

# MMO Gaming Mouse M-DUX50BK/M-DUX30BK Driver Setting Guide

This driver setting guide will take you through the process of assigning button functions, creating macros and setting the Dots per inch (DPI) using the built-in driver of the M-DUX30/50BK gaming mouse.

- \* See the User's Manual enclosed in the M-DUX30/50BK package for driver installation instructions.
- \* This guide operates on Windows®10. The display may look different depending on the operating system (OS) used but the same operation will apply.

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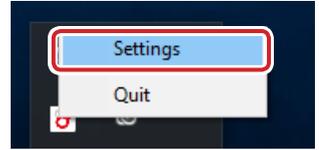
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# Opening the driver

**1** Click  in the task tray or notification area and click 'Settings'.



• When  is shown in the notification area on Windows 10, Windows 8.1/8 and Windows 7, first click , then right click  and click 'Settings'.

**2** The driver setup screen is displayed.

When the driver is launched for the first time after connecting the gaming mouse, the default settings saved on the mouse are read into.



When the driver is opened without connecting the gaming mouse, a 'No device!!' message will appear. Make sure to connect the gaming mouse before launching the driver.



# Setting the driver



\* The images in this guide are from screen images for the M-DUX50BX model.

## 1 Profile

There are five profiles available. A different button configuration can be registered in each profile, which makes it possible to change the entire button configuration by switching profiles.

See ['Assigning button functions'](#) for more details.

## 2 Button list

A list of the buttons and the wheel and their currently assigned functions are displayed under each profile. Click the number, the name or the function of the button you want to edit and then a detail-setting screen will be displayed to change the button settings

See ['Assigning button functions'](#) for more details.

### **3** DPI setting

DPI (Dots per inch) refers to a cursor motion expressed in dot count when the gaming mouse moves one inch. The higher a mouse's DPI, the farther and faster the corresponding pointer will move. The DPI can be set at four different levels. The DPI setting is saved in the built-in memory of the mouse and can instantly be enabled. See [Setting the DPI](#) for more details.

### **4** Other settings

You can edit settings for the report rate, macros, mouse memory management and other features.

See [Other settings](#) for more details.

# Assigning button functions

## Selecting a profile

First select a profile that you wish to assign and register new button settings in.



## Assigning button functions

The names, numbers and currently assigned actions of the buttons and wheel are listed in the table.



In order to change the button settings, go to 'Button settings' and click the number, name or function of the button you want to edit.



When the entire button list is not displayed in one screen, turn the wheel to scroll down or drag the slider to display the rest.

## To assign button functions

The following procedures show how to assign 'Mute' to '3 Wheel click'.

### 1 Click the number, name or function of the button to be changed.

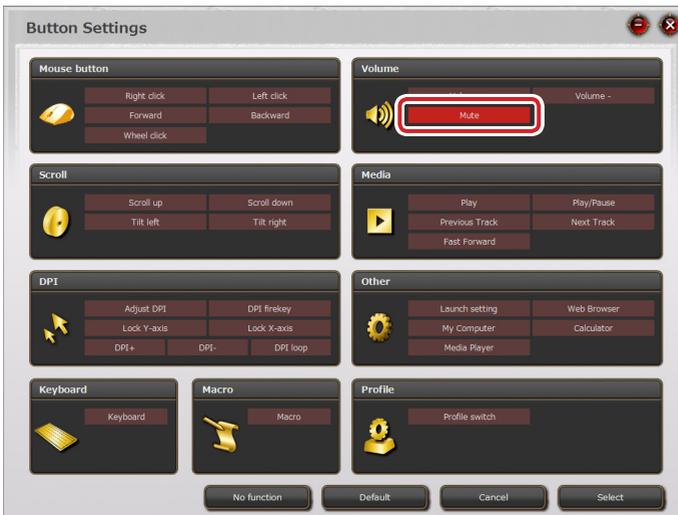
The 'Button settings' screen is displayed.



### 2 Click 'Mute' in the 'Volume' block.

The selected function is indicated in red.

See [Button Settings](#) for detailed information on available functions.



### 3 Click Select



### 4 The button settings have been changed.



Now 'Wheel click' executes 'Mute'.

# Button Settings



Some functions may not be assigned to certain buttons. Those unavailable functions are not highlighted in red and therefore not selectable.

## Mouse

Right click	Executes a right click.
Left click	Executes a left click.
Forward	Executes the function assigned to Button 5. Takes you to the next page on Web browsers.
Backward	Executes the function assigned to Button 4. Takes you to the previous page on Web browsers.
Wheel click	Executes a wheel click.



In order to change the function of the button to which 'Left click' has been assigned, first assign 'Left click' to another button.

## Scroll

Scroll up	Executes an upwards scroll.
Scroll down	Executes a downwards scroll.
Tilt left	Executes a left scroll on Web browsers
Tilt right	Executes a right scroll on Web browsers

## DPI setting

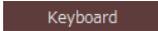
Adjust DPI	<p>You can adjust the DPI on a pop-up window.</p> <p>&lt;Setting procedures&gt;</p> <ol style="list-style-type: none"> <li>1) Click the mouse button which 'Adjust DPI' is assigned to and open a pop-up window.</li> <li>2) Scroll up/down with the wheel to set the DPI value.</li> </ol>  <ol style="list-style-type: none"> <li>3) Click the same button again to confirm the new DPI settings.</li> </ol>
DPI firekey	<p>You can assign a button to apply the preset DPI only while pressing that button.</p> <p>&lt;Setting procedures&gt;</p> <ol style="list-style-type: none"> <li>1) Click 'DPI firekey' to open the DPI firekey setting screen.</li> <li>2) Drag the sliders on the X and Y progress bars to change the values.</li> </ol>  <ol style="list-style-type: none"> <li>3) Click  to close the DPI firekey screen.</li> </ol>
Lock Y- axis	Disables the Y-axis motion (up/down) of the pointer and enables only horizontal motion.
Lock X- axis	Disables the X-axis motion (left/right) of the pointer and enables only vertical motion.
DPI +	Increases the DPI level in the order of Lv1 → Lv2 → Lv3 → Lv4.
DPI -	Decreases the DPI level in the order of Lv4 → Lv3 → Lv2 → Lv1.
DPI loop	Each click will go to the next level in the loop of Lv1 → Lv2 → Lv3 → Lv4 → Lv1.

## Keyboard

You can assign the function of a key selected on the displayed keyboard to any mouse button.



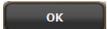
### <Setting procedures>

1) Click  to display the keyboard.

2) Click the key to which you want to assign the function of the mouse button.



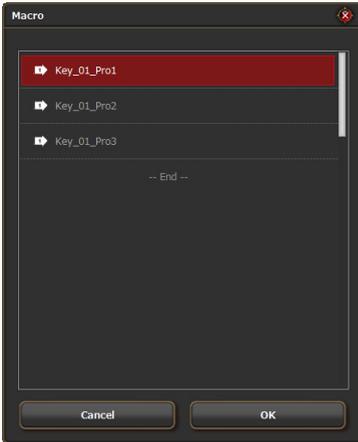
- When clicked, the keys that can be pressed together with another key, such as 'Ctrl', 'Shift' and 'Alt', light up in light green and the keys which cannot be pressed with another key light up in red.
- Simultaneous pressing can be assigned to non-simultaneous pressing keys by creating a macro. See [↔'Creating Macros'](#)

3) Click  to close 'Keyboard'.

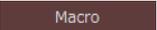
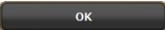
## Macro

You can assign a selected macro to a mouse button.

See [👉 'Creating Macros'](#) for details on macro settings and instructions for creating a macro.



<Setting procedures>

- 1) Click  to display macros.
- 2) Click the macro you want to apply.
- 3) Click  to close 'Macro'.



When a macro is deleted after being assigned to a button, that button will be reset to the default settings.

## Volume

Volume+	Increases the volume level of Windows®
Volume-	Decreases the volume level of Windows®
Mute	Mutes the sound of Windows®

## Music

Play	Plays Media Player.*
Play/Pause	Pauses/resumes Media Player.*
Previous Track	Goes to the previous track/chapter/file on Media Player.*
Next Track	Skips to the next track/chapter/file on Media Player.*
Fast Forward	Performs fast forward playback when pressed during Media Player playback.*

\*It may not work with some other video-playing software.

## Other functions

Launch settings	Opens the driver settings screen.
Web Browser	Opens a standard Web browser.
My Computer	Opens 'PC' on Windows Explorer ('Computer' on Windows®7).
Calculator	Opens Calculator.
Media Player	Opens the program Media Player.

## Profile

Profile switch	Changes to the next profile in the numerical order.
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We recommend that 'Profile switch' is assigned to the same button in all Profiles. Otherwise, consecutive clicking of a profile switch will not create a switching loop.

No function

Clicking this button disables all registered functions.

Default

Clicking this button changes the current settings to the default settings.

Cancel

Clicking this button returns to the main screen without setting the selected function.

Select

Clicking this button registers the function selected on the button settings screen.

# Setting the DPI

The DPI value of the gaming mouse can be changed.

You can set your own DPI values in four different DPI levels that can be switched to by clicking DPI+, DPI- and DPI loop. Each setting is saved in the built-in memory of the gaming mouse and instantly enabled.



## 1 DPI-setting progress bars

Drag the slider of the progress bar to set the DPI value in 50-dpi increments between 50 and 3500 dpi for M-DUX50BK and between 50 and 2400 dpi for M-DUX30BK.

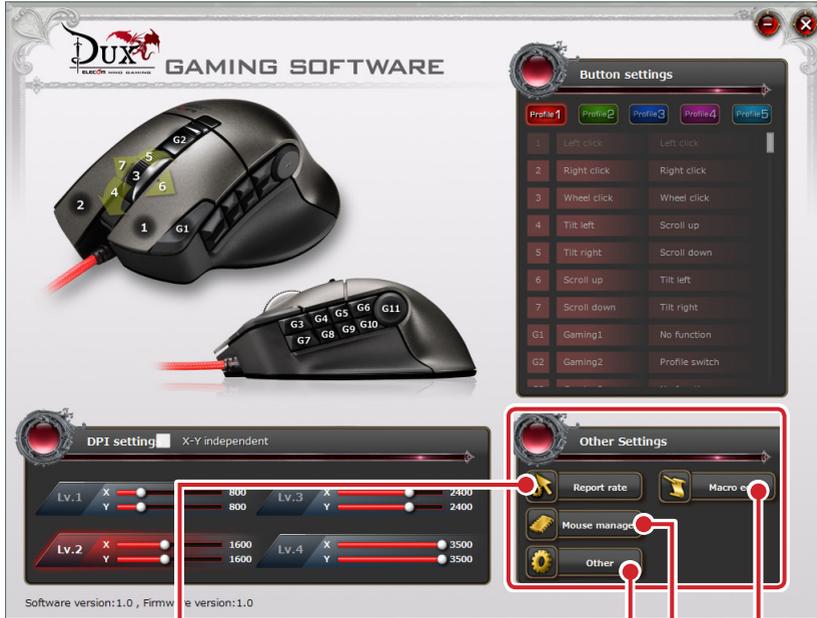
⚠ Even though you can set the value as low as 50 dpi, you will hardly notice the cursor motion at this setting. When you have finalized the setting at such a low value, place the mouse on another operable surface, such as a mousepad, or use another pointing device to reset the value.

## 2 Setting X and Y separately

If you check the box 'X-Y independent', you can set each value independently. This will allow you to extend the vertical or horizontal motion of the pointer.

# Other settings

You can open the settings screen for the report rate, macro editor, mouse management and other functions.



Report Rate

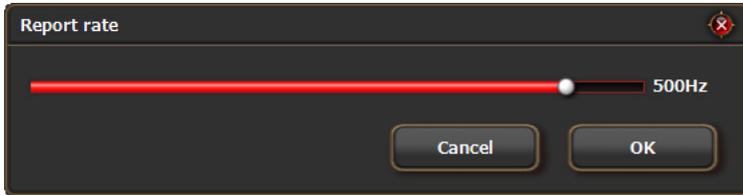
Other settings

Mouse manager

Macro Editor

## Report Rate

Click 'Report rate' to open its setting screen.



Report rate refers to the frequency of a mouse reporting its motion to a PC, which is expressed in frequency (Hz). The higher the rate, the faster the motion reported to a PC. The polling rate can be selected from eight values: 125 Hz, 142 Hz, 166 Hz, 200 Hz, 250 Hz, 333 Hz, 500 Hz and 1000 Hz. (The default value is 500 Hz.)

### <Setting procedure>

1) Click 'Report rate'.

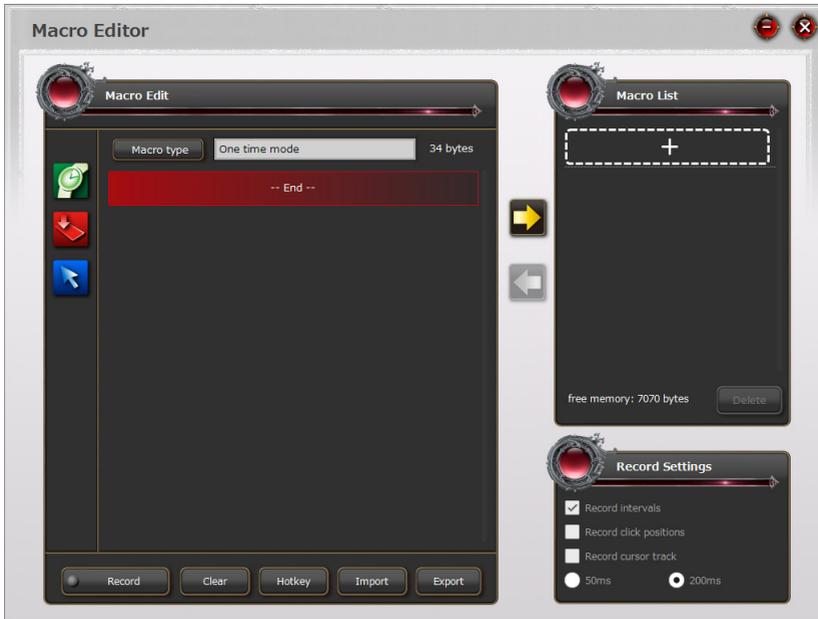
The 'Report rate' setting screen is displayed.

2) Move the slider to set the polling rate.

3) Click  to close the 'Report rate' setting screen.

## Macro Editor

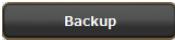
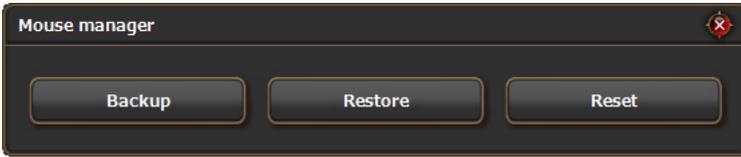
Click 'Macro Editor' to open the 'Macro Edit' screen.



A series of operations can be incorporated into a macro. You can save the created macro in the built-in memory of the mouse so that it can be assigned to a mouse button via the button settings screen. See [Creating Macros](#) for more details.

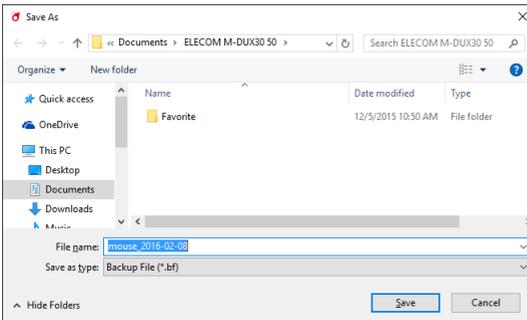
## Mouse manager

Click 'Mouse manager' to open the 'Mouse manager' screen.

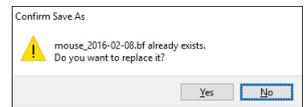


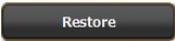
The built-in memory of the gaming mouse to which button functions have been assigned can be saved as a file on your PC.

Clicking this button displays a dialogue box asking you to save the file with a name. The file name of the default setting is 'mouse\_YYYYMMDD'. Change the name as necessary.

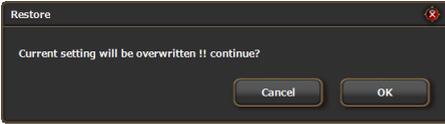


If a file with the same name already exists, a message box will appear asking you if you want to replace it.

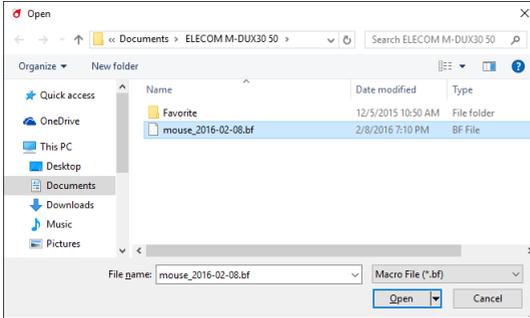


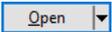


The file saved on your PC will be read into the built-in memory of the gaming mouse. Clicking this button displays the following message.



Click  to display the following dialogue box.

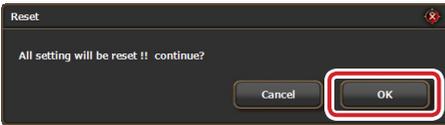


Select the saved file and click , then the contents of the file will be read into the built-in memory of the gaming mouse.



All settings, including button assignments, DPI settings and macros saved on the mouse, will be reset to the default values.

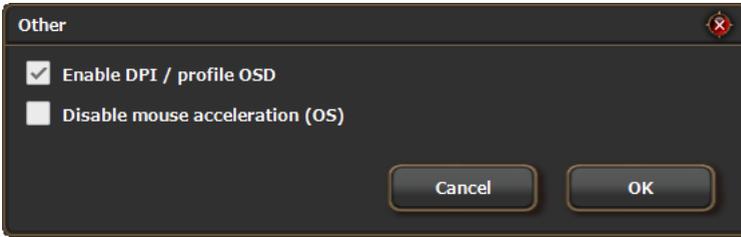
Clicking this button displays the following message box.



Click  to reset to the default settings.

## Other settings

Click 'Other' to open the settings screens for other functions.



### ■ Enable DPI / profile OSD

Check the box to display the settings in progress in pop-up windows in the upper-left corner of the desktop when switching profiles or setting the DPI value.



Profile switching



DPI setting



Since these settings are saved directly into the built-in memory of the gaming mouse, they are effective even on a PC to which the driver is not installed. In such a case, however, the pop-up windows will not be displayed.

### ■ Disable mouse acceleration (OS)

Check this box to disable mouse cursor acceleration on Windows®.

When mouse cursor acceleration on Windows® is enabled, the mouse cursor action will not execute the action according to the macro.

# Creating Macros

A series of operations can be incorporated into a macro. You can automatically save the created macro in the built-in memory of the mouse so that it can be assigned to a mouse button via the button-settings screen.

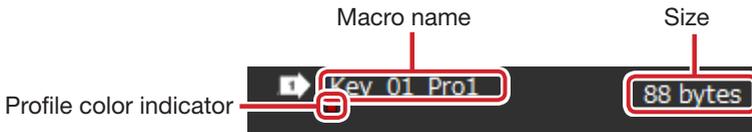
## Macro Settings Screen



### 1 Macro List

Names and sizes of the macros saved in the built-in memory of the gaming mouse are listed. A macro which has been assigned to a mouse button is displayed with a color indicator corresponding to the profile where it is used.

Profile 1: ■ red. Profile 2: ■ green. Profile 3: ■ blue. Profile 4: ■ pink. Profile 5: ■ light blue



## When changing the name of a macro

- 1) Double-click the macro name to be changed.

A dialogue box will appear for entering the name of the macro.



- 2) Enter the name of the macro using the keyboard.
- 3) Click  to close the dialogue box and the list will show the new name.

## 2 Free memory

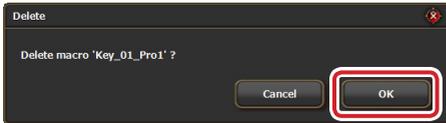
The remaining memory of the gaming mouse is indicated. Up to an 8-Kbyte macro can be created. When there is not enough memory left, first create a backup file of the Macro Editor contents on the PC and then delete the macro from the mouse to secure free space.

## 3 Delete button

You can delete macros saved in the built-in memory of the gaming mouse.

- 1) Select the macro you want to delete and click .

The following message will appear for confirmation.



- 2) Click  to completely delete the macro from the built-in memory of the gaming mouse.

#### 4 Saving a macro on the mouse

The data on the Macro Editor can be saved as a macro in the built-in memory of the gaming mouse. The saved macros are displayed in the Macro List.

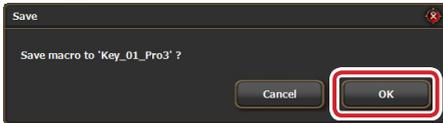
##### When saving data on the Macro Editor as a new macro

- 1) Click  in the Macro List.
- 2) Clicking  displays the following dialogue box.
- 3) Enter the name using the keyboard.
- 4) Click  to save the new macro on the mouse.



##### When saving new data on the Macro Editor on an existing macro

- 1) Click the name of the macro to be replaced in the Macro List.
- 2) Click  to display a message confirming it is OK to save the new content.



- 3) Click  to save the macro on the mouse.

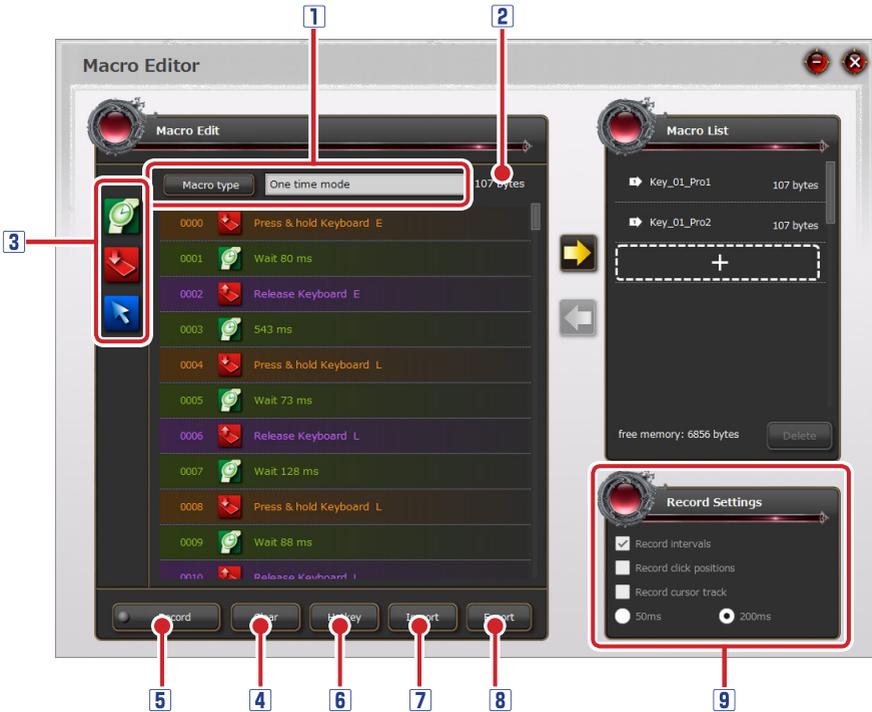
#### 5 Importing a macro to the Macro Editor

The macros in the Macro List can be imported to the Macro Editor.

##### When importing an existing macro to the Macro Editor

- 1) Click the name of the macro in the Macro List.
- 2) Click  to display the details of the macro on the Macro Editor.

## Editing a macro



### 1 Macro type

You can set the type of macro action.

Every clicking of **Macro type** switches to the following three types in order:

‘One time mode’

‘Loop mode’

‘Firekey mode’

### 2 Macro size

The size of the macro being created or edited on the Macro Editor is displayed.

### 3 Macro Editor

You can create or edit a macro. The series of commands and actions incorporated in a macro are executed sequentially from the top in Macro Edit.

#### When adding a command or action

Drag and drop an icon to the location you want to add to in the Macro Edit list.



When adding a 'Wait' command, drag and drop this icon into the location you want to add to, and set the standby time.

- Click and set the 'Wait' time (ms).
- Double-click the icon placed on the list. A dialogue box is displayed so you can enter a wait time (ms). Click to close.



- When adding a 'Press key' action, drag and drop this icon into the location you want to add to, and press the key you want to assign the action to on the keyboard.
- When adding a 'Click mouse button' action, drag and drop this icon into the location you want to add to, and click the mouse button you want to assign the action to.
- When adding a 'Vertical scroll' action, drag and drop this icon into the location you want to add to, and turn the scroll wheel to the direction you want to assign the action to.

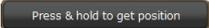


- Gaming buttons cannot be incorporated into a macro.
- Tilt (horizontal scroll) cannot be registered into a macro.



When adding a 'Mouse cursor move' action, drag and drop this icon into the location you want to add to, and determine the coordinate point to move to in the following procedure.

- 1) Check either 'Relative' or 'Absolute' and enter an X-coordinate and a Y-coordinate.

When choosing 'Absolute', you can click and drag  to move the cursor directly to the desired position.



**Absolute Coordinates :** Regardless of the current position of the cursor, the cursor is moved to the designated coordinate point.

**Relative Coordinates :** The cursor is moved only for the distance designated in an X-coordinate and a Y-coordinate from the current position.

- 2) Click .

The designated coordinates become effective.



When you cannot make a 'Mouse cursor move' action execute correctly, check the 'Disable mouse acceleration' box in the 'Other' settings.

## Operation of Macro Editor

- When you select a command or an action column in the list and click the 'Wait' or 'Press' icon, a new command or action is added above it.
- You can change the order of commands and actions by dragging and dropping.
- If you want to select several commands and actions sequentially, press and hold 'Shift' and click each command/action.
- If you want to select all commands and actions at once, press 'Ctrl' and 'A' simultaneously.
- If you want to copy a command or action, press 'Ctrl' and 'C' simultaneously.
- If you want to insert a copied command or action, first select the command or action that is immediately below the location you want to add it to and press 'Ctrl' and 'V' simultaneously.
- If you want to delete a command or action, press 'Delete'.

## Icons displayed on the Macro Editor

	Indicates 'Wait (standby)' command. You can change the setting in the dialog box launched by double-clicking the icon.
	Indicates the 'Press and hold keyboard key' action.
	Indicates the 'Release keyboard key' action.
	Indicates the 'Press and hold mouse button' action.
	Indicates the 'Release mouse button' action.
	Indicates the 'Scroll up' action.
	Indicates the 'Scroll down' action.
	Indicates the 'Move cursor to absolute position' action. You can change the setting in the dialogue box launched by double-clicking the icon.
	Indicates the 'Move cursor to relative position' action. You can change the setting in the dialogue box launched by double-clicking the icon.
	Indicates a new command added to the macro. This icon is not displayed for recorded actions.

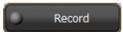
### 4 Clearing Macro Editor

This click will delete all data in Macro Editor.



If the previously edited content is displayed when launching Macro Editor, click  to delete it. The previous setting can also be used as the base for making a new macro.

### 5 Recording

You can record the actual operations of keys and buttons and use the recorded data as a macro. Click  to get into standby and press F10 (default setting) to start/stop recording.

### 6 Hotkey setting

You can set any key to start/stop recording.

At the default setting, this action is assigned to F10.

When F10 is used for different application software, any other key can be assigned instead.

Click  and press the key you want to assign the action to.

## 7 Importing data from the saved file

You can import data saved on your PC to Macro Editor.

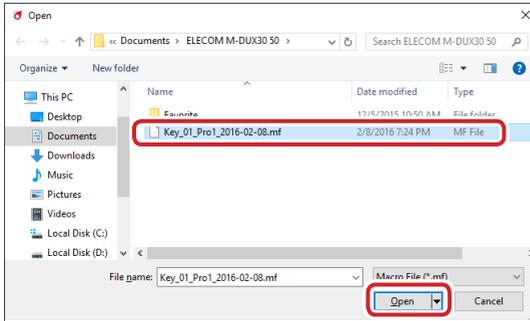
### When importing data from your PC to Macro Editor

- 1) Click **Import**.

The Open dialog box is displayed.

- 2) Select the saved file to be imported and click **Open**.

The file data is imported into Macro Editor.



## 8 Exporting the data into a PC file

You can export the data in Macro Editor to your PC.

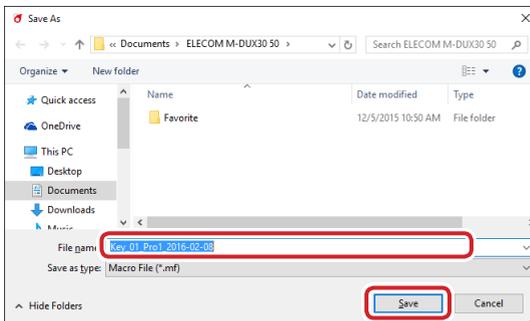
### When exporting data from Macro Editor to your PC

- 1) Click **Export**.

'Save As' dialogue box is displayed.

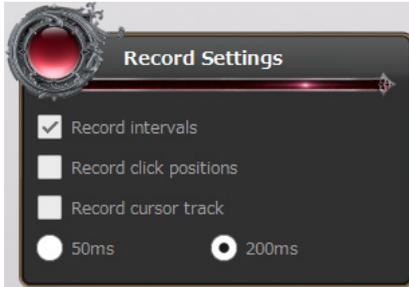
- 2) Enter the file name and click **Save**.

The default file name is 'macro name\_ YYYYMMDD'. Change the name as necessary.



## 9 Record Settings

You can create a macro using the recording function.



### Record intervals

Check this box to record all intervals (standby time) as well during recording.

### Record click positions

Check this box to record all clicked positions as well during recording

### Record cursor track

Check this box to record cursor track as well during recording

You can choose 50ms or 200ms.

Selecting 50ms, which focuses more on the recording accuracy than the recording volume, provides smoother cursor movements with smaller record intervals but uses more memory.

## Creating a macro

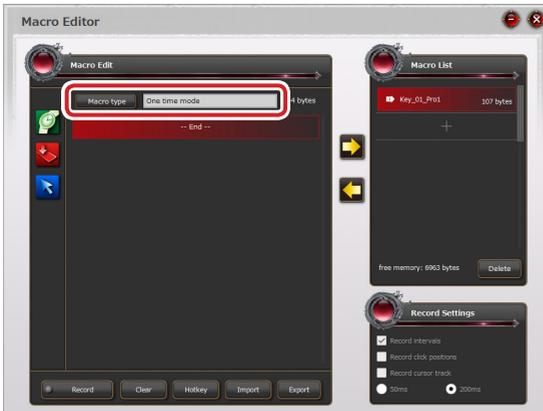
The following procedures show how to create a sample macro by sequentially pressing [H], [e], [I] [I], [o], and [Enter] on the keyboard.

### 1 Click 'Macro Edit' in Other Settings



Macro Editor is launched.

### 2 Click **Macro type** to select the action type of the macro.



### 3 Select the record settings as necessary.

### 4 Add a command or action in Macro Editor.

When adding a command or action using the icons.

- 1) Click  and press [H] on the keyboard.
- 2) Click  and press [e] on the keyboard.
- 3) Click  and press [I] on the keyboard.
- 4) Click  and press [I] on the keyboard.
- 5) Click  and press [o] on the keyboard.
- 6) Click  and press [Enter] on the keyboard.

## When adding a command or action by recording

- 1) Click .
- 2) Press [F10] (default settings) on the keyboard to start recording.
- 3) Press [H], [e], [I], [I], [o] and [Enter] in that order.
- 4) Press [F10] (default settings) on the keyboard to stop recording.



If you do not want intervals (standby time) to be recorded, uncheck 'Record intervals' (standby time) in Record Settings.

- 5) Click  in Macro List and click .

The 'Enter macro name' dialogue box is displayed.

- 6) Enter the name of the macro and click .

The 'Enter macro name' dialogue box is displayed.



The newly-created macro is displayed under Macro List.



- 7) Click  to close Macro Editor.

Now a new macro is created. You can assign the new macro to any button or key.

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M-DUX30BK/M-DUX50BK  
Driver setting guide  
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