

Sharkoon

 SKILLER



SGM1

OPTICAL GAMING MOUSE

Manual

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Dear Customer,

Thank you for your purchase of this new Sharkoon product. To ensure a long service life and full functionality, we recommend that you read this manual thoroughly.

**SHARKOON Technologies**  
www.sharkoon.com

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## 1. Mouse Properties

- Gaming mouse with RGB illumination
- Optical PixArt PMW3336 sensor with 10,800 DPI
- Quickly accessible macro keys
- 4-way scroll wheel
- Weight tuning system
- Onboard memory for game profiles
- Durable Omron switches in left and right mouse buttons
- Gaming software
- 12 programmable buttons
- Textile braided cable
- Gold-plated USB plug

## 2. Software Properties

- All 12 buttons are freely programmable with functions or macros
- Supports up to six game profiles
- DPI setting, lighting effect, polling rate, mouse speed (also individually per axis), angle snapping, double-click and scroll speed
- Macro manager

## 3. Mouse Specifications

### 3.1. General

Max. DPI/CPI	10,800
Sensor	Optical
Chip	PixArt PMW3336
Illumination	RGB
Max. Polling Rate	1,000 Hz
Lift-Off Distance	2 mm
Frames Per Second	8,000
Inches Per Second	150
Max. Acceleration	30 g
Weight Tuning System	6 x 4 g
Mouse Feet	5, PTFE



Weight Without Cable	130 g
Dimensions (L x W x H)	123 x 82 x 42 mm
Supported Operating Systems	Windows 7/8/10

### 3.2 Button Properties

Number of Buttons	12
Programmable Buttons	12
Durable Omron Switches in Left and Right Mouse Buttons	✓
4-Way Scroll Wheel	✓
Operating Life Cycles of Buttons	Min. 10 Million Clicks

### 3.3 DPI Properties

DPI Steps*	10,800; 8,200; 5,200; 3,600; 2,400; 1,600; 800
DPI Switch	✓
DPI Indicator	LED

\*DPI levels are individually customizable through the software

### 3.4 Cable and Connectors

Connector	USB
Gold-Plated USB Plug	✓
Textile Braided Cable	✓
Cable Length	180 cm

### 3.5 Software Properties

Gaming Software	✓
Onboard Memory for Game Profiles	✓
Capacity of Onboard Memory	16 kB
Number of Profiles	6



## 4. Package Contents

- Skiller SGM1
- CD with software and manual
- Additional set of mouse feet
- Transport bag

### Note:

If you are missing any of the items listed above, please contact our customer service immediately:

support@sharkoon.com (Germany and Europe)

support@sharkoon.com.tw (International)

## 5. Skiller SGM1 Overview



**1** Left mouse button

**2** Scroll wheel

**3** Right mouse button

**4** DPI switch

**5** Macro keys

**6** DPI indicator

**7** Mouse feet

**8** Weight tuning system locking mechanism

**9** Weight tuning system tray

**10** 6x4 grams weights

### Note:

The button functions are factory preset and customized within the gaming software.



## 6. Connecting to the PC

1. Connect the USB plug from the mouse into an available USB port on your PC.
2. The operating system will automatically recognize the Skiller SGM1 mouse and install all needed drivers.

### Note:

If your mouse is not recognized, disconnect it and try a different USB port on your PC.

## 7. Weight Tuning System

The weight tuning system inside the mouse allows seven increment adjustments to the overall weight of the mouse between 106 g to a maximum 130 g. To adjust the weight tuning system, proceed as follows:

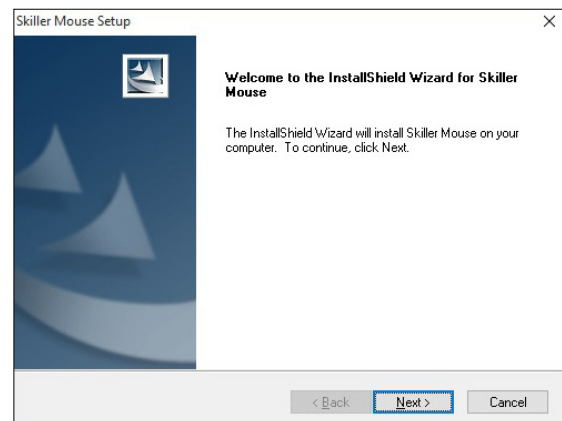
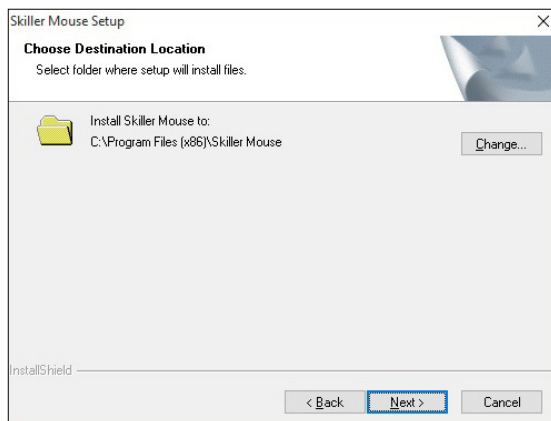
1. Pull back on the locking mechanism of the weight tuning system (8). The tray will unlock and release slightly on the right side.
2. Remove the tray containing the weights.
3. Remove or add the desired number of weights.
4. Insert and lock the tray into the mouse by pushing it in until it clicks.

## 8. Installing the Gaming Software

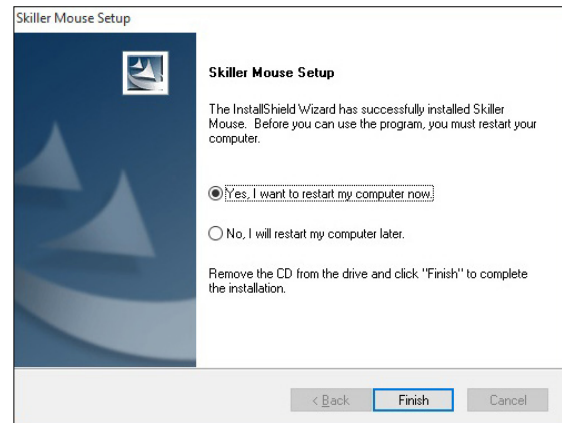
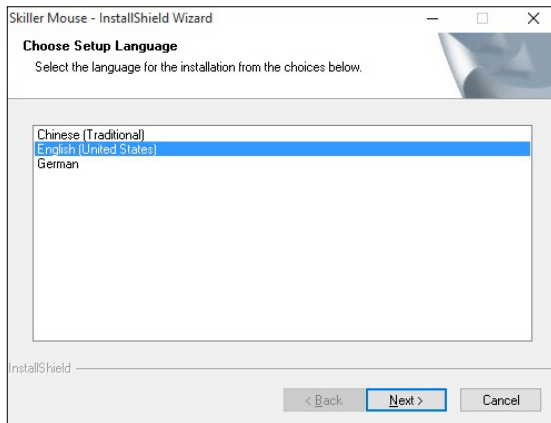
Before installing the included gaming software, ensure no other mouse software is currently installed. If necessary, uninstall existing software from the PC before proceeding with the installation of the gaming software.

1. Insert the CD into your CD/DVD/BD drive.
2. Open the directory of the CD/DVD/BD drive (i.e. D:\).
3. Open the "Gaming Software" folder.
4. Start the "Skiller SGM1 Configuration Setup.exe" application and follow the InstallShield Wizard instructions.

Alternatively, the latest software version is also available for download on our website [www.sharkoon.com](http://www.sharkoon.com).







5. Once complete, click “Finish”.

Restart the PC once the installation is complete. The Skiller icon will now appear in the taskbar. The software is now successfully installed.

## 9. Gaming Software

Launch the Skiller SGM1 software by double-clicking on the Skiller icon in the taskbar.



- |                          |                             |                                 |
|--------------------------|-----------------------------|---------------------------------|
| <b>A</b> DPI Setting     | <b>E</b> Double-Click Speed | <b>I</b> Axis Sensitivity       |
| <b>B</b> Lighting Effect | <b>F</b> Scroll Speed       | <b>J</b> Macro Manager          |
| <b>C</b> Polling Rate    | <b>G</b> Angle Snapping     | <b>K</b> Button Assignment      |
| <b>D</b> Mouse Speed     | <b>H</b> Game Profiles      | <b>L</b> Top View and Side View |

**Important:** After making changes, you must press “Apply” in order to save all changes.

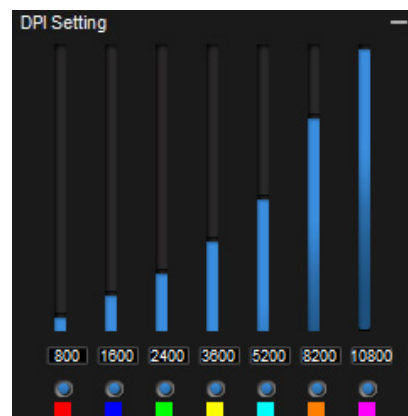


### 9.1 DPI Setting **A**

In this menu, you can set individual DPI values simply by clicking on the bar. If certain DPI steps are not required, then deactivate it by clicking the corresponding blue button. The higher the value, the more sensitive your mouse responds.

The selected DPI level is displayed on the mouse with white LEDs.

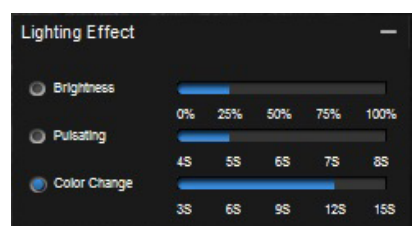
The illumination color of the logo and mouse wheel can be set and adjusted for each DPI step by clicking on the respective square colored field under the blue bar.



### 9.2 Lighting Effect **B**

This menu option controls the LED illumination of the Skiller SGM1.

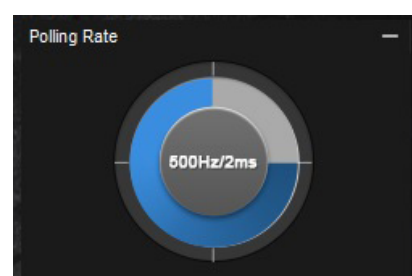
- Brightness: The illumination brightness adjusts in five increments from 0 to 100%.
- Pulsating: The adjusted color pulsates. Set the frequency in five increments from four to eight seconds.
- Color Change: The color of the lighting changes. The frequency can be set in five increments. Please note, in this mode, DPI steps are not identified by color.



### 9.3 Polling Rate **C**

The polling rate is the query rate between PC and mouse. The higher the Hertz (Hz) value, the shorter the time between the two queries. The polling rate allows four level settings:

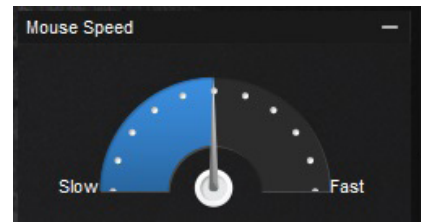
- 125 Hz, 8 ms
- 250 Hz, 4 ms
- 500 Hz, 2 ms
- 1000 Hz, 1 ms





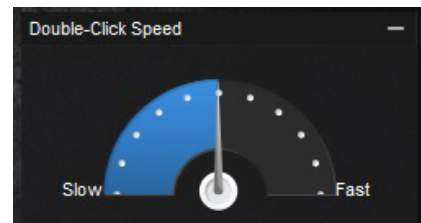
#### 9.4 Mouse Speed **D**

There are eleven levels to adjust the mouse speed. The higher the value, with the same mouse movement, the faster the cursor on the screen moves.



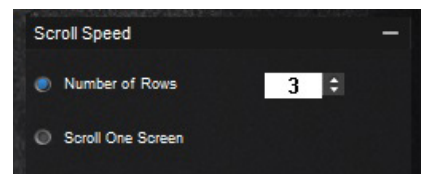
#### 9.5 Double-Click Speed **E**

In this menu, you can set how far two mouse clicks are allowed to be apart while still being recognized as a double-click. The higher the value, the faster the clicks must follow each other. The double-click speed can be adjusted in eleven increments.



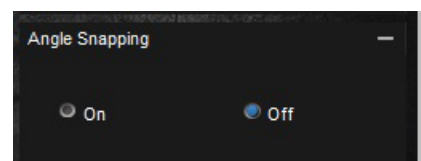
#### 9.6 Scroll Speed **F**

When scrolling, the mouse wheel moves the image to the selected number of rows or screen page. The standard setting is three lines. At a lower value, scrolling with the mouse wheel must be more frequent to achieve the same distance. With a higher value, less frequently.



#### 9.7 Angle Snapping **G**

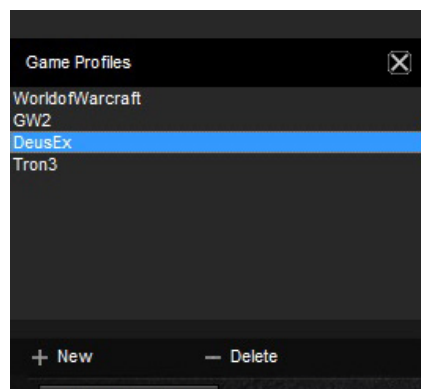
Angle snapping corrects uneven movements by the mouse into straight movements automatically. This is primarily beneficial in games and graphics programs. When Angle Snapping is activated, for example, it is easier to stay focused on an object without the cursor drifting by slight mouse movements.



#### 9.8 Game Profiles **H**

Game Profiles is where all gaming software settings are saved. The use of multiple game profiles allows the possibility of custom configurations for every game or application, and allows you to quickly switch between them without having to readjust the configuration after changing the game. To create a game profile, proceed as follows:

1. Click on "Game Profiles" in the lower left corner.
2. Select a profile or click on "New" to create a new profile. To rename a new profile, double-click in the name field or right-click and select "Edit."
3. Click the "X" on the top-right corner of the configuration field to close.
4. Perform the desired configurations using the options explained under section 9. Gaming Software.
5. Click on "Apply" on the bottom right to save the data in the profile.
6. The selected profile is immediately activated. To switch profiles, first click on "Game Profiles" and then the desired profile. The desired profile is now loaded. Click the "X" on the top-right corner of the configuration field to close.

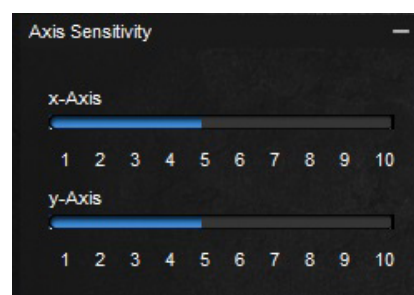


Within Game Profiles, up to six profiles can be created, edited or deleted. Additional commands are available by right-clicking on the profile:

- Delete: Delete this profile
- Edit: Allows changes to the name
- Copy: Copies the profile, so it can be used as a basis to create a similar profile
- Load: Load a saved configuration from the hard drive
- Save: Save the configuration to the hard drive

## 9.9 Axis Sensitivity **I**

Here, the axis sensitivity of the horizontal and vertical axis can be individually adjusted up to ten steps. The higher the value, the more sensitive your mouse.



## 9.10 Macro Manager **J**

Record, edit and delete macros through the Macro Manager. After clicking “New,” the software assigns the macro a name automatically within the “Select Macro” field, double-clicking the macro to rename it. Before recording a macro, you can assign the delay between keystrokes and number of loops settings.

If the box “Record delay between keystrokes” is checked, the input breaks apply also during the recording of the macro for that specific macro. Details regarding the times in milliseconds will appear within the “Keystroke Sequence.”

Also in the “Options” field, adjust the number of loops. To do this, check the “Number of Loops” box and input the specific number of loops desired. Up to 255 loops are possible.

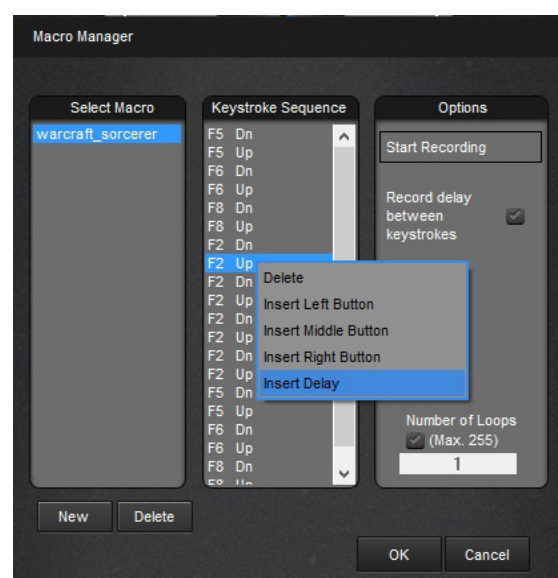
Example: A macro containing the key sequence “F6, F2, 478” with three loops; the macro’s output will be the follow: F6 F2 478 F6 F2 478 F6 F2 478.

After clicking “Start Recording” within “Options,” any subsequent keyboard inputs will be recorded. Click on “Stop Recording” to end the recording.

After recording a macro, make manually adjustments within the Keystroke Sequence field. Right-click on a recorded keystroke to delete it.

Also, right-click to insert left, right, middle mouse clicks and delays. Delays are initially for 50 milliseconds; adjust this value by double-clicking on the individual delay. However, 50 milliseconds is the lowest value possible.

Up to 12 macros can be stored within the Macro Manager. The maximum number of keystrokes is 62, plus mouse commands and delays. Please note, pressing and releasing a key represents two commands. Assign each macro to a mouse button through the “Button Assignment” menu (see 9.11 Button Assignment).

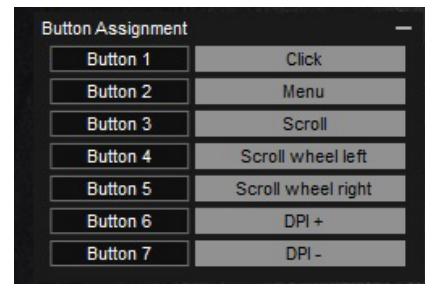


## 9.11 Button Assignment **K**

Assign every single mouse button with a function through the Button Assignment menu. Select from the following choices: Click, Menu, Scroll, Forward, Back, Double-Click, DPI Setting, Scroll Wheel Left/Right, Multimedia Commands, Basic and Additional Commands plus Assign Keyboard Key (except FN and Windows keys). In addition, it is possible to assign macros or deactivate a mouse button.

### Note:

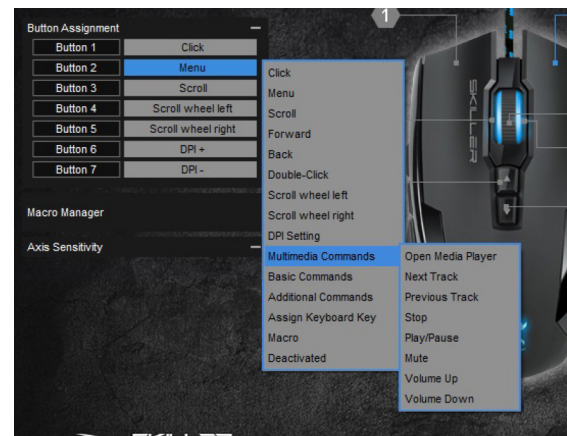
The Top View screen allows you to assign the first seven buttons. With the buttons eight through twelve, switch to Side View (see 9.12 Top View and Side View).



Macros can be programmed to run once, endless loop or endless while the button is pressed (see 9.10 Macro Manager).

Example: A macro is assigned with a “1, 2, 3” sequence. The following settings and outputs are possible:

- Setting: Macro runs once after pressing the button.  
Output: 123
- Setting: Macro runs endless loop until any button is pressed.  
Output: 1231231231231231231  
The output stops when the selected macro button or any other button is pressed.
- Setting: Macro runs endless loop until button is released.  
Output: 12312312312312312.  
The output stops once the pressed macro key is released.



### Note:

Please note, with the latter two options the macro does not run to an end but rather stops by button stroke.

## 9.12 Top View and Side View **L**

By pressing “Side View” the view of the mouse will rotate. This allows the macro buttons to be visible. Likewise, switching the view allows button assignment of the macro buttons (see 9.11 Button Assignment). Press “Top View” to restore the original view.



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