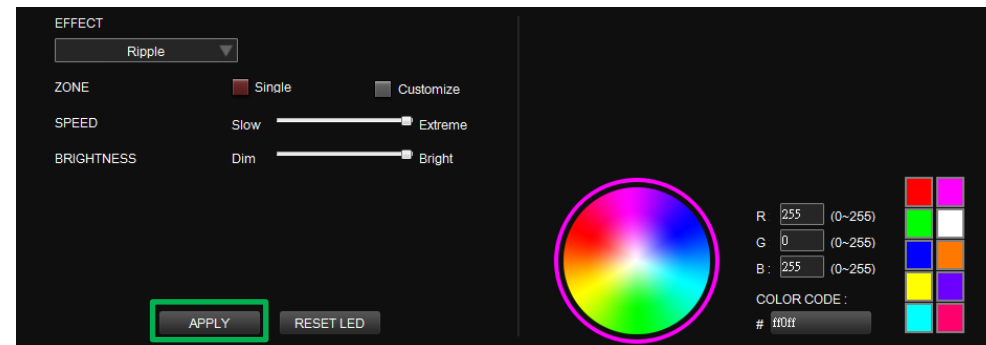
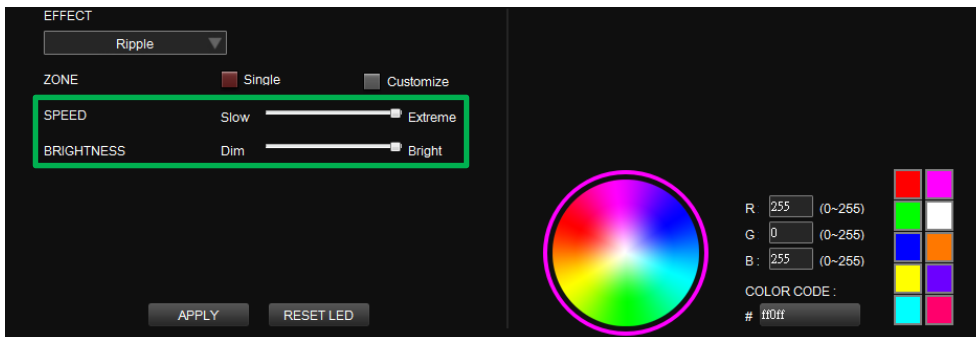


Step 3:

Set the speed and brightness level of the backlight.

Step 4:

Click Apply to save the new settings.



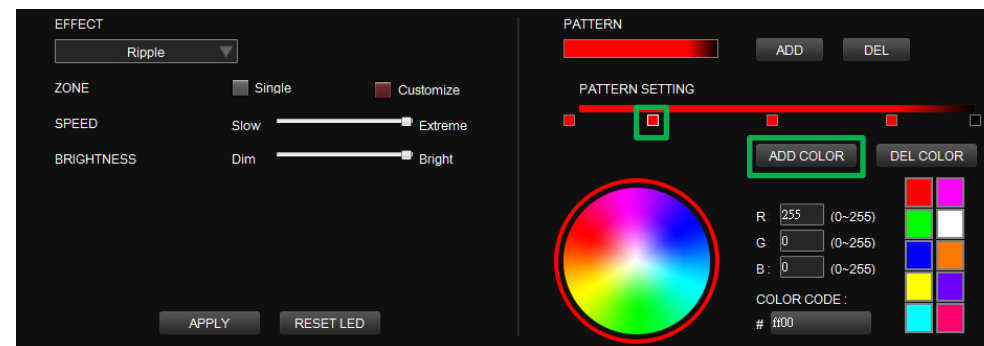
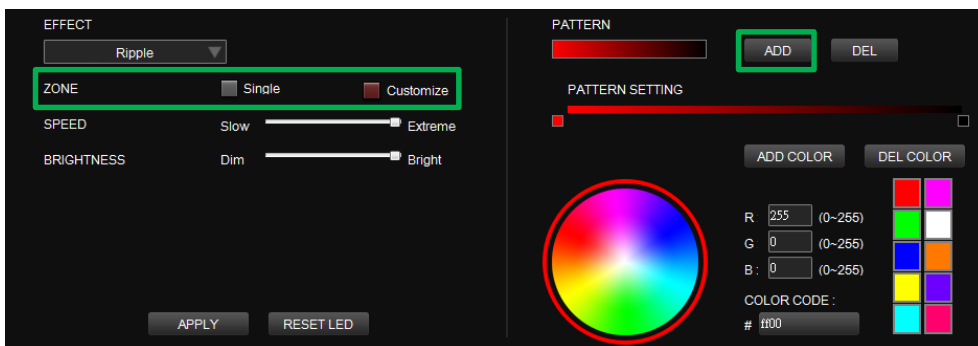


Step 1:

Set the area to "Customized", then add a new set of color patterns.

Step 2:

Add a new color-insertion point and drag it to the desired position.



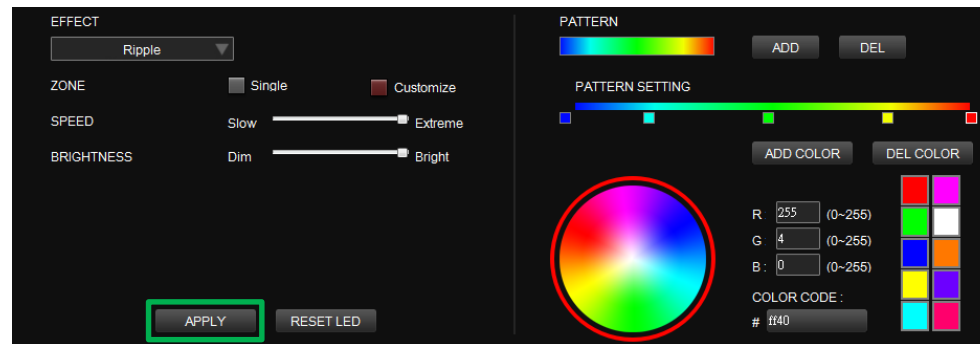
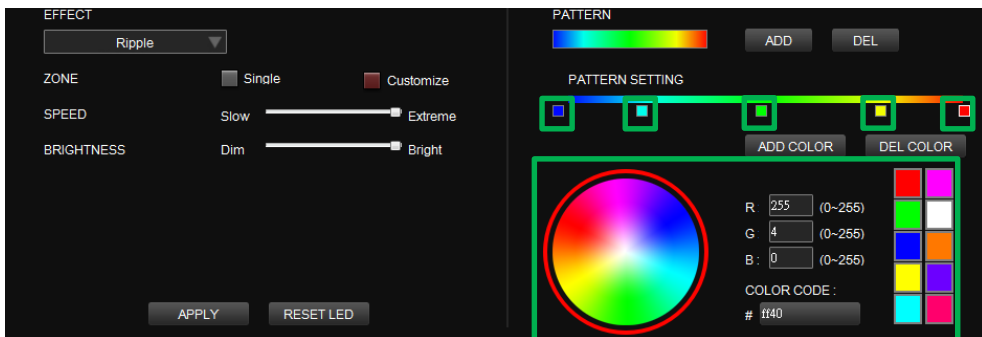


Step 3:

Click on each color-insertion point to modify its color.

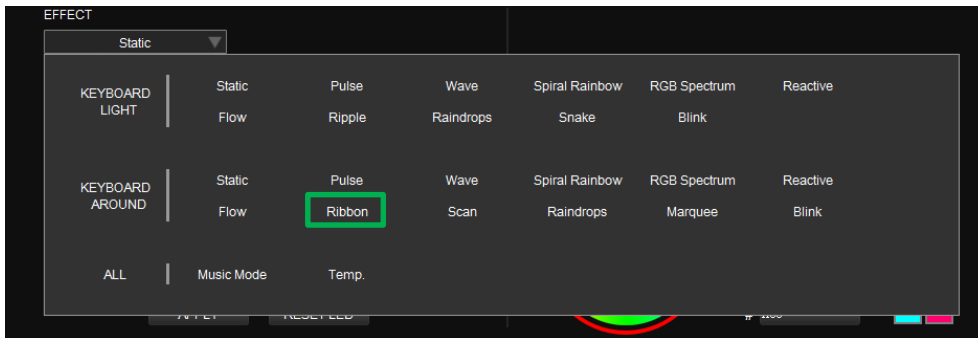
Step 4:

Click Apply to save the new settings.



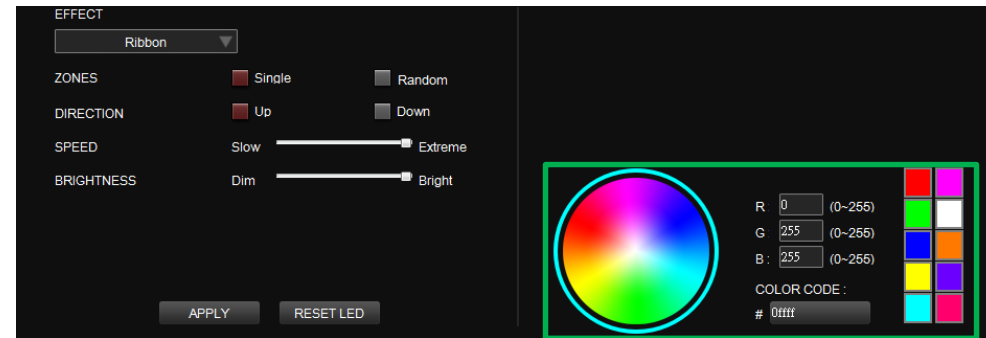
Step 1:

Select "Ribbon" in the Lighting Effect drop-down list.



Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.

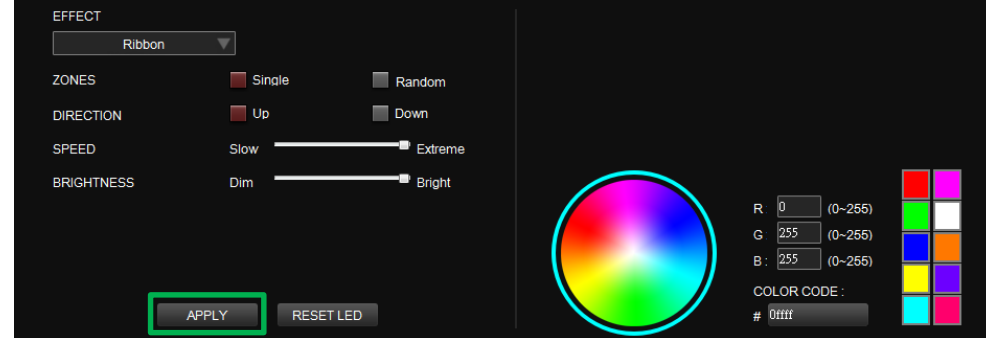
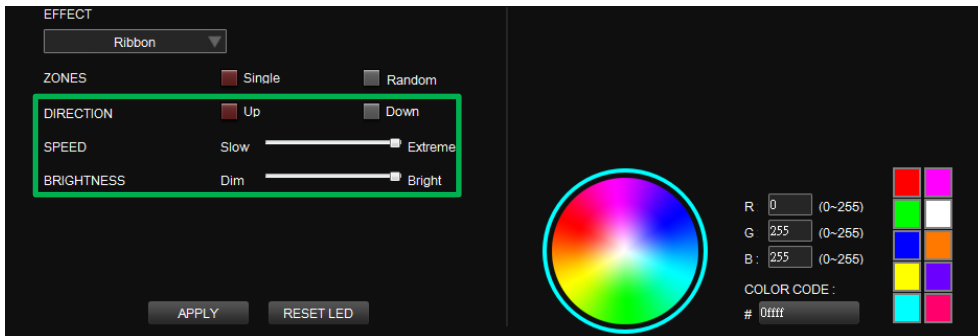


Step 3:

Set the direction, speed, and brightness level of the lighting effect.

Step 4:

Click Apply to save the new settings.

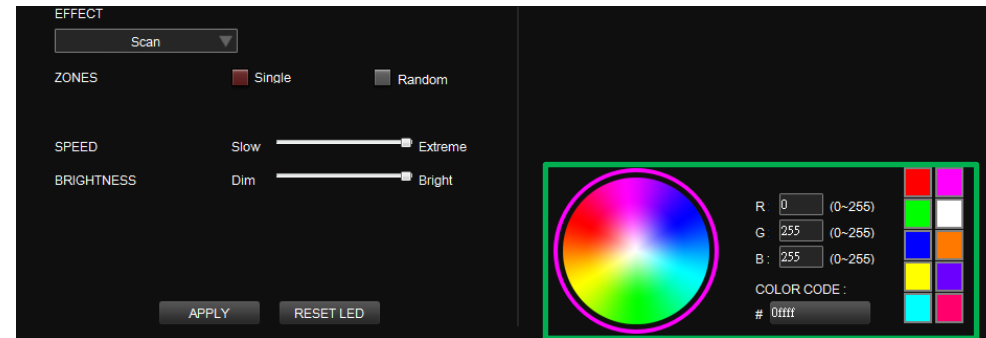
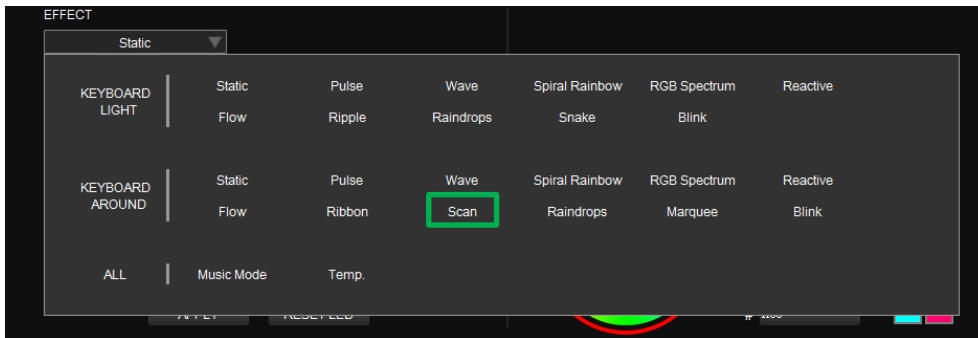


Step 1:

Select "Scan" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.

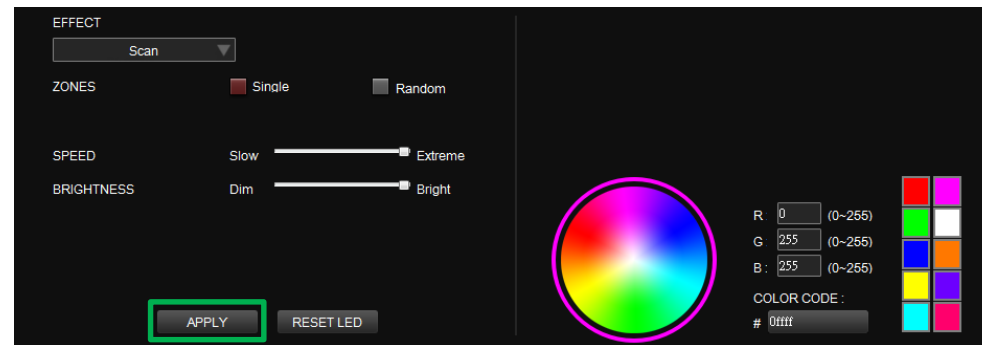
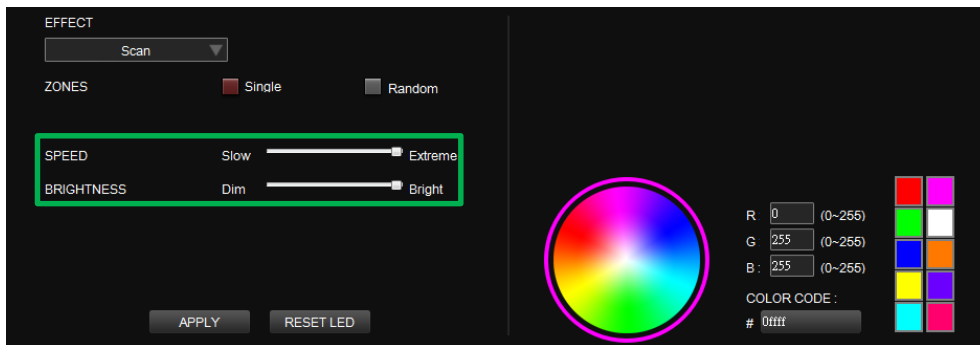


Step 3:

Set the speed and brightness level of the backlight.

Step 4:

Click Apply to save the new settings.



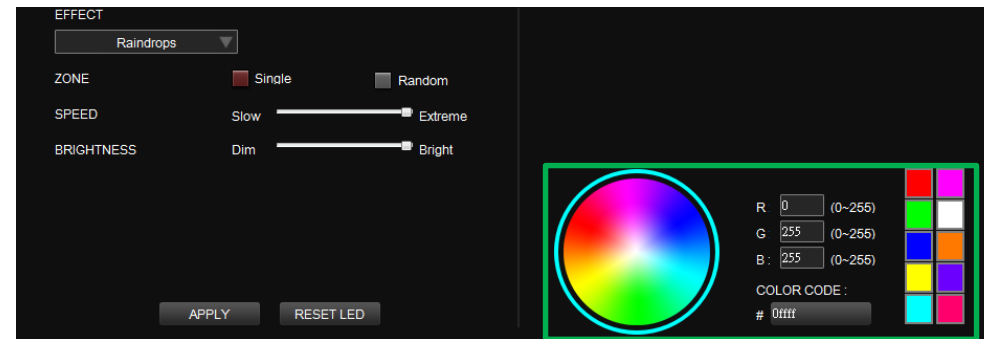
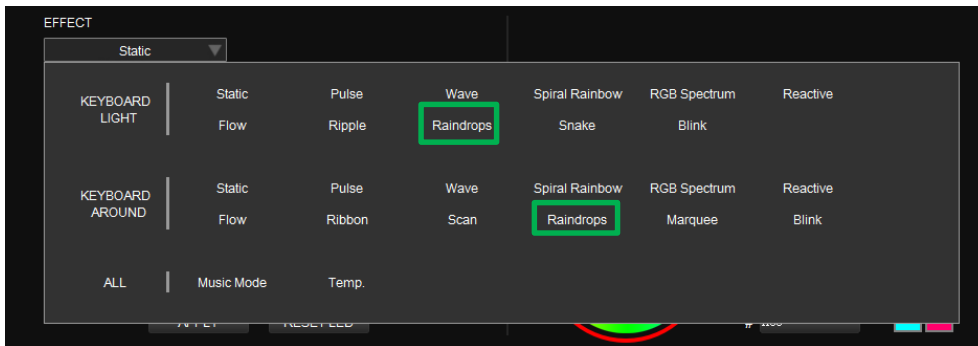


Step 1:

Select "Raindrops Area" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.





Step 3:

Set the speed and brightness level of the backlight.

Step 4:

Click Apply to save the new settings.

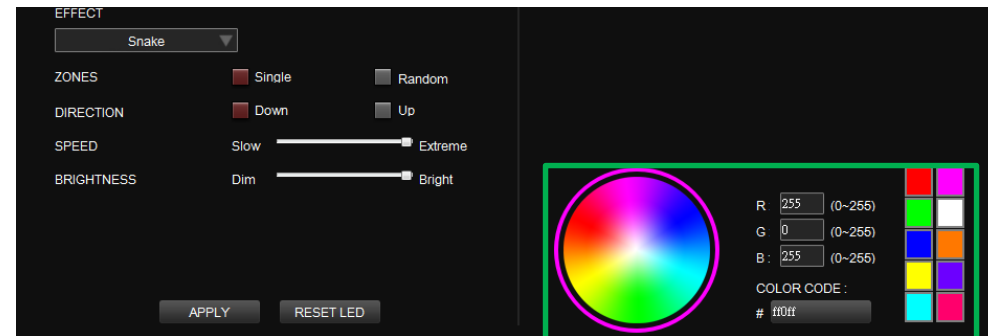
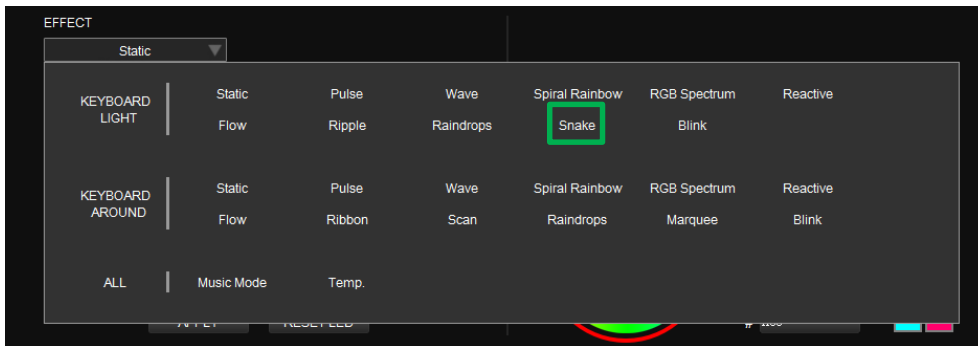


Step 1:

Select "Snake" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.

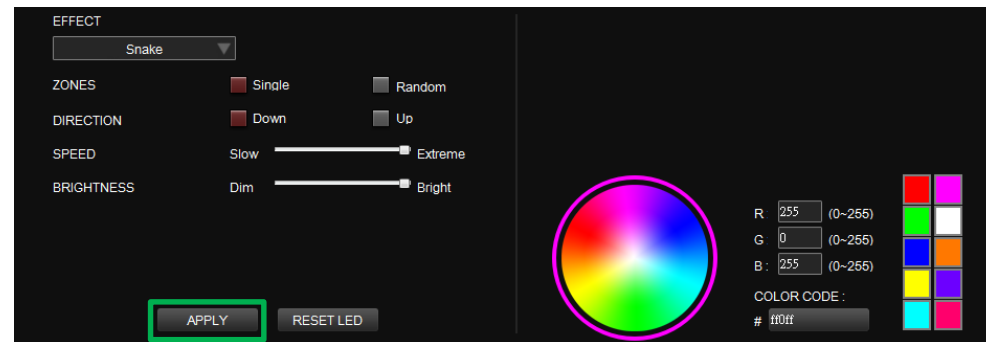
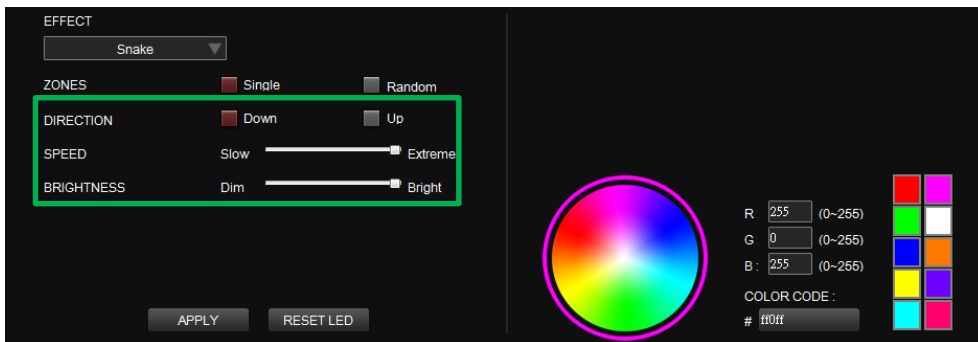


Step 3:

Set the direction, speed, and brightness level of the lighting effect.

Step 4:

Click Apply to save the new settings.



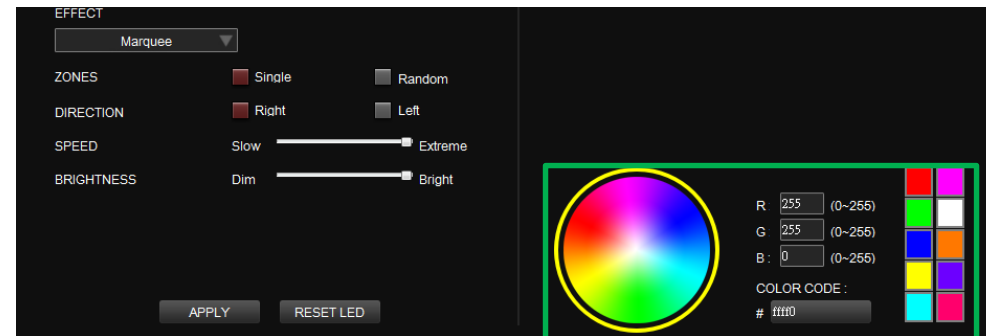
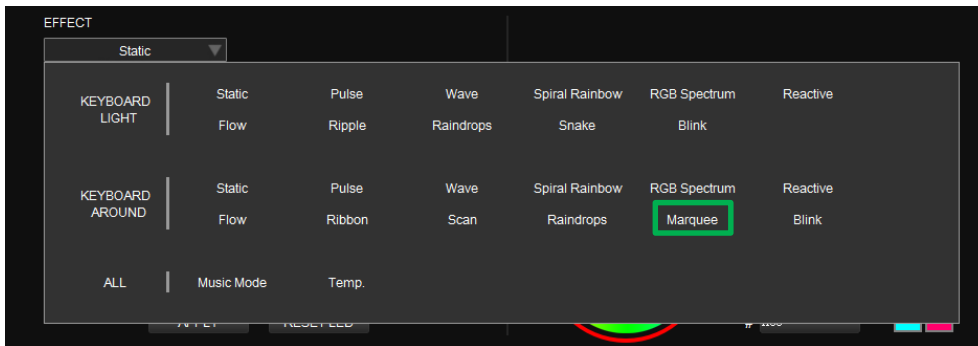


Step 1:

Select "Marquee" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.



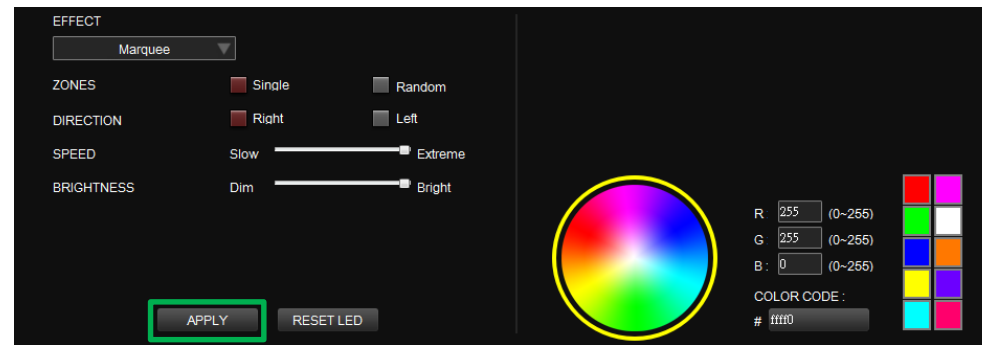
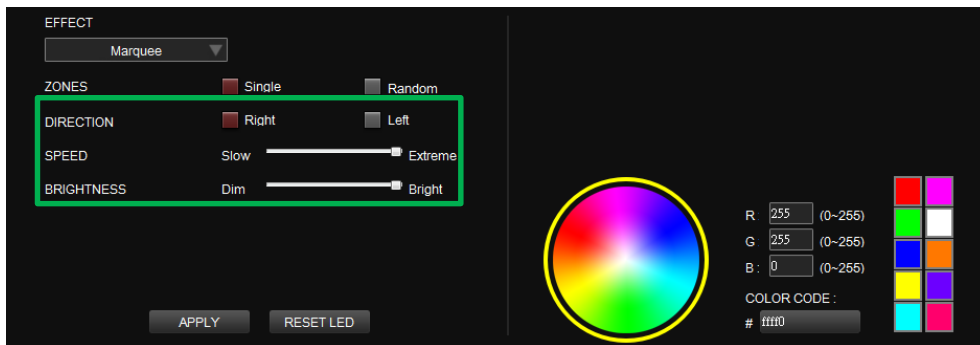


Step 3:

Set the direction, speed, and brightness level of the lighting effect.

Step 4:

Click Apply to save the new settings.



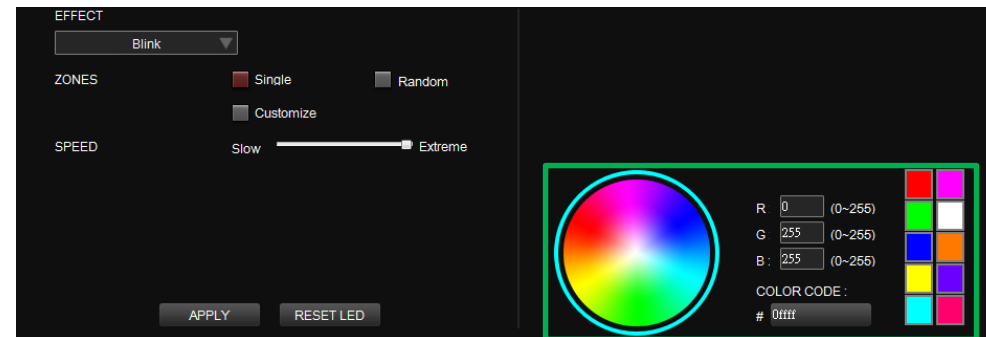
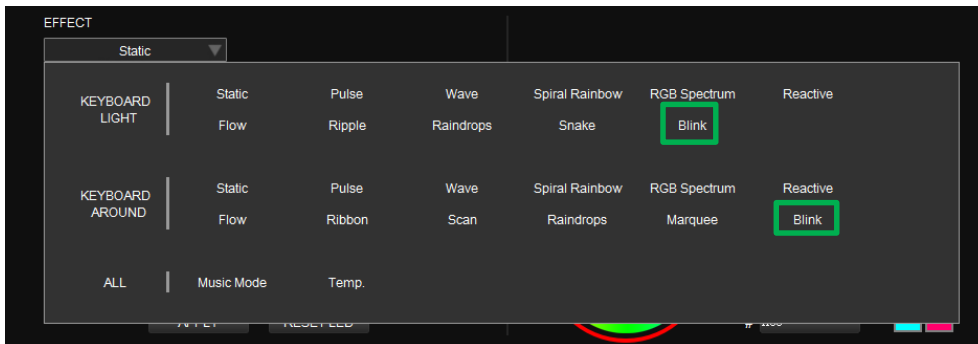


Step 1:

Select "Blink Area" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.

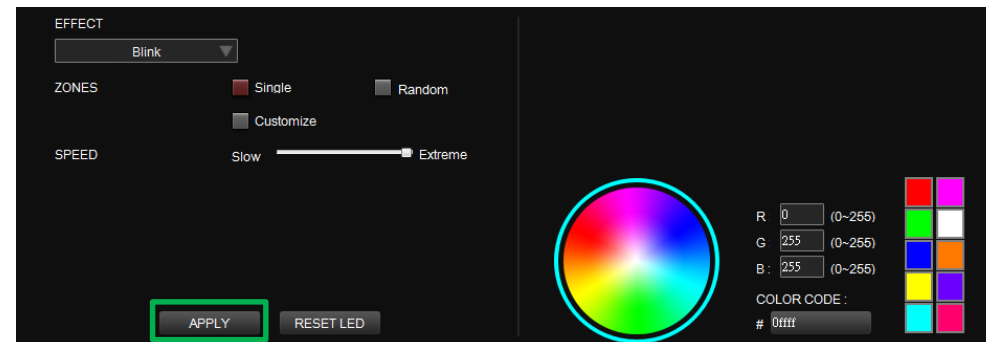
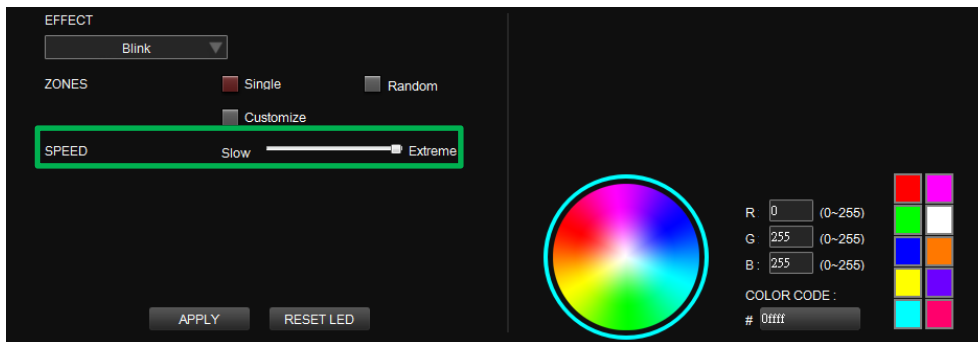


Step 3:

Adjust the backlight speed.

Step 4:

Click Apply to save the new settings.

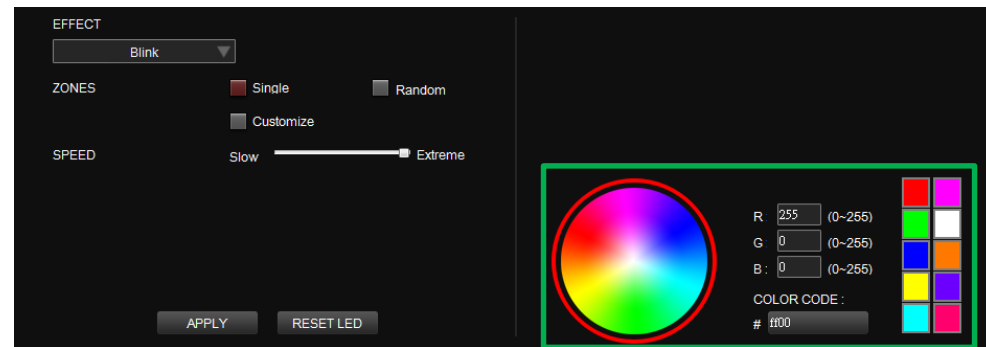
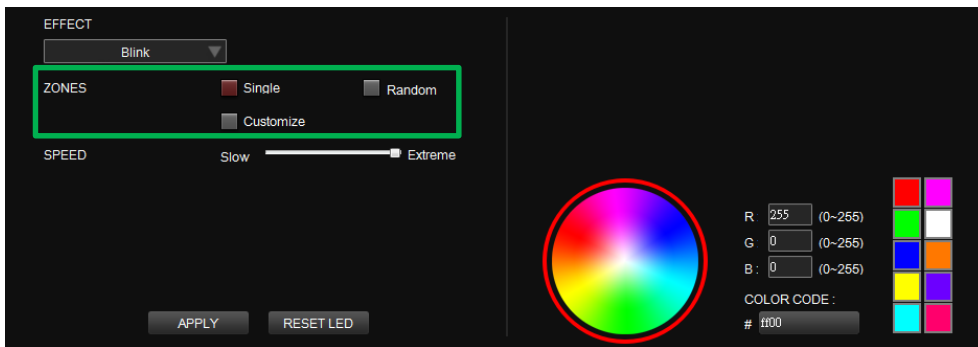


Step 1:

Switch the zones to "Customized."

Step 2:

Click on a color inside the color wheel or enter the RGB color values to set the color.





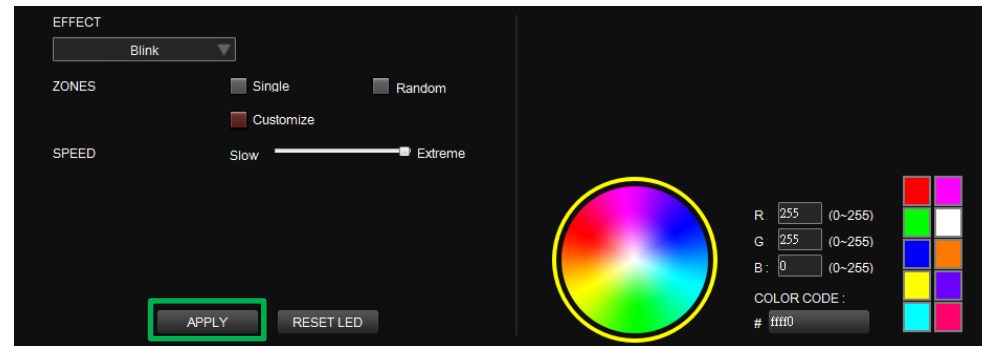
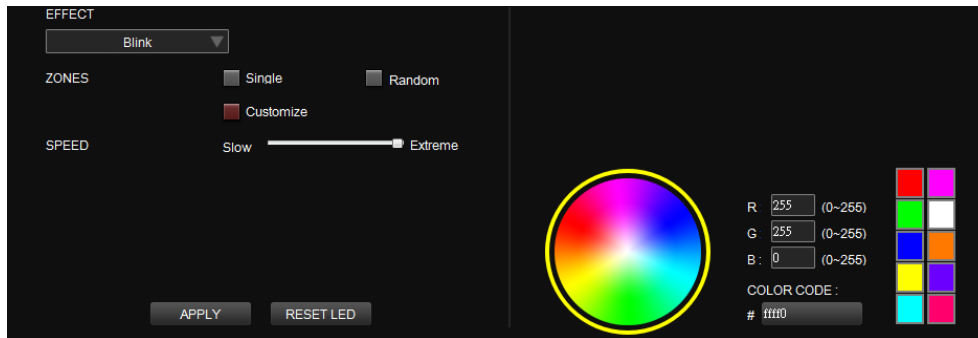
Step 3:

Click on the keyboard image directly with the left mouse button to change the key color.

✘ Right click to cancel the color.

Step 4:

Click Apply to save the new settings.

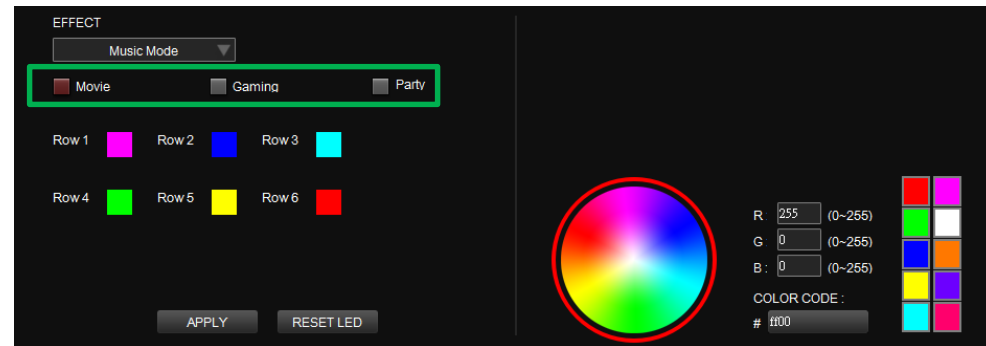
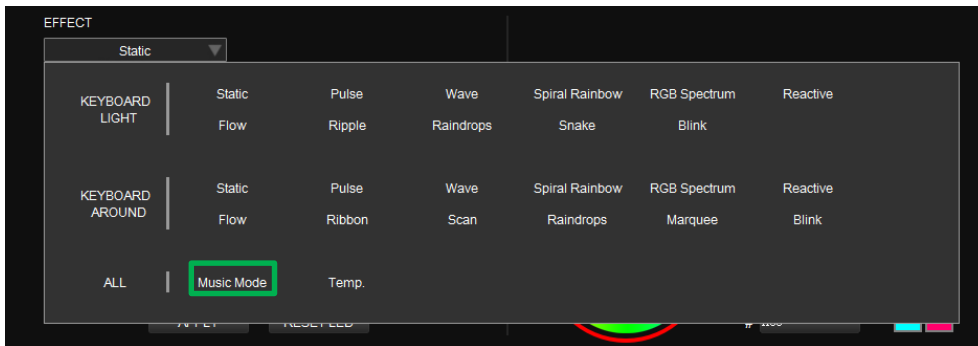


Step 1:

Select "Music Mode" in the Lighting Effect drop-down list.

Step 2:

Set the desired mode of lighting effects.



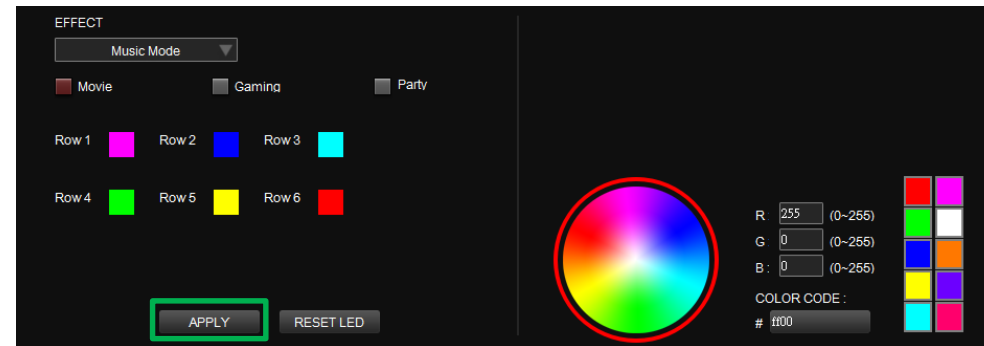
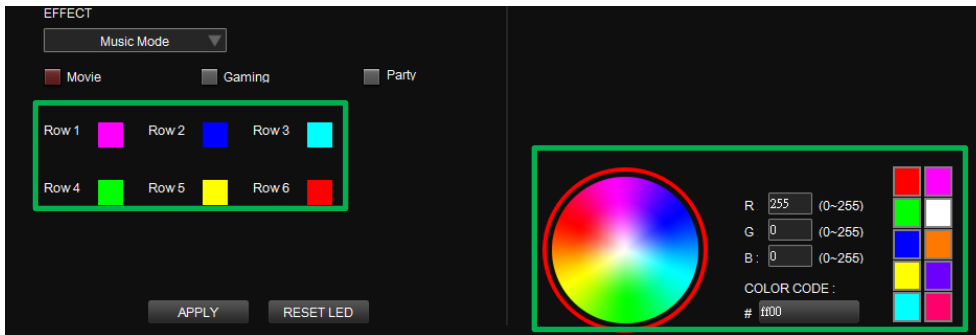


Step 3:

Click on a color inside the color wheel or enter the RGB color values to change the color of each row.

Step 4:

Click Apply to save the new settings.



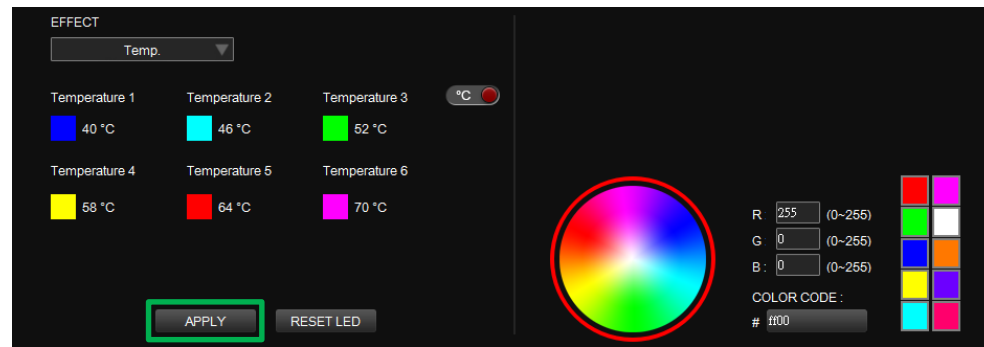
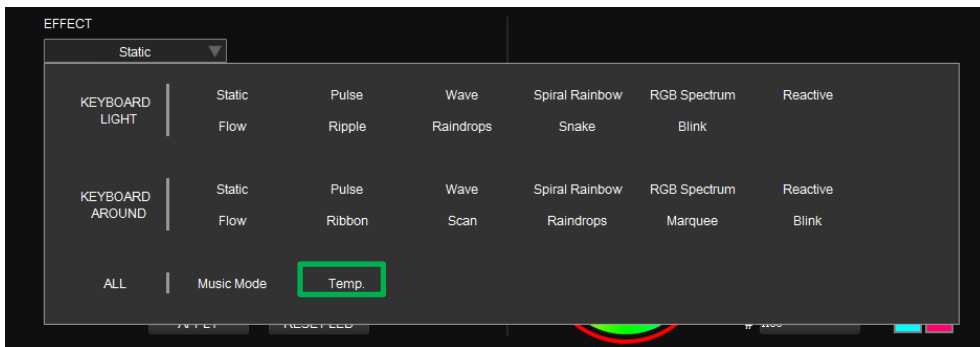


Step 1:

Select "System Temperature" in the Lighting Effect drop-down list.

Step 2:

Click Apply to save the new settings.



| Chapter 9: Functions Available on the Settings Page

Language Settings

Sets the language of the program's user interface.

Official Website / Social Media

Official Website: Visit the Product official website.

Social Media: Visit Thermaltake on Facebook.

Software Version / Firmware Version

Software Version: Displays the version number of the installed program.

Firmware Version: Displays the version number of the keyboard's driver.

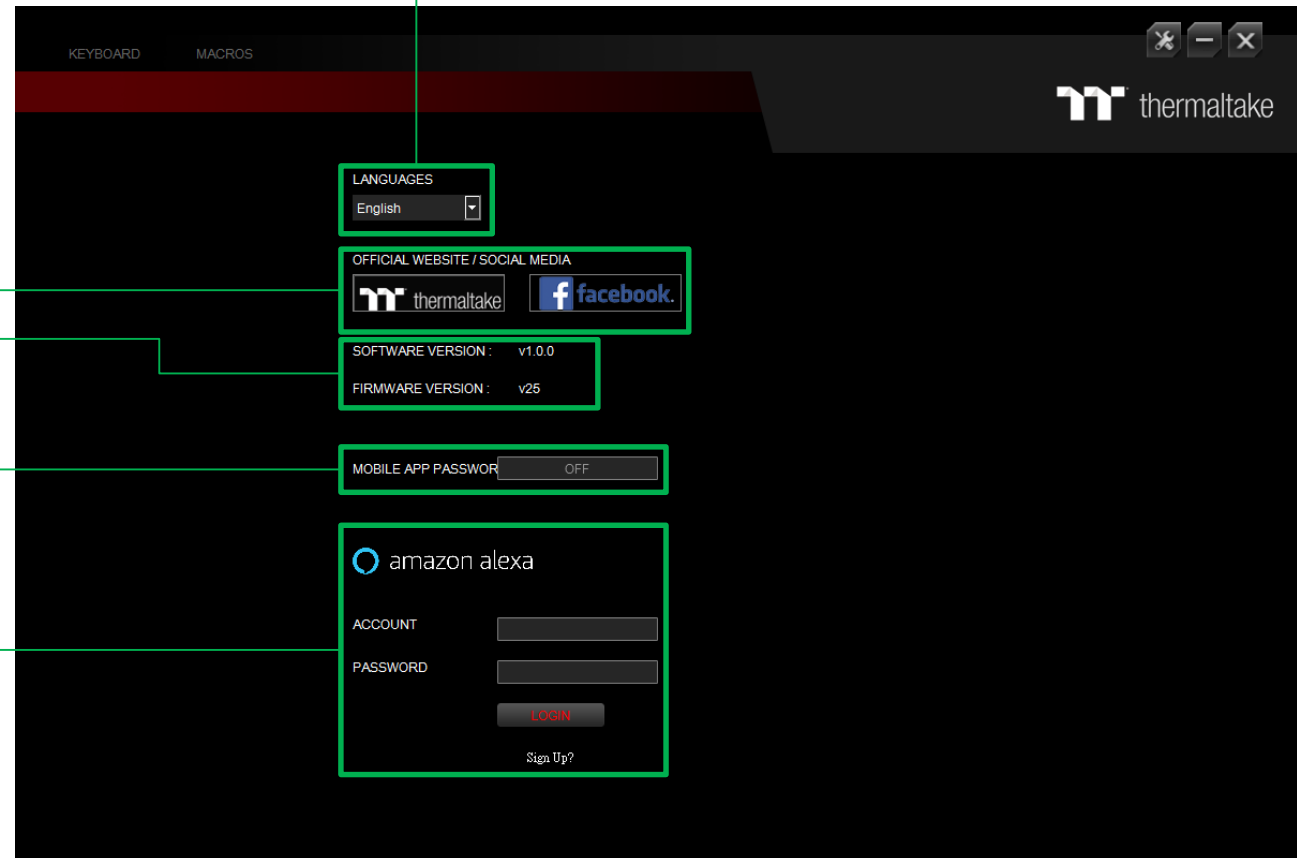
TT iTAKE APP Password Setting

Enter four number or English alphabet.

✘ Empty is disable function.

Amazon Alexa Login

TT iTAKE software support Amazon Alexa voice service, allowing you to control the lights by talking to the Alexa Enabled device.



Thank You