



# AZERON

CYRO

Manual

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## INTRODUCTION

The Cyro is a one handed device - a simple Plug-and-Play controller that sets up easily with our software. It can function as a joystick or as a keyboard or a mouse or everything together in hybrid mode.

The Azeron Cyro device comes with 22 programmable buttons, an analog thumbstick and a mouse sensor for complete control and maneuverability over your game with only one hand.

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

The main advantage of the Azeron Cyro 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 22 buttons while you are moving at the same time. On top of that also at the same time you can control the mouse cursor with the same hand.

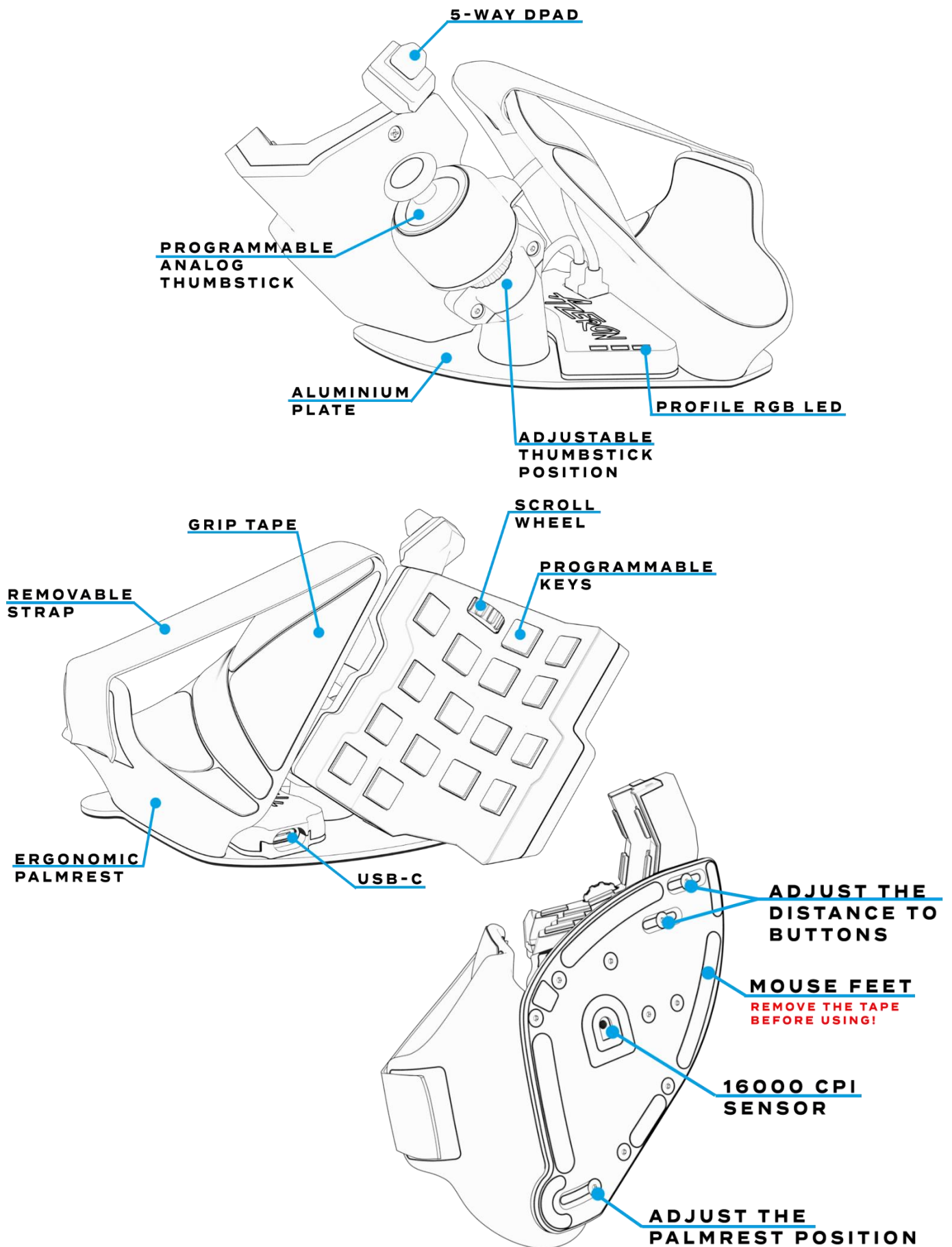
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## 1. PACKAGE CONTENTS

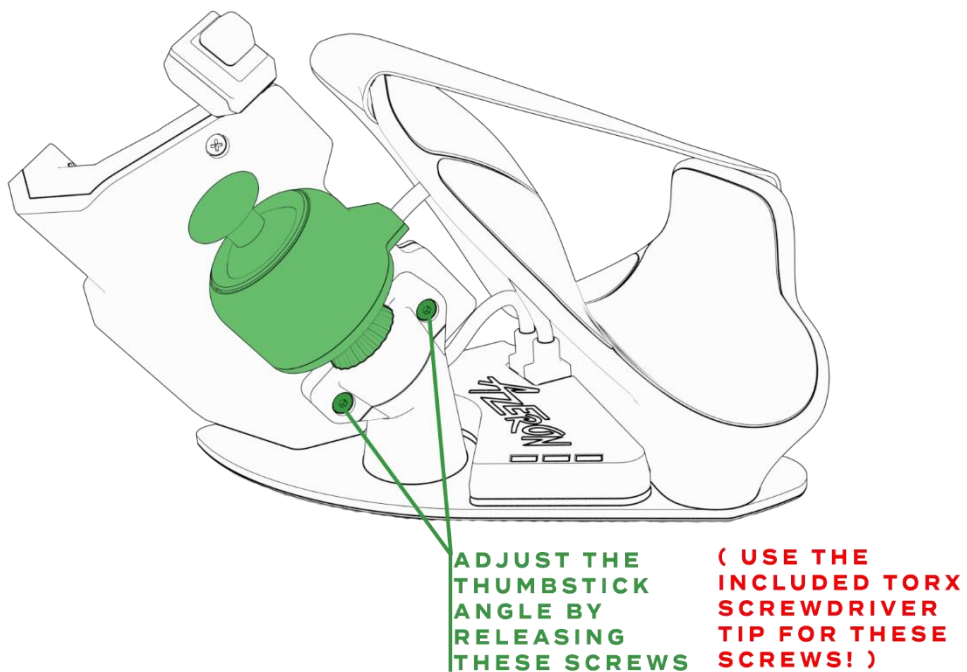
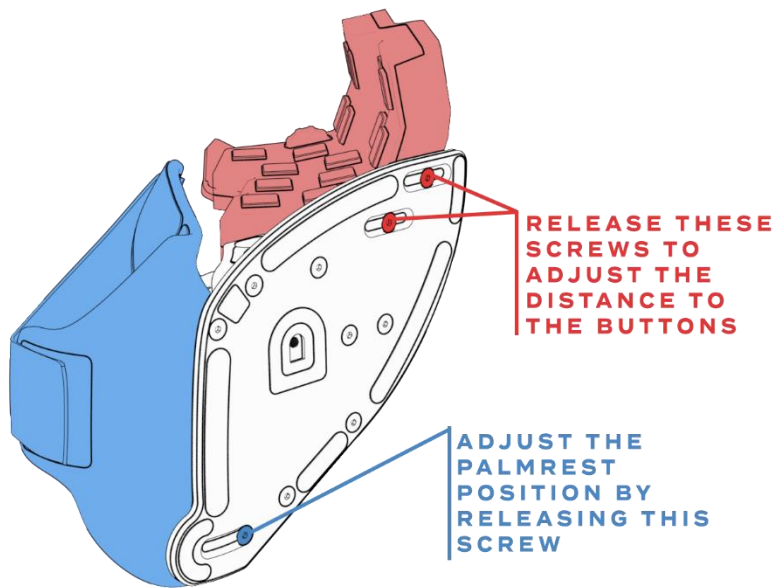
- Azeron Cyro
- Screwdriver for adjustments
- 2 thumbstick replacement caps
- Metal restrictor ring
- Silicon USB cable (2m / 6ft 7in)
- Quick guide
- Hand strap



## 2. DEVICE LAYOUT



### 3. ADJUST YOUR AZERON CYRO



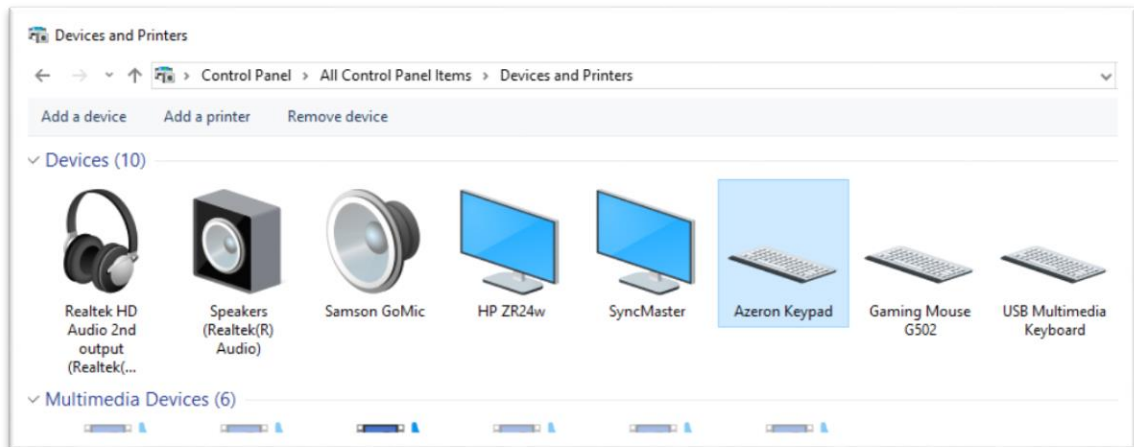
By using the included screwdriver, it is possible to adjust button and thumb module positions for your hand.

You can swap included thumbstick caps and put on or off the restrictor ring, just by pulling the cap off with a little force:



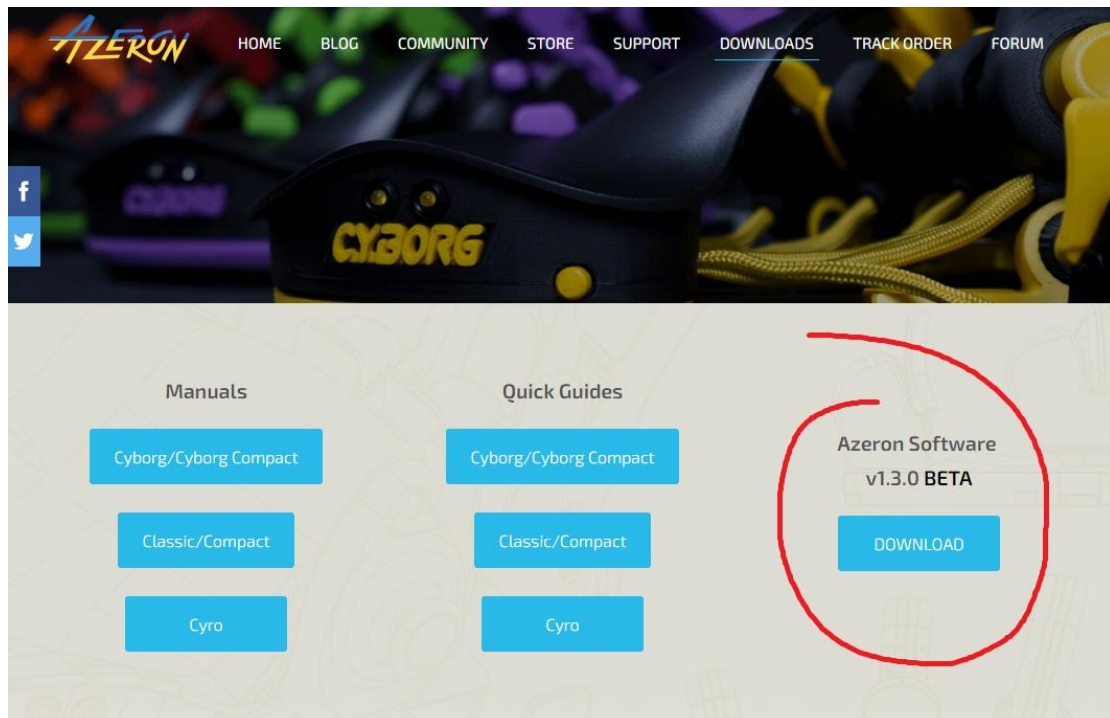
## 4. INSTALLING SOFTWARE

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



If it doesn't, and the LED lights are not turning on, make sure the USB cable is connected to the keypad properly.

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.

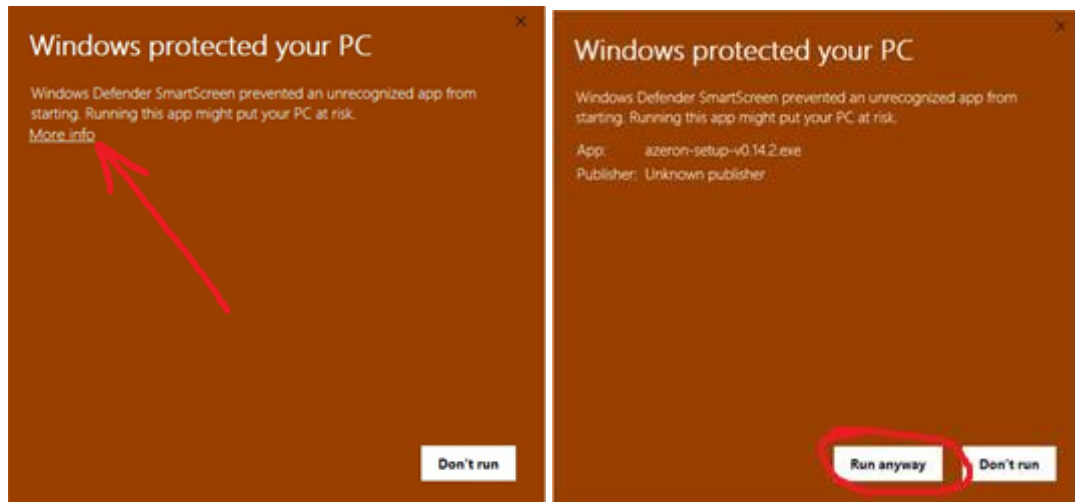




*When shipping out the device to you, it has already pre-installed latest firmware. So by default you don't need to install that.*

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.

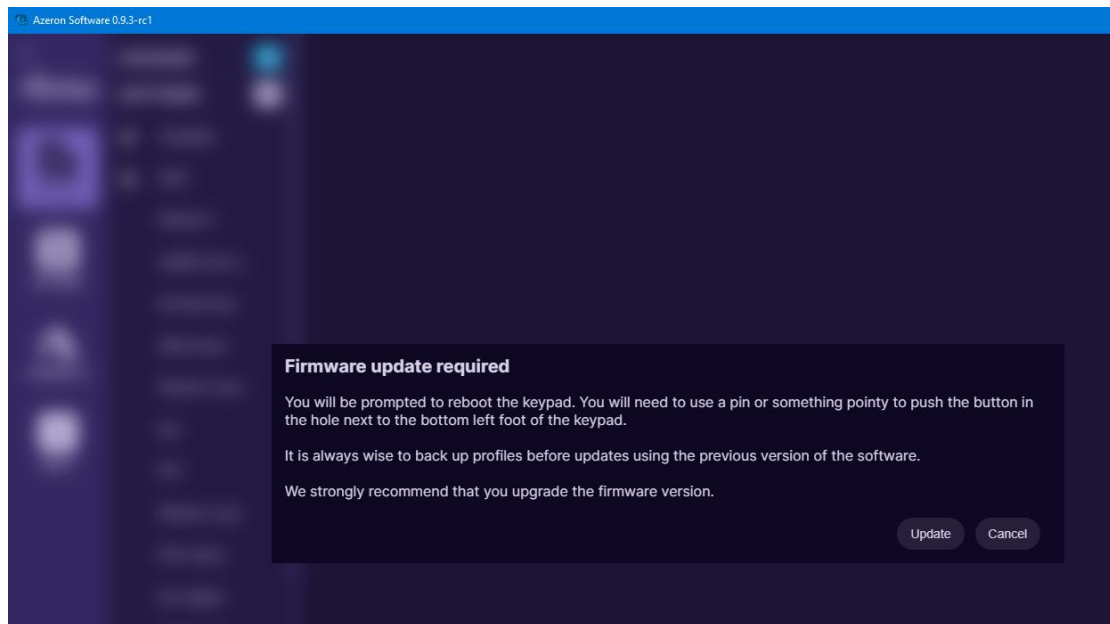
After the installation is done, plug in the USB cable of the device in PC and then launch the Azeron software.

*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 flicker and have power loss. 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:

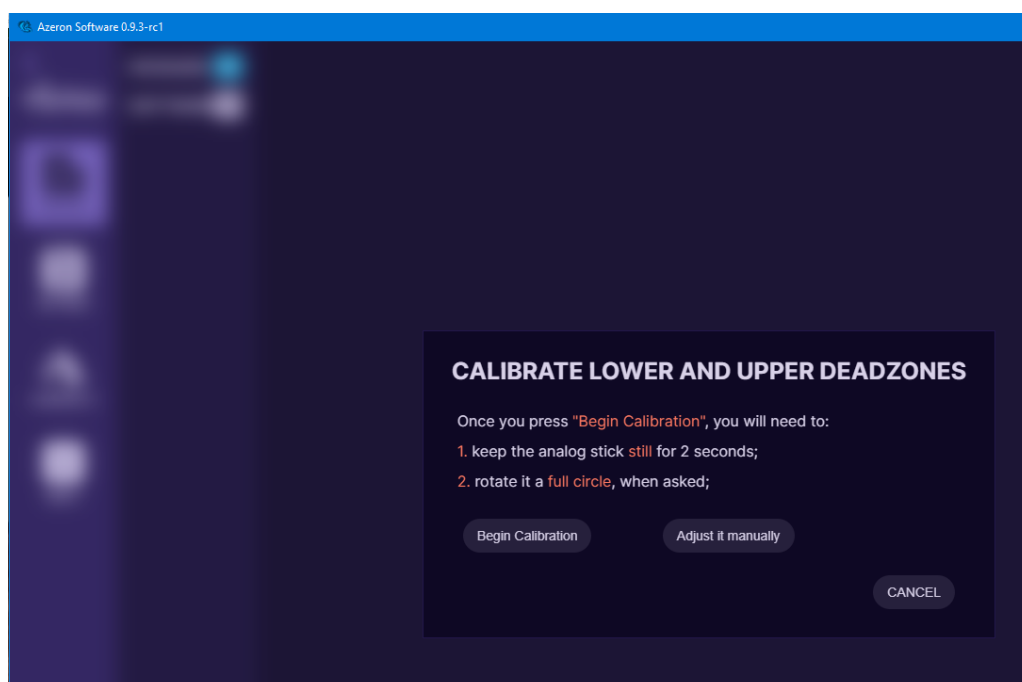
A) When opening software, it may show this screen:



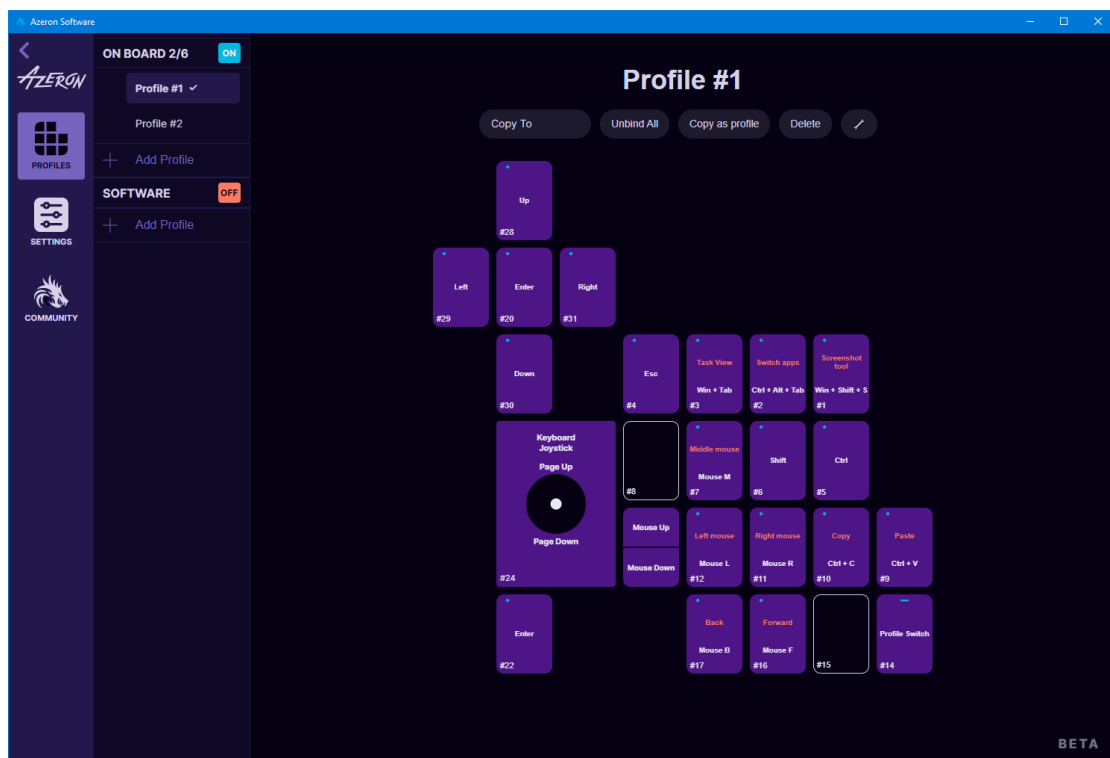
It means that the device requires firmware update. Click on "Update" at the bottom right corner.

After firmware installation the device will restart. Wait until software connects with your device.

When the firmware update is complete the software will ask you to calibrate the thumbstick. Follow the directions on screen to complete the calibration.

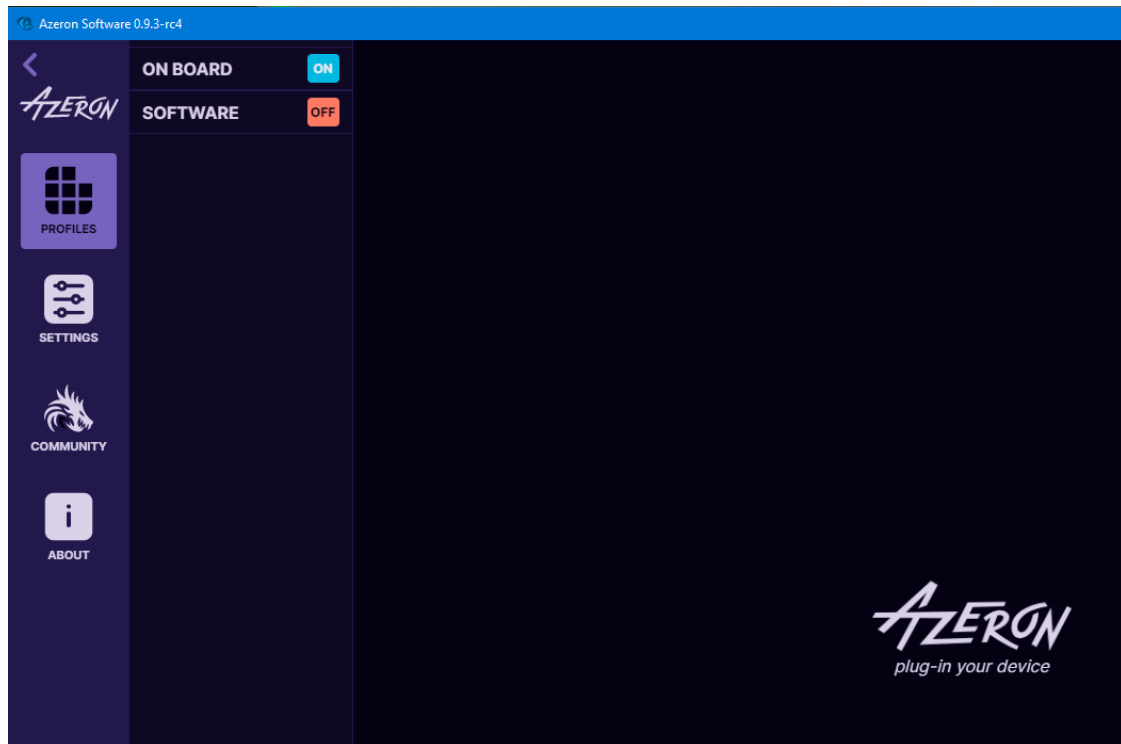


B) The second possible option when software opens up will look like this:



That means that everything is ready, the software and PC recognize the device and everything is up to date. You are ready to configure your Cyro to your liking and start gaming.

C) Another option when opening software, it may be empty and asking to plug-in your device:

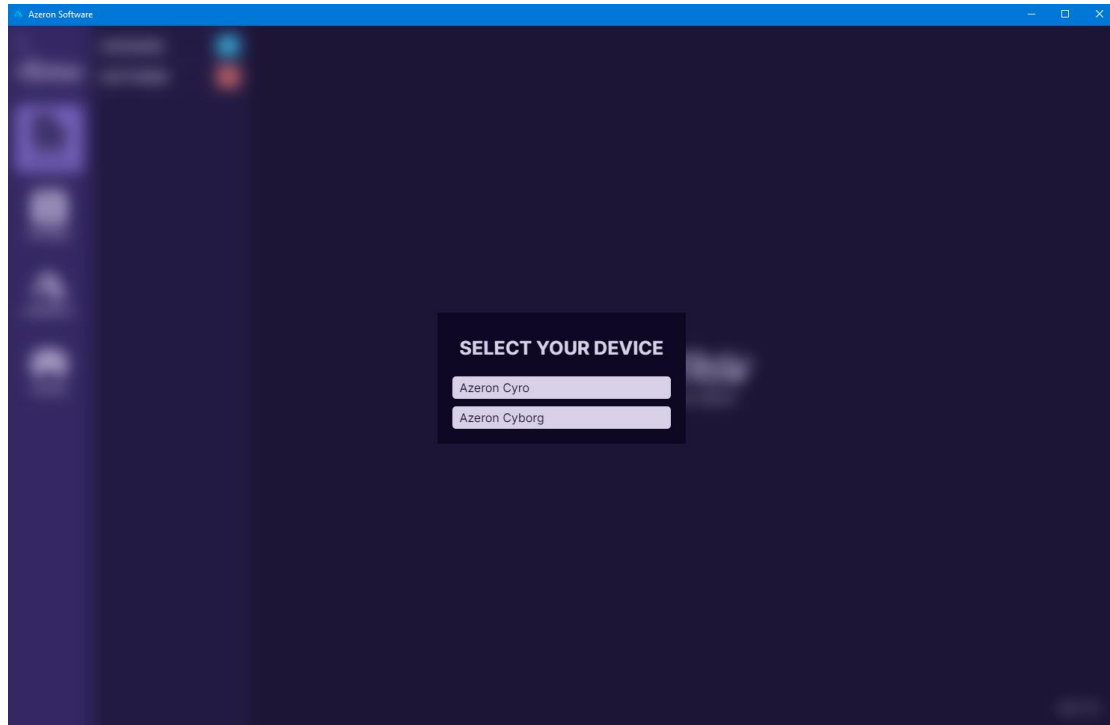


It means, that the software cannot find the Azeron device. First of all, make sure you have plugged in the USB cable fully in the Cyro.

Another possible solution is to close the software, unplug USB cable, wait until Windows no longer see the device, 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 Cyro, it could be that firmware installation have gone wrong, please contact Azeron support via email [info@azeron.eu](mailto: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 Azeron Cyro, if you wish to configure your Cyro device or unplug the other devices and leave only the Cyro.



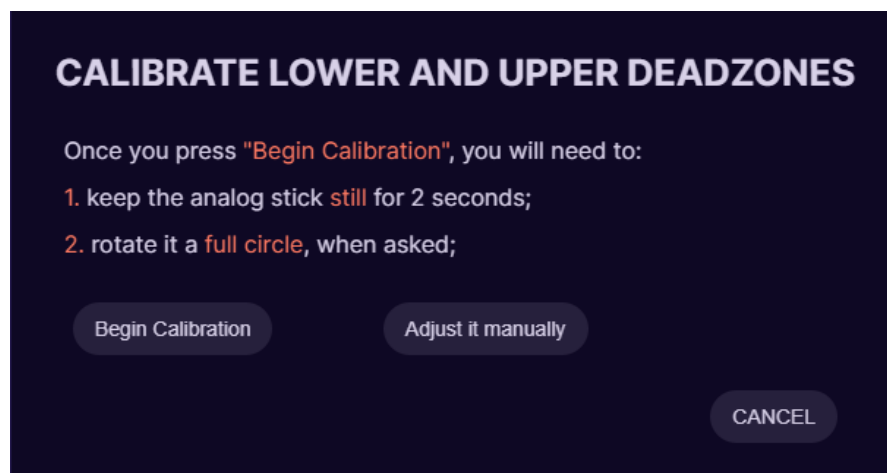
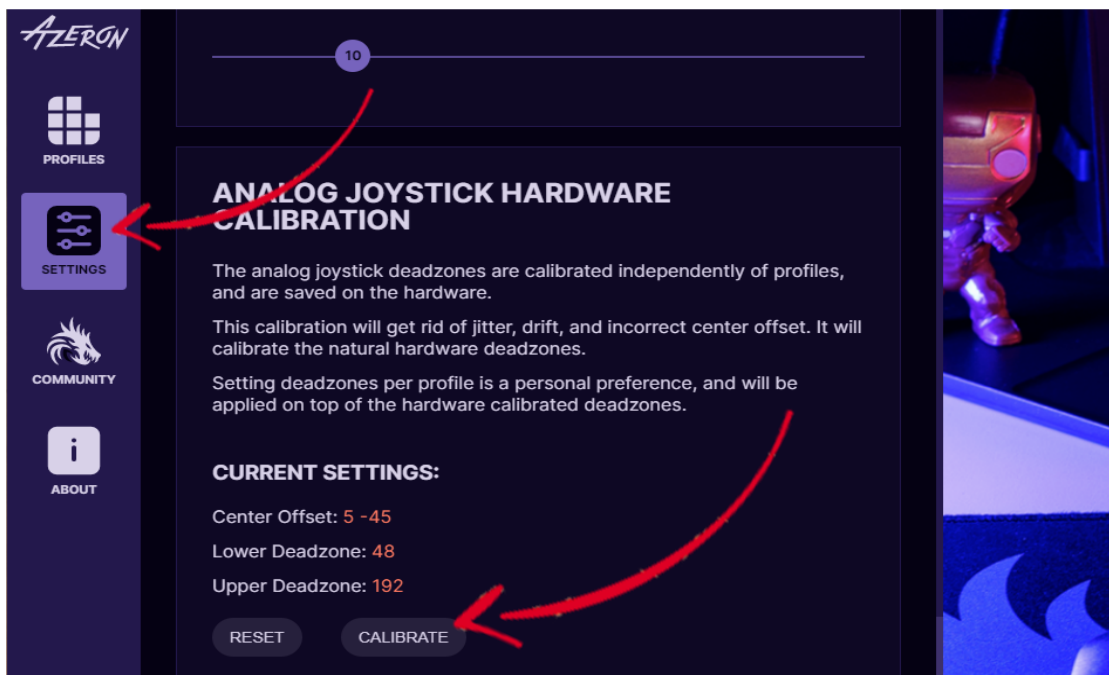
It is possible to configure only one device at a time. The devices, that you are not currently configuring, are running on a profile that is in the on-board memory.

## 5. HOW TO USE AZERON SOFTWARE

### 5.1. CALIBRATING THUMBSTICK

If you will be using your keypad for first time or just recently reinstalled software or firmware, then you need to calibrate the thumbstick. Here is steps on how to do it:

- Plugin the USB cable of device to your PC. Open the Azeron software. Go to Settings. **Make sure the restrictor ring is removed from the thumbstick!** Press on button “Calibrate” and carefully follow the instructions on screen.

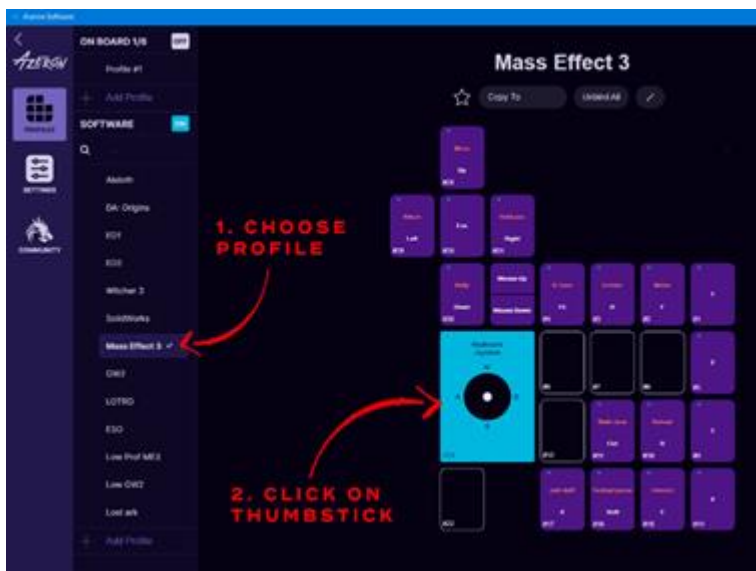


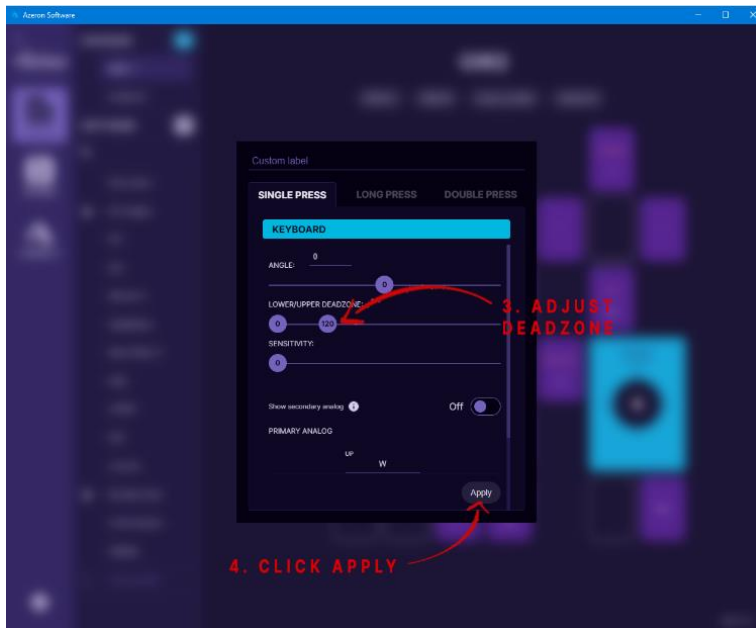
## 5.2 RESTRICTOR RING



In case you wish to use the included restrictor ring, then please follow [this video guide](#) or these steps below:

1. Make sure the restrictor ring is removed from the thumbstick.
2. Calibrate the thumbstick in the Azeron software ([how to](#))
3. Remove the thumbstick cap
4. Put on the restrictor ring, make sure the concave part is positioned downwards.
5. Put back on the thumbstick cap
6. In the Azeron software go in the thumbstick settings:

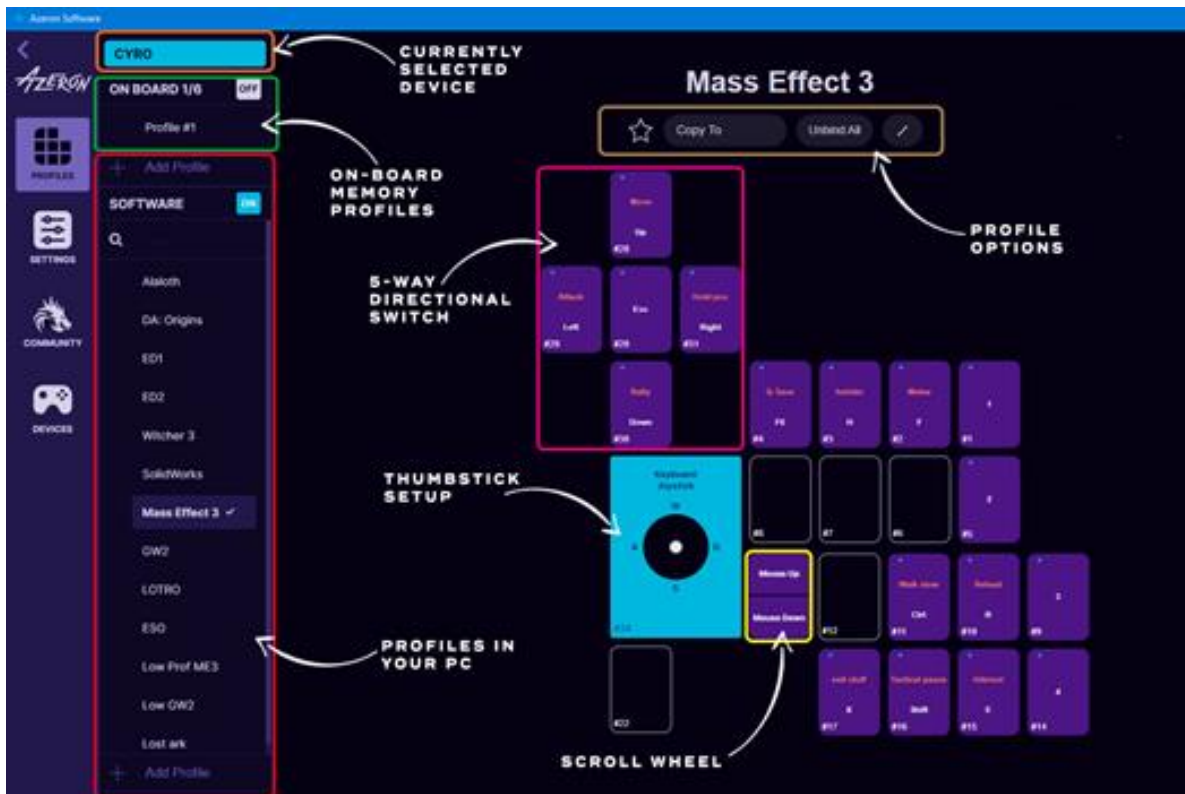




- Take the upper deadzone and lower it to  $\sim 120$ . Make sure the thumbstick makes perfect circle at the edge when moved around. If not, then lower the deadzone even more.

### 5.3. INTERFACE OVERVIEW

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





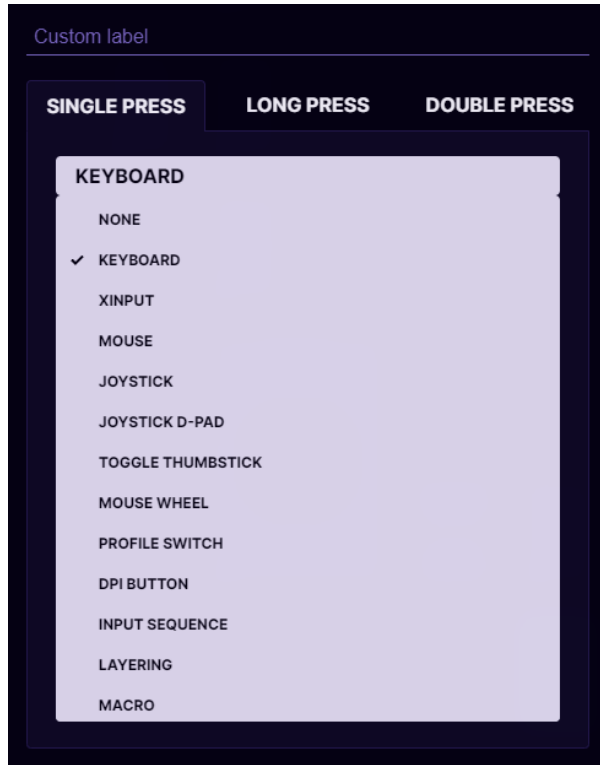
**On-board profiles** are saved in the device memory (so you can use the keypad on other PC or consoles and it will work with the saved settings). If you are using only on-board profiles, then Azeron software doesn't need to be opened while gaming, it is used just to setup buttons. If you are using **software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

## 5.4. KEYBIND SETUP

When pressing button on the device, the corresponding button will light up in the Azeron software.

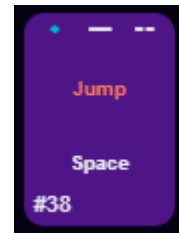
To setup buttons, with your mouse click on the button you wish to setup, then on the right side panel choose between several modes.



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:



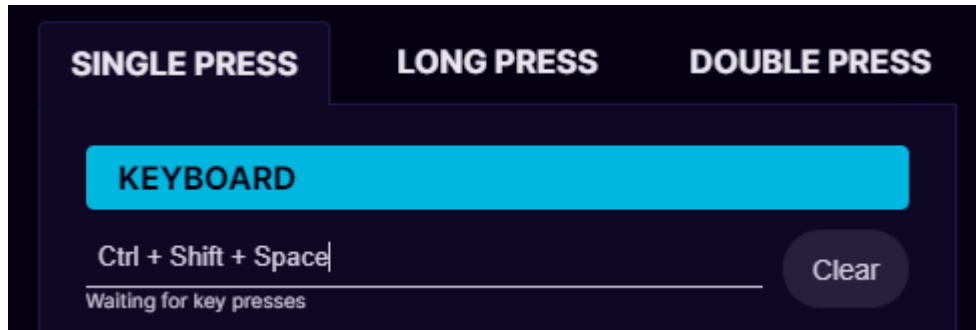
**Single click** keybind will execute immediately on button press. **Long press** keybind will execute only after the delay that you specify while holding down the button. **Double press** keybind will execute after the button is pressed 2 times.

*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.*

### 5.4.1. Keyboard mode

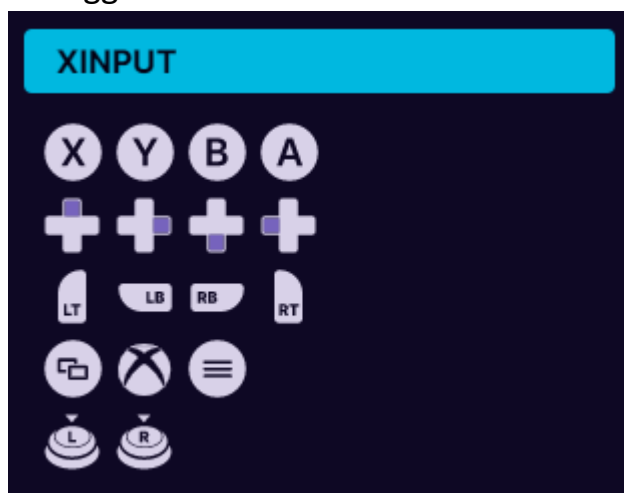
For **keyboard** mode you can setup a keyboard button to be used on Azeron Cyro. It is also possible to setup button combinations on one key press (for example, Shift + Ctrl + Alt + E).

*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 etc. But this will be included in the future software updates.*



### 5.4.2. Xinput button

Xinput allows the Azeron Cyro 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

### 5.4.3. Mouse mode

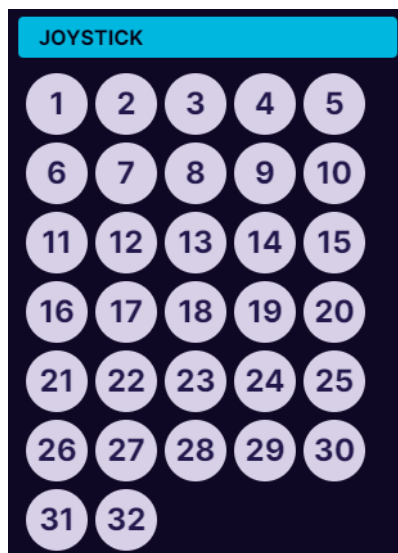


Under **mouse** mode the Azeron keypad button can act as a mouse buttons:

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

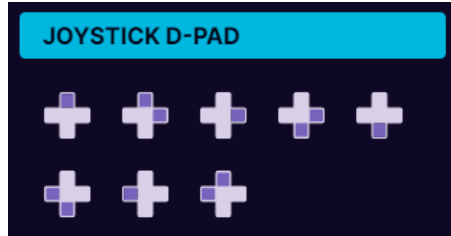
### 5.4.4. Joystick button

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



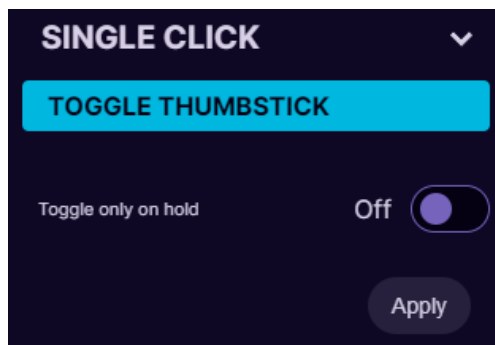
### 5.4.5. Joystick D-pad mode

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.



### 5.4.6. Toggle analog stick mode

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

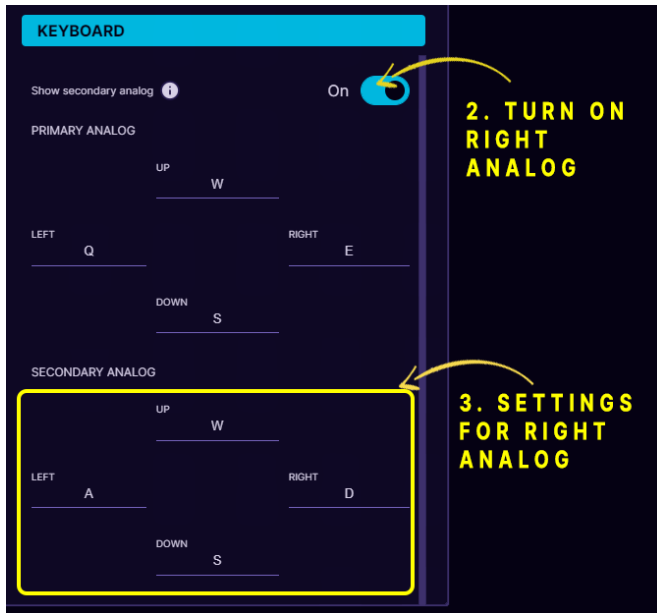


If thumbstick is setup as an **analog stick**, then it will switch between **Left** and **Right analog stick** of the controller.

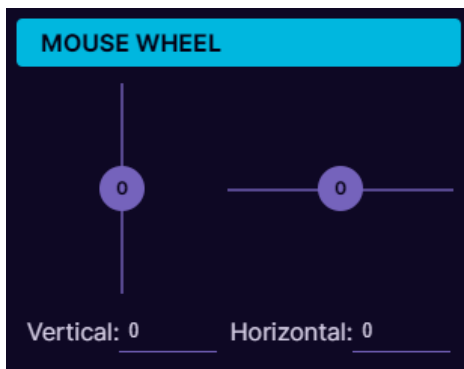
If thumbstick is setup as a **keyboard** (WASD for example), then you can setup also what keyboard buttons will be on the second thumbstick (for example QWES).

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





Mode **Toggle only on hold** works the same as mode above, but the second thumbstick settings will work only while the button on the device is held down.

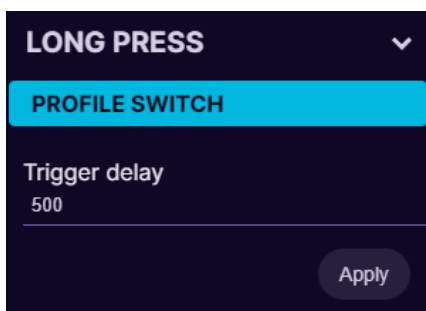


### 5.4.7. Mouse wheel

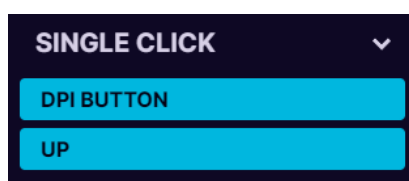
Any of the buttons can function as a **mouse wheel** (either horizontal or vertical). For example, adjust the slider up, to setup vertical scroll up. The higher the number the faster it will scroll up.

### 5.4.8. Profile switch

You can setup any of the Cyro buttons to act as a **profile switch**. While holding the **profile switch**, you can scroll the mouse wheel to switch between profiles in the on-board memory (or favorite profiles in the software). We suggest to setup the profile switch under **long press**, so that the same button can be used for other keybinds on **single press**.

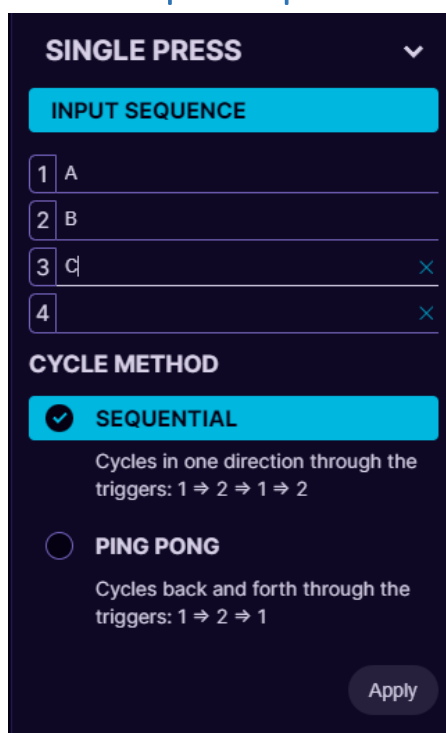


### 5.4.9. DPI Button



Any of the buttons can be used to change the **DPI setting up** or **down**. It will switch between the **Stages** that are setup in the sensor settings (see [5.6 MOUSE SENSOR SETTINGS](#) to learn more about the sensor settings)

### 5.4.10. Input sequence



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

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

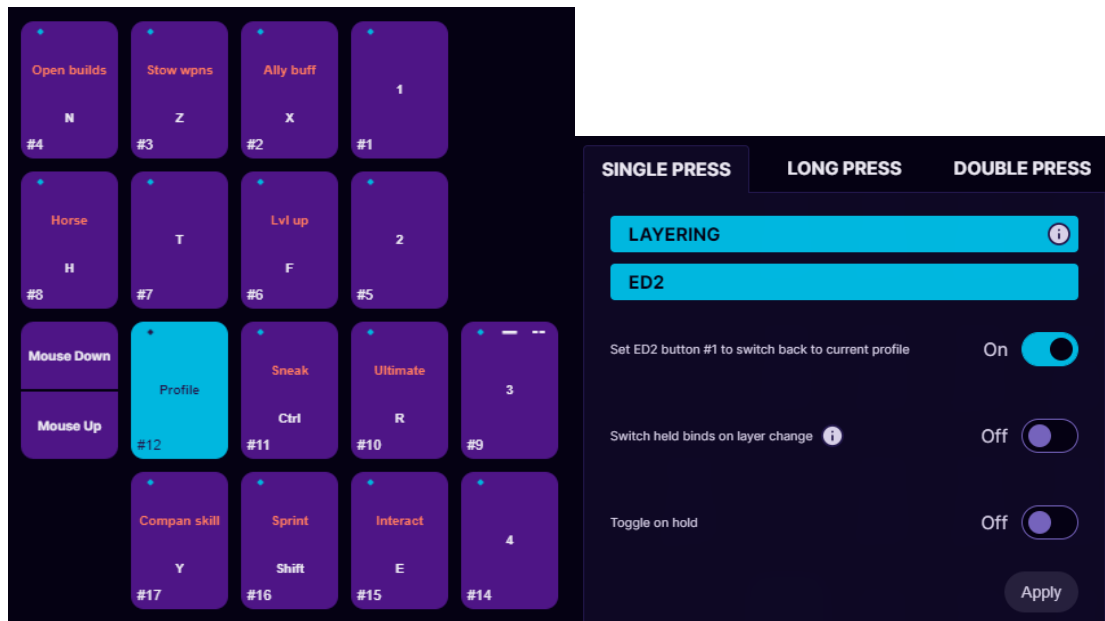
In **Ping pong mode** the keybinds will go from 1<sup>st</sup> to last and then from last to 1<sup>st</sup>.

**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.

### 5.4.11. Layering

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 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*”.

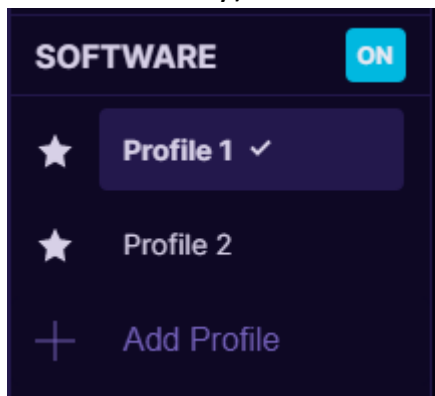
If we want to access the 2nd layer buttons only while we hold the button #1, then the setting “**Toggle on hold**” must be ON.

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 spamBBBBB from the Profile 2. As soon as we release the profile switch button, it will continue to spam AAAAAA.

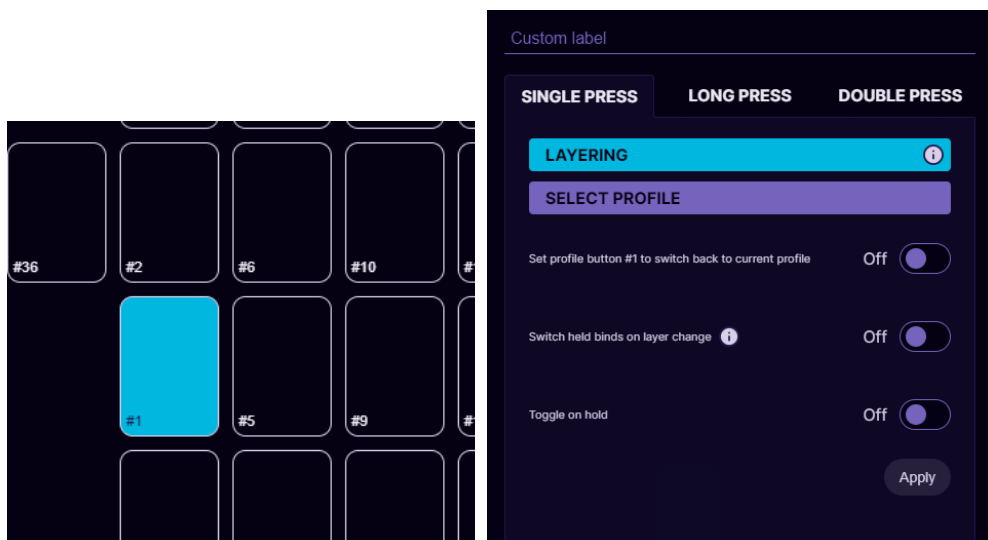


## How to setup layering step by step:

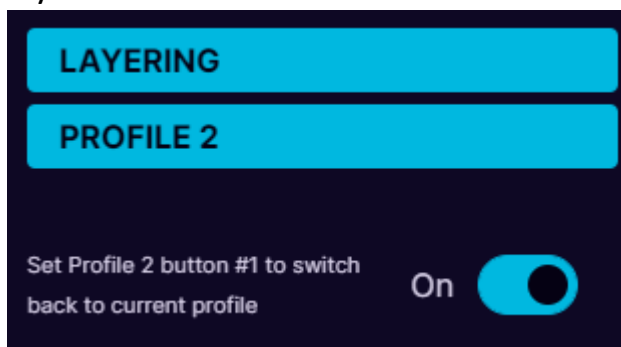
1. Create 2 profiles in software section (layering will not work in on-board memory). We will name them **Profile 1** and **Profile 2**:



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



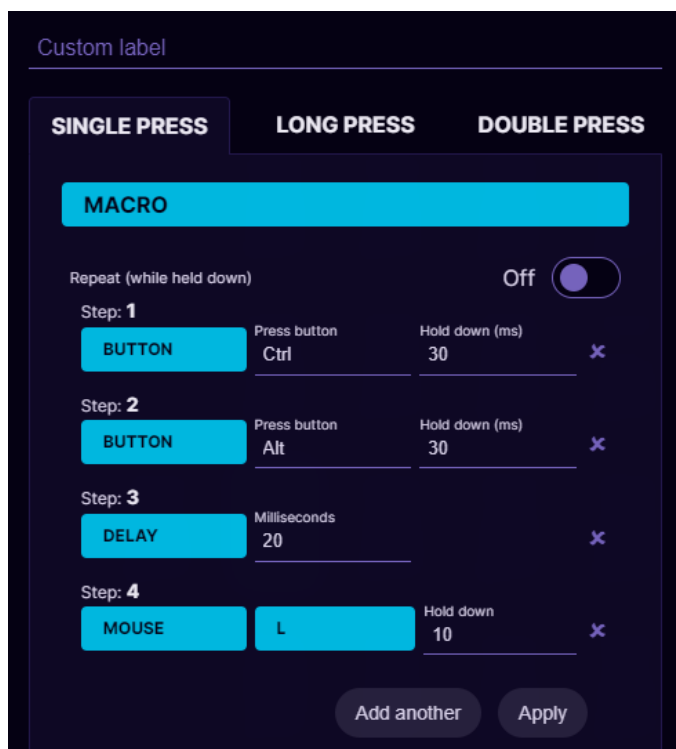
3. Then under **Layering** Select **Profile 2**, which will act as our 2nd layer for buttons.



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**.

### 5.4.12. Macro

It is possible to setup macros on device 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.

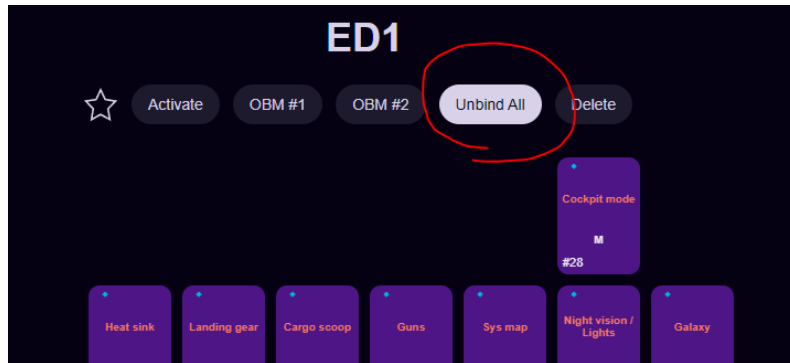


*Macro function is available only in software profiles! Currently it is not possible to save Macro in on-board memory due to the PCB limitations.*

*We are planning to add more advanced macro functionality in future software updates.*

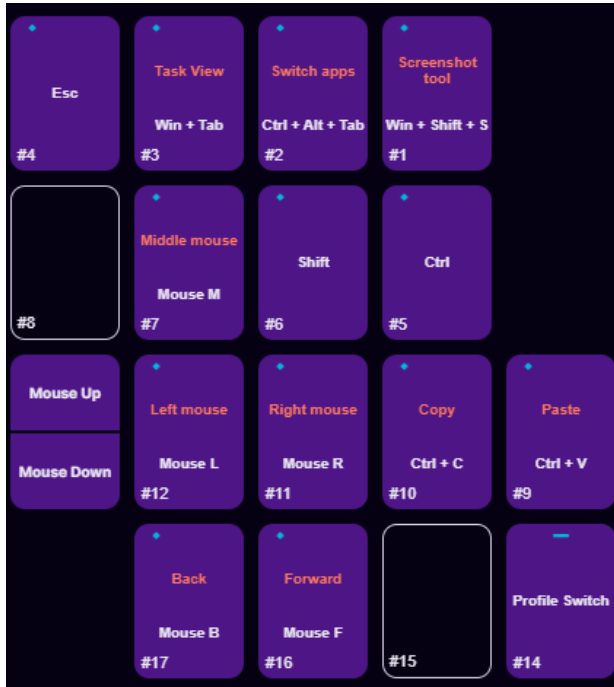
### 5.4.13. No action mode

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.

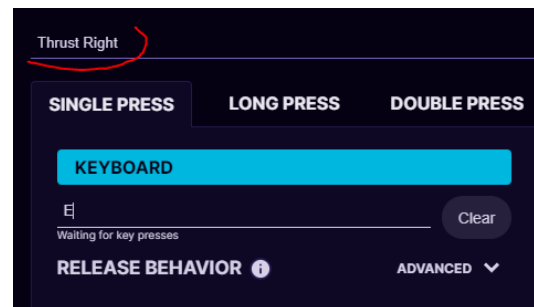


## 5.4.14. Button labels

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):

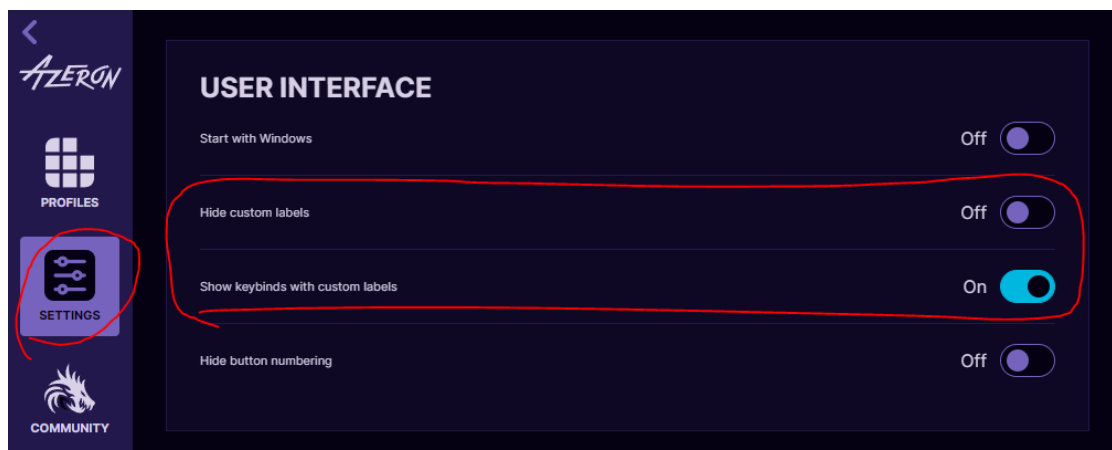


To setup custom name - click on the button and then write the name in field “Custom name”:



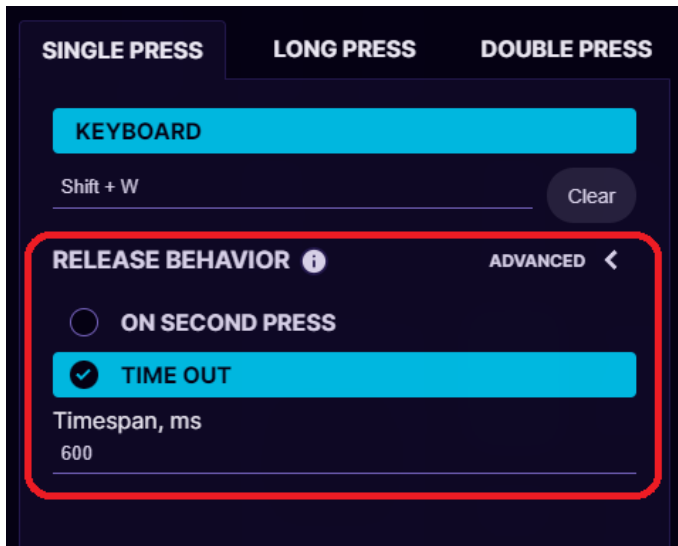
In the software Settings under **User interface** you can choose to:

- Show labels only, without keybinds
- Show both labels and keybinds
- Hide all labels



### 5.4.15. Advanced settings – Release behavior

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



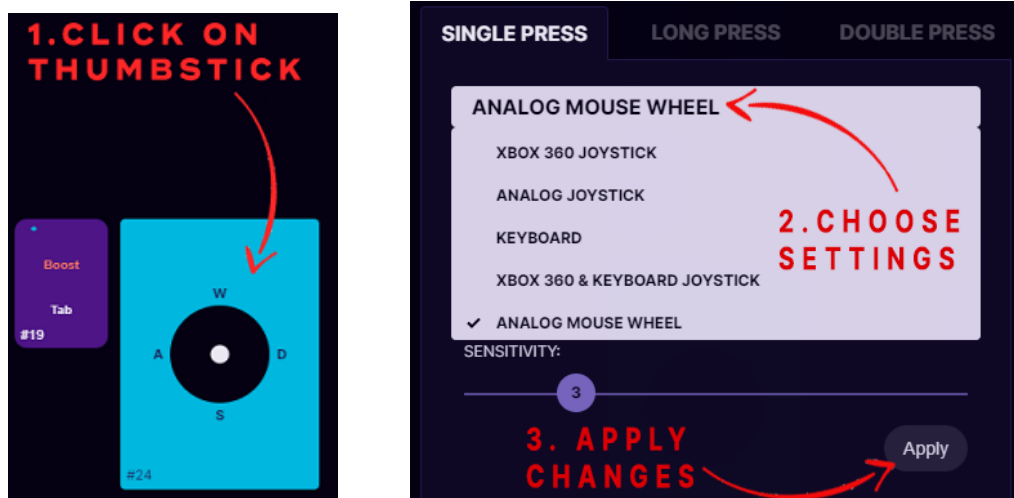
the button will be released after it is pressed down. It has 2 modes – on second press and time out.

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

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

## 5.5. THUMBSTICK SETUP

Thumbstick has several modes – it can act as analog stick or emulate keyboard buttons or mouse wheel.

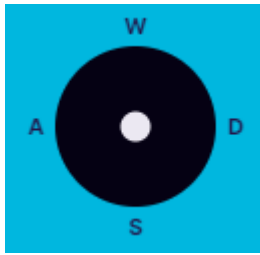


**Xbox360 joystick** will work the same as an Xbox controller analog stick. It has 360° movement and analog capabilities like if you move the thumbstick a little, then a character in video game will walk slowly, but if you move it to the outer edge, then character will start running.

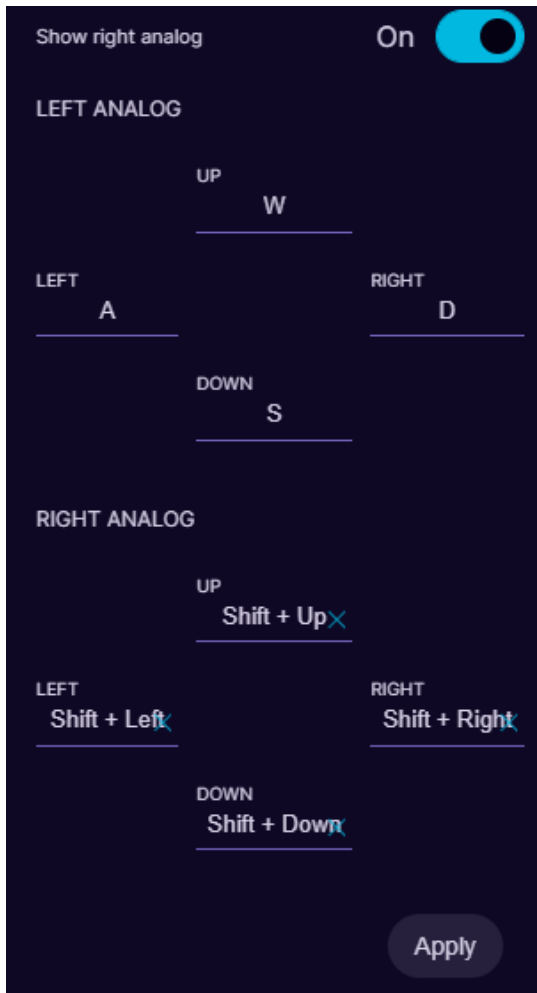
*This mode will work with any game that support Xbox controller and in the same time can work together with mouse and keyboard binds. You can see the list of games that support such simultaneous input here:*  
[https://www.pcgamingwiki.com/wiki/List\\_of\\_games\\_that\\_support\\_simultaneous\\_input](https://www.pcgamingwiki.com/wiki/List_of_games_that_support_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 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.



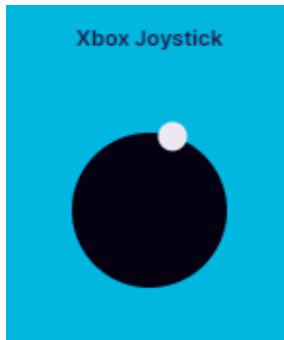
In **Keyboard** mode analog stick will work in 8 directions with keybinds provided for 4 directions, such as WASD or similar. It is possible to setup 2 separate keybinds on thumbstick and switch between them on the fly (see more information at [5.4.6. Toggle analog stick mode](#))



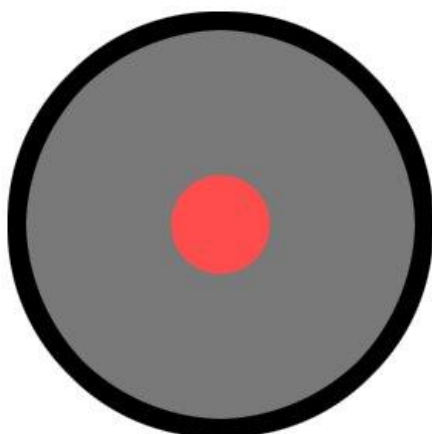
In **analog mouse wheel** mode, the thumbstick will work as vertical and horizontal mouse wheel. If you move the thumbstick forward and back, it will act as a vertical mouse wheel. If you move the thumbstick left or right, then it will act as a horizontal mouse wheel. It also reacts on how far the thumbstick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



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.

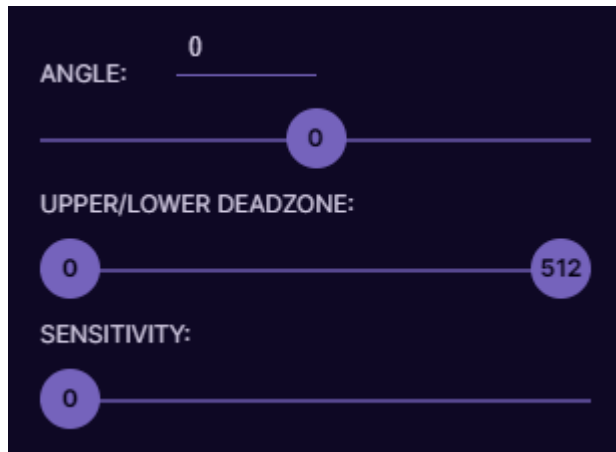


**Lower deadzone** is an area in the center of the thumbstick that won't recognize input if the stick is moved within it. The higher the value, the bigger the circle is in the center where thumbstick movement won't register.

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 10 – 65 is a good value). Please note, that if you have completed the calibration on your thumbstick ([5.1. 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 lower the value the smaller the circle. So the lower 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 lower the upper deadzone very low, even up to 50. 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 Deadzones wizard, and the software will choose the best settings for your thumbstick. See [5.1. CALIBRATING THUMBSTICK](#)

**Sensitivity** setting controls how sensitive thumbstick feels. The lower the value the more sensitive is the thumbstick. Most of the time good values are 3-10.

## 5.6 PROFILES

To switch between the two on-board memory profiles, you need to setup one of the buttons as Profile switch (by default it is the closest pinky button) and then while holding it, move the scroll wheel.

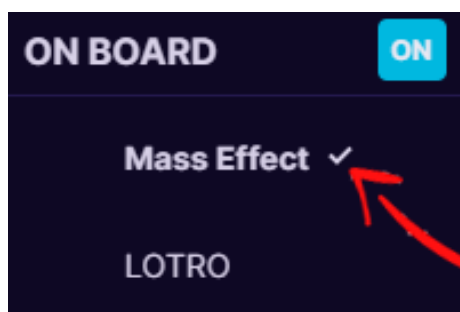
**Hw Profiles:**

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.



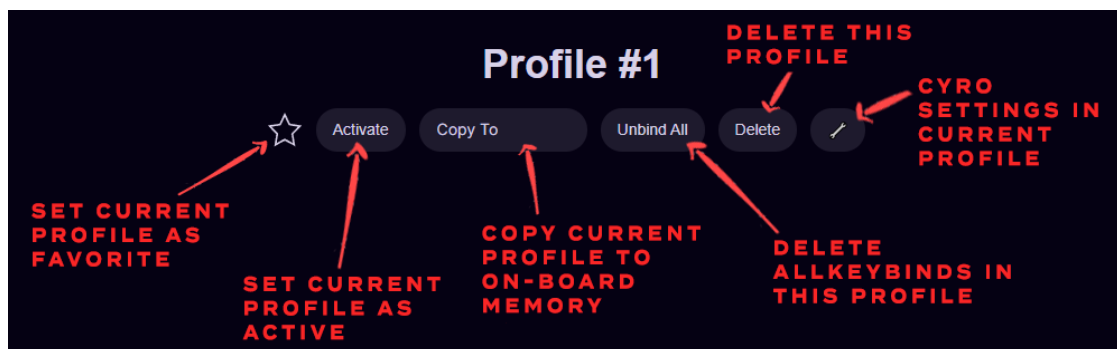
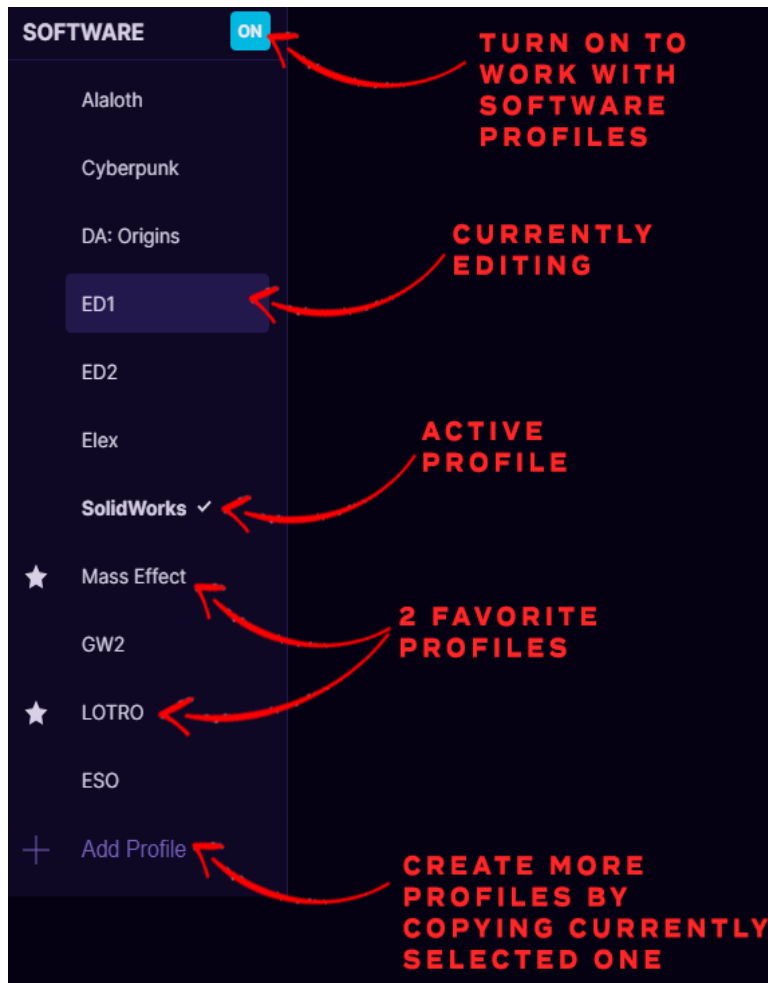
**ACTIVE  
PROFILE**

To work with software profiles, you need to turn them on by pressing ON button near "Profiles:".

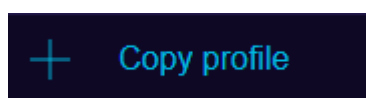
Note! When using software profiles, the Azeron software must be running in the background while playing the game.

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.



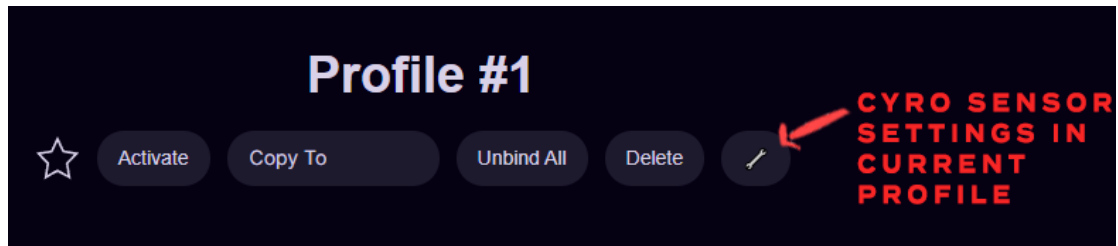
Any software profile can also be sent to On-board memory, by pressing **Copy To** and choose in which profile to copy the keybinds or choose to create a new profile in the on-board memory.



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

## 5.7 MOUSE SENSOR SETTINGS

At the top of each profile there is a button for Cyro mouse sensor settings:



It is possible to adjust DPI and sensor angle, or even turn off the sensor completely.

The screenshot shows the 'PROFILE SETTINGS' screen with the following sections and annotations:

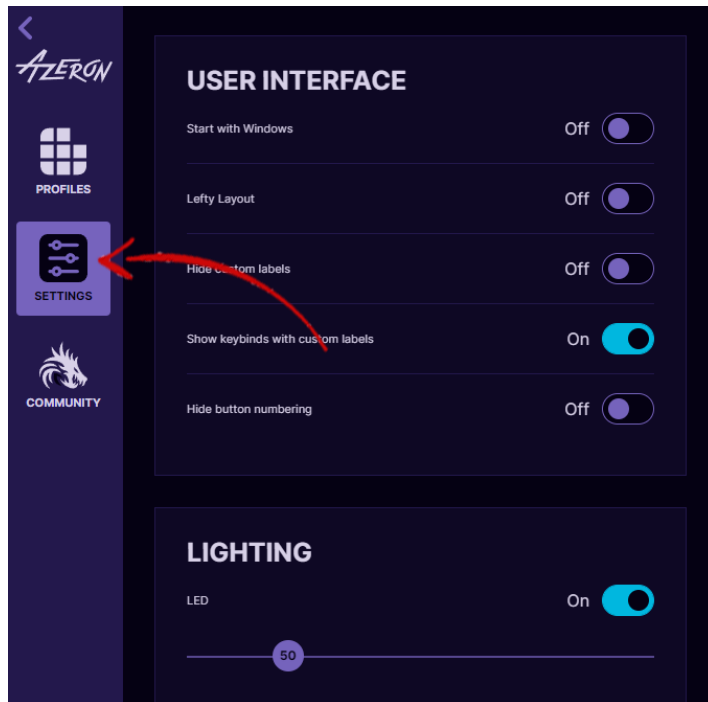
- SENSITIVITY**
  - Text: "Set up 5 sensitivity stages and change the current sensitivity with the dpi button or by selecting a specific stage."
  - Current DPI: "DPI - 4000" (Annotated: **CURRENT DPI**)
  - Global toggle: "Set global optical sensor sensitivity (overwrites all profiles sensitivity settings)" with an "Off" toggle (Annotated: **IF THIS IS ON, THEN THESE DPI SETTINGS WILL BE THE SAME IN ALL YOUR PROFILES**)
  - Stages table:

Stage 1	Stage 2	Stage 3	Stage 4	Stage 5
1000	4000	7500	10000	15000
Remove	Remove	Remove	Remove	Remove

(Annotated: **ADD MORE STAGES** points to "+ Add Stage"; **CURRENTLY ACTIVE STAGE** points to Stage 2)
  - DPI slider: Set to 4000 (Annotated: **ADJUST DPI IN CURRENT STAGE**)
  - Apply button (Annotated: **CONFIRM SETTINGS**)
- OPTICAL SENSOR ANGLE**
  - Text: "Optical sensor angle adjustment in selected profile"
  - Global toggle: "Set global optical sensor angle (overwrites all profiles sensor angle)" with an "Off" toggle (Annotated: **IF THIS IS ON, THEN THIS ANGLE SETTING WILL BE THE SAME IN ALL YOUR PROFILES**)
  - Angle slider: Set to 0 (Annotated: **ADJUST SENSOR ANGLE**)
  - Apply button (Annotated: **CONFIRM SETTINGS**)
- OPTICAL SENSOR**
  - Toggle: "On" (Annotated: **TURN THE MOUSE SENSOR ON OR OFF**)

## 6. SETTINGS

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



At the top of the Settings you can see the interface options:

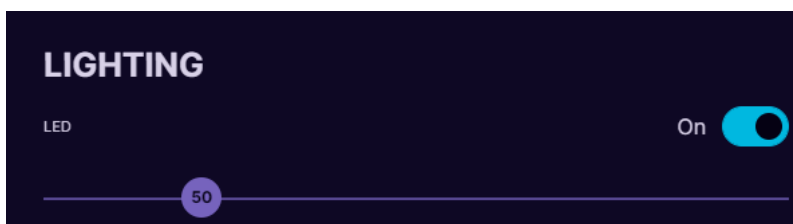
**Start with Windows.** If enabled, the Azero software will open automatically every time you reboot your PC.

**Lefty layout** will switch the button interface for keypad that is meant for left handed people (keypad in right hand, mouse in left hand). The button layout will look like this:

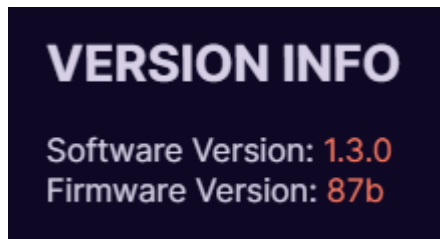


**Hide custom button labels** will hide the labels for each button you have created, only keybinds will be visible.

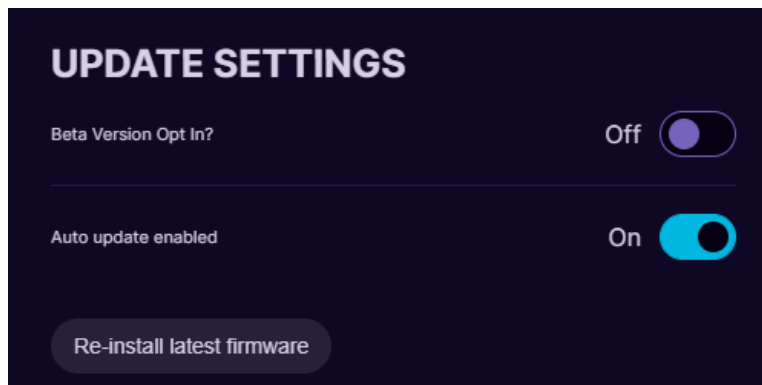
**Show key binds together with custom button labels** (visible only if Hide custom button labels is OFF) will allow to switch between 2 modes – having visible only button labels or visible labels together with keybinds.



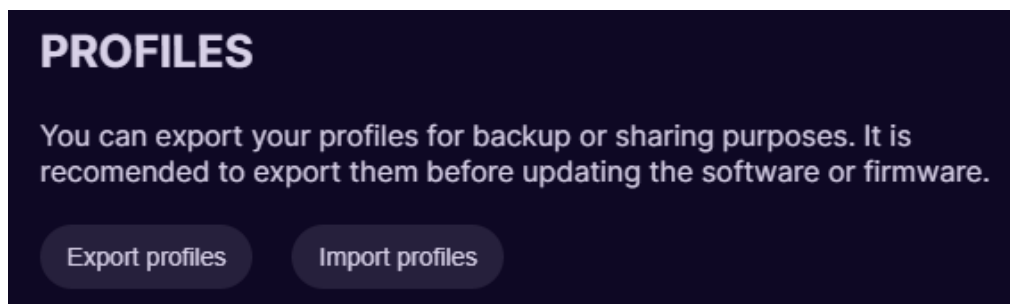
**Lighting** Turn LEDs OFF or ON will completely turn off the Profile LEDs on the device. **LED brightness** slider adjusts the Profile LEDs. The higher the value, the brighter the LEDs will glow.



**Version information.** Here you can see what software and firmware you are using.



**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. If there will be newer version available, then **Update** button will be visible. To reinstall the keypad firmware, press “Re-install latest firmware”.



At the **Profiles** option it is possible to **Export** and **Import** 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.

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

## GLOBAL BUTTON THROTTLE

Button throttle helps with accidental or ghost double-presses. It determines the amount of time (in ms) that must pass before the key can be pressed again.

**Type 1:** Default - measures time between button presses.

**Type 2:** Holds the button down to prevent double presses.



TYPE 1



TYPE 2

10

**Global button throttle.** In case one or more of the buttons are starting to make double clicks (switch debounce), you can setup button throttle here in milliseconds. That is the time that must pass between keypad will register next keypress on the same button.

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

## ANALOG JOYSTICK HARDWARE CALIBRATION

The analog joystick deadzones are calibrated independently of profiles, and are saved on the hardware.

This calibration will get rid of jitter, drift, and incorrect center offset. It will calibrate the natural hardware deadzones.

Setting deadzones per profile is a personal preference, and will be applied on top of the hardware calibrated deadzones.

### CURRENT SETTINGS:

Center Offset: -4 65

Lower Deadzone: 10

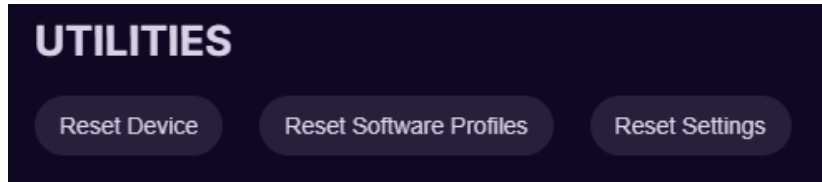
Upper Deadzone: 415

RESET

CALIBRATE



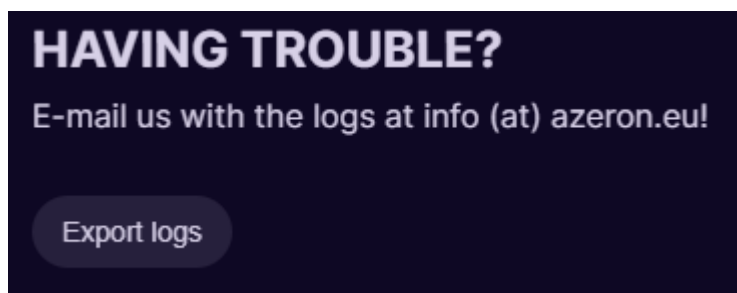
**Analog joystick hardware calibration.** Here you can **reset** the deadzones to zero values or **Calibrate** the thumbstick to optimal settings. When calibrating, carefully follow the instructions on screen. See more information at [5.1. CALIBRATING THUMBSTICK](#)



**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.



**Export logs** button will create a report file that can be sent to customer support to help identify any issues.

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## 7. TIPS AND TRICKS

- Cyro comes with a **strap** for a reason, it must be on while using the mouse to be able to reach all the buttons comfortably and be able to lift and move around the mouse without issues
- 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
- It is known that using **grip tape** on the buttons and palmrest feels premium :) [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
- To get access to more **advanced macros** and other options– it is possible to setup Azeron keypad as generic joystick and then use 3<sup>rd</sup> party software JoyToKey to setup more advanced macros on each button.
- Azeron devices are compatible with 3<sup>rd</sup> party softwares, such as reWASD and JoyToKey.

**WARNING! Do not keep the Azeron device near heat sources or in hot places!**

**Contact us** for more information: [info@azeron.eu](mailto:info@azeron.eu)

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

**Webpage:** [azeron.eu](http://azeron.eu)