# OZONE NEONX20 OPTICAL PRO RGB MOUSE



INDEX System requirements Software installation

### SYSTEM REQUIREMENTS

O1. Operating System: Windows 7 / Windows 8 / Windows 8.1 / Windows 10
O2. Free USB 1.1/ 2.0 port.
O3. 50 MB free hard disk space.

### SOFTWARE INSTALLATION

**01.** Plug NEON X20 USB connector to a USB port of your PC.

**02.** Download the driver from <u>www.ozonegaming.com</u>

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

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

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



Buttons layout Default button assignment

### BUTTONS LAYOUT



### DEFAULT BUTTON ASSIGNMENT

01. Click 02. Menu 03. Wheel Click 04. Forward 05. Backwards 06. DPI + 07. DPI -08. Forward 09. Backwards



### SOFTWARE OVERVIEW

#### INDEX

#### Software overview

Driver version: 1.0.3

NEONX20  $\equiv \times$ Left Hand 0 3 Left Button 2 **Right Button** 500 3 Middle Button 0 2 3 DPI 2 4 Forward 6 Back 6 6 2000 7 4 DPI -8 3000 8 Disable 5 9 9 Disable 4000 Macro Editor 5000 3 10000 Current DPI: 1500 4 Lighting Mouse Parameter Profile1 Polling Rate 🕝 ozone www.ozonegaming.com Restore Apply

Pressing any title takes you to its thread



Software basics

- · Reset to default
- configuration
- Set mouse orientation
- Profiles





#### 1. Reset to default configuration

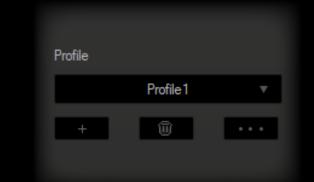
**Hit Apply** to store any settings customization you make.

**Hit Restore** to discard every settings customization you previously made and saved. This will **restore your Neon X20 to its default configuration**.



#### 2. Set mouse orientation

As a **real ambidextrous mouse**, Neon X20 allows to be **set as a right-handed or left-handed mouse** through the opt boxes at the top of the software's interface.



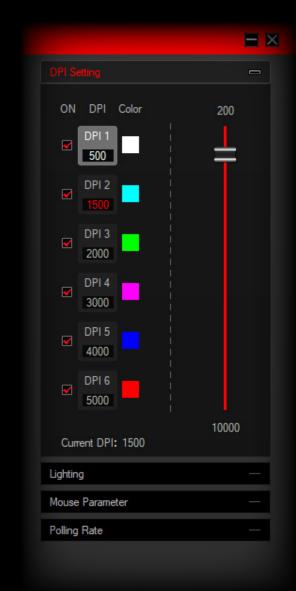
### 3. Profiles

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

Although Neon X20 comes with 3 default profiles, you can **add and save as many as you want**.



Sensor settings • DPI settings



02. SENSOR SETTINGS

### **1. DPI Settings**

Six DPI profiles (DPI 1 to DPI 6) are available to select, set and store DPI levels from 500 to 5000 through DPI Setting panel's graphic bar.

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

Color	X
ок	

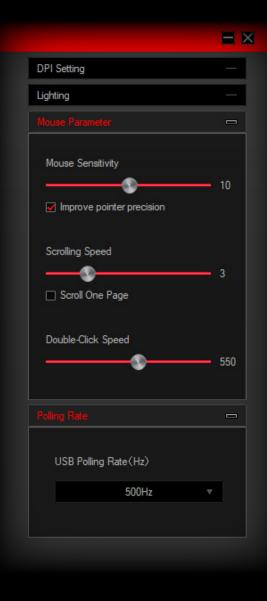
Each DPI profile is assigned a color you can change by clicking once on the swatch and choosing among the hues displayed in the DPI Color palette modal window displayed.



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



### 03. BUTTON SETTINGS

### 1. Button Configuration: ovierview

Click on any mouse's button table (numbered from 1 to 9) to display the list of assignable events and behaviours:

- Left Button
- Right Button
- Middle Button
- Forward
- Back
- DPI:
  - DPI + · DPI · DPI Loop
- Three Click
- Multimedia:

Media Player · Play/Pause · Next · Previous Stop · Mute · Volume Up · Volume Down Email · Calculator · My Computer · Home Page

- Fire Key
- Key Combination
- Macro
- DPI Lock:

 $\begin{array}{c} 200 \cdot 300 \cdot 400 \cdot 500 \cdot 600 \cdot 700 \cdot 800 \cdot 900 \\ 1000 \cdot 1100 \cdot 1200 \end{array}$ 

• Disable



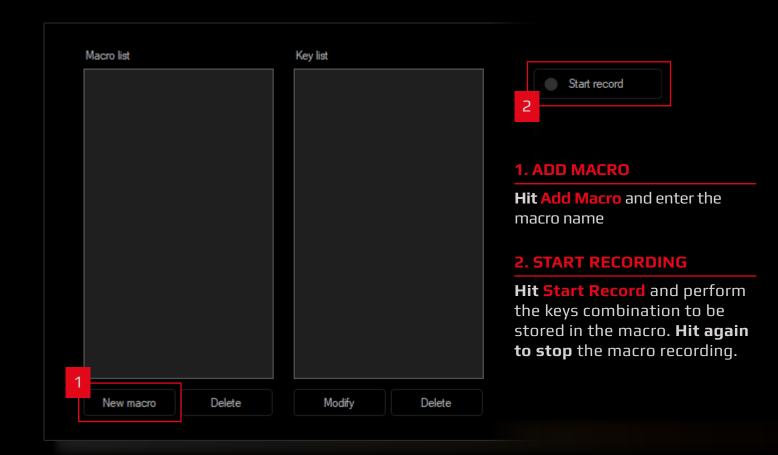
**Button settings** 

 Macro editor: macros creation

### 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**:





Button settings

 Macro editor: macros options

	X
Start record	
Automatic insert delay	
Cycle until the key released	
O Cycle until any key pressed	
<ul> <li>Specified cycle times</li> </ul>	
1 ~ 65535	
Insert event	

03. BUTTON SETTINGS

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

2.2. Macro Editor. Macros Options

 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



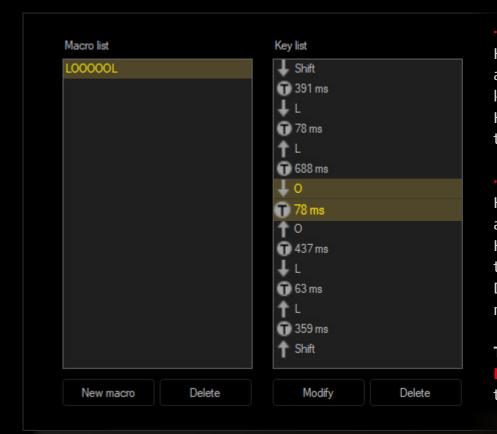
**Button settings** 

· Macro editor: macros edition

### 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 mesured 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

DPI Setting	-
Effect Response v	
Color - Double click to pick a color	
Random Color	
Speed	2
Mouse Parameter	_
Polling Rate	

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

- Colorful Streaming
- Breathing
- Tail
- Neon
- Colorful Steady
- Flicker
- Response
- Srteaming
- Wave
- Trailing
- 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.

NEOr X20

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Legal Notice

### 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

## X

#### 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

### 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 <u>www.ozonegaming.com</u>

Warranty: 2 years from the purchasing date (depending on the laws of each country) URL: <a href="http://www.ozonegaming.com">www.ozonegaming.com</a> E-mail: <a href="https://www.ozonegaming.com">support@ozonegaming.com</a>

#### What does not the warranty cover:

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

- **02.** Accident, misuse, neglect, fire, water, lightning, or other acts of nature, unauthorized product modification, or failure to follow instructions supplied with the product.
- **03.** Repair or attempted repair by anyone not authorized by Ozone Gaming.
- **04.** Damage to or loss of any programs, data or removable storage media.
- **05.** Software or data loss occurring during repair or replacement.
- **06.** Any damage of the product due to shipment.
- **07.** Removal or installation of the product.
- **08.** External causes, such as electric power fluctuations or failure.
- **09.** Use of supplies or parts not meeting Ozone Gaming's specifications.
- **10.** Normal wear and tear.
- **11.** 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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