

Sharkoon

FIREGLIDER

FIREGLIDER BLACK

Manual



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**Caution laser!**

**Avoid direct eye contact with the laser beam!**

Dear customer!

Congratulations for purchasing one premium quality SHARKOON product.

For a long life time and to take full advantage of this product we recommend that you read this manual completely.

Have a good time with our product!

**SHARKOON Technologies**

## 1. Features

- Laser mouse with 7 buttons (6 of them freely programmable)
- DPI switch with color display (6 steps)
- Weight tuning system (max. 19.5 g)
- On-board memory for macros
- Smooth running and finely adjustable scroll wheel
- Ergonomic design for convenient handling
- Special grip areas offer maximum control
- Ideal for professional applications and gaming
- Supported operating systems: Windows 2000, XP, XP (x64) and VISTA x86

## 2. Specifications

Max. DPI/CPI:	3600
DPI/CPI stepping:	600 – 800 – 1200 – 1600 – 2000 – 3600
Max. acceleration:	20 G
Mouse weight max.:	135 g
Mouse weight min.:	118 g
Connector:	USB (cable length: 1.8 m)
Power input:	5V – 60 mA

### 3. Package content

- Rush Fireglider
- CD with software and manual (as PDF)

*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).*

### 4. The mouse at a glance

- A – Button 1: left mouse button
- B – Button 2: double-click button (freely programmable)
- C – Button 3: right mouse button (freely programmable)
- D – Button 4: middle mouse button and scroll wheel (freely programmable)
- E – Button 5: DPI selector (freely programmable)
- F – Button 6: freely programmable
- G – Button 7: freely programmable





- A - Button 6: freely programmable
- B - Button 7: freely programmable
- C - Grip area



- A - Weight tuning system (max. 19.5 g)
- B - Mouse slides

## 5. Connecting to a PC

1. Plug the mouse's USB connector to an available USB connector of your PC.
2. The operating system will automatically recognize the mouse and install all needed drivers.
3. If your mouse is not recognized, disconnect it and try another of your PC's USB connectors.

## 6. Installing the software

1. Before installing the included software, remove all other installed mouse software from your system.
2. Put the included Tools CD into your CD/DVD drive.
3. Open the CD/DVD drive's folder (e.g. D:).
4. Choose the directory "MouseGeneral..." and start "setup.exe" (fig. 1).
5. The InstallShield Wizard will be launched (fig. 1).

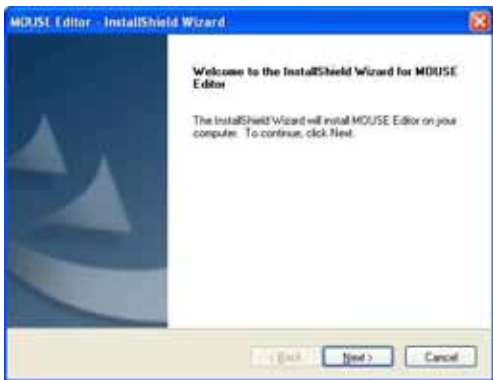


fig. 1

Continue by clicking "Next" or press "Cancel" to abort the installation.

6. Start the installation process by clicking “Install” (fig. 2).

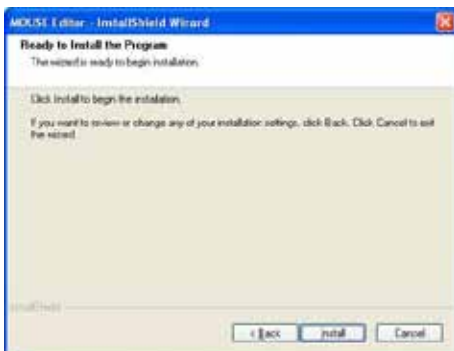


fig. 2

“Back” brings you to the previous window, “Cancel” stops the installation process.

7. After the installation is successfully completed, the following window will be displayed (fig. 3).



fig. 3

By choosing “Launch Mouse Editor” the mouse editor will be launched right after completing the installation process by clicking “Finish”.

## 7. The mouse editor

### 7.1 Launching the mouse editor

1. Start the application by double-clicking the symbol on the desktop or the respective icon in the task bar (fig. 4).



fig. 4



## 7.2 The user interface (main window)



- A – File menu: see below fig. 5
- B – Profile menu: 2 scripts can be stored on the mouse's internal memory, select them from the dropdown menu (fig. 6)
- C – Minimize window
- D – Close window/application
- E – Button configuration: different functions may be assigned to all the mouse buttons, select the functions from the respective dropdown menu (see below 7.3.2)
- F – Function description: use this text area to describe the respective button's function
- G – By clicking this button transfer all adjustments made in the mouse editor to the mouse

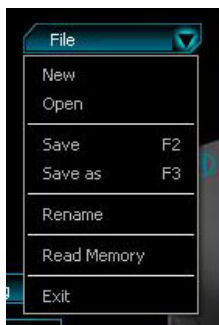


fig. 5 (file menu)

- |             |   |  |
|-------------|---|--|
| New         | – | creates a new profile                                    |
| Open        | – | opens/loads an existing profile                          |
| Save        | – | saves the current profile under its existing name        |
| Save as     | – | saves the profile under a new name                       |
| Rename      | – | changes the profile's name                               |
| Read memory | – | reads the current profile from the internal mouse memory |
| Exit        | – | closes the application                                   |



fig. 6 (profile menu)

Open the list by clicking the arrow.

Select between Profile 1 and Profile 2.

## 7.3 The further menus

### 7.3.1 DPI settings



- A – Activate/deactivate the respective DPI setting
- B – DPI setting for the X-axis
- C – DPI setting for the Y-axis
- D – Respective color indicator

## 7.3.2 Pulldown menus

The pulldown menu will open up when the button is pressed. The pulldown menus are similar for all mouse buttons (fig. 7).

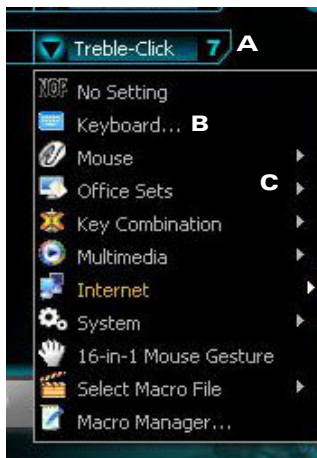


fig. 7

- A – Button
- B – Menu items
- C – Flyout menus with further functions/options

2. Select between the following menu items:
- No setting: the button has no function.
  - Keyboard: assign keyboard functions to the button (fig. 8).



fig. 8

- Mouse: clicking the arrow will bring up a flyout menu (fig. 9). Assign mouse functions to the button.



fig. 9

- d) Office Sets: clicking the arrow will display a flyout menu (fig. 10). Assign office functions to the button.



fig. 10

- e) Key combination: clicking the arrow will bring up a flyout menu. Assign a key combination from the set "Text commands" (fig. 11) resp. "File Commands" (fig. 12) to the button.



fig. 11



fig. 12

- f) Multimedia: clicking the arrow will bring up a flyout menu (fig. 13). Assign multimedia functions to the button.



fig. 13

- g) Internet: clicking the arrow will bring up a flyout menu (fig 14). Assign a browser function to the button.



fig. 14

- h) System: clicking the arrow will bring up a flyout menu (fig 15). Assign a system function to the button.




fig. 15



- i) 16-in-1 Mouse Gesture: activate the mouse gesture function (see below 7.3.3).
- j) Select Macro File: clicking the arrow will bring up a flyout menu (fig 16). Assign a pre-set macro function to the button.



fig 16

- k) Macro Manager: launch the macro manager (see below 7.3.4).
3. By clicking the “” button all changes from the mouse editor will be transferred to the mouse.

### 7.3.3 Mouse gestures

The mouse supports 16 so called mouse gestures. This functionality allows to execute various instructions by moving the mouse in a special way (gestures).

Eight of these gestures are pre-set and may not be changed, the other eight gestures may be assigned with own functions (fig. 17).

The mouse gesture function may be assigned to any button (see above 7.3.2 i).

Activate the gesture by executing the pre-defined movement while pressing the mouse gesture button.




fig. 17


## 7.3.4 Macro manager

Using the macro manager allows you to create own macros which then may be assigned to any button (see above 7.3.2 k).

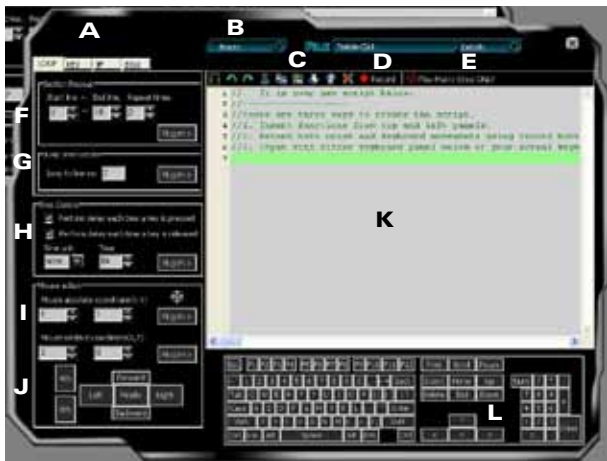
There are 3 ways to create a script:

1. Add the desired functions using the functions buttons and functions modules.
2. Tape mouse movements and key combinations using the record function.
3. Enter instructions using the input area resp. the keyboard connected to the PC.

Save your settings by clicking ".

Via the "" button in the main window your settings will be transferred to the mouse.

## 7.3.4.1 Overview



- A – The tabs “Loop”, “Key”, “If” and “Equ” (see below 7.3.4.2)
- B – Menu bar
- C – Command icons (see below 7.3.4.3)
- D – Record function (see below 7.3.4.4)
- E – Macro play back mode (see below 7.3.4.5)
- F – Insert section repeat (see below 7.3.4.6)
- G – Insert jump instruction (see below 7.3.4.7)
- H – Define delay time (see below 7.3.4.8)
- I – Define absolute and relative mouse cursor movements (see below 7.3.4.9)
- J – Define a sequence of mouse button strokes
- K – Code area
- L – Define a sequence of key strokes

### 7.3.4.2 The tabs “Loop”, “Key”, “If” and “Equ”

The tabs “Loop”, “Key”, “If” and “Equ” allow you to define different instructions which will be copied into the script by clicking the “Plug in” button.

1. Loop:
  - a) Insert section repeat



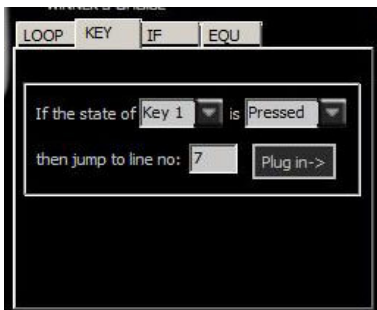
Use the input areas to enter the respective start and end line and define how often this area shall be inserted into the script. Pressing the “Plug in” button will copy the defined section into the script.

- b) Insert jump instruction

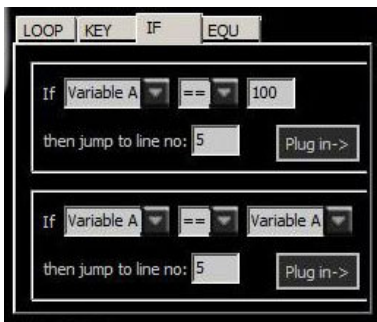


This function enables to define jump instructions which will be copied to the script using the “Plug in” button afterwards.

2. Key: define the effect of pressing/releasing a button and copy this condition into the script using the "Plug in" button.



3. If: define different conditions and insert them into the script by clicking the "Plug in" button.



4. Equ: create different conditions and insert them into the script by clicking the “Plug in” button.



### 73.4.3 Command icons





**A B C D E F G H I**

A – Save  
 B – Back  
 C – Next  
 D – Cut  
 E – Copy

F – Paste  
 G – Down  
 H – Up  
 I – Erase

### 73.4.4 The record function

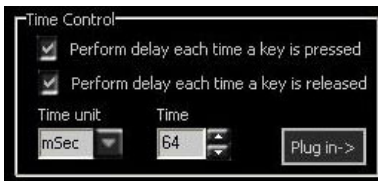
By hitting the “ Record” button you can easily create a macro by taping the complete keyboard and mouse actions. The single instructions will simultaneously be displayed in the code area. Using the “” button will save the created instruction code.

### 7.3.4.5 Macro play back mode

Choose between the following menu items:

1. Play Macro Once ONLY: the macro will be executed once by pressing the button.
2. Play Macro Repeatedly: the macro will be executed several times. You may define if the macro is replayed until the button is released (Press to start. Release to stop) or if the macro is executed as long after hitting the button until any other button is pressed (Press to start. Re-press to stop).

### 7.3.4.6 Time control

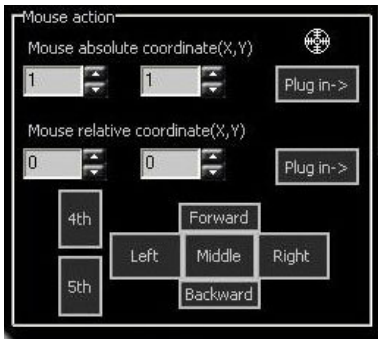



Tick the check boxes to define if the time delay shall be carried out after pressing the button or after releasing it.

The combo boxes allow you to set time unit and time delay. "Plug in" copies your settings to the code area.



### 73.4.7 Absolute/relative movements




To detect the current absolute coordinates grab the crosshairs () by pressing (and not releasing) the mouse button and moving the crosshairs across the screen.

Relative coordinates are defined using the respective input forms.

With "Plug in" you copy the settings to the code area.

### 73.5 Further functions

More functions and configurations may be accessed by right-clicking the icon " " in the task bar.

The following context menu will be displayed (fig. 18):



fig. 18

Select between these menu items:

1. Auto Launch on Boot: decides whether the mouse software shall be loaded and started during system's start.
2. Mouse-Control Panel: opens the user interface of the mouse software.
3. Tilt Wheel Setting (fig. 19): define the scroll rate. "OK" accepts your settings, "Cancel" discards them.



fig. 19

4. Button Response Time: (fig. 20): adjust the response time for the buttons.



fig. 20

5. Function/Key Reminder (fig 21): decide if the functions of every single mouse button shall be displayed on the screen.



fig. 21

## 6. Report Rate Setting (fig. 22):

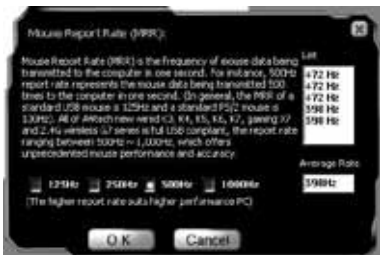


fig. 22

7. Open Mouse Editor
8. Exit: closes the context menu.

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Please be informed about the local separate collection system for electrical and electronic products.

Please act according to your local rules and do not dispose of your old products with your normal household waste. The correct disposal of your old product will help prevent potential negative consequences to the environment and human health.

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