DRAGON WAR ASSOCIATION

PROFESSIONAL reLOAD GAMING MOUSE

800/1600/2400/3200dpi

DRAGONWAR

G12

USER MANUAL
PROFESSIONAL GAMING MOUSE

CONTENTS

PACKAGE CONTENTS / SYSTEM REQUIREMENTS

PACKAGE CONTENTS

- Dragonwar Reload Gaming Mouse
- User Manual
- Set Up CD Rom

SYSTEM REQUIRMENTS

- PC or Mac with a free USB 2.0 port
- Windows 7 / Windows Vista / Window XP / Mac OS X

TECHNICAL SUPPORT

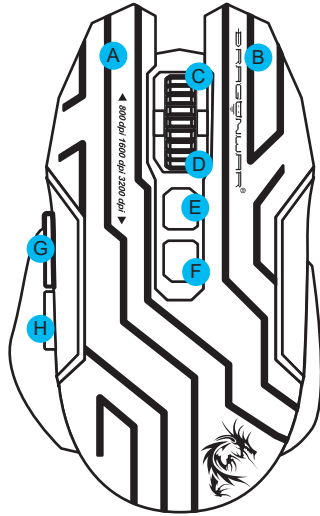- 2 years limited warranty
- Free online technical support at www.dragonwar.jp

TECHNICAL SPECIFICATIONS

- Customizable ergonomics to fit all hand sizes

- 3200dpi Blue-sensor system

- Gold plated connector

- Braided USB cable

- 512KB On-Board Memory

G12 GAMING MOUSE LAYOUT

A. Left Mouse Button
B. Right Mouse Button
C. Scroll Up
D. Scroll Down
E. Gun Change / Function Key

F. Sensitivity Stage Change
G. Forward
H. Backward

INSTALLING YOUR DRAGONWAR G12
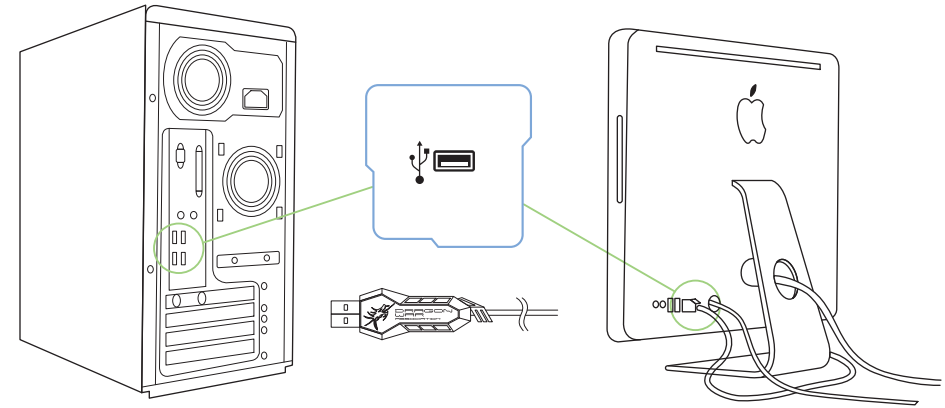
Step 1: Plug the Dragonwar G12 into the USB port of your computer.
Step 2: Run the installer and follow the Programme.
Step 3: Wait until the software automatically downloads and installs.
Step 4: Open the programme, then set up

CONFIGURING YOUR DRAGONWAR G12

MOUSE TAB

The Mouse Tab is your default tab when you first install Programme. This tab allows you to customize your device's profiles, button assignments, performance, lighting and auto reload setting.

ASSIGN MOUSE BUTTON

Initially, each of the mouse buttons is set to DEFAULT.

which you can choose from the Assign Button submenu:

1	Left Click	- Performs a left mouse click using the assigned button.
2	Menu	- Performs a right mouse click using the assigned button.
3	Scroll Up	- Performs a "Scroll Up" command using the assigned button.
4	Wheel Click	- Activates the universal scrolling function.
5	Scroll Down	- Performs a "Scroll Down" command using the assigned button.
6	Auto Reload	- Switch Pistol or Machine Gun Mode in the Game
7	DPI Cycle	- Adjusted sensor resolution of 800/1600/2400/3200 DPI
8	IE forward	- Performs a "Backward" command for most internet browsers.
9	IE backward	- Performs a "Forward" command for most internet browsers.

AUTO RELOAD SETTING

1. Click on the Auto Reload button at the main menu to release the setting window.

2. Input the number of your magazine capacity
   - Pistol : User set 2 shots less than the actural capacity of the magazine usually.
   - Machine Gun Single Shot : Same as Pistol.
   - Machine Gun Continuing Shoots : Please click on the Full Auto button.

3. Reload Speed : Default rate is suggested speed rate for most shooting games.

4. Click on the ON button to enable the Auto Reload function.

Bullets : 1

Bullets : 2

Full Auto

RELOAD SPEED

AUTO RELOAD
ON OFF

BUTTON ASSIGNMENT MENU

Each of the mouse buttons is set to DEFAULT. However, you may change the function of these buttons by clicking the desired button to access the BUTTON ASSIGNMENT Menu.

5. Click on the Profiles button at the main menu to release the Assign Button menu.

6. Please confirm if Button 6 is assigned Auto Reload function. If not, please assign it.
   (Once the button 6 has set, you may switch Pistol or Machine gun mode in the game by just press this button on the mouse.)

7. Click on Apply and Exit buttons at the Main Menu.

8. Enjoy your new weapon.

ASSIGN BUTTON

1. Click
2. Menu
3. Scroll up
4. Wheel click
5. Scroll down
6. Auto Reload
7. CPI cycle
8. IE Forward
9. IE Backward

GAME PROFILES

PROFILE 1   CREATE PROFILE
PROFILE 2   LOAD PROFILE
PROFILE 3   SAVE PROFILE
PROFILE 4   EDIT PROFILE
PROFILE 5

SENSITIVITY OPTIONS

Sensitivity pertains to how much effort is needed to move the mouse pointer in any direction. The higher the sensitivity, the more responsive the mouse will be.

1. Select the number of sensitivity stage needed.

2. Click on the stage you would like to preset and adjust using the arrow on the slider below.

3. Click "Apply" when done. To switch between different sensitivity stages, simply assign the Sensitivity Stage Up and Sensitivity Stage Down functions to the desired buttons.

SENSITIVITY OPTIONS

X - -100Hz 60Hz 20Hz 0 20Hz 60Hz 100Hz
Y -

SYNCHRONOUS TRACKING

DPI LEVEL 1
800   1200

DPI LEVEL 2
1600   2000

DPI LEVEL 3
2400   3200

DPI LEVEL 4
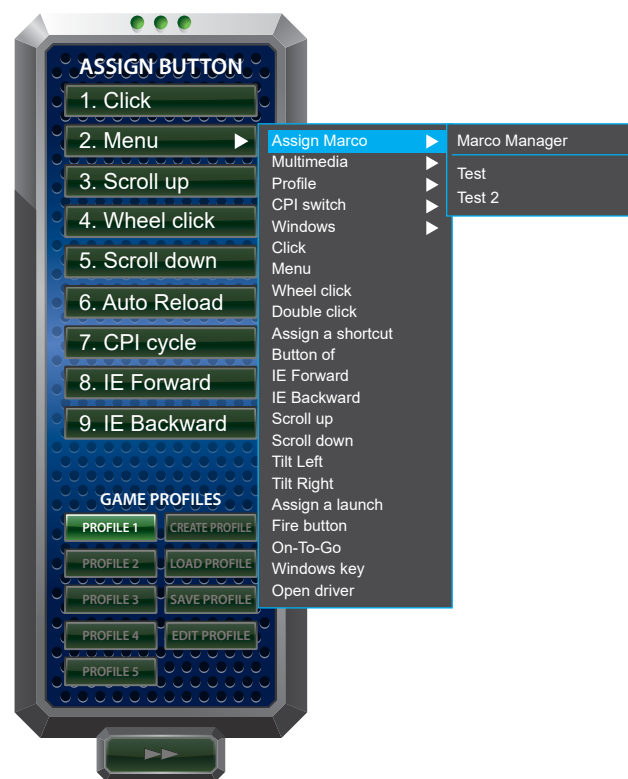4000   5600

X
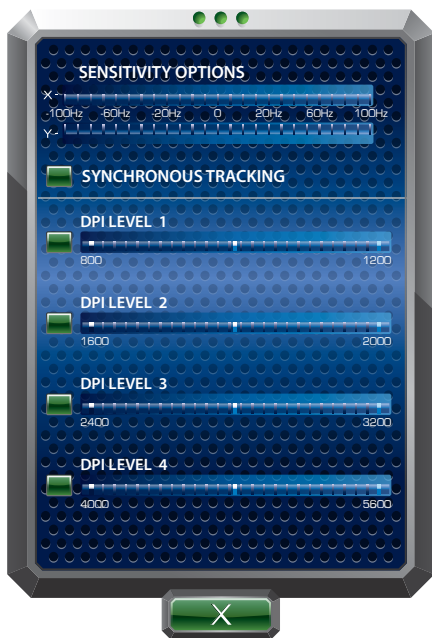
Enable X - Y Sensitivity

By default, the X-axis (horizontal) and Y-axis (vertical) use the same sensitivity values. However, you may set different sensitivity values to each of the axes by selecting the *ENABLE X-Y SENSITIVITY* option.

CREATING MARCOS

If the button function or key is not listed, or if you would like to assign a marco to a button, select "Marco" from the menu. In addition, all saved marco will be shown on a sub menu for quick selection when you mouse over the "Marco" option.

ASSIGN BUTTON

1. Click

2. Menu ▶ | Assign Marco ▶ | Marco Manager
           | Multimedia ▶
3. Scroll up | Profile ▶ | Test
           | CPI switch ▶ | Test 2
4. Wheel click | Windows ▶
           | Click
5. Scroll down | Menu
           | Wheel click
6. Auto Reload | Double click
           | Assign a shortcut
7. CPI cycle | Button of
           | IE Forward
8. IE Forward | IE Backward
           | Scroll up
9. IE Backward | Scroll down
           | Tilt Left
           | Tilt Right
GAME PROFILES | Assign a launch
           | Fire button
PROFILE 1 CREATE PROFILE | On-To-Go
           | Windows key
PROFILE 2 LOAD PROFILE | Open driver
PROFILE 3 SAVE PROFILE
PROFILE 4 EDIT PROFILE
PROFILE 5

▶▶

ASSIGN BUTTON TAB

In the Assign Buttons tab, you can assign various functions to each of the buttons based on your own preferences.

CLICK
Perform a left mouse click

MENU
Open a context-sensitive menu

WHEEL CLICK
Click once on the assigned button to activate scroll wheel. Drag your Dragonwar G12 to scroll in the direction of the mouse movement.

IE FORWARD
Assign a "Forward" command in Windows Explorer / Internet Explorer.

IE BACKWARD
Assign a "Backward" command in Windows Explorer / Internet Explorer.

DPI CHANGE
Assign the DPI speed up

AUTO RELOAD
Assign M button + *AUTO RELOAD* = auto reload

SCROLL UP
Scroll up the page you currently viewing

MARCO MANAGER

To create a marco command, simply click the **START RECORD** button. Once you have recorded a macro, you may edit the commands you have entered by selecting each command on the macro screen.

A. Load the **Marco Manager** and click on the **Marco Select** tab.

B. Click "**Record**" to start creating a macro.

C. Type in the desired sequence of keystrokes, then click "**Stop**" to end the recording.
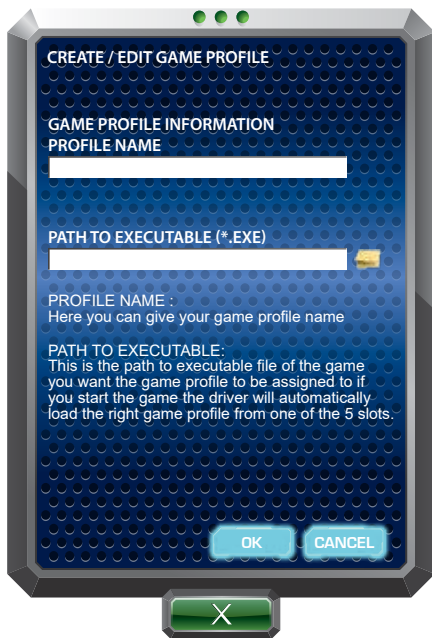
D. Click "**Apply**" when done.

PROFILE

Profile contains the default settings of your device. Any changes made within each tab will automatically be saved into the current profile. If you want to rename this profile, you may do so by typing on the field below PROFILE NAME.

a. **Profile Name:** Enter a profile name of your choice.

b. **Path to executable (*.exe):** Enter a You can even set a profile to work with a specific program or application by using the *LINK PROGRAM* option and clicking ⬜ the button to search for it.

CREATE / EDIT GAME PROFILE

GAME PROFILE INFORMATION
PROFILE NAME

PATH TO EXECUTABLE (*.EXE)

PROFILE NAME :
Here you can give your game profile name

PATH TO EXECUTABLE:
This is the path to executable file of the game you want the game profile to be assigned to if you start the game the driver will automatically load the right game profile from one of the 5 slots.

OK   CANCEL

X

POLLING RATE

The higher the polling rate, the more often the computer receives information about the status of your mouse, thus increasing the mouse pointer's reaction time. You can switch between 125Hz (8ms), 500Hz (2ms) and 1000Hz (1ms) by selecting your desired polling rate on the dropdown menu.

POLLING RATE
125 Hz   250 Hz   500 Hz   1000 Hz
ON   OFF

LIGHT EFFECT
BREATHING   FULL LIGHT

CHOOSE A SINGLE COLOR
RED   PINK   BLUE
ORANGE   GREEN   PURPLE

ON - TO - GO SPEED

2ms   65ms   125ms   190ms   255ms

RESET TO FACTORY DEFAULT   DEFAULT

X

LIGHT EFFECT

The light Effect allows you to configure the LEDs of your Dragonwar Reload. You can set the lighting to Breathing, Full light. Similar to the previous tabs, the changes made here are also automatically saved to your current profile.