# G HUB Early Access Manual


**Windows Installation** 1

**Mac Installation** 1

**Getting Started** 2

**1: Setting Up A Game Profile** 3

**2: G HUB Settings** 5

**3: Your Gear** 7

- LIGHTSYNC 8
- LIGHTSYNC (Keyboards) 10
- Assignments 13
- How to create an assignment on your Gear 14
- How to assign a G SHIFT command 16
- Sensitivity (DPI) 17
- Game Mode 20
- Acoustics 21
- Equalizer 23
- Webcam 25
  - Camera 25
  - + ADD NEW CAMERA 25
  - Video 26
  - + ADD NEW FILTER 27

**4. Advanced settings** 28

- Assignments: Create new macro 28
- Assignments: Program a macro 29
  - Simple Macro 29
  - Advanced Macro 30
- Assignments: Command Lighting 33
- Assignments: Profile Cycle and Onboard Profile Cycle Commands 36
- LIGHTSYNC: Animations 37
- LIGHTSYNC: Create an animation 38
- LIGHTSYNC: Audio Visualizer 40
  - Audio Visualizer features for Keyboards 41
- LIGHTSYNC: Screen Sampler 42
- LIGHTSYNC: Screen Sampler Edit 44
  - Screen Sampler for light and sound devices 45
  - Screen Sampler for Mice 46

# Windows Installation

1. Download the G HUB Early Access executable and double click the file to start the installation. You may be prompted to install .NET 3.5 first, if not previously enabled through Windows Features. You will need this Windows feature to install G HUB.

Note: *If User Account Control asks you 'Do you want to allow this app to make changed to your device?' click* ***Yes***

2. When the Logitech G HUB windows appears click **INSTALL** to continue.
3. You will see a progress bar, once the download is complete click **INSTALL AND LAUNCH**
4. Whilst G HUB is being setup, you may see the logo animation for a short time. Once setup is complete you will see the patch notes. Click the **X** at the top to take you to the home screen
5. Congratulations on installing G HUB!

To uninstall G HUB: For Windows 10, go to Windows Settings > Apps > Apps and Features > highlight G HUB and Uninstall. For Windows 7/8/8.1 go to Control Panel > Programs > Programs and Features > highlight G HUB and Uninstall

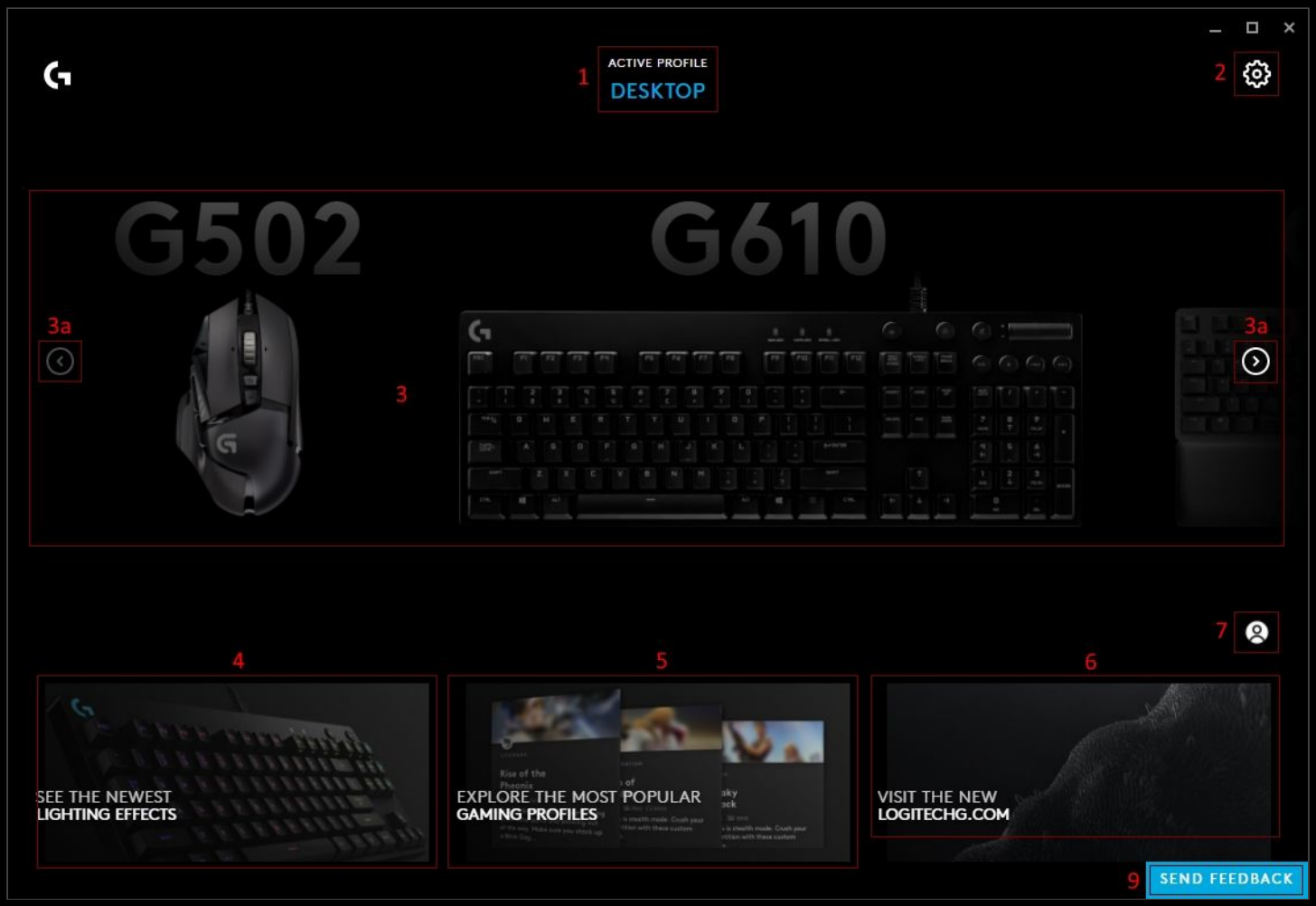
# Mac Installation

1. Download the G HUB Early Access executable and run the application from your downloads
2. When the Logitech G HUB windows appears click **INSTALL** to continue.
3. You will see a progress bar, once the download is complete click **INSTALL AND LAUNCH**

To uninstall G HUB: Go to Application and run the Logitech G HUB Uninstaller. Or drag the Logitech G HUB application onto the Trash

# Getting Started

Homepage explained:



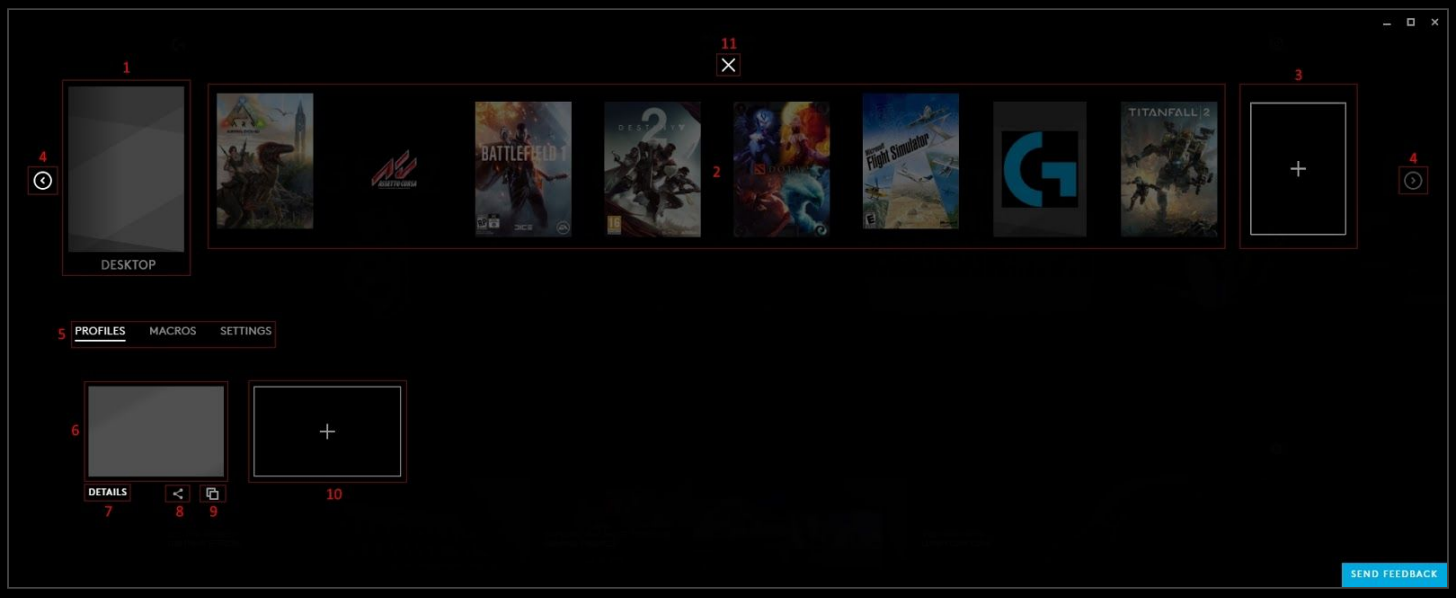

1. **Current active profile**. Clicking on the profile name will take you to the **Profile Manager**

Note: *The lock symbol indicates if the profile is set as persistent. Meaning it will be active for all applications. An unlocked symbol means the profile will only work for the application its assigned to. More on this later*

2. **G HUB settings**. The Settings page allows you control **APP Settings**, where you check for updates and **My Gear** view.
3. **Your Gear**. All your gear will be shown here. The left and right arrows (3a) allow you to scroll through your gear. Clicking on the gear will take you to its **Gear** page.
4. **Lighting Effects profile page**. Click here to take you to the Lighting Effect Download page. Here you can download new lighting profiles for your devices. Click the G logo in the top right hand corner to get back to the homepage.
5. Profile Page. Click here to take you to the Profile Download page. Search profiles for new assignments and more! Click the G logo in the top right hand corner to get back to the homepage.
6. **LOGITECHG.COM**. This link opens a browser within G HUB to the Logitech Gaming site.
7. **User Account page**. Click the **Account** icon to take you to your **Account** page, where you can sign in/out, edit your account profile and add **Gear**.
8. **SEND FEEDBACK**. Click this button to send feedback to the Logitech Team. We welcome new ideas, your thoughts and any bugs you find!

# 1: Setting Up A Game Profile

Profile page explained:




1. **Desktop Profile**. There will always be a default called DESKTOP which can be configured. You can add different user profiles to by clicking the + icon (11)
2. **Game profiles**. G HUB will automatically detects games and setup profiles for you to configure. These will automatically activate when that game is running. You can add different user profiles to by clicking the + icon (11)
3. **Create New Game Profile**. Click the + icon in the profile bar to add a new **Game/Application Profile**. You will then see a navigation window to direct the profile to which game/application to associate with. That new profile will appear to the left of the **DESKTOP** profile.
4. **Profile Scrolling**. Use the left and right arrows to scroll through your **Profiles**.
5. Click the tab name to switch between **PROFILES**, **MACROS** and **SETTINGS**. **PROFILES** is the the default view. Click **MACROS** to add a macro for use in your **Gear Assignments**. Click **SETTINGS** to view the name and link location for the Profile.

Note: *To delete a user made APP, click **SETTINGS** and click **FORGET APP**. All profiles and macros assigned to that APP will also be removed.*

6. The highlighted **User Profile** is selected to be used with the main **Game/Application Profile**. You can have more than one **User Profiler** for each **Game/Application Profile**, but only one can be active at a time. If you have more than one, select which one you want to be active by clicking that **User Profile**; doing so will then take you back to the **Homepage** and you can see that **Game/Application Profile** and **User Profile** displayed at the top.
7. **Details**. Click **Details** to bring up the information about that **User Profile**. This shows what **Gear** has been setup along with a simple view of their Settings. At the bottom you can click **DELETE** to remove that **User Profile**

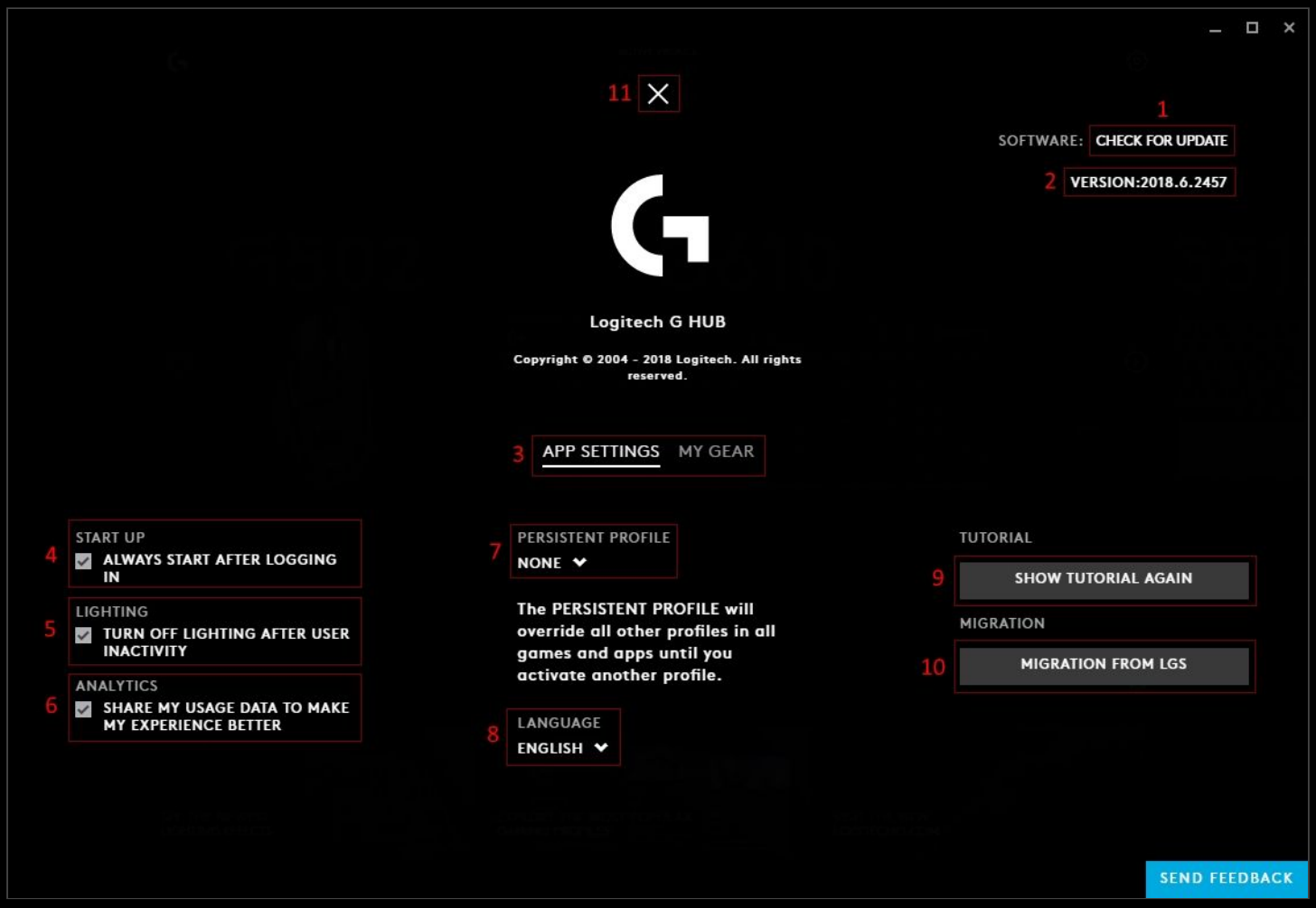
Note: *You cannot delete the **Default User Profile** for a **Profile***

8. **Share**. Click this button to share and publish your **User Profile**. Here you can **ADD TAG**, and decide if you want to include all the Macros for the Game/Application. If you check this - this adds all the macros from other **User Profiles** assigned to the main **Game/Application Profile**. Once you are ready, click **PUBLISH**. The Logitech Team will then post the profile subject to review.

9. **Duplicate User Profile**. Click this to create a copy of the **User Profile**, which you can then configure for another user or possibly for a different class of character for example.
10. **Create a new User Profile**. This creates a blank **User Profile** for you to configure for the Game/Application **Profile**. The **User Profile** will automatically populate with the **Gear** plugged in at that time, but you can add **Gear** to the **User Profile** at any time.
11. Click the X to go back to the **Homepage**

# 2: G HUB Settings

Settings page explained:




1. **CHECK FOR UPDATE**. Click this text to see if there are updates.

Note: *G HUB will typically look for updates and you will notified when there is a new one ready to install*

2. **VERSION**: This is the version number of the software. Year | Version | Build. Please quote this number when submitting feedback. Click the version number to show the update notes for that version.
3. Select between the **APP SETTINGS** and **MY GEAR** tabs. Clicking **MY GEAR** will show all your devices that have been connected and downloaded to **G HUB**. You can then click on the Gear to take you to the Gear Settings page.

Note: *If you have a wireless device and it is not connected (I.e. powered off), you will need to power the device back on to go to the **Gear Settings** page.*

4. **START UP**. By default this is ticked, to allow G HUB to run in the background when you log onto your PC/Mac. Uncheck this to manually start G HUB.

Note: *If you select this to **OFF**, then you will need to manually run G HUB to allow profiles to activate. If you find profiles are not working, check you have G HUB running as a process in your computer Task Manager (Windows) or Activity Monitor (Mac). If there isn't a G HUB process running, then try running G HUB.*

5. **LIGHTING**. By default this is checked to **ON**. This setting is to help with power saving on Wireless devices. **Uncheck** this if you want your **Gear** to always be using Lighting profiles even after a period of inactivity.
6. **ANALYTICS**. By default this set to **OFF**. **Check** this to enable anonymous usage data and help Logitech improve G HUB!
7. **PERSISTENT PROFILE**. As mentioned in the **Settings** page, this will override all other **User Profiles**. Click the drag down icon to show the list of your **Profiles** and their **User Profiles**. Select one by clicking the name. If you then decide to not want a persistent **User Profile**, simply go to the **Profile Manager** page and select a different profile as normal.
8. **LANGUAGE**. This shows which language is currently selected. Use the drag down icon to change the language.
9. **SHOW TUTORIAL AGAIN**. Click this to re-enable all the tool tips.
10. **MIGRATION FROM LGS**. Click this to cross check from **LGS** and import profiles compatible with your **Gear** list.
11. Click the X to go back to the **Homepage**

# 3: Your Gear

Clicking on the picture of your device will take you to its Gear page. Depending on what device it is, you will see slightly different options on the left hand side.

MICE

- LIGHTSYNC
  - PRIMARY | LOGO
- Assignments
  - AUDIO | MACROS | SYSTEM
- Sensitivity (DPI)

KEYBOARDS

- LIGHTSYNC
  - PRESETS | FREESTYLE | ANIMATIONS
- Assignments
  - AUDIO | MACROS | SYSTEM
- Game Mode

AUDIO (Headsets and Speakers)

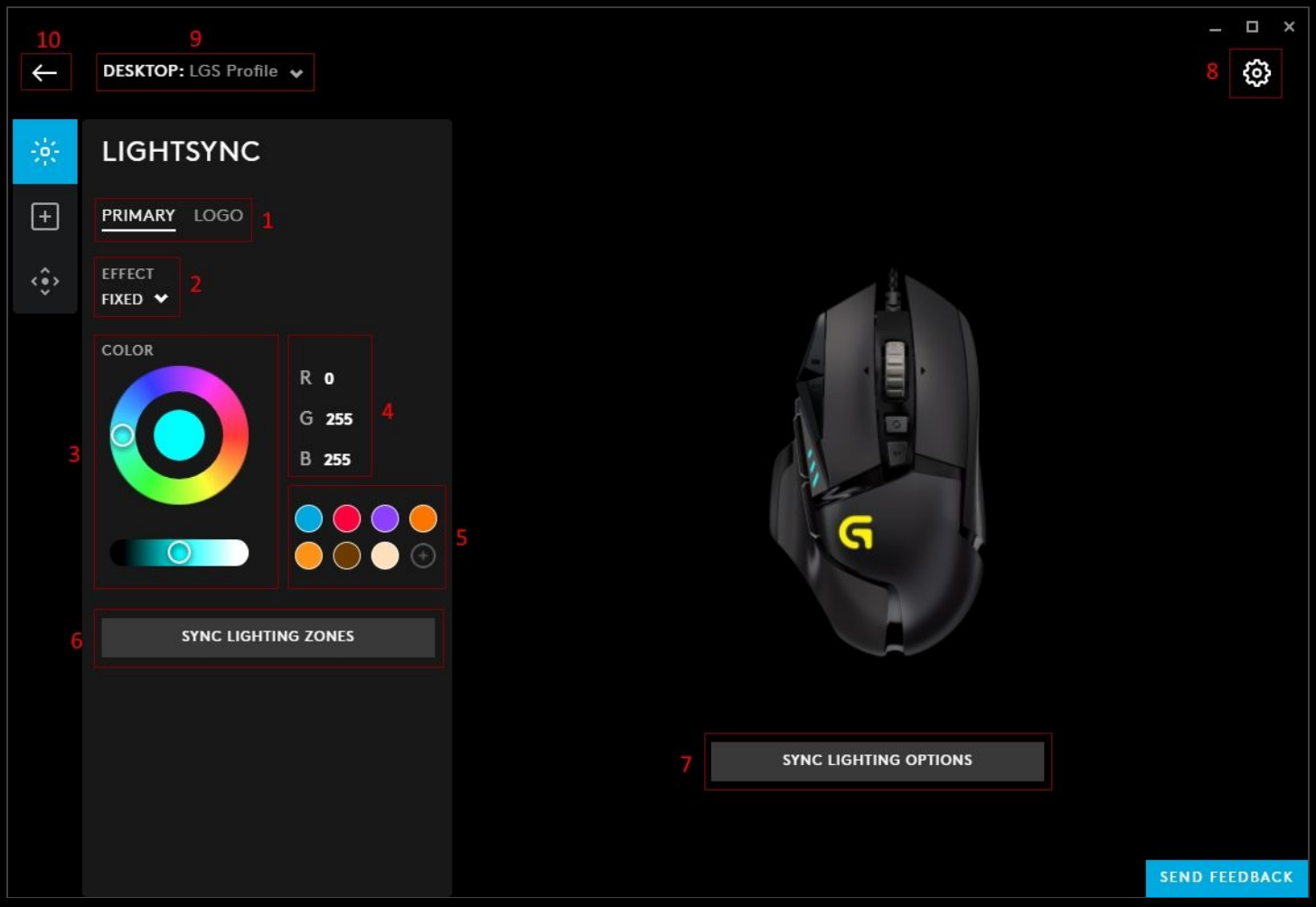
- LIGHTSYNC
  - PRIMARY | LOGO
- Assignments
  - AUDIO | MACROS | SYSTEM
- Acoustics
- Equalizer

WEBCAMS

- Webcam
  - CAMERA | VIDEO

# LIGHTSYNC

This tab controls the lighting settings for your device.




1. **PRIMARY | LOGO**. Select the LIGHTSYNC zone to configure. Your zones can have different effects. Click **SYNC LIGHTING ZONES** (4) to sync the other zone with the current configuration.
2. **EFFECT**. Select from the drop down list your desired effect.
    a. **OFF**. This will turn that zone lighting off
    b. **FIXED**. This will set a fixed color to the zone, select the color from the color wheel and brightness slider (3)
    c. **CYCLE**. Select this to cycle through the color wheel. The **RATE** is the time taken to cycle once through the full color range. The shorter the time, the quicker the changes. Select the **BRIGHTNESS** between 0-100%.
    d. **BREATHING**. This is a single color fading in and out. Select the color, brightness and time taken to do once cycle.
    e. **SCREEN SAMPLER**. Select the sampling zone, which picks the average color in that zone, and maps it to the device. Available only for RGB. More on this in the advanced section.
    f. **AUDIO VISUALIZER**. This setting will react to the audio of the application. An additional option for the color mode will allow you to choose from FIXED or REACTIVE. Expand the ADVANCED SETTINGS to configure them. More on this in the advanced Section.
3. **COLOR**. Color wheel with brightness slider. Click on the wheel to select a color or if you know the RGB value, type this into the R, G & B text fields.
4. **RGB Value. Here you can** manually input the R G B values.
5. **Color Swatches**. Drag the centre spot of the color wheel on to an existing swatch to change the color or click on the ⊕ to add your favourite color.

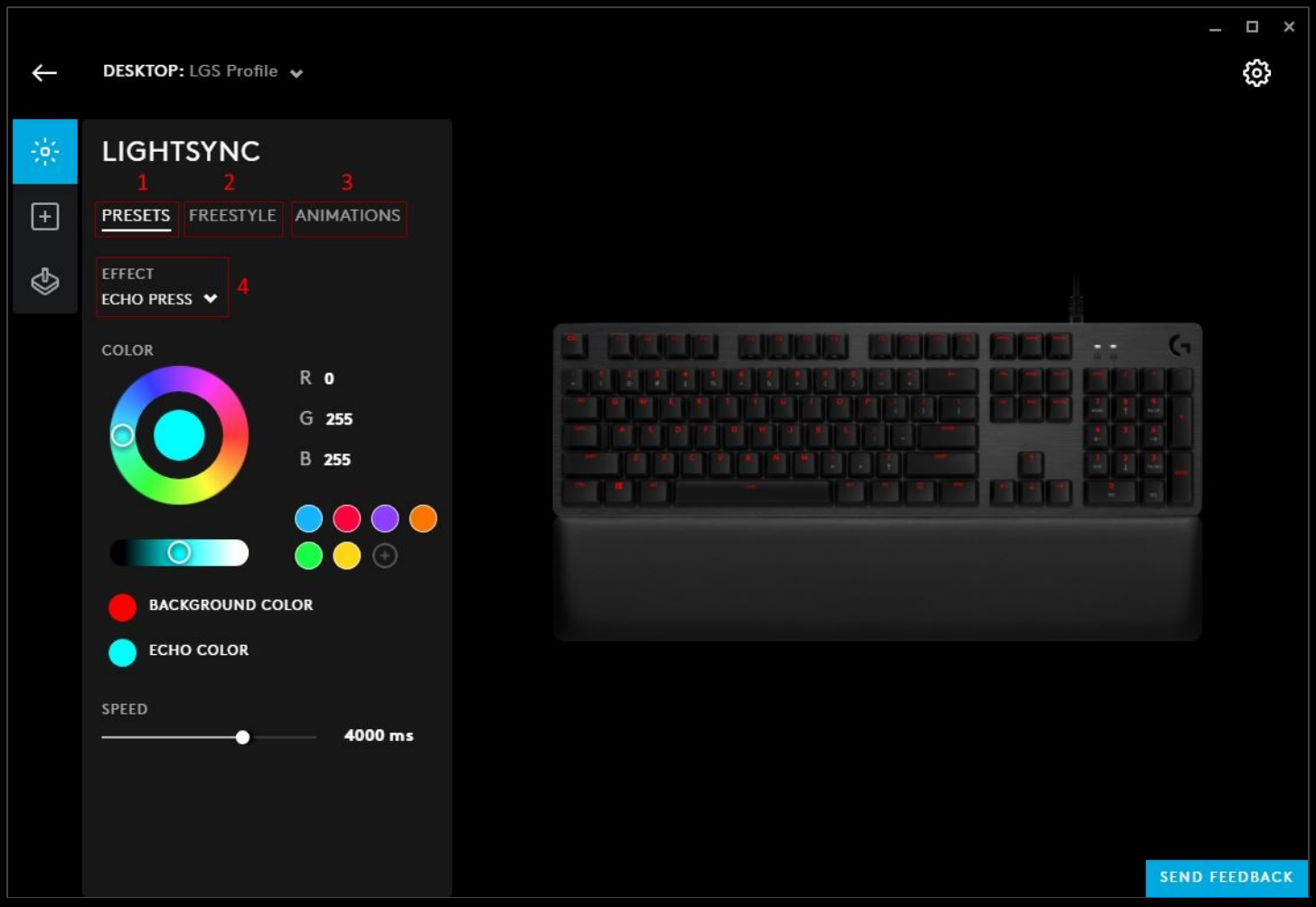
6. **SYNC LIGHTING ZONES**. Press this to sync the PRIMARY and LOGO LIGHTSYNC zones.
7. **SYNC LIGHTING OPTIONS**. Click this button to show your other gear. Click their + signs too sync them with the current **LIGHTSYNC** configuration. This will sync the color scheme along with the timing for effects such as cycles and breathing for example. Hover over the gear icon and click **UNSYNC** to remove the device from the **LIGHTSYNC** configuration. Click the X to return.




8. **GEAR SETTINGS**. Click this to take you to the **Gear Settings** page
9. **PROFILE SELECTOR**. Click here to change the **User Profile** you want to configure for.
10. **BACK ARROW**. Click the arrow to take you back to the **Homepage**.

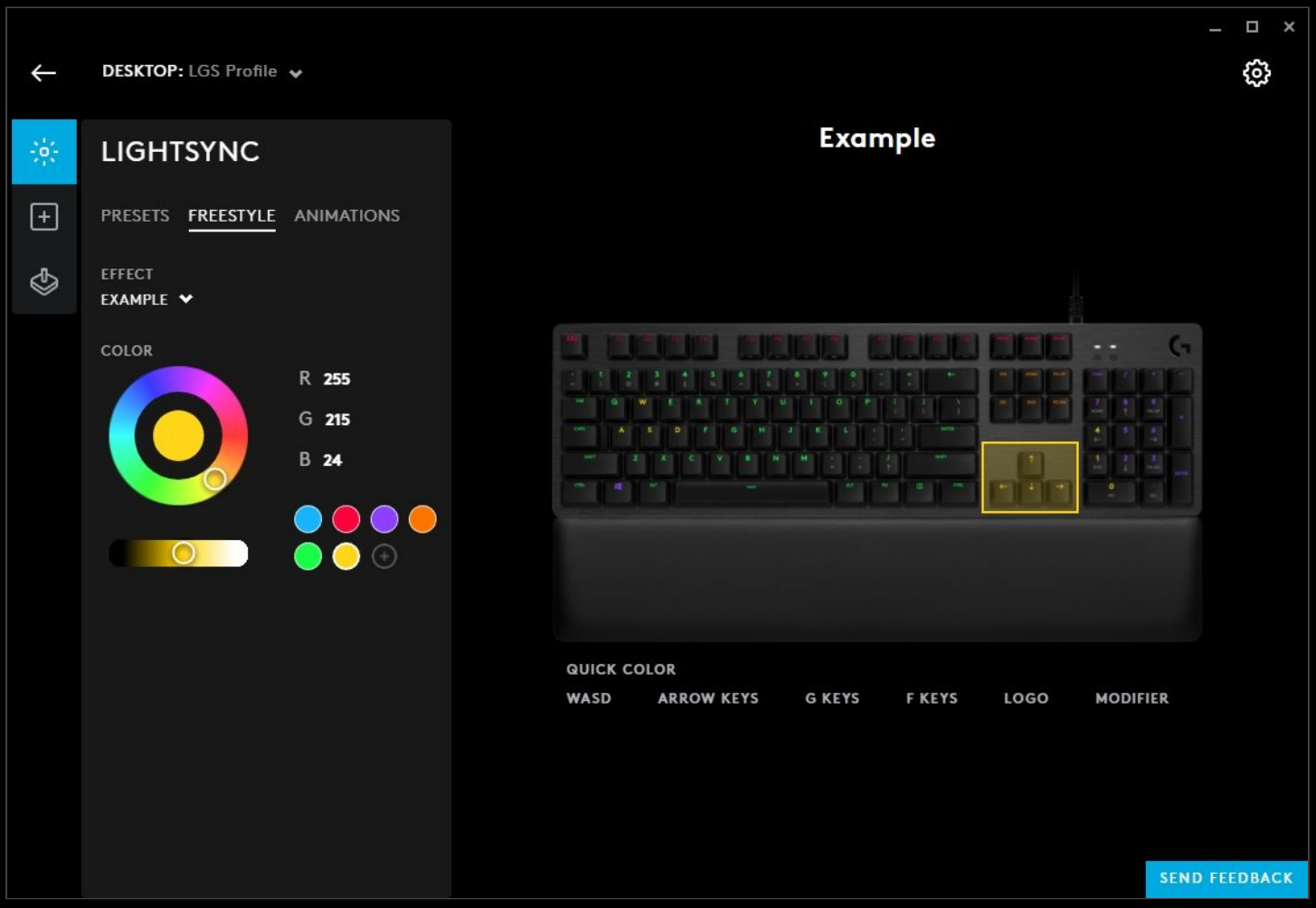
## LIGHTSYNC (Keyboards)

With Keyboards, you will see some extra features:

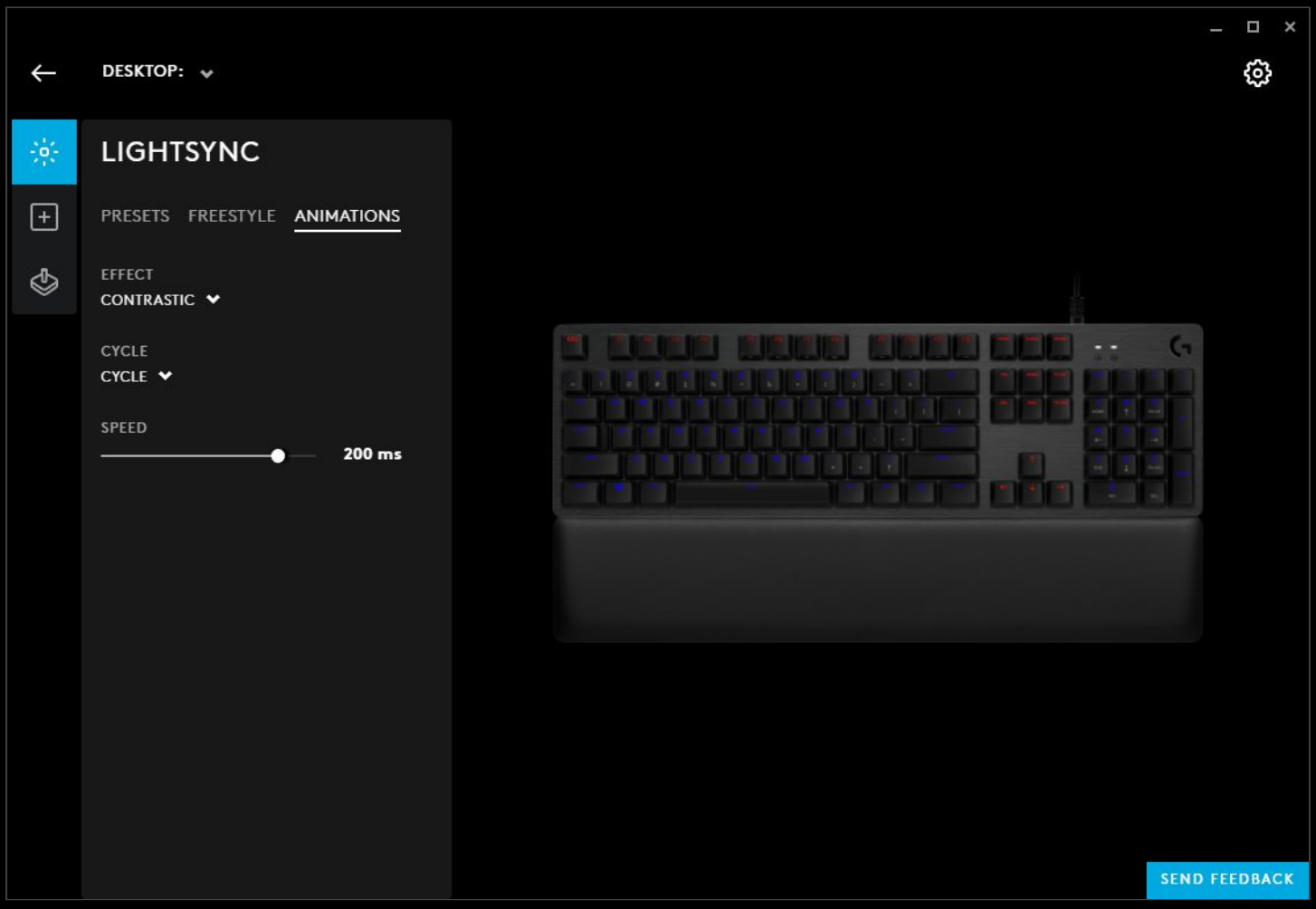



1. **PRESETS**. This allows you to use presets explained in the LIGHTSYNC section above with these additions to effects (4):
    a. **ECHO PRESS**. This feature changes the color of the key once it is pressed. Leaving a footprint of your typing. The **SPEED** controls how long it takes for the **ECHO PRESS** to fade back to the background color. Drag the slider to the required time.
    b. **COLORWAVE**. Waves of color crash across your keyboard. The **CYCLE** drag down option will allow you to change the direction of the wave:
        i. **HORIZONTAL**. Left to right
        ii. **VERTICAL**. Top to bottom
        iii. **CENTER OUT**. From the centre of the keyboard. Outwards in a circle (For example the P key on the G513).
        iv. **CENTER IN**. Reverse of CENTER OUT, color waves coming in to a point
        v. **REVERSE HORIZONTAL**. Right to left
        vi. **REVERSE VERTICAL**. Bottom to top
    c. **STARLIGHT. Set the keyboard up to flash like the night sky.**
        i. **SKY. Is the background color**
        ii. **STARS. Is the star color**
        iii. **Frequency Slider. Select between 5-100 for the amount of stars**
        iv. **SPEED. Select the speed of the changes.**

2. **FREESTYLE**. This allows you to change any color of any key in a set fixed color scheme. Select the color you want your key to be and then click the key on the image. To color whole sections, drag a rectangle round the group and this will color all the keys inside.
    a. You can configure the **DEFAULT** effect or select **+ ADD A NEW FREESTYLE** which can be used on other keyboards. Click the **NEW FREESTYLE** text above the keyboard image to rename the effect.
    b. In the example below, we've selected a yellow, dragged an area around the arrow keys. We've also colored all the QWERTY keys green by dragging a box around them, then individually highlighted the WSAD keys with yellow. Dragged a box around the ESC & F Keys with the Red swatch selected, colored all the NUMPAD keys purple and clicked on the Windows Key and boxed colored the HOME keys orange. Finally, renamed the FREESTYLE PROFILE to Example.

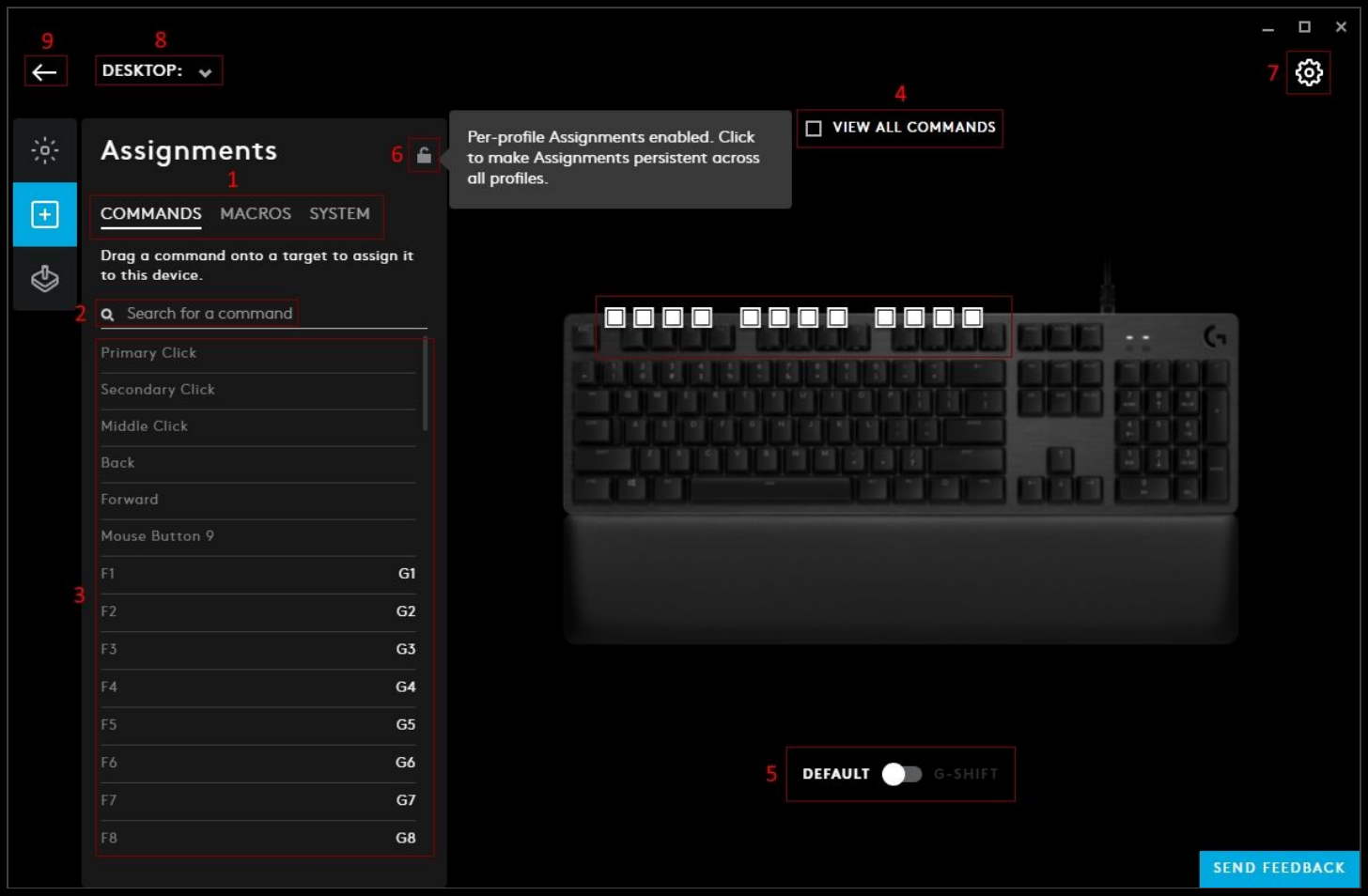


3. **ANIMATIONS**. Choose from lighting effects that are animated. Click on the duplicate icon to copy this effect and configure the colors and animation.
    a. **CONTRASTIC**. 2 sections of the keyboard will have contrasting colours.
    b. **LIGHTNING**. Simulates flashes of lightning
    c. **OCEAN WAVE**. Waves of blue crashing out and back in.
    d. **RED WHITE AND BLUE**. Cycle between those 3 colors.
    e. **VERTICOOL**. Watch the rows light vertically
    f. **+ NEW ANIMATION**. Create your own custom animation. More on this in the advanced settings



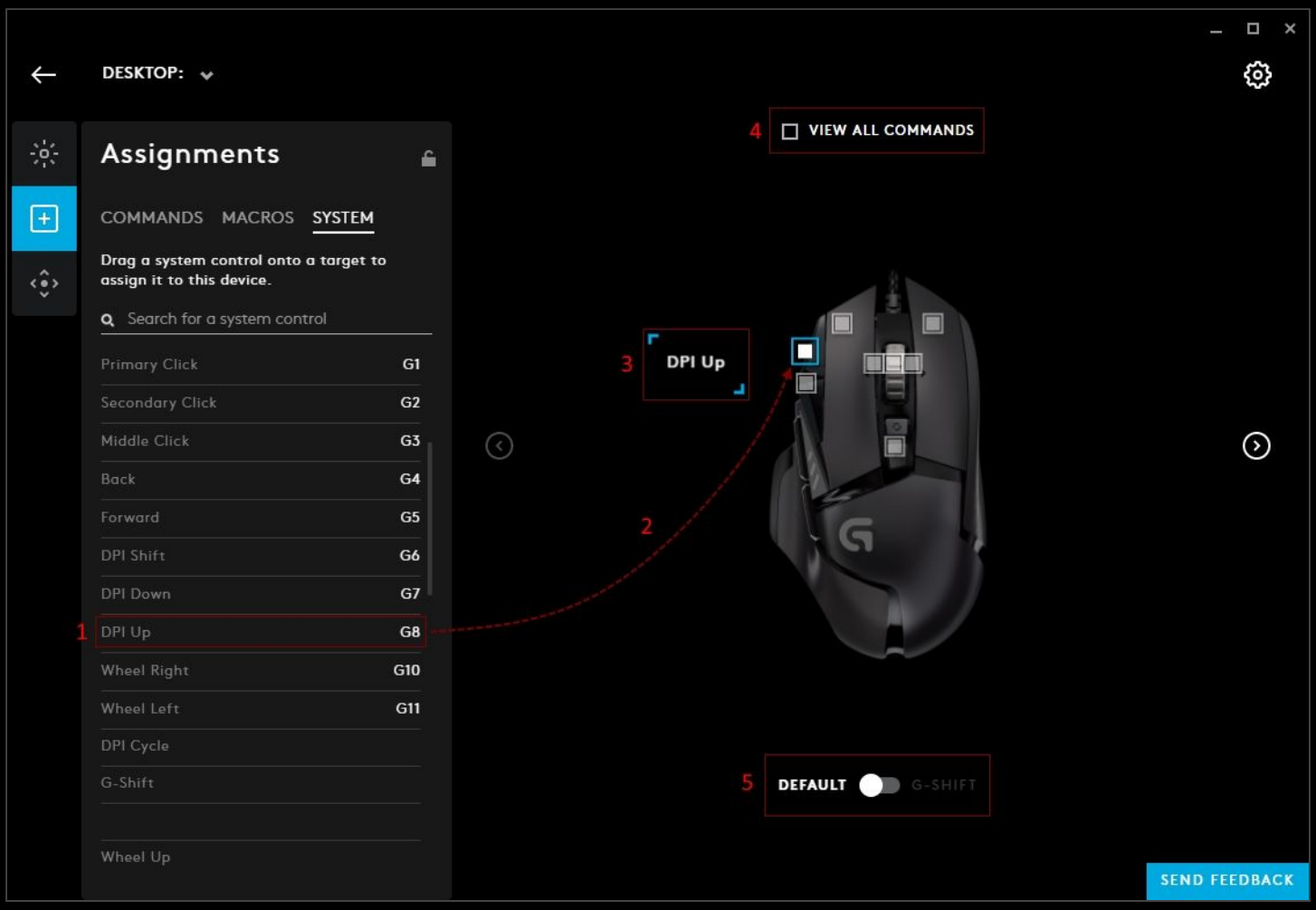
# Assignments

This tab configures all your shortcuts and macros.




1. Select between 3 types of assignments. Drag a command onto a target to assign it to the device
    a. **COMMANDS**. Simple Mouse clicks or Keyboard keys.
    b. **MACROS**. Select a macro to drag onto your device. Click the CREATE NEW MACRO to create your own. More on MACROS in the advanced settings.
    c. **SYSTEM**. System commands; Mouse, Media, Editing and Audio hotkeys.
2. **Search for a command**. User the search box to look for a specific command
3. **Command list**. Use the scroll bar on the right to scroll through the list of commands
4. **VIEW ALL COMMANDS**. Check this to see the current commands assigned in a simple list view
5. **DEFAULT | G-SHIFT**. Switch between the 2 modes to double up your command assignments.
6. **Per-profile Assignments lock**. Click to make Assignments persistent across all profiles. This locks/unlocks this set of assignments to be there for all profiles.
7. **GEAR SETTINGS**. Click this to take you to the **Gear Settings** page
8. **PROFILE SELECTOR**. Click here to change the **User Profile** you want to configure for.
9. **BACK ARROW**. Click the arrow to take you back to the **Homepage**.

# How to create an assignment on your Gear



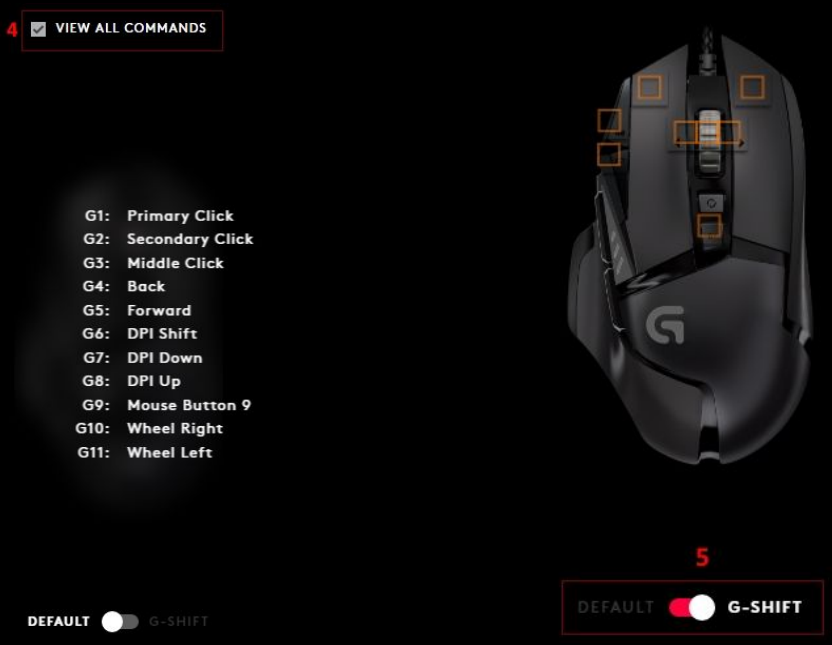

1. Identify the command you want to assign, this can be from any of the groups **COMMANDS**, **MACROS** or **SYSTEM**
2. Click & drag the command name to the desired key/button

Note: *The ☐ shows that the button/key is programmable and you can drag a command onto it. When it is all white, it indicates its programmed*

3. **The command name**. *Click on the ☐ to highlight, when highlighted it will have a blue box ☐ and you will see the name of the command adjacent. Hovering over the button/key will also display the assignment.*

Note: *To delete a command, highlight the button/key and drag the command off the ☐*

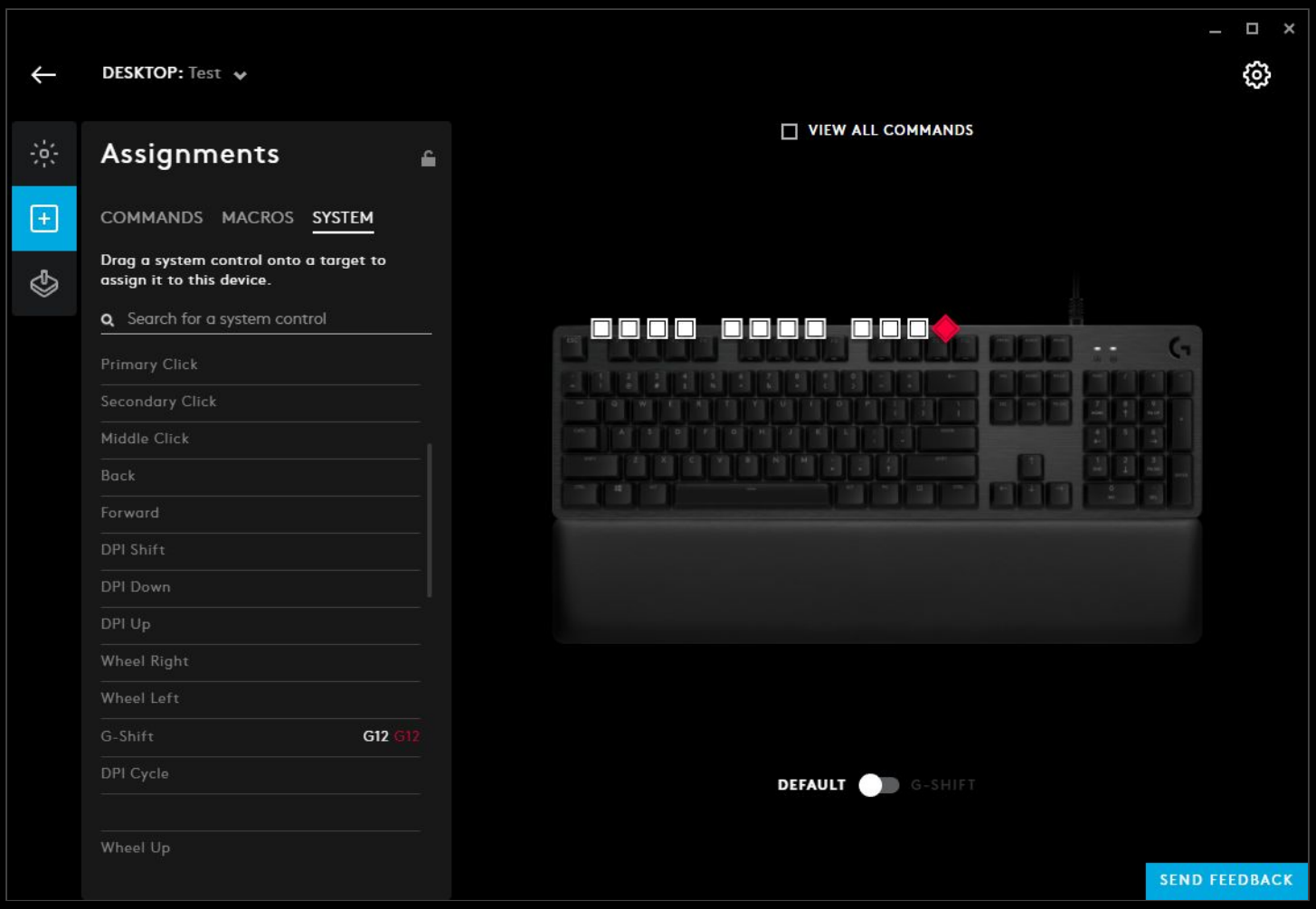
4. Check the **VIEW ALL COMMANDS** box to see a view of all the commands assigned to your device at an easy glance




5. **DEFAULT | G-SHIFT**. Switch between **DEFAULT** and **G-SHIFT** (for supported devices). **G-SHIFT** is another set of assignments which are all activated when in that mode. Drag commands onto the button/key the same way as you would in DEFAULT mode.

# How to assign a G SHIFT command

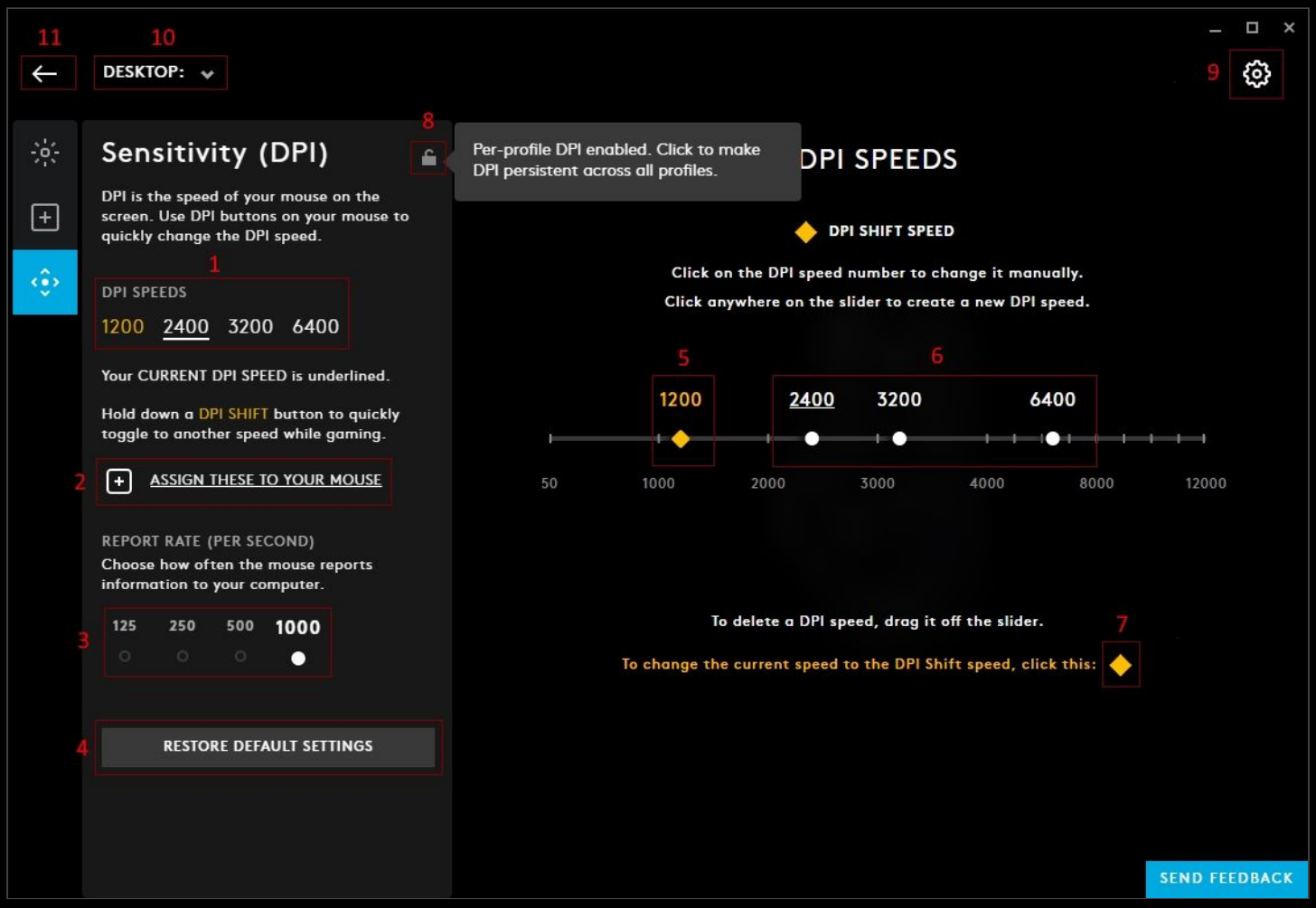
You can assign a G SHIFT key to a device and that G SHIFT key will synchronise  on all devices.  For example, you can have a G SHIFT key on your keyboard.  When pressed your mouse will also enter the G SHIFT mode and vice versa.




To assign a G SHIFT key, navigate to the SYSTEM tab in Assignments and drag the command to a programmable key/button.  This will identified by a ◆on the key/button.

# Sensitivity (DPI)

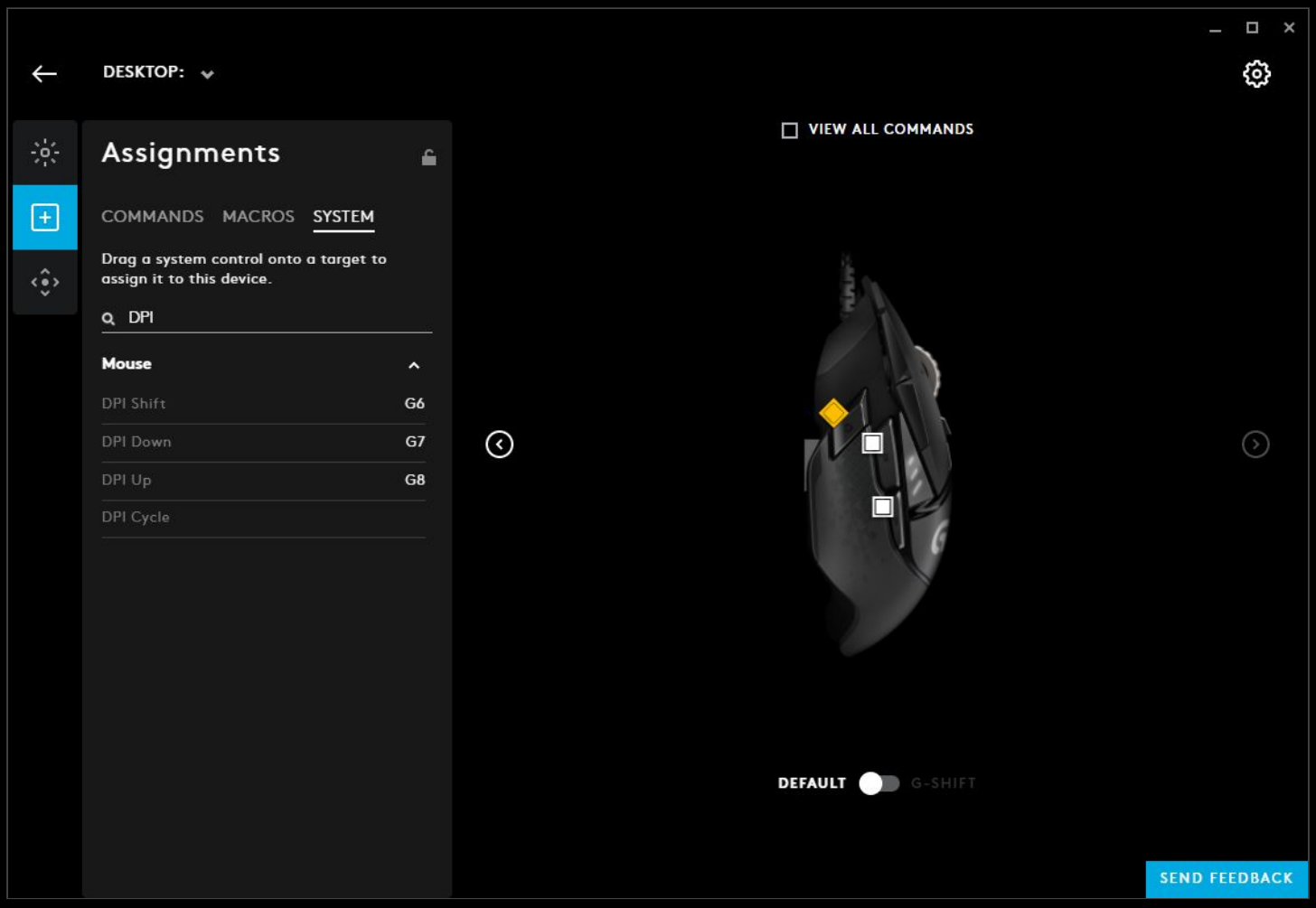
DPI is the speed of your mouse on the screen.  Use DPI buttons on your mouse to quickly change the DPI speed.




1. **DPI SPEEDS**.  The underlined value is the current DPI speed.  Click on the other values to change the **DPI SPEED** or press  the DPI buttons (up | down | cycle) on your mouse.

2. **ASSIGN DPI CONTROLS**. Clicking this will take you to the Assignments page. There is an automatic search in the **SYSTEM** tab with DPI performed to show you just the DPI commands. Not all mice have a DPI SHIFT command assigned to a button by default so check if you have this command assigned before using it.

Note: *You might have to click the Left/Right arrows either side of the device to see the other button/key view*

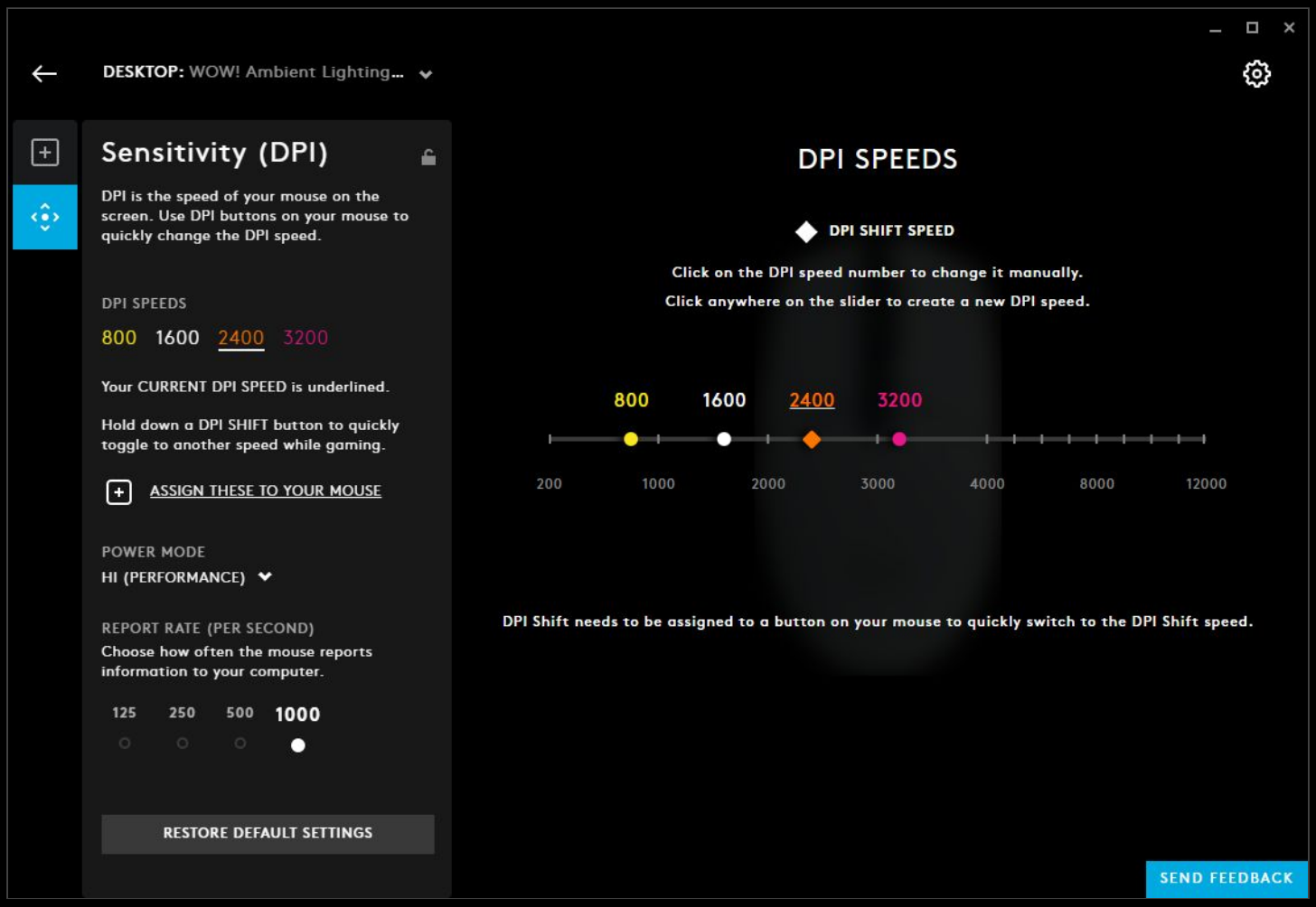



3. **REPORT RATE**. This is the speed at which the mouse reports to the computer. By default this should be 1000 and you shouldn't need to change it. If you see skipping with the mouse pointer, reducing this might help.
4. **RESTORE DEFAULT SETTINGS**. Click this to reset the mouse DPI settings back to factory settings.
5. **DPI SHIFt SPEED.** One of the DPI modes will be selected as the DPI SHIFT SPEED, this is indicated by being yellow
6. **SPI SLIDERS**
    a. Drag the sliders to the desired DPI values.
    b. The DPI SHIFT speed in yellow is the assigned DPI value for your DPI SHIFT button
    c. Click on the slider bar to create a new DPI speed
    d. Drag a DPI Speed off by dragging the slider downwards; off the the slider bar.
    e. All changes are saved automatically

Note: *There are a maximum set of DPI speeds a mouse can have. For example the G502 can support up to 5 individual DPI values.*

7. **Change to be DPI SHIFT Speed.** Click the yellow diamond to Select the DPI mode you want to be the new **DPI SHIFT** speed
8. **PER-PROFILE DPI LOCK**. Lock this to set the DPI configuration for all your profiles.
9. **GEAR SETTINGS**. Click this to take you to the **Gear Settings** page
10. **PROFILE SELECTOR**. Click here to change the **User Profile** you want to configure for.
11. **BACK ARROW**. Click the arrow to take you back to the **Homepage**.

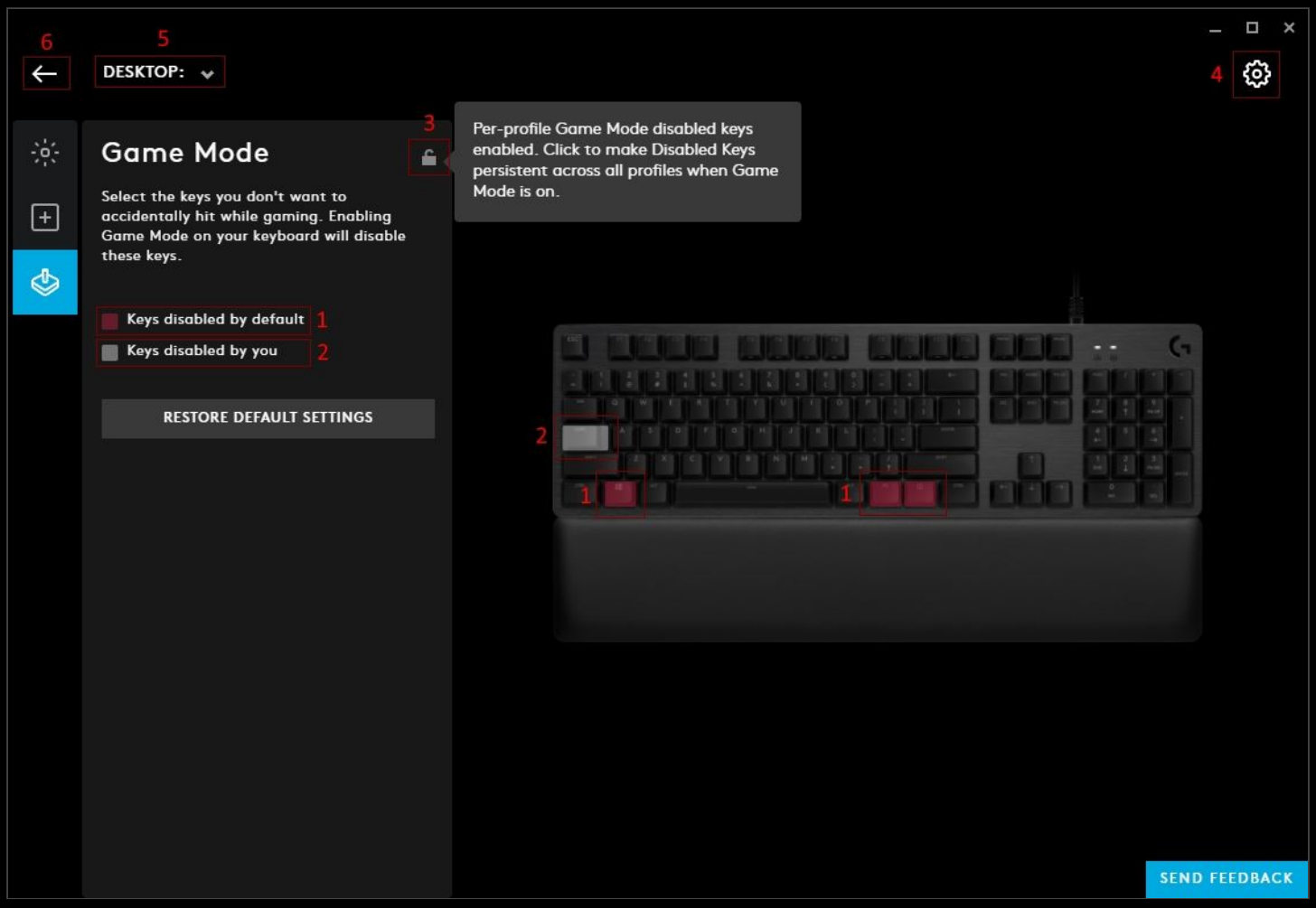
Note: *For the G304/G305, the DPI states are color fixed to the DPI LED on the mouse. This means you will have the same DPI settings and features but the DPI SHIFT STATE will not always be the YELLOW colored DPI mode. Just follow the diamond icon.*




In the example above we can see that I have moved the lowest DPI state (which was also the **DPI SHIFT SPEED**) from 400 to 2400 DPI. The colour of the states will always be yellow for the lowest value and pink for the highest value.

# Game Mode

Game Mode controls which keys you want to disable during gaming to avoid accidental key presses.



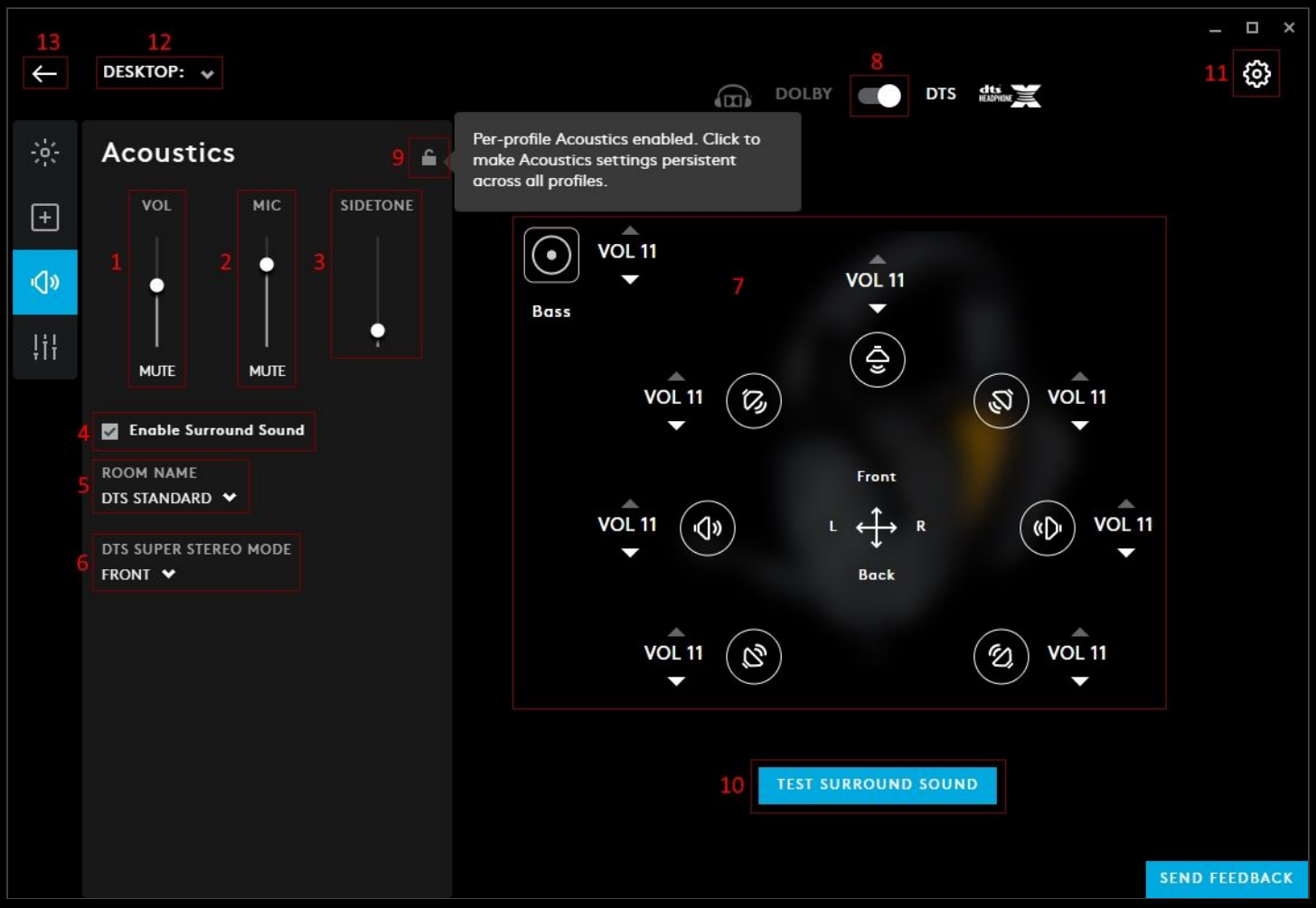

1. **Keys Disabled by default**. These are the keys that are always disabled in Game Mode and cannot be changed. Typically these are the Window and Right Mouse Button keys.
2. **Keys disabled by you**. Additional keys preset by you to also be disabled in Game Mode. Click each key to add them to the group. Keys that are added are colored white, as shown in the example above with the CAPS LOCK.

Note: *The Game Mode button is sometimes a physical button with a Joystick Icon*  *or a G key. Look for the G symbol, if its on the underside of a key use the FN button to activate.*

3. **PER-PROFILE GAME MODE LOCK**. Lock this to set the **Game Mode** configuration for all your profiles
4. **GEAR SETTINGS**. Click this to take you to the **Gear Settings** page
5. **PROFILE SELECTOR**. Click here to change the **User Profile** you want to configure for.
6. **BACK ARROW**. Click the arrow to take you back to the **Homepage**.

# Acoustics

The acoustics tab controls all the audio effects for you gear.




1. **VOLUME**. This sets the volume of the audio device which syncs up with the system volume for that device.
2. **MIC**. This controls the volume output of your mic. Also synced to the system device mic level.
3. **SIDETONE**. This is the output of your mic played back into the headset. This allows you to hear yourself.
4. **Enable Surround Sound**. Checking this box will then enable the extra features from Dolby and DTS. Disable this to keep the headset in stereo mode.
5. **DOLBY MODE | ROOM NAME**. This selects the type of mode you wish to have your surround sound in. If in Dolby, you will see **DOLBY MODE**. If you are in DTS then you will see **ROOM NAME**
    a. **DOLBY MODE**. You will see **MOVIE** & **MUSIC** as options. These are preset surround sound profiles
    b. **ROOM NAME**. Choose between **DTS STANDARD**, **FPS** and **SIGNATURE STUDIO**. These are preset surround sound profiles
6. **DTS SUPER STEREO MODE**. This is only available in DTS mode. Select between **FRONT** (Default) and **WIDE**. Again these are preset values.

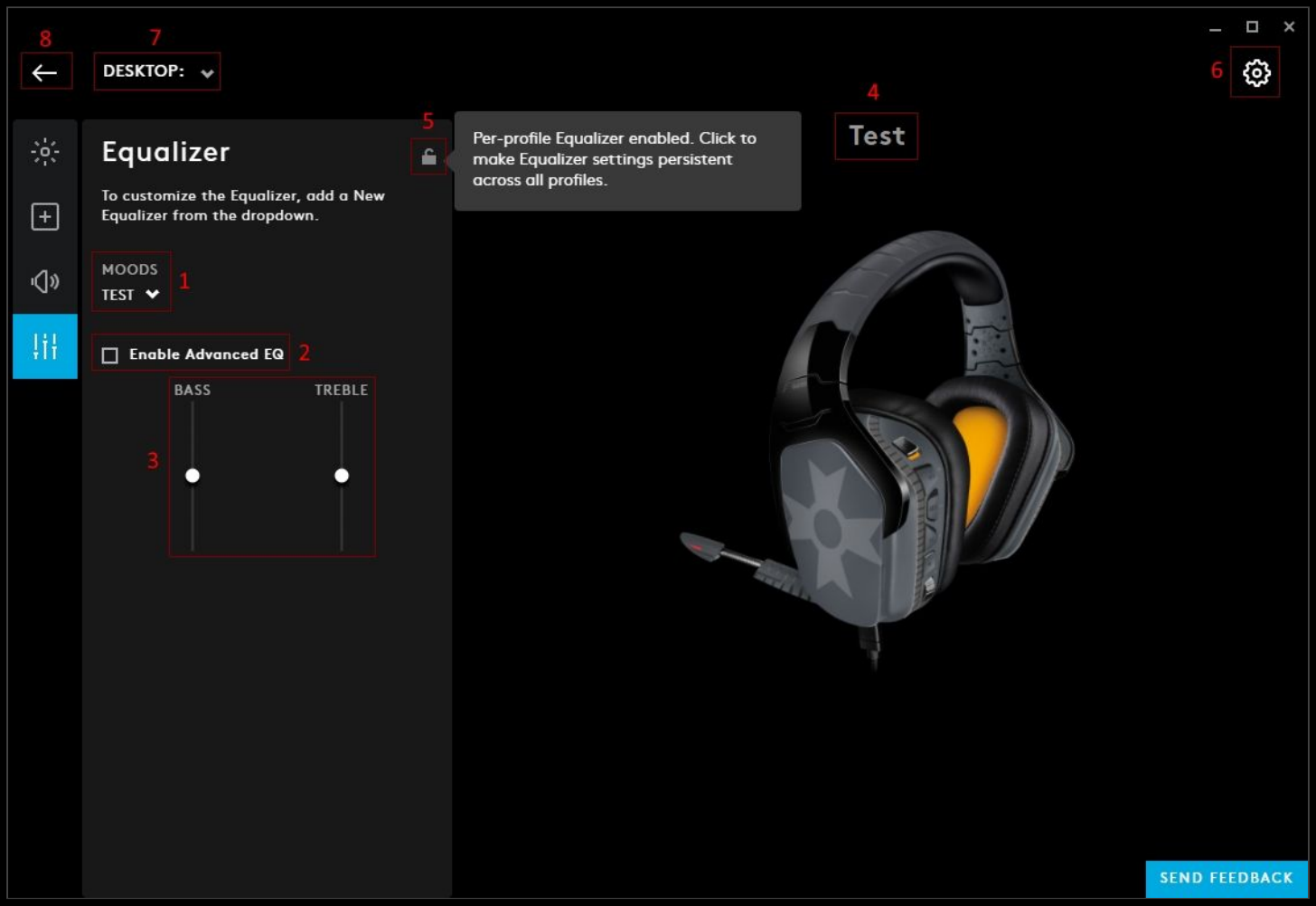
Note: *You can still adjust volume levels for each surround sound channel (7) independently from the surround sound profile selected.*

7. **Surround Sound Volume Mixer**. You can adjust the individual volumes for each surround channel here. Only present if you have enabled surround sound.
8. **DOLBY | DTS Switch**. Click to switch between the two modes. This is only available if you have enabled surround sound.
9. **PER-PROFILE ACOUSTICS LOCK**. Lock this to set the **Acoustics** configuration for all your profiles.

10. **TEST SURROUND SOUND**. Click this button to play the surround sound test audio. This will go through each channel and includes samples of film and gaming audio. This is available if you have surround sound enabled.
11. **GEAR SETTINGS**. Click this to take you to the **Gear Settings** page
12. **PROFILE SELECTOR**. Click here to change the **User Profile** you want to configure for.
13. **BACK ARROW**. Click the arrow to take you back to the **Homepage**.

# Equalizer

To further enhance your audio, select a **MOOD** for your gear. In the example below, we have created a new equalizer and called it Test




1. **MOODS**. Select your **MOOD** from :
    a. **DEFAULT**
    b. **FLAT**
    c. **BASS BOOST**
    d. **MOBA**
    e. **FPS**
    f. **CINEMATIC**
    g. **COMMUNICATIONS**
    h. **+ ADD NEW EQUALIZER**

2. **Enable Advanced EQ**. Available when you select **+ ADD NEW EQUALIZER**. Checking this box will switch to the full EQ view:

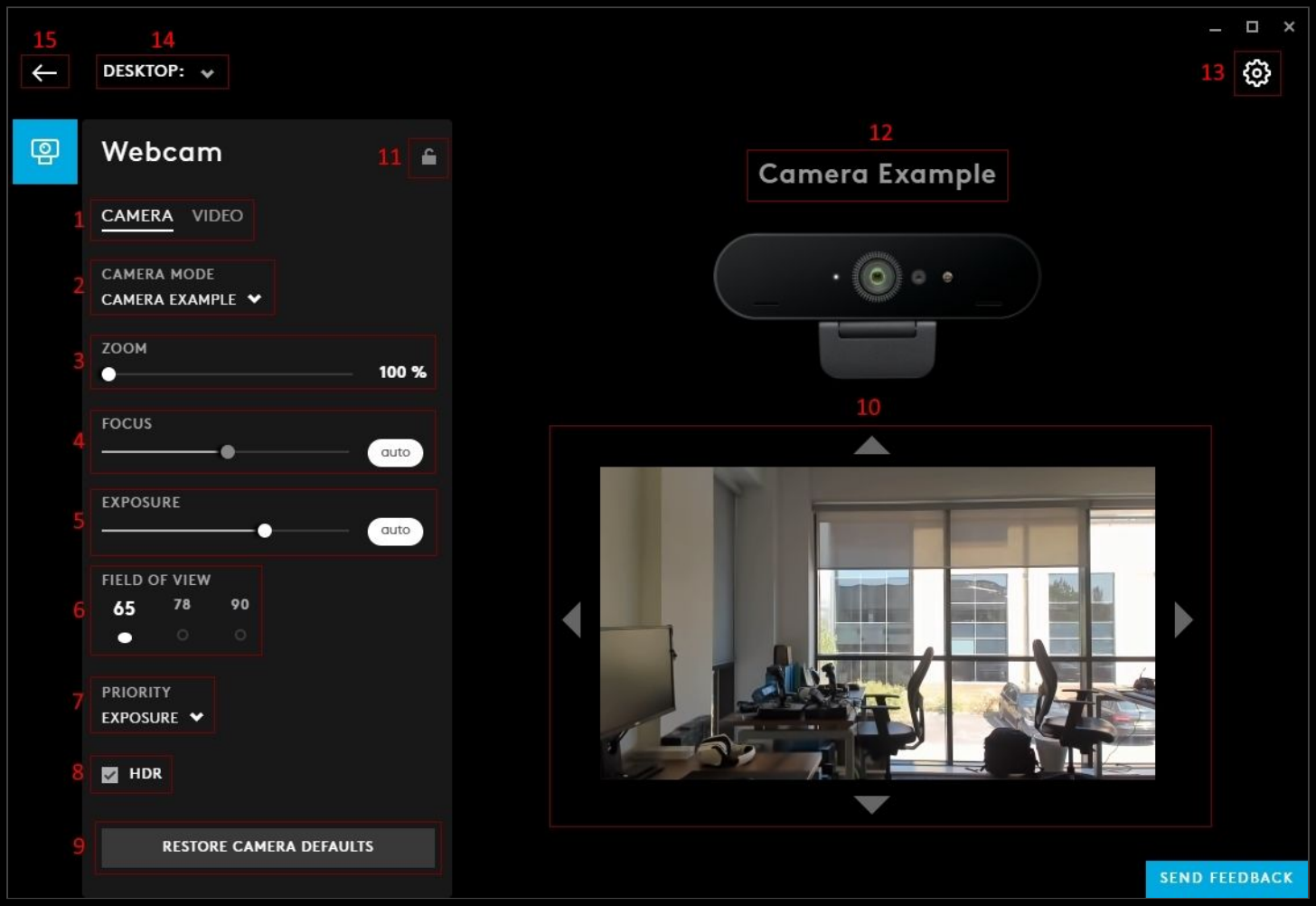



3. **Simple Equalizer View**. Drag the **BASS** and **TREBLE** sliders to your prefered settings.
4. **Equalizer Profile Name**. If you have selected **+ ADD NEW EQUALIZER**, click here to rename your Equalizer.
5. **PER-PROFILE EQUALIZER LOCK**. Lock this to set the **Equalizer** configuration for all your profiles.
6. **GEAR SETTINGS**. Click this to take you to the **Gear Settings** page
7. **PROFILE SELECTOR**. Click here to change the **User Profile** you want to configure for.
8. **BACK ARROW**. Click the arrow to take you back to the **Homepage**.

# Webcam

The Webcam tab controls your Camera and Video settings. Configuring features such as zoom, brightness and HDR.

## Camera




1. **CAMERA| VIDEO**. Switch between the **CAMERA** and **VIDEO** configuration
2. **CAMERA MODE**. Select between the 3 modes.
    a. **DEFAULT. Uses factory settings**
    b. **STREAMING**. Preset set to give the best streaming results, set at a 78 degree Field of View.
    c. **VIDEO**. Preset configured for group calls. Zoomed out further than streaming at a 90 degree Field of View.
    d. **+ ADD NEW CAMERA**. Allows you to configure the individual elements of your **CAMERA** experience as a profile.

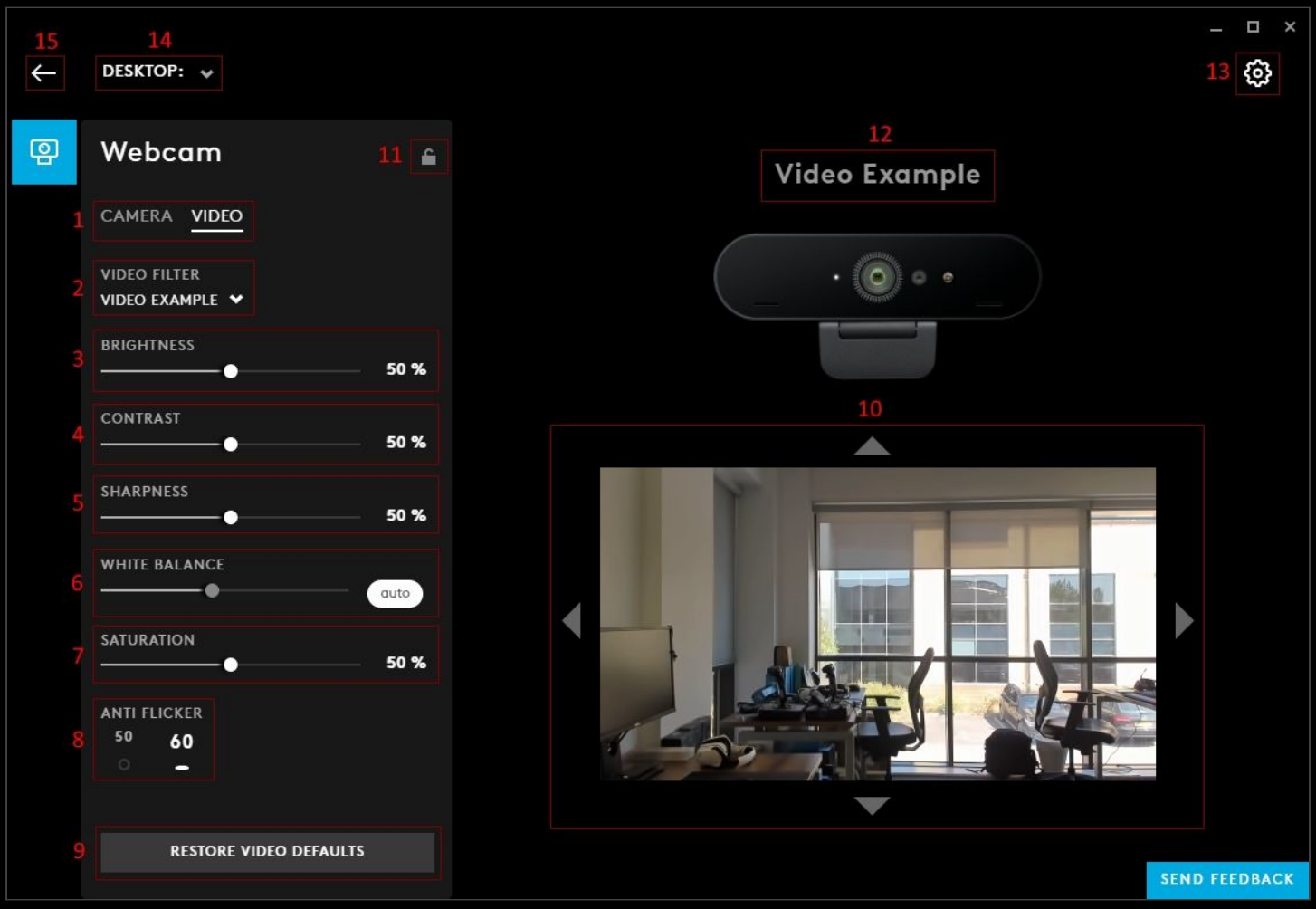
Note: *STREAMING and VIDEO modes are preset and do not have any customisable features.*

### + ADD NEW CAMERA

3. **ZOOM**. Default is 100% for **CUSTOM**. Zoom up to 500%
4. **FOCUS**. Use the slider to focus manually or click auto to allow the camera to control the focus automatically.
5. **EXPOSURE**. Use the slider to increase/decrease or click auto to allow the camera to control the exposure automatically.
6. **FIELD OF VIEW**. Switch between 65, 78 and 90 degrees field of view.
7. **PRIORITY**. Select between **EXPOSURE** and **FRAMERATE**. **EXPOSURE** will not limit the quality whilst **FRAMERATE** will balance the output to work better with streaming.

8. **HDR**. This allows the camera to capture in High Dynamic Range mode (for compatible webcams) if ticked. Untick to disable this feature.
9. **RESTORE CAMERA DEFAULTS**. Click this box to reset to factory defaults for your CAMERA settings.
10. **Picture Adjust**. This will show the image being recorded. By default the zoom is at 100%, but if you zoom in further, you will be able to adjust the position of the image with the four arrows ▲◀▶▼
11. **PER-PROFILE WEBCAM SETTINGS LOCK**. Lock this to set the Webcam configuration for all your profiles.
12. **Profile Name.** Click the text box to rename your Webcam Profile.
13. **GEAR SETTINGS**. Click this to take you to the **Gear Settings** page
    a. In the Gear Page for Webcam you might see an Configuration option to enable other software control. Enable this to disable control over settings like FOV, AWB etc by G HUB and allow other applications to fully control all the features. This is disabled by default.
14. **PROFILE SELECTOR**. Click here to change the **User Profile** you want to configure for.
15. **BACK ARROW**. Click the arrow to take you back to the **Homepage**.

## Video




1. **CAMERA| VIDEO**. Switch between the **CAMERA** and **VIDEO** configuration
2. **VIDEO FILTER**. Select a filter for your video feed
    a. **No FILTER**
    b. **CARTOON**.
    c. **ZOMBIE**.
    d. **BLACK & WHITE.**
    **e. SICKNESS**
    **f. + ADD NEW FILTER.** Allows you to configure the individual elements of your **VIDEO** experience in a profile.

Note: *CARTOON, ZOMBIE, BLACK & WHITE and SICKNESS filters are preset and do not have any customisable features.*

+ ADD NEW FILTER

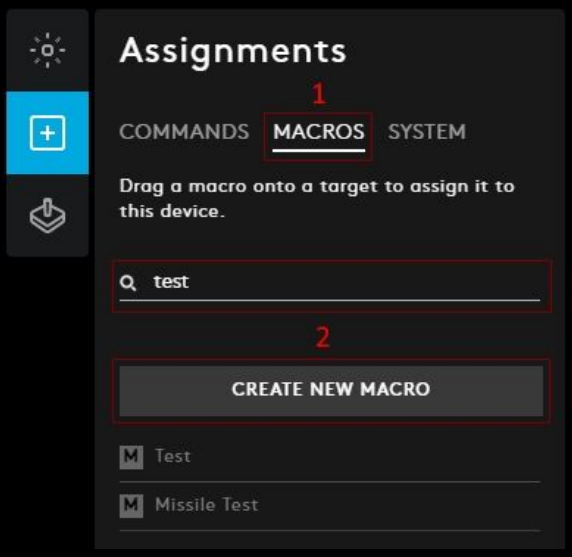
3. **BRIGHTNESS**. Use the slider to adjust the brightness. Default is 50%
4. **CONTRAST**. User to slider to adjust the contrast. Default is 50%
5. **SHARPNESS.** User to slider to adjust the sharpness. Default is 50%
6. **WHITE BALANCE**. Use the slider to adjust manually or click auto to activate Automatic White Balance
7. **SATURATION**. User to slider to adjust the saturation. Default is 50%
8. **ANTI FLICKER**. Switch between 50Hz and 60Hz output frequencies.
9. **RESTORE CAMERA DEFAULTS**. Click this box to reset to factory defaults for your **VIDEO** settings.
10. **Picture Adjust**. This will show the image being recorded. By default the zoom (Camera setting) is at 100%, but if you zoom in further, you will be able to adjust the position of the image with the four arrows
11. **PER-PROFILE WEBCAM SETTINGS LOCK**. Lock this to set the Webcam configuration for all your profiles.
12. **Profile Name.** Click the text box to rename your Webcam Profile.
13. **GEAR SETTINGS**. Click this to take you to the **Gear Settings** page
14. **PROFILE SELECTOR**. Click here to change the **User Profile** you want to configure for.
15. **BACK ARROW**. Click the arrow to take you back to the **Homepage**.

# 4. Advanced settings

This section will cover some of the more advanced settings.

## Assignments: Create new macro

A macro is a sequence of events, which can be letters or mouse buttons, configured with timings.



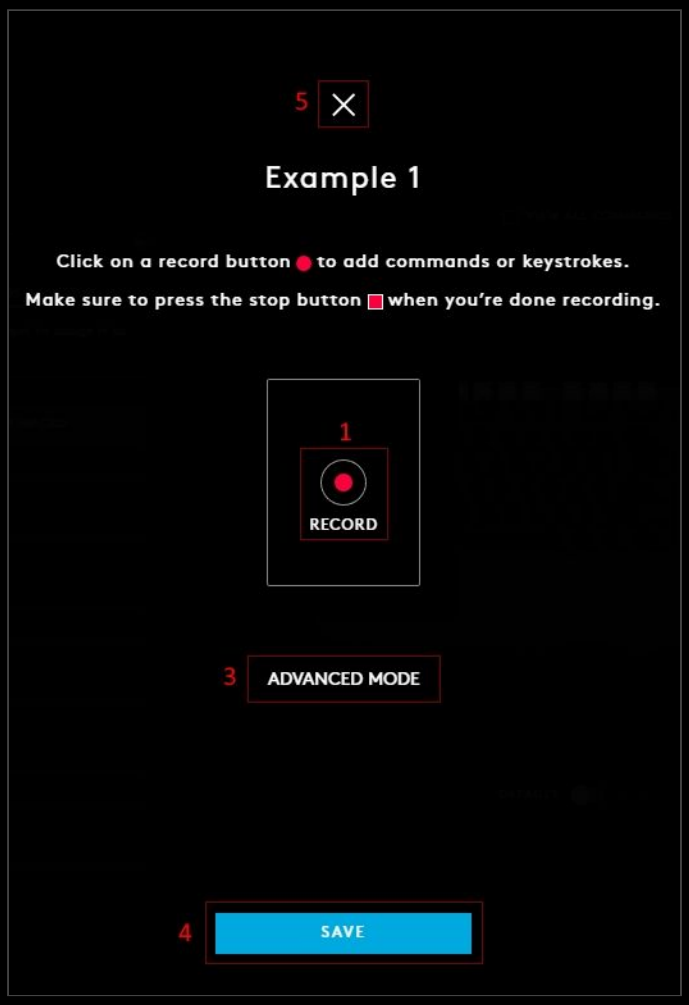

1. In **Assignments** for your device, click on the **MACROS** tab.

Note: *You can search for a macro by typing in the **Search for a macro** text bar by the 🔍 (not case sensitive). In the example we can see that typing test will bring up the macros: Test and Missile Test*

2. Click **CREATE NEW MACRO** to start the Macro editor.
3. Click on **Name This Macro** and type a name for your macro

# Assignments: Program a macro

## Simple Macro







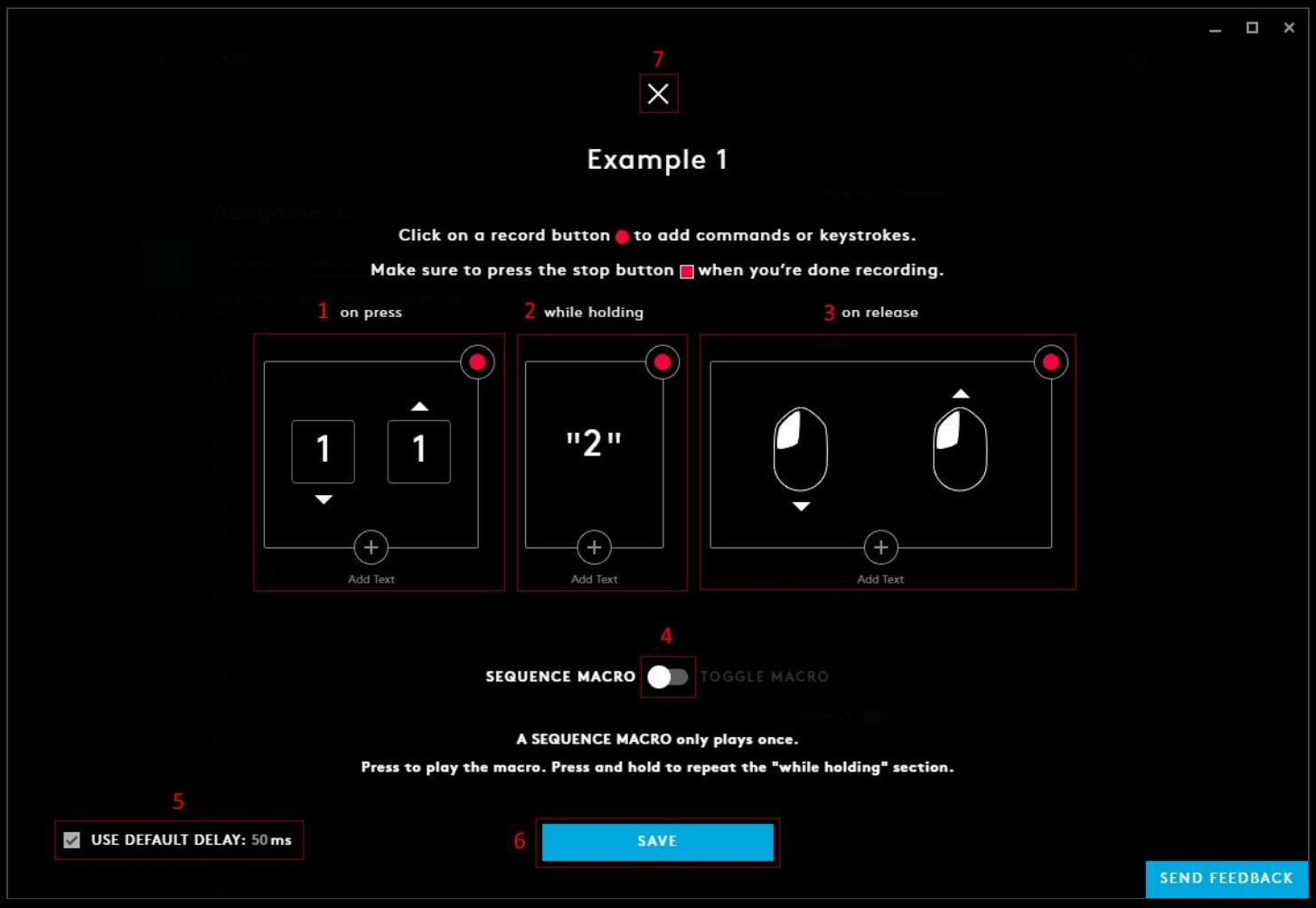
1. **RECORD**. To start recording your macro, click on the ●. All keystrokes and mouse button clicks will now be recorded until you click the ■
2. **Editor**. This section shows the keystrokes/mouse buttons recorded. and.
    a. ▼ shows a down-press
    b. ▲ shows the up-press for that keystroke/button

Note: *To delete any up/down-press, make sure you are not recording. Then select the assignment (it will highlight blue) and press delete or backspace.*

3. **ADVANCED MODE**. Click this to switch to advanced mode, with on press, while holding and on release sections.
4. **SAVE**. Click SAVE to save all changes to the macro and go back to the Assignments tab
5. Click the X at the top to cancel the NEW MACRO editor and go back to the **Assignments** tab. If you have made any changes will see a prompt at the bottom asking if you would like to save any changes.

## Advanced Macro

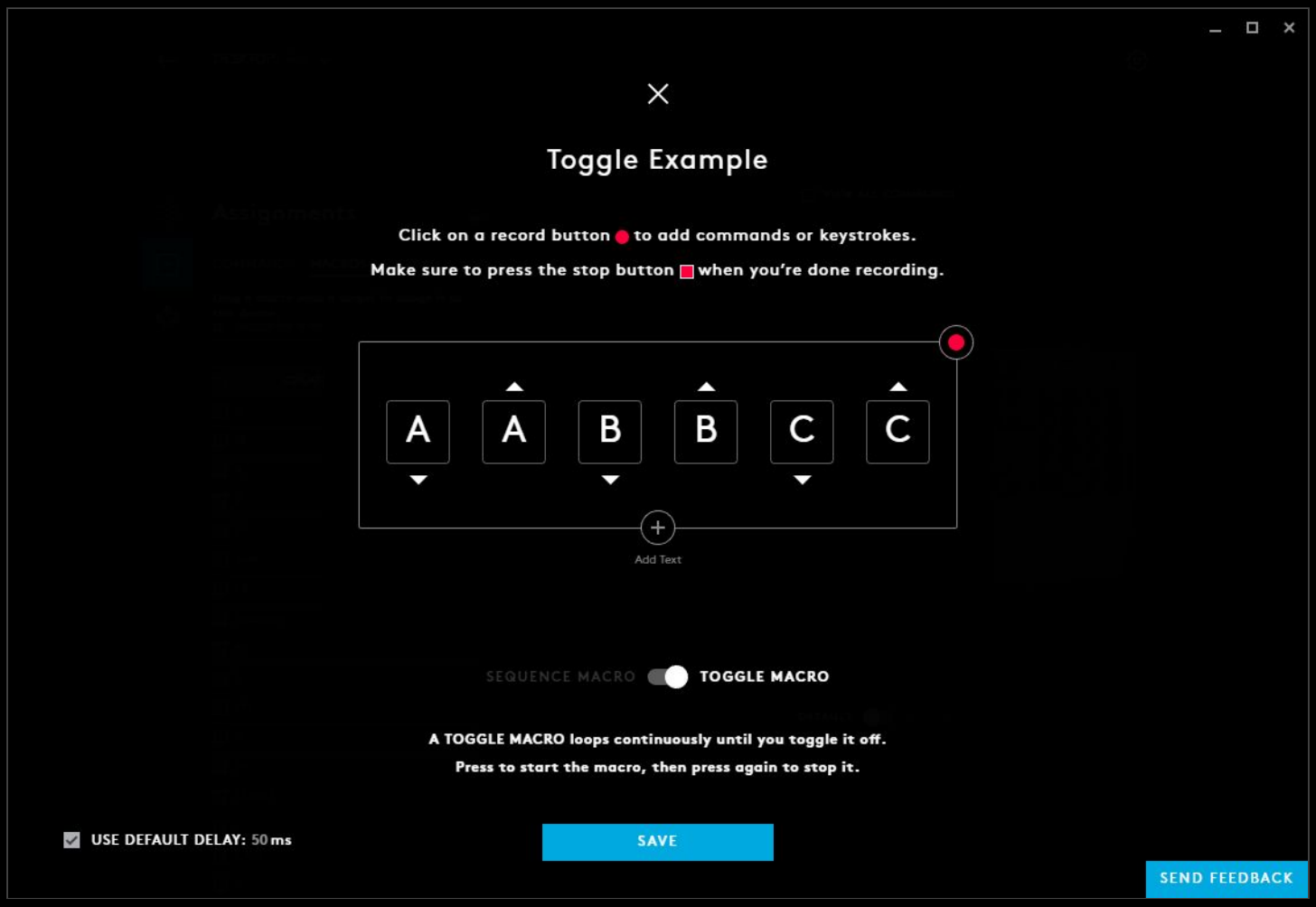
There is the option to click the ⊕ Add Text which will add a keypress/button without the up/down presses or use the record button for more control.




1. **ON PRESS**. This section will control what happens immediately when you press the button/key.
2. **WHILE HOLDING**. The commands assigned in this section will repeat whilst the button/key is held down.
3. **ON RELEASE**. This section will control what happens immediately after you release the button/key.

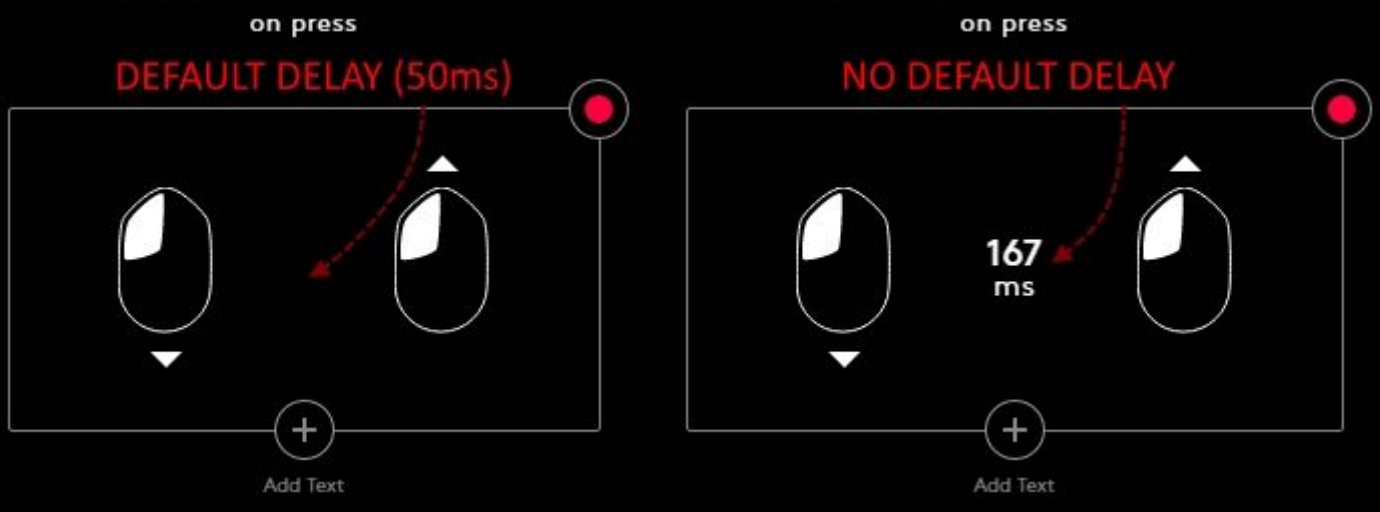
Note: *Down-press is the event that happens when pressing down a button/key and the up-press is the event that happens when releasing the button/key within a macro. This is not to be confused with the on press and on release which relate to the press of the actual button/key being programmed.*

4. **SEQUENCE MACRO | TOGGLE MACRO**. Select which type of macro to use by clicking the toggle switch A toggled macro has an ON | OFF state. When you press the button/key (toggle on) to start the macro, the macro will continue repeating until the same button/key is pressed (toggle off), which then stops the macro.




Note: *The 3 sections (on press | While holding | on release) will appear if you have selected a SEQUENCE MACRO only. If you select TOGGLE MACRO, you will be given a simplified macro editor with one section*

5. **USE DEFAULT DELAY**. If ticked, the default delay between button/key presses in the editor will be 50ms. If unticked the delay will be shown between the down-press and up-press of each key/button.




6. **SAVE**. Click the **SAVE** button when you are happy with the macro.

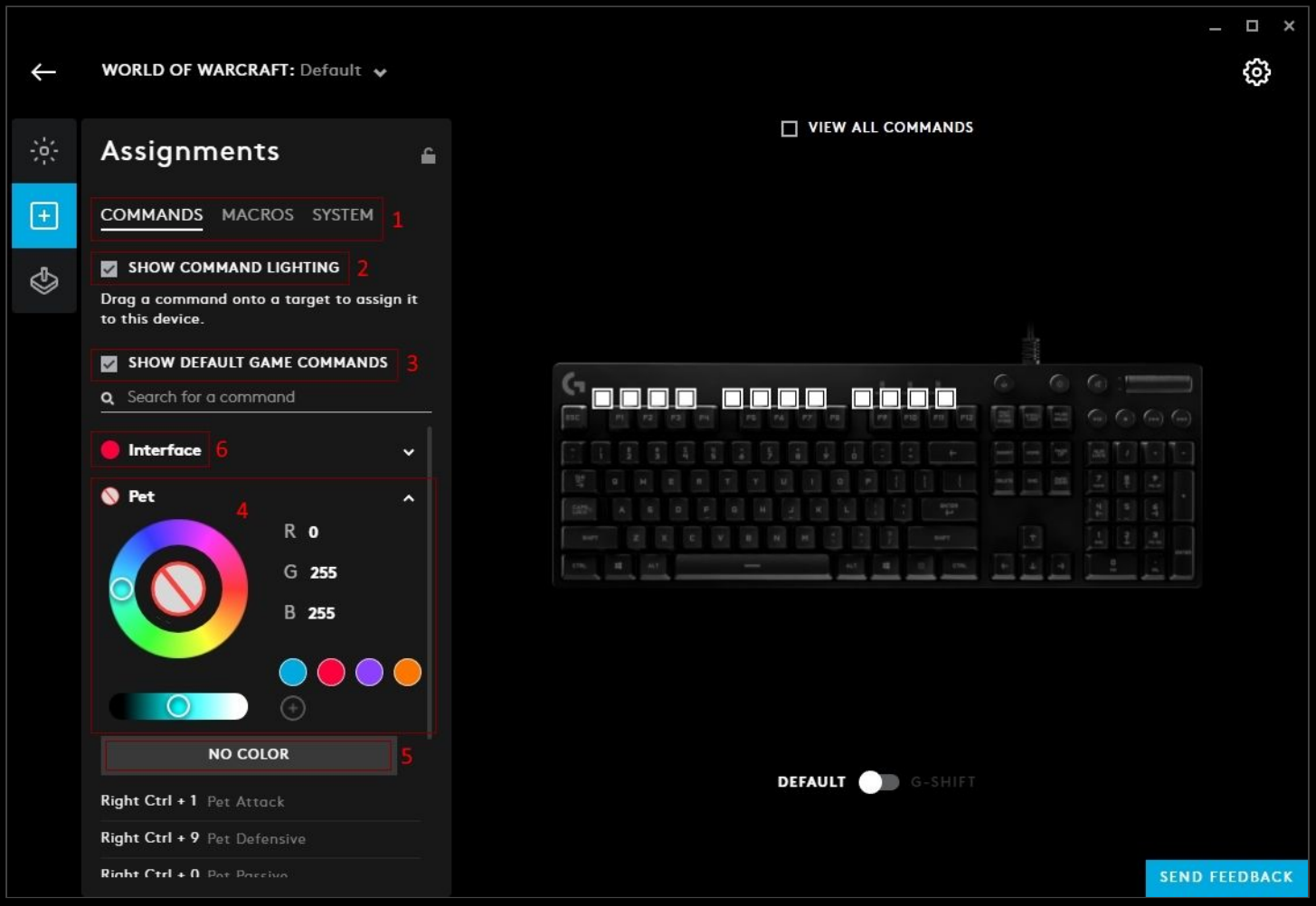
Note: *You can some back to a macro at anytime to edit, by clicking on to the MACROS tab in Assignments and the clicking on the macro name in the list.*

7. Click the X at the top to cancel the **NEW MACRO** editor and go back to the **Assignments** tab. If you have made any changes will see a prompt at the bottom asking if you would like to save any changes.

# Assignments: Command Lighting

Command Lighting is a lighting effect to highlight in-game commands on your Keyboard. You will need to start with a profile that built in game commands, typically a game or APP that has been auto detected by G HUB. For example; World of Warcraft, Battlefield 1, DOTA 2, ARK Survival Evolved etc.

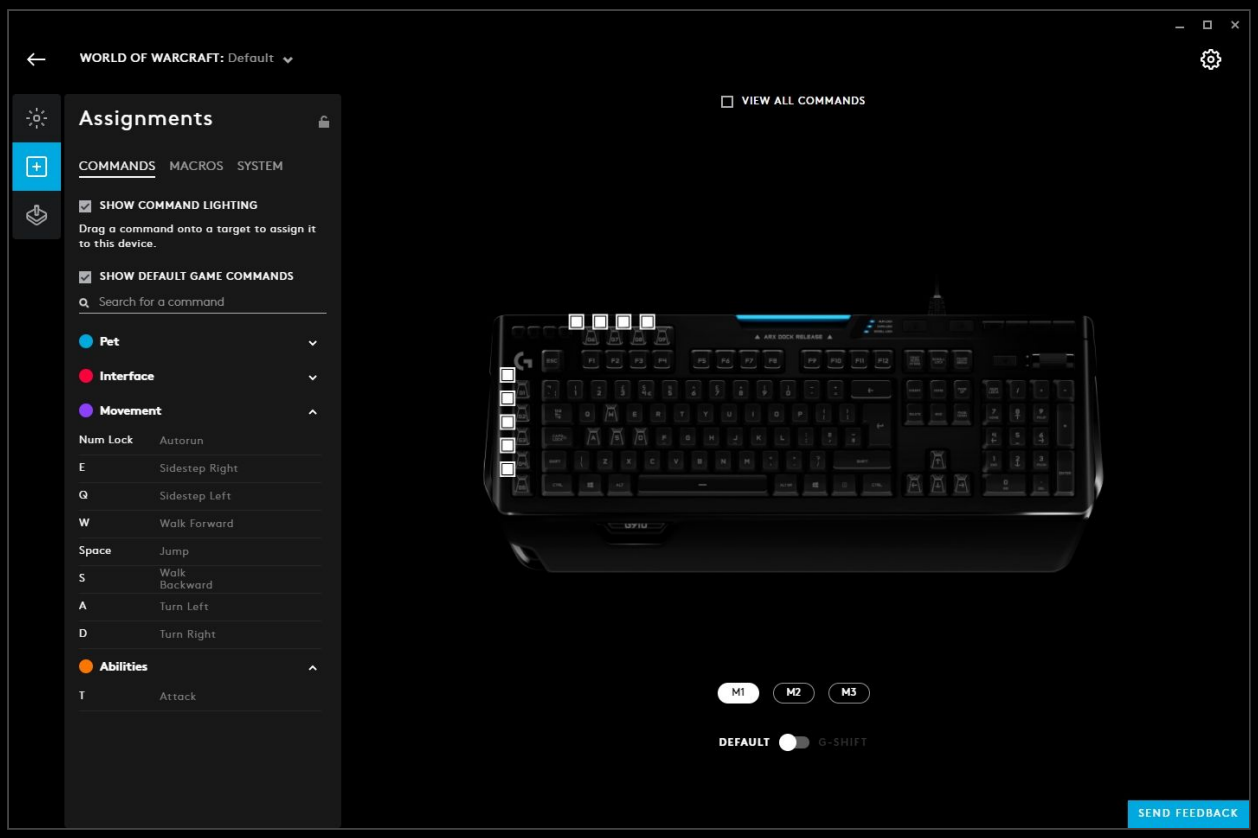




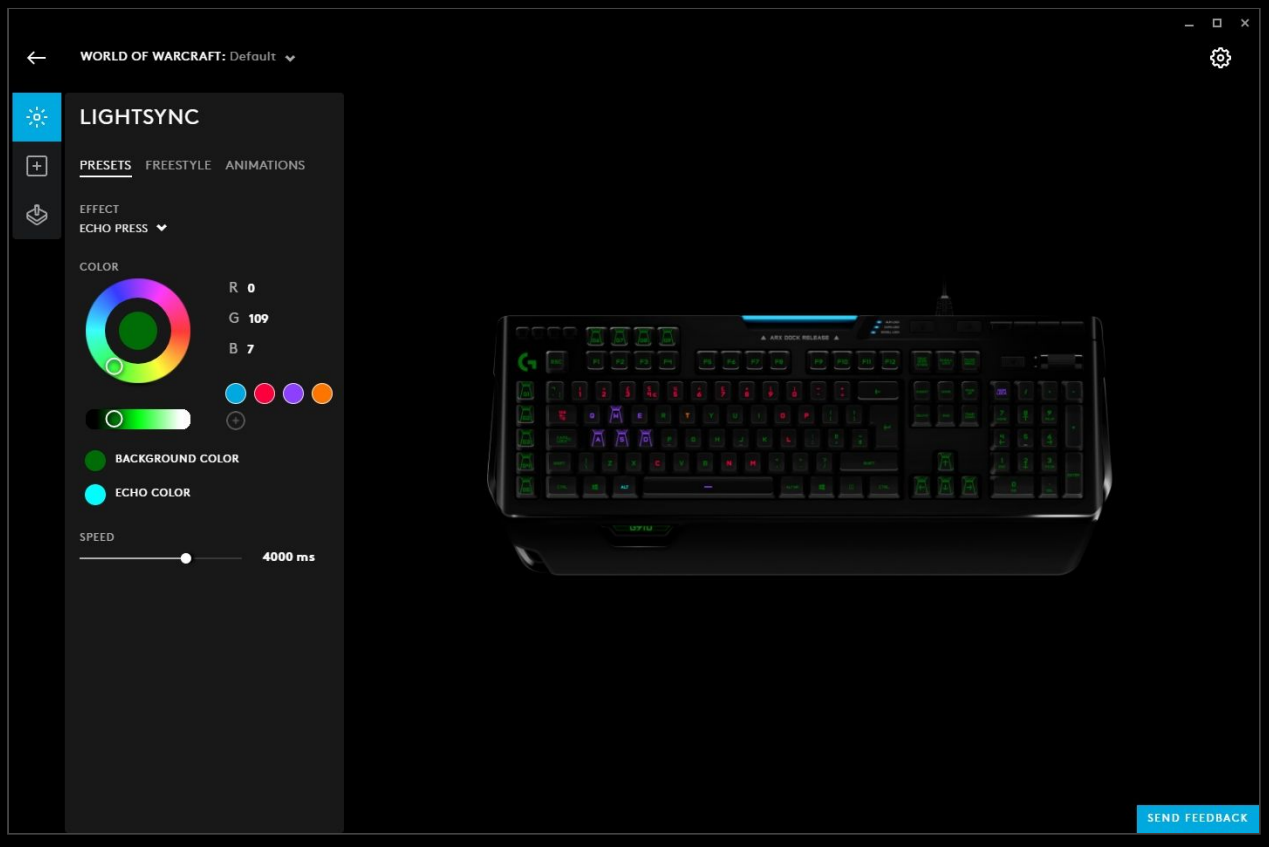

1. Select your keyboard, go to **Assignments** and select the **COMMANDS** tab.
2. Make sure you have **SHOW COMMAND LIGHTING** ticked.
3. Tick the **SHOW DEFAULT GAME COMMANDS** box.
4. Click on the group icon and you will be shown a color wheel. Select a color for your group.
5. If you want to unassign a color click **NO COLOR**.
6. Once you have set a color to your group it will appear like the **Interface** group example.

You can have a LIGHTSYNC effect and Command Lighting at the same time. The compatible effects are Starlight, Audio Visualizer, Echo Press and Screen Sampler. For the other effects, these will appear black / or no color.

We will start with a Command Lighting all set up:

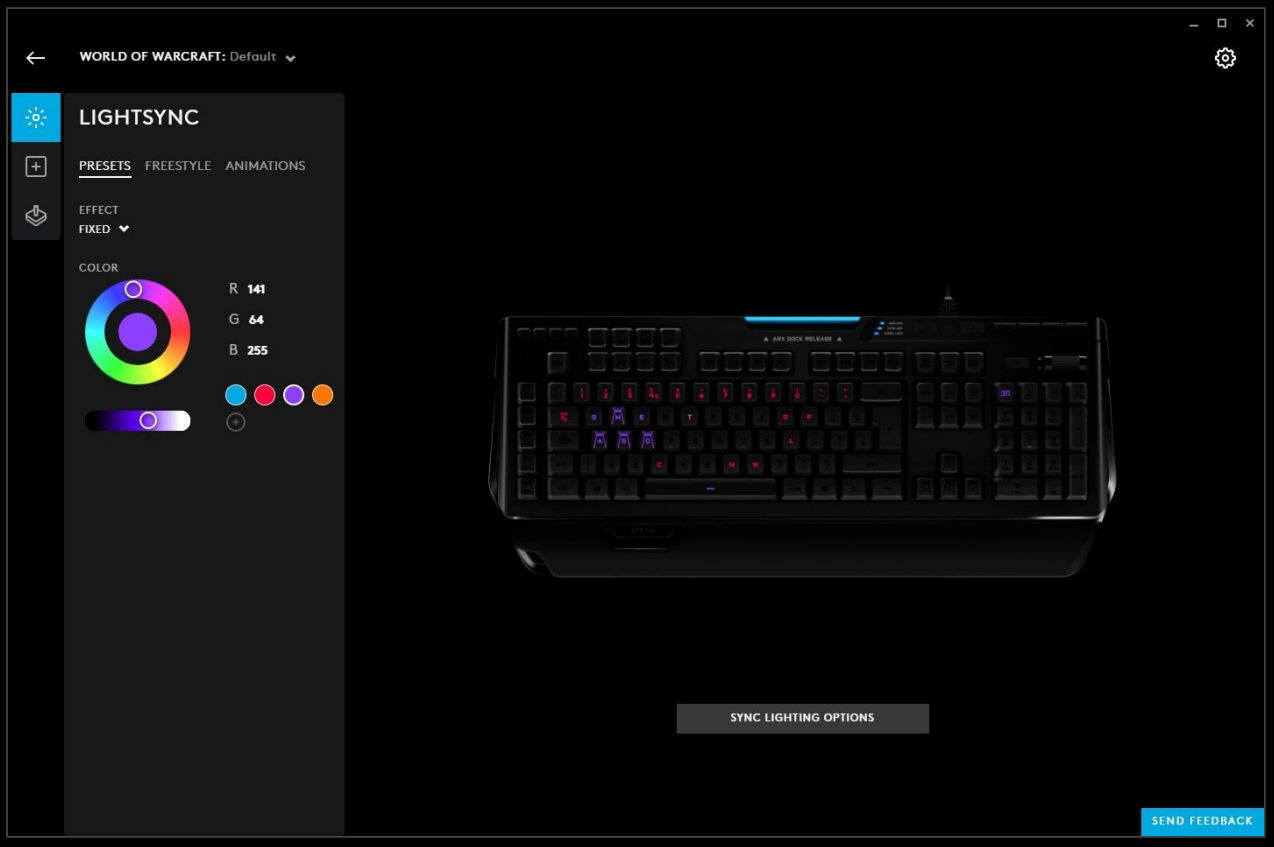



We have the Pet, Interface, Movement and Abilities all with colors assigned to those groups. Those keys in those groups will now be the group color when the profile is active. So for example, the E Q W S A D keys will all be purple.




In the example above we have an **ECHO PRESS** effect with the Command Lighting keys in their respective group colors.

If we select a **FIXED** effect for example:

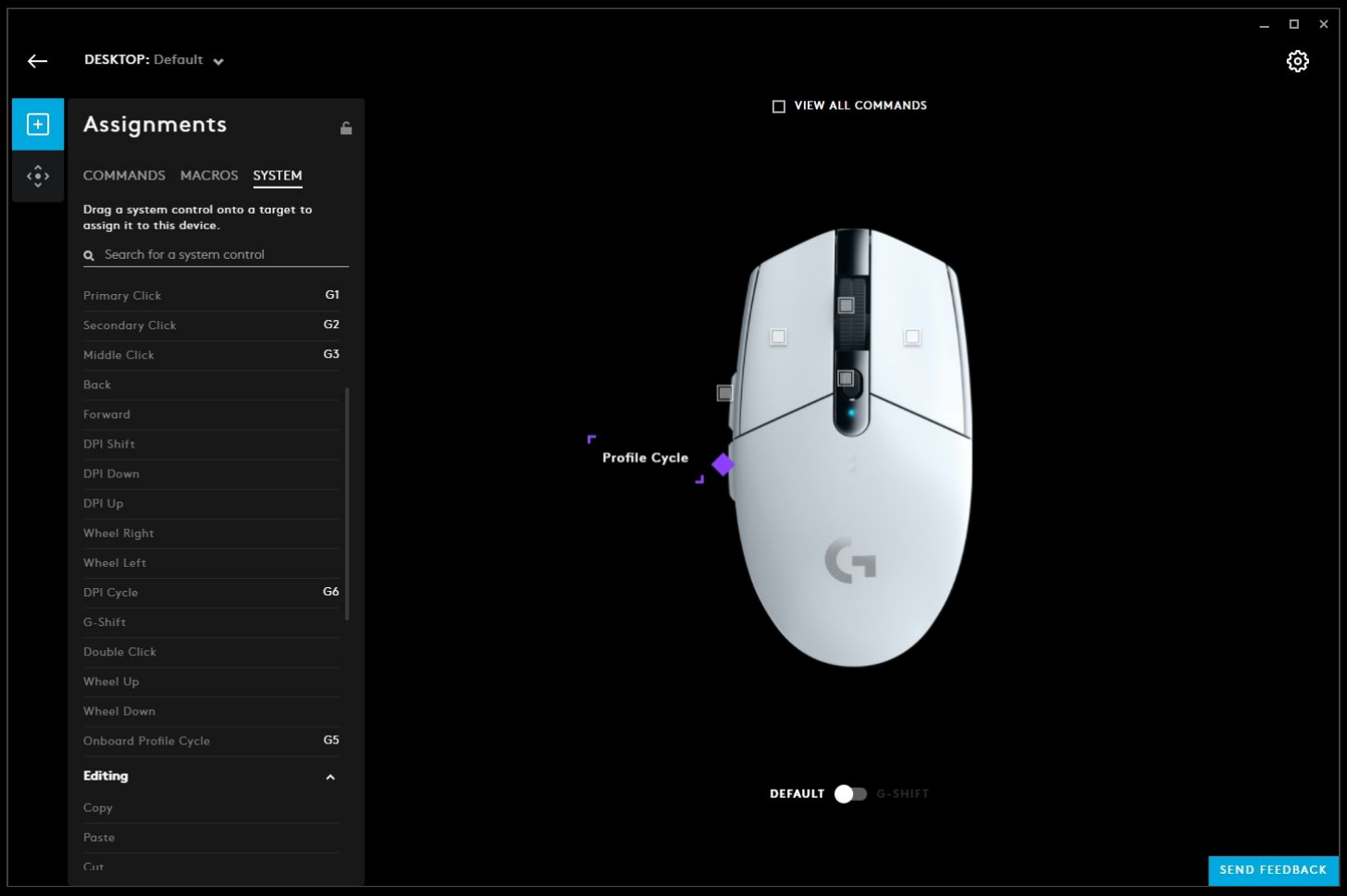



We can see that the effect will not work whilst Command Lighting is active. This is because the profile will both be trying to access the same key.

# Assignments:  Profile Cycle and Onboard Profile Cycle Commands

**Profile Cycling** allows you to cycle through profiles of the current active application
**Onboard profile Cycling function** will cycle through onboard memory profiles when G HUB is not running.

Note:  *Onboard memory profiles are profiles loaded directly on to the memory of the device.  This allows you to take that device to a Lan Party for example, and still have a profile to use even if the PC you are using does not have G HUB installed.*




In the example above, we selected a G305 mouse, gone to Assignments and selected the SYSTEM tab.  We then dragged **Profile Cycle** from the **G HUB** group to the G305's **Back** button.  Note that Profile Cycle will change from ▣ to a ◆ to signify that this button will now perform this action.

To assign the **Onboard Profile Cycle** command, look in the **Mouse** group in the **SYSTEM** tab.  Note that this Command currently has no special symbol.

# LIGHTSYNC: Animations

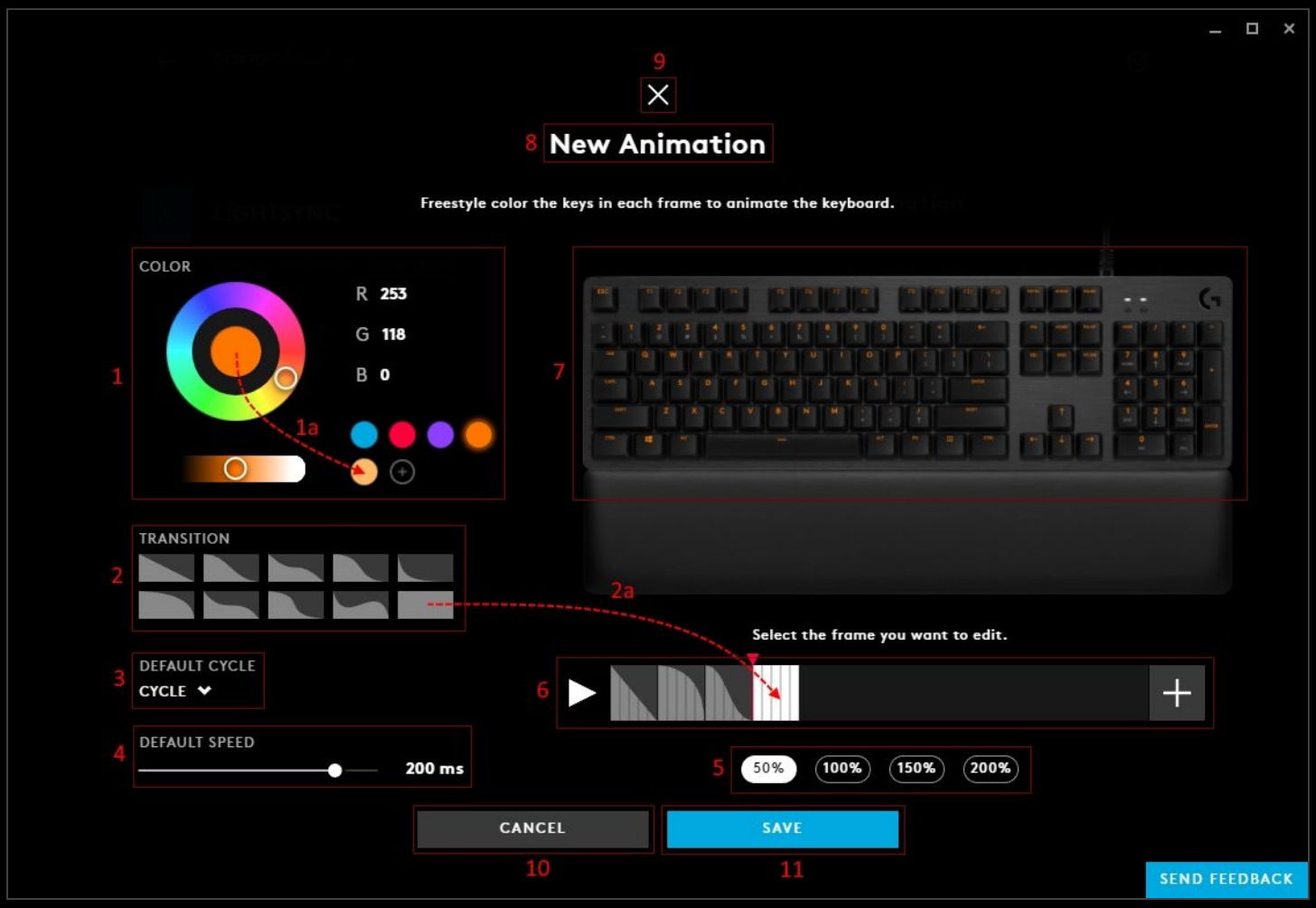
An animation is a sequence of freestyle frames.  This section will show you how to create your own spectacular lighting!




1. In the **LIGHTSYNC** tab click the **ANIMATIONS** tab
2. Click on the drop down arrow under **EFFECT** and select **+ ADD NEW ANIMATION** from the list.

Note: *You can duplicate any lighting effect by clicking the icon.  Delete any lighting effect by clicking the X.  You can't delete the preset lighting animations, only ones imported or created by yourself.*

# LIGHTSYNC: Create an animation




1. **COLOR**. Color wheel with brightness slider. Click on the wheel to select a color or if you know the RGB value, type this into the R, G & B text fields. The color selected can be dragged on to a new swatch ⊕ (1a)
2. **TRANSITION**. Select the transition style. Transition is how the lighting effect fades from one frame to the next.
    a. Drag the transition effect onto the any frame in the frame editor. This will change the transition to the new one.
3. **DEFAULT CYCLE**. This selection controls how the frames animate.
    a. **CYCLE**. The animation will start with the first (left) frame and continue to the end and then cycle back to the first frame again.
    b. **REVERSE CYCLE**. The animation will start with the last (right) frame and go backwards through the frames to the beginning and then cycle back to the last frame again.
    c. **BOUNCE**. Start at the first frame, animating to the last and then going back to the first frame again. Good for animations like waves and explosions.
    d. **RANDOM**. The animation will pick a frame at random.
4. **DEFAULT SPEED**. The speed at which the animation transitions. The shorter the time - the quicker the animation will happen. Ranges from 1000ms (1 second) to 50ms.
5. **Frame Editor Resolution**. Default is 100%, to see more frames in the editor reduce the frame size to 50%. To increase the size of each frame, increase to 150/200%. These are useful for checking frame transitions at low interval speeds.
6. **Frame Editor**. The editor has 3 parts:
    a. **PLAY | STOP** Button. Click ▶ to test out the animation, press ■ to stop.
    b. **Frames**. Each frame is displayed here.
        i. Select the one you want to edit by clicking it.

ii. Apply changes to the keyboard lighting (7) using the same method as freestyle. I.e. have a color selected and either click individual keys or drag a box over a group of keys.
iii. You can click a transition style for the frame - or drag the transition style over to it.
iv. Resize the frame by hovering at the end of the frame until you get the double arrow, click and drag to resize the frame. The smaller the frame the quicker it will transition.

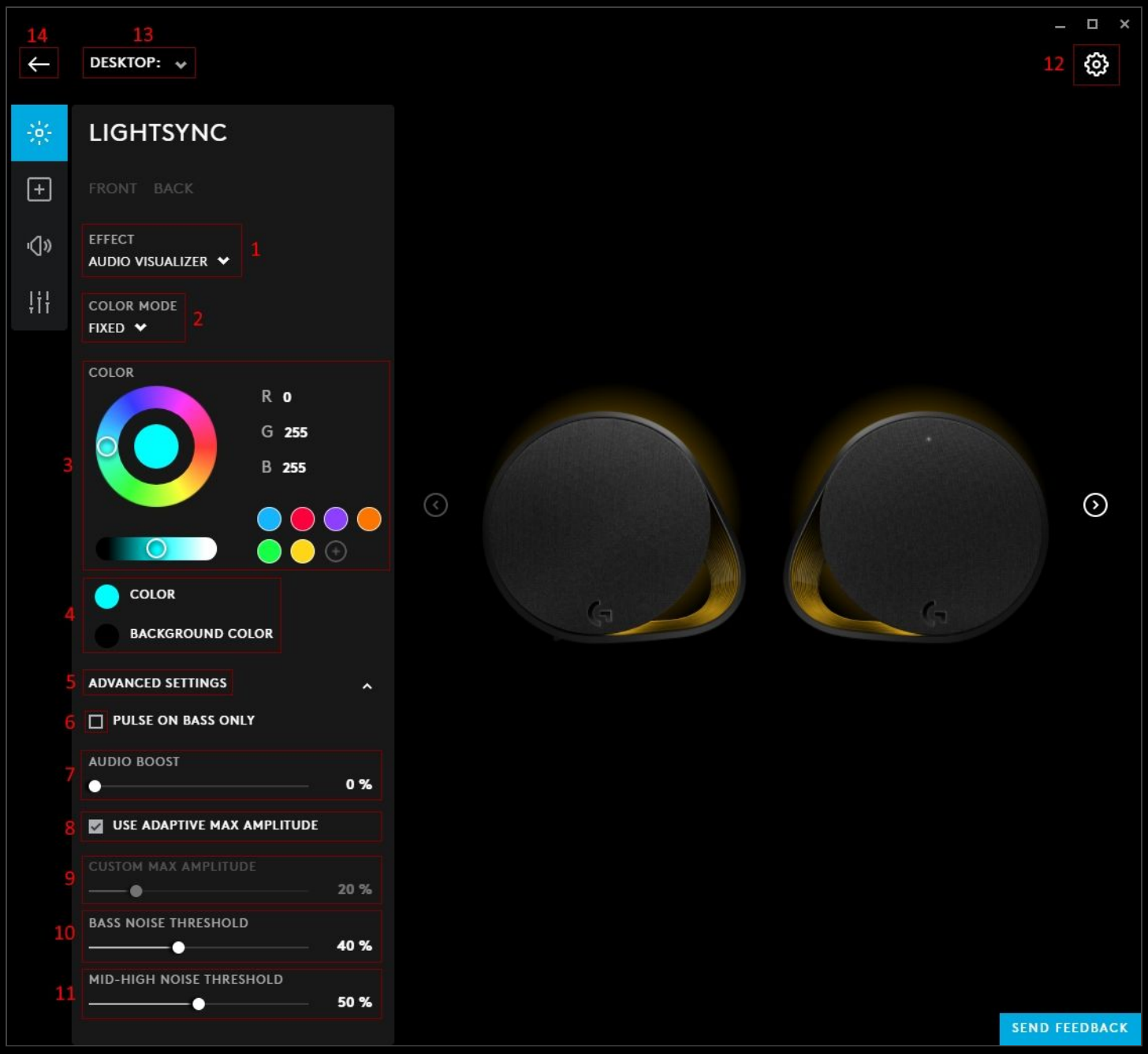


c. **Add Frame**. Click the + sign to the right to add a new frame.
   i. To copy/paste a frame, select it, then press CTRL+C (Win) | CMD+C (Mac) and then paste using CTRL+V | CMD+C. If you are making small changes to a frame each time, this is a good method to use.
   ii. To delete a frame, select it, then press backspace or delete.

7. **Freestyle Editor**. This allows you to change any color of any key in. Select the color you want your key to be and then click the key on the image. To color whole sections, drag a rectangle round the group and this will color all the keys inside. Do this for each frame.
8. **Animation Name**. Click the **New Animation** text to rename.
9. Click the X at the top to cancel the **ANIMATIONS** editor and go back to the **LIGHTSYNC** tab. If you have made any changes will see a prompt at the bottom asking if you would like to save any changes.

# LIGHTSYNC: Audio Visualizer

The Audio Visualizer allows LIGHTSYNC to react to audio

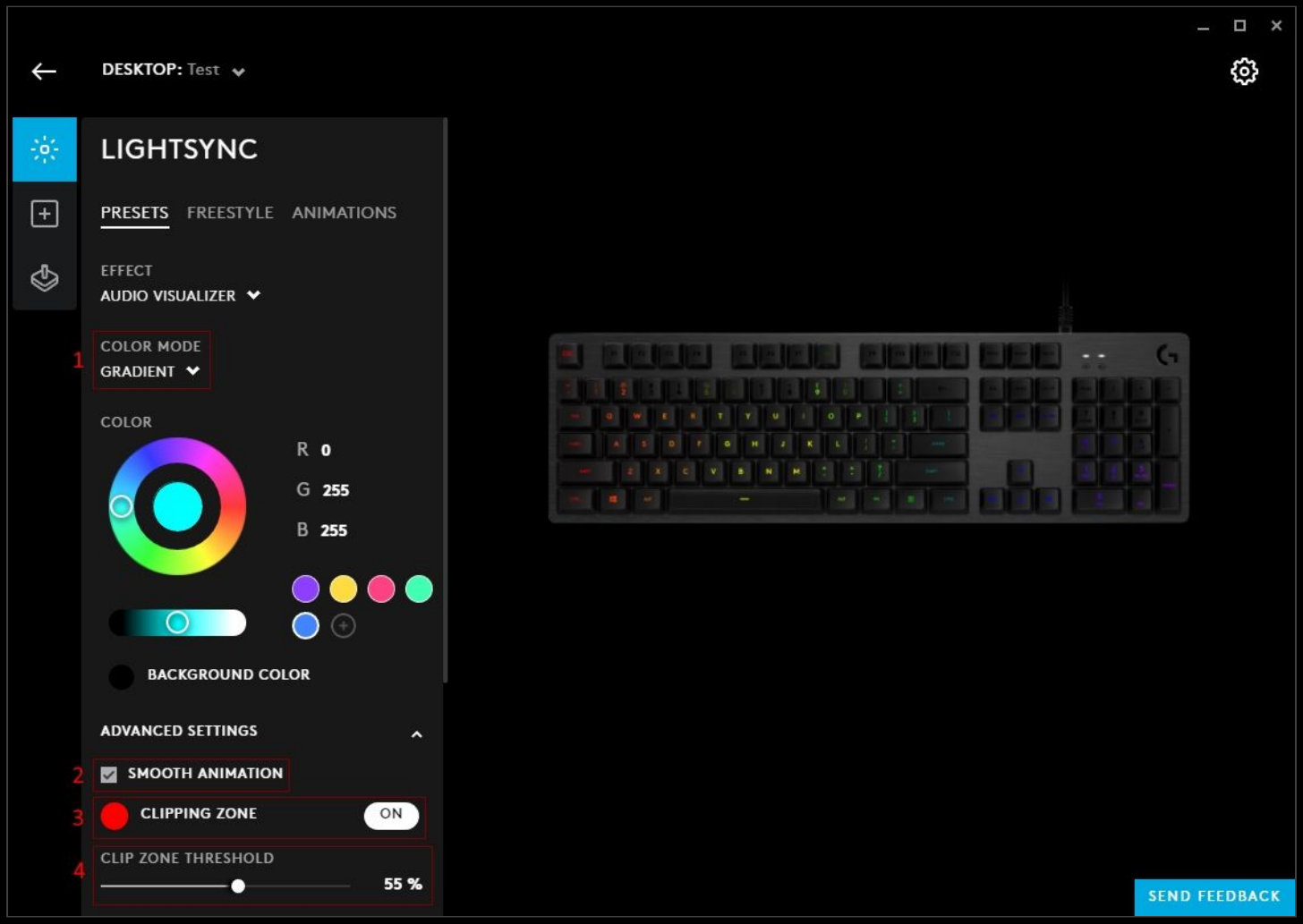



1. **EFFECT:** Select **AUDIO VISUALIZER**
2. **COLOR MODE**. You have 2 options to choose, Expand the **ADVANCED SETTINGS (5)** to configure them
   a. **FIXED**. Gives you a (4) **BACKGROUND COLOR** (no audio) and the **COLOR** audio will give
   b. **REACTIVE**. Gives you a (4) **BACKGROUND COLOR** (no audio), **LOW COLOR** and **HIGH COLOR**
   c. **GRADIENT.** This plays the audio visualized on keyboard using a gradient of colors to indicate the different frequencies.
3. **COLOR WHEEL**. Use the color wheel and R G B values to configure your colors.
4. **COLOR | BACKGROUND COLOR | LOW COLOR | HIGH COLOR**. Select a color from the wheel and click the swatch to update to the new color.
5. **ADVANCED SETTINGS**. Click **ADVANCED SETTINGS** to expand and configure them
6. **PULSE ON BASS ONLY**. Click to enable this feature.

7. **AUDIO BOOST**. AUDIO BOOST will enhance the reaction to low sounds. So if a track or game is naturally quiet, try boosting the audio. 0% is OFF and at 100% any sound will maximise the visualizer. For quiet audio, 30% is a good value to try first.
8. **USE ADAPTIVE MAX AMPLITUDE**. When ticked, each frequency bar will dynamically raise the max sound limit based on a curve and loudness of the frequency.
9. **CUSTOM MAX AMPLITUDE**. This option is available if ADAPTIVE MAX AMPLITUDE is set to off.
10. **BASS NOISE THRESHOLD**. The lower limit for each bass frequency that will be deemed as silence. For example, if the value is set at 10 and incoming bass frequency signal is 9, it will be perceived as 0.
11. **MID-HIGH NOISE THRESHOLD**. The lower limit for each mid-high frequency that will be deemed as silence. For example, if the value is set to 10 and incoming frequency signal is 9, it will be perceived as 0.
12. **GEAR SETTINGS**. Click this to take you to the Gear Settings page
13. **PROFILE SELECTOR**. Click here to change the User Profile you want to configure for.
14. **BACK ARROW**. Click the arrow to take you back to the Homepage.

## Audio Visualizer features for Keyboards

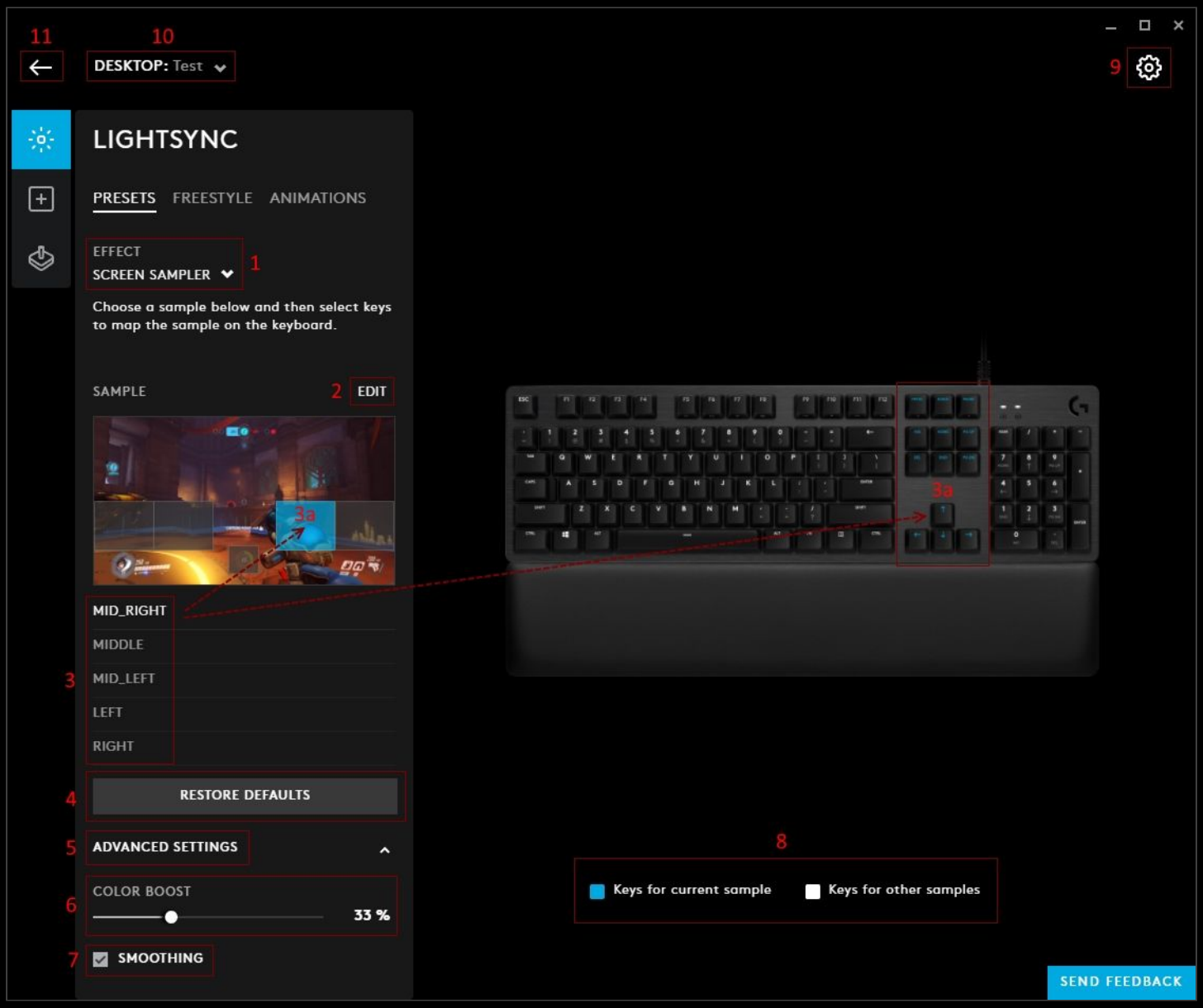
Keyboards have three different features; gradient, smooth animation and clipping zone:




1. **COLOR MODE: GRADIENT**. This plays the audio visualized on keyboard using a gradient of colors to indicate the different frequencies
2. **SMOOTH ANIMATION**. When this option is enabled the color will transition gradually between screen samples
3. **CLIPPING ZONE**. Click the ON button to enable the **CLIP ZONE THRESHOLD** Slider (4). Drag a colour from the color wheel on to the **CLIPPING ZONE** swatch if you want to change from red (default).
4. **CLIP ZONE THRESHOLD**. Drag the slider to the required value. The lower the value, the lower the volume needs to be to activate clipping. Clipped audio will be the color indicated by the CLIPPING ZONE swatch.

## LIGHTSYNC: Screen Sampler

Customizable Screen Sampler Extends Color from the screen to your LIGHTSYNC devices.
Choose any area on your monitor and assign it to any of the four lighting zones. G HUB then tracks in real-time and matches speaker/keyboard/mouse and headset lighting with the colors on screen. The result is stunning environmental lighting that immersing your room into the experience.




1. **EFFECT.** Select **SCREEN SAMPLER**
2. **EDIT**. Click EDIT to take you to the screen sampler edit screen. This is where you can reposition and resize the sampling windows.
3. **Sample Windows**. Select one by clicking it. You will see that window highlighted in blue (3a) and the respective part of the device LED affected in blue (3a) as well. For keyboards, by default there are 5 sampling windows
    a. **MID_RIGHT**
    b. **MIDDLE**
    c. **MID_LEFT**
    d. **LEFT**
    e. **RIGHT**

4. **RESTORE DEFAULTS**. Click this to reset the sampling windows back to default. This will also remove any extra sampling windows you may have created.
5. **ADVANCED SETTINGS**. Click **ADVANCED SETTINGS** to expand and configure them
6. **COLOR BOOST**. This boosts the color of the sampling. Increasing the % will increase the vibrance of that color. Default is 33%
7. **SMOOTHING**. When this option is enabled the color will transition gradually between screen samples
8. **Keys for current sample | Keys for other samples**. This shows which area/set of keys are currently active. In the example above for the **MID_RIGHT**, you can see that the arrow keys and home sections are highlighted blue, showing that these keys are assigned to the **MID_RIGHT** sampling window.
9. **GEAR SETTINGS**. Click this to take you to the Gear Settings page
10. **PROFILE SELECTOR**. Click here to change the User Profile you want to configure for.
11. **BACK ARROW**. Click the arrow to take you back to the Homepage.

# LIGHTSYNC: Screen Sampler Edit

Click Edit (2) to take you to the Screen Sampler edit window:



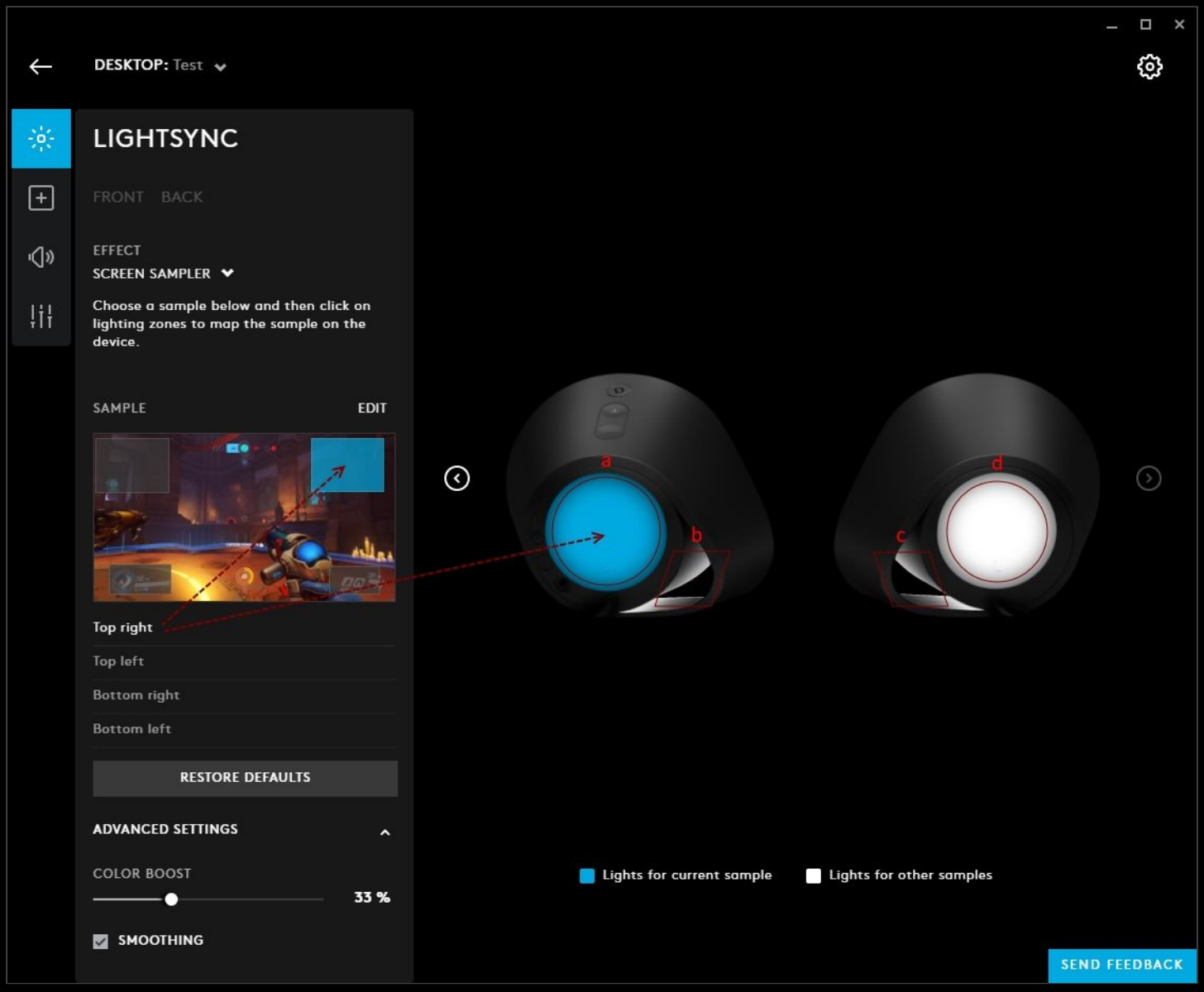

1. **Edit Sampler Window**. Click the icon to edit the name of the sampler window. Press enter when you are done or click off the window.
2. **Move/resize.** Move or resize the sampler window to focus on certain events or indicators (for example health bars!).
3. **ADD NEW SAMPLE**. Click this to add a new sampler window. This adds the option to then link the the samplers.

**Note:** *If you have added a new sample, you can now select this and then drag/selects keys on the keyboard which this will affect. Similar to the FREESTYLE lighting. Those keys assigned to the new sampler will then be unassigned from the previous sampler. You can't have one key assigned to more than 1 sampler!*

4. **REFRESH SCREEN**. If the screen you are sampling against has changed, click this to refresh.
5. **SELECT REFERENCE IMAGE**. This is useful, where you have a screenshot of the ingame, and want to set your samplers to match a known setup. You can setup the sampler windows to the reference picture which will then match ingame when playing.
6. Click the X to take you back to the **LIGHTSYNC** tab.

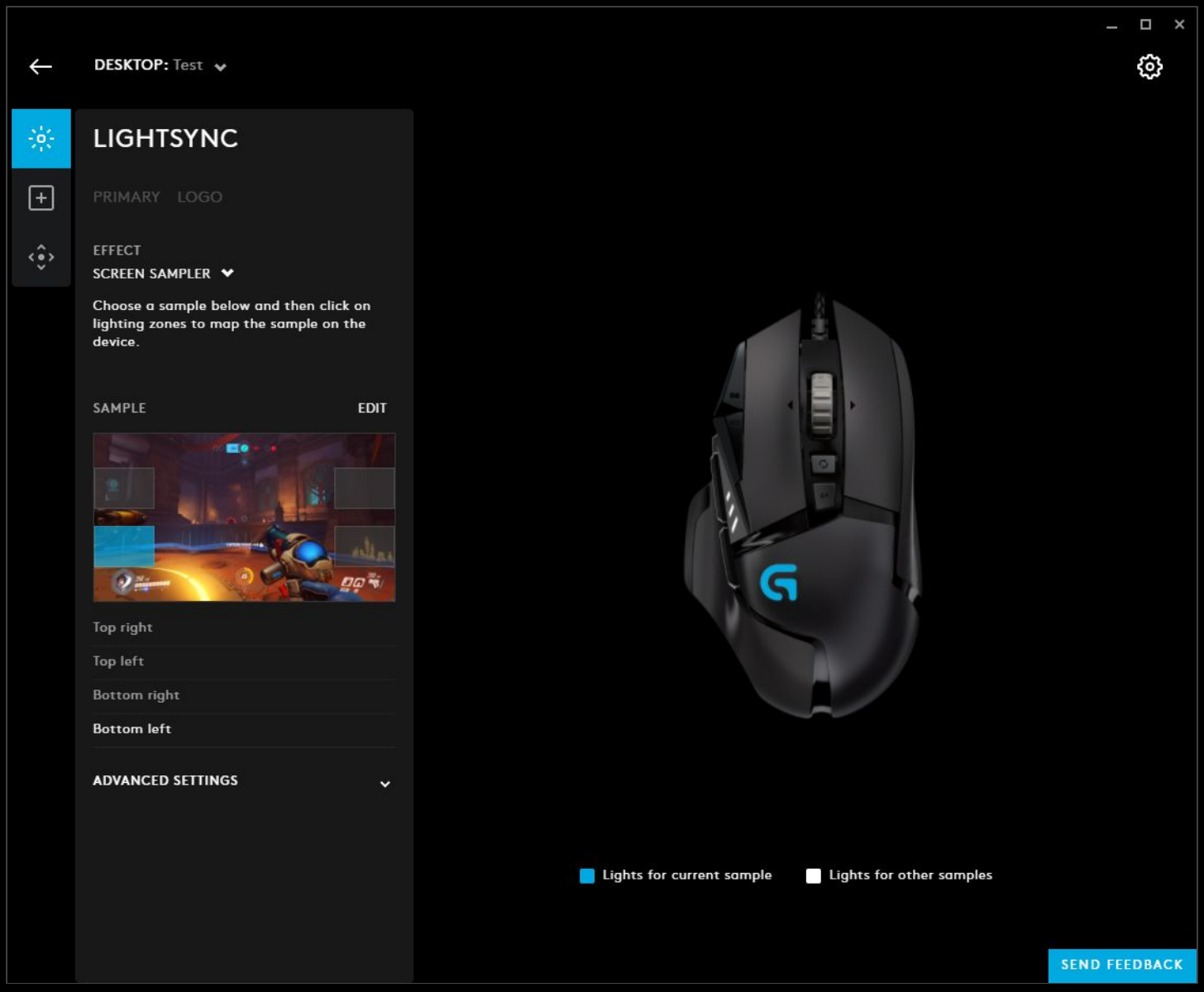
## Screen Sampler for light and sound devices

There are 4 sampling windows by default for other devices.  Though mice will only have 2 active samplers at any time.




The features are the same as before.  For example here we have the Logitech G560 LIGHTSYNC PC GAMING SPEAKER. The Top Right sampler is highlighted blue and the associated LED section is also highlighted.  You can add more sampler windows but only 4 can be assigned at one time to each of the 4 lighting zones (a b c d).

Screen Sampler for Mice




For mice, the **Top left** and **Bottom** left are assigned to the **PRIMARY** and **LOGO** lighting zones by default. Select the sampling zone and then click either lighting zone on the mouse to reassign.

All other features and settings are the same.