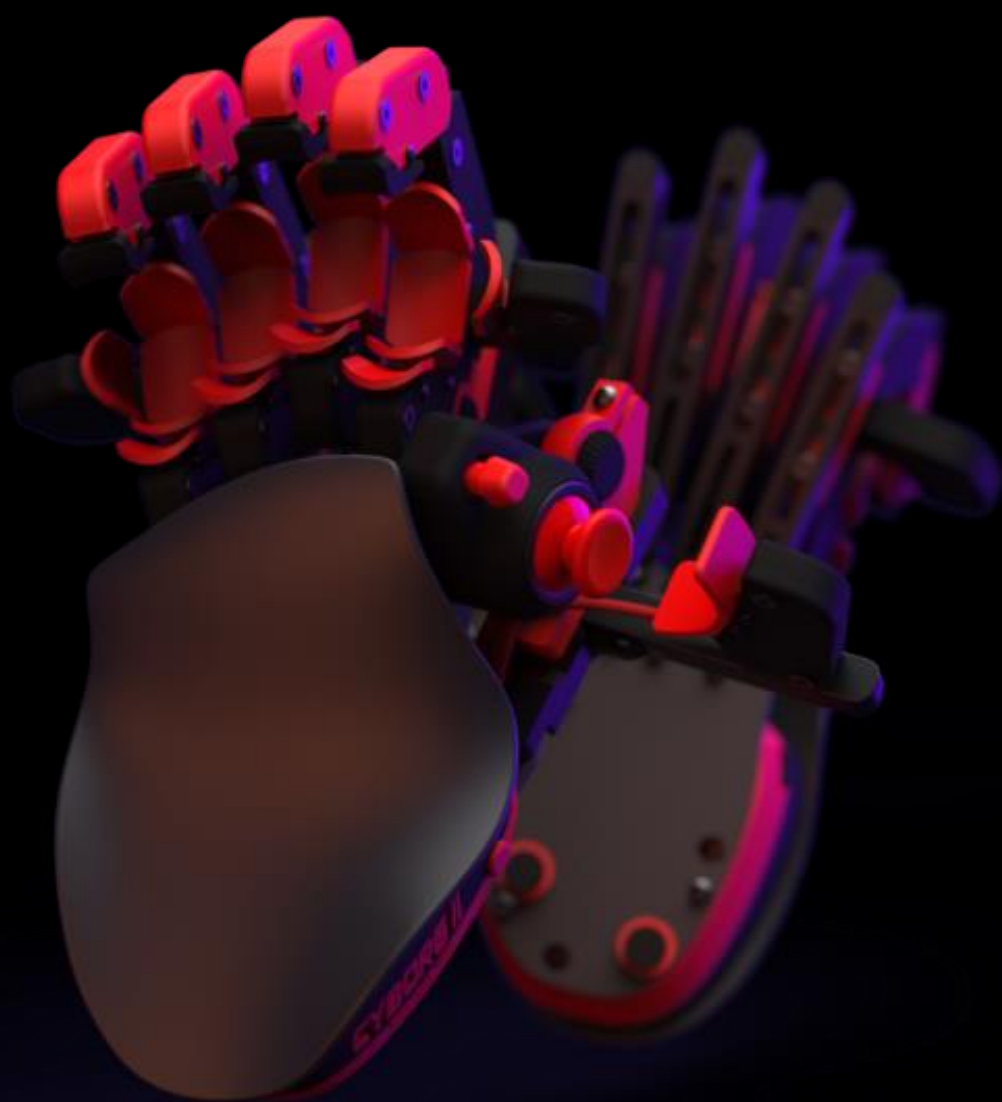




AZERON

Manual

CYBORG II

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INTRODUCTION

The Azeron gaming keypad is a simple Plug-and-Play controller that sets up easily with our software. It can function as a joystick or as a keyboard or in hybrid mode.

The Azeron Cyborg II keypad comes with 30 programmable buttons and an analog thumbstick for complete control and maneuverability over your game.

Its ergonomic wrist pad, adjustable key towers and adjustable thumb module delivers a perfect fit for your arm and minimized fatigue over extended gameplay.

The main advantage of the Azeron keypad is the ability to move in game character with one finger – the thumb (either in 360° mode or in WASD mode, depending [what your game supports](#)). All other fingers now can freely press other buttons while you are moving at the same time. The buttons are very easy to reach with a little flick of your finger, don't need to reach too far and stress your hand.

1. FEATURES

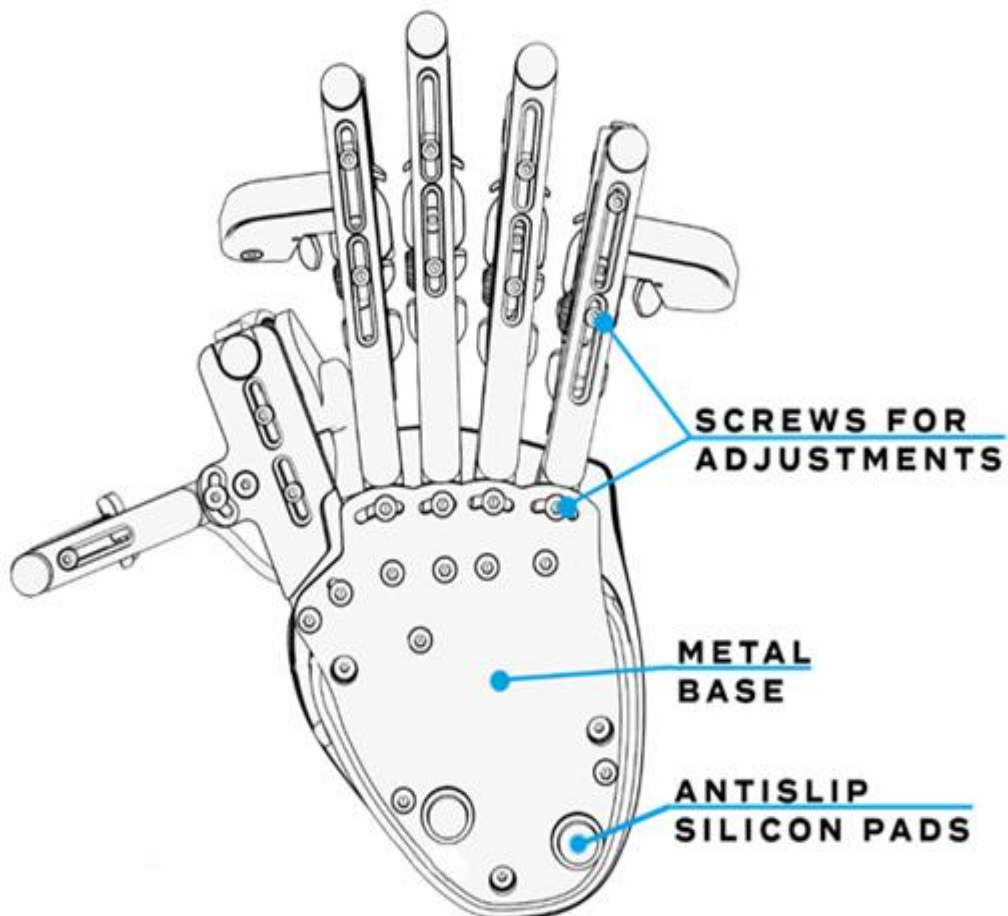
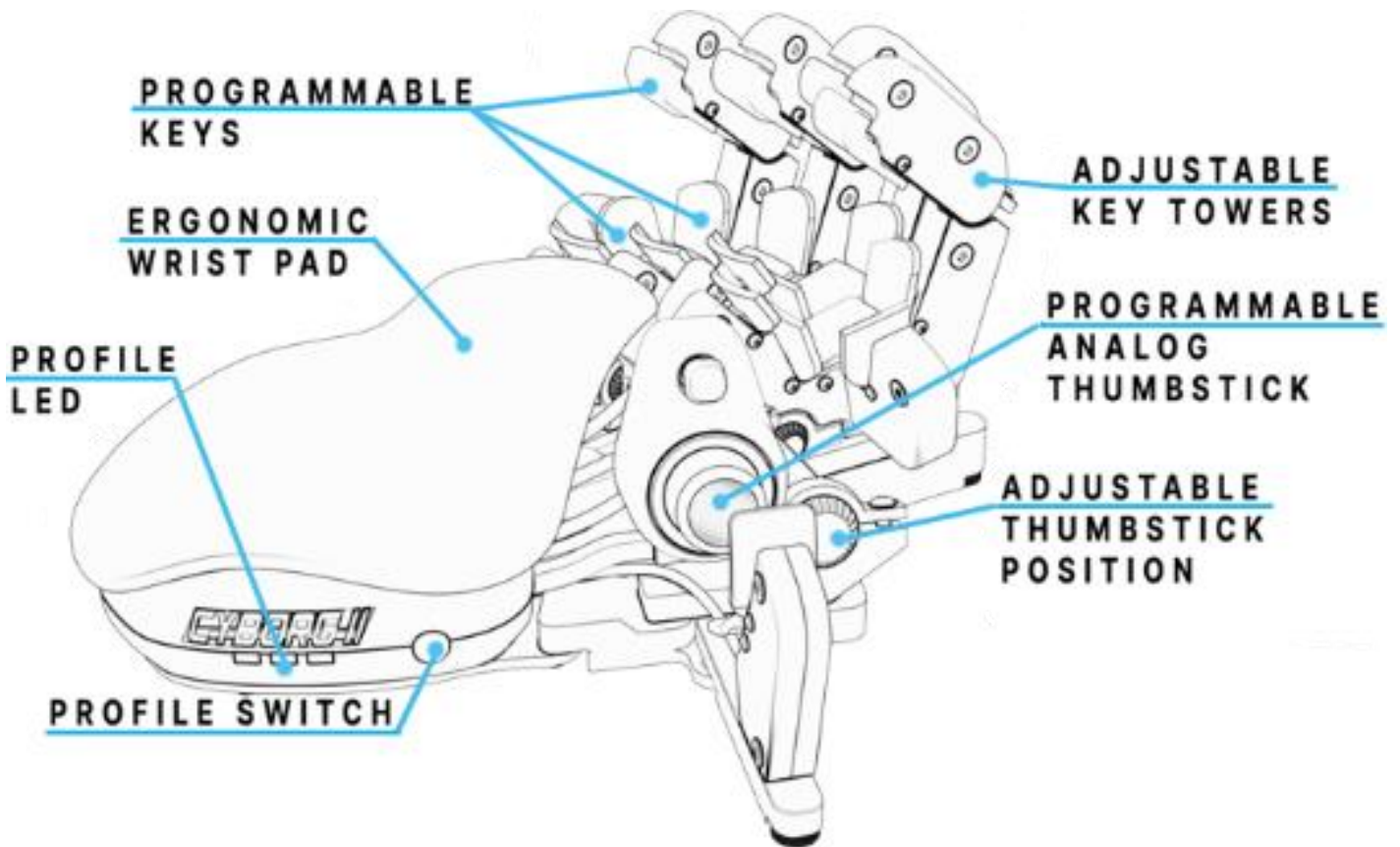
- 22 programmable buttons on towers
- 8 programmable thumb buttons
- A programmable analog thumbstick with Hall effect technology
- Adjustable button positions to fit your hand
- Stable steel base with antislip silicon pads
- Braided cables
- 2 meter (6ft 7in) USB-C cable
- Omron micro switches with 50 million click lifespan
- On-board memory for your favorite keybinds

PACKAGE CONTENTS

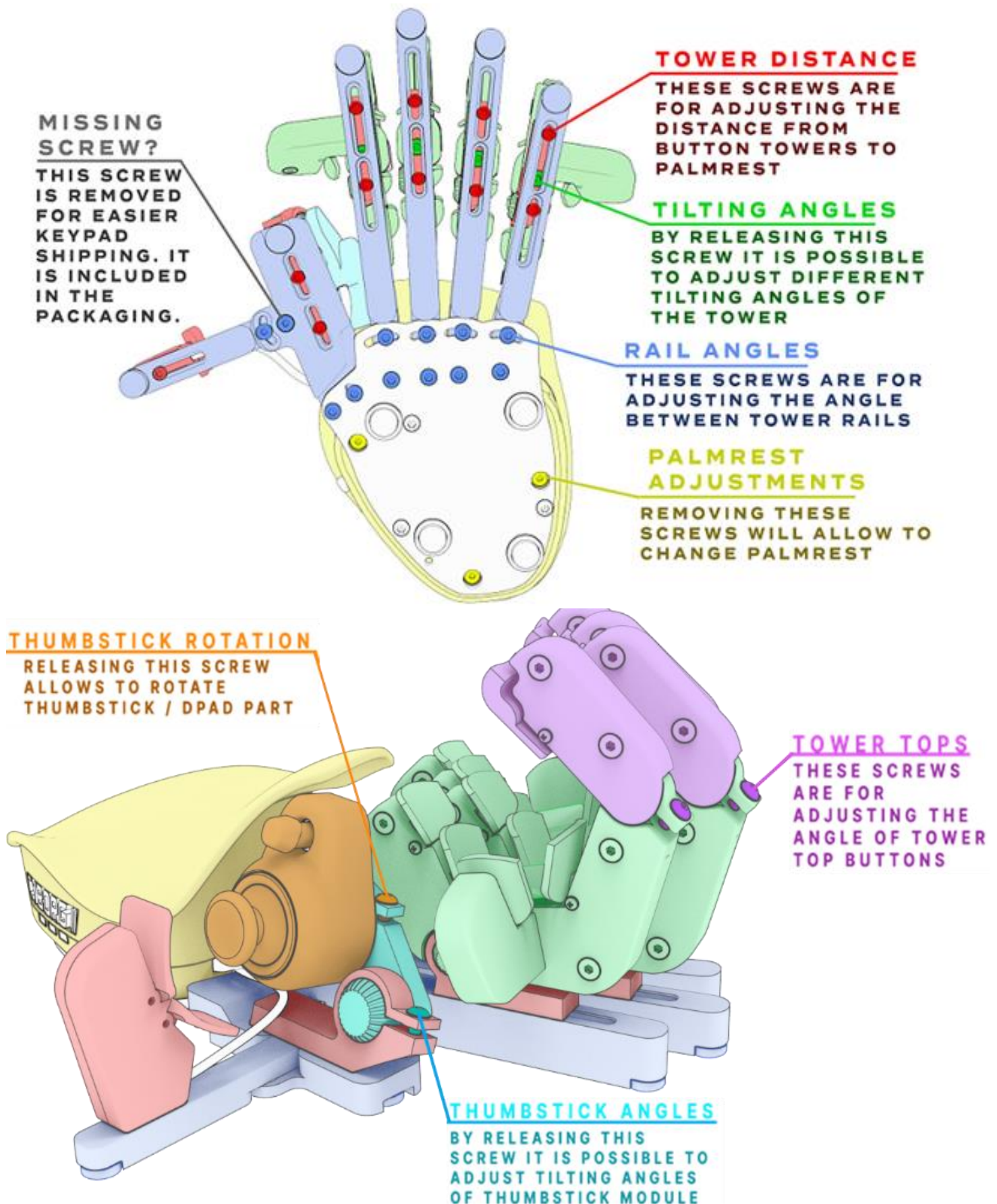


- Azeroth Cyborg II
- Azeroth Screwdriver for adjustments
- 2 thumbstick replacement caps
- Metal restrictor ring
- Spare screws (including one for the little tower)
- USB-C cable (2m / 6ft 7in)
- Quick Guide
- Additional accessories (If ordered)

2. DEVICE LAYOUT



3. ADJUST YOUR AZERON KEYPAD



By using the included Hex screwdriver, it is possible to adjust key and thumb module positions for your hand.



You can swap included thumbstick caps just by pulling them off with a little force:



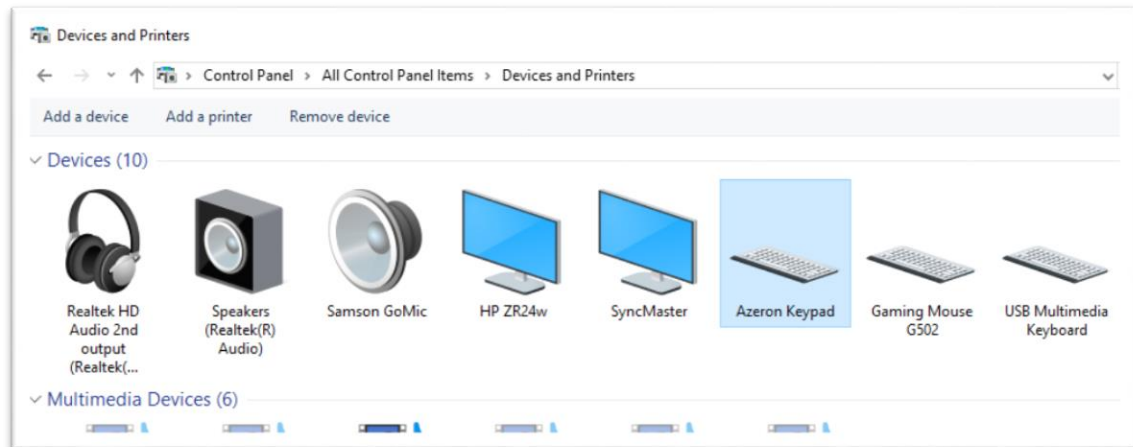
Or if you have chosen the Elite thumbstick, you can swap the magnetic caps easily and adjust the thumbstick tension with the included tool.



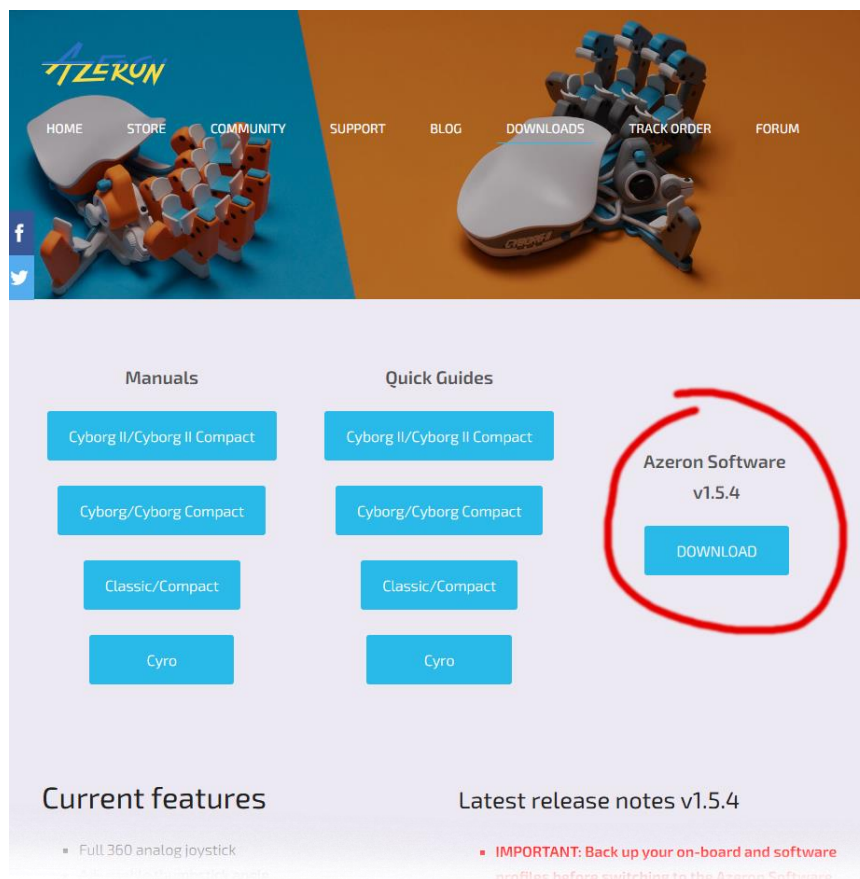
!! Some adjustment tips in this video: https://youtu.be/INXLMfun_DM

4. INSTALLING SOFTWARE

First you need to check if your computer recognizes Azeron keypad. Plug in USB cable in PC. Go to Start – Control Panel – Devices and Printers, and see if under Devices shows up Azeron keypad.



We are constantly working on new features and improvements, so make sure to go to our website (<https://www.azeron.eu/downloads/>) and download the latest Azeron software.



When shipping out the keypad to you, it has already pre-installed latest firmware. So you need to install new firmware only if the software asks you to do it.

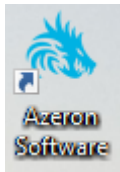
Ensure that your Azeron software is updated to at least version 1.5.3 for Cyborg II support

Go to the directory where you downloaded the software, then double click on Azeron-setup-vX.XX.X to install the software.

Sometimes Windows may prevent installation, because it is a new software it doesn't recognize:



Just click on the “More info” and then on “Run anyway”.



After that, the software will start to install. When it's done, there will be a shortcut icon on Desktop and in the Start menu.

In case the software installation stops midway and doesn't progress, make sure to pause your antivirus and try to install again.

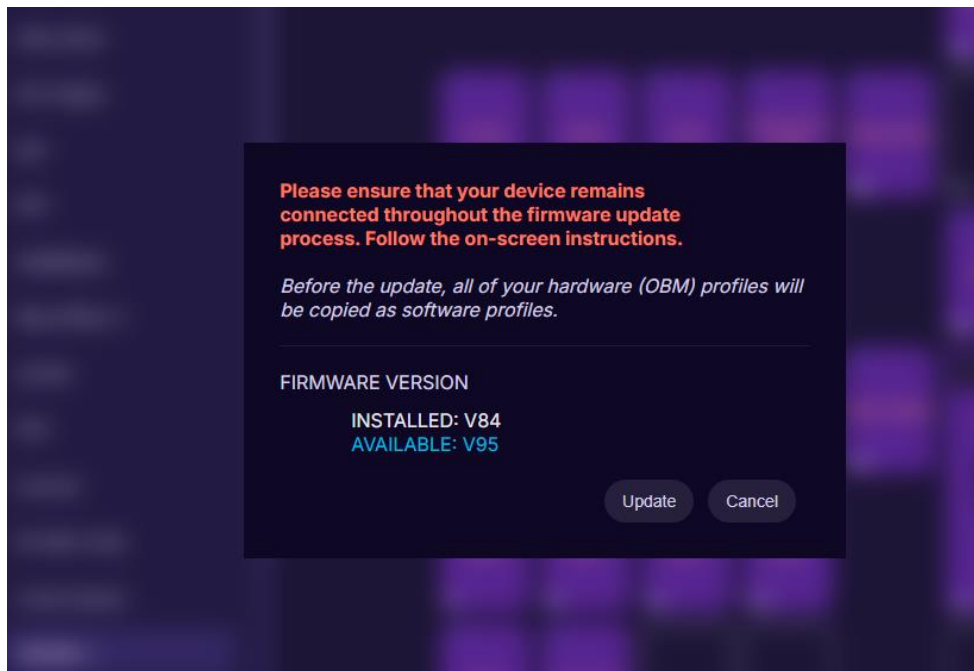
After the installation is done, plug in the USB cable of the keypad in PC and then launch the Azeron software.

If you are not sure if your PC has the USB3.0 motherboard drivers installed, then we would suggest to use USB 2.0 port to avoid unpredictable behavior of the keypad recognition.

Also if you are using USB hub, the keypad may have power shortage. So make sure to use USB hub that can provide enough power or plug in the keypad directly in PC motherboard.

When opening Azeron software, there are 4 options what could show up:

A) When opening software, it may show this screen:

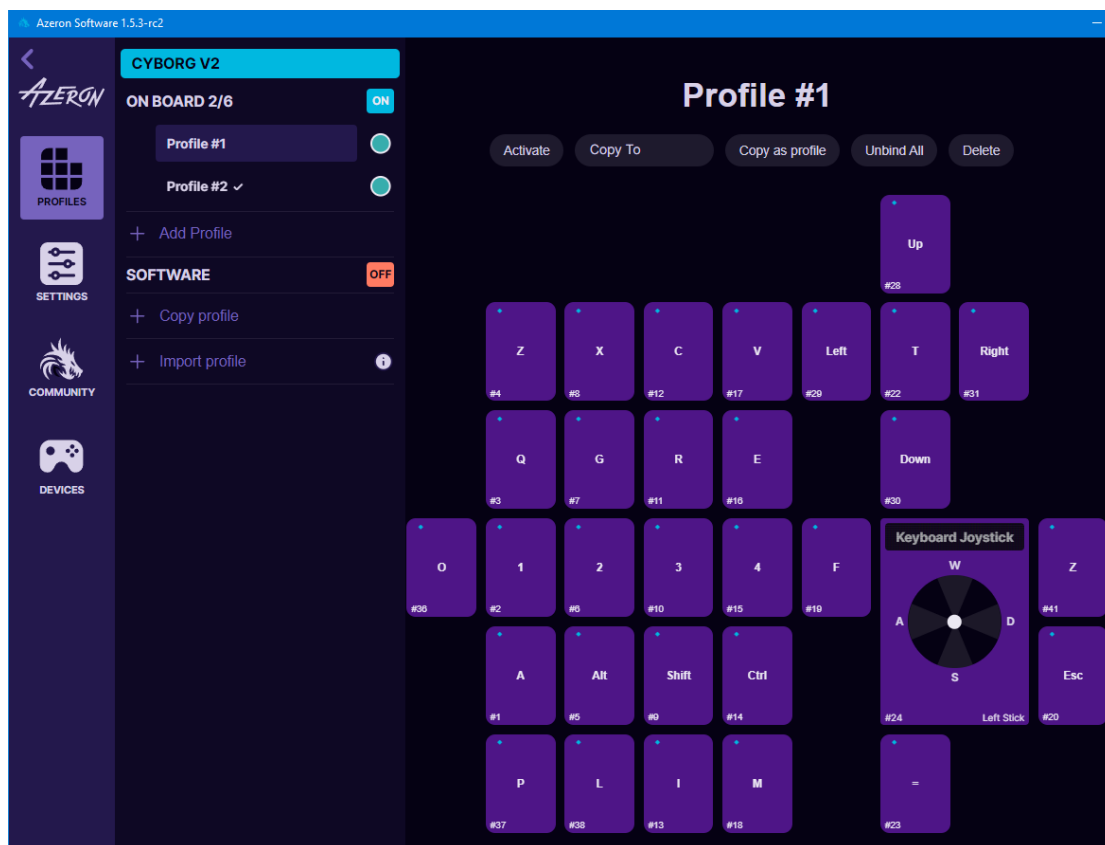


It means that the keypad requires firmware update. Click on “Update” at the bottom right corner.

There will be a loading animation as it downloads the newest version. After firmware installation the keypad will restart. Wait until software connects with your keypad.

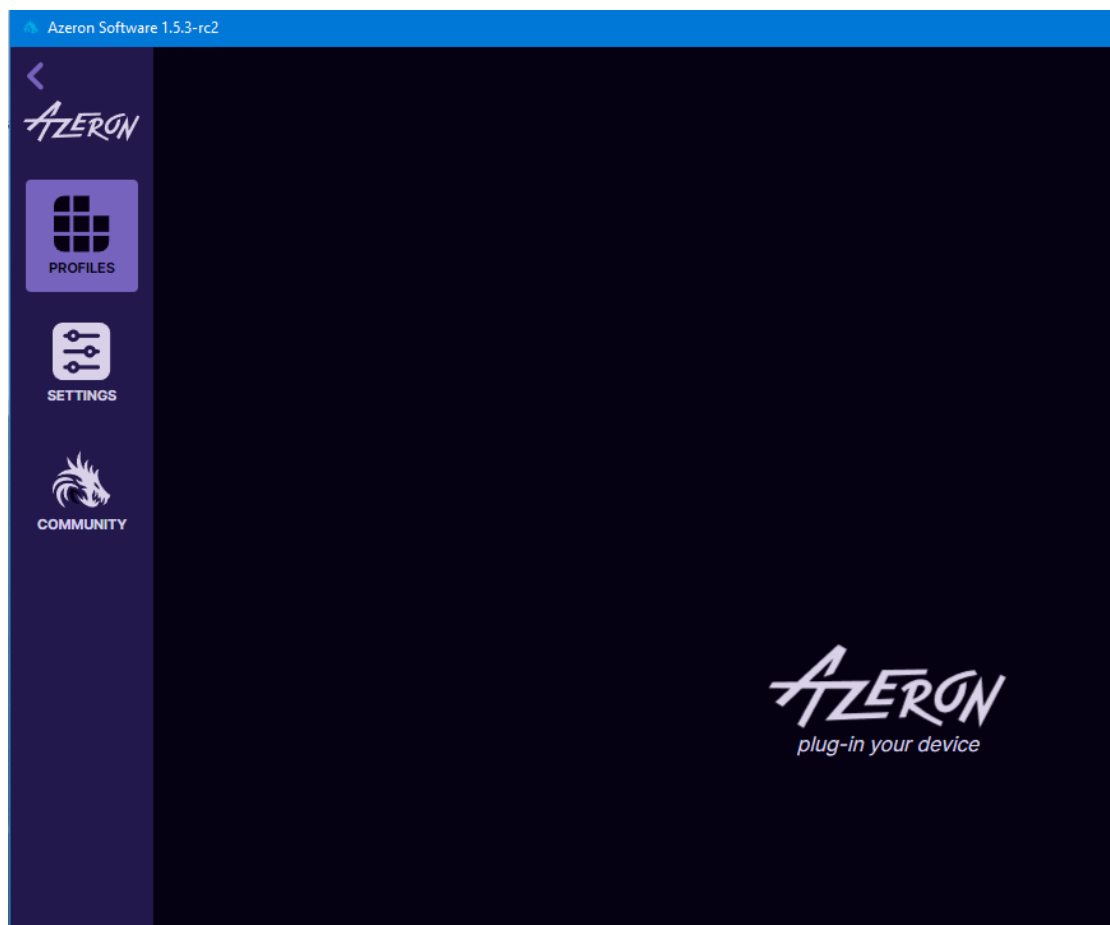
When the firmware update is complete the software will ask you to calibrate the thumbstick. Follow the directions on screen to complete the calibration. For more information on how to calibrate, please go to [5.3 CALIBRATING THUMBSTICK](#)

B) The second possible option when software opens up will look like this:



This means that everything is ready, the software and PC recognizes the keypad and everything is up to date. You are ready to configure your keypad to your liking and start gaming.

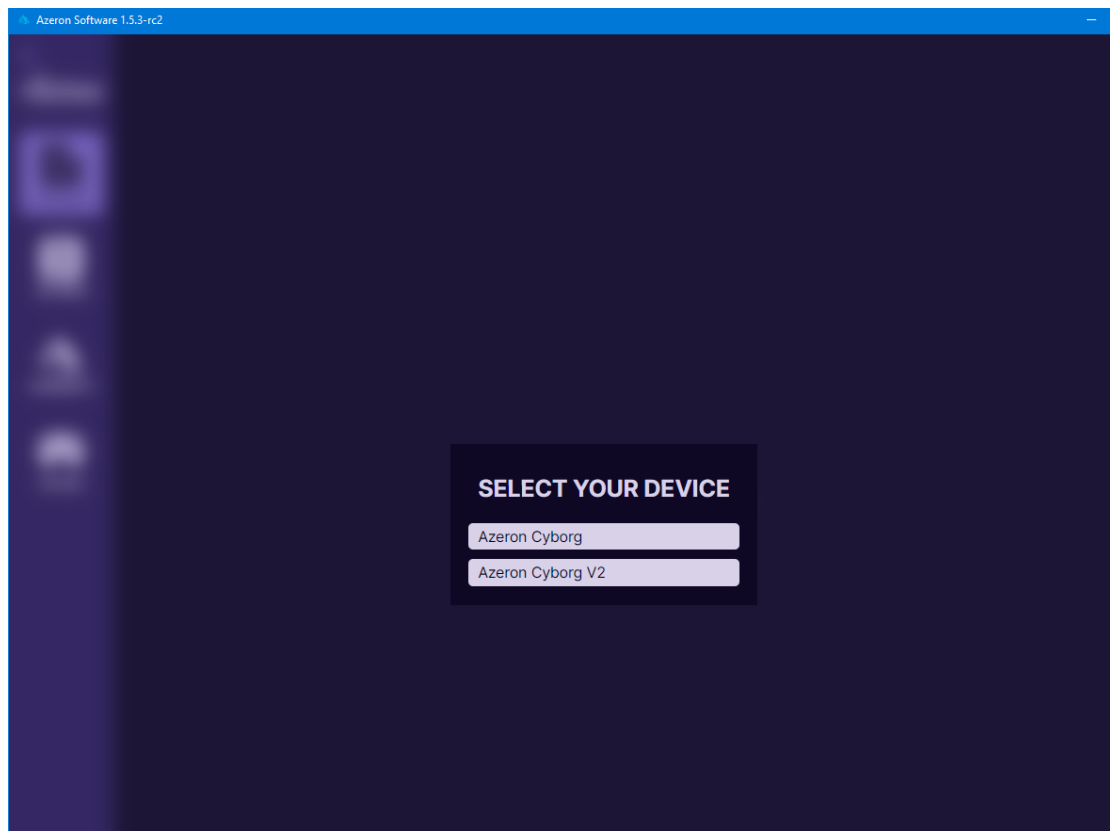
C) Another option when opening software, it may be empty



It means, that the software cannot find the Azeron keypad. Try to close the software, unplug USB cable, wait until Windows no longer see the keypad, then plug in back the USB cable (make sure you are plugging in the USB directly in PC and not via USB hub! So that it has enough power), open the software again.

If the PC still doesn't recognize your keypad, it could be that firmware installation have gone wrong, please check [6. TROUBLESHOOTING](#) section on how to fix that. Or alternatively you can contact Azeron support via email info@azeron.eu or have a chat in [Azeron Discord](#) and together we will get it back up and running.

D) Another option is when software is asking to choose the device you want to setup, if you have plugged in multiple Azeron devices. Choose the Device you wish to configure.

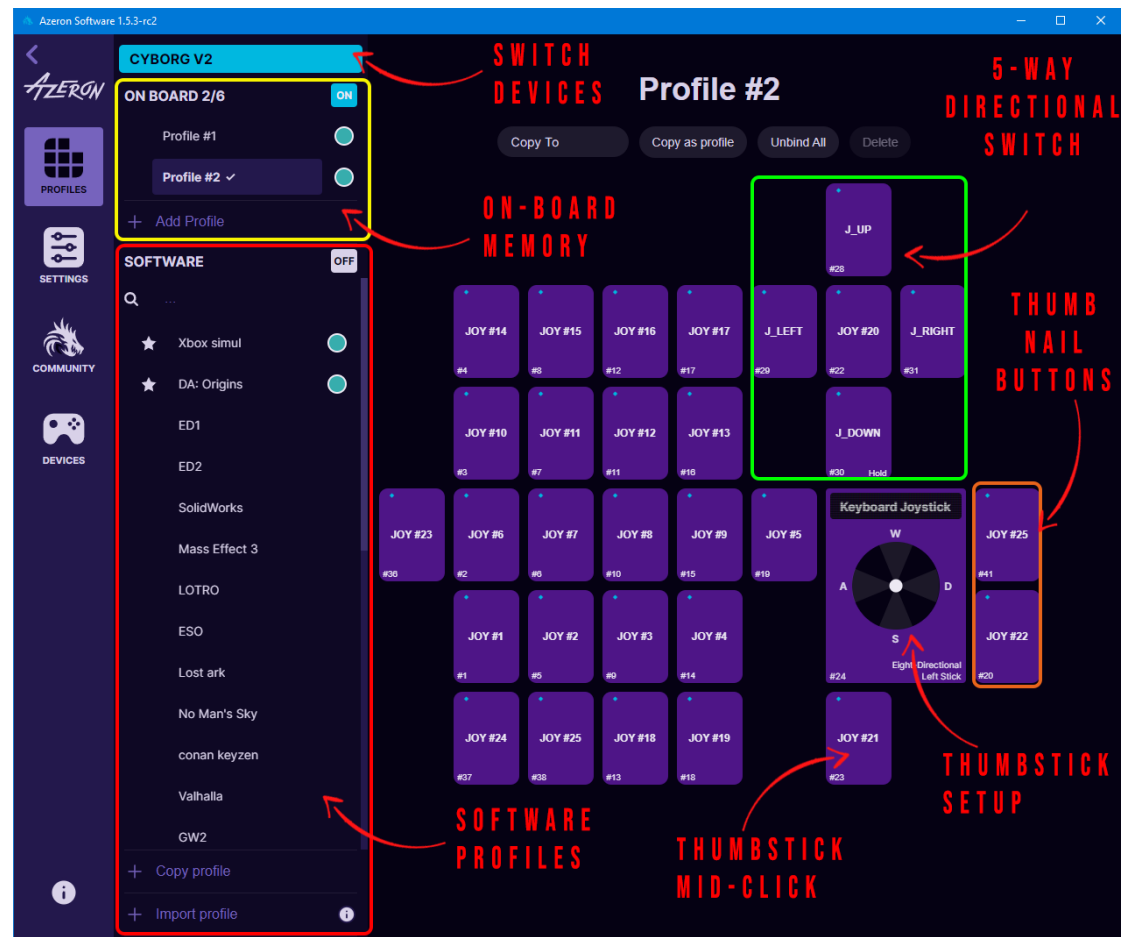


It is possible to configure only one device at a time. The devices, that you are not currently configuring, are running on a profile that is in the on-board memory.

5. HOW TO USE AZERON SOFTWARE

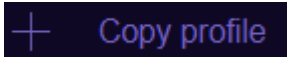
5.1. INTERFACE OVERVIEW

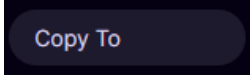
There are 2 profile types available - on-board and software profiles.



On-board profiles are saved in the keypad memory (so you can use the keypad on other PC or consoles and it will work with the saved settings). If you are using only on-board profiles, then Azeron software doesn't need to be opened while gaming, it is used just to setup buttons. If you are using **software profiles**, then the Azeron software needs to run in the background while playing the game.

Note! Macros, Layering and Input sequence features will not work in the on-board memory

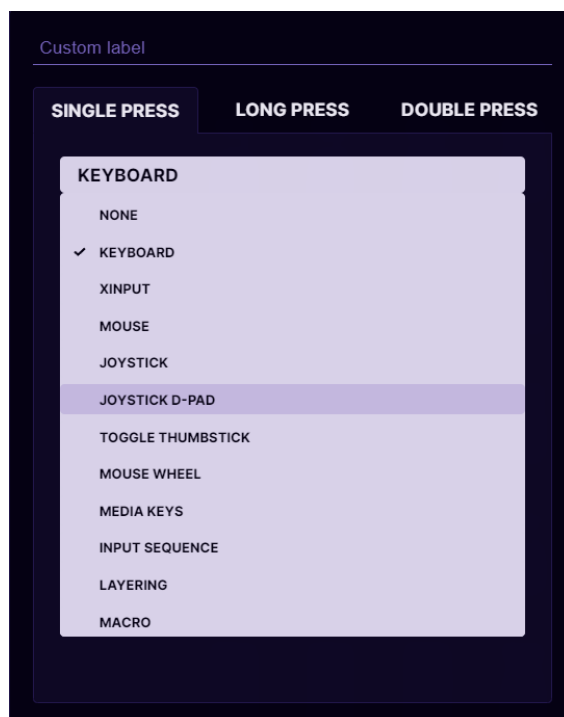
To create a new profile, click on . The software will create a new profile by making a copy of currently selected profile.

To send a software profile to on-board memory, you need to click on the profile you wish to send and then click on  to send it to the on-board memory slot you choose in the dropdown.

5.2. KEYBIND SETUP

When pressing button on the keypad, the corresponding button will light up in the Azeron software and execute the keybind.

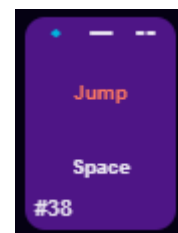
To setup buttons, with your mouse click on the button you wish to setup, then in the popup window choose between several modes.



At the top you can name the button by writing custom label, for example, “Jump”.

It is possible to setup several modes on one button at the same time – **single click**, **long press** and **double press**.

If you choose all three modes, then the corresponding symbols will appear on top of the button:



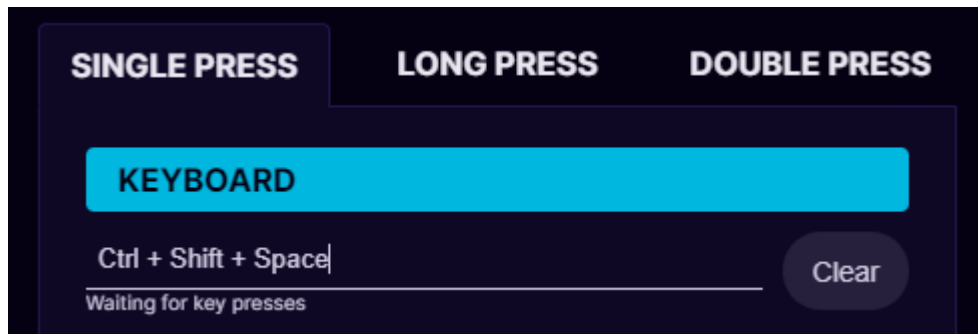
Single click keybind will execute immediately on button press. **Long press** keybind will execute only after the delay that you specify while holding down the button. **Double press** keybind will execute after the button is pressed 2 times.

*If you are using **Single click** and **Double press** modes on the same button, then there may be a small lag for **Single click** keybind. The shorter the **Double press** delay is specified, the shorter will be the lag on **Single click** keybind. If you specify very short delay, then there is a chance that **Double press** will be executed unintentionally, when you actually expect to have **Single click** keybind executed.*

5.2.1. Keyboard mode

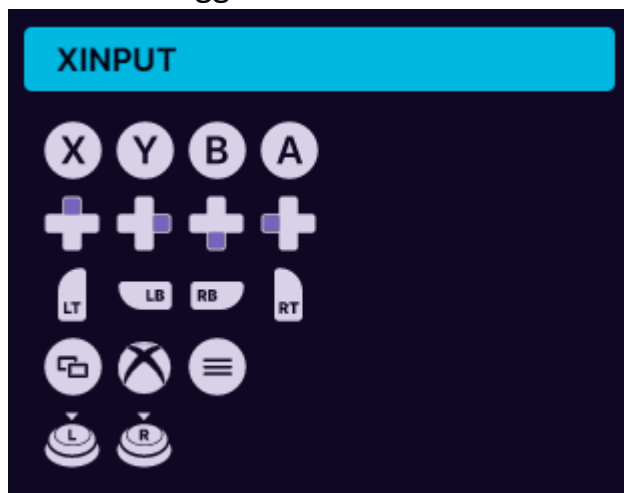
For **keyboard** mode you can setup a keyboard button to be used on Azeron keypad. It is also possible to setup button combinations on one key press (for example, Shift + Ctrl + Alt + E).

Only buttons not possible to setup currently are Right side modification buttons, they will always default to the Left side Shift, Ctrl or Alt. Also there is no simple way to setup special buttons, for example F13 F14 or numpad etc. These will be included in the future software updates.



5.2.2. Xinput button

Xinput allows the Azeron keypad button to act as an Xbox controller button or trigger.



Under **Xinput button** it is possible to setup:

- Home
- Start
- X, Y, A, B
- Right Bumper, Left Bumper
- Push Right analog stick
- Push Left analog stick

- Back
- D-pad right, left, down and up
- Right trigger, Left trigger

5.2.3. Mouse mode



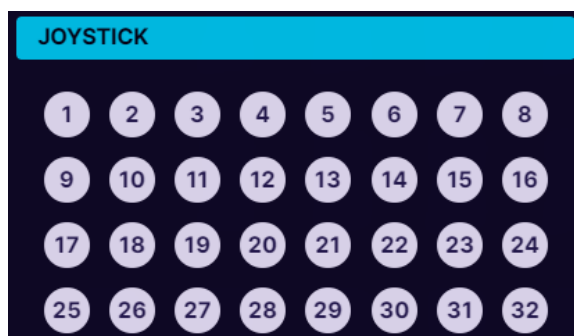
Under **mouse** mode the Azeron keypad button can act as a mouse buttons:

- Left click
- Middle click
- Right click
- Back
- Forward

5.2.4. Joystick button

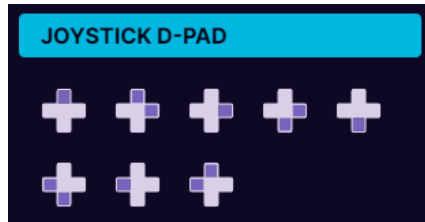
In **joystick button** mode the keypad will act as a generic controller button (direct input of generic gaming controllers). If you are using Azeron keypad on consoles through XIM device (or similar adapter), then you need to setup all buttons as joystick buttons.

Upon receiving your Azeron keypad or after reinstalling firmware by default the second profile in on-board memory will have all buttons setup as generic joystick buttons. So you can use Azeron on console via XIM adapter straight out of box.



5.2.5. Joystick D-pad mode

In **Joystick D-Pad** mode the button can be setup as any function of the D-Pad (Up, Right, Down Left, Left, and also diagonally, for example Right Up or Left Down). This also will act as direct input of generic gaming controllers.



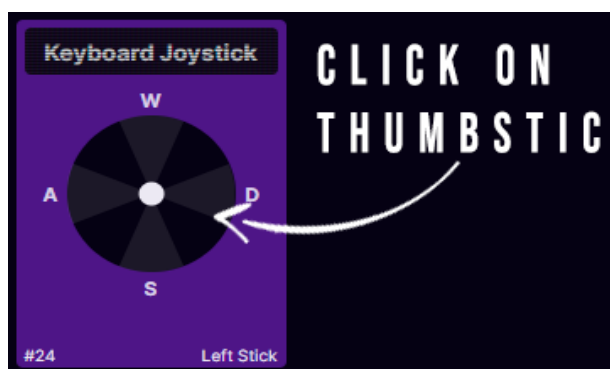
5.2.6. Toggle analog stick mode

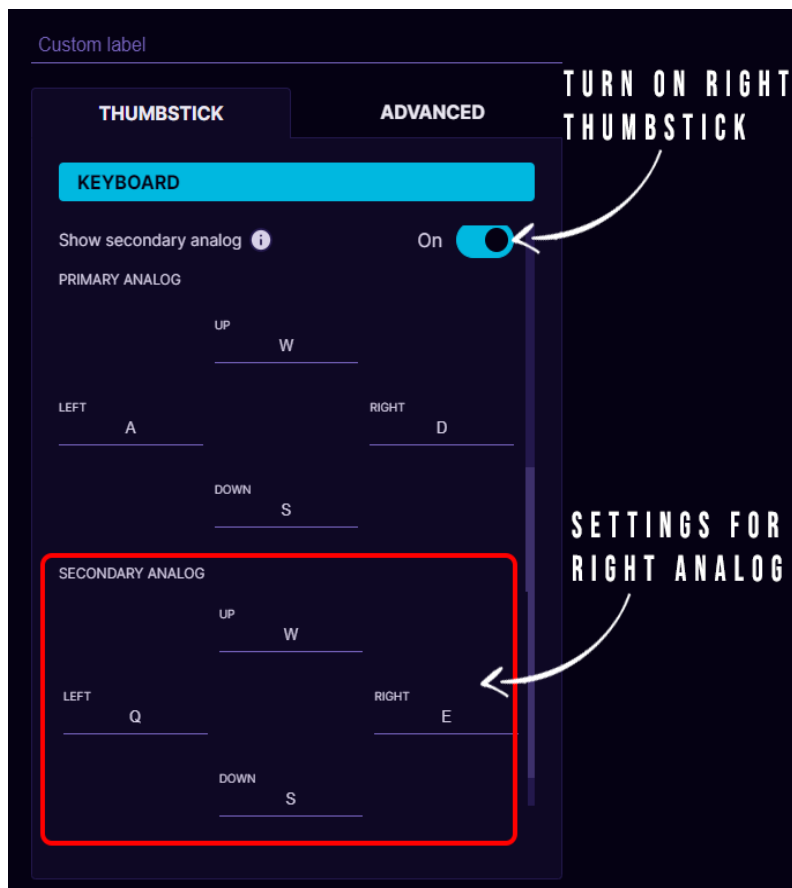
On the keypad there is only one thumbstick, but you can setup a button to switch between two thumbstick settings.



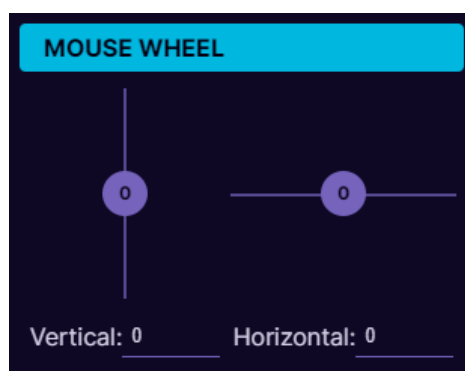
- If thumbstick is setup as an **analog stick**, then it will switch between **Left** and **Right analog stick** of the controller.
- If thumbstick is setup as a **keyboard** (WASD for example), then you can setup also what keyboard buttons will be on the second thumbstick (for example QWES).

After setting “**Toggle analog stick**” on the button, make sure to go in the thumbstick settings, turn on the 2nd thumbstick and change the keybinds on it as you wish:





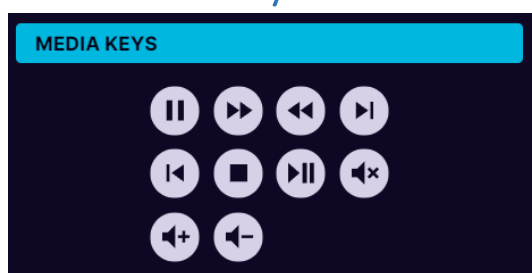
If you enable mode **Toggle only on hold**, then the second thumbstick settings will work only while the button on the keypad is held down.



5.2.7. Mouse wheel

Any of the buttons can function as a **mouse wheel** (either horizontal or vertical). For example, adjust the slider up, to setup vertical scroll up. The higher the number the faster it will scroll up.

5.2.8. Media keys



Choose Media keys if you want to control your music, videos or PC volume with the keypad.

You can setup:

- Pause
- Fast forward
- Rewind
- Next
- Previous
- Stop
- Play / Pause
- Mute
- Volume Up
- Volume Down

5.2.9. Input sequence

This mode is not available in On-board memory profile!

The screenshot shows a dark-themed menu titled 'SINGLE PRESS' with a dropdown arrow. Below the title is a red bar labeled 'INPUT SEQUENCE'. Under this bar, there are four numbered slots: 1 with 'A', 2 with 'B', 3 with 'C', and 4 which is empty. Slots 3 and 4 have a small red 'X' icon to their right. Below the sequence slots is a section titled 'CYCLE METHOD'. It contains two options: 'SEQUENTIAL' which is selected with a red checkmark, and 'PING PONG' which is unselected with a radio button. Descriptions for each method are provided: 'Cycles in one direction through the triggers: 1 ⇒ 2 ⇒ 1 ⇒ 2' for Sequential and 'Cycles back and forth through the triggers: 1 ⇒ 2 ⇒ 1' for Ping Pong. An 'Apply' button is at the bottom right.

It is possible to setup several keybinds on one button which are changing in sequence.

In **Sequential mode** the keybinds will go through 1st to last and then again from 1st to last.

In **Ping pong mode** the keybinds will go from 1st to last and then from last to 1st.

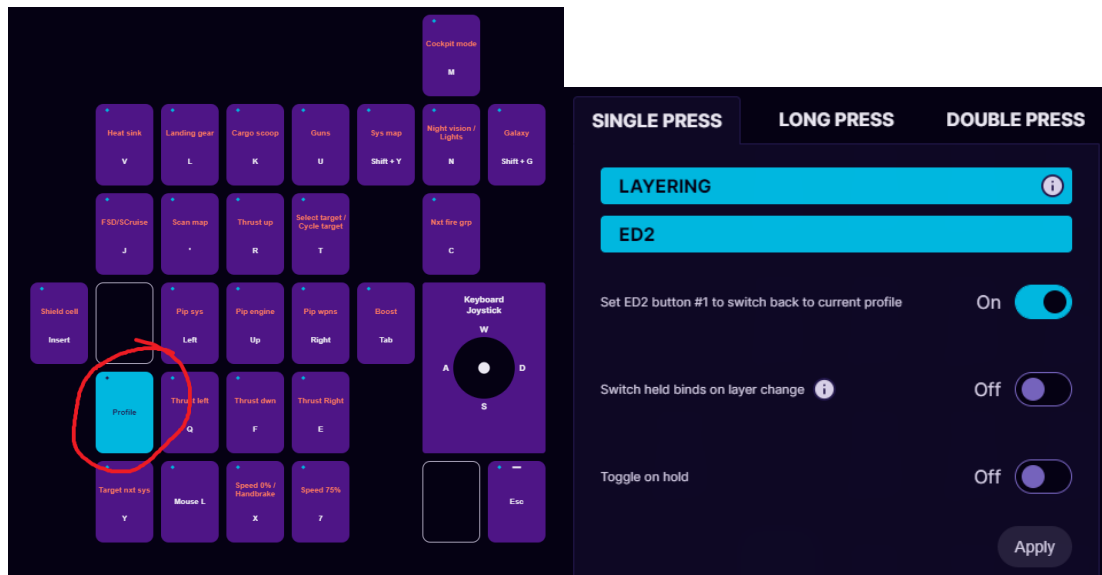
Example 1: if there are skills/stances in the game that toggle, for example Healing stance on 8 and fighting stance on 9. Then you can put both keybinds (8 and 9) on one button with this Input sequence.

Example 2: if there are several weapon types, for example Rifle on 4 and Sniper on 5, then you can use one button to switch between both weapons.

5.2.10. Layering

This mode is not available in On-board memory profile!

Any of the buttons can be programmed as a shift button to switch between several button layers on the fly thus increasing the number of functions that can be programmed into the other buttons by several times.



For example, in the picture above, we are editing button #1 as a profile switch button and we will set it up to switch to another software profile, which is called “ED2”. Now when pressing button #1 on the keypad, the keypad will switch to profile named “ED2” and will use the keybinds that are stored there.

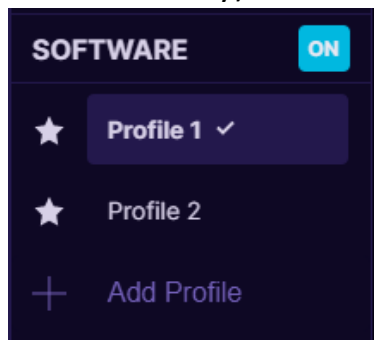
If we want that by **pressing again** button #1 we switch back to the previous profile, then we need to choose ON at the option “*Set ED2 button #1 to switch back to current profile*”.

If we want to access the 2nd layer buttons only while we hold the button #1, then the setting “***Toggle on hold***” must be ON.

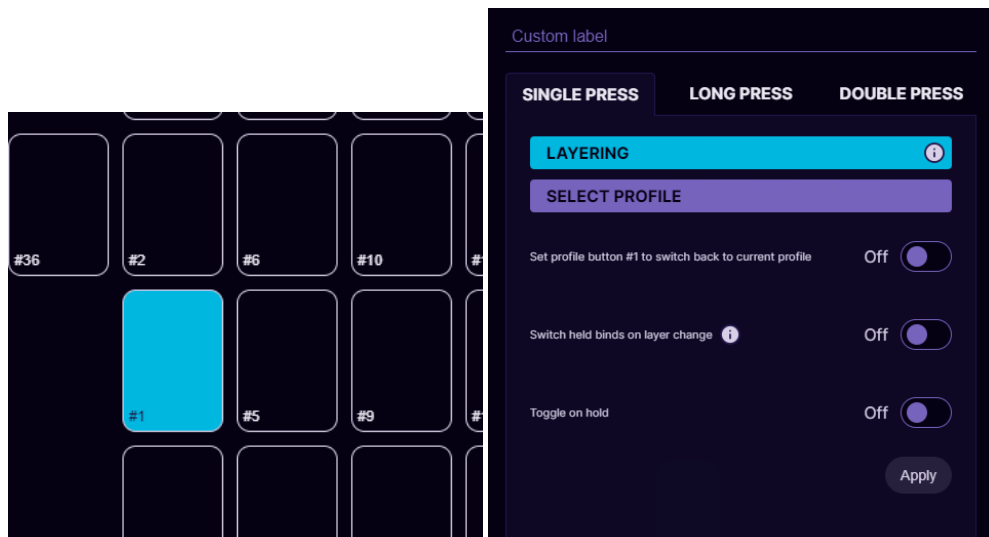
If we choose ON at the option “***Switch held binds on layer change***” then the held keys from the current profile binds will be released and the new profile binds for the pressed keys will automatically be pressed on profile change. For example, if on Profile 1 we hold button A, it spams AAAAAA, then we press profile switch button without releasing A, then it will start to spam BBBB from the Profile 2. As soon as we release the profile switch button, it will continue to spam AAAAA.

How to setup layering step by step:

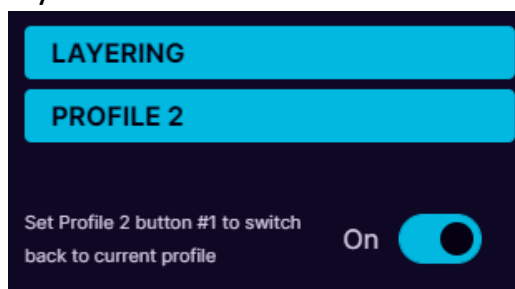
1. Create 2 profiles in software section (layering will not work in on-board memory). We will name them **Profile 1** and **Profile 2**:



2. Activate Profile 1, select on the button you wish to use as layer shift. Pick **Single Press** and choose **Layering** from the dropdown menu



3. Then under **Layering** select **Profile 2**, which will act as our 2nd layer for buttons.



4. Turn **ON** the option “Set profile button #1 to switch back to current profile” to be able to switch back to **Profile 1** with the same button.
5. Setup one set of keybinds in **Profile 1** and another set of keybinds in **Profile 2**.

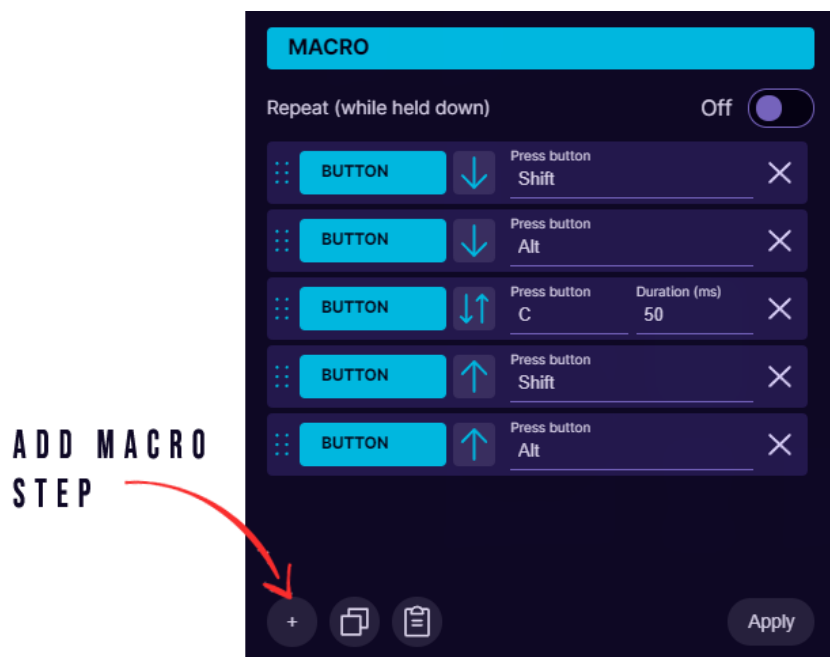
5.2.11. Macro

This mode is not available in On-board memory profile!

It is possible to setup macros on keypad buttons. When choosing **Macro** mode for the button, it is possible to program several sequential keyboard keypresses, mouse buttons and delays in the sequence you wish. You can also choose how long is the keypress and delays in milliseconds (avoid using too small values for delays and keypresses, otherwise it may not register).

It is also possible to turn on a repeat for the macro while the button is held down (*the repeat will not be available if you have setup a long press or double press on the same button!*).

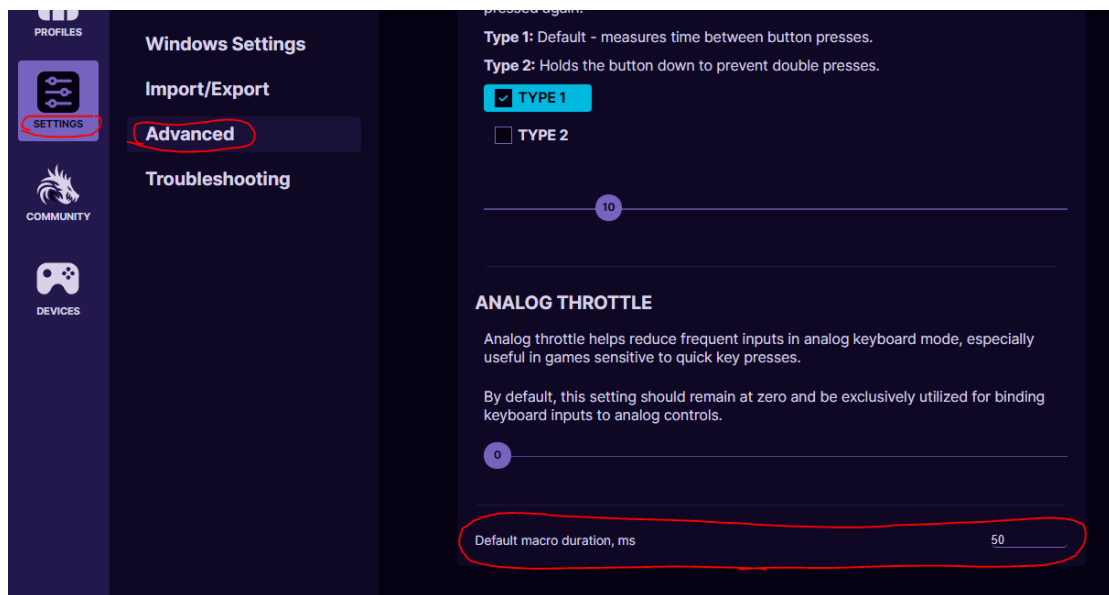
The blue arrow next to the button shows if the button is held down or raised up, or both.



At the bottom of the window are **Copy** and **Paste** buttons, to be able to copy current Macro and paste it on another keypad button.

Macro function is available only in software profiles! Currently it is not possible to save Macro in on-board memory due to the memory limitations.

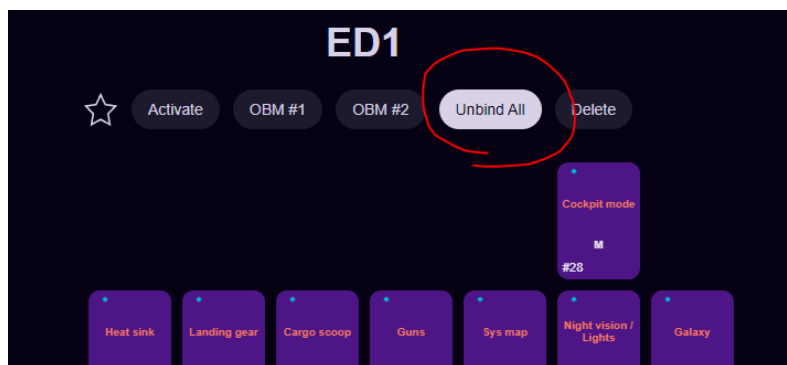
You can also change the default macro duration in the settings:



5.2.12. No action mode

Right click on the button to delete any keybind on it and make it “empty” and do nothing.

Or press **“Unbind All”** at the top to remove all keybinds and labels in current profile.

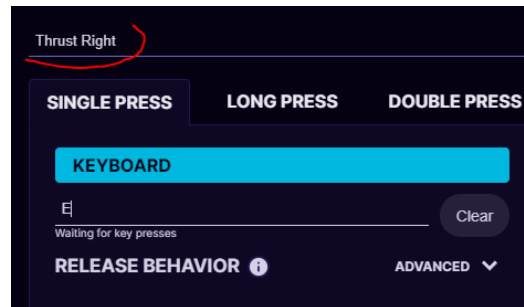


5.2.13. Button labels

You can setup custom names for each button for easier overview of your keybinds. Similar to this (white color is keybinds, darker color is custom button names):

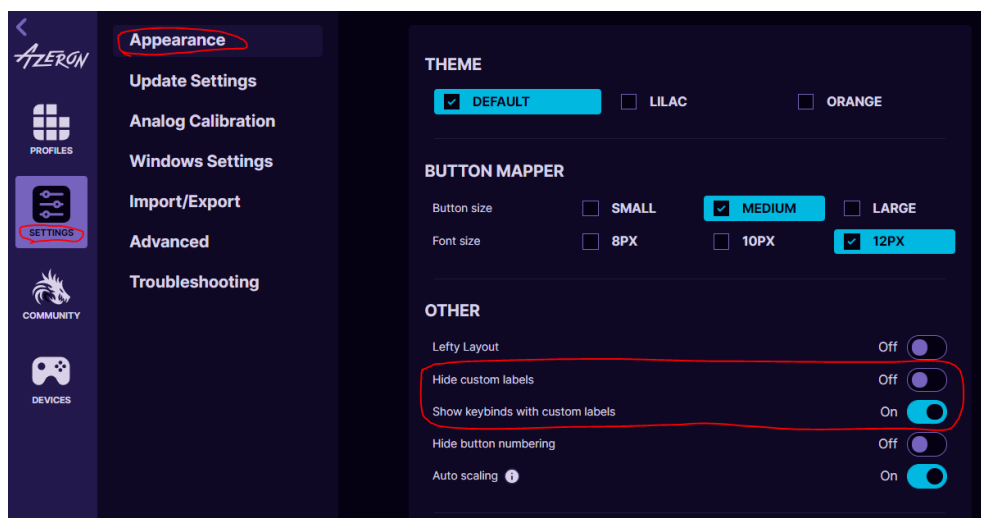


To setup custom name - click on the button and then write the name in field “Custom name”:



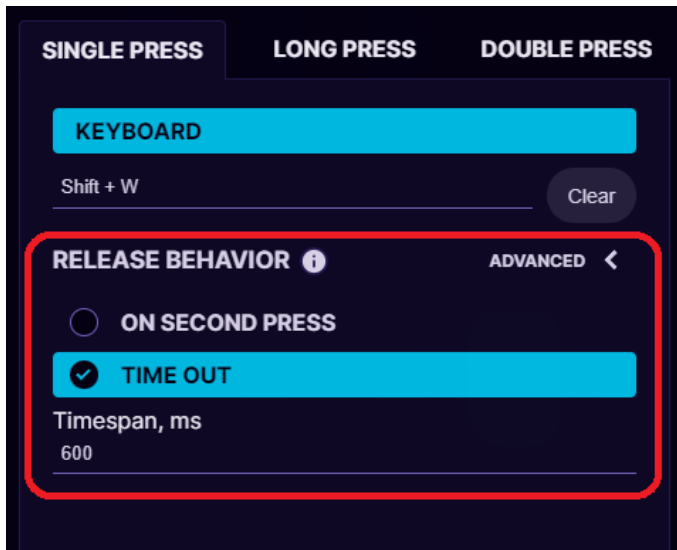
In the software Settings under **Appearance** you can choose to:

- Hide custom labels, to show only keybinds
- Show both labels and keybinds



5.2.14. Advanced settings – Release behavior

By opening the advanced section, it is possible to specify how



the button will be released after it is pressed down. It has 2 modes – on second press and time out.

On second press – if this is activated then the keybind will be pressed down and held until you press the button for 2nd time.

Time out – the button will be held down for a specified amount of time and then released.

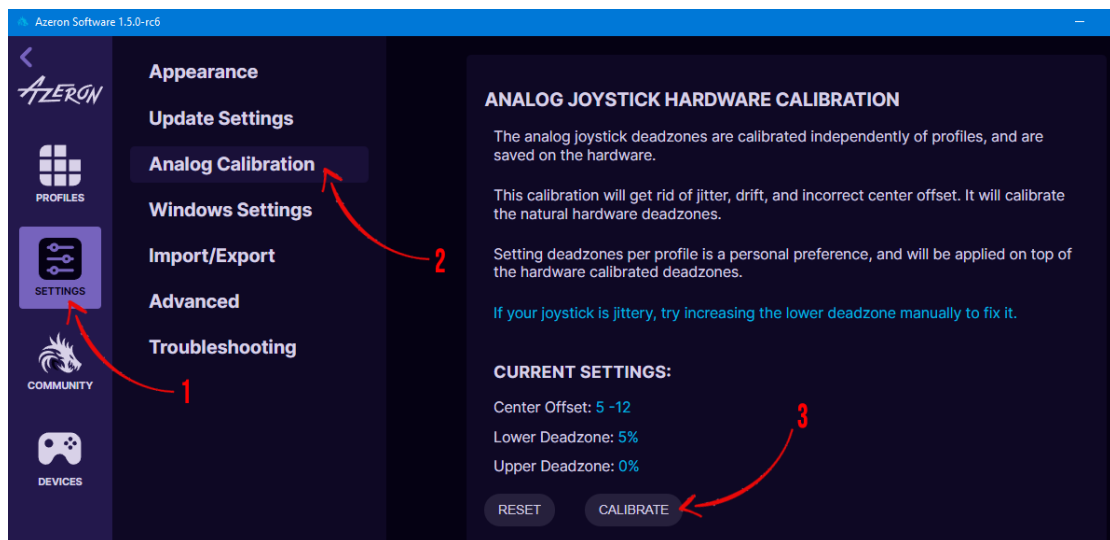
5.3. CALIBRATING THUMBSTICK

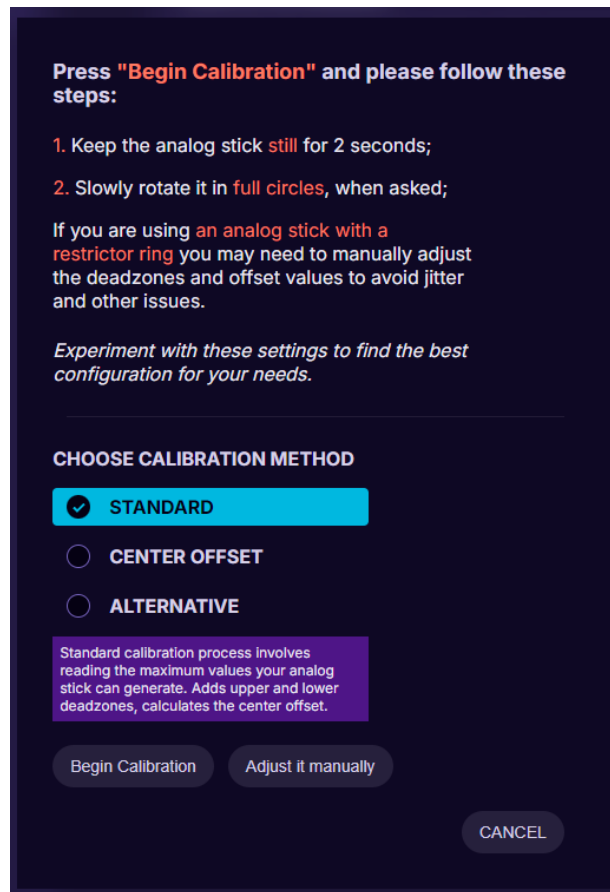
If you will be using your keypad for the first time or just recently reinstalled software or firmware, then you need to calibrate the thumbstick.

The analog joystick deadzones are calibrated independently of profiles, and are saved on the hardware. The calibration will get rid of jitter, drift and incorrect center offset. It will calibrate the natural hardware deadzones.

Here is steps on how to calibrate:

1. Plugin the USB cable of keypad to your PC.
2. Open the Azeroth software.
3. Go to Settings -> Analog Calibration
4. Press on the button "Calibrate" and carefully follow the instructions on screen.





There are 3 types of calibration settings:

Standard calibration process involves reading the maximum values your analog stick can generate. Adds upper and lower deadzones, calculates center offset.

Center offset calculates the center offset based on the maximum and minimum analog stick axis values. Recommended for hall effect joystick owners with restrictor ring.

Alternative calibration method that sets the default size for the analog's maximum and minimum magnitudes, calculates the upper deadzone to ensure a perfect outer circle. Try this if nothing else works.

By pressing on **Adjust it manually** you can also adjust the global thumbstick settings as you wish manually, if you need that all your profiles have equal thumbstick settings. Also if you are using an analog stick with a **restrictor ring**, you may need to manually adjust the deadzones and offset values to avoid jitter and other issues. Experiment with the settings to find the best configuration for your needs.

5.4. RESTRICTOR RING

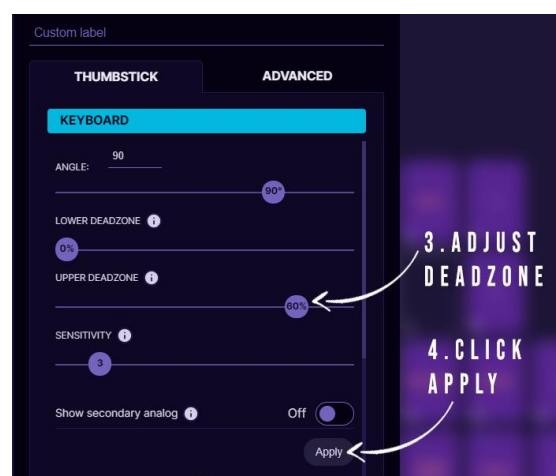
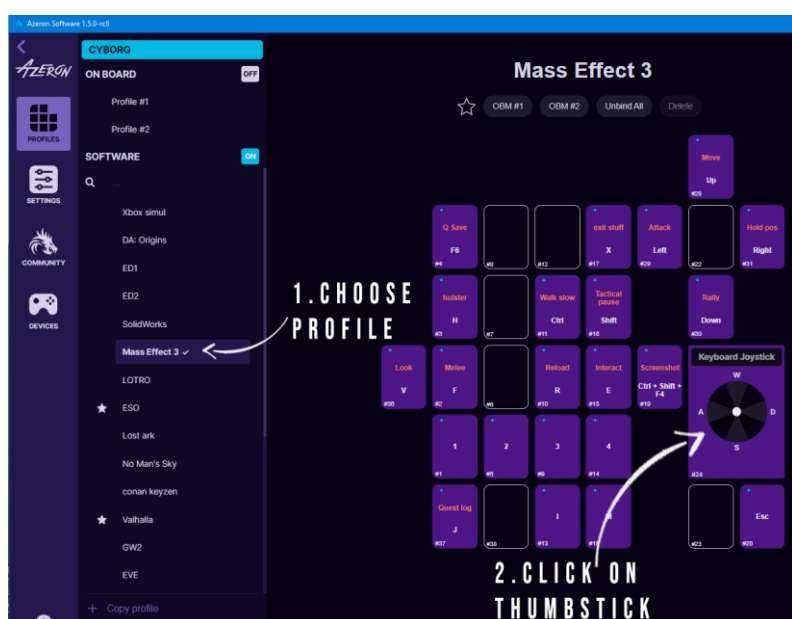


The restrictor ring will fit on the shortest thumbstick cap!

In case you wish to use the included restrictor ring, then please follow these steps below:

1. Pull the thumbstick cap off.
2. Put on the restrictor ring, concave part downwards.
3. Put on the thumbstick cap back on.
4. In Azeron software go to Settings – Analog settings - Calibrate
5. Go through the Calibration process with Standard or Center offset method.
6. Now all your profiles should be working with restrictor ring on.

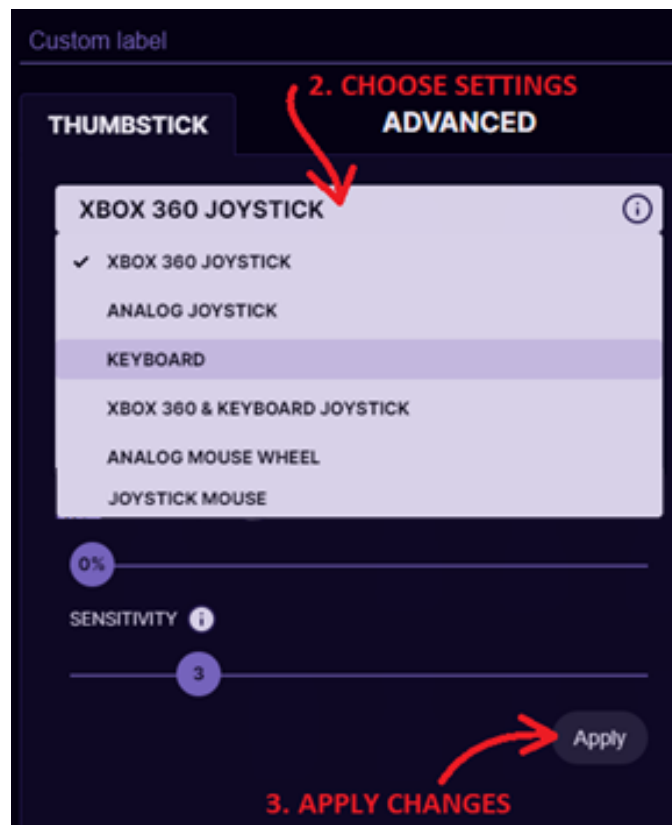
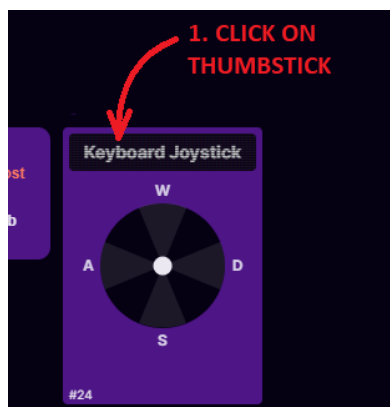
If you wish to use the restrictor ring only in specific profiles instead of all profiles, then instead of going into Settings and doing calibration process, go to the specific profile, click on thumbstick and adjust the upper deadzone to high number. Adjust the number higher and higher until when rotating thumbstick it rotates full circle.



5.5. THUMBSTICK SETUP

Thumbstick has several modes – it can act as:

- analog stick
- emulate keyboard buttons
- hybrid mode
- analog mouse wheel
- move mouse cursor



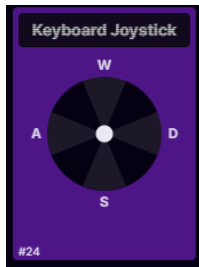
Xbox360 analog stick will work the same as an Xbox controller analog stick. It has 360° movement and analog capabilities like if you move the thumbstick a little, then a character in video game will walk slowly, but if you move it to the outer edge, then character will start running.

This mode will work with any game that support Xbox controller and in the same time can work together with mouse and keyboard binds. You can see the list of games that support such simultaneous input here:

https://www.pcgamingwiki.com/wiki/List_of_games_that_support_simultaneous_input

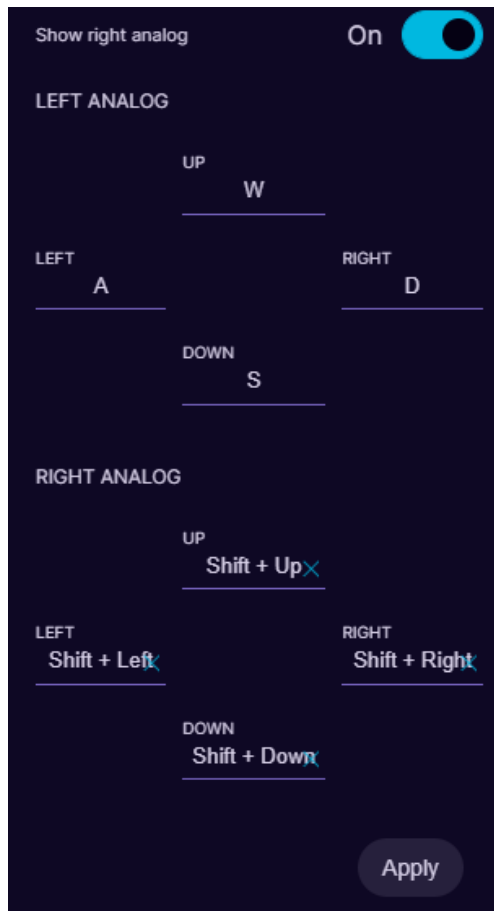
If a game doesn't support simultaneous input or is supported only partially, then the game user interface may flicker between Xbox controller and keyboard&mouse interface when trying to use Azeron keypad together with mouse. In that case you can setup analog stick with keyboard keybinds, such as WASD to have a better gaming experience.

Analog joystick mode will work as generic joystick analog stick with a direct input. It will work in games that are compatible with any controller, not only Xbox controller. But the same as with **Xbox360 analog stick** mode, the game has to support simultaneous input to be able to use the mouse at the same time.



In **Keyboard** mode analog stick will work in 8 directions with keybinds provided for 4 directions, such as WASD or similar. If you move the thumbstick in diagonal between W and D, then it will work as W+D at the same time (if it does not, you need to calibrate the thumbstick).

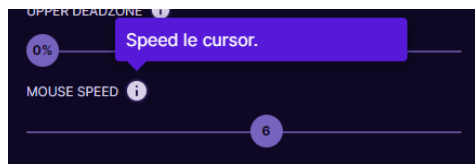
It is possible to setup 2 separate keybinds on thumbstick and switch between them on the fly (see more information at [5.2.6. Toggle analog stick mode](#))



If you choose **Xbox 360 & Keyboard joystick** mode, then the thumbstick will work as both analog stick and keyboard emulation both at the same time. It's used in a few cases where dual input mostly works but has some issues. Most commonly if you can't accelerate in vehicles with joystick forward (COD: MW), or if you always want to run straight forward or sideways without accidentally going backwards and interrupting sprint (Fortnite).

In **analog mouse wheel** mode, the thumbstick will work as vertical and horizontal mouse wheel. If you move the thumbstick forward and back, it will act as a vertical mouse wheel. If you move the thumbstick left or right,

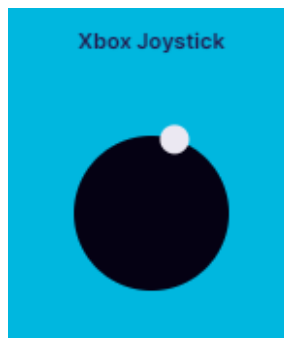
then it will act as a horizontal mouse wheel. It also reacts on how far the thumbstick has been moved by scrolling faster or slower.



Joystick mouse will emulate mouse movement with thumbstick. You can also adjust the cursor speed in the settings.



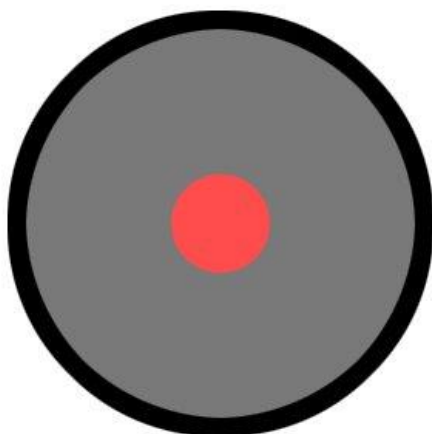
It is possible to change the forward direction for thumbstick with **angle slider** up to 180° in each direction.



Fastest way to find the correct angle for you – close your eyes, move the thumbstick forward and then check where it is positioned. If it the thumbstick goes slightly to the side, adjust it accordingly with the angle in opposite direction.

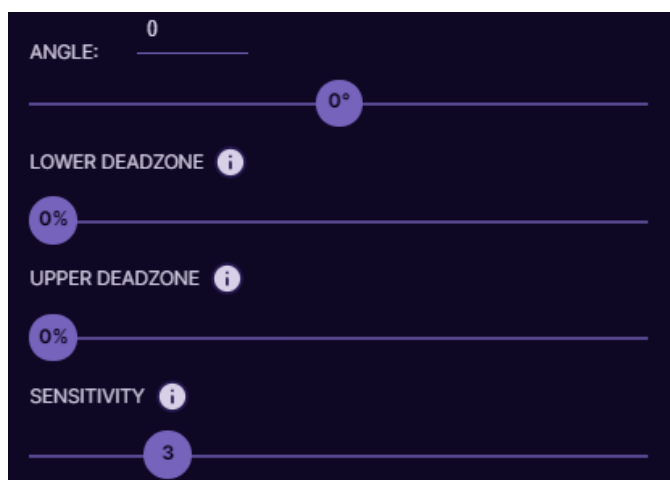


If you wish to setup this angle setting for all your profiles the same, then you need to go to Settings -> Analog settings -> and enable **Global angle**



Lower deadzone is an area in the center of the thumbstick that won't recognize input if the stick is moved within it. The higher the value, the bigger the circle is in the center where thumbstick movement won't register.

If a **lower deadzone** is set to 0 or very low value, then the thumbstick may be too sensitive to every micro movement (even your cat sneezing) and it may have a flickering motion in Azeron software and a character in video game may move around even if you are not touching the thumbstick. In that case you need to set the **lower deadzone** value higher until it stops moving by itself (for example something between 2%-13% is a good value). Please note, that if you have completed the calibration on your thumbstick ([5.3. CALIBRATING THUMBSTICK](#)) then here the settings you change for the thumbstick will add up to the settings that were applied via calibration tool.



Upper deadzone

determines how far is the outer diameter of the thumbstick travel zone. The higher the value the smaller the outer circle. So the higher the value, the less movement you will need with your thumb for your video game character

to start moving with maximum speed. For example, if you are playing a fast paced FPS game and need extremely fast direction changes, you can increase the upper deadzone value very high. Then even the tiniest movement with your thumb will already register the direction change. Using this technic together with restrictor ring is the best, because then also the thumbstick physically doesn't need large movements to hit the edges, less travel.

If you are not sure what deadzone settings you should use, just go through the Calibrate thumbstick wizard, and the software will choose the best settings for your thumbstick. See [5.3. CALIBRATING THUMBSTICK](#)

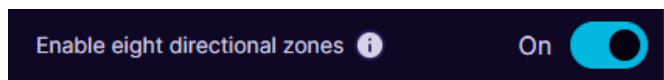
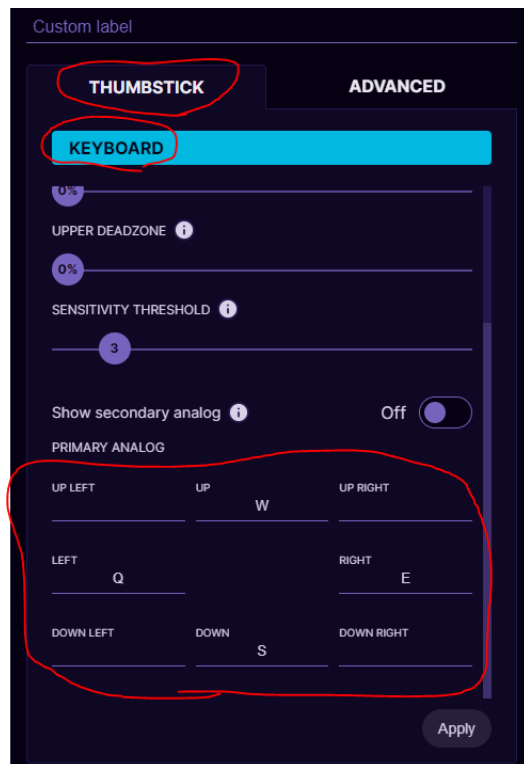
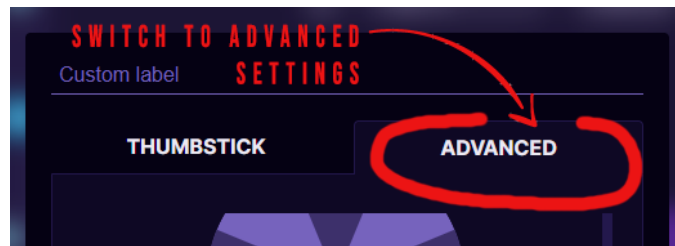
Sensitivity setting controls how sensitive thumbstick feels. The lower the value the more sensitive is the thumbstick. Default value is 3. This number sets how much the joystick needs to move before sending a position update.

If you are experiencing thumbstick vibration when you move it around, you can increase the value to reduce such effect. This can help avoid situations when a game anti-cheat system thinks you are sending inputs too often. If the max value doesn't help, then most likely thumbstick potentiometers are worn out and needs replacement.

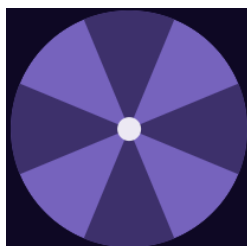
In **analog mouse wheel** mode, the thumbstick will work as vertical and horizontal mouse wheel. If you move the thumbstick forward and back, it will act as a vertical mouse wheel. If you move the thumbstick left or right, then it will act as a horizontal mouse wheel. It also reacts on how far the thumbstick has been moved by scrolling faster or slower.

5.6 ADVANCED THUMBSTICK SETTINGS

At the top of the thumbstick window it is possible to switch to more **advanced** thumbstick settings.



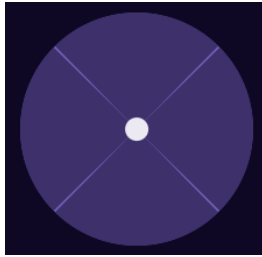
Enable eight directional zones will work only if the thumbstick is set to **Keyboard** mode. By enabling this setting you will be able to change keybinds for diagonal thumbstick directions.



In advanced settings it is also possible to change **directional angles** on thumbstick (works only in keyboard mode).

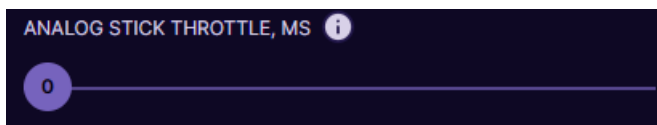


Vertical cone angle will change the cone for forward and back directions. **Horizontal cone angle** will change the cone for left and right directions.



For example, if both angles are set to maximum, it is possible to eliminate diagonal keybinds. You can move exclusively only in WASD directions without AS, WD, etc. in-between directions.

Enabling analog smoothing can help to get rid of thumbstick jitter.



Analog throttle helps to limit frequent inputs, especially useful in certain

cases, when frequent analog input can cause issues with games anti-cheat system. Zero value means, no limitations. Higher value means how many milliseconds will be between each input sent.

5.7 PROFILES

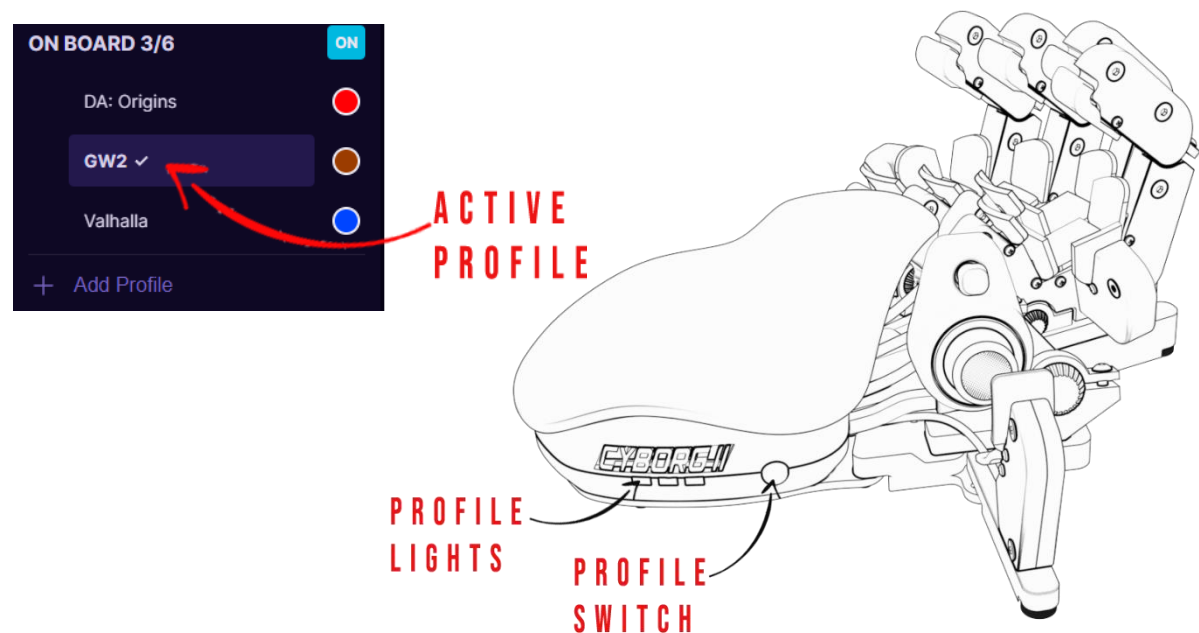
ON-BOARD MEMORY

To switch between the on-board memory profiles, you need to press Profile switch on the side of the keypad.

Single press on profile switch will select next profile in on-board memory.

Double press will select previous profile.

Holding the button will switch back to first profile.



Hw Profiles:

Profile	LED 1	LED 2	LED 3
1	x		
2		x	
3			x
4	x	x	
5	x		x
6	x	x	x

Sw Profiles (Favorites):

Profile	LED 1	LED 2	LED 3
1	x		
2		x	

← Which LED lights lit up according to the currently active profile.

LED lights

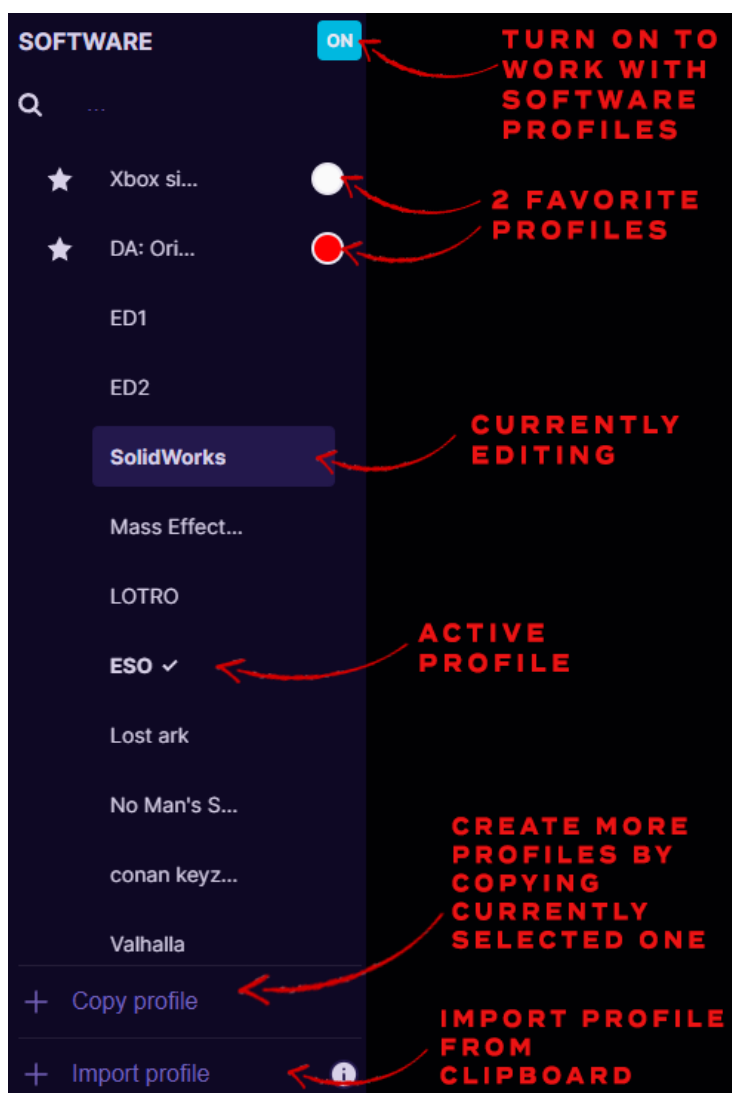


It is possible to change profile light color for all on-board profiles and 2 favorite software profiles by clicking on the colorful circle next to profile name (see picture above). Then choose the color on the colorful horizontal line, then choose the tone in the box at the top. Press save to apply the color.

Note! Black color will turn off the light.

SOFTWARE PROFILES

To work with software profiles, you need to turn them on by pressing ON/OFF button near “SOFTWARE”.

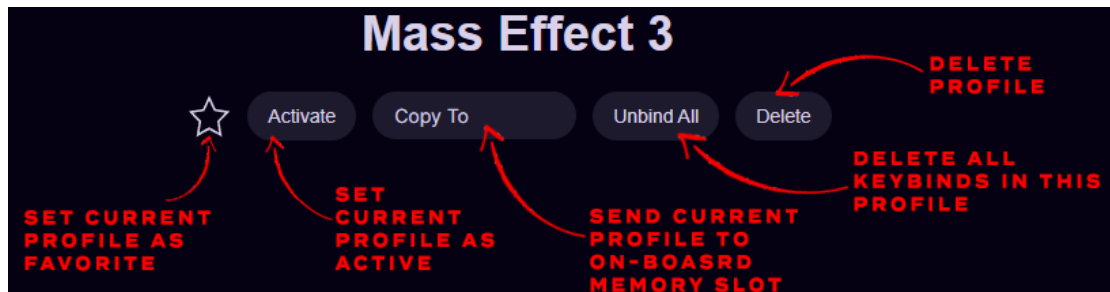


Note! When using software profiles, the Azeron software must be running in the background while playing the game.

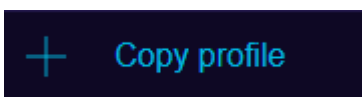
If you are using Software profiles, it is possible to choose 2 profiles as **favorite** and then switch between them with **Profile switch** similar as on-board memory profiles. Or you can activate any selected profile with **Activate** button at the top of the keybinds. You can also double click to switch between active profiles.



The list of profiles can be reordered by drag & dropping with your mouse.



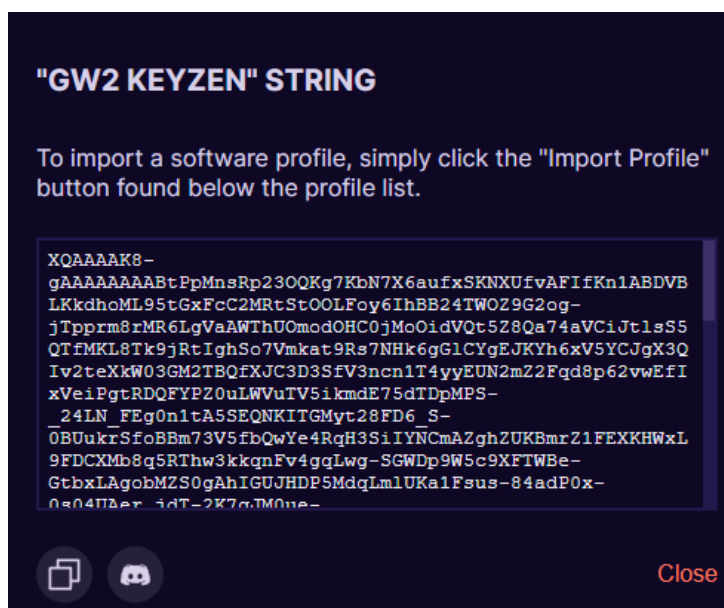
Any software profile can also be sent to On-board memory, by pressing **Copy To** and choose in which profile to copy the keybinds or choose to create a new profile in the on-board memory.



At the bottom of the profile list is button **+ Copy Profile**, which will create a new profile by copying currently selected profile.

5.7.1 Profile import / export

To export profiles **all at once**, go to software Settings, find "Import/Export" section and choose Export profiles or Import profiles.

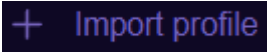


The profiles in On-board memory will not be exported, only software profiles!

To export **only one profile**, right click on the profile name and choose "Copy to Clipboard". It will save a string of text in your clipboard. You can paste this string in the chat to share with

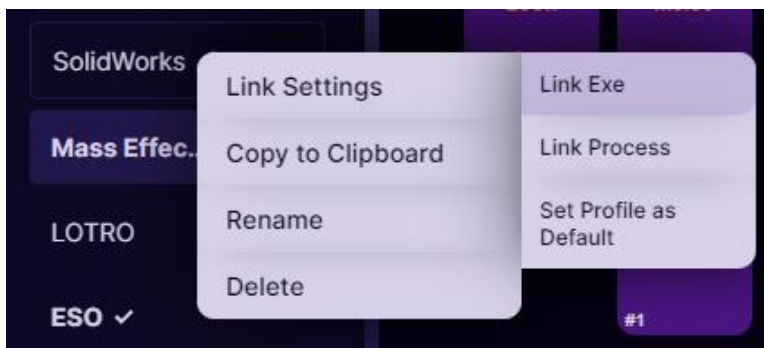
other people or save in Notepad or other place for later use.

If you wish to publish your profile in Discord chat, instead of pressing Copy button  press Discord button , so that it prepares the string specifically for Discord chat.

You can import the single profile by copying its text string and clicking on  at the bottom of the profile list.

5.7.2 Automatic profile switching

You can setup Azeron software so that it switches profiles automatically when you **open** a specific software or game. To do that, right click on the

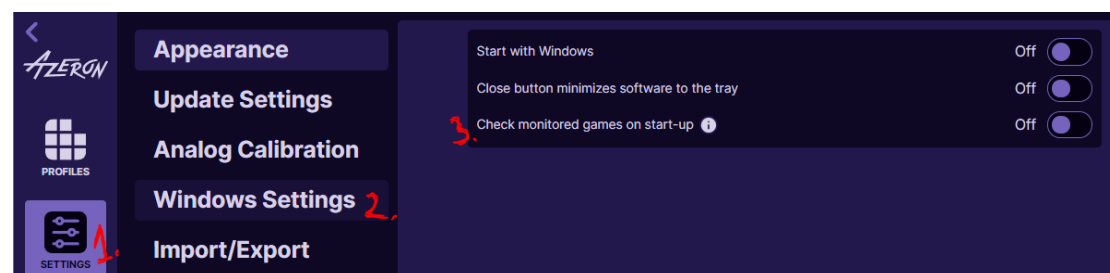


profile name, choose “Link Settings” and then you have 2 options. First option, “**Link Exe**” will ask you to show the location of .exe file on your computer for

the software or game. Second option “**Link Process**” will open a list of processes installed on your PC and you can choose a game or software from that list.

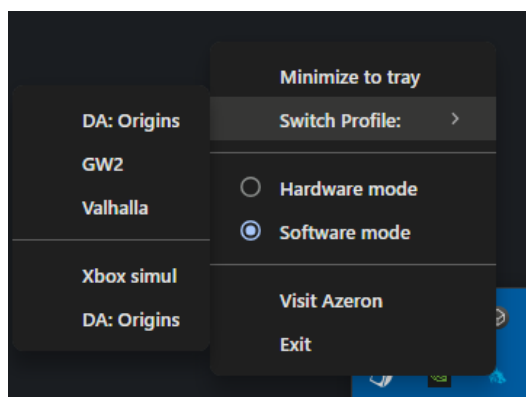
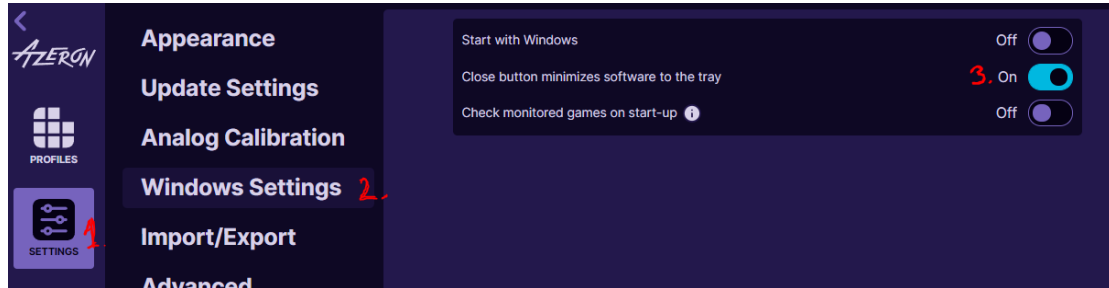
If you **Set Profile as Default** then as soon as you exit from linked game or software, you will return to this default profile. For example, we set “SolidWorks” as default profile and activate it, then we open “ESO” game application (which is linked to the game and switches on ESO profile automatically). Then when we finish playing the game and close it, keypad will switch back to “SolidWorks” profile, because it is set as default.

In the Settings you can turn ON an option that, when launching Azeron software, it checks what software/games are already opened.



5.8 SYSTEM TRAY ICON

It is possible to minimize the Azeron software to Windows system tray (at the bottom near the clock) by enabling option “Close button minimizes software to the tray”.



Then in the system tray you can right click on Azeron icon to get several options:

Minimize to tray – will close the Azeron software window

Switch Profile – you can swap between on-board memory profiles and 2 favorite profiles in software profile list

Hardware mode – switch the keypad to on-board memory profiles

Software mode – switch the keypad to software profile mode

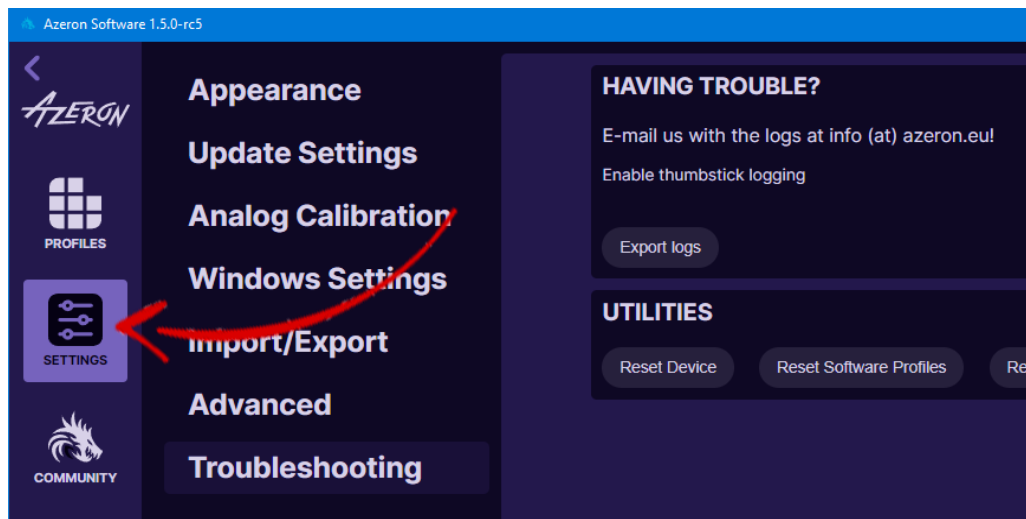
Visit Azeron – open Azeron.eu download site

Exit – close the Azeron software completely

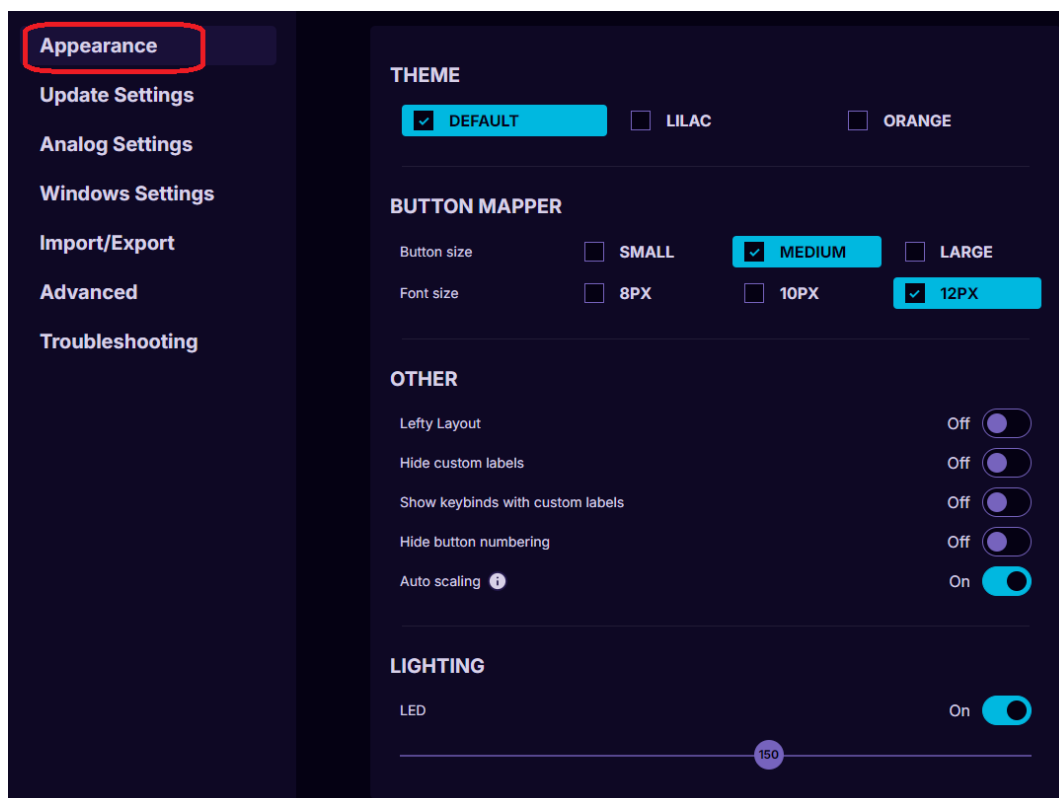
You can also double click on the Azeron icon in the system tray to open the software window.

6. SETTINGS

At the left side of the software you can select **Settings** button to access all the software and keypad settings:



APPEARANCE



Under **Theme** section you can choose the color theme for whole software.

Under **Button mapper** you can change size of the buttons and keybind font size.

Lefty layout must be turned on if you are using Azeron device in your right hand, to flip the button keybind interface.

Hide custom labels will hide the labels for each button you have created, only keybinds will be visible.

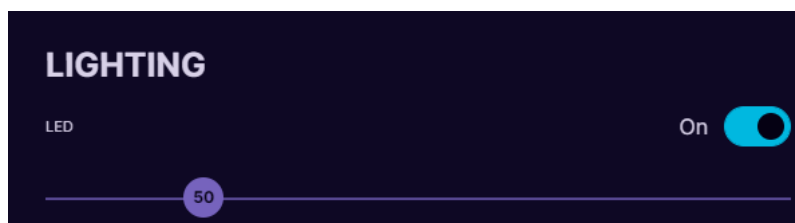
Show keybinds with custom labels (visible only if Hide custom labels is OFF) will allow to switch between 2 modes – having visible only button labels or visible labels together with keybinds.

Show key binds with custom button labels (visible only if Hide custom labels is OFF) will allow to switch between 2 modes – having visible only button labels or visible labels together with keybinds.



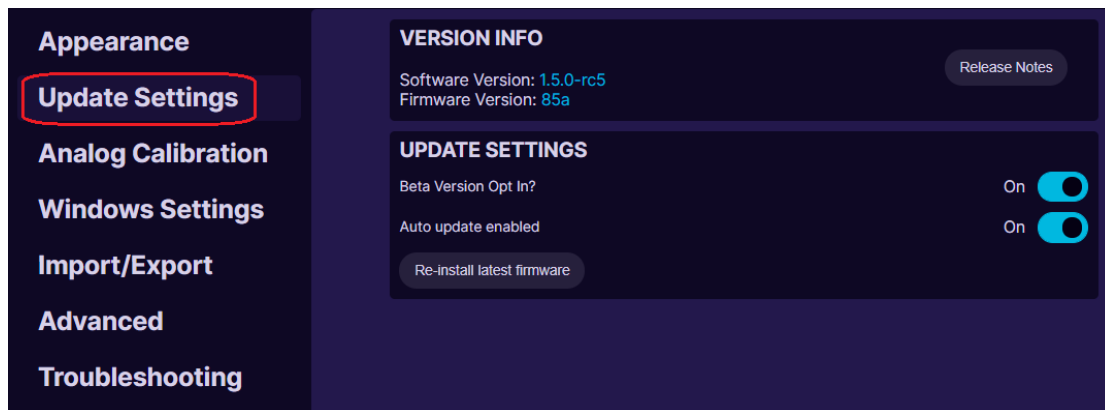
If you wish to hide button numbering (in the button corner there is number, for example #18), enable **Hide button numbering**.

Auto Scaling – if turned ON, it checks your applications current window size and scales the interface automatically



Lighting OFF will completely turn off the Profile LEDs on the side of the keypad. **LED brightness** slider adjusts the Profile LED brightness. The higher the value, the brighter the LEDs will glow (with a fiery passion of thousand suns).

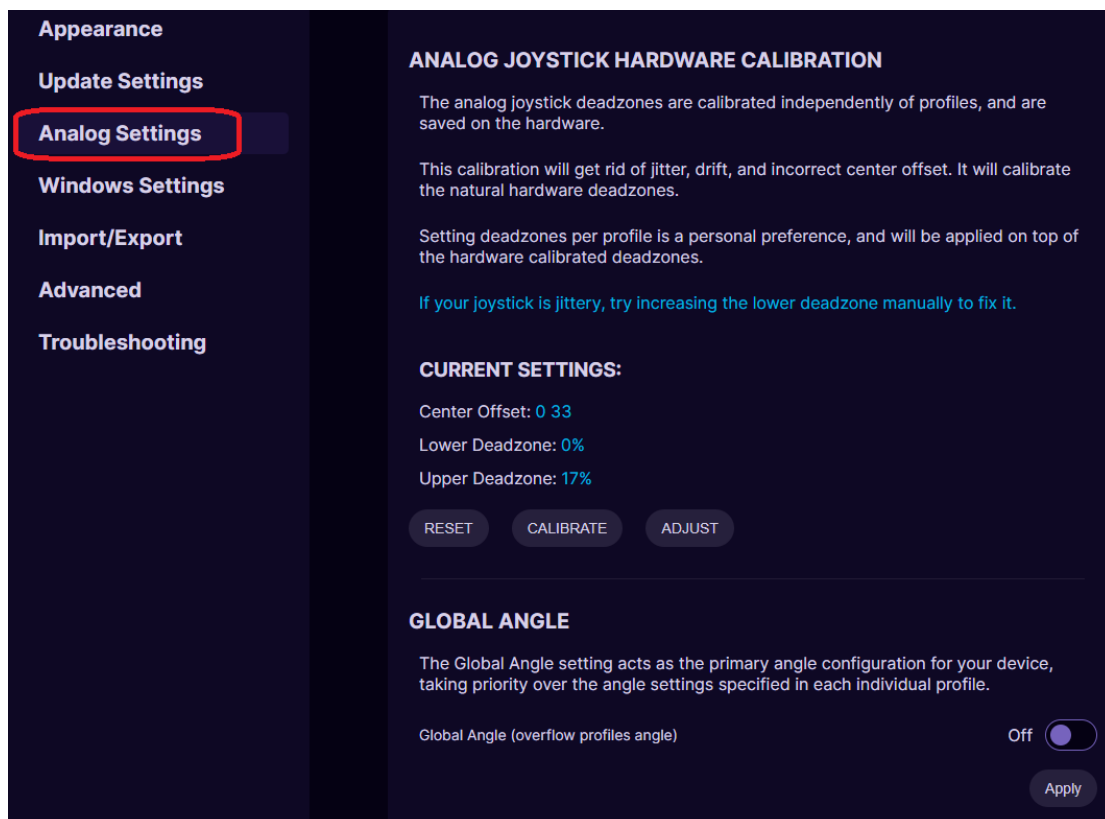
UPDATE SETTINGS



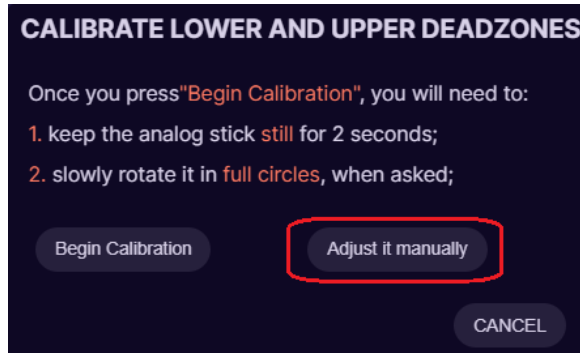
Version information. Here you can see what software and firmware you are using. And check out what have been changed in **Release Notes**.

Update settings. By turning On the “**Auto update enabled**” it will offer to install the newest software version as soon as it is released. If you are ok to use beta version of the newest release and test new features before they are “polished”, you can turn On the “**Beta Version Opt in**” option. To reinstall the keypad firmware, press “**Re-install latest firmware**”.

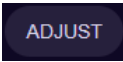
ANALOG SETTINGS



Analog joystick hardware calibration. Here you can **reset** the offset and deadzones to zero values or **Calibrate** the thumbstick to optimal settings. When calibrating, follow the instructions on screen. See more information at [5.3. CALIBRATING THUMBSTICK](#)

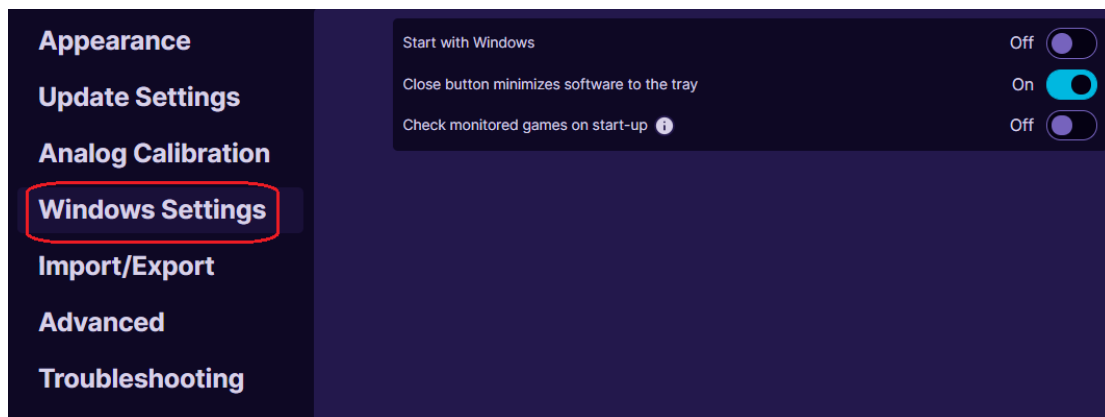


If you wish to manually adjust your own offset and deadzone values for all profiles at the same time, click on **Calibrate** and then on **Adjust it manually**.

Or just press the  button next to Calibrate.

Global setter will override thumbstick **angle** settings in all profiles. This can be used if you wish to setup same angle setting in all profiles, no matter what mode is thumbstick in.

WINDOWS SETTINGS

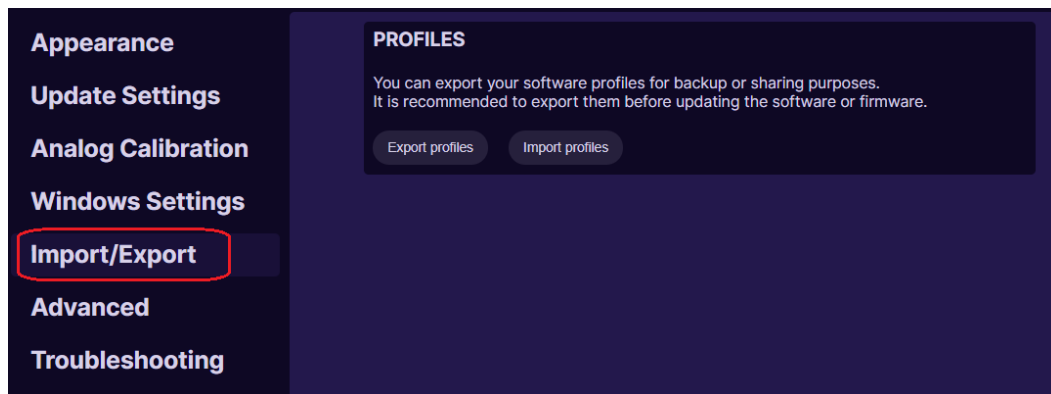


If you enable **Start with Windows**, then whenever you turn on your PC, the Azeron software will open automatically at the startup.

It is possible to minimize the Azeron software to Windows system tray (at the bottom near the clock) by enabling option **Close button minimizes software to the tray**. You can read more information here [5.7 SYSTEM TRAY ICON](#)

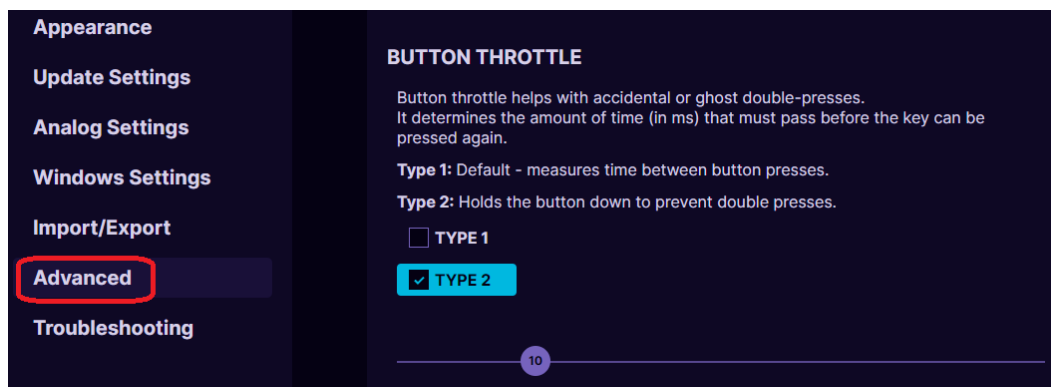
If **Check monitored games on start-up** is enabled, then when launching Azeron software, it will check what software/games are already opened. See more info here [5.6.2 AUTOMATIC PROFILE SWITCHING](#)

IMPORT / EXPORT



At the **Import/Export** option it is possible to **Export** and **Import** all your profiles. You can back up all of your profiles in .JSON file, to prevent any accidental deletion when reinstalling software or Windows, updating firmware, etc. You can also export/import individual profiles – see how to here: [5.6.1 PROFILE IMPORT/EXPORT](#)

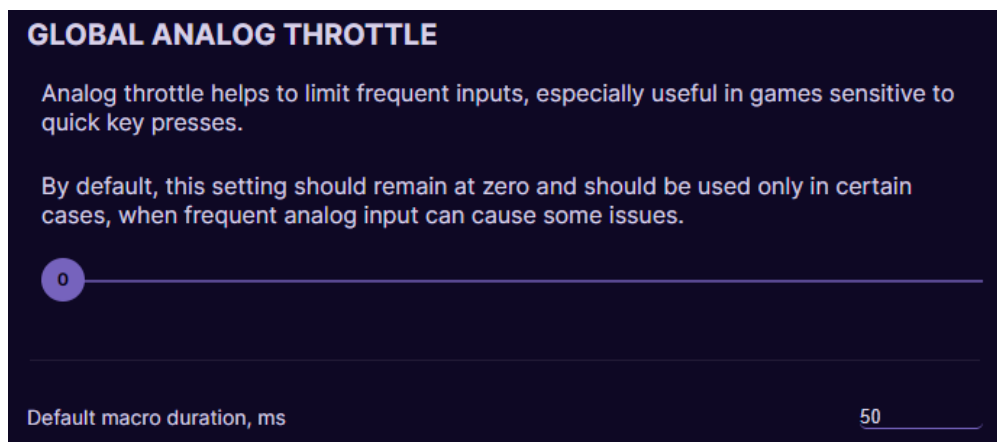
Note! Profiles that are in on-board memory will not be exported! Only software profiles.



Under **Advanced** settings it is possible to adjust **Button throttle**. In case one or more of the buttons are starting to make double clicks (switch debounce), you can setup button throttle (debounce time) here in milliseconds. That is the time that must pass between keypad will register next keypress on the same button. At first try the **Type 1** version, but if it doesn't help, try **Type 2**, which is more brute force method.

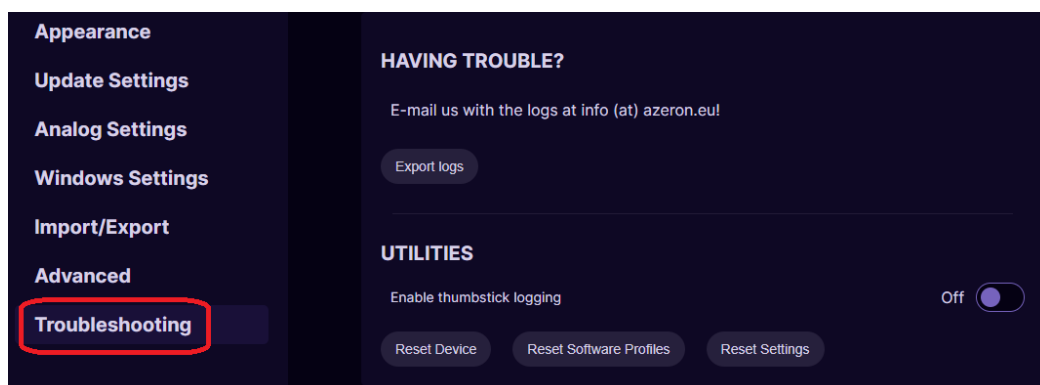
Note! The button throttle currently works on all buttons at the same time, it can't be setup separately for each button.

With **Global analog throttle** it is possible to control how often inputs are sent from your thumbstick (only in keyboard mode). The higher the number, the more milliseconds are between each input sent.



And the other option at the bottom is for changing the **default macro duration** for each macro step you add.

TROUBLESHOOTING



- **Export logs** button will create a report file that can be sent to customer support to help identify any issues.
- If you are having any problems with thumbstick, you can **Enable thumbstick logging**, then repeat the issue with thumbstick and then **Export logs** to send to customer support. This should be disabled by default, because of unnecessary additional load on your computer.
- **Reset Device** this option will reset your keypad to factory setting, basically reinstalls firmware, deletes all settings and restarts software.
- **Reset Software Profiles** will delete all profiles in the software.
- **Reset Settings** this option will reset all settings in the software to defaults.

7. TROUBLESHOOTING

7.1 KEYPAD IS NOT RECOGNIZED

If your PC or Azeron software doesn't see your keypad or firmware update failed, please follow these troubleshooting steps:

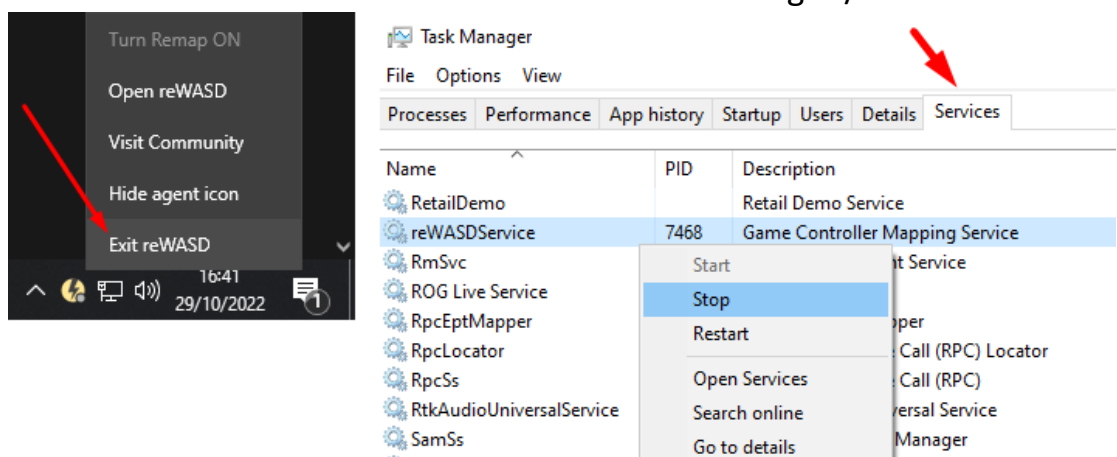
At the side of the keypad is LED lights on?

Yes -> [Go to LED lights on](#)

No -> [Go to LED lights off](#)

7.1.1 LED lights ON

- Make sure that the USB cable is securely inserted. It may require a little wiggle when connecting.
- If you are using USB hub or cable extender, attempt connecting the Azeron directly to the motherboard USB port using the original cable. Make sure not to use special USB ports, for example USB3.1 Gen2
- Make sure no other controllers are connected. If they are, unplug them and restart PC.
- If reWASD software is installed, make sure you end its task and also end task in rewasdservices from the task manager / services



If none of the above works, try reinstalling software and firmware.

Please follow this video guide to reset your keypad:

<https://youtu.be/EkQ9YYJuq7E> or to do a clean reinstall for the software only <https://youtu.be/zRk2aeCzwxc>

If you are experiencing further issues, please export the log file from software **Settings tab -> Troubleshooting -> Export logs** and email it to us on info@azeron.eu and tell us about the issue.

You can download the STM32 software here:

<https://www.st.com/en/development-tools/stm32cubeprog.html#get-software>

7.1.2 LED lights OFF

Does your PC make a chime sound when you plug in the keypad?

Yes, it does make a sound - > [go to USB chime when connecting](#)

No, it does not make a sound -> [go to No USB chime when connecting](#)

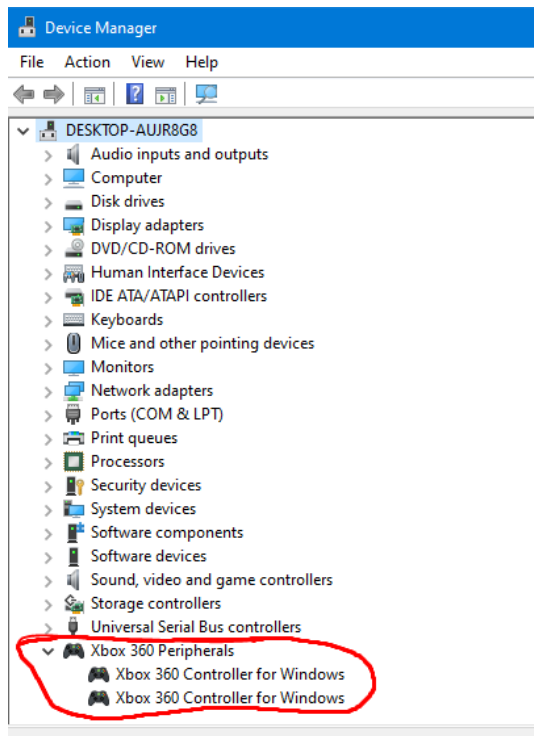
USB chime when connecting

Step 1 – unplug Azeron keypad, restart your PC and re-plug the Azeron. Ensure that the USB cable is securely inserted.

Step 2 - If you are using USB hub or cable extender, attempt connecting the Azeron directly to the motherboard USB port using the original cable. Make sure not to use special USB ports, for example USB3.1 Gen2

Step 3 – check if USB cable is working by plugging the Azeron keypad in other PC or device that can recognize standard keyboard.

Step 4 – if you have a spare data USB-C cable, please try plugging in Azeron with this other cable to see if the problem was caused by a bad cable



Step 5 – See if the Azeron keypad is recognized in the device manager. If there shows up more than one controller, unplug Azeron, delete the other controller. Restart PC and plug in the Azeron.

If none of the above works, try reinstalling software and firmware.

Please follow this video guide to reset your keypad:

<https://youtu.be/EkQ9YYJuq7E> or to do a clean reinstall for the software only <https://youtu.be/zRk2aeCzwxc>

If you are experiencing further issues, please export the log file from software **Settings tab -> Troubleshooting -> Export logs** and email it to us on info@azeron.eu and tell us about the issue.

You can download the STM32 software here:

<https://www.st.com/en/development-tools/stm32cubeprog.html#get-software>



If no device can be found in Device Manager and there is “no DFU” during firmware update in STM software, then it is required to do a hard reset: hold each end of paperclip or small piece of wire over boot plates, whilst plugging in the USB in the PC. You should see the LED light turn on and device has connected in boot mode. Once the device is in boot mode, follow the firmware reinstallation

guide again **!!! Skip the first part of unplugging the keypad and re-plugging by holding 3 buttons!!!**

If you are experiencing further issues, please export the log file from software **Settings tab -> Troubleshooting -> Export logs** and email it to us on info@azeron.eu and tell us about the issue.

No USB chime when connecting

Step 1 – unplug Azeron keypad, restart your PC and re-plug the Azeron. Ensure that the USB cable is securely inserted.

Step 2 - If you are using USB hub or cable extender, attempt connecting the Azeron directly to the motherboard USB port using the original cable. Make sure not to use special USB ports, for example USB3.1 Gen2

Step 3 – check if USB cable is working by plugging the Azeron keypad in other PC or device that can recognize standard keyboard.

Step 4 – if you have a spare data USB-C cable, please try plugging in Azeron with this other cable to see if the problem was caused by a bad cable



If none of the above works, it is required to do a hard reset: hold each end of paperclip or small piece of wire over boot plates, whilst plugging in the USB in the PC. You should see the LED light turn on and device has connected in boot mode. Once the device is in boot mode, please follow this video guide to reinstall the firmware

<https://youtu.be/EkQ9YYJuq7E>. **!!! Skip the first part of unplugging the keypad and re-plugging by holding 3 buttons!!!**

You can download the STM32 software here:

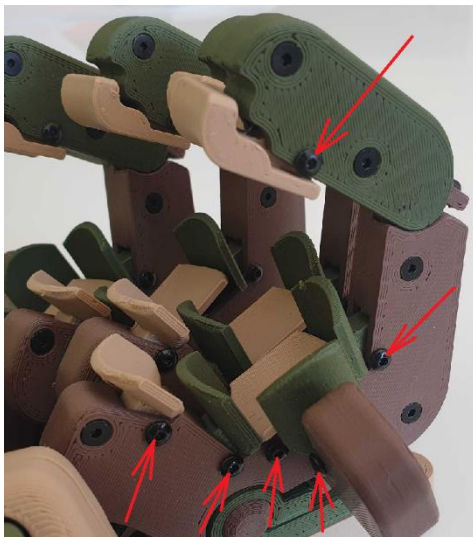
<https://www.st.com/en/development-tools/stm32cubeprog.html#get-software>

If you are experiencing further issues, please export the log file from software **Settings tab -> Troubleshooting -> Export logs** and email it to us on info@azeron.eu and tell us about the issue.

7.2 BUTTON ISSUES

7.2.1 Button physically stuck

Temperature changes make parts expand or contract and during shipping the screws loosen or tighten themselves with the vibrations caused.

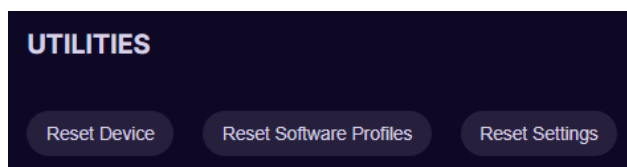


- Get the button stuck and then locate the screw that holds the button and acts as a hinge and start loosening it with the screwdriver, till the button jumps back to released position. If that doesn't fix the issue proceed to next step.
- Remove the screw for the button that is getting stuck and then remove the button from the tower housing. Whilst the button is in your hand insert the screw and try turning the screw.

Button shouldn't turn along with the screw. If the button is turning along with the screw, there might be some debris on the screw or in the borehole, remove debris and put the screw back in and test. If it moves freely you can put the button back in and tighten the screw in the tower.

7.2.2 Not registering any input in PC

Step 1 – in Azero software go to Settings -> Troubleshooting -> Utilities and try any of the reset buttons.



Step 2 – if that doesn't help, then we will need to check if the wire is properly connected to the button with input issue. Unplug your USB first, then open up the palmrest by unscrewing the 3 deep recessed screws underneath the Azero, then lift the palmrest off your keypad. Inspect the

wires if everything seems connected. Check for your non-functioning key in the circuit diagram:

https://docs.google.com/spreadsheets/d/1axo-aO_DAPN0JLOLPwUEd83HLnrzD6jn3QIbucUIO4/edit?gid=1033477889#gid=1033477889

Disconnect the wire for that key and re-connect it again, making sure the wire is making a clean contact and no insulation is stuck in the screw-in clamp.

You can plug in your USB again while the palmrest is open to test the key, just **make sure you are not touching any of the wires or board while your Azeron is plugged in!!!**

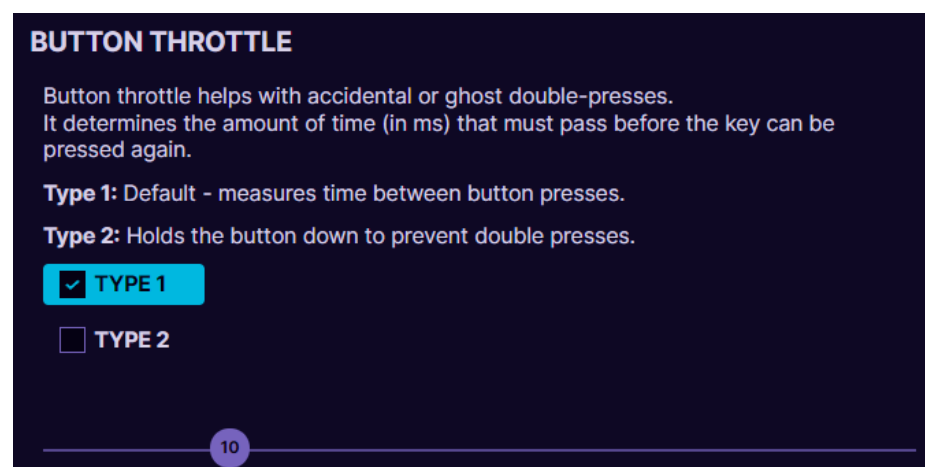
7.2.3 Ghost clicks (chattering)

Step 1 – update the software and firmware to the latest release

Step 2 – in software Settings -> Troubleshooting -> Utilities press Reset Device

Step 3 – create a new profile and check whether ghost clicks occur if button is bound freshly new. If the issue doesn't occur, it was caused by a bad / corrupted profile

Step 3 – in Azeron software go to Settings -> Advanced -> adjust the button throttle slider to higher numbers until the ghost clicks disappear. You can also choose the Type 2 method which is more aggressive to eliminate button ghost clicks. If the slider is to the maximum and none of the methods helps, then most likely the switch inside the keypad has expired and needs to be changed.



7.3 THUMBSTICK ISSUES

7.3.1 Xbox 360 mode doesn't work

- Make sure the game supports Xbox controller. You can also check if the game supports mixed input (controller and mouse at the same time) in this game list:
https://pcgamingwiki.com/wiki/List_of_games_that_support_simultaneous_input
- Open the game, then on Azeron switch to profile with the thumbstick set to keyboard mode and then switch back to xbox 360 mode.
- Make sure no other controllers are connected (or any device that works with Xinput, analog buttons etc.). If there are, unplug the device, restart the PC.
- Check if Azeron keypad was assigned as Player 2. Check on <https://hardwaretester.com/gamepad> on whether the thumbstick responds as a Player 1, when you are moving it. If it comes up as Player 2 or higher, other controller is interfering (unplug it, restart PC, plug in only Azeron):

The screenshot shows the hardwaretester.com/gamepad interface. At the top, four players are listed: Player 1 (Azeron Keypad), Player 2 (Swiftpoint Z), Player 3 (Unknown Gamepad), and Player 4 (Xbox Controller). A red arrow points from the text 'STEP 2 See which player it is' to the 'Xbox Controller' entry. Below this, the 'Xbox Controller' section is expanded, showing 'Xbox 360 Controller for Windows (STANDARD GAMEPAD)'. It displays a table of button states (B0-B16) and axis values (AXIS 0-3). A red arrow points from the text 'STEP 1 Move thumbstick' to the left thumbstick on a controller diagram. Below the diagram are two circular movement plots showing the stick's position.

INDEX	CONNECTED	MAPPING	TIMESTAMP
3	Yes	standard	39861.00000

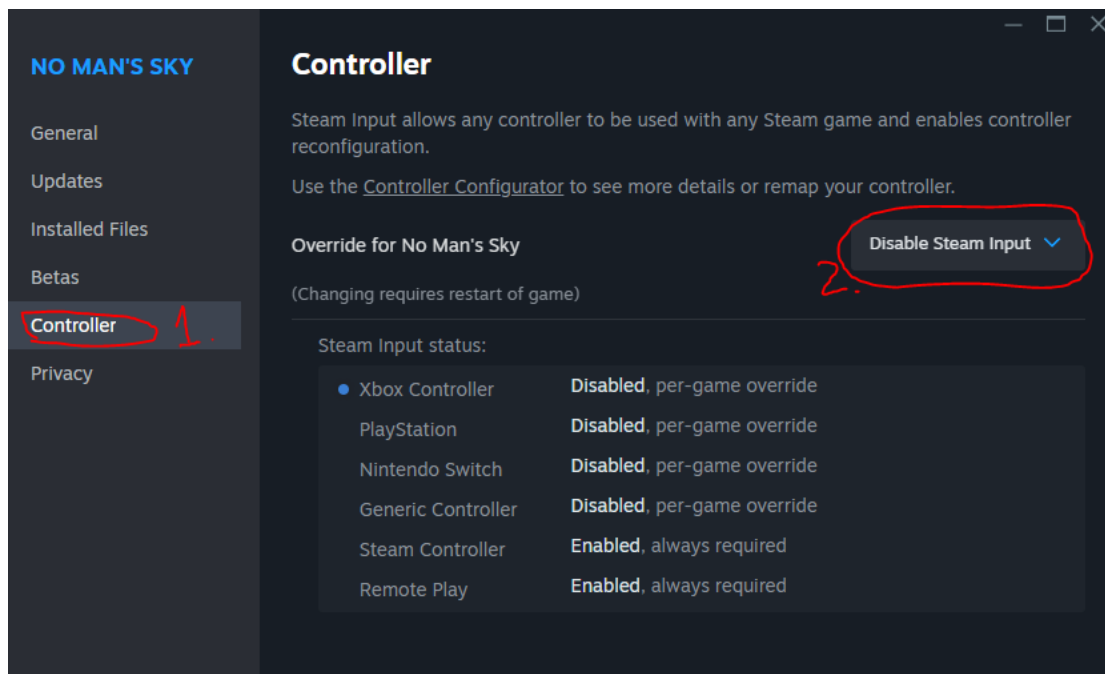
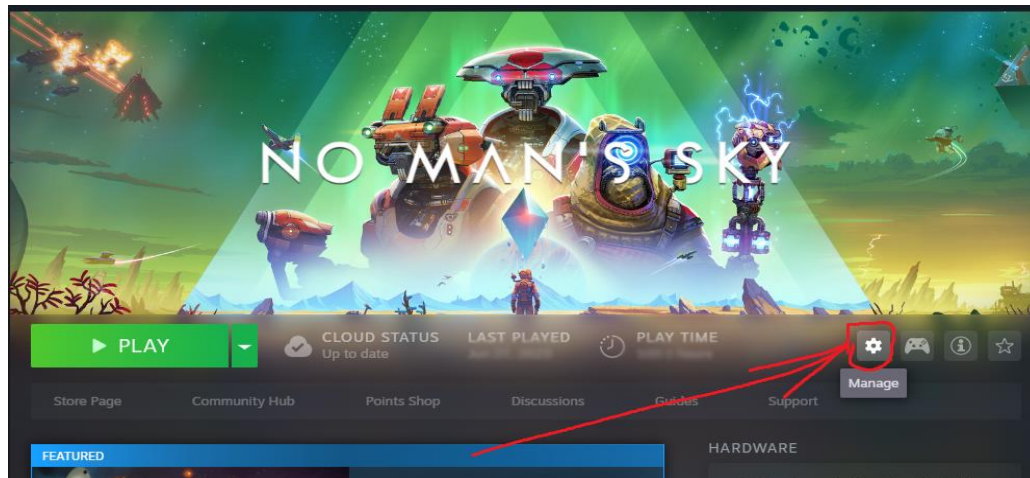
Pose	HapticActuators	Hand	DisplayId	Vibration	Test
n/a	n/a	n/a	n/a	Yes	Vibration

B0	B1	B2	B3	B4	B5	B6	B7	B8	B9
0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
B10	B11	B12	B13	B14	B15	B16			
0.00	0.00	0.00	0.00	0.00	0.00	0.00			

AXIS 0	AXIS 1	AXIS 2	AXIS 3
0.53127	-0.54690	0.00002	-0.00002

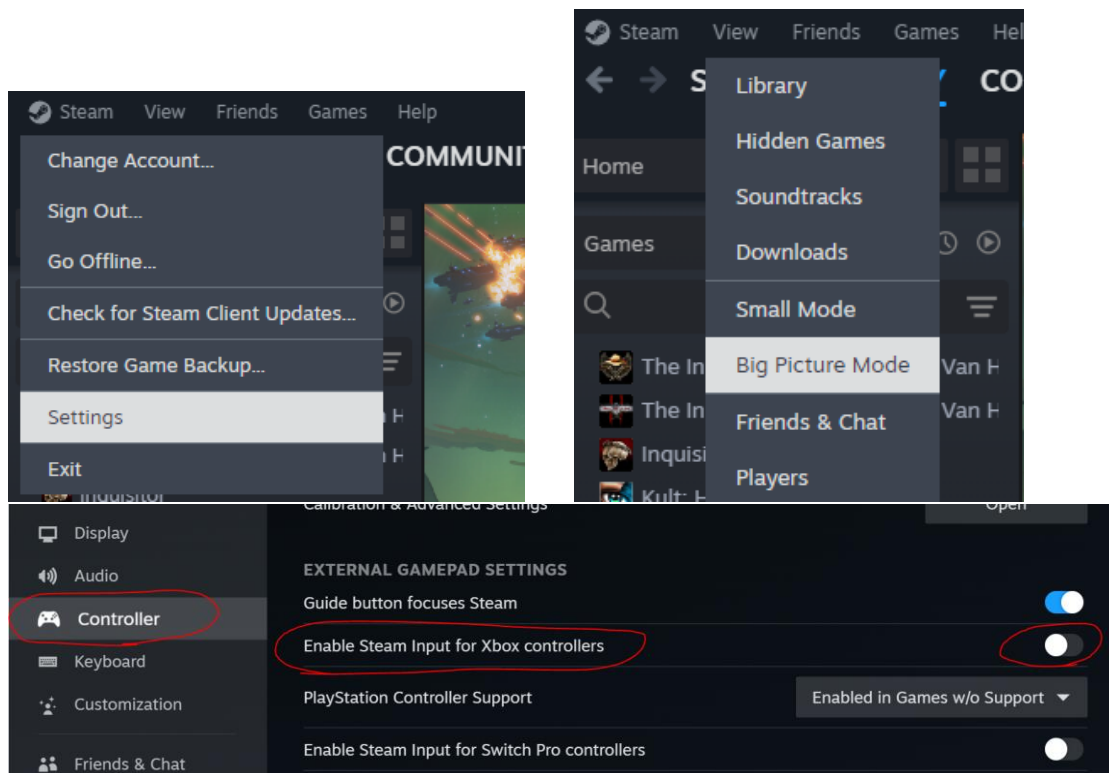
- If you are running the game via Steam platform, it can overwrite your controller settings.
To turn it off for a specific game: open the game page, click on

Gear icon choose Properties, in Controller tab from drop down choose “Disable Steam Input”:



Or to turn it off in general Steam settings for all games:

Click on Steam -> Settings -> Controller OR go in Big Picture mode and at the top click on Gear icon, then Controller. Find “Enable Steam Input for Xbox controllers” and Disable it. Restart Steam.



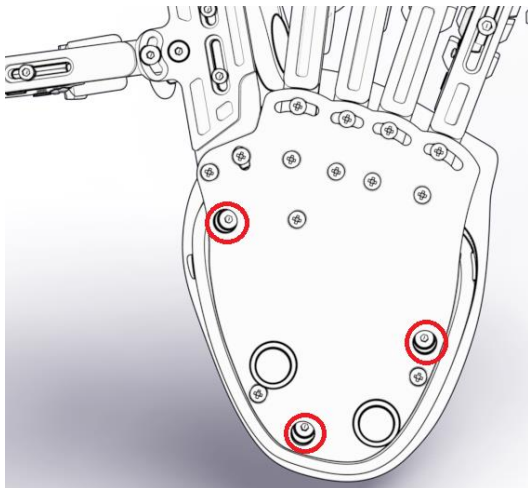
7.3.2 Thumbstick is going in diagonal line or in one corner



Step 1 – use the automatic re-calibration tool to re-calibrate the thumbstick (see [5.3 CALIBRATING THUMBSTICK](#)). If the thumbstick is pointing in a corner already in the calibration screen, it is either not receiving signal from a wire or wrong firmware is installed for your keypad model.

Step 2 – quick way to check the firmware, go in any of the profiles and see if the button count is matching your keypad button count. If it doesn't, reinstall with the correct firmware. Classic firmware for Azeroon Classic and Azeroon Compact models. Cyborg firmware for Azeroon Cyborg and Azeroon Cyborg Compact models.

Step 3 – If the firmware is correct, check whether the 5way switch above the thumbstick is functioning. If it doesn't, then the problem is with ground wire (black). If the 5way switch is working, the problem will be the v5 wire (red).



To fix the wire issue, open the palmrest by unscrewing the 3 deep recessed screws underneath the Azeroon, then lift the palmrest off your keypad.

Inspect the wires if everything seems connected. Check for the thumbstick wires in [this circuit diagram](#).

Disconnect the wire (either red or black) and re-connect again, making sure the wire is making a clean contact and no insulation is stuck in the screw-in clamp. You can plug in the USB again while the palmrest is open to test the thumbstick, **just make sure you are not touching any of the wires or board while your Azeroon is plugged in!!!**

If you are experiencing further issues, please email us on info@azeron.eu

7.3.3 Thumbstick is physically getting stuck



If your thumbstick feels sticky or is getting stuck, this usually happens on Elite thumbsticks that are adjustable and have a threaded stem.

You will need to rotate the thumbstick dome clockwise (black glossy part in the picture) to tighten it down, so it stops rubbing on the outer body.

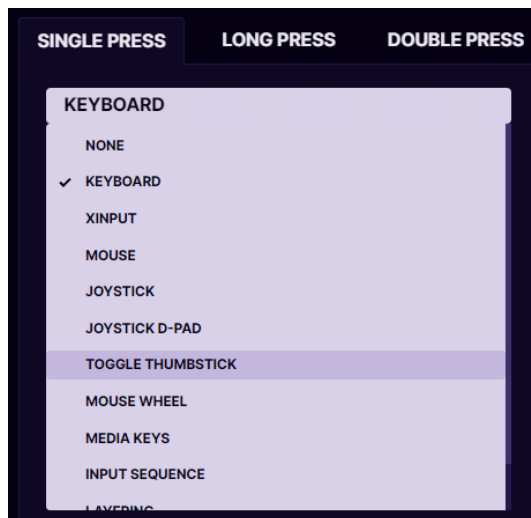


Elite threaded stem



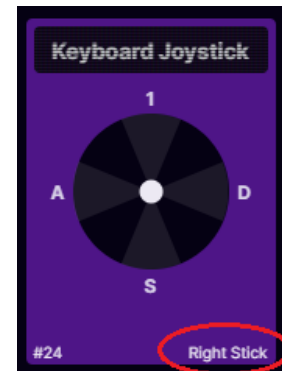
Regular stem

7.3.4 Thumbstick is acting as right stick



If your thumbstick is acting as a right stick on controller (moving camera instead of character), then it has been switched to right stick mode. To switch back, open your current profile, choose one of your keys which is not used and set it as “Toggle

thumbstick”. Then press that button once to switch back to left thumbstick mode.



7.4 BROKEN PARTS

If any part is broken on your keypad, it is possible to fix it. The keypad is made modular, so that it is possible to change parts. There is a spare parts section in our shop <https://store.azeron.eu/service-parts>

But if you cannot find the part you need, let us know what you need via emailing us info@azeron.eu Anything is replaceable.



This is how it came in the shipping box

8. TIPS AND TRICKS

- It is possible to setup **button combinations**, by putting Shift (or Ctrl, or Alt) on the mouse and combine it with buttons on the keypad, to setup more than 30 commands. For example, Shift + 1, Shift + A, Ctrl + W etc. Or you can use [Layering feature](#) in software profiles to get more keybinds.
- To make it easier to get used to the keybind setup – we recommend creating a new character in the game and **learn new skills** one by one together with your character while leveling or start with games that doesn't have a lot of keybinds or PvP
- It is known that using **grip tape** on the buttons and palmrest feels premium :) [Palmrest grip tape.](#) [Button grip tapes.](#)
- It is possible to change **thumbstick caps** to Elite xbox magnetic caps
- Our [Discord community](#) is the best place where to solve problems, search keybinds, get ideas and find likeminded people. There is also a bunch of community made mods for the keypad.
- Azeron keypads are compatible with 3rd party softwares, such as reWASD and JoyToKey.
- If you want 360° movement working in Consoles, will need to get an adapter (for example XIM or Keymander 2). Otherwise keypad will work with any game that supports keyboard and mouse.
- If you have a 3d printer available, you can print these parts by yourself: <https://www.thingiverse.com/azoner/designs> or look for community created modifications in Azeron Discord

WARNING! Do not keep the keypad near heat sources or in hot places!

Contact us for more information: info@azoner.eu

Discord community and support: <https://discord.gg/9tw9pju>

Webpage: azoner.eu