# OZONE STRIKE BATTLE MECHANICAL GAMING KEYBOARD SPECTRA



USER MANUAL

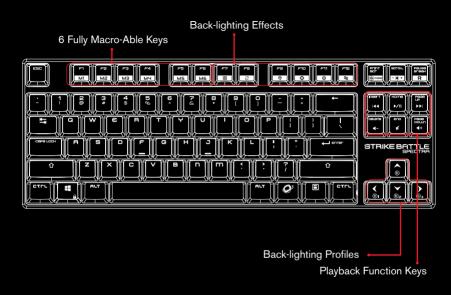
### STRIKE BATTLE SPECTRA. SOLID, PORTABLE AND NOW RGB.

**Strike Battle Spectra** offers the best selection of cherry mx keyswitches, a short-body and an ergonomic design to ensure a comfortable use. Its high quality aluminum layout gives you the best materials and performance to improve your gaming skills.

It also features a minimalist design and a compact style that makes it perfect for competitive use, travelling gamers or anyone who needs more work space on their desk.

The Spectra RGB color system allows you to customize a lot of different lightning effects and color key mapping profiles on the fly. You can even assign a different color to every single key, you got up to 16,8 millions colors.

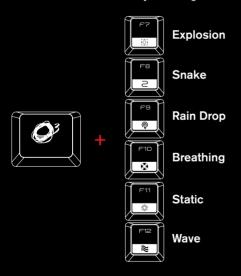




# WITHIN THE GOME

## STRIKE BATTLE SPECTRA KEY FUNCTIONS

- Ten keyless MX Cherry switched Gaming Keyboard with back-lighting effects
- Press O + F7 to F12 on keyboard to set the lighting effect
   Push the same effect key to change the color or other features of the effect



Multimedia shortcut keys on keyboard
 Press key for media playback functions



Press + Scroll Lock on keyboard to adjust back lighting effects
 Default Mode: 100% Brightness



1st: 0% Brightness, no Lighting

2nd: 33% Brightness 3rd: 66% Brightness

4th: 100% Brightness

Gaming Mode: Press + Prnt Scrn on keyboard to enter gaming mode.

In gaming mode, Strike Battle will work under following conditions:



Lit Prnt Scrn key

Left Window Key Disabled



\* Left Window key to switch between arrow keys and WASD functions

• Press + Up arrow on keyboard to start to record a color key mapping profile. The keyboard backlit will shut off and the left, down and right arrow keys will be flashing. Push one of them to select the color profiles. Now you can push every single key you want to color. (Every time you push the same key the color will change).

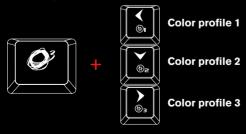
When you finish the color key map press again **O' + Up arrow** on keyboard to stop to record and store it in the previously selected profile key.



Push every key you want to color, everytime you push the same key the color will change



 Press + Left, Right or Down arrow on keyboard to select a color key mapping profile.



 Press O' + Pause Break and hold it for 3 seconds on keyboard to reset the keyboard to factory settings.





#### AVAILABLE MX CHERRY COLORS

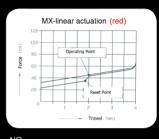
#### CHERRY RED KEY TYPE

#### no tactile bump









SWITCH TYPE

....CHERRY MX RED LINEAR SWITCH NO

CLICKY.....ACTUATION FORCE.... KEY TRAVEL.....

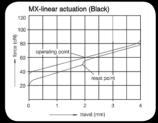
.....NO ..45G ..2MM TO ACTUATION, 4MM TO BOTTOM

#### CHERRY BLACK KEY TYPE









SWITCH TYPE......

...CHERRY MX BLACK ....LINEAR SWITCH ....NO ACTUATION FORCE...

......NO ...60G (40g - 80g overall) ...2MM TO ACTUATION, 4MM TO BOTTOM STRIKE BATTLE offers you the choice to pick the key switches that suit YOU form the four most popular MX CHERRY switch colors – black, red, blue and brown.

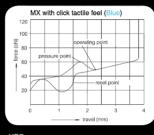
#### **CHERRY BLUE KEY TYPE**

tactile bump









SWITCH TYPE..

..CHERRY MX BLUE ...YES, PRECISE

ACTUATION FORCE...

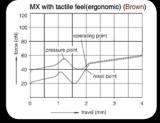
.....YES ..50G (60g Peak Force)(Force Diagram) ..2MM TO ACTUATION, 4MM TO BOTTOM

#### CHERRY BROWN KEY TYPE









SWITCH TYPE...... LINK..... TACTILE..... ...CHERRY MX BROWN ...DATASHEET ....YES ACTUATION FORCE...

...45G (55g Peack Force)(Force Diagram) ...2MM TO ACTUATION, 4MM TO BOTTOM

#### DRIVER USER MANUAL

#### SYSTEM REQUIREMENTS

- 1. Operation System: Windows 10 / Windows 8.1 / Windows 8 / Windows 7.
- 2. Free USB 2.0 port.
- 3. 50 MB free hard disk space.

#### INSTALLATION INSTRUCTIONS

OS: Windows 10, 8.1, 8 and 7.

- Plug USB connector of STRIKE BATTLE SPECTRA to a USB port of your PC.
- 2. Go to our website www.ozonegaming.com
- 3. Go to Support form the main menu, then use the dropdown menu on the downloads section to find your product.
- 4. Here you can download the **Driver** and **Manual** for **STRIKE BATTLE SPECTRA**.



PROFILE 1 🗇

SAVE

#### DRIVER USER MANUAL

#### MAIN INTERFACE INSTRUCTIONS

Select the feature you want to customize or configure on the keyboard configmenu located on the left side of the interface.

Under this menu you will find the preview mode button, switch it on if you want to see all the changes in real time.

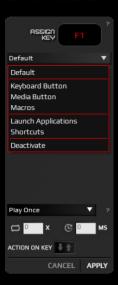
On the right part of the interface you can enable/disable the windows key Finally on the bottom part you will find the profiles and the reset and save buttons to revert or store all the changes made.

**Switch on G-mode key** to activate Button Configuration in the Driver.





#### **CUSTOMIZE LAYOUT INSTRUCTIONS**



To change the assignment of any key of the keyboard just click on one of them and a submenu will pop up. You have many options to set different behaviors to a key (Default, keyboard button, media button, macros, launch applications, shorcuts or deactivate it) You can select the desired option in the dropdown menu.

On the bottom part of this submenu, you also have different options for the key interaction. You can adjust the cycles, delays or the actions on key.

Once you are done you can cancel the changes or apply it to the selected key.



#### Keyboard Button

Push the rec button and enter a new key or a combination of your choice (like ctrl+1 for example) to assign it.



#### Media Button

Actions to control the playback of your music player, you have all the basic buttons which by default are also on the keys above the arrows, to use these keys you must use hold down the function key (for more information, see page 5).



#### Macros

Assign a previously recorded macro to the selected key. We will see later how to use the macro editor and the different types of macros you can create.



#### **Launch Applications**

Click on Add apps to open the windows explorer and search for the application you want to launch pressing the selected key. Click on delete app if you want to delete it from the list.

iexplore



#### **Shorcuts**

In this submenu you can find a bunch of typical actions to perform and help you with your workflow, navigation and desktop organization.



#### **Deactivate**

Deactivate a key if you don't want to use it.

#### **LIGHTING FX INSTRUCTIONS**



#### **Key Lighting FX**

This submenu allows you to customize the ligthing of your keyboard. In the first dropdown menu you can select the light fx.

Some of them have more options to customize like the color, spectrum mode or the speed control slider.

You can also check the "disable lights" box if you don't want to have the keyboard lit.

Under this submenu is the brightness slider to set the level of the brightness you prefer.



#### Custom Light Fx

When you select the custom light Fx you can color each key of the layout individually. Just select a key and pick on the custom colors color selector and the key will change colors. If you hold Ctrl and click in another key, it will be colored in same color as the last one. You can make specific game color map profiles to only light up the keys you usually use in the game.

#### MACRO LAB INSTRUCTIONS

When you click on macro lab you can choose between creating a keypress macro or a text macro.

#### Keypress macros



To create a new macro click on add macro and name it.

Then click on **start rec** and begin to push all the keys you want to store in the macro, when you finish click on **stop rec**. You can edit the macro you just made by right clicking on any input of the macro.

You can also record the delay between keys clicking on the **record delay** box. Finally you can click cancel or save the macro.

The stored macros will appear in the **customize layout macro submenu** that we explained in page 14.

#### Text macros



To create a new (text) macro click on add macro and name it.

Then write the text you want to store in the box.

You can record a start and an end key and input the delay for the text macro.

Finally you can click cancel or save the macro.

The stored macros will appear in the customize layout macro submenu that we explained on page 14.

#### PROFILE INSTRUCTIONS

When you click on the cogwheel next to the active profile on the bottom of the interface a new profile configuration window will pop up.

You can add an application to run the selected profile when it starts, it helps you to have different profiles and run each one only when the selected app is running, one for every game you usually play.

You can also copy the settings to another profile to save time or reset to default settings.

As usual you can cancel the changes or apply them.





its all about = VO/UTION