SHARK ZONE

M52

GAMING LASER MOUSE



Manual

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Dear Customer,

Thank you for your purchase of this new Sharkoon product. To ensure a long service life and full functionality, we recommend that you read this manual thoroughly.

SHARKOON Technologies
www.sharkoon.com

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1. Mouse Properties

- Avago ADNS-9800 laser sensor for outstanding precision
- True DPI sensitivity ranging from 100 to 8,200
- RGB LED on mouse bottom
- White LED SHARK ZONE logo
- Comfortable, soft rubber coating for a perfect grip
- Eight programmable buttons to meet all your user needs
- Omron switches in both primary mouse buttons
- Outstanding gliding performance
- User-friendly gaming software
- Four adjustable DPI steps
- Full complement of command options
- 128 kB onboard memory

2. Software Properties

- All 8 buttons are freely programmable with functions or macros
- Any number of game profiles can be stored on the PC and a game profile within the onboard memory
- Free configuration of all buttons, lighting effects, DPI selection, polling rate, mouse sensitivity (also individually by axis), mouse acceleration
- Macro manager
- All settings are transferred in real time

3. Mouse Specifications

3.1. General

Max. DPI/CPI	8,200
Sensor	Laser
Chip	Avago ADNS-9800
Illumination	RGB
Max. Polling Rate	1,000 Hz
Lift-Off Distance	1- 5 mm
Frames Per Second	12,000
Inches Per Second	150
Max. Acceleration	30 g
Mouse Feet	2, PTFE

Weight without Cable	97 g
Dimensions (L x W x H)	124.5 x 66.5 x 38.7 mm
Supported Operating Systems	Windows 7/8/10

3.2 Button Properties

Number of Buttons	8
Programmable Buttons	8
Durable Omron Switches in Left and Right Mouse Buttons	✓
Operating Life Cycles of Buttons	Min. 10 Million Clicks

3.3 DPI Properties

DPI Steps*	8,200; 3,200; 1,600; 800*
DPI Switch	✓
DPI Indicator	LED

*DPI steps are individually customizable through the software

3.4 Software Properties

Gaming Software	✓
Onboard Memory for Game Profiles	✓
Capacity of Onboard Memory	128 kB
Number of Profiles	Unlimited**

**An unlimited number of game profiles can be saved on the PC and then, if needed, can be loaded into the onboard memory of the mouse

3.5 Cable and Connectors

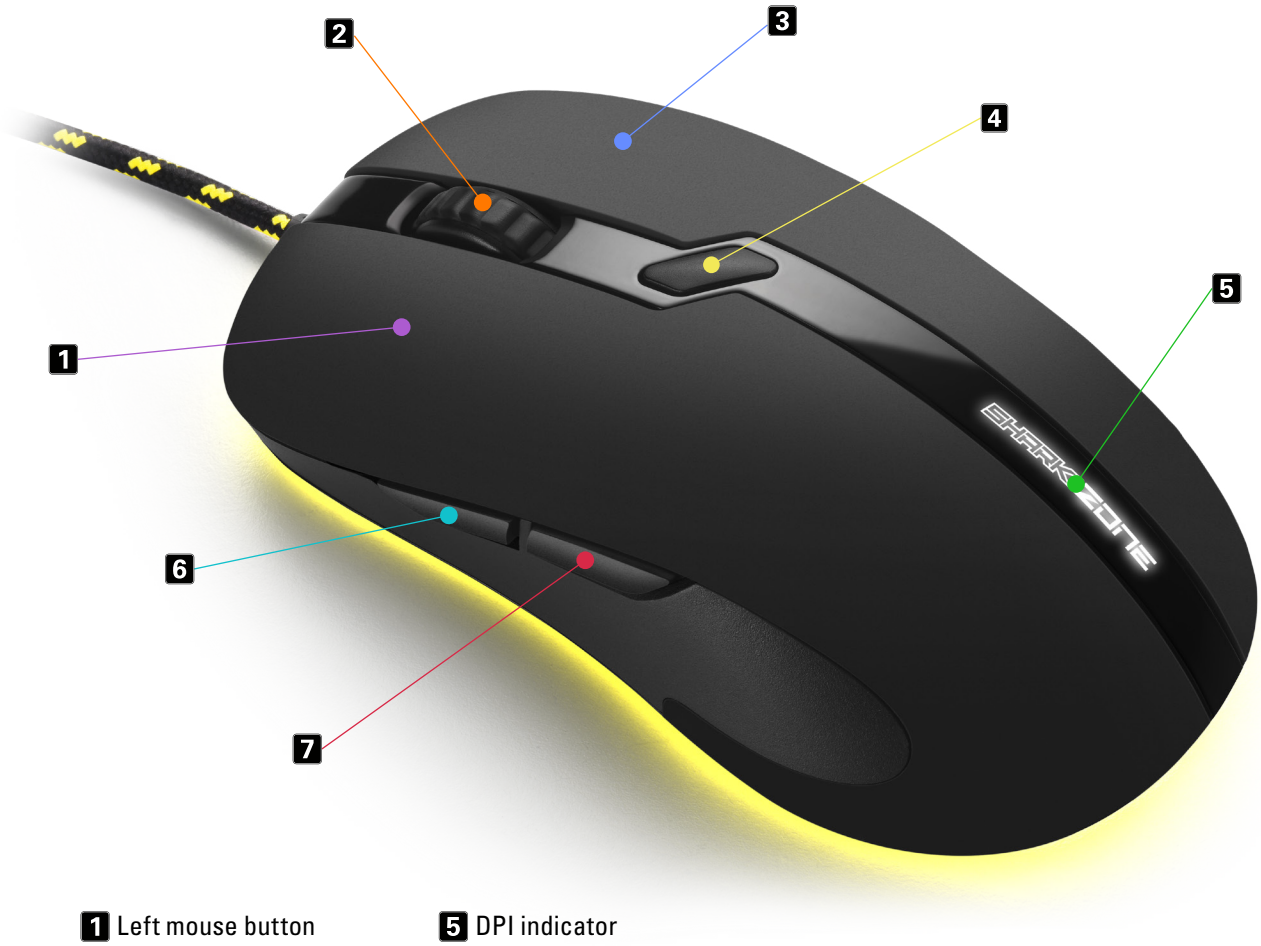
Connector	USB
Gold-Plated USB Plug	✓
Textile Braided Cable	✓
Cable Length	180 cm

4. Package Contents

- SHARK ZONE M52
- CD with software and manual
- Additional set of mouse feet
- Transport bag

Note:
If you are missing any of the items listed above, please contact our customer service immediately:
support@sharkoon.com (Europe)
support@sharkoon.com.tw (International)

5. SHARK ZONE M52 Overview



1 Left mouse button
2 Scroll whell
3 Right mouse button
4 DPI switch
5 DPI indicator
6 Thumb button 1
7 Thumb button 2

Note:
The button functions are factory preset and customized within the gaming software.

6. Connecting to the PC

1. Connect the USB plug from the mouse into an available USB port on your PC.
2. The operating system will automatically recognize the SHARK ZONE M52 mouse and install all needed drivers.

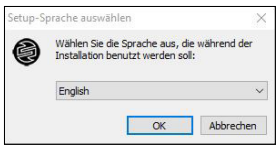
Note:
If your mouse is not recognized, disconnect it and try a different USB port on your PC.

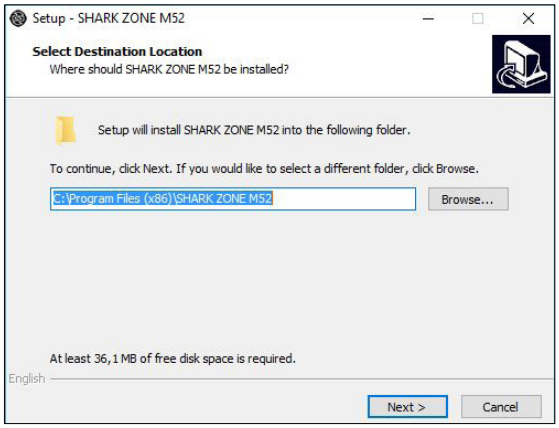
7. Installing the Gaming Software

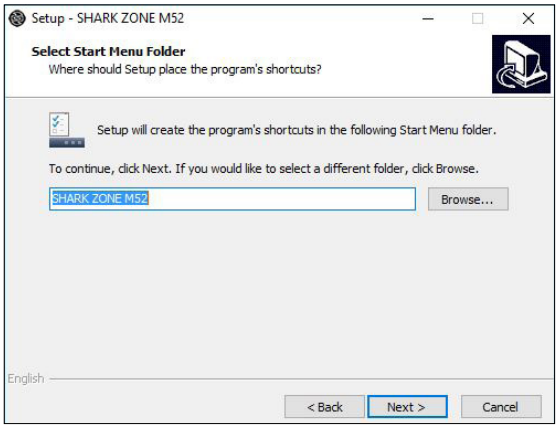
Before installing the included gaming software, ensure no other mouse software is currently installed. If necessary, uninstall existing software from the PC before proceeding with the installation of the gaming software.

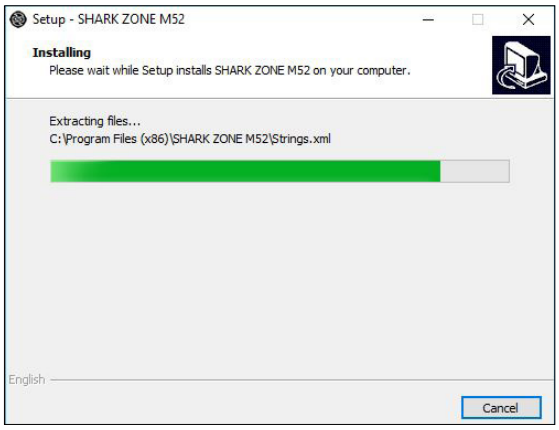
1. Insert the CD into your CD/DVD/BD drive.
2. Open the directory of the CD/DVD/BD drive (i.e. D:\).
3. Open the "Gaming Software" folder.
4. Start the "SHARK ZONE M52 Configuration Setup.exe" application and follow the Installation Wizard instructions.

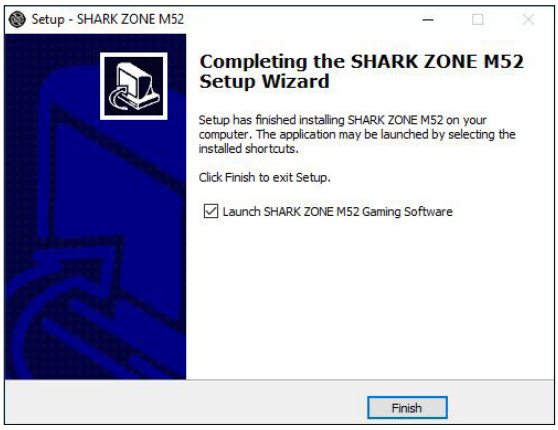
Alternatively, the latest software version is also available for download on our website *www.sharkoon.com*.











5. Once complete, click "Finish".

Once the installation is complete, the SHARK ZONE M52 symbol will appear on the desktop. The software is now successfully installed.

8. Gaming Software



A Load, Reset, Save
B Color Setting
C Macro Manager
D DPI Setting
E Button Assignment

Note:
All gaming software settings are transferred in real time to the SHARK ZONE M52.

8.1 Load, Reset, Save A

The "Load," "Reset" and "Save" buttons allow game profiles to be managed from any other gaming software menu.

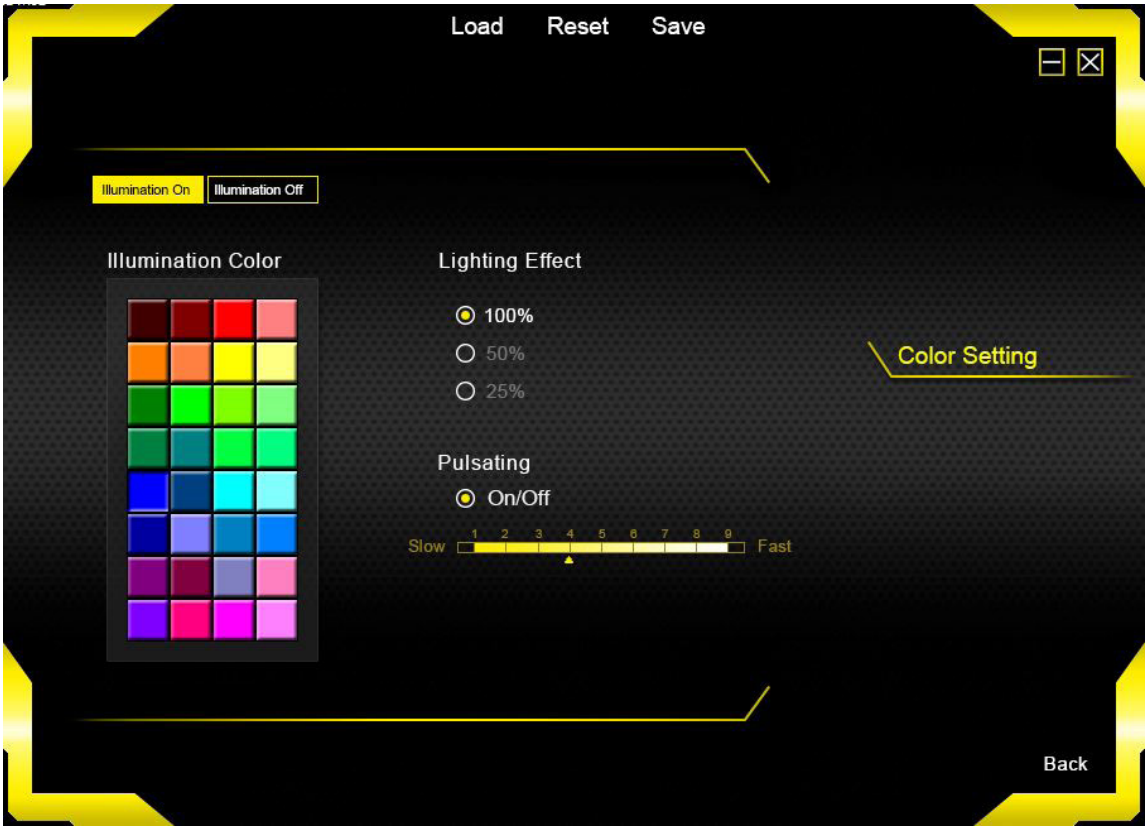
The "Load" button opens a previously saved game profile. Game profiles include all settings changed in the gaming software as well as saved key settings in up to five different configurations.

"Reset" returns all current settings within the gaming software back to factory default. Stored game profiles are not affected.

With the "Save" command, modified settings within a game profile for the M52 can be saved for later use. An unlimited amount of game profiles can be stored on your PC. To do this, select a folder on your PC to the location where you want to store the game profile and then give it a name. In addition, the latest game profile is saved within the onboard memory of the SHARK ZONE M52.

8.2 Color Setting B

Within the "Color Setting" menu, the illumination on the bottom of the mouse can be switched on/off via the "Illumination On" or "Illumination Off" button.



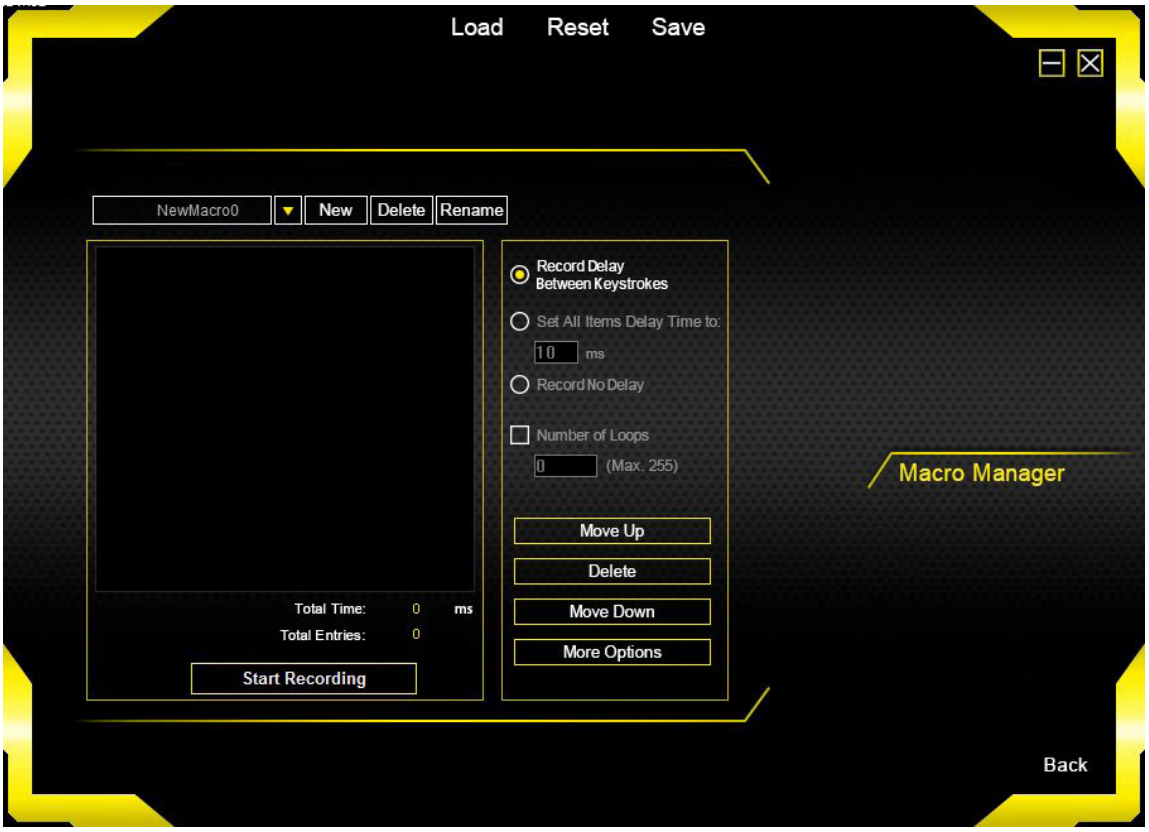
Adjust the brightness via the "Lighting Effect" field within three increments from 100%, 50% or 25%.

The illumination can either be permanent or pulsating, depending if the "Pulsating" field is activated or not. The interval setting in which the illumination pulsates is adjusted by nine steps by means of a slider.

Also in this menu, the lighting color can be changed to one of the 32 different color variations.

8.3 Macro Manager C

Through the Macro Manager, record, modify and delete up to 15 macros, each with 160 button commands including delays. By clicking the "New" button, a new macro is created with the default name "New Macro" and consecutive numbering in the adjacent drop-down list. Change the name of the currently selected macro by clicking on the "Rename" button. The "Delete" button will remove it permanently.



If the box "Record Delay Between Keystrokes" is checked, the input breaks apply also during the recording of the macro for that specific macro. By activating the "Set All Items Delay Time to" field, individual delays of at least 10 ms can be set. If no delay is desired, simple check the "Record No Delay" field.

Also in this field, adjust the number of loops. To do this, check the "Number of Loops" box and input the specific number of loops desired. Maximum of 255 are possible.

Example: A macro containing the key sequence "F6, F2, 478" with three loops; the macro's output will be the following: F6 F2 478 F6 F2 478 F6 F2 478.

With the "Move Up" and "Move Down" buttons, a selected and previously recorded key command within the macros can be moved around from its order in this respective direction. The "Delete" button removes a single previously recorded key command. Under "More Options" other key sequences within the macro can be added, copied, cropped or deleted. This function can also be accessed by right-clicking on the desired key command within the macro.

Click "Start Recording" to record a macro. Each subsequent key command is now recorded. Pressing and releasing a key is assessed as two commands. Pressing a key is marked with a downward arrow symbol before the entry, an upward pointing symbol when releasing the key. Click on "Stop Recording" to end the recording.

Note:
If you leave the gaming software during the recording of a macro, the macro will continue to record in the background, resulting in the keyboard not responding to any keystrokes in other programs or windows.

Assign each macro to a mouse button through the "Button Assignment" menu (see 8.5 Button Assignment).

8.4 DPI Setting D

Set DPI steps, sensitivity, mouse acceleration and polling rate in this menu.





Four DPI steps are already preset and are activated by clicking on their respective button or over the DPI switch directly on the mouse. For each of the four selectable DPI steps, the SHARK ZONE logo on the top of the mouse illuminates brighter, regardless of the actual height of the DPI value.

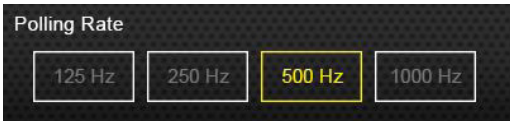


Gradually adjust the four DPI steps via the slider bar step-by-step within the ranges of 100 to 8,200 DPI and save. To do this, select a level and adjust the sensitivity to the desired value using the slider. The gaming software and the DPI switch then accepts the adjusted levels.

Adjust the hortizonal and vertical sensitivity of the mouse for each level by activating the "Enable Axis Sensitivity" option. After activating the option, a second slider appears below the sensitivity bar. The upper slider controls the horizontal sensitivity; the lower slider controls the vertical. The set values are displayed within the fields for the DPI steps in the following order: The top number represents the horizontal DPI value; the bottom number represents the vertical DPI value. These do not differ from each other when the "Enable Axis Sensitivity" option is not activated.



With the "Enable Acceleration" selection field, the mouse acceleration is activated or deactivated. When the mouse acceleration is activated, the mouse pointer moves a greater distance on the screen based on how fast the mouse is moved.

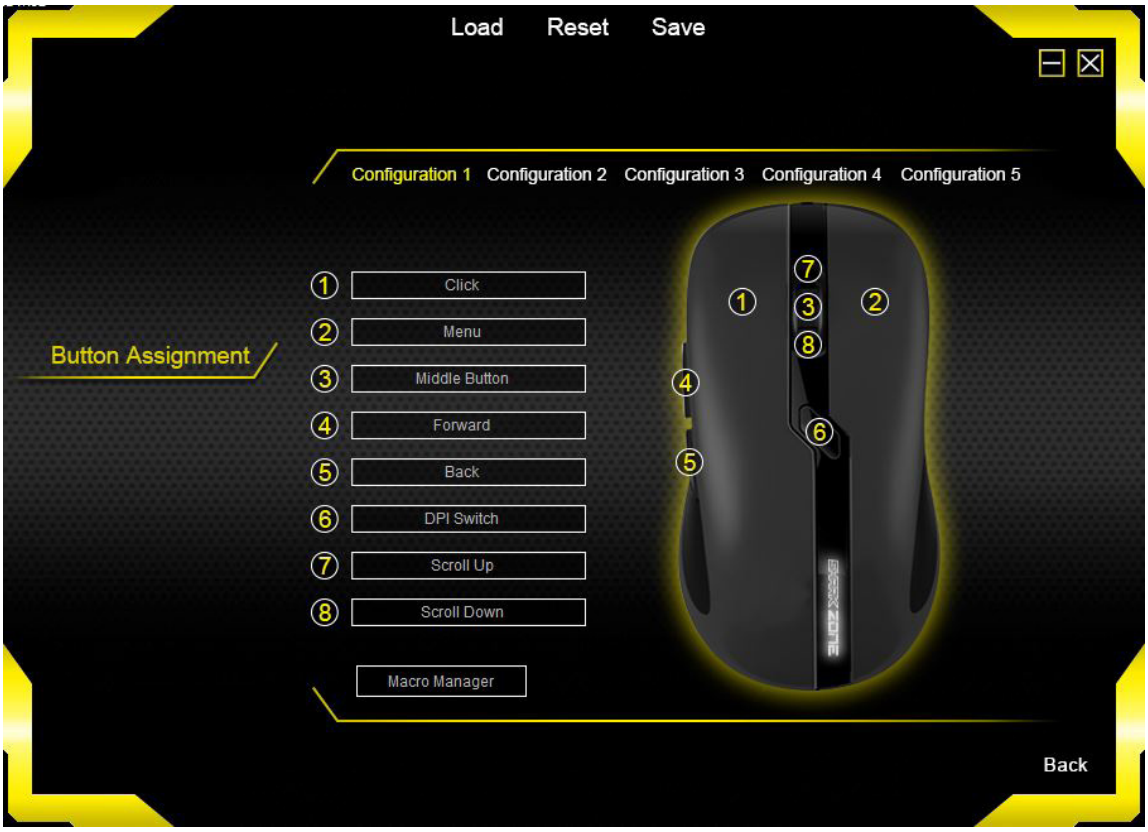


The polling rate can be set here. It specifies the query data between PC and mouse. The higher the Hertz (Hz) value, the shorter the time between the two queries. The polling rate allows four level settings:

- 125 Hz, 8 ms
- 250 Hz, 4 ms
- 500 Hz, 2 ms
- 1,000 Hz, 1 ms

8.5 Button Assignment E

Within the "Button Assignment" menu, all eight SHARK ZONE M52 mouse buttons in up to five different configurations can be programmed and then bundled together and saved in a game profile.



First select a configuration that you want to edit. Afterwards you then have the possibility to assign keys different functions for the respective configuration. Available options are Click, Menu, Middle Button, Double-Click, Forward, Back, Macro, Advanced Commands, Basic Commands, Additional Commands, Multimedia Commands as well as deactivate a key. Please note, at least one button must be set with the "Click" function.

In the "Advanced Commands" submenu, a key can be assigned to either increase or decrease the DPI value with one click. It is here that the four preset DPI steps are used (see 8.4 DPI Setting). In addition, another DPI selection can be set. With the "Configuration +" or respectively the "Configuration –" functions, the next or previous of the five possible configurations can be cycled through. Here the mouse can also be assigned any keyboard key (except Fn, Print and Windows key) as well as the "X-Shot" function. With help from the "X-Shot" function, a single click from the assigned key emulates up to 255 left clicks. Also, a delay between each X-Shot can be set of up to 255 ms.

Under "Basic Commands" and "Additional Commands," keys can be assigned Windows functions, such as "Cut" or "Copy," for example. Under "Multimedia Commands," functions for controlling multimedia programs are found.

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Disposal of your old product:

Your product is designed and manufactured with high quality materials and components, which can be recycled and reused.



When this crossed-out wheeled bin symbol is attached to a product, it means the product is covered by the European Directive 2012/19/EU.

Please be informed about the local separate collection system for electrical and electronic products. Please act according to your local rules and do not dispose of your old products with your normal household waste. The correct disposal of your old product will help prevent potential negative consequences to the environment and human health.

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