



## 68Key Module Gaming keyboard Operating Instructions

|   |                               |                     |  |  |
|---|-------------------------------|---------------------|--|--|
| A | FN<br>Composite<br>Function 1 | Shortcut Key        |  | Shortcut Key   |
|   |                               | Fn+ Esc= •          |  | Shift_L/Shift_R+Esc=~  |
|   |                               | Fn+1=F1             |  | Fn+7=F7  |
|   |                               | Fn+2=F2             |  | Fn+8=F8  |
|   |                               | Fn+3=F3             |  | Fn+9=F9  |
|   |                               | Fn+4=F4             |  | Fn+0=F10   |
|   |                               | Fn+5=F5             |  | Fn+-=F11   |
|   |                               | Fn+6=F6             |  | Fn+=F12  |
|   |                               | Fn+Del=Insert       |  | Fn+End=Home  |
|   |                               | Fn+PgUp=PrtSc       |  | Fn+PgDn=Scroll   |
|   |                               | Fn+Z=Previous Track |  | Fn+X=Previous Track  |
|   |                               | Fn+C=Play/Pause     |  | Fn+V=Stop  |
|   |                               | Fn+B=Mute           |  | Fn+N=Volume-   |
|   |                               | Fn+M=Volume+        |  |  |
|   |                               | Fn+WIN              | Win Lock                               | After locking the "Win" key, the key will be non-functional (press it again to unlock). By default, it is not locked. When locked, the Win key indicator stays on, and you can cycle to switch it on or off. |
| B | FN<br>Composite<br>Function 2 | Shortcut Key        | Function Definition                    | Status Description   |
|   |                               | Fn+T                | Turn Off the Light / Turn On the Light | Turn On and Turn Off the LED Lights of the Entire Keyboard   |
|   |                               | FN+Y                | Color Switching                        | Color switching under the color-adjustable lighting effect   |
|   |                               | FN+U                | Lighting Effect Switching              | Cycle through all lighting effects   |
|   |                               | Fn+F                | Light Brightness -                     | 10-level adjustment, default to maximum  |
|   |                               | Fn+G                | Light Brightness +                     | 10-level adjustment, default to maximum  |
|   |                               | Fn+H                | Light Speed -                          | 10-level adjustment, default to Level 6  |
|   |                               | Fn+J                | Light Speed +                          | 10-level adjustment, default to Level 6  |
|   |                               | FN+TAB              | Restore Default Settings               | After pressing and holding for 5 seconds, all lights flash red 3 times and then reset; the light effects and function settings will all be restored to their default states.                                 |



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| C | Special<br>Function | Fn+Q   | DKS  | For keys A and D: when pressed, they output A and D respectively;<br>when released, they output D and A respectively |
|   |                     | Fn+E   | SOCD | Press A first and then D: D is active; press D first and then<br>A: A is active                                      |
|   |                     | DKS: Single-key stop is faster, suitable for single-key stopping in CS. In this mode,<br>the A and D keys light up red.  |      |  |
|   |                     | SOCD: Suitable for double-key stopping in CS and strafing in Valorant. In this mode,<br>the A and D keys light up green.<br>When both functions are enabled, the A and D keys light up yellow. |      |  |