

Quick guide Demo SideLED

Note: USB power supply with min. 850 mA required, connection via USB cable - Micro-B



Plug in USB power supply

1. All LEDs are activated for a short time.
2. Afterwards, the unit goes into a "waiting state" (no standby).
3. Only the company logos are illuminated.

Start by pressing the ON/OFF button

1. The illumination of some keys is activated. ON/OFF lights up green.
2. Pressing again activates the demo mode, the key lights up white.
3. Pressing for a long time puts the unit in "waiting mode".



**) If the ON/OFF key is operated via the right-hand side of the keyboard, there is a "danger" that switching off into standby mode will not work properly, as the palm of the hand detects the proximity sensor. The proximity sensor is detected via the palm of the hand.*

Numeric block (Num block)

1. **F1** can be used to activate / deactivate the illumination of the Num block.
2. The **F1** key shows the alternating illumination of symbols within a key.
3. Num pad deactivated: F1 key lights up blue
4. Numeric keypad activated: F1 key changes to the "monitor symbol" and lights up white
5. Illumination of the Num block in pure white (white SideLED):
 - 1st row: symbol and frame lighting
 - 2nd + 3rd row: Symbol illumination only
(For reasons of space, only partial or limited lighting is possible here).
 - 4th row: key surface fully illuminated
6. With the num block deactivated (F1 lights up blue), the two columns of status LEDs next to the ON/OFF key can be activated one after the other by pressing the 1-0 keys. The respective num. Individual key lights up.



Keys 1-4 + 5*: Activation / deactivation of the LEDs in the left column with black disappearing effect.

Keys 6-9 + 0*: Activation / deactivation of the LEDs in the right column LED window white-opaque



**) The two LEDs in the bottom row are each equipped with a two-colour LED, key 5 and key 0 switches the duo LED from red to green and off respectively.*

1. With Button **C** and button **E**, the LED column can be completely deactivated in each case

Caps-Lock-Button

1. Colour change on large button - white/blue.
2. LED left/top separately controllable.



Green rocker button

1. Used to control the battery indicator from red - red/yellow - 3x green - 4x green



Play-Button

1. Button with illuminated frame and symbolism, embossed frame.
2. Equipped with RGB LED, colour change from blue to mixed colour "magenta".



Button „eye“

1. lights up orange - equipped with yellow LED and
2. switches the "warning symbol" to the left on and off.
(inactive: not visible with disappearing effect , active: lights up red).



Cursor




1. The cursor block is initially inactive.
2. Pressing the middle **ENTER** key activates the illumination:
← red, ↑ green, → blue, ↓ „mixed“-white from RGB, **ENTER** mixed colour "cyanBei
3. Pressing the arrow keys changes the central ENTER key to the respective colour **R/G/B/W**.
4. The mixed white (from RGB LEDs) of the **ENTER** key is used for comparison with the pure white of the other keys (activate mixed white with ↓).
This is deliberately intended to demonstrate the different colouring of the RGB LED in mixed colours. Due to various possible influences (component tolerances, keyboard construction, coupling of the light, temperature, etc.), colour deviations are possible even within the keyboard.

The unit goes into standby after 5 minutes and can be reactivated via the proximity sensor or ON/OFF.

Demo mode

1. The demo mode activates automatically as soon as the unit switches to standby mode.
2. In addition, the demo mode can be activated by pressing the **ON/OFF** key again. The **ON/OFF** key lights up white.

Haptics of the buttons

1. GT-Technology:
 - Key ON/OFF,
 - Green rocker button
2. Flat embossing:
 - Caps-Lock-Key 
 - Num-Block: Row 1 and 3
 - Cursor embossed glossy keys (without matting)
3. Frame embossing:
 - Play button
 - Key „eye“