



# LK12

## GAMING KEYBOARD



RADIANT  
BACKLIGHT  
TECHNOLOGY

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### Important notice about this manual:

Keystrokes are shown in quotation marks and in red.

Example: **“Hello world”**

Individual keys are shown in triangular brackets and red

Example: **<Rec>**

Software buttons are shown in square brackets and red.

Example: **[OK]**

The Lioncast LK12 RGB gaming keyboard is equipped with special Radiant Backlight Technology. A backlight with full 16.7 million colors and significantly brighter illumination than the competition are the highlights.

The LK12 is fully equipped for all your gaming needs:

The six hardware macro keys can be programmed with any function to help you get the edge on your opponents. With the nine multimedia keys, you have direct access to playback settings of your music, as well as to volume and mute. 18 key anti-ghosting ensures that all your inputs are always detected and all advanced features can be precisely set with our gaming keyboard software.

For longevity, the LK12 comes equipped with a braided cable protector. The adjustable rubber feet ensure an absolutely secure grip and help to avoid any movement on the desk for best control in any situation.

### Properties:

- » Lioncast Radiant Backlight Technology with 16.7 million colors
- » 111 keys including 9 multimedia buttons, 6 hardware macro keys and 3 profile selector buttons
- » 3 hardware profiles are stored on the keyboard
- » Includes software for programming the advanced functions (LED, macros, profiles)
- » 18 key anti-ghosting for the most used keys

- » Polling rate: 1000Hz / Response time: 1ms
- » 1.5m cable with braided cable protection

### Requirements:

- » PC with an available USB port
- » Windows XP / Vista / 7 / 8 / 10
- » Internet connection for driver installation

### Keyboard description

1	Macro keys <G1> - <G6>
2	Profile selection <M1> - <M3>
3	Open Explorer
4	Open mail
5	Open browser
6	Play / Stop
7	Previous track
8	Next track
9	Game mode (locks Windows key) <FN> + <PrtScr>
10	Turn off LED lighting <FN> + <Scroll Lock>

11	Reduce volume
12	Increase volume
13	Mute
14	Change color (only mode F9 and F10) <FN> + <End>
15	Reaction time 1ms <FN> + <F1>
16	Reaction time 2ms <FN> + <F2>
17	Polling rate 500Hz <FN> + <F3>
18	Polling rate 1000Hz <FN> + <F4>
19	Refresh page <FN> + <F5>
20	Browser back <FN> + <F6>
21	Browser forwards <FN> + <F7>
22	Calculator <FN> + <F8>
23	Single color LED lighting <FN> + <F9>
24	Pulsating single color LED lighting <FN> + <F10>
25	Pulsating LED lighting with color change <FN> + <F11>
26	Color change without pulsating <FN> + <F12>
27	Record macro <FN> + <Insert>
28	Increase pulse speed (for F10, F11 and F12 mode) <FN> + <Page Up>
29	Decrease pulse speed (for F10, F11 and F12 mode) <FN> + <Page Down>



## Keyboard memory

All functions except the repetition rate and the change of WASD keys are stored in the keyboard and are available on boot up.

## Profile

The LK12 keyboard has 3 profiles which are stored in the hardware and can be selected with the **<M1>** - **<M3>** keys. Each profile stores macro assignments and color settings separately. This makes the settings available on other computers as well. An additional profile can be called up via the software: the [game profile], only in this, macros can be bound directly to keystrokes and changes to the arrow and WASD keys can be made.

## Changing WASD keys

With the key combination **<FN>+ <▲>** the arrow keys can be switched with the WASD keys. Repeating the command will reverse the change. For this purpose the [game profile] must be selected in the software.

## Macros

Macros are strings of key inputs, which are then played back with the push of a button. These macros are available on any PC from the internal memory, without needing to install additional software locally.

The standard layout of the six macro keys are the key combinations **<CTRL + I>**- **<CTRL + 6>**.

The default macro mode is quick macro. This means that all inputs are always played back by the keyboard as quickly as possible. The other macro mode is the timing macro, in which the inputs are played back with the same timing with which they were recorded. The timing macro mode can only be activated via software programming.

## Record a macro directly from the keyboard

Select the [Game profile] via the software

1. Press **<FN> + <Insert>** to begin the macro recording. The backlighting of the keys will now be turned off and the LEDs above the NumPad will begin to flash.
2. Now one of the six macro buttons can be selected for assignment (**<G1>** - **<G6>**).
3. The LEDs above the NumPad now light up permanently.
4. Now enter any string of keystrokes and end the recording by pressing **<FN> + <Insert>** again.
5. The recording has been saved and can now be tested.

For more convenient recording and macro management, the LK12 software can be used. This is the only way to access the timing macro mode.

## Using macros

Pressing a macro key once (**<G1>**- **<G6>**) causes the stored macro to be retrieved. If in this time another button is pressed, the macro stops.

### Deleting macros

To delete all macros, press **<FN> + <Del>** and keep it pressed for five seconds. As confirmation, the background lighting is turned off for a few seconds and all programmed macros are deleted.

## Software Installation

- » Plug the keyboard into an available USB port on your computer. For desktop computers, we recommend connecting to a rear facing USB port.
- » Download the LK15 software from [support.lioncast.com](http://support.lioncast.com)
- » Run the installer and follow the instructions on the screen.

**Note:** An error message may appear on some versions of Windows. Ignore it and continue with the installation.

In the general settings, a new assignment can be selected for most of the keys, except for the multi-media keys, the F keys, and some others. For this purpose one of the profiles has to be selected, then with a left mouse click on the key you want to change, the window below will appear:



By clicking on the input field, a different function can be assigned to the selected key. Simply enter the new key in the input field and confirm with **[OK]**. By pressing **[Apply]** the setting will be transmitted to the keyboard. This may take a few seconds. The **[Cancel]** button discards the selected changes.

**Note:** All these settings are stored in the active profile

### Explanation of the buttons

**[Macro manager]** This button opens the macro manager. Here automatic character sequences can be programmed onto the macro keys.

**[Create profile]** Creation of a new profile

**[Load profile]** Loading one of the existing keyboard profiles

**[Save profile]** Saving the active profile

**[Edit profile]** Edit the active profile. Here you can select an executable file for the **[Game profile]** that is executed when it is called up.

**[Select profile]** With the **[Profile 1-3]** keys, access to the respective user profiles can be called up.

With the **[Game profile]** button you can access the special gaming profile.

**[Reset]** Here all profiles are reset to the factory settings. Caution, this is final and cannot be reverted. Please save the respective profiles in advance if desired.

**[Apply]** The selected settings are transferred to the keyboard

**[Cancel]** The selected settings are discarded

**[OK]** The selected settings are transferred to the keyboard and the software window is closed

In the macro tab, the assignment can be selected for the six specific macro keys. The different options are:



**[Assign macro]** here one of the macros created in the **[Macro manager]** can be assigned to one of the respective macro keys **<G1> – <G6>**

**[Multimedia]** Various media functions can be selected here

**[Windows]** here you can choose from various Windows functions

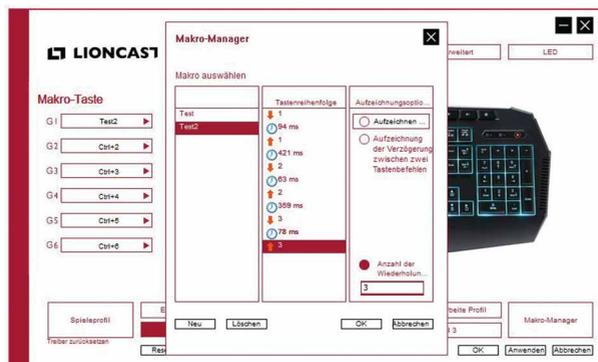
**[Standard]** assigns the default key settings of **<CTRL> + <I> - <CTRL> + <6>**

**[Assign key combination]** A key combination can be assigned to the **<G1> – <G6>** keys. For example, the function **<CTRL> + <SHIFT> + <a>** can be placed on the **<G1>** key and can easily be replayed with it.

The individual modifier keys (**CTRL, SHIFT, ALT, WIN**) can be individually selected and deselected and a key can be entered in the input field.

**[Disable key]** Disables the selected key

In addition to the above mentioned hardware macro, a detailed setting of the desired string of keystrokes can be created in the **[Macro manager]**.



- To test, close the macro manager by pressing **[OK]** and assign the macro to one of the **<G1>** - **<G6>** keys. By pressing **<Apply>** the information is transferred to the internal memory of the keyboard.
- The macro can now be tested in a text editor.

### Number of repetitions

This allows you to repeat the recorded macro. The number of desired repetitions must simply be entered into the field and the checkmark be set.

### Editing

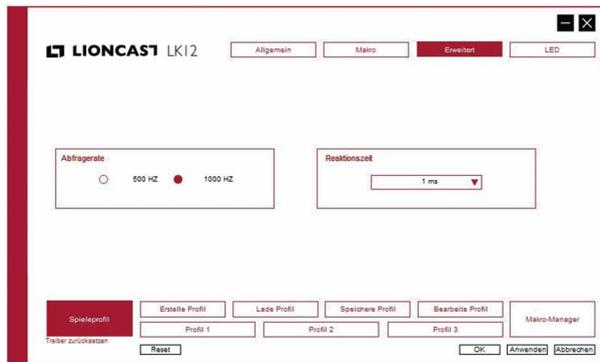
By right clicking at the desired position in the key sequence window, the recorded macros can be edited. Additional recordings can be added, delays can be edited and parts can be deleted.

### Program a macro:

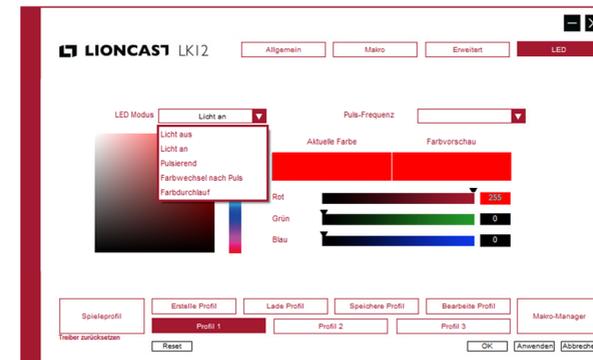
- Press **[New]** to create a new macro, then enter a name and press **<Enter>**
- Pressing **[Record delays...]** allows you to select whether to record a timing macro or a quick macro. In the timing macro mode, the delays between the inputs are recorded. This is not the case in quick macro mode. For most applications, it is preferable to select the timing macro mode.
- Pressing **[Record...]** begins the recording. Now any string can be entered. Pressing **[Record...]** again stops it.

The polling rate / delay of the keyboard can be set here. Both values influence each other. When a polling rate of 1000Hz is selected, a response time of 1ms is automatically set and at a polling rate of 500Hz a reaction time of 2ms is set.

The settings correspond to the functions that can be selected by the hardware using **<FN> + <F1> – <F4>**.



The various color modes of the LK12 keyboard can be defined here.



### LED Modus

Five different lighting modes are available:

- » **Light off** – background lighting disabled
- » **Light on** – background lighting enabled, single color
- » **Pulsating** – single color background lighting, pulsating
- » **Color change after pulse** – pulsating color change
- » **Color wave** – color change with constant luminous intensity

### Pulse frequency

Here, the speed can be adjusted in three steps for the pulsing, color change and color wave modes.

## Color selection

There are two different options for color selection:

1. The general color in the vertical color sequence using the black slider and then click on the specific color in the field on the left.
2. Adjusting the color with the three RGB sliders on the right side. Here, a specific color value can easily be selected.

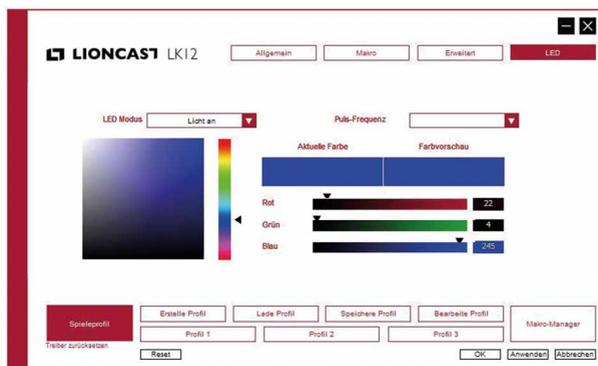
For both variants, a comparison of the old and new color selection can be made in the two fields “Color preview” and “Current color”.

Press **[Apply]** to transfer to the current setting to the profile.

By pressing **[OK]** the entries made will be confirmed.

To transfer the settings to the keyboard, please press the **[Apply]** button. It may take several seconds for the data to be transmitted to the keyboard.

All settings are then stored in the keyboard and will become available on any computer, even without using the software.



## LK12 Gaming Keyboard

Keyboard layout english

Color: Black  
Art.-No.: 15254

