UIX™ Instructions for Keyboards

Index

2 1. Introduction

2 2. Install COUGAR UIX

3 3. Game Profile Management

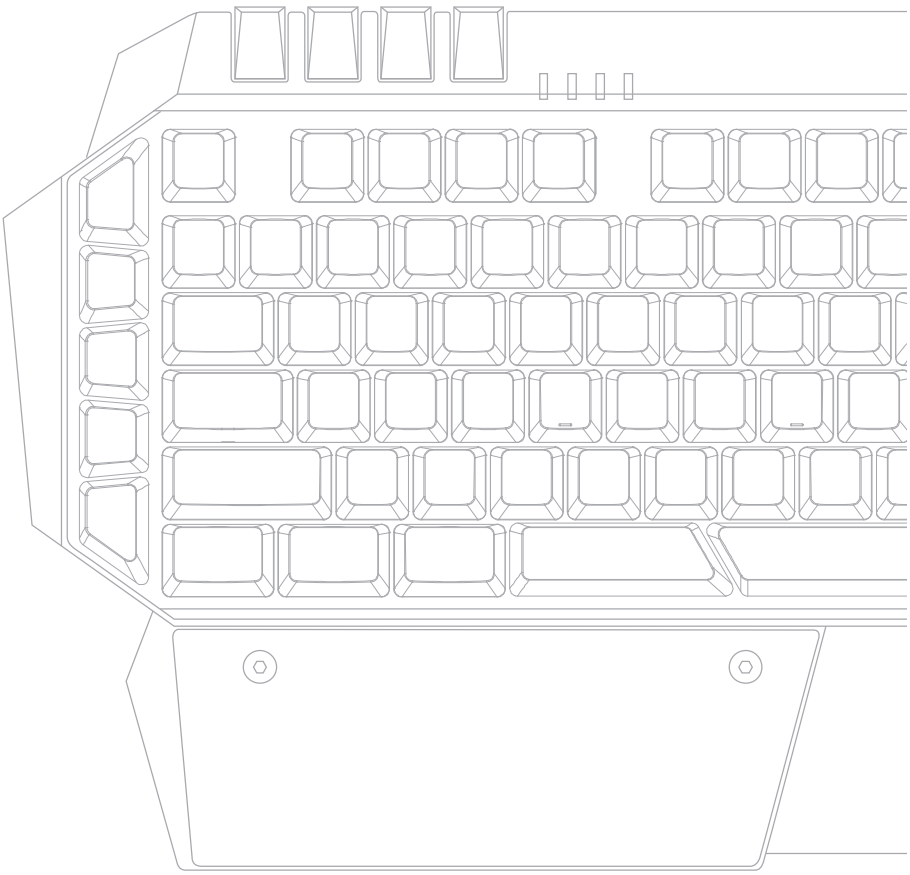
7 4. Performance Panel
7 Polling Rate
8 N-Key Rollover
8 Repeat Delay and Repeat Rate Acceleration
9 Backlight Mode
9 Sleep Mode

10 5. Key Assignment Panel
10 Basic Operation
14 Key Remapping
16 Swap Key
17 Advanced Functions
18 Mode Switch
19 Instant Mode Switch
20 Launch Program
21 Media Functions
22 Macros

28 6. Lighting control

30 7. Checking your UIX's version

31 8. Reset Procedure



1. Introduction

Dear user,

We want to thank you for purchasing a COUGAR product. All aspects of COUGAR products have been designed with you, the gamer, in mind. We put all our skill in designing and producing tools that help you progress in gaming, whether it is for personal pleasure or for professional competition. UIX is not an exception.

UIX has been designed with a clear objective: to allow the user to easily enjoy the broad functionality COUGAR products and get the most out of them. As part of this effort, and even if it is not necessary to read an instruction manual to use UIX, we have provided this document to make sure you get the most out of your COUGAR Gear.

Before continuing, we would like to say a few words about keyboard functionality: UIX has been written to provide you with a great power that carries with it the responsibility of using it properly. When participating in online gaming, or competitions, you should inform yourself about the functions that are allowed in the competition, and abstain from using disallowed capabilities. Online gaming is only as fun as we make it be, and keeping fair play is very important. In other words:

Use this power, but use it responsibly.

2. Install COUGAR UIX

To install COUGAR UIX, please follow the instructions in:
http://www.cougargaming.com/downloads.html

3. Game Profile Management

Before continuing, it is important to understand the following concepts about the two kinds of configuration sets we are going to work with:

What?	Where is it stored?	How many canyou have?	When is it active?
Mode	In your device's on-board memory.	Three.	When you select them as the active mode.
Game Profile	In your computer.	As many as you want.	When you: 1. Associate them to one of the three modes. 2. Choose that mode as the active one.

Let's see how to define a Game Profile.

1- Go to Game Profile Management.

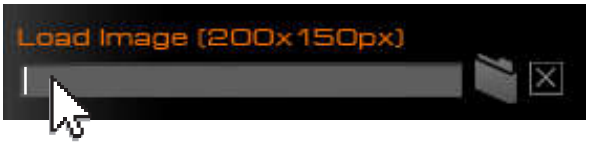
2- When you open UIX for the first time, you will see three profiles.

These profiles are each associated to a mode. You can recognize easily the game profiles associated to a mode: they have a M+Number in the lower right side of their icon.
on the lower right section of their icon.

3- You can create new profiles by clicking on "New". When you click on "New", a pop-up window will appear, asking you to fill some fields.

Now, about the different fields:

Profile name is simply the name you want to give that specific profile. Usually it is best to choose a name that is closely related to the usage you plan to give it (for example, "healing spells" if you are setting it up to have quick access to buffs and boosts; or "racing games" if you are defining some settings that are useful for that genre). Alternatively, you can name profiles after different games or applications.



You can choose a BMP or JPG file up to 200x150 size to visually identify the profile.

The last three fields, "Path to executable", allow you to define up to three applications that will trigger the activation of this profile if it is associated to one of the three modes. The associated mode will be automatically selected when you launch any of these applications or select their window, if they are already running. Please remember that this feature requires that you choose the .exe file, not a shortcut like the ones you can find on your desktop.

4- After creating a new profile, it will be listed below, but it won't be active just yet.

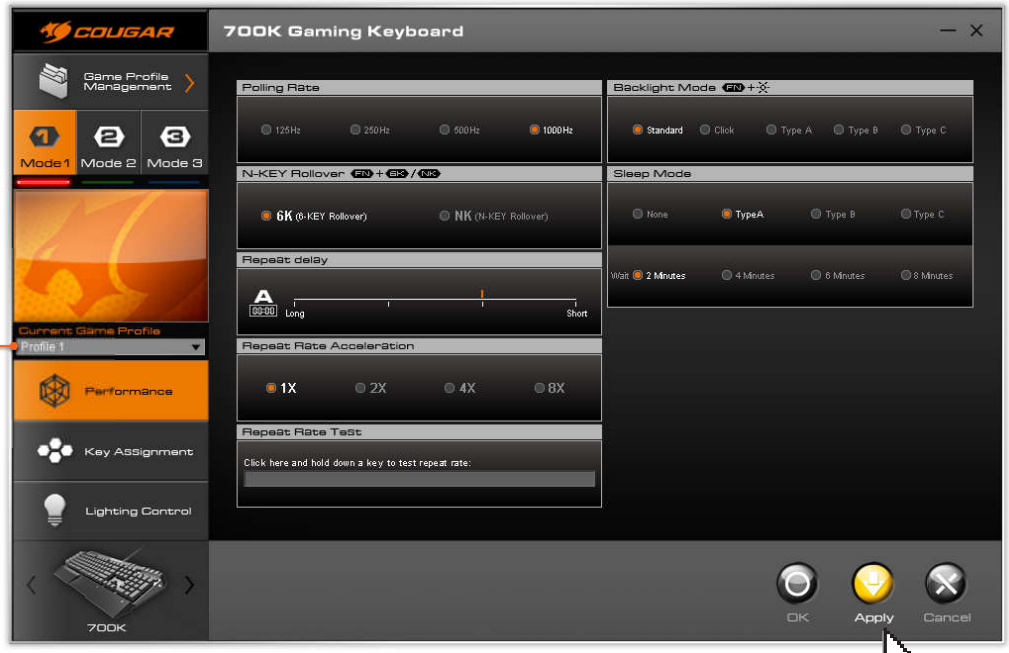
4-1 Close the game profile management window

New profile

To use the profile, you need to associate it to one of the modes. To do so, first close the game profile management window, choose one of the three modes in the mid left side of the UIX interface and open the sliding menu called current game profile.

4-2

Open the sliding menu called current game profile



4-3 Click "Apply"

From there, choose which of your profiles you want to associate with this mode and click "Apply".

5- With this done, we can go to the game profile management screen. We can see that our newly created profile shows a small M1 on its lower right area. This means that this is now the profile associated with Mode 1.

New	Creates a new profile.
Edit	Modifies a profile's name, picture and the .exe files associated with it.
Delete	Deletes a profile. To delete an active profile, you need first to get out of the game profile management window and select a different profile as the current one for its mode first. Then you can go back to the profile management screen, select it, click on Delete and then "yes". The profile will then be deleted.
Import	Imports a profile (you need to select an .ini file).
Export	Creates an .ini file with this profile's information. Please note that only the currently selected profile will be exported. You can pick a name for the .ini file, which will be the preset name for the profile once it's imported. There is a default location for exported profiles, but you can select one of your choice.

Copy	Creates an exact copy of the selected profile.
Reset	Allows you to restore the default settings for any given profile.

4. Performance Panel

Note: After changing any settings, please click for the changes to take effect.

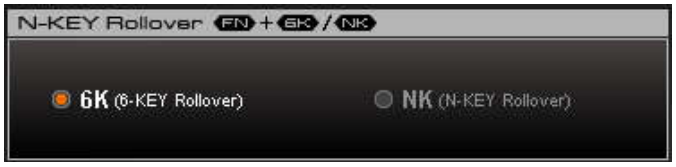
Apply

To go to the Performance panel, click on the button with that name, located under the profile selection area

Polling Rate

The Polling Rate determines the frequency with which the computer receives input from the device. The higher the polling rate, the shorter the response time, allowing you to have your movements transformed into input faster. 1000Hz provide a response time of 1ms, which should be more than enough for... well, anything. To determine which is the best polling rate for you, we recommend that you try yourself the different modes.

N-Key Rollover



This section offers two choices: 6-Key Rollover and N-Key Rollover. With the N-Key rollover feature activated, you will be able to press simultaneously any number of keys and always get perfectly accurate feedback. In the 6-Key Rollover mode, this is limited to pressing simultaneously a maximum of 6 keys (any 6 keys). In general the optimal situation is N-Key Rollover, and the 6-Key Rollover mode is added for compatibility purposes.

Repeat Delay and Repeat Rate Acceleration

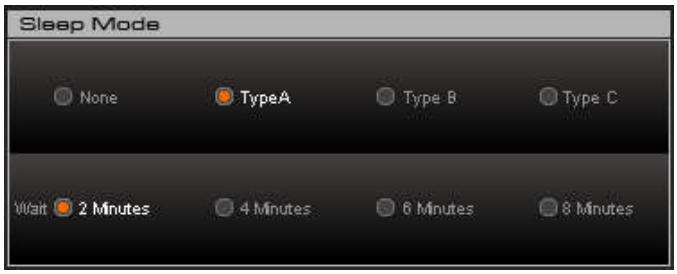
These sections allow you to define the amount of time a key must be kept pressed before the repeat mode becomes active, as well as the input speed once the repeat rate becomes active. This is useful for situations in which you are required to repeatedly input a certain command extremely fast. In order to try the different speeds and know which one you want to use, UIX provides the "Repeat Rate Test" field. Just keep a key pressed and see how fast the input goes!

Backlight Mode

This section allows you to define the behavior of the keyboard's backlights.

Standard	This mode will show the backlight settings defined in the Lighting Control panel.
Click	In this mode, each key's backlight will be activated for an instant when such key is pressed.
Type A	The backlights will follow a varied lighting pattern.
Type B	The backlights will follow a vertical ascending pattern.
Type C	The backlights will follow a horizontal movement pattern.

Sleep Mode



This will allow you to define the behavior of the keyboard in sleep mode. The options in the first row will allow you to define backlight pattern in this mode: you can choose between setting them off or choosing the patterns A, B or C (which are identical to the ones described above for the backlight mode). The second row of options will allow you to choose when, if ever, the keyboard enters the sleep mode.

Please note that it is highly recommended that you set the backlights off at night if you sleep in the same room in which your computer is located, to prevent affecting your sleep.

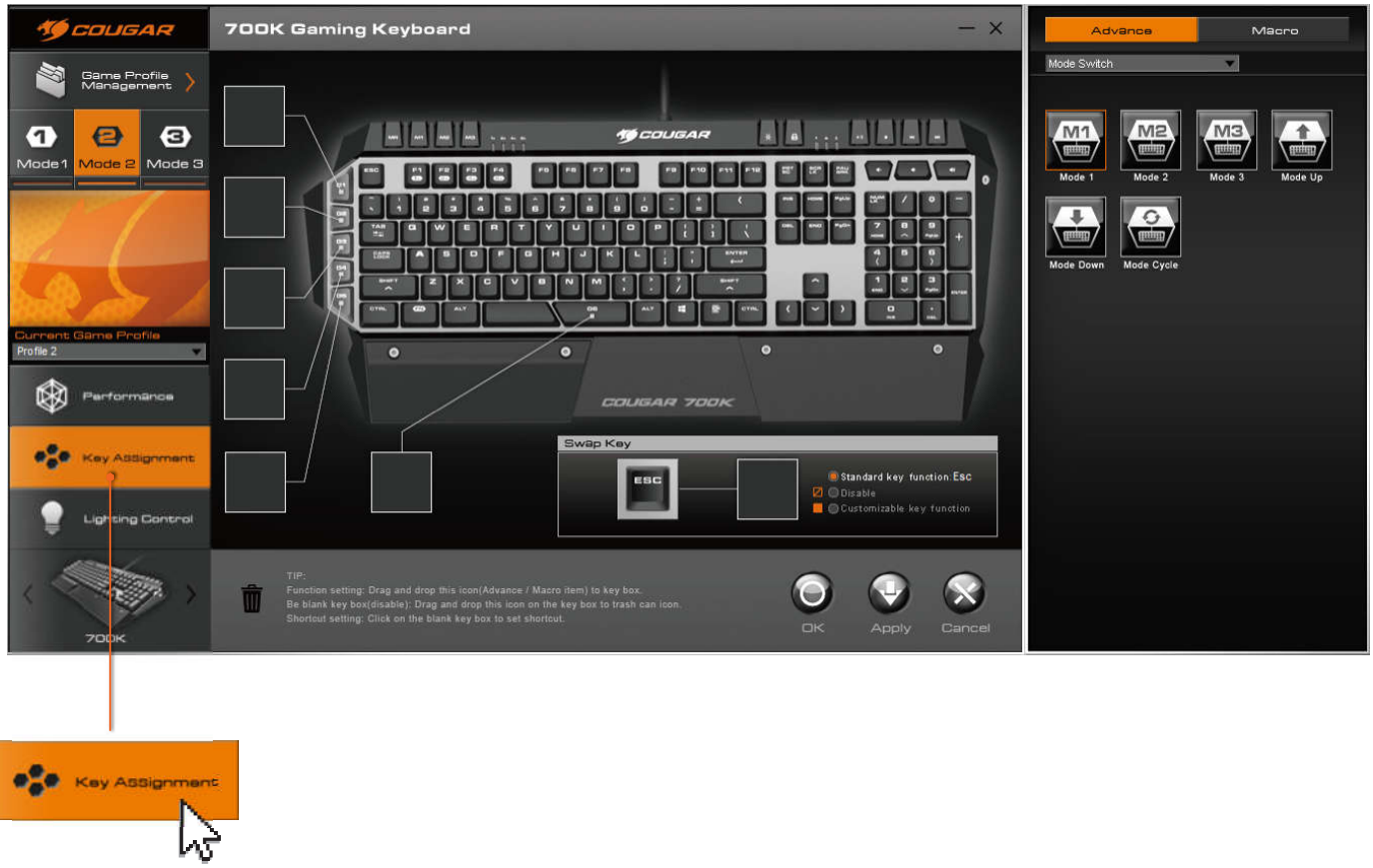
5. Key Assignment Panel

Note: After changing any settings, please click for the changes to take effect.

Apply

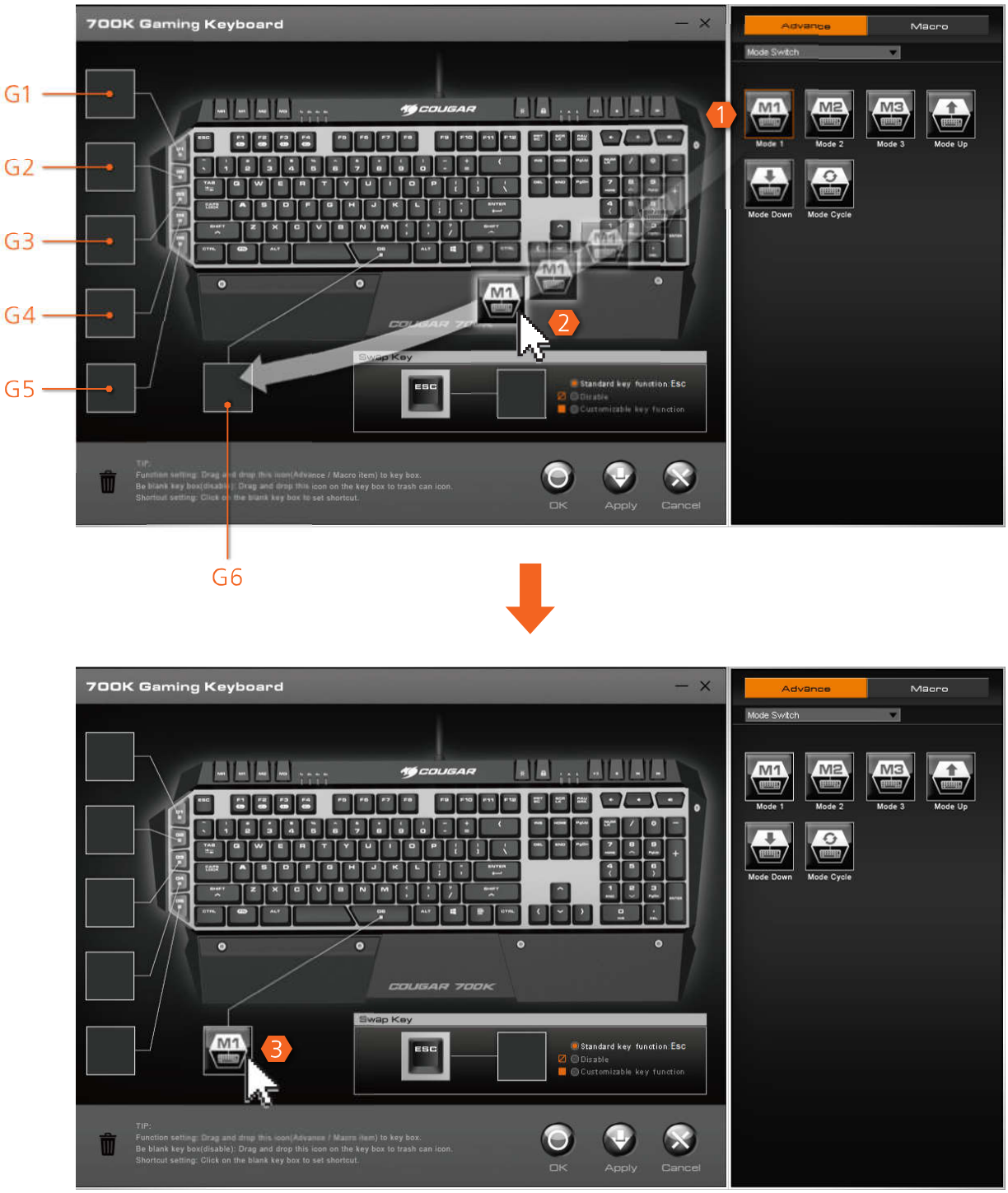
Basic Operation

Here we can see a COUGAR 700K without any function implemented in this profile. By default the keyboard's functions will all be the indicated on the keycaps, and the G-Keys will not have any assigned function. For the models which have a G6 Key, many users prefer to reassign it as a spacebar in the mode they use for typing and desktop functions, and to assign a different function to it in the other modes.



Assigning functions to G-Keys

To add any function to a specific key, we need to drag the function's icon from the panel on the right to the box corresponding to the key in which we want to use that function.



Assinging Functions to keys other than the G-Keys

You will need to click first on the desired key and then drag the icon to the empty box inside the Swap Key section:

To remove a function, simply drag its icon from the box of the key it is assigned to the trash can icon. The spaces for icons are linked clearly to their associated keys in the interface.

Note: Different keyboard models include different functionality and customization capabilities. In 700K, for example, you are allowed to assign both to the 6 G-Keys and to up to 10 extra keys additional functionality, from macros to shortcuts, as well as a massive range of other predefined functions.

In the Swap Key section's right area you will see three options, which will be explained later in this manual.

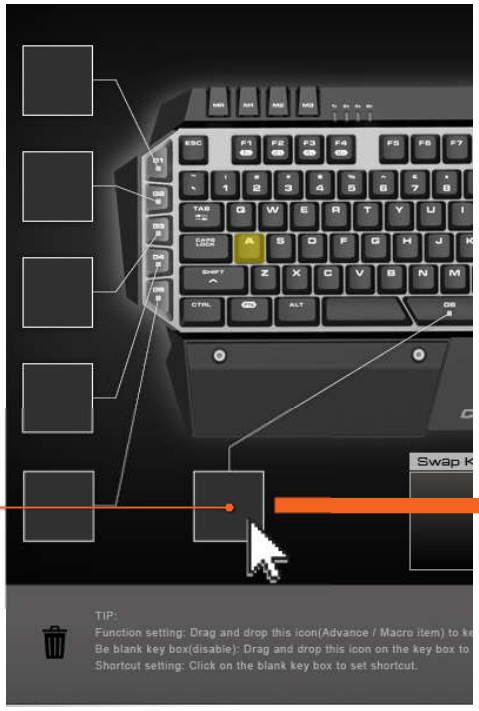
Key Mapping

You can remap the G-Keys and the standard keys (Depending on the keyboard model you are using).

Mapping the G-Keys

1.Remove the previous function associated to that key (if any) by dragging its icon to the trash bin.
2.Double click on the empty box associated to that key.
3.When the pop-up window appears prompting you to input the shortcut, please press the key combination you want to associate to that key.

1
If any

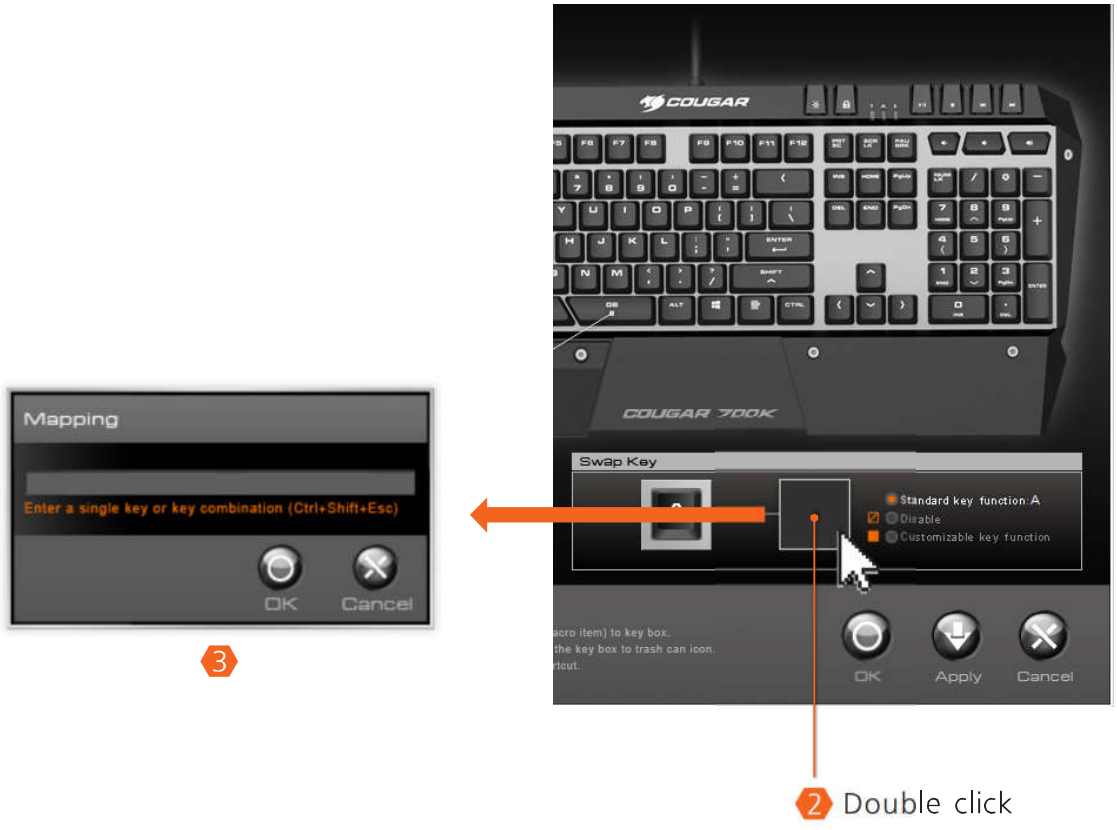


2
Double click

3

Remapping Standard Keys

1.Click on the desired key
2.Double click on the empty box in the Swap Key section:
3.Input the desired key combination. Automatically the "Customizable key function" option will be selected to the right, meaning that the shortcut you just input will be executed when you press the key.



Swap Key Section - Other Options

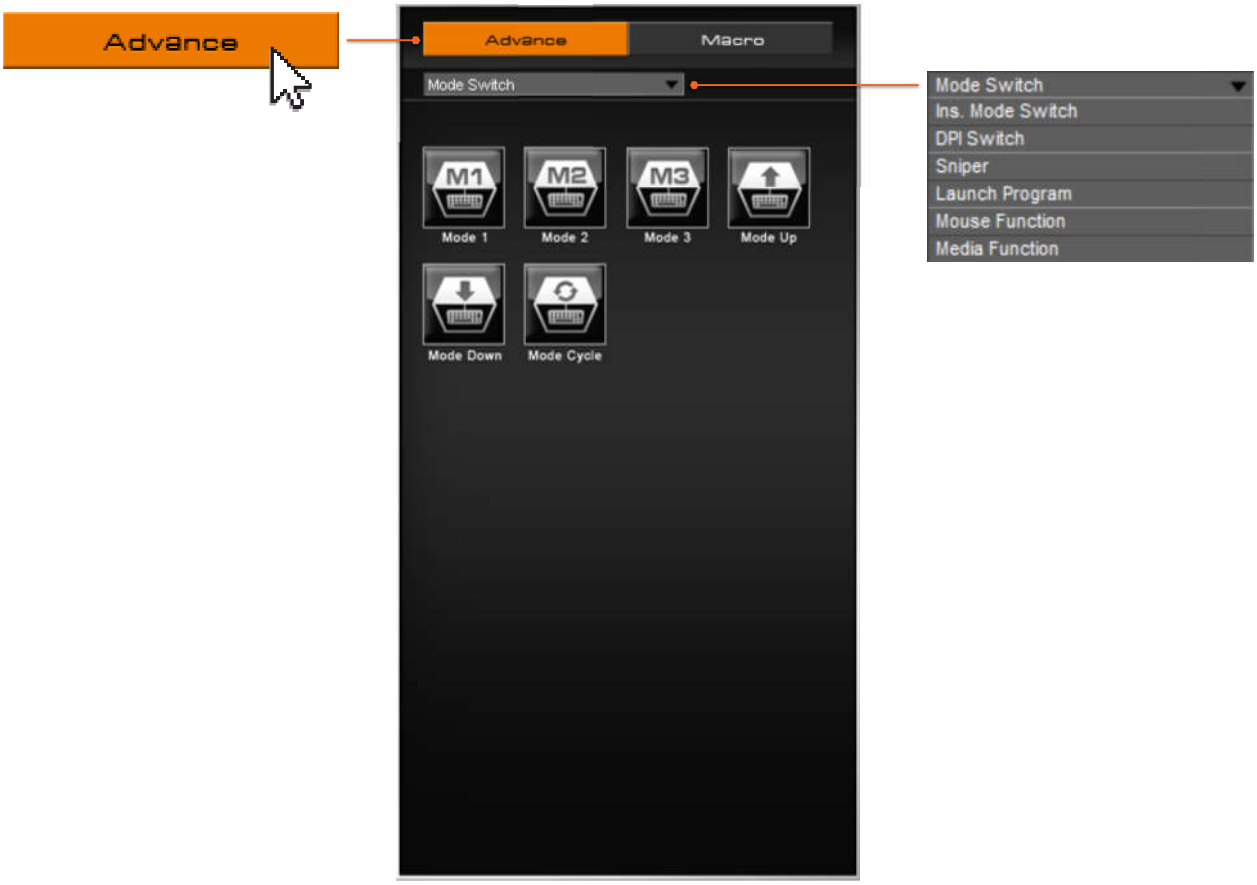
The Swap Key section offers the possibility of defining the functionality of the standard layout keys.

Please note that there are limitations to the number of keys for which you can define alternative functionality in some models.

Standard Key Function:	Sets the key's function back to the original, as defined in the factory settings.
Disable	Makes the key unresponsive. Especially useful for games in which only certain keys are needed and close keys are a source of erroneous input.
Customizable key function	Allows you to remap the key, as explained in the previous section.

5-1.Advanced Functions:

Within the Advanced Functions panel, you will find that you have quite a broad range of functions to choose from. Let's see what they can do for you.



Mode Switch

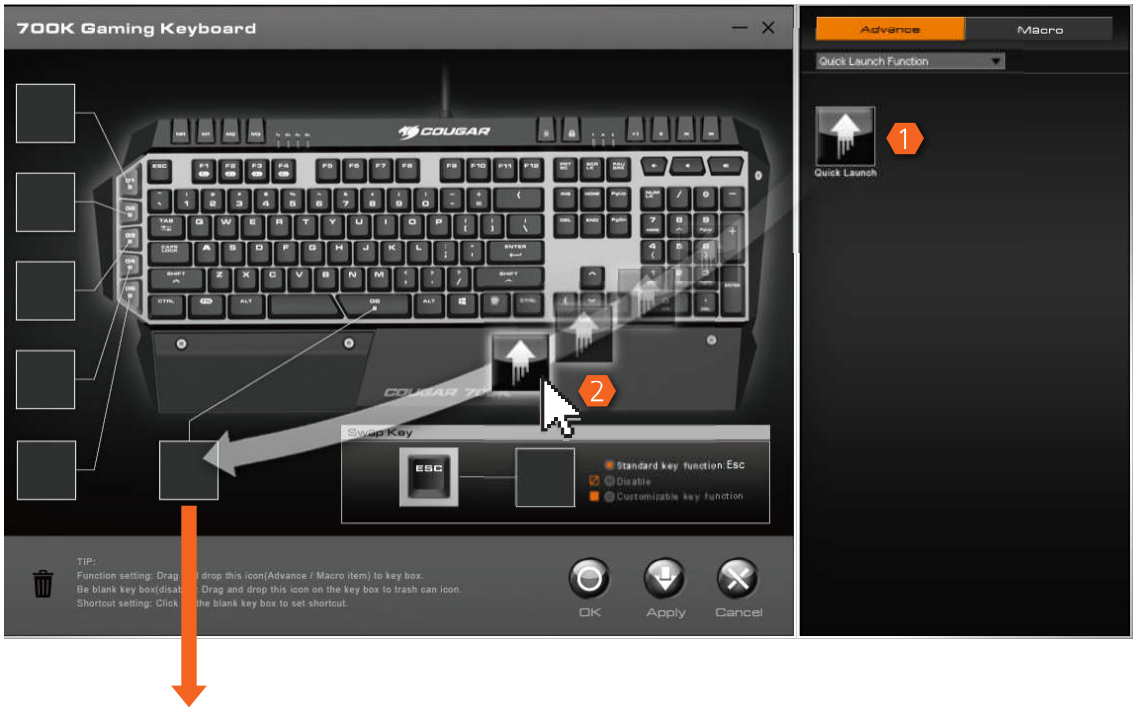
Note: Some keyboard models include dedicated keys for switching modes, located usually in the upper left area of the keyboard. You can still use different keys for mode switching, should you wish to.

The Mode 1, 2 and 3 functions allow you, by pressing the key to which they are assigned, to change the active mode to the mode 1, 2 or 3 respectively.

Mode Up and Mode Down will move to the next game profile mode in ascending or descending order respectively, while Mode Cycle will move in ascending order and go back to mode 1 after mode 3 has been reached.

I-Mode 1, 2 and 3 switch the keyboard to the game profile mode 1, 2 or 3 respectively, but do so only for as long as the key associated to the function is pressed; upon release of the key, the game profile mode will go back to the previous one.

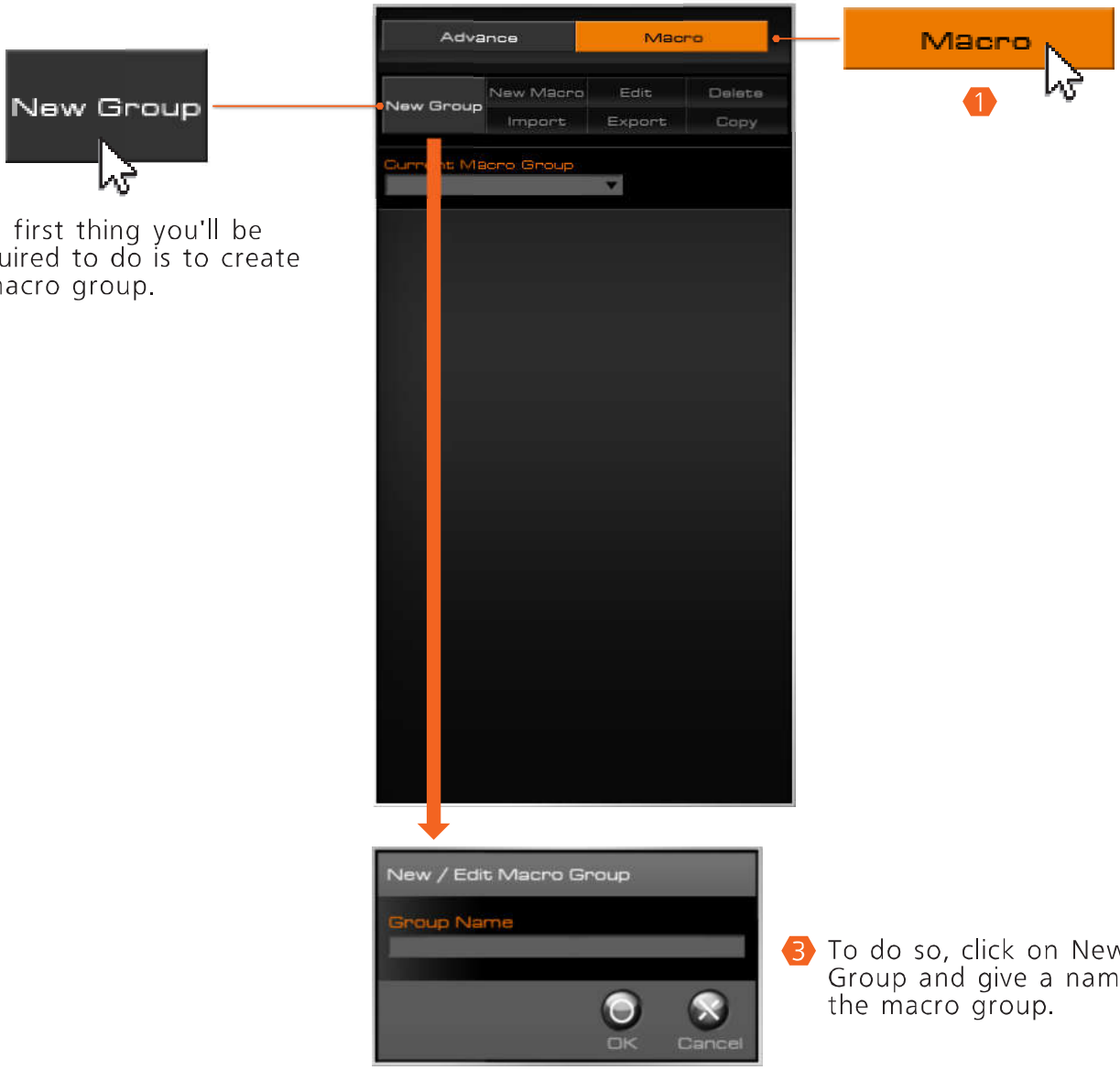
This function will allow you to launch a specific program directly from your keyboard. When you drag this function's icon and drop it on a key's corresponding box, the following window will appear:

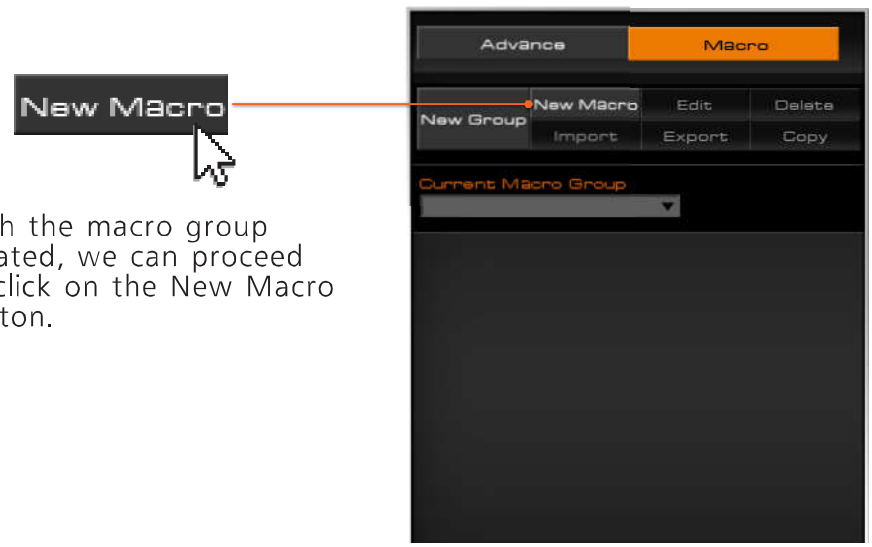


You will need to select a specific .exe file. Every time you press the key associated with this function, the .exe file will run and the selected program will be launched.
Please note that you can select a picture to represent this application by clicking on the upwards arrow icon you can see in this window.

Media Functions

These functions are pretty straightforward and should not require any explanation.

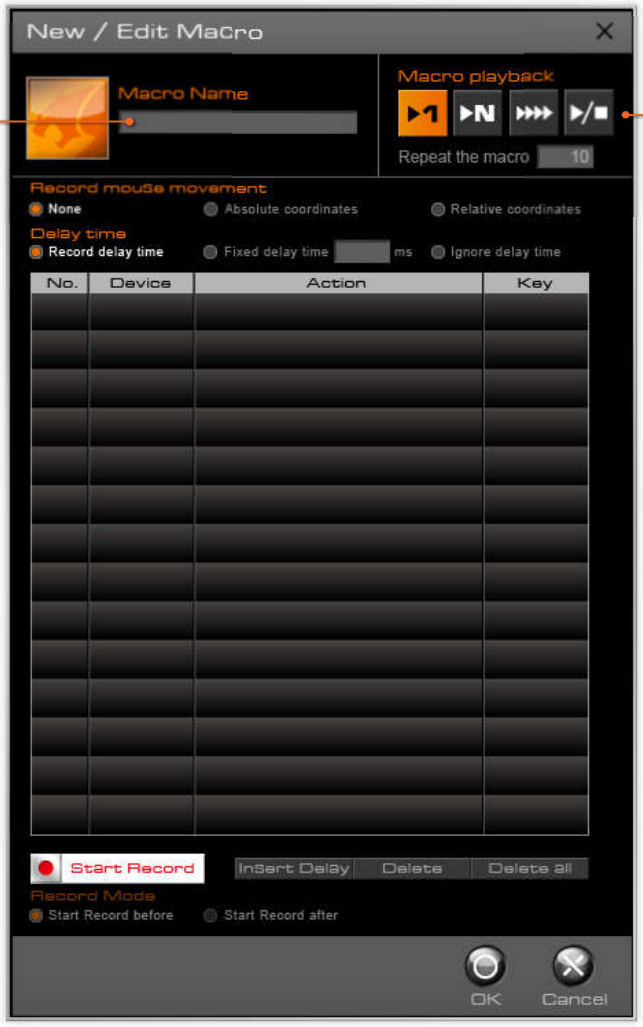

Macro
1
Advance
Macro
New Group
New Macro
Edit
Delete
Import
Export
Copy
Current Macro Group
New Group
2 The first thing you'll be required to do is to create a macro group.
New / Edit Macro Group
Group Name
OK
Cancel
3 To do so, click on New Group and give a name to the macro group.


New Macro
Advance
Macro
New Group
New Macro
Edit
Delete
Import
Export
Copy
Current Macro Group
4 With the macro group created, we can proceed to click on the New Macro button.

We will then access the New / Edit Macro window, which allows us to define a macro and its settings. The first thing that we need to define is the macro's name. After doing so, we have three parameters that we must define and will affect the macro.

Macro Name

Need to define is the macro's name



Macro playback

This will define for how long is the macro played and/or how many times it is repeated. It offers you four different options.

Macro playback

Single Macro Mode

When this option is chosen, the macro will be played a single time when the associated button is pressed.

N Repetitions Macro Mode

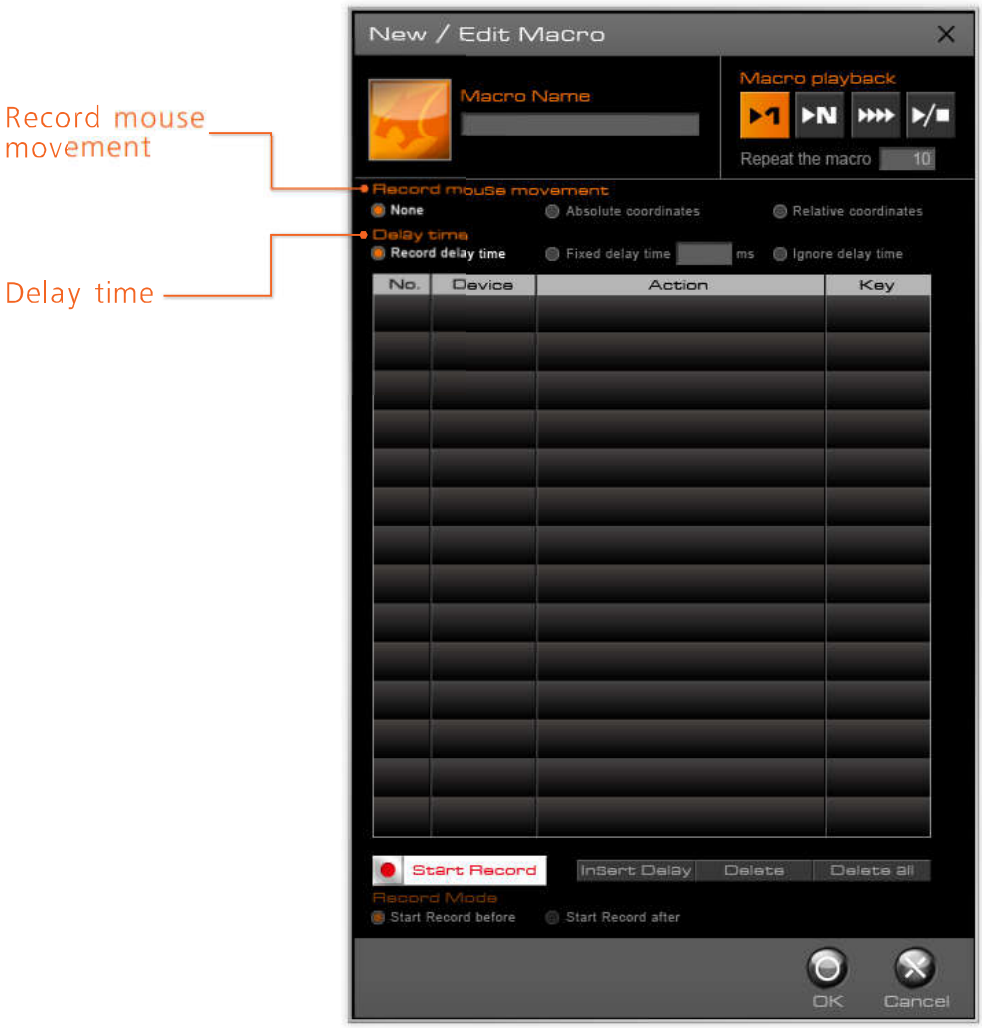
This mode will allow you to define exactly how many times will the macro be executed upon pressing the associated button a single time.

Serial Macro Mode

This option will define the macro's behavior so that it repeats itself for as long as the button associated with it is kept pressed. When the button is released, the macro being currently executed will continue until it's finished, but a new one will not be started.

Infinite Macro Mode

When this mode is selected, the macro will start being executed, and it will repeat itself once and again until the button is pressed again; when this happens it will finish the current execution and stop being repeated.



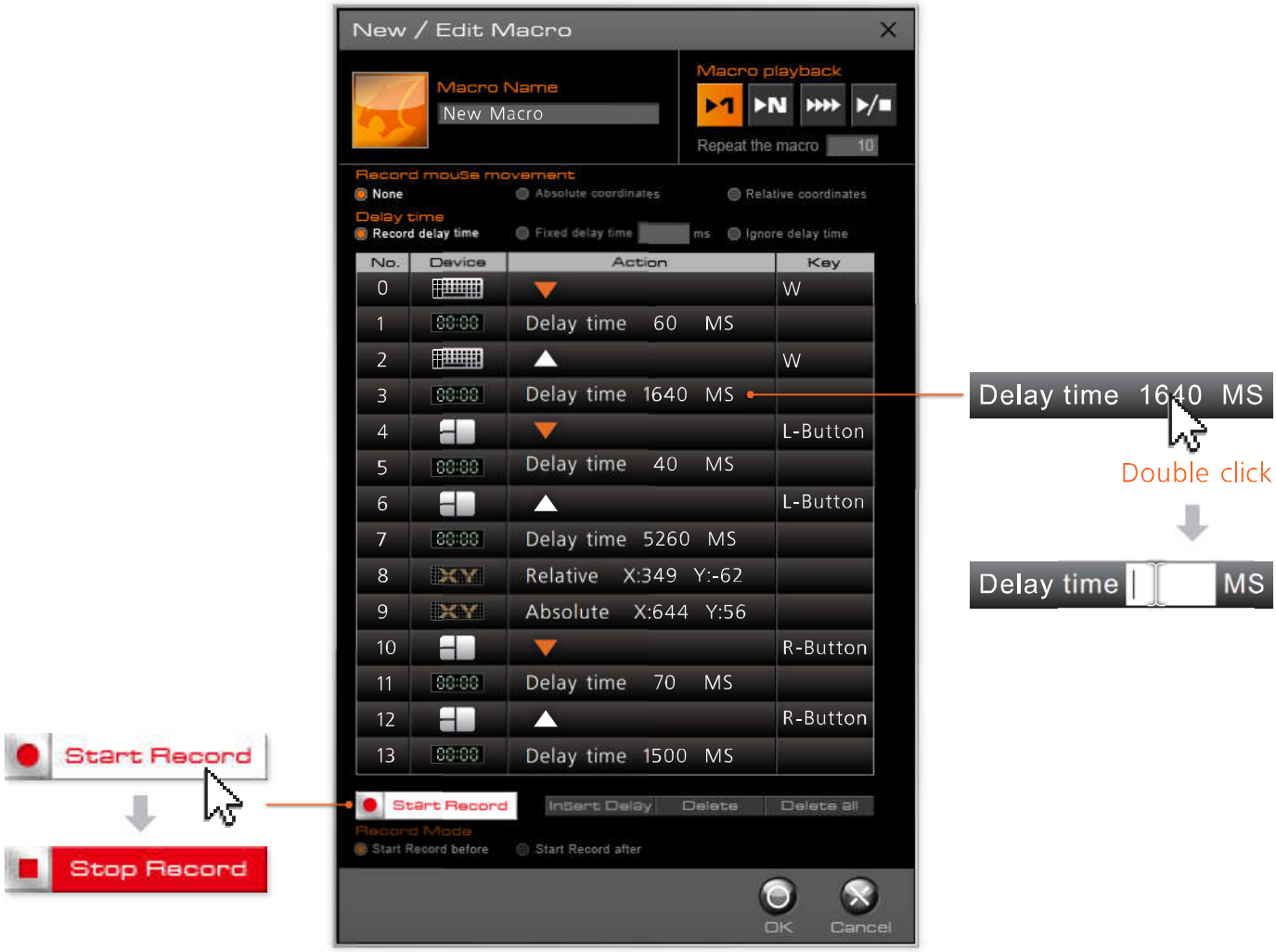
Record mouse movement

Record mouse movement offers us three different choices: not recording the mouse's movements; recording absolute coordinates and recording relative coordinates. The first one will omit the mouse's movements from the recording process, while the second will record its absolute coordinates and the third will record the mouse's movements with respect to its previous position. Absolute coordinates is especially suitable for games in which you have menus in specific positions such as RTS, etc. Selecting relative coordinates is good for FPS. Ultimately, the specific characteristics of the game will determine which is the most suitable mode.

Delay time

Delay time gives us three choices regarding to the amount of time that will lapse between each of the macro's components. The first option, record delay time, will record the actual time that lapses between two instructions in the macro. The second option, fixed delay time, will add a fixed amount of time, measured in milliseconds, between each input. The third option will make all components of the macro consecutive, without any delay between them.

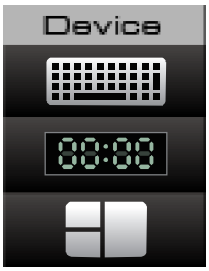
Under these settings we've got the list of input components of the macro.



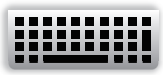
No.

No.
1
2
3

The first column, No., simply indicates the order in which the actions listed will be performed when the macro is executed.



The second column, Device, indicates whether that input comes from the mouse or from the keyboard.



This icon indicates that the action comes from keyboard input.

This icon indicates that the action comes from mouse button input.

This indicates that the action is a mouse movement.

This indicates that what is recorded is the lapse of an amount of time between other inputs.

Action

The Action column does exactly that: it indicates which action will be performed.

This indicates that the action is pressing a button or key.

This indicates that the action is releasing a button or key.

This indicates the amount of time that will be recorded in the macro between two actions, measured in milliseconds.

This indicates that the action is a relative mouse movement. Positive numbers mean movement upwards for the Y axis and rightwards for the X axis. Negative numbers mean movement downwards for the Y axis and leftwards for the Y axis.

This indicates that the action is an absolute mouse movement. Absolute movements indicate the position of the mouse pointer taking the whole screen as a reference.

Key

Finally, the Key column indicates which key or mouse button is the action coming from.

Record Mode

Once you pause the macro recording, this will allow you to choose whether the additional input you introduce after resuming it will be placed after or before the input step you select.

6. Lighting control

Note 1: After changing any settings, please click for the changes to take effect.

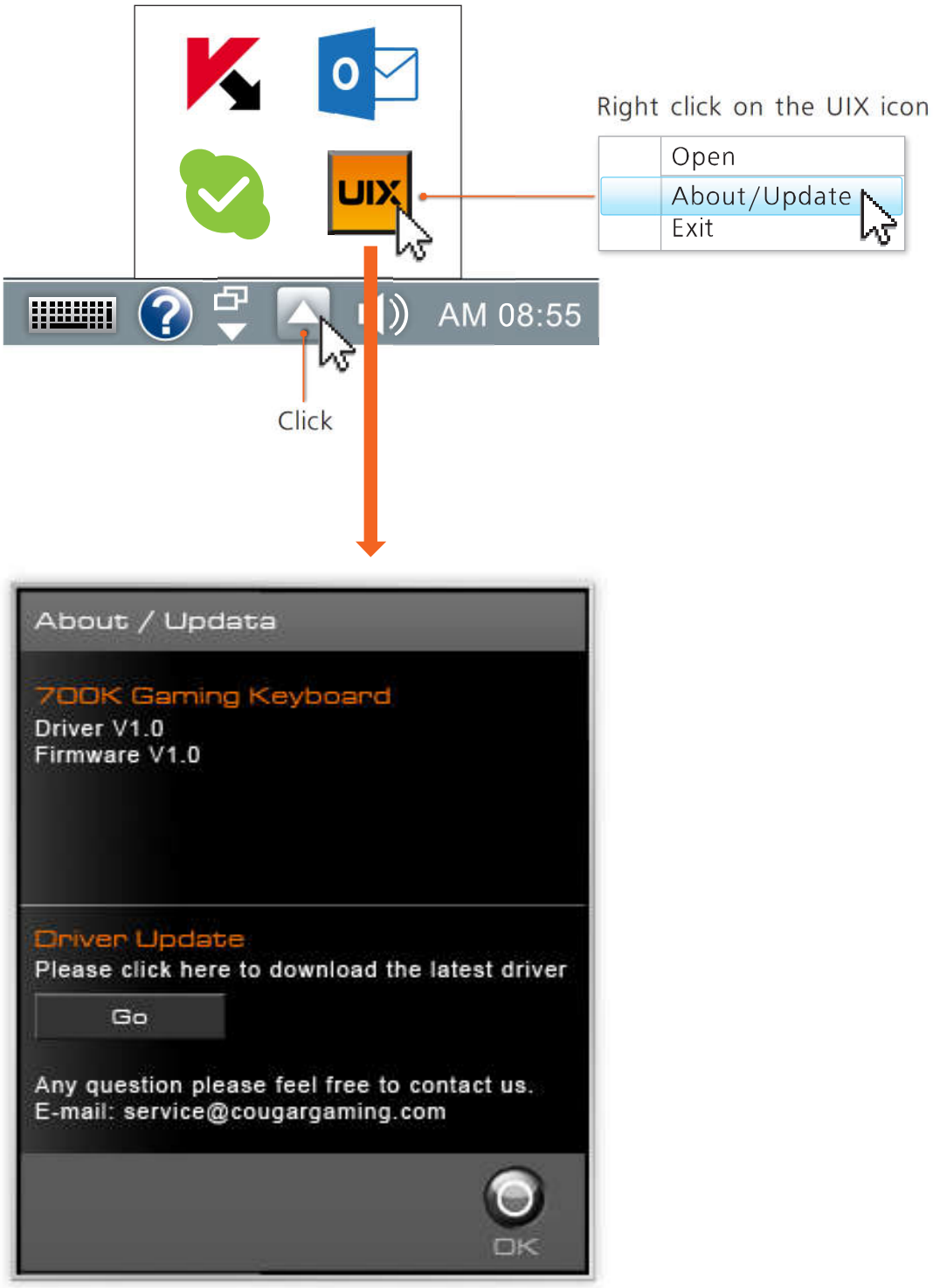
Apply

Note 2: Different models have different lighting capabilities. Please check your product's specifications to know what it's capable of. Certain features such as individual key backlight setting might not be available for all products.

This section will allow you to define the backlight pattern that will be displayed when you select the Standard option of the Backlight Mode section in the Performance panel. It will not affect the backlight pattern for other options.

In the models which allow for individual key backlight setting such as 700K, you will be able to enable or disable the backlight of individual keys just by clicking on them.

You can activate or deactivate all keys' backlight through the On and Off options of the Fast Setting section.

7. Checking your UIX's version

To know which version of UIX you're currently using, please click on the upwards arrow on the Windows Task Bar, right click on the UIX icon on the pop-up that will appear and click About/Update.