CORSAIR GAMING

CORSAIR GAMING RGB MOUSE

SOFTWARE USER MANUAL

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CORSAIR UTILITY ENGINE OVERVIEW

INTRODUCTION

The Corsair Utility Engine allows you to create profiles and modes, define actions and lighting effects, and adjust settings.

There are several key concepts discussed in the documentation that can be useful when getting started with the Corsair Utility Engine:

Profile – A profile is associated with a specific game or program, and allows you to configure lighting effects, actions, and settings for that specific program.

Mode – Within a single profile, you can have several different modes. Each mode allows you to change settings for a specific task within a program. For example, you may have one profile for a game, and then have separate modes for types of characters you might play, like a medic or sniper, so that you can customize each mode to suit your needs.

Action – Actions allow you to automate some activities within your games and programs. By creating custom actions and assigning buttons to activate them, you can send large blocks of text, start a timer, or launch a macro that will perform more complex automation tasks like mouse movements and clicks.

Lighting – Used to create visual effects on your mouse, lighting effects can be attached to actions. You can create variations between profiles and roles.

STARTING THE CORSAIR UTILITY ENGINE

To start the Corsair Utility Engine, go to the system tray and double-click the **Corsair Utility Engine** icon.

The Corsair Utility Engine has four main menus:

- **Profiles** – The Profiles menu allows you to create and modify profiles, modes, button assignments, performance settings, and lighting assignments.

- **Actions** – The Actions menu allows you to create custom actions like macros, keystrokes, shortcuts, and timers.

- **Lighting** – The Lighting menu allows you to create custom lighting effects that you can assign to modes and actions.

- **Settings** – The Settings menu provides device and system information, and allows you to check for software and firmware updates and set options for the Corsair Utility Engine.

PROFILES: SETTINGS FOR A SPECIFIC PROGRAM

A profile is a group of settings associated with a specific game or other program. Each profile can have multiple modes, which store specific device configurations. You can define multiple profiles, and each profile can have multiple modes that store device configurations, such as:

- Button assignments;

- Mouse lighting and lighting effects; and

- Actions like macros, timers, and text input.

The Profiles menu allows you to create and manage your profiles; import and export profiles; and assign profiles, modes, actions, and lighting. You can switch profiles manually at any time, or enable automatic profile switching.

Automatic profile switching: enable a profile when the application starts
Automatic profile switching assigns a profile to a program. When you start that program, the device profile activates automatically.

Modes: quickly switch configurations
Within each profile, you can also define multiple modes, each with unique button assignments, performance settings, and lighting. For example, you could define modes within a profile for each role you might play in a game: a medic, a sniper, or a melee combatant. Change modes as needed during gameplay to activate button assignments relevant to a particular role.

For more information on profiles and modes, see [Profile Section](#) and [Modes Section](#).

ACTIONS:
AUTOMATING STEPS

The Actions menu allows you to create and edit actions for automating steps within a program. For example, you might create an action in a real-time strategy game that would deploy units periodically. That macro could be made up of mouse clicks, keyboard strokes, and delays.

Through the Actions menu, you can record, edit, and delete actions for macros, text input, and sending keystrokes or mouse clicks, as well as many other functions. You can also change button assignments and change how macros will be played back.

For more information about actions, see **Actions Section**.

CORSAIR UTILITY ENGINE OVERVIEW

LIGHTING: CREATE CUSTOM LIGHTING EFFECTS

The Corsair Utility Engine allows you to create several different lighting styles and effects on your mouse, from solid colors to gradients that can give you a visual cue that a macro or a timer is finished.

Lighting effects can be assigned to specific modes and actions. The Lighting menu allows you to define lighting effects for the mouse and then assign them to modes and actions.

For more information about lighting, see **Lighting Section**.

SETTINGS: CONTROL CORSAIR UTILITY ENGINE

The Settings menu allows you to perform software updates, view device and system information, change settings for the on-screen display (OSD) and media players, and view documentation and support information.

For more information about settings and options, see [Settings Section](#).

CORSAIR UTILITY ENGINE OVERVIEW

DEVICE SELECTOR

The device selector appears in the lower right-hand corner of the Corsair Utility Engine and provides you important information about your Corsair Gaming mouse.
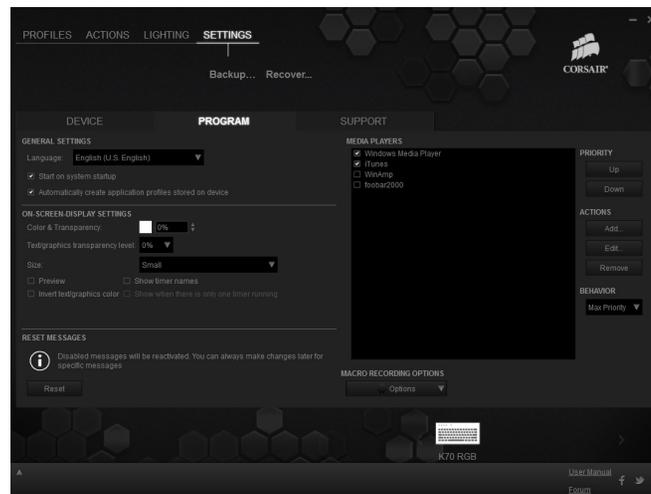
When the Corsair Gaming Mouse is connected to your computer, the device selector will show an image with an icon and the name of the device. If no devices are detected, a warning dialog box appears. Ensure your Corsair Gaming mouse is connected properly. For additional support information, see Support Section.

DEVICE STATUS

The device icon may change based on the status of the mouse.

- If the mouse icon has a blue icon in the upper right corner, a firmware update is available.

- If the mouse icon has a red icon in the upper right corner, a firmware update may be required.

- If Corsair Utility Engine detects a malfunction, the icon may also be red. See Support Section.

To learn how to update your device firmware, see Updates Section.

HELP

Help for the Corsair Utility Engine is available in the bottom bar of the screen. You can click the triangle in the lower left to show or hide the Help bar.
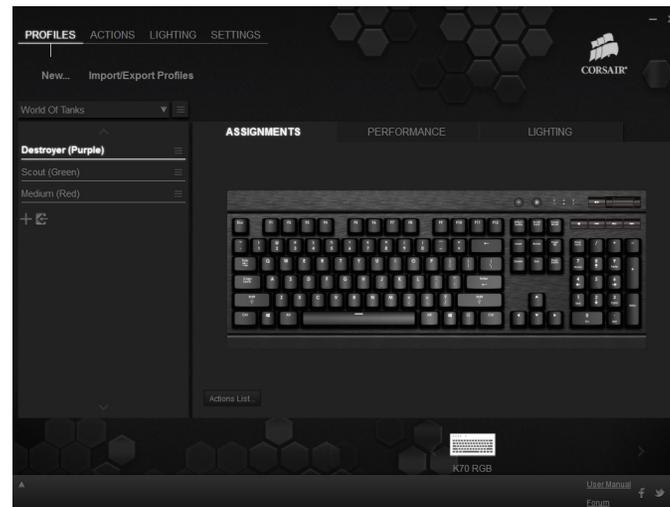
The help bar contains links to the online version of the user manual and Corsair's user forum, as well as links to Corsair's Facebook page and Twitter profile, so you can stay in touch with the latest news and announcements from Corsair.

PROFILES

PROFILES

CREATING A NEW PROFILE

1. 1. In the Corsair Utility Engine, click **Profiles** and then click **New**.

2. The Profile Settings dialog box appears. In the **Name** field, type a name for the profile.

3. In the **Notes** field, type any optional notes you want to make about the profile.

4. Configure any optional profile settings you want.

    –   To link the profile to a specific program, see **Automatic Profile Switching**.

    –   To configure the On-Screen Display (OSD) settings, see **On-Screen Display Settings**.

5. When you are finished, click **OK**.

Once you have created a profile, you can modify the modes within the profile to suit your preferences. Go to **modes** to learn more.

Note: If you type the name of a profile that already exists, the new profile name will have a numerical suffix, such as "(2)" added when you save the profile.
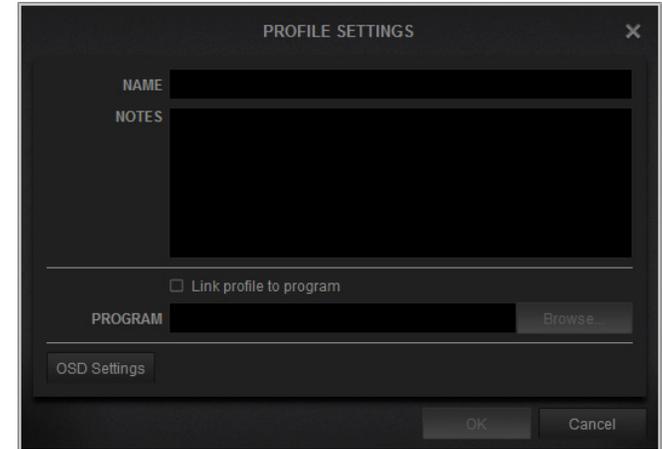
PROFILES

AUTOMATIC PROFILE SWITCHING

Automatic profile switching enables you to automatically start a profile when a specific game or other application starts. This is the default behavior of Corsair Utility Engine, and in most cases, provides the best gaming experience.

Note: You can also switch profiles manually by clicking the profile name in the Corsair icon in the system tray.

To use automatic profile switching for a profile, you need to link the profile to a program.

In the Corsair Utility Engine, in the **Profile** menu,

1. In the profile list, click the profile.

2. To the right, click the menu button, and then click **Edit Profile**.

3. The **Profile Settings** dialog box appears. Select the **Link profile to program** check box.

4. Click the **Browse** button to locate the program.

5. The **Choose Application** dialog box appears. Browse to the path of the application you want to link to this profile, click it, and then click **Open**.

Note: If an application is associated with another profile, a warning dialog box will appear. You cannot link an application to more than one profile.

PROFILES

ON-SCREEN DISPLAY SETTINGS (OSD)

To configure the On-Screen Display, see **Configuring the On-Screen Display**.

PROFILES

ACTIVATING A PROFILE

There are three ways to activate a profile:

Option 1: Use **automatic profile switching** and start the linked program.

Option 2: Right-click the system tray icon, then click the profile name.

Option 3: Assign a profile to a button. (**Note:** This is a legacy option included for gamers familiar with other gaming hardware. To get the most out of your Corsair hardware and software, it is recommended that you use one of the first two options.)

PROFILES

IMPORTING AND EXPORTING PROFILES

With the Corsair Utility Engine, you can export the profiles and modes you create, so that you can back them up, take them to another computer to retain all the settings for your games, or share them with other people. You can export a single profile at a time, or export all your profiles at once.

You can also import profiles that you have exported, or that another user has shared with you. When you run the import, the Corsair Utility Engine will import all the profiles that it finds in the file.

EXPORTING ALL PROFILES

To export all your Corsair Utility Engine profiles into a single file, in the **Profiles** menu,

1. Click **Import/Export Profiles**.

2. In the drop-down list, click **Export All**.

3. The **Export All Profiles** dialog box appears. Browse to the location where you want to save the file.

4. In the **File Name** field, type the name you want to give your profile export file and then click **Save**.

The exported profile will be saved in the location you specified with the name [filename].prf.

EXPORTING A SINGLE PROFILE

To export a single profile, in the profile drop-down list,

1. Click the profile you want to export.

2. Click the profile menu button and then click **Export**.

3. The **Export Profile** dialog box appears. Browse to the location where you want to save the exported profile.

4. In the **Name** field, type the name of the exported file and then click Save.

The exported profile will be saved in the location you specified with the name [filename].prf.

IMPORTING CUSTOM PROFILES

To import one or more profiles from a file, in the **Profiles** menu,

1. Click **Import/Export Profiles**.

2. In the drop-down list, click **Import**.

3. The **Select file to import** dialog box appears. Browse to the location where the profile file is stored.

PROFILES

IMPORTING AND EXPORTING PROFILES
（Continued）

4. Click the file to import, and then click **Open**.

If you attempt to import a profile with a duplicate name, a warning dialog box will appear, asking if you would like to update the profile.

- If you click **Update**, the existing profile will be replaced with the profile you're importing.

- If you click **Add as New**, the existing profile will stay the same, and the profile you're importing will be imported and renamed with a number in parentheses.

WORKING WITH PROFILES

PROFILE SELECTION

The Profile menu provides a screen where you can view and customize the profiles and modes for your Corsair Gaming mouse.
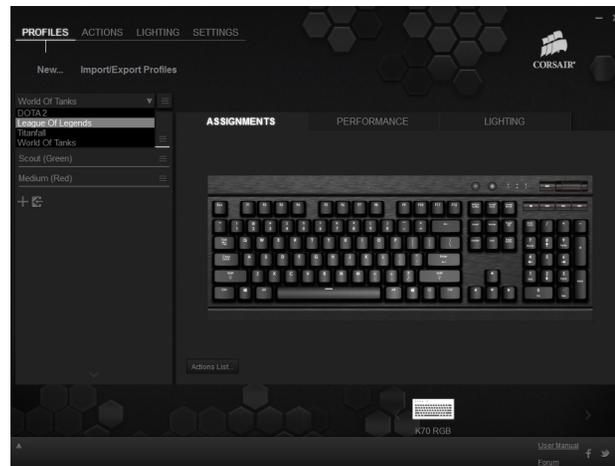
SELECTING A PROFILE

In the **Profiles** menu, you can click the drop-down list to view a list of all the profiles you have, and click the name of the profile you wish to view or edit.

To search for a specific profile, click inside the drop-down list, start typing to find profiles that match your input, then click the profile name you wish to view or edit.

Note: If you have not defined any custom profiles, the default profile called Default is loaded. The default profile can be renamed, but not deleted.

VIEWING MODES

When a profile is loaded through the profile selector, below it you can see the list of all the modes defined for the profile.

Once a profile is selected, you can click the name of a mode to view or edit button assignments, performance settings, and lighting. For more information, see Modes Section.

EDITING PROFILES

You can change the settings for a profile, including the profile name, notes, linked program, and on-screen display (OSD) settings.

- To edit a profile, click the profile you want to edit, click the profile menu button, and then click **Edit Profile**.

For more information about modifying profile settings, see Profile Settings Section.

WORKING WITH PROFILES
(Continued)

DELETING PROFILES

- To delete a custom profile, select the profile from the drop-down menu, click the profile menu button, and then click **Delete Profile**.

When you delete a custom profile, a warning dialog box will appear with the name of the profile you are about to delete.

- Click **OK** to delete the profile, or click **Cancel** to keep it.

Note: When you delete a profile, you also delete all the modes in that profile. If there are any modes you wish to keep, make sure to export them first For more information, see **Modes Section**.

The default profile cannot be deleted.

DUPLICATING PROFILES

If you want to duplicate a profile to apply its settings and modes to another game, you can do so through the Profiles menu. Duplicating a profile will duplicate all the modes, assignments, and performance settings for the profile.

- To duplicate a profile, click the profile you want to duplicate, click the profile menu button, and then click **Duplicate Profile**.

You can create a new name for the profile and change other optional settings, as well. For more information about the settings you can change, see **Profile Settings Section**.

Note: If the duplicate profile contains a link to the same program, a warning dialog box will appear. You cannot link two profiles to the same program.

EXPORTING A SINGLE PROFILE

To export a single profile, see **Exporting a single profile**.

SETTING THE DEFAULT PROFILE

The Corsair Utility Engine provides a default profile called Default. The default profile contains no custom modes, button assignments, custom performance settings, or custom lighting. You can make one of your custom profiles the default profile that Windows uses when your computer starts and your Corsair Gaming mouse is connected.

- To set a profile as the default profile, click the profile you want to duplicate, click the profile menu button, and then click **Set As Default Profile**.

Note: If you set a custom profile as your default profile, you cannot delete it while it is the default.

CONFIGURING THE ON-SCREEN DISPLAY

For each profile, you can configure custom on-screen display (OSD) settings, so that you can see the name of the active profile mode and active timers.

To customize the OSD settings for a profile, in the profile drop-down list,

1. Click the profile you want to edit.

2. Click the profile menu button, and then click **Edit Profile**.

3. The Profile Settings dialog box appears. Click **OSD Settings**.

4. The **On-Screen Display (OSD)** dialog box appears. In the drop-down lists, click the desired options, and then click **OK**.

5. Click **OK** again to save the profile.

There are three options you can change for the OSD.

- **Mode:** This shows the name of the active profile mode.

- **DPI:** This shows the current DPI of the Corsair Gaming M65 RGB mouse.

- **Timer:** This shows the time remaining for the active timer.

For the **Mode** and **DPI** options you can choose from the following settings:

- **Never show:** The OSD will never show the active mode, even when switching modes.

- **0.5 Sec, 1 Sec, 2 Sec, 5 Sec:** The OSD will show the active mode for the indicated time and then fade out.

- **Always Show:** The OSD will always show the active mode.

For the Timer option, you can choose to always show the timer or never show the timer.
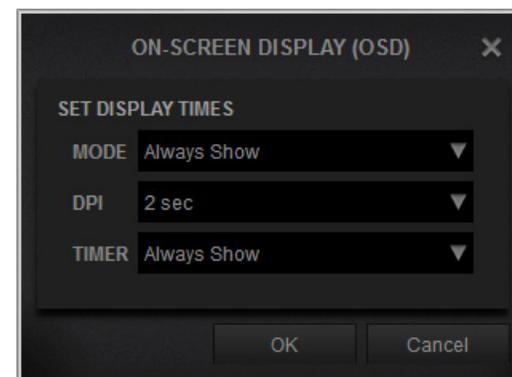
PROFILES

SAVING A PROFILE TO A DEVICE

You can save a profile to your Corsair Gaming mouse, allowing you to take your mouse with you and download the profile to another computer with the Corsair Utility Engine installed on it.

1. In the profile drop-down box, click the profile you want to save to your mouse.

2. To the right of the profile name, click the menu button and then click **Save Profile to Device Memory**.

When the profile has been saved to the device memory, a memory chip icon will appear to the left of the profile name.
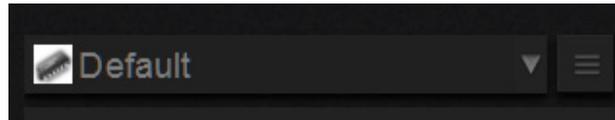
When you plug in a mouse with a saved profile on it, it will automatically import that profile into the Corsair Utility Engine unless you disable that option in the program settings. For more information, see Program Settings.

Note: Each mouse can only have one profile saved in its memory at a time. When you save a profile to a mouse, it automatically overwrites any previous profile stored on the mouse.

MODES

MODES

Profiles may be customized with modes, which allow you to change your keyboard behavior quickly.

Modes are shown on the left hand side of the screen, beneath the **Profiles** drop-down box. When you select a profile in the **Profiles** drop-down box, all modes created for the profile are listed beneath it. You can switch modes by assigning a button to mode selection.

Each profile has a default mode that you can customize to fit your needs, and you can create your own modes, as well.

MODES

CREATING A MODE

You can create a new mode if you want to customize device settings for a particular game role. For example, you could create a mode to utilize unique in-game abilities with macro actions.

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the list of modes, click the **+ button**.

2. The **Mode Settings** dialog box appears. In the **Name** field, type a name for the mode.

3. In the **Notes** field, you can type any notes about the mode.

4. When you are finished, click **OK.**

If you create a mode that shares a name with an existing mode, a unique number will be appended, such as '(2)'.

MODES

DUPLICATING A MODE

You can duplicate an existing mode. This is useful if you want to preserve most of a mode's settings, but need another with slight variations.

In the Corsair Utility Engine, in the **Profiles** menu,

1. To the right of the mode you want to duplicate, click the menu button, and then click **Duplicate Mode**.

2. The **Mode Settings** dialog box appears. In the **Name** field, type a name for the mode.

3. In the **Notes** field, you can type any notes about the mode.

4. When you are finished, click **OK**.

MODES

EDITING A MODE

You can make changes to an existing mode's name, and notes by editing it.

In the Corsair Utility Engine, in the **Profiles** menu,

1. To the right of the mode you want to edit, click the menu button, and then click **Edit Mode**.

2. The **Mode Settings** dialog box appears. In the **Name** field, type a name for the mode.

3. In the **Notes** field, you can type any notes about the mode.

4. When you are finished, click **OK**.

MODES

REORDERING MODES

You can change the order of modes by clicking and dragging them to the position you want in the modes list. This allows you to control the order of mode switching.

MODES

RESETTING ALL MODE SETTINGS

If you want to undo settings for a mode, one option is to quickly reset it to the default mode for the device.

In the Corsair Utility Engine, in the **Profiles** menu,

1. To the right of the mode you want to reset, click the menu button, and then click **Reset All Mode Settings to Default**.

2. A warning dialog box appears. If you're sure you want to reset the settings for the mode, click **OK**. Otherwise, click **Cancel**.

MODES

DELETING A MODE

You can remove created modes if you no longer require them.

In the Corsair Utility Engine, in the **Profiles** menu,

1. To the right of the mode you want to delete, click the menu button, and then click **Delete Mode**.

2. A warning dialog box appears. If you're sure you want to delete the mode, click **OK**. Otherwise, click **Cancel**.

MODES

EXPORTING A MODE

Modes can be stored outside of the Corsair Utility Engine. This allows you to save your favorites, share them with friends, or post them online. Modes are represented as an XML file.

In the Corsair Utility Engine, in the **Profiles** menu,

1. To the right of the mode you want to export, click the menu button, and then click **Export**.

2. The **Export Mode** dialog box appears. Browse to the location where you want to store the file.

3. In the **File Name** field, type the name you want to give your mode export, and then click Save.

The exported profile will be saved in the location you specified with the name [filename].mode.

MODES

IMPORTING A MODE

Importing an existing mode file applies it to the selected profile. This is an easy way to move modes between profiles to avoid duplicating work.

In the Corsair Utility Engine, in the **Profiles** menu,

1. Below the mode list, click the **left arrow** button.

2. The **Select Mode to import** dialog box appears. Browse to the location of the mode file you want to import.

3. Click the file you want to import, and then click **Open**.

MODE AND PROFILE SWITCHING

MODE AND PROFILE SWITCHING

If you have configured multiple modes for a profile, you can assign a button that will switch to another mode or profile based on the options you configure. For example, if you configured two modes, one for playing as a sniper, and one for playing as a medic, you can assign a button that switches between the modes as needed so that you can quickly tailor your role to the action in the game.

SELECTING A MODE

In order to configure mode switching, you must first select a profile and mode to work with. In the Corsair Utility Engine, in the Profiles menu,

1. In the profile drop-down list, click the name of the profile you want to edit.

2. In the mode list, if you have multiple modes, click the name of the mode you want to edit.

CONFIGURING MODE SWITCHING

Mode switching allows you to cycle through modes in a particular sequence. Before configuring mode switching, you may want to re-order the modes to suit your preferences. In the mode list, you can click and drag a mode above or below other modes, until you have reordered them to your liking.

In the Assignments tab, you can mouse over the device image to view any existing assignments. Choose a button you want to assign and then,

1. Right-click the button icon you want to use, or click the drop-down list for the button, and then click **Mode Selection/Switching**.

2. The **Mode Selection/Switching** dialog box appears.

3. Click the desired option below:

   – **Direct mode selection** – This option will switch you to a specific mode when the button is pressed. In the drop-down list, click the name of the mode you want to switch to.

     » If you want to switch modes only while the button is pressed, returning to the last mode when released, select the **While pressed** checkbox.

   – **Switch to next mode in list** – This option will switch to the next mode down in the list of modes for the device, except for modes that are marked to skip. For more information, see Marking Modes to Skip.

     » If you want to specify that you cycle through the modes from the top when you reach the end, select the **Loop back to top when reaching list end** checkbox.

MODE AND PROFILE SWITCHING
(Continued)

– **Switch to previous mode in list** – This option will switch to the next mode up in the list of modes for the device, except for modes that are marked to skip. For more information, see Marking Modes to Skip.

– If you want to specify that you cycle through the modes from the end when you reach the end, select the **Loop back to end when reaching list top** checkbox.

» By default, the button assignment you make for mode switching will be copied to all other modes in the current profile. If you want to have the assignment apply only to the current mode, clear the **Apply setting to same button/key in the current profile** checkbox. A warning dialog box will appear. Click **OK** to make the assignment exclusive to the mode, or click **Cancel**.

» Click **Assign**.

MODE SELECTION/SWITCHING

◉ Direct mode selection:

Default

☐ While pressed (return to last mode when released)

○ Switch to next mode in list (do not include modes marked to skip):
☐ Loop back to top when reaching list end

○ Switch to previous mode in list (do not include modes marked to skip):
☐ Loop back to end when reaching list top

☑ Apply setting to same button/key in the current profile

Assign   Cancel

SKIPPING MODES

If you have assigned a button to loop through a list of modes, but want to exclude one of those modes from the list, because you use it infrequently, for example, you can mark it to be skipped.

• In the list of modes, to the right of the mode, click the navigation menu, and then click **Skip this Mode in Modes Switching**.

To turn off skipping for a mode, repeat the step above.

When a mode is marked to skip, a checkbox will appear next to the menu entry.

CONFIGURING PROFILE SWITCHING

In the Assignments tab, you can mouse over the device image to view any existing assignments. Choose a button you want to assign and then,

1. Right-click the button icon you want to use or click the drop-down list for the button, and then click **Profile Selection/Switching**.

2. The **Profile Selection/Switching** dialog box appears.

3. Click the desired option below:

   – **Direct profile selection** – This option will switch you to a specific profile when the button is pressed. In the drop-down list, click the name of the profile you want to switch to.

   – **Switch to next/previous profile in list** – This option will rotate through a list of profiles in the direction you specify.

     » In the right pane, click the profile you want to have at the top of the list, and then click **Add**.

     » Repeat this process until you have the desired list of profiles in the left pane.

     » If you want to remove a profile from the list, in the left pane, click it, and then click **Remove**.

» To reorder profiles in the list, click the profile name and then, on the left-hand side, click the **up arrow** or **down arrow**.

» To cycle through the profile list from top to bottom, click **Next**. To cycle through the profile list from bottom to top, click **Previous**.

» If you want to specify that you loop through the profiles when you reach one end of the list, select the **Loop back when reaching list end/top** checkbox.

4. Click **Assign**.
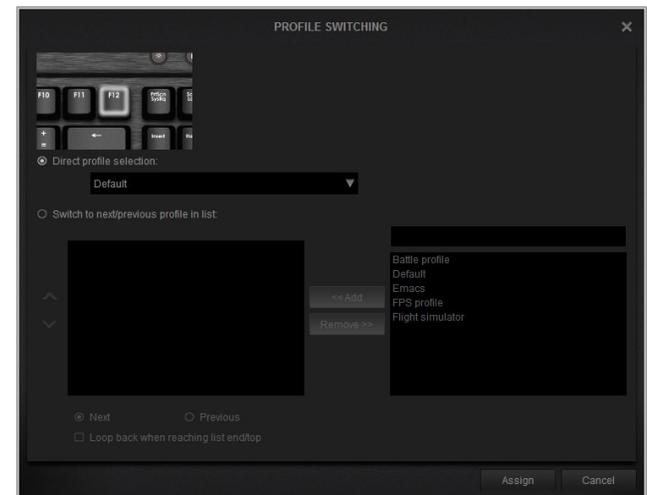
USING MULTIPLE DEVICES

USING MULTIPLE DEVICES

If you are using a Corsair Gaming keyboard with the Corsair Gaming M65 RGB mouse, you can choose which one to customize. In the Corsair Utility Engine, in the lower right corner, you will see icons for each supported device you have connected.

- When using a Corsair Gaming keyboard and the Corsair Gaming M65 RGB mouse together, there are several important points to understand:

- Profiles are universal; they can contain settings for both keyboards and mice.

- Modes are device specific. A keyboard mode will only contain settings for a keyboard and a mouse mode will only contain settings for a mouse.

- You do not have to have the same number of keyboard and mouse modes. For example, you may have a game that has only one keyboard mode, but several mouse modes.

- If you use multiple modes on a device, you must configure mode switching on that device. You can only switch keyboard modes with a key on the keyboard, and you can only switch mouse modes with a mouse button.

If you have multiple devices, click a device icon to select it. When selected, the device will be highlighted. You can then create modes, lighting effects, actions, and assignments for that device.

[Screenshot of Device Selector]

Note: If you only have one supported Corsair device connected, that device will always be selected.

LIGHTING EFFECTS

LIGHTING EFFECTS

With the Corsair Utility Engine you can create a great variety of lighting effects for your Corsair Gaming mouse. For example, you can create a gradient lighting effect that changes a light from green to blue when you run a macro.

There are several types of lighting effects available on the Corsair Gaming M65 RGB mouse, and it's important to understand their differences to create the lighting effects most useful to you.

Lighting effects apply to profiles, modes, and actions, depending upon the type of lighting effect, so you may also want to refer to **Profiles Section**, **Modes Section**, and **Actions Section** to help understand how lighting effects can be used.

LIGHTING EFFECT TYPES

- **Background Lighting** – Background lighting is the default lighting while a particular mode is active. The background lighting starts when the mode is activated, resumes when no other lighting scheme is activated, and ends when you switch modes.

- **Foreground Lighting** – Foreground lighting is activated in a mode when certain start conditions are met, and ends when an end condition is met. By default, foreground lighting ends when you switch modes, though you can also configure it to persist between mode changes. When foreground lighting ends, the background lighting returns. For example, if your background color is green, you can set a foreground lighting that will change the light to blue when you activate a mode. Then, when you return to exit the game and return to your default mode, the light will return to green.

- **Action Lighting** – When you create an action (e.g., a macro, keystroke, or timer action), you can specify a lighting for that action. The action lighting will take precedence over both background and foreground lighting while the action is running. For example, if you are in a mode where the foreground color for the scroll wheel light is set to green, and you have a macro action assigned to the middle button that performs some keyboard input

and also turns the scroll wheel light red, while the macro is active, the scroll wheel light will be red. Once the macro is complete, the scroll wheel light will return to the foreground color of green.

When you create a lighting effect, it's stored in the lighting database of the Corsair Utility Engine and can be reused as a background, foreground, or action lighting.

LIGHTING EFFECTS

LIGHTING GROUPS

You can create custom groups of lights, which can be assigned distinct lighting effects. The Corsair software includes a pre-defined group called All, which includes the scroll wheel light and the Corsair logo light.

Lighting groups are defined on a per-profile basis, and when you create a group, it is created in all the modes of the profile. Lighting assignments for groups are made on a per-mode basis.

For example, if you have a profile with two modes, Medic and Tank, and you create a lighting group in the Medic mode, it will also be created in the Tank mode. However, if you define a solid green lighting for the group in the Medic mode, the green lighting will not automatically apply to the Tank mode, leaving you free to define a different lighting for that group while in Tank mode.

CREATING A CUSTOM LIGHTING GROUP

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to use.

2. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

3. In the right pane, click the **Lighting** tab.

4. An image of the device appears in the lighting tab. The group bar appears above the device image, with left and right arrows to scroll through groups. Create a new group in one of two ways:

   – In the group bar, right-click, and then click **New group**.

   Or

   – On the device image, right-click a button, point to **Add to Group**, and then click **New Group**.

      1. The **New Group** dialog box appears. In the **Name** field, type a name for the group.

      2. In the **Notes** field, type any optional notes for the group, and then click **OK**. If you added the new group by the second method, the button you added to the group will appear highlighted.

LIGHTING GROUPS
(Continued)

CUSTOMIZING LIGHTS IN A LIGHTING GROUP

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to use.

2. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

3. In the right pane, click the **Lighting** tab.

4. An image of the device appears in the lighting tab. The group bar appears above the device image, with left and right arrows to scroll through groups. On the device image, right-click a button, point to **Add to Group**, and then click the name of the group.

DELETING A LIGHTING GROUP

You can delete both custom groups and pre-defined groups. Deleting a group in one mode deletes it for all modes in the profile. If you delete a pre-defined group and want to restore it later, you can do so (see Restoring a Pre-Defined Lighting Group). Custom groups cannot be restored once deleted.

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to use.

2. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

3. In the right pane, click the **Lighting** tab.

4. An image of the device appears in the lighting tab. The group bar appears above the device image, with left and right arrows to scroll through groups. In the group bar, in the group you want to delete, click the menu button, and then click **Delete**.

5. The **Delete Group** dialog box appears. Click **OK** to delete the group, or **Cancel** to keep it.

LIGHTING EFFECTS

LIGHTING GROUPS
(Continued)

RESTORING A PRE-DEFINED LIGHTING GROUP

If you deleted a pre-defined group and want to restore it, you can do so. If you restore a pre-defined group, it will be restored for all modes in the profile.

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to use.

2. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

3. In the right pane, click the **Lighting** tab.

4. An image of the device appears in the lighting tab. The group bar appears above the device image, with left and right arrows to scroll through groups. In the group bar, in the group you want to delete, click the menu button and then click **Restore predefined group**.

5. The **Restore Predefined Group** dialog box appears. Click the name of the pre-defined group to restore, and then click **OK**.

EDITING A CUSTOM LIGHTING GROUP

You can rename or add notes to a custom lighting group. Pre-defined lighting groups cannot be edited.

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to use.

2. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

3. In the right pane, click the **Lighting** tab.

4. An image of the device appears in the lighting tab. The group bar appears above the device image, with left and right arrows to scroll through groups. In the group bar, in the group you want to edit, click the menu button, and then click **Edit**.

5. The **Group Settings** dialog box appears. Change the name of the group or its notes, and then click **OK**.

SELECTING A COLOR FOR A LIGHT

As you create lighting effects for your Corsair Gaming mouse, there are a variety of ways you can select colors for the lights. No matter what type of lighting effect you're creating, you'll use a lighting grid to create light markers and select colors. There are several ways you can select colors.
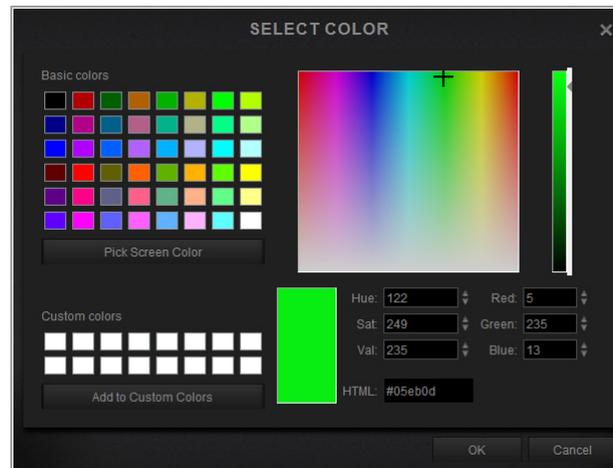
1. In the lighting grid, right-click the color bar, and then click **Edit**.

2. The **Select Color** dialog box appears. Choose a color by one of the following methods, and then click **OK**.

USING THE COLOR PICKER

1. In the **Basic Colors** section, click one of the colors, or click and drag the plus sign around the color picker to find the color you want.

2. To the right of the color picker, click and drag the brightness slider to the brightness you want.

3. When you've obtained the desired color in the color swatch field, click and drag the color from the color swatch field to one of the spots in the **Custom Colors** palette.

PICKING A SCREEN COLOR

1. Click **Pick Screen Color**.

2. Beneath the **Pick Screen Color** button, text will appear that shows the position of the mouse pointer and the HTML color of the screen where the mouse pointer is. If you want to cancel picking the screen color, click **Esc**.

3. Move the mouse pointer to the area of the screen where the color you want to use appears. When the correct color appears in the color swatch field, press **ENTER**.

4. To the right of the color picker, click and drag the brightness slider to the brightness you want.

LIGHTING EFFECTS

5. When you've obtained the desired color in the color swatch field, click and drag the color from the color swatch field to one of the spots in the **Custom Colors** palette.

ENTERING A COLOR MANUALLY

You may also enter a color manually, using Hue, Saturation, and Value (HSV); Red, Green, and Blue (RGB); or HTML.

1. In the corresponding fields, enter the HSV, RGB, or HTML values of the color you want to use.

2. To the right of the color picker, click and drag the brightness slider to the brightness you want.

3. When you've obtained the desired color in the color swatch field, click and drag the color from the color swatch field to one of the spots in the **Custom Colors** palette.

BACKGROUND LIGHTING

Background lighting is the default lighting while a particular mode is active. The background lighting starts when the mode is activated, resumes when no other lighting scheme is activated, and ends when you switch modes. You can assign background lighting to single lights, multiple lights, or lighting groups.

ASSIGNING BACKGROUND LIGHTING TO A SINGLE LIGHT

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to use.

2. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

3. In the right pane, click the **Lighting** tab.

4. An image of the device appears in the lighting tab. In the image, click the light you want to assign a lighting to.

5. In the device image, the light appears highlighted.

6. Beneath the device image, in the color palette, click a color you want to use for background lighting. If you want to add additional colors to

the palette, see **Selecting a Color for a Light**. In the device image, the light will change to the corresponding color.

ASSIGNING BACKGROUND LIGHTING TO MULTIPLE LIGHTS

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to use.

2. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

3. In the right pane, click the **Lighting** tab.

4. An image of the device appears in the lighting tab. In the image, select multiple lights using one of the following methods:

   – Click a light, then **CTRL+Click** other individual lights elsewhere on the device until all the desired selections appear highlighted.

   Or

   – On the device image, click and drag around the lights you want to assign background lighting to. A rectangle will

LIGHTING EFFECTS

appear, and as you drag the rectangle, lights fully inside the rectangle will be selected and highlighted.

5. Beneath the device image, in the color palette, click a color you want to use for background lighting. If you want to add additional colors to the palette, see Selecting a Color for a Light. In the device image, the lights will change to the corresponding color.

ASSIGNING BACKGROUND LIGHTING TO A LIGHTING GROUP

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to use.

2. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

3. In the right pane, click the **Lighting** tab.

4. An image of the device appears in the lighting tab. The group bar appears above the device image, with left and right arrows to scroll through groups. In the group bar, click the name of the group you want to assign a background lighting.

5. In the device image, the lights in the group appear highlighted.

6. Beneath the device image, in the color palette, click a color you want to use for background lighting. If you want to add additional colors to the palette, see Selecting a Color for a Light. In the device image, the lights will change to the corresponding color.

TURNING OFF BACKGROUND LIGHTING FOR AN INDIVIDUAL LIGHT

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to use.

2. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

3. In the right pane, click the **Lighting** tab.

4. An image of the device appears in the lighting tab. In the image, right-click the light, and then click **Lighting off**.

5. To re-enable background lighting for the light, repeat this process.

FOREGROUND LIGHTING

Foreground lighting is activated in a mode when certain start conditions are met, and ends when an end condition is met. By default, foreground lighting ends when you switch modes, though you can also configure it to persist between mode changes. When foreground lighting ends, the background lighting returns. You can assign foreground lighting to single lights, multiple lights, or lighting groups.

ASSIGNING FOREGROUND LIGHTING TO A SINGLE LIGHT

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to use.

2. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

3. In the right pane, click the **Lighting** tab.

4. An image of the device appears in the lighting tab. In the image, click the light you want to assign lighting to.

5. In the device image, the light appears highlighted. Assign a foreground lighting through one of the following methods:

   – If you want to apply a lighting you have already created, click **Lightings List**.

   1. The **Lightings List** dialog box appears. Click and drag the lighting you want to use on to the group and then click **Close**.

   2. In the device image, right-click the highlighted group, and then click **Assign New Lighting**.

      a. The **Foreground Lighting Editor** dialog box appears. Create the lighting you want to apply. See Lighting Effects Overview for details on how to create each of the lighting effects.

      b. In the **Start** section, select the **With mode** checkbox if you want the foreground lighting to begin when the mode is activated initially. Select the **On key press** checkbox if you want the foreground lighting to start when one of the assigned buttons is pressed.

      c. In the **End** section, select the **After [x] times** checkbox and enter a number if you want the foreground lighting to end after a certain number of times. The

maximum value is 99. Select the **On key press** checkbox if you want the foreground lighting to end when one of the assigned buttons is pressed. Select the **On key release** checkbox if you want the foreground lighting to end when one of the assigned buttons is released.

d. Click **OK**.

ASSIGNING FOREGROUND LIGHTING TO MULTIPLE LIGHTS

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to use.

2. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

3. In the right pane, click the **Lighting** tab.

4. An image of the device appears in the lighting tab. In the image, select multiple lights using one of the following methods:

   – Click a light, then **CTRL+Click** other individual lights elsewhere on the device

until all the desired selections appear highlighted.

Or

   – On the device image, click and drag around they lights you want to select. A rectangle will appear, and as you drag the rectangle, lights fully inside the rectangle will be selected and highlighted.

5. In the device image, the lights in the group appear highlighted. Assign a foreground lighting through one of the following methods:

   – If you want to apply a lighting you have already created, click **Lightings** List.

     » The **Lightings List** dialog box appears. Click and drag the lighting you want to use on to the group, and then click **Close**.

   Or

     » In the device image, right-click the highlighted group, and then click **Assign New Lighting**.

       a. The **Foreground Lighting Editor** dialog box appears. Create the lighting you want to apply. See [Lighting Efffects Overview](#) for details on how to create each of the lighting effects.

b. In the **Start** section, select the
With mode checkbox if you want
the foreground lighting to begin
when the mode is activated initially.
Select the **On key press** checkbox
if you want the foreground lighting
to start when one of the assigned
buttons is pressed.

c. In the **End** section, select the
After [x] times checkbox and
enter a number if you want the
foreground lighting to end after
a certain number of times. The
maximum value is 99. Select the
On key press checkbox if you want
the foreground lighting to end
when one of the assigned buttons
is pressed. Select the **On key
release** checkbox if you want the
foreground lighting to end when
one of the assigned buttons is
released.

ASSIGNING FOREGROUND LIGHTING TO A
LIGHTING GROUP

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile
   you want to use.

2. In the mode list, click the mode you want to
   use. If only one mode is defined, it is selected
   by default.

3. In the right pane, click the **Lighting** tab.

4. An image of the device appears in the
   lighting tab. The group bar appears above the
   device image, with left and right arrows to
   scroll through groups. In the group bar, click
   the name of the group you want to assign a
   foreground lighting.

5. In the device image, the buttons in the group
   appear highlighted. Assign a foreground
   lighting through one of the following methods:

   – If you want to apply a lighting you have
     already created, click **Lightings List**.

     » The **Lightings List** dialog box appears.
       Click and drag the lighting you want
       to use on to the group, and then click
       Close.

   – In the device image, right-click the
     highlighted group, and then click **Assign
     New Lighting**.

     a. The **Foreground Lighting Editor**
        dialog box appears. Create the lighting
        you want to apply. See Lighting
        Effects Overview for details on how to
        create each of the lighting effects.

FOREGROUND LIGHTING (Continued)

b. In the **Start** section, select the **With mode** checkbox if you want the foreground lighting to begin when the mode is activated initially. Select the **On key press** checkbox if you want the foreground lighting to start when one of the assigned buttons is pressed.

c. In the **End** section, select the **After [x] times** checkbox and enter a number if you want the foreground lighting to end after a certain number of times. The maximum value is 99. Select the **On key press** checkbox if you want the foreground lighting to end when one of the assigned buttons is released.

Note: All buttons in a lighting group must share the same foreground lighting.

EDITING FOREGROUND LIGHTING

If you want to change the characteristics of a foreground lighting, you can do so. Changes made to foreground lighting will be saved in the lighting database, so that other buttons or groups that use the same lighting will also be affected.

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to use.

2. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

3. In the right pane, click the **Lighting** tab.

4. An image of the device appears in the lighting tab. If the foreground lighting is assigned to a group, click the group name in the group bar.

5. In the device image, right-click the light, and then click **Edit light**.

6. The **Foreground Lighting Editor** dialog box appears. Edit the lighting to suit your needs, and then click **OK**. For additional details on editing lighting effects, see Lighting Effects Overview.

LIGHTING EFFECTS

FOREGROUND LIGHTING (Continued)

COPYING AND PASTING FOREGROUND LIGHTING

If you have assigned foreground lighting to a light or group, you can copy and paste it to other lights or groups.

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to use.

2. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

3. In the right pane, click the **Lighting** tab.

4. An image of the device appears in the lighting tab. If the foreground lighting you want to copy is assigned to a group, click the group name in the group bar.

5. In the device image, right-click the light and then click **Copy**.

6. If the destination you want to paste the lighting to is a group, then in the group bar, click the group name.

7. Right-click the light, and then click **Paste**.

PLAYING FOREGROUND LIGHTING

If you have assigned foreground lighting to a light or group, and you want to see how it looks while in the Corsair Utility Engine, you can do so.

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to use.

2. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

3. In the right pane, click the **Lighting** tab.

4. An image of the device appears in the lighting tab. If the foreground lighting you want to play is assigned to a group, click the group name in the group bar.

5. Beneath the device image, click **Play foreground**. The foreground lighting will play on the selected buttons, so you can see how it works.

FOREGROUND LIGHTING (Continued)

CLEARING FOREGROUND LIGHTING

If you have assigned foreground lighting to a light or group, but want to remove the assignment, you can clear it.

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to change.

2. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

3. In the right pane, click the **Lighting** tab.

4. An image of the device appears in the lighting tab. If the foreground lighting you want to clear is assigned to a group, click the group name in the group bar.

5. In the device image, right-click the light, and then click **Clear**.

LIGHTING EFFECTS

LIGHTING EFFECTS

There are several different types of lighting effects you can use on your Corsair Gaming mouse.

- **Solid** – A solid lighting effect appears as a solid color. It can be applied to single or multiple buttons, as well as groups.

- **Gradient** – A gradient lighting effect causes a light to start with one color and gradually changes through one or more other colors over time. It can be applied to single or multiple buttons, as well as groups.

CREATING A SOLID LIGHTING EFFECT

In the Corsair Utility Engine, in the **Lighting** menu,

1. Click **New**.

2. The **Foreground Lighting Editor** dialog box appears. In the **Name** field, enter the name for the lighting effect.

3. In the **Notes** field, enter any optional notes you want to make about the lighting effect.

4. In the lighting grid, right-click, and then click **Add**.

5. A color bar with two end markers appears in the grid. You can change the color or resize the color bar to change intensity and duration.
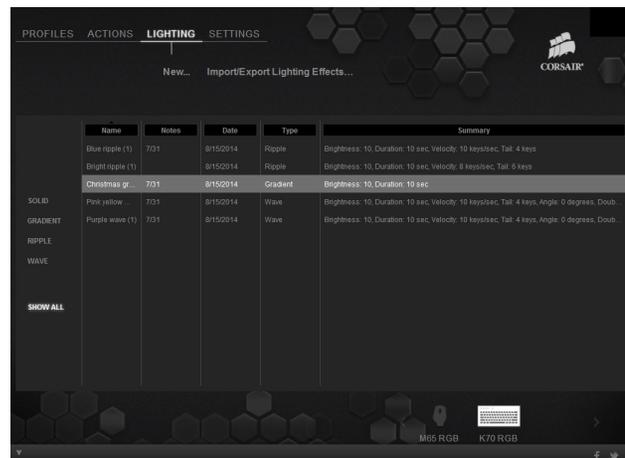
CHANGING A SOLID COLOR

1. In the lighting grid, right-click the color bar, and then click **Edit**.

2. The **Select Color** dialog box appears. Select the color you want to use, and then click **OK**.

CHANGING INTENSITY AND DURATION

1. To adjust the intensity of the lighting effect, in the lighting grid, click and drag the color bar vertically to raise or lower the intensity.

2. To adjust the duration, click and drag the start marker or end marker to the time you want

    Note: In the lighting grid, the X-axis represents the percentage of the total duration specified in the End field. For example, if the End field is set to 10 seconds, and you have created a red light that starts at the 4th mark on the X-axis and goes to the 6th mark on the X-axis, when the lighting effect activates, the red light will start on the 4th second and last 2 seconds. If you change the End field to 20 seconds, the red light will start on the 8th second and last 4 seconds.

3. In the **End** field, type the number of seconds you want the lighting effect to last. You can set a maximum time of 99 seconds.

CREATING A SOLID LIGHTING EFFECT
(Continued)

4. When you are finished editing the lighting effect, click **OK**.

You can use multiple colors within a single lighting effect. If the first light you define takes up less than 100% of the total duration, you can add an additional color to the lighting effect by repeating the steps above. You can also duplicate lights, copy and paste lights, and delete lights.

DUPLICATING A LIGHT

1. In the lighting grid, right-click the color bar, and then click **Duplicate**.

2. A color bar of identical color and intensity will appear in the lighting grid. The duration may be different. Adjust the start and end markers, intensity, and color, as needed.

COPYING AND PASTING A LIGHT

If you have two or more light bars in the lighting grid, you may copy the color from one and paste it into another.

1. In the lighting grid, right-click the source color bar, and then click **Copy**.

2. Right-click the destination color bar, and then click **Paste**.

3. The destination color bar will change to the pasted color, but duration and intensity will remain the same. Adjust the start and end markers, intensity, and color, as needed.

DELETING A LIGHT

In the lighting grid, right-click the color bar, and then click **Delete**.

ADJUSTING LIGHTING BRIGHTNESS

In the **Brightness** field, click and drag the slider to the brightness level you want, with 10 being the brightest, and 0 being the dimmest.

FLIPPING A LIGHTING EFFECT

You can also flip a lighting effect from beginning to end, effectively reversing the lighting.

• Beneath the lighting grid, click **Flip**.

CREATING A GRADIENT LIGHTING EFFECT

In the Corsair Utility Engine, in the Lighting menu,

1. Click **New**.

2. The **Foreground Lighting Editor** dialog box appears. In the **Name** field, enter the name for the lighting.

3. In the **Notes** field, enter any optional notes you want to make about the lighting.

4. On the left side, click **Gradient**.

5. In the lighting grid, right-click and then click **Add**.

6. A start marker appears at the 0% position. In the lighting grid, right-click and then click Add.

7. An end marker appears at the 100% position and a color bar with two end markers appears in the grid. You can add additional markers for the gradient by repeating step 6. You can also change the color of markers or move them to change intensity and duration.

CHANGING A GRADIENT COLOR

1. In the lighting grid, right-click the marker you want to change, and then click **Edit**.

2. The **Select Color** dialog box appears. Select the color you want to use, and then click **OK**.

CHANGING INTENSITY AND DURATION

1. To adjust the intensity of the light, in the lighting grid, click and drag the marker vertically to raise or lower the intensity.

2. To adjust the duration, click and drag the marker or marker to the time you want. You cannot move a marker past another marker in the lighting grid.

   Note: In the lighting grid, the X-axis represents the percentage of the total duration specified in the **End** field. For example, if the End field is set to 10 seconds, and you have created a red light that starts at 4th mark on the X-axis and goes to the 6th mark on the X-axis, when the lighting effect activates, the red light will start on the 4th second and last 2 seconds. If you change the End field to 20 seconds, the red light will start on the 8th second and last 4 seconds.

3. In the **End** field, type the number of seconds you want the lighting effect to last. You can set a maximum time of 99 seconds.

4. Click **OK**.

CREATING A GRADIENT LIGHTING EFFECT(Continued)

You can also duplicate lights, copy and paste lights, delete lights, and perform additional actions.

DUPLICATING A LIGHT

1. In the lighting grid, right-click the source marker and then click **Duplicate**.

2. A marker of identical color and intensity will appear in the lighting grid. You can adjust the intensity and color as needed.

COPYING AND PASTING A LIGHT

If you have two or more markers in the lighting grid, you may copy the color from one and paste it into another.

1. In the lighting grid, right-click the source marker and then click **Copy**.

2. Right-click the destination marker and then click **Paste**.

3. The destination marker will change to the pasted color, but duration and intensity will remain the same. Adjust the intensity and color as needed.

DELETING A LIGHT

In the lighting grid, right-click the marker and then click **Delete**.

CLEARING A LIGHT SECTION

If you have defined multiple markers on the gradient, and want to delete all the markers prior to or after a specific marker, you can clear multiple lights at once.

- To clear all the lights to the right of a marker, right-click the marker, and then click **Clear to right**.

- To clear all the lights to the left of a marker, right-click the marker, and then click **Clear to left**.

CLONING A START OR END LIGHT

You can clone the start or end point of a gradient to the opposite end, to help create continuity in color and luminance for the start and end of the lighting effect.

- Right-click the marker you want to clone, and then click **Clone to other end-point**.

CREATING A
GRADIENT LIGHTING
EFFECT(Continued)

- In the lighting grid, a marker with the same color and intensity will appear at the opposite end.

Note: This function is only available with the start and end lights of a gradient lighting effect.

TURNING LIGHTING OFF AND ON

In the **Brightness** field, click the **I** to turn the lighting off, and click the **O** to turn the lighting on.

DPI LIGHTING

With the Corsair Gaming Software, you can specify different solid colors for each of the DPI stages on your Corsair mouse. For more information on configuring and enabling DPI stages, see [Configuring Mouse Performance](#).

ASSIGNING DPI LIGHTING

In the Corsair Gaming Software, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to modify.

2. If you have multiple devices, in the device selector, click the mouse.

3. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

4. In the right pane, click the **Lighting** tab.

5. An image of the mouse appears in the lighting tab. In the mouse image, right-click the DPI light that appears as a dot inside a circle and then click **Assign new lighting**.

6. The **DPI Lighting Editor** dialog box appears. For each of the five DPI stages, the sniper indicator,

and for custom DPI settings, you can specify a solid color and the brightness. To specify a color, for the setting you want to change, double click the colored square.

7. The **Select Color** dialog box appears. Choose a color and then click **OK**.

8. Adjust the brightness by clicking and dragging the brightness indicator to the desired brightness.

9. When you have finished adjusting all the DPI lighting settings you want to change, click **OK**.

LIGHTING EFFECTS

RESETTING LIGHTING TO DEFAULT SETTINGS

If you have assigned a foreground lighting and/or background lighting to a light or group, and want to remove all lighting from it, you can do so.

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to change.

2. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

3. In the right pane, click the **Lighting** tab.

4. An image of the device appears in the lighting tab. If the foreground lighting you want to reset is assigned to a group, click the group name in the group bar.

5. In the device image, right-click the light, and then click **Reset to default**.

LIGHTING EFFECTS

CLONING LIGHTING TO OTHER MODES

If you have multiple modes in a profile, and you want to clone all your background lighting, foreground lighting, or both to other modes in the profile, you can do so.

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to use.

2. In the mode list, click the mode you want to clone from.

3. In the right pane, click the **Lighting** tab.

4. On the **Lighting** tab, click the menu button, and then click **Clone to Other Modes in Profile**.

5. The **Clone to Other Modes** dialog box appears.

6. In the left pane, click a mode to clone to and then click **Add**. Repeat this step until you have added all the modes you want to clone to.

7. If you want to clone background lighting, select the **Background lighting** checkbox.

8. If you want to clone foreground lighting, select the **Foreground lighting** checkbox.

9. Click OK.

LIGHTING EFFECTS

CHANGING MOUSE BRIGHTNESS

You can change the brightness of the entire mouse as needed.

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to change.

2. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

3. In the right pane, click the **Lighting** tab.

4. In the bottom center of the screen there is a brightness icon. To increase the brightness, click the up arrow. To decrease the brightness, click the down arrow. A brightness of 0% will disable lighting.

BUTTON ASSIGNMENTS

BUTTON ASSIGNMENTS

You can use button assignments to change what individual buttons do. For example, you may assign a button to start a macro action or switch between modes in a profile. Button assignments can also be useful if you want to change the layout for a game that doesn't offer the built-in ability to change button mappings. Button assignments are made by first selecting the profile and mode where you want to make the assignment.

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the modes drop-down list, click the mode you want to edit.

2. In the right pane, click the **Assignments** tab to see an image of the selected device.
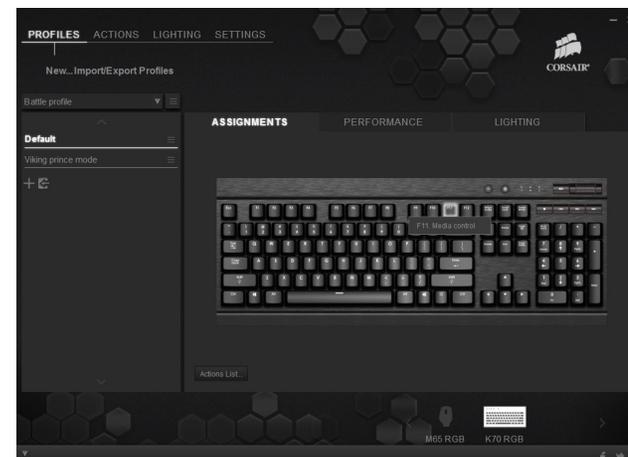
In the image on the assignments tab, you can hover over any button on the mouse to see its current assignment.

BUTTON ASSIGNMENTS

REMAPPING BUTTONS

You can remap buttons to perform actions other than their default actions. For example, you could remap the back button to send launch a program or run a macro.

To remap a button, in the Corsair Utility Engine, in the **Profiles** menu,

1. Select the profile and mode you wish to modify

2. Click the **Assignments** tab if needed.

3. Right-click the button you wish to remap and then click **Remap Key/Button**.

4. The **Remap Key/Button** dialog box appears. In the **Key/button function** list, click the type of action you want the button to perform.

5. Once you have selected the type of action, the middle section of the dialog box will change to display specific actions based on the type of action you chose from the list. Click the specific action you want to perform.

In the bottom section of the dialog box, confirm that the button you want to change is assigned to the action you want to perform and then click **Remap**.

BUTTON ASSIGNMENTS

ASSIGNING ACTIONS TO BUTTONS IN THE ASSIGNMENTS TAB

To assign a button using the interactive device image, in the Corsair Utility Engine, in the **Profiles** menu,

1. Select the Profile and Mode you wish to modify.

2. If needed, click the **Assignments** tab to view the interactive device image.

3. On the image of the mouse, right-click the button you want to use in the image to open the control menu.

4. Click the option you want to assign.

   – **Assign New Action** – This option opens the Actions Editor dialog box so that you can create a new action and assign it to the button.

   – **Mode Selection/Switching** – This option opens the Mode Switching dialog box, allowing you to switch modes with the button.

   – **Profile Selection/Switching** – This option opens the Profiles Switching dialog, allowing you to switch profiles with the button.

   – **Remap Key/Button** – This option opens the Remap Key/Button dialog box, allowing you to change how the button behaves. For example, the back button could be remapped to launch your media player.

   – **Reset to Default** – This option replaces the selected button's action with the device default.

5. 5. If the button you clicked already has an action assigned to it, you can click additional options in the control menu.

   – **Edit Action** – This option opens the Actions Editor dialog box, allowing you to edit the action.

   – **Copy Action** – This option copies the action into memory so that you can quickly paste it to another button.

   – **Paste Action** – This option pastes previously copied action onto the selected button.

   – **Clone to All Modes in Profile** – This option copies the action to the button throughout all other modes in the profile.

   – **Clear** – This option removes the assignment from the button.

BUTTON ASSIGNMENTS

ASSIGNING ACTIONS TO BUTTONS WITH THE ACTIONS LIST

The **Actions List** contains all the actions you have already defined, which allows you to quickly assign actions to buttons. Actions are listed alphabetically by name and include any notes you may have added.

To open the list, in the Corsair Utility Engine, in the **Profiles** menu,

1. In the modes list, click the mode you wish to modify.

2. Click the **Assignments** tab, if needed.

3. Click **Actions List**.

4. The **Actions List** dialog box appears. If you want to search for an action, in the **Search actions** field type part of the name of the action.

5. Click the name of the action and drag it to the button you want to assign.

6. If an action has already been assigned to the button, a warning dialog box will appear. Click **OK** to perform the reassignment, or **Cancel** to go back.

7. When you have assigned all the actions you want, click **Close**.

INTRODUCTION TO ACTIONS

INTRODUCTION TO ACTIONS

Actions allow you to transform the press of a button into programmable behavior. Every action created in the Corsair Utility Engine is stored in the actions library. An action you create can be used in any of your profiles and modes.

To open the actions library, in the Corsair Utility Engine,

- In the main menu, click **Actions**.

Actions in the library are displayed in a list with sortable columns. Names, notes, and summaries are truncated if they are over a certain length. If you hover over these fields in the actions library list they will be displayed in full.

INTRODUCTION TO ACTIONS

ACTION TYPES

There are eight types of actions, each with specific features and options. Each type of action offers unique capabilities that you can use to accomplish your goals.

Macro – Capture or program input patterns over time, allowing you to automate repeated tasks or key combos.

Text – Predefined text input to quickly fill out forms or chat.

Keystroke – Automated or repeating keystroke input for auto-fire or forcing input to always have a modifier key applied.

Shortcut – Launch a system shortcut, optionally with arguments.

DPI – Modify mouse sensitivity (for use only with the Corsair Gaming M65 mouse).

Timer – Control a countdown and trigger indicators or other actions when it reaches zero.

Mouse – Cause mouse input to occur, including scrolling or double-clicks.

Media Control – Control your preferred media player. Predefined media player settings are included with the Corsair Utility Engine, but you can define your own, as well. For more information about how to configure your preferred media player, see the Settings section.

For detailed information on options for each action, refer to the corresponding section.

INTRODUCTION TO ACTIONS

FILTERING ACTIONS

By default, the actions library displays all the actions in the library.

Visibility of your actions is controlled by the action type buttons on the left of the library. For example, to only display Macros, click **Macro**. To show all the actions in the library again, click **Show All**.

INTRODUCTION TO ACTIONS

CREATING A NEW ACTION

You can create actions directly in the actions library or by **assigning an action** to a button.

To create an action in the actions library, in the Corsair Utility Engine, in the **Actions** section,

1. Click **New**.

2. The **Actions Editor** dialog box appears. Choose the type of action you want to create and define the options for it.

3. For details on the types of actions available, and the options for each action, see **the Actions Editor section**.

4. When you are finished defining the options for your action, click **OK**.

INTRODUCTION TO ACTIONS

EDITING AN ACTION

Once created, you may modify any action's name, notes, and other parameters. However, you cannot change an action from one type of action to another.

To modify an action, in the Corsair Utility Engine, in the **Actions** section,

- Right-click the action to edit. and then click **Edit**.

For more information on the options on the action you're editing, see the Actions Editor section.

INTRODUCTION
TO ACTIONS

DELETING AN ACTION

Actions may be removed at any time, even when assigned to a button.

To remove an action, in the Corsair Utility Engine, in the **Actions** section,

1. Right-click the action and then click **Delete**.

2. The **Delete Action** dialog box appears. Click **OK** to delete the action or **Cancel** to keep it.

3. If the action is currently assigned to any buttons, the **Are you sure?** dialog appears. Click **OK** to delete the action or **Cancel** to keep it.

INTRODUCTION TO ACTIONS

DUPLICATING AN ACTION

Actions may be duplicated, allowing you to save time when building a library of similar actions.

For example, you might want to create a repeating macro and a non-repeating version. Create one macro, duplicate it, and edit the new action, changing options to customize the duplicated macro.

To duplicate an action, in the Corsair Utility Engine, in the **Actions** section,

- Right-click the action to duplicate, and then click **Duplicate**.

A new action will be added to the library with "Copy of" prepended to the name.

INTRODUCTION TO ACTIONS

EXPORTING A SINGLE ACTION

With the Corsair Utility Engine, you can export the actions you create to back them up or share them with other people.

To export a single action, in the Corsair Utility Engine, in the **Actions** section,

1. Right-click the action you want to export.

2. Click **Export**...

3. The **Export Actions** dialog box appears. Browse to the location where you want to save the exported action.

4. In the **File name** field, type the name of the exported file, and then click **Save**.

The exported profile will be saved in the location you specified with the name [filename].act.

INTRODUCTION TO ACTIONS

EXPORTING ALL ACTIONS

You can export the entire actions library at once for speed and convenience.

To export all your actions at once, in the Corsair Utility Engine, in the **Actions** section,

1. Click **Import/Export Actions**, and then click **Export All**.

2. The **Export Actions** dialog box appears. Browse to the location where you want to save the exported action.

3. In the **File name** field, type the name of the exported file, and then click **Save**.

The exported profile will be saved in the location you specified with the name [filename].act.

INTRODUCTION TO ACTIONS

IMPORTING ACTIONS

You can import any previously exported action files.

To export all your actions at once, in the Corsair Utility Engine, in the **Actions** section,

1. Click **Import/Export Actions**, and then click **Import**.

2. The **Import Actions** dialog box appears. Browse to the location where your import file is located.

3. Click the file to import, and then click **Open**.

4. If any of the actions you are importing already exist, the **Actions Conflict** dialog appears.

   – To update the existing action, click **OK**.

   – To add the action you are importing as a new action, click **Cancel**.

MACRO ACTIONS

MACRO ACTIONS

MACRO ACTIONS

With the Corsair Utility Engine, you can create macros for your games. Macros allow you to record keystrokes, mouse movements, and mouse button clicks into sequences that can be performed automatically. For example, you could create a macro that would record the in-game steps needed to build resources in a strategy game, blend ingredients to mix and drink a healing potion in a fantasy game, or execute a special move in a fighting game.

Macros can range from simple to complex, and the Actions Editor allows you to both record input from the keyboard or mouse and manually enter or edit macro steps to customize macros to suit your gaming needs.

MACRO ACTIONS

CREATING A MACRO

In the Corsair Utility Engine, in the **Actions** menu,

1. Click **New**.

2. The Actions Editor window opens. In the **Name** field, type a unique name for the macro.

3. In the **Notes** field, type any descriptive notes you want to make about the macro.

4. In the **Options** drop-down list, select the options you want to enable or disable by clicking them. An enabled option will have a checkmark next to it in the list. The following options are available:

   – **Record keyboard events** – This option is on by default and will record all keystrokes on the keyboard.

   – **Record mouse movement** – This option is off by default and will record mouse movements across the screen.

   – **Record mouse clicks** – This option is off by default and will record any mouse button clicks.

   – **Record mouse wheel scroll** – This option is off by default and will record up and down movements on the mouse scroll wheel.

   – **Record delays** – This option is off by default and will record the time delays between other enabled events such as keystrokes or mouse movements.

5. Click **Record**.

6. Switch to your game and perform the in-game input you want to record.

7. When you are finished recording steps, in the task bar click the **Corsair Utility Engine** icon to return to the Actions Editor window.

8. Click **Stop**.

   – If you wish to edit the macro steps, see Editing Macros Section.

   – If you wish to change the default macro options, see Setting Macro Options Section.

   – When you are finished with the macro, click **OK**.

MACRO ACTIONS

Once the macro is recorded, there are several options you can set that allow you to control how the macro runs.

- **Macro Start** – This option controls when the macro starts.

  - Click **Start on press** to run the macro when the button is pressed.

  - Click **Start on release** to run the macro when the button is released.

  - **Double Macros** – This option allows you to run two macros. The first macro will run when the button is pressed, and the second macro will run when the button is released. To specify a macro to run on release,

    » Select the **Enable a second macro on release** checkbox. In the **Macro** drop-down list click the name of the macro that should run on release.

Note: this option is disabled if **Start on release** is clicked in the Macro Start section.

- **Macro Termination** – This option determines how macros are terminated.

  - **Execute macro uninterrupted** – The macro will run until it completes, regardless of other input.

  - **Terminate when pressed again** – The macro will terminate if the button assigned to the macro is pressed again

  - **Allow interruptions and then resume** – The macro will pause if the button assigned to the macro is pressed again. You can perform other input in the game, then press the button assigned to the macro again to finish running the macro.

  - **Queue next macro while executing** – This allows you to queue macros to run sequentially. If you push a button assigned to the same or different macro while the macro is running, the next macro will queue and will execute when the first macro completes. For example, you could use this option in a strategy game to run a macro that deploys units immediately after the macro that builds the units has completed.

- **Action Repeat** – This option allows you to specify whether or not the macro will repeat upon completion and what triggers the repetition of the macro.

  - **On/off (toggle)** – The button assigned to the macro will enable or disable repeating. For example, if you have enabled this option and have a macro assigned to CTRL+K, pressing CTRL+K again while the

MACRO ACTIONS

macro is running will turn on action repeat, causing the macro to run again. Pressing CTRL+K again will turn off action repeat, and the next time the macro finishes, it will not run again automatically.

– **While pressed** – The macro will run repeatedly while the button is pressed down.

– **None** – The macro will not run automatically again upon completion.

– **Repeat [x] times** – This allows you to specify a specific number of times the macro will run when the button is pressed initially. To specify the number, type it in the field. The maximum value for this field is 99.

• **Delay Between Action Repeats** – This option allows you to specify how long of a delay there should be between macro repeats.

– **Constant [x] ms** – The macro will repeat at regular intervals based on the number of milliseconds (ms) you specify. To specify the delay, type it in the field. The maximum value for this field is 9999.

– **Random between [x] and [y] ms** – The macro will repeat at random intervals between the numbers of milliseconds (ms)

you specify. To specify the delay times, type them in the fields. The maximum value for the fields is 9999.

• **Lighting When Start** – This option allows you to specify a lighting that should activate when the macro starts, giving you a visual indicator that the macro is running.

– In the drop-down box click the name of the lighting you want to activate when the macro starts. To create a new lighting, click **New**.

For more information on lighting effects, see [Lighting Effects Section](#).

MACRO ACTIONS

After you record a macro, you may want to make changes to it to further customize its actions. You can change keystrokes, mouse events, and delays.

- Click **Clear Delays** to clear all the recorded delays throughout the macro. The **Clear Delays** dialog box appears. If you are certain you want to clear all the delays in your macro, click **OK**. Otherwise, click **Cancel**.

- Click **Clear All** to clear all the steps in the macro. The **Clear All** dialog box appears. If you are certain you want to clear all the steps in your macro, click **OK**. Otherwise, click **Cancel**.

- Click **Undo** to undo the last change you made to the macro. You can click **Undo** multiple times to undo multiple steps.

You can use the events list to add, reorder, and delete steps in your macros.

To cut an event, in the Actions Editor screen,

- Right-click the event, and then click **Cut**.

To copy an event, in the Actions Editor screen,

- Right-click the event, and then click **Copy**.

To paste a cut or copied event into the macro, in the Actions Editor screen,

- Right-click an event next to the desired destination and then,

    - Click **Paste Above** to paste the event above the current event, or

    - Click **Paste Below** to paste the event below the current event.

To delete an event, in the Actions Editor screen,

- Right-click the event, and then click **Delete**.

To add a keyboard event, in the Actions Editor screen,

1. Right-click an event next to the desired destination, and then click **Add Keyboard Event**.

2. The **Keyboard Event** dialog box appears. In the **Keys** field, type the key you want to use.

3. In the **Event Type** section, click the type of event you want to use:

    - **Keystroke** – This option combines both the press and release action of the key.

    - **Key press** – This option sends only the initial press of the key.

    - **Key release** – This option sends only the release of the key.

MACRO ACTIONS

4. Click **Insert Above** to insert the mouse click above the current event, or click **Insert Below** to insert it below the current event.

5. Click **OK**.

To add delays to a macro, in the Actions Editor screen,

1. Right-click an event next to the desired destination, and then click **Insert Delays**.

2. Click **Above** to insert a delay above the current event, click **Below** to insert a delay below the current event, or click **Between all events in macro** to insert a delay between all the events in the macro.

3. The **Delays** dialog box appears. For a constant delay, in the **Constant** field, type the number for the milliseconds (ms) of delay you want. For a random delay, in the **Random** fields, type numbers for the minimum and maximum delays you want. The maximum delay value is 9999 milliseconds.

4. Click **Insert**.

To merge two or more adjacent delays into a single delay, in the Actions Editor screen,

1. Click the first delay you want to merge.

2. **CTRL+Click** additional adjacent delays.

3. Right-click the list of delays, and then click **Merge Delays**.

TEXT
ACTIONS

TEXT ACTIONS

TEXT ACTIONS

With the Corsair Utility Engine, you can create text actions for your games. Text actions allow you to send blocks of text with a keystroke click. For example, you can send pre-written blocks of text quickly to other players in an online game.

TEXT ACTIONS

In the Corsair Utility Engine, in the **Actions** menu,

1. Click **New**.

2. The Actions Editor window opens. In the left-hand column, click **Text**.

3. In the **Name** field, type a unique name for the action.

4. In the **Notes** field, type any descriptive notes you want to make about the action.

5. In the **Enter Text** field, type the text you want to send when the action is triggered. You can press **ENTER** to add line breaks to the text.

6. If you wish to delay between sending characters to simulate natural typing, in the **Delay between characters** field, type the number of milliseconds (ms) delay you want to use.

7. In the **Action Repeat** section, click the option you want to use for automatic repetition of the action. This option allows you to specify whether or not the action will repeat upon completion and what triggers the repetition of the action.

   – **On/off (toggle)** – The button assigned to the action will enable or disable repeating. For example, if you have enabled this option and have an action assigned to

CTRL+T, pressing CTRL+T again while the action is running will turn on action repeat, causing the action to run again. Pressing CTRL+K again will turn off action repeat, and the next time the action finishes, it will not run again automatically.

– **While pressed** – The action will run repeatedly while the button is pressed down.

– **None** – The action will not run automatically again upon completion.

– **Repeat [x] times** – This allows you to specify the number of times the action will run when the button is pressed initially. To specify the number, type it in the field. The maximum value for this field is 99.

– If you enabled action repeats in the Action Repeat section, in the **Delay Between Action Repeats** section, click the option you want to specify how long of a delay there should be between action repeats.

   » **Constant [x] ms** – The action will repeat at regular intervals based on the number of milliseconds (ms) you specify. To specify the delay, type it in the field. The maximum value for this field is 9999.

   » **Random between [x] and [y] ms** – The action will repeat at random intervals

TEXT ACTIONS
(Continued)

between the numbers of milliseconds (ms) you specify. To specify the delay times, type them in the fields. The maximum value for the fields is 9999.

» If you want to specify a custom lighting to run when the action runs, in the **Lighting When Start** section, in the drop-down list, click the name of the lighting you want to activate when the action starts. To create a new lighting, click **New.**

For more information on lighting effects, see Lighting Effects Section.
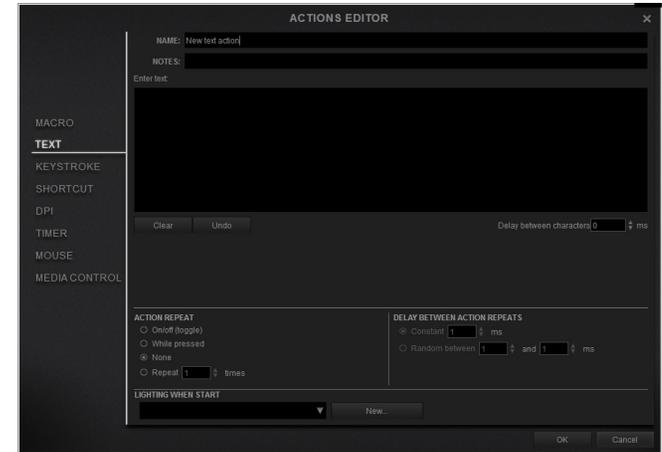
KEYSTROKE ACTIONS

KEYSTROKE ACTIONS

KEYSTROKE ACTIONS

With the Corsair Utility Engine, you can create keystroke actions. Keystroke actions allow you to send key combinations with a button click. For example, you could define button actions to perform copy and paste actions that normally require pressing CTRL+C and CTRL+V.

KEYSTROKE ACTIONS

In the Corsair Utility Engine, in the **Actions** menu,

1. Click **New**.

2. The Actions Editor window opens. In the left-hand column, click **Keystroke**.

3. In the **Name** field, type a unique name for the action.

4. In the **Notes** field, type any descriptive notes you want to make about the action.

5. In the drop-down list, you can click one of the pre-defined keystrokes, like CTRL+C or F1, or you can click inside the list and press the keystrokes you want to send, like CTRL+SHIFT+J.

6. The keystrokes will appear in the field. If you want to start over, click **Clear** repeat step 5 until the keystrokes you want appear in the field.

7. In the **Action Repeat** section, click the option you want to use for automatic repetition of the action. This option allows you to specify whether or not the action will repeat upon completion and what triggers the repetition of the action.

    – **On/off (toggle)** – The button assigned to the action will enable or disable repeating. For example, if you have enabled this

option and have an action assigned to CTRL+T, pressing CTRL+T again while the action is running will turn on action repeat, causing the action to run again. Pressing CTRL+T again will turn off action repeat, and the next time the action finishes, it will not run again automatically.

– **While pressed** – The action will run repeatedly while the button is pressed down.

– **None** – The action will not run automatically again upon completion.

– **Repeat [x] times** – This allows you to specify a specific number of times the action will run when the button is pressed initially. To specify the number, type it in the field. The maximum value for this field is 99.

– If you enabled action repeats in the Action Repeat section, in the **Delay Between Action Repeats** section, click the option you want to specify how long of a delay there should be between action repeats.

    » **Constant [x] ms** – The action will repeat at regular intervals based on the number of milliseconds (ms) you specify. To specify the delay, type it in the field. The maximum value for this field is 9999.

CREATING A KEYSTROKE ACTION
(Continued)

» **Random between [x] and [y] ms** – The action will repeat at random intervals between the numbers of milliseconds (ms) you specify. To specify the delay times, type them in the fields. The maximum value for the fields is 9999.

8. If you want to specify a custom lighting to run when the action runs, in the **Lighting When Start** section, in the drop-down list, click the name of the lighting you want to activate when the action starts. To create a new lighting, click **New**.

For more information on lighting effects, see Lighting Effects Section.
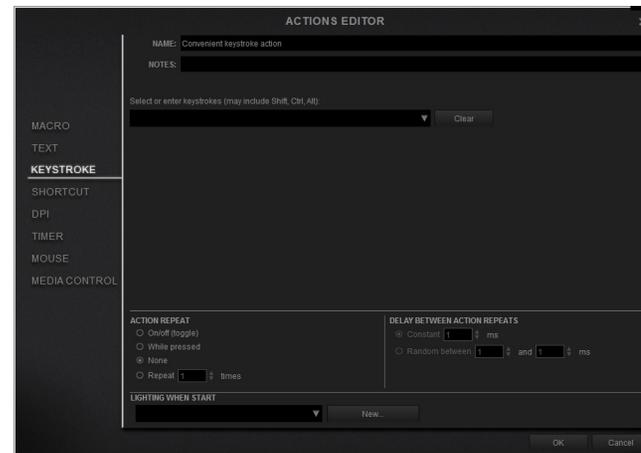
SHORTCUT ACTIONS

SHORTCUT ACTIONS

SHORTCUT ACTIONS

With the Corsair Utility Engine, you can create shortcut actions to launch programs like an email program, text editor, game, or other program on your computer.

CREATING A SHORTCUT ACTION

In the Corsair Utility Engine, in the **Actions** menu,

1. Click **New**.

2. The Actions Editor window opens. In the left-hand column, click **Shortcut**.

3. In the **Name** field, type a unique name for the action.

4. In the **Notes** field, type any descriptive notes you want to make about the action.

5. To start one of your computer's default programs:

   – Click **Email** to start the default email program.

   – Click **Text editor** to start the default text editor.

   – Click **Calculator** to start the default calculator program.

   – Click **File Explorer** to start the default file explorer program.

   – To run a custom program, click **Run the following program**.

     » Click **Browse**.

     » The Select File window opens. Browse to the location of the program you want to start, click it, and then click **Open**.

     » If the custom program requires additional startup arguments, in the **Program arguments (optional)** field, type the startup arguments for your program.

6. If you want to specify a custom lighting to run when the action runs, in the **Lighting When Start** section, in the drop-down list, click the name of the lighting you want to activate when the action starts. To create a new lighting, click **New**.

For more information on lighting effects, see Lighting Effects Section.
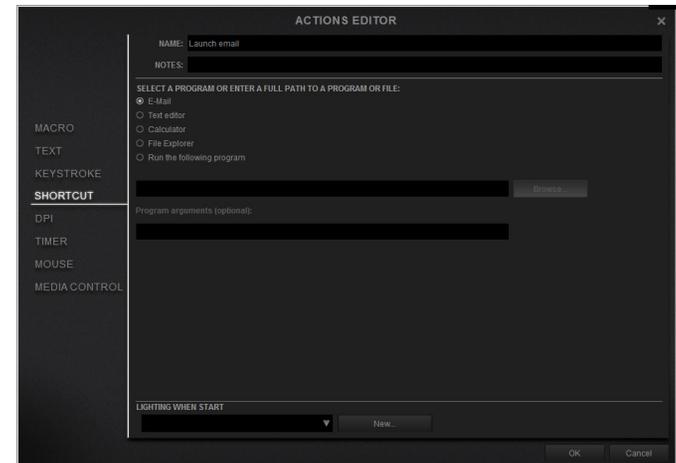
DPI
ACTIONS

DPI ACTIONS

DPI ACTIONS

With the Corsair Utility Engine, you can create actions that enable custom dots-per-inch (DPI) settings for the mouse, changing how much the on-screen mouse pointer moves with each mouse movement. The higher the DPI, the more the on-screen mouse pointer will move when you move the mouse. By customizing the DPI settings, you can fine-tune mouse accuracy for your gameplay needs. For example, you might want to have a low DPI setting to enable precise positioning of the mouse pointer for sniping, and switch back to a higher DPI afterward for fast turning.

DPI ACTIONS

CREATING A DPI ACTION

In the Corsair Utility Engine, in the **Actions** menu,

1. Click **New**.

2. The Actions Editor window opens. In the left-hand column, click **DPI**.

3. In the **Name** field, type a unique name for the action.

4. In the **Notes** field, type any descriptive notes you want to make about the action.

5. Click the desired option below:

   - **Set to default DPI stage of current mode** – This option sets the mouse DPI to the default DPI defined in the Performance tab of the mode. For more information, see Modes.

   - **Set DPI to** – This option sets a custom mouse DPI for the action. You can click and drag the pointer along the bar to set the DPI or, in the **X** field, type a value from 1 to 10.

     » If you want to specify separate horizontal and vertical DPIs, select the **Independent X-Y** checkbox, and then in the **X** and **Y** fields type a value from 1 to 10.

   - **Sniper** – This option sets a custom mouse DPI for use with the Sniper button. You can click and drag the pointer along the bar to set the DPI or, in the **X** field, type a value from 1 to 10.

     » If you want to specify separate horizontal and vertical DPIs, select the **Independent X-Y** checkbox, and then, in the **X** and **Y** fields, type a value from 1 to 10.

     » If you want Sniper mode to be enabled only when the Sniper button is held down, click **While pressed**. If you want the key or button to toggle Sniper mode on and off, click **On/off (toggle)**.

   - **Switch to next DPI stage (in performance settings)** – This option specifies that if you have defined multiple DPI stages in the Performance tab of the mode, this will move to the next stage in the mode.

     » If you have defined multiple DPI stages, and you want the action to return to the first DPI stage for the mode after the last one is reached, select the **Loop back to first DPI when reaching last** checkbox.

   - If you want this action to be applied to the same button in all modes in the active

profile when you assign it to one mode, select the **Apply to same key/button in all modes in the current profile** checkbox.

» For more information, see Modes.

– **Switch to previous DPI stage (in performance settings)** – This option specifies that if you have defined multiple DPI stages in the Performance tab of the mode, this will move to the previous stage in the mode.

» If you have defined multiple DPI stages, and you want the action to return to the last DPI stage for the mode after the first one is reached, select the **Loop back to last DPI when reaching first** checkbox.

– If you want this action to be applied to the same key or button in all modes in the active profile when you assign it to one mode, select the **Apply to same key/ button in all modes in the current profile** checkbox.

» For more information, see Modes.

6. If you want to specify a custom lighting to run when the action runs, in the **Lighting When Start** section, in the drop-down list, click the name of the lighting you want to activate

when the action starts. To create a new lighting, click **New**.

For more information on lightings, see Lighting Effects Section.
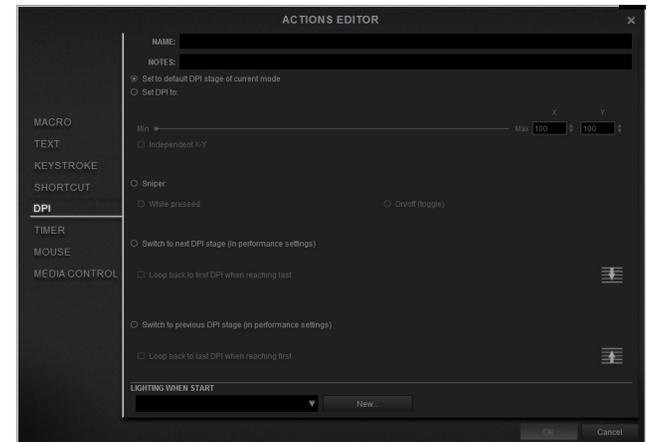
TIMER
ACTIONS

TIMER ACTIONS

TIMER ACTIONS

With the Corsair Utility Engine, you can create timer actions. Timer actions allow you set a timer of a custom duration. When that timer is up, you can receive an audible alert, change lighting schemes on your mouse, or execute an action. For example, if a strategy game alerts you that an incoming attack will happen in 20 minutes, you can set a timer to alert you when that time is up, and even run a macro that would deploy defensive units in response.

In the Corsair Utility Engine, in the **Actions** menu,

1. Click **New**.

2. The Actions Editor window opens. In the left-hand column, click **Timer**.

3. In the **Name** field, type a unique name for the action.

4. In the **Notes** field, type any descriptive notes you want to make about the action.

5. In the **Timer Countdown** section, type the minutes and seconds into the **Minutes** and **Seconds** fields. The longest timer you can specify is 59 minutes, 59 seconds.

6. If you want to reset the timer when you press the assigned button again, select the **Restart timer when key/button is pressed** checkbox.

7. In the **Select Options to Start When Timer Reaches 0:0** section, click any optional actions you want to take when the countdown is complete.

Play sound – You can specify a WAV or MP3 file to play when the timer is complete.

1. Click **Browse**.

2. The **Open sound file** window opens. Browse to

the location of the sound file you want to use, click it, and then click **Open**.

– In the **Play sound** drop-down list, click the name of the sound file.

– If you want to test the sound file to ensure it plays properly, click **Play**.

– To repeat the sound, in the **Play** field, type the number of repetitions, and then in the **delay of** field, type the number of seconds to wait between repetitions.

– To increase the volume of the sound upon each repetition, select the **Ramp up volume** checkbox.

– **Lighting** – You can specify a lighting to activate when the countdown is complete. In the **Lighting** drop-down list, click the name of the lighting you want to activate when the countdown is complete. To create a new lighting, click **New**.

For more information on lighting effects, see Lighting Effects Section.

• **Execute action** – You can specify an action, such as a macro or text action, to run when the countdown is complete. In the **Execute action** drop-down list, click the name of the action you want to run.

TIMER ACTIONS

CREATING A TIMER ACTION (Continued)

- If you want to specify a custom lighting to run when the action runs, in the **Lighting When Start** section, in the drop-down list, click the name of the lighting you want to activate when the timer starts. To create a new lighting, click **New**.

For more information on lighting effects, see Lighting Effects Section.
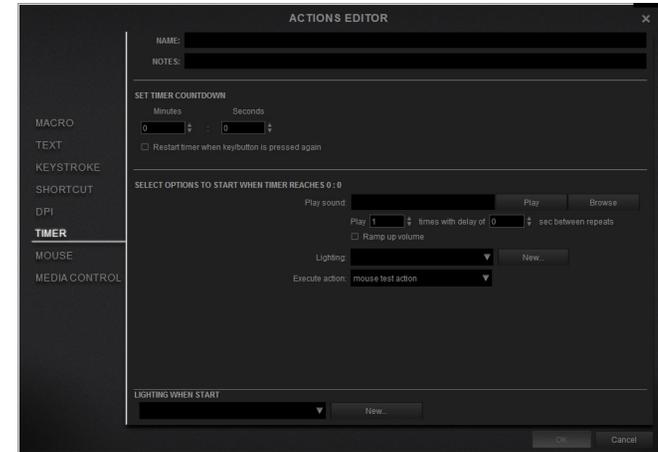
MOUSE
ACTIONS

MOUSE ACTIONS

MOUSE ACTIONS

With the Corsair Utility Engine, you can create actions that send mouse clicks, movement, and scrolling. You might use this to assign buttons to the mouse scroll wheel to enable scrolling up and down or side-to-side without having to roll the scroll wheel.

MOUSE ACTIONS

In the Corsair Utility Engine, in the **Actions** menu,

1. Click **New**.

2. The Actions Editor window opens. In the left-hand column, click **Mouse**.

3. In the **Name** field, type a unique name for the action.

4. In the **Notes** field, type any descriptive notes you want to make about the action.

5. If you want the action to send a mouse click, in the **Buttons** section, click the desired option below:

   – **Left Click** – This option sends a single-click of the left mouse button.

   – **Left Double Click** – This option sends a double click of the left mouse button.

   – **Middle Click** – This option sends a single-click of the middle mouse button.

   – **Right-click** – This option sends a single-click of the right mouse button.

   – **Forward** – This option simulates the click of the forward button in a web browser.

   – **Backward** – This option simulates the click of the back button in a web browser.

If you want the action to perform scrolling, in the **Scroll** section, click the desired option below:

- **Up** – This option scrolls up the screen.

- **Down** – This option scrolls down the screen.

- **Left** – This option scrolls left on the screen.

- **Right** – This option scrolls right on the screen.

- **While pressed** – If selected, this option performs the scrolling action continually while the assigned button is pressed.

If you want to specify a custom lighting to run when the action runs, in the **Lighting When Start** section, in the drop-down list, click the name of the lighting you want to activate when the action starts. To create a new lighting, click **New**.

1. When you are finished creating the mouse action, click **OK** to save it.

For more information on lightings, see [Lightings Section](#).

MOUSE ACTIONS

MOUSE ACTIONS
(Continued)
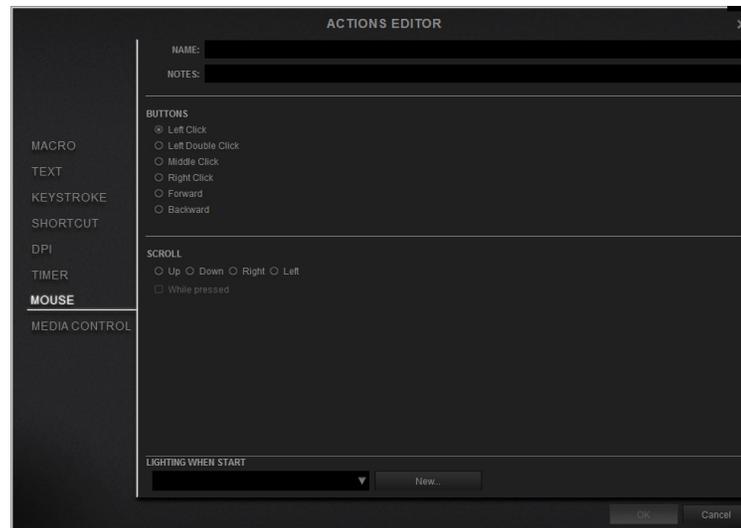
MEDIA CONTROL ACTIONS

MEDIA CONTROL ACTIONS

MEDIA CONTROL ACTIONS

With the Corsair Utility Engine, you can create actions that send controls to the system media player of your choice, allowing you to play or pause music, change tracks in your play list, adjust volume, and mute playback.

Media control actions will control supported media players defined in the Settings menu. For more information about configuring media players for the Corsair Utility Engine, see Settings Section.

Note: While media control actions can control your media player, you cannot launch your media player with these actions. The media player must already be running for media control actions to work. If you want to create an action to launch your media player, consider creating a shortcut action. See Shortcut Actions for more.

MEDIA CONTROL ACTIONS

CREATING A MEDIA CONTROL ACTION

In the Corsair Utility Engine, in the **Actions** menu,

1. Click **New**.

2. The Actions Editor window opens. In the left-hand column, click **Media Control**.

3. In the **Name** field, type a unique name for the action.

4. In the **Notes** field, type any descriptive notes you want to make about the action.

5. Click the desired option below and then click **OK** to save:

   – **Play** – This option starts playback.

   – **Play/Pause** – This option pauses and restarts playback.

   – **Stop** – This option stops playback.

   – **Previous Track** – This option plays the previous track in the playlist.

   – **Next Track** – This option plays the next track in the playlist.

   – **Volume +** – This option increases the volume.

   – **Volume -** – This option decreases the volume.

   – **Mute** – This option mutes sound while playback continues.

If you want to specify a custom lighting to run when the action runs, in the **Lighting When Start** section, in the drop-down list, click the name of the lighting you want to activate when the action starts. To create a new lighting, click **New**.

For more information on lighting effects, see Lighting Effects Section.

MOUSE
PERFORMANCE
OPTIONS

MOUSE PERFORMANCE OPTIONS

MOUSE PERFORMANCE OPTIONS

For your Corsair mouse, you can configure some performance options. This helps you fine-tune the behavior of the mouse to match your gaming techniques.

CONFIGURING MOUSE PERFORMANCE

In order to configure mouse performance, you must first select a profile and mode to work with.

In the Corsair Utility Engine, in the **Profiles** menu,

1. In the profile drop-down list, click the profile you want to use.

2. In the mode list, click the mode you want to use. If only one mode is defined, it is selected by default.

3. In the right pane, click the **Performance** tab.

There are five DPI stages that can be specified per mode. One of the DPI stages can be set to be the default DPI stage for the mode.

*   To set the default DPI stage for the mode, beneath the DPI stage you want to use, click **Default**.

By default, the DPI for the X and Y axis for all stages are synced.

*   If you want to specify independent values for X and Y, select the **Independent X-Y** checkbox.

To configure the DPI for a DPI stage, either:

*   Click and drag the DPI slider to the value you want to use, or

*   In the **X** field, type the value you want to use. If you selected the **Independent X-Y** checkbox, type values in both the **X** and the **Y** fields.

You can enable or disable individual DPI stages, so that you can rotate through or skip DPI stages, as needed. By default, all DPI stages are enabled.

*   To disable a DPI stage, click the **Enable** button. The button will no longer be highlighted. Click **Enable** again to re-enable the DPI stage.

*   You can also reset all the DPI stages to their default values. Resetting the values will not affect whether a DPI stage is enabled or disabled.

*   To reset all the DPI stages to their default values, click **Reset**.

You can also change the motion speed of the mouse pointer.

*   To change the pointer's motion speed, in the **Pointer Motion Speed** section, click and drag the slider to the position you want. You can also select the **Enhance pointer precision** checkbox to fine tune the positioning of the mouse pointer.

*   You can fine-tune the mouse's lift height, to enable sensitivity to the mouse being picked up for repositioning during gaming.

CONFIGURING MOUSE PERFORMANCE
(Continued)

- In the **Lift Height** drop-down list, click the value you want to use for the lift height. You can choose a variety of lift heights from low to high, based on your specific needs. The USB Polling (Report) Rate section configures how frequently the keyboard communicates with the keyboard. You can change the polling rate to help reduce lag.

- In the drop-down list, choose the polling rate you want to use. The default is **125Hz / 8 msec**.

The Angle Snapping section is used to configure whether or not angle snapping is used to smooth out small movements to keep mouse movements on a straight line. For precision gaming actions like sniping, you may want this feature disabled, but it may be useful in other circumstances. By default angle snapping is disabled.

- To enable angle snapping, select the **Enable** checkbox. In the **Tolerance** field, you can enter a number to define high or low tolerance for small movements before angle snapping is enabled to smooth out mouse movements.

DPI STAGES

DPI #1 — 400 400
Default   Enable

DPI #2 — 800 800
Default   Enable

DPI #3 — 1500 1500
Default   Enable

DPI #4 — 3000 3000
Default   Enable

DPI #5 — 6000 6000
Default   Enable

☐ Independent X-Y   Reset

SNIPER DPI
— 400 400

☐ Independent X-Y   Reset

POINTER MOTION SPEED

Slow ————————— Fast

☑ Enhance pointer precision

LIFT HEIGHT

Low ▼

POLLING (REPORT) RATE

125 Hz / 8 msec ▼

ANGLE SNAPPING

☐ Enable

Tolerance (0-9) 0
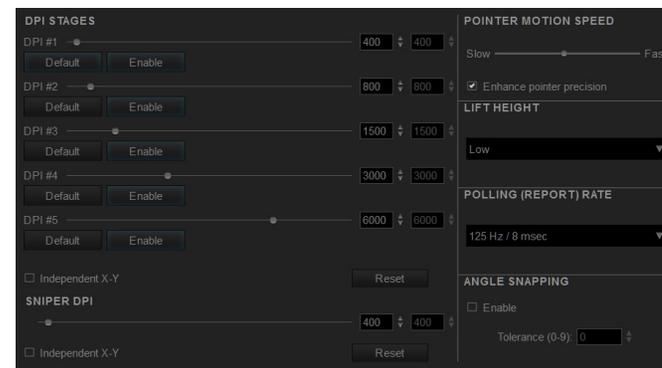
DEVICE
SETTINGS

DEVICE SETTINGS

You can globally enable or disable device lighting in the **Device** tab.

- To access device settings, in the **Settings** menu, click the **Device** tab.

The Corsair Gaming mouse will appear in the **Device** tab. These settings are applied each time the device is connected to the Corsair Utility Engine, and persist even if the software is not running.

DEVICE SETTINGS

DEVICE LIGHTING

To disable all lighting, click **Disable device lighting** checkbox.

DEVICE SETTINGS

UPDATING FIRMWARE

Keeping your Corsair Gaming device's firmware and Corsair Utility Engine up-to-date helps make sure you have the latest features and updates from Corsair.

To update your firmware,

1. In the Corsair Utility Engine, click **Settings** and then click **Device**.

2. In the **Device Settings** section, click **Update firmware**.

3. The **Firmware Update** dialog box appears. Click **Please download the latest firmware by clicking this link and saving the firmware**.

4. Your web browser should prompt you to save the zip file containing the firmware. After you have saved the zip file to your hard drive, extract its contents to a location on your hard drive.

5. Click **Browse**.

6. The **Select firmware** image dialog box appears. Browse to the location of the firmware file, click **Open**, and then click **Update.**

7. When the update is complete, verify that the new firmware version appears in the **Device** tab.

PROGRAM SETTINGS

PROGRAM SETTINGS

PROGRAM SETTINGS

The **Program Settings** tab offers control over settings that change the general use and features of the Corsair Utility Engine, as well as managing the media programs used in **media control actions**.

- To change program settings, click **Settings** and then click **Program**.

PROGRAM SETTINGS

GENERAL SETTINGS

The **Language** drop-down list controls the display language of the Corsair Utility Engine. To change the language,

1. In the **Language** list, click the language you want to use.

2. A confirmation dialog box appears. Click **OK** to change the language or **Cancel** to keep your current language.

3. Restart the Corsair Utility Engine to have the language change take effect.

By default, the Corsair Utility Engine starts with Windows. To disable this behavior and launch the Corsair Utility Engine manually, clear the **Start on system startup** checkbox.

By default, if you have a profile stored on a hardware device, it will automatically be created in the Corsair Utility Engine when you plug the device in. To prevent device-based profiles automatically being created in the software, clear the **Automatically create application profiles stored on device** checkbox.

ON-SCREEN DISPLAY SETTINGS

You can customize the appearance of the on-screen display (OSD) to fit your needs.

ON-SCREEN DISPLAY

The On-Screen Display (OSD) has three separate sections you can use to view information about the current settings for your Corsair Gaming mouse.

- The Timer section displays information about the remaining time in the current timer.

- The DPI section displays the current mouse DPI setting (works only with Corsair Gaming M65 RGB mouse).

- The Current Mode section displays information about the active mode.

To change the color of your OSD, in the **On-Screen-Display Settings** section,

1. In the **Color & Transparency** section, click the palette square.

2. The **Select Color** dialog box appears. Choose the color you want to use, and then click **OK**.

3. To change the background transparency, in the **Transparency** field, type a percentage

between 0 and 100. 0% is opaque and 100% is completely transparent.

4. To change the transparency of the text and graphics of the OSD, in the **Text/graphics transparency level** drop-down list, click the percentage value you want.

5. To change the size of the text, in the **Size** drop-down list, click the text size you want.

6. To preview how the OSD will appear, select the **Preview** checkbox. When you are finished, clear the **Preview** checkbox.

7. To show the names of any timers in the OSD, select the **Show timer names** checkbox.

   – By default, when there is only one timer running, the timer name will not appear. To show the timer name even when only a single timer is running, select the **Show when there is only one timer running checkbox**.

8. To invert the color of the text and graphics in the OSD, select the **Invert text/graphics color** checkbox.

PROGRAM SETTINGS

ON-SCREEN DISPLAY SETTINGS (Continued)

MOVING THE OSD DISPLAY

To reposition the OSD, in the Corsair Utility Engine,

1. Click **Settings** and then click **Program**.

2. In the **On-Screen-Display Settings** section, select the **Preview** checkbox.

3. All three OSD sections will appear on the screen. You can move the panels independently by dragging and dropping them to their desired location on the screen.

Each of the three OSD sections can be moved independently, and can be snapped to the top or bottom of the screen, in left, center, or right positions. They can also be placed to float anywhere on the screen.

You can snap two or more OSD sections to each other for vertical stacking. When stacked, you can move the stacked OSDs as a group to a different section of the screen, or change the order of the stacking by clicking and dragging vertically.

OSD sections at edges that are set to always be displayed can be hidden by moving the mouse vertically over them.

The OSD display time and other visibility options can be set on a per-profile basis. See **Profiles** for more information.

RESET MESSAGES

Any optional dialog boxes and prompts you have previously disabled from future display may be re-enabled.

To re-enable the messages,

- Click **Reset** to open the **Reset Messages** dialog, and then click **OK** to reset the messages, or click **Cancel** to continue to suppress the messages.

MACRO OPTIONS

You can set the default behavior for recording macros. New macros created will take these settings by default, though you can change the behavior of individual macro recording sessions during recording.

To set default macro recording options,

- Click the **Macro Options** button and then click the options you want to enable or disable.

    – **Record keyboard events**

    – **Record mouse movement**

    – **Record mouse clicks**

    – **Record mouse wheel scroll**

    – **Record delays**

Note: By default, only keyboard events are recorded. Events selected as default events have a checkmark next to them.

MEDIA PLAYERS

The Corsair Utility Engine gives you the ability to control one or more media players from media control actions. However, to do this you must provide which media players you want to issue commands to.

The media players list displays any existing media players by name and icon.

To select a media player, click it once.

To add a media player, in the **Settings** section, in the **Program** tab,

1. Click **Add**.

2. The **Player Settings** dialog box appears. In the **Name** field, type a name for the media player.

3. Choose one of the following methods to find the media player.

    – In the **Filename** field, click the browse button.

        » The **Choose Media Player** dialog box appears. Browse to the location of your media player.

        » Click your media player, and then click **Open**.

    OR

        » Click **Get Player By Window** to turn the pointer into a selection tool.

        » Hover the pointer over an open application window to preview the filename, window class, and window title.

        » Click the open application window to assign the filename and window class.

4. Click **OK**.

ON-SCREEN DISPLAY SETTINGS (Continued)

To edit a media player,

1. In the **Media Players** list, click the media player.

2. In the **Actions** list, click **Edit**.

3. The **Player Settings** dialog box appears. Change the options you want, and then click **OK**.

To remove a media player,

- In the **Media Players** list, click the media player and then click **Remove** to remove the media player without a confirmation.

A media player's position in the media player list determines its priority. The top of the list is the highest priority.

To change the priority of a media player,

- In the **Media Players** list, click the media player, and then in the **Priority** list, click **Up** or **Down** to change the priority.

The **Behavior** drop-down list controls how commands are issued to your media players. By default, the Corsair Utility Engine uses Max Priority. To change the settings, click the option you want.

- **First Found** – First running media player is used.

- **Max Priority** – Highest priority media player is used.

- **All Found** – Any running media players in the list are used.

SUPPORT

SUPPORT

SUPPORT

Corsair provides several options for you to obtain
technical support for your Corsair Gaming mouse.

- In the Corsair Utility Engine, in the **Settings**
  menu, click **Support** to find support resources
  and information.

SUPPORT

OBTAINING TECHNICAL SUPPORT

If you have an active Internet connection, you can access several online resources to obtain support and information about your Corsair products.

- Click **Online Support** to go to Corsair's customer support center, where you can register and submit support request, read FAQ articles, receive troubleshooting assistance, or request a warranty replacement.

- Click **User Manual** to view the software and hardware user manuals for your device.

- Click **Support Form** to log in to your Corsair account and submit a support request.

- Click **FAQ** to view an online list of frequently answered questions about your mouse.

- Click **Technical Support** to make a call to Corsair Technical Support. This option requires that you have software and hardware that is capable of making telephone calls from your computer.

- Click **Discussion Forum** to go to Corsair's online discussion forum where you can interact with fellow gamers and Corsair device owners, ask questions, and get helpful tips from the community.

The **System Information** section shows basic information about your GPU, CPU, RAM, display,

and operating system that may be needed when obtaining technical support.

- Click **Copy** to copy the system information to the clipboard, so that you can paste it into an email or support form on Corsair's website.

- Click **Advanced Report** to obtain a more in-depth report about system information, such as RAM manufacturer and speed, as well as display driver versions and Corsair devices that may be needed for technical support. You can click **Save to File** to save this information to a text file, or click **Copy to clipboard** to copy it to the clipboard so that it can be pasted into an email or support form.

If the Corsair Utility Engine reports a malfunction with your device or reports that your device is not found, try unplugging the mouse from the USB port and plugging it back in and rebooting your computer if needed. If the Corsair Utility Engine continues to report errors with your device, contact Corsair Technical Support.

SYSTEM
TRAY MENU

SYSTEM TRAY MENU

The system tray icon allows you to quickly access the Corsair Utility Engine, switch modes, control OSD visibility, and access other features without having to launch the full Corsair Utility Engine interface.

Additionally, the icon itself groups your current device notifications, such as firmware update status, device errors, and other feedback.

To access all functionality in the sections below,

- In the system tray, right-click the Corsair icon.

SYSTEM TRAY MENU

PROFILES

The system tray menu offers both manual and automatic profile switching functionality.

To select a specific profile to switch to,

1. In the **Manual switch to profile** section, select your desired profile name.

    –   You may scroll within the section to display additional profiles.

2. A dialog box appears, confirming the switch and noting automatic profile switching is disabled until you resume it. Click **OK**.

Alternatively, to resume using your **profile switching** rules,

•   Click **Automatic profile switching**

SYSTEM TRAY MENU

OSD VISIBILITY

The system tray menu includes a toggle to hide or show the OSD. Use this to quickly disable the OSD if you do not currently require it, or re-enable it later when you do require it.

- Click **Hide On-Screen Display (OSD)**.

or

- Click **Show On-Screen Display (OSD)**.

Your selection is instantly applied.

SYSTEM TRAY MENU

RESOURCES

Some options are helpful for learning about the Corsair Utility Engine and keeping it functional.

- Click **Help**.

To check for and apply the latest software updates,

- Click **Update available**.

To open the About dialog,

- Click **About**.

SYSTEM TRAY MENU

UTILITIES

Some options are useful when managing mouse and Corsair Utility Engine features and have been placed in the system tray menu for convenience.

To stop all currently executing macros,

- Click **Stop all Macros**.

This can be helpful if your Macros are in a loop or otherwise taking longer than expected.

To prevent or re-enable the sending of a force-quit message from your mouse,

- Click **Disable Ctrl+Break listening**.

If this is enabled, a checkmark will be displayed to the left of the menu item.

SYSTEM TRAY MENU

QUIT

To exit the Corsair Utility Engine without confirmation,

- Click **Quit**.

HELP BAR

HELP BAR

The Corsair Utility Engine provides information about features and links to further resources within a collapsible section at the bottom of the window.

- In the Corsair Utility Engine, in the lower left, click the arrow button to toggle the help section.
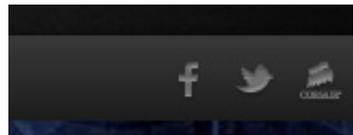
HELP BAR

MORE RESOURCES

To access this document at any time,

- Click the **User Manual** link to open the online version of the manual in your preferred browser.

To access the Corsair forums at any time,

- Click the **Forum** link to go to the online user forum where you can interact with gamers as well as share tips, tricks, and settings of your favorite games.

The help bar also contains links to Corsair's Facebook page and Twitter profile, so you can stay in touch with the latest news and announcements from Corsair.

- Click the icon to access our Facebook page.

- Click the icon to access our Twitter profile.

- Click the icon to go to the Corsair website.