



# SGM25W

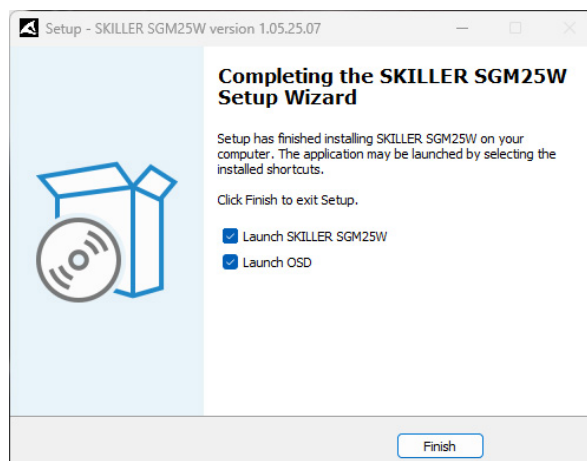
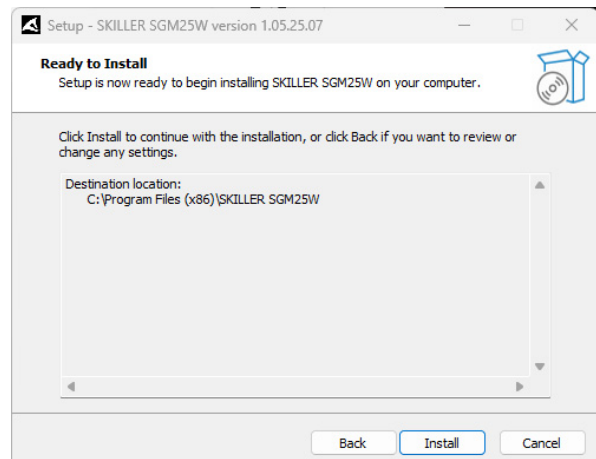
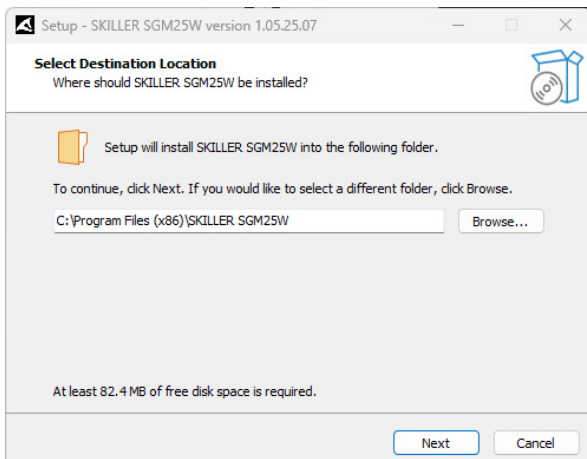
SKILLER



Software Manual

# Software Installation

First, download the SKILLER SGM25W gaming software from the Sharkoon website at [www.sharkoon.com](http://www.sharkoon.com). Unzip the ZIP file to a location of your choice and then double-click the file SKILLER\_SGM25W.exe to start the installation. Follow the instructions of the installation wizard and finally click "Finish". The gaming software has now been successfully installed. To start the gaming software, double-click the Sharkoon icon on the desktop or in the Start menu or check „Launch OSD“.



# Software Overview

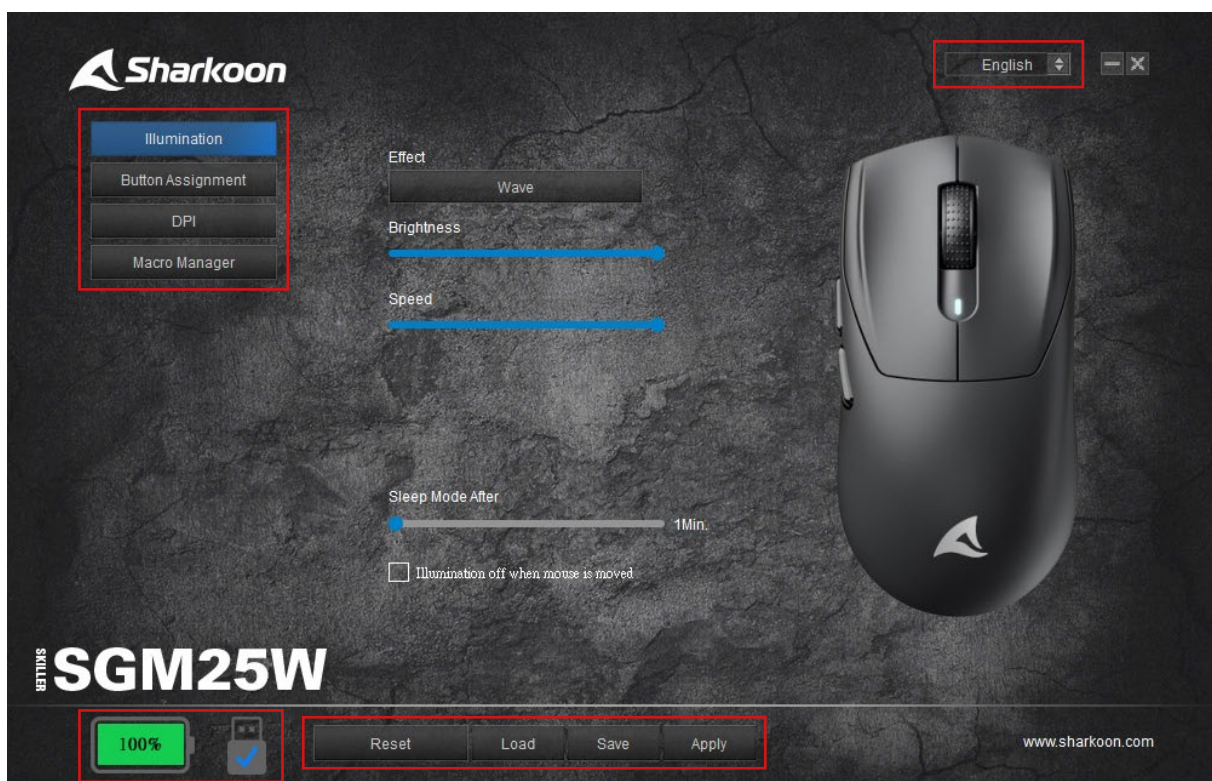
**Illumination:** Under “Illumination”, various RGB effects can be selected and customized.

**Button Assignment:** In the “Button Assignment” menu, the six programmable buttons of the SKILLER SGM25W can be freely assigned.

**DPI:** In this menu, the preset DPI levels of the SKILLER SGM25W as well as the polling rate can be configured.

**Macro Manager:** The Macro Manager allows you to record, edit, save, load, and manage macros.

**Language Selection:** The language selection can be found in the upper-right corner of the SKILLER SGM25W software. Here, you can switch the software language between German and English at any time during operation.



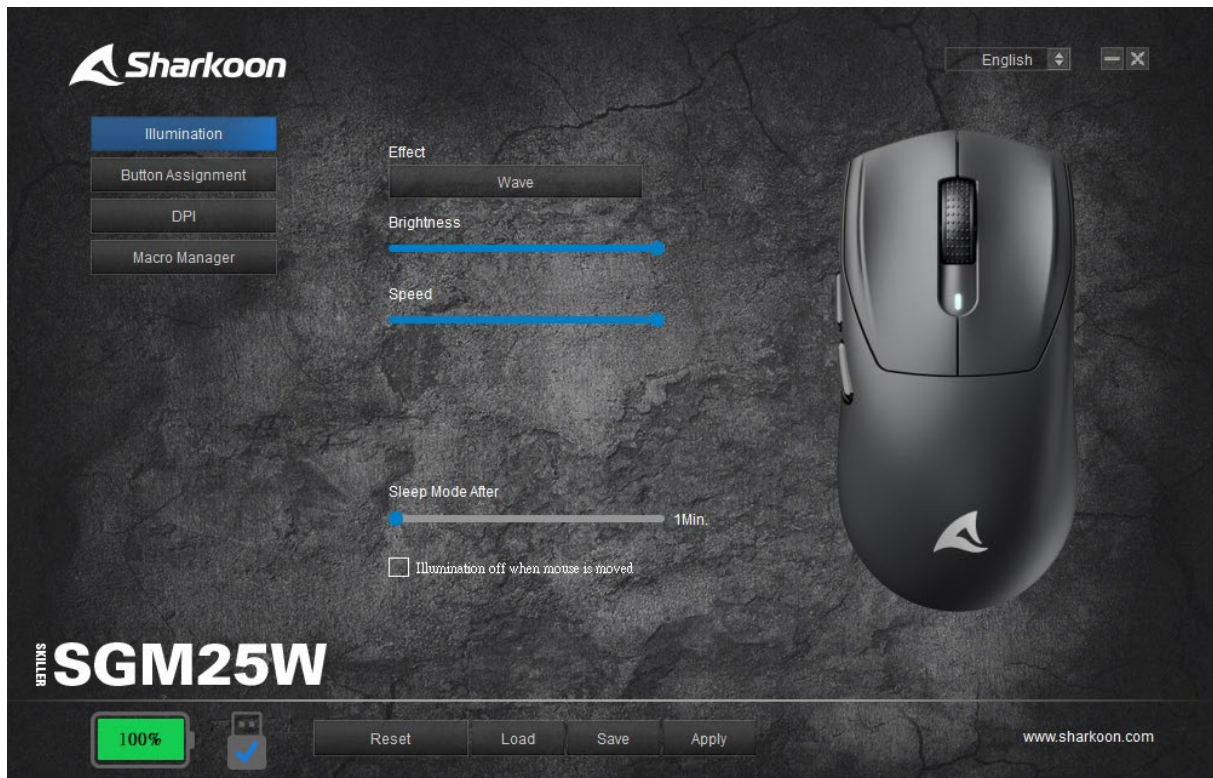
**Battery Status / USB Nano Receiver:** The approximate battery level of the SKILLER SGM25W is displayed as a percentage of the maximum charge in the lower-left corner. A USB nano receiver icon is also displayed when the mouse is used wirelessly instead of via cable.

**Reset:** This button resets the SKILLER SGM25W to factory settings. Confirmation is required before the reset is performed.

**Save / Load:** All software settings can be saved as a game profile for different applications and loaded again if required. Assign a name to the profile and save it to a location of your choice.

**Apply:** All changes made within the SKILLER SGM25W software must be confirmed by clicking “Apply” in order to take effect.

# Illumination



The Illumination of the SKILLER SGM25W can be customized using a selection of effects available in the “Effect” drop-down menu. The Illumination can also be completely disabled here if required.

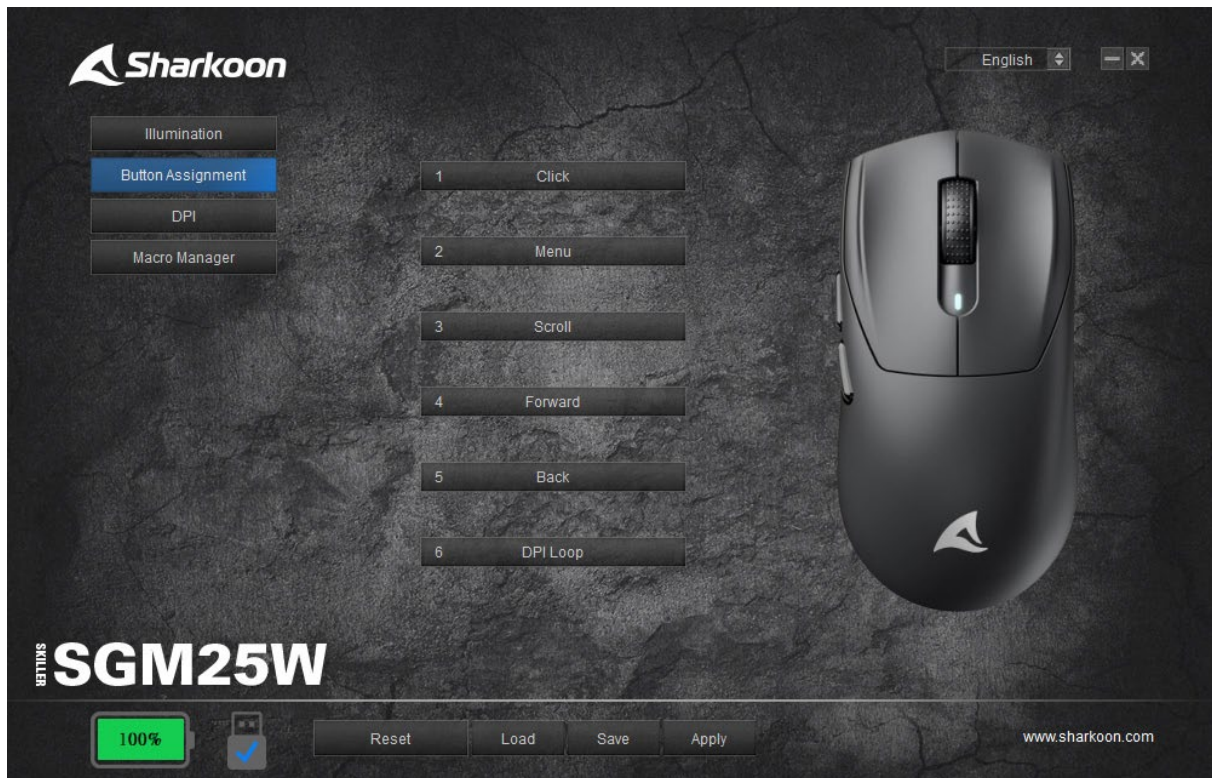
Various effects can be adjusted in terms of “Brightness” and “Speed”. Move the slider to the desired position. When the slider bar is completely filled in blue, the maximum value has been reached.

For some effects, the color can also be adjusted. To do so, click on the colored square and then select a color using the color picker or RGB values.

The “Sleep Mode After” function switches off the Illumination of the SKILLER SGM25W in wireless mode after the selected number of minutes without movement in order to save battery power. Here as well, the blue fill level of the slider bar indicates when the maximum value of up to 9 minutes has been reached.

By checking the box “Illumination off when mouse is moved”, the Illumination will be disabled when the mouse is moved in order to conserve battery power.

# Button Assignment



The “Button Assignment” menu allows each individual mouse button to be assigned a function. Available options include Click, Menu, Scroll, Forward, Back, Basic Commands, Navigate, Keyboard / Fire Key, Multimedia, DPI, Polling Rate, Macro Manager, RGB Switch, as well as deactivating a mouse button.

**Click:** This corresponds to a standard left mouse click. At least one button of the SKILLER SGM25W must be assigned this function.

**Menu:** This corresponds to the context menu typically opened with a right mouse click.

**Scroll:** Allows vertical or horizontal scrolling of the visible screen area.

**Forward/Back:** Navigates forward and backward in folder structures or on the web.

**Basic Commands:** Includes basic Windows commands such as “Cut”, “Copy”, or “Save”.

**Navigate:** Contains commands for quick and convenient navigation within Windows.

**Keyboard / Fire Key:** Here, a single keyboard key or a key combination can be assigned to a mouse button. In addition, rapid-fire options can be configured, allowing a key to be repeated multiple times in quick succession. The fire key can be assigned to the left, right, or middle mouse button, or to a keyboard key. The number of repetitions and the delay between them can be set in milliseconds.

**Multimedia:** This command category allows control of the media player selected in Windows.

**Note:** The selected media player can be changed at any time in the Windows default apps. Please note that not all media players are supported by Windows and incompatibilities may occur.

**DPI:** Contains commands for adjusting the preset DPI levels.

**Polling Rate:** Contains commands for adjusting the polling rate.

**Macro Manager:** Previously created macros can be assigned to a button. Additionally, macro repetitions can be configured. Check the “Number of Loops” box and set the desired number of loops. With “Repeat with pressed keys”, the macro will repeat as long as the assigned button is held down. With “Repeat until a button is pressed”, the macro will repeat until any other key is pressed. A maximum of 255 repetitions is possible.

Example: If a macro contains the key sequence “F6 F2 478” with three repetitions, the macro outputs: F6 F2 478 F6 F2 478 F6 F2 478.

**Disabled:** Disables the selected mouse button.

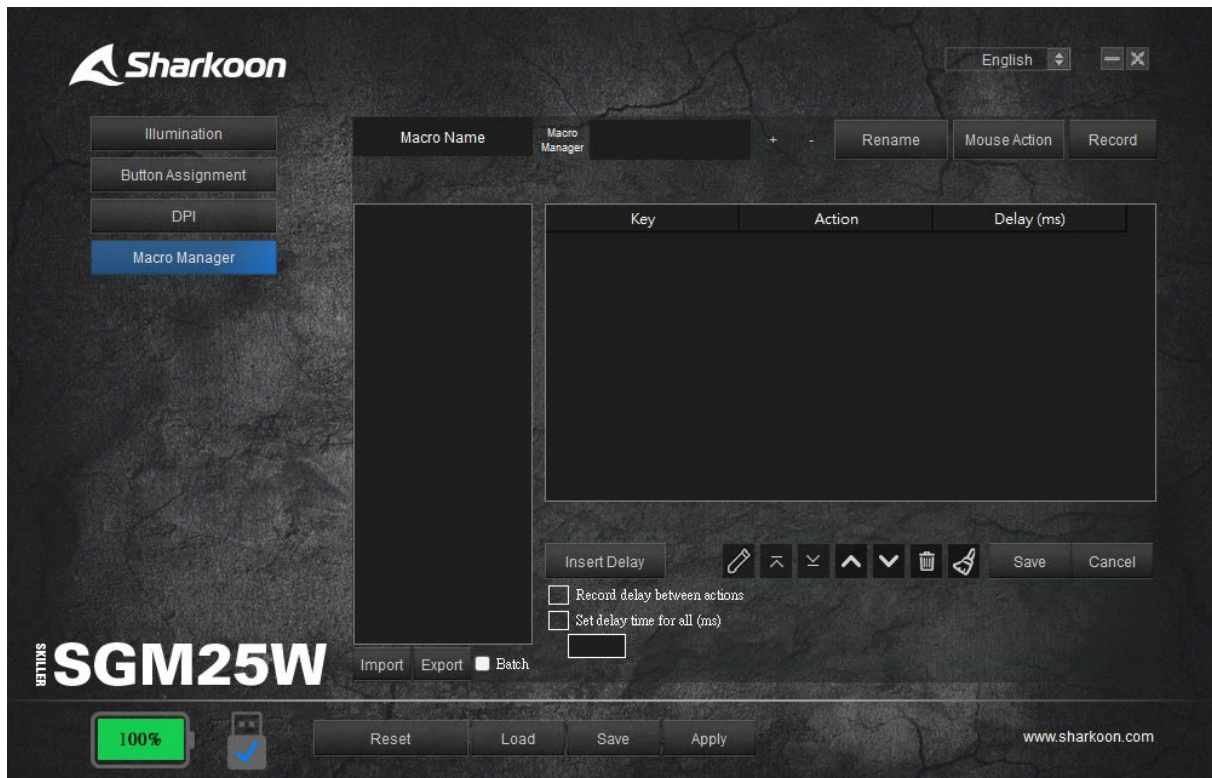


By default, the DPI levels of the SKILLER SGM25W can be increased or decreased in six steps using buttons assigned with the functions “DPI+”, “DPI-”, or “DPI Loop”. The “DPI Loop” function is preassigned to the button on the underside of the mouse, which is marked with the number 6 in the centrally displayed mouse diagram. In the “DPI Settings” menu, the six preset DPI levels can be adjusted.

Select the DPI level you wish to change and move the slider to the desired value between 100 and 12,000 DPI. Then click “Apply”. You can also select a DPI level by clicking on it, which will then be highlighted in blue. By clicking “Apply”, the level will be activated immediately without pressing the corresponding DPI button. By clicking on one of the six squares in front of the DPI levels, you can enable or disable individual DPI levels so that they are included or excluded when cycling DPI levels.

In the “Polling Rate” drop-down menu, the mouse polling rate can be set from 125 Hz to 1,000 Hz. Do not forget to confirm your selection by clicking “Apply”.

Clicking “Advanced” will take you to the Windows mouse settings.



Using the Macro Manager, macros can be recorded, edited, and deleted via the keyboard. Clicking the “+” button creates a new macro with a default name in the list below “Macro Name”. Click on the name field to change it using your keyboard and then click “Rename” to save the new name. The “-” button deletes the selected macro. Caution: Deletion occurs without additional confirmation.

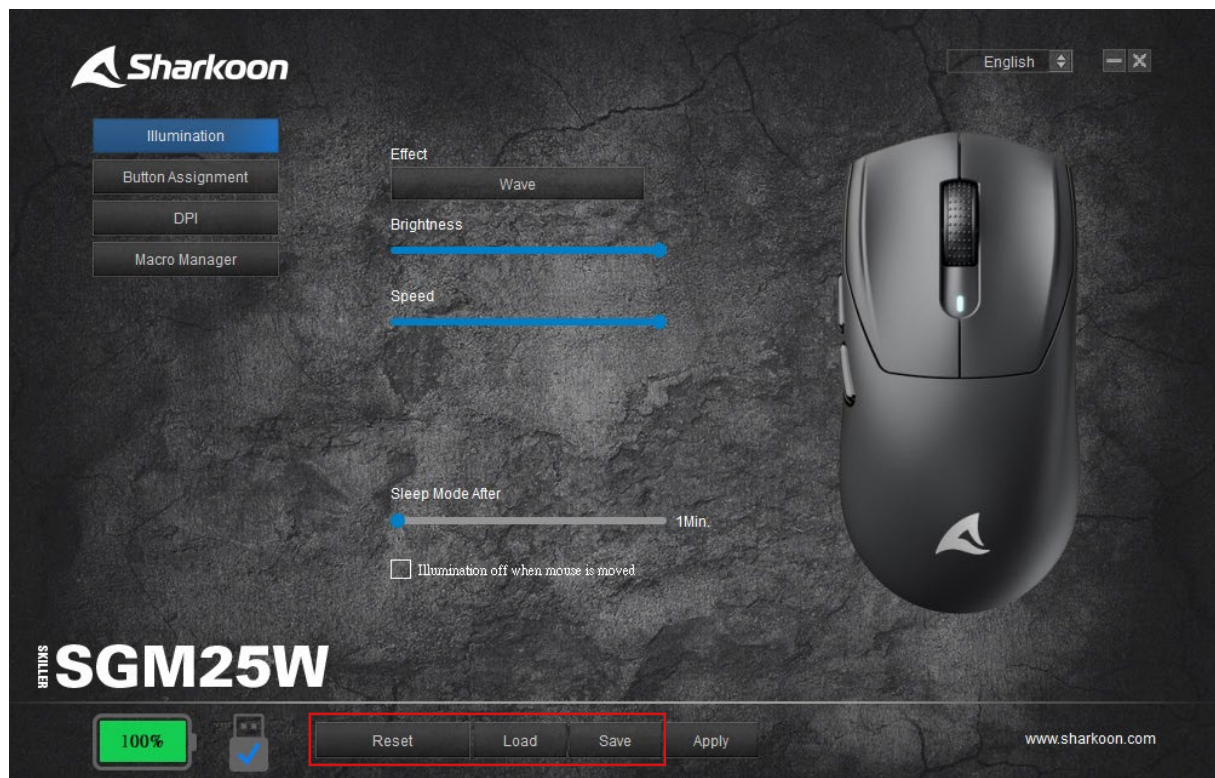
Before recording a macro, delay settings between key commands can be configured below the action window. If “Record delay between actions” is enabled, pauses between inputs will be included in the macro. With “Set delay time for all (ms)”, a fixed delay can be defined. Clicking “Insert delay” inserts a 10 ms delay between two recorded actions.

Recorded actions can be edited using the adjacent icons, moved to the beginning or end of the macro sequence, moved up or down, or deleted individually or entirely. To edit an action, select it, click the pencil icon, enter the new key, and then click “Save” or “Cancel”.

Clicking “Record” next to the macro name starts macro recording. Each subsequent keyboard input is recorded and displayed in the central area under “Key”. Recording stops when you click “Stop” or when the maximum of 16 macro actions has been reached. The “Action” column also records whether a key was pressed or released, including the corresponding delay. Via “Mouse Action”, mouse commands can be manually added to the macro sequence instead of keyboard inputs. Each mouse button can be inserted as pressed or released. Delays and mouse actions do not count toward the maximum of 16 actions.

Using the “Import” and “Export” buttons, macros can be saved to and loaded from files on your computer. Check the “Batch” box to select multiple macros.

## Game Profiles



Clicking “Reset” restores the software to factory settings.

Clicking “Save” stores all current software settings as a game profile on your computer.

Clicking “Load” reloads a previously saved game profile into the software.

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## Disposal of your old product

Your product is designed and manufactured with high quality materials and components, which can be recycled and reused.



When this crossed-out wheeled bin symbol is attached to a product, it means the product is covered by the European Directive 2012/19/EU.

Dispose of waste electrical and electronic equipment in accordance with the regulations in your country and do not dispose of your old electrical and electronic equipment with normal household waste. Rechargeable and single-use batteries must be disposed of separately from other waste. The correct disposal of your old product will help prevent potential negative consequences to the environment and human health.

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