G HUB Manual

⚙

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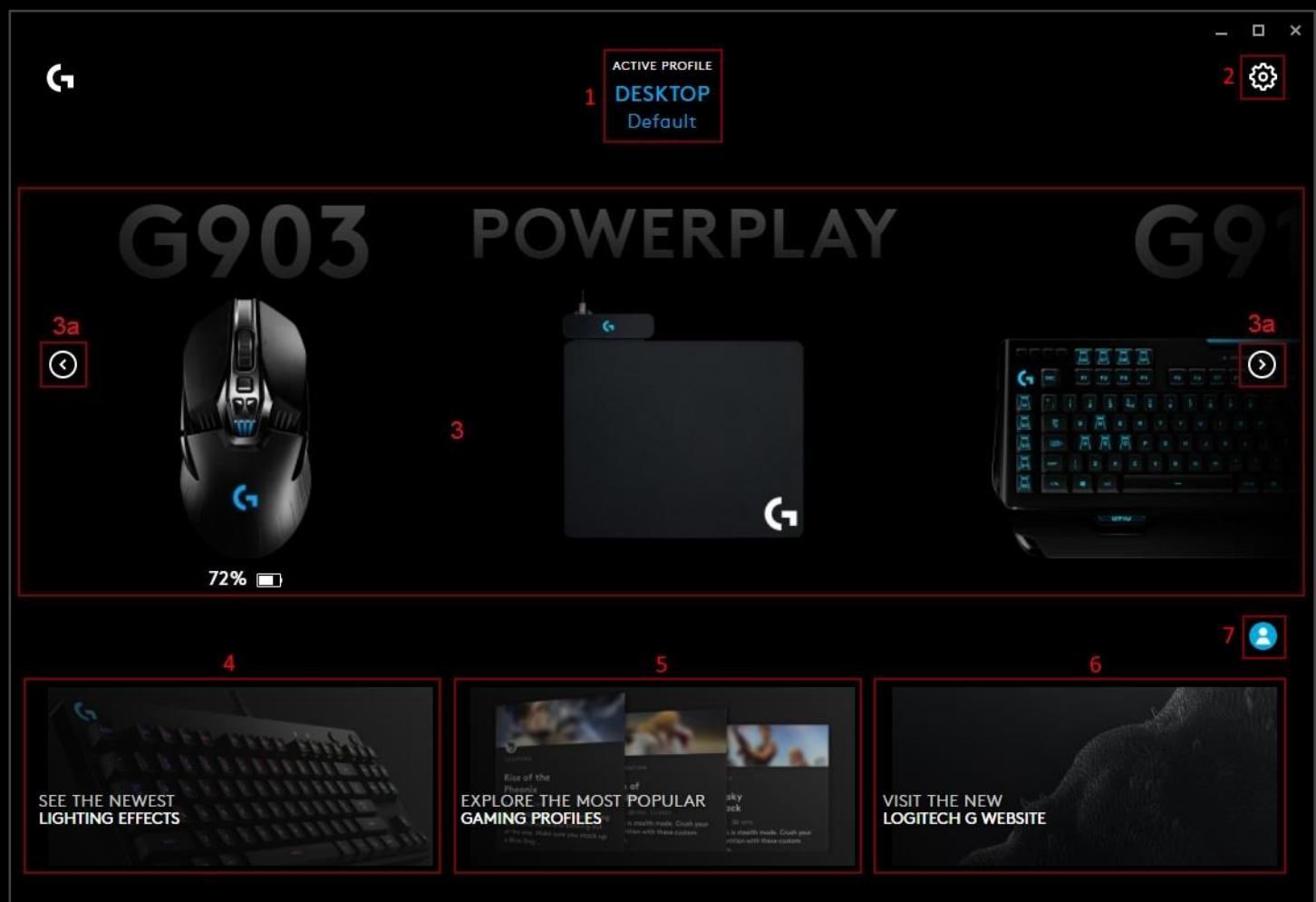
1. **Current active profile**. Clicking on the profile name will take you to the **Profile Manager**

Note: *The lock symbol indicates if the profile is set as persistent. Meaning it will be active for all applications. You set a profile as persistent in the G HUB Settings*

2. **G HUB settings**. The Settings page allows you can access **APP Settings** and **My Gear** view. You can also configure startup, lighting, analytics, language, desktop notifications and select a Persistent Profile

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**. When you are signed in, the icon will be blue - signed out will be white.

1: Setting Up A Game Profile

Profile page explained:
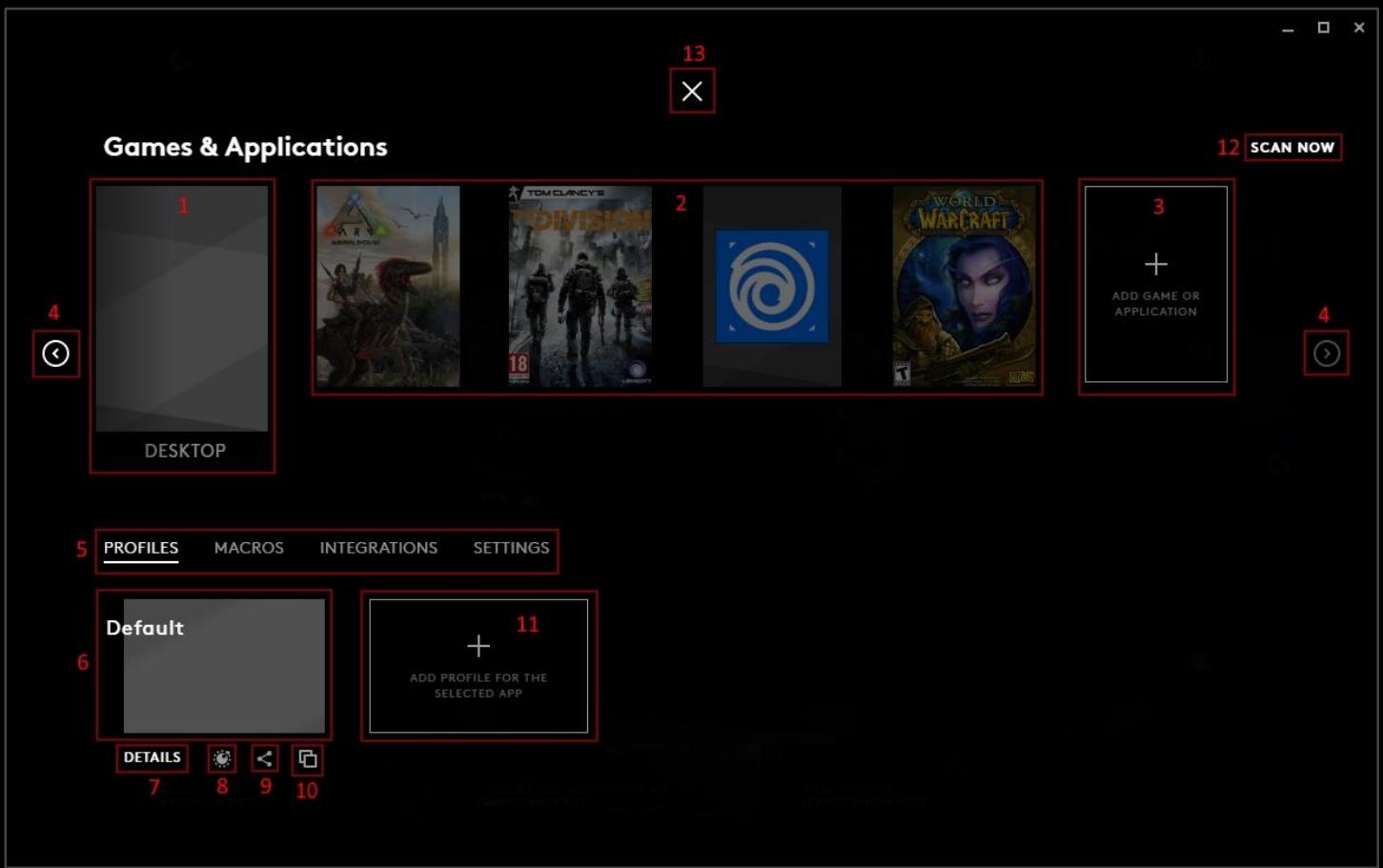
1. **DESKTOP Profile**. There will always be a default called DESKTOP which can be configured. You can add different user profiles to by clicking the + icon (11)
2. **Game profiles**. G HUB will automatically detects games and setup profiles for you to configure. These will automatically activate when that game is running. You can add different user profiles to by clicking the + icon (11)
3. **ADD GAME OR APPLICATION**. 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 in the **Game Profiles** list.
4. **Profile Scrolling**. Use the ⓒ and ⓓ arrows to scroll through your **Profiles**.
5. Click the tab name to switch between **PROFILES**, **MACROS**, **INTEGRATIONS** and **SETTINGS**.
   a. **PROFILES** is the default view and shows all the different profiles available to that Game/Application
   b. Click **MACROS** to view macro that are assigned to that Game/Application for use in your **Gear Assignments**. You can also click the + to create a new macro.
   c. Click **INTEGRATIONS** to see the different integrations that are available for that Game/Application.
   d. Click **SETTINGS** to view the name and link location for the Profile. There you can see the details of the Game/Application:

Note: *The highlighted **User Profile** is selected to be used with the main **Game/Application Profile**. You can have more than one **User Profile** 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. **Scripting.** Create a Lua Script for your profile. More on this in the Scripting section.
9. **Share**. Click the ⤳ button to share and publish your **User Profile**. More on this in the Profile Sharing section
10. **Duplicate User Profile**. Click ⧉ 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.
11. **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.
12. **SCAN NOW**. Click this button to rescan for games/applications you have missing from your list or recently installed.
13. Click the ✕ to go back to the **Homepage**

Integrations

An integration is a plugin into an Application or Game. Examples of Integrations are OBS, Discord, Overwolf, Battlefield 5, The Division and Fortnite.
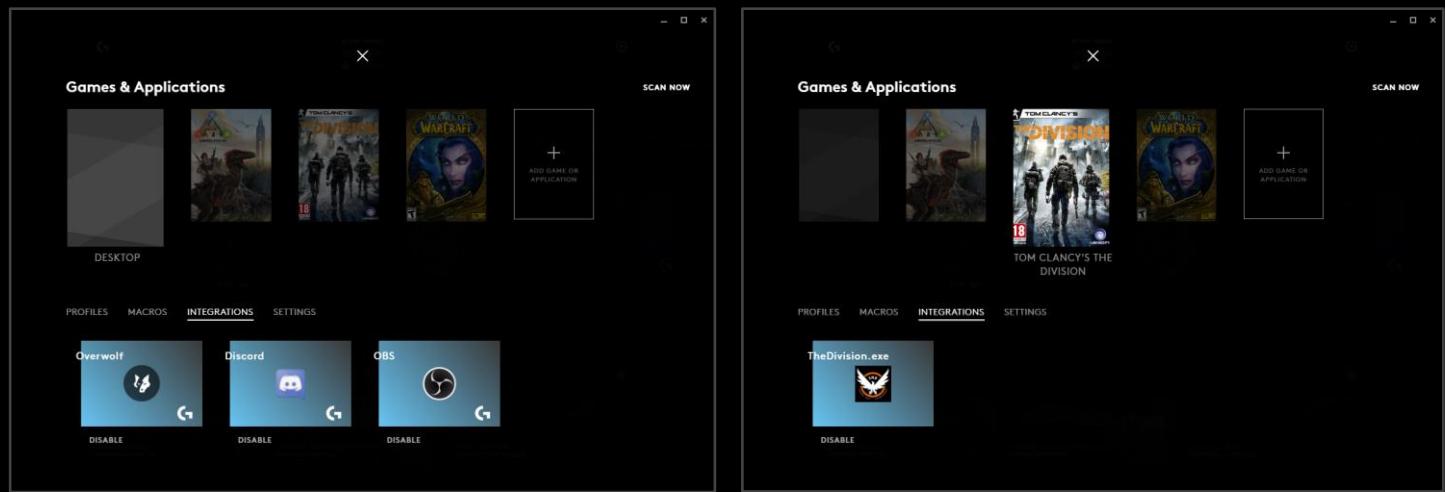
Note: *If you create your own Game/Application you might not see this option*

You can enable/disable it by clicking **DISABLE/ENABLE** text under the Integration icon. It will then gray out when disabled. **DISABLE** disables all the SDKs associated with that Integration.
- Click **ENABLE** to re-enable the Integration.
- Click on the Integration icon to see its settings page. You can see the status in the **GENERAL** tab and all the available actions/options in the **ACTION/LED** tab

In the examples below for the Integration settings page; we can see the **Discord** Integration SDK is an Action type and **bfv.exe** (Battlefield 5) is a LED type.

Note: *Integrations can have more than one SDK and these can be modified individually*
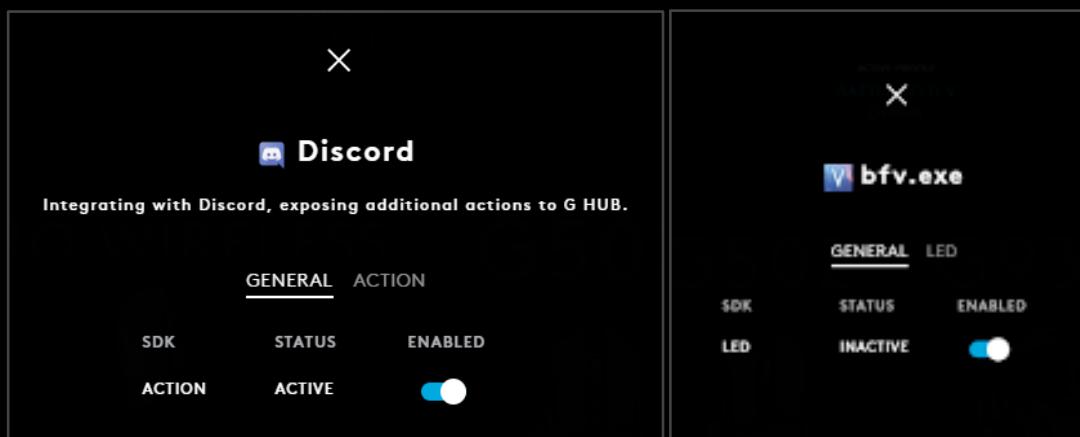
To disable the SDK individually, rather than disabling the whole integration, you can toggle the SDK from ENABLED to DISABLED .

Settings

Click **SETTINGS** to view the name and link location for the Profile. There you can see the details of the Game/Application:
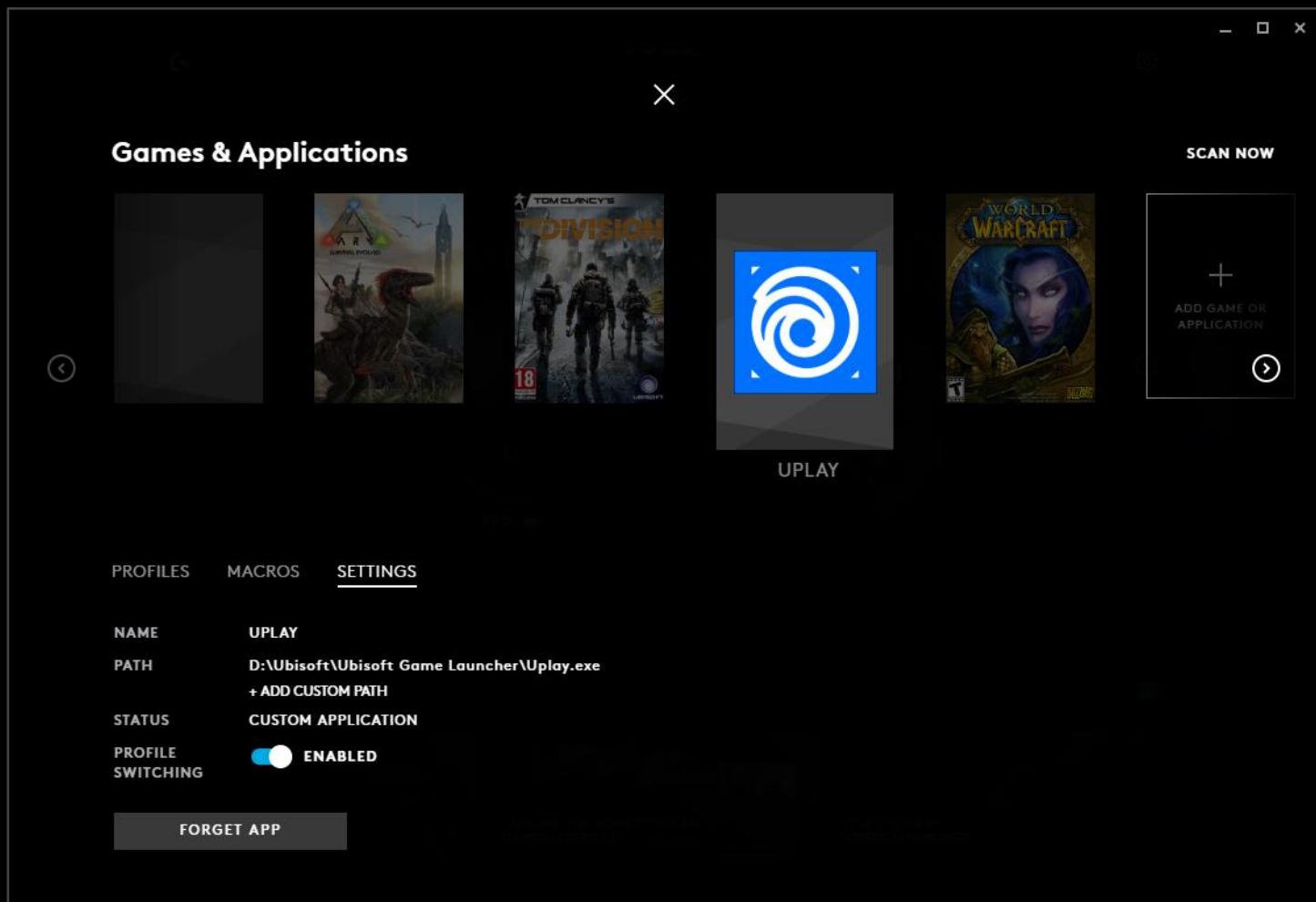
- **NAME**. Name of the APP
- **PATH**. This shows the path of the executable that will activate. You can click **+ ADD CUSTOM** PATH to add another location of an executable that will also trigger this APP.
- **STATUS**. Installed mean that the profile is a stock one installed upon detection or SCAN NOW. CUSTOM APPLICATION describes a profile that has been manually added by the user.
- **PROFILE SWITCHING**. Click ⬤ to disable the profile from activation when the Game/Application is running. If enabled, the profile will automatically activate when the Game/Application is running.
- **FORGET APP.** To delete a user made APP, click **FORGET APP**. All profiles and macros assigned to that APP will also be removed.

2: G HUB Settings

Settings page explained:
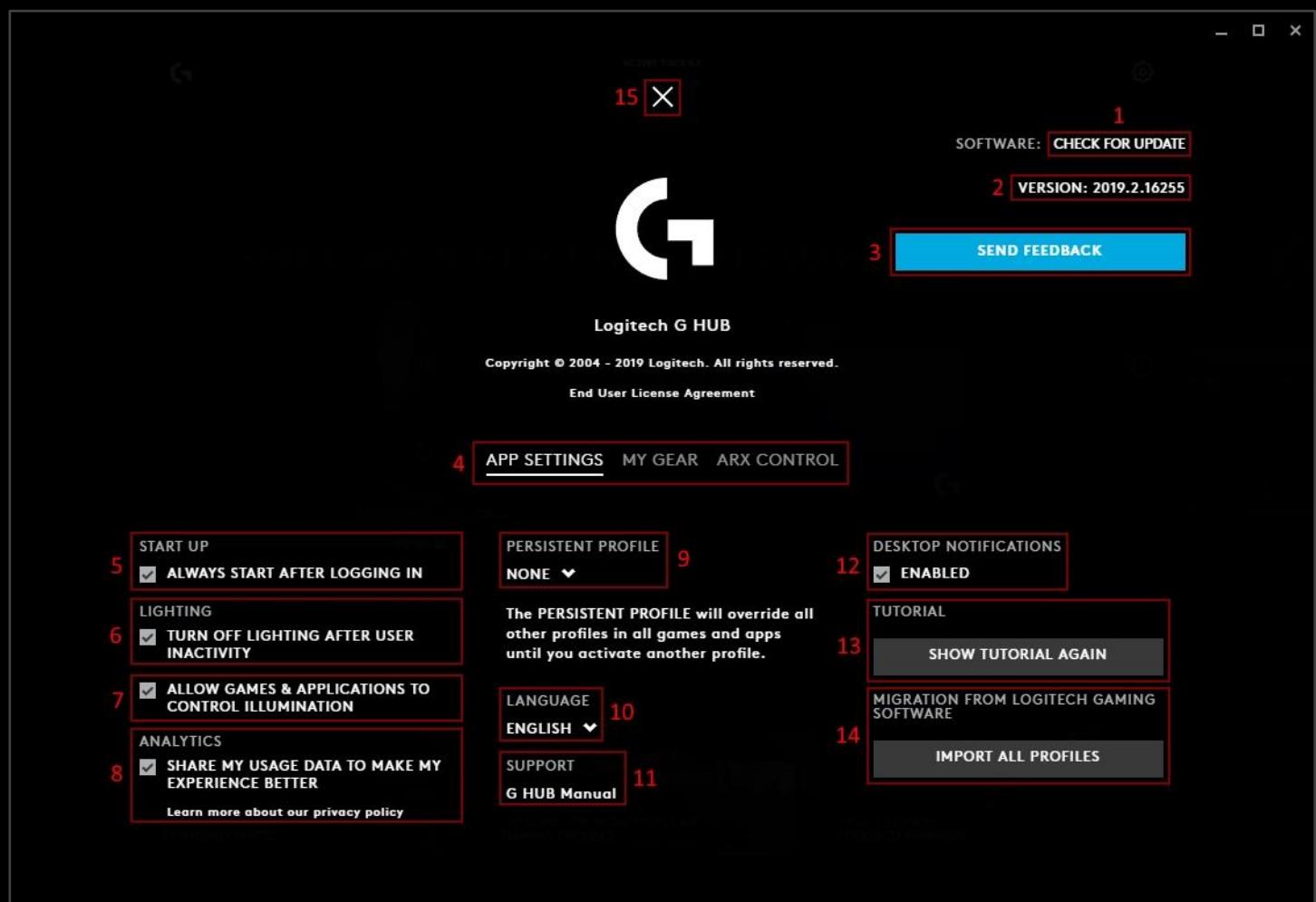
1. **CHECK FOR UPDATE**. Click this text to see if there are updates.

Note: *G HUB will typically look for updates and you will be 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. **SEND FEEDBACK**. Click this button to send feedback to the Logitech Team. We welcome new ideas, your thoughts and any bugs you find!
4. Select between the **APP SETTINGS**, **MY GEAR** and **ARK CONTROL** (explained later) 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.*

5. **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.*

6. **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.
7. **ALLOW GAMES & APPLICATIONS TO CONTROL MY ILLUMINATION.** Have this ticked if you want your Games (that are compatible) to override the Lightsync effects
8. **ANALYTICS**. By default this set to **OFF**. **Check** this to enable anonymous usage data and help Logitech improve G HUB!
9. **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.
10. **LANGUAGE**. This shows which language is currently selected. Use the drag down icon to change the language.
11. **G HUB Manual**. Click this link to open the G HUB Manual PDF.
12. **DESKTOP NOTIFICATIONS.** If you have this enabled, you will see notification of available updates pop up
13. **SHOW TUTORIAL AGAIN**. Click this to re-enable all the tool tips.
14. **IMPORT ALL PROFILES**. Click this to migrate profiles from Logitech Gaming Software (LGS). These profiles will then populate in your Games & Applications page.
15. Click the ✕ to go back to the **Homepage**

ARX CONTROL

ARX CONTROL lets you monitor your PC and control your Logitech G peripherals without ever leaving the game. You can fine-tune your mouse DPI in real time, or call up a list of your G-Key macros for quick reference right on your smartphone or tablet device. Have critical in-game information on your tablet or smartphone, ARX CONTROL serves as a second screen for supported titles.

Arx Control is available on Android and iOS on tablets and smartphones, and works on any system with G HUB Software installed.
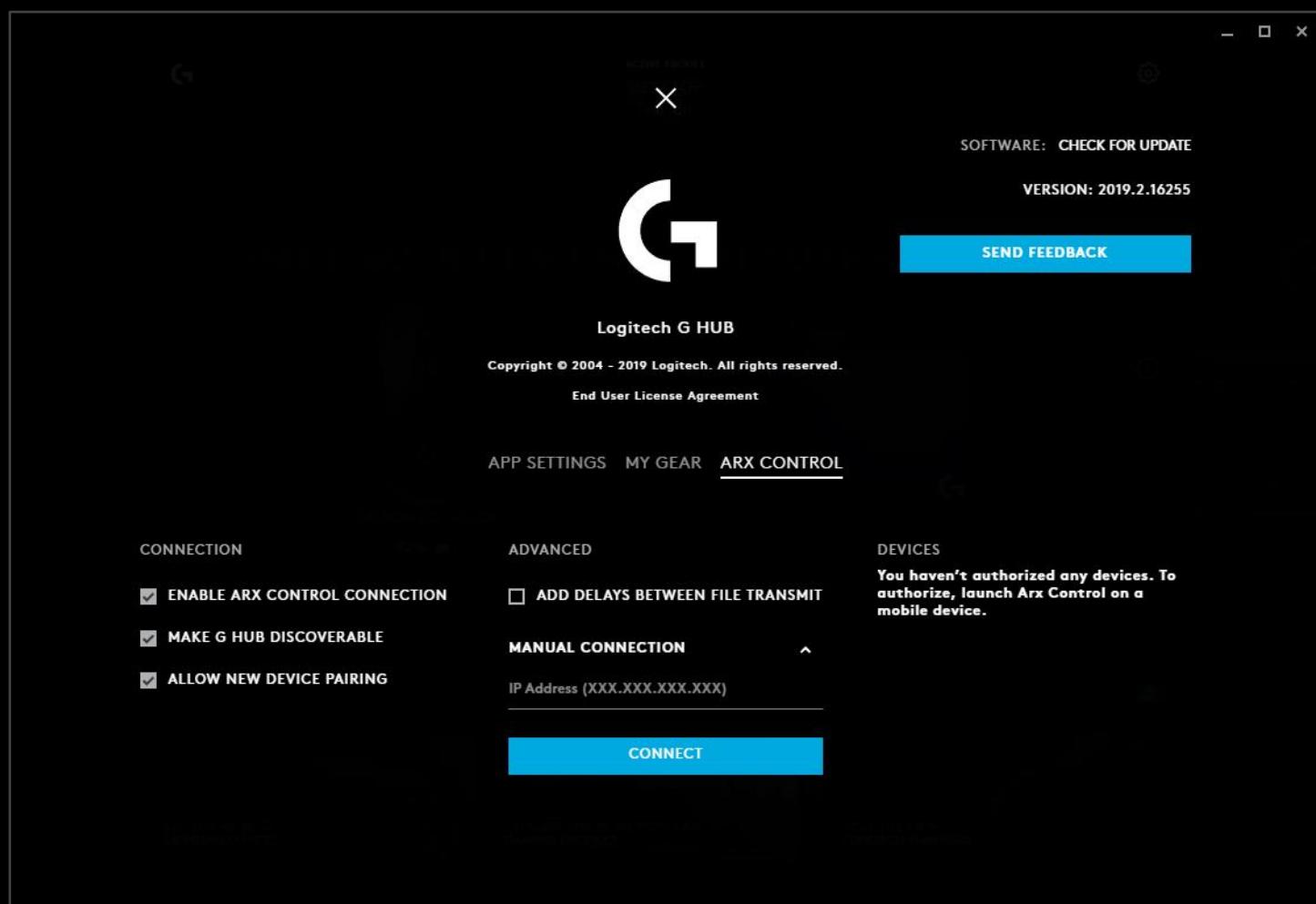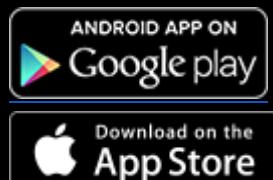
- **CONNECTION**.
    - **ENABLE ARK CONTROL CONNECTION**. Turn ARX CONTROL on or off
    - **MAKE G GUB DISCOVERABLE**. Make G HUB discoverable to your mobile devices
    - **ALLOW NEW DEVICE PAIRING**. Untick this to stop other devices pairing to your ARX CONTROL.
- **ADVANCED**.
    - **ADD DELAYS BETWEEN FILE TRANSMIT**. If checked this will add a delay for Arx Control development debug. For developers only.

- o **MANUAL CONNECTION**. If you know the IP Address of your mobile device you can add it manually. Use this also if your Arx Control App cannot automatically discover your G HUB.
- **DEVICES**. Shows which mobile devices have been connected to ARX CONTROL, which ones have been authorized and which devices have had revoked access.

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
  - COMMANDS | KEYS | ACTIONS | MACROS | SYSTEM
- Sensitivity (DPI)

KEYBOARDS
- LIGHTSYNC
  - PRESETS | FREESTYLE | ANIMATIONS
- Assignments
  - COMMANDS | KEYS | ACTIONS | MACROS | SYSTEM
- Game Mode

AUDIO (Headsets and Speakers)
- LIGHTSYNC
  - PRIMARY | LOGO
  - FRONT | BACK (for G560)
- Assignments
  - AUDIO | ACTIONS | MACROS | SYSTEM
- Acoustics
- Equalizer
- Microphone

WEBCAMS
- Webcam
  - CAMERA | VIDEO

GAMING WHEELS
- Assignments
  - COMMANDS | KEYS | ACTIONS | MACROS | SYSTEM
- Steering Wheel
- Pedal Sensitivity

LIGHTSYNC

This tab controls the lighting settings for your device.
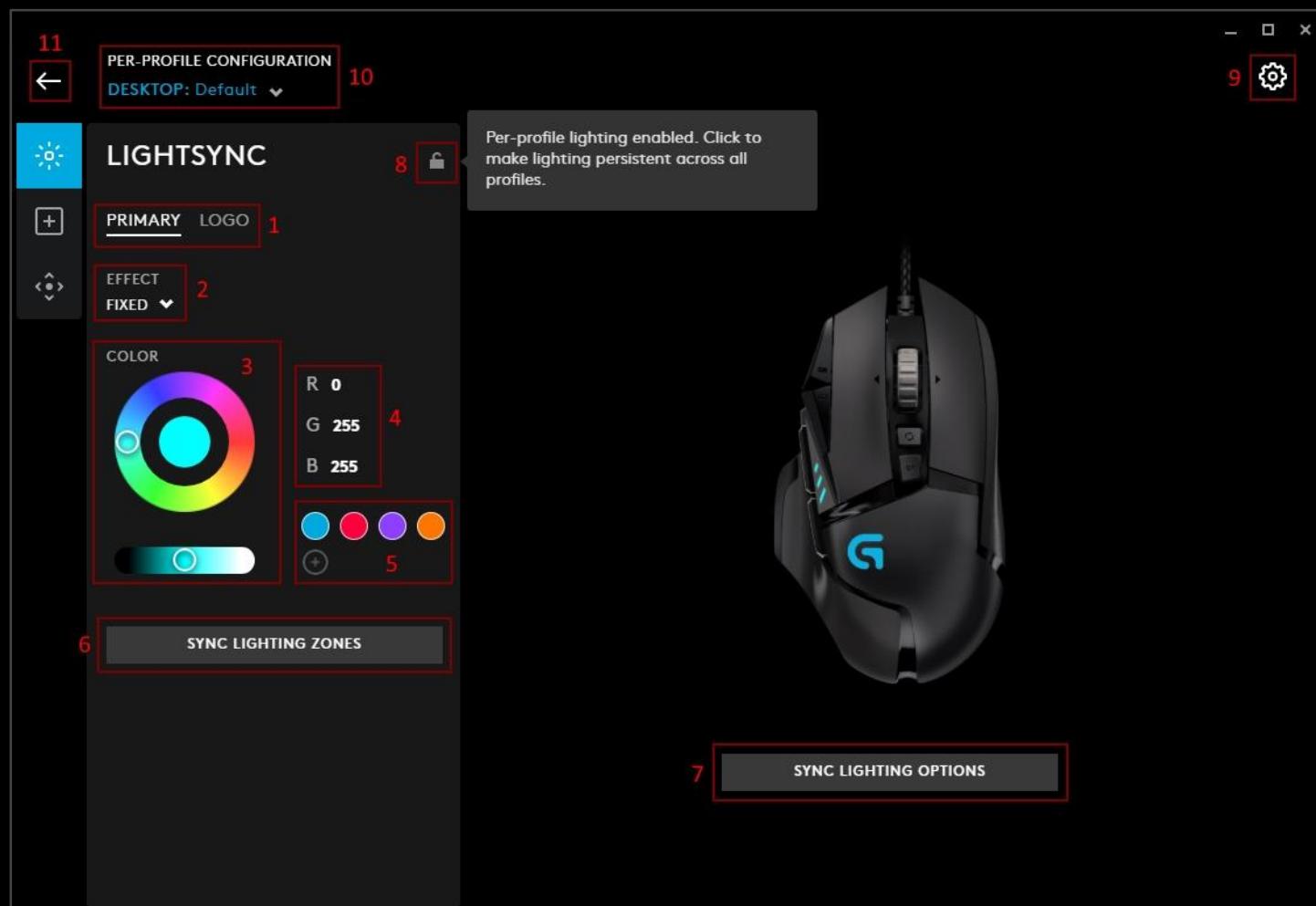
1. **PRIMARY | LOGO**. Select the LIGHTSYNC zone to configure. Your zones can have different effects. Click **SYNC LIGHTING ZONES** (4) to sync the other zone with the current configuration.
2. **EFFECT**. Select from the drop down list your desired effect.
    a. **OFF**. This will turn that zone lighting off
    b. **FIXED**. This will set a fixed color to the zone, select a 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 ✕ to return.

8. **Per-profile LIGHTSYNC lock.** Click to make LIGHTSYNC persistent across all profiles. This locks/unlocks the lighting settings to be the same for all profiles.

9. **GEAR SETTINGS**. Click this to take you to the **Gear Settings** page

10. **PROFILE SELECTOR**. Use the drop down to change the **User Profile** you want to configure for. Also it will indicate if the profile is in a PER-PROFILE CONFIGURATION 🔓 or in a PERSISTENT CONFIGURATION 🔒
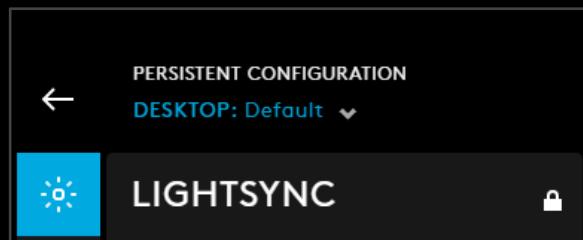

Example here shows the LIGHTSYNC settings are locked and persistent across all profiles.

11. **BACK ARROW**. Click the arrow to take you back to the **Homepage**.

LIGHTSYNC (Keyboards)

With Keyboards, you will see some extra features:
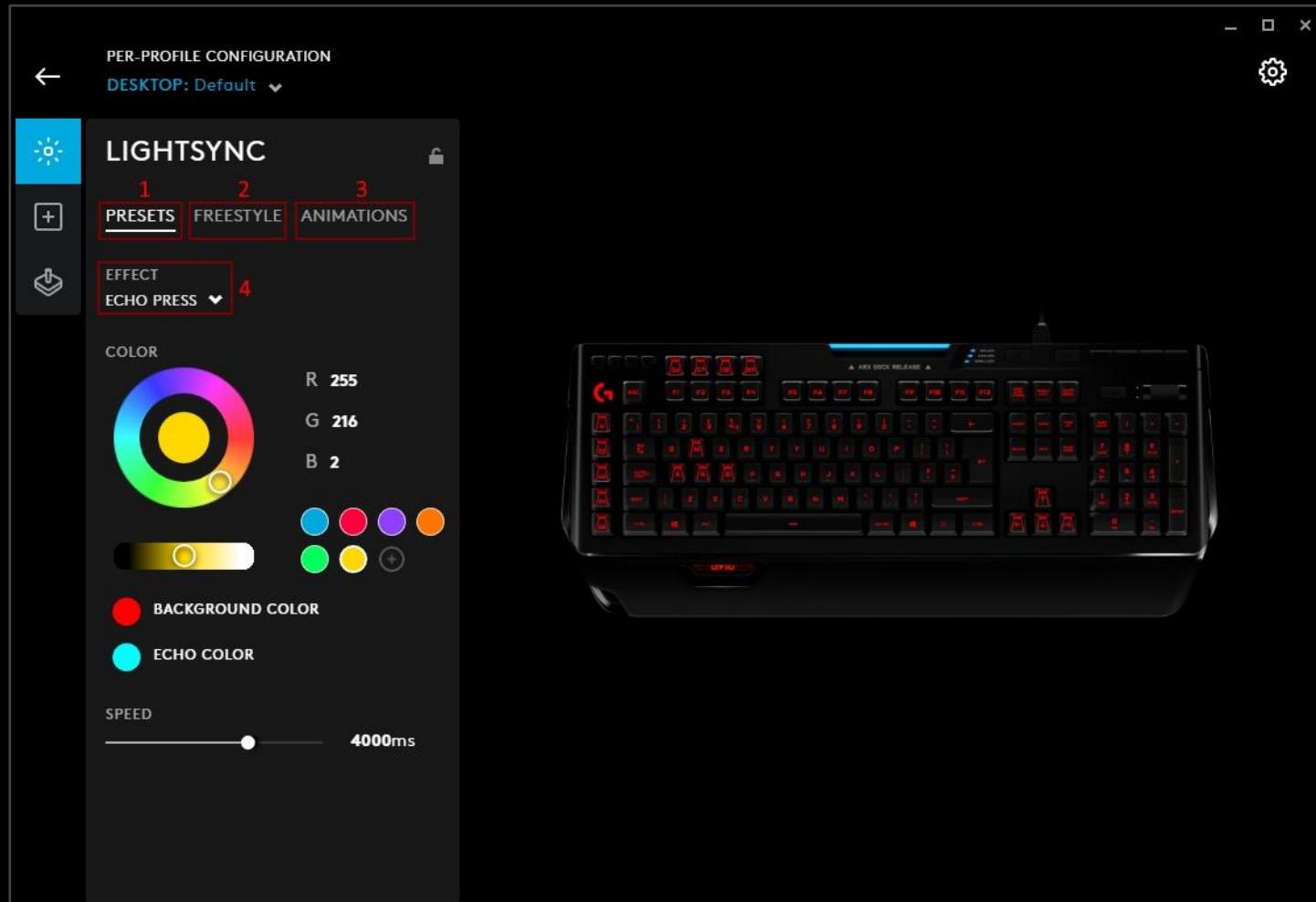
1. **PRESETS**. This allows you to use presets explained in the LIGHTSYNC section above with these additions to effects (4):
    a. **ECHO PRESS**. This feature changes the color of the key once it is pressed. Leaving a footprint of your typing. The **SPEED** controls how long it takes for the **ECHO 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.**
    d. **RIPPLE. Sends a wave of color out from the key pressed.**

       i.   Set the **BACKGROUND COLOUR** this doesn't affect the color wave out from the keypress

      ii.   Set the **RATE**. This determines how fast the ripple moves. From 200ms <> 2ms

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.
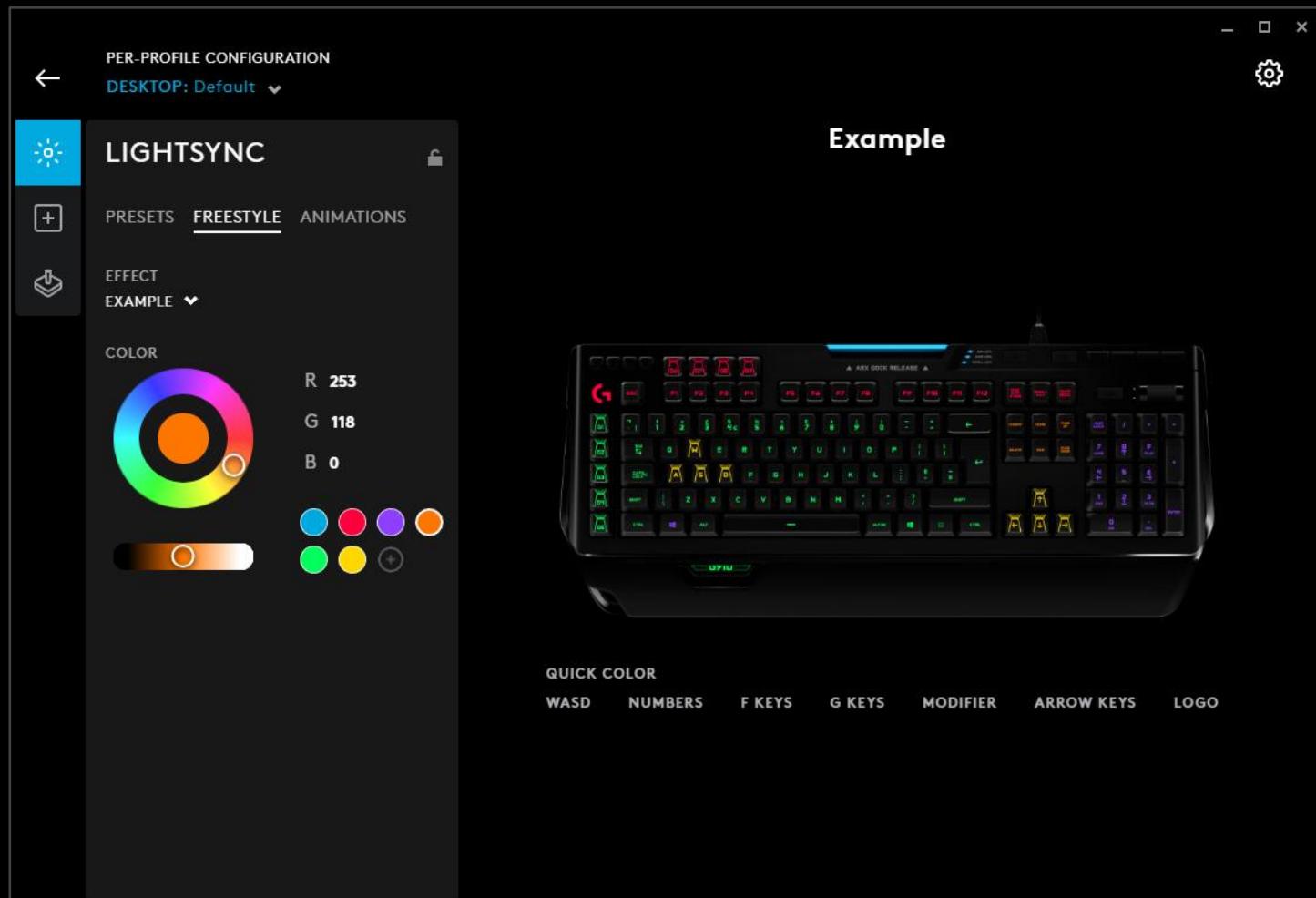
3. **ANIMATIONS.** Choose from lighting effects that are animated. Click on the duplicate icon ⧉ to copy this effect and configure the colors and animation.
    a. **CONTRASTIC.** 2 sections of the keyboard will have contrasting colours.
    b. **LIGHTNING.** Simulates flashes of lightning
    c. **OCEAN 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
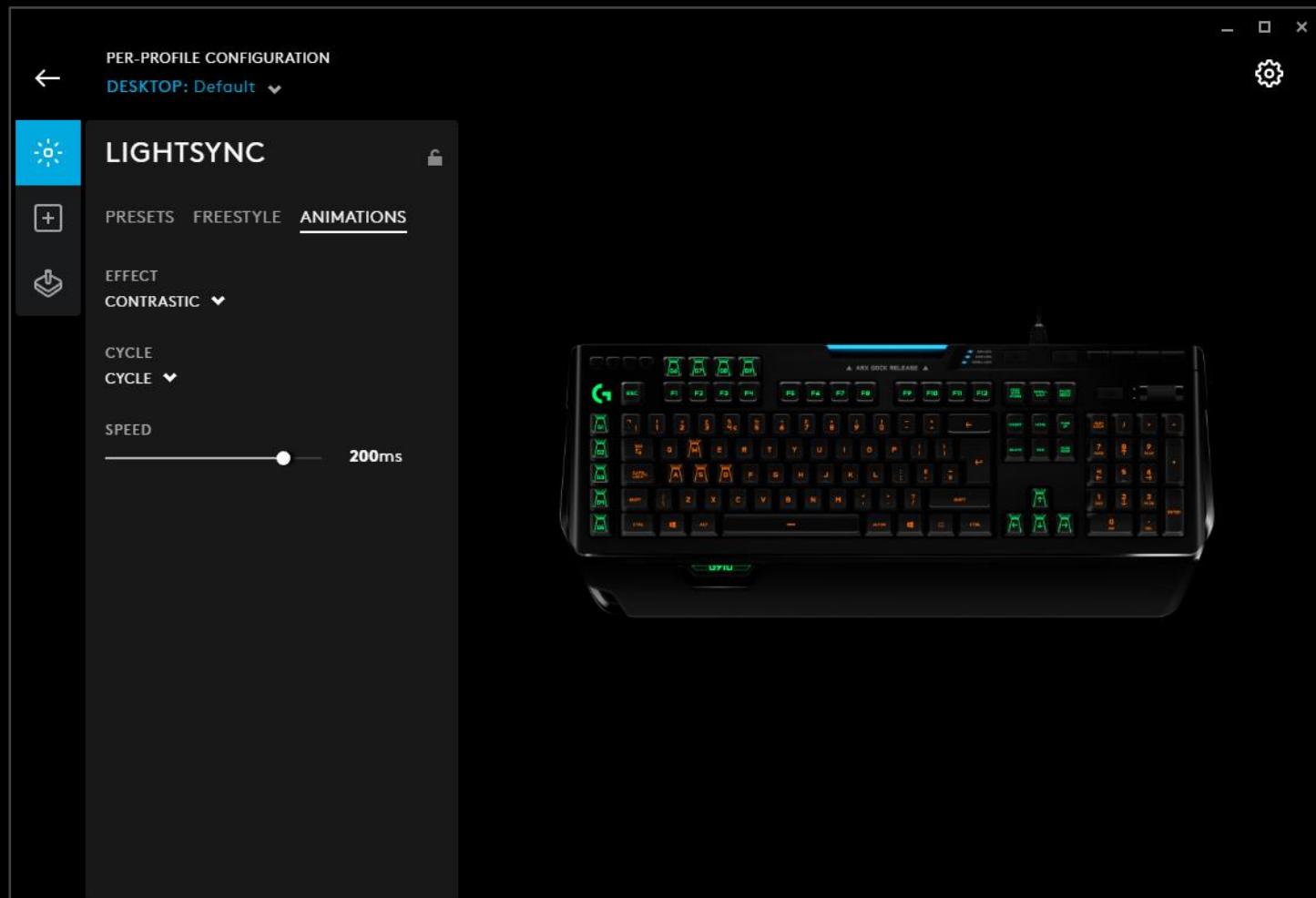
Assignments

This tab configures all your shortcuts and macros.
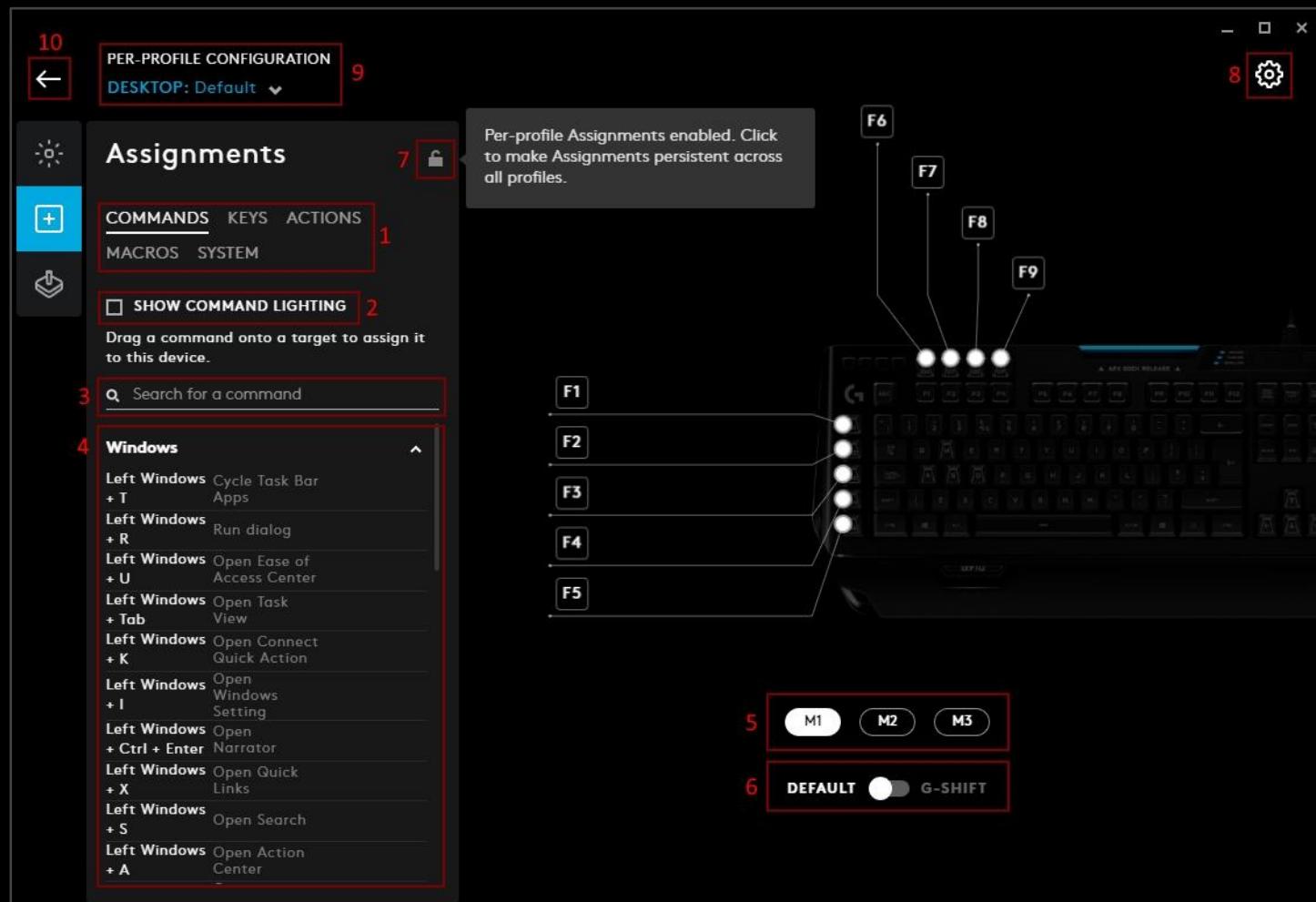
1. Select between 5 types of assignments. Drag a command onto a target to assign it to the device
   a. **COMMANDS**. Which includes Command Lighting and Default Commands (shortcuts and hotkeys)
   b. **KEYS.** Keys shows all the standard keyboard keys. **NEW!** Including F13 - F24
   c. **ACTIONS.** Assign actions and integrations from voice applications such as Overwolf, Discord and OBS

Note: *How to create an Action and Integration and assign them is covered in the Advanced Actions section*

   d. **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.
   e. **SYSTEM**. System commands; Mouse, Media, Editing, Audio hotkeys and Launch Application.

Note: *How to create a **Launch Application command** is covered in the next section: How to create an assignment on your Gear*

2. **SHOW COMMAND LIGHTING.** Tick this box to enable colors per command group. This will change the color of the key to the color of the group the command comes from. In the example below, we have changed the group color and dragged Open Search to the G1 key. The G1 key will now illuminate that color regardless of the LIGHTSYNC setting.

Note: *Command Lighting will override any LIGHTSYNC effect, freestyle or animation.*
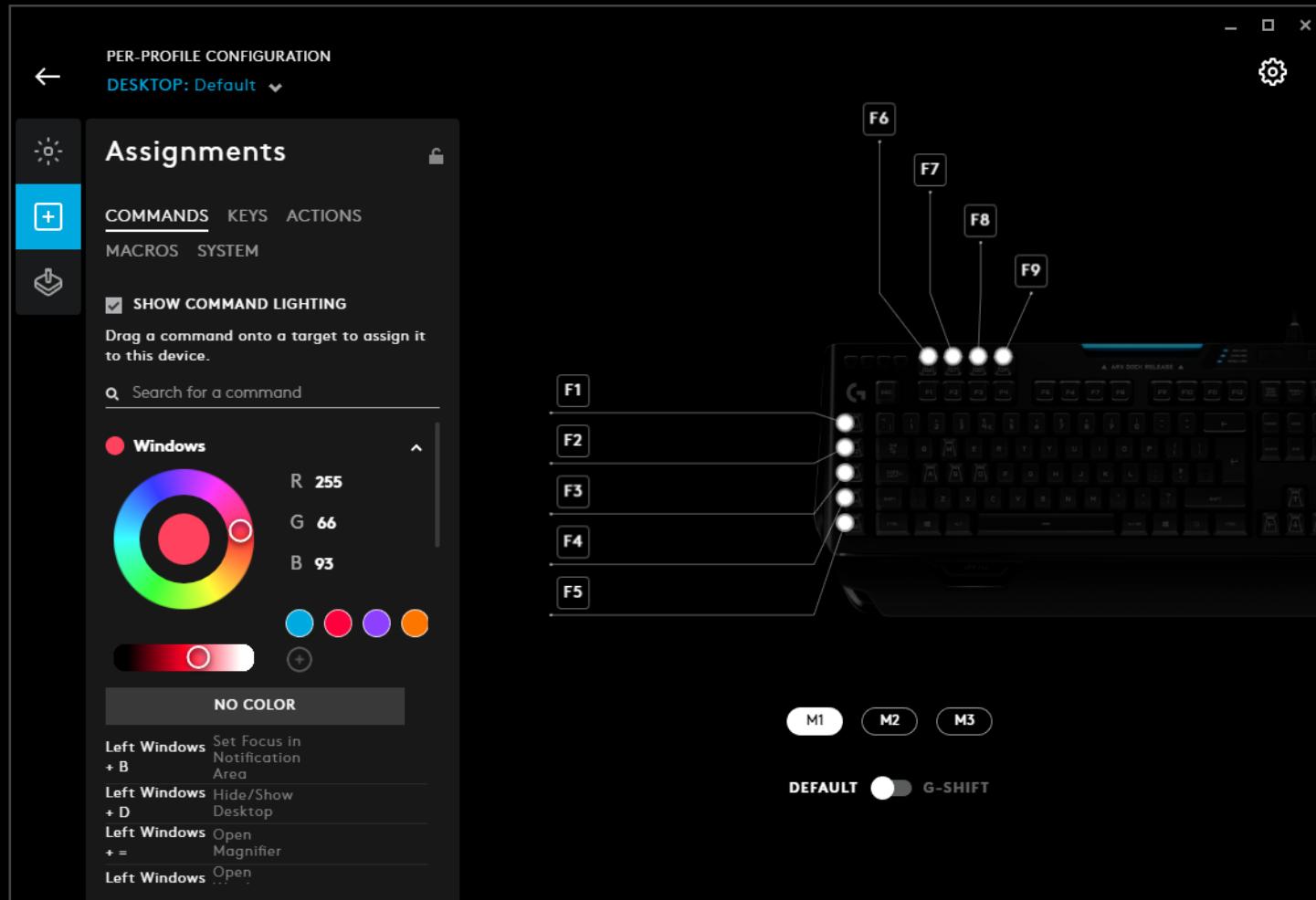
3. **Search for a command**. User the search box to look for a specific command
4. **Command list**. Use the scroll bar on the right to scroll through the list of commands, drag that command to an available button or key on your device
5. **Mode Selection**. If your keyboard supports multiple mode buttons, click which mode you want to configure. IN the example above, the configuration is set to Mode 1 (M1) and that is highlighted white.
6. **DEFAULT | G-SHIFT**. Switch between the 2 modes to double up your command assignments.
7. **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.
8. **GEAR SETTINGS**. Click this to take you to the **Gear Settings** page
9. **PROFILE SELECTOR**. Use the drop down to change the **User Profile** you want to configure for. Also it will indicate if the profile is in a PER-PROFILE CONFIGURATION 🔓 or in a PERSISTENT CONFIGURATION 🔒
10. **BACK ARROW**. Click the arrow to take you back to the **Homepage**.

Assignments: How to create an assignment on your Gear
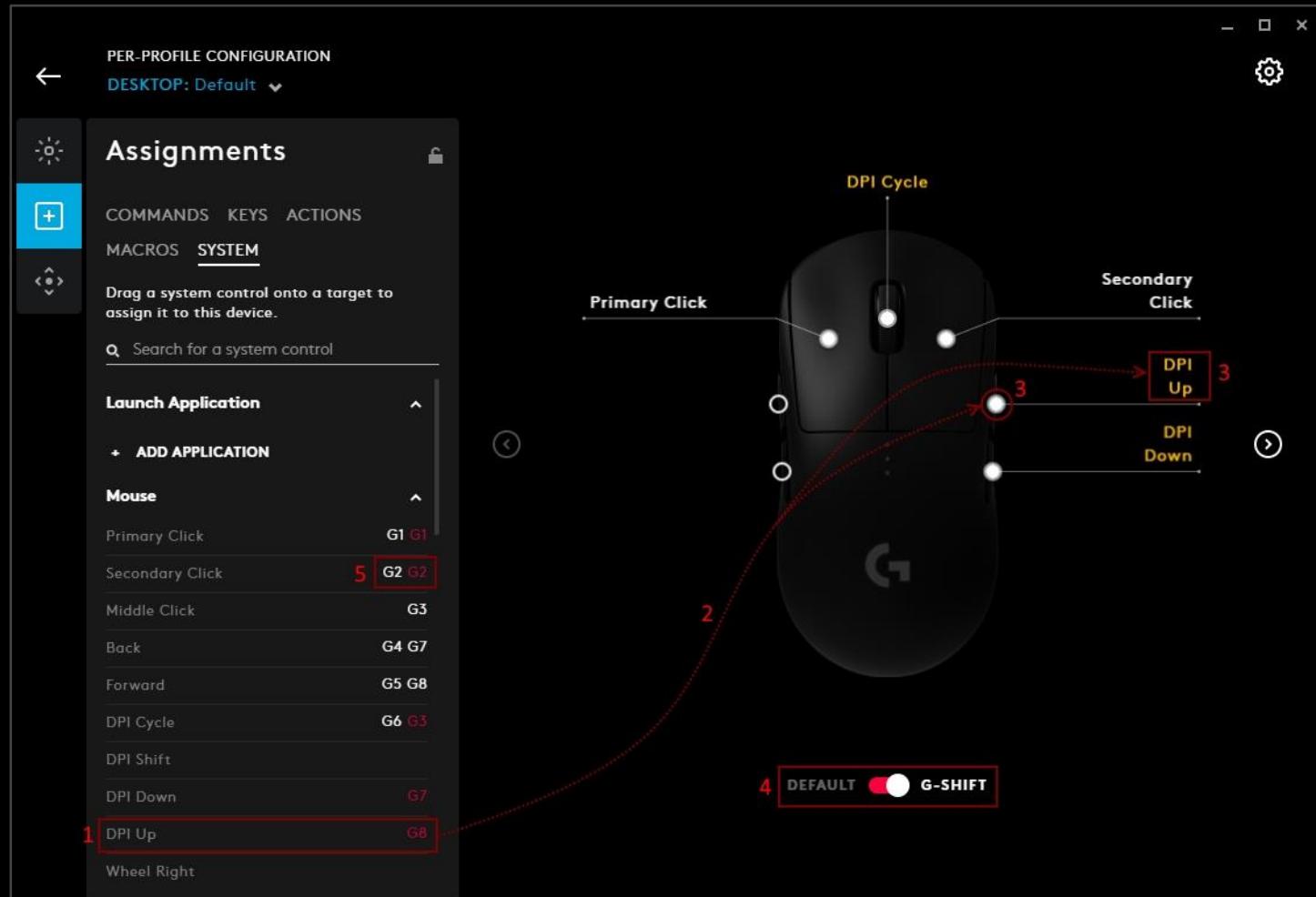
1. Identify the command you want to assign, this can be from any of the groups **COMMANDS**, **KEYS, ACTIONS, MACROS** or **SYSTEM**
2. Click & drag the command name to the desired button/key

Note: *Another way to assign a command is to click and highlight the button/key by clicking the ● or the text. The button/key will then highlight blue. Click a command to assign it.*
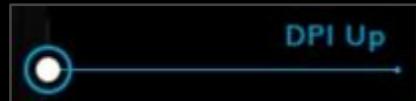

3. **The Button/Key**. This shows what command is assigned to that feature.

Note: *To delete a command, highlight the button/key and drag the command off. Another way is to select it and press the **DELETE** key*

4. **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.
5. **Command Indicator.** This shows which button/key this command is currently assigned to. If its Red this would signify its assigned in G-SHIFT.

Assignments: 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.
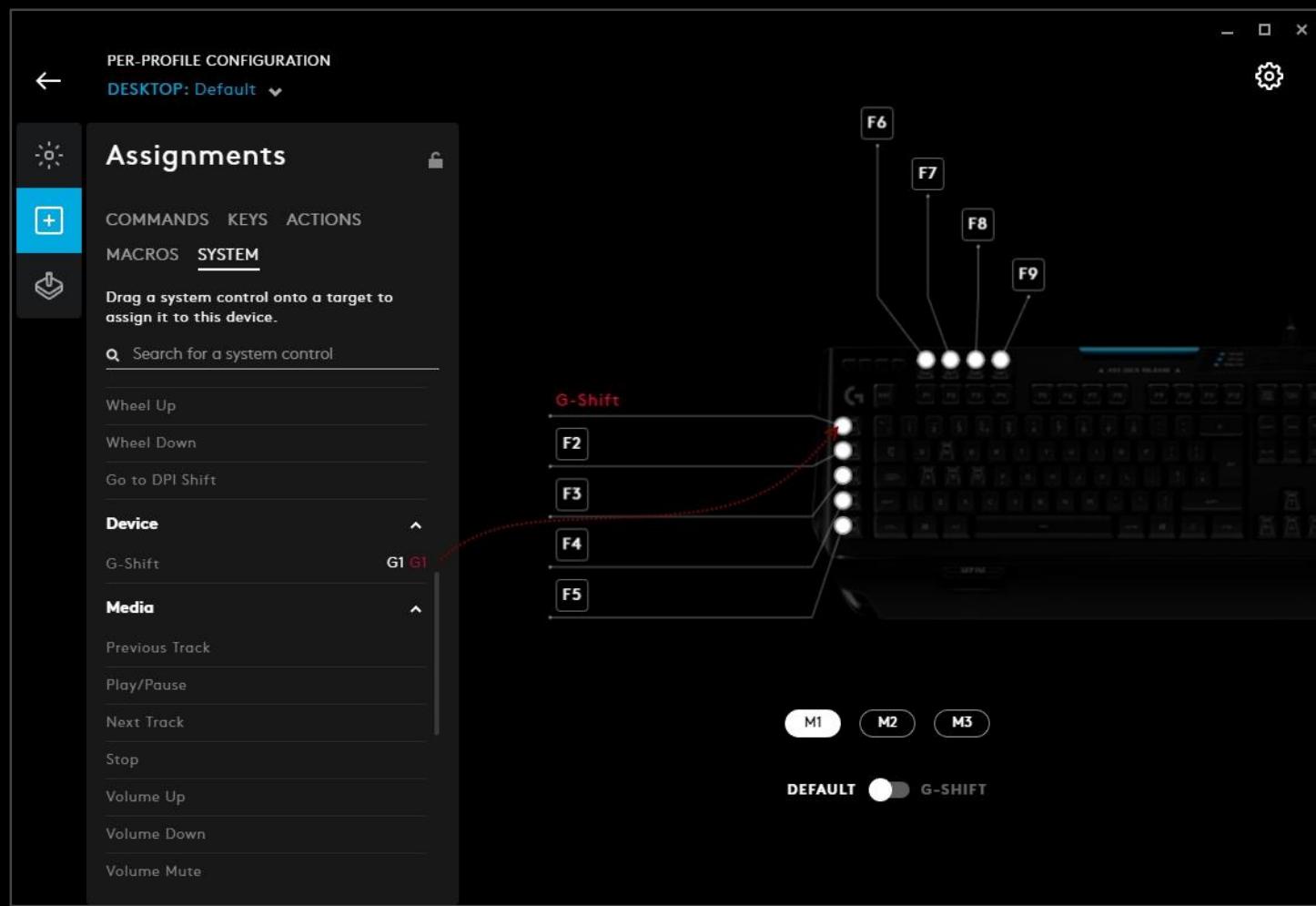
To assign a G SHIFT key, navigate to the SYSTEM tab in Assignments and drag the command to a programmable key/button.

Sensitivity (DPI)

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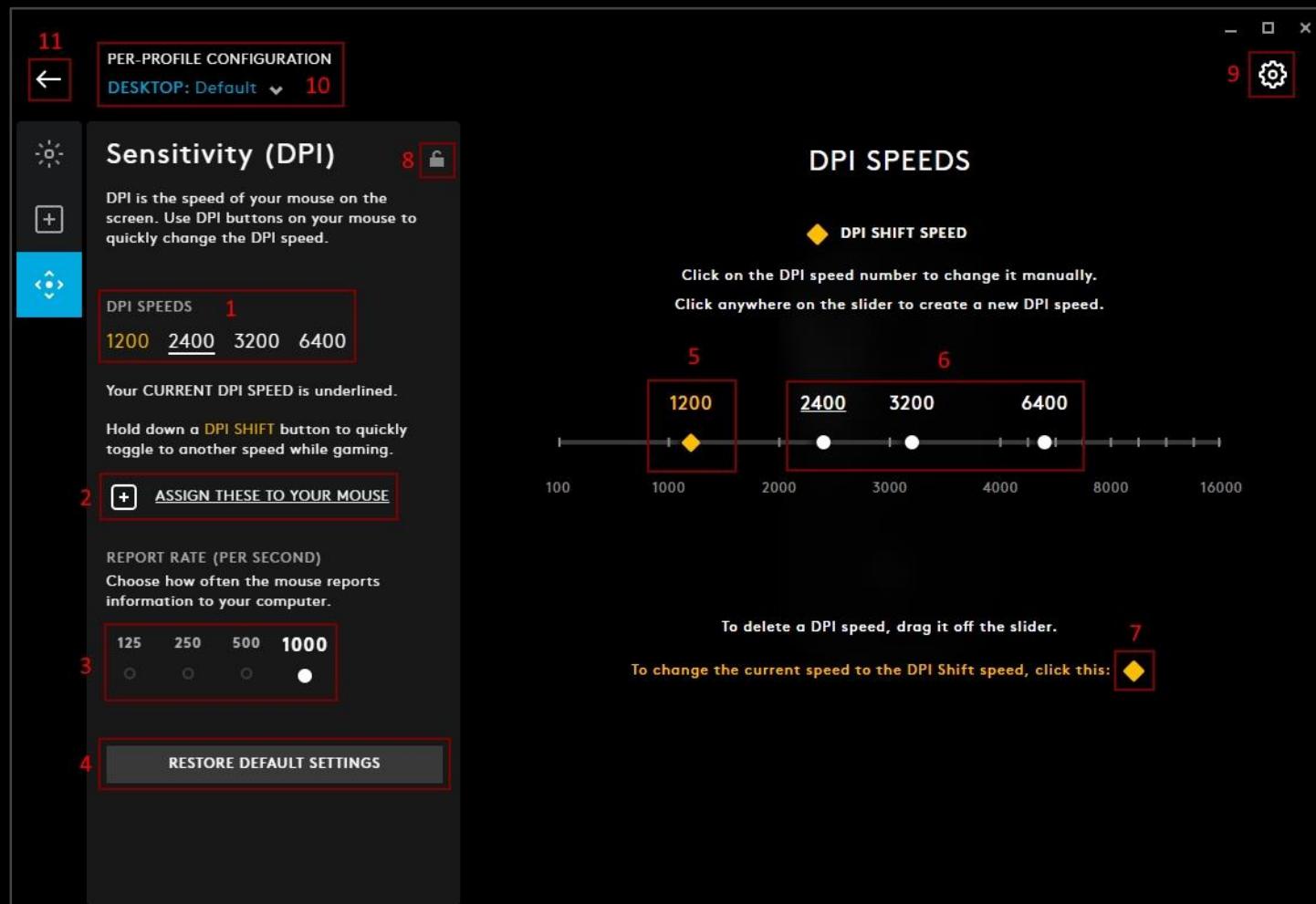
1. **DPI SPEEDS**. The underlined value is the current DPI speed. Click on the other values to change the **DPI SPEED** or press the DPI buttons (up | down | cycle) on your mouse.

Deleting a DPI Setting: *To delete a DPI setting, drag it off the DPI line, either up or down. Once it's moved far enough to be removed, you will see a stop sign icon* 🚫

Note: *You can have a minimum of 1 DPI setting and a DPI SHIFT setting.*

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*
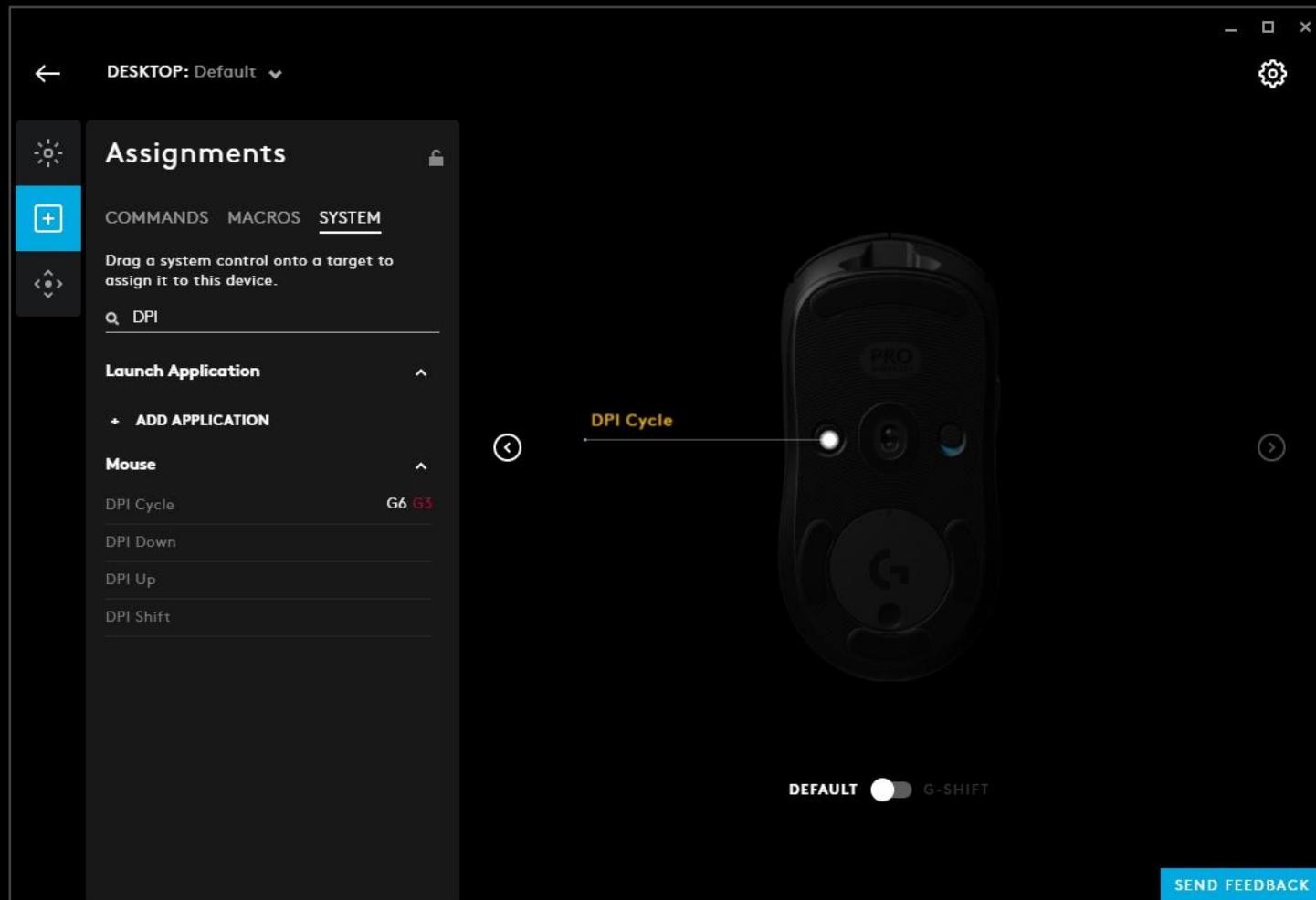
3. **REPORT RATE**. This is the speed at which the mouse reports to the computer. By default this should be 1000 and you shouldn't need to change it. If you see skipping with the mouse pointer, reducing this might help.
4. **RESTORE DEFAULT SETTINGS**. Click this to reset the mouse DPI settings back 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. **DPI SLIDERS**
    a. Drag the slider points 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 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**. Use the drop down to change the **User Profile** you want to configure for. Also it will indicate if the profile is in a PER-PROFILE CONFIGURATION 🔓 or in a PERSISTENT CONFIGURATION 🔒
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 below, we can see that the user has 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.
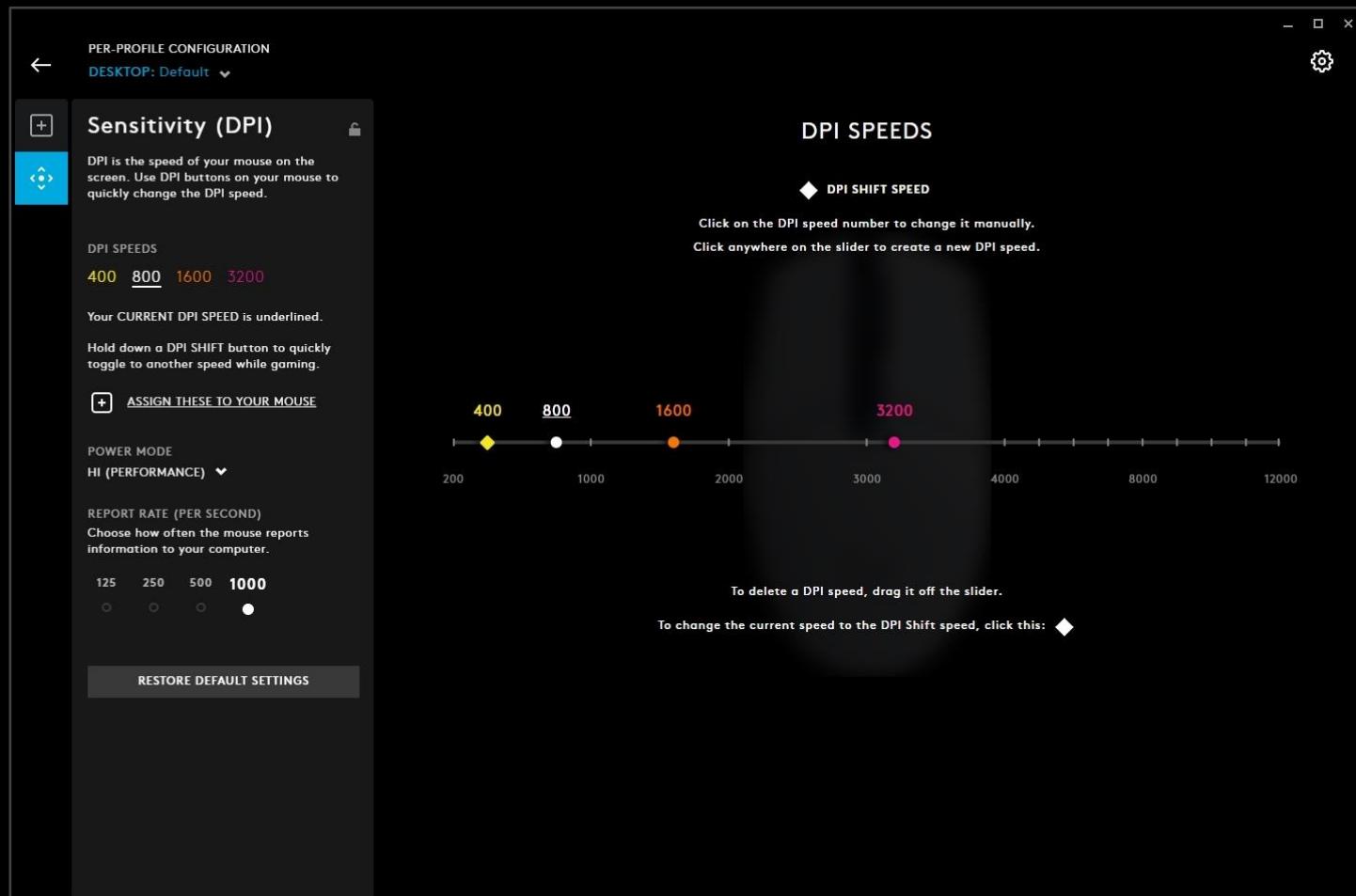
Game Mode

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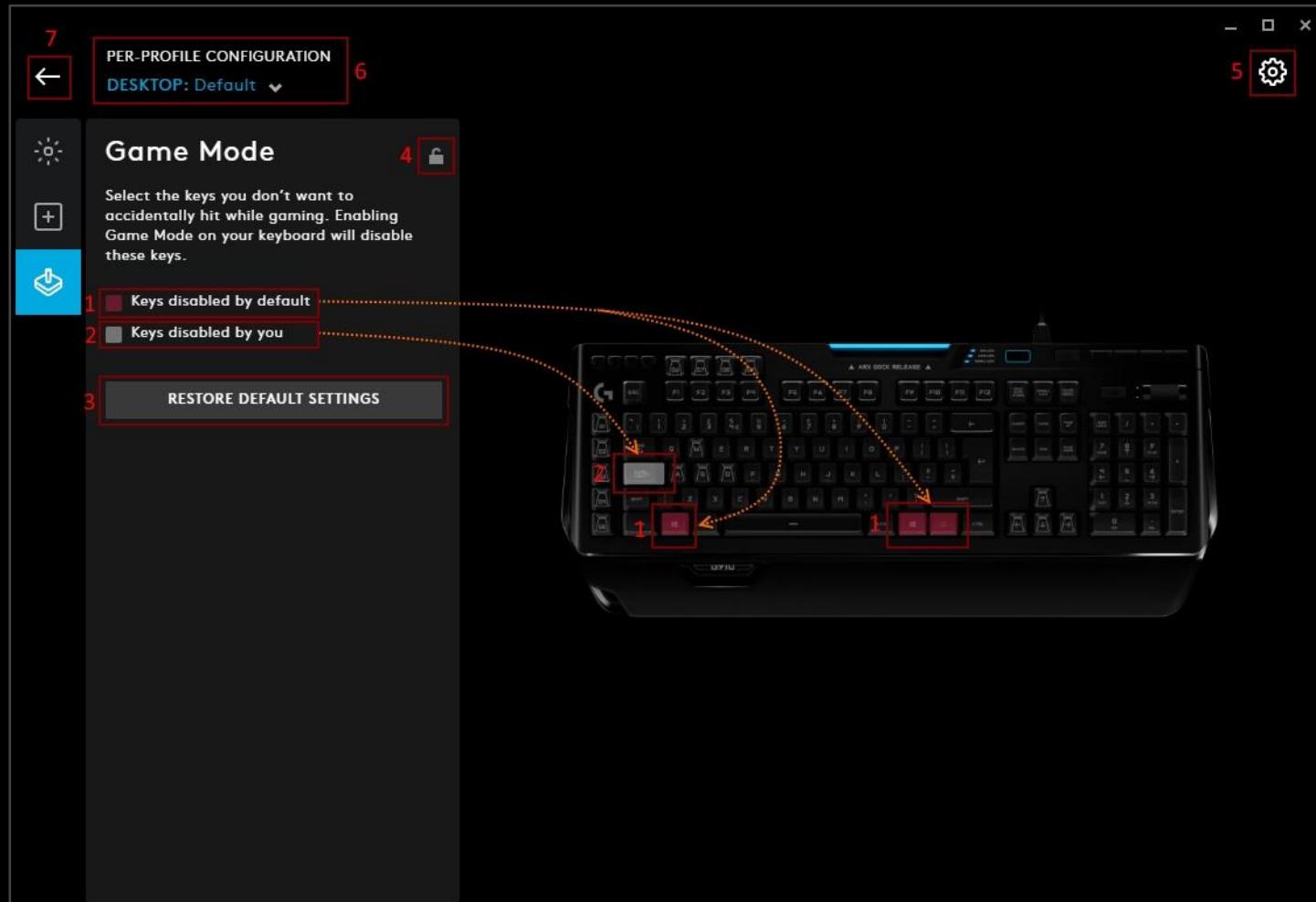

1. **Keys Disabled by default**. These are the keys that are always disabled in Game Mode and cannot be changed. Typically these are the Window and Right Mouse Button keys.
2. **Keys disabled by you**. Additional keys preset by you to also be disabled in Game Mode. Click each key to add them to the group. 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 it's on the underside of a key use the FN button to activate.*

3. **RESTORE DEFAULT SETTINGS.** Click this to reset the keys you disabled back to default.
4. **PER-PROFILE GAME MODE LOCK**. Lock this to set the **Game Mode** configuration for all your profiles
5. **GEAR SETTINGS**. Click this to take you to the **Gear Settings** page
6. **PROFILE SELECTOR**. Use the drop down to change the **User Profile** you want to configure for. Also it will indicate if the profile is in a PER-PROFILE CONFIGURATION or in a PERSISTENT CONFIGURATION
7. **BACK ARROW**. Click the arrow to take you back to the **Homepage**.

Acoustics

The acoustics tab controls all the audio effects for you gear.
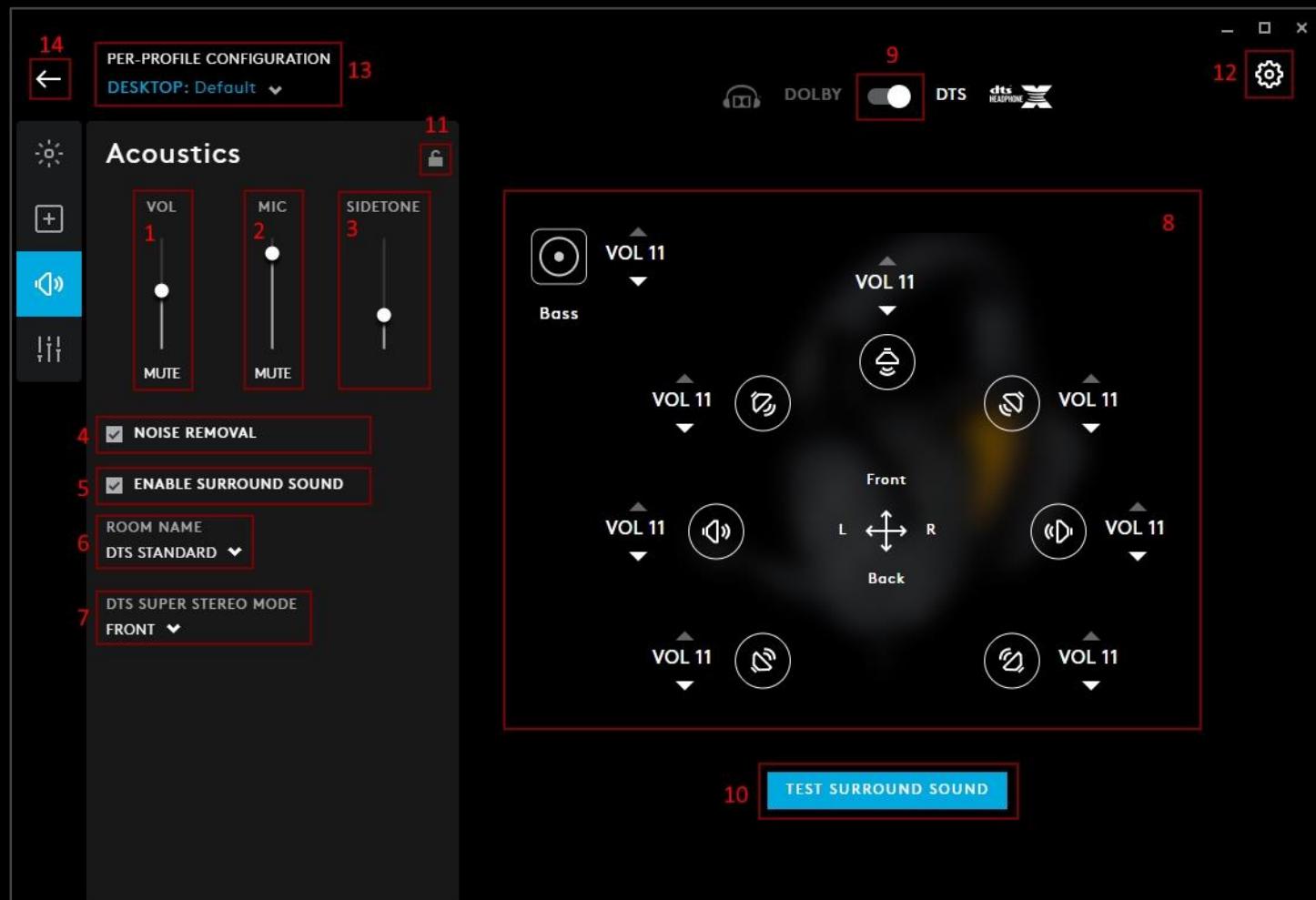
1. **VOLUME**. This sets the volume of the audio device which syncs up with the system volume for that device.
2. **MIC**. This controls the volume output of your mic. Also synced to the system device mic level.
3. **SIDETONE**. This is the output of your mic played back into the headset. This allows you to hear yourself.

Note: *Sidetone is now profile specific.*

4. **NOISE REMOVAL.** Activate noise removal to filter out consistent low level humm or sound such as a fan or air conditioner, it can help to get rid of that extra bit of noise.

Note**:** *NOISE REMOVAL does not get rid of: Dogs barking, Babies crying, Roommates voices, Spousal concern over the amount of gaming or the doorbell when Chinese food final is delivered for your break between game matches**!***

5. **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.
6. **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

7. **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.*

8. **Surround Sound Volume Mixer**. You can adjust the individual volumes for each surround channel here. Only present if you have enabled surround sound.
9. **DOLBY | DTS Switch**. Click ⬤▭ to switch between the two modes. This is only available if you have enabled surround sound.
10. **PER-PROFILE ACOUSTICS LOCK**. Lock this to set the **Acoustics** configuration for all your profiles.
11. **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.
12. **GEAR SETTINGS**. Click this to take you to the **Gear Settings** page
13. **PROFILE SELECTOR**. Use the drop down to change the **User Profile** you want to configure for. Also it will indicate if the profile is in a PER-PROFILE CONFIGURATION 🔓 or in a PERSISTENT CONFIGURATION 🔒
14. **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
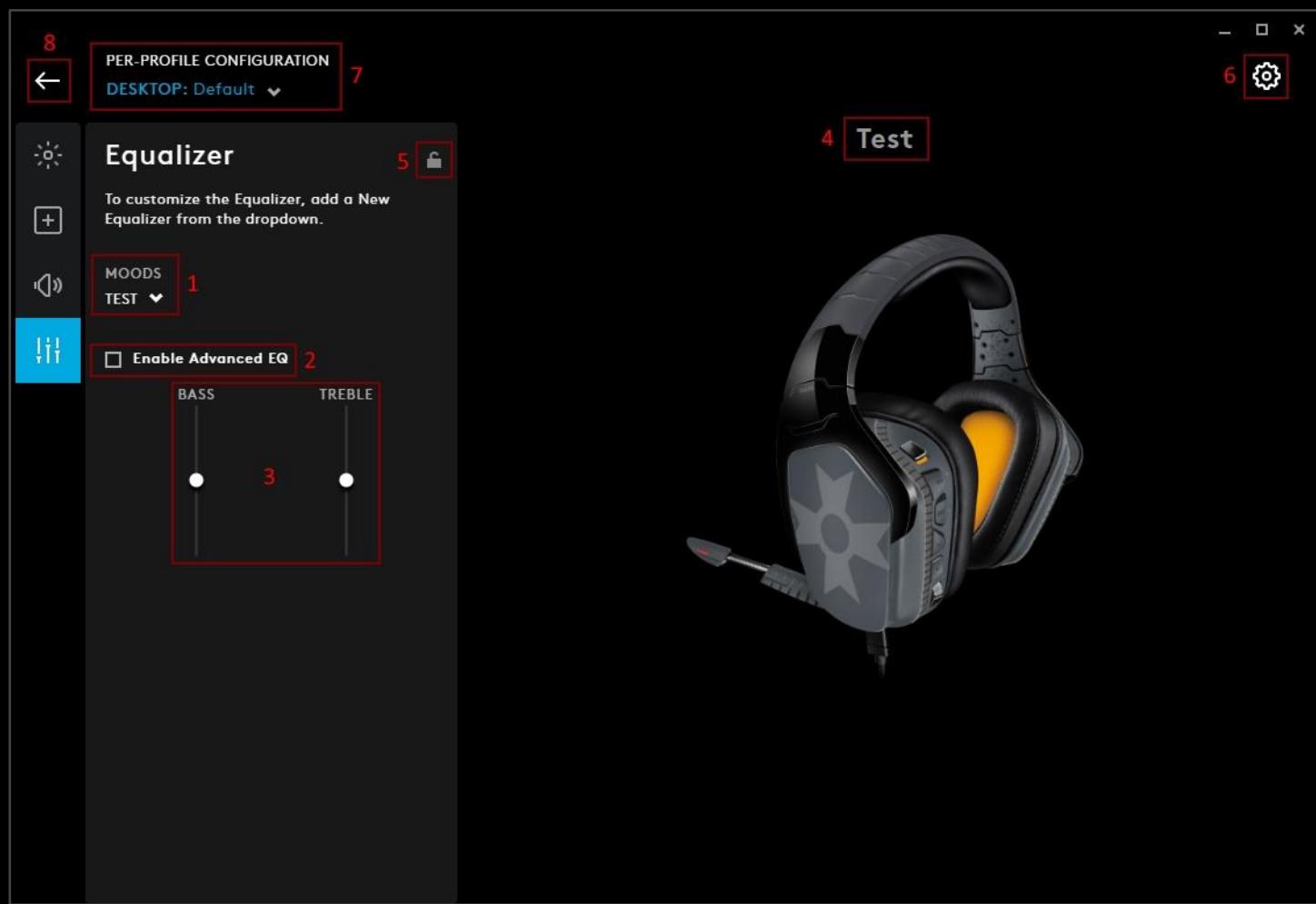

1. **MOODS**. Select your **MOOD** from :
    a. **DEFAULT**
    b. **FLAT**
    c. **BASS BOOST**
    d. **MOBA**
    e. **FPS**
    f. **CINEMATIC**
    g. **COMMUNICATIONS**
    h. **+ ADD NEW EQUALIZER**

2. **Enable Advanced EQ**. Available when you select **+ ADD NEW EQUALIZER**. Checking this box will switch to the full EQ view. You will also see the option to **RESET** the values back to default if you want to start again.
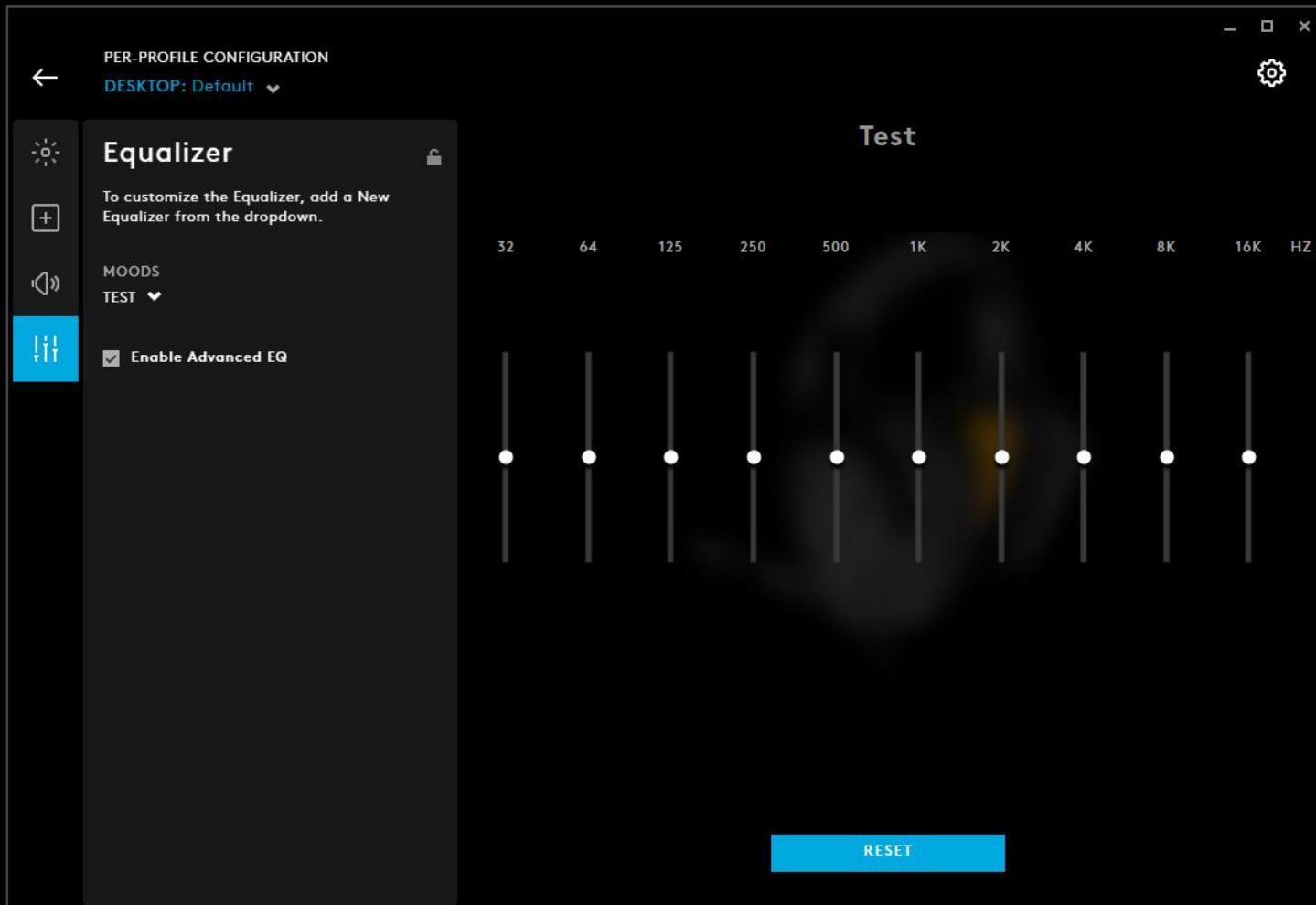
3. **Simple Equalizer View**. Drag the **BASS** and **TREBLE** sliders to your preferred settings.
4. **Equalizer Profile Name**. If you have selected **+ ADD NEW EQUALIZER**, click here to rename your Equalizer.
5. **PER-PROFILE EQUALIZER LOCK**. Lock this to set the **Equalizer** configuration for all your profiles.
6. **GEAR SETTINGS**. Click this to take you to the **Gear Settings** page
7. **PROFILE SELECTOR**. Use the drop down to change the **User Profile** you want to configure for. Also it will indicate if the profile is in a PER-PROFILE CONFIGURATION 🔓 or in a PERSISTENT CONFIGURATION 🔒
8. **BACK ARROW**. Click the arrow to take you back to the **Homepage**.

Blue VO!CE Equalizer

For enabled devices, you will also have the option to UPDATE ON-BOARD MEMORY (DAC). This writes the Equalizer preset to the onboard memory so you can use this preset on a different machine that does not have G HUB installed.

Note: The On-board memory update does not include the Blue VO!CE Preset. You will need to create a new preset and share that online. You can then download that preset onto another computer that has G HUB installed.

Browsing for more Blue VO!CE Equalizer presets

You can search for more Blue VO!CE Equalizer presets that have been shared by other users within G HUB.

Click on ⠿ **BROWSE MORE PRESETS**, this will take you to the Blue VO!CE Equalizer presets download page. This is similar to the Lighting and Profiles download page. If you know the author or the name of the preset you can enter these in the search bar.

Microphone

For Blue VO!CE enabled headsets, there will be a tab dedicated to setting up your voice, whether it be for streaming, recording a podcast or communicating with your team.
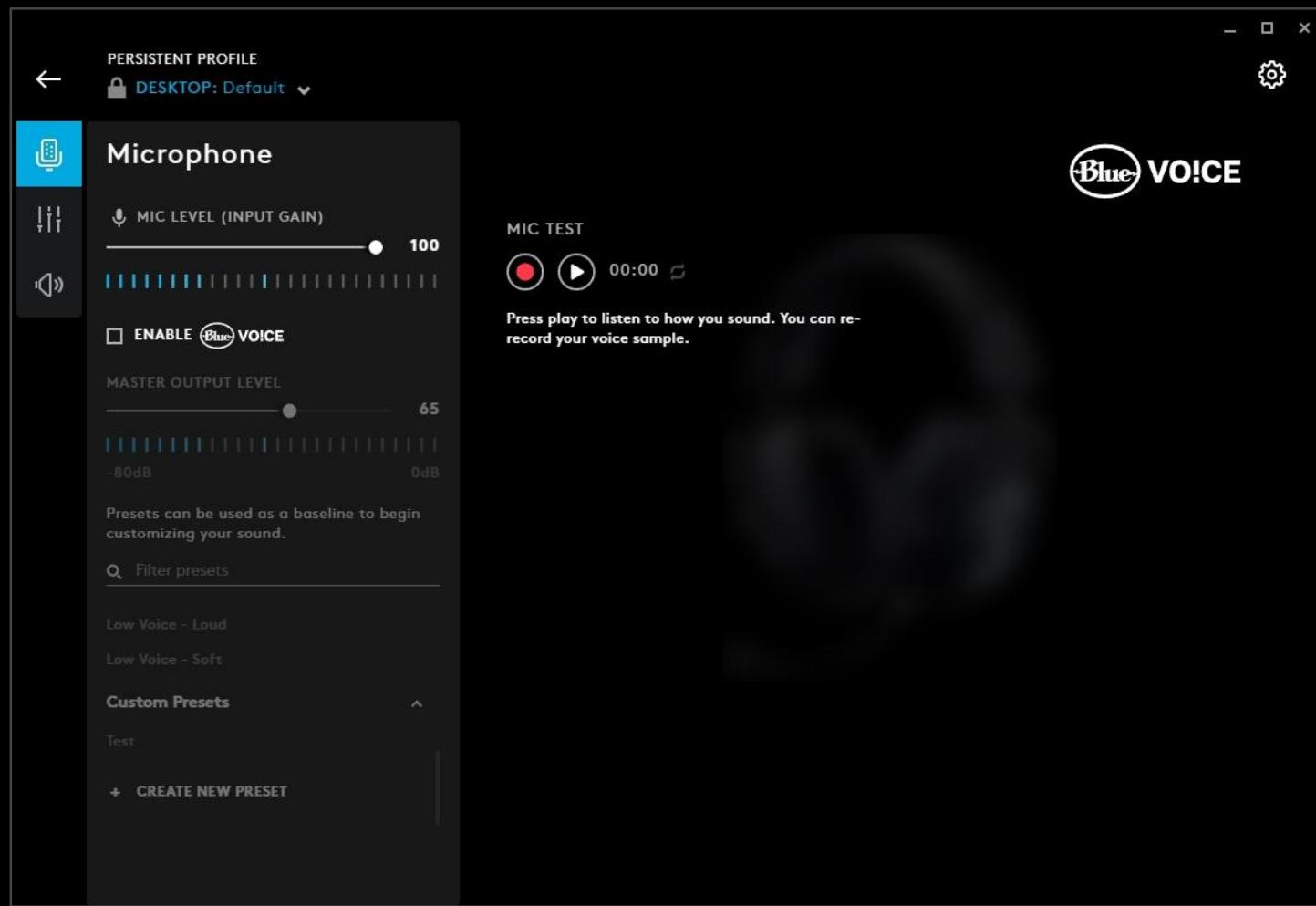
Even without the Blue VO!CE enabled, you will be able to record and playback the mic to listen to how you sound. Clicking the ⏺ will overwrite the last mic test.

Check the **ENABLE** Blue **VOICE** box to show all the additional settings. This will enable presets, **VOICE EQ** and **ADVANCED CONTROLS**
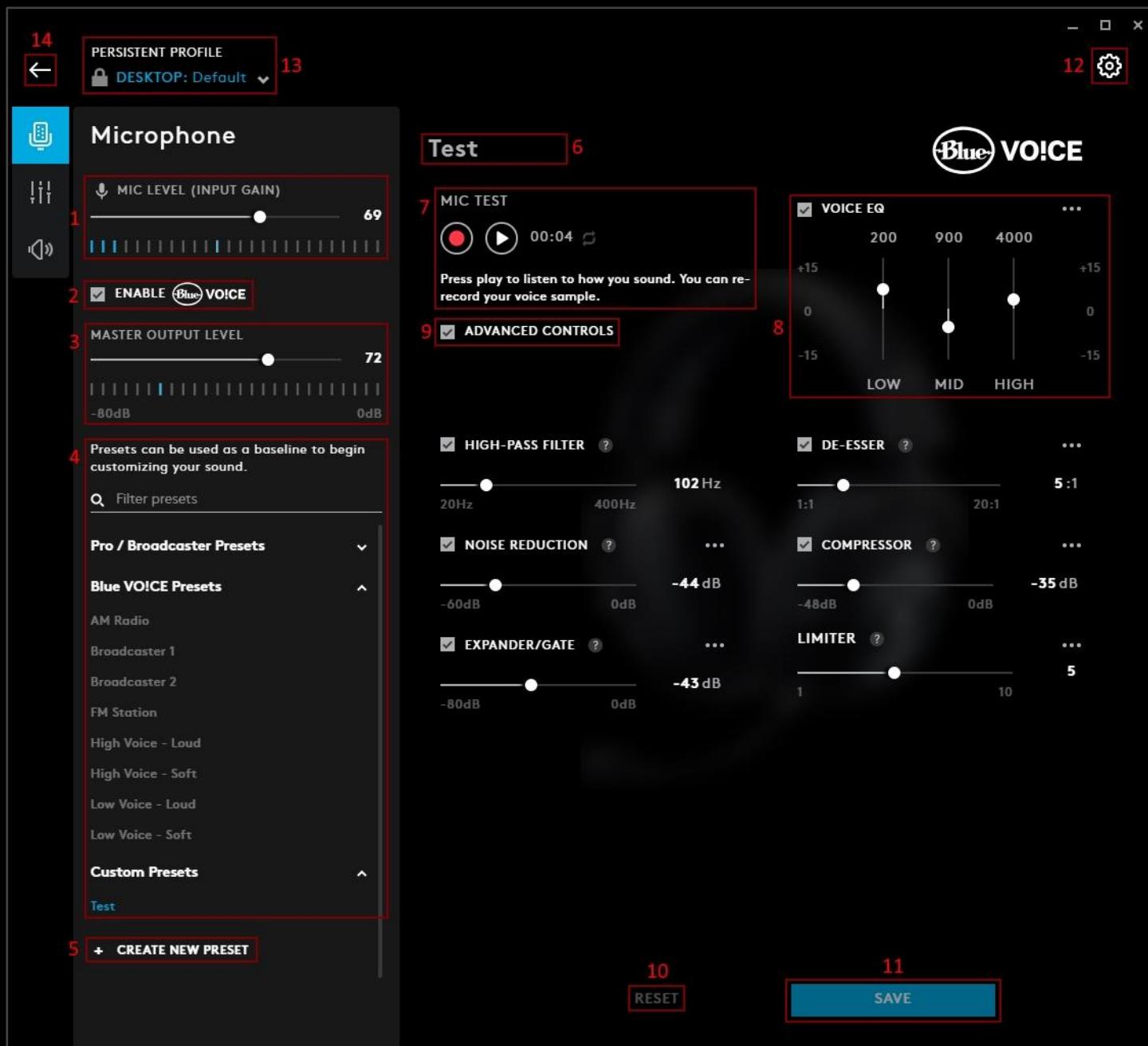
1. **MIC LEVEL (INPUT GAIN).** This adjusts the input gain of the microphone and syncs with the system mic volume.
2. **ENABLE ⬤ VOICE.** Tick this box to enable Blue VO!CE
3. **MASTER OUTPUT LEVEL.** Controls the final output level for the microphone after all Blue VO!CE processing is done.
4. **Presets.** You can select one of the Presets that come with G HUB or create your own. Any ones you create will be in the section **Custom Presets**.
5. **+ CREATE NEW PRESET.** Click this to start creating your own preset. Don't forget to rename it! (7)
6. **Preset Name.** In the example above, we have created a Test preset. Click the name to highlight and edit
7. **MIC TEST.** Use the record and playback to listen to how you sound. The playback will be on a loop and you can re-record this at any time. Clicking the record button will overwrite the last recording.
8. **VOICE EQ.** Check the box to allow you to make changes to the LOW /MID / HIGH ranges. More on this in the advanced settings section.
9. **ADVANCED CONTROLS.** Check this box to show the advanced controls. More on this in the advanced settings section.
10. **RESET.** Click this to reset the preset back to default settings.
11. **SAVE.** Click save to update the preset

12. **GEAR SETTINGS**. Click this to take you to the **Gear Settings** page
13. **PROFILE SELECTOR**. Use the drop down to change the **User Profile** you want to configure for. Also it will indicate if the profile is in a PER-PROFILE CONFIGURATION 🔓 or in a PERSISTENT CONFIGURATION 🔒
14. **BACK ARROW**. Click the arrow to take you back to the **Homepage**.

Browsing for more Blue VO!CE presets

You can search for more Blue VO!CE presets that have been shared by other users within G HUB.
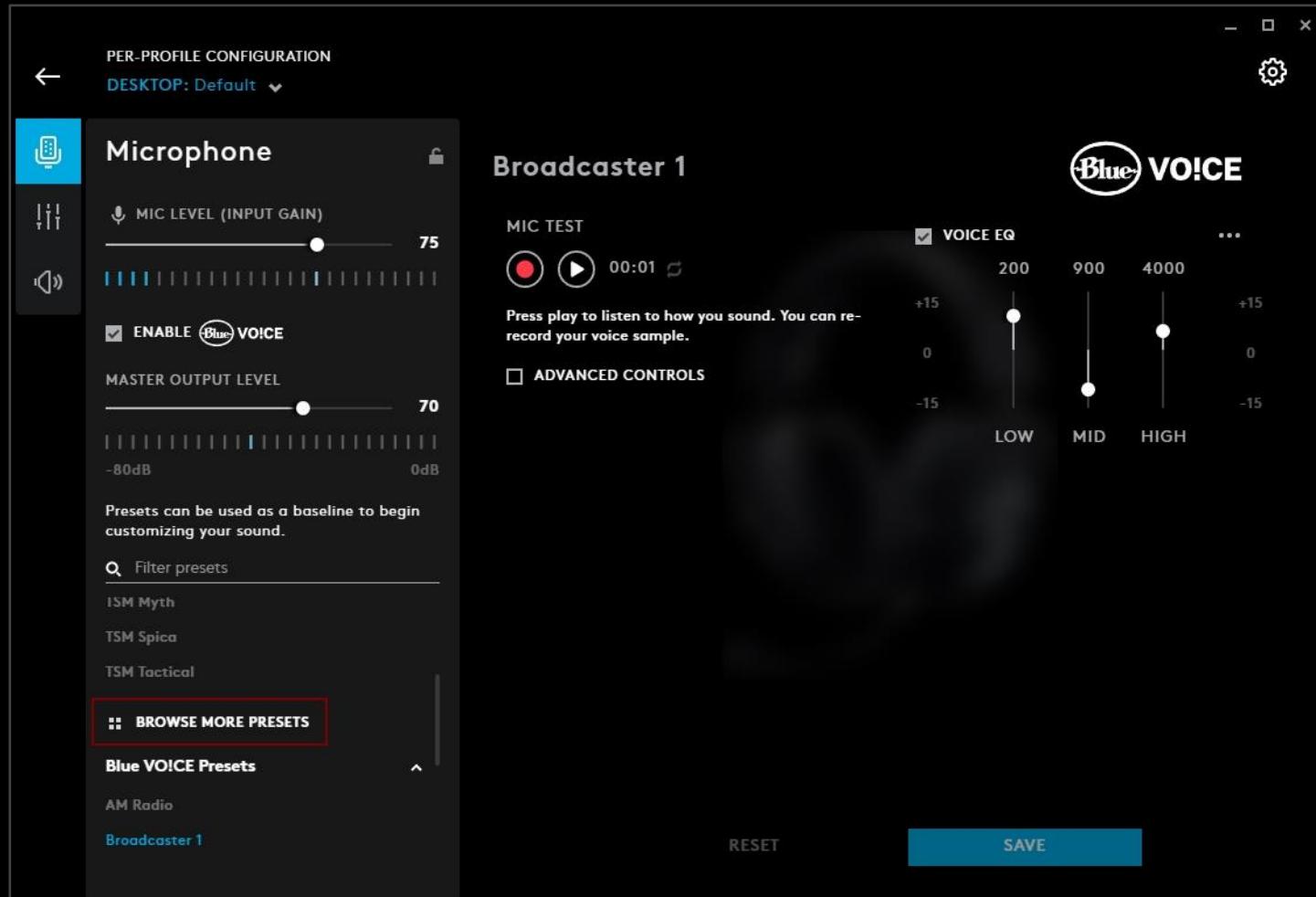
Click on ⠿ **BROWSE MORE PRESETS**, this will take you to the Blue VO!CE presets download page. This is similar to the Lighting and Profiles download page. If you know the author or the name of the preset you can enter these in the search bar.

3.5mm Output

For devices such as the Yeti X, you can plug a 3.5mm headset into the unit and adjust the output sound. For example, you can plug a PRO headset into the Yeti X, having the Yeti X replace the USB DAC.
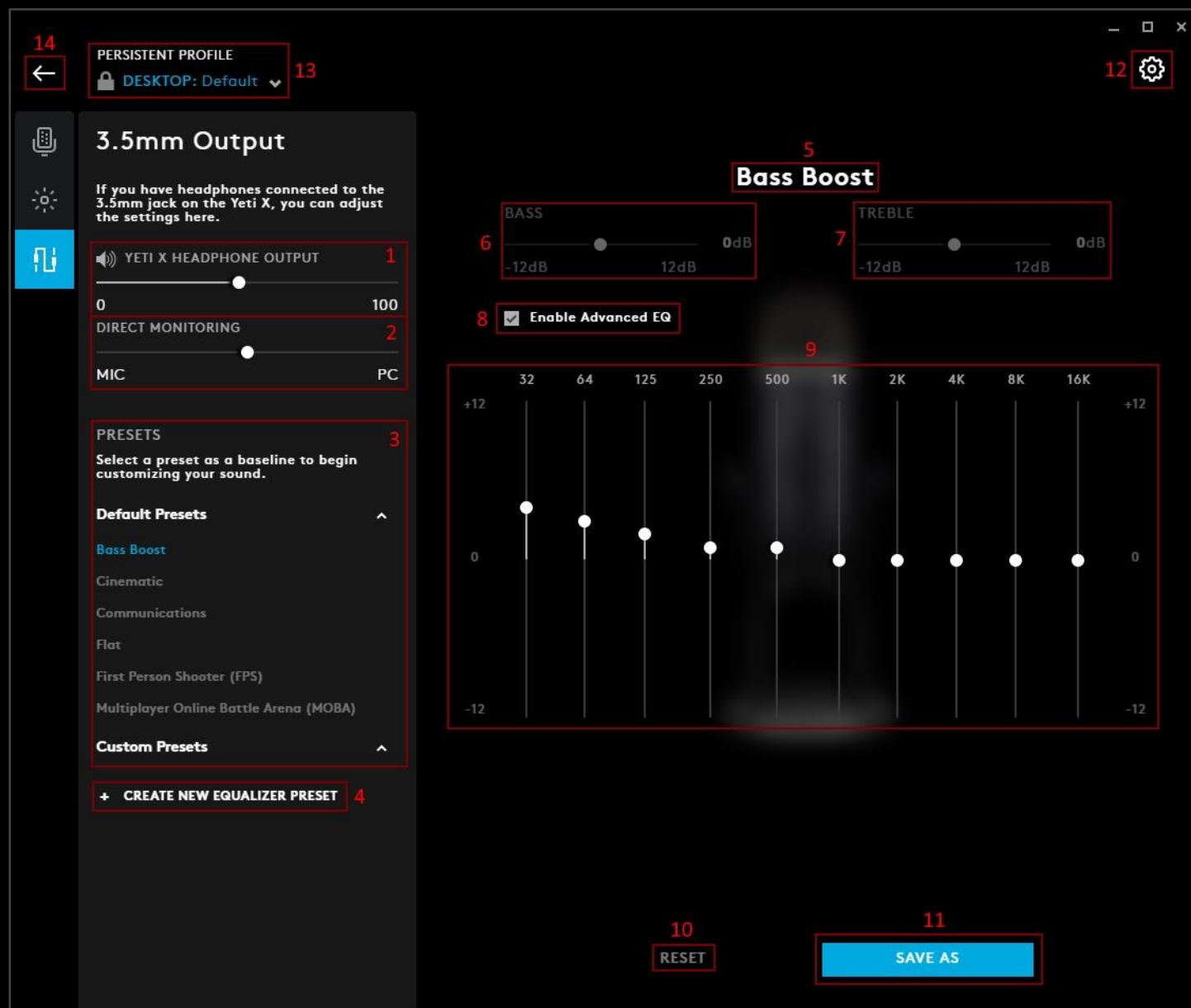

1. **HEADPHONE OUTPUT.** This adjusts the output volume of the headset. This is not synced to the system volume and adjusts only the volume of the 3.5mm output
2. **DIRECT MONITORING.** Adjust the balance of the feedback of the mic to the output volume. Adjusting the slider to the MIC will increase the volume of the feedback (also known as sidetone) of your microphone and decrease the output volume. Adjusting the slider towards the PC will reduce the microphone feedback and increase the output volume.
3. **Presets.** You can select one of the EQ Presets that come with G HUB or create your own. Any ones you create will appear in the section **Custom Presets** sections.
4. **+ CREATE NEW PRESET.** Click this to start creating your own EQ preset. Don't forget to rename it! (7)
5. **Preset Name.** Click the name to highlight and edit
6. **BASS.** Use the slider to adjust the bass to your preference. 0dB is the default value. If you enable Advanced EQ then this section will gray out and not be adjustable as you will have finer control of the bass in the advanced EQ settings.

7. **TREBLE.** Use the slider to adjust the bass to your preference. 0dB is the default value. If you enable Advanced EQ then this section will gray out and not be adjustable as you will have finer control of the treble in the advanced EQ settings.

8. **ENABLE ADVANCED EQ.** Check this box to enable the advanced controls. This gives you finer control of the EQ Levels, note this will disable the BASS AND TREBLE sliders above. If you are creating your own preset, you can adjust the values to your preferences and then click **SAVE AS**.

9. **RESET.** Click this to reset the preset back to default settings.

10. **SAVE.** Click save to update the preset, with the current preset name.

11. **GEAR SETTINGS**. Click this to take you to the **Gear Settings** page

12. **PROFILE SELECTOR**. Use the drop down to change the **User Profile** you want to configure for. Also it will indicate if the profile is in a PER-PROFILE CONFIGURATION 🔓 or in a PERSISTENT CONFIGURATION 🔒

13. **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
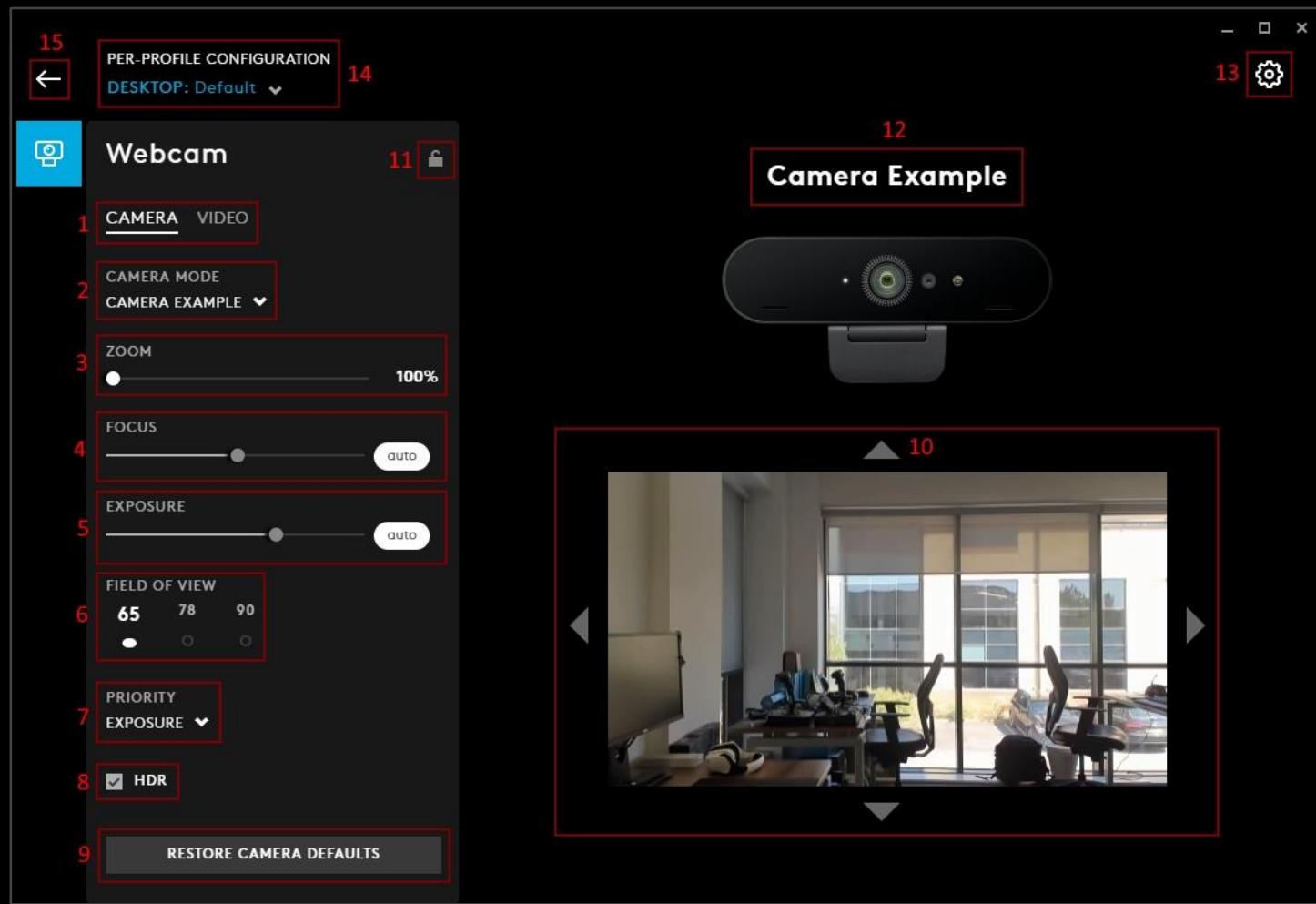
1. **CAMERA| VIDEO**. Switch between the **CAMERA** and **VIDEO** configuration
2. **CAMERA MODE**. Select between the 3 modes.
    a. **DEFAULT. Uses factory settings**
    b. **STREAMING**. Preset set to give the best streaming results, set at a 78 degree Field of View.
    c. **VIDEO**. Preset configured 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 a configuration option
    b. (dependant on your Webcam model) 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**. Use the drop down to change the **User Profile** you want to configure for. Also it will indicate if the profile is in a PER-PROFILE CONFIGURATION 🔓 or in a PERSISTENT CONFIGURATION 🔒

15. **BACK ARROW**. Click the arrow to take you back to the **Homepage**.

Video
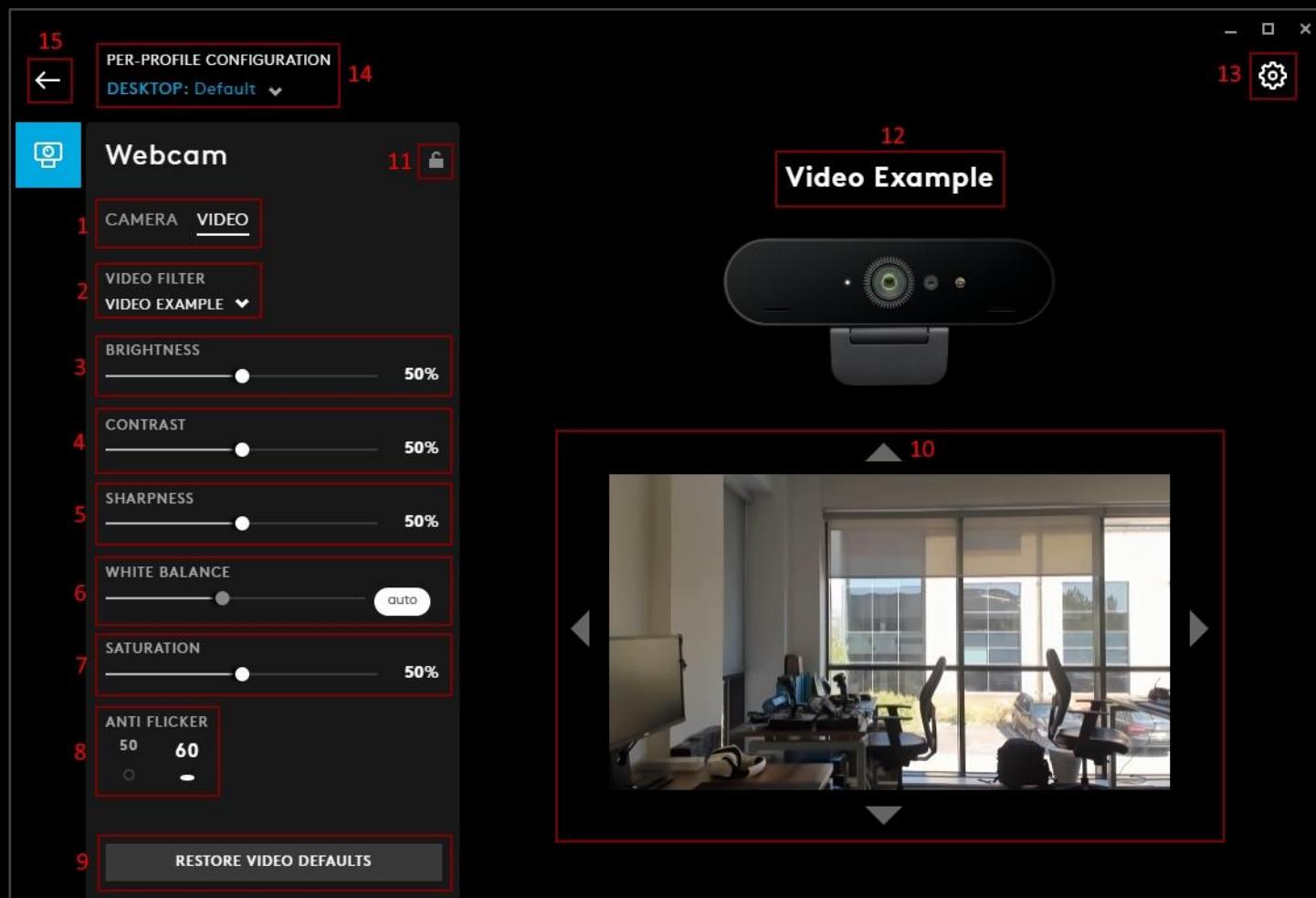
1. **CAMERA| VIDEO**. Switch between the **CAMERA** and **VIDEO** configuration
2. **VIDEO FILTER**. Select a filter for your video feed
    a. **No FILTER**
    b. **CARTOON**.

       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 VIDEO 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**. Use the drop down to change the **User Profile** you want to configure for. Also it will indicate if the profile is in a PER-PROFILE CONFIGURATION 🔓 or in a PERSISTENT CONFIGURATION 🔒
15. **BACK ARROW**. Click the arrow to take you back to the **Homepage**.

Steering Wheel

The Steering Wheel settings configure your wheel's sensitivity, turning and spring strength
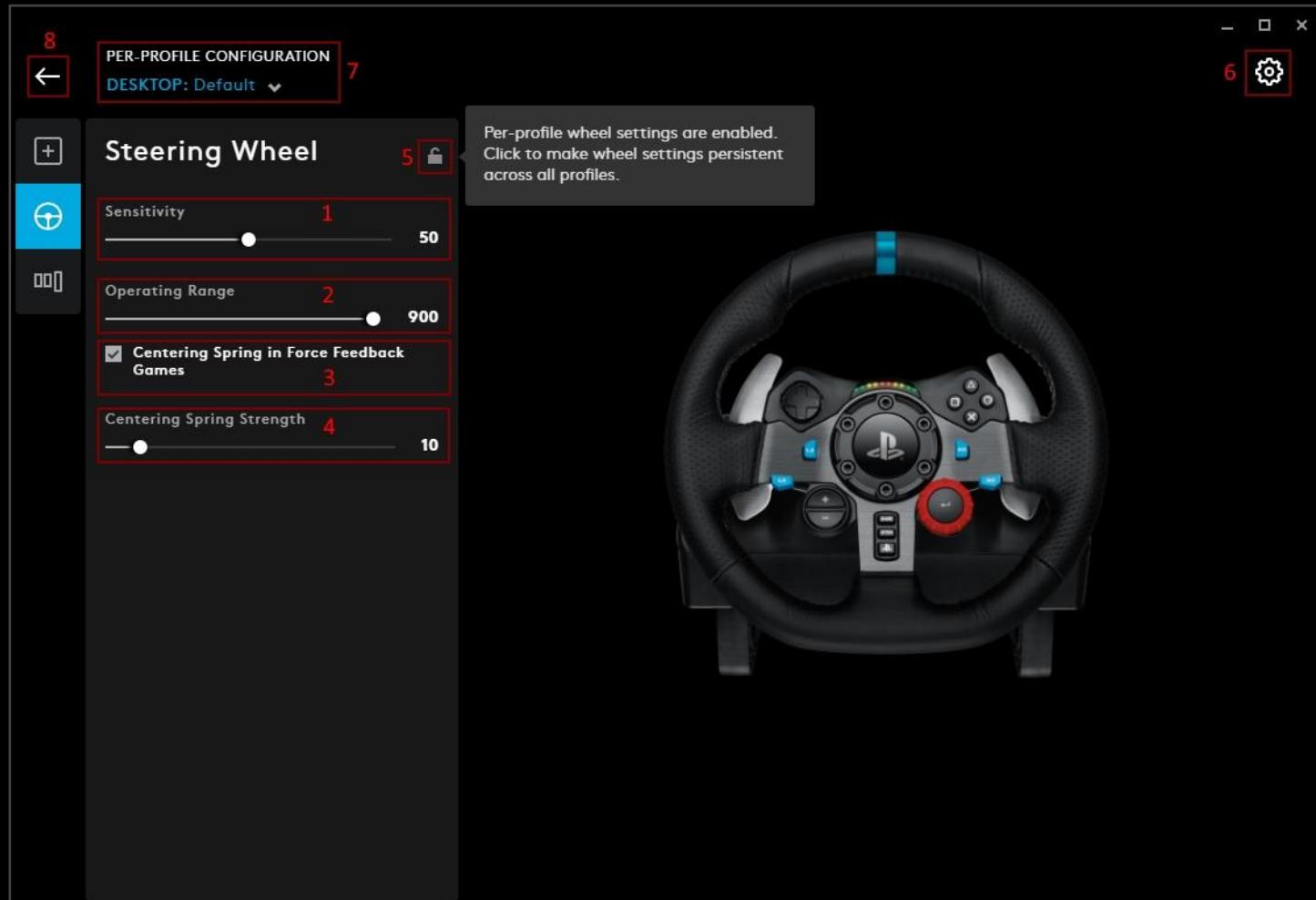
1. **Sensitivity**. Default is 50. Alters the output response of the wheel to be more or less sensitive - sometimes known as a S-Curve. Leaving this slider at 50% will provide a linear 1:1 output. Between 51% and 100% will make the wheel increasingly more sensitive around the centre movement of the wheel. Between 0% and 49% will make the wheel decreasingly sensitive around the centre movement of the wheel.
2. **Operating Range**. Default is 900 (450° either side), which is the maximum range. When you set a value, the new value will be the hardstop. You will be able to push through the force feedback induced hardstop but no more values will be read from the wheel as you have reached the maximum. For example setting the Operating Range to 180 would have 90° either side.
3. **Centering Spring in Force Feedback Games**. Unticked by default. For the vast majority of titles you would normally have this disabled off because the games will be modelling the correct return to centre function of your wheel based on what the virtual car is currently doing. Should you wish to override this you can enable this and adjust the strength of that return to centre force using the slider
4. **Centering Spring Strength**. Default is 10. Adjust the value of this to your preference. 100 being the strongest spring strength, 0 being no centering spring at all.
5. **PER-PROFILE STEERING WHEEL SETTINGS LOCK**. Lock this to set the Steering Wheel 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**.

Pedal Sensitivity

Here you can configure your pedals sensitivity and combine the Gas and Brake into single axis for certain games that only support a single axis for acceleration.
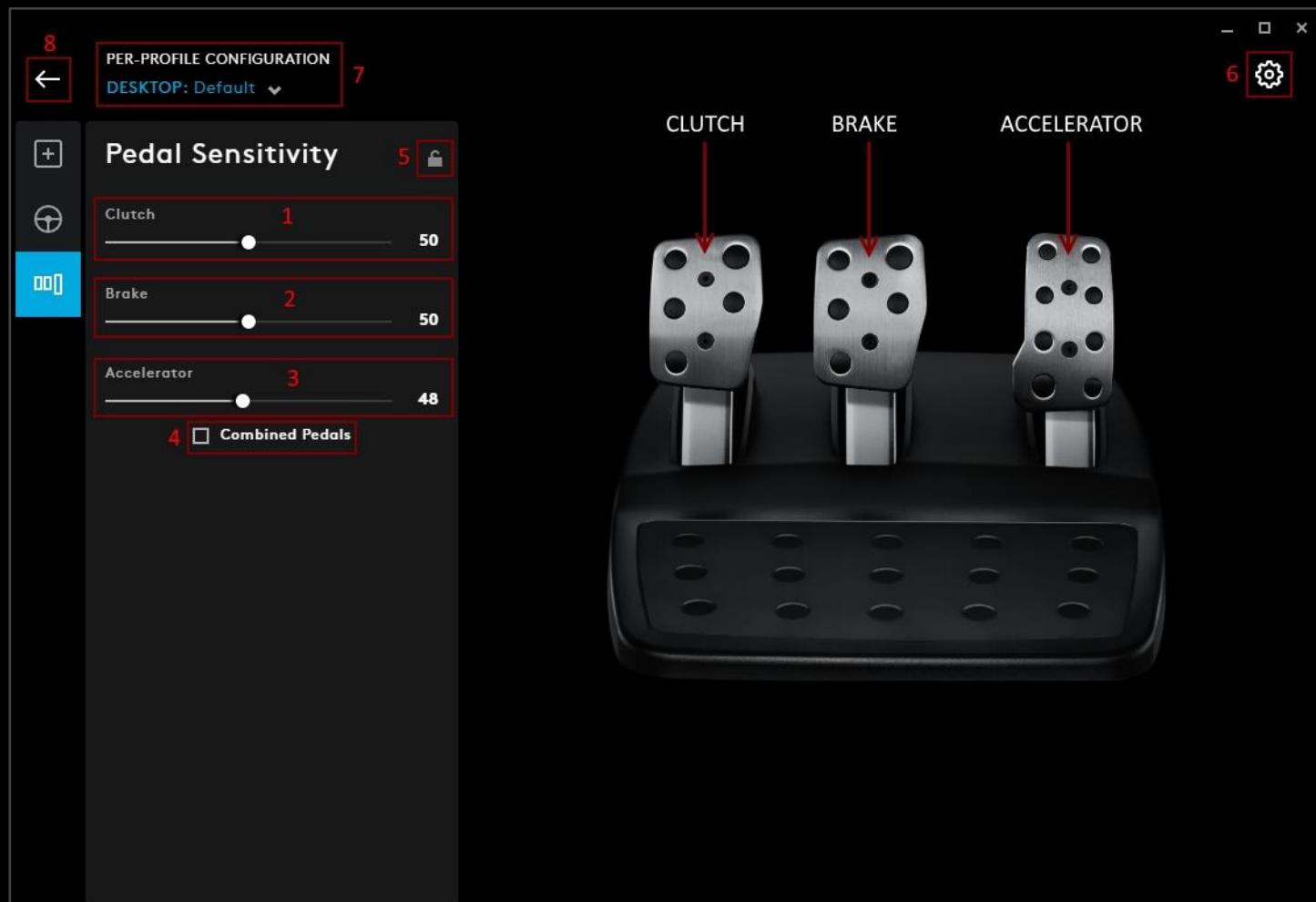
Pedal Sensitivity. Covers the 3 axis and the sliders have the same behaviour as the **Steering Wheel Sensitivity** in the previous section - also known as a J-Curve: The slider alters the output response of the axis to be more or less sensitive. Leaving this slider at 50% will provide a linear 1:1 output. Between 51% and 100% will make the axis increasingly more sensitive. Between 0% and 49% will make the axis decreasingly sensitive.

1. **Clutch**. Default is 50, range 0-100
2. **Brake**. Default is 50, range 0-100
3. **Accelerator**. Default is 50, range 0-100
4. **Combined Pedals**. If checked, this will set the **Accelerator** and **Brake** pedals to become two halves of a single axis. This will help the pedals operate correctly in older racing titles that do not support separate axes for pedals.

Note: *If Combined Pedals is left checked then the pedals will not behave correctly in modern racing titles. If you find that just one of your pedals is functioning by accelerating when pressed and braking when released then you should make sure that this option is not checked.*

Gear Settings:

ON-BOARD MEMORY & PROFILES

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

By default, your device's on-board memory mode will be set to off. This means that the profiles you have configured in G HUB will activate.
If you want to use the on-board memory profiles you will need to enable this in the devices GEAR ⚙️
SETTINGS

Note: *Not all Logitech G devices have on-board memory modes available. Check the product page for your device specifications @https://support.logitech.com/category/gaming for details or on the Logitech G store @https://www.logitechg.com*

ENABLING ON-BOARD MEMORY MODE
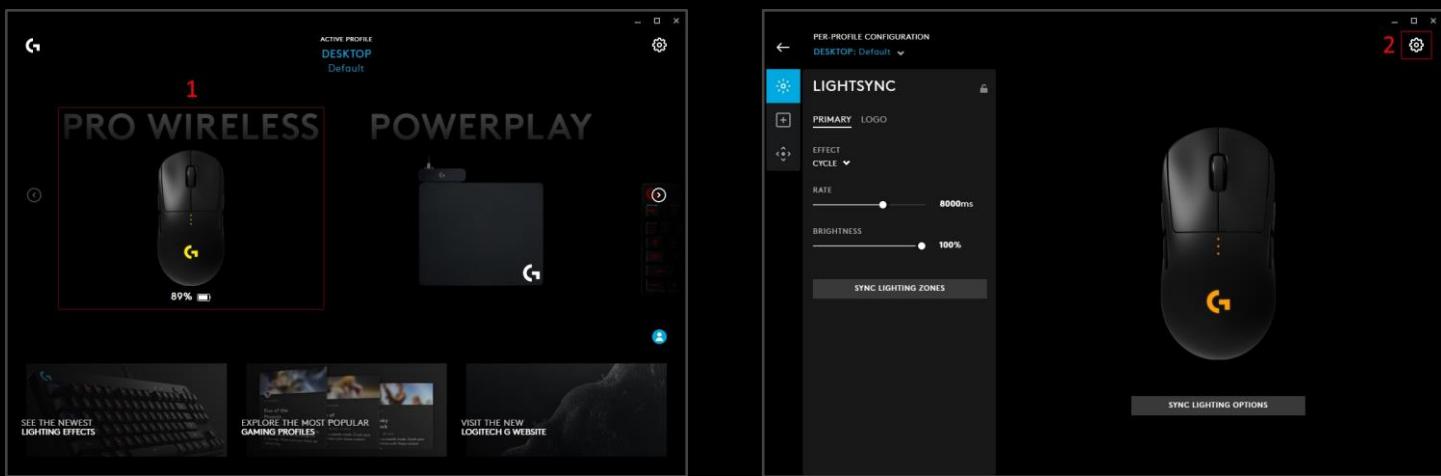
1. Initially you will need to click on the device you are using in the home screen of G HUB. In our example we will click on the PRO WIRELESS Mouse.

2. In the Device settings, click on the **GEAR SETTINGS** page icon ⚙️ in the top right corner
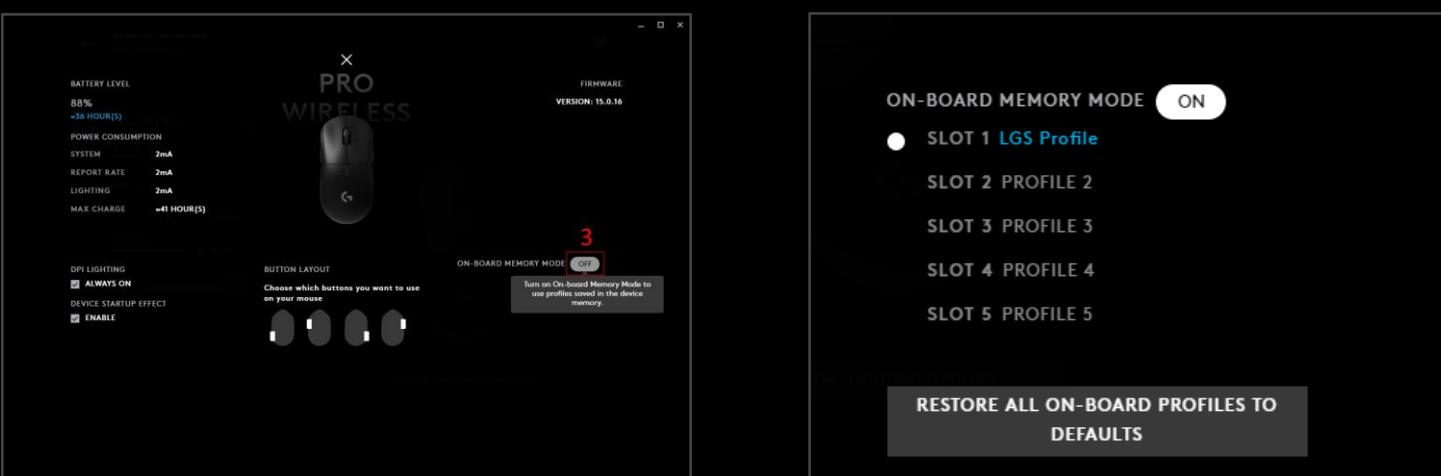
3. Click the **ON-BOARD MEMORY MODE** button to turn this from OFF to ON . You will now be using on-board memory profiles. You can have one profile per slot. The number of slots is dependant on the device and can vary between models.

When switch from off to on, You will receive a blue warning that 'the device is in on-board mode. Enable software control to configure it and access all features?'


The device is in on-board mode. Enable software control to configure it and access all features?   **ENABLE**

This is a reminder that whilst you are in on-board memory mode, that all software control through G HUB will be paused for that device. Clicking **ENABLE** will turn the on-board memory mode to OFF, exactly the same as if you clicked the **ON-BOARD MEMORY MODE** button to OFF

ON-BOARD MEMORY SLOTS

You configure the state of your profiles and which profiles you want assigned to each memory slot.
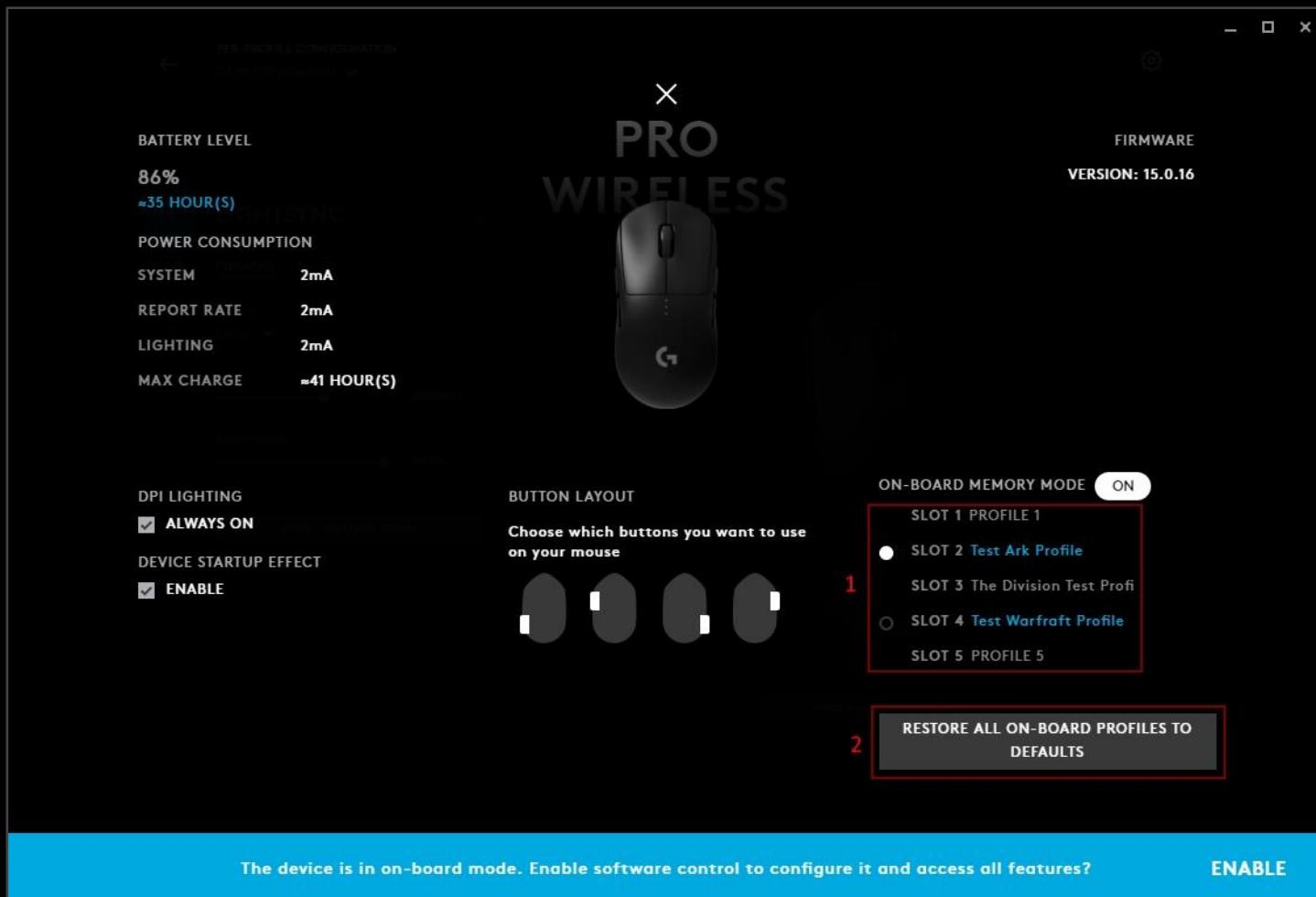
1. This shows the state of your memory slots.
   - We can see this device has 5 slots. 3 slots currently have profiles assigned to them, SLOT 1 and SLOT 5 do not.
   - The current active slot is the one with the ⬤
   - Slots that can be cycled to and activated have a ◯
   - Slots that have been disabled have no circle.

When you click on a **SLOT** you will have a drop down menu:

- ● **DETAILS**. Click this to take you to the details of the settings assigned to that SLOT. This will show Lightsync, Assignments and other features depending on your device. From that page you can also click **DISABLE FROM MEMORY** which is the same as selecting **DISABLE** in the drop down.
- ● **DISABLE**. Select DISABLE to disable that SLOT. You won't be able to cycle to this slot with the on-board profile cycle assignment or use this slot.
- ● **RESTORE DEFAULT PROFILE**. This restored the SLOT back to default behaviour.
- ● **ENABLE WITH NEW/REPLACE WITH**.
    - ○ If the **SLOT** does not have a profile assigned, this will say ENABLE WITH NEW. Select from the current profile list below to assign a profile.
    - ○ If the SLOT has a profile assigned, then this will say REPLACE WITH. Select from the current profile list below to replace the current profile with a different one.

2. **RESTORE ALL ON-BOARD PROFILES TO DEFAULT**. When you click this button, it will revert all the **SLOTS** back to default behaviour. Similar if you clicked RESTORE DEFAULT PROFILE individually on each **SLOT**.
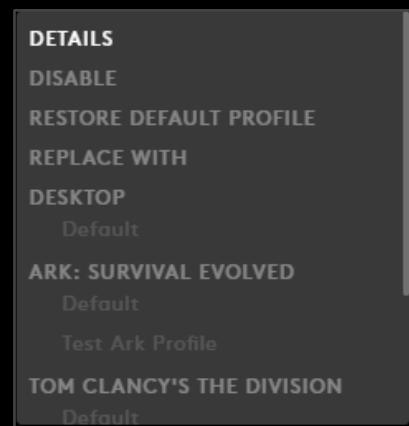
4. Advanced settings

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.
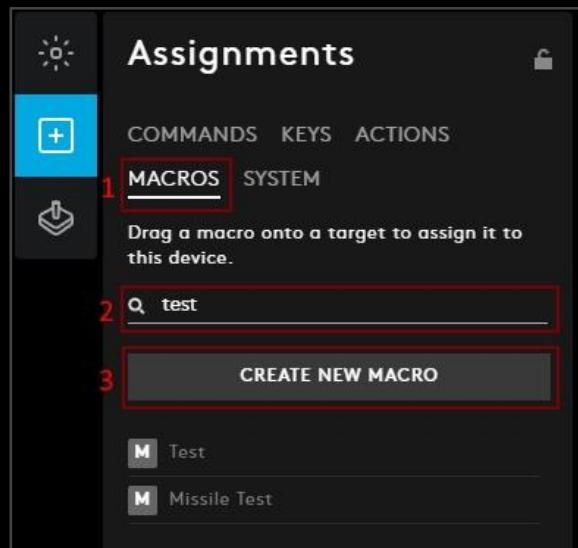
1. In **Assignments** for your device, click on the **MACROS** tab.
2. **Search Bar**. You can search for a macro by typing in the **Search for a macro** text bar by the 🔍 (not case sensitive). In the example we can see that typing 'test' will bring up the macros: Test and Missile Test
3. **CREATE NEW MACRO**. Click **CREATE NEW MACRO** to start the Macro editor.

- **Name This Macro**. Click on **Name This Macro** and type a name for your macro
- **SELECT A TYPE OF MACRO YOU WANT TO CREATE**. Select a type of Macro
    a. NO REPEAT
   b. REPEAT WHILE HOLDING
    c. TOGGLE
    d. SEQUENCE

- **No Repeat Macro.** A No Repeat macro will play once after you press the macro button/key. This is good for single events where you do not want to have that action repeated. For example; Launch an Application.
- **Repeat while holding Macro.** A Repeat While Holding Macro will loop continuously while the button/key is pressed. This is good for auto fire events.
- **Toggle Macro.** A Toggle Macro will loop continuously until you toggle it off by pressing the button/key again. This is similar to the repeat macro but the button/key is held down on the first press, and let up on the second press. Good for auto running events.
- **Sequence.** This is the advanced macro editor where you can edit the press, hold and release events of the macro.
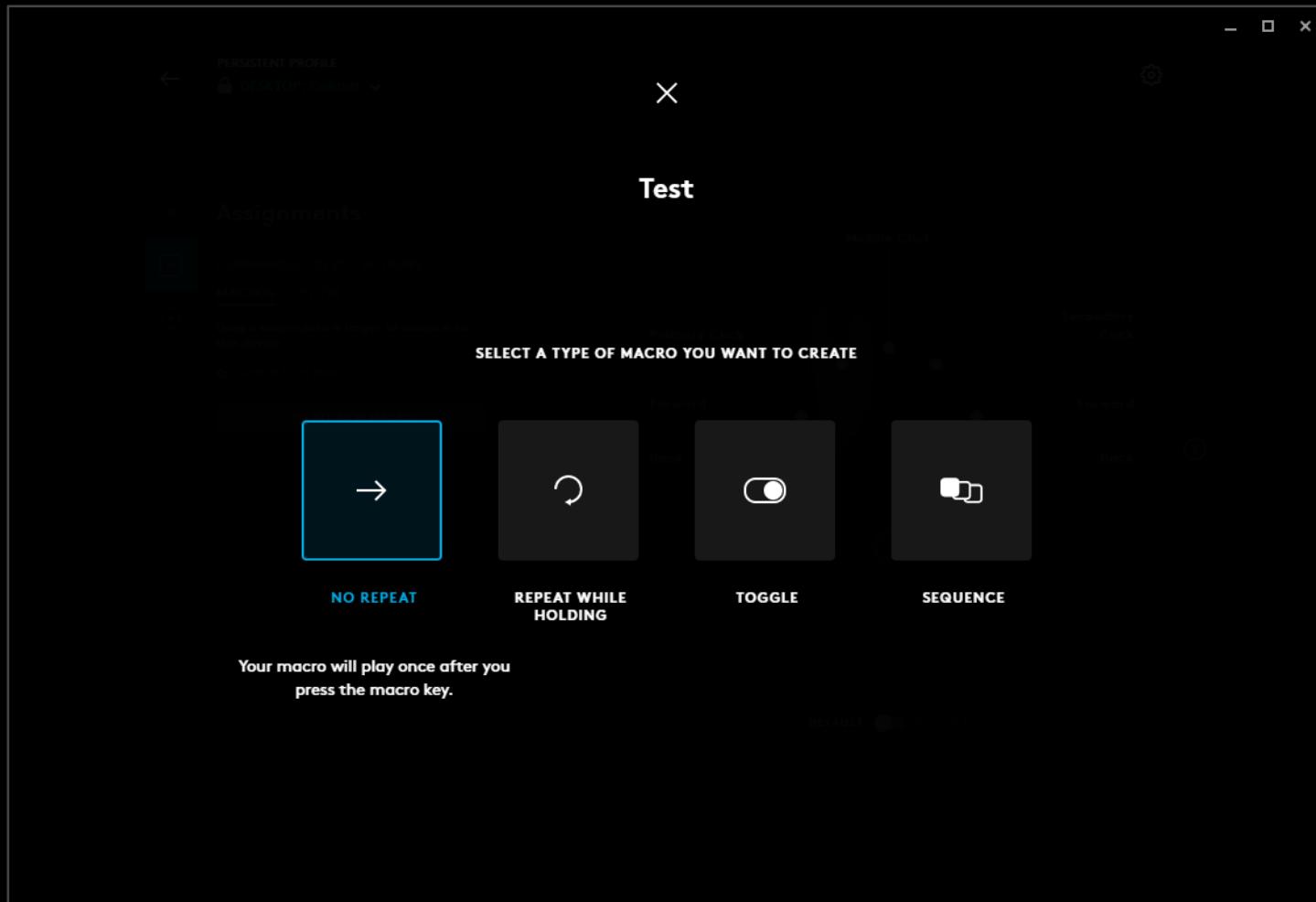
- Select an option from the selection. This will take you to the macro creation page.

NO REPEAT | REPEAT WHILE HOLDING | TOGGLE MACROS

These three types of macro have the same style of macro editor:
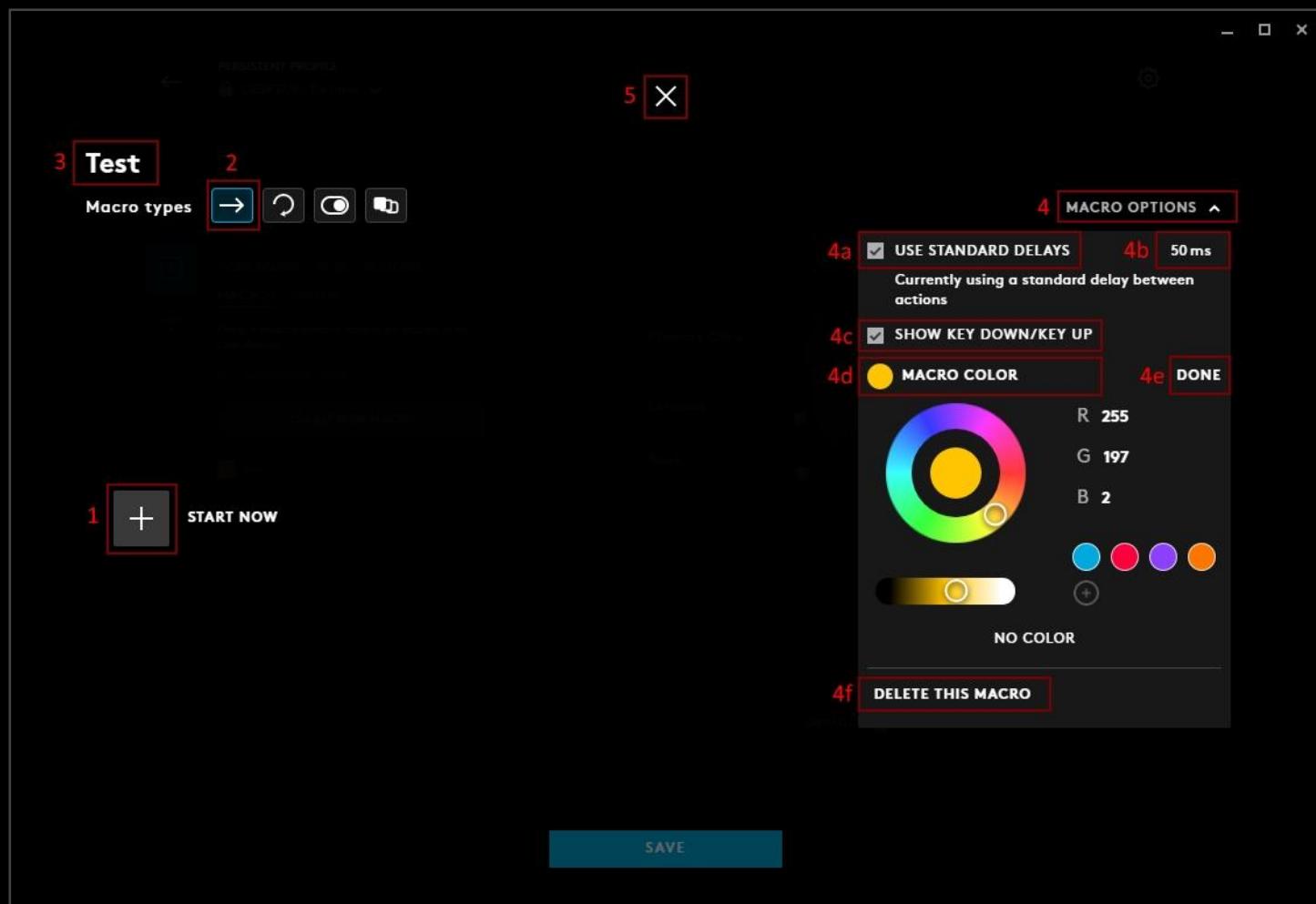
1. **START NOW**. To start recording your macro, click on the + or the **START NOW** text. You will be given 6 options:
   a. **Record Keystrokes**
   b. **TEXT & EMOJIS**. Create a personalised text string with emojis
   c. **ACTION.** Create an action to integrate with a Voice Application
   d. **LAUNCH APPLICATION**. Create a shortcut to launch an application
   e. **SYSTEM.** Select a system command
   f. **DELAY.** Add a delay, default is 50ms but this can be changed
   g. X. Cancels the **START NOW**
2. **Macro Type.** This shows which macro style you chose.
3. **Macro Name.** Click on the text to change the macro name
4. **MACRO OPTIONS**. This opens a drop down menu:
   a. **USE STANDARD DELAYS.** By default this is ticked and set to 50ms. If you untick this then each keypress/mouse button will have its own customisable delay.
   b. To change the standard delay, click on the number to edit and enter a new value. Minimum is 25ms.
   c. **SHOW KEY DOWN/KEY UP.** Click this to see the up press and down press of each entry. By default this is unticked.
   d. **MACRO COLOR.** Click this to assign a color to your macro. Use the color wheel to make your choice.
   e. **SELECT/DONE**. Click this to open/close the color wheel.

f. **DELETE THIS MACRO**. Click this to delete the macro. This will only appear if the Macro has been saved previously. You will have a notification at the bottom of the screen to verify you want to delete.

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

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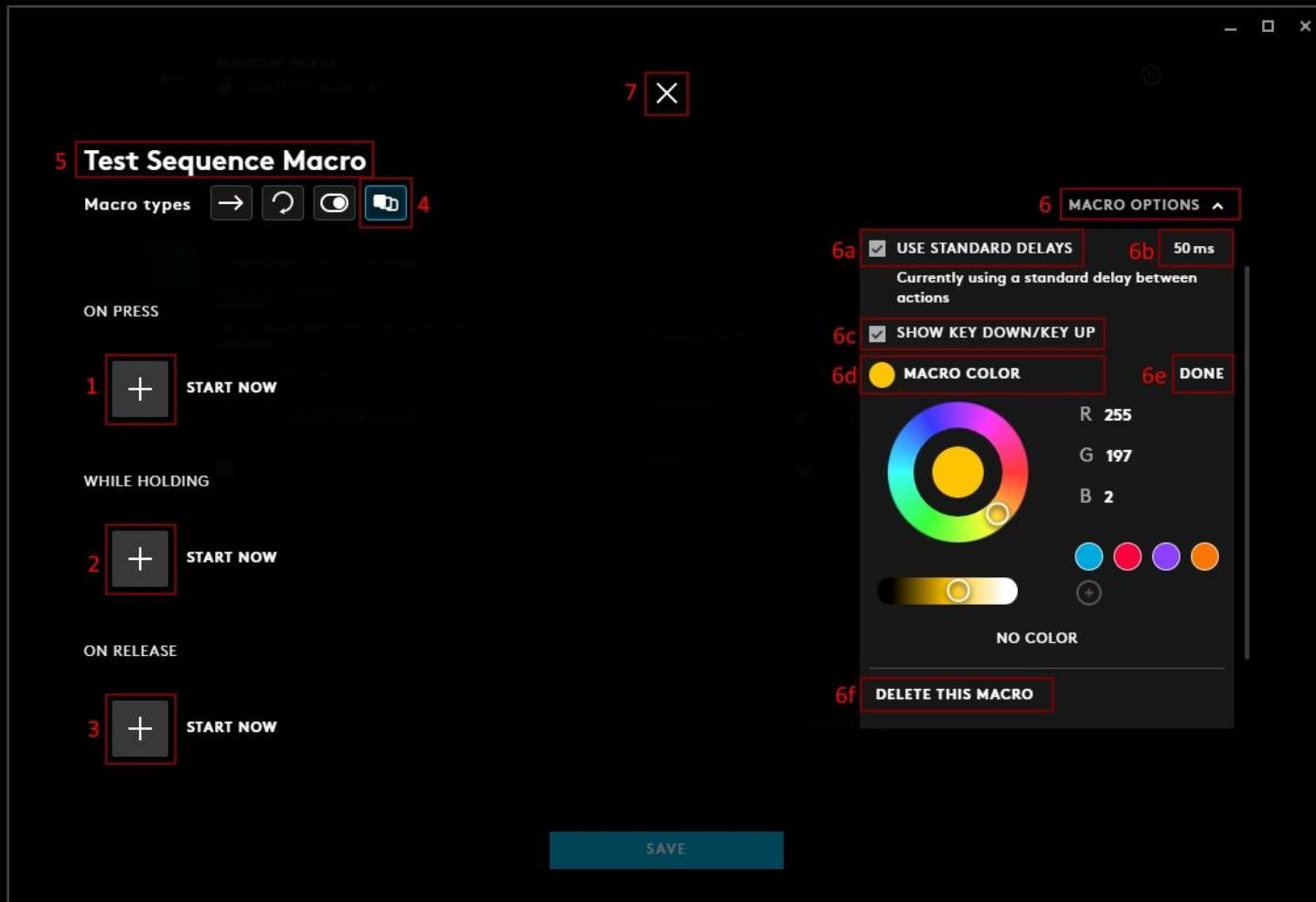
1. **ON PRESS**. This section will control what happens immediately when you press the button/key.
2. **WHILE HOLDING**. The commands assigned in this section will repeat whilst the button/key is held down.
3. **ON RELEASE**. This section will control what happens immediately after you release the button/key.

Note: *The ON PRESS and ON RELEASE which relate to the physical state of the button/key being pressed. Each of these states can contain a macro. This should not be confused with the down-press and up-press events that happens within that macro.*

To start recording your macro, click on the + or the **START NOW** text.   You will be given the same 6 options:
   a. **Record Keystrokes**
   b. **TEXT & EMOJIS**. Create a personalised text string with emojis
   c. **ACTION.** Create an action to integrate with a Voice Application
   d. **LAUNCH APPLICATION**. Create a shortcut to launch an application
   e. **SYSTEM.** Select a system command
   f. **DELAY.** Add a delay, default is 50ms but this can be changed
   g. ✕. Cancels the **START NOW**

4. **Macro Type.** This shows which macro style you chose.
5. **Macro Name. Click on the text to change the macro name**
6. **MACRO OPTIONS**. This opens a drop down menu:
    a. **USE STANDARD DELAYS**. By default this is ticked and set to 50ms. If you untick this then each keypress/mouse button will have its own customisable delay. More on this later
    b. To change the standard delay, click on the number to edit and enter a new value. Minimum is 25ms.
    c. **SHOW KEY DOWN/KEY UP.** Click this to see the up press and down press of each entry. By default this is unticked.
    d. **MACRO COLOR.** Click this to assign a color to your macro. Use the color wheel to make your choice.
    e. **SELECT/DONE.** Click this to open/close the color wheel.
    f. **DELETE THIS MACRO.** Click this to delete the macro. This will only appear if the Macro has been saved previously. You will have a notification at the bottom of the screen to verify you want to delete.
7. Click the ✕ at the top to cancel the NEW MACRO editor and go back to the **Assignments** tab. If you have made any changes, you will see a prompt at the bottom asking if you would like to save any changes.

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

Assignments: Program a macro

This section will show how to make a macro.

Note: *The method is the same method for no repeat, repeat, toggle and sequence. The only difference being that sequence has 3 sections that can all hold macros. The way those macros are created though, are the same.*

Click on the ⊞ START NOW button to start creating your macro:
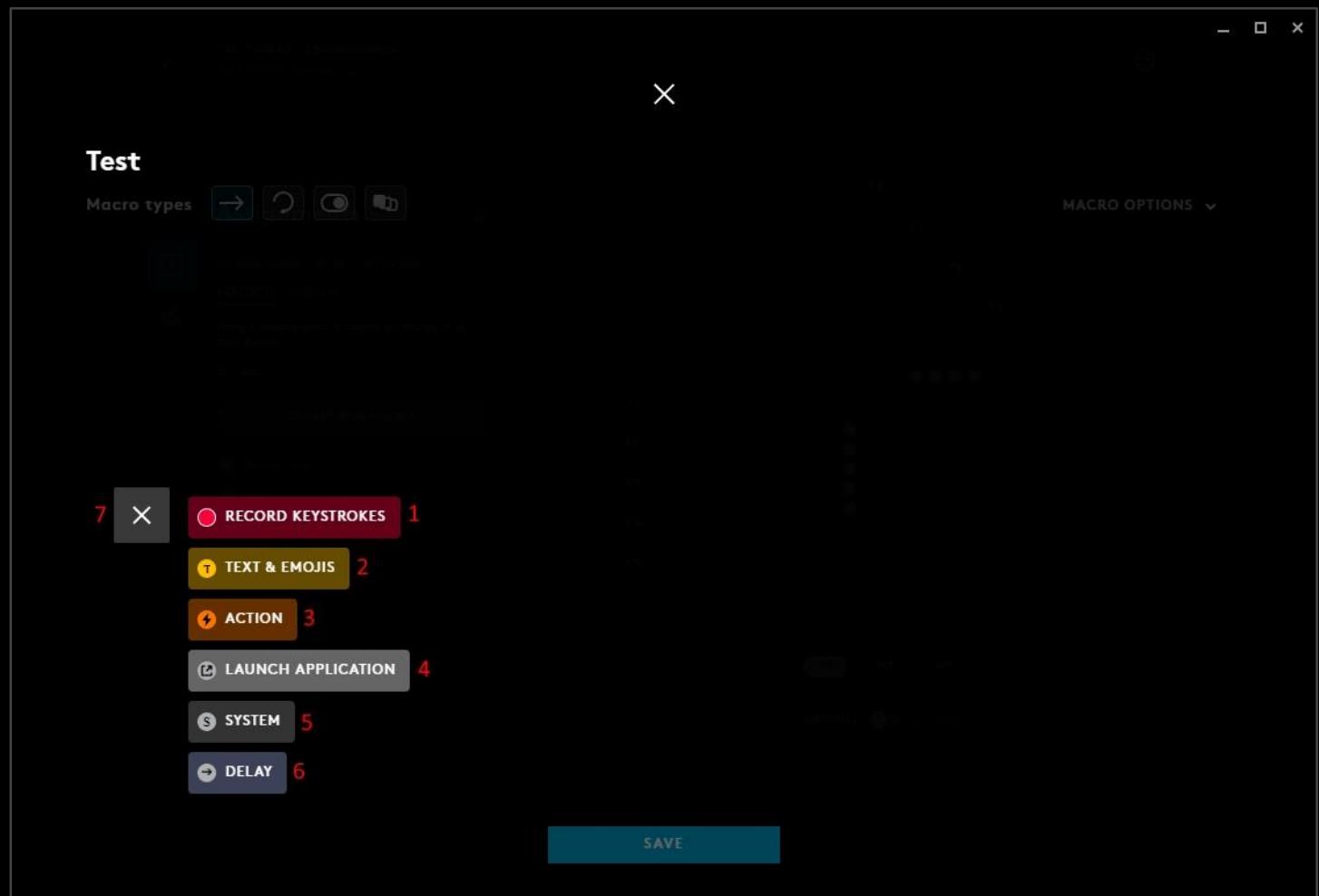
1. **RECORD KEYSTROKES**. When you click this button the editor will start recording all your mouse button and key strokes.
2. **TEXT & EMOJIS**. Create a personalised text string with emojis
3. **ACTION.** Create an action to integrate with a Voice Application
4. **LAUNCH APPLICATION**. Create a shortcut to launch an application
5. **SYSTEM**. Select a system command
6. **DELAY**. Add a delay, default is 50ms but this can be changed

7. Click the ✕ to cancel the **START NOW**

1: RECORD KEYSTROKES
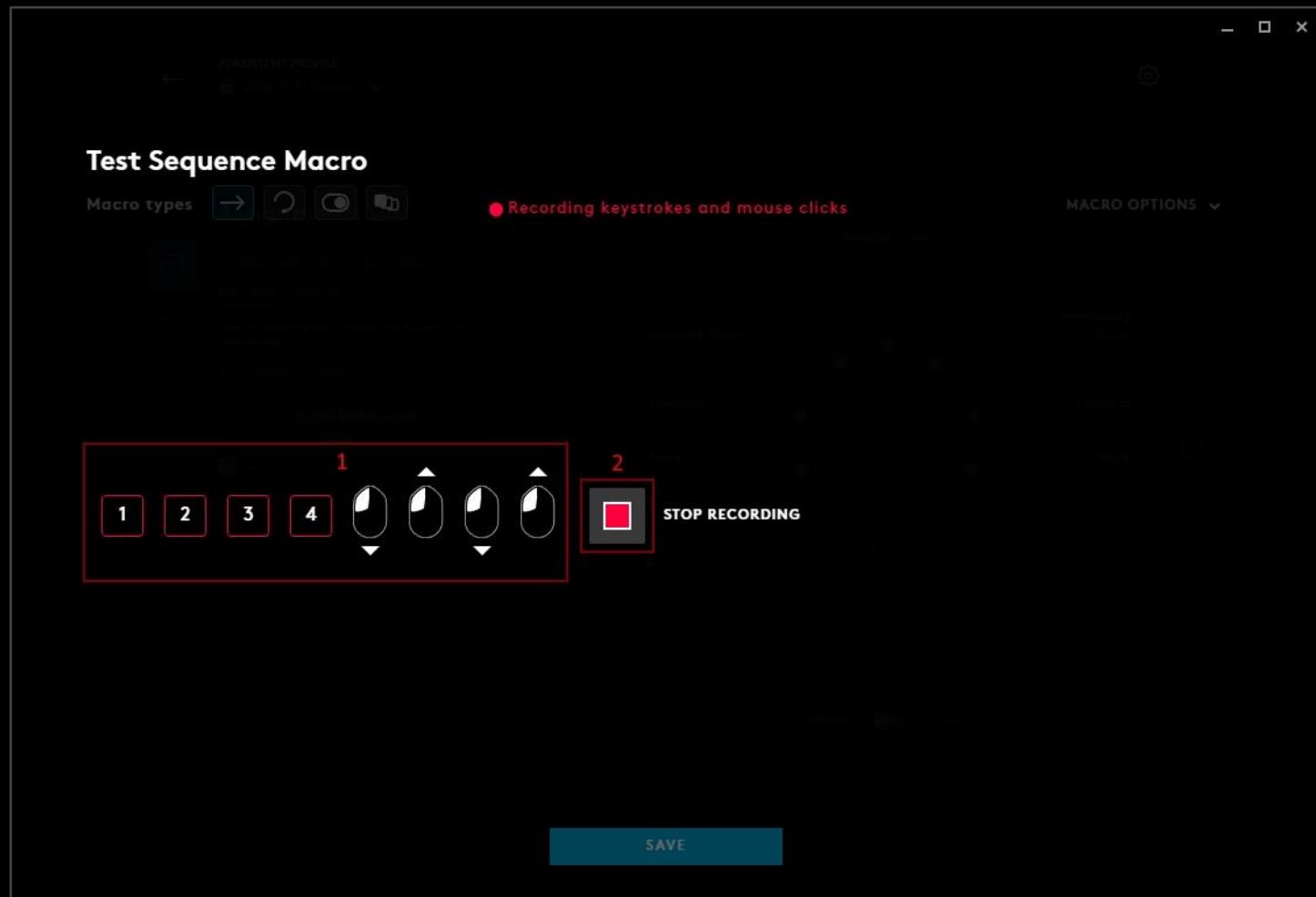
1. Macro content (or string).   This will appear as you press keys or mouse buttons.
2. **STOP RECORDING**. Click ▣ once you are finished programming your macro.
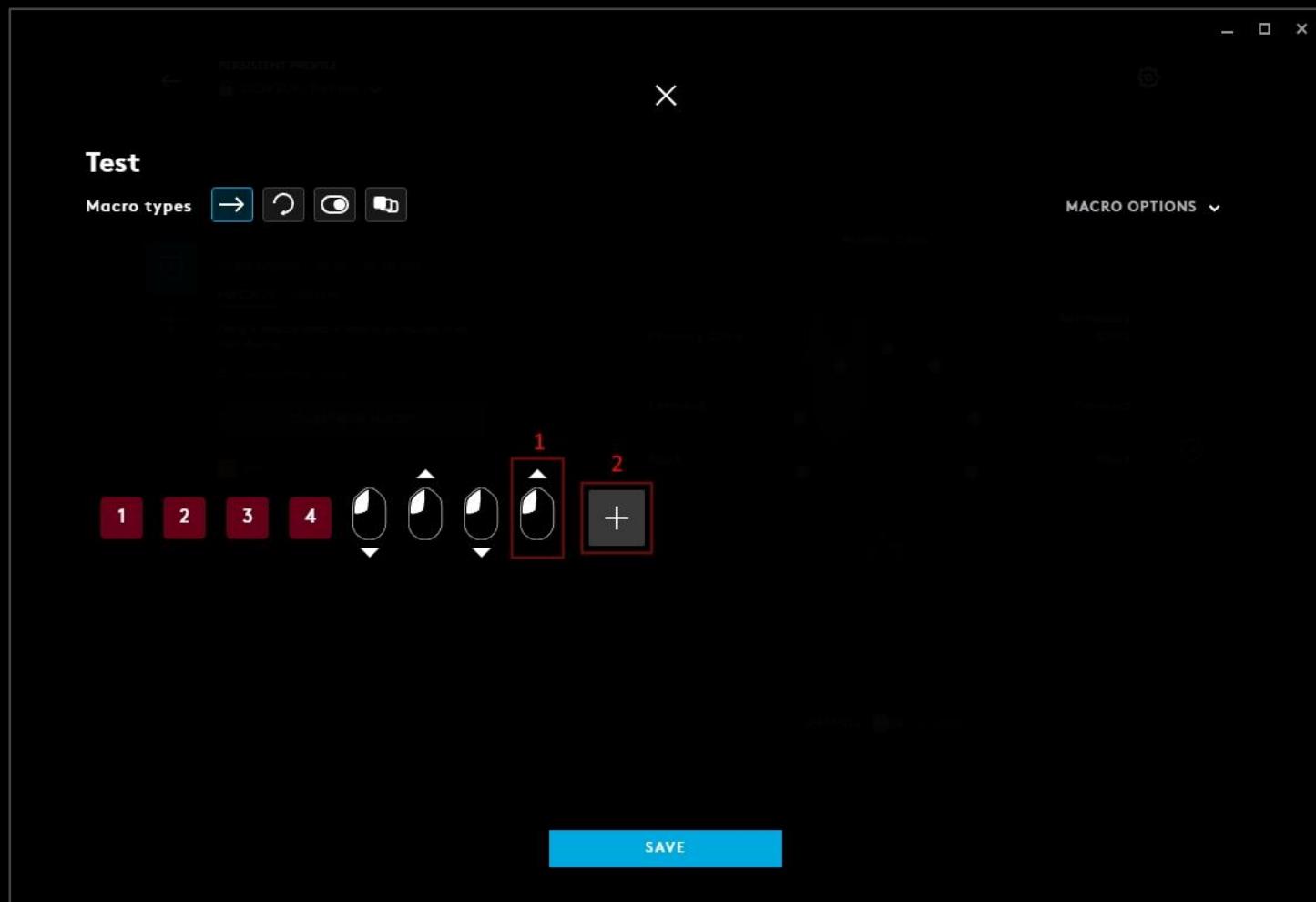
1. You can highlight any button/keystroke (up or down press) and delete it by pressing the delete key. You don't need to be in the recording phase to do this.   So for example here we would highlight the up press of the left mouse button and delete, or move it by dragging it along the line to a more appropriate area.

2. You can click the ⊞ to add another **RECORD KEYSTROKE**, **TEXT & EMOJIS** etc. Click **SAVE** when you are finished programming the macro to take you back to the assignments tab.

1a. NOTES ON DELAYS:
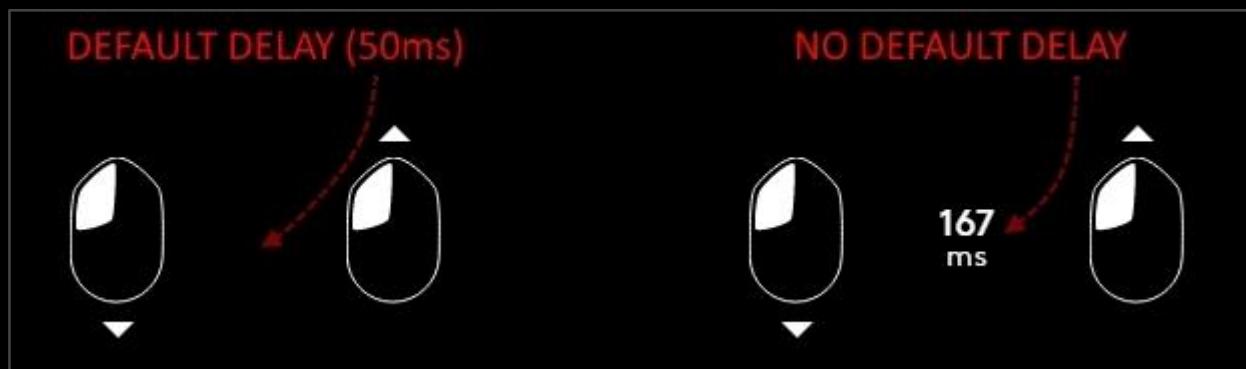
USE STANDARD DELAYS
- If ticked, the default delay between button/key presses in the editor will be 50ms. This means the delay between each action will be 50ms. If you change the number in the MACRO OPTIONS, for example to 60ms then each action in the macro would have a delay of 60ms. This can also be known as a global delay as it affects everything.

- If unticked the delay will be shown between the down-press and up-press of each key/button. You can adjust any time by clicking the number and entering a new number. This delay affects the time between the event before and after only.

Example of the Macro with **USE STANDARD DELAYS** unticked:
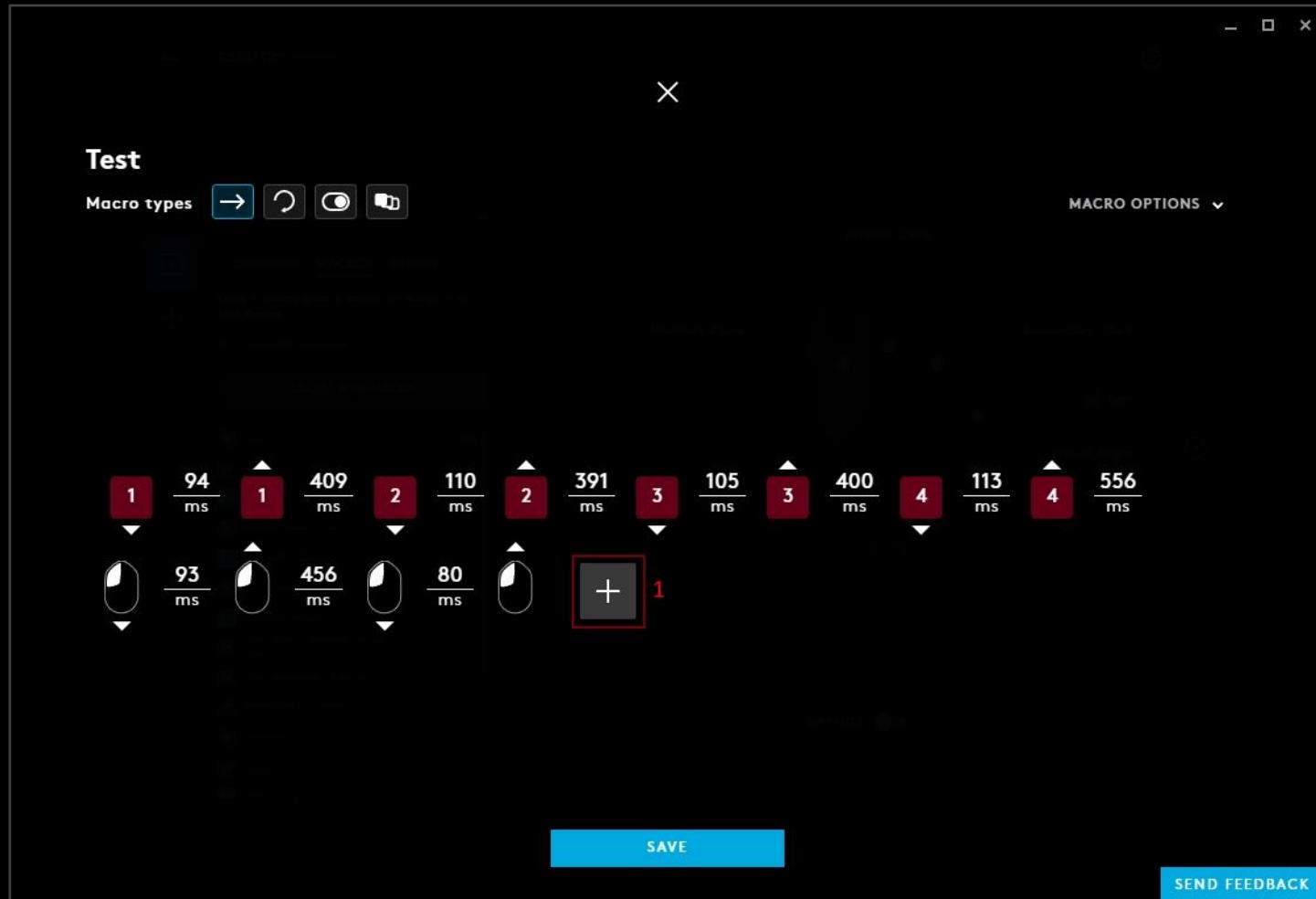
1. You can click the ➕ to add another **RECORD KEYSTROKE**, **TEXT & EMOJIS** etc. Click **SAVE** when you are finished programming the macro to take you back to the assignments tab.

2: TEXT AND EMOJIS:

Emoji text will behave like a no repeat macro.
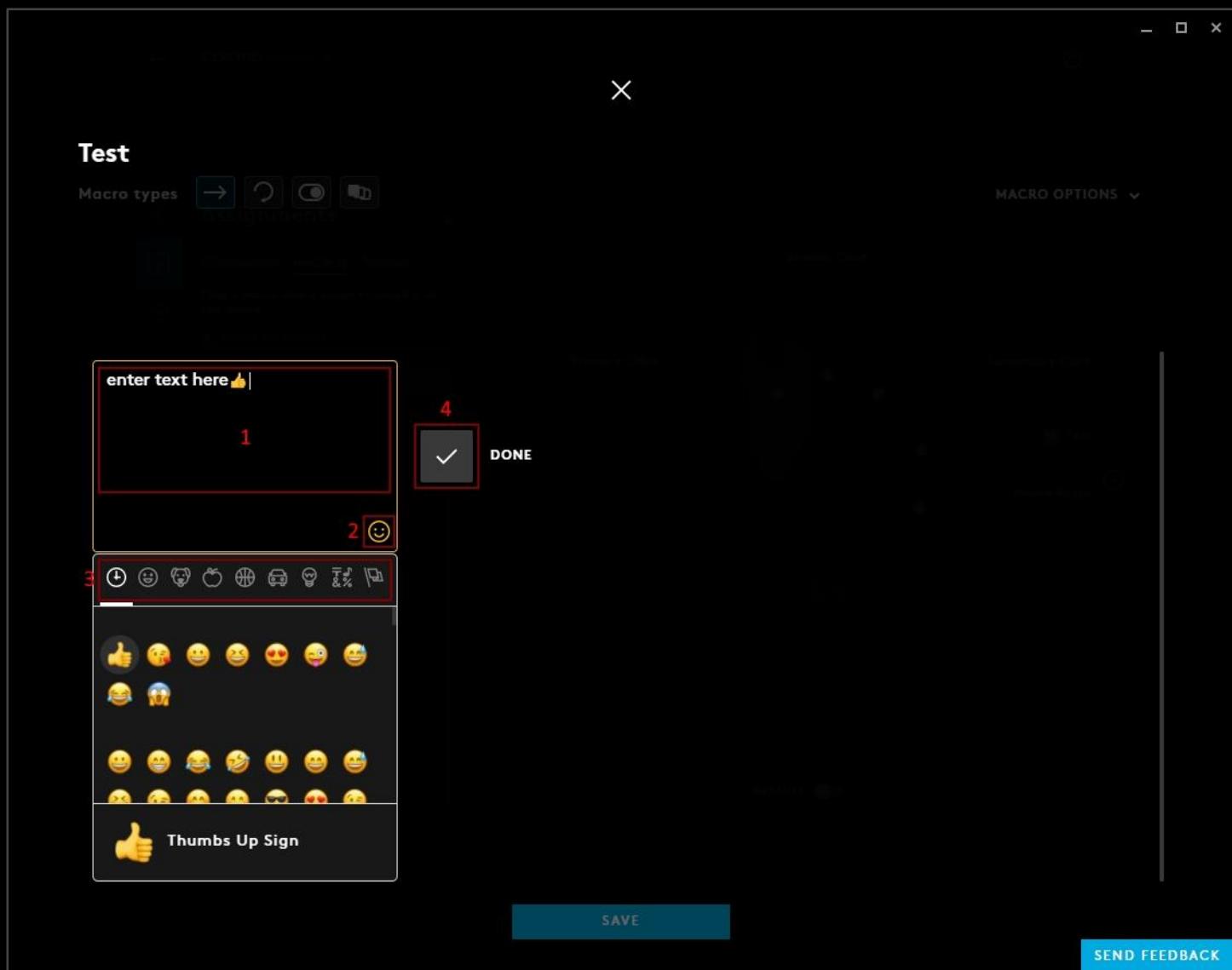
1. As you type and add emojis, there will appear here.
2. Click the emoji symbol ☺ to expand the emoji drop down list
3. Click on the different icons in the bar to see different groups of emojis

4. DONE. Click ✓ to finish creating your Emoji macro
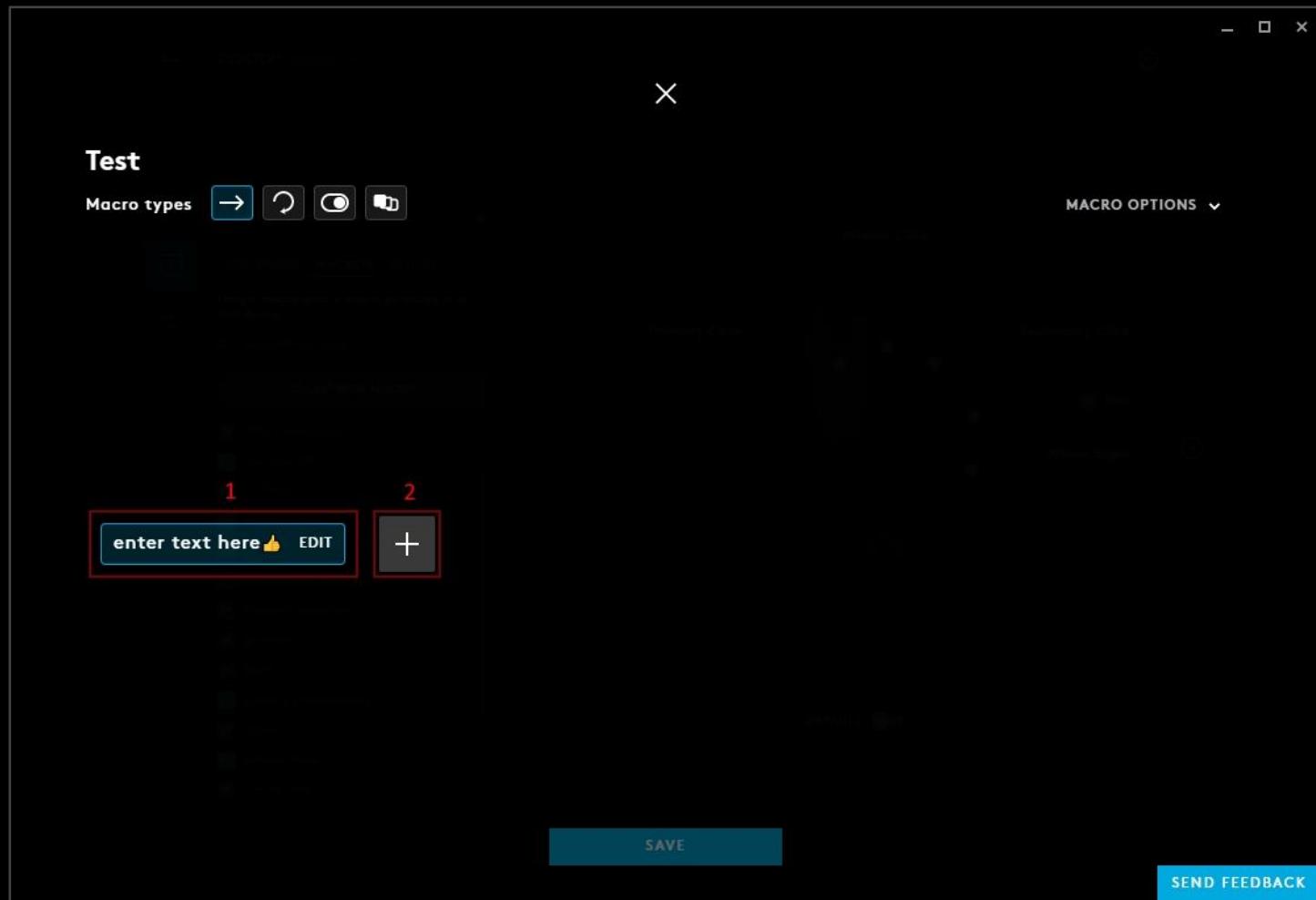
1. Highlight the text to delete or click edit to change the text.

2. You can click the to add another **TEXT & EMOJIS** or **RECORD KEYSTROKE** etc. Click **SAVE** when you are finished programming the macro to take you back to the assignments tab.

3: ACTION:

An action is a command that is associated to an integration, such as Overwolf, OBS and Discord. Or LED integrations such as Fortnite and Battlefield 5
Examples of some actions:

- **OBS**: Toggle Streaming
- **Overwolf**: Capture Video
- **Discord**: Mute Self
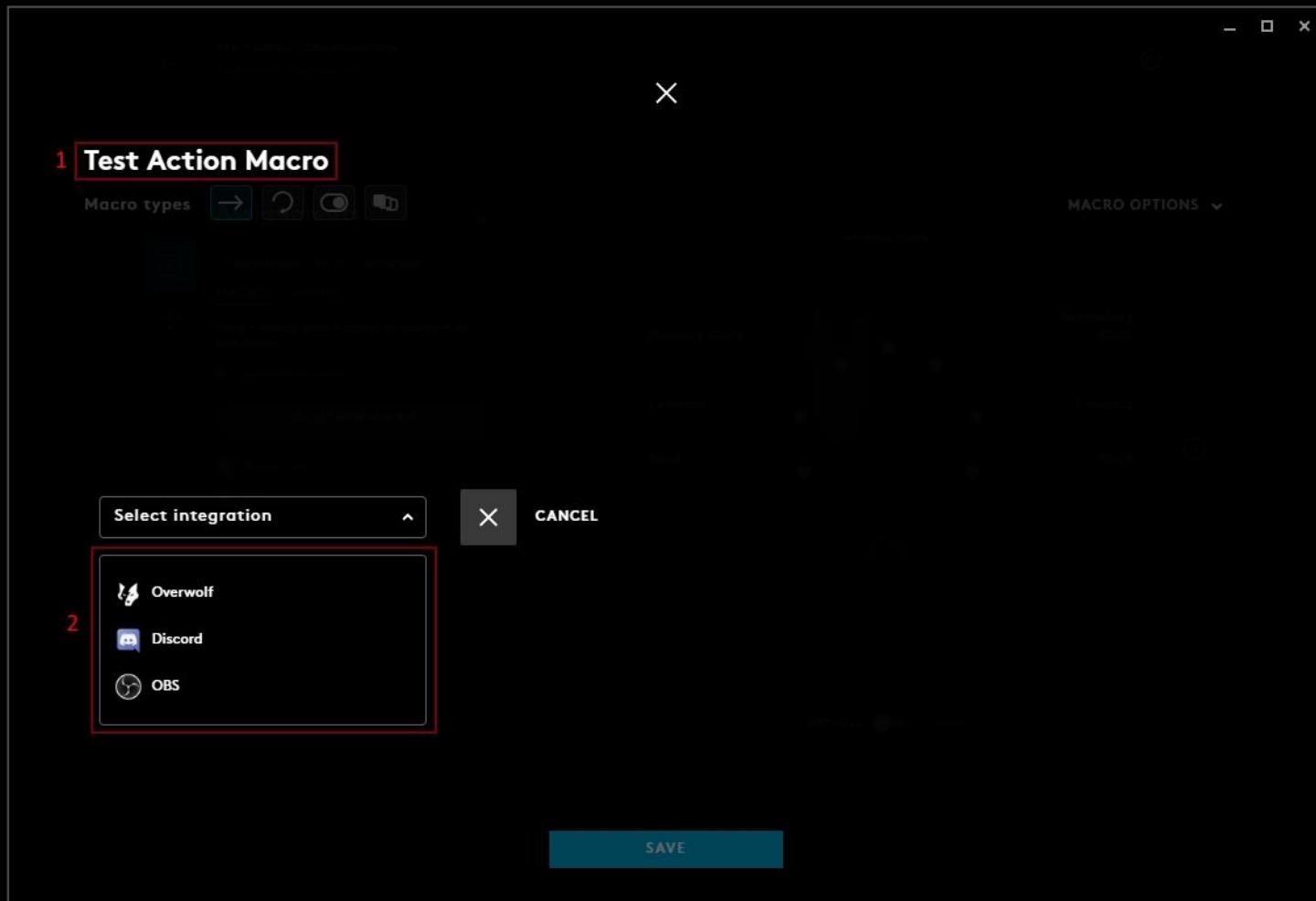
1. **Action Name**. Click here to change the name of the Macro. In the example we have named this **Test Action**
2. **Select Integration**. All the Integrations will be displayed here. Click one of the options to take you to the next menu.
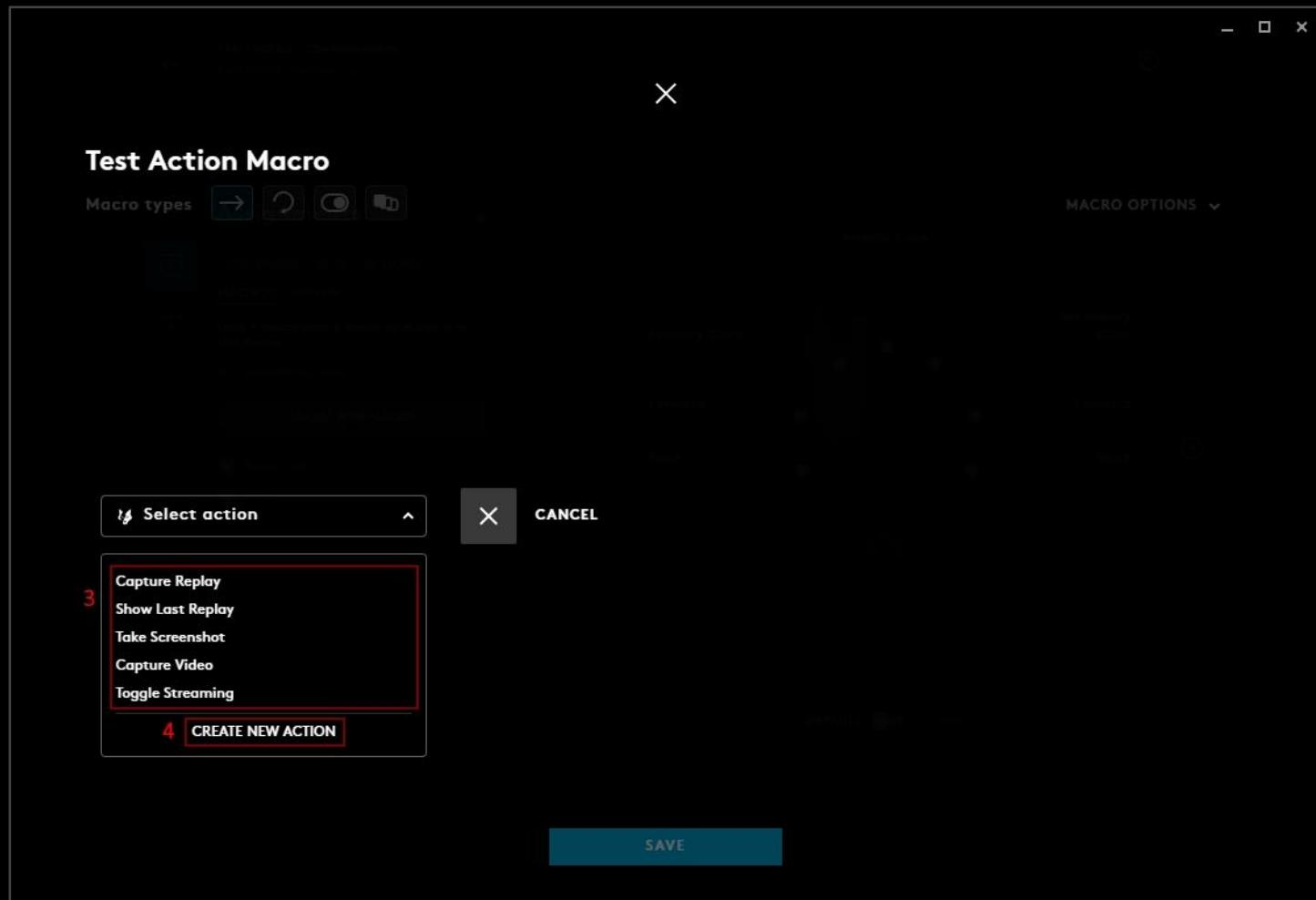
3. **Action Menu**. In the example, we have selected Overwolf and now have a list of current actions we can choose from.
4. **CREATE NEW ACTION**. Click this to create a new action which will then appear in the **Action Menu** above. More on this in the 3a. CREATE NEW ACTION section
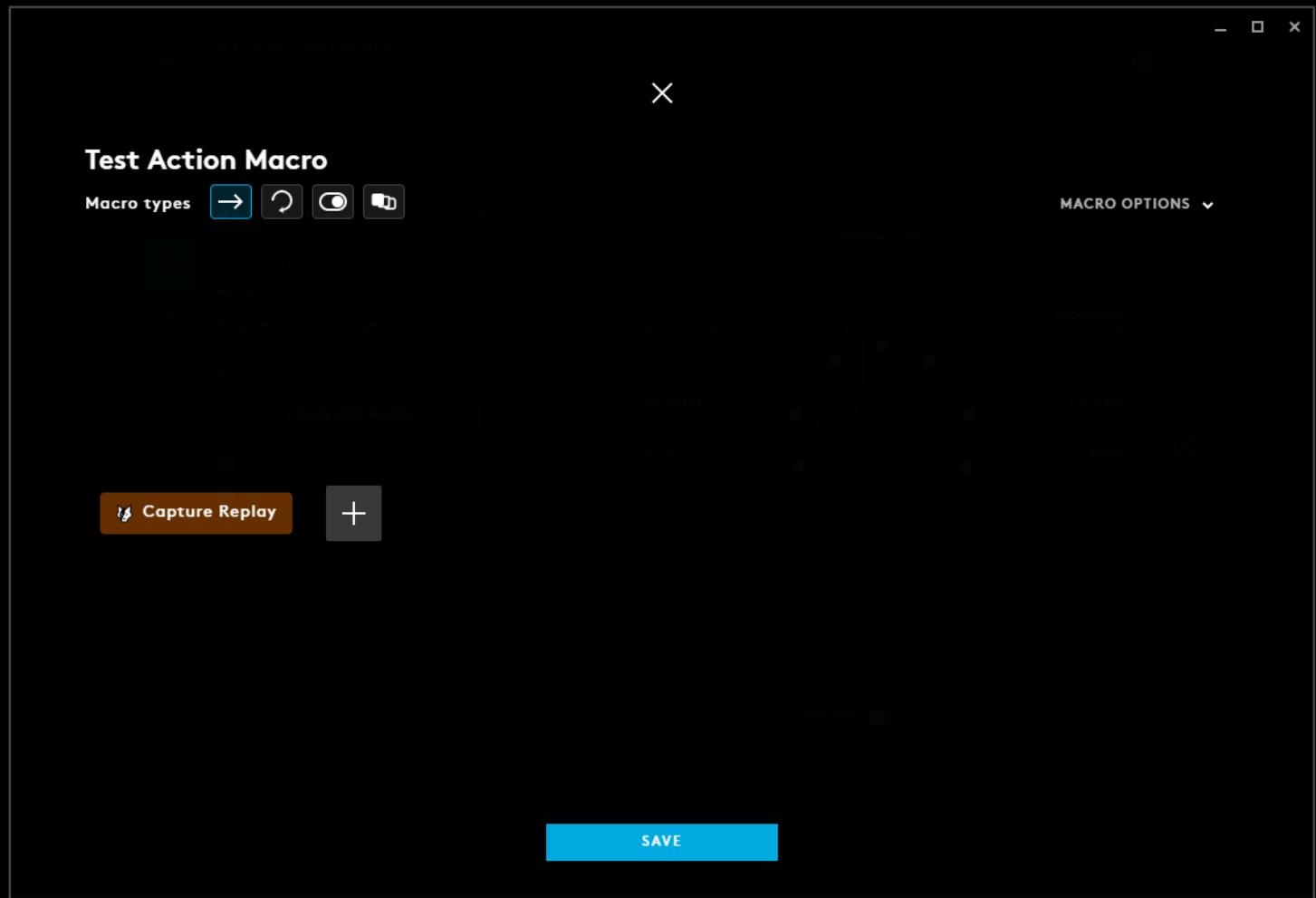
Here we selected Capture Replay and this is now in the **Text Acton** macro.

You can click the to add another **TEXT & EMOJIS** or **RECORD KEYSTROKE** etc. Click **SAVE** when you are finished programming the macro to take you back to the assignments tab.

3a. CREATE NEW ACTION:

When choosing an action from an Integration (to select for an assignment or within a macro), you will also have the option to create a new action.
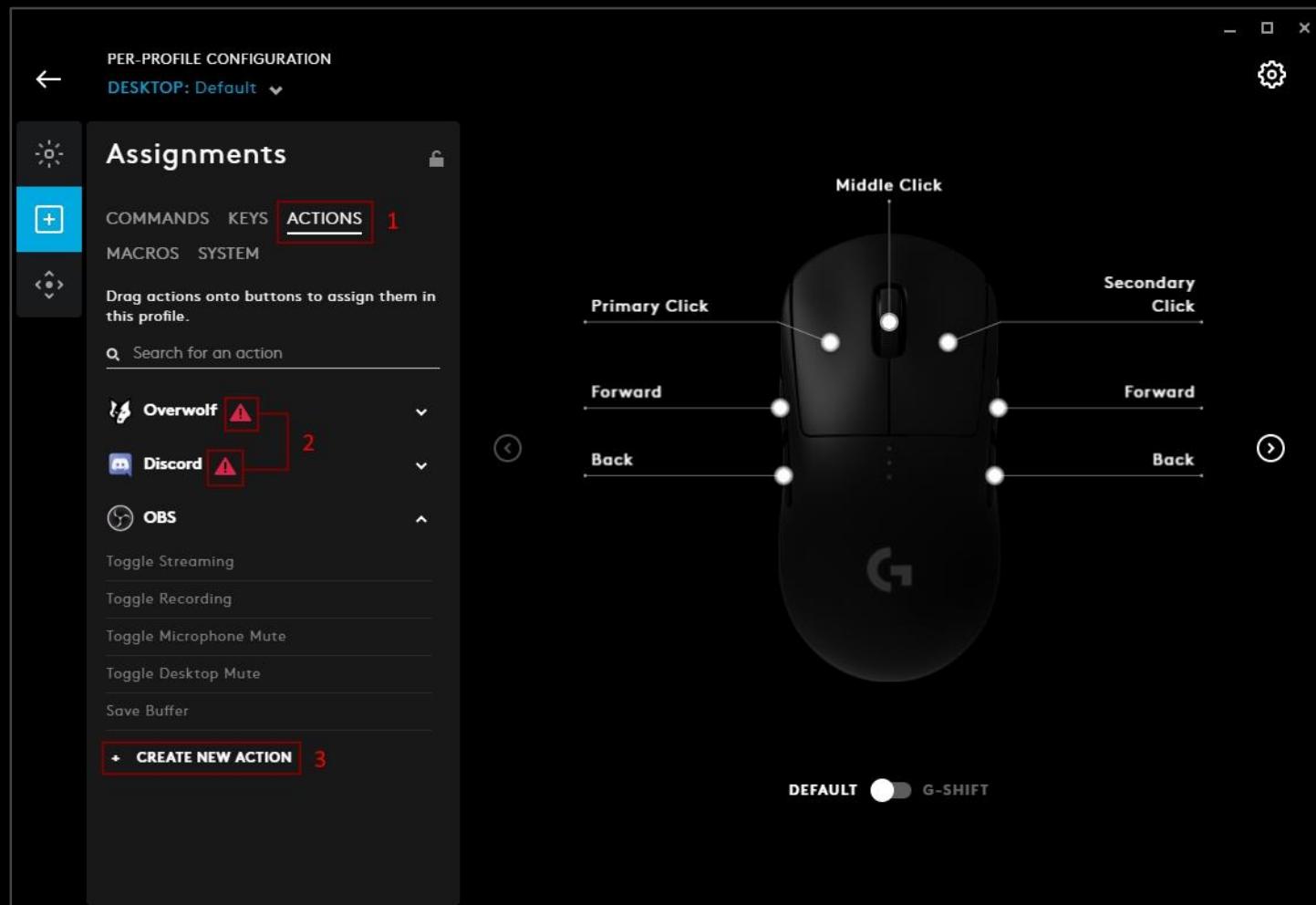

1. **ACTIONS**. In the example above, we have navigated to the ACTIONS tab in ASSIGNMENTS and selected the OBS Integration.
2. **Integration Warning Sign**. If you see a ⚠ next to an Integration it means that it is not currently open and G HUB will not be able to query its current event list. G HUB has its own default set of actions but to create any new events, you will need to have that Integration open.
3. **+ CREATE A NEW ACTION.** When you click the **+ CREATE A NEW ACTION f**or the Integration selected. In the example we are taken the CREATE OBS ACTION screen:
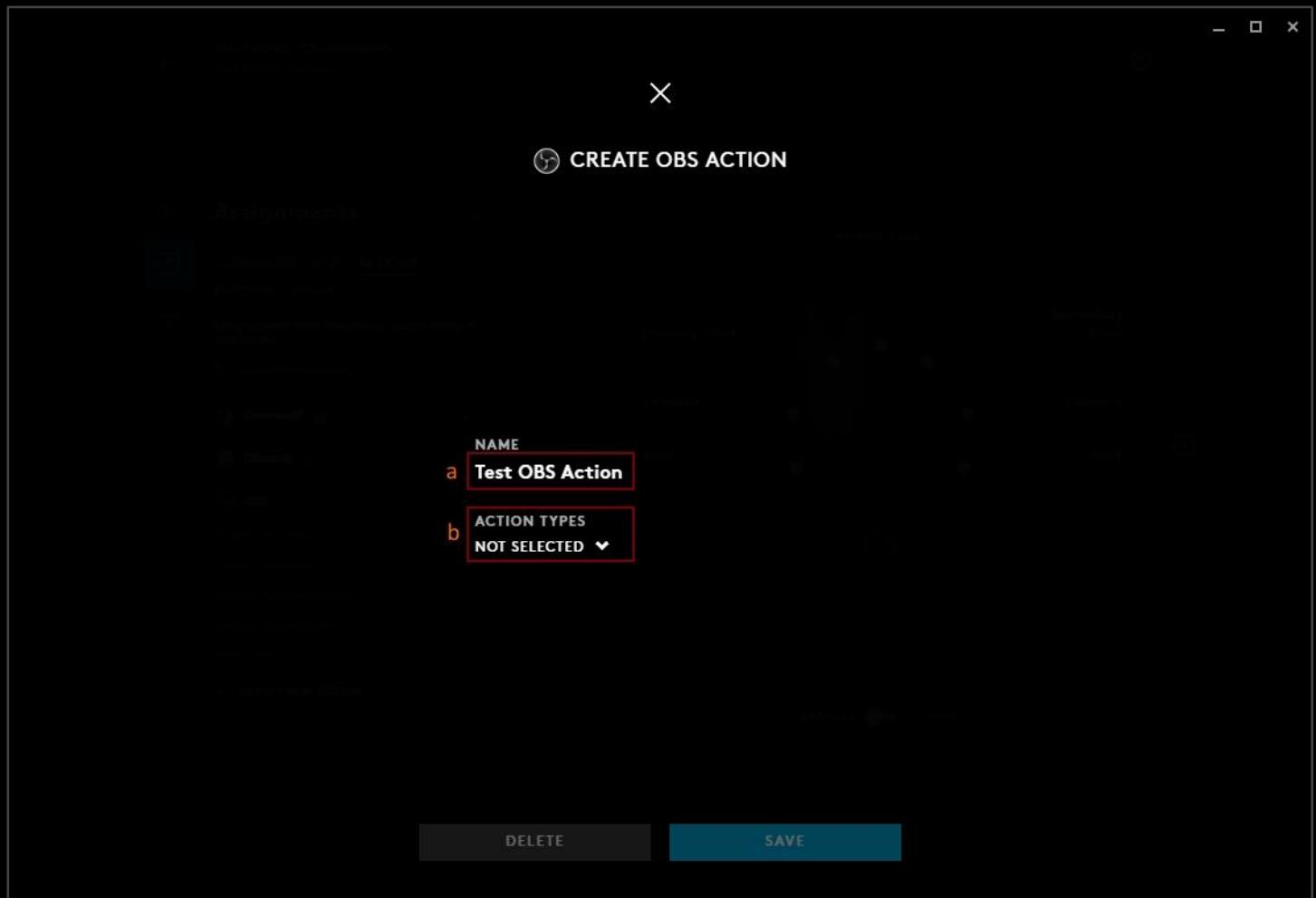
a. **NAME**. Click in the box to change the name of the action
b. **ACTION TYPES**. Click the drop down menu to see all the available action types. You can scroll down the list and pick the Action Type. Some action types also require a third selection. Once you are done click **SAVE**. This will exit the Create Action Screen

In our example we have selected **ACTIVATE SCENE**, we then need to select which scene to assign. In this case we select the G HUB Test Screen which was added previously in OBS:

You can see in the example above, that **G HUB Test Scene Activation** Action is now available in the OBS actions menu and can be assigned.

4: LAUNCH APPLICATION:

A launch application shortcut which can be part of a macro.
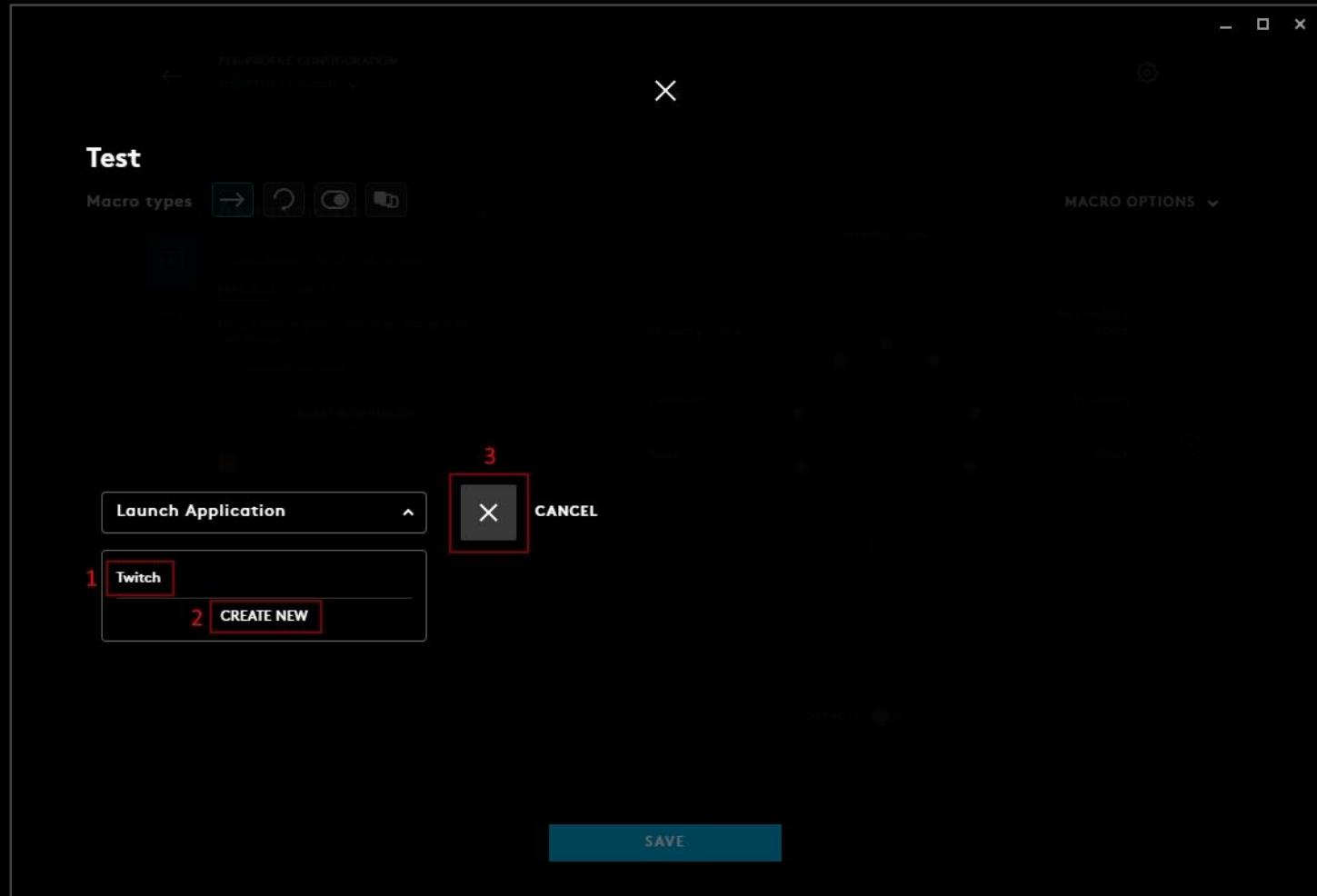
1. Previously created Launch Application shortcuts will be shown here. For example, we previously created one for Twitch. Select which application from this list to be assigned to your macro.
2. **CREATE NEW**. Click this to browse for an application to set up. Once you have selected your application it will appear in the list (1) above.
3. Click the ☒ to cancel the launch macro editor.
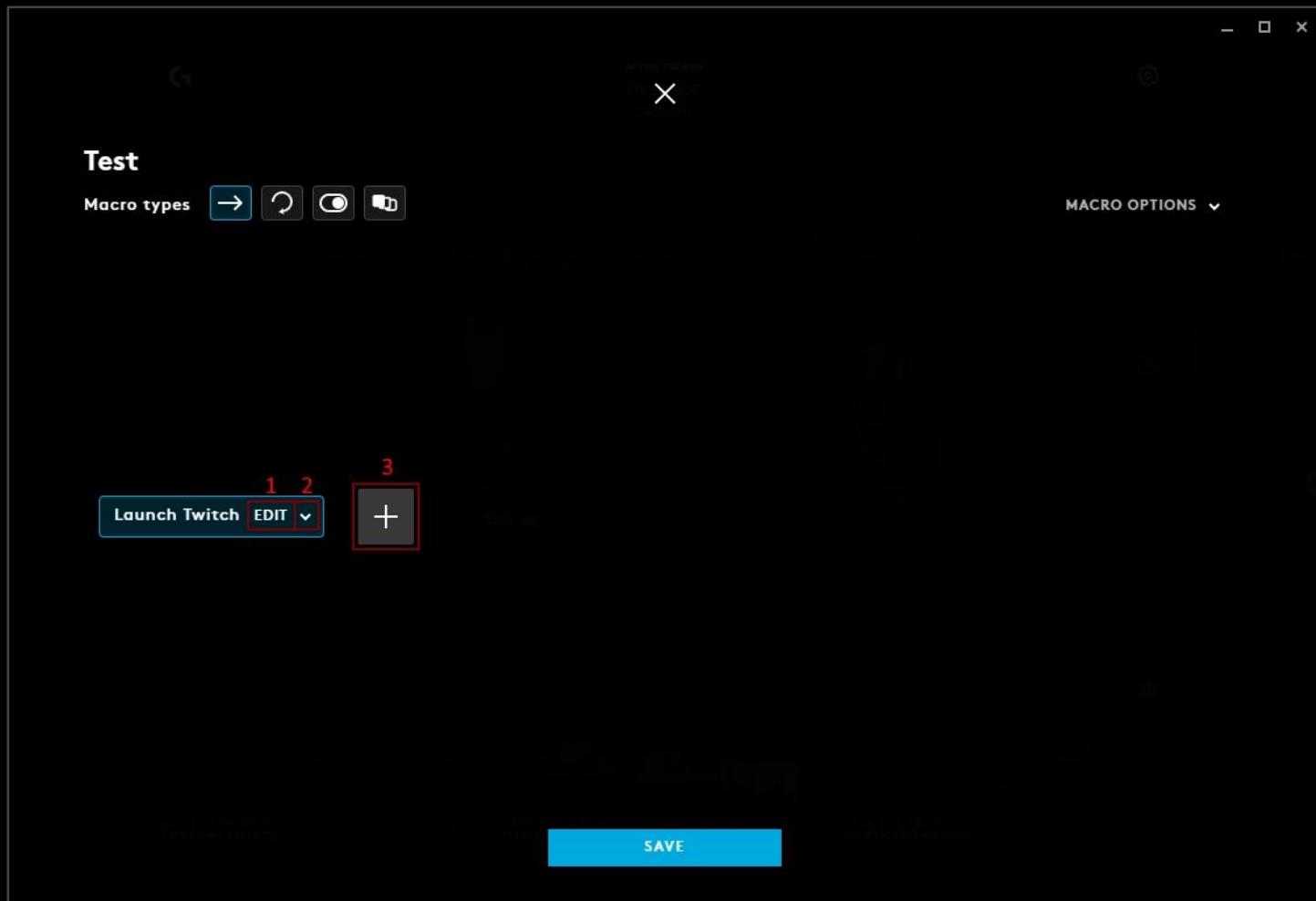
Select the Launch Application shortcut to edit or delete. You can delete by highlighting and pressing delete.

1. **EDIT**. Click this to open the editor for the Launch Application. Here you can change the NAME, PATH and ADD ARGUMENTS. Click **SAVE** if you want to save the changes.
2. Click the drop down arrow ⌄to open up the Launch Application list. You can select a different application to launch instead by selecting a different one or creating a new Launch Application.

3. You can click the ➕to add another **LAUNCH APPLICATION, TEXT & EMOJIS** etc. Click **SAVE** when you are finished programming the macro to take you back to the assignments tab.

5: SYSTEM

Select a system hotkey to be assigned to the macro.
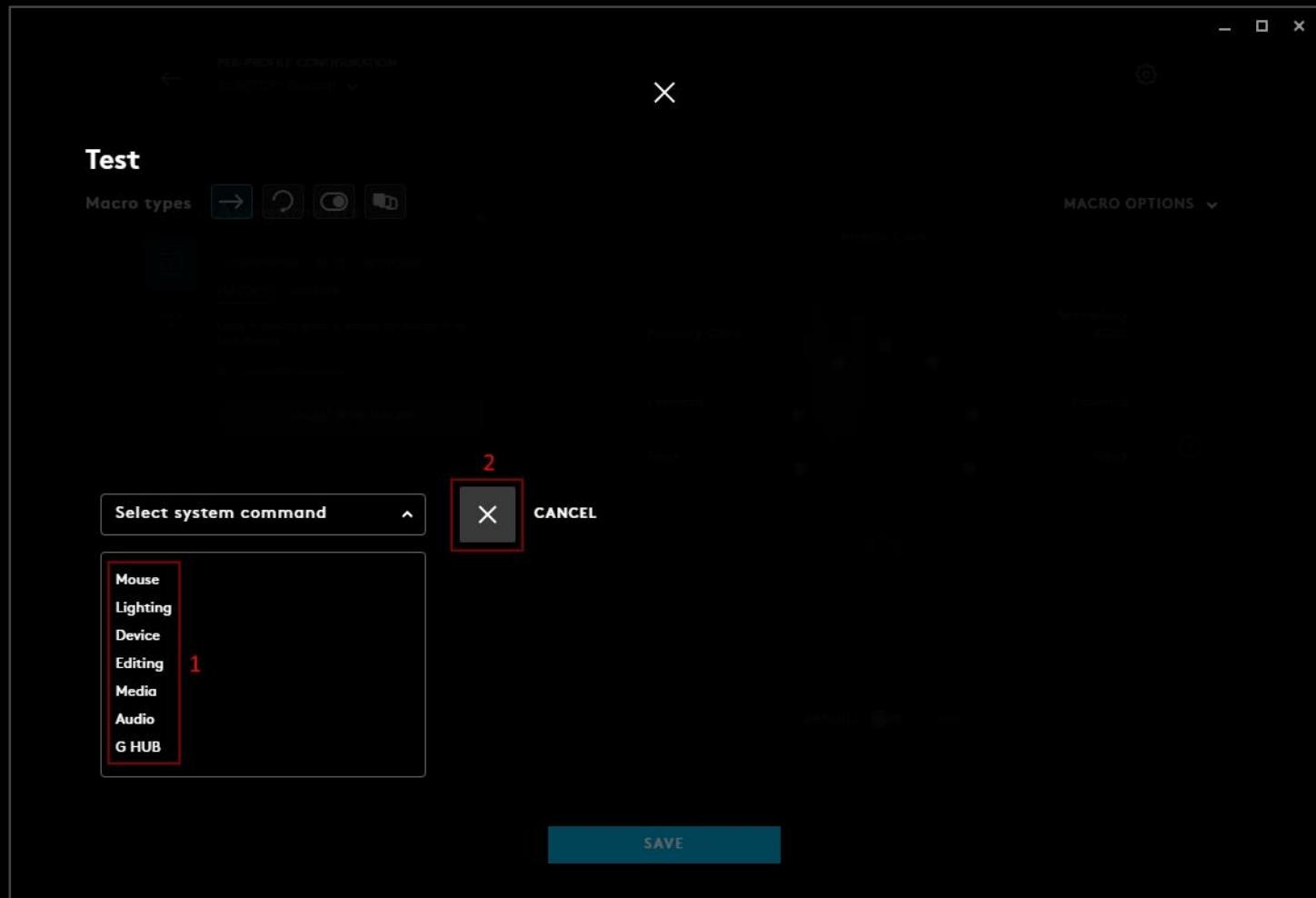
1. Select which group from the list. This will open up a sub group and pick a System command from there. Once you make your choice, you will be automatically taken back.
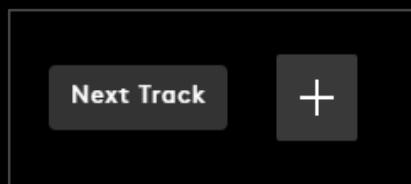
2. Click the ✕ to cancel the System macro editor.
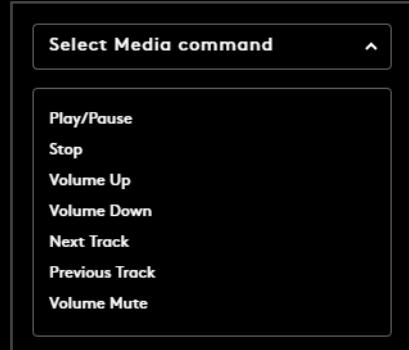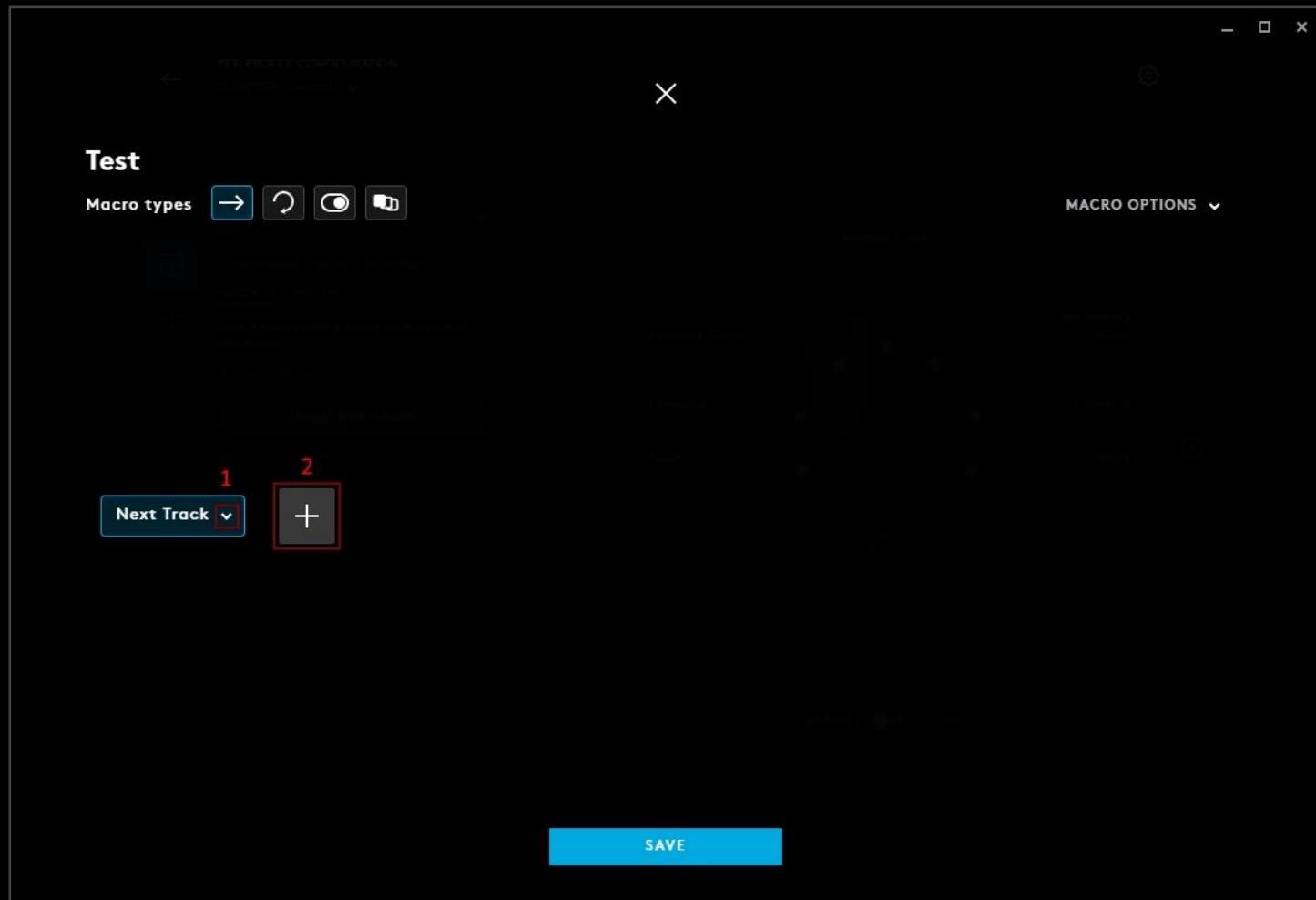
Select the Launch Application shortcut to edit or delete. You can delete by highlighting and pressing delete.

1. Click the drop down arrow ⌄ to open up the System Commands list. You can select a different System Command by selecting a different one

2. You can click the ＋ to add another SYSTEM, **LAUNCH APPLICATION, TEXT & EMOJIS** etc. Click **SAVE** when you are finished programming the macro to take you back to the assignments tab.

6. DELAY

You can add a delay between commands. This is different to the delay you can see between key and mouse button presses whilst making a command in a macro, but is configured the same way:

To add a delay, select **DELAY** from the from the drop down menu. The default value will be 50ms but this can be changed. You can add a delay at the start or after any other macro options
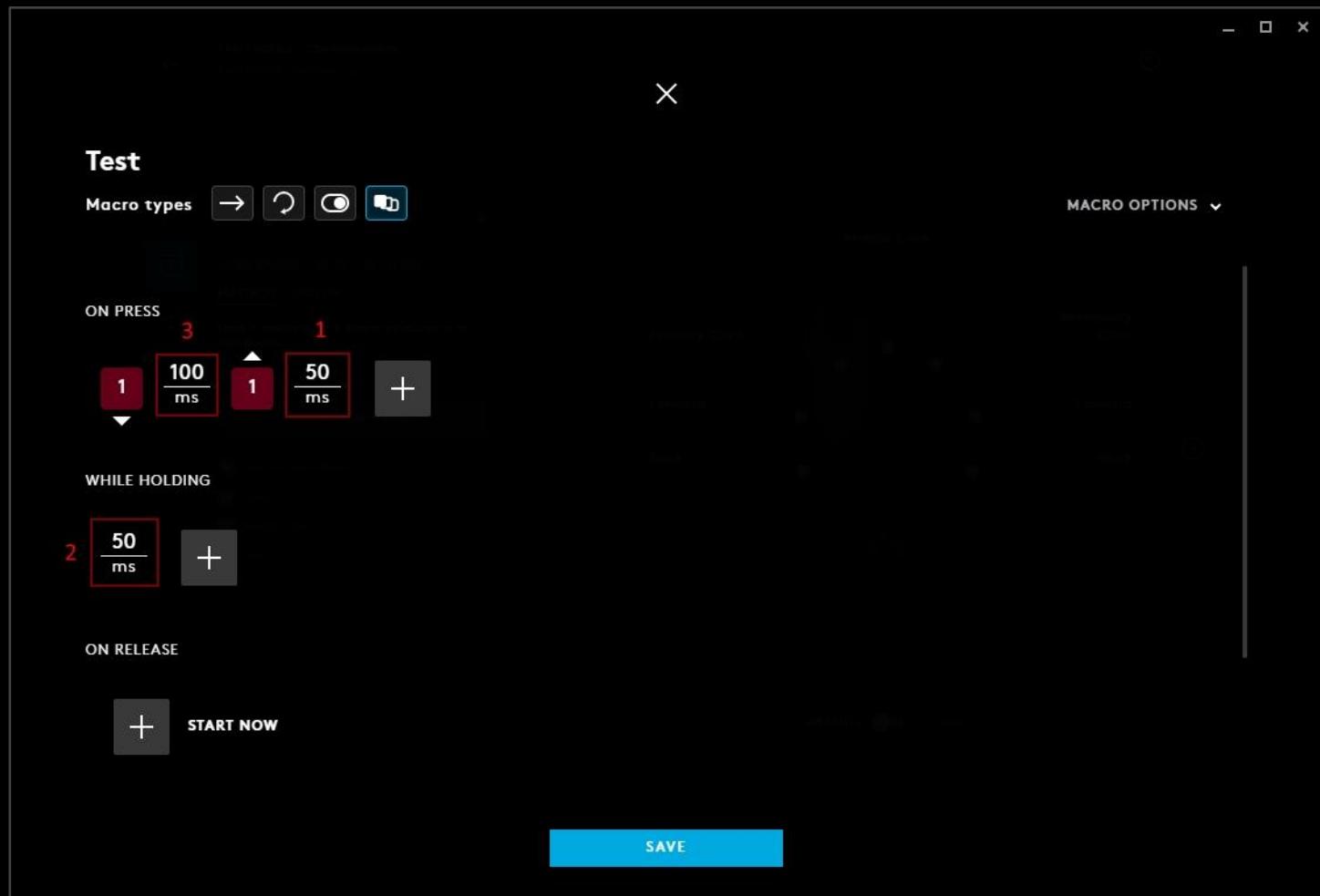
1. Clicking **DELAY** has added the default 50ms to the end of the command
2. Clicking **DELAY** has inserted a delay of 50ms to the start of the command. Any command added after will operate after that delay.
3. This is the delay between the down and uppress of the 1 key and is generated through **RECORD KEYSTROKES** . You can change that timer by clicking on **MACRO OPTIONS** and unchecking **USE STANDARD DELAYS**.

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.
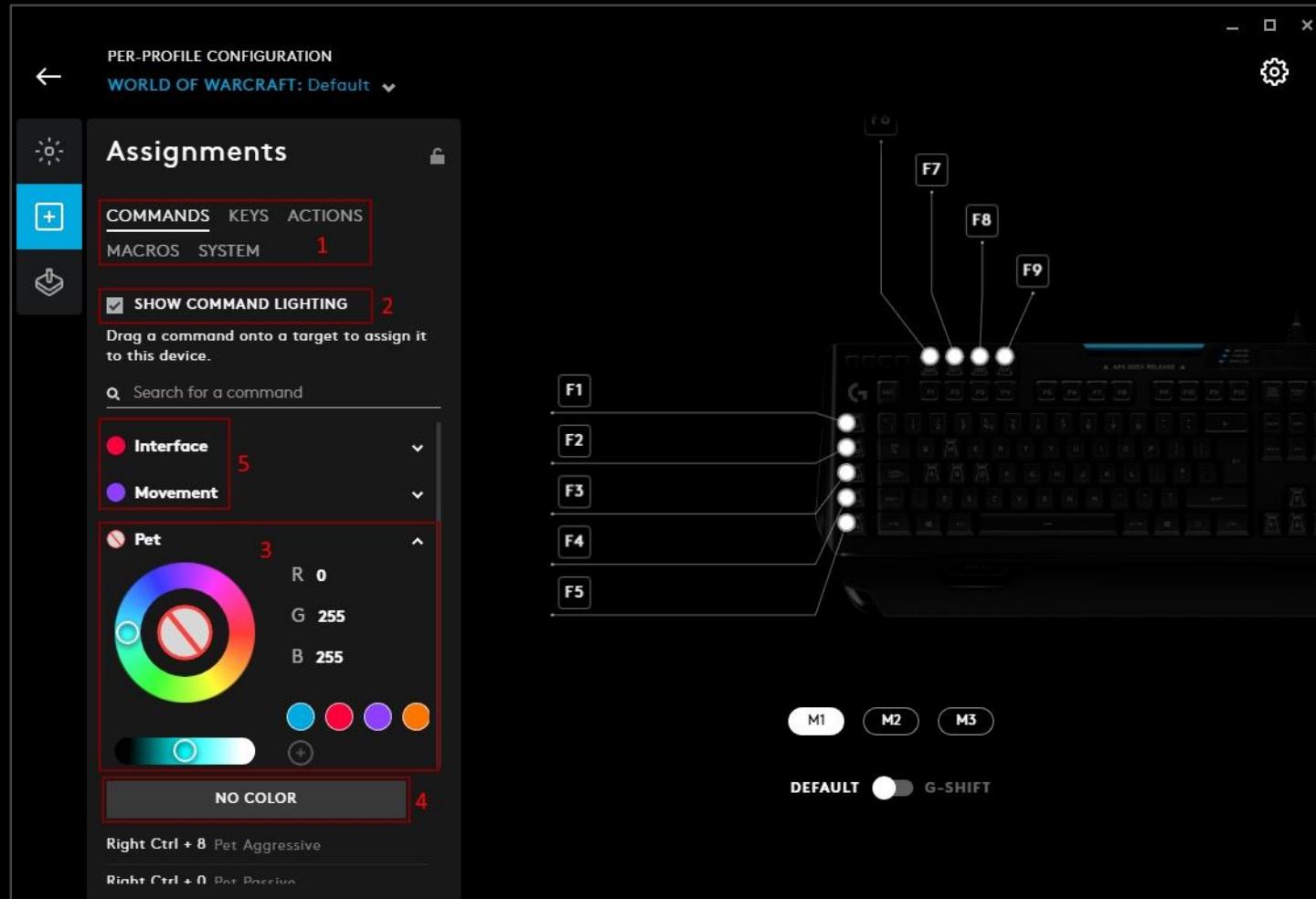
1. Select your keyboard, go to **Assignments** and select the **COMMANDS** tab.
2. Make sure you have **SHOW COMMAND LIGHTING** ticked.
3. Click on the group ⊘ icon and you will be shown a color wheel. Select a color for your group.
4. If you want to unassign a color click **NO COLOR**.
5. Once you have set a color to your group it will appear like the **Interface and Movement** groups above for 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:
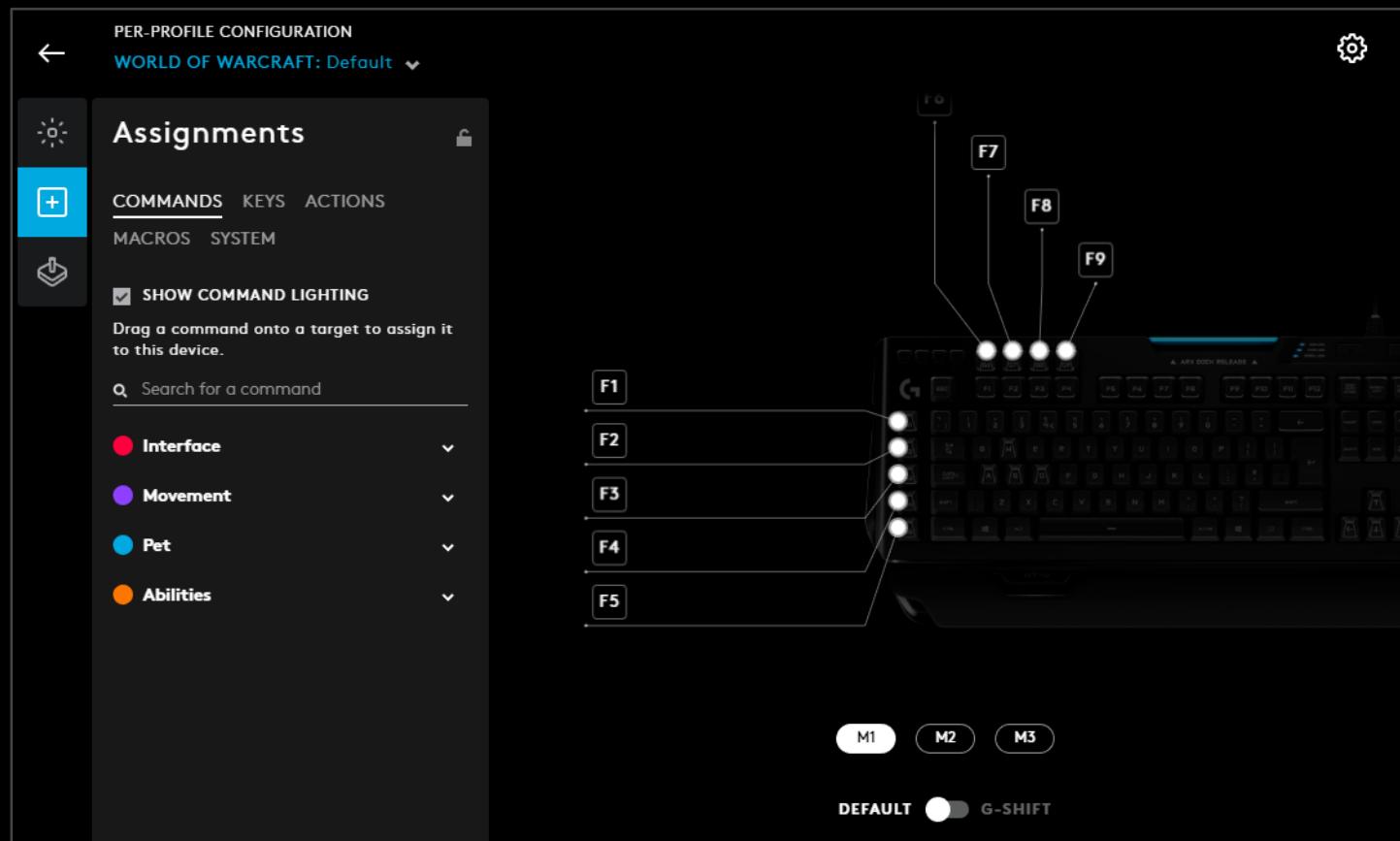
We have the Pet, Interface, Movement and Abilities all with colors assigned to those groups. Those keys in those groups will now be the group color when the profile is active. So for example, the E Q W S A D keys will all be purple.
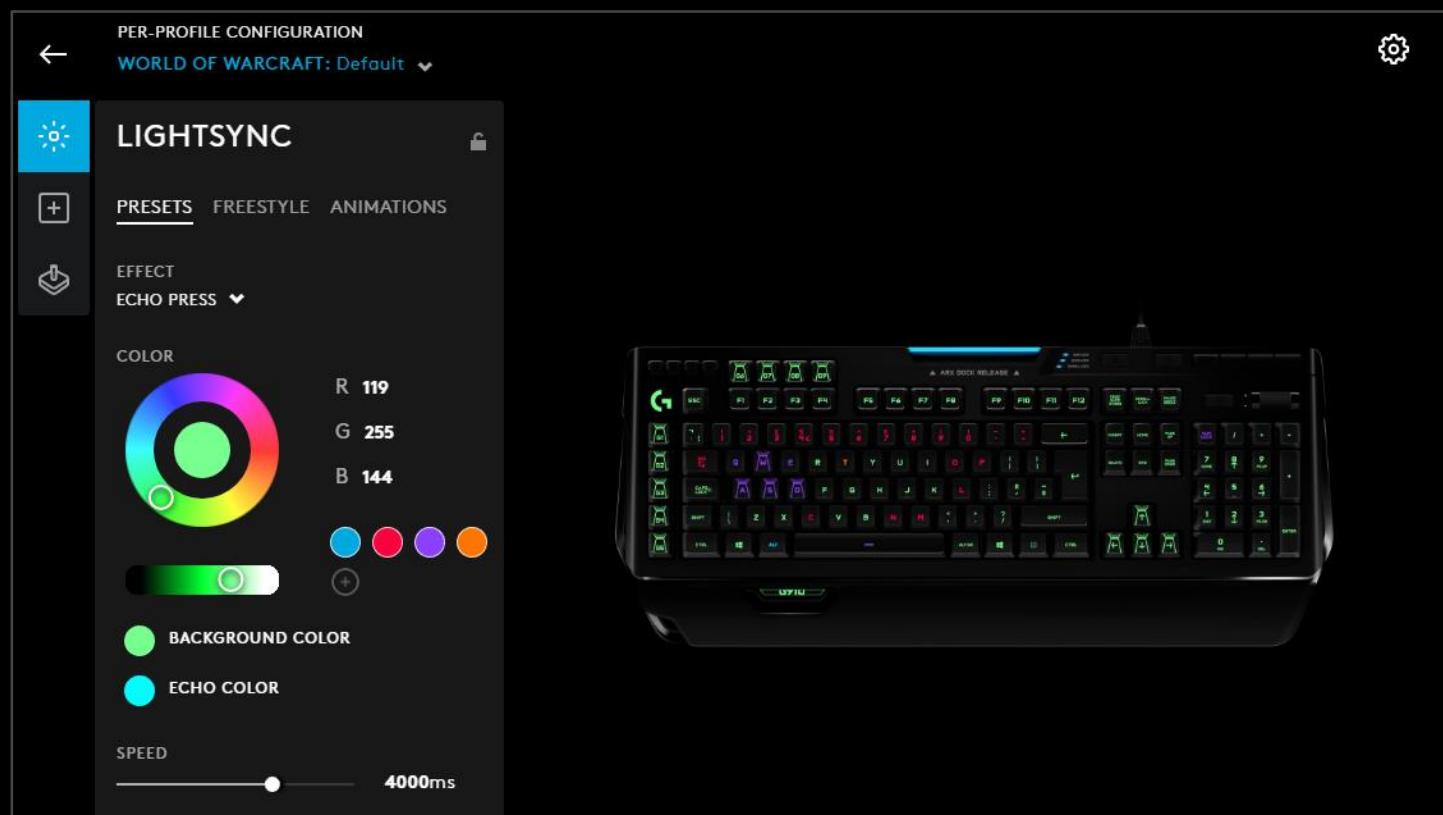
In the example above we have an **ECHO PRESS** effect with the Command Lighting keys in their respective group colors.

If we select a **FIXED** effect for example:
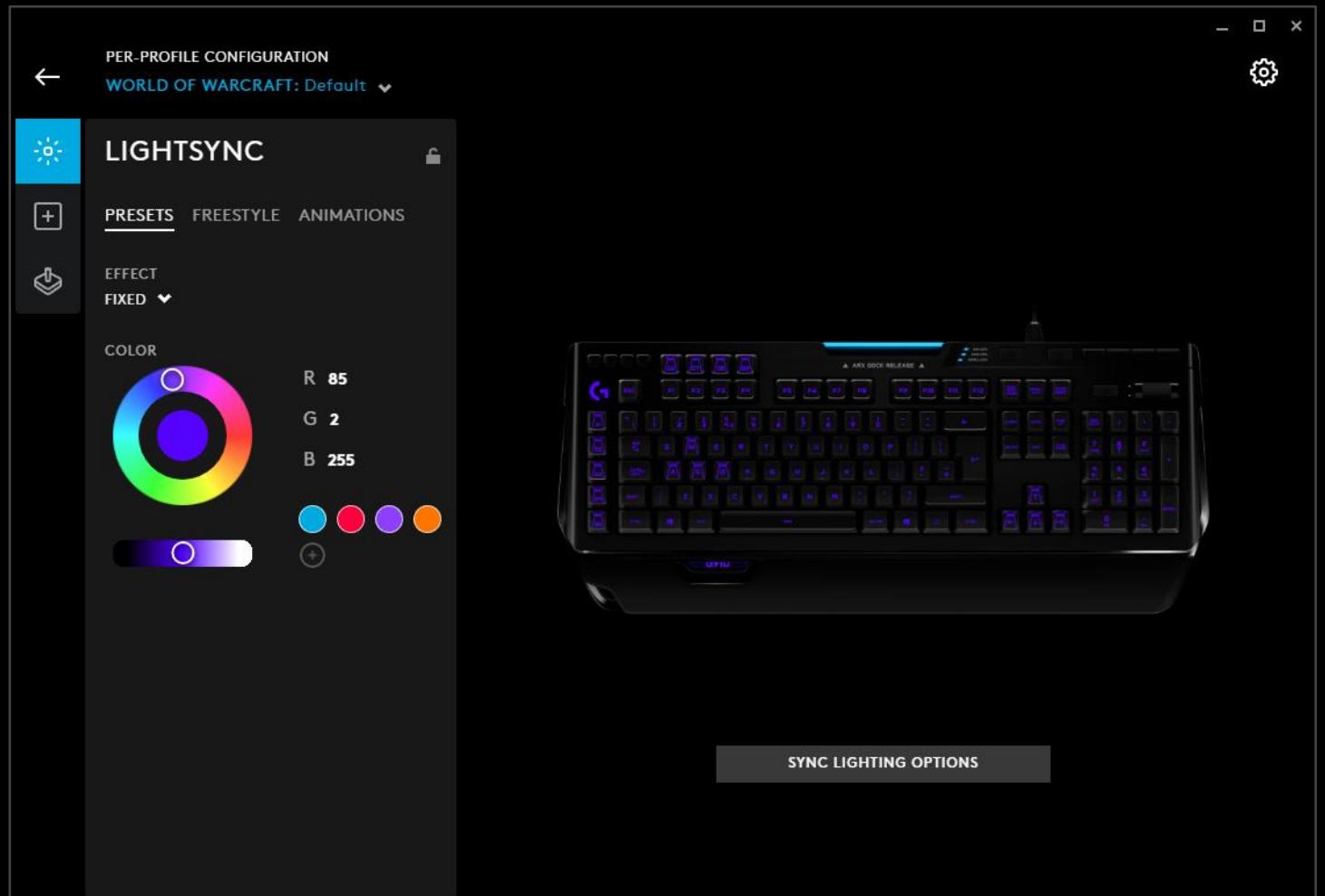
We can see that the effect has now overwritten the Command Lighting, and now the command lighting will be deactivated.. This is because the LIGHTSYNC effects will both be trying to Illuminate same key all the time.

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.*
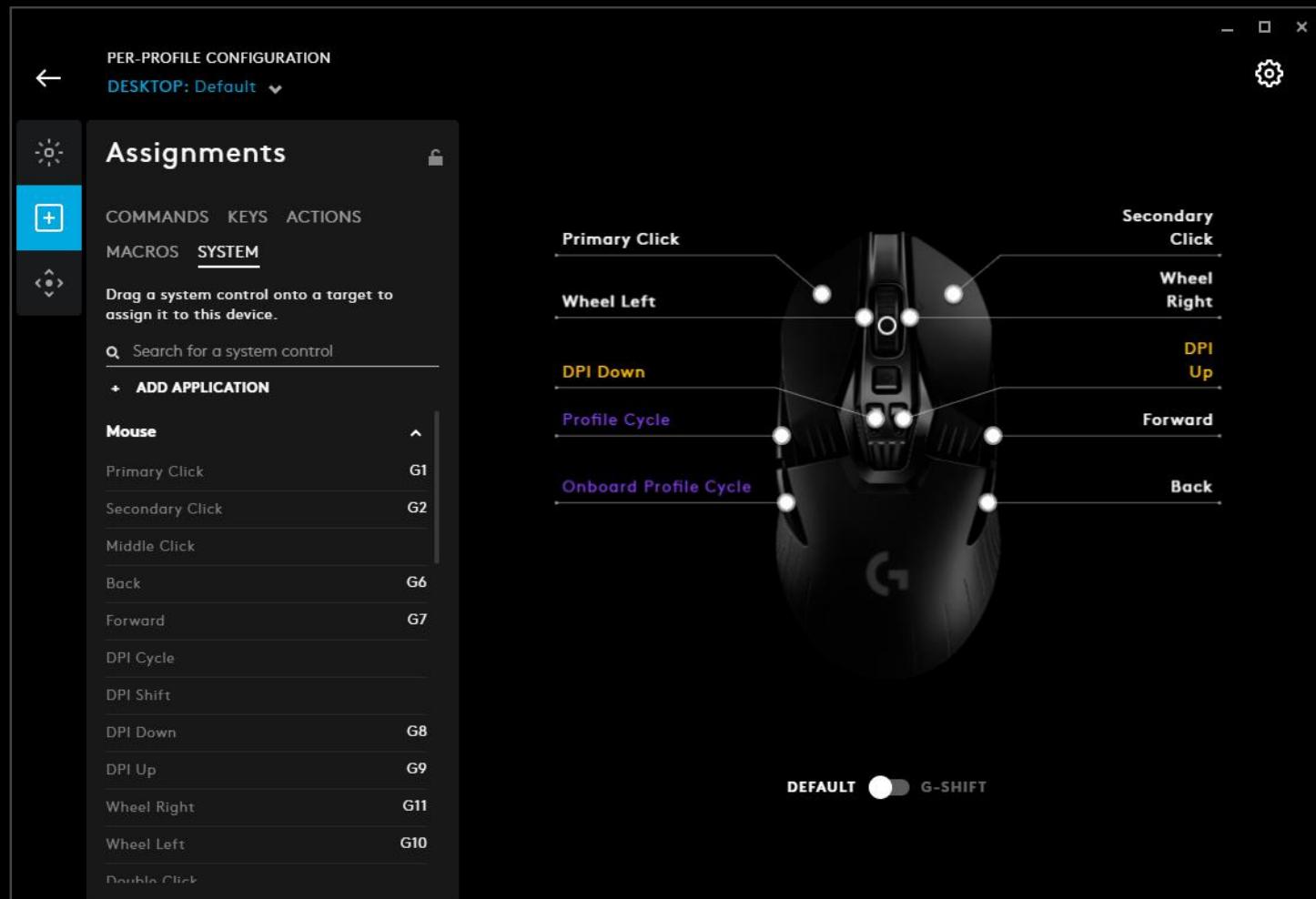
In the example above, we selected a G903 mouse, gone to Assignments and selected the SYSTEM tab. We then dragged **Profile Cycle** from the **G HUB** group to the G305's **Forward** button (Left Side). Note that Profile Cycle text is purple to indicate that this is a special command.

To assign the **Onboard Profile Cycle** command, look in the **Mouse** group in the **SYSTEM** tab. We then dragged this command to the **Back** button (Left Side).

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
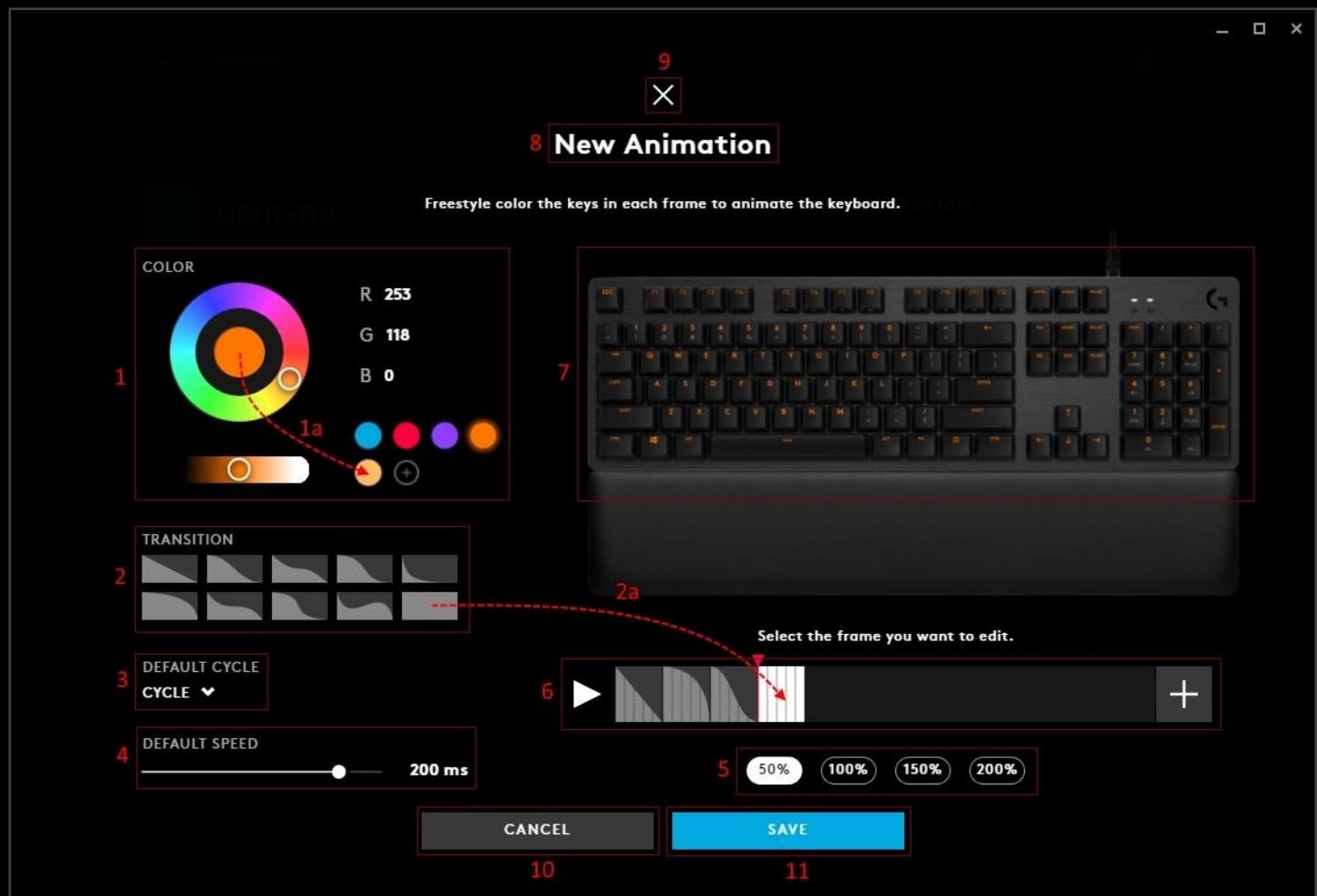
1. **COLOR**. Color wheel with brightness slider. Click on the wheel to select a color or if you know the RGB value, type this into the R, G & B text fields. The color selected can be dragged on to a new swatch ⊕ (1a)
2. **TRANSITION**. Select the transition style. Transition is how the lighting effect 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.
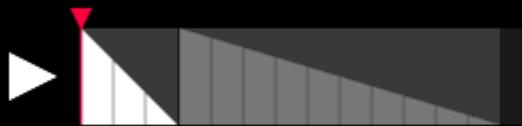
c. **Add Frame**. Click the ╋ sign to the right to add a new frame.

   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 ✕ 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

Audio Visualizer features for Audio:

This section will show the Audio Visualizer for devices such as audio (headsets and G560) and mice
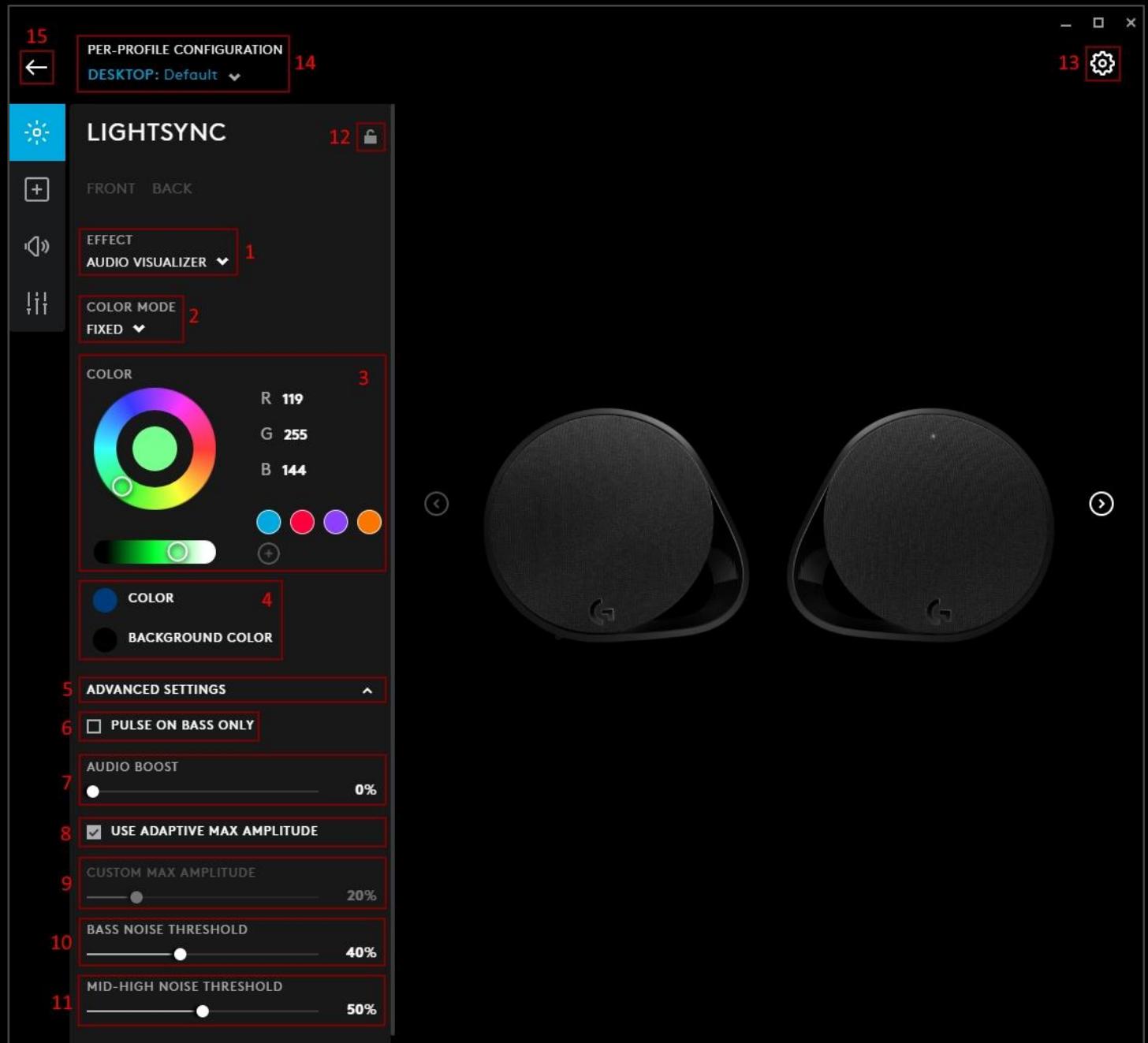
1. **EFFECT:** Select **AUDIO VISUALIZER**
2. **COLOR MODE**. You have 2 options to choose, Expand the **ADVANCED SETTINGS (5)** to configure them
    a. **FIXED**. Gives you a (4) **BACKGROUND COLOR** (no audio) and the **COLOR** audio will give
    b. **REACTIVE**. Gives you a (4) **BACKGROUND COLOR** (no audio), **LOW COLOR** and **HIGH COLOR**
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. **Per-profile LIGHTSYNC lock.** Click to make LIGHTSYNC persistent across all profiles. This locks/unlocks the lighting settings to be the same for all profiles.

13. **GEAR SETTINGS**. Click this to take you to the **Gear Settings** page

14. **PROFILE SELECTOR**. Use the drop down to change the **User Profile** you want to configure for. Also it will indicate if the profile is in a PER-PROFILE CONFIGURATION 🔓 or in a PERSISTENT CONFIGURATION 🔒

15. **BACK ARROW**. Click the arrow to take you back to the Homepage.

Audio Visualizer features for Keyboards

Keyboards have slightly different additional features to Audio: **GRADIENT**, **SMOOTH ANIMATION** and **CLIPPING ZONE** and do not have **PULSE ON BASS ONLY**

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

The Screen Sampler preset extends color from the screen to your LIGHTSYNC devices. You can choose any area on your monitor and assign it to any of the lighting zones. G HUB then tracks in real-time and matches speaker/keyboard/mouse and headset lighting with the colors on screen.
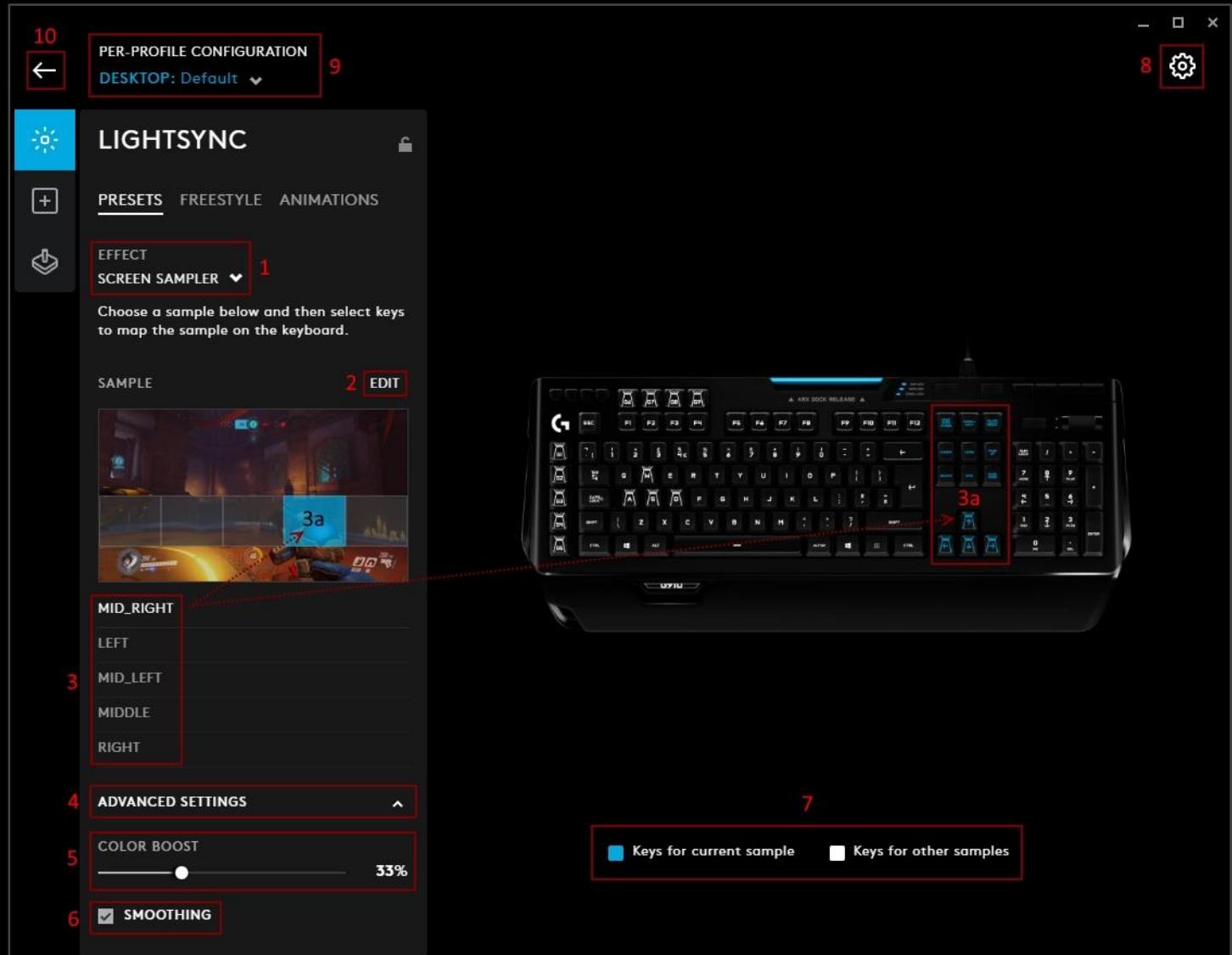

1. **EFFECT.** Select **SCREEN SAMPLER**
2. **EDIT**. Click EDIT to take you to the screen sampler edit screen. This is where you can reposition and resize the sampling windows.
3. **Sample Windows**. Select one by clicking it. You will see that window highlighted in blue (3a) and the respective part 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. **ADVANCED SETTINGS**. Click **ADVANCED SETTINGS** ▾ to expand and configure them
5. **COLOR BOOST**. This boosts the color of the sampling. Increasing the % will increase the vibrance of that color. Default is 33%
6. **SMOOTHING**. When this option is enabled the color will transition gradually between screen samples

7. **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.

8. **GEAR SETTINGS**. Click this to take you to the Gear Settings page

9. **PROFILE SELECTOR**. Use the drop down to change the **User Profile** you want to configure for. Also it will indicate if the profile is in a PER-PROFILE CONFIGURATION 🔓 or in a PERSISTENT CONFIGURATION 🔒

10. **BACK ARROW**. Click the arrow to take you back to the Homepage.

LIGHTSYNC: Screen Sampler Edit

On the LIGHTSYNC > PRESETS tab click **EDIT** (2) to take you to the Screen Sampler edit window:
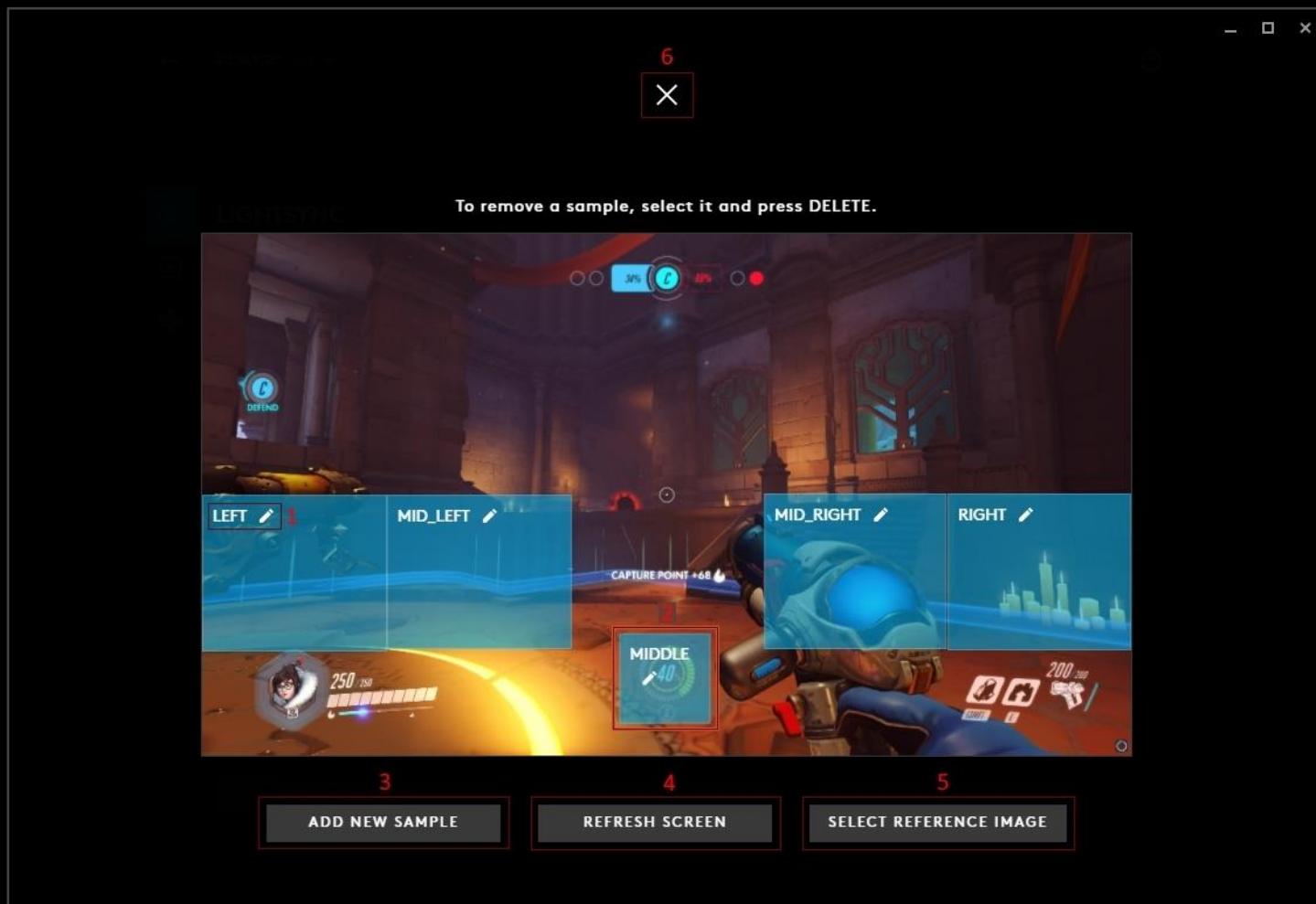

1. **Edit Sampler Window**. Click the ✎ icon to edit the name of the sampler window. Press enter when you are done or click off the window.
2. **Move/resize.** Move or resize the sampler window to focus on certain events or indicators (for example health bars!).
3. **ADD NEW SAMPLE**. Click this to add a new sampler window. This adds the option to then link the 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 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 ✕ 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 and mice will only have 2 active samplers at any time.
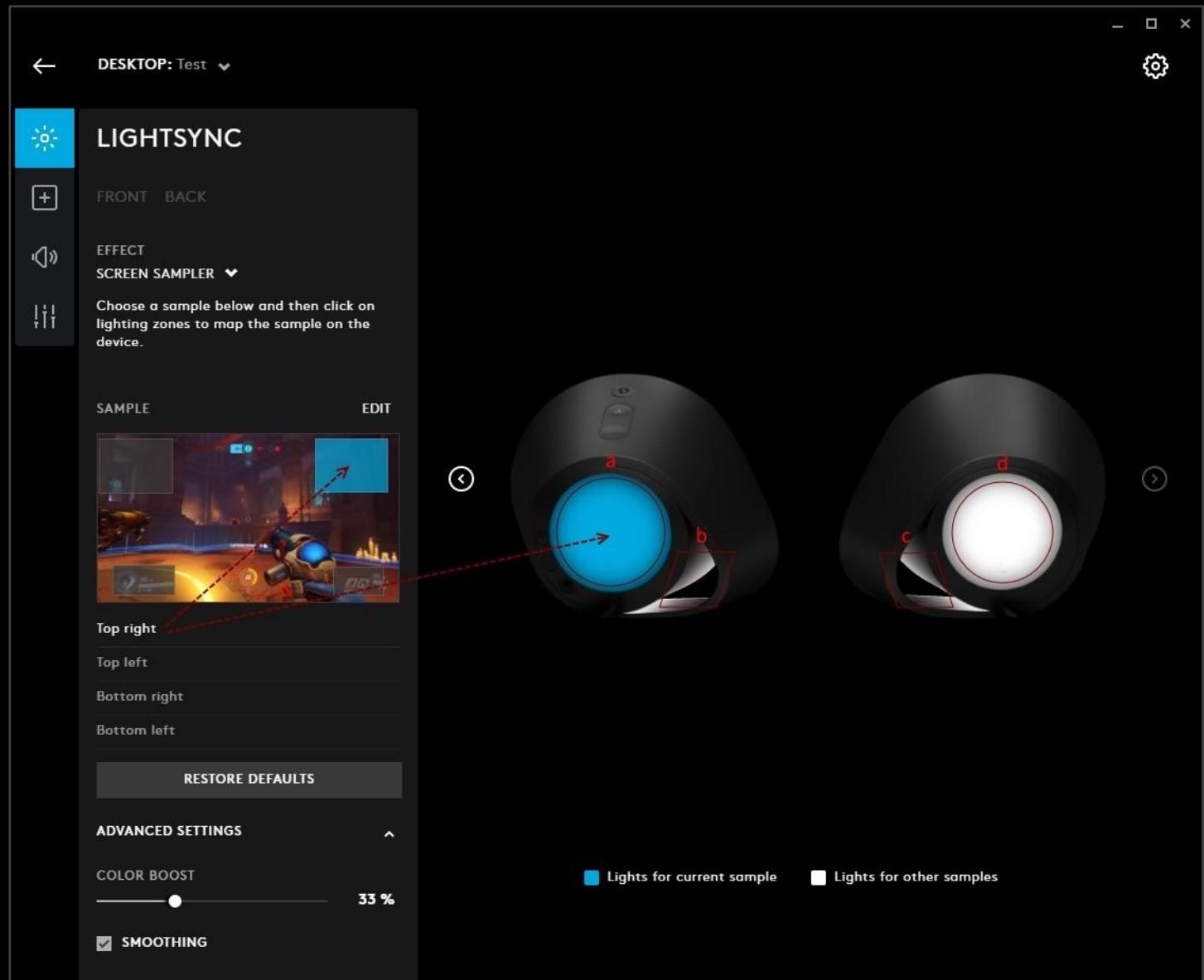
The features are the same as before. For example here we have the Logitech G560 LIGHTSYNC PC GAMING SPEAKER. The Top Right sampler is highlighted blue and the associated LED section is also highlighted. You can add more sampler windows but only 4 can be assigned at one time to each of the 4 lighting zones (a b c d).

Screen Sampler for Mice
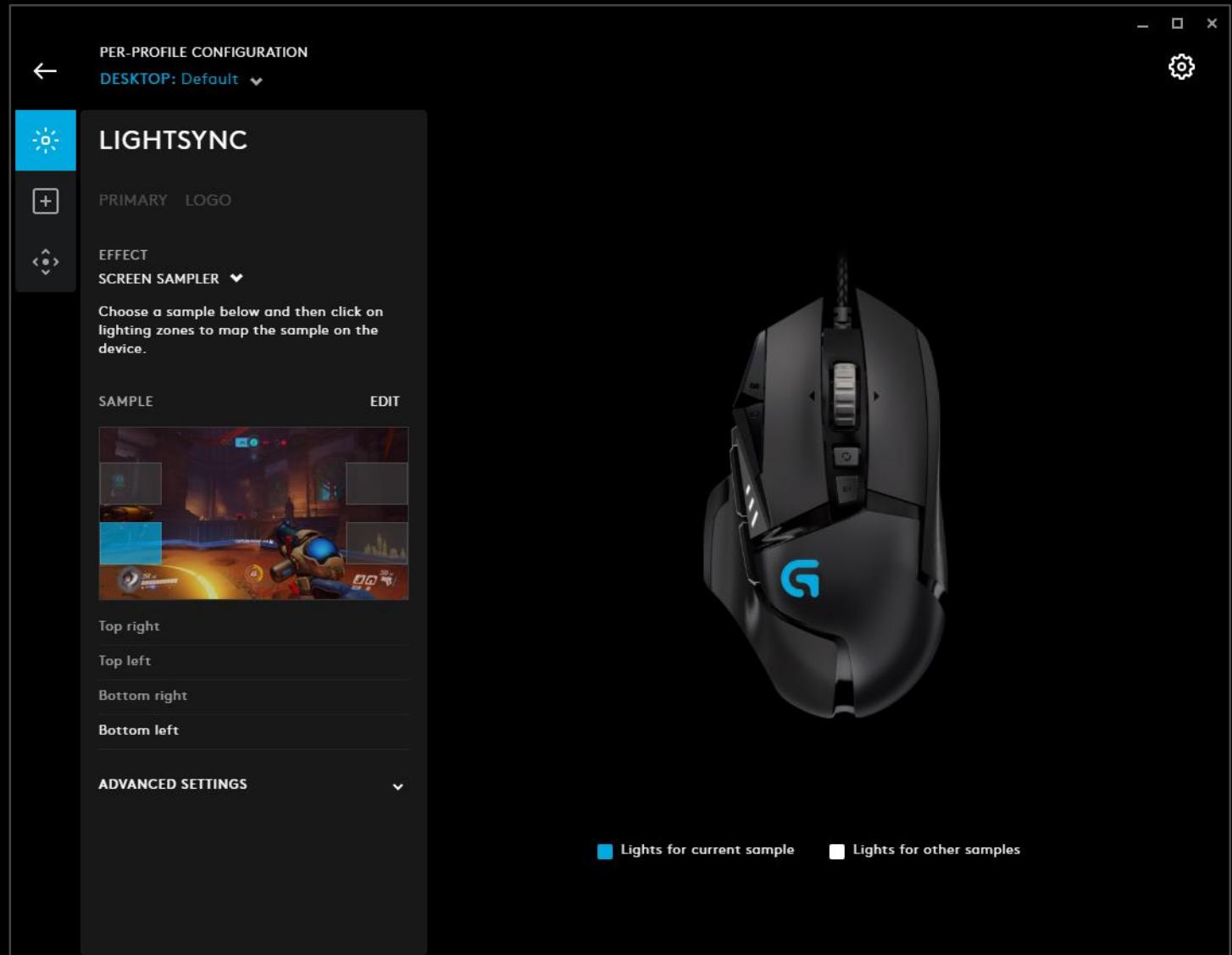
For mice, the **Top left** and **Bottom** left are assigned to the **PRIMARY** and **LOGO** lighting zones by default. Select the sampling zone and then click either lighting zone on the mouse to reassign. All other features and settings are the same.

Microphone: Blue VO!CE

This section will look at the VOICE EQ and ADVANCED CONTROLS in a bit more depth.

VOICE EQ
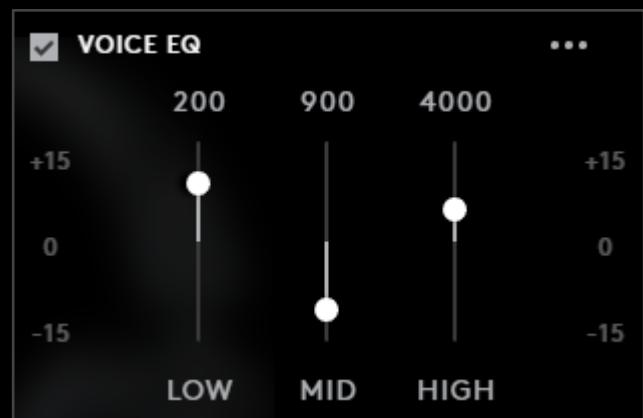
Make sure the box is checked, this enables the sliders and the more ••• menu can be interacted.

You can modify the LOW / MID / HIGH levels from the main window but if you need finer control, click the more ••• menu button and this will bring up the VOICE EQ window.
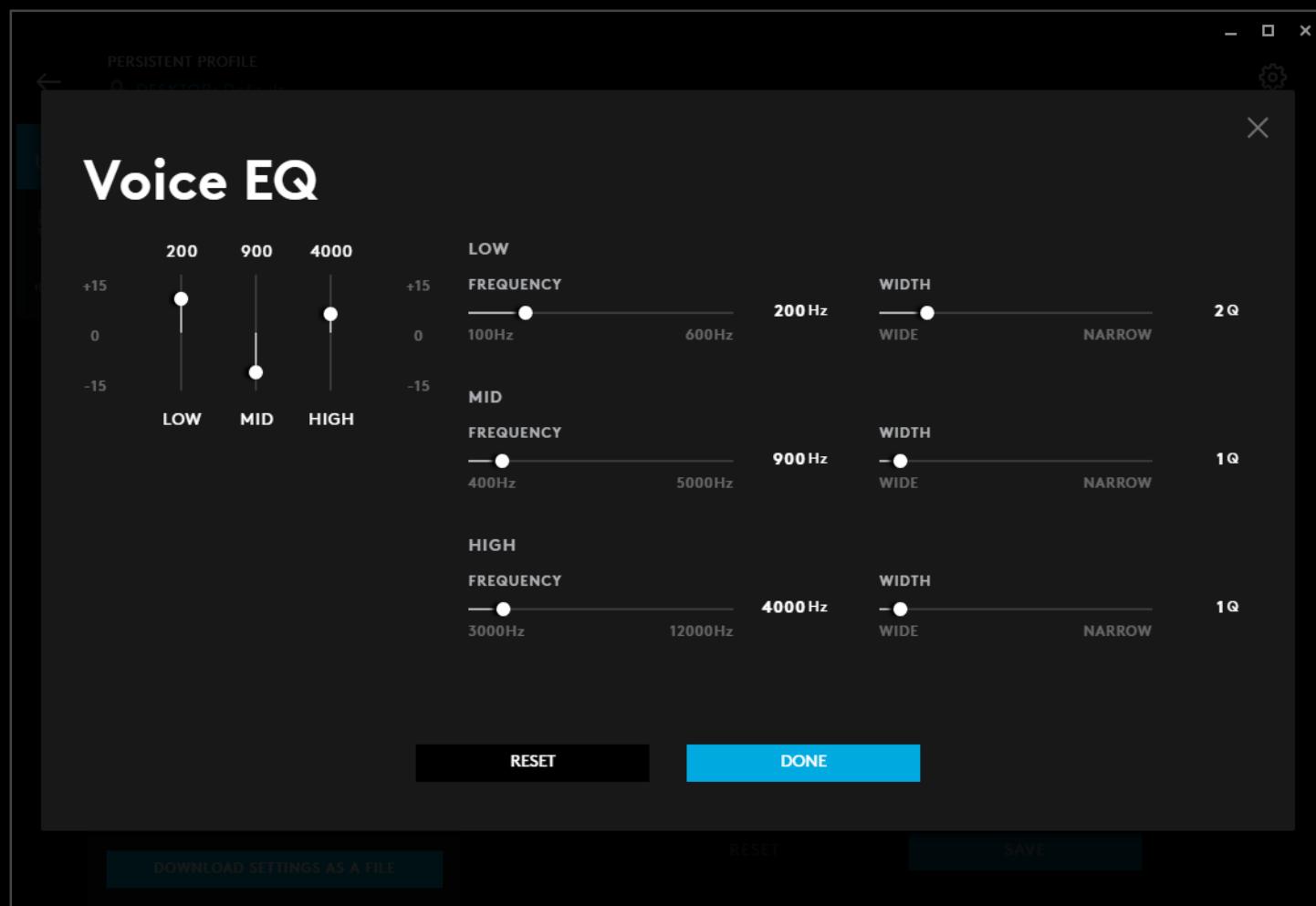
At any time you can click the **RESET** button to revert back to default. Click **DONE** or X once you are finished to go back to the **Blue VO!CE** tab.

ADVANCED CONTROLS

Once the checkbox is ticked you will see the **HIGH-PASS FILTER**, **NOISE REDUCTION**, **EXPANDER/GATE**, **DE-ESSER**, **COMPRESSOR** and **LIMITER** options.
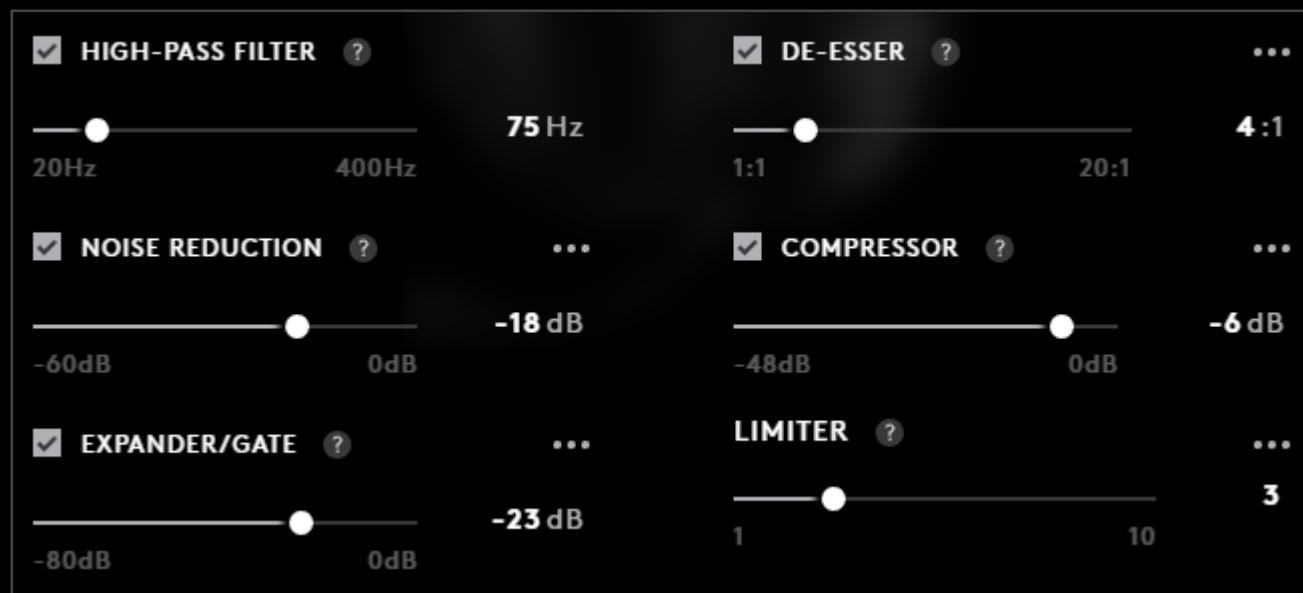
HI-PASS FILTER. Hi-Pass filter lets the high frequency information pass through the filter at a target frequency and rolls off all audio below the target frequency. This can be helpful to remove low frequency noise like car engines or heavy equipment and even fans in the room.

NOISE REDUCTION. Noise reduction removes unwanted noise from an audio signal. Its best at removing consistently produced noises like fans, road noise, rain and other non-anomalous and consistent unwanted sounds.

Click ••• to bring up the **Noise Reduction** window
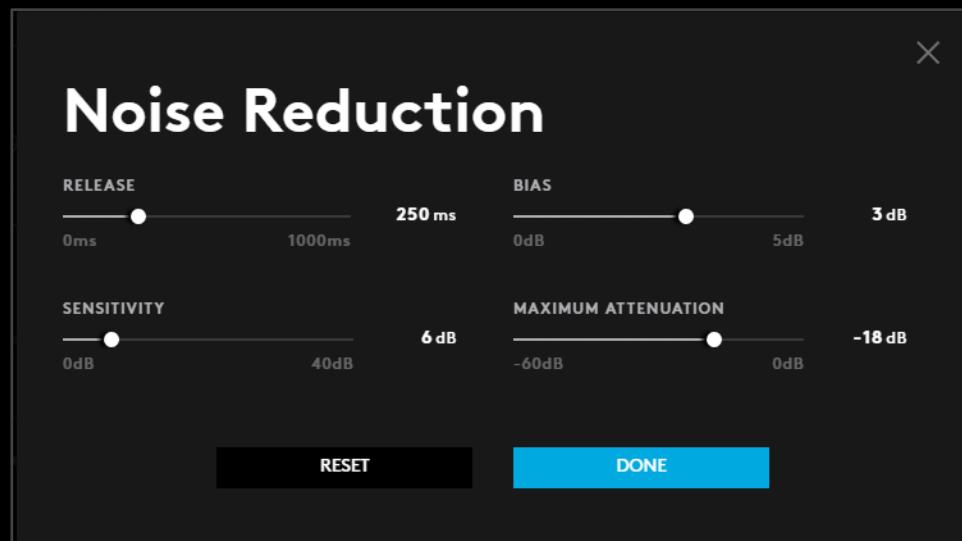
Note: *At any time for any of the Advanced Control windows, you can click the* **RESET** *button to revert back to default. Click* **DONE** *once you are finished or* ✕ *to cancel and they will go back to the* **Blue VO!CE** *tab.*

Note: *Any changes to the preset will change the icon blue* ••• *for that Advanced Control*

EXPANDER/GATE. Expander is a noise gate with a variable range. This can be very useful to remove unwanted background noise like dogs barking, children playing, television, etc when not speaking into the mic. If you set the threshold slightly below the level of your voice, the gate will open only when you're speaking and cut out any other noise when you're not.

Click ••• to bring up the **Expander/Gate** window
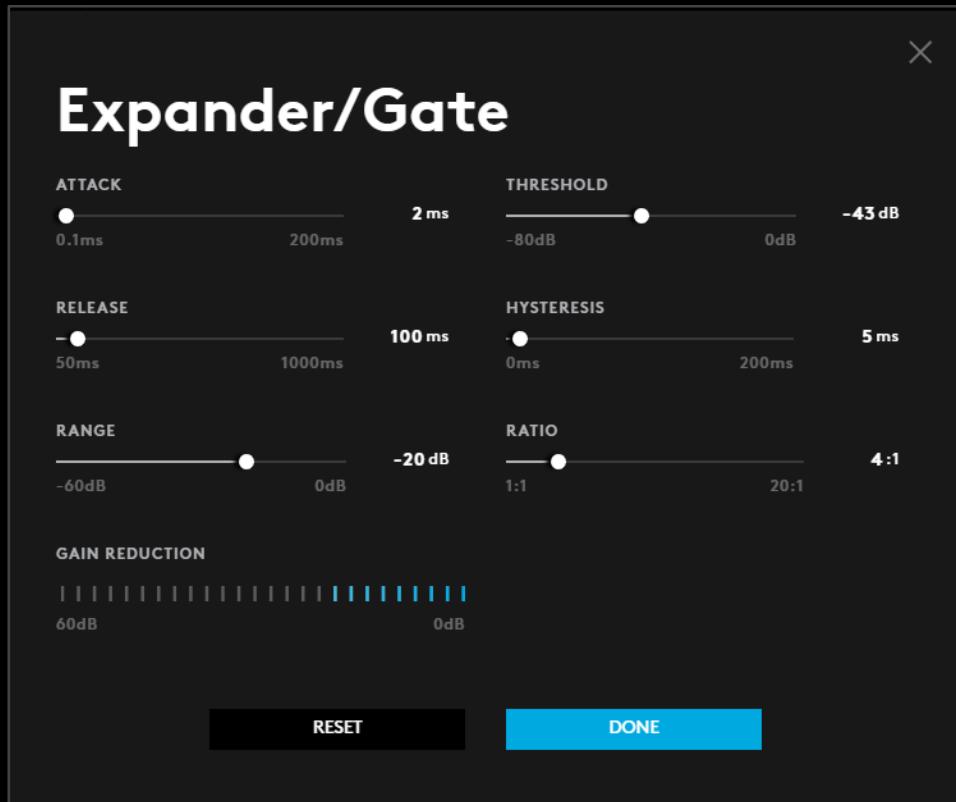
DE-ESSER. De-esser listens to the high frequencies for hissing or sibilant sounds that are generally unpleasant. The tool listens at the target frequency (8KHz by default) nd compresses that frequency when the threshold is reached by the amount set by the ratio control.

Click ••• to bring up the **De-Esser** window

De-Esser

ATTACK

3 ms

0.1ms   200ms

THRESHOLD

−6 dB

−24dB   24dB

RELEASE

250 ms

50ms   1000ms

FREQUENCY

6000 Hz

3000Hz   12000Hz

RATIO

5 :1

1:1   20:1

GAIN REDUCTION

80dB   0dB

RESET

DONE
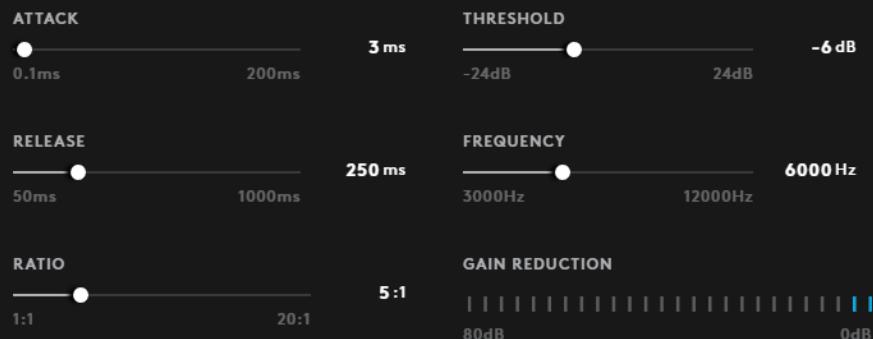
COMPRESSOR. Compressor reduces the dynamic range of an audio signal by attenuating the output in relation to the threshold and ratio controls. This essentially makes your voice signal more consistent in volume and therefore easier to hear whether you are screaming or whispering.

Click [•••] to bring up the **Compressor** window
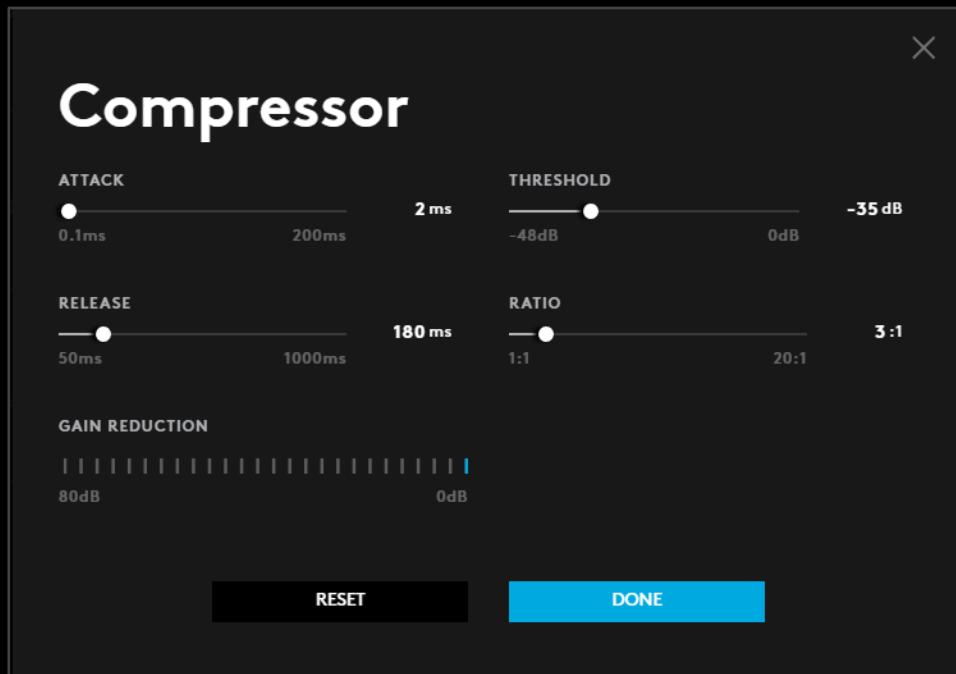
LIMITER. Limiter compresses the output of the audio signal in an infinite ratio essentially "limiting" the signal to never be able to get louder than the desired level

Click [•••] to bring up the **Compressor** window
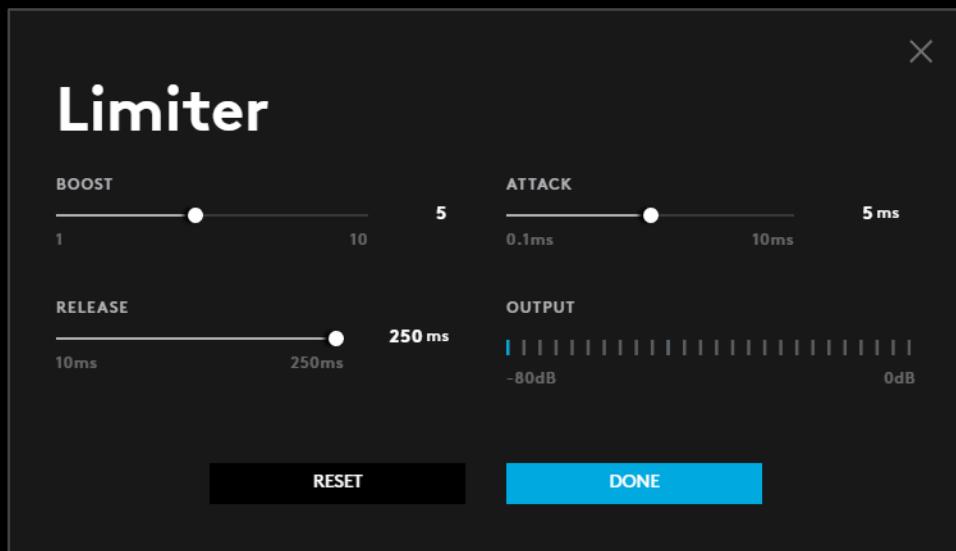
5. Scripting

Scripting can be added to a profile from the Games & Applications window. Scripts are not profile specific and can be applied to any profile.
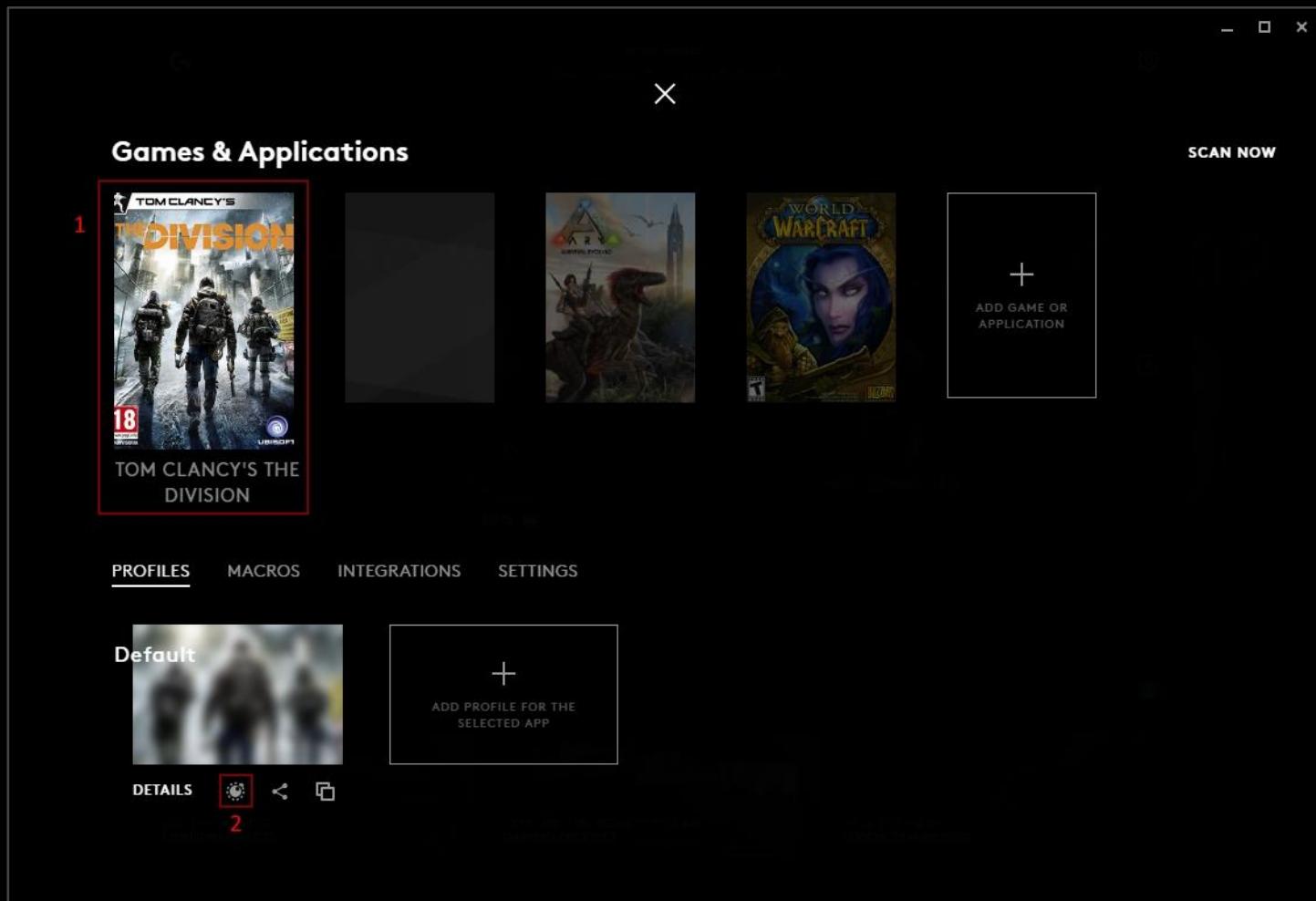
1. Select the profile you want to add scripting to
2. Click the Scripting icon ⚙

Assign a script
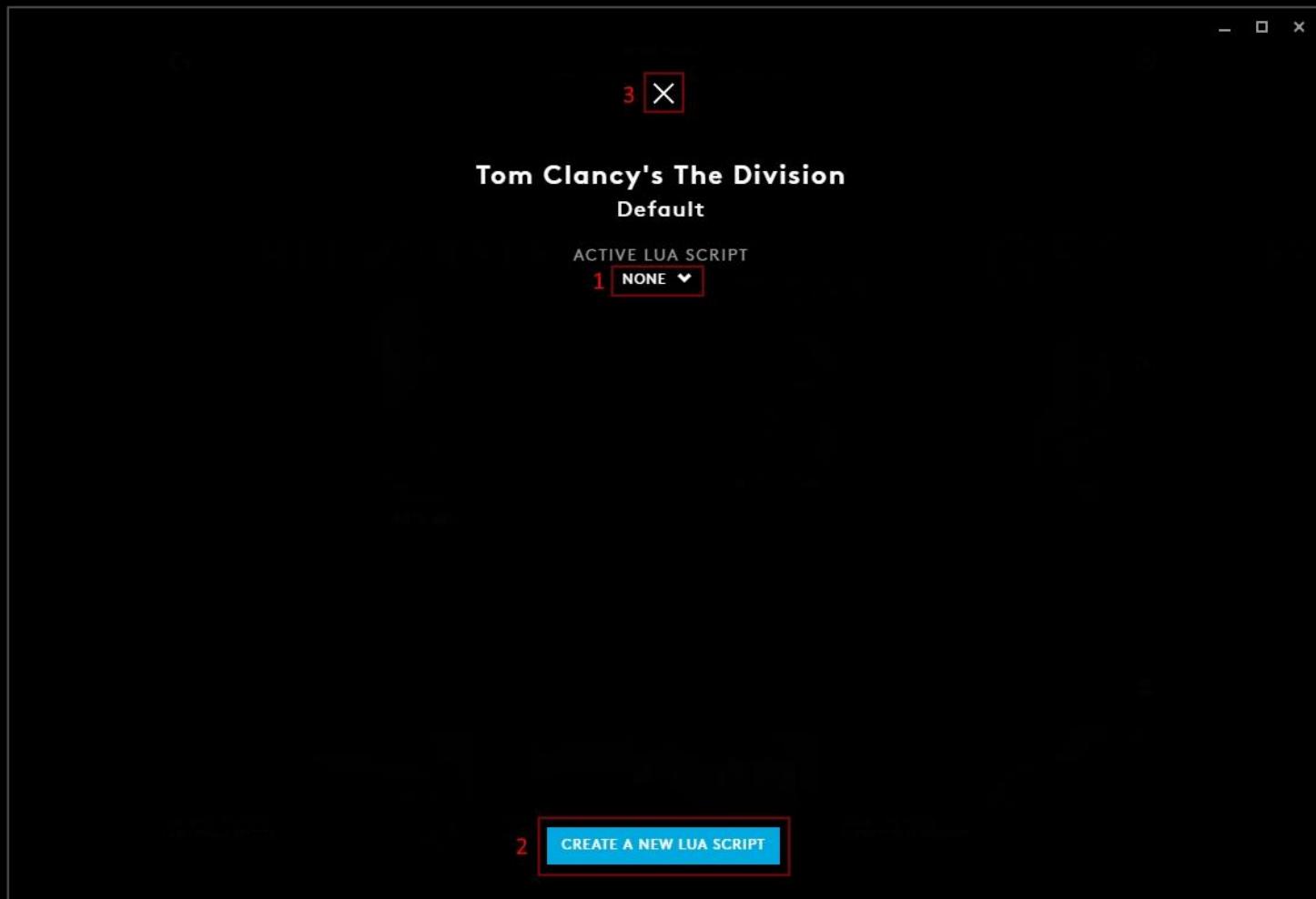
1. **ACTIVE LUA SCRIPT.** Select a script from the drop down menu ⌄ to run with your profile. If you do not want a script select **NONE. +CREATE A NEW LUA SCRIPT** will allow you to create new script.

2. **CREATE A NEW LUA SCRIPT.** Click this box to create a new script.
3. Click the ✕ to take you back to the **Games & Applications** tab.
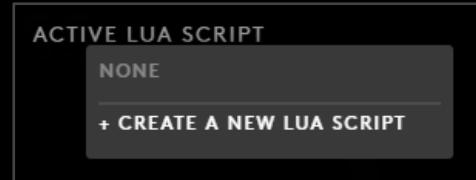
Script Manager
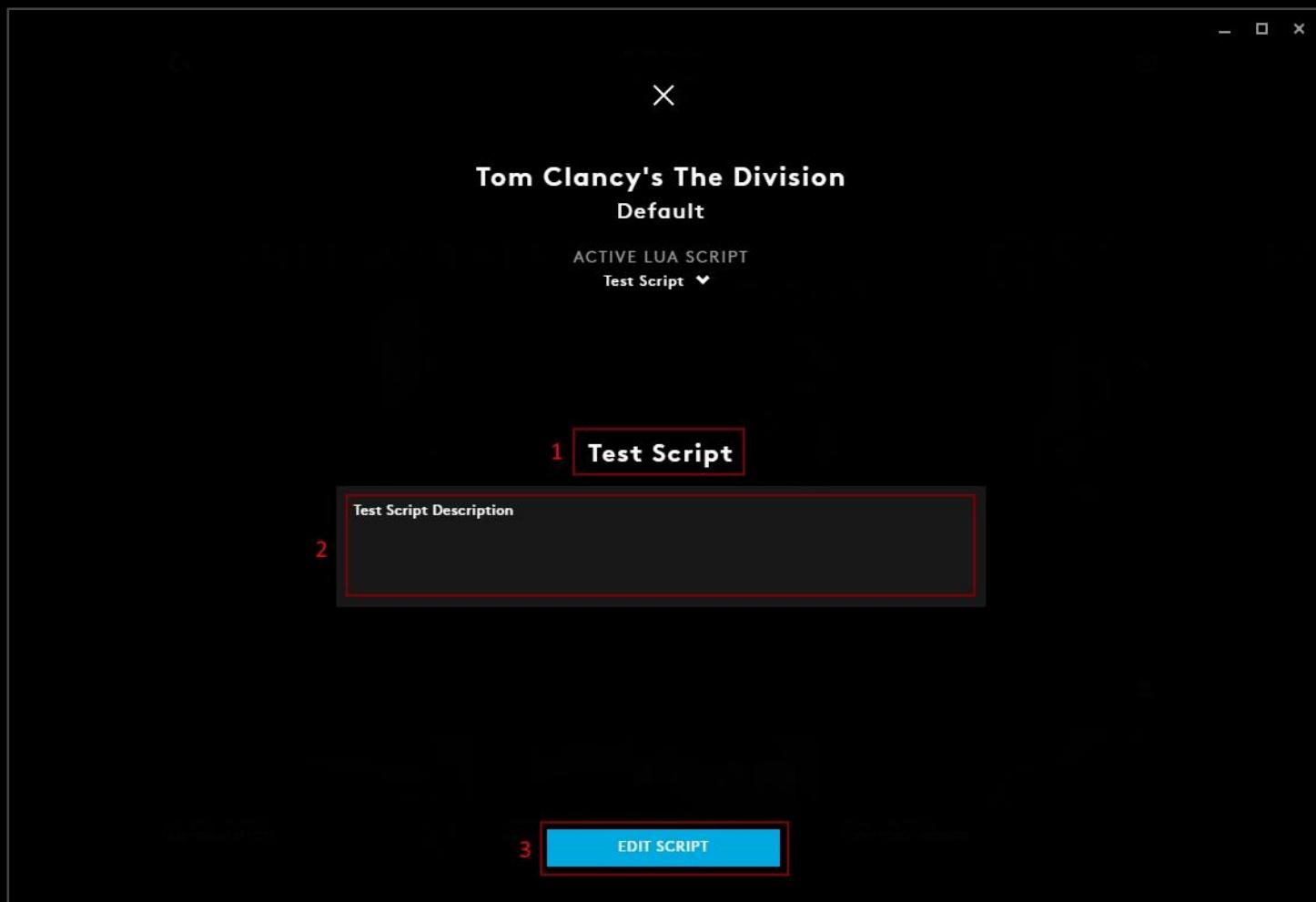
1. **Script Name**. Type a name for your script here.
2. Enter Script Description. Use this text box to add a description for your Script.
3. **EDIT SCRIPT**. Click this to take you to the script editor.

Script Editor

When you click EDIT SCRIPT, the Script Editor will open. There are 2 parts: the main scripting area and the Output.
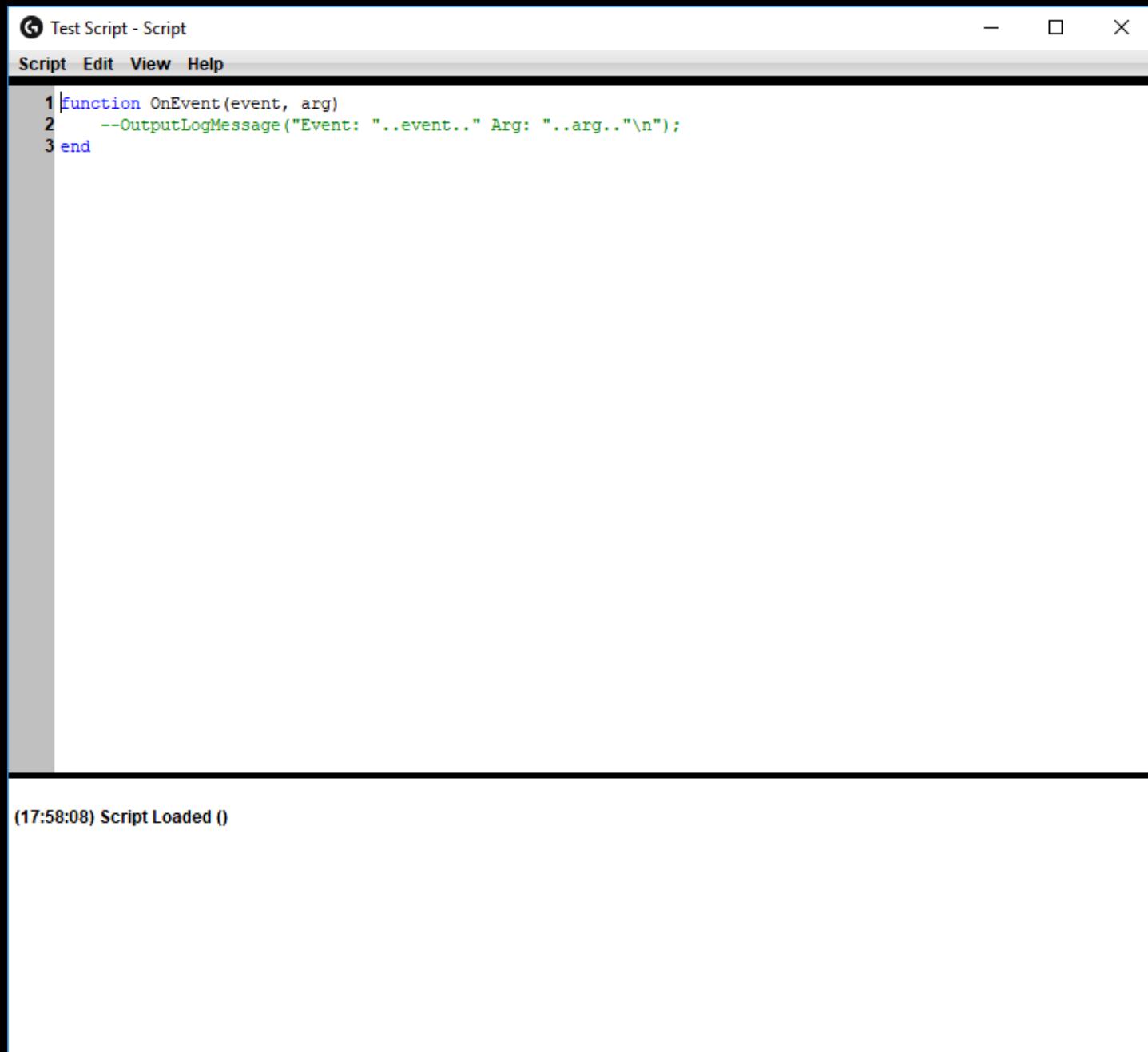
The 3 lines in the script editor will always be there by default.

In the menu bar you will see 4 tabs:

- **Script**. Save, Import (a Lua file), Export (as a Lua file) and Close
- **Edit**. Standard editing options: Undo, Redo, Cut, Copy, Paste, Delete, Find Text, Select All and Clear Output
- **View**. Show/hide Line Numbers, Output and Text Highlighting.
- **Help**. Click Scripting API to take you to the Overview and Reference Guide for G-series Lua API. Click Lua Online Reference to take you to the http://www.lua.org/ page

You will notice that whilst you have the Script Editor open, that G HUB will have a warning message: Close LUA window to save script. Once the Script Editor is closed, the warning will disappear.
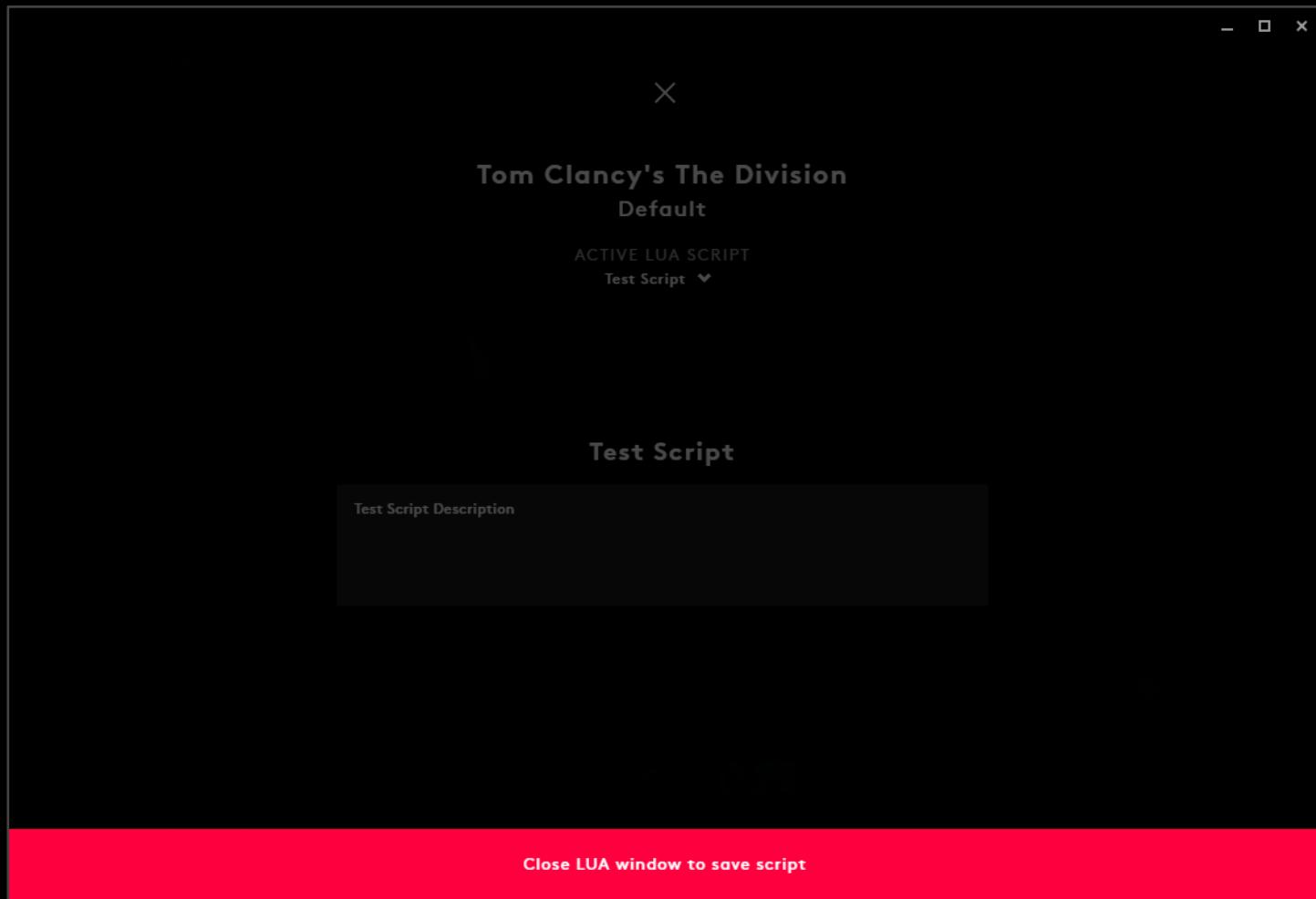
Once you have saved your script, click the ✕ to take you back to the **Games & Applications** tab.

6. Sharing Profiles And Presets

If you have a great profile, lighting effect or Blue VO!CE EQ Preset, then you can share this within G HUB. You can choose to have the upload as private (good for when you want to keep your profiles and presets safe and available anywhere!) or publicly where anyone can see and download your settings.

Sharing your profile

Your profile consists of assignments and any LIGHTSYNC settings your controllers are using.
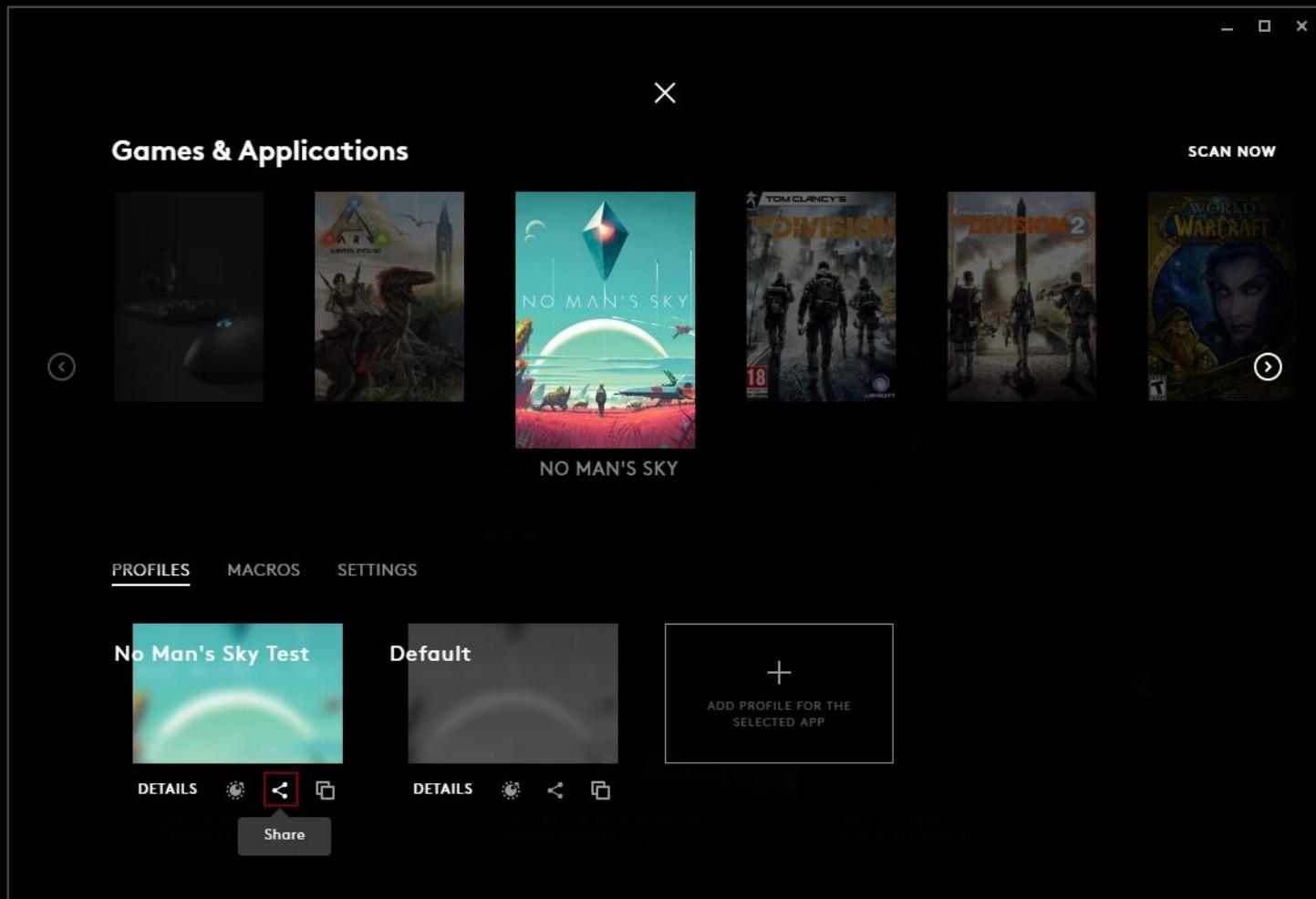
One you have a profile you want to upload, click the share icon.
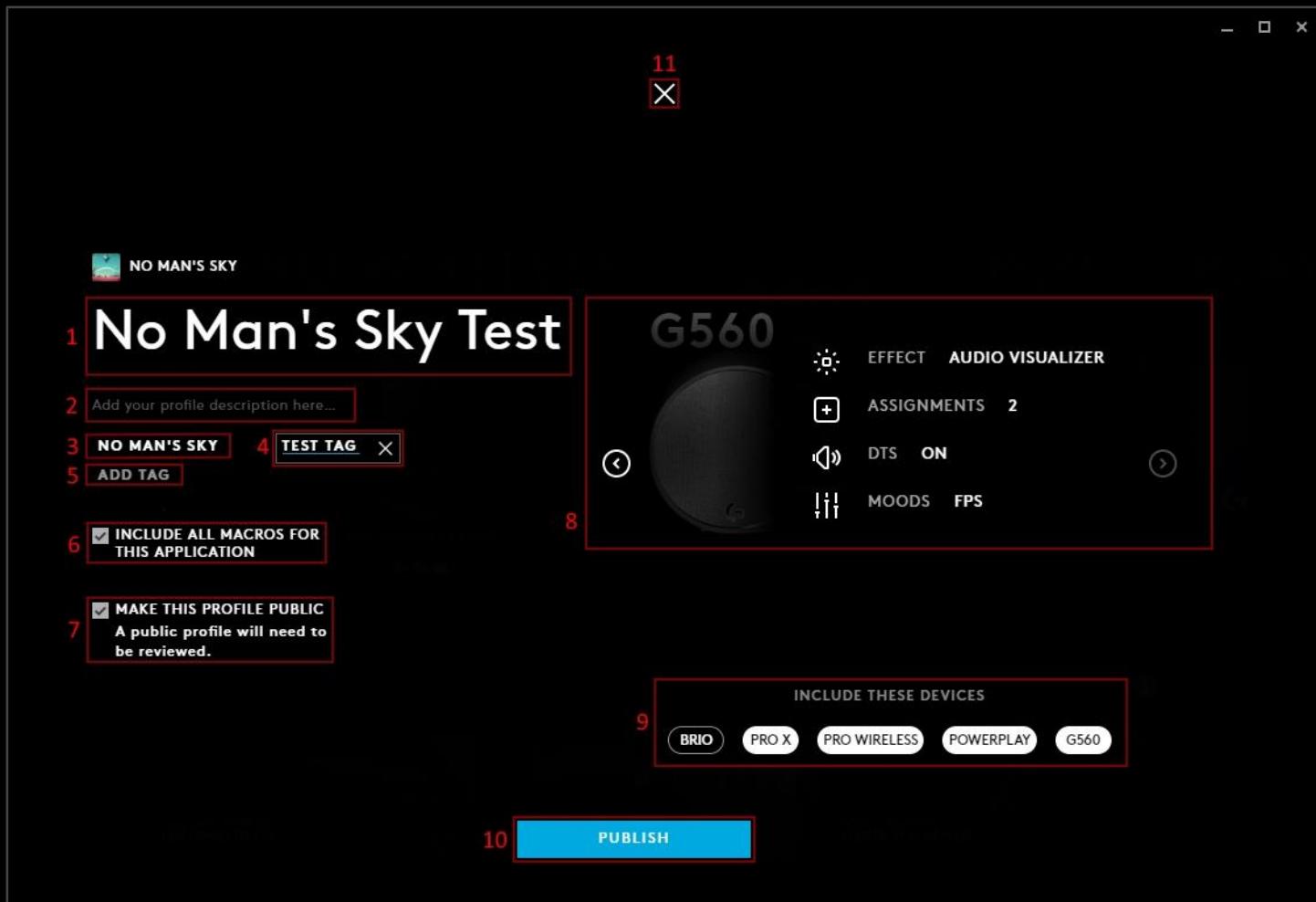
1. **Profile Name.** You can change the profile name here. If it shows DEFAULT, change the name and give it a personal touch.
2. Click here to add a description of the profile. This is a good place to showcase your profile and any special features you have included in the assignments and lighting!
3. **TAG.** Any tags you have created will be shown here. You can have more than one!
4. Editing the tag. This is an example of clicking the ADD TAG button and editing the tag. Click the ✕ delete the new tag.
5. **ADD TAG**. Click this to add a tag.
6. **INCLUDE ALL MACROS FOR THIS APPLICATION**. Have this ticked if you want to include all the Macros for the profile.

Note: *Including all* **Macros for this application** *adds all the macros from other* **User Profiles** *assigned to the main* **Game/Application Profile**.

7. **MAKE THIS PROFILE PUBLIC**. By default this will be private and only available for you to download. If you check the public box then the profile will be viewable on the **G HUB Profile Download Page**.
8. **Mini Carousel**. This shows all the devices associated to the profile and their settings. Click the ⊙ and ⊙ arrows to scroll through your devices.
9. **INCLUDE THESE DEVICES**. The list of devices that are currently assigned with the Profile you are about to upload. If you don't want to include a device, click the name icon and it will go from white to black.
10. **PUBLISH**. Once you are ready, click **PUBLISH**. Private profiles are automatically approved and available for download. For public, the profile will be subject to review before being available on the **G HUB Profile Download Page**
11. Click the ✕ to cancel the share and take you back to the Games & Applications tab.

Sharing your LIGHTSYNC Animation

You can share any of your created LIGHTSYNC Animations.
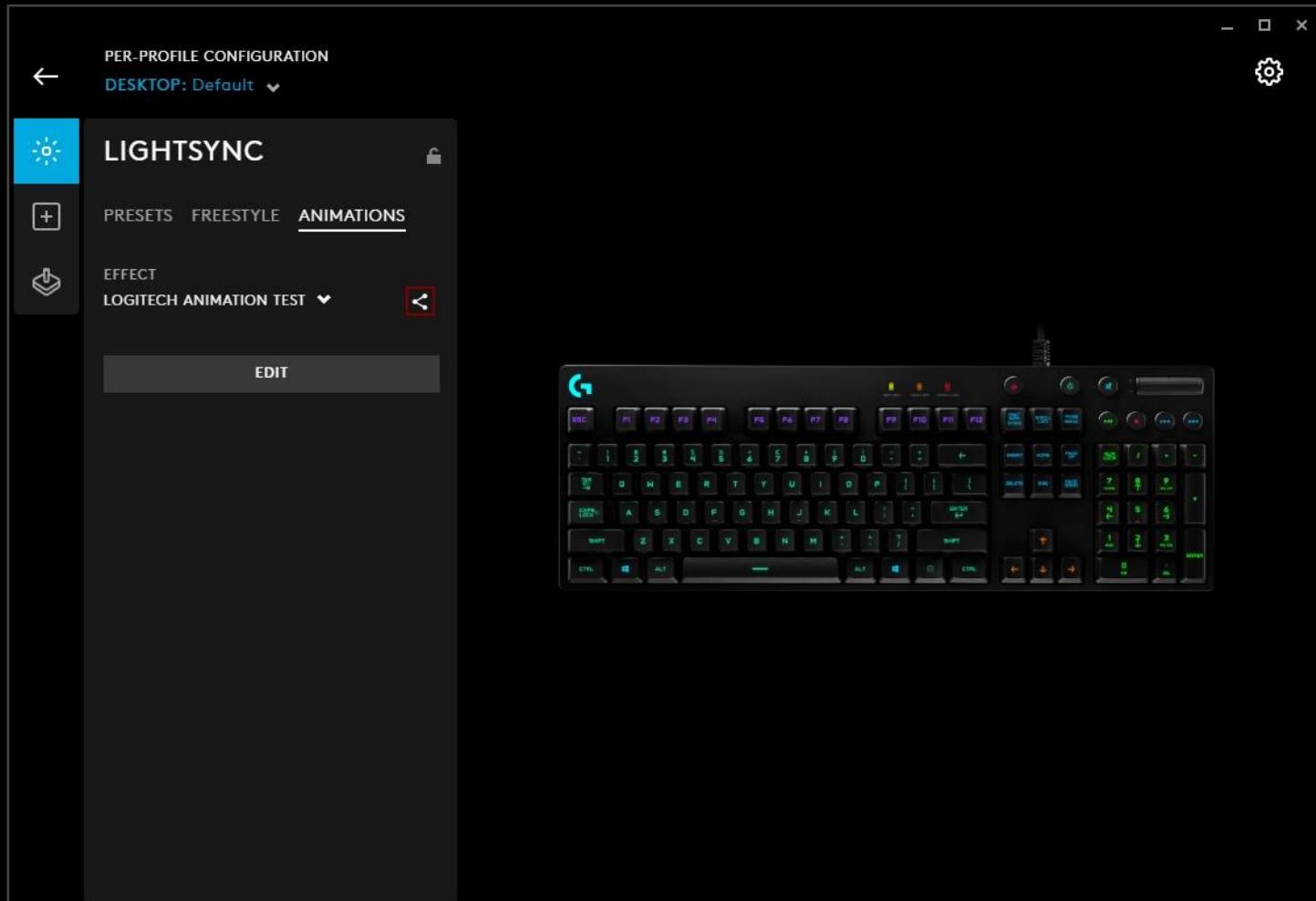
Once you have edited your Animation and ready to share, click the share ⮌ button to the right of your Animation.
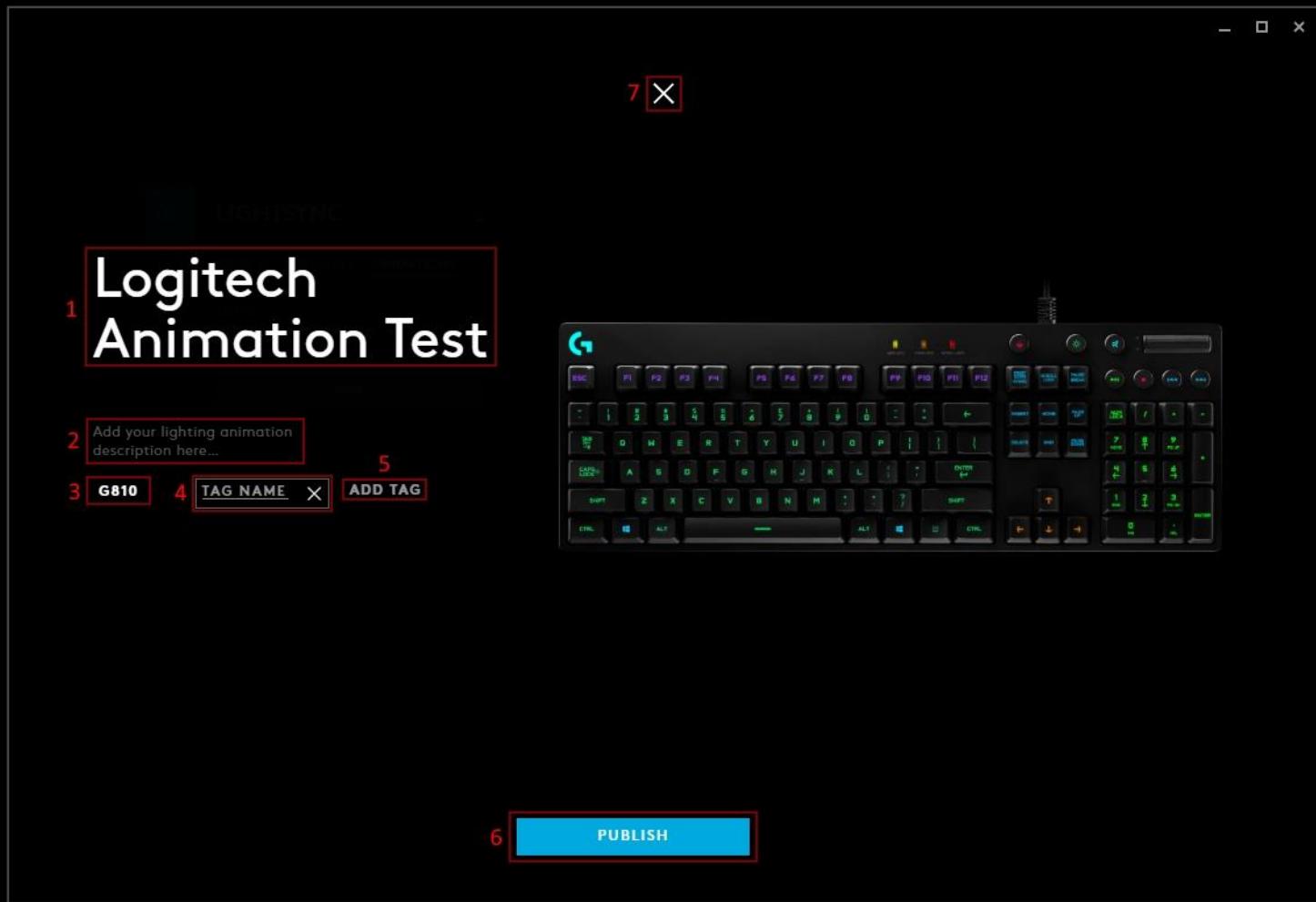
1. **Profile Name.** You can change the profile name here. If it shows DEFAULT, change the name and give it a personal touch.
2. Click here to add a description of the profile. This is a good place to showcase your profile and any special features you have included in the assignments and lighting!
3. **TAG.** Any tags you have created will be shown here. You can have more than one!
4. Editing the tag. This is an example of clicking the ADD TAG button and editing the tag. Click the ✕ delete the new tag.
5. **ADD TAG**. Click this to add a tag.
6. **PUBLISH**. Once you are ready, click **PUBLISH**. Private Lighting Effects are automatically approved and available for download. For public, the profile will be subject to review before being available on the **G HUB Lighting Effects Download Page**
7. Click the ✕ to cancel the share and take you back to the **LIGHTSYNC** tab.

Sharing your Blue VO!CE Preset

Your Blue VO!CE Custom Presets can be shared online for other users to apply. Or for you to share your own copy online.
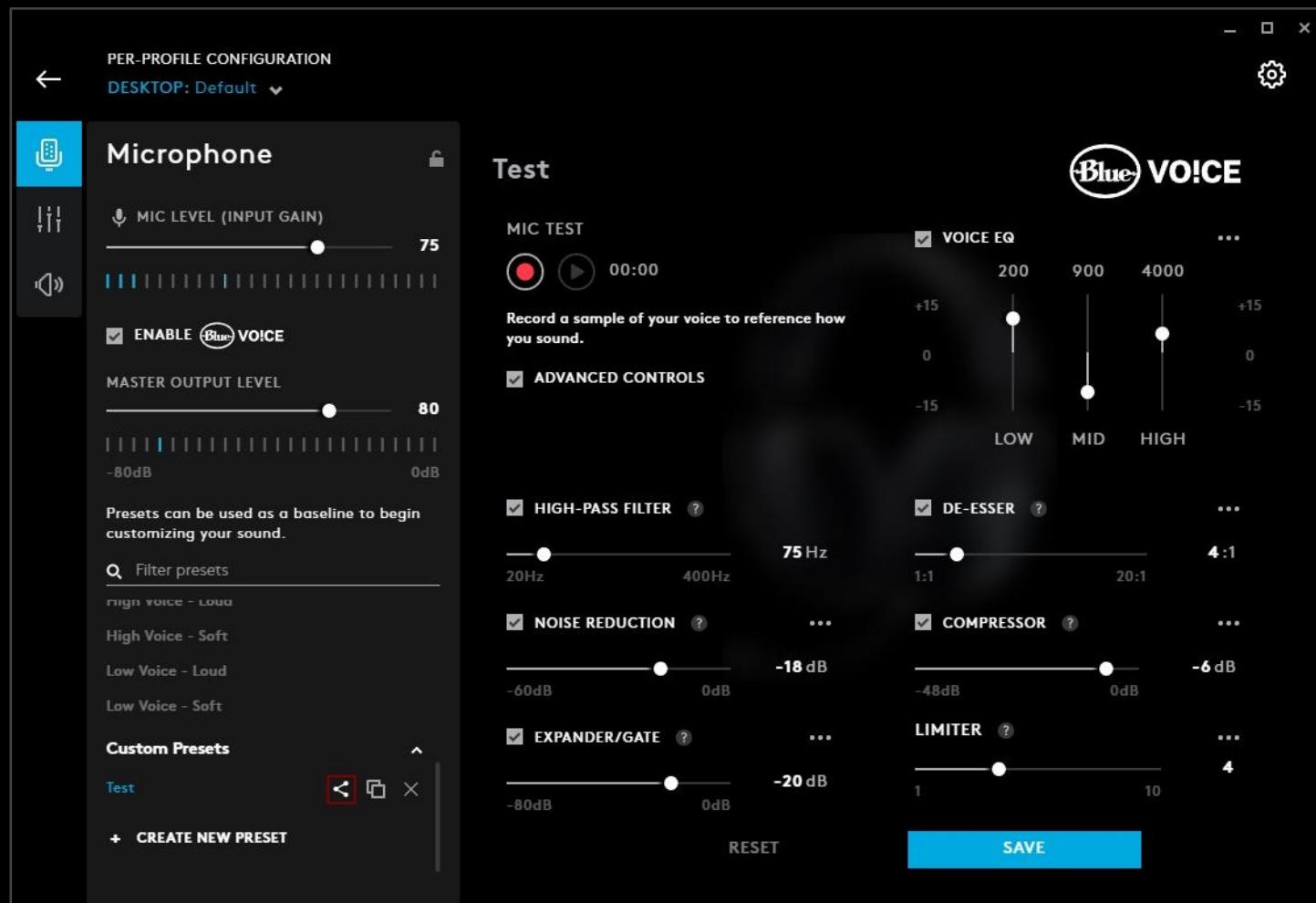
When you have your Blue VO!CE Preset configured and ready for sharing, click the share ⤴ button to the right of your custom preset.

Note: *If you want to base your preset on a preloaded one, you can first duplicate ▢ that preset, it will appear in the* **Custom Presets** *section, modify it, then share.*

1. **Profile Name.** You can change the profile name here.
2. Click here to add a description of the profile. This is a good place to showcase your profile and any special features you have included in the preset
3. **TAG.** Any tags you have created will be shown here. You can have more than one!
4. Editing the tag. This is an example of clicking the ADD TAG button and editing the tag. Click the ✕ delete the new tag.
5. **ADD TAG.** Click this to add a tag.
6. **CANCEL.** Click this to cancel the publish
7. **MAKE THIS PRESET PUBLIC**. By default this will be private and only available for you to download. If you check the public box then the preset will be viewable on the **G HUB Preset Download Page**
8. **PUBLISH**. Once you are ready, click **PUBLISH**. Private presets are automatically approved and available for download. For public, the preset will be subject to review before being available on the **G HUB Presets Download Page**
9. Click the ✕ to cancel the share and take you back to the **Microphone** tab.

# Sharing your Equalizer Preset

Share your EQ Preset with the community or for your own use!
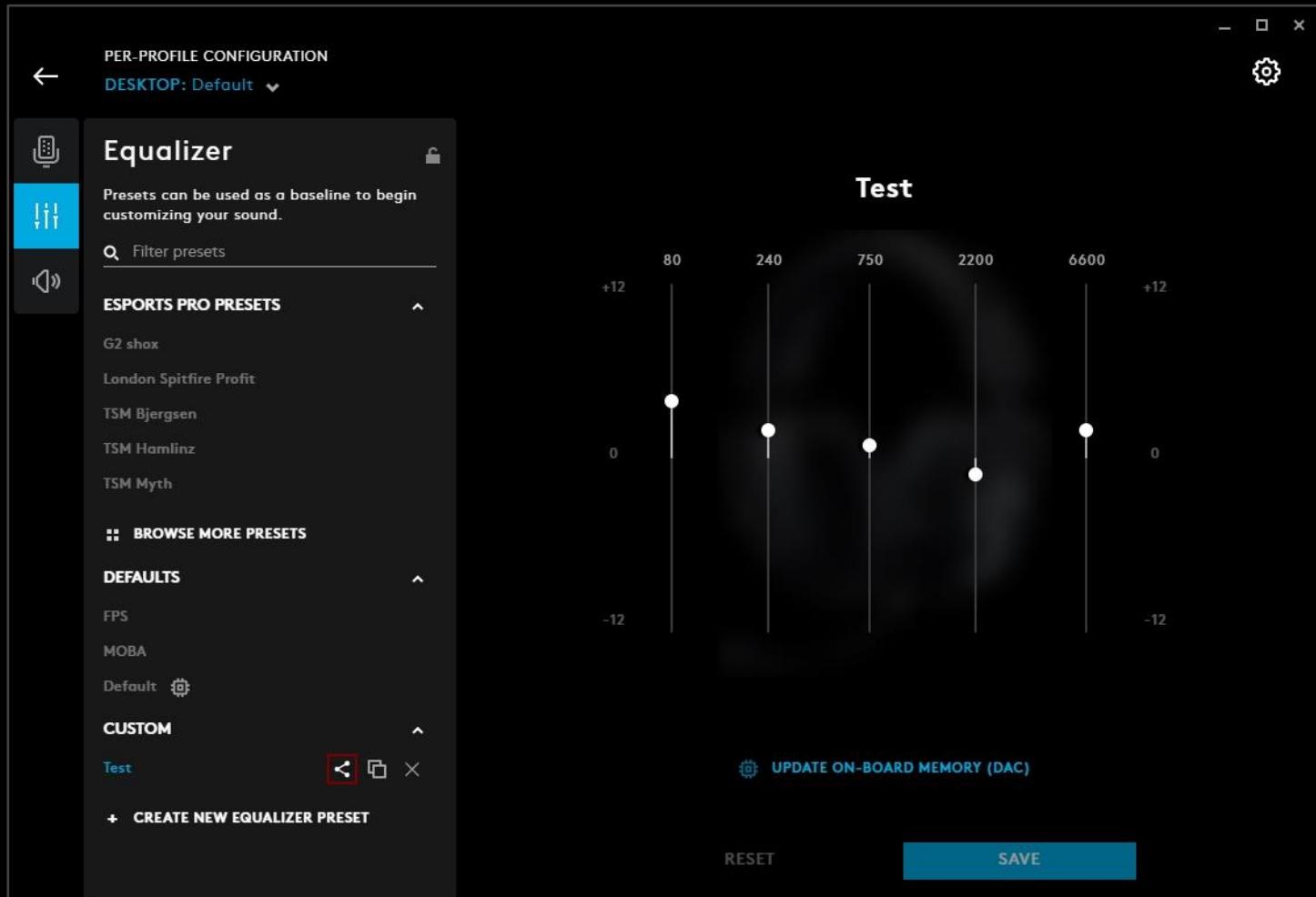
When you have your Equalizer Preset configured and ready for sharing, click the share ⟨ button to the right of your custom preset.

Note: *If you want to base your preset on a preloaded one, you can first duplicate ⧉ that preset, it will appear in the* **CUSTOM** *section, modify it, then share.*

1. **Profile Name.** You can change the profile name here.
2. Click here to add a description of the profile. This is a good place to showcase your profile and any special features you have included in the preset
3. **TAG.** Any tags you have created will be shown here. You can have more than one!
4. Editing the tag. This is an example of clicking the ADD TAG button and editing the tag. Click the ✕ delete the new tag.
5. **ADD TAG.** Click this to add a tag.
6. **CANCEL.** Click this to cancel the publish
7. **MAKE THIS PRESET PUBLIC**. By default this will be private and only available for you to download. If you check the public box then the preset will be viewable on the **G HUB Preset Download Page**
8. **PUBLISH**. Once you are ready, click **PUBLISH**. Private presets are automatically approved and available for download. For public, the preset will be subject to review before being available on the **G HUB Presets Download Page**
9. Click the ✕ to cancel the share and take you back to the **Equalizer** tab.

7. Tips and Frequently Asked Questions

How to reset commands or disable buttons

In the assignments section, we covered how to assign a command to a button. But if you want to remove that assignment or even disable a button then this guide will show you how:
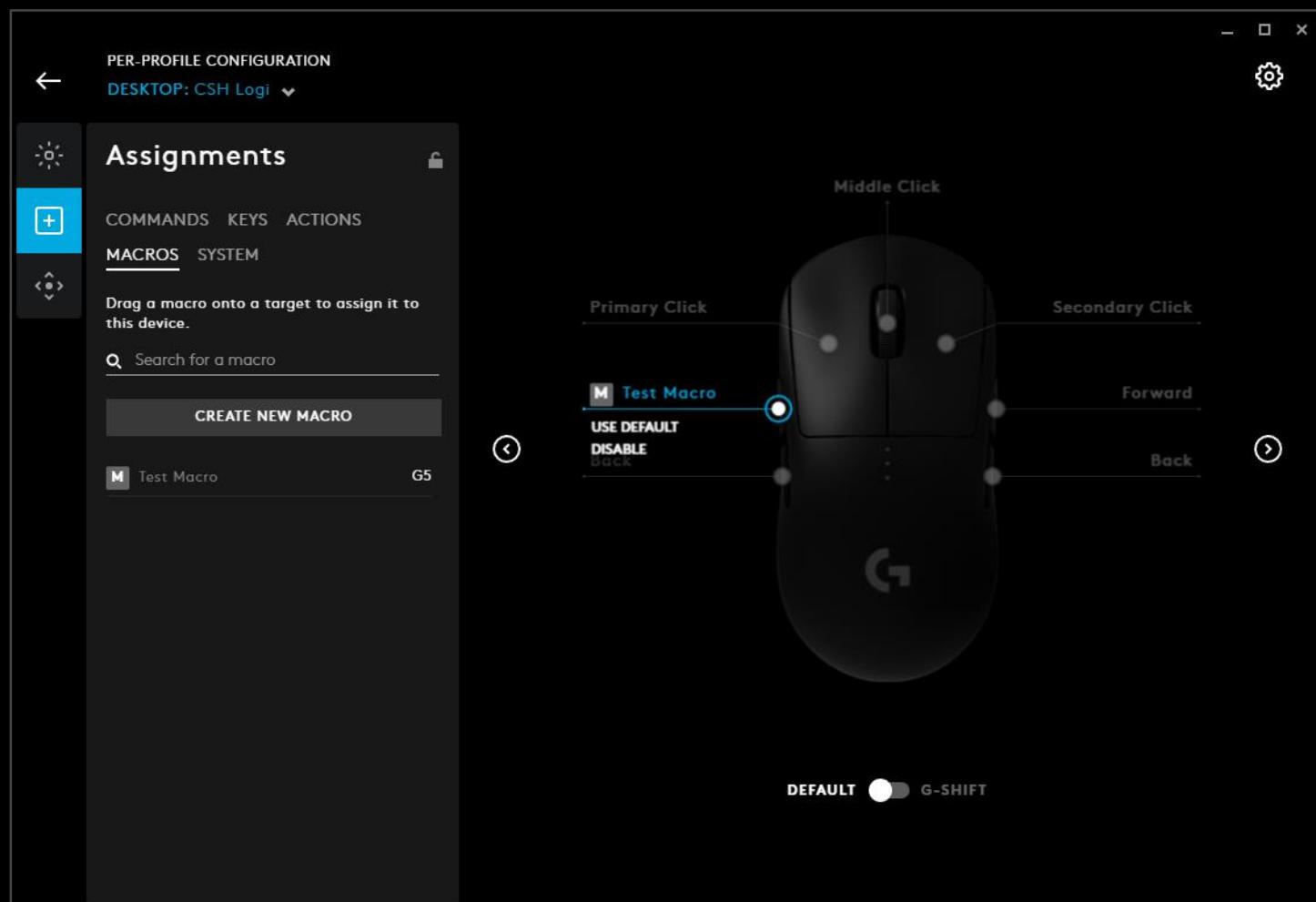
To remove the binding, click on the button or the command name on the line. You will see two options:

A. **USE DEFAULT.** Selecting this will reset the button/key back to factory default, with no programming. If it is one of the five buttons on a mouse (LMB/RMB/MMD/Forwards/Back) then it will behave as normal. Otherwise it will be a non programmed G Key as default.

B. **DISABLE.** Selecting this will disable the button/key completely. This means it will not output anything, even if it's one of the five buttons on a mouse (LMB/RMB/MMD/Forwards/Back). This can be useful where you don't want to knock that button by accident.
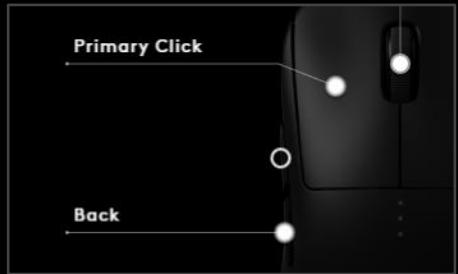
As you can see, when disabled, the button/key will have a clear circle and no entry. To re-enable the button/key, click on the circle and you will have 1 option:

A.   **USE DEFAULT**

Selecting this will reset the button/key back to factory default

Delete games and applications from the App list

If you have games and applications in your App list that you've manually added, or if they're no longer installed on your computer, you can manually delete them from the App list.

NOTE: *The DESKTOP APP and Default profile associated with it cannot be deleted. You can only delete apps detected by SCAN NOW if they appear as Uninstalled in STATUS.*
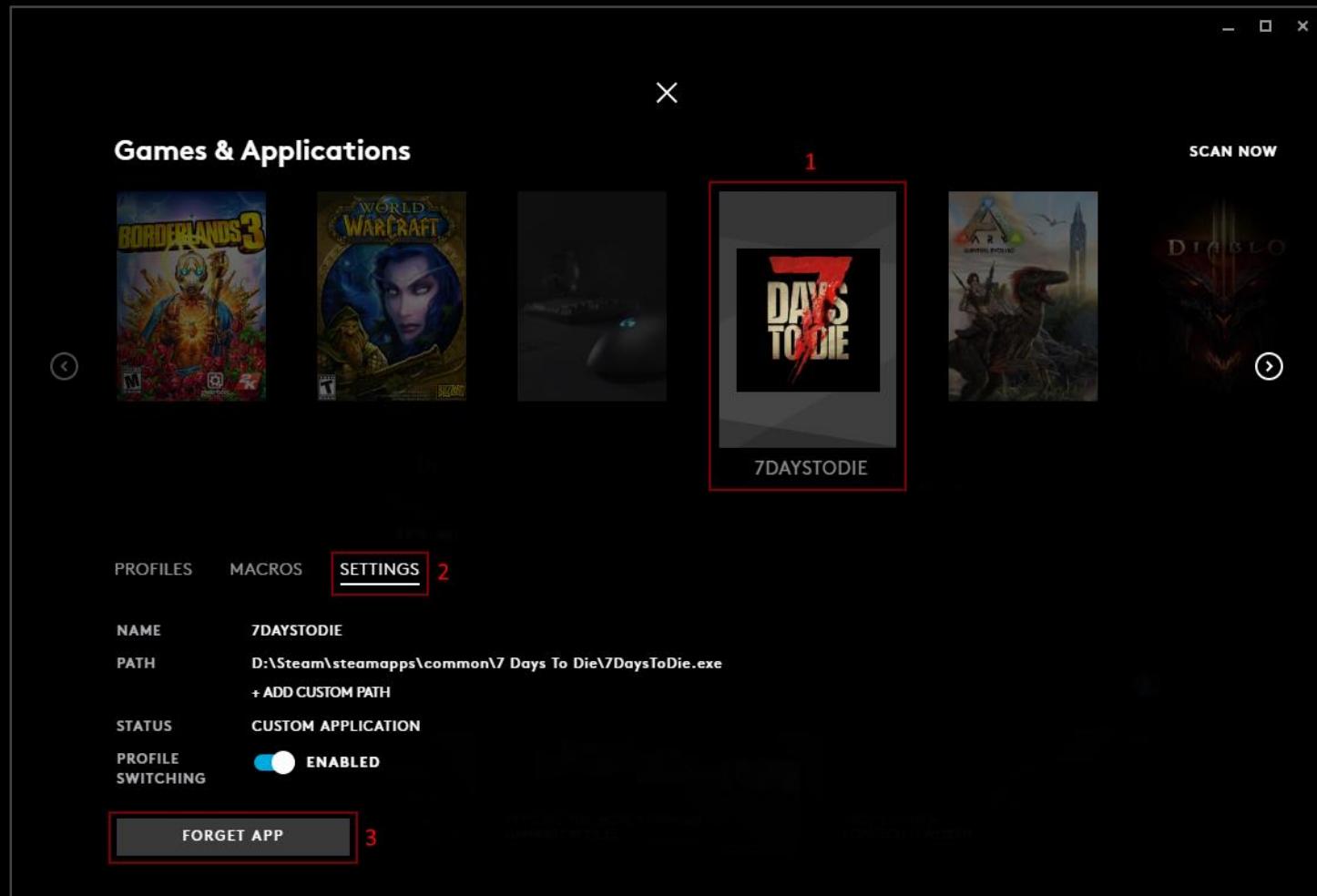
1. Select an APP you have added to the list.
2. Click on Settings
3. Click FORGET APP

How to duplicate profiles and macros to another game or application

If you have a profile an/or macros that you want to use with another app, you can copy them over. The following steps show you how:

1. Open G HUB and click on the profile on the top of the home page. The Games & Application profile page opens.

2. Select the profile you want to duplicate, then click and drag the profile onto the app you want to use it with. In the image below, the 7 Days To Die '**All Gaming Profile'** has been dragged onto the Ark Evolved Game.
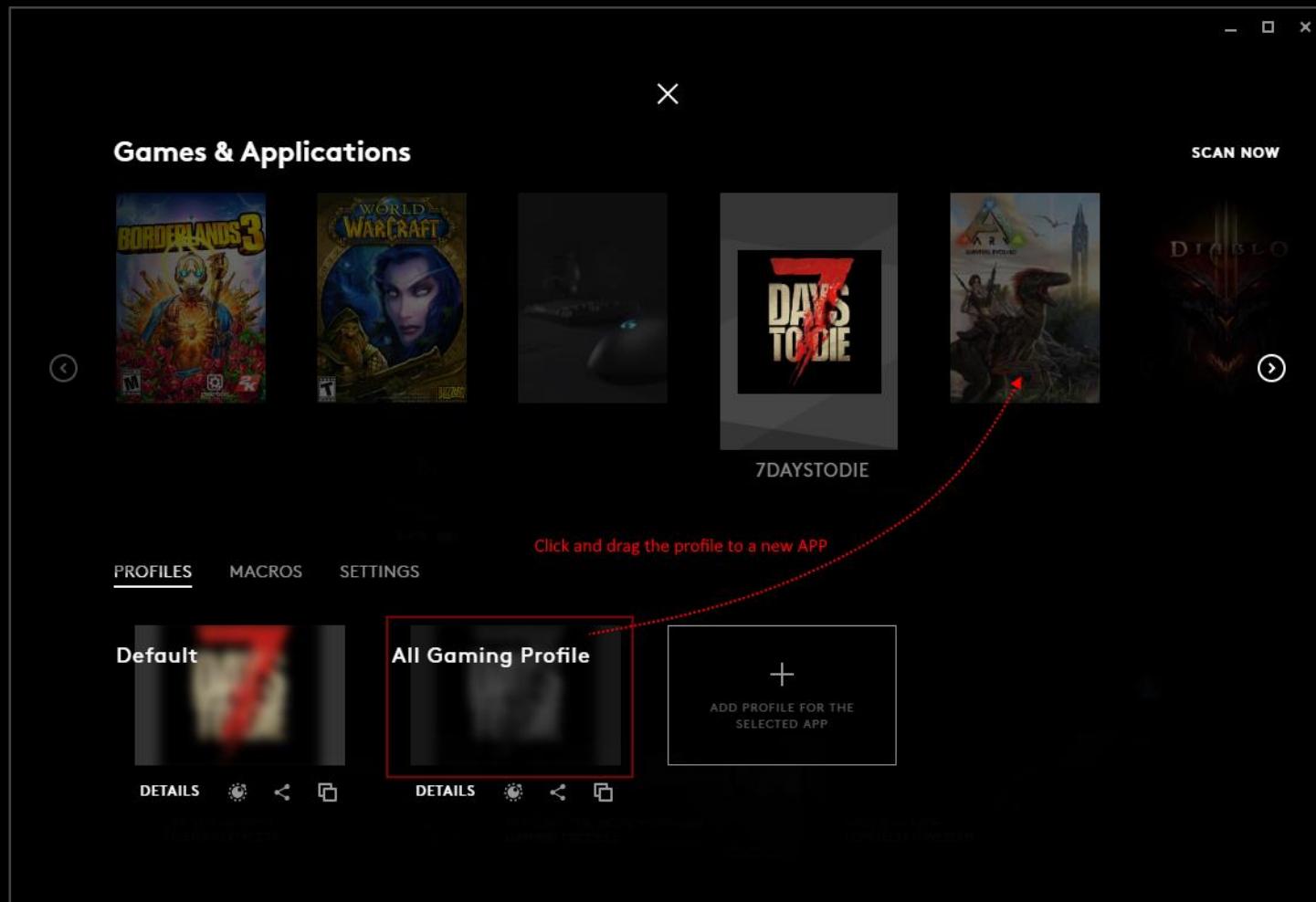
3. Click on the target app (Ark Evolved in the example) to see the duplicated profile. The All Gaming Profile now also appears in the Ark Evolved Game, as shown below:

Games & Applications

ARK: SURVIVAL
EVOLVED

PROFILES   MACROS   SETTINGS

Default

All Gaming Profile

+

ADD PROFILE FOR THE
SELECTED APP

DETAILS

DETAILS

The same method can be used to copy macros over too. Select which macro you want to copy across by click and dragging it to another Game/APP
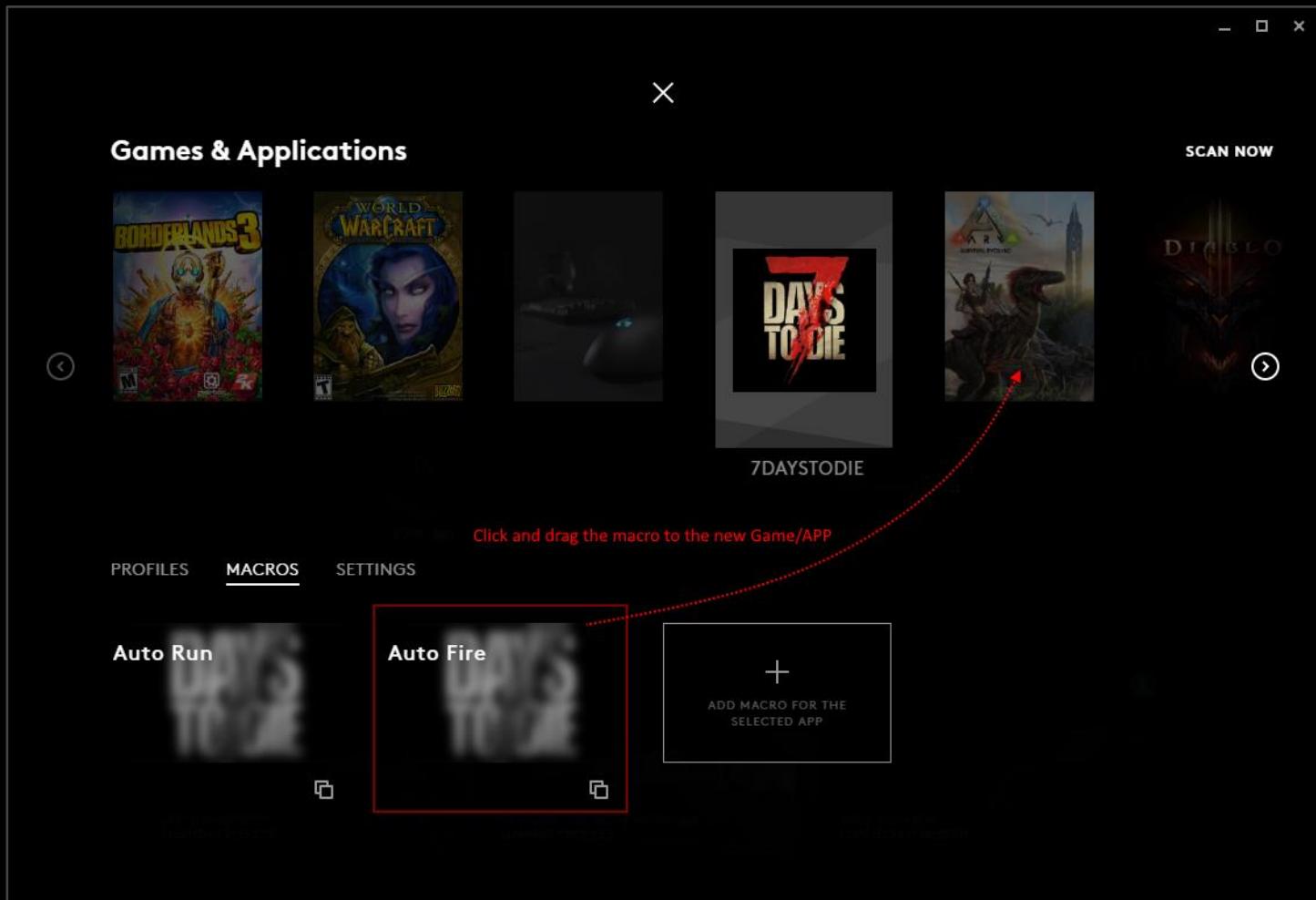
You can then check in the other game APP that it has copied over. Repeat the process for all the macros you want to duplicate.

How to blacklist a Game/APP from profile switching

If you have a game or application installed but don't want to activate the profile for it, you can blacklist it and turn off the app. Here's how:

1. Open G HUB and click on the profile on the top of the home page. The Games & Application profile page opens.

2. Select the Game/APP you want to blacklist and then click on the **SETTINGS** tab to bring up the details.
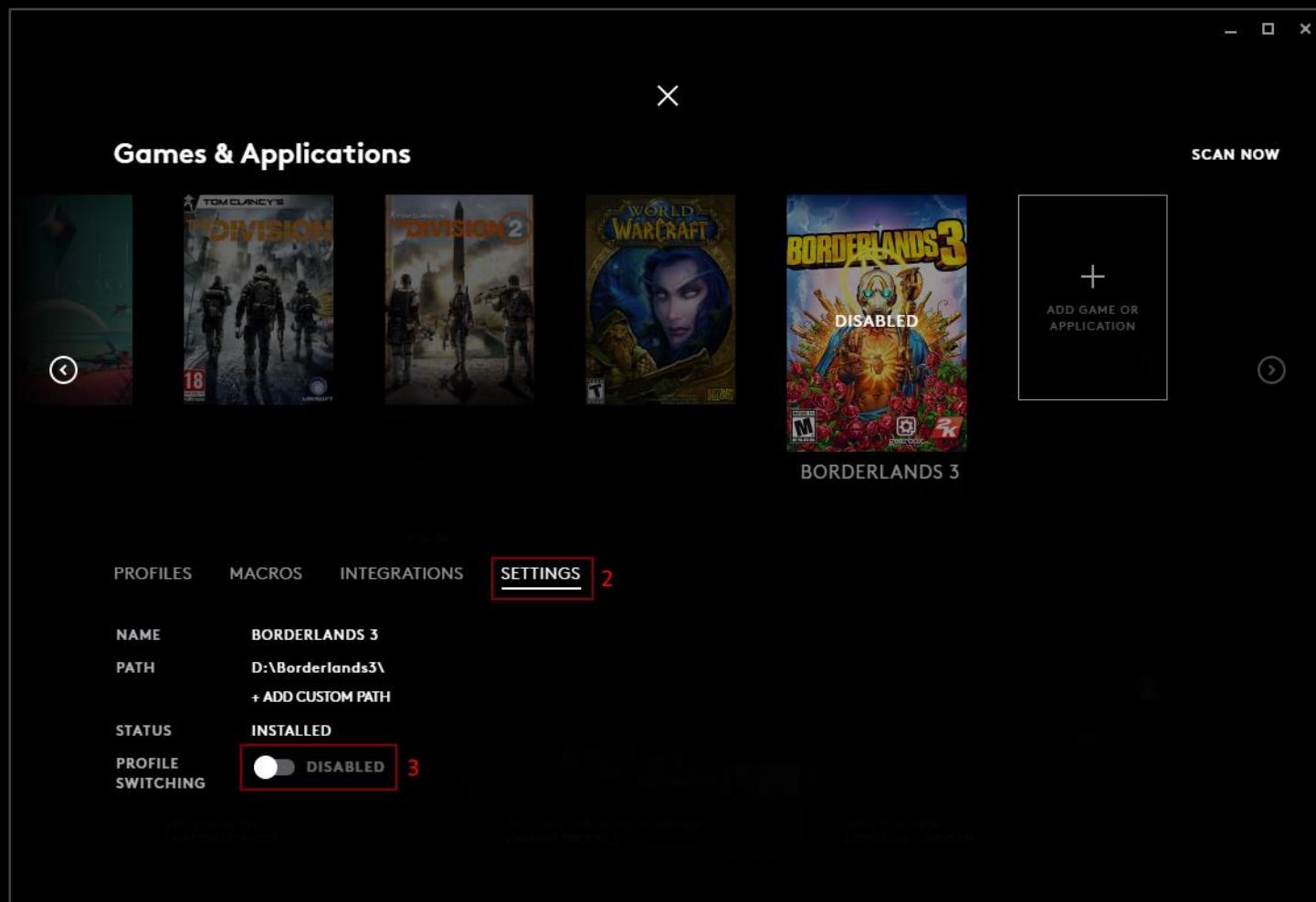
3. Click the profile switching toggle to DISABLED.

NOTE ON STATUS: *The status of the APP/Game has no effect on the profile switching, this tells you how the Game/APP was added. The 2 statuses can be:*

A. **INSTALLED.** Installed by G HUB when it was installed or a SCAN NOW was run. This Game/APP can then also have built in integration or custom commands.
B. **CUSTOM APPLICATION.** Added by the user using the + ADD GAME OR APPLICATION button.

How to lock a profile for all games and applications

Typically, when G HUB is first installed, your Desktop default profile might be the persistent profile, until you start creating some new profiles and you remove this lock so profile switching is activated.

To force one profile to always be running and not to profile switch, follow these steps:

1. On the Home page, click the Settings (gear) icon in the top right corner. The Global Settings page will open.

2. In the **APP SETTINGS** tab, look for **PERSISTENT PROFILE**. If no profile is selected as persistent, then **NONE** will be shown. Click the drop-down arrow to show the current list of APPs and the profiles associated with them. Select the profile you want to be persistent. In the example we have chosen the default profile of 7 Days to Die.
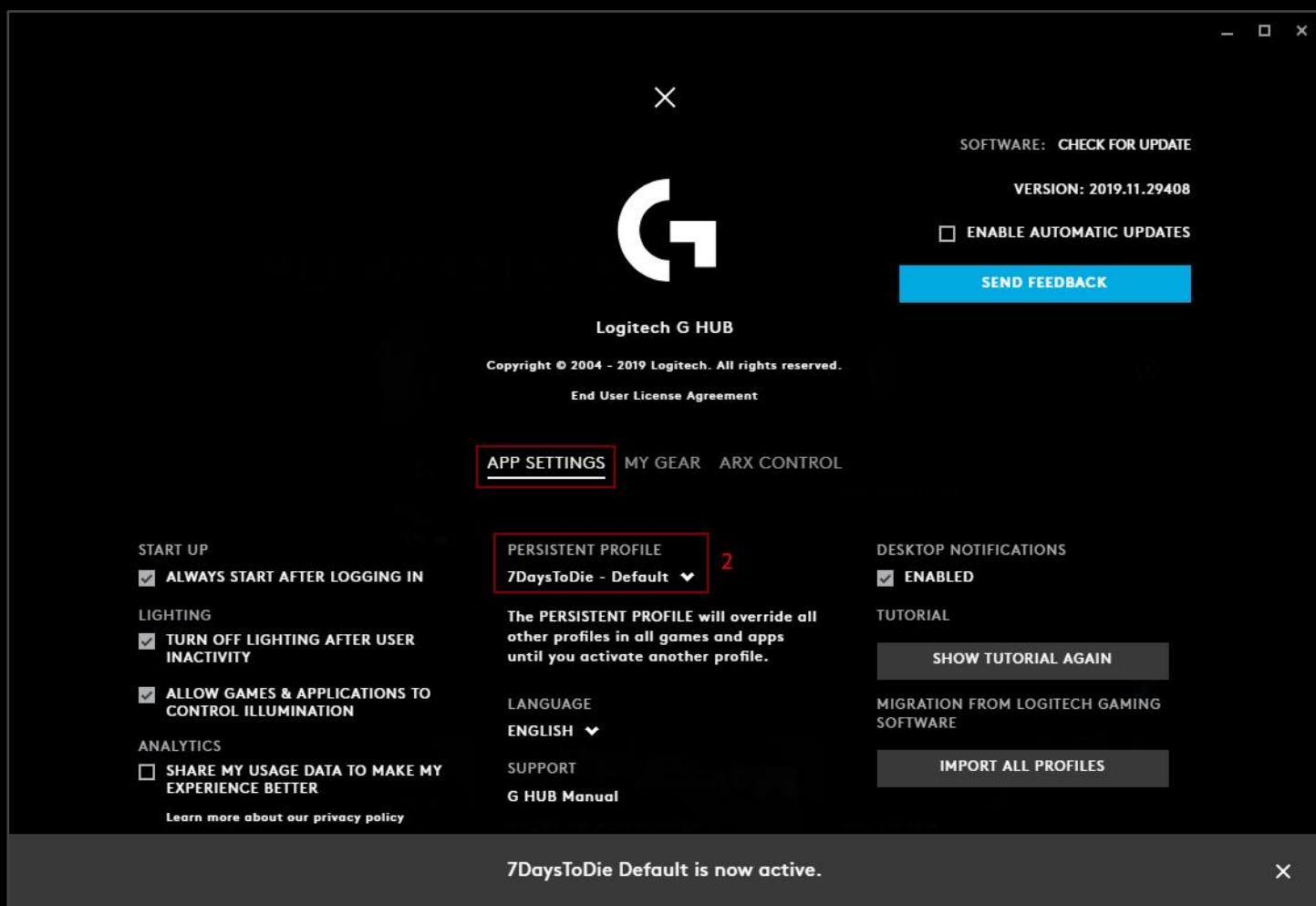
NOTE: *You will get a warning message asking:*

> **Would you like to disable per-profile settings and profile switching and make this profile persistent?** CANCEL YES

*Click **YES** to this to apply the setting or cancel to not make any changes.*

How to configure your Yeti X Lighting

The Yeti X Microphone has a variety of lighting configurations you can customise to personalise your microphone.

From the main window select the Yeti X and then click on the **Lighting** tab:
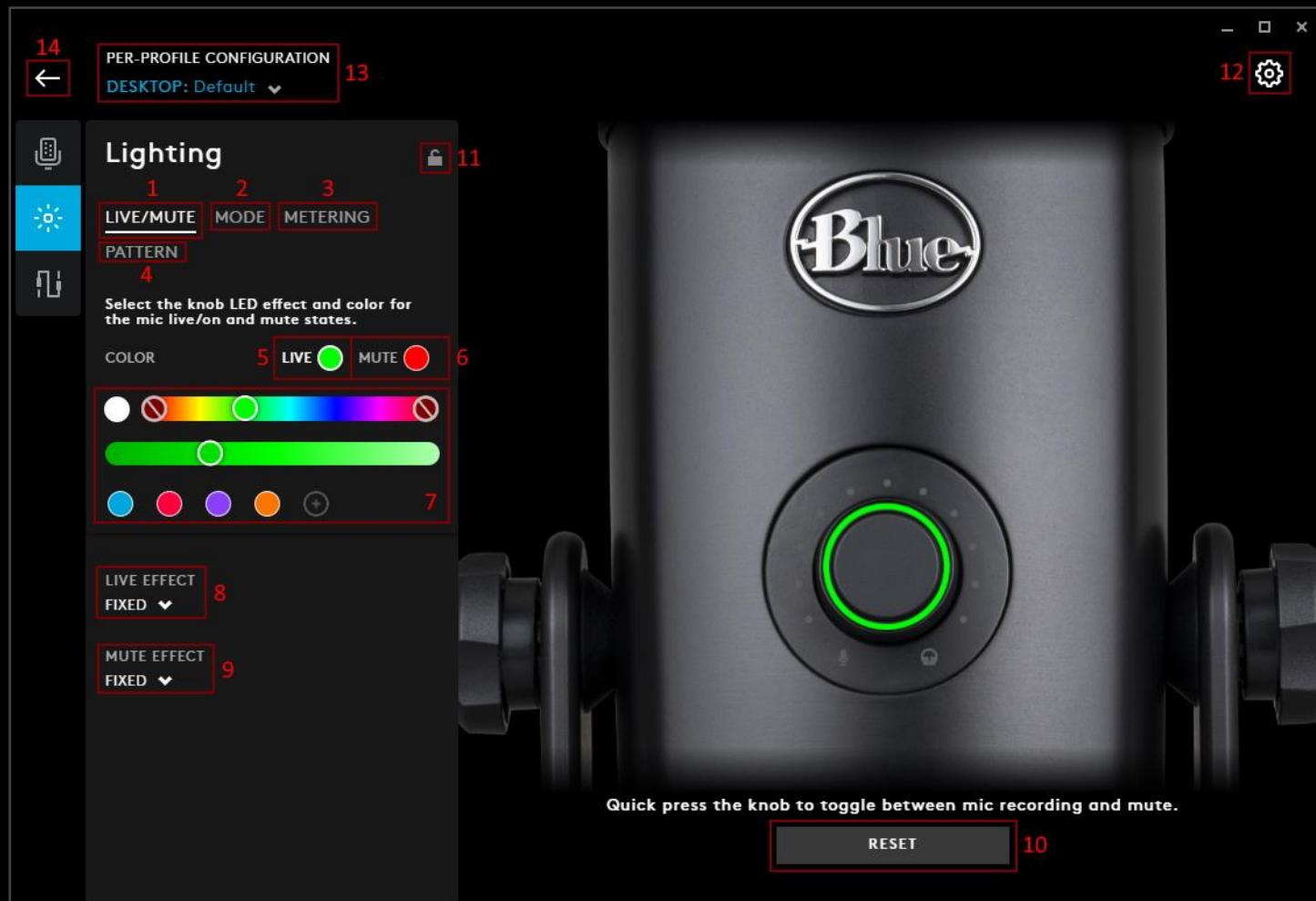
1. **LIVE/MUTE.** This tab configures the ring on the volume dial. This has 2 modes; LIVE and MUTE. Press the button to toggle between modes.
2. **MODE**. This tab configures the ring of dots around the volume dial. There are 3 modes you can configure; **MICROPHONE**, **HEADPHONE** and **DIRECT MONITORING**.
3. **METERING**.   The LED metering colours are the dynamic dota around the dial in the microphone mode. These indicate the current mic volume detection.
4. **PATTERN**. The rear of the Yeti X has the pattern button which can cycle between 4 modes; STEREO, OMNI, CARDIOID and BIDIRECTIONAL. You can configure each modes colour.

LIVE MUTE:

Switch between live and mute with a quick press of the knob.

5. **LIVE**. Click **LIVE** to change the colour of the ring whilst the mic is live. You can then select a new swatch or create another (7)
6. **MUTE**. Click **MUTE** to change the colour of the ring whilst the mic is muted. You can then select a new swatch or create another (7)
7. **COLOR**. The palette can configured to your preferences. You can change the hue and brightness with the 2 sliders. Click on the ⊕ to add your favourite color to the swatch list.

8. **LIVE EFFECT**. Choose between FIXED and BREATHING for the ring whilst the mic is live. For Breathing, use the SPEED slider to adjust how quickly the effect happens. With 1000ms (1s) is the quickest and 20000ms (20s) is the slowest.

9. **MUTE EFFECT**. Choose between FIXED and BREATHING for the ring whilst the mic is muted

10. RESET. Click RESET to revert back to the default colour settings. For Breathing, use the SPEED slider to adjust how quickly the effect happens. With 1000ms (1s) is the quickest and 20000ms (20s) is the slowest.

11. **Per-profile LIGHTSYNC lock.** Click to make LIGHTSYNC persistent across all profiles. This locks/unlocks the lighting settings to be the same for all profiles.

12. **GEAR SETTINGS**. Click this to take you to the **Gear Settings** page

13. **PROFILE SELECTOR**. Use the drop down to change the **User Profile** you want to configure for. Also it will indicate if the profile is in a PER-PROFILE CONFIGURATION 🔓 or in a PERSISTENT CONFIGURATION 🔒

14. **BACK ARROW**. Click the arrow to take you back to the **Homepage**.

MODE

Switch between the 3 modes by pressing and holding the knob for 2 seconds. The modes will cycle from MICROPHONE > HEADPHONE > DIRECT MONITORING > MICROPHONE
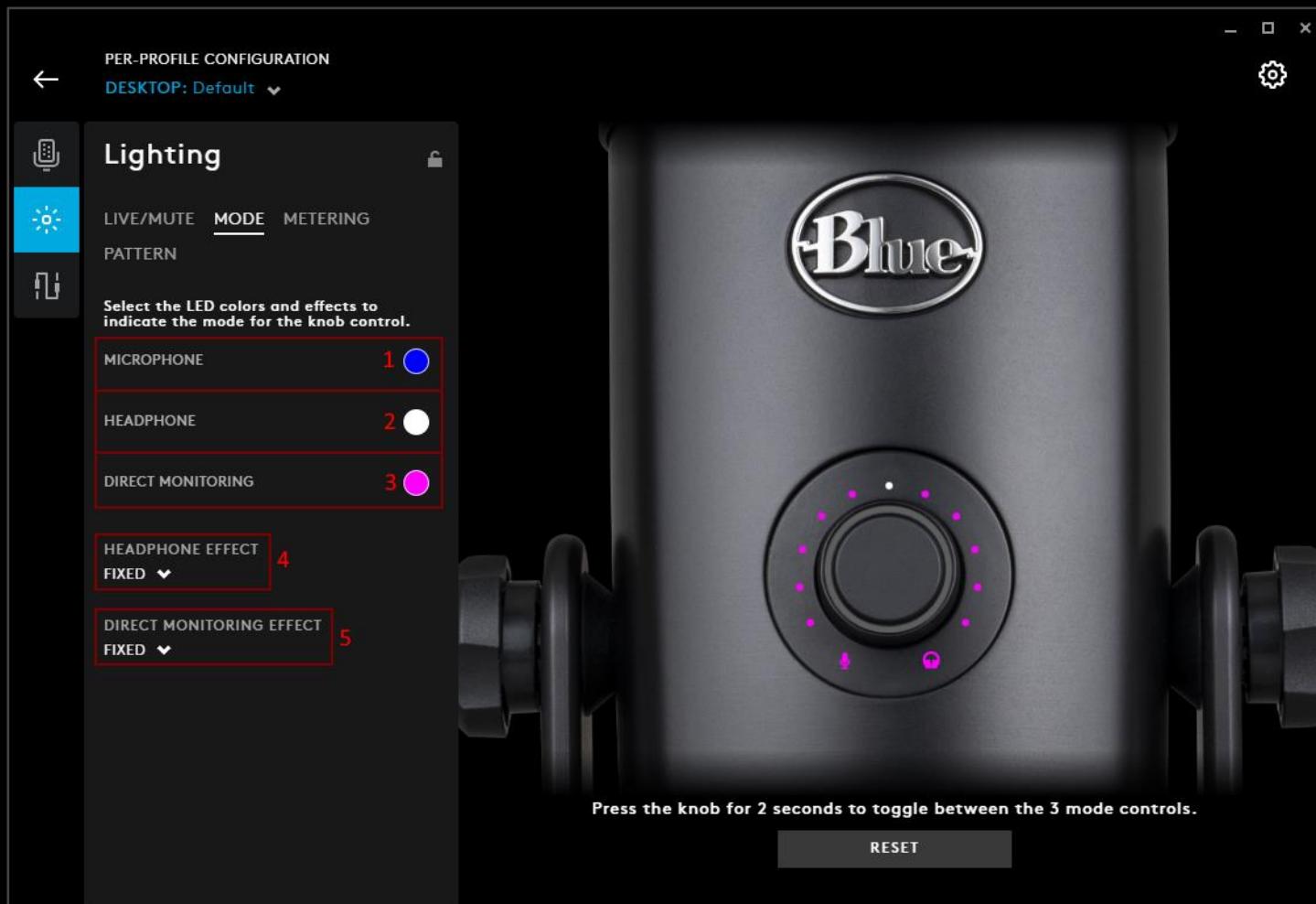
1. **MICROPHONE**. Click **MICROPHONE** to change the colour of the LEDs for the microphone gain. The color palette will expand, select a new colour using the Hue and Brightness sliders or select a different swatch.

NOTE: *By default in this mode, the metering level will be typically shown. Turn the knob to see the microphone gain. After 2 seconds it will default back to the metering*

2. **HEADPHONE**. Click HEADPHONE to change the colour of the LEDs for the headphone gain. The color palette will expand, select a new colour using the Hue and Brightness sliders or select a different swatch

3. **DIRECT MONITORING**. Click DIRECT MONITORING to change the colour of the LEDs for the direct monitoring gain. The color palette will expand, select a new colour using the Hue and Brightness sliders or select a different swatch

4. **HEADPHONE EFFECT**. Choose between FIXED and BREATHING for the headphone gain. For Breathing, use the SPEED slider to adjust how quickly the effect happens. With 1000ms (1s) is the quickest and 20000ms (20s) is the slowest.

5. **DIRECT MONITORING EFFECT**. Choose between FIXED and BREATHING for the direct monitoring blend. For Breathing, use the SPEED slider to adjust how quickly the effect happens. With 1000ms (1s) is the quickest and 20000ms (20s) is the slowest.

NOTE: *For **MICROPHONE MODE**, there is no effect you can choose, as it will default back to default monitoring after 2 seconds. The effect is **FIXED**.*

METERING

Metering LEDs appear when the device is set to the MICROPHONE gain mode. The LEDs will show the gain level while you adjust it, and then switch back to METERING after 2 seconds
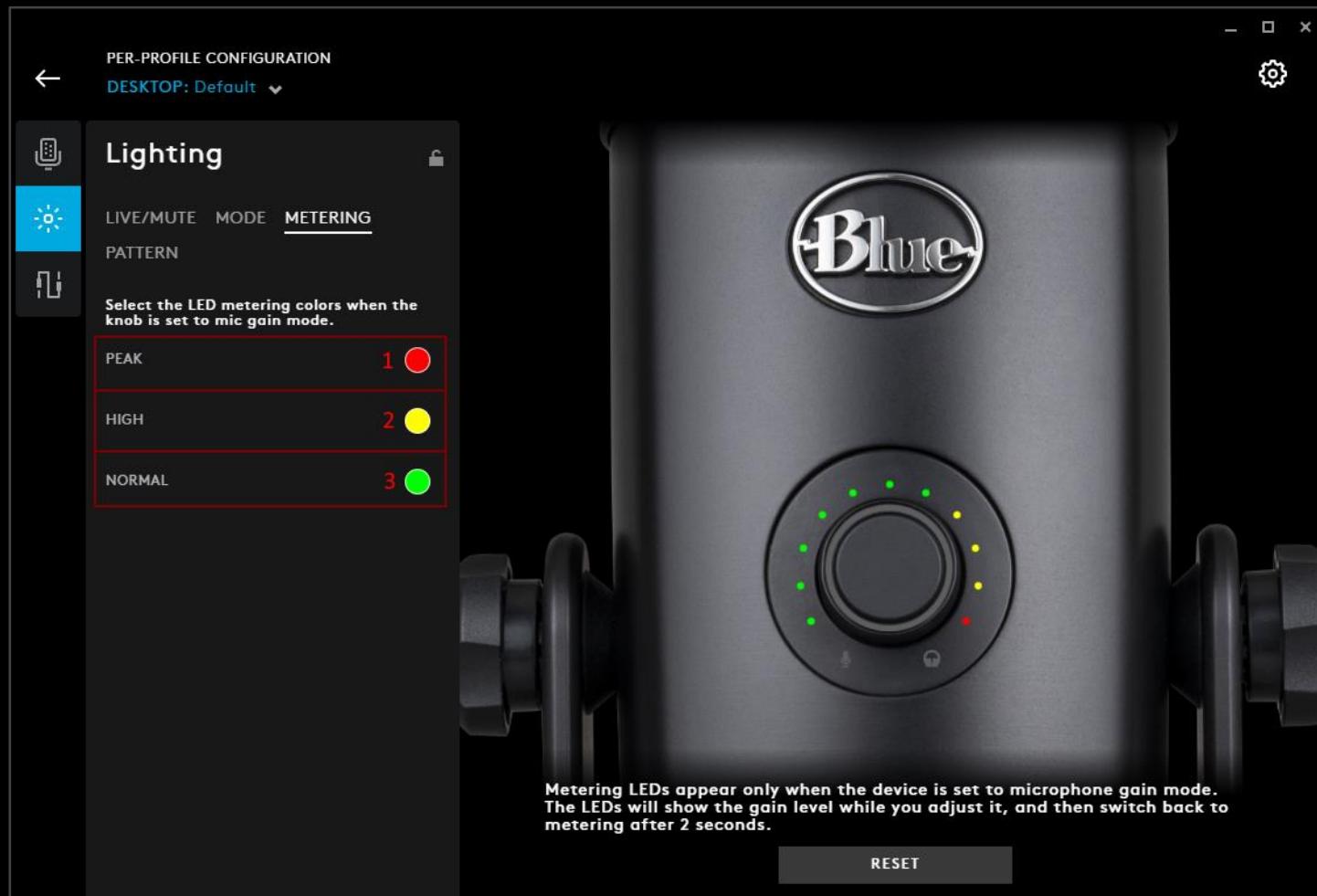

1. **PEAK**. Click **PEAK** to change the colour of the LEDs for the metering peak. The color palette will expand, select a new colour using the Hue and Brightness sliders or select a different swatch

2. **HIGH**. Click **HIGH** to change the colour of the LEDs for the metering high levels. The color palette will expand, select a new colour using the Hue and Brightness sliders or select a different swatch

3. **NORMAL**. Click **NORMAL** to change the colour of the LEDs for the metering during normal levels. The color palette will expand, select a new colour using the Hue and Brightness sliders or select a different swatch

NOTE: *You can change the color of the LEDs but you can't change which LEDs are assigned to PEAK, HIGH and NORMAL. So for example, PEAK will always be the 11th METERING LED.*

PATTERN

Press the PATTERN button at the back of the device to cycle between the 4 polar patterns: STEREO > OMNI > CARDIOID > BIDIRECTIONAL > STEREO
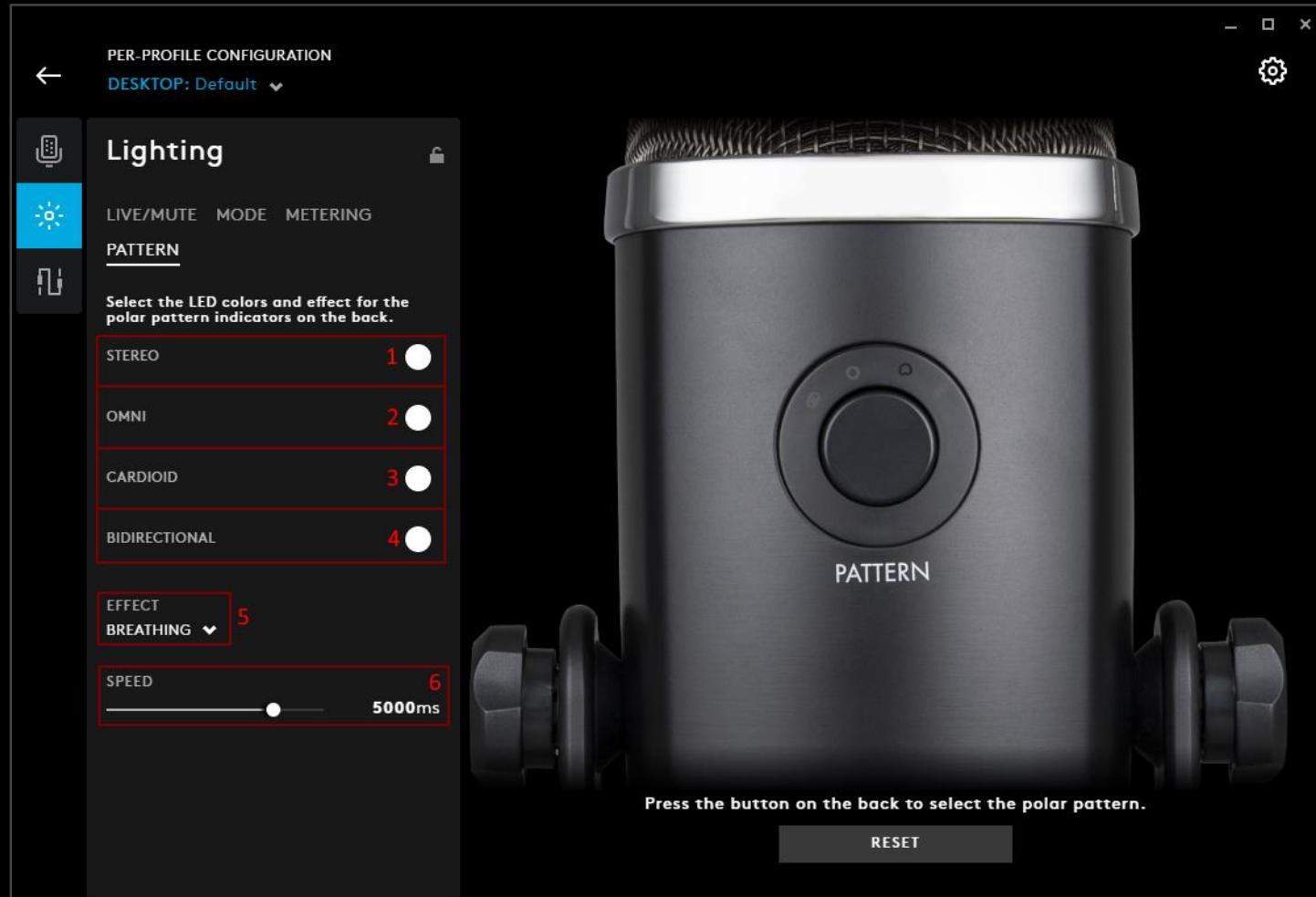
1. **STEREO**. Click **STEREO** to change the colour of the stereo polar pattern indicator. The color palette will expand, select a new colour using the Hue and Brightness sliders or select a different swatch
2. **OMNI**. Click **OMNI** to change the colour of the omni polar pattern indicator. The color palette will expand, select a new colour using the Hue and Brightness sliders or select a different swatch
3. **CARDIOID**. Click **CARDIOID** to change the colour of the cardioid polar pattern indicator. The color palette will expand, select a new colour using the Hue and Brightness sliders or select a different swatch
4. **BIDIRECTIONAL**. Click **BIDIRECTIONAL** to change the colour of the bidirectional polar pattern indicator. The color palette will expand, select a new colour using the Hue and Brightness sliders or select a different swatch
5. **EFFECT**. Choose between **FIXED** or **BREATHING** for all polar patterns. If you select BREATHING, then the **SPEED** slider will appear.
6. **SPEED**.   Use the SPEED slider to adjust how quickly the effect happens. With 1000ms (1s) is the quickest and 20000ms (20s) is the slowest.