

ozone

EXON X90

OPTICAL PRO ESPORT MOUSE



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SYSTEM REQUIREMENTS

Operating System:

Windows 7 / Windows 8 / Windows 8.1 / Windows 10

Free USB 1.1/ 2.0 port.

50 MB free hard disk space.

SOFTWARE INSTALLATION

Plug EXON X90 USB connector to a USB port of your PC.

Download the driver from www.ozonегaming.com

Double click "Setup.exe" to start the installation program. Click "Next" to continue.

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

Installation runs automatically. Click "Finish" to complete the installation.

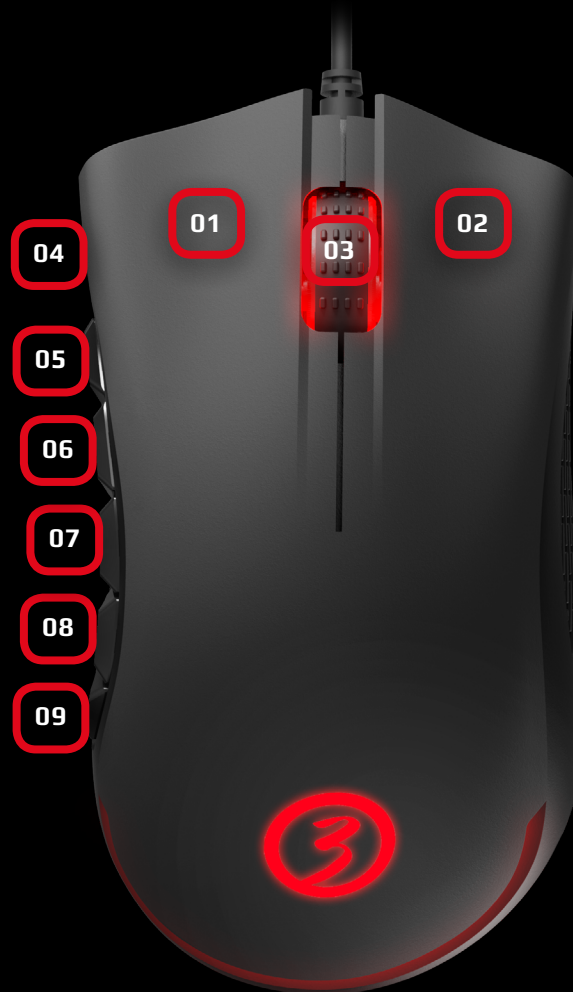
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BUTTONS LAYOUT



DEFAULT BUTTON ASSIGNMENT

- 01. Click
- 02. Right click
- 03. Wheel Click
- 04. Function
- 05. DPI Lock - 100
- 06. Browser Forward
- 07. Browser Backward
- 08. Volume Up
- 09. Volume Down
- 10. DPI Selector
- 11. Profile Selector



EXON X90

SOFTWARE OVERVIEW

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Software overview

The screenshot displays the EXON X90 software interface for configuring an optical pad esports mouse. The interface is divided into several sections:

- Profile Selection:** At the top, there are three profile tabs: Profile 1 (selected), Profile 2, and Profile 3.
- Button Configuration (1):** A list of buttons on the left side, each with a numbered callout (1-5) pointing to the corresponding button on the mouse image. The buttons are: Left Button (1), Right Button (2), Middle Button (3), DPI Lock - 100 (G1), Forward (G2), Back (G3), Volume up (G4), and Volume down (G5). A "Macro Editor" button is located below this list.
- DPI Setting (2):** A panel on the right side showing DPI settings for four profiles. Each profile has a checked box, a DPI value, and a color swatch. The settings are: Profile 1 (800 DPI, red), Profile 2 (1600 DPI, green), Profile 3 (2400 DPI, blue), and Profile 4 (3200 DPI, purple). There are also sliders for X and Y axis DPI and a "Current DPI: 800" indicator.
- Lighting (4):** A panel at the bottom right showing options for Lighting, Mouse Parameter, and Polling Rate, each with a dropdown menu.
- Profile Editor (1):** A section at the bottom left showing a dropdown menu for "Config #1" and buttons for adding, deleting, and saving configurations.
- Footer:** The "ozone" logo is centered at the bottom, and the "Driver version: 1.0.4" is displayed in the bottom left corner. "Restore" and "Apply" buttons are in the bottom right corner.

Pressing any title takes you to its thread

Software basics

- Reset to default configuration
- Profiles

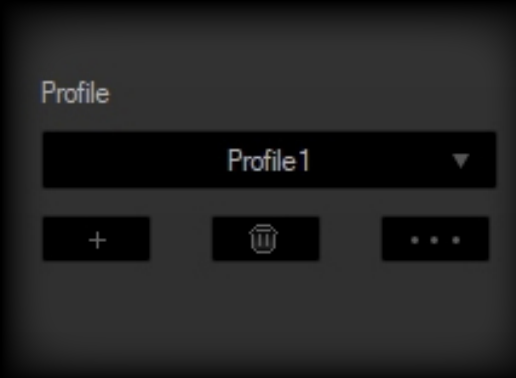
01. SOFTWARE BASICS



1. Reset to default configuration

Hit **Apply** to store any settings customization you make.

Hit **Restore** to discard every settings customization you previously made and saved. This will **restore your Exon X90 to its default configuration.**



2. Profiles

Before start editing your mouse configuration, **select a Profile to store all settings.**

Although Exon X90 comes with 3 default profiles, you can **add and save as many as you want.**

02. SENSOR SETTINGS



1. DPI Settings

Four **DPI profiles (DPI 1 to DPI 4)** are available to select, set and store DPI levels from 100 to 12000 through DPI Setting panel's graphic bar.

DPI jumps can be manually enabled or disabled through a **ticking box**.

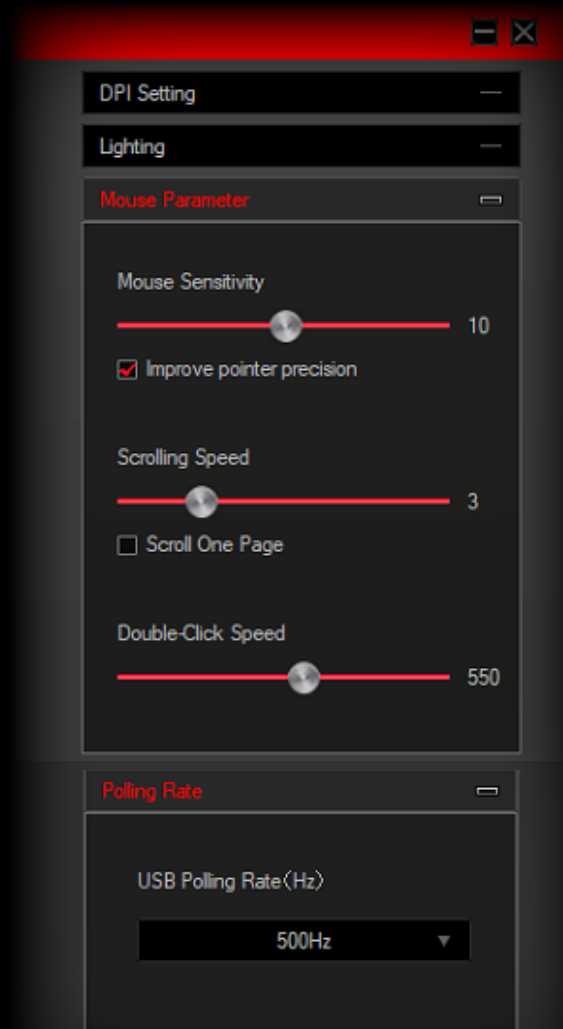


Each DPI profile is assigned a **color you can change** by clicking once on the swatch and choosing among the hues displayed in the **DPI Color palette modal window** displayed.

Sensor settings

- Mouse parameter
- Polling rate

02. SENSOR SETTINGS



2. Mouse Parameter

Mouse Parameter dialog box allows you to **improve your user experience** through:

Mouse sensitivity: increases or decreases cursor's speed and its accuracy.

Scrolling Speed: Increases or decreases mouse's scroll depth.

Double-Click Speed: increases or decreases mouse's double-click haste.

3. Polling Rate

Allows you to set **mouse polling rate** accuracy within a **125Hz to 1000Hz** range.

Button settings

- Button configuration: overview

03. BUTTON SETTINGS

1	Left Button
2	Left Button
3	Right Button
3	Middle Button
G1	Forward
G2	Back
G2	Scroll Up
G3	Scroll Down
G4	Three Click
G4	Fire key
G5	Key Combination
	Macro
	Disable
	DPI
	Multimedia
	DPI Lock

1. Button Configuration: overview

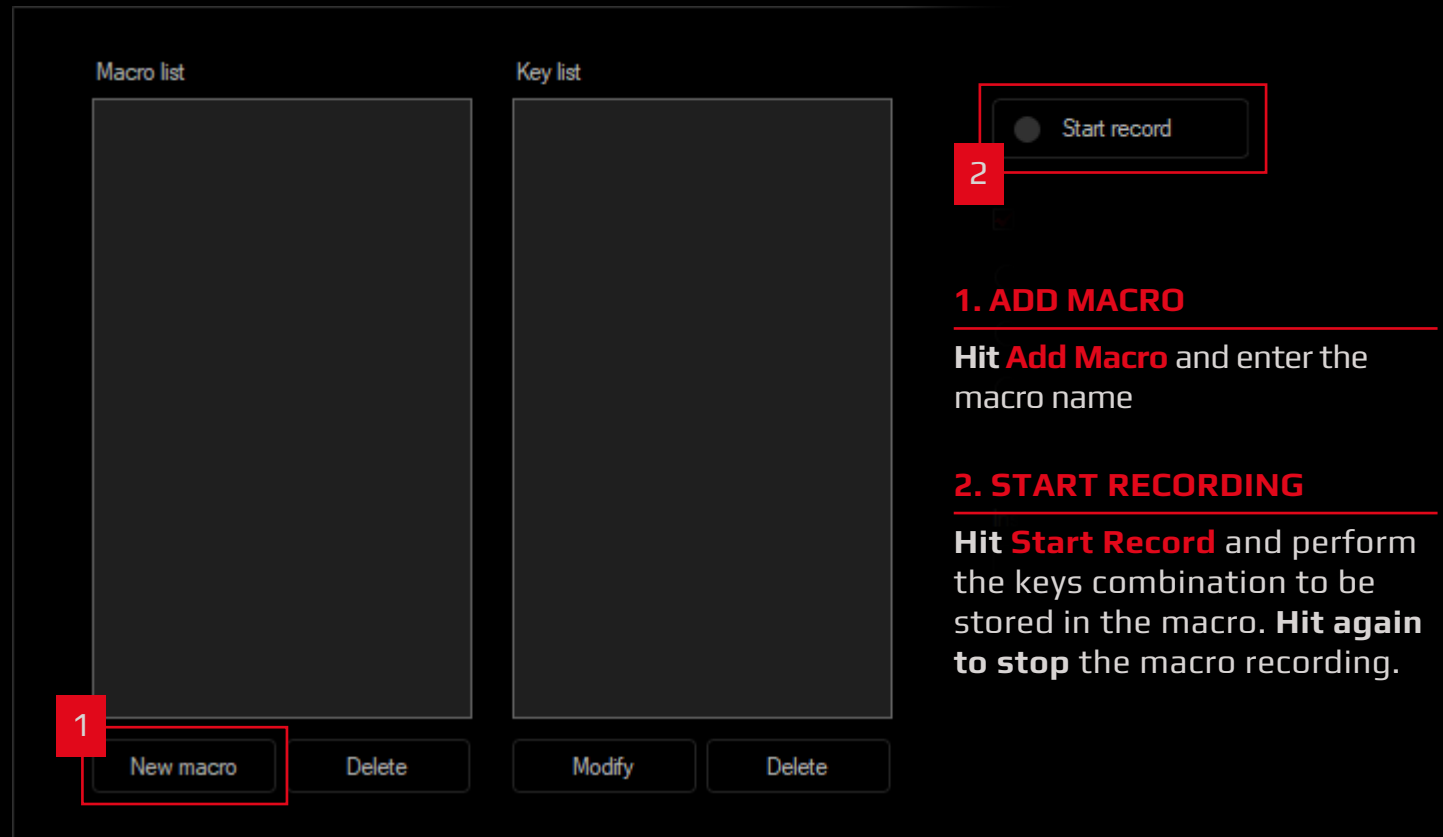
Click on **any mouse's button table** (numbered from 1 to 3 and from G1 to G5) to display the list of assignable **events and behaviours**:

- Left Button
- Right Button
- Middle Button
- Forward
- Back
- Three Click
- Fire Key
- Key Combination
- Macro
- Disable
- DPI:
 - DPI + · DPI - · DPI Loop
- Multimedia:
 - Media Player · Play/Pause · Next · Previous
 - Stop · Mute · Volume Up · Volume Down
 - Email · Calculator · Explorer · Home Page
- DPI Lock:
 - 100 · 200 · 300 · 400 · 500 · 600 · 700 · 800 · 900
 - 1000 · 1100

03. BUTTON SETTINGS

2.1. Macro Editor. Macros Creation

You can **create and save macros** to enhance both your gaming performance or workflow, just by **following this simple 2 steps process**:



The screenshot displays the Macro Editor interface. It features two main columns: 'Macro list' on the left and 'Key list' on the right. Below the 'Macro list' column, there are four buttons: 'New macro', 'Delete', 'Modify', and 'Delete'. The 'New macro' button is highlighted with a red box and the number 1. Below the 'Key list' column, there is a 'Start record' button, which is also highlighted with a red box and the number 2.

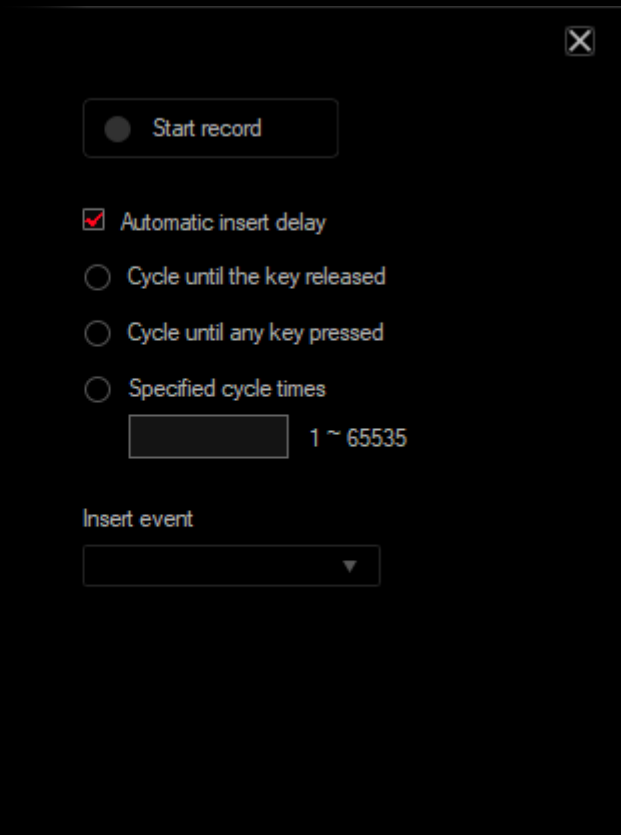
1. ADD MACRO
Hit Add Macro and enter the macro name

2. START RECORDING
Hit Start Record and perform the keys combination to be stored in the macro. **Hit again to stop** the macro recording.

03. BUTTON SETTINGS

2.2. Macro Editor. Macros Options

Macros creation also allows the addition of **behaviours** such as:



The screenshot shows a dialog box titled "Macro Editor. Macros Options" with a close button (X) in the top right corner. The dialog contains the following elements:

- A "Start record" button with a grey circle icon.
- A checked checkbox for "Automatic insert delay".
- Three radio button options:
 - "Cycle until the key released"
 - "Cycle until any key pressed"
 - "Specified cycle times" (selected)
- A text input field for "Specified cycle times" containing the value "1 ~ 65535".
- An "Insert event" label above a dropdown menu.

· **Automatic insert delay:** introduces an **automatic delay** as the macro is launched

· **Cycles:** macro will be reproduced

- Until the launch key is released
- Until any key is pressed
- A specific time cycle set by the user

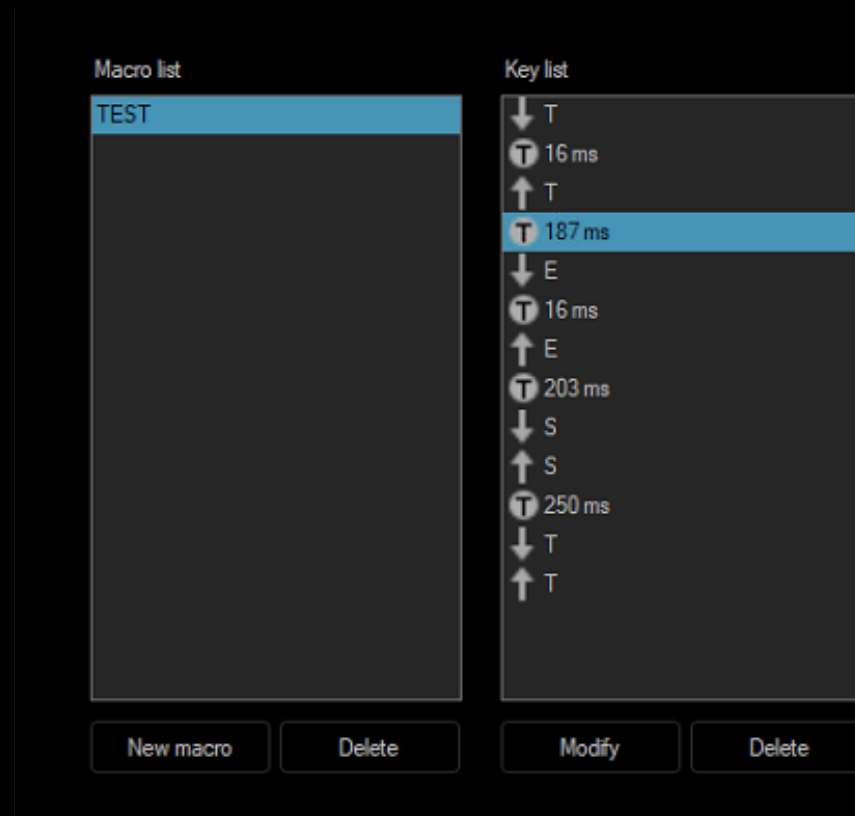
· **Insert event:** macros can be added keystroke events such as:

- Key Down
- Key Up
- Delay
- Left Button
- Right Button
- Middle Button

03. BUTTON SETTINGS

2.3. Macro Editor. Macros Edition

Macros details can be easily modified, regarding both input keystrokes and their delay time:



· Input keystrokes:

Hit **Modify button** to introduce a new combination of keys or keystroke.

Hit **Delete button** to remove this event.

· Delay time:

Hit **Modify button** to introduce a new delay time.

Hit **Delete button** to remove this event.

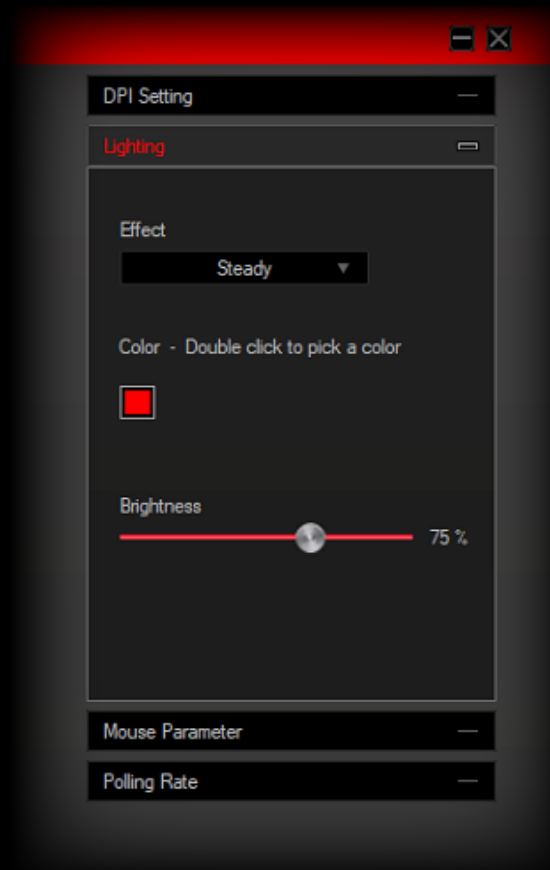
Delay time is measured in milliseconds (ms).

To delete a macro just hit the **Delete button** placed under the Macro List Panel

Lighting settings

- Available lighting FXs

04. LIGHTING SETTINGS



Click on **effect dropdown list** to display the list of assignable **lighting effects**:

- Colorful Streaming
- Steady
- Breathing
- Tail
- Neon
- Colorful Steady
- Flicker
- Stars twinkle
- Wave
- Led Off

Lighting effects details (such as steady color hue, color brightness, effect's speed or direction) can be **easily adjusted** with a simple scroll in the **Brightness bar** below.

LEGAL NOTICE

Statement of Compliance with European Union Directives

Ozone declares that this product is in compliance with the essential requirements and other relevant provisions from the following Directives: 1999/5/EC; 2004/108/EC; 2011/65/EC, as applicable. The technical documentation required by the Conformity Evaluation process is in Ozone's possession and can be requested through the email info@ozonegaming.com



Disposal of batteries and electrical or electronic equipment waste

The existence of this symbol on the product, batteries or respective packaging, signifies that this product and the contained batteries can not be disposed as domestic waste.

It is the user's responsibility to deliver this product at a batteries, electrical or electronic recycling pick-up point. The pick-up and separate recycling contributes for the preservation of natural resources and suppresses potential negative consequences for the human health and the environment resultant of inadequate disposal of dangerous substances contained in batteries and electrical or electronic equipment.

For additional information regarding batteries, electrical or electronic recycling pick-up points, please contact your local municipal services.

WARRANTY

Who does the warranty protect:

This warranty is valid for the original purchaser only.

What does the warranty protect:

For warranty claims, please contact Ozone's overseas distribution partners in your country. Find the distribution partner list at www.ozonegaming.com

Warranty: 2 years from the purchasing date (depending on the laws of each country)

URL: www.ozonegaming.com

E-mail: support@ozonegaming.com

What does not the warranty cover:

Any product, on which the serial number has been defaced, modified or removed.

Accident, misuse, neglect, fire, water, lightning, or other acts of nature, unauthorized product modification, or failure to follow instructions supplied with the product.

Repair or attempted repair by anyone not authorized by Ozone Gaming.

Damage to or loss of any programs, data or removable storage media.

Software or data loss occurring during repair or replacement.

Any damage of the product due to shipment.

Removal or installation of the product.

External causes, such as electric power fluctuations or failure.

Use of supplies or parts not meeting Ozone Gaming's specifications.

Normal wear and tear.

Any other cause which does not relate to a product defect.

If you have any questions regarding technical problems, please contact us via our website:

WWW.OZONEGAMING.COM

Ozone reserves the right for any modifications in text and/or images



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WITHIN THE GAME

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