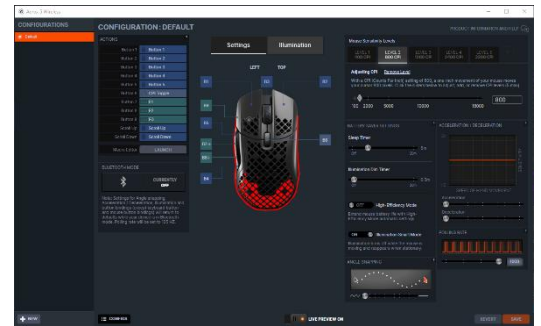


Aerox 5 wireless

Software Overview

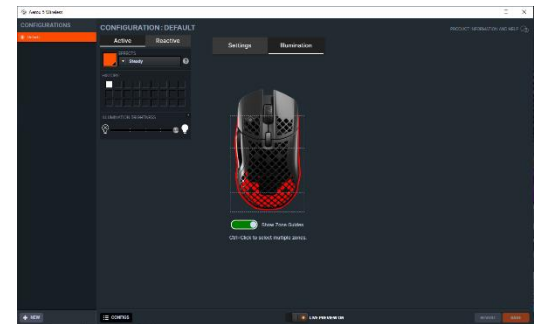
Overview of what features are available in Engine, along with a screenshot of Engine to the right.

The Aerox 5 mouse is an "all-rounder" mouse designed for all games ranging from MMOs to FPS. The Aerox 5 includes 9 programmable buttons, including a side toggle switch style button for ease of use in gaming.



The Aerox 5 Wireless has access to the following in Engine:

- Rebinding of the 9 buttons
- Adjusting the 5 CPI levels, from 100 to 18000 CPI
- Changing the Mouse Acceleration of the device
- Changing the Angle Snapping of the device
- Changing the polling rate of the mouse
- Illumination changes for the mouse's 3 illumination zones
- Wireless Settings:
- Sleep Timer
- Illumination Dim Timer
- Smart Illumination On/Off
- High Efficiency Toggle (turns off all RGB and sets polling rate to 125hz)

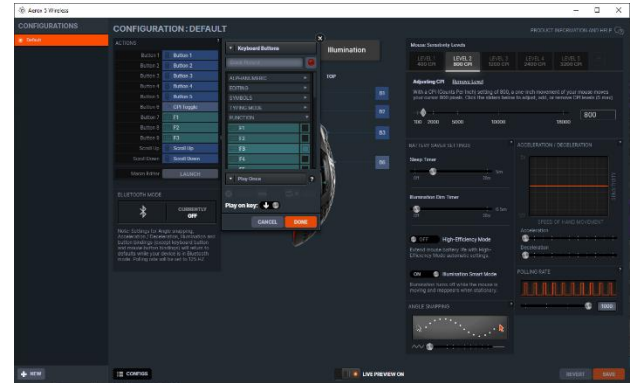


When Engine is disabled, the following will save to the mice:

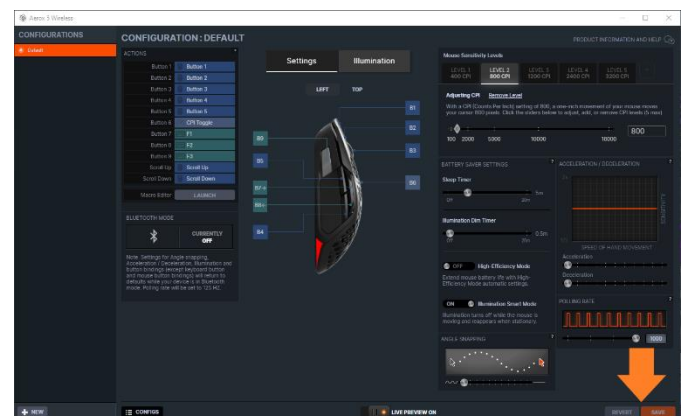
- Basic button bindings, such as mouse/keyboard buttons
- CPI Settings
- Polling Rate
- Lighting Disabled
- The on-board memory does not save all other settings such as macros, mouse acceleration, or lighting color customizations, as these are all software driven.

Rebinding the 9 buttons

1. Choose the button being changed on the right-hand side of the screen
2. Click the drop-down menu to see the available categories
 - a. Default, Keyboard buttons, Macros, Media Buttons, Mouse Buttons, Deactivate, Launch Application, Launch Configuration, Launch Engine Apps, OS Shorts, Record Macro
 - b. Default Side Button Bindings
 - i. By default, the side buttons are bound to the Mouse Buttons 1-5 and F1, F2, F3 for the side buttons
 - ii. The scroll wheel is bound to scroll up/scroll down.



3. Choose new command and click done.
4. Click save



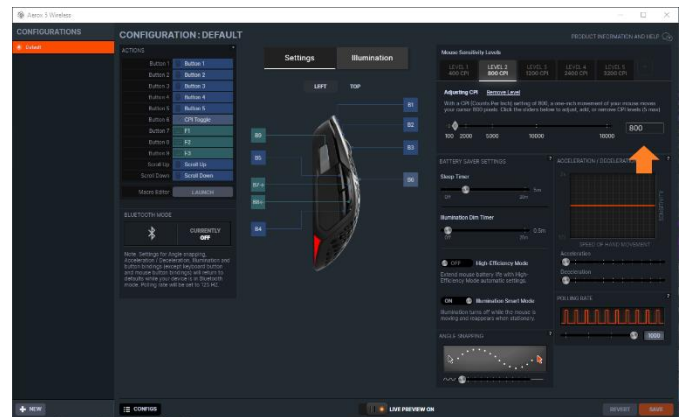
The “Sniper” Button

The small “Sniper” button just above the two thumb buttons. The idea is that you rest your thumb on this long, thin button and press it either up or down for different effects. You could use this to zoom in or out with a sniper rifle, shift speed up or down in a racecar, toggle between weapons in an action/RPG or any other command that benefits from bidirectional controls.



Adjusting the 5 CPI levels, from 100 to 18000 CPI

1. The mouse sensitivity levels are located on the right-hand side of the window
 - a. There are 5 default levels (4 pictured) ranging from 400 (Lowest Default) to 3200(highest default)
 - b. The Box to the right of the CPI slider allows the user to enter a custom CPI level



When the CPI button on the mouse is pressed, the lighting on the mouse will change color based on the current CPI level. The colors are as follows:

Purple (Default is 400 CPI)

Blue (Default is 800 CPI)

Green (Default is 1200 CPI)

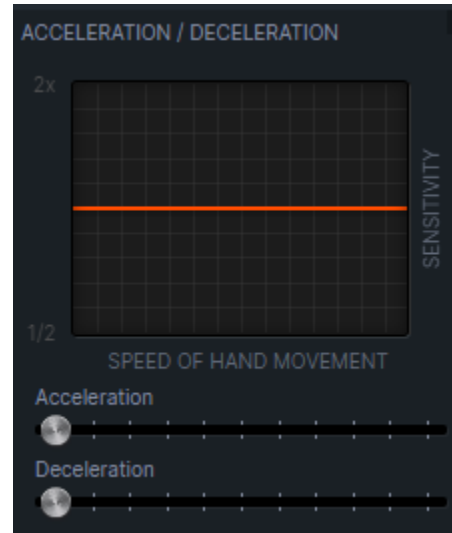
Yellow (Default is 2400CPI)

Red (Default is 3200CPI)

If the user modifies the CPI levels, the lowest level will always be Purple, and the following levels will always follow the same pattern. For example, if a user were to modify their CPI levels to be 2000, 2200, and 2400, then level 2000 will be Purple, 2200 will be Blue, and 2400 will be Green.

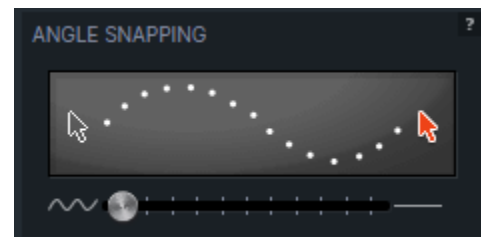
Changing the Mouse Acceleration

- Acceleration and Deceleration modify your mouse cursor speed based on the speed you move your mouse. Within a normal threshold of moment, your mouse cursor will move based on the sensitivity you have selected in the CPI widgets. However, if you move your mouse quickly or slowly, you can customize the SteelSeries Engine to increase or decrease your CPI



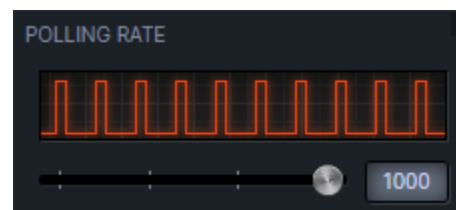
Angle Snapping

- Angle Snapping locks in your cursor movement. It analyzes your mouse movement in real time to help straighten out and snap your lines, compensating for human error. Very useful if you want to move your scope to the left and right to pick off enemies as they come over a hill.



Polling rate of the mouse

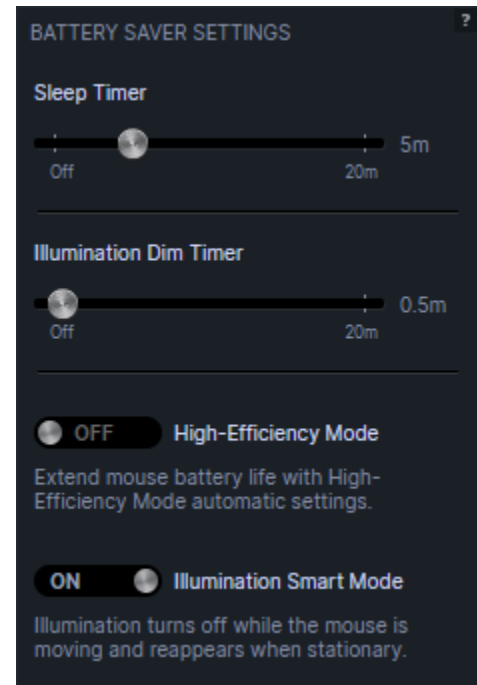
- Polling Rate determines how often your computer communicates with your device. The values below are measured in Hz. 1000 Hz means that your device's data will be sent to the computer every 1 millisecond. Choosing 125 Hz lowers the frequency to every 8 milliseconds.



Battery Saver Settings

Battery Saver Settings help conserve your device's battery life.

- **High-efficiency mode** automatically changes polling rate to 125 Hz and disables lighting to conserve battery life.
- **Sleep Timer** allows users to adjust the sleep timer from 2 minutes to 20 minutes or never the number displayed on the right shows the current setting.
- **Illumination Dim Timer** allows users to adjust the time until the mouse dims



The Aerox 5 is rated at 180 hours of gameplay at "best" settings. This can be turned on by toggling "High-Efficiency" mode in Engine. These optimal settings are:

- Polling Rate to lowest setting (125 hz)
- Illumination completely off
- Sleep Timer to 5 minutes

If a user were to use the "default" settings of RGB on, smart illumination on, and polling rate at 1,000hz, they can expect to get around 80 hours.

Bluetooth mode

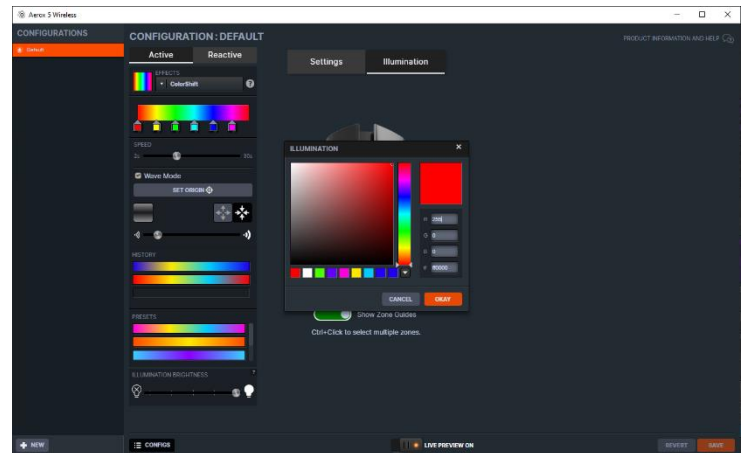
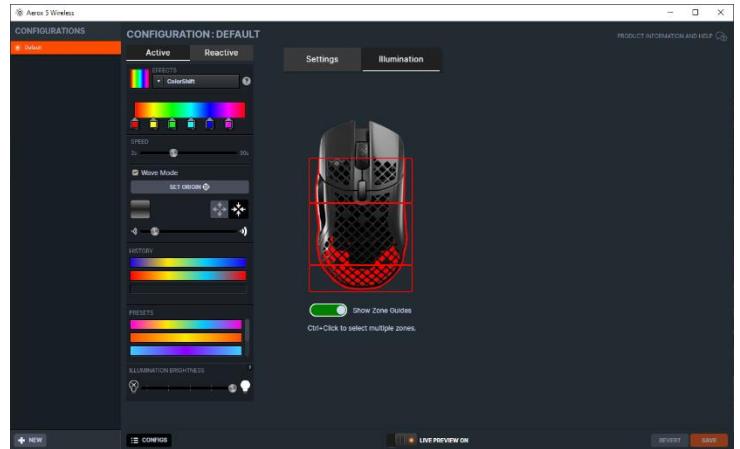
Chooses which settings are in placed when used via Bluetooth

Note. Settings for Angle Snapping Acceleration/Deceleration, Illumination and button bindings (except keyboard button and mouse button binding) will return to defaults while the Aerox 5 is in Bluetooth mode. Polling rate will be set to 125 Hz.

Illumination Settings

The Aerox 5 features the 3-zone illumination found on all our Aerox Mice.

1. Click and drag your mouse over the zones that being customized.
2. Click on the colored box next to effects
 - a. This will bring up the illumination box where you can enter #RGB values

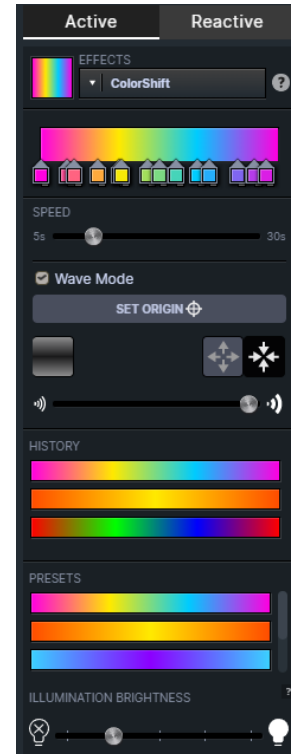


3. Effects

- a. The Engine offers Steady, Color shift, Multi color Breathe and disable illumination

- i. With Colorshift, your mouse will cycle through a series of selected colors change colors by clicking on the colored boxes. Add additional colors by clicking near the bottom edge of the gradient, or remove colors by dragging the boxes down.

- Wave Mode will make the colors travel across the zones in waves. When Wave Mode is enabled, click “Set Origin” to change the starting point of the wave. Click the arrow icons to change the wave style. Move the wavelength slider to the left to make the smaller waves and the right to make bigger waves.

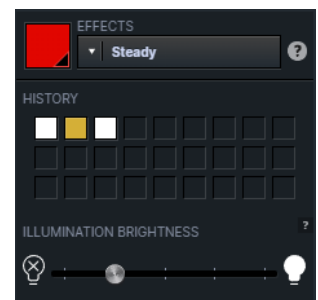
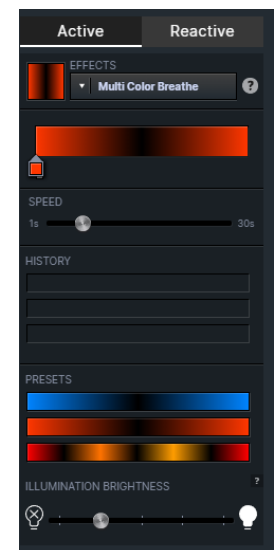


- ii. Multi Color Breathe

- Add up to 4 colors using the editor. Add colors by dragging near the bottom edge of the gradient. Remove colors by dragging them down. Change colors by clicking on the swatches

- iii. Steady

- When Steady is applied to one or more zones, they will be illuminated with that color. Use the color picker to the left to choose a color.
- Use the widget to make the brightness of all zones on the keyboard the same. If you want to set different brightness levels for each zone, use the color picket to apply darker colors



The reactive layer allows you to set what happens with the illumination when a button is pressed. Only Steady and illumination disable are available.