



ARGENT K5 RGB

Mechanical Keyboard User Guide

Table of Contents

PAGE 05	Keyboard Features Overview	
PAGE 17	TT iTAKE Installation	
PAGE 20	Functions Available on the Home Page	
PAGE 22	Key Configurations	
	 Default Functions 	23
	Single-Key Operations	24
	 Macros 	26
	 Multimedia Features 	28
	 Hot Keys 	30
	Program Execution	32
	 Game Profiles 	37
	Key Deactivation	39

PAGE 40 Functions Available on the Macro Page

Table of Contents

PAGE 42	How to Record Macros	
	 Recording a Macro 	 43
	 Recording a Character Set 	 48

PAGE 50 Functions Available on the Lighting Effects Page

PAGE 52 Lighting Effects Overview

• Static	 53
• Pulse	 57
• Wave	 61
 Spiral Rainbow 	 65
 Spectrum Cycling 	 69
• Reactive	 70
• Flow	 74
 Ripple 	 78
Ribbon	 82
• Scan	 84
Raindrop	 86
Snake Marquee	 88
 Marquee 	 90
 Flashing 	 92
Sound Control	 96
 System Temperature 	 98

Table of Contents

PAGE 99 Functions Available on the Settings Page



Chapter 1: Keyboard Features Overview

Restore Factory Settings	Press and hold for five seconds to restore factory settings (including all lighting effects and macros).
Fn + Esc Reset	X After the settings are restored, a startup animation will run once to indicate that all settings have been restored.















Keyboard Features Features Overview

Curitabing Lighting	Static:
Switching Lighting	(1). You can use Fn + F9 (red), F10 (green), and F11 (blue) to change the color of the lighting effect.
Effects(Front Side)	Pulse:
Enects(Front Side)	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
	(2). You can use Fn + F12 to switch between monochrome and random color modes.
	(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect.
	Wave:
	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
	(2). You can use Fn + \uparrow , \downarrow , \leftarrow , or \rightarrow to change the direction of running lights.
	(3). You can use Fn + F9 (red), F10 (green), and F11 (blue) to change the color of the lighting effect.
	Spiral Rainbow:
	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
	(2). You can use $Fn + \leftarrow$ (counterclockwise) or \rightarrow (clockwise) to switch the direction of running lights.
	(3). You can use Fn + F9 (red), F10 (green), and F11 (blue) to change the color of the lighting effect. Spectrum Cycling:
	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
	Reactive:
	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
	(2). You can use Fn + F12 to switch between monochrome and random color modes.
Fn Fn	(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).
Area2¢	Flow:
	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
	(2). You can use Fn + F12 to switch between monochrome and random color modes.
X You must press Fn + Backspace and	(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).
	Ripple:
the $\begin{bmatrix} 1 & A \\ 0 & C \end{bmatrix}$ will flash to indicate	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
that you have switched to the front	(2). You can use Fn + F12 to switch between monochrome and random color modes.
side before Fn + F6 is switched.	(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).
	Raindrop: (1) You can use En 1 E7 (deven) and E8 (feater) to adjust the speed of the lighting effect
Fn F6	 (1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect. (2). You can use Fn + F12 to switch between monochrome and random color modes.
	(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).
Light	Snake Marquee:
	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
	(2). You can use $Fn + \leftarrow or \rightarrow to$ change the direction of running lights.
	(3). You can use Fn + F12 to switch between monochrome and random color modes.
	(4). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).
	Flashing:
	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
	(2). You can use Fn + F12 to switch between monochrome and random color modes.
	(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).



Keyboard Features Features Overview

thermaltake

Switching Lighting	Static:
Switching Lighting	(1). You can use Fn + F9 (red), F10 (green), and F11 (blue) to change the color of the lighting effect (F12 will display the blended color).
Effecte/Side Ecce)	Pulse:
Effects(Side Face)	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
	(2). You can use Fn + F12 to switch between monochrome and random color modes.
	(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).
	Wave:
	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
	(2). You can use Fn + \uparrow , \downarrow , \leftarrow , or \rightarrow to change the direction of running lights.
	(3). You can use Fn + F9 (red), F10 (green), and F11 (blue) to change the color of the lighting effect.
	Spiral Rainbow:
	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
	(2). You can use $Fn + \leftarrow$ (counterclockwise) or \rightarrow (clockwise) to switch the direction of running lights.
	(3). You can use Fn + F9 (red), F10 (green), and F11 (blue) to change the color of the lighting effect.
	Spectrum Cycling:
	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
	Reactive:
	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
A P	(2). You can use Fn + F12 to switch between monochrome and random color modes.
Fn Fn	(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).
AreaX	Flow:
	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
	(2). You can use Fn + F12 to switch between monochrome and random color modes.
※ You must press Fn + Backspace and	(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).
A rou must press in i backspace and	Ribbon:
	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
the $\begin{array}{c} & & \\ & & \\ & & \\ \end{array}$ will flash to indicate	(2). You can use Fn + \uparrow , \downarrow to change the direction of running lights.
that you have switched to the front	(3). You can use Fn + F12 to switch between monochrome and random color modes.
side before Fn + F6 is switched.	(4). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).
	Scan:
Fn F6	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
	(2). You can use Fn + F12 to switch between monochrome and random color modes.
Effect	(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).
	Raindrop:
	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
	(2). You can use Fn + F12 to switch between monochrome and random color modes.
	(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).
	Marquee:
	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
	(2). You can use Fn + \leftarrow or \rightarrow to change the direction of running lights.
	(3). You can use Fn + F12 to switch between monochrome and random color modes.
	(4). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).
	Flashing:
	(1). You can use Fn + F7 (slower) and F8 (faster) to adjust the speed of the lighting effect.
	(2). You can use Fn + F12 to switch between monochrome and random color modes.
	(3). Under monochrome mode, Fn + F9 (red), F10 (green), and F11 (blue) can be used to adjust the color of the lighting effect (F12 will display the blended color).





Adjust the brightness of the red light	Ten brightness level settings for the red light (the $\begin{bmatrix} 1 & A & \frac{1}{O} \\ 0 & 0 \end{bmatrix}$ will flash when the brightness is set to the brightest setting).
Fn + F9 (B)	XPress and hold for three seconds to clear the red value (once cleared, the $\begin{bmatrix} 1 & A \\ 0 & 0 \end{bmatrix} \stackrel{1}{\circ} \stackrel{1}{\circ}$ will flash at the same time).



Adjust the brightness of the green light	Ten brightness level settings for the green light (the $\begin{bmatrix} 1 \\ 0 \end{bmatrix} \begin{bmatrix} A \\ 0 \end{bmatrix} \begin{bmatrix} 4 \\ 0 \end{bmatrix}$ will flash when the brightness is set to the brightest setting).
Fn + F10 (6)	× Press and hold for three seconds to clear the green value (once cleared, the $\begin{bmatrix} 1 & A \\ 0 & 0 \end{bmatrix} \stackrel{1}{\circ}$ will flash at the same time).

Adjust the brightness of the blue light	Ten brightness level settings for the blue light (the $\begin{bmatrix} 1 & A & \frac{1}{2} \\ 0 & 0 \end{bmatrix}$ will flash when the brightness is set to the brightest setting).
Fn + F11 (B)	※ Press and hold for three seconds to clear the blue value (once cleared, the $\begin{bmatrix} 1 & A \\ 0 & 0 \end{bmatrix} \frac{1}{0}$ will flash at the same time).











On-the-Fly Macro Recording	Macro Recording (only available under Game Mode): (1). Press Fn + PrtSc to enter recording mode (the entire keyboard will light up and the Record button will begin to flash).
Recording	 (2). Press Fn + Any Key (excluding the Recording key) to specify a key to save the macro under (a red light will appear after a slight delay; if you press Fn + the same key, a blue light will appear without a delay). Once the key selection is completed, all lights on the keyboard will go out, and the recording key will change from flashing to constantly lit. (3). Enter the sequence to be recorded (keys recorded will flash in aquamarine). (4). After the sequence is entered, press Fn + PrtSc to exit recording mode (the light for the Recording key will go off). ※ When a key has been designated for macro assignment, before any keystrokes are recorded, the key assignment can be changed by pressing Fn + another key. Macro Prompt Function: While in recording mode, if the key's backlight is solid white, that means there is currently no macro assigned to this key. If the key is solid green, that means a macro has been assigned to this key (as shown in the following figure: the "A" key has a macro assigned to it).
	X Press and hold a key which has been assigned a macro for more than 3 seconds to erase the saved macro.



Recording Area Backlight	 Recording procedure (recording can only be activated while in Area Backlight Mode): (1).Press Fn + ScLk to enter Area Backlight mode. (2).Press Fn + Pause to enter Backlight Recording mode (the recording button will flash). (3).Press Fn + F9 (red), F10 (green), and F11 (blue) to produce a desired color by mixing the
	 three colors together (F12 will display the blended color). (4).Press the key in each display area in order (if you wish to change to another color, please return to the previous step). (5).Once completed, press Fn + Pause to exit Recording mode (the recording button will stop flashing).
Fn + Pause Break	 When a key's backlight color is identical to the blended color shown by the F12 key, pressing it will cancel the backlight color. If it is a different color, the color will be overwritten. Press and hold for five seconds to restore the area's preset light position and color value
	$\begin{pmatrix} 1 & A \\ 0 & 0 \end{pmatrix} \stackrel{1}{\circ}$ indicator lights will flash at the same time to indicate that the settings have been restored).







Game Mode	When this key is lit up in white, this means it is in non-Game Mode. Once Game Mode is
)	activated, the indicator color will light up in the color specified in the setup profile.
CÍS	X While not operating under Game Mode, all keys will function according to their preset values.



Full Keyboard Brightness Adjustment	A total of five brightness levels are available for adjusting the brightness of the keyboard's
	lighting effects. X The last level completely disables the backlight for all keys.

Locking the Windows Key	The Windows key can be replaced with the function of the Ctrl key.
	※ Before the key is locked, a white-colored light will turn on. After the key is locked, an aquamarine-colored light will turn on.

Software Requirements:

Compatible with Windows[®] 7 / Windows[®] 8 / Windows[®] 10.

An Internet connection is required.

And at least 200MB of free hard disk space.

XPlease plug the keyboard into a USB port that is directly connected to the computer's motherboard. Avoid using a USB hub, which may not supply sufficient power for the keyboard to function properly.

XAfter the software program is started up, all keyboard functions will be controlled by the program (only the functions of Fn + F1 ~ F6 > Num will be kept; other switching functions and lighting effects will become temporarily unavailable).





Chapter 2: TT iTAKE Installation

Step 1:

Launch the setup executable file (.EXE) file and click Next.



Step 2:

Click Install to begin the setup process.



Software Installation Setup Instructions

Step 3:

Once setup is complete, you will also need to install the Microsoft Visual C++ 2015 Redistributable Package.

X Without installing the Redistributable Package, the software will fail to launch.



Step 4:

Click Finish to complete the installation.







Chapter 3: Functions Available on the Home Page

Switching the Home Page

You can switch the main keyboard configurations page with the macro recording page.

Switching Profiles

The ARGENT K5 RGB can support up to 6 profiles, which can be switched as required.

Switching Configuration Pages

Switches between the configuration pages singlekey operation, lighting effects and sync setting.

Functions for Managing Profiles

Up to 15 profiles can be added for use. The functions of each button from left to right are: Add: Create a new profile. Delete: Delete an existing profile. Copy: Copy a profile. Import: Import a profile.

Export: Export a profile.

Correcting the Name of a Profile

The name of a new profile can be modified directly.

PC IP Address

Use the TT iTAKE APP to enter the IP for control.

Other Settings / Shrink Window / Close Window

Other Settings: Software version, firmware version, Amazon Alexa setting and switching the language used for the user interface.

Shrink Window: Close the display and minimize the program to the taskbar.

Close Window: Close the display and minimize the program to the lower right corner.



Assigning Key Functions

Eight different functions can be assigned.

Restore Keyboard Settings for All Keys / Apply

Restore Keyboard Settings for All Keys: All key functions saved under the current profile will be restored to factory default values. Apply: Save and apply all settings to the selected key.





Chapter 4: Key Configurations

Default Function Default Key Setting

Step 1:

Select a key, then select a "Default" function from the drop-down list.



Step 2:

Click Apply to change and save the new function.





Single Key Function Single Key Setting

Step 1:

Select a key, then select "Single Key" from the drop-down list.

Step 2:

Enter a new key value into the lower-right box.





Single Key Function Single Key Setting

Step 3:

Click Apply to change and save the new function.

Step 4:

Based on the information and color displayed on the screen, you will be able to see if the new key setting is applied properly.





Macro Function Macro Key Setting

Step 1:

First, you must designate a key, then select "Macro" in the drop-down list.



Step 2:

Select a macro from the upper-right.





Macro Function Macro Key Setting

Step 3:

Select a macro repeat option from the drop-down list located in the lower-right corner.



Step 4:

Click Apply to save the new function. Verify if the new key function is applied properly by looking at the color displayed on the screen.

A KEY ASSIGNMENT Macro RESET APPLY	ASSIGN MACRO Default Macro REPEAT OPTION Once



Media Function Media Key Setting

Step 1:

Select a key, then select "Media" from the drop-down list.



Step 2:

Select a multimedia function in the right drop-down list.



Based on the information and color displayed on the screen, you will be able to

see if the new key setting is applied properly.

Step 3:

Click Apply to change and save the new function.

KEY ASSIGNMENT MEDIA FUNCTION KEY Media Play/Pause RESET APPLY	KEY ASSIGNMENT MEDIA FUNCTION KEY A Media Play/Pause RESET APPLY

Step 4:



Hot Key Function Hot Key Setting

Step 1:

Select a key, then select "Function Keys" from the drop-down list.



Step 2:

Select a type of hotkey function in the upper-right drop-down list.





Click Apply to save the new function. Verify if the new key function is applied

Step 3:

Select a keyboard function in the lower-right drop-down list.



Step 4:



Launch Application Function Application Function

Step 1:

Select a key, then select "Launch Application" from the drop-down list.



Step 2:

Select "Application" in the upper-right drop-down list.





Launch Application Function Application Function Setting

Step 3:

Click on the Open File button located on the bottom-right.



Step 4:

Select the executable file (.EXE) to open.

組合管理 ▼ 新増3	各料オ	6				81	(
					5		
☆ 我的最愛	ń	名稱	修改日期	類型	大小		
📜 下載		J.0.3578.98 71.0.3578.98	2018/12/18下午…	檔案資料夾			
📃 桌面		January 12.0.3626.121	2019/3/5 上午 05	檔案資料夾			
🗐 最近的位置		SetupMetrics	2019/3/5 上午 05	檔案資料夾			
		💿 chrome.exe	2018/12/12下午…	應用程式	1,551 KB		
늵 媒體櫃	=	chrome.VisualElementsManifest.xml	2019/3/5 上午 05	XML Document	1 KB		
🖹 文件	-	🍓 master_preferences	2015/10/13 下午	檔案	44 KB		
		💿 new_chrome.exe	2019/3/1 上午 08	應用程式	1,668 KB		
₩ 視訊		VisualElementsManifest.xml	2015/11/12下午…	XML Document	1 KB		
 ■ 圖片							
■ 雷腦							
🏭 系統保留 (C:)							
→ 新増磁碟區 (D:)							
g public (\\fs) (P:)							
	*						
権	案名	稱(N):		✓ All Files (*)			



Launch Application Function Application Function

Step 6:

Based on the information and color displayed on the screen, you will be able to

Step 5:

Click Apply to change and save the new function.

see if the new key setting is applied properly. • • • SELECT FUNCTIONS SELECT FUNCTIONS ◄ KEY ASSIGNMENT Application KEY ASSIGNMENT Windows Shortcuts Application • Launch Application • Function Keys Web KEYBOARD FUNCTIONS E-mail SELECT FILE APPLY RESET RESET APPLY

thermaltake

Step 1:

Select a key, then select "Launch Application" from the drop-down list.



Step 2:

Select "Web" in the upper-right drop-down list.





Step 3:

m * * 0 SELECT FUNCTIONS • KEY ASSIGNMENT Web • Launch Application www.google.com RESET APPLY

Enter the URL into the textbox located on the bottom-right and press Enter.

Step 4:

Click Apply to save the new function. Verify if the new key function is applied properly by looking at the color displayed on the screen.

KEY ASSIGNMENT	SELECT FUNCTIONS
Launch Application	Web


Gaming Profile Function Gaming Key Setting Minim | ARGENT K5 RGB Gaming Software User Guide

Step 1:

Select a key, then select "Gaming Profile" from the drop-down list.



Step 2:

Select a game title in the upper-right drop-down list.





Step 3:

In the lower-right drop-down list, select an in-game action.

A	KEY ASSIGNMENT Gaming Profile	SELECT GAME Battlefield Hardline GAME FUNCTION Crouch (Hold) Crouch (Hold) Crouch (Toggle) Cycle Fire Mode Full Map Interact / Enter Vehicle]
		Interact / Enter Venicle Jump / Parachute / Analyz Melee Attack Prone Reload Scoreboard	re Target	

Step 4:

Click Apply to save the new function. Verify if the new key function is applied properly by looking at the color displayed on the screen.

	KEY ASSIGNMENT	SELECT GAME Battlefield Hardline	•
RESET	Gaming Profile	GAME FUNCTION Crouch (Hold)	



Step 1:

Select a key, then select "Disable" from the drop-down list.



Step 2:

Click Apply to save the new function. Verify if the new key function is applied properly by looking at the color displayed on the screen.







Chapter 5: Functions Available on the Macro Page

Macro Page Macro Recording Setting

New Macro / Delete / Copy / New Text / Import / Export

New macro: Create a new macro. Delete: Delete a macro or text. Copy: Copy a macro or text. New text: Create a new text. Import: Import a macro or text. Export: Export a macro or text.

Record / Delete / Insert / Pause / Edit

Record: Begin macro recording. Delete: Delete the assigned value of a specific key. Insert: Insert an additional value above or below the existing value of a specific key. Stop: End macro recording. Edit: Edit the delay time of a specific key.







Chapter 6: How to Record Macros

Select the delay method used to record the macro by using the checkboxes below.

Step 1:

Add a new macro and modify its name.



Step 2:



Step 3:

Press the Record button.

SELECT MACRO / TEXT	MACRO / TEXT NAME	RECORD	DELETE	INSERT
Macro 1	Macro 1	STOP	EDIT	
NEW MACRO DELETE	COPY	Кеу	Up / Down	Delay Time
NEW TEXT IMPORT	EXPORT			
DELAY TIME AUTO-DETECTING DEFAULT DELAY TIME 10 NO DELAY TIME	MS			

Step 4:

Enter the sequence to be recorded from the keyboard, then press the Stop button to complete the recording.

Macro 1 STOP EDIT NEW MACRO DELETE COPY Key Up / Down Delay Time NEW TEXT IMPORT EXPORT a down 100 a up 150 s down 50 beLAY TIME AUTO-DETECTING d down 50 DEFAULT DELAY TIME 10 MS d up 0	Macro 1 Macro 1 NEW MACRO DELETE COPY NEW TEXT IMPORT EXPORT a down 100 a up 150 b down 50 b up 150 c down 50 d up 0	Macro 1 Macro 1 STOP EDIT NEW MACRO DELETE COPY Key Up / Down Delay Time NEW TEXT IMPORT EXPORT a down 100 a up 150 s down 50 DELAY TIME AUTO-DETECTING d down 50	SELECT MACRO / TEX		ACRO / TEXT NAME	RECORD	DELETE	INSERT
NEW MACRO DELETE COPY Key Up / Down Delay Time NEW TEXT IMPORT EXPORT a down 100 a up 150 s down 50 DELAY TIME AUTO-DETECTING d down 50 d DEFAULT DELAY TIME 10 MS d up 0	NEW MACRO DELETE COPY Key Up / Down Delay Time NEW TEXT IMPORT EXPORT a down 100 a up 150 s down 50 DELAY TIME AUTO-DETECTING s up 150 d down 50 DEFAULT DELAY TIME 10 MS d up 0 0	NEW MACRO DELETE COPY Key Up / Down Delay Time NEW TEXT IMPORT EXPORT a down 100 a up 150 s down 50 beLAY TIME AUTO-DETECTING d down 50 DEFAULT DELAY TIME 10 MS d up 0	Macro 1	-	Macro 1			
NEW TEXT IMPORT EXPORT a down 100 a up 150 a up 150 a down 50 s up 150 beLay TIME AUTO-DETECTING d down 50 DEFAULT DELAY TIME 10 MS d up 0	New Text IMPORT EXPORT a down 100 a up 150 a up 150 s down 50 beLay TIME AUTO-DETECTING s up DEFAULT DELAY TIME 10 MS	NEW TEXT IMPORT EXPORT a down 100 a up 150 a up 150 beLay TIME AUTO-DETECTING s up 150 d down 50 d down 50 d up 0				STOP	EDH	
NEW Text IMPORT EAPORT a up 150 s down 50 s up 150 DELAY TIME AUTO-DETECTING s up 150 d down 50 DEFAULT DELAY TIME 10 MS d up 0 0	NEW IEXT IMPORT EXPORT a up 150 s down 50 s up 150 DELAY TIME AUTO-DETECTING s up 150 d down 50 DEFAULT DELAY TIME 10 MS d up 0 0	NEW TEXT IMPORT EXPORT a up 150 s down 50 s up 150 DELAY TIME AUTO-DETECTING s up 150 d down 50 DEFAULT DELAY TIME 10 MS d up 0 0	NEW MACRO	DELETE	COPY	Key	Up / Down	Delay Time
a up 150 s down 50 s up 150 d down 50 d up 0	a up 150 s down 50 s up 150 d s up DELAY TIME AUTO-DETECTING d down DEFAULT DELAY TIME 10 MS	a up 150 s down 50 s up 150 s up 150 d down 50 d down 50 d up 0	NEW TEXT	IMPORT	EXPORT			
DELAY TIME AUTO-DETECTING s up 150 DEFAULT DELAY TIME 10 MS d down 50	DELAY TIME AUTO-DETECTING s up 150 DEFAULT DELAY TIME 10 MS d down 50	DELAY TIME AUTO-DETECTING s up 150 DEFAULT DELAY TIME 10 MS d down 50						
DELAY TIME AUTO-DETECTING d down 50 DEFAULT DELAY TIME 10 MS d up 0	DELAY TIME AUTO-DETECTING d down 50 DEFAULT DELAY TIME 10 MS d up 0	DELAY TIME AUTO-DETECTING d down 50 DEFAULT DELAY TIME 10 MS d up 0						
DEFAULT DELAY TIME 10 MS d up 0	DEFAULT DELAY TIME 10 MS d up 0	DEFAULT DELAY TIME 10 MS d up 0	DELAY TIME AUTO	D-DETECTING				
					MS			
			NO DELAT TIME					



Step 1:

Select a macro by clicking on the key it is assigned to.

SELECT MACRO/TEXT MACRO/TEXT NAME Macro 1 Macro 1 NEW MACRO DELETE COPY NEW TEXT IMPORT EXPORT DELAY TIME AUTO-DETECTING a down 100 DEFAULT DELAY TIME 10 MS d up 0 NO DELAY TIME 10 MS d up 0							
NEW MACRO DELETE COPY EDII NEW TEXT IMPORT EXPORT a down 100 a up 150 s down 50 DELAY TIME AUTO-DETECTING up 0 150 DEFAULT DELAY TIME 10 ms d up 0	SELECT MACRO / TEX		MACRO / TEXT NAME	_	RECORD	DELETE	INSERT
NEW MACRO DELETE COPY NEW TEXT IMPORT EXPORT a down 100 a up 150 s down 50 c up 150 d down 50 d down 50 d up 0	Macro 1	-	Macro 1				
NEW TEXT IMPORT EXPORT a down 100 a up 150 a up 150 beLAY TIME AUTO-DETECTING c up 150 DEFAULT DELAY TIME 10 MS d up 0						EDH	
NEW TEXT IMPORT EAPORT a up 150 s down 50 DEFAULT DELAY TIME 10 MS	NEW MACRO	DELETE	COPY		Key	Up / Down	Delay Time
a up 150 s down 50 un 150 d down 50 d down 50 d up 0	NEW TEXT	IMPORT	FXPORT		а		
DELAY TIME AUTO-DETECTING 150 DEFAULT DELAY TIME 10 MS d	HEIT FERT		Extore				
DeLay TIME AUTO-DETECTING down 50 DeFault DeLay TIME 10 MS d up 0							
DEFAULT DELAY TIME 10 MS d up 0							
DEFAULT DELAY TIME TO MS	DELAT TIME AUTO	Defecting			-		
NO DELAY TIME	DEFAULT DELAY	TIME 10	MS		d	up	0

Step 2:

Click the Insert button.

SELECT MACRO / TE	VT	MACRO / TEXT NAME				_
			R	CORD	DELETE	INSERT
Macro 1	•	Macro 1		БТОР	EDIT	
NEW MACRO	DELETE	COPY		Кеу	Up / Down	Delay Time
NEW TEXT	IMPORT	EXPORT		а	down	100
				a s	up down	150 50
				s	up	150
DELAY TIME AUT	O-DETECTING			d	down	50
DEFAULT DELAY	TIME 10	MS		d	up	0
NO DELAY TIME						
NO DELAY TIME						



Step 3:

Select the position where new content is to be inserted.

SELECT MACRO / TEXT MACRO / TEXT NAME	RECORD	DELETE	INSERT
Macro 1 Macro 1	STOP	EDIT	AFTER BEFORE
NEW MACRO DELETE COPY	Key	Up / Down	Delay Time
NEW TEXT IMPORT EXPORT	a	down	100 150
	a s	up down	50
		up	150
DELAY TIME AUTO-DETECTING	d	down	50
DEFAULT DELAY TIME ¹⁰ MS	d	up	
NO DELAY TIME			

Step 4:

Press the Record button.

Macro 1 Macro 1 NEW MACRO DELETE COPY NEW TEXT IMPORT EXPORT a down 100 a up 150 beLAY TIME AUTO-DETECTING s up DEFAULT DELAY TIME 10 MS NO DELAY TIME MS d up	SELECT MACRO / TE		MACRO / TEXT NAME	REC	ORD	DELETE	INSERT	
NEW MACRO DELETE COPY Key Up / Down Delay Time NEW TEXT IMPORT EXPORT a down 100 a up 150 s down 50 beLAY TIME AUTO-DETECTING MS d up 0	Macro 1	•	Macro 1		ГОР	EDIT	AFTER AFTER	
NEW TEXT IMPORT EXPORT a down 100 a up 150 s down 50 s down 50 s up 150 down 50 d d down 50 d <th <="" d<="" td=""><td>NEW MACRO</td><td>DELETE</td><td>COPY</td><td>,</td><td>Key l</td><td>Jp / Down</td><td></td></th>	<td>NEW MACRO</td> <td>DELETE</td> <td>COPY</td> <td>,</td> <td>Key l</td> <td>Jp / Down</td> <td></td>	NEW MACRO	DELETE	COPY	,	Key l	Jp / Down	
a up 150 s down 50 s up 150 d down 50 d down 50 d down 50 d up 0	NEW TEXT	IMPORT	EXPORT				100	
DELAY TIME AUTO-DETECTING s up 150 DEFAULT DELAY TIME 10 MS d up 0	NEWTEXT		EXION					
DELAY TIME AUTO-DETECTING d down 50 DEFAULT DELAY TIME 10 MS d up 0								
DEFAULT DELAY TIME 10 MS d up 0	DELAY TIME AUT	TO-DETECTING						
			MS					
	NO DELAY TIME							



Step 5:

Enter the sequence to be recorded from the keyboard.

Macro 1 Macro 1 KECKO DELETE Macro 1 NEW MACRO DELETE COPY Key Up / Down Delay Time NEW TEXT IMPORT EXPORT a down 100 a up 150 s down 50 DELAY TIME AUTO-DETECTING 0 1 down 50 DEFAULT DELAY TIME 10 MS 1 up	Macro 1 Macro 1 NEW MACRO DELETE COPY NEW TEXT IMPORT EXPORT a down 100 b down 100 b down 50 b b 150 b down 50 b 1 down 50 1 up 350 1 up 30 2 up 100 3 up 0							
NEW MACRO DELETE COPY AFIEN EE NEW MACRO DELETE COPY A down Delay Time A down A down B	NEW MACRO DELETE COPY NEW TEXT IMPORT EXPORT DELAY TIME AUTO-DETECTING DEFAULT DELAY TIME 10 NO DELAY TIME NO DELAY TIME DEFAULT DELAY TIME DEFAUL	SELECT MACRO / TEXT		MACRO / TEXT NAME		RECORD	DELETE	INSERT
NEW TEXT IMPORT EXPORT a down 100 a up 150 s up 150 belay TIME AUTO-DETECTING s up 150 s up 150 DEFAULT DELAY TIME 10 MS 1 down 50 d NO DELAY TIME 10 MS 1 up 350 2 down 50 2 up 100 3 down 50 3 up 0 3 0 0 3 0 0 0 3 0 0 0 3 0 0 0 3 0	NEW TEXT IMPORT EXPORT a down 100 a up 150 s down 50 s up 150 down 50 down 50 </td <td>Macro 1</td> <td></td> <td>Macro 1</td> <td></td> <td>STOP</td> <td>EDIT</td> <td>AFTER BE</td>	Macro 1		Macro 1		STOP	EDIT	AFTER BE
NEW TEXT IMPORT EXPORT a up 150 a down 50 5 up 150 beLay TIME AUTO-DETECTING a down 50 5 DEFAULT DELAY TIME 10 MS 1 up 350 NO DELAY TIME 10 MS 2 down 50 2 up 100 3 down 50 3 up 0 3 up 0	NEW TEXT IMPORT EXPORT a up 150 a down 50 5 up 150 DELAY TIME AUTO-DETECTING a down 50 5 DEFAULT DELAY TIME 10 MS 1 down 50 NO DELAY TIME 0 MS 1 up 350 NO DELAY TIME 2 down 50 2 up 1000 3 down 50 3 up 0 3	NEW MACRO	DELETE	COPY		Key	Up / Down	Delay Time
s down 50 beLay TIME AUTO-DETECTING a up 150 DEFAULT DELAY TIME 10 MS 1 down 50 NO DELAY TIME 10 MS 1 up 350 NO DELAY TIME 2 down 50 2 up 100 3 down 50 3 up 0 3	s down 50 DELAY TIME AUTO-DETECTING a down 50 DEFAULT DELAY TIME 10 MS 1 down 50 NO DELAY TIME 10 MS 1 up 350 NO DELAY TIME 2 down 50 2 up 100 3 down 50 3 up 0 3 up 0	NEW TEXT	MPORT	EXPORT	ſ			
beLAY TIME AUTO-DETECTING s up 150 d down 50 1 down 50 1 up 350 1 up 350 2 down 50 2 up 1000 3 down 50 2 up 100 3 up 0	belay TIME AUTO-DETECTING s up 150 DEFAULT DELAY TIME 10 MS 1 down 50 NO DELAY TIME 10 MS 1 up 350 NO DELAY TIME 2 down 50 2 up 1000 3 down 50 3 up 0							
DELAY TIME AUTO-DETECTING d down 50 DEFAULT DELAY TIME 10 MS 1 up 350 NO DELAY TIME 2 down 50 2 up 100 3 down 50 3 up 0	DELAY TIME AUTO-DETECTING down 50 DEFAULT DELAY TIME 1 down 50 NO DELAY TIME 1 up 350 NO DELAY TIME 2 down 50 2 up 100 3 3 up 0 0							
DEFAULT DELAY TIME 10 MS 1 down 50 NO DELAY TIME 2 down 50 2 up 100 3 down 50 2 up 100 3 3 00 3 10 <t< td=""><td>DEFAULT DELAY TIME 10 MS 1 down 50 NO DELAY TIME 2 down 50 2 up 100 NO DELAY TIME 2 up 100 3 down 50 3 down 50 3 up 0</td><td>DELAY TIME AUTO-DET</td><td>TECTING</td><td></td><td></td><td></td><td></td><td></td></t<>	DEFAULT DELAY TIME 10 MS 1 down 50 NO DELAY TIME 2 down 50 2 up 100 NO DELAY TIME 2 up 100 3 down 50 3 down 50 3 up 0	DELAY TIME AUTO-DET	TECTING					
DEFAULT VELAY TIME AV MS 1 up 350 NO DELAY TIME 2 down 50 2 up 100 3 down 50 3 up 0	DEFAULT DELAY TIME 10 NS 1 up 350 NO DELAY TIME 2 down 50 2 up 1000 3 down 50 3 up 0		10					
NO DELAY TIME 2 down 50 2 up 100 3 down 50 3 up 0	NO DELAY TIME 2 down 50 2 up 100 3 down 50 3 up 0 3 up 0	DEFAULT DELAY TIME	10	MS				
3 down 50 3 up 0	3 down 50 3 up 0	NO DELAY TIME						50
3 up 0	3 up 0						up	100
							down	50
d up O	d up 0						up	
						d	up	0

Step 6:

Click the Stop button to complete the insertion process.

SELECT MACRO / TE		MACRO / TEXT NAME	RECORD	DELETE	INSERT
Macro 1	-	Macro 1	STOP	EDIT	AFTER B
NEW MACRO	DELETE	COPY	5101	LDII	
NEW MACRO	DELETE	COPT	Key	Up / Down	Delay Time
NEW TEXT	IMPORT	EXPORT		down	100
HEIT TEXT		EXCOLU		up	150
				down	50
	0.057507010		s	up	150
DELAY TIME AUT	0-DETECTING		d	down	50
DEFAULT DELAY	TIME 10	MS		down	50
		WS .		up	350
NO DELAY TIME				down	50
				up	100
				down	50
				up	
			d	up	



Enter the values for the "Start Key" and "End Key" in the upper right corner.

Step 1:

Add a new character set and modify its name.

SELECT MACRO/TEXT MACRO/TEXT NAME Startkey SAVE OLEAR SELECT MACRO/TEXT MACRO/TEXT Startkey End key End key </th <th></th>										
NEW MACRO DELETE COPY NEW TEXT IMPORT EXPORT DELAY TIME AUTO-DETECTING DELAY TIME AUTO-DETECTING DEFAULT DELAY TIME 10 MS		Tout 4		SAVE CLEAR	SELECT MACRO / TEXT	MACRO / TEXT NAME	Start key		SAVE	CLEAR
NEW TEXT IMPORT DELAY TIME AUTO-DETECTING DEFAULT DELAY TIME 10 MS			End key				End key	Enter		
DELAY TIME AUTO-DETECTING DEFAULT DELAY TIME 10 MS										
DEFAULT DELAY TIME 10 MS	NEW TEXT IMPORT	EXPORT			NEW TEXT IMPOR	RT EXPORT				
DEFAULT DELAY TIME 10 MS										
						¹⁰ MS				
	NO DELAT TIME				NO DELAT TIME					

Step 2:



Text Recording Function Recording Setting, Premium | ARGENT K5 RGB Gaming Software User Guide

Click the Save button to complete the recording of the character set.

Step 3:

Click on the input box located at the bottom-right corner and enter the characters to be recorded from the keyboard.

SELECT MACRO / TEXT MACRO / TEXT NAME	Start key Enter SAVE CLEAR	SELECT MAG		MACRO / TEXT NAME	Start key	Enter	SAVE	CLEAR
Text 1 Text 1	End key Enter	Text 1	•	Text 1	End key	Enter		
NEW MACRO DELETE COPY	TteSPORTS	NEW MAC	RO DELETE	COPY	Tt eSPORT	5		
NEW TEXT IMPORT EXPORT		NEW TEX	IMPORT	EXPORT				
		DELAY T						
DEFAULT DELAY TIME ¹⁰ MS								
		NO DELA						

Step 4:





Chapter 7: Functions Available on the Lighting Effects Page

Switching Lighting Effects

Keyboard light of 13 lighting effects are supported: Static, Pulse, Wave, Spiral Rainbow, RGB Spectrum, Reactive, Flow, Ripple, Raindrops, Snake, Blink, Sound Control and System Temperature.

Keyboard around of 14 lighting effects are supported: Static, Pulse, Wave, Spiral Rainbow, RGB Spectrum, Reactive, Flow, Ribbon, Scan, Raindrops, Marquee, Blink, Sound Control, and System Temperature.



Color Wheel Settings

You can select a color from the color wheel directly or enter RGB color values to adjust the color of the lighting effect.

Lighting Effects Configurations

Can be used to adjust the color, direction, speed, and brightness level of the lighting effect within an area; can also be used to switch to random colors.

Apply / Restore Lighting Effect Settings

Apply: Apply the new lighting effect settings to all keys on the keyboard.

Restore Lighting Effect Settings: All lighting effect settings saved under the current profile will be restored to factory default values.

Color Pattern Settings

Add Pattern: Add a new pattern with red to black gradient. Delete Pattern: Delete the currently selected color pattern. Insert Color Point: Add a red color point to the color pattern. Delete Color Point: Delete the selected color point from the color pattern.





Chapter 8: Lighting Effects Overview

Step 1:

Select "Static Area" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.





Step 3:

Adjust the brightness level of the keyboard's backlight.





Step 1: Switch the zones to "Customized."

Step 2:

Click on a color inside the color wheel or enter the RGB color values to set the color.





Static Mode Customized Setting

Step 3:

Click on the keyboard image directly with the left mouse button to change the key color.

 $\ensuremath{\overset{\scriptstyle \ensuremath{\scriptstyle \times}}{\times}}$ Right click to cancel the color.





Step 1:

Select "Pulse Area" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.

EFFECT		3						
Static	•							
KEYBOARD LIGHT	s	tatic	Pulse	Wave	Spiral Rainbow	RGB Spectrum	Reactive	
	₽	low	Ripple	Raindrops	Snake	Blink		
KEYBOARD AROUND	s	tatic	Pulse	Wave	Spiral Rainbow	RGB Spectrum	Reactive	
	F	low	Ribbon	Scan	Raindrops	Marquee	Blink	
ALL		c Mode	Temp.				// 1000	
							# 100	





Step 3: Adjust the backlight speed.





Step 1: Switch the zones to "Customized."

Step 2:

Click on a color inside the color wheel or enter the RGB color values to set the color.





Pulse Mode Customized Setting

Step 3:

Click on the keyboard image directly with the left mouse button to change the key color.

% Right click to cancel the color.





Step 1:

Select "Wave Area" in the Lighting Effect drop-down list.

Step 2: Select a set of color patterns on the upper-right.







Step 3:

Set the direction, speed, and brightness level of the lighting effect.





Step 1: Add a new set of color patterns.

Step 2:

Wave Mode Customized Pattern Setting

Add a new color-insertion point and drag it to the desired position.





Step 3:

Click on each color-insertion point to modify its color.





Spiral Rainbow Mode Pattern Setting

Step 1:

Select "Spiral Rainbow Area" in the Lighting Effect drop-down list.

Step 2:

Select a set of color patterns on the upper-right.







Spiral Rainbow Mode Pattern Setting

Step 3:

Set the direction, speed, and brightness level of the lighting effect.





Step 1: Add a new set of color patterns.

Step 2:

Add a new color-insertion point and drag it to the desired position.





Step 3:

Click on each color-insertion point to modify its color.





Step 1:

Select "Spectrum Cycling Area" in the Lighting Effect drop-down list.

Step 2:

Set the speed and brightness level of the backlight and click on Apply to save the new settings.





Step 1:

Select "Reactive Area" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color

EFFECT							EFFE	ст			
Static	V							Reactive			
KEYBOARD	Static	Pulse	Wave	Spiral Rainbow	RGB Spectrum	Reactive	ZONE	S	Single	Customize	
LIGHT Flow	Flow	Ripple	Raindrops	Snake	Blink		SPEE	D		Extreme	
							SPEE	U	Slow	Extreme	
KEYBOARD	Static	Pulse	Wave	Spiral Rainbow	RGB Spectrum	Reactive					
AROUND	Flow	Ribbon	Scan	Raindrops	Marquee	Blink					R: 255 (0~255)
											G: 12 (0~255)
ALL	Music Mode	Temp.									B: 0 (0~255)
									PPLY RESET		COLOR CODE :
								A	RESET		# 1100



Step 3: Adjust the backlight speed.





Step 1: Switch the area to "Customized."

Step 2:

Click on a color inside the color wheel or enter the RGB color values to set the color.




Click on the keyboard image directly with the left mouse button to change the key color.

 $\ensuremath{\overset{\scriptstyle \ensuremath{\scriptstyle \times}}{\times}}$ Right click to cancel the color.



Step 4:

EFFECT		
Reactive		
ZONES	Single Customize	
	Random	
SPEED	Slow Extreme	
	APPLY RESET LED	R: 0 (0-255) G: 255 (0-255) B: 255 (0-255) COLOR CODE : # 0ffff



Select "Flow Area" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.







Set the speed and brightness level of the backlight.





Set the area to "Customized", then add a new set of color patterns.

Step 2:

Add a new color-insertion point and drag it to the desired position.





Click on each color-insertion point to modify its color.





Select "Ripple" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.







Set the speed and brightness level of the backlight.





Set the area to "Customized", then add a new set of color patterns.

Step 2:

Add a new color-insertion point and drag it to the desired position.





Click on each color-insertion point to modify its color.





Select "Ribbon" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.







Set the direction, speed, and brightness level of the lighting effect.





Select "Scan" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.







Set the speed and brightness level of the backlight.





Select "Raindrops Area" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.







Set the speed and brightness level of the backlight.





Select "Snake" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.

EFFECT							
Static	V						
KEYBOARD LIGHT	Static	Pulse Ripple	Wave Raindrops	Spiral Rainbow	RGB Spectrum Blink	Reactive	
KEYBOARD	Static	Pulse	Wave	Spiral Rainbow	RGB Spectrum	Reactive	
AROUND	Flow	Ribbon	Scan	Raindrops	Marquee	Blink	
ALL	Music Mode	Temp.					





Set the direction, speed, and brightness level of the lighting effect.





Select "Marquee" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.

EFFECT							
Static	V						
KEYBOARD	Static	Pulse	Wave	Spiral Rainbow	RGB Spectrum	Reactive	
LIGHT	Flow	Ripple	Raindrops	Snake	Blink		
KEYBOARD	Static	Pulse	Wave	Spiral Rainbow	RGB Spectrum	Reactive	
AROUND	Flow	Ribbon	Scan	Raindrops	Marquee	Blink	
ALL	Music Mode	Temp.					
		561660					





Set the direction, speed, and brightness level of the lighting effect.





Select "Blink Area" in the Lighting Effect drop-down list.

Step 2:

Click on a color inside the color wheel or enter the RGB color values to change the color.

EFFECT							EFFECT			
Static	V							Blink		
KEYBOARD LIGHT	Static Flow	Pulse Ripple	Wave Raindrops	Spiral Rainbow Snake	RGB Spectrum Blink	Reactive	ZONES	Single	Random	
							SPEED	Slow	Extreme	
KEYBOARD AROUND	Static	Pulse Ribbon	Wave Scan	Spiral Rainbow Raindrops	RGB Spectrum Marquee	Reactive				R 0 (0~255)
ALL	Music Mode	Temp.	Stall	randiops		Blink		APPLY RESET L	ED	G 255 (0~255) B: 255 (0~255) COLOR CODE : # 0ffff



Step 3: Adjust the backlight speed.





Step 1: Switch the zones to "Customized."

Step 2:

Click on a color inside the color wheel or enter the RGB color values to set the color.





Click on the keyboard image directly with the left mouse button to change the key color.

 $\ensuremath{\overset{\scriptstyle \ensuremath{\scriptstyle \times}}{\times}}$ Right click to cancel the color.





Select "Music Mode" in the Lighting Effect drop-down list.

Step 2: Set the desired mode of lighting effects.







Sound Control Mode Color Setting

Step 3:

Click on a color inside the color wheel or enter the RGB color values to change the color of each row.





Select "System Temperature" in the Lighting Effect drop-down list.

ECT	▼						EFFECT	Temp.			
KEYBOARD LIGHT	Static Flow	Pulse Ripple	Wave Raindrops	Spiral Rainbow Snake	RGB Spectrum Blink	Reactive	Temperature 40 °C	1 Temperature 2	Temperature 3	°C 🔵	
KEYBOARD AROUND	Static Flow	Pulse Ribbon	Wave Scan	Spiral Rainbow Raindrops	RGB Spectrum Marquee	Reactive Blink	Temperature 58 °C	4 Temperature 5	Temperature 6		R 255 (0~255) G 0 (0~255)
ALL	Music Mode							APPLY	RESET LED		B: 0 (0~255) COLOR CODE: # ff00





Chapter 9: Functions Available on the Settings Page

Settings Page Else Function



Amazon Alexa Login

TT iTAKE software support Amazon Alexa voice service, allowing you to control the lights by talking to the Alexa Enabled device.





Thank You