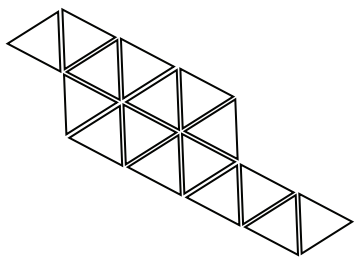
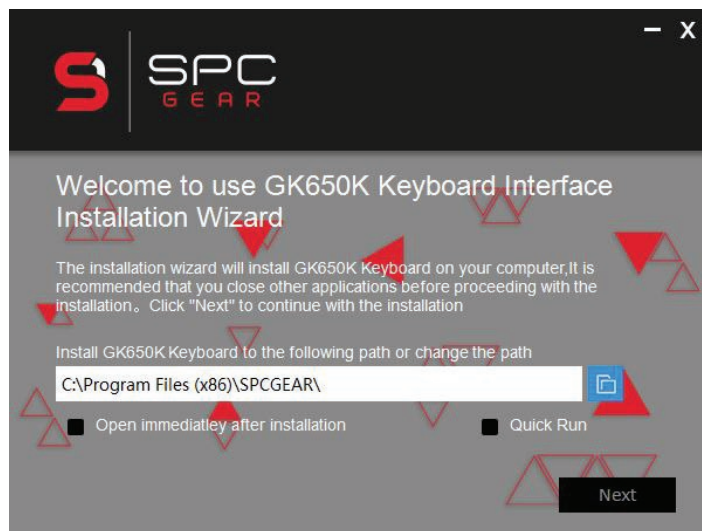


# SPC Gear GK650K Omnis keyboard



## ▲ SOFTWARE SETUP

1. Plug the device into a USB port on your computer.
2. Download the file that updates the internal keyboard driver and the file that installs the software.
3. Run the "SPCGear-GK650K-Omnis-Firmware-Upgrade-US-layout.exe" internal driver update file and follow the on-screen instructions then restart your computer.  
After installing the new driver, the keyboard loses the manual ability to switch between user modes and to create macros and backlight modes manually. The above features will only be available from within the software.
4. Run the installation file "SPCGear-GK650K-Software-1.0.1.2.exe" and follow the on-screen instructions and then restart your computer.



# SPC Gear GK650K Omnis keyboard

## EXPLANATIONS OF SOFTWARE BUTTONS



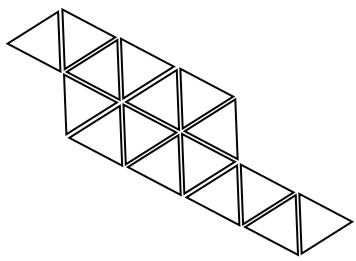
### ILLUMINATION TAB



1. Switch between backlight editing, key settings, and macro management.
2. Edit profiles, including importing and exporting them from/to a file.
3. Profile selection.
4. Backlight preview.
5. Backlight brightness slider.
6. Change the lighting speed (not available in modes #6, #17 and Custom).
7. Select a backlight color with an available color palette.
8. Profile rename field.
9. Change the backlight mode.
10. Backlight direction switch (available only in modes: #1, #2, #3, #12, #18).

### BACKLIGHT MODE SETTINGS

1. Select the mode you are interested in from the drop-down list (9).
2. Set the backlight brightness (5), speed (6) and/or direction (10).



# SPC Gear GK650K Omnis keyboard

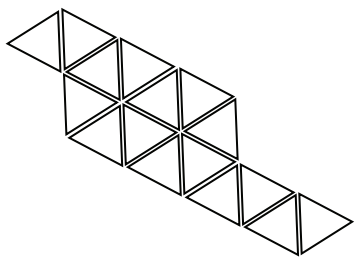
## EXPLANATIONS OF SOFTWARE BUTTONSW



▲ ADD A NEW LIGHTING MODE



1. From the drop-down list (1), select the last backlight mode named "Custom".
2. When you select a color (2) and click "All Light" (3), all keys will use the this color.
3. To turn off the backlight, select „Complete Extinction” (4).
4. To selectt the backlight color for the particular keys, select color (2) and assign it by clicking the LMB to the corresponding buttons in the preview panel (5).



# SPC Gear GK650K Omnis keyboard

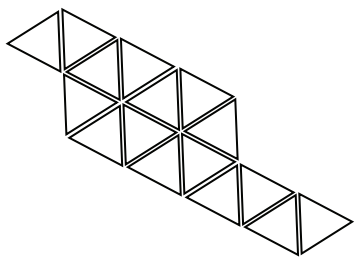
## EXPLANATIONS OF SOFTWARE BUTTONSW



### ▲ BUTTONS TAB



1. Profile selection.
2. Keyboard preview with the ability to choose a key (LMB) to edit its function.
3. A list of available function groups to assign under the selected key.
4. A list of features available within the group selected in (3).
5. Save/apply the function to the selected key (within the active profile).

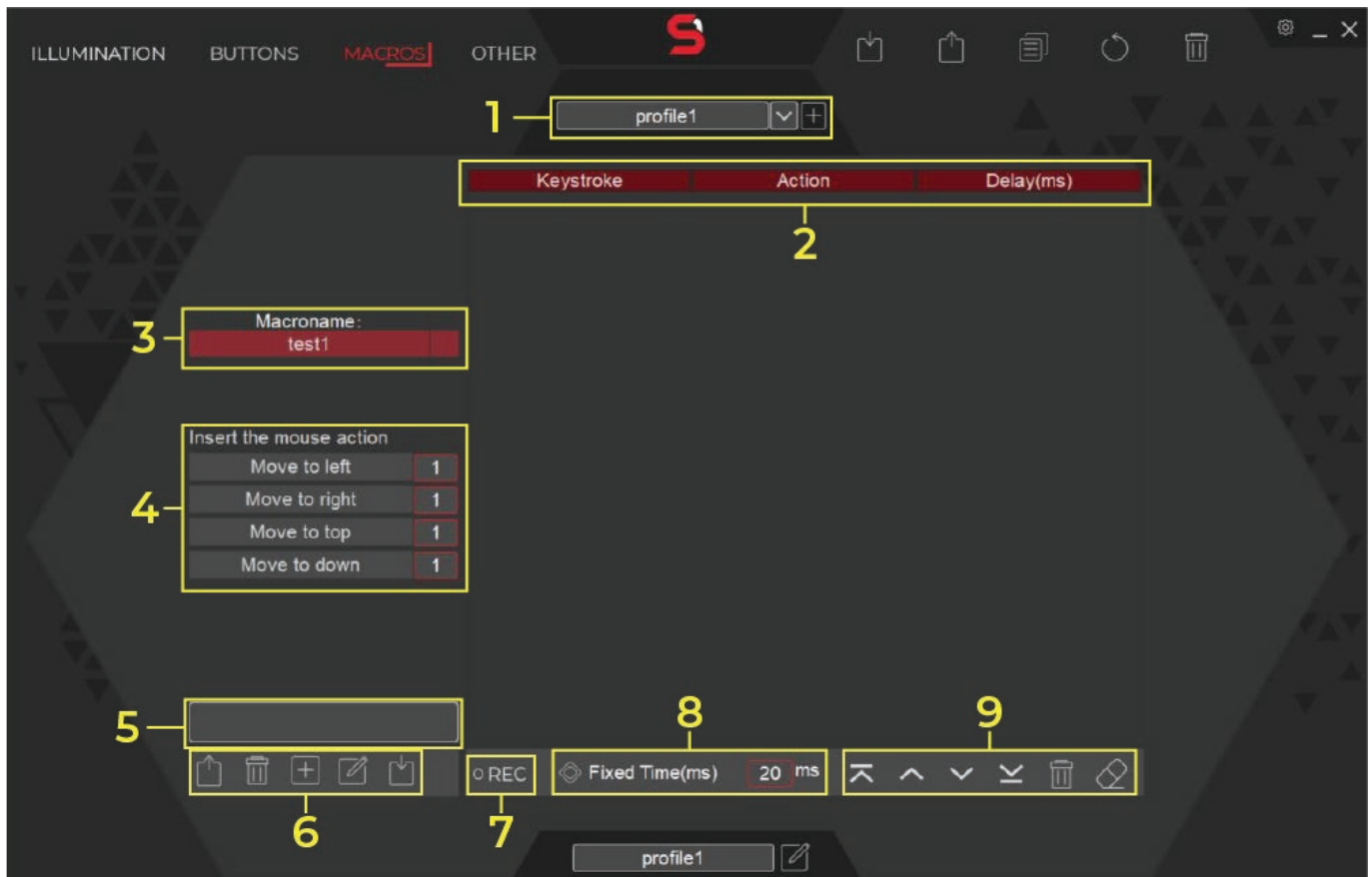


# SPC Gear GK650K Omnis keyboard

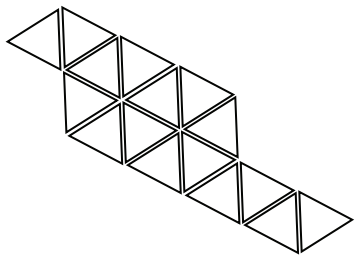
## EXPLANATIONS OF SOFTWARE BUTTONSW



### ▲ MACROS TAB



1. Profile selection.
2. Registered sequence of keys, their actions and delays.
3. List of saved macros and their names.
4. Add mouse-related action sequences to the list.
5. Macro name input field.
6. Macro management panel (left-to-right: export, delete a macro permanently, add a new macro, rename, and import).
7. Start/pause sequence recording.
8. Chooses a fixed delay between all sequences (in ms).
9. Manage individual actions panel (left to right: move the selected action to the first position, move the selected action up, move the selected action down, move the selected action to the last position, delete the selected action, delete all actions).





# SPC Gear GK650K Omnis keyboard

## EXPLANATIONS OF SOFTWARE BUTTONSW



### MACRO ASSIGNMENT



1. On the BUTTONS tab, in the keyboard preview box (1), click the LMB on the key to which you want to assign the macro.
2. Select "Macro Function" from the drop-down list of function groups (2).
3. From the "Assigned Macros" list (3), select the saved macro.
4. From the "Please choose a way of releasing" list (4), select how you want the macro to be activated.
5. Save changes using a floppy disk button (5).

### SELECTING PROFILES

You can save settings to up to 50 different profiles so you can quickly switch between the previously saved ones. The profile name that appears in the profile selection box (3) indicates which profile is currently active. All the settings are stored in the keyboard's memory, so that by connecting it to another computer, you keep the options you define in the software.

