Sharkoon

DRAKONIA II



Manual

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1. Specifications

1.1 General

Max. DPI/CPI	15,000
Min. DPI/CPI	100
Sensor	Optical
Chip	PixArt 3360
Illumination	RGB
Max. Polling-Rate	1,000 Hz
Lift-Off Distance	2 mm
Frames Per Second	12,000
Inches Per Second	250
Max. Acceleration	50 g
Weight Tuning System	✓
Mouse Feet	4, PTFE
Color Versions	Black, Green
Weight without Cable	134 g
Dimensions (L x W x H)	127 x 83 x 42 mm
Supported Operating Systems	Windows 7/8/10

1.2 Button Properties

Number of Buttons	12
Programmable Buttons	12
Durable Omron Switches in Left and Right Mouse Buttons	✓
Operating Life Cycles of Buttons	Min. 10 Million Clicks

1. Specifications

1.3 DPI Properties

DPI Steps*	600 / 2,400 / 4,800 / 7,200 / 10,000 / 15,000
DPI Switch	✓
DPI Indicator	LED

* DPI Steps can be individually customized via the software

1.4 Software Properties

Gaming Software	✓
Onboard Memory for Game Profiles	✓
Capacity of Onboard Memory	16 kB
Number of Profiles	5

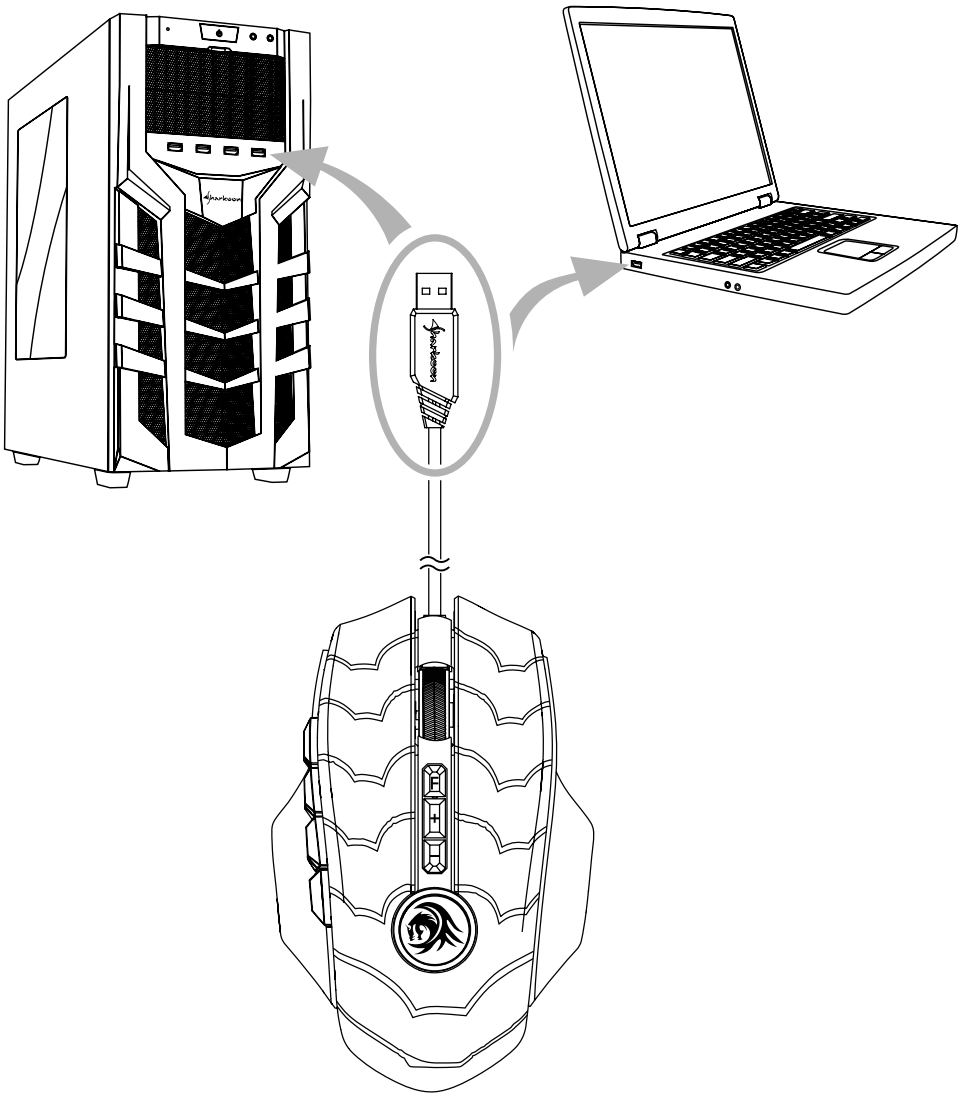
1.5 Cable and Connector

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

1.6 Package Contents

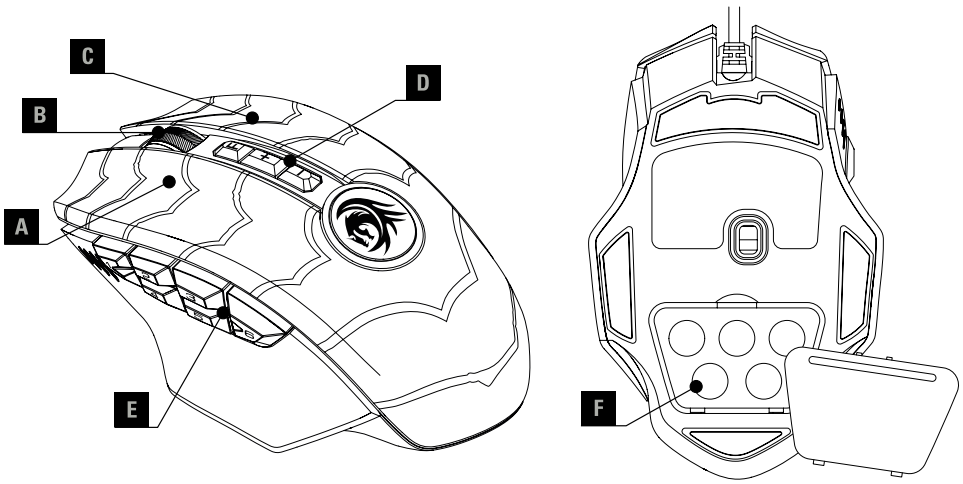
- Drakonia II
- Additional Set of Mouse Feet
- Transport Bag
- Manual

2. Connecting



3. Overview

- **A** Left Mouse Button
- **B** Scroll Wheel
- **C** Right Mouse Button
- **D** DPI Switch
- **E** Thumb Buttons 1-6
- **F** Weight Tuning System

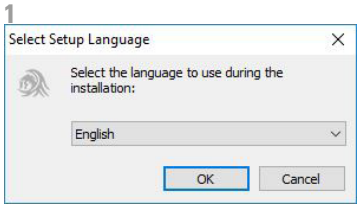


4. Software Installation

Download the gaming software for the Drakonia II from the Sharkoon website at www.sharkoon.com. Unzip the ZIP file in a folder of your choice and then double click the file "Drakonia_II.exe" to launch the installation.

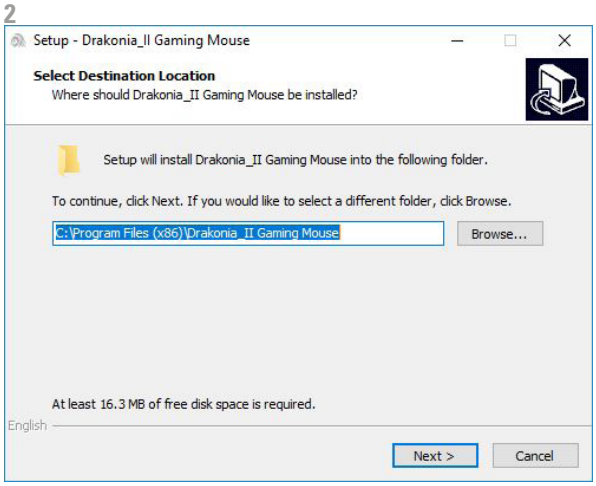
Follow the instructions of the setup wizard and then click on "Finish" to complete the installation. The Drakonia II symbol will then appear in the taskbar. The software has now been successfully installed.

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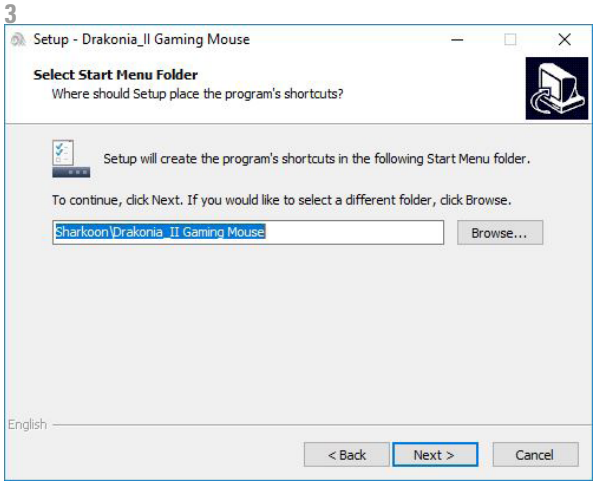


To start the gaming software, double click on the Drakonia II symbol in the taskbar. *Please note:* The gaming software continuously runs in the background while the computer is on. Only this allows the full range of functions of the Drakonia II to be used. The Drakonia II symbol will be displayed in the Windows taskbar while the gaming software is running.

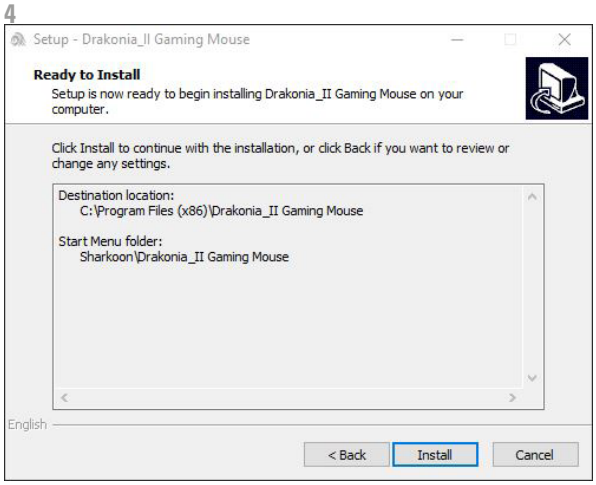
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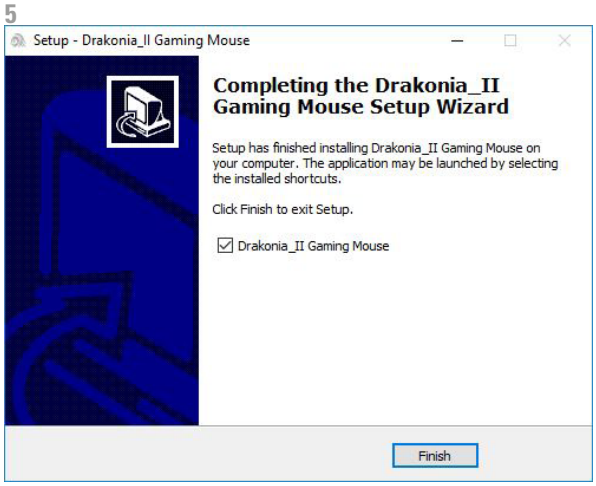
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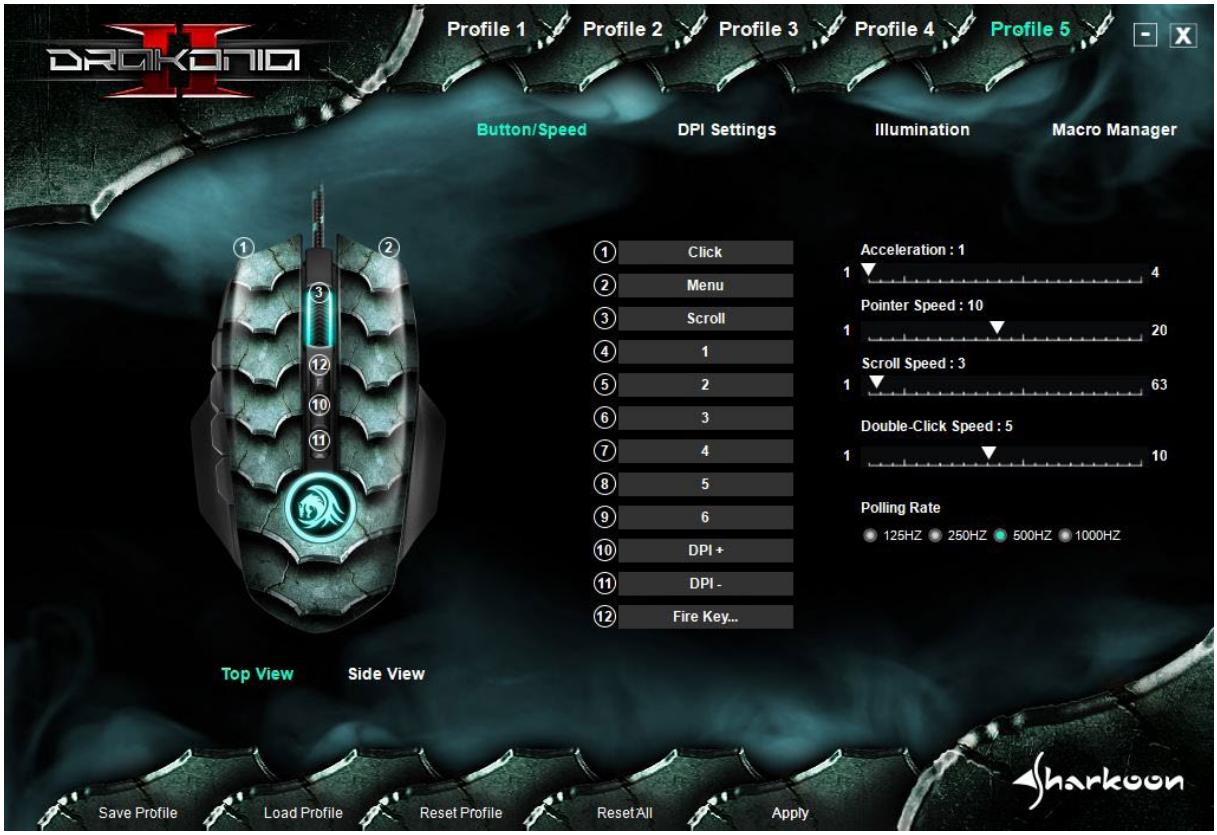
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5. Software Overview



Game Profiles: At the top of the gaming software, one of five game profiles can be selected at any time. Game Profiles contain all the settings of the menus in "Button/Speed", "DPI Settings" and "Illumination". Macros are stored independently of game profiles. After selecting a game profile, it must be activated by clicking on "Apply" at the bottom of the software.

Button/Speed: In the menu "Button/Speed" the button assignment of the Drakonia II as well as its speed and polling rate can be changed. It is also possible to assign macros or multimedia functions. To help identify the individual buttons, a "top view" and "side view" picture of the Drakonia II is available. Each change to the button assignment must be confirmed by clicking on "Apply"!

DPI Settings: Under "DPI Settings" up to six separate DPI levels can be set. Changes must also be confirmed here by clicking on "Apply".

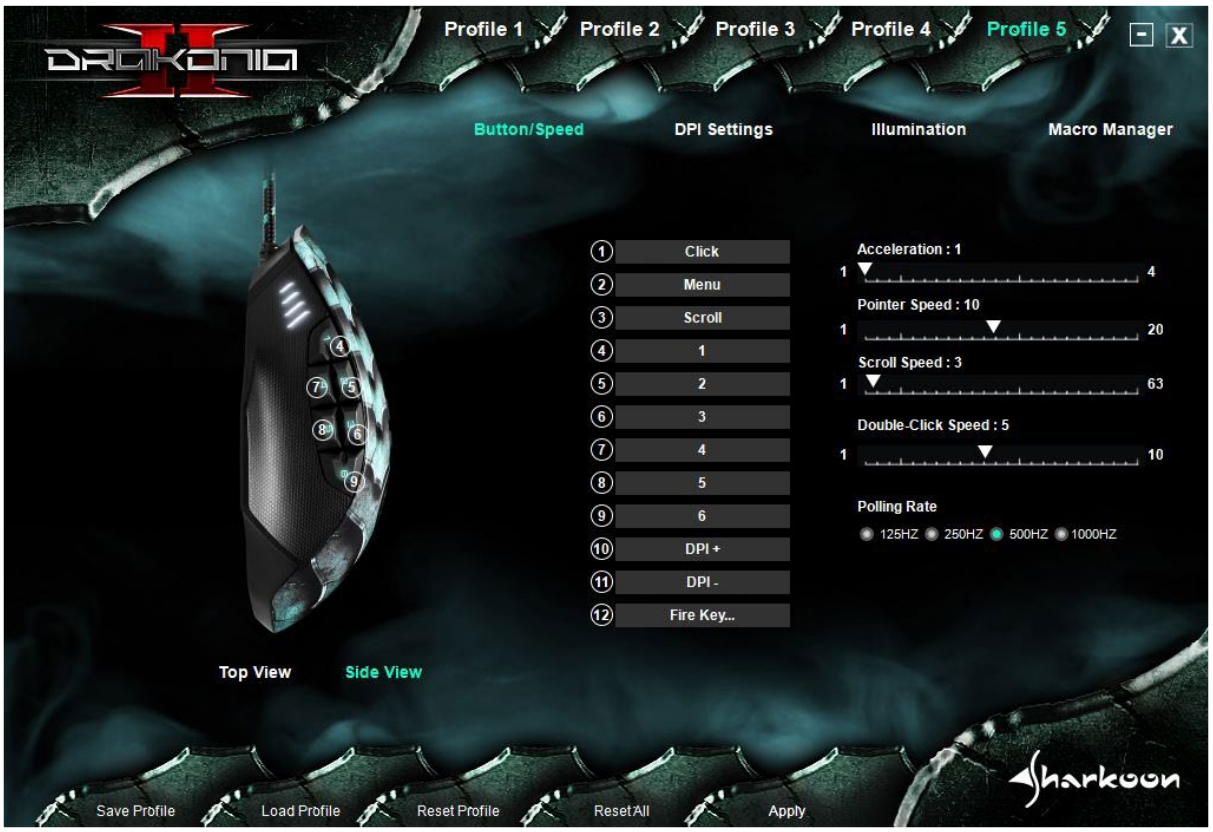
Illumination: Here, different lighting effects can be selected and adjusted. As in the previous menus, any changes must be confirmed by clicking on "Apply".

Macro Manager: The Macro Manager menu allows you to record, modify or delete macros. These are stored separately and independently of the active game profile. All macros are, however, available for use in any desired game profile.

Profile Options: At the bottom of the gaming software, profiles can be saved on the PC, loaded or reset to factory settings. "Apply", for confirming all selections and changes, is also here.

6. Button/Speed

In the Button/Speed settings, buttons for the currently selected game profile can be reassigned or provided with functions. In addition, the acceleration, mouse pointer speed, scroll speed, double-click speed as well as the polling rate can be adjusted.



6. Button/Speed

6.1 Changing Button Assignments

Each of the twelve buttons on the Drakonia II has a factory default setting that can be changed via the software. To change an assignment, select the button you want to change from the gray list to the right of the Drakonia II picture. If you are unsure which button is the one you want, you can use the picture as an aid. Click on "Top View" or "Side View" to switch views. The numbering of the buttons within the picture matches the numbering within the adjacent gray list. Now click in the desired field of the mouse button to be reassigned and select a function from the drop-down menu.

Click: This corresponds to the simple left-click. At least one button on the Drakonia II must be assigned this function!

Menu: This corresponds to the context menu, selected, by default, with a right-click.

Scroll: Enables vertical and horizontal scrolling in scrollable elements.

Forward/Back: For structured navigation back and forth in the Web.

Keyboard Key/Shortcuts: Allows the assignment of a keyboard key or keyboard combination to the chosen mouse button. *Please note* that certain keys, depending on the keyboard layout and keyboard type, may be excluded from the assignment.

Basic Commands: These are basic Windows commands such as "Cut", "Copy" and "Save".

Advanced Commands: These are commands for fast navigation in Windows as well as on the Web.

Multimedia Commands: This category of command controls the media player you have selected in Windows. *Please note*: The selected media player can be changed at any time in Windows Default Apps.

Macros: Here, macros can be selected which you have already created. Alternatively, the macro manager can be started with which you can record new macros.

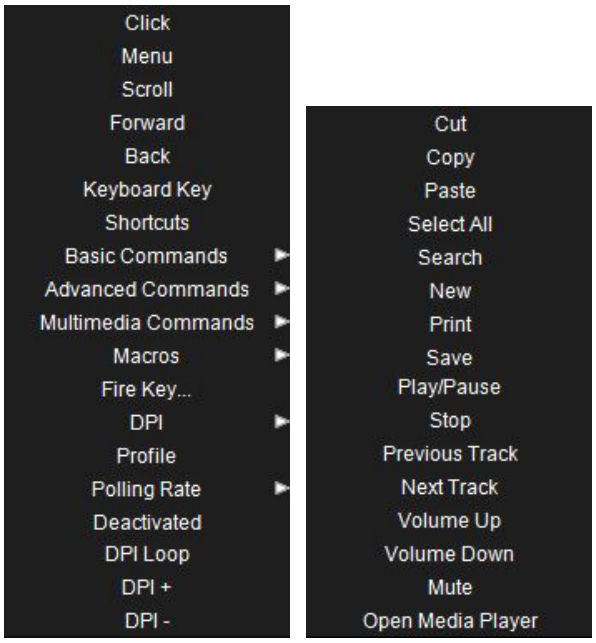
Fire Key: Opens the menu for setting the Rapid Fire feature. Mouse or keyboard key commands can be triggered a number of times with one click of the assigned mouse button.

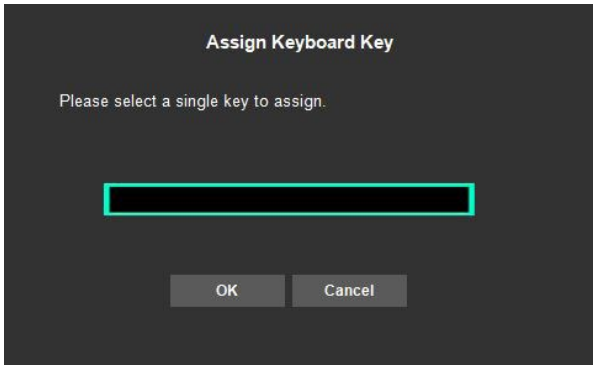
DPI: Here are commands for selecting the DPI levels.

Profile: Switches to the next higher profile. *Please note*: This only works through, from profile to profile, when the command is assigned in other profiles.

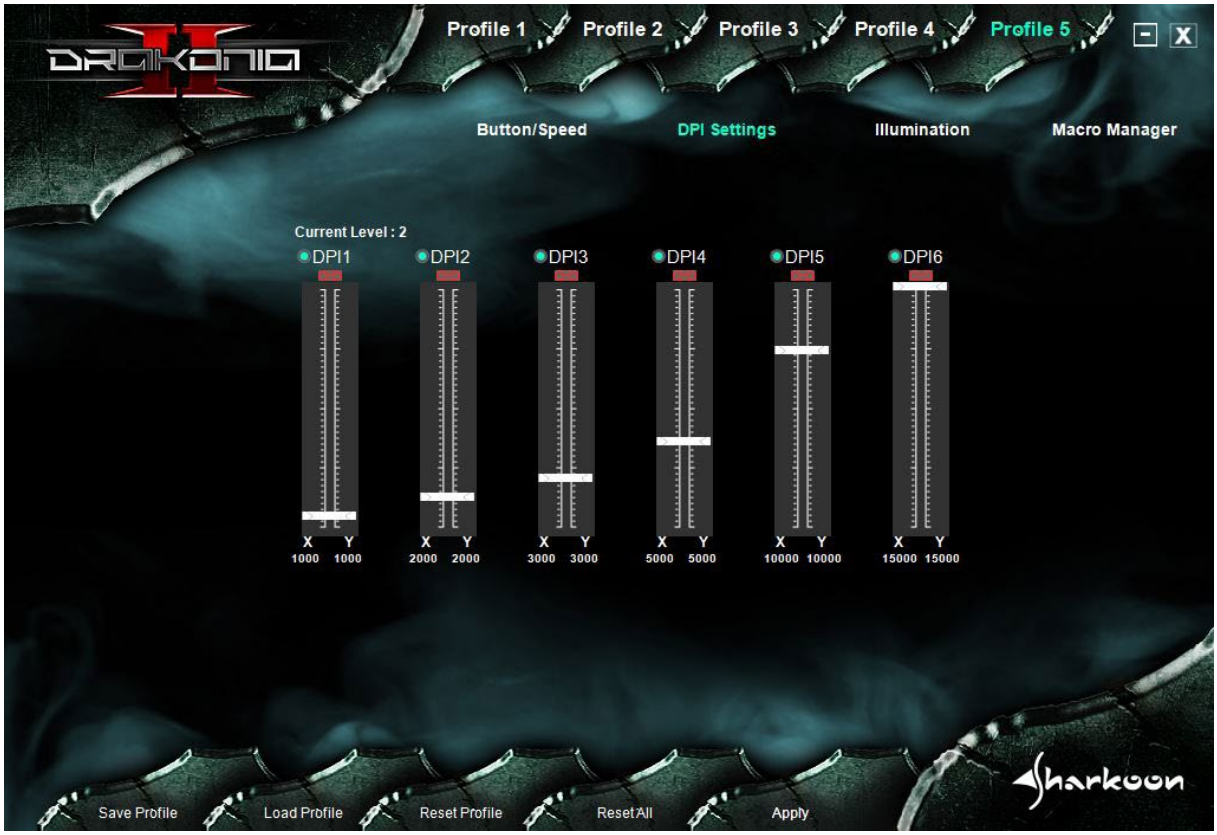
Polling Rate: Here are commands for selecting the polling rates.

Deactivated: Disables the chosen mouse button.





7. DPI Settings

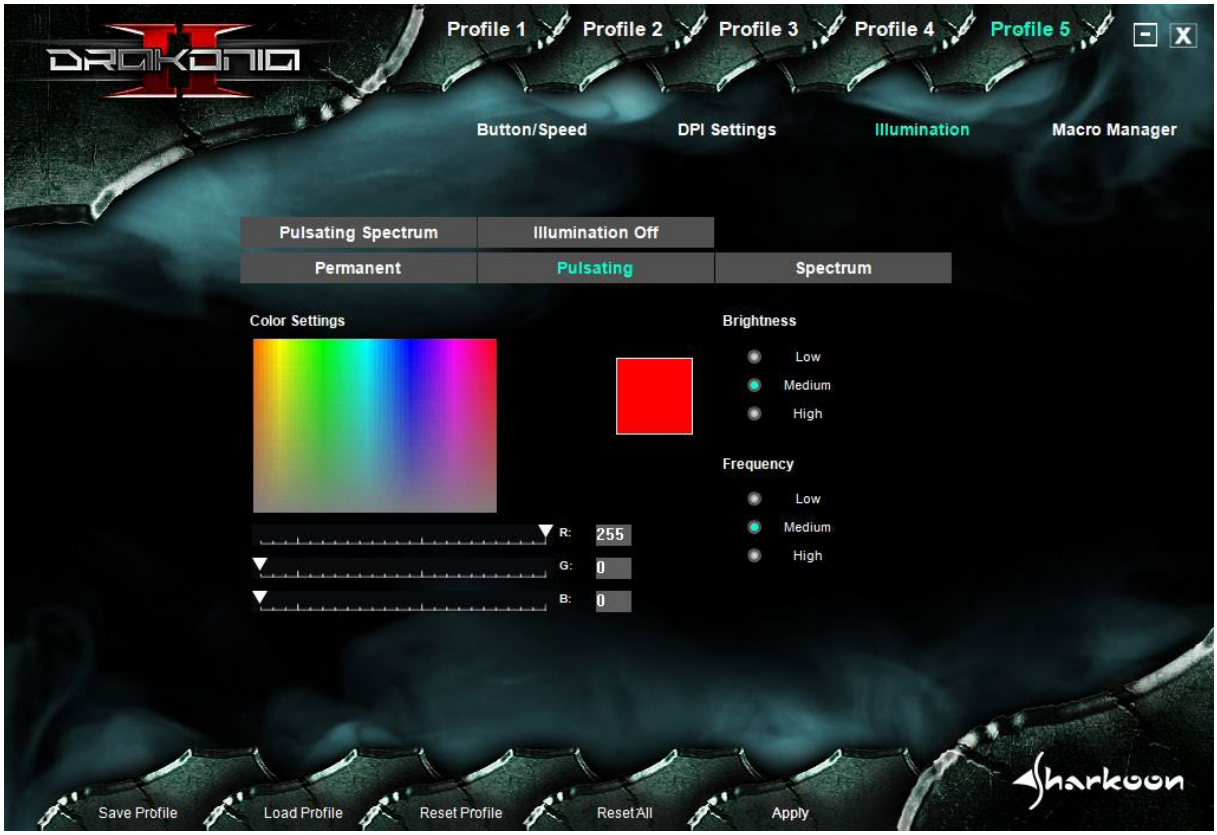


All six preset DPI levels can be changed in the DPI Settings menu. You have the option of setting each DPI level to a desired DPI number from 100 to 15,000 DPI. For each level, the DPI number can be set separately for the X and Y axis. It is also possible to disable any chosen DPI level. To help with orientation, the currently selected DPI level is always displayed directly above the DPI slide controls.

The DPI levels are named, from left to right, DPI1 to DPI6 with a green dot in front of their name. To disable a DPI level, click on the green dot. This will now turn gray to indicate that the selected DPI level has been disabled. When selecting the level with the "DPI Loop", "DPI +" and "DPI -" button commands, the disabled DPI level will be skipped.

To change a DPI level, simply move the slide control to the desired DPI number. The number is displayed below the slide control for both the X and Y axes. To set the DPI separately for each axis, click the red chain-link icon below the name of the selected DPI level. The chain-link icon changes and turns gray to indicate that the DPI number can now be set differently for horizontal and vertical mouse movement. Finally, click on "Apply" to confirm any changes.

8. Illumination



In this menu, the lighting of the Drakonia II can be uniformly selected and adjusted for the logo, the thumb buttons and the scroll wheel. There are four lighting effects to choose from, as well as the deactivation of the lighting. The DPI display is always lit white and cannot be deactivated. *Please note*: The lighting may briefly flicker while changing.

The four lighting effects available are: "Pulsating Spectrum", "Permanent", "Pulsating" und "Spectrum".

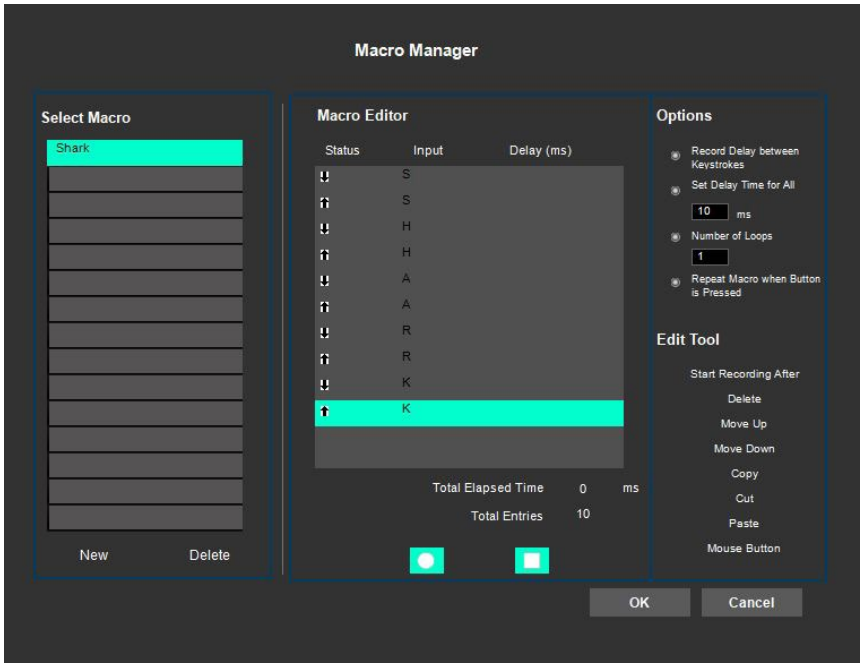
Pulsating Spectrum: The lighting changes color within the RGB spectrum, whereby the color is faded in and out when changing. The effect can be adjusted for brightness and frequency.

Permanent: This illuminates the mouse permanently in a chosen color. The color can be changed using the RGB color box or the slide bars below. It is also possible to adjust the brightness.

Pulsating: This illuminates the mouse as in the effect "Permanent". In addition, the lighting is faded in and out at short intervals. The frequency of this effect can be adjusted.

Spectrum: As with the "Pulsating Spectrum" effect, the color changes in the RGB spectrum, but the color transition is fluid. This effect can be adjusted in brightness and frequency.

9. Macro Manager



In the Macro Manager, macros with up to 62 key commands can be recorded, edited and deleted. Macros are independent of game profiles but can be used for any of these profiles after they have been recorded. Before a macro can be used, it must be assigned to a mouse button in the button/ speed menu. *Please note:* Depending on the keyboard and keyboard layout, certain keys are excluded from the macro recording.

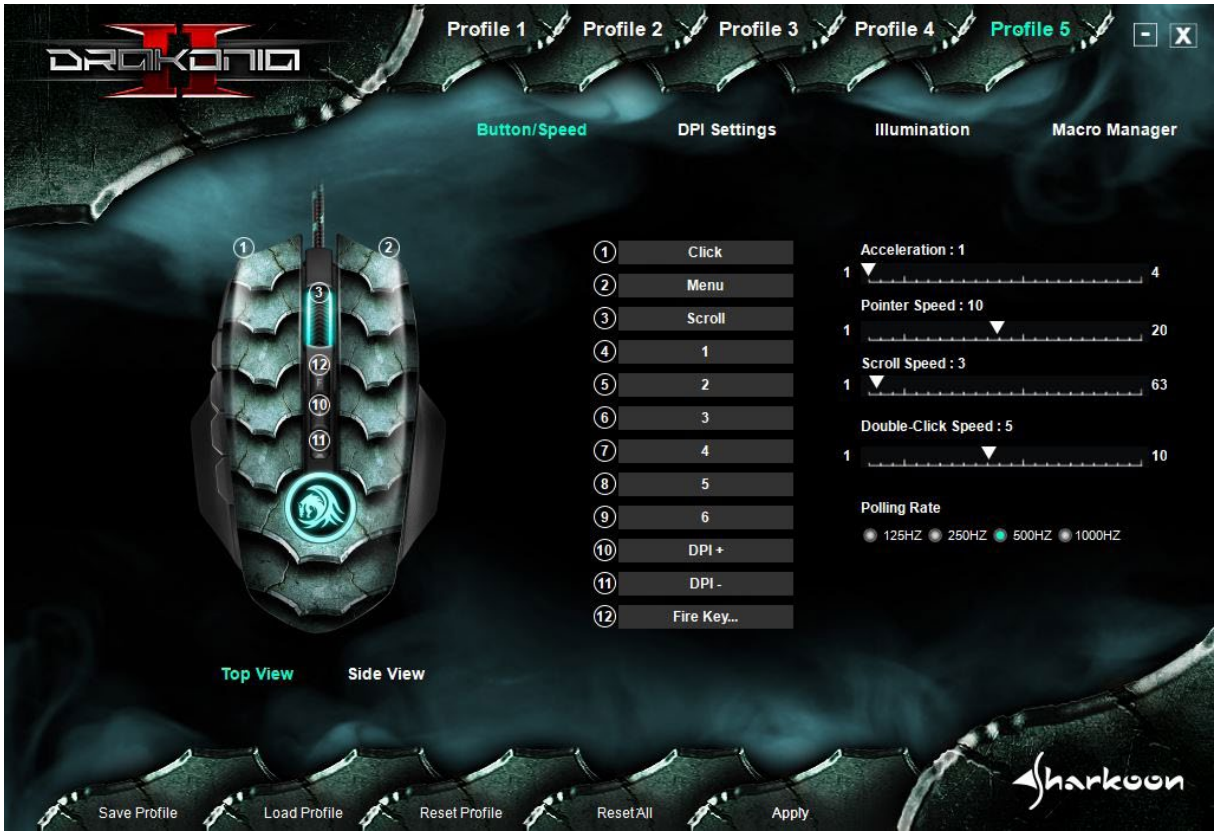
Select Macro: Here, macros can be created and deleted. To create a macro, click on "New" and then give a name. To delete, select the macro to be deleted and click on "Delete". Finally, with the dialog box that opens, you have the option of confirming the deletion of the macro.

Macro Editor: The Macro Editor displays all the key sequences of a recorded macro, the total time required to run the macro, and the number of inputs. To record a macro, click on the green icon with the white dot in the middle (below in the macro editor) and execute the commands to be recorded. To stop a recording, click on the green icon with the white square in the middle. Each recorded command is listed twice in the editor: once for pressing the button and once for releasing it. In the "Status" column, a downward pointing arrow indicates the press and an upward pointing arrow indicates the release. The pressed key is displayed in the column "Input". If desired, the column "Delay (ms)" shows a delay in milliseconds (more on this in the following section). *Please note*: The Drakonia II thumb buttons can be recorded directly in the Macro Editor. The left and right mouse button functions and the scroll wheel function can be added using the Edit Tool (see the "Edit Tool" section for more details).

Options: The "Record Delay between Key Strokes" option incorporates the real delays between pressing and releasing a key or a key sequence into the macro. Alternatively, the "Set Delay Time for All" option also allows a uniform delay in milliseconds to be specified. With the option "Number of Loops" a macro can be executed up to 255 times by pressing the assigned mouse button. With the option "Repeat Macro when Button is Pressed", the macro will be continually repeated until the mouse button assigned with the macro is released.

Edit Tool: With the Edit Tool, individual key commands of a recorded macro can be modified. To do this, click on the key command to be modified in the Macro Editor and select from the Edit Tool. You can choose to delete the recorded key command or move it up or down in the recorded key sequence. You can also copy, cut or paste the selected key command. It is also possible to insert the function of the left or right mouse button and the scroll wheel into the key sequence. Click on "Mouse Button" to do this.

10. Profile Options



At the bottom of the Drakonia II software are the profile options, which can be accessed, at any time, independently of the menus. Here, you can save or load profiles on the PC for later use. There are also options for resetting one or all profiles to factory settings as well as the option "Apply" . This must be used to confirm any changes made in the Button/Speed, DPI Settings and Illumination menus. Switching profiles must also be confirmed with "Apply".

Save Profiles/Load Profile: In addition to the five game profiles in the onboard memory of the mouse, any number of game profiles can be saved on the PC. To save a profile, first make sure that the desired profile is activated. Then click on "Save Profile" and choose a desired name and location on your PC. By default, all game profiles are saved under "Documents" in a Drakonia II folder automatically created during installation. Previously saved game profiles on the PC can be loaded into the mouse's onboard memory via "Load Profile". To do this, click on "Load Profile" and select a game profile previously saved on the PC. The currently active game profile is replaced by the game profile to be loaded.

Reset Profile/Reset All: These options can be used to reset just the active profile or all profiles to factory settings. Simply click on the desired option and confirm your choice again in the following dialog box.

Apply: Changes within the menus "Button/Speed", "DPI Settings" and "Illumination" as well as switching profiles must be confirmed by clicking on "Apply".

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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.

Sharkoon Technologies GmbH
Grüninger Weg 48
35415 Pohlheim
Germany

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