



Epomaker

GK68/GK6X

Extended Manual

Comments by Epomaker

If you think any part of this manual needs correction, adjustment or updating, sent the team a message at support@epomaker.com. You can also send a message there if you have any issues with your keyboard.

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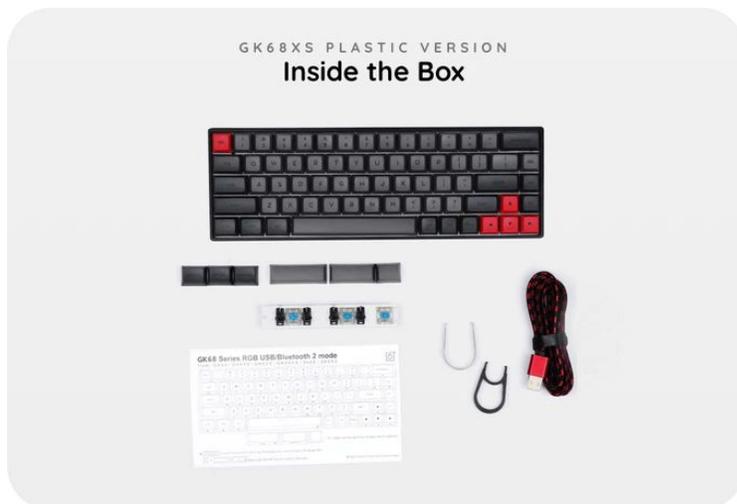
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Unboxing

What is included in the box

Epomaker GK68XS (Plastic Version)



Note some items might be different from the picture depending on availability and what tier you ordered.

1. Epomaker GK68XS (Plastic)
2. Epomaker Keycap Set
3. Epomaker GK68XS Manual
4. USB A to USB C Braided Cable (1.5m / 4.9ft)
5. Split Spacebar Module
6. 3 Piece Split Spacebar Module Key caps
7. 3 Switches
8. Keycap & Switch Puller
9. 5 Mac Keycaps

Epomaker GK68XS (Aluminium Version)



Note some items might be different from the picture depending on availability and what tier you ordered.

1. Epomaker GK68XS (Plastic)
2. Epomaker GK68XS Manual
3. Epomaker Keycap Set
4. USB A to USB C Braided Cable (1.5m / 4.9ft)
5. Split Spacebar Module
6. 3 Piece Split Spacebar Module Key caps
7. 3 Switches
8. Keycap & Switch Puller
9. 5 Mac Keycaps
10. Felt Carrying Case

Item Descriptions

Epomaker Manual

The Epomaker manual has been designed to tell you information regarding the keyboard, this is including but not limited to:

Media Keys

FN + A: Play/Pause

FN + S: Previous
FN + D: Next
FN + F: Mute
FN + G: Volume -
FN + H: Volume +

Bluetooth Settings

FN + Space: Bluetooth On/Off
FN + Z: Long Press: First Bluetooth Equipment Pair
Short Press: Connect/Disconnect to First Bluetooth Equipment
FN + X: Long Press: Second Bluetooth Equipment Pair
Short Press: Connect/Disconnect to Second Bluetooth Equipment
FN + C: Long Press: Third Bluetooth Equipment Pair
Short Press: Connect/Disconnect to First Bluetooth Equipment

Other Keyboard Settings

FN + Tab: 3 Seconds Press to Lock/Unlock Keyboard
FN + Win: Lock/Unlock Windows Key
FN + Left Ctrl: Keyboard Sleeping Options - 0.. Never Sleep.. 1.5min.. 9:45mins..

FN + Function (Standard Layer)

FN + 1: F1
FN + 2: F2
FN + 3: F3
FN + 4: F4
FN + 5: F5
FN + 6: F6
FN + 7: F7

FN + 8: F8
FN + 9: F9
FN + 0: F10
FN + -: F11
FN++: F12

Numpad Keys

FN + U: PS
FN + I: SL
FN + O: PB
FN + <: End
FN + >: PD
FN + J: Ins
FN + K: HM
FN + L: PU
FN + M: Del

Backlight Settings

FN + Backspace: Backlight On/Off
FN +]: Backlight Mode 1-5 (Modify)
FN + {: Backlight Mode 6-9
FN + \|: Pause/Play Light Effect
FN + Down Arrow: Backlight Brightness -
FN + Up Arrow: Backlight Brightness +
FN + Left Arrow: Backlight Effect Speed -
FN + Right Arrow: Backlight Effect Speed +

Keyboard Modes

Standard Mode: Standard Mode
FN + Q (Driver Mode): Q White Light LED
FN + W (Layer 1): W Light White LED
FN + E (Layer 2): E Light White LED
FN + R (Layer 3): R Light White LED

To see more information check out the Manual Online here:

<https://cdn.shopify.com/s/files/1/0280/3931/5529/t/2/assets/GK68-Epomaker.pdf?v=8000338657623108026>

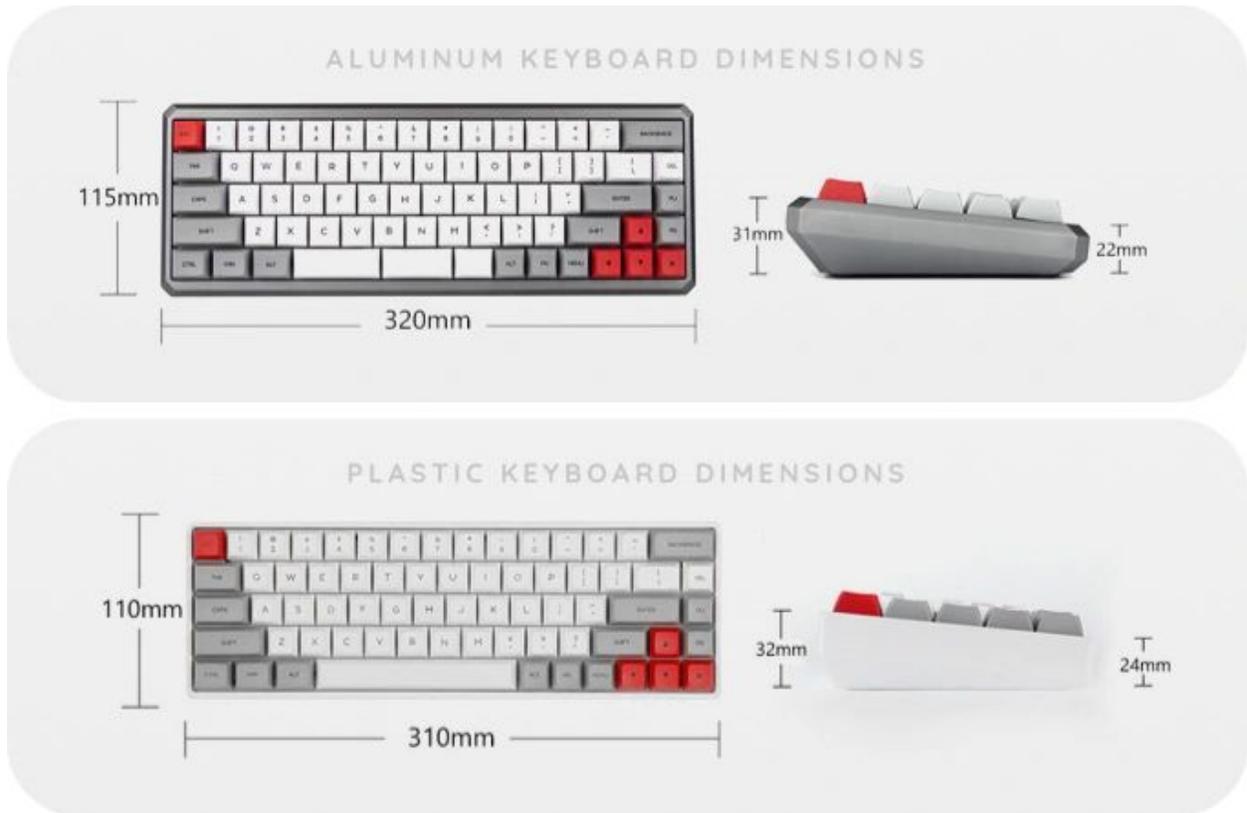
Keyboard Information

These keyboard dimensions are for the Epomaker GK68X/XS.

Keyboard Specifications

KEYS	68
BACKLIGHT	RGB Backlight, supports 16.8 million colors
HOT-SWAPPABLE OPTION	Yes
SWITCH TYPE	Gateron Mechanical or Cherry Mechanical
CONNECTIVITY	Wireless or Wired mode
BLUETOOTH VERSION	5.1
COMPATIBLE SYSTEM	Mac/iOS/Windows/Android
KEYCAPS	With keycaps for both Mac and Windows OS
CHARGING PORT	USB Type-C
BATTERY CAPACITY	1900mAh
MUC	32-bit MCU
FLASH	Built-in 8M Flash
MATERIAL	Plastic/Aluminium +PBT
USB TYPE-C CABLE	1.5 meter

Keyboard Dimensions



Keycap Dimensions

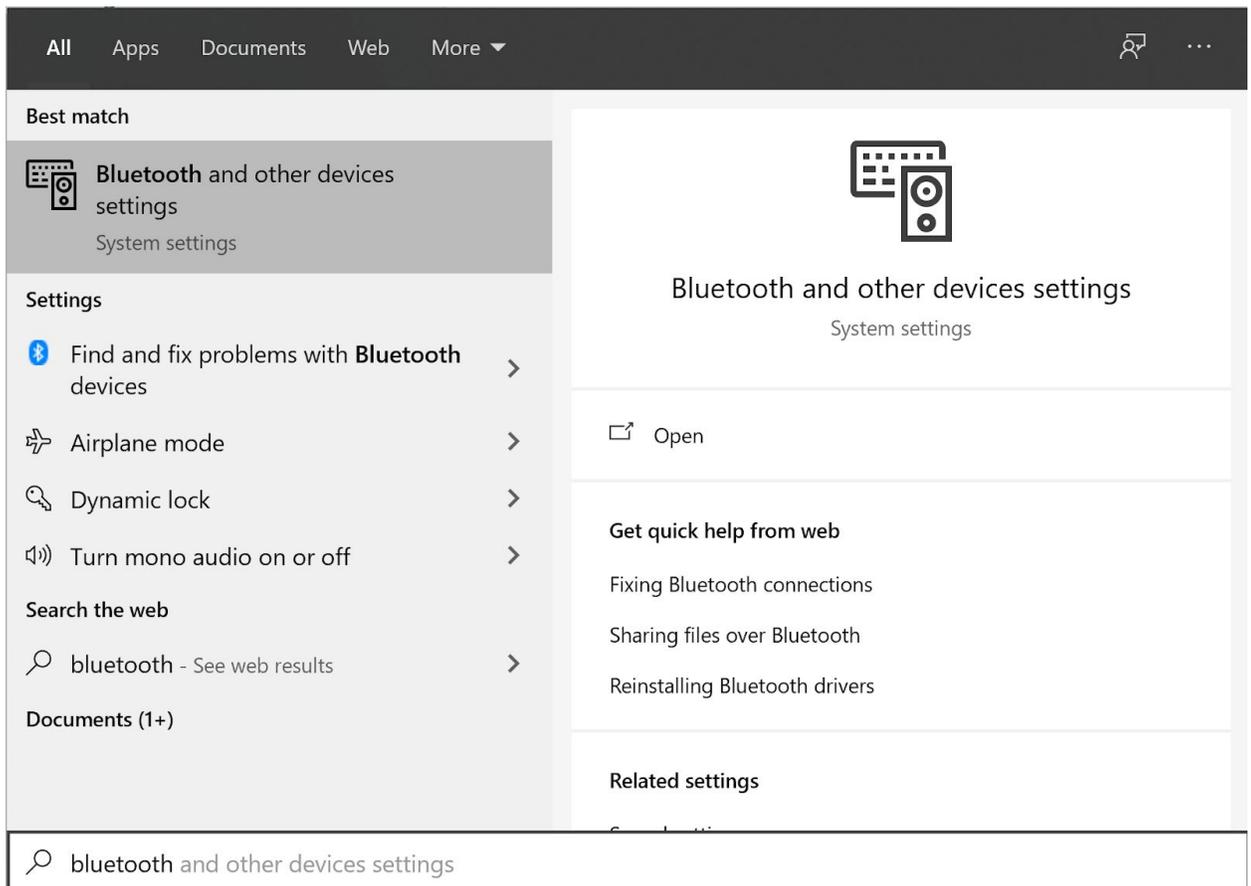
The split spacebar is 2.75u, 2.25u, and 1.25u. The Page Up is Row 3, the Page Down is Row 4, Right Shift is 1.75u, and Right Alt, Fn, and Ctrl are 1u.



Setting Up Keyboard/Bluetooth

Windows 10 Bluetooth

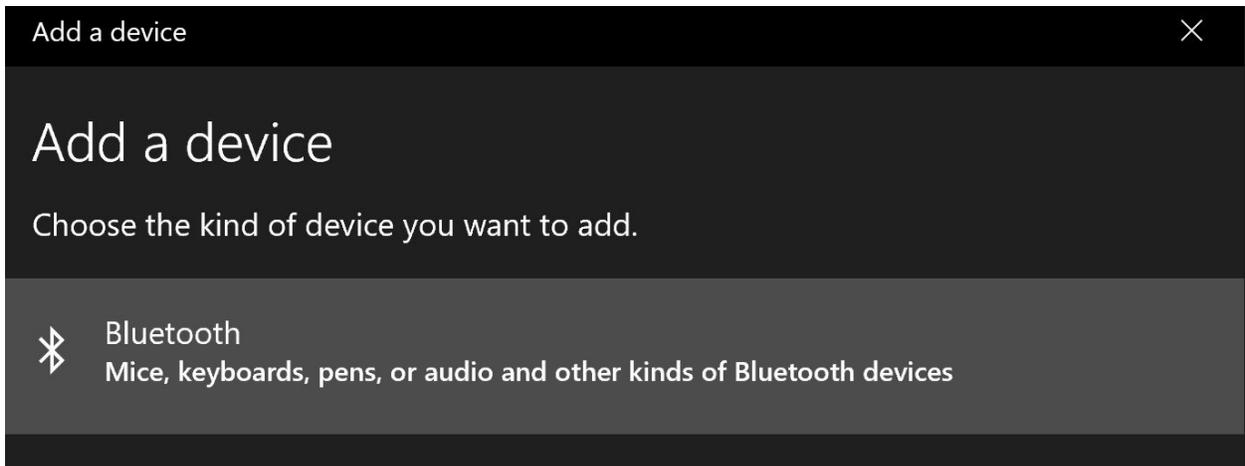
1. First, charge the keyboard via a USB port on your computer until it has decent charge.
2. Power on the keyboard using **FN + Space**. This will put your Epomaker GK68 in Bluetooth mode.
3. Long Press Either **FN + Z**, **FN + X**, or **FN + C** for about three seconds. The key will start to flash red and green. This means that the keyboard is in pairing mode.



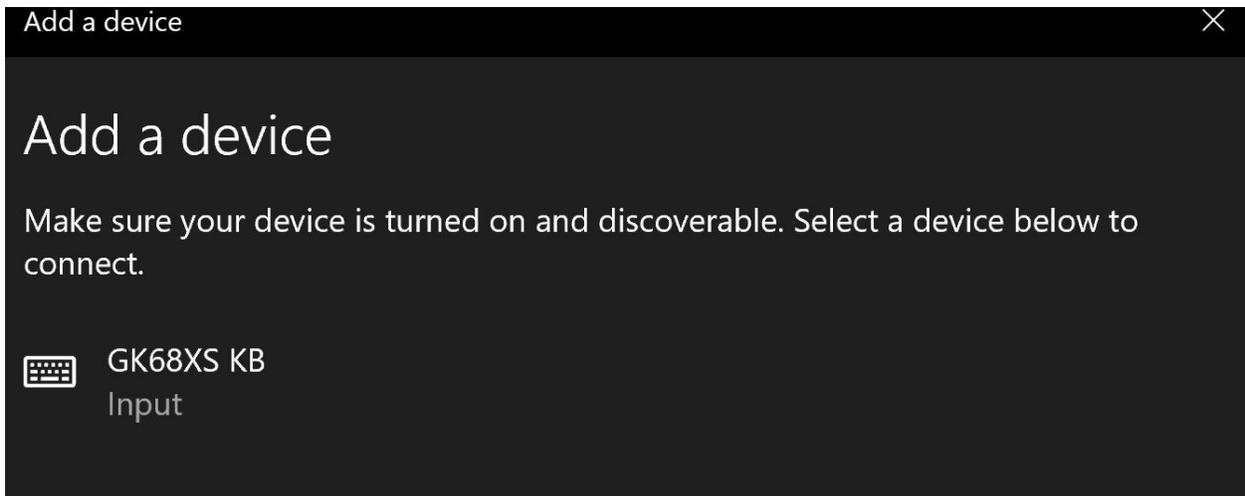
4. Press the windows key, and type "Bluetooth" into the search.
5. Select "Bluetooth and other device settings"



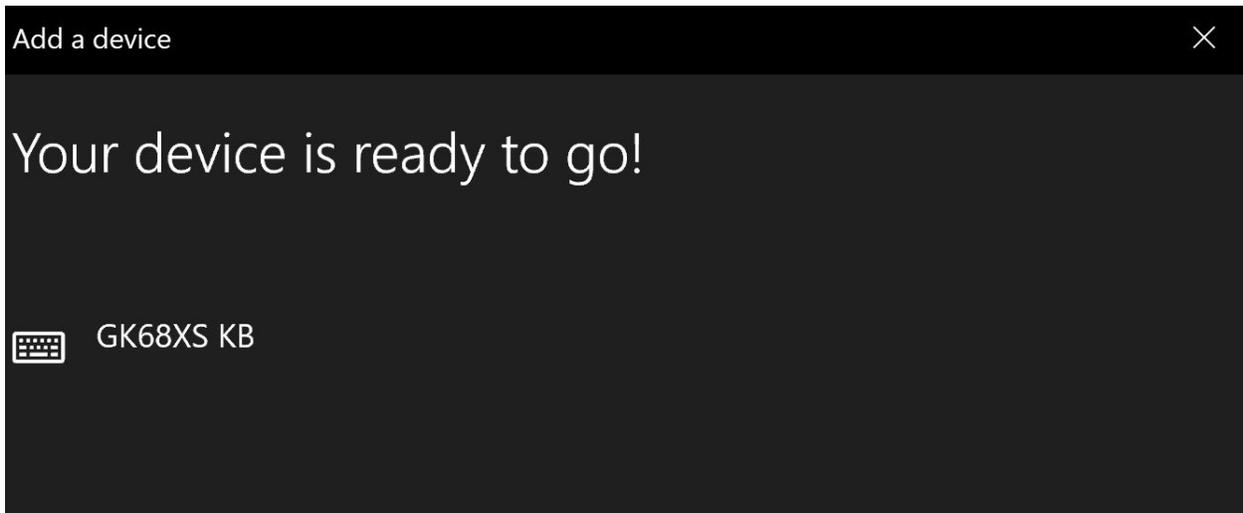
6. Select "Add Bluetooth or other device"



7. Select "Bluetooth" from the add devices section.



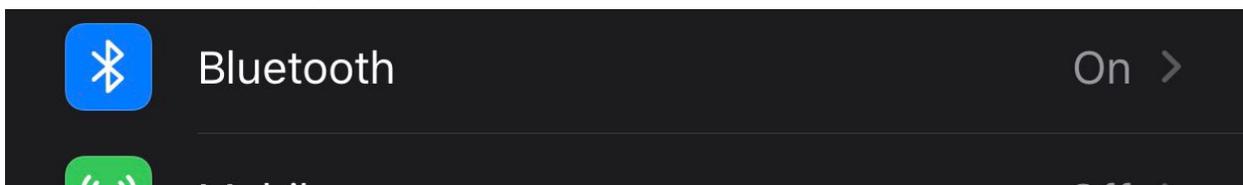
8. Select the “GK68XS KB” From the selection



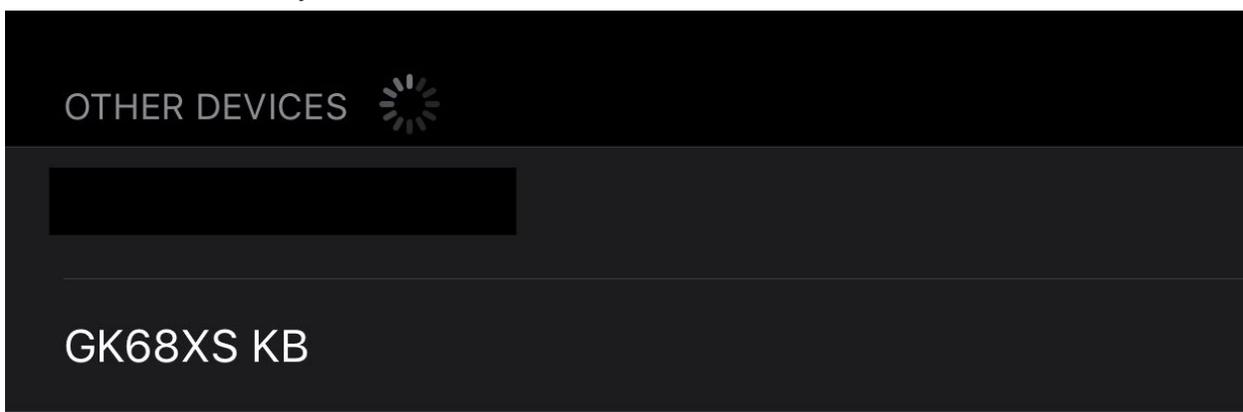
Your device will then be paired on that specific button. To disconnect/reconnect the keyboard, press the same button until the button turns white.

iOS Bluetooth Setup

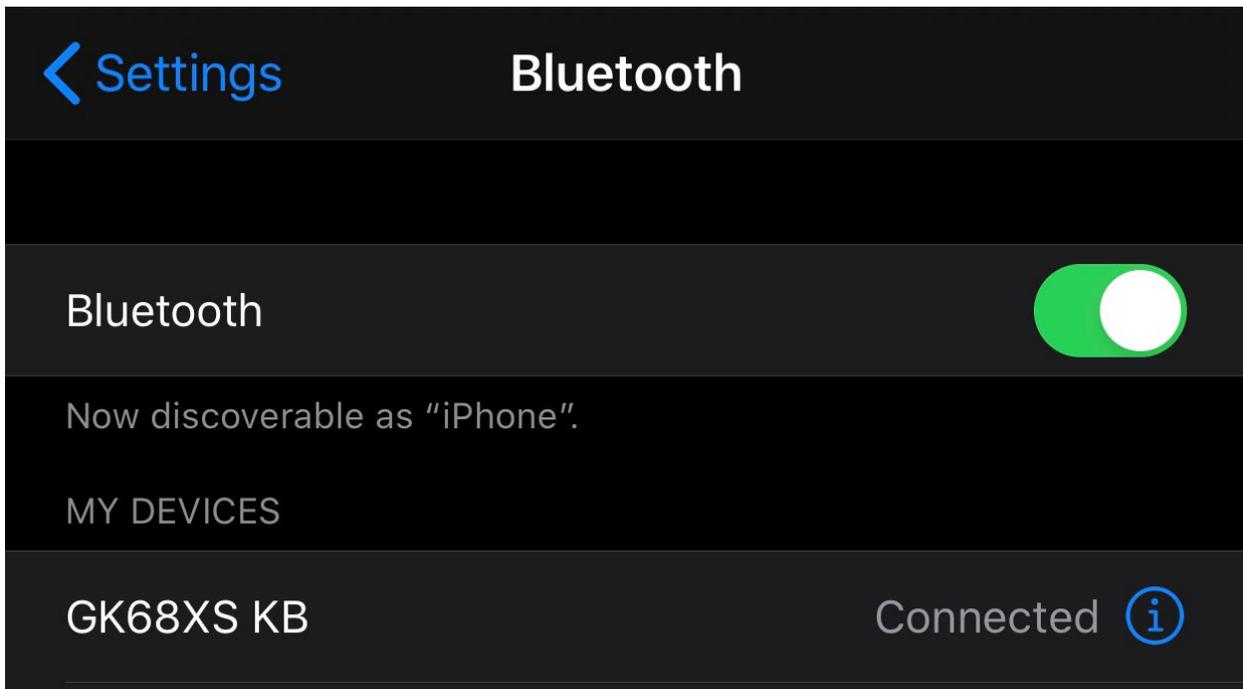
1. First, charge the keyboard via a USB port on your computer until it has decent charge.
2. Power on the keyboard using **FN + Space**. This will put your Epomaker in bluetooth mode.
3. Long Press Either **FN + Z**, **FN + X**, or **FN + C** for about three seconds. The key will start to flash red and green. This means that the keyboard is in pairing mode.
4. Press the “Settings” Application from the home section on your iDevice.



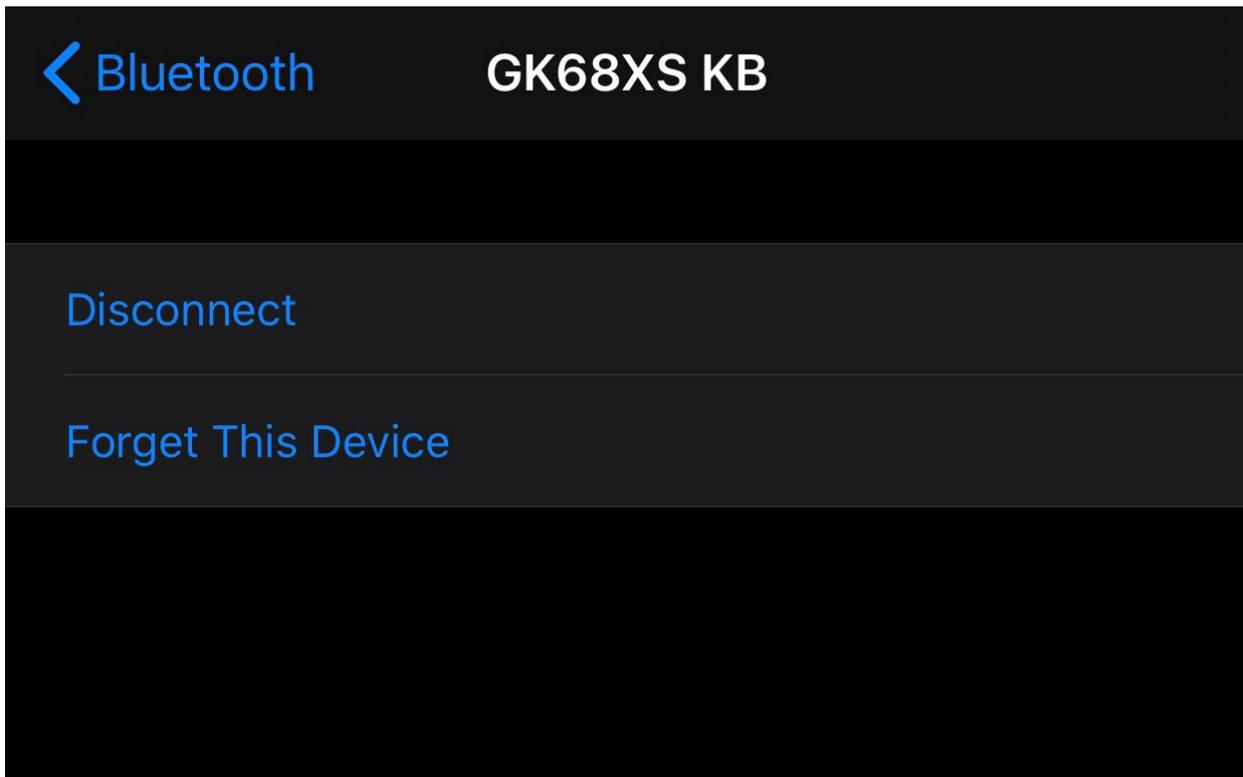
5. Select “Bluetooth” from the Settings. Make sure it is on.
6. Make sure that your device is considered discoverable.



7. Press “GK68XS KB” to connect to your Epomaker GK68XS.



When your device is connected to your iPhone, it should show as “Connected”.

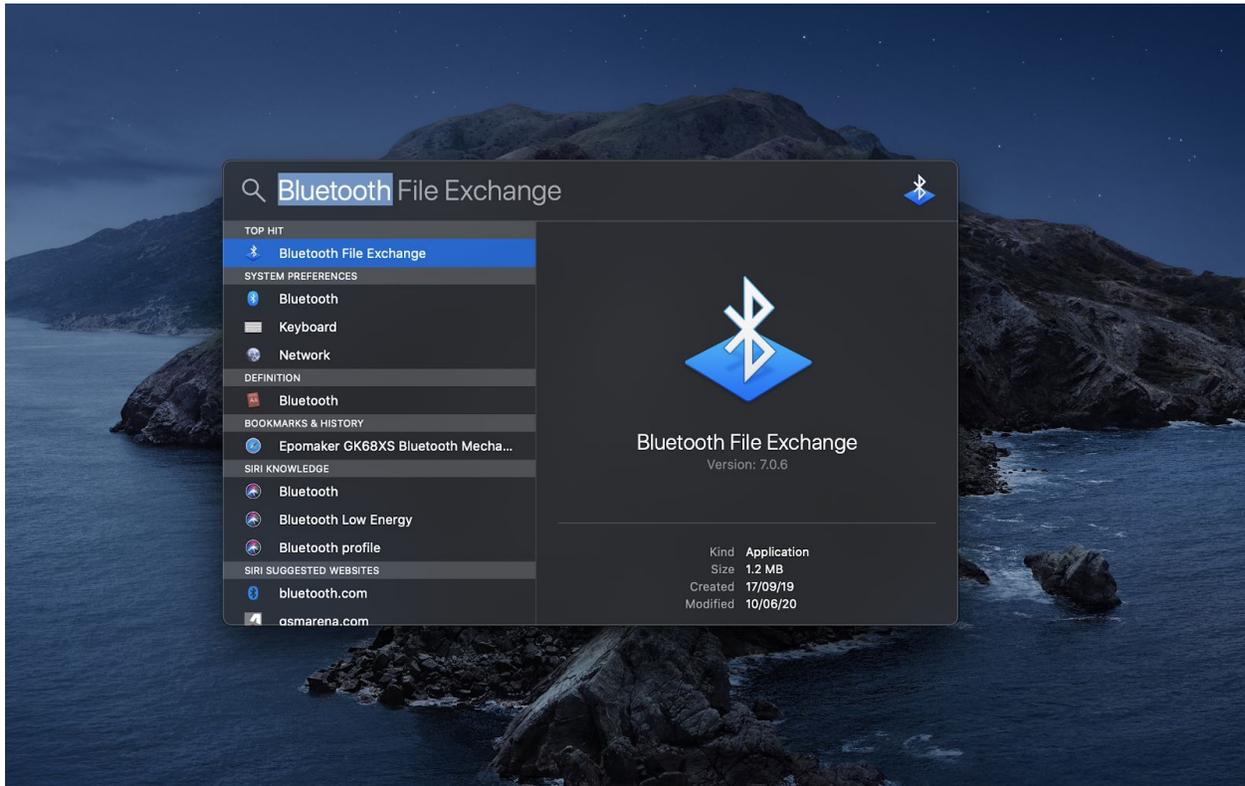


Note: If you want to disconnect the device, you can press the information icon on the side, and then select “Disconnect” or “Forget this device”. Your device will then be paired on that specific

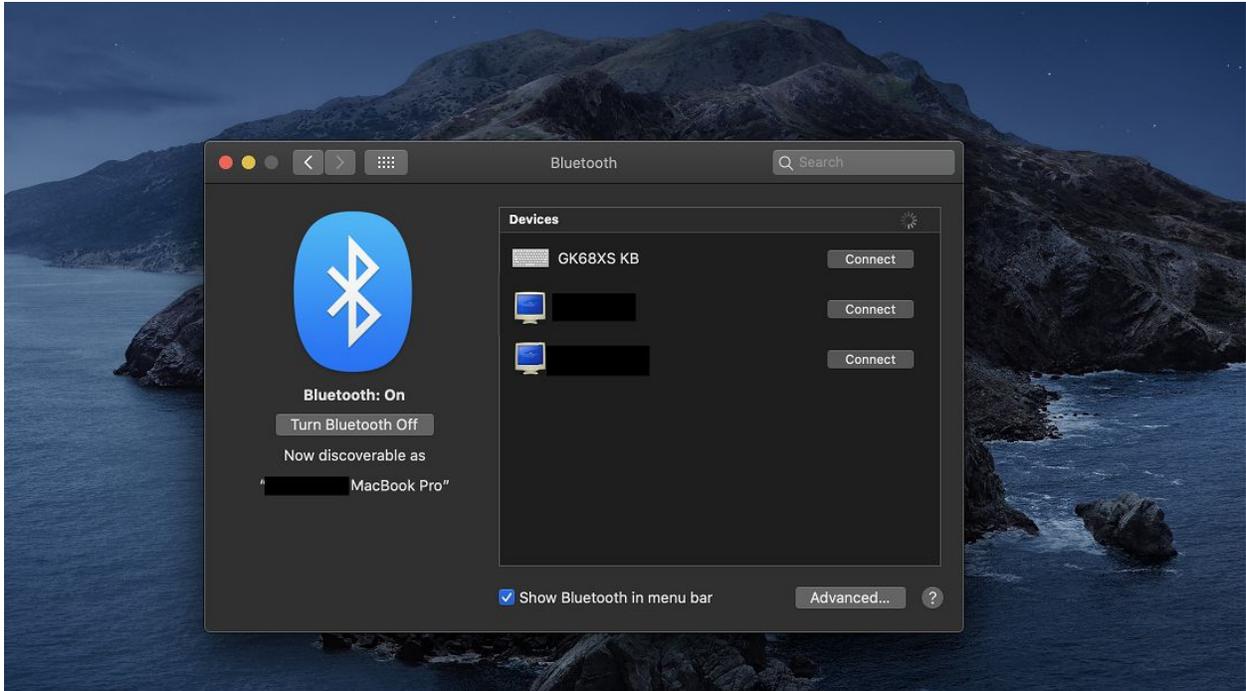
button. To disconnect/reconnect the keyboard, press the same button until the button turns white.

MacOS Bluetooth

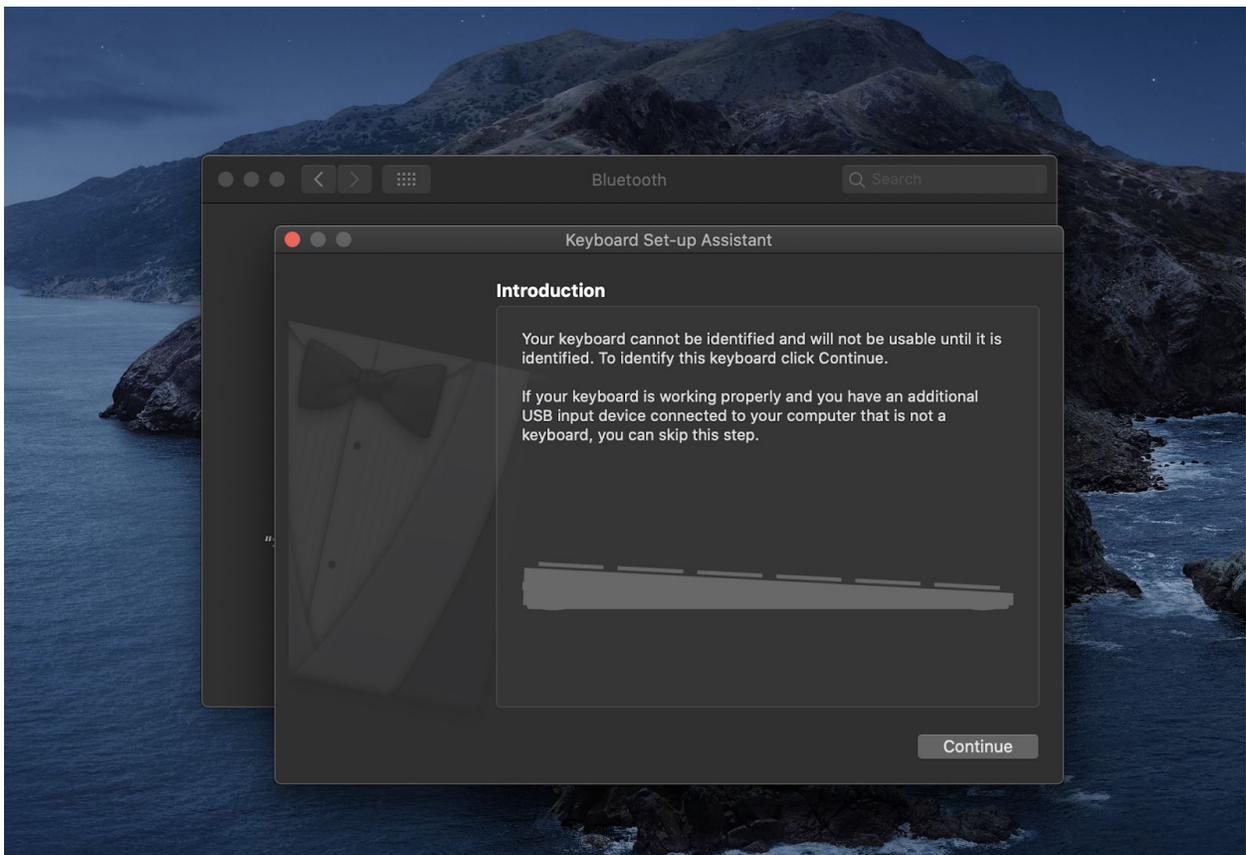
Note: make sure your device is discoverable and turned on.



1. Press Command + Space to open Search
2. Type "Bluetooth" into the Spacebar, select "Bluetooth" (Don't select Bluetooth File Exchange).
3. Hold the desired pairing button you would like on your keyboard. You can connect up to three devices, so either hold **FN + Z**, **FN + X**, or **FN + C** until the LED starts flashing green/red.



4. You should see “GK68XS KB” in the Bluetooth devices. Press “Connect”



5. You should see a keyboard symbol that is connected, and the Keyboard assistant pop up.

6. Go through the keyboard setup, and make sure that you follow the instructions carefully. Your device, afterwards, should have the proper layout and functionality.

Linux Bluetooth Pairing

Bluetooth pairing really depends on the Distro you are using and what desktop environment you are using. You can find guides on how to pair your bluetooth for a few of the popular distributions here:

Ubuntu 20.04: <https://help.ubuntu.com/stable/ubuntu-help/bluetooth-connect-device.html.en>

Arch: https://wiki.archlinux.org/index.php/Bluetooth_keyboard

Fedora: <https://fedoraproject.org/wiki/Documentation/Bluetooth>

Downloading Software for your Epomaker GK68

The keyboard has support for MacOS, Windows and Linux.

Make sure when you're installing the software that you have a ZIP manager. We suggest using the open sourced 7Zip. Download it here: <https://www.7-zip.org/download.html> or The Unarchiver on MacOS: <https://theunarchiver.com/>.

Windows Download

1. Visit the download page at <https://epomaker.com/pages/software-downloads>.

Software Downloads



SK6X Keyboard Software
Driver Version: 6.0.0.20
File Extension: .EXE
Compatibility: Windows 10
Compatible Products: Epomaker SK61, Epomaker SK61S, Epomaker SK64, Epomaker SK66, Epomaker SK66S

With the SK6XPlus software you will be able to create, control and save into the keyboard's memory all the functionality of your keyboard, including RGB Light effects, Macros, And any other customizations that you might desire. Changes applied in the software are carried on to other operating systems.



GK6X Keyboard Software
Driver Version: 6.0.0.30
File Extension: .EXE
Compatibility: Windows 10
Compatible Products: Epomaker GK68X, Epomaker GK68XS

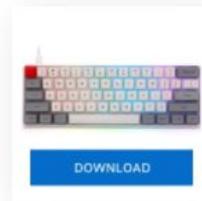
With the GK6XPlus software you will be able to create, control and save into the keyboard's memory all the functionality of your keyboard, including RGB Light effects, Macros, And any other customizations that you might desire. Changes applied in the software are carried on to other operating systems.

[Quickstart Guide](#)

- Click the download button under the section “GK6X Keyboard Software”.



Software Downloads



SK6X Keyboard Software

Driver Version: 6.0.0.20
 File Extension: .EXE
 Compatibility: Windows 10
 Compatible Products: Epomaker SK61, Epomaker SK61S, Epomaker SK64, Epomaker SK66, Epomaker SK66S

With the SK6XPlus software you will be able to create, control and save into the keyboard's memory all the functionality of your keyboard, including RGB Light effects, Macros, And any other customizations that you might desire. Changes applied in the software are carried on to other operating systems.

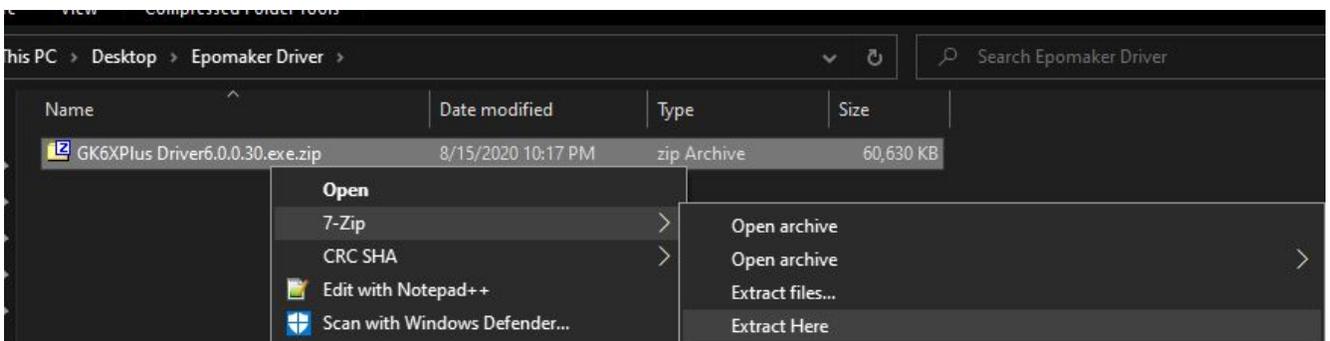


GK6X Keyboard Software

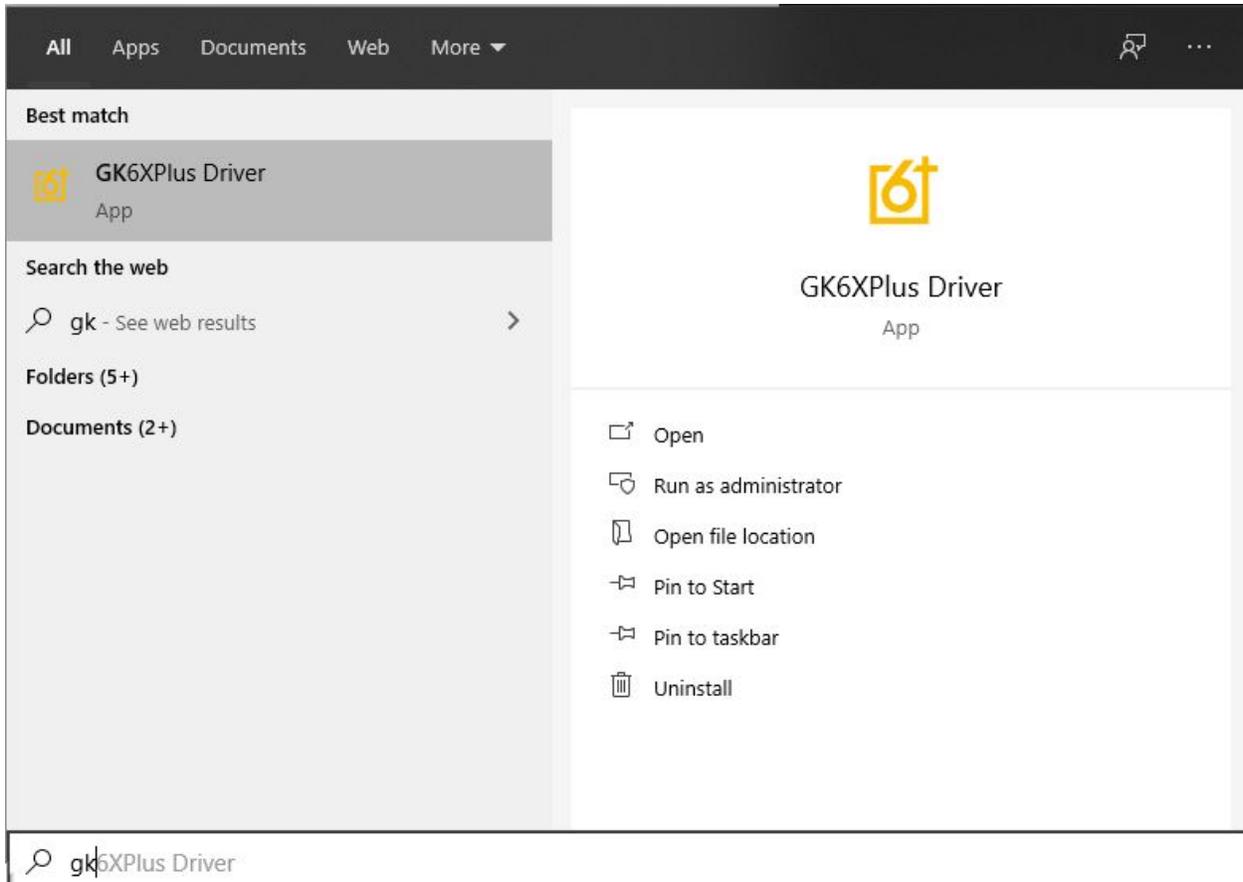
Driver Version: 6.0.0.30
 File Extension: .EXE
 Compatibility: Windows 10
 Compatible Products: Epomaker GK68X, Epomaker GK68XS

With the GK6XPlus software you will be able to create, control and save into the keyboard's memory all the functionality of your keyboard, including RGB Light effects, Macros, And any other customizations that you might desire. Changes applied in the software are carried on to other operating systems.

[Quickstart Guide](#)



- Extract the file to a temporary folder. Click the file and run.
- Run through the installer and install to the location you would like - the default location will be the C:/ drive.



5. Launch the software by searching “GK68Plus Driver” in the search bar.

MacOS and Linux Download (GUI):

<https://github.com/pixeltris/GK6X>

In order for the keyboard to interface with the software, you’re going to need to have the keyboard in wired mode if you want to change the driver layer.

Make sure you are using the cable that came with the keyboard, the keyboard can only communicate with the software via USB-A to USB-C. If you’re using MacOS, you can use a dongle to overcome this.

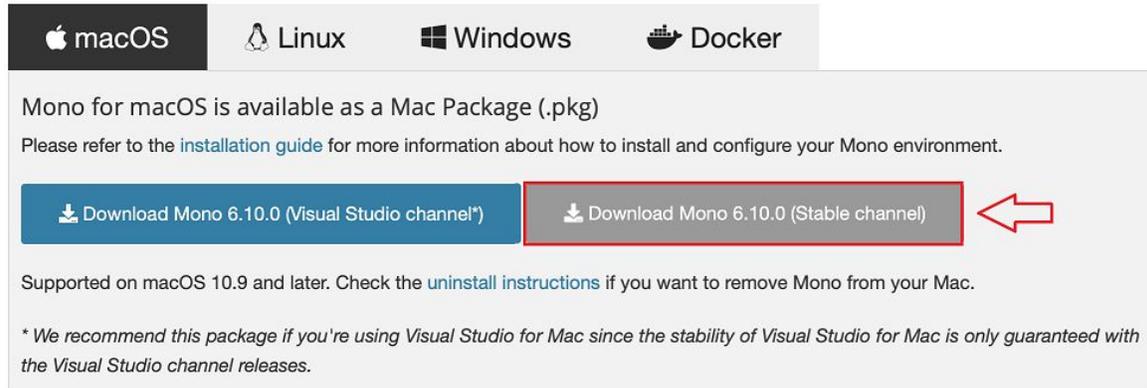
1. Head to <https://www.mono-project.com/download/stable/> to download Mono, which is required for running the Mac version.

Download

Release channels: [Nightly](#) - [Preview](#) - **Stable** - [Visual Studio](#)

The latest Stable Mono release is: 6.10.0 Stable (6.10.0.104)

Please choose your operating system to view the available packages. Source code is available on [GitHub](#) (viewing only) or as a [Tarball](#).



mono macOS Linux Windows Docker

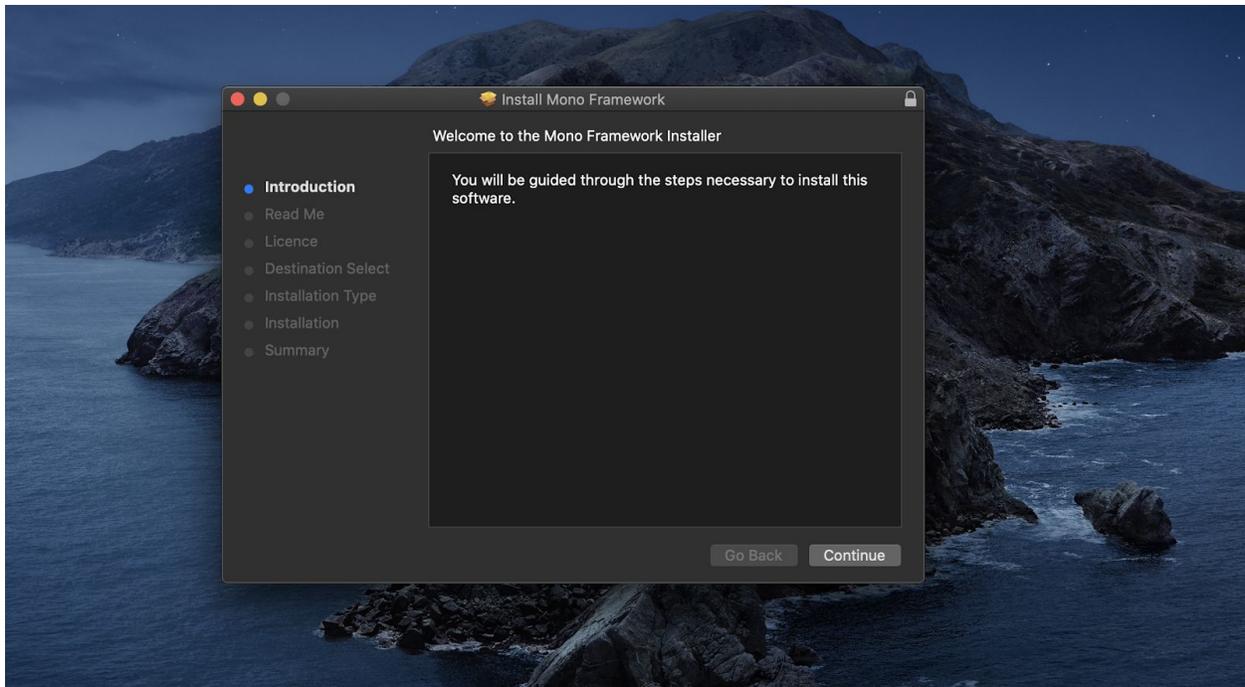
Mono for macOS is available as a Mac Package (.pkg)
Please refer to the [installation guide](#) for more information about how to install and configure your Mono environment.

[Download Mono 6.10.0 \(Visual Studio channel*\)](#) [Download Mono 6.10.0 \(Stable channel\)](#)

Supported on macOS 10.9 and later. Check the [uninstall instructions](#) if you want to remove Mono from your Mac.

** We recommend this package if you're using Visual Studio for Mac since the stability of Visual Studio for Mac is only guaranteed with the Visual Studio channel releases.*

2. Click to download the “Stable channel”



3. Click the file in your download folder, you should see an installer launch, run through the installer and install mono.
4. Head to <https://github.com/pixeltris/GK6X/releases>, here you should download the latest release with the filename “GKL6X-XX-GUI.zip” With “XX” being the most recent release.

Latest release

GK6X-v1.9

GK6X-v1.9
ec8878b

Compare ▾

pixeltris released this 9 days ago

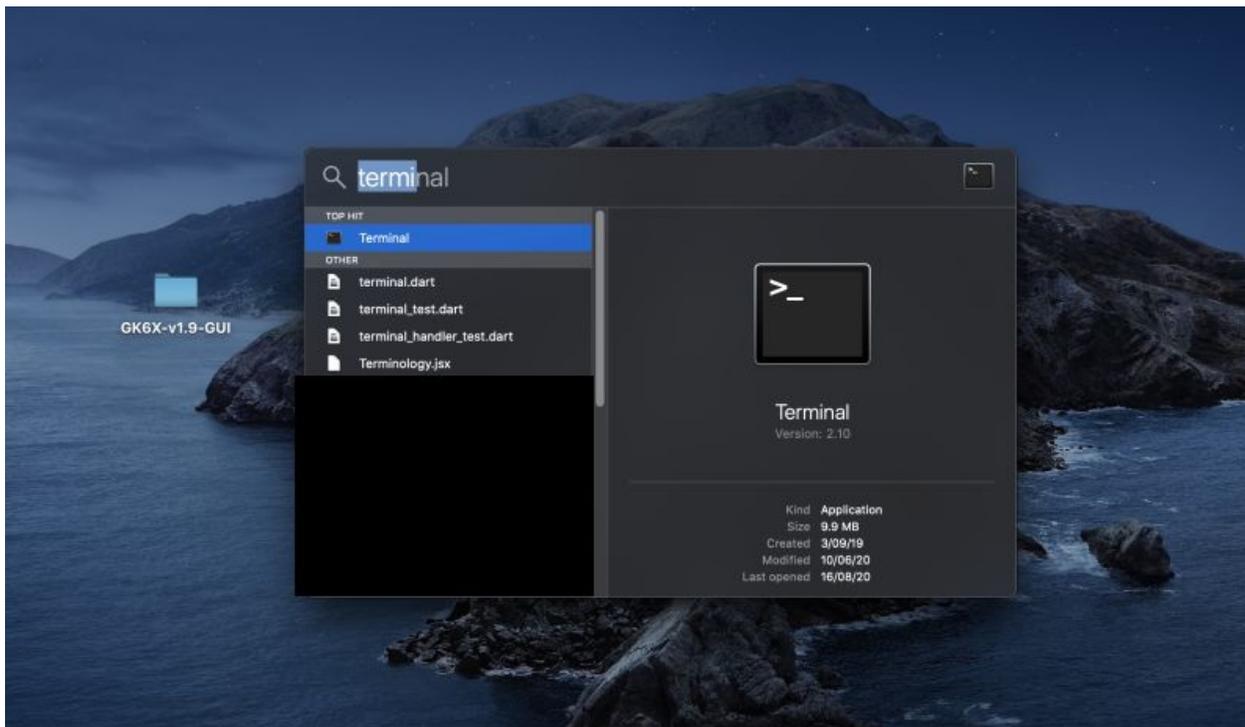
- Updated data files to V6.0.0.32

NOTE: There's a regression in the GUI component (also appears in the official software). Some keyboards can't set lighting on layers 1-3. To fix this edit `/driver/device/YOUR_MODEL_ID/config.json` and change `"hasModeLe": false`, to `"hasModeLe": true`.

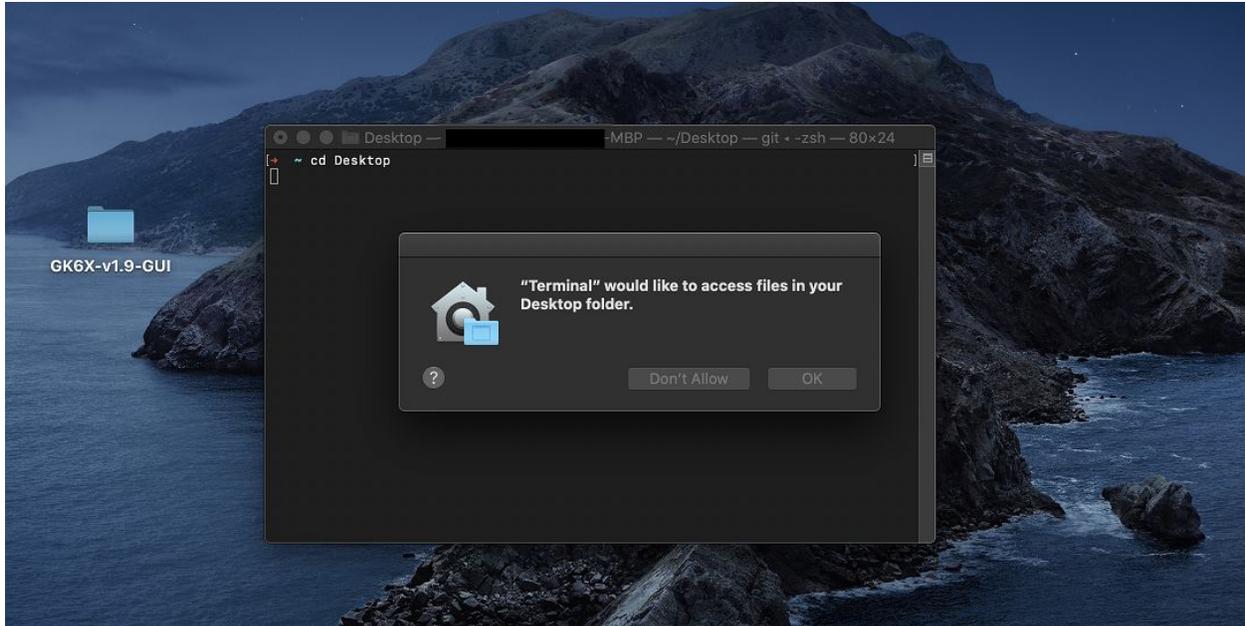
Assets 4

 GK6X-v1.9-GUI.zip	53.6 MB
 GK6X-v1.9.zip	1.46 MB
 Source code (zip)	
 Source code (tar.gz)	

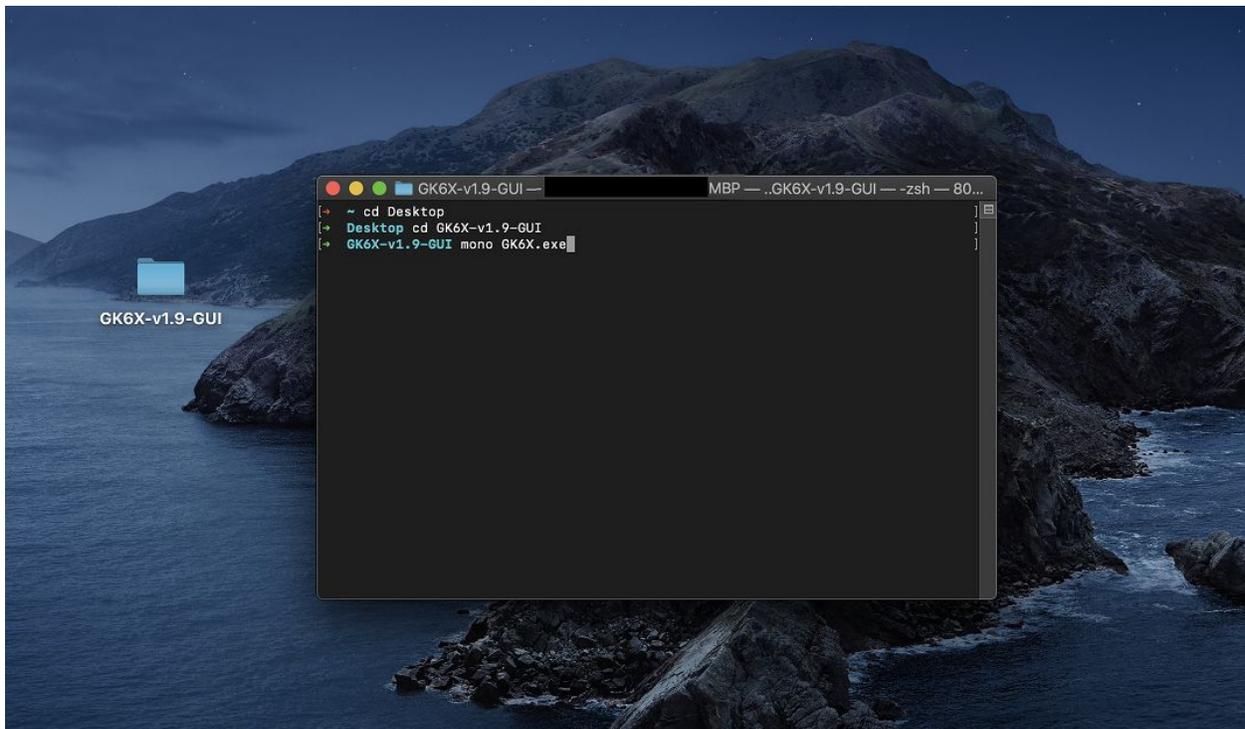
- Click the file to begin the download, and put this file somewhere where you can access it regularly via CLI. In this case, we will put it on the desktop.



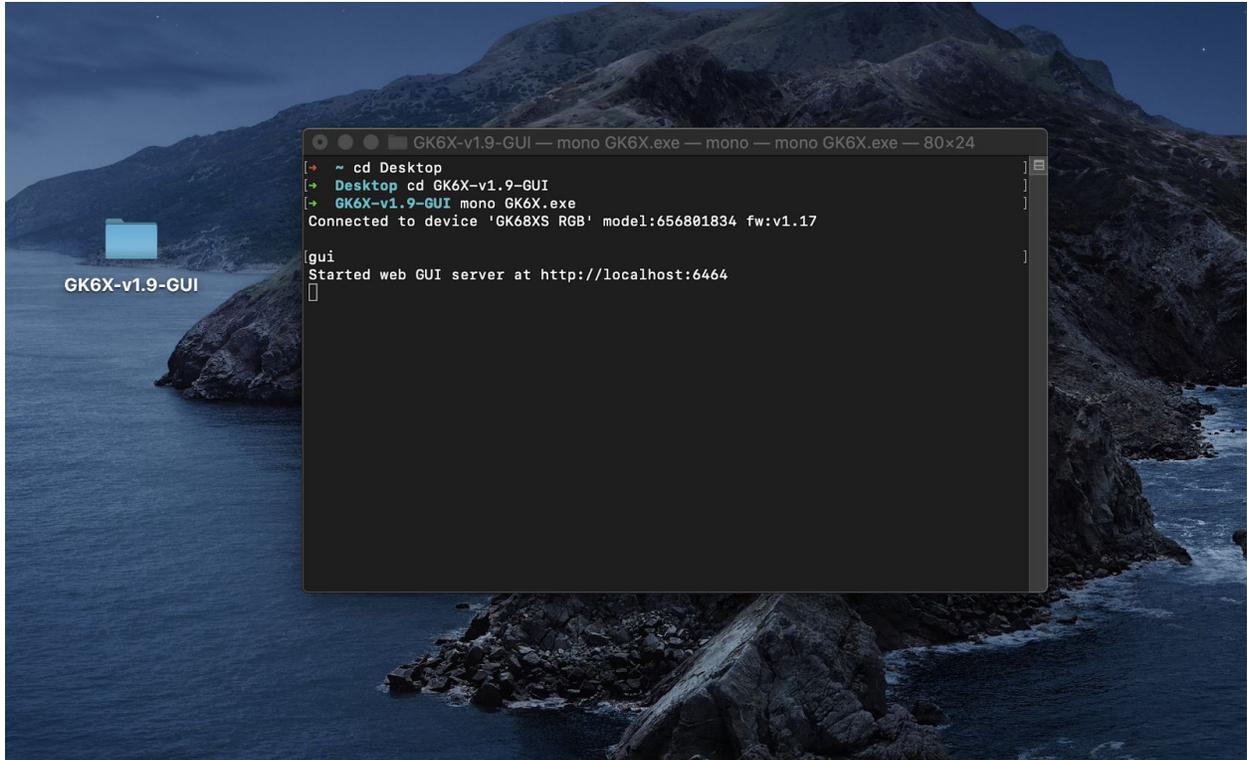
- Press Command + Space and type "Terminal" into the search bar. Press "Terminal". This is where we will do our commands.



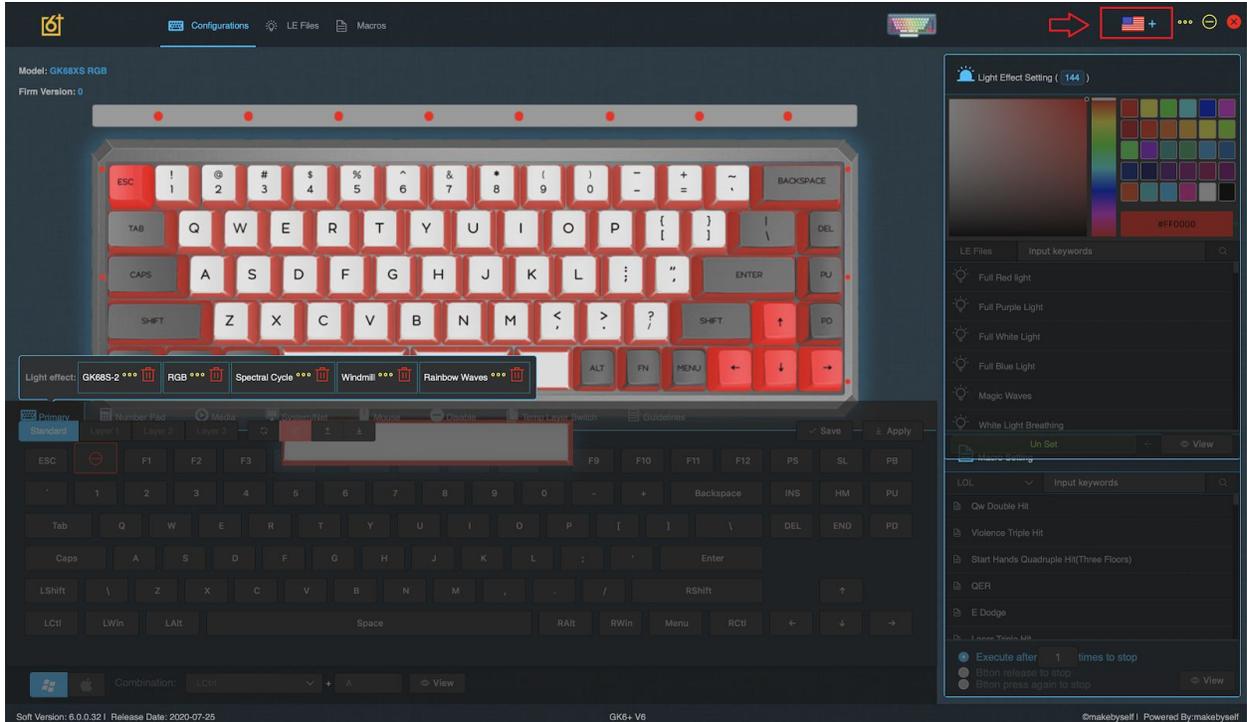
7. You want to make the current directory you put your driver folder you placed it in, in this case, we placed the GK68X folder on the desktop, so we type the command **cd Desktop**



8. When you are in the folder that has the folder for the driver inside, you want to then cd into that folder, you can do this by typing **cd GKX-XX.exe** (You can use "tab" to auto-complete).
9. When you are inside your driver folder, type **mono GK6X.exe**. You should then be shown that your keyboard is connected. (Make sure you're using the cable that came with the keyboard and that it is plugged in).



10. When you see that your device is successfully connected, you can then type **gui** to launch the program.



11. The language might launch in Chinese by default. You can change this above by clicking the flag and changing the option to English.

Software Tutorials

This section will show you how to use your GK68XS for changing colours, macros and binds. In order for your keyboard to be detected by the software, it needs to be connected with the given USB-A to USB-C cable that came with the keyboard. Direct USB-C to USB-C connections will NOT work.

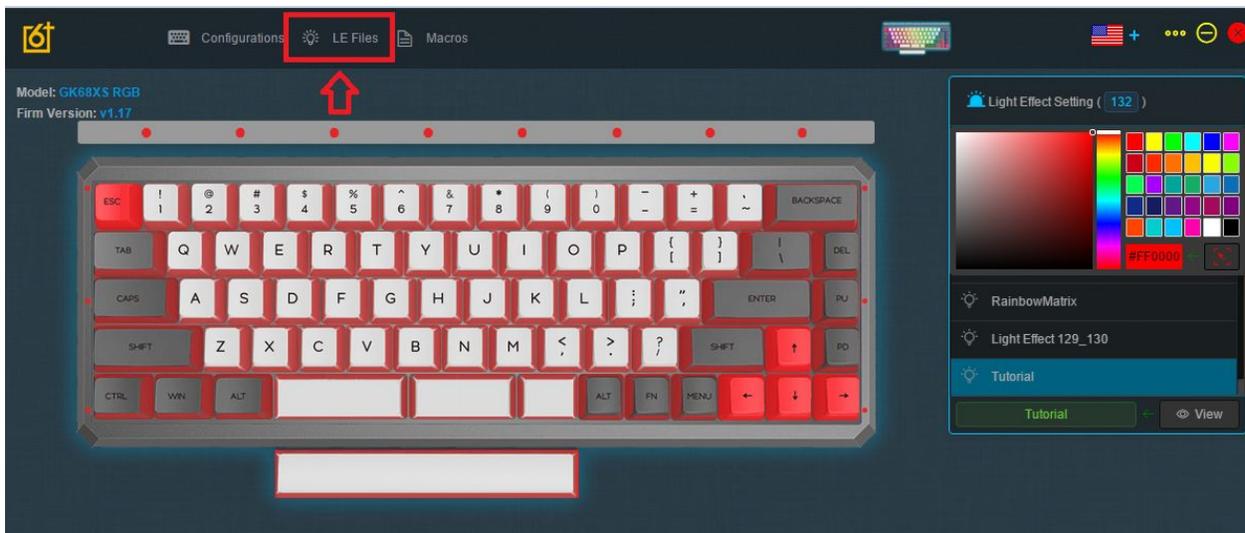
Lighting Section

This section was created for how to adjust the different lighting, create them and add them to onboard memory. It will also teach you how to upload and download the lighting effects so you can share them with your friends.

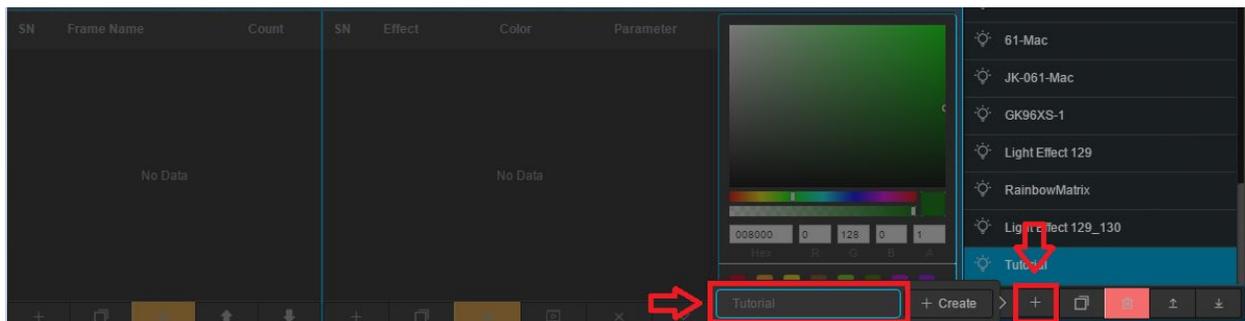
Creating an Lighting (.LE) Files

I am going to show you how to create a lighting file that you can use, share with other users. You can use these lighting effects on either the onboard memory of your Epomaker, or by using it in driver mode.

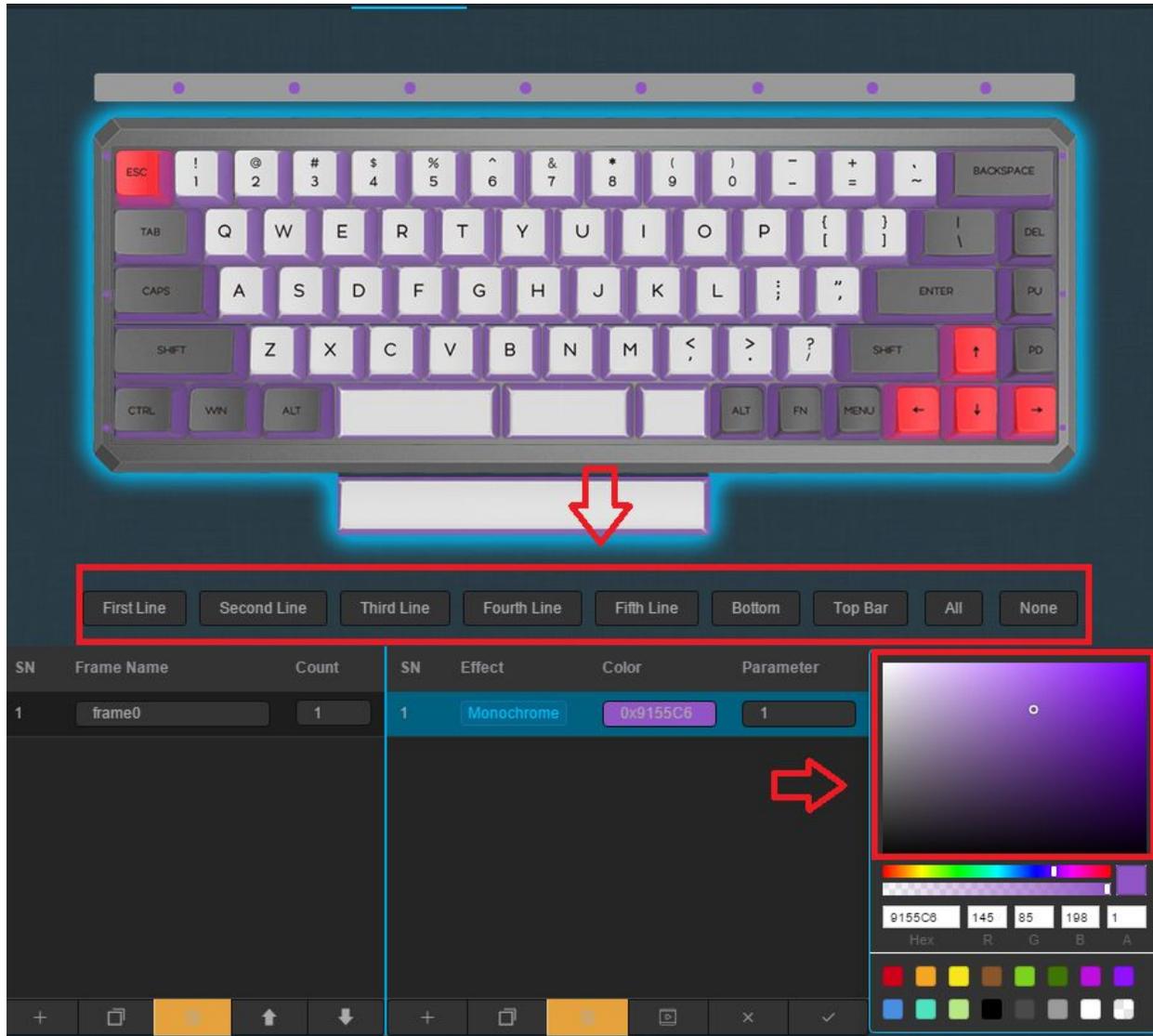
1. Launch the software with the keyboard connected in wired mode. The keyboard must use the cable given, or a USB-C to USB-A cable. The USB-A connection gives the ability for the driver to interface and detect the software. You can use a dongle to connect your keyboard to a USB-C connection on a Mac.



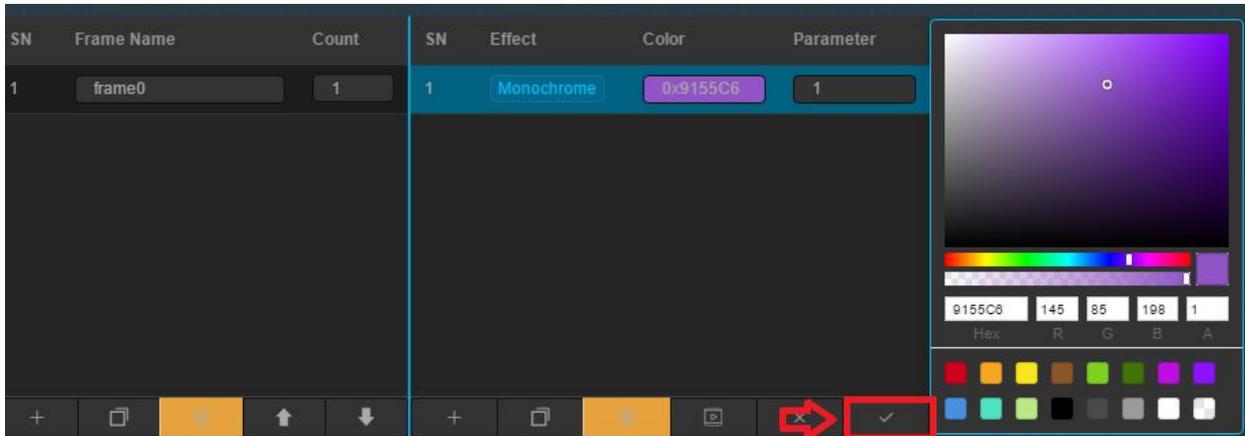
2. Launch the software and select "LE Files", this is the section for creating lighting files. We will go back to the "Configuration" Section later when we want to apply the lighting.



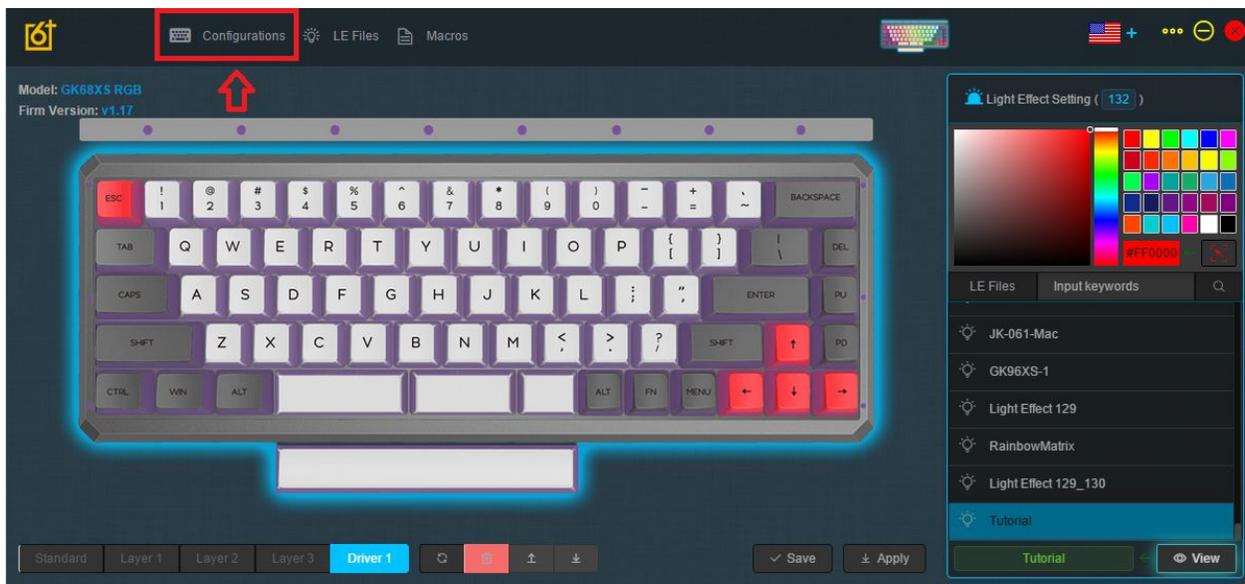
3. Click the "+" Button to add a lighting effect to the LE File Management Module.



6. Select a setting and then change the colour using the colour wheel. Select the keys on the keyboard you want the colour to use, or select from the buttons All, Top Bar, Bottom, Fifth Line. Then press the Effect to confirm the location you want the colour on. Make sure you do it in that order. In this case, I will make my keyboard a lavender purple and I want it to cover all the buttons. **So I make my colour selection by pressing the effect, Press the “All” Keys, and then press the Monochrome effect again.**



- Click the tick icon near the colour wheel to confirm what colour settings you want.

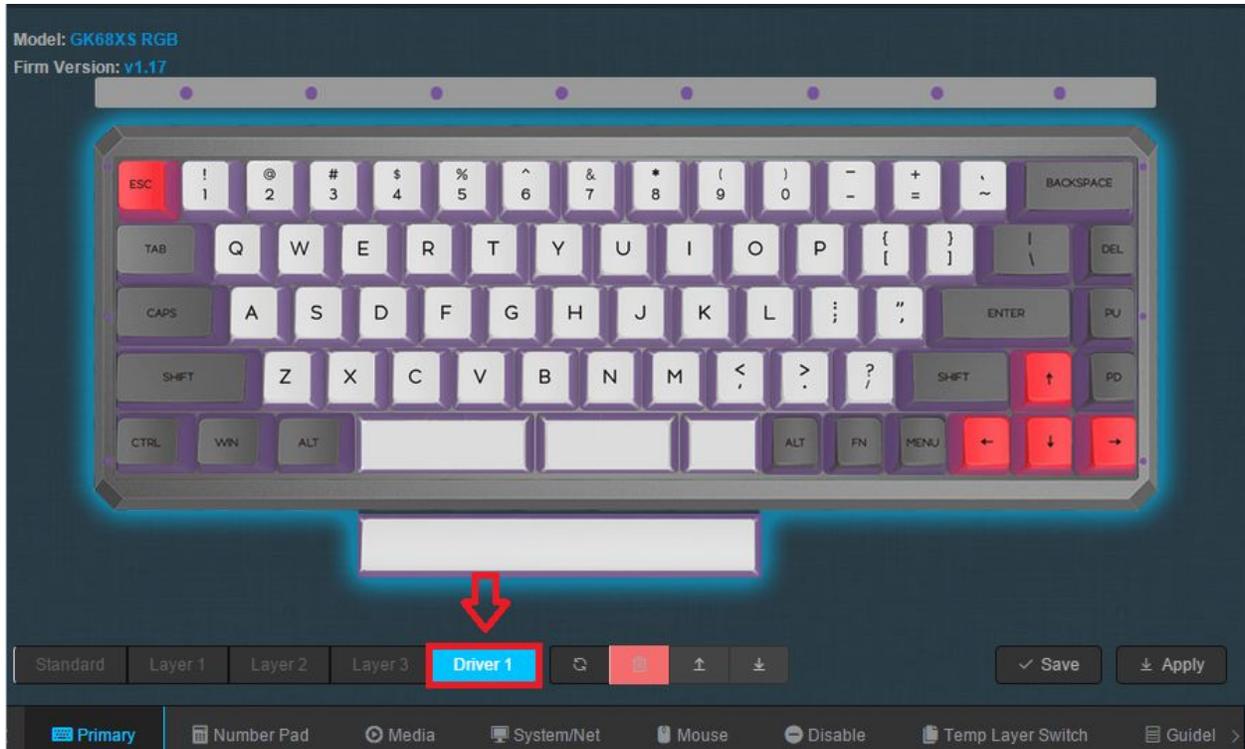


- Go back to the configurations tab, and then select your LE File you created.
- Click View, then Apply and Save.

Edit Driver Layer Colours

The driver layer will only work when the device is in wired mode, so in order to edit the colours in the driver layer you can't use bluetooth.

- Launch the software with the keyboard connected in wired mode. The keyboard must use the cable given, or a USB-C to USB-A cable. The USB-A connection gives the driver to detect the software. You can use a dongle to connect your keyboard to a USB-A connection on a Mac.



2. Click Driver 1 from the layers you can see above to access the Driver layer.

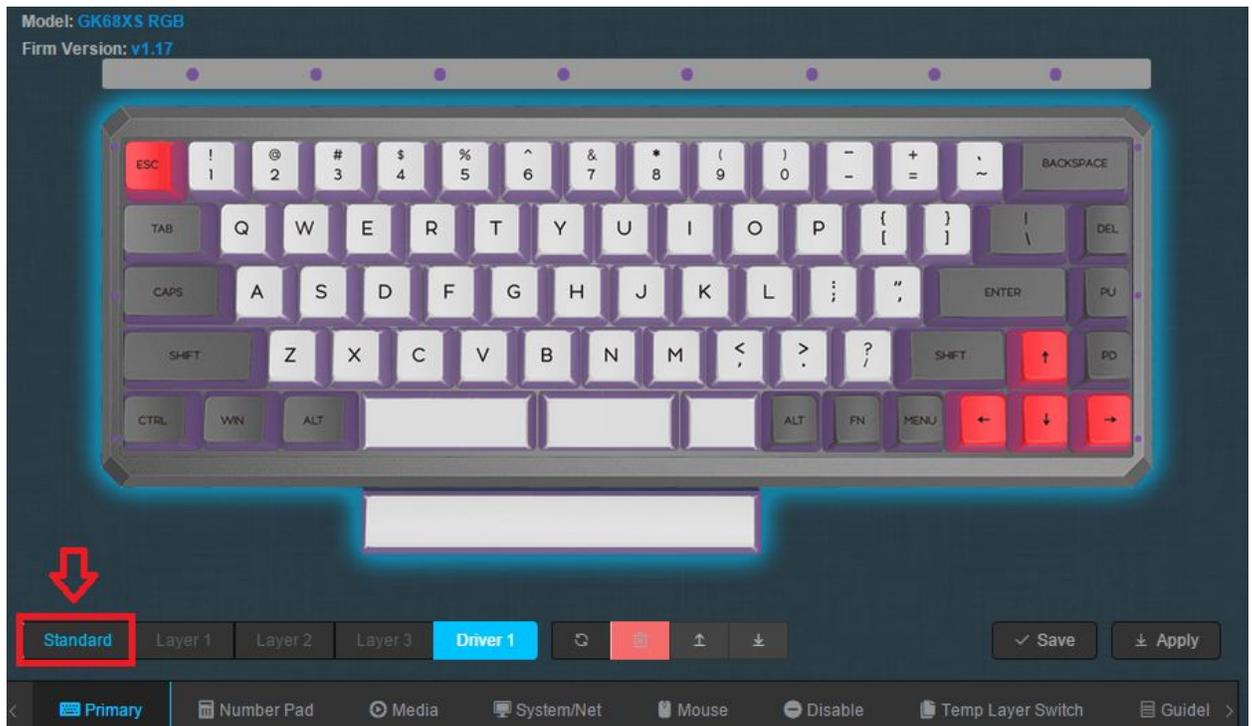


3. Click the side panel above, you will see different lighting effect options which you can press. Press any or create your own. You can see how to do this in “Creating a Lighting (.LE) File” above.
4. Click View, Apply and Save.

Add Onboard Lighting Effects

We're going to be adjusting the on-board lighting effects. You can access these effects by using **FN +]** Until you reach the effect you created.

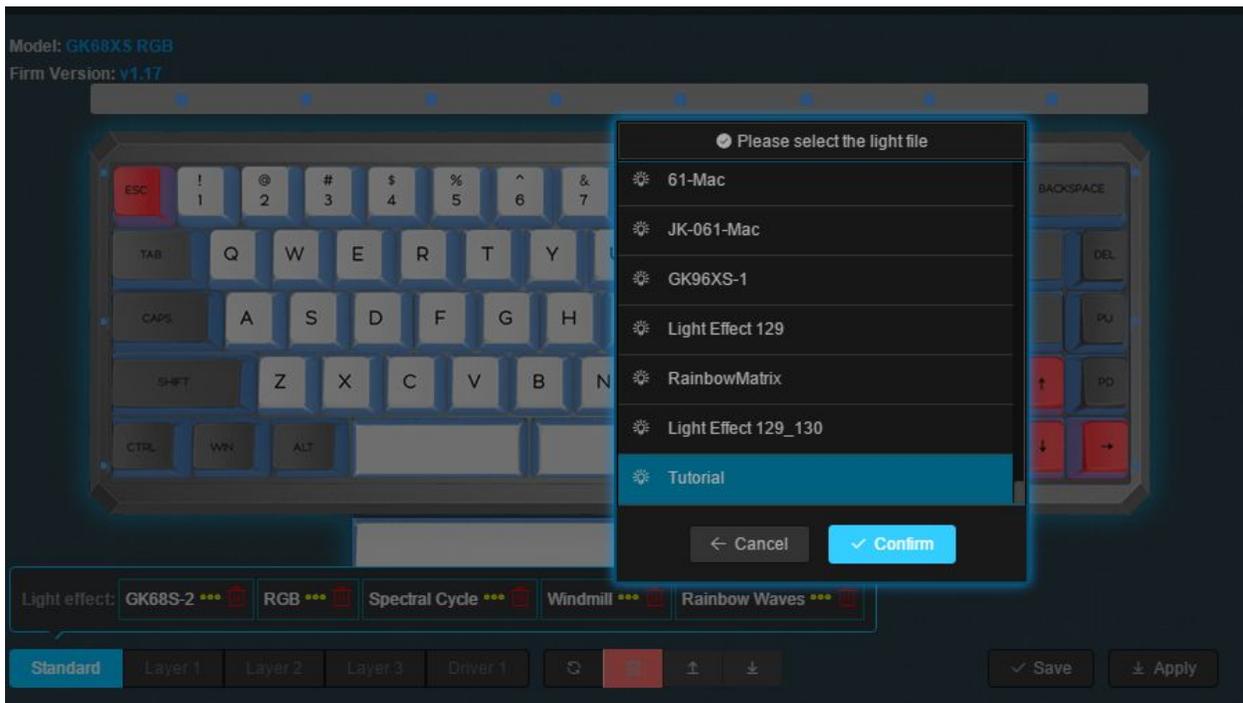
1. Launch the software with the keyboard connected in wired mode. The keyboard must use the cable given, or a USB-C to USB-A cable. The USB-A connection gives the ability for the driver to interface and detect the software. You can use a dongle to connect your keyboard to a USB-C connection on a Mac.



1. When the software is installed, please launch it and press the “Standard Layer”.



2. Press on any of the Lighting effects you would like to change and select the lighting profile you would like to add.



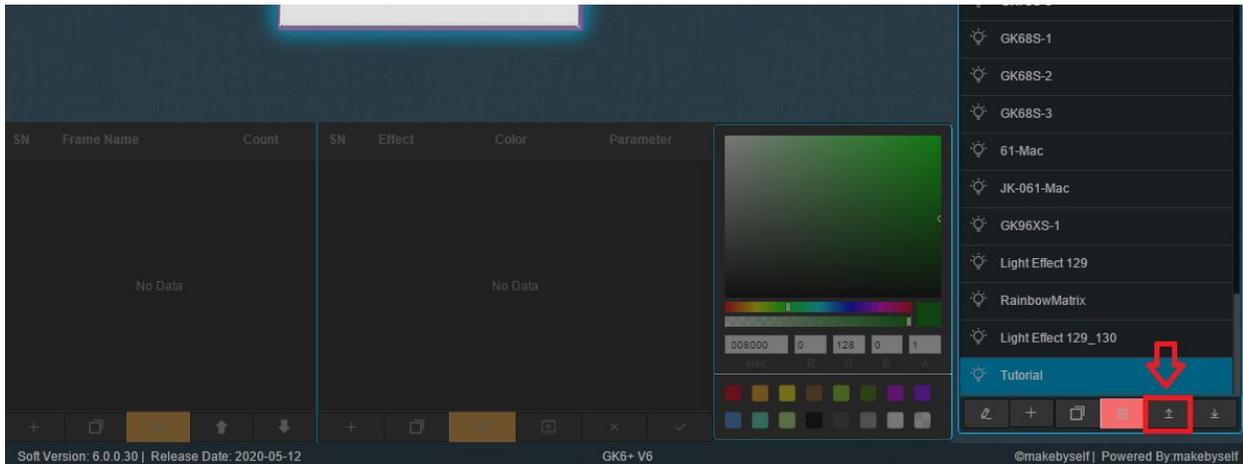
3. Click confirm to put that specific lighting configuration onto the on-board memory.
4. Click save, and then apply. Make sure you do this or it will not be on-board. The board backlight should turn for a second, and turn back on.
5. Click the **FN +]** until you find the desired effect you selected.

Want more effects for your Epomaker keyboard? You can make one yourself, or join our Discord that has many created by the awesome community: <https://discord.gg/YE8PbqF> and head to #software-configurations. Feel free to submit your own, too!

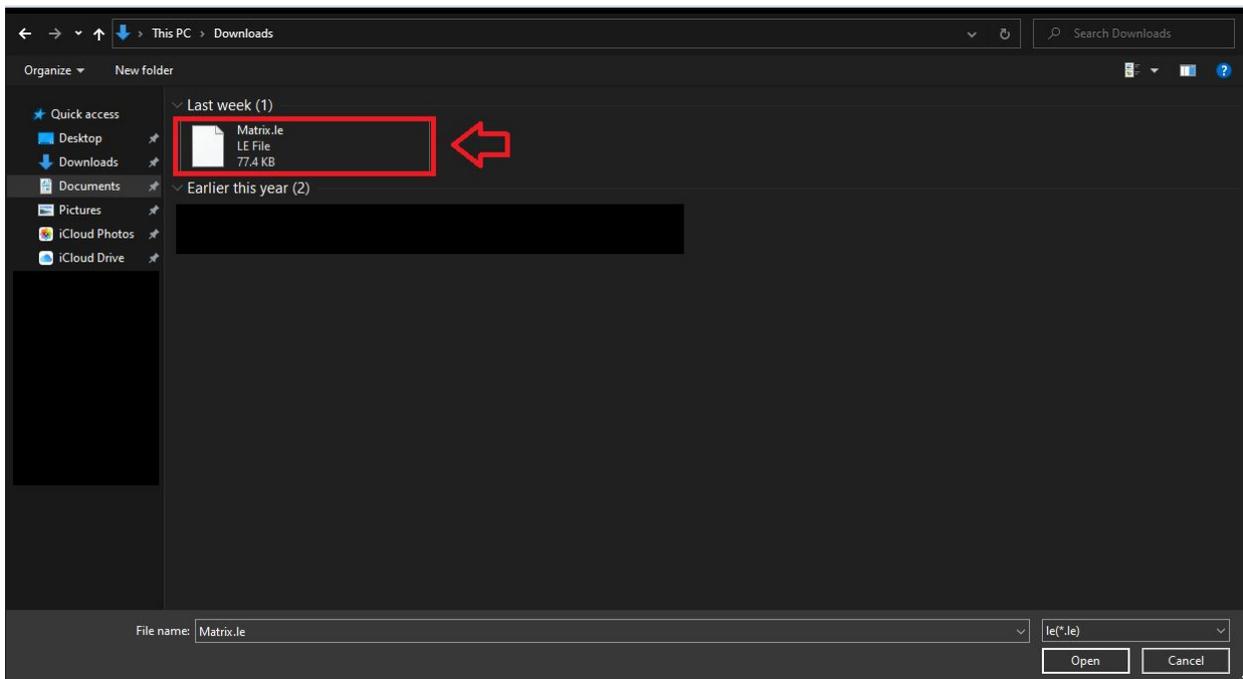
Uploading Lighting “LE” Files

Uploading and downloading the files allows you to try other peoples configurations and also send it to other people.

1. Download the LE file you’re going to use. In this case we used Matrix.le created by community member Saiyagene. (Head to the Discord to get more lighting effects).



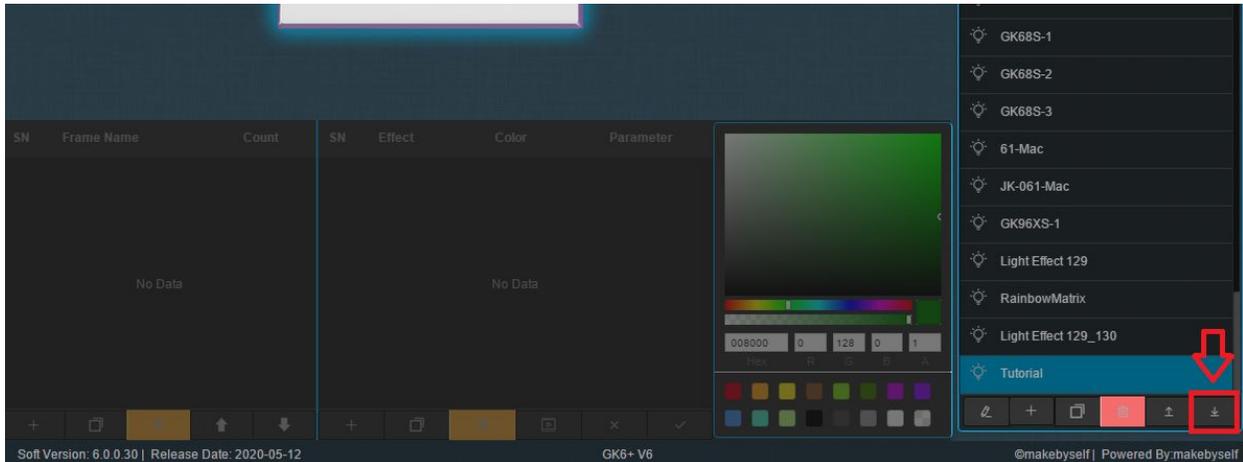
2. Select the upload button from the LE File Management module.



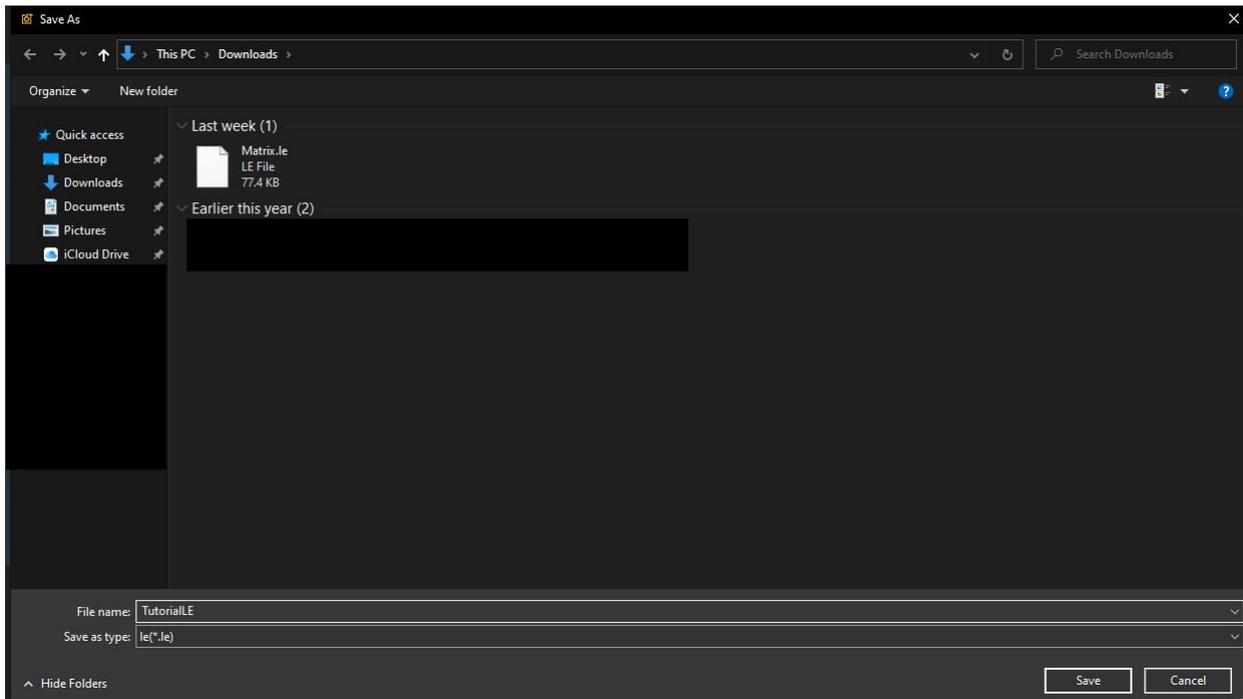
3. Find the location where you saved your file, and select the file and press open. You should then see the file in the LE File Management Module.

Downloading Lighting “LE” Files

Uploading and downloading the files allows you to try other peoples configurations and also send it to other people.



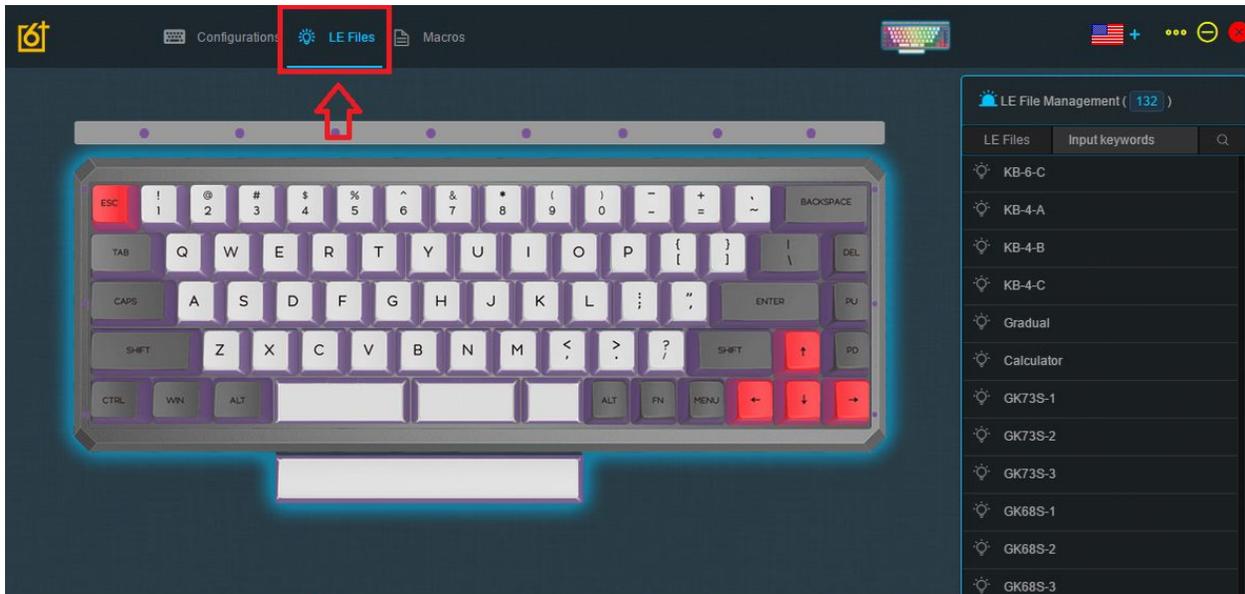
1. Press the file you would like to download from the LE File Management Module and elect the download button as shown above.



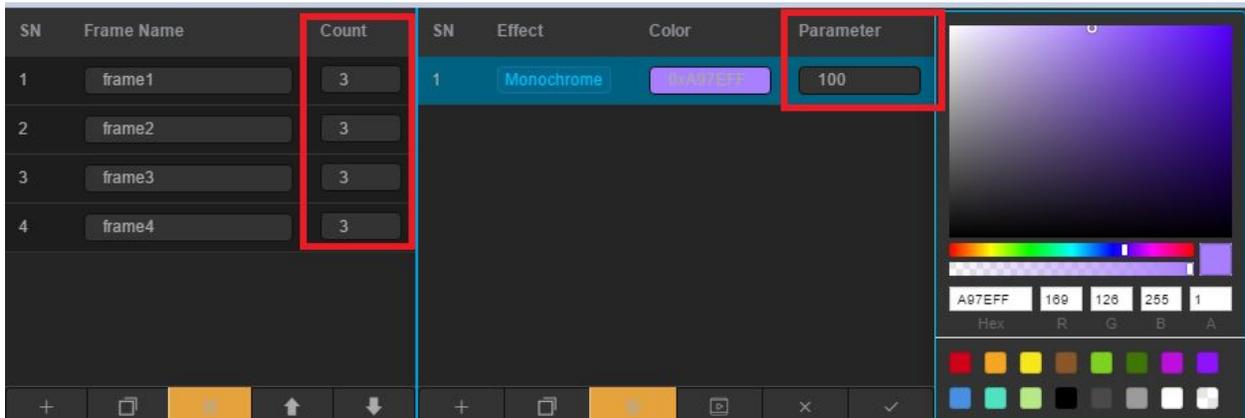
2. Enter your desired location and the filename.
3. Click Save. The file will now be saved in that location and can be shared.

Creating Frame Based Lighting Effects

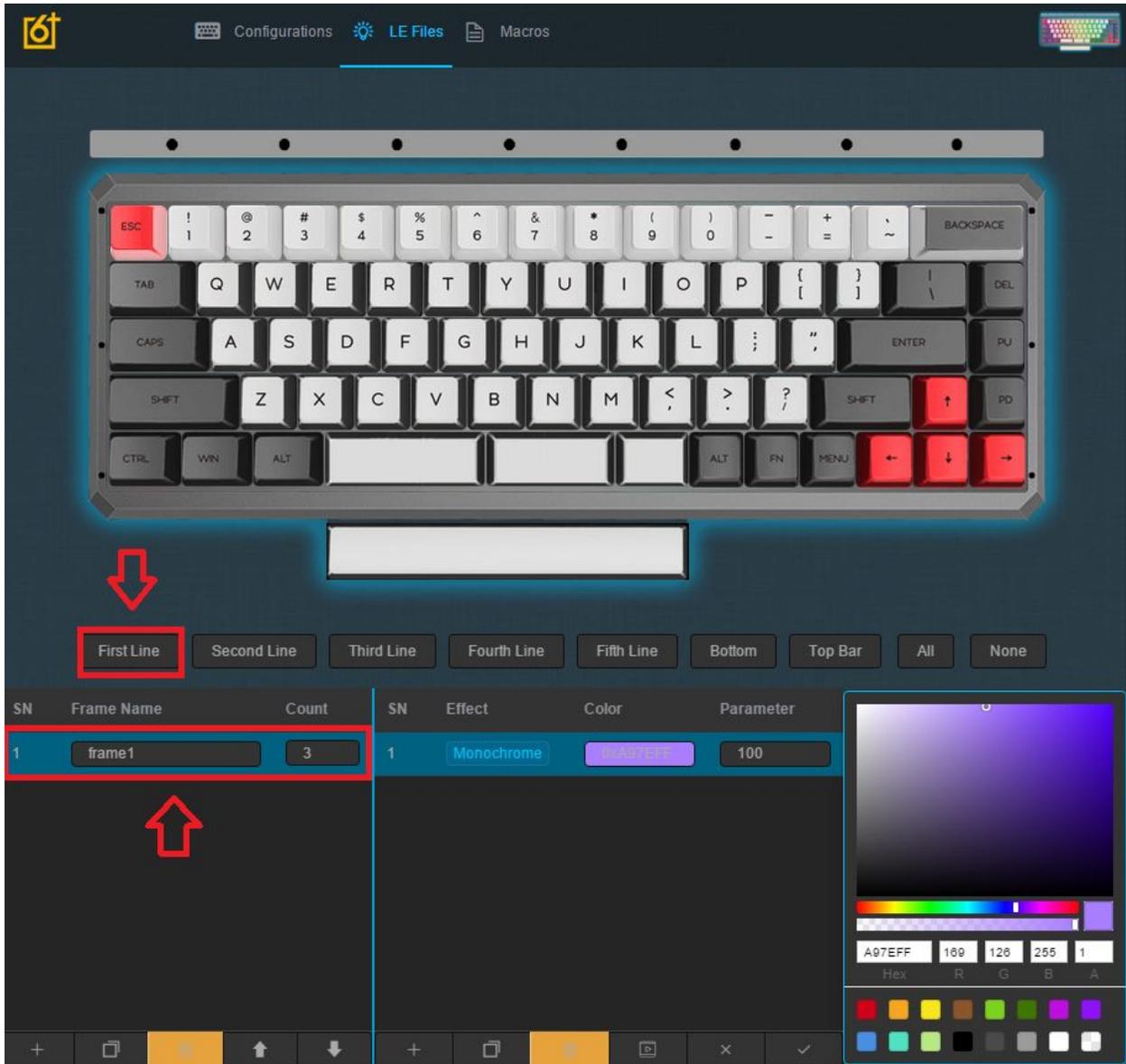
These lighting effects will change with time. This gives you the option to change the different colours depending on the time. In this case, we're going to be turning this purple colour on and off between the different rows. This is a bit more of an advanced feature, so it might take a bit of getting used to.



1. Select the "LE Files" Tab. This is the location for editing all your lighting effects.



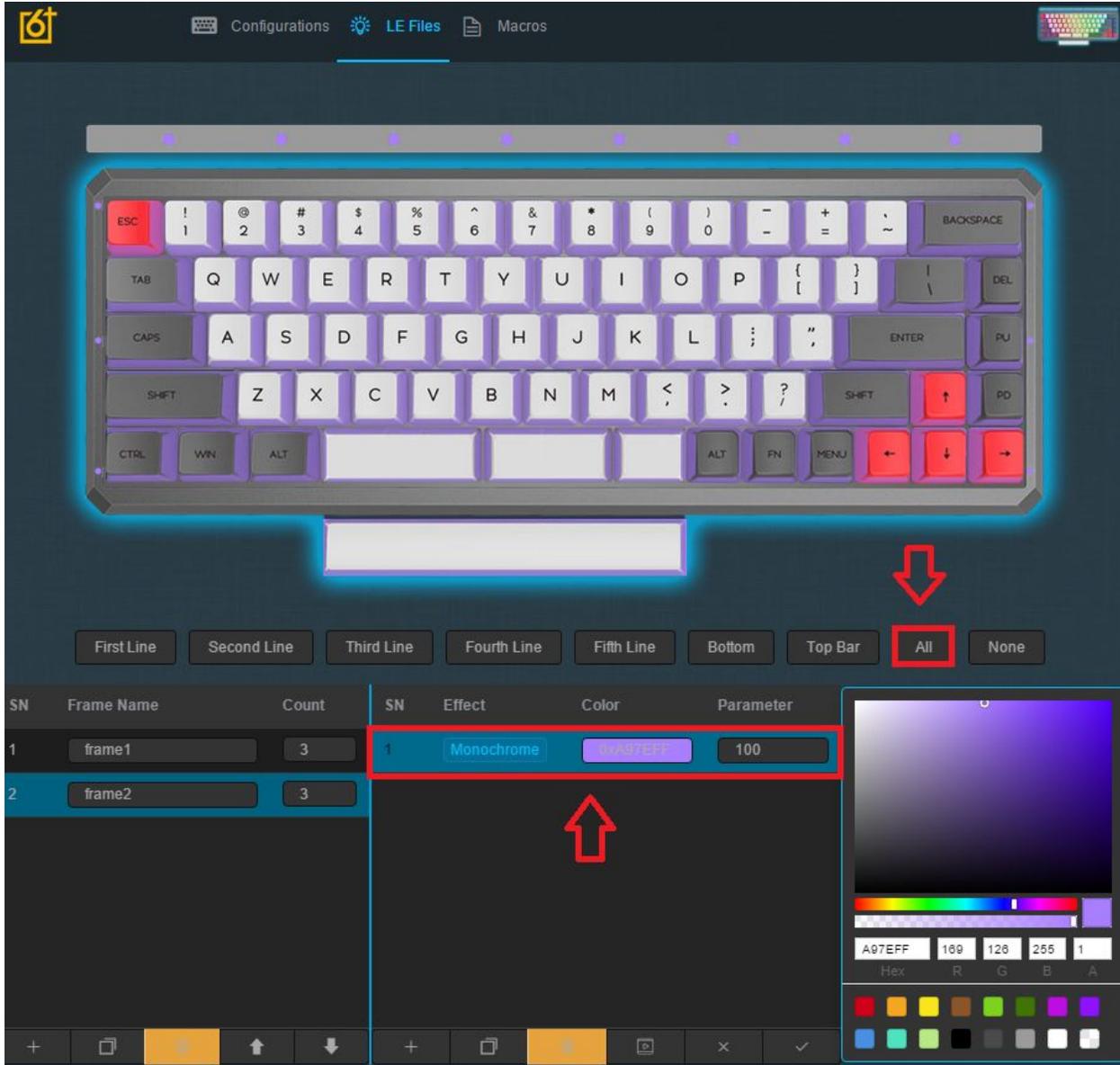
The frames will be the timing that different layers of effects will happen on the keyboard. The parameter will adjust the length and duration of your lighting effect. So the higher the value is for the parameter, the longer it will take for the keyboard to change the colour. For example, with the breathing effect, the light change will be slower, and for flashing the flash will be slower at higher values.



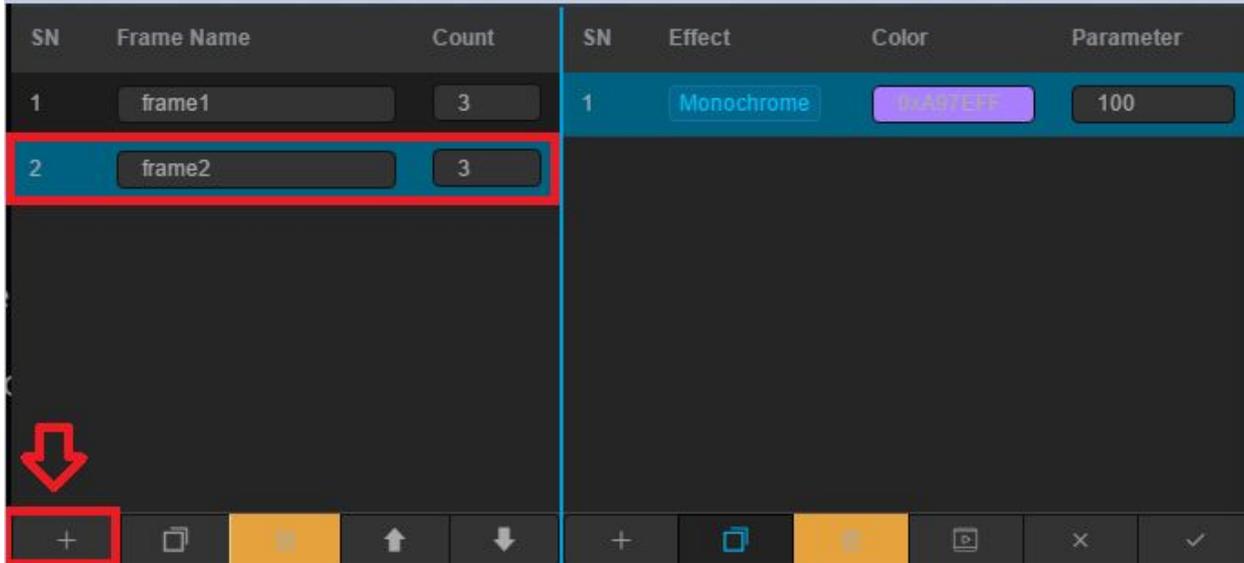
1. We will first start by selecting our first frame, and setting the count. The count is for how long the colour will stay on the board. We then will select “First Line” as we want the colour to show on the first row.



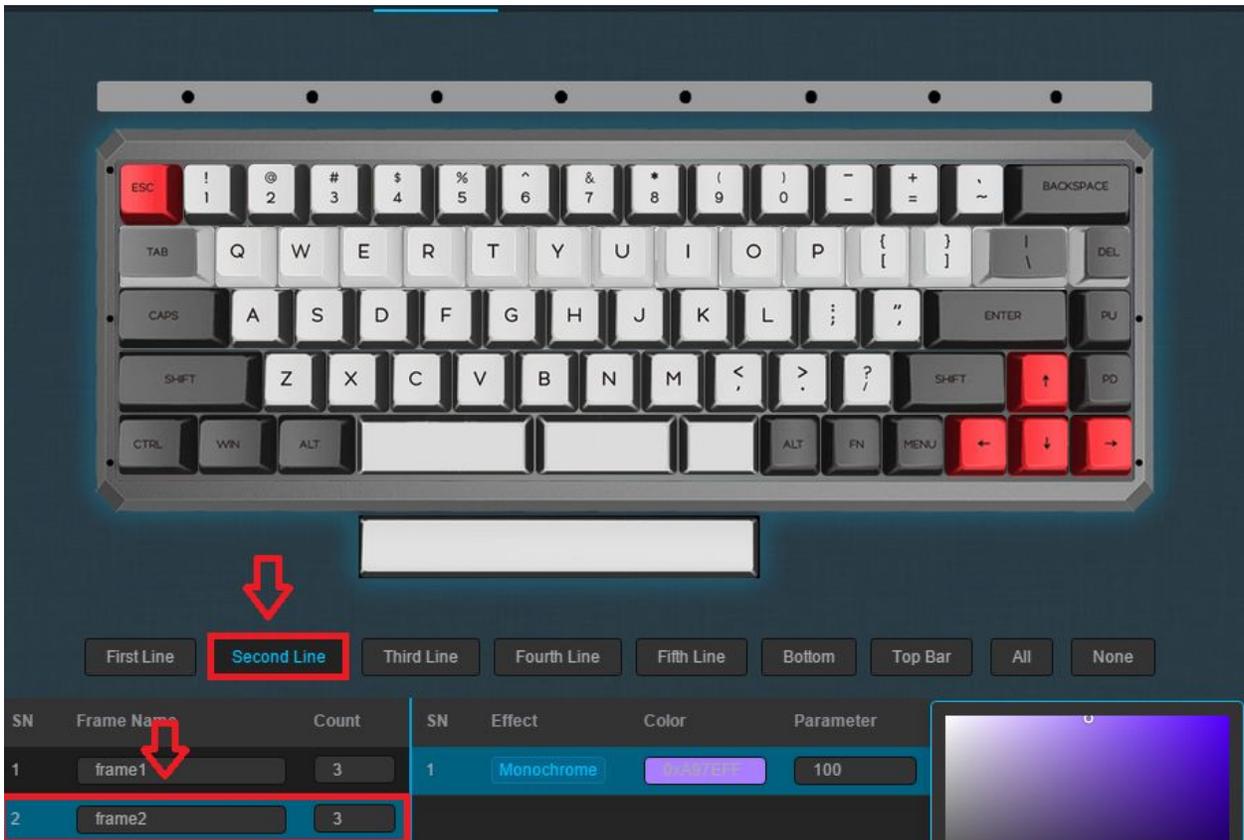
2. We will then select the colour we want to add to that rows. In this case, we will be using a single purple colour. But you can add multiple colours to your liking and layer them.”



3. If you're using a single colour, select your colour and then assign that colour to all the keys. We are going to be using frames to determine when those keys or specific rows turn on and off, but it will be the same colour.



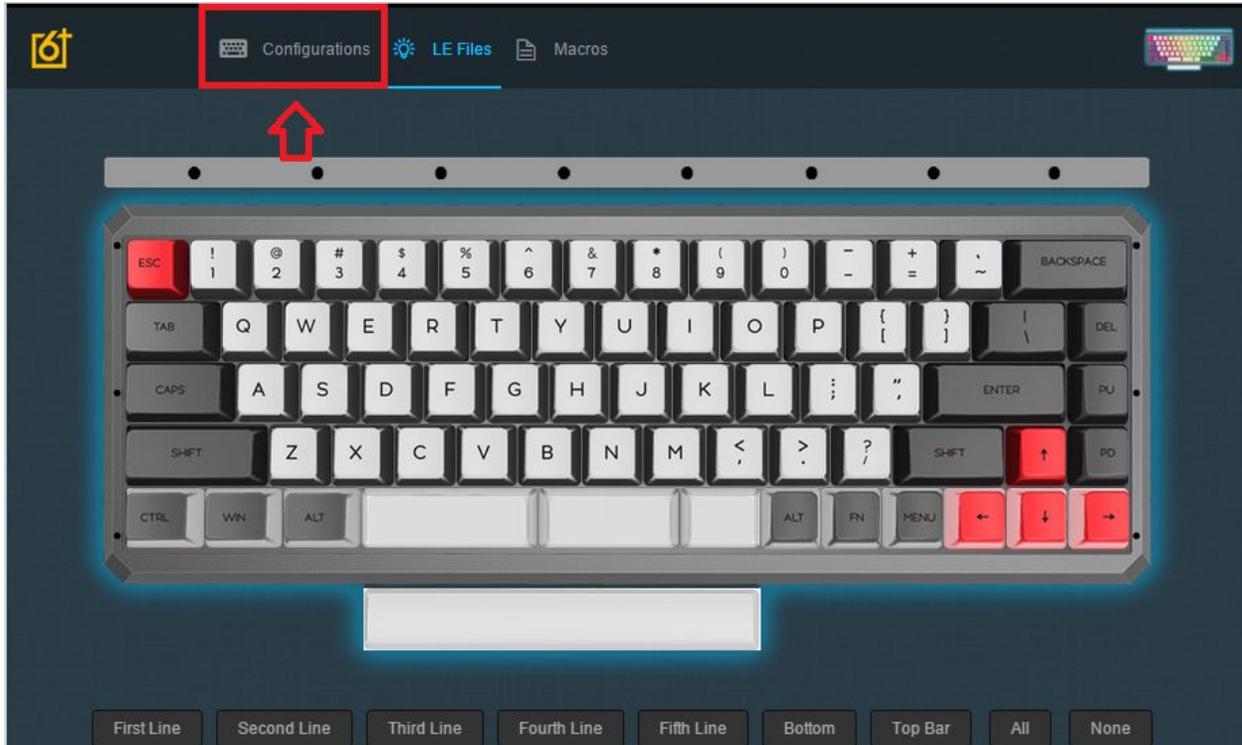
4. We create our next frame and then rename it, we want to then select how long the frame is going to last by using the “count” variable.



5. Select what the next frame is going to do, since we’re going to be lighting up the rows on the keyboard sequentially, we’re then going to make a new frame, rename it, then select the fourth line, make a new frame, assign it to the fifth line and so on.



6. By the end you should have the frames you want, you want to click the tick button to save the configuration to your lighting file. This can then be used on your keyboard.



7. Go back to the configuration file to enable your new lighting effect on your keyboard.

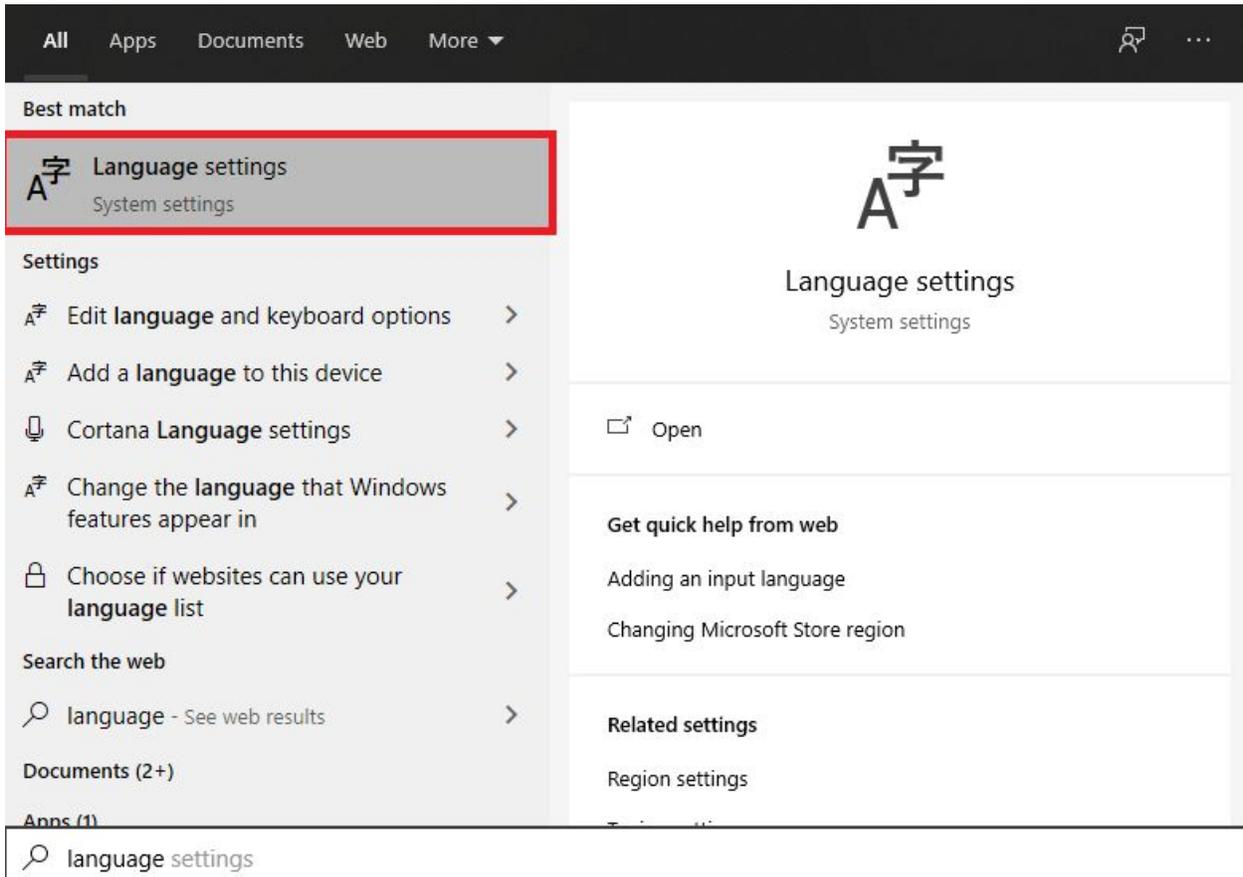
Layout Section

The layout section is here to help people understand how to remap keys, edit their language settings and also set up a Mac layout, restore to default settings, and also understand what the different layers are and how they work.

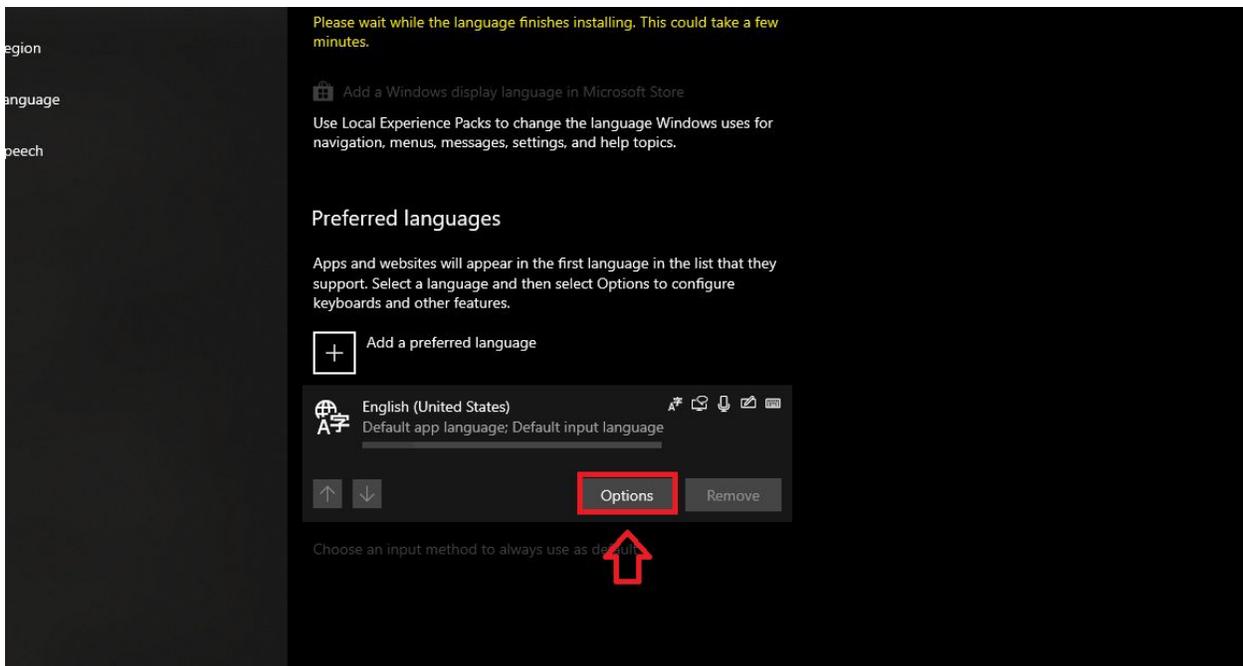
Changing Keyboard Language Settings

This will help people who use different layouts than the typical US layout. You will need to order separate language keycaps that support your layout, however.

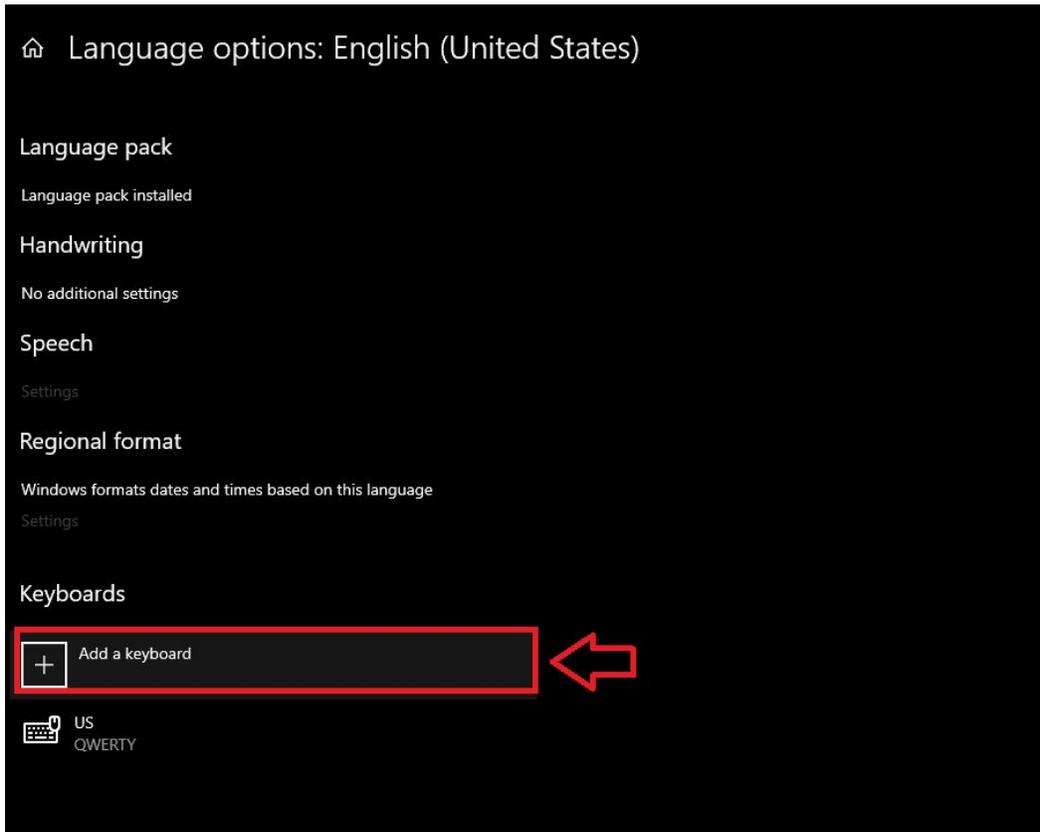
Windows



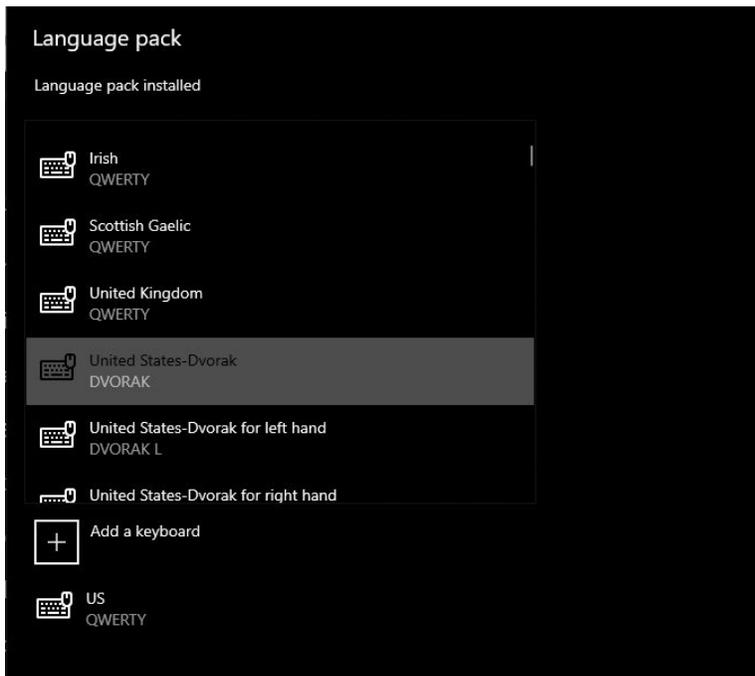
1. Start by pressing your Windows key and searching “Language Settings”



2. Select your default language and click options. This section is for configuring your keyboard layout. In this case, I will change to the United States-Dvorak



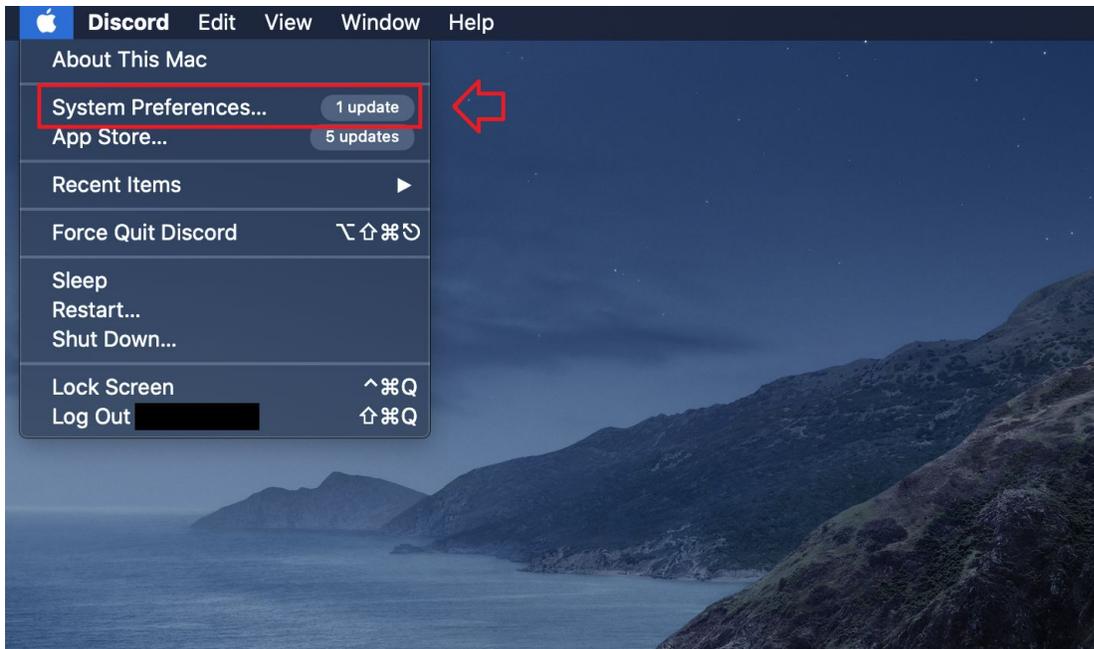
3. Click the “Add a keyboard” button



4. Select your desired keyboard layout from this section. You can then change between these layouts using **Win + Space**.

MacOS

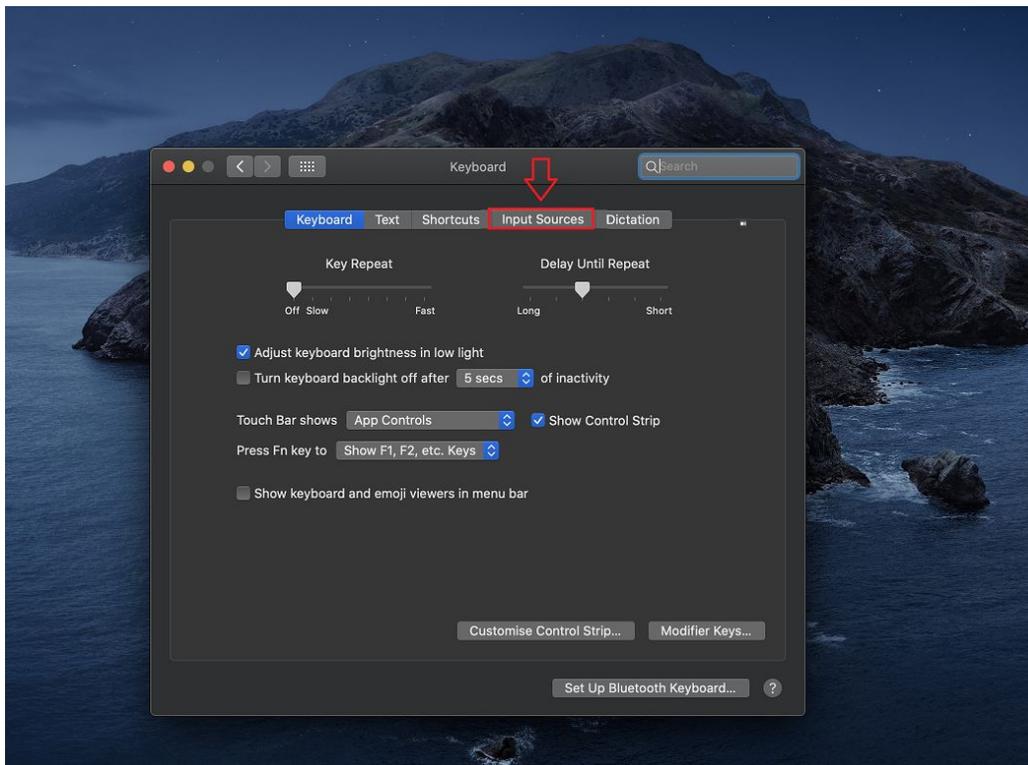
In this case, we will be adding the Dvorak layout to our MacOS keyboard preferences. This Mac is running MacOS Catalina.



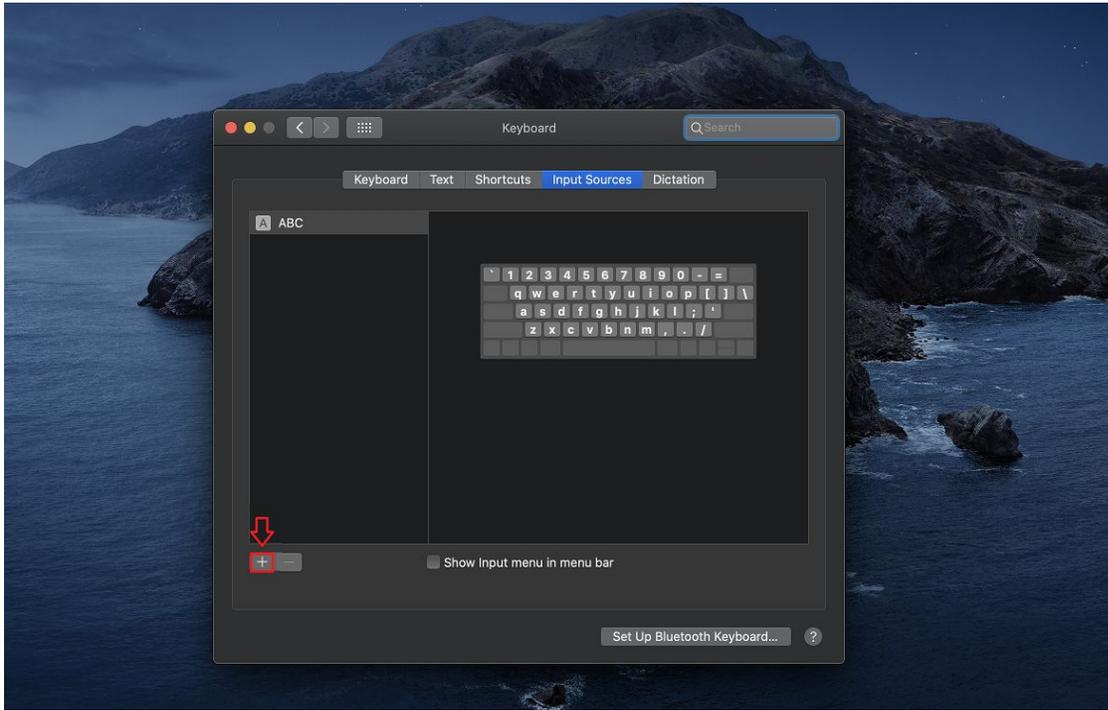
1. Go to the Apple Main Menu, and select "System Preferences"



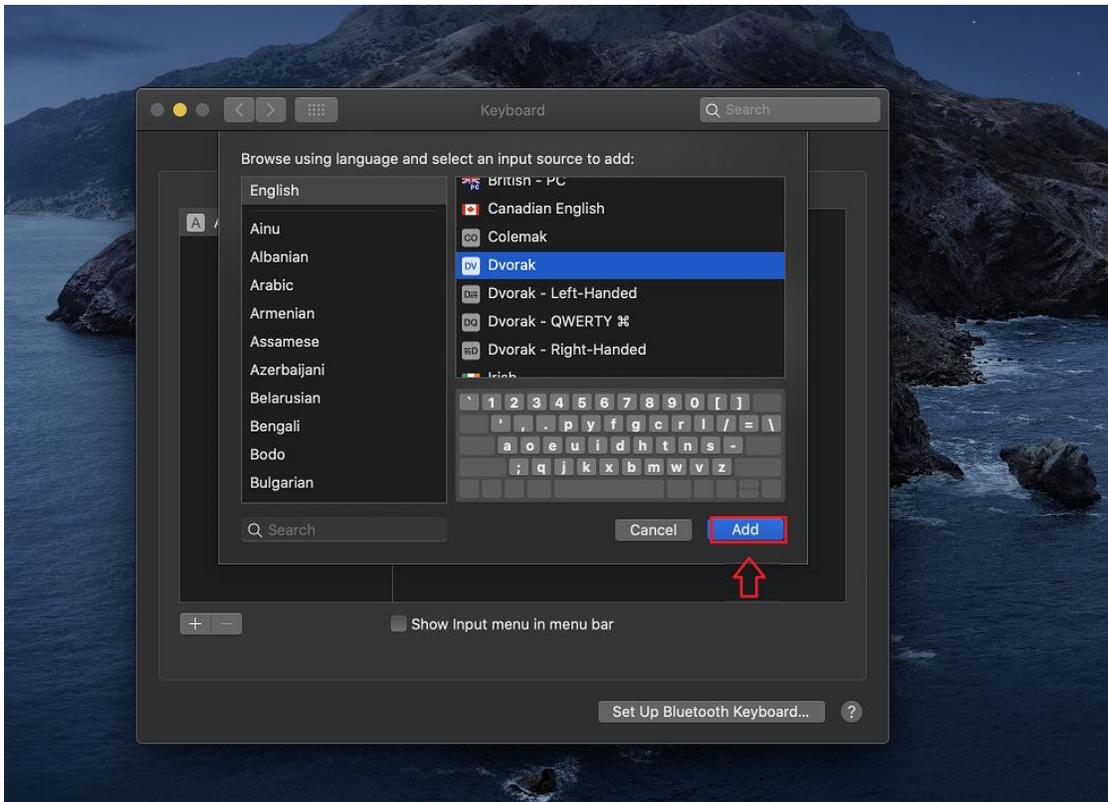
2. When you are at the System Preferences screen, select “Keyboard”.

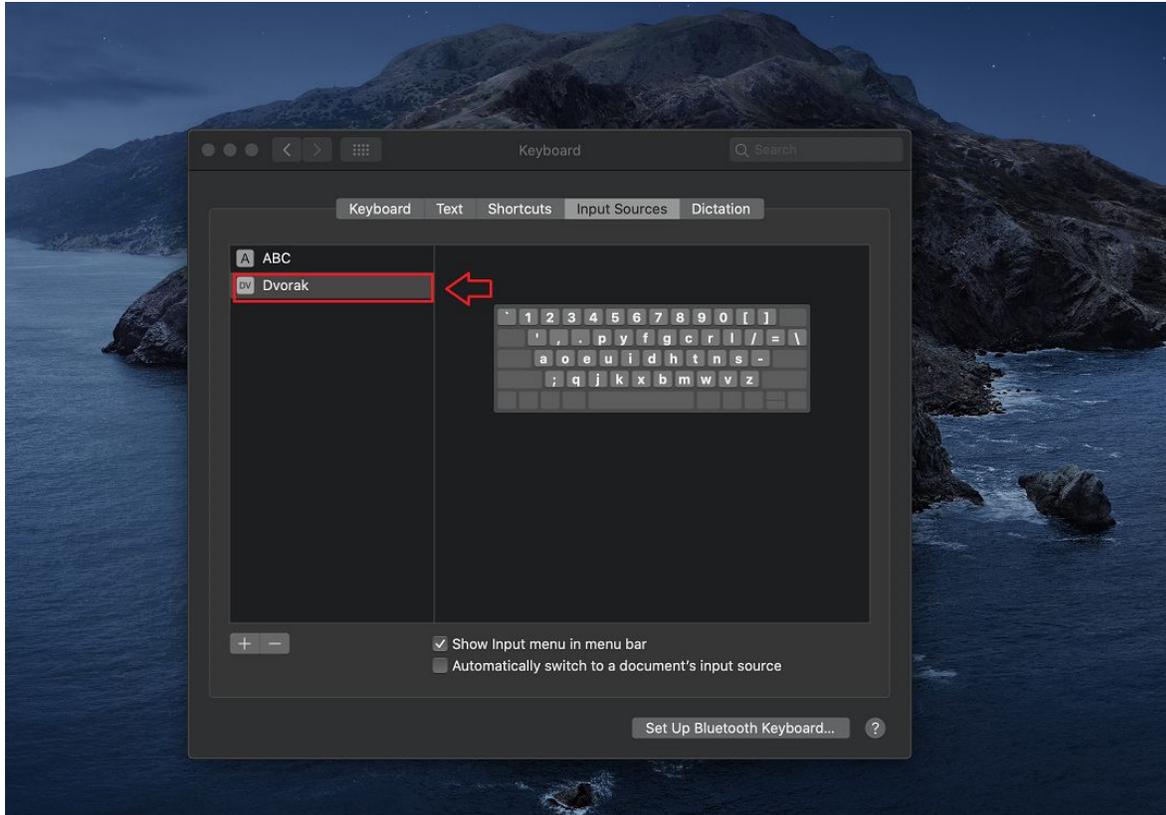


3. Select “Input Sources” when you are at the Keyboard settings.



4. Select the “+” Symbol to add a keyboard input

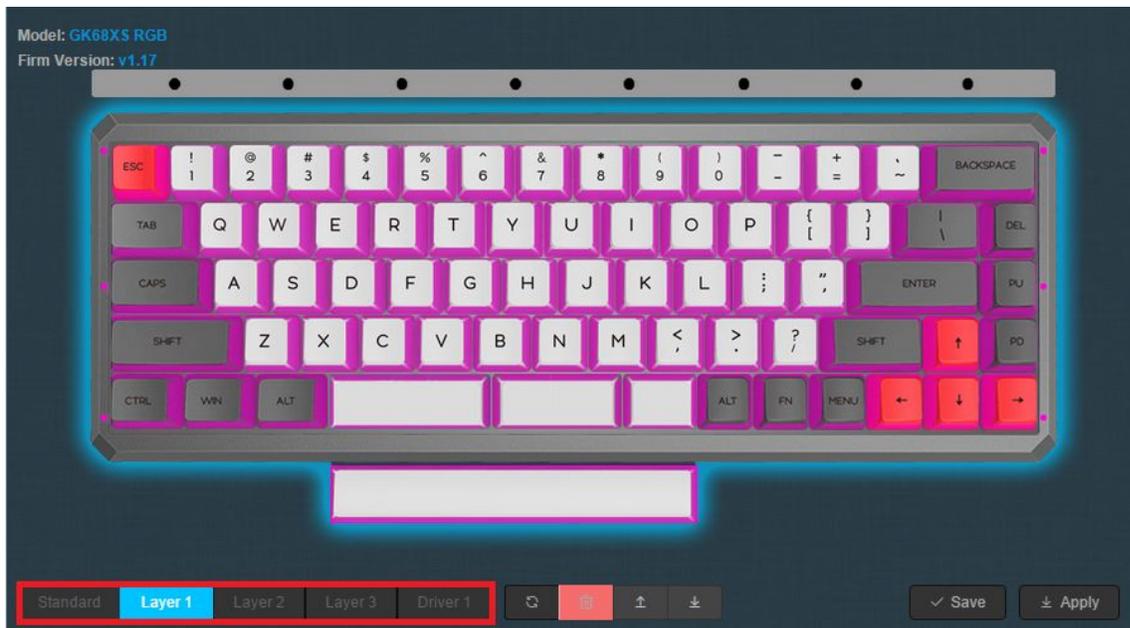




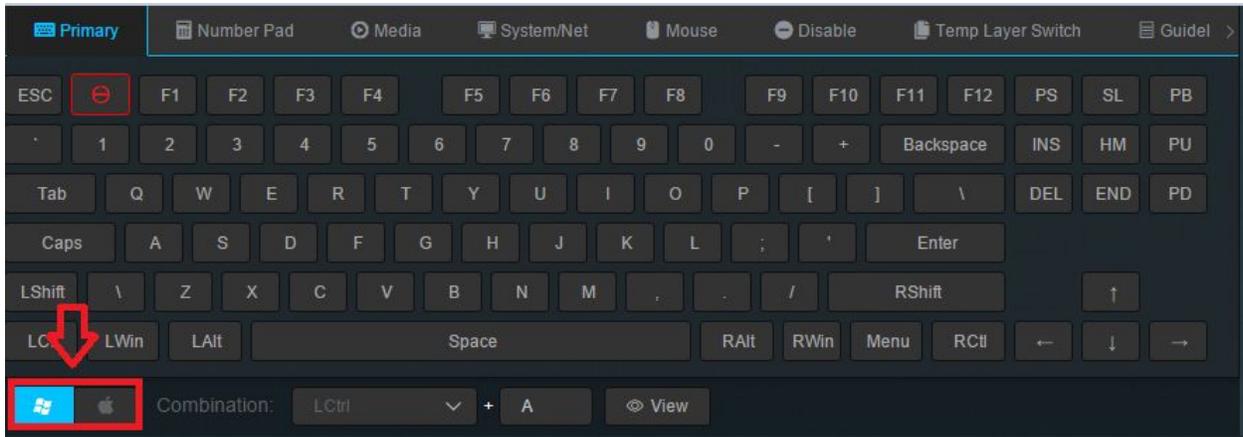
5. Select the keyboard layout you just decided to use - in this case we selected Dvorak.

Remapping A Single Key

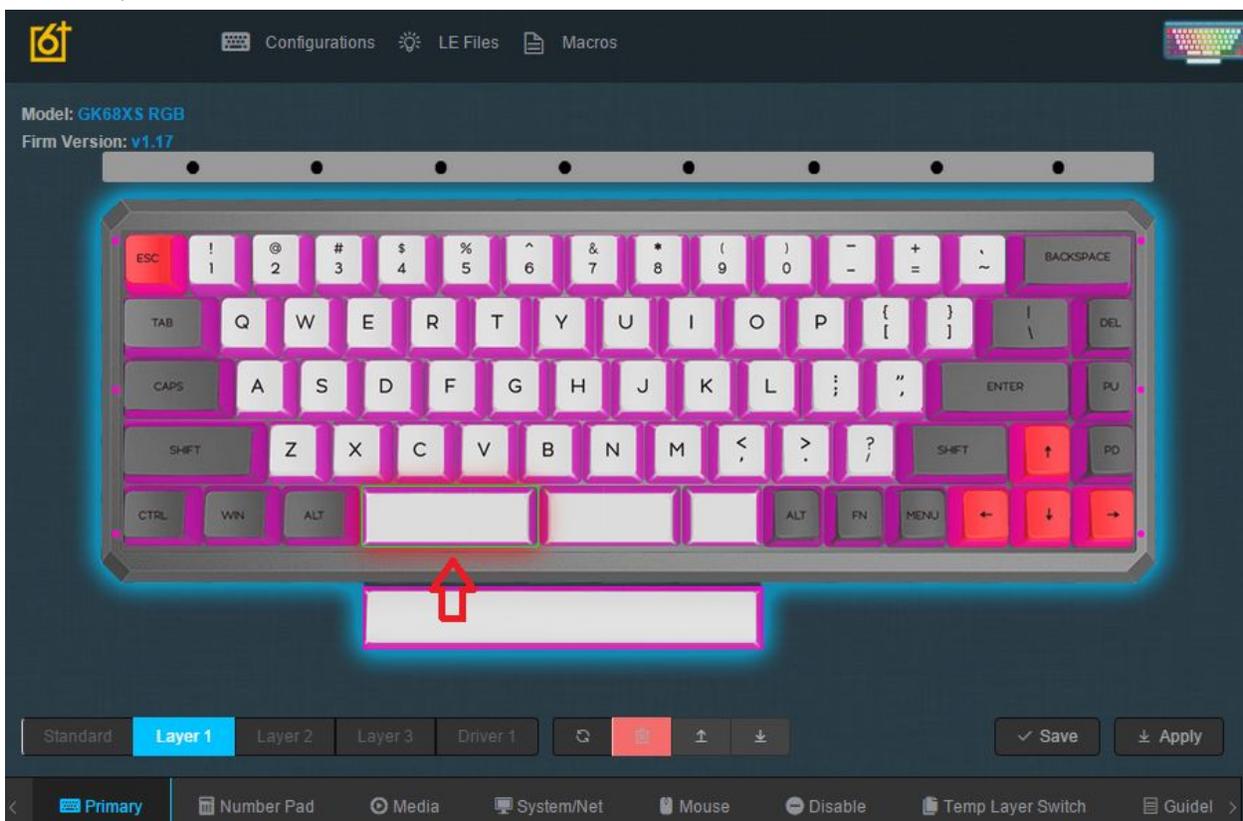
Remapping keys is important, especially if you're looking at remapping the split spacebar module that you can exchange for the 6.25u standard keyboard. (Included with the GK68XS).



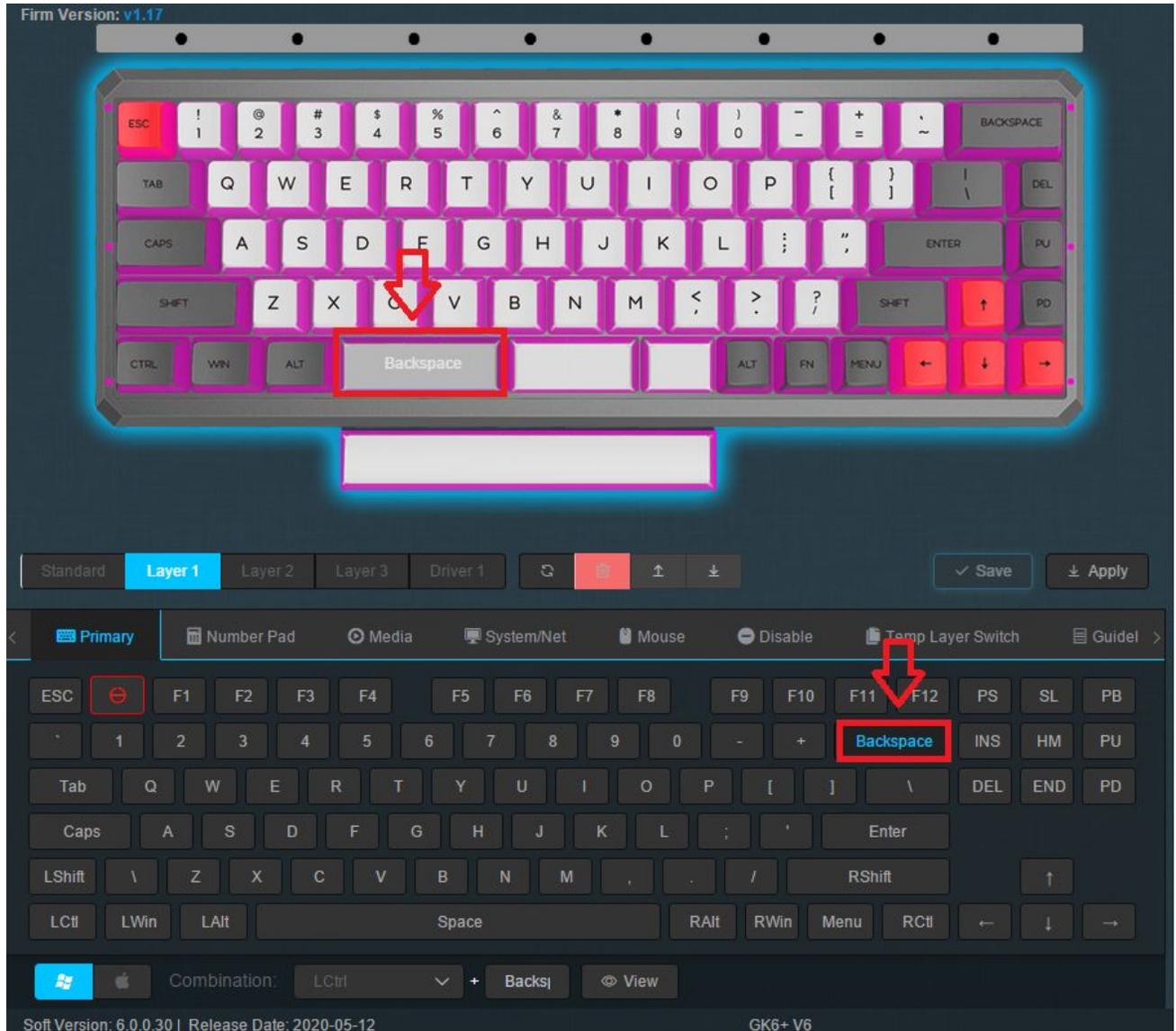
1. Select the layer you would like the button to be mapped to. In driver mode, the layer will only work when the keyboard is in wired mode, but the Driver Layer will not work on MacOS. Layer is for MacOS, however, and is an onboard Layer. Standard layer can not be remapped.



2. Make sure that you're on the proper layout for your Operating System. Press either the Windows or MacOS layout. If you're on Linux, you want to also stick with the Windows layout.



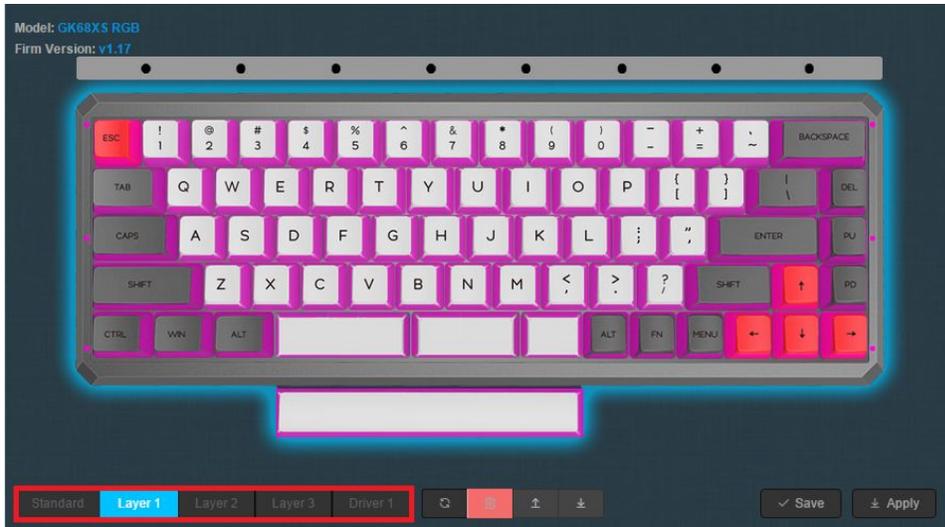
3. Press the key on the animated keyboard that you would like to edit. In this case, We are going to be assigning the larger portion of the split spacebar as a Backspace button.



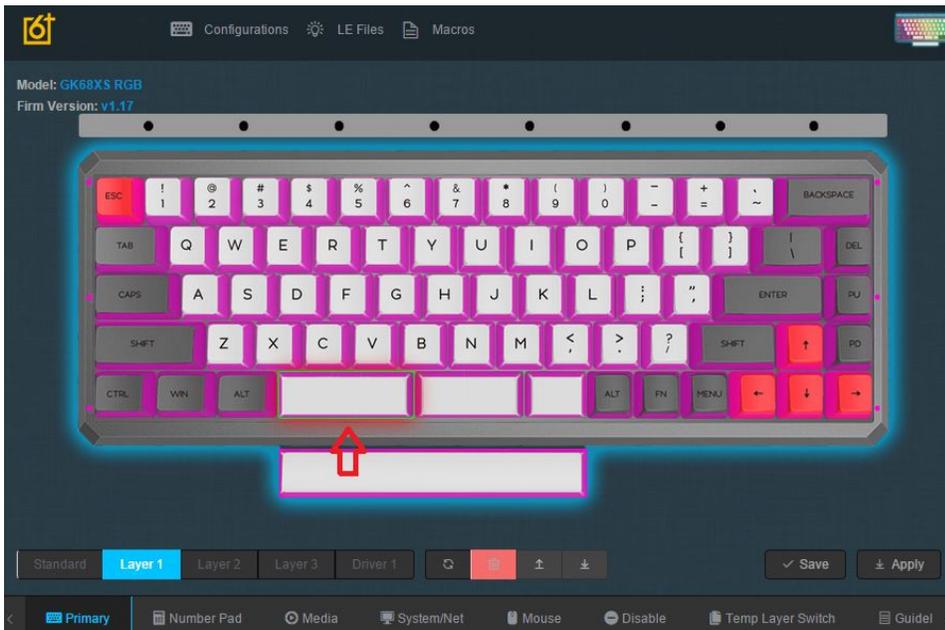
4. Press the key that you would like to assign to the keyboard, in this case, we are assigning the Backspace. You will then see the button flash with the name of the key you just assigned.
5. Press Save, and then Apply.

Remapping A Key Combination

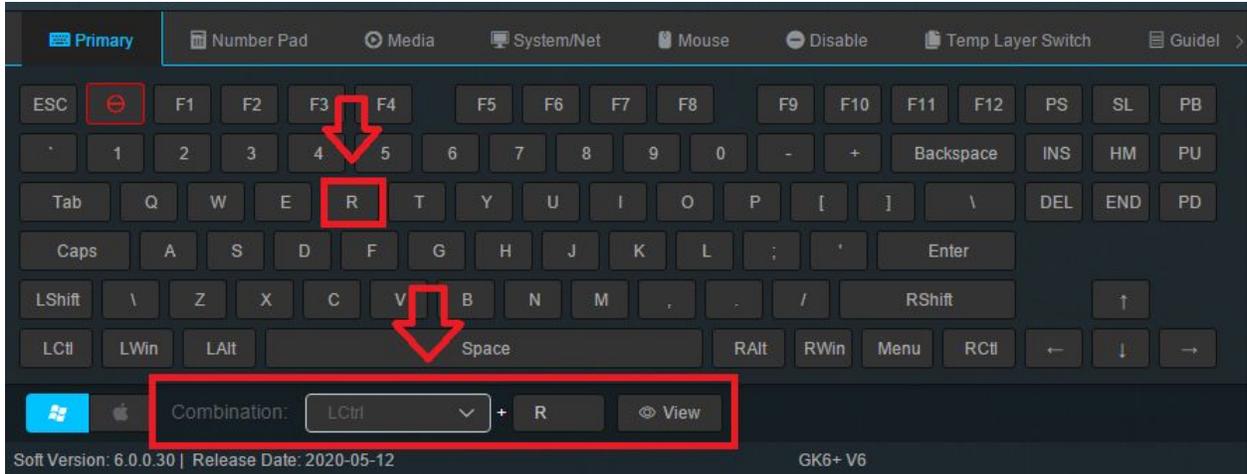
If you want to make a keyboard combination of your layout, you can do this to have more if you want to have more functionality on your board. In this case, we're going to map LCtrl + R to our Split spacebar.



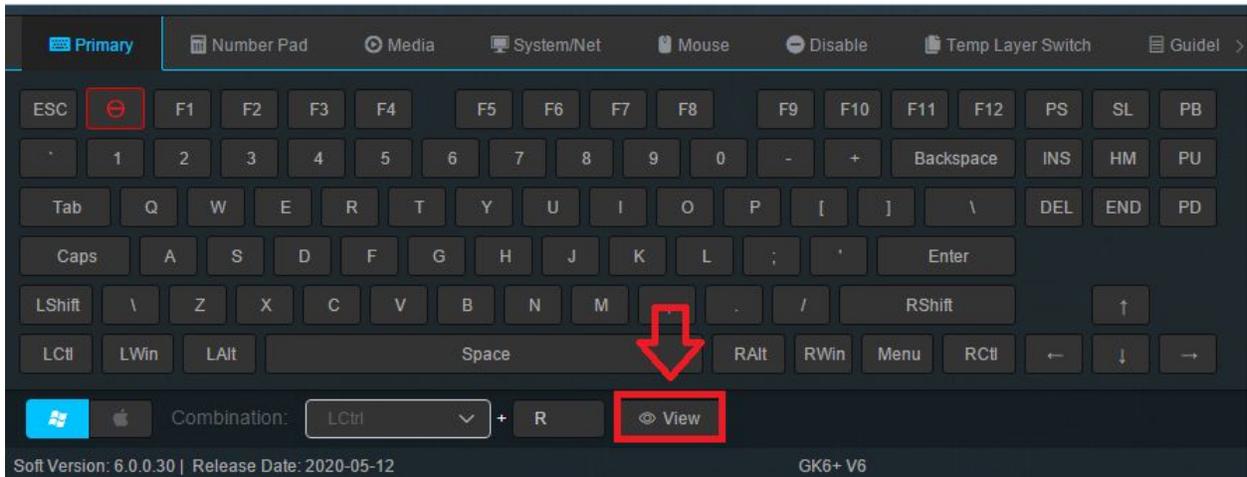
1. Select your layer, in this case, we are going to be adding our Key Combination to Layer 1.



2. Press the key on the animated keyboard that you would like to edit. In this case, We are going to be assigning the larger portion of the split spacebar as the combination **L**Ctrl + **R**.



3. Select from this section what combination you would like to do. You need to select a main button from the dropdown and then a key from the virtual keyboard.

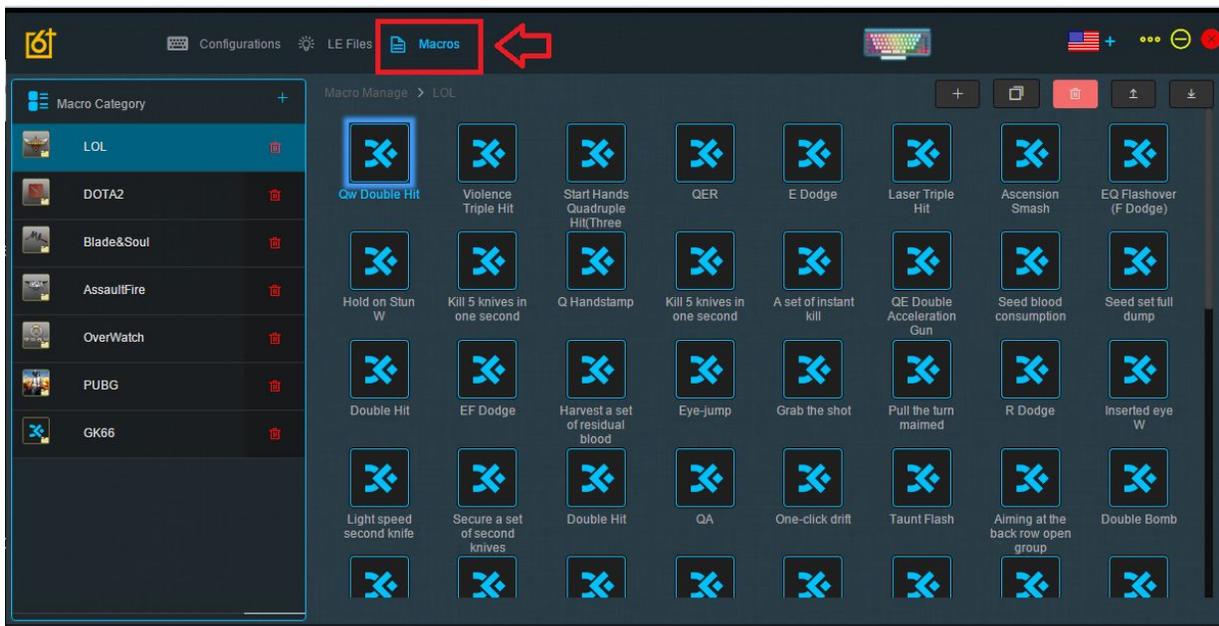


4. Click View from the Combination Section, then Save and Apply.

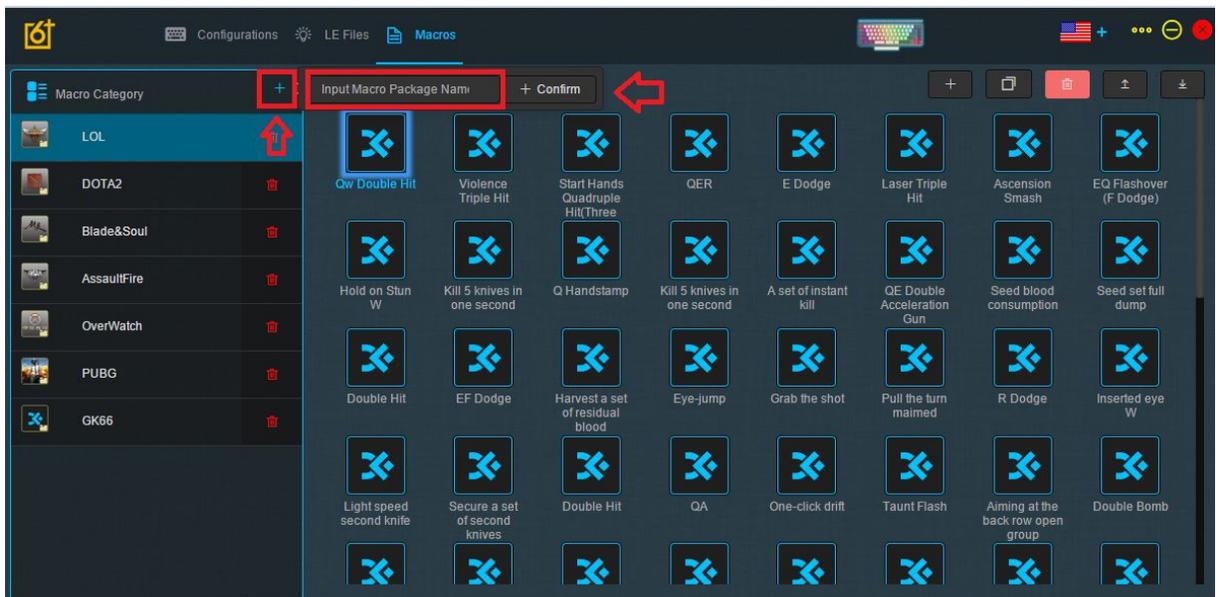
Macro Tutorial

Macros

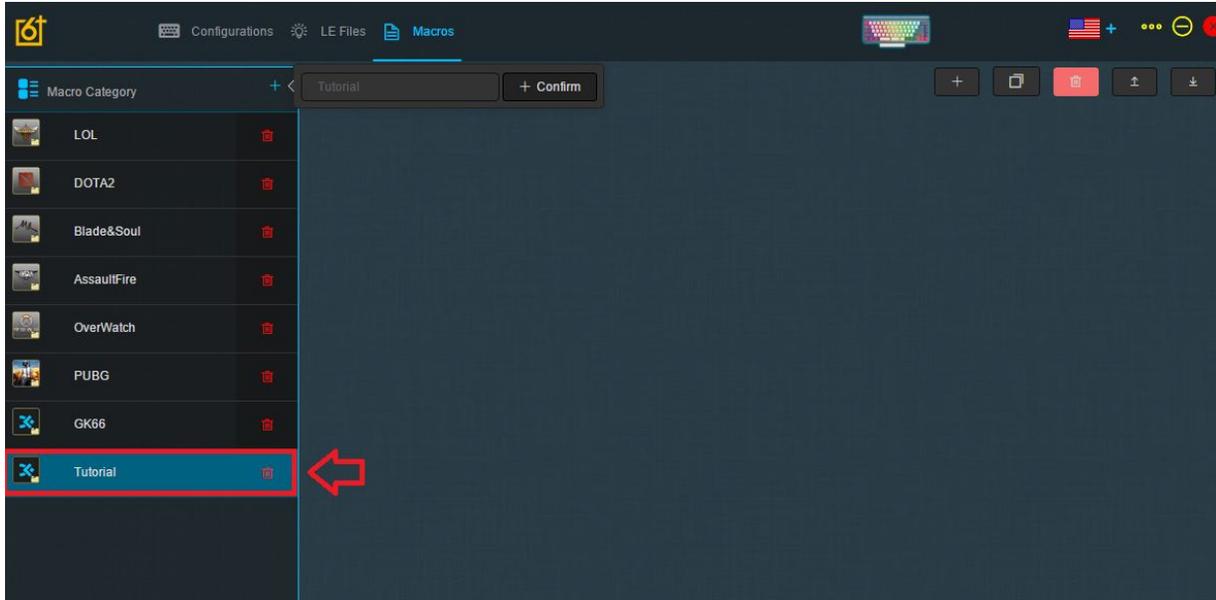
Creating a New Macro Category



1. Press the “Macros” tab at the top of the navigation bar to get to the Macro creator

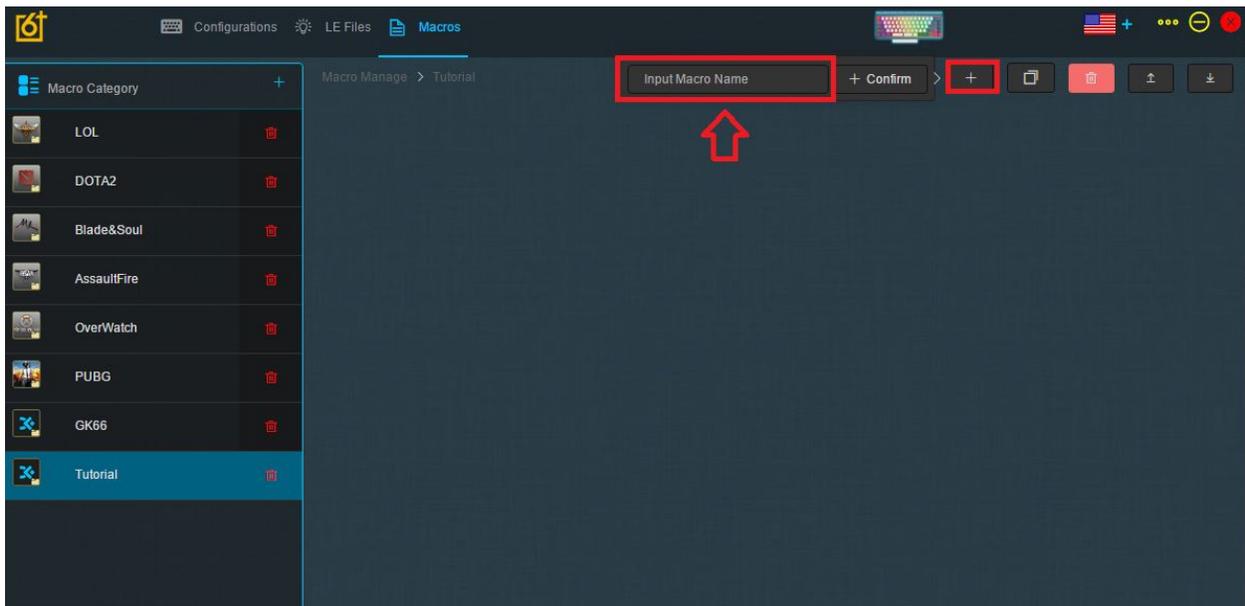


2. Select the Plus Button by the Macro Category tag and give it a name. Then click confirm.

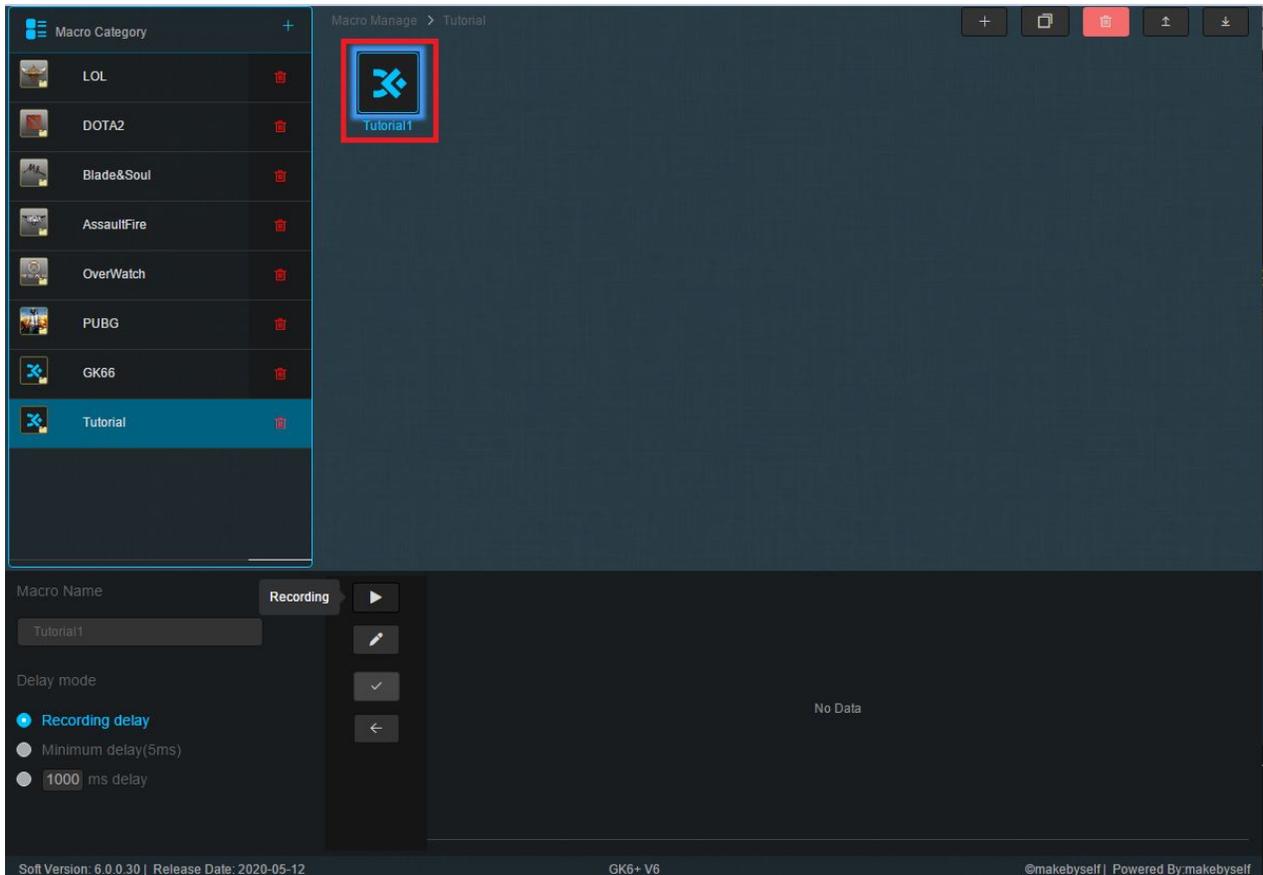


You will now see your Macro Category.

Creating a Macro

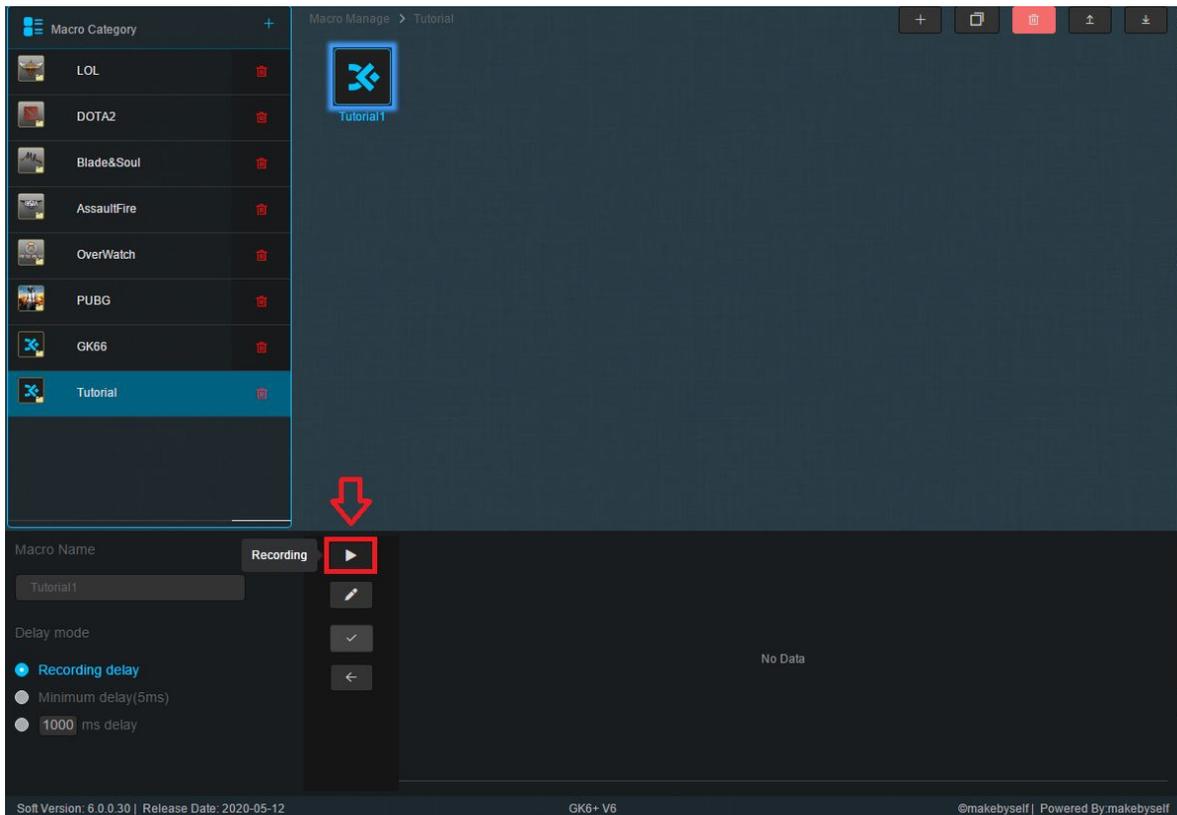


1. Click the “+” Button the the left and enter your desired Macro name, then press Confirm.



2. You will now see the Macro appear in your selected Macro Category.

Recording a Macro

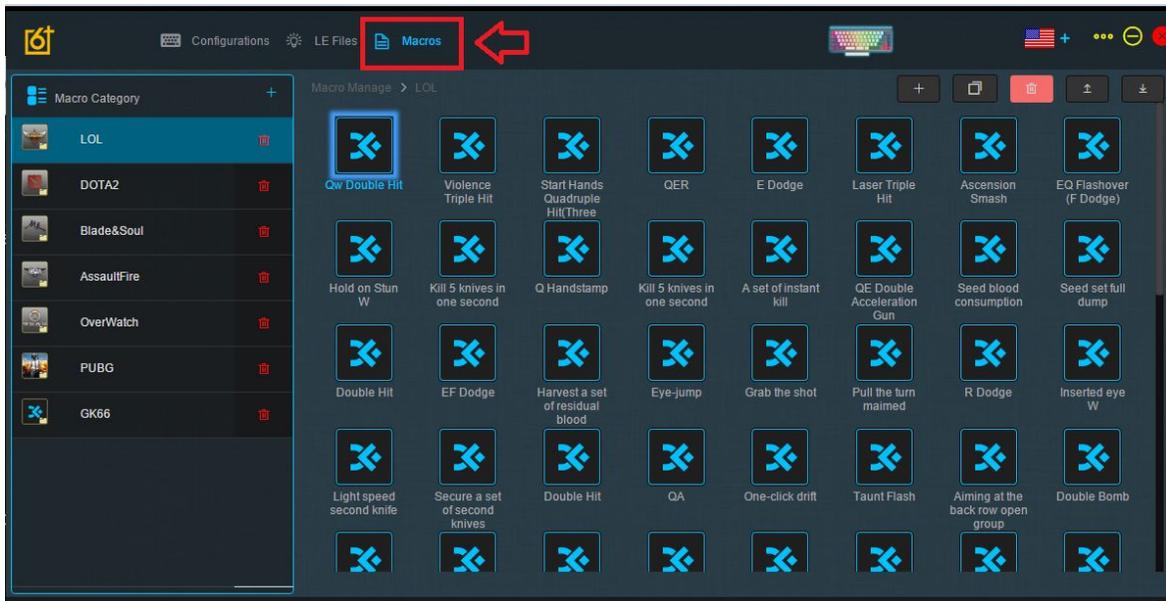


1. Click the Recording setting, this will then listen to key pressed and save them to your macro.

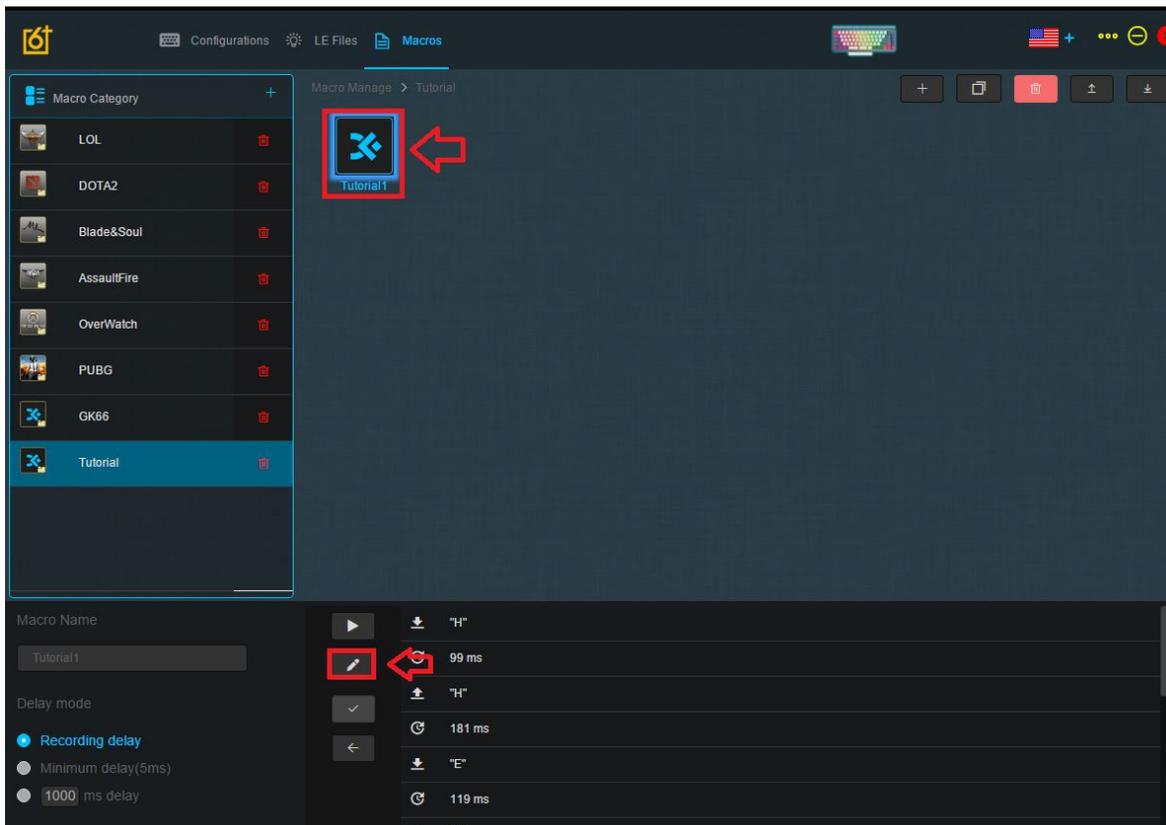


2. Record your keypresses. In this case, we recorded the key presses "H E L L O". You can then click the tick and it will confirm your macro selection.

Editing a Macro

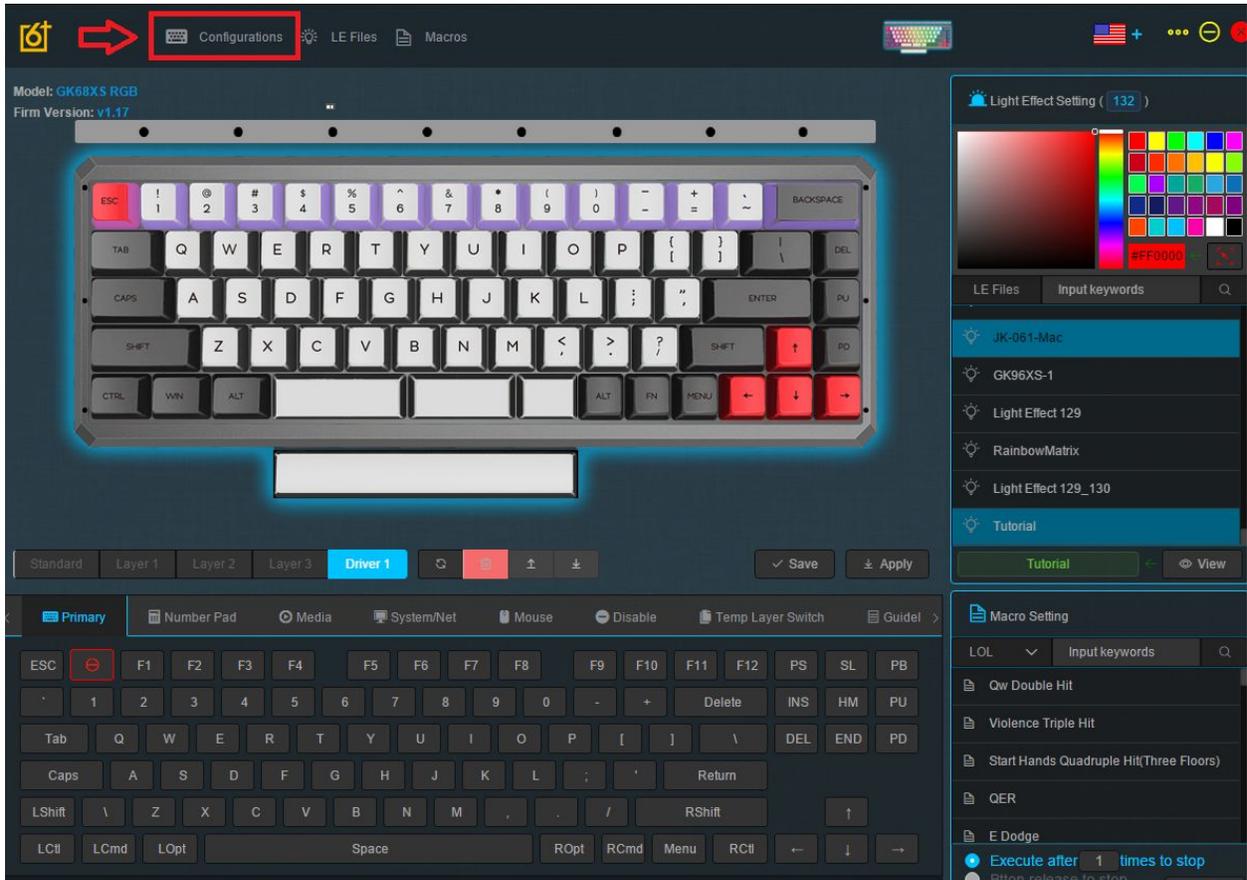


1. Press the “Macros” tab at the top of the navigation bar to get to the Macro creator

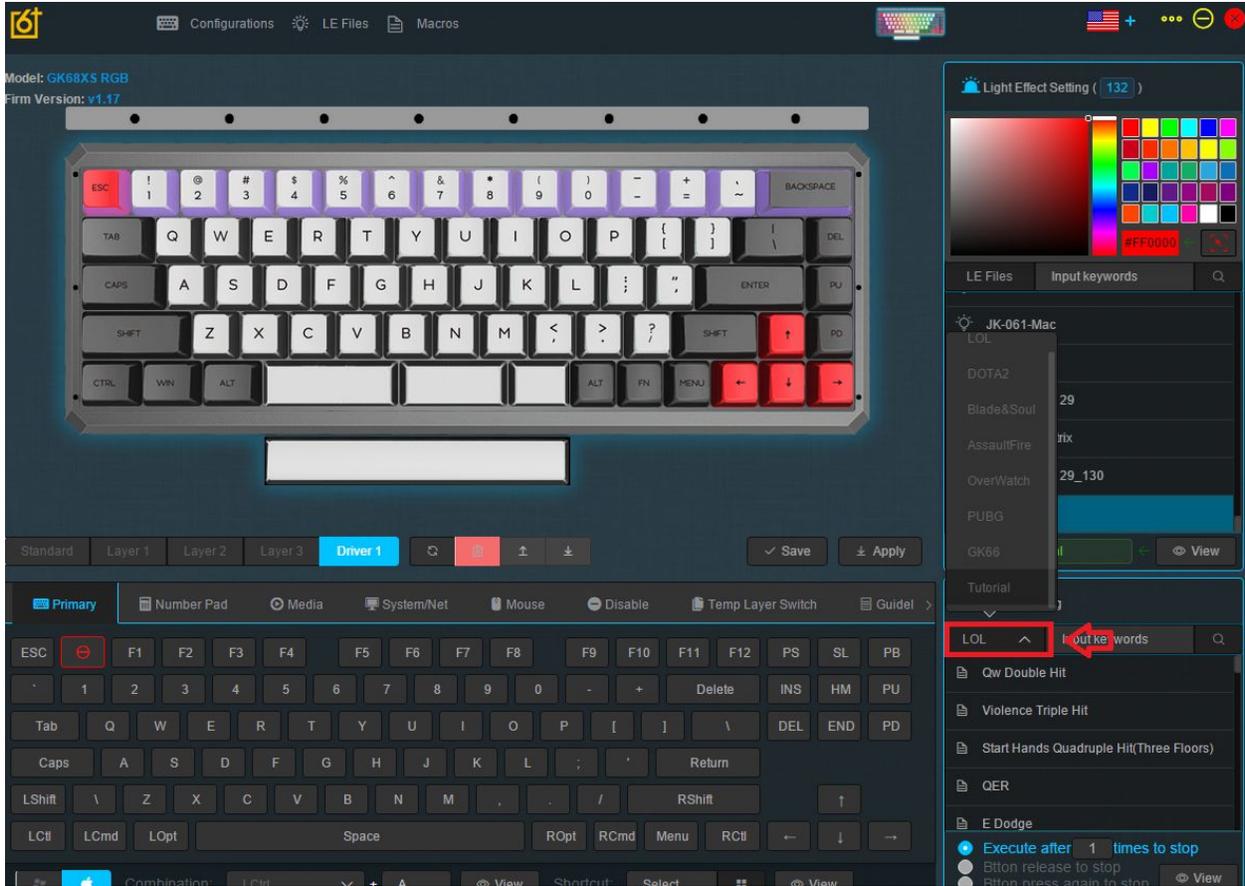


2. Click the Macro you would like to edit, and click the pencil icon.

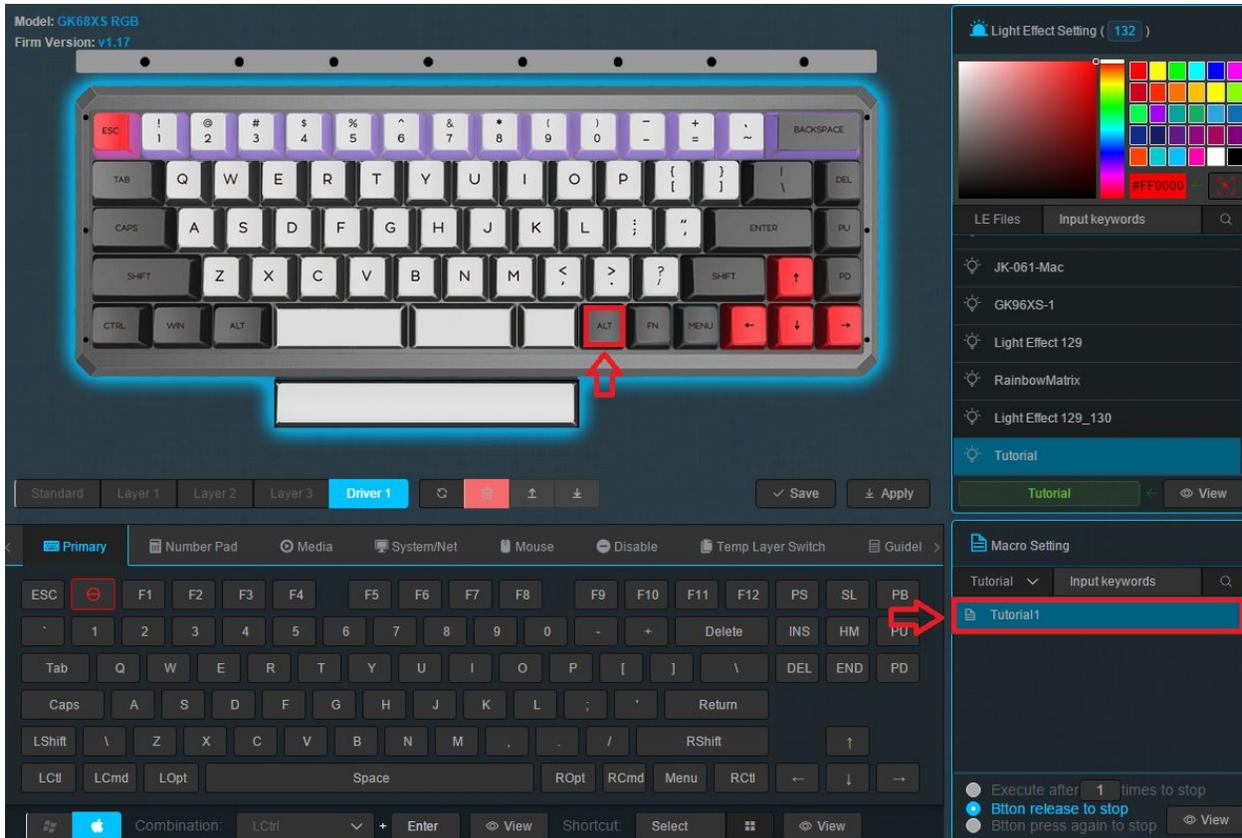
Assigning A Macro To A Key



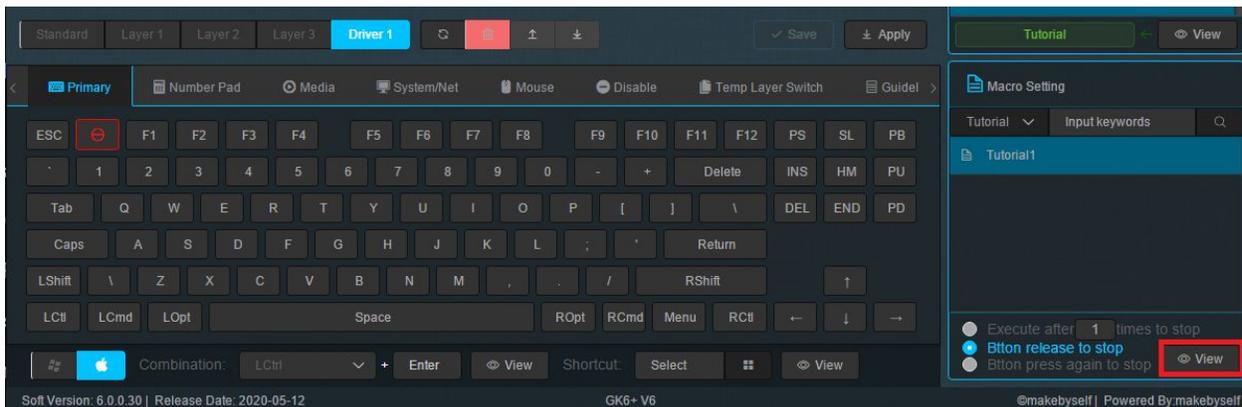
1. Head to the configuration tab in the software.



2. Head to the Macro section on the right and select the dropdown, in this section you will see the category you created.



3. You will see the macro you created, press on the macro, and then press on the key you would like to use it with, in this case we will run the macro on Right Alt.



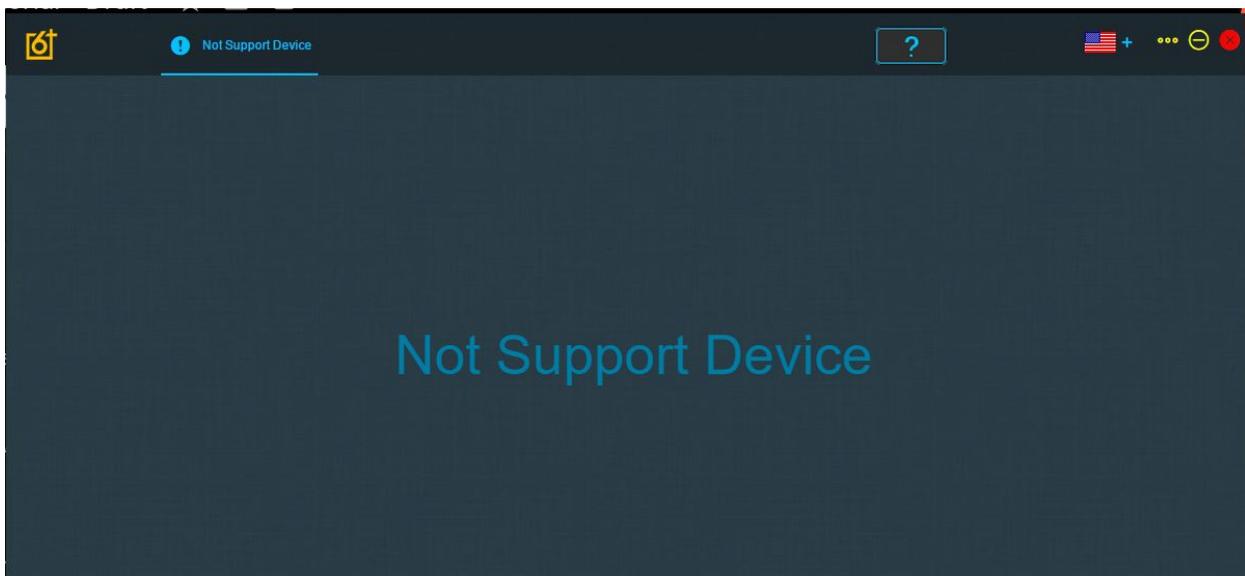
4. After selecting the key and the macro, click view and you will see the macros name flashing on the key.
5. Click Save and Apply.

Troubleshooting

Frequently Asked Questions

This section will answer some general questions that I have seen coming up in support threads and on the Discord. You can contact us via support@epomaker.com if you're still having issues

I see “Not Support Device”



In this circumstance, there could be a few things to look into to figure out why the computer isn't detecting the keyboard.

1. Please check that you are plugging the device into a USB-A to USB-C with the **given cable**. This means that the keyboard DOES NOT directly support USB-C to USB-C connections or other connections such as PS/2. You can overcome this by using a dongle to connect to a Mac, but we can't ensure that a third party dongle will be supported.
2. If you see this try to reinstall the software, and then restart your computer and reinstall it again.
3. Try another USB-A port on the device, and if possible, try connecting it to another device to try and see if its a computer hardware issue or a problem with the keyboard itself.

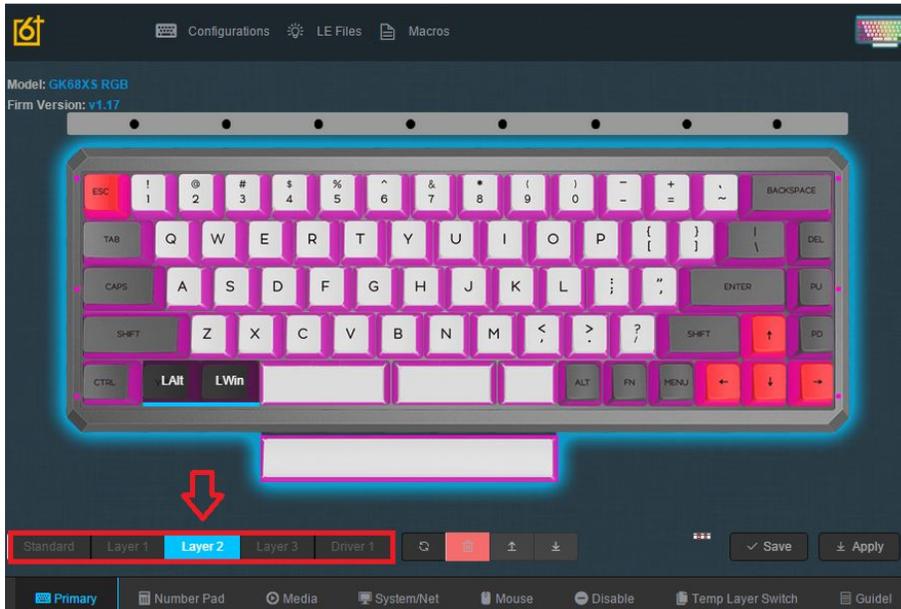
Combination of the FN key + Another key

You cannot use the FN key to make combinations with other keys. The keys that are currently available to use as the base key for a combination include but are not limited to: LCtrl, LShift,

LAlt, LCtrl + LShift, RCtrl + RAlt and so on. But the software uses the FN key for a bunch of combinations that are pre-defined so it is not available.

My Mac Delete key is not working

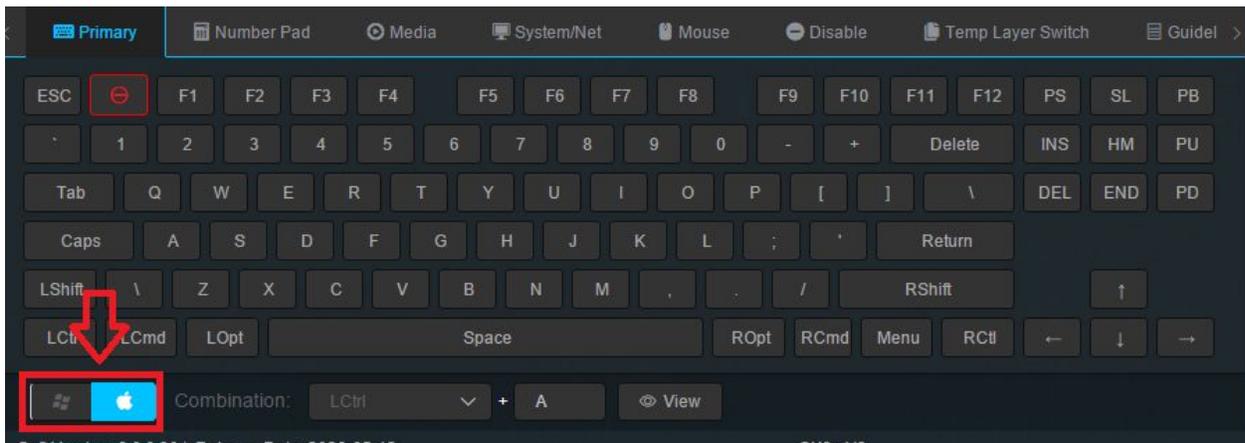
On MacOS, the “Delete” key is used as the Backspace Key. In this case, you need to make sure that your backspace isn’t binded to the Windows backspace because your Mac will not detect it. We will go through how to make the delete key binded in the Layer 2 “Mac Layer” to fix this.



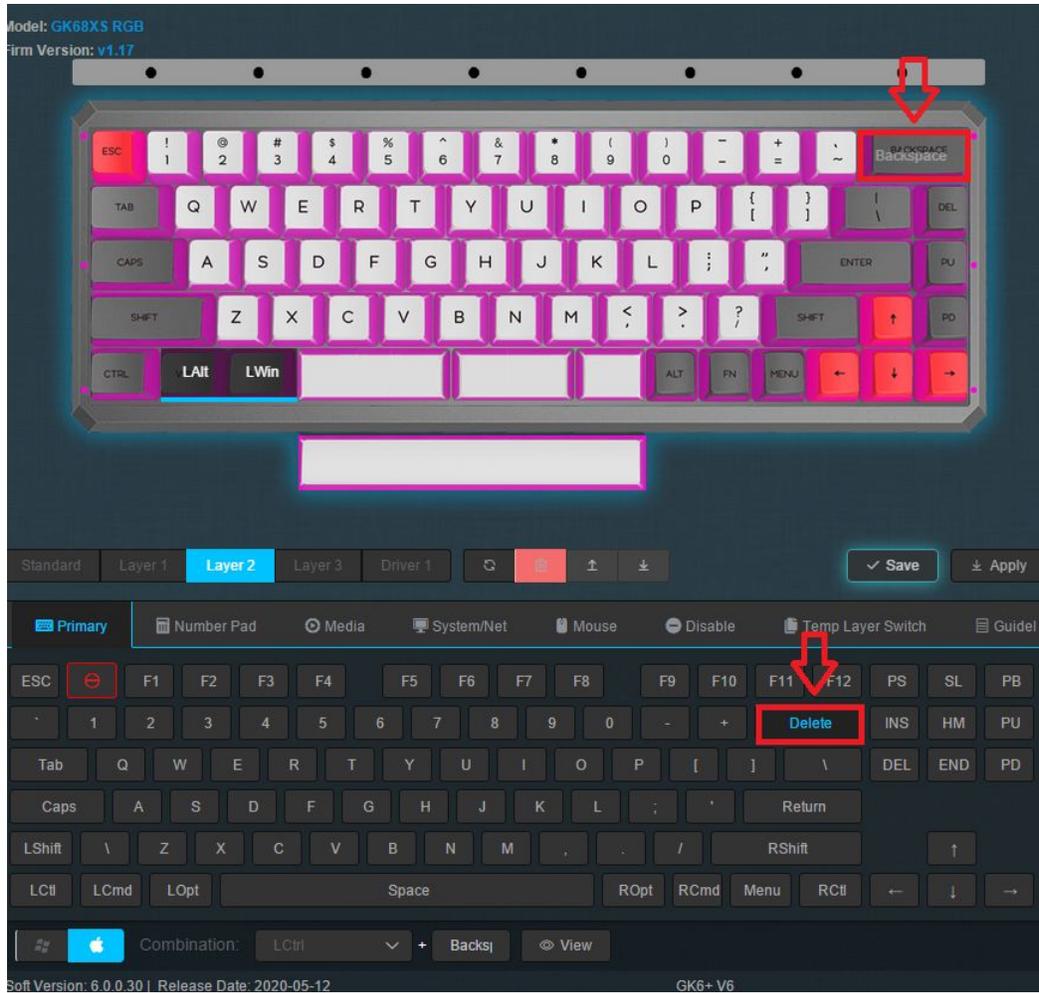
1. Select Layer 2 for the MacOS layer. Here, you will see that the Command and Option keys are swapped the right way around by default.



2. Select the backspace from the animated keyboard. You should see it starting to pulse a red colour.



3. Select the Apple mode of keyboard from the selection. Here, you should see the familiar layout for MacOS.



4. Select the Delete key in the keyboard, you should see it flashing on the animated keyboard that you binded it.
5. Press Save, Then Apply.

My GK6X Plus Driver is in Chinese



Sometimes, when the driver is launched, it will display in the default language which is Chinese. In this case, we can change it easily by going to the flag in the top right of the software and changing it to English.