

steelseries **ENGINE 3**

User Guide: Windows and Mac

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Welcome

to the *SteelSeries Engine 3 User Guide* for Windows and Mac! SteelSeries Engine 3 has been developed by SteelSeries to help deliver the best gamer experience:

- **Uniform Platform** *SteelSeries Engine 3* is a unified platform built to support all of your newest SteelSeries products.
- **Small Footprint** Optimized with the latest technologies, the reduced footprint of *SteelSeries Engine 3* leaves your machine's resources available for gaming and other tasks.
- **Seamless Deployment** Automatically deploy your saved device settings when switching between your favorite games or applications, meaning more time for gaming and less time configuring a device.

This user guide is intended to introduce you to all aspects of *SteelSeries Engine 3*, including its setup and its usage. If you have any questions that are not answered or covered in this user guide, please visit our website: faq.steelseries.com

Installation

Visit <http://steelseries.com/engine> to find the download link *SteelSeries Engine 3*. Selecting this link and choose Windows or Mac based on your operating system.

Once the download completes, open the installer on your computer and follow the installation instructions. After installation, the *SteelSeries Engine* background processes will start and the *SteelSeries Engine 3* interface will open automatically. An icon that allows you to quickly open or quit *SteelSeries Engine 3* will appear in your taskbar, on Windows, or your Menu Bar, on Mac OS X.

By default, *SteelSeries Engine 3* will be located in your Program Files folder on Windows, or your Applications folder on Mac OS X.

Installation Requirements

SteelSeries Engine 3 requires 100 MB of free hard drive space and one of the currently supported platforms:

Windows XP (32 and 64 bit)	Mac OS X 10.7
Windows Vista (32 and 64 bit)	Mac OS X 10.8
Windows 7 (32 and 64 bit)	Mac OS X 10.9
Windows 8 (32 and 64 bit)	
Windows 8.1 (32 and 64 bit)	

SteelSeries Engine 3: The Basics

Background Processes v. Interface

SteelSeries Engine has a process that runs in the background on your machine, which is required to run many of the features in *SteelSeries Engine 3*. Automatic deployment of your custom device configurations and executing macros in game are examples of features that require *SteelSeries Engine* background processes.

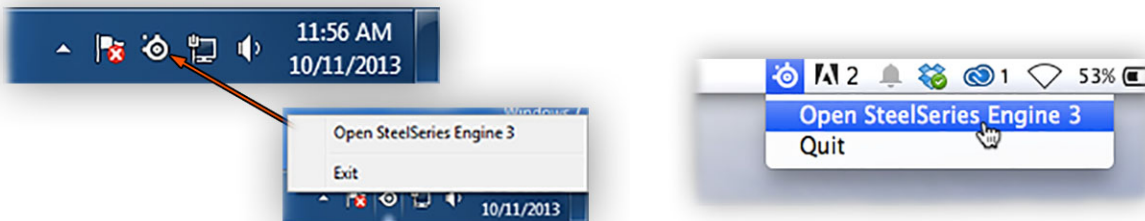
Then *SteelSeries Engine 3* interface is independent from the background processes. It provides an easy, intuitive way to configure your SteelSeries gear. When you are done making configuration changes, close the interface windows to free up your computer's operating resources for other games and applications.

Opening and Closing SteelSeries Engine 3

After installation the *SteelSeries Engine* background processes will start and the interface will open automatically. When your computer starts up only the background processes of *SteelSeries Engine* will launch automatically. You also have the option of disabling this through the settings menu in the interface's main window (details in *Application Settings*).

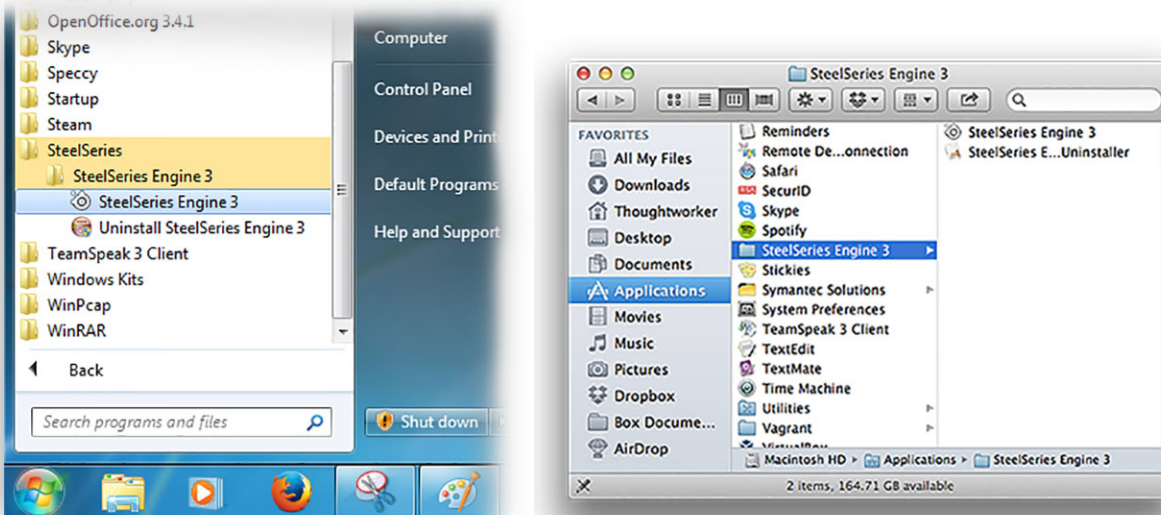
Taskbar/Menu Bar Icon

When background processes are running a SteelSeries icon is conveniently located on the Windows Taskbar or Mac OS X Menu Bar. This icon is an indicator that these processes are running and a dropdown with options to open the interface or exit/quit. If you exit/quit, the interface and background processes will shutdown, disabling configuration deployment. To allow the background processes to run, close all the interface windows instead of exiting/quitting *SteelSeries Engine 3*.



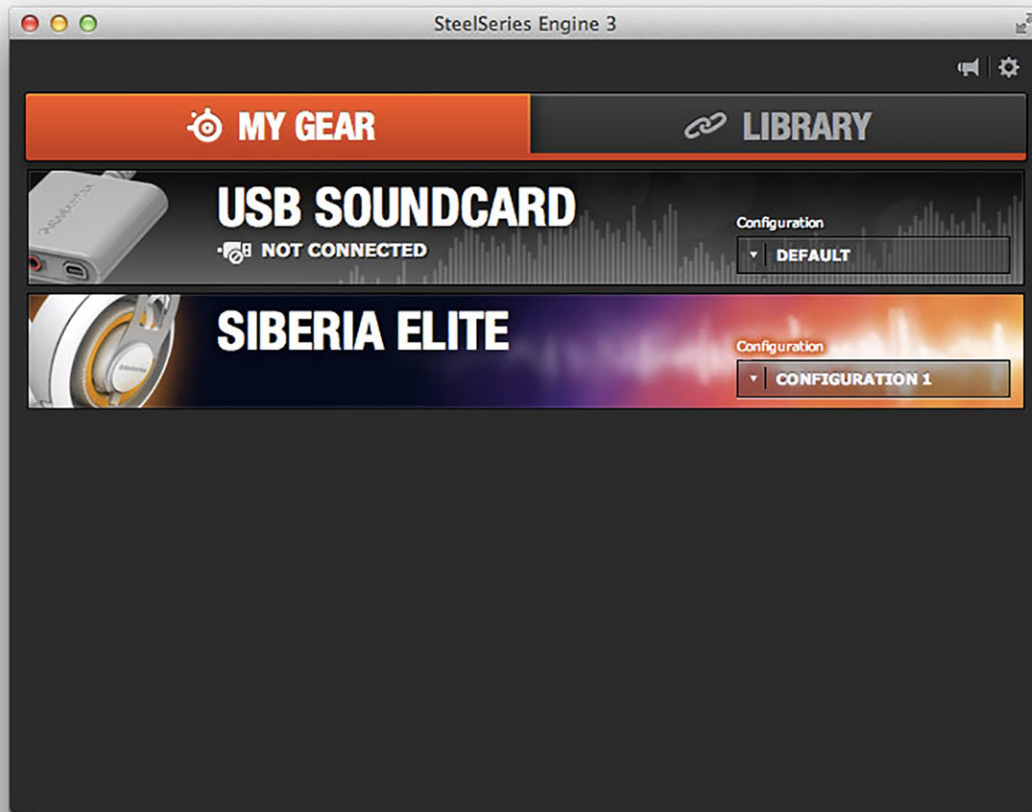
Application Icon

If *SteelSeries Engine* background processes are not running, the *Taskbar/Menu Bar Icon* will not be present and you should open *SteelSeries Engine 3* as you would any other application. By default, *SteelSeries Engine 3* is located in the Programs file on Windows and the Applications folder on Mac OS X. Double-clicking on the *SteelSeries Engine 3* application icon will start the background processes and open the interface.



My Gear

All of your SteelSeries devices in one place

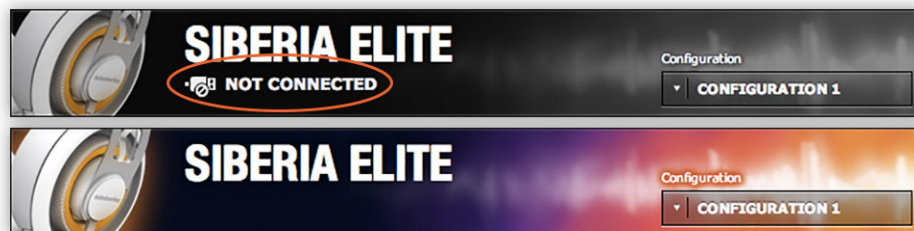


Device Cards

When you connect a SteelSeries device, *SteelSeries Engine 3* remembers it and adds a *Device Card* to *My Gear*. All of your devices are easily accessible from the *My Gear* tab, regardless of type, connection status, or which applications they are assigned to.

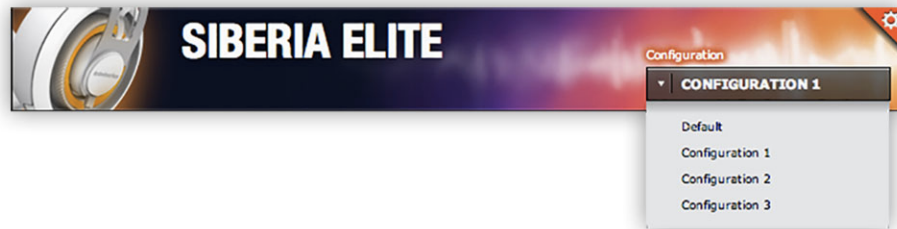
Connection status

When *SteelSeries Engine 3* recognizes that a device is connected, its *Device Card* changes from gray scale to color and the "NOT CONNECTED" icon disappears.



Configuration Dropdown Menu

SteelSeries Engine 3 will deploy the configuration shown in the lower right when you are using games or applications that do not have other configurations assigned to them. To quickly change this configuration, select the *Configuration Dropdown Menu*.



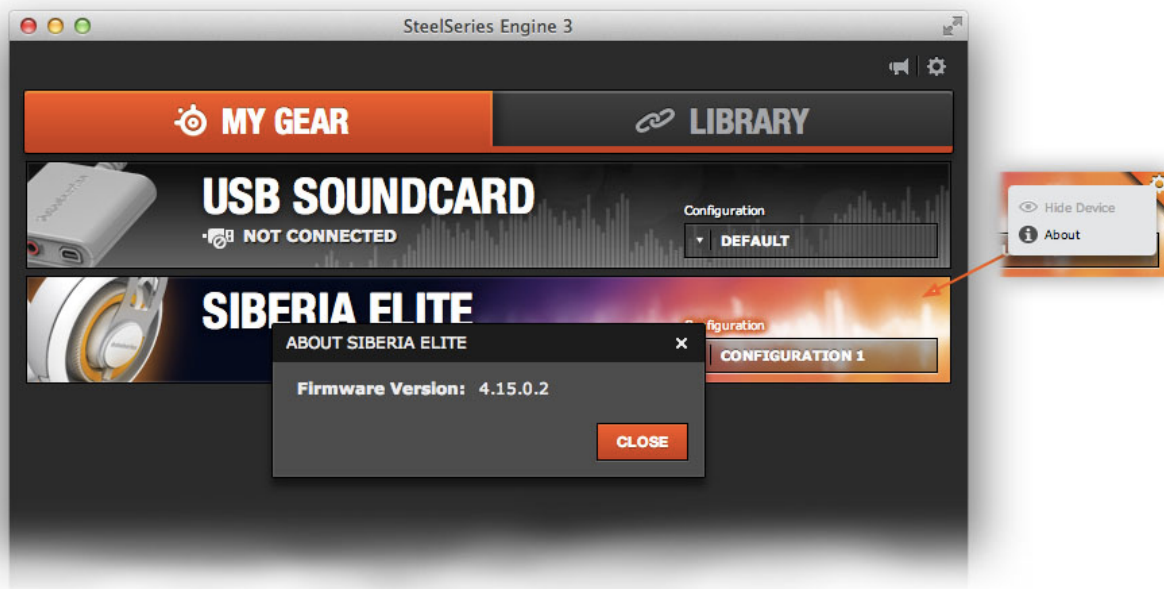
Hide Device

You can hide *Device Cards* to keep *My Gear* free of devices that you no longer use. To do this, hover over the device card to reveal a gear icon in the upper right corner. Select this icon and select the “Hide Device” from the dropdown menu. You can unhide the device by reconnecting it to your computer.



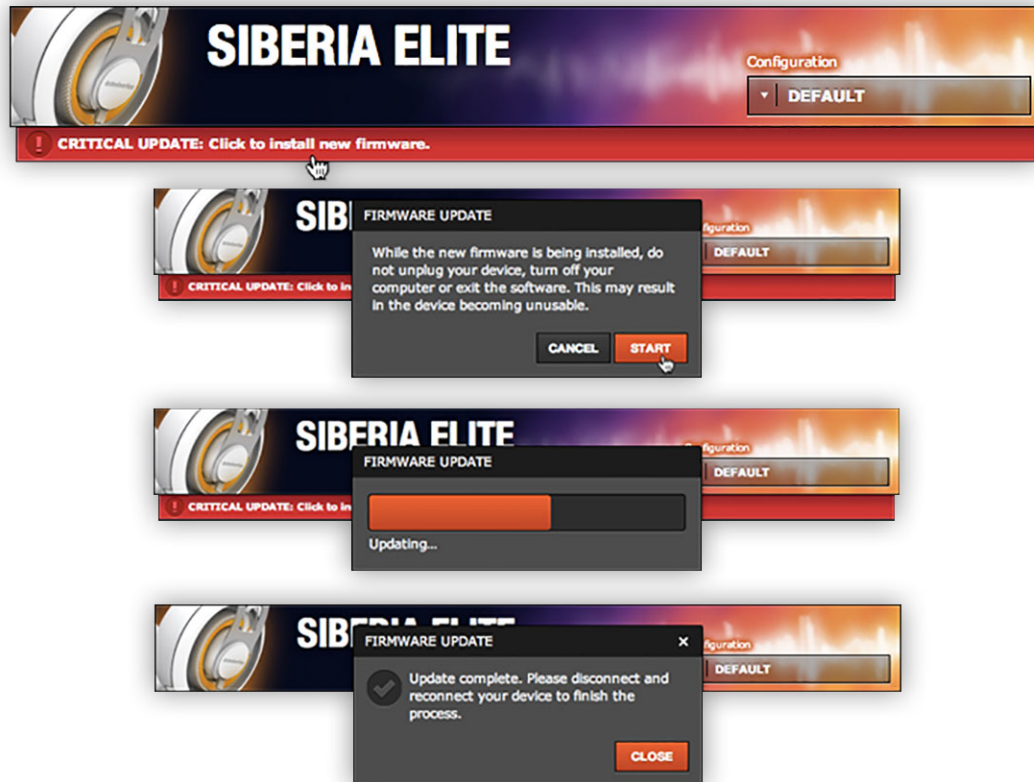
About Device – firmware version

Hover over a device card to reveal the gear icon in the upper right corner. Select this icon to open a dropdown menu and select the “About” option to view the firmware version.



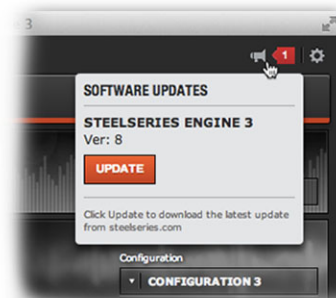
Firmware Updates

SteelSeries Engine 3 will alert you when firmware updates are available for your devices. To update firmware, select the alert, choose *Start*, and keep your device connected until the update is complete. Then disconnect and reconnect to finish the process.



Software Updates

The megaphone at the top right corner of the *Main Window* is the *Notification Icon*. When it indicates that an update is available, select the icon to open the *Software Updates Dropdown*. Selecting *Update* will open *SteelSeries.com* in your default web browser where you can download the software update. Then install it on your computer.

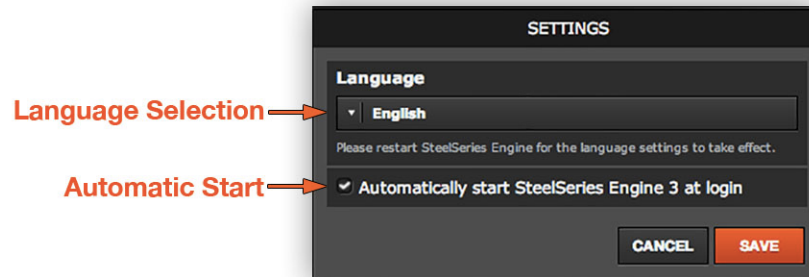


Application Settings

In *Settings* you can change languages and choose whether you want *SteelSeries Engine 3* background processes to run automatically when you start-up your computer. Open *Settings* by selecting the gear icon at the top right corner of the *Main Window*.

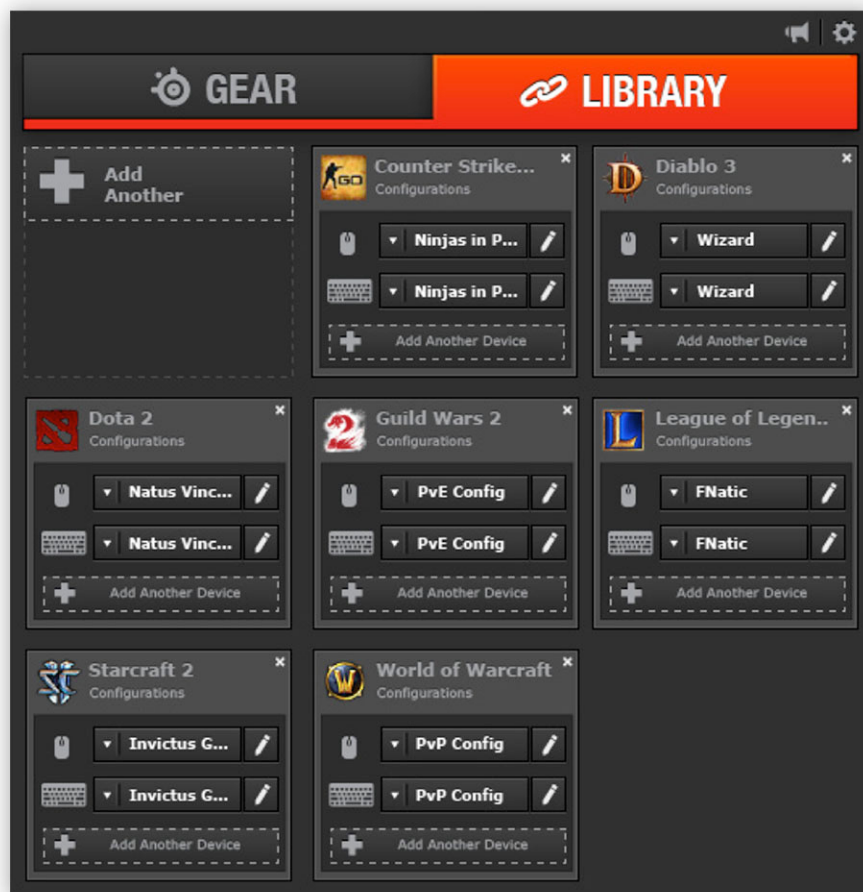
To change languages, select a language from the dropdown, select *Save*, close the interface, and then reopen it (see *Opening and Closing SteelSeries Engine 3*).

Selecting *Automatic Start* will start *SteelSeries Engine* background processes automatically when you start-up your computer (the interface will not open). Automatically starting the background processes means that configurations will immediately be deployed to your devices without interrupting your experience.



Library

Quickly set up your configurations to autolaunch with an application



Applications

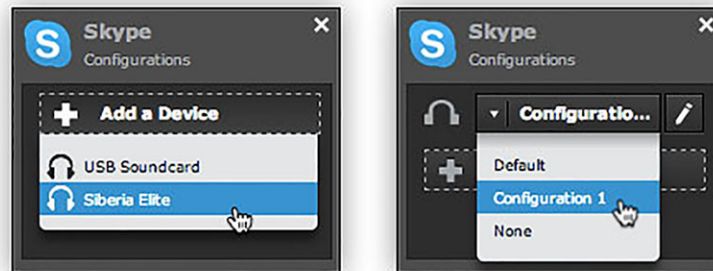
You can choose to have configurations deploy automatically whenever you use a specific game or application. Add any number of applications to your library and *SteelSeries Engine 3* will seamlessly change the configurations of your devices as you switch between them.

Adding an Application

To add an application to *Library*, select *Add An Application* and browse your computer for the application. Applications are commonly stored in the Program Files folder on Windows and Applications folder on Mac OS X.

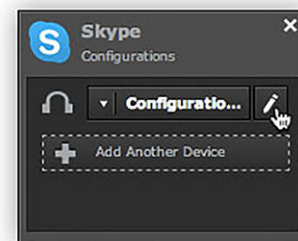
Adding a Device With a Specific Configuration

To assign a device/configuration pair to an application, select *Add a Device* and choose from the list of your SteelSeries devices. Then open the dropdown for that device and select the configuration you would like deployed when using this application. Each application can only be matched with one device/configuration pair.



Editing Configurations from the Library

You can edit a device's configuration directly from the *Library* by selecting the edit button (pencil icon) next to the configuration that you want to edit. This will open the device's *Configuration Window* with that configuration.



Configuration Management

All configurations for your device in one place



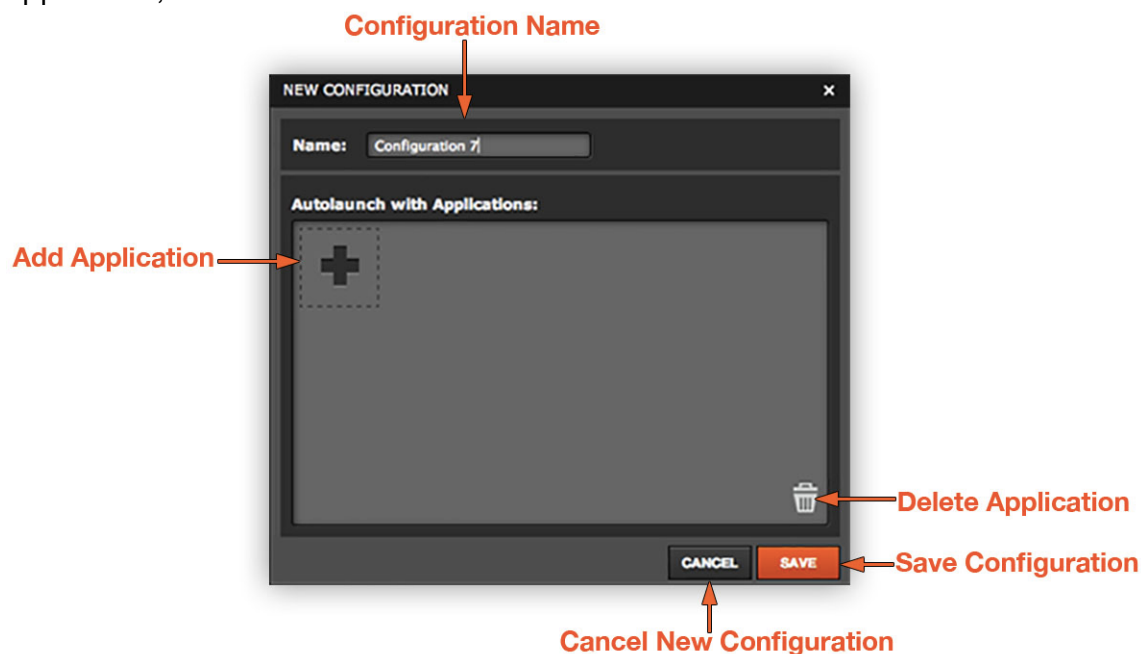
Configuration List

Configuration Windows are unique to their devices and each of them includes a collapsible *Configuration List Panel* of all the configurations for that device. That is opened and closed by selecting a *Manage Configurations* button at the bottom of each *Configuration Window*.

New Configuration

You can create a new configuration by selecting the *New* button at the bottom of the *Configuration List Panel*. This will open the *New Configuration Window* where you can enter a name and choose which applications the configuration should autolaunch with.

Adding applications to “Autolaunch” means that this configuration will automatically deploy whenever you launch or switch to one of these applications. This has the same effect as changing a device/configuration pair assignment to the application in *Library*. Applications can only have one device/configuration pair. Add applications by selecting the *Add Application* button and browse your computer for the desired application. To delete an application, select it and then select trashcan icon.



Delete

To permanently delete a configuration, hover over it, select the gear icon that appears, and select *Delete* from the dropdown. You will receive a confirmation window that will ask you if you are sure that you want to delete the configuration.

Edit

Rename

You can rename configurations in the *Edit Configuration* window. To open it, hover over the configuration, select the gear icon that appears, and select *Edit* from the dropdown. Enter a new name in the *Configuration Name* text field.

Change Autolaunch Applications

You can change which applications autolaunch your configuration in the *Edit Configuration* window. To open it, hover over the configuration, select the gear icon that appears, and select *Edit* from the dropdown. Add applications by selecting the *Add Application* button and browse your computer for the desired application. To delete an application, select it and then select trashcan icon. For more on autolaunch see *New Configuration* section.

Duplicate

To duplicate a configuration, hover over it, select the gear icon that appears, and select *Duplicate* from the dropdown. This creates an identical configuration and opens a window where you can give it a unique name and choose which applications it will Autolaunch with. For more on autolaunch see *New Configuration* section.

Configuring Your Devices

You can custom configurations for SteelSeries devices in their *Configuration Windows*. The top left displays the name of the configuration you are viewing, the body features widgets for customizing various functions of the device, and at the bottom are *Save/Revert* buttons, a *Live Preview* toggle, and a button to open/close the collapsible *Configuration List Panel*.

Save/Revert

Configuration changes are not written to the database until you select *Save*. This gives you freedom to experiment, knowing that you can select *Revert* to undo changes. *Save* overwrites the previous configuration with the changes. If you try to leave the *Configuration Window* without choosing *Save* or *Revert*, *SteelSeries Engine 3* will remind you to do so.

Live Preview

Live Preview gives you the full experience of your configuration's look, feel, and sound while you are editing it. *Live Preview* implements all the features of your edited configuration, however, it is disrupted by switching to other applications before choosing *Save* or *Revert*. *Live Preview* can be turned on and off by selecting the toggle.

Common Widgets

Each widget allows you to customize a certain aspect of your device. Ones that are common to all or most SteelSeries devices are described below and others that are unique to specific devices are described in their own sections.

LED Illumination

Many SteelSeries devices have LEDs that add an aesthetic wow-factor. To customize them, open the *Illumination* widget by selecting the LED box near the illumination zone on the device image.

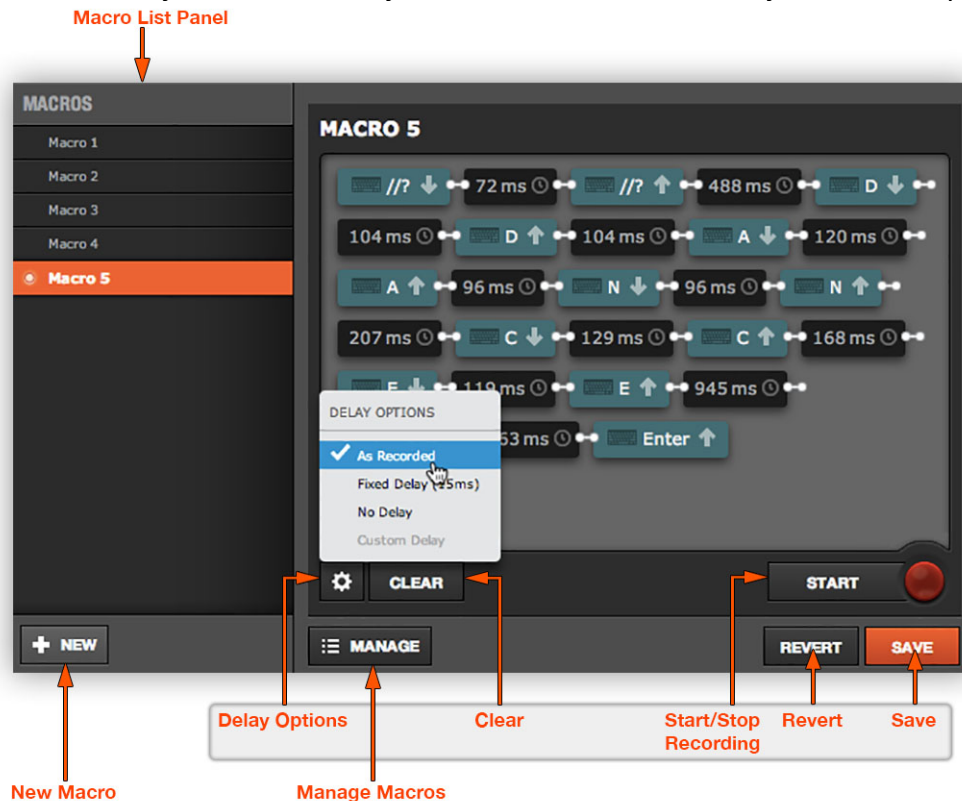
Select a color by adjusting the color field and color slider or manually entering RGB and Hexadecimal values. Previous color selections are stored in the color history, which you can expand by selecting the dropdown arrow beneath the color slider.

The *Effects* dropdown provides lighting options. *Steady* holds LEDs at a constant level. *Breathe* fades LEDs in and out according to the *Speed* slider. *ColorShift* fades the color of the LEDs through one of different preset color spectrums. You can also disable the LEDs by selecting *Disable Illumination*. Some Headsets have an additional effect called *Audio Volume Trigger*, which brightens LEDs in response to audio volume.



Macro Editor

Some SteelSeries devices allow you to use macros to perform a series of actions with the click of a button. They can include any custom combination of key and button presses.



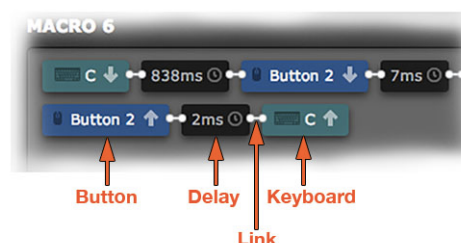
Recording and Editing Macros

Macro recording and editing is done using the buttons highlighted in the diagram above.

Macro Recording

You can record a new macro or rerecord by selecting *Start*. When the editor is recording, the red light will blink and the *Start* button will become a *Stop* button that ends recording. If you forget to select *Stop*, recording times-out after two minutes of inactivity. Recording will also stop when you have reached the maximum number of events.

There are three different types of events: keyboard, button, and delay. Keyboard and button events come in down/up pairs (for when the key/button is pushed down and let up).



Editing and Deleting Events

You can easily make adjustments to macros by editing, inserting, or deleting events rather than rerecording them entirely. Delete events by right-clicking them in the macro editor and selecting *Delete* from the dropdown menu. This deletes up/down pairs and corresponding delays for key and button events. The dropdown menu for delays and keyboard events also includes *Edit*. Selecting this option or double-clicking the event changes it into an editable field. Type your custom value and click off the event.

Insert Delay

If you right-click on a link between non-delay events you have the option to insert a delay. The default value of this newly inserted delay is 15ms.

Delay Options

In addition to typing custom values and inserting delays there is a *Delay Options* menu that you can open by selecting the gear icon. *Fixed Delay* inserts a user-specified value for delays between all events and *No Delay* deletes all delays. They also alter delays while recording. *As Recorded* sets delays to their originally recorded values. *Custom Delay* becomes selected after you edit delay events, but it is disabled again after you revert these changes by selecting one of the other delay options.

Macro Management

Macro management is similar to configuration management. The collapsible *Macro List Panel* and *New* button echo configuration management. The only actions available in the *Macro List Panel* are creating, deleting, and renaming macros. Select *New* to create a new macro and right click or select the gear icon of a macro to open a menu with *Delete* and *Rename* options.

Siberia Elite Configuration Window



Siberia Elite's configuration window includes unique widgets for customizing LED lighting, sound quality, and microphone settings.

Widgets

Dolby Surround Sound

The *Siberia Elite* provides Dolby Headphone technology for a truly unparalleled experience. As the creators describe it:

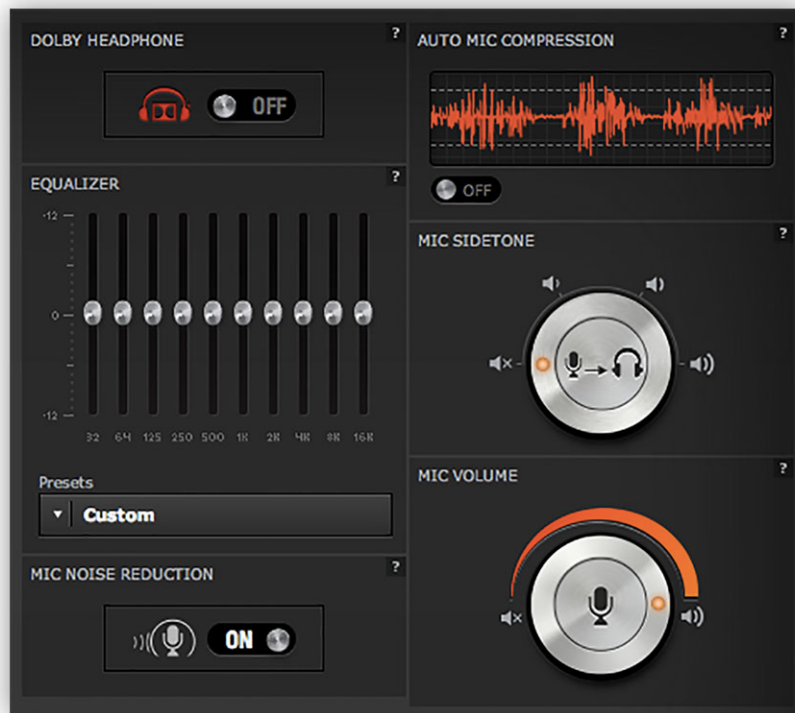
Dolby Headphone accurately creates the sensation of up to five loudspeakers in a room by using powerful digital signal processing (DSP) technology. The result is a more vibrant and natural listening experience.

For more information on Dolby technology visit the Dolby website:

<http://www.dolby.com/us/en/consumer/technology/home-theater/dolby-headphone.html>

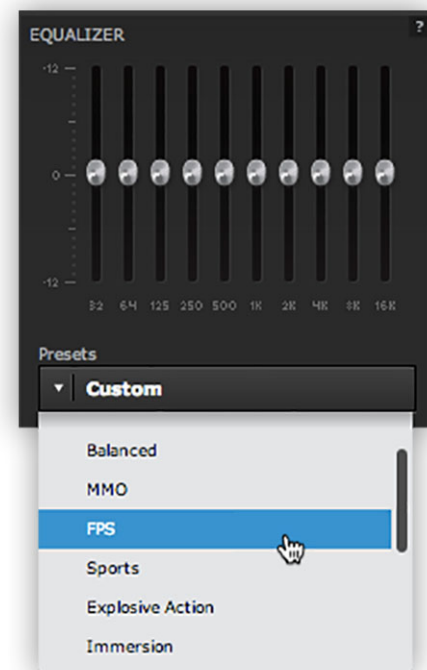
To experience full surround sound with your *Siberia Elite*, you must configure your *Siberia Elite* soundcard to be recognized as a 7.1 channel device. To configure your soundcard to receive 7.1 channel audio, please see *Appendix A: Enable Dolby* or on our website FAQ:

<http://faq.steelseries.com/questions/511/How+do+I+enable+Dolby+on+my+SteelSeries+Headset%3F>



Equalizer

The *Equalizer* allows you to amplify or mute certain tones to enhance your listening experience for specific types of audio. Sound is composed of different frequencies: higher numbers correspond to higher pitched sounds; lower numbers correspond to lower pitched sounds. The *Equalizer* is made up of ten vertical sliders that control specific frequencies indicated by the numbers beneath the sliders. Adjust these sliders to customize the way that *Siberia Elite* delivers sound from each of your applications so that it enhances the specific sound profile of the content. If fine-tuning your soundscape is too time intensive, simply select one of the 11 presets for different genres of gaming or types of entertainment.



Mic Noise Reduction

Mic Noise Reduction filters out background noise and excess static, so that your voice sounds clearer.

Auto Mic Compression

Auto Mic Compression helps stabilize your microphone so that soft whispers and victorious cheers all come through at within an optimal volume range. This allows other people to hear you clearly without any extra work on your part to adjust mic distance or consciously monitor your volume level.

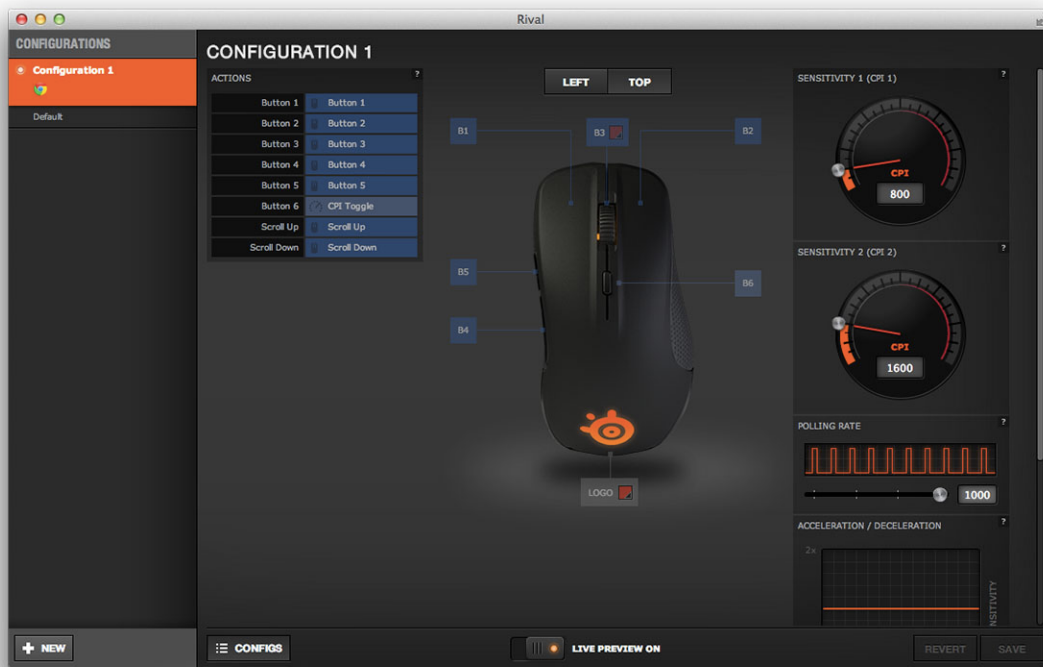
Mic Sidetone

Mic Sidetone softly feeds your own voice back to you through the headset, so that you know your microphone is working properly. This can be useful if gaming at an event where there is a lot of noise and you need to be certain your teammates can hear you. The *Mic Sidetone* widget lets you choose from three different volume levels or completely mute *Mic Sidetone*.

Mic Volume

The *Mic Volume* widget allows you to change the volume of your microphone or mute it. If your voice typically sounds especially loud or quiet in a particular game or application, you could use this widget to help you compensate when you create a configuration for it.

Rival Configuration Window



Rival's configuration window includes widgets for customizing mouse sensitivity, mouse/computer communication, and auto-correction for horizontal and vertical paths.

Widgets

Sensitivity (CPI 1 & 2)

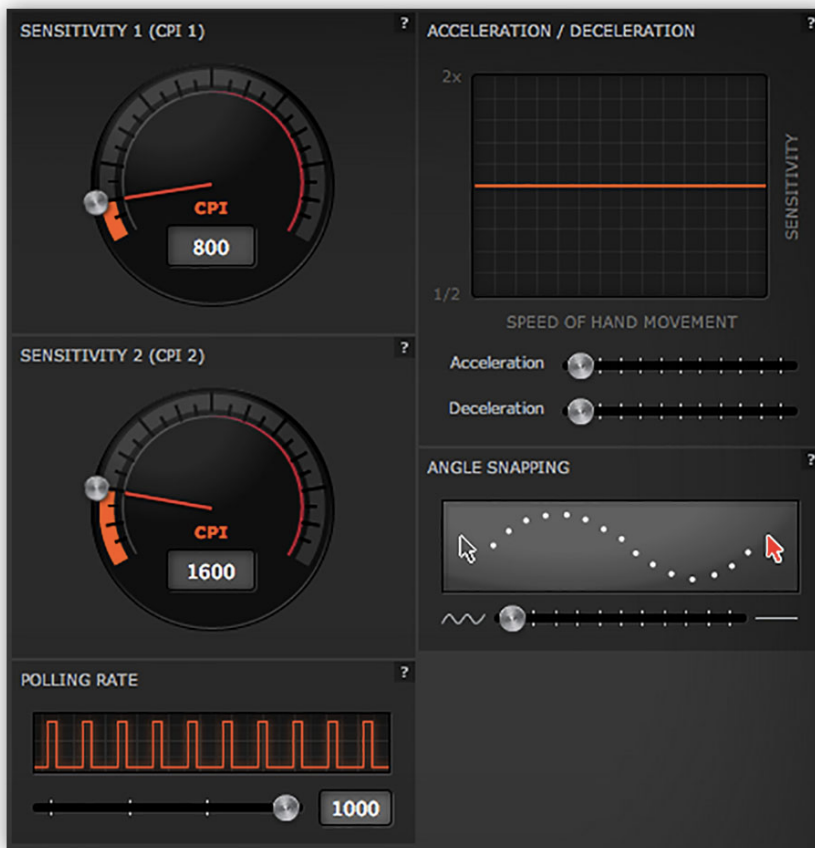
Rival has two sensitivity widgets so that you can switch between mouse sensitivities using the CPI toggle (*Button 6* by default) in order to perform specialized tasks. Mouse sensitivity is measured in CPI (counts per inch), which refers to how far the cursor on the screen moves relative to the distance the mouse moves. Higher CPIs represent higher sensitivity.

Polling Rate

Polling rate refers to how often your mouse and computer communicate. Typically you want to set the polling rate as high as possible, but if your computer is particularly slow decreasing your polling rate may alleviate some of the strain on your computer.

Acceleration/Deceleration

By analyzing your hand movement speed *SteelSeries Engine 3* can determine if you want your cursor to fly across the screen or move with great precision. When hand movement is especially fast, acceleration kicks in and multiplies the CPI of your *Sensitivity* setting by the factor set in your *Acceleration* widget. This makes your cursor move faster relative to your hand movement. The opposite happens when your hand movement is particularly slow.



Angle Snapping

Angle Snapping corrects minor imperfections when you try to move your mouse in straight horizontal or vertical paths. This can increase precision if you are simultaneously turning and shooting in a first person shooter or drawing lines in a graphics editing application.

LED Illumination

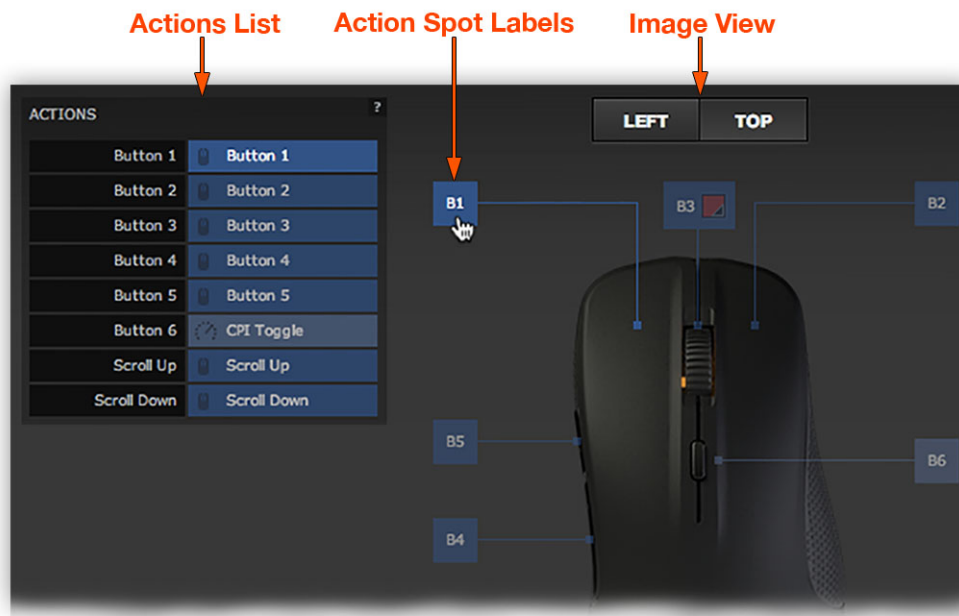
Many SteelSeries devices have LEDs that you can aesthetically personalize by color and illumination effect. *Rival* has two illumination zones: the *Logo* and *Button 3/scroll wheel*. You can change their appearances individually or set them to match. For more on the LED widget see *LED Illumination* in the *Common Widgets* section of *Configuring Your Devices*.

Button Actions

SteelSeries Engine 3 provides a convenient interface for changing the actions bound to your *Rival* mouse buttons.

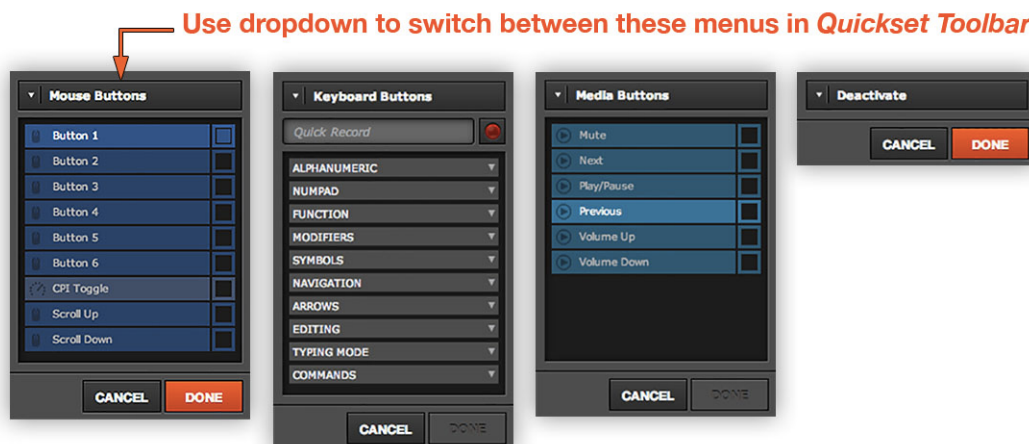
Actions List and Changing Actions

In the *Action List*, *Rival* mouse buttons are in the left column and actions they are bound to in the right. To change button bindings, open the *Quickset Toolbar* by selecting the action or its corresponding *Action Spot Label*. Hovering over either highlights the other. Notice that you can view the *Rival* from multiple angles using the *Image View* buttons.



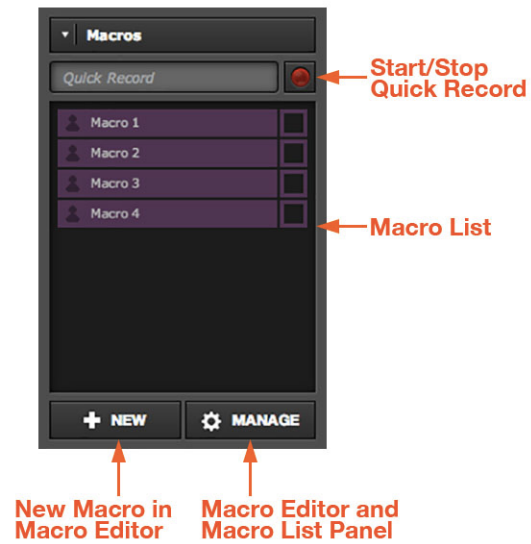
Quickset Toolbar

To change button bindings, open the *Quickset Toolbar* by selecting the action or its corresponding *Action Spot Label*. Hovering over either highlights the other. Select the button or keyboard action's type in the *Quickset Toolbar*'s dropdown and then find it in the list that appears. You can deactivate buttons by selecting *Deactivate* in the dropdown.



Quickset Macros

The *Macros* option in *Quickset Toolbar* lets you create custom actions with multiple events. For short macros, use the *Quick Record* box to record by selecting the red light to start/stop recording. For longer Macros, use the macro editor by selecting *New*, which will open the *Macro Editor* and create a new macro. To edit, rename, or delete macros select *Manage*. For more information, see *Macro Editor* section.



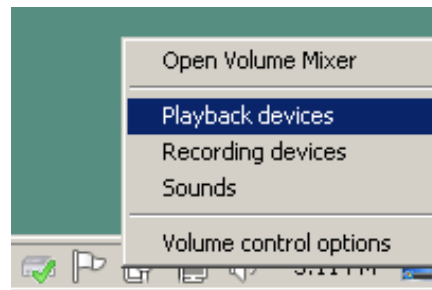
Thank you for downloading SteelSeries Engine 3.

Appendix A: Enabling Dolby

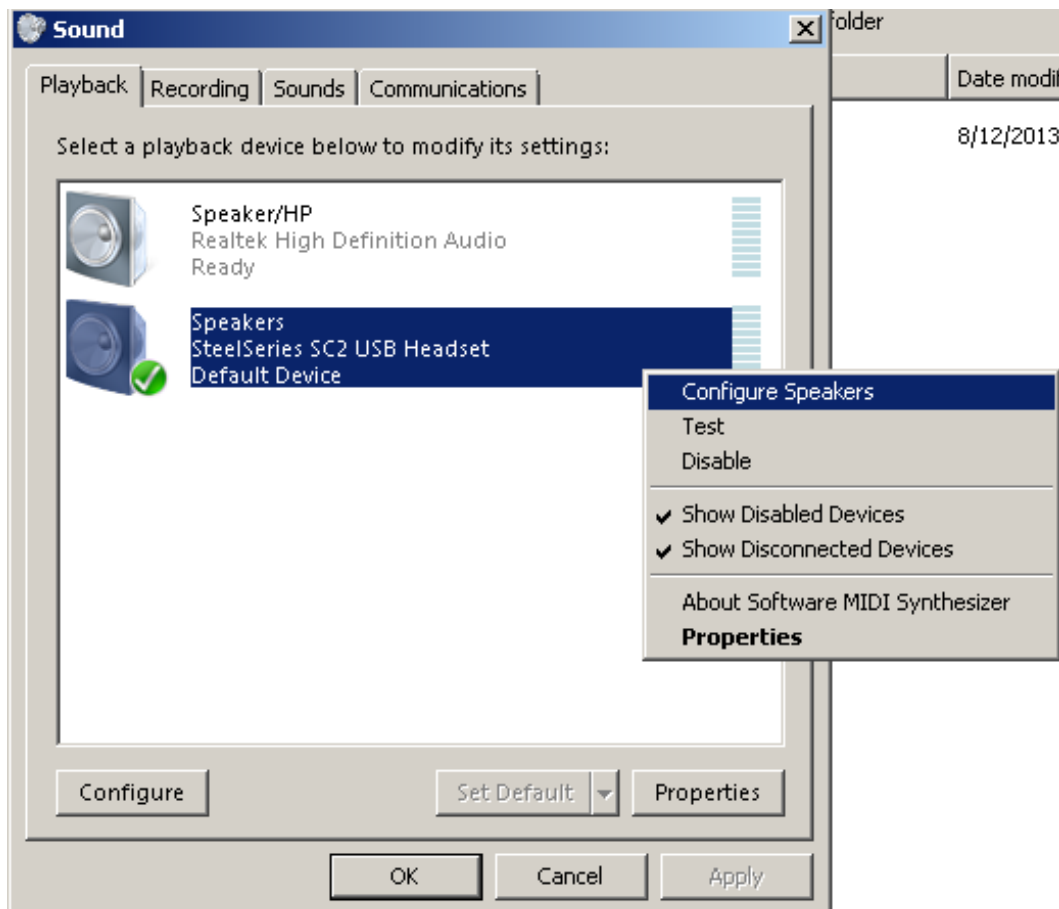
Taking advantage of Dolby Surround 7.1 is a two-step process - enable it in your operating system and enable it in the *SteelSeries Engine 3*.

Windows

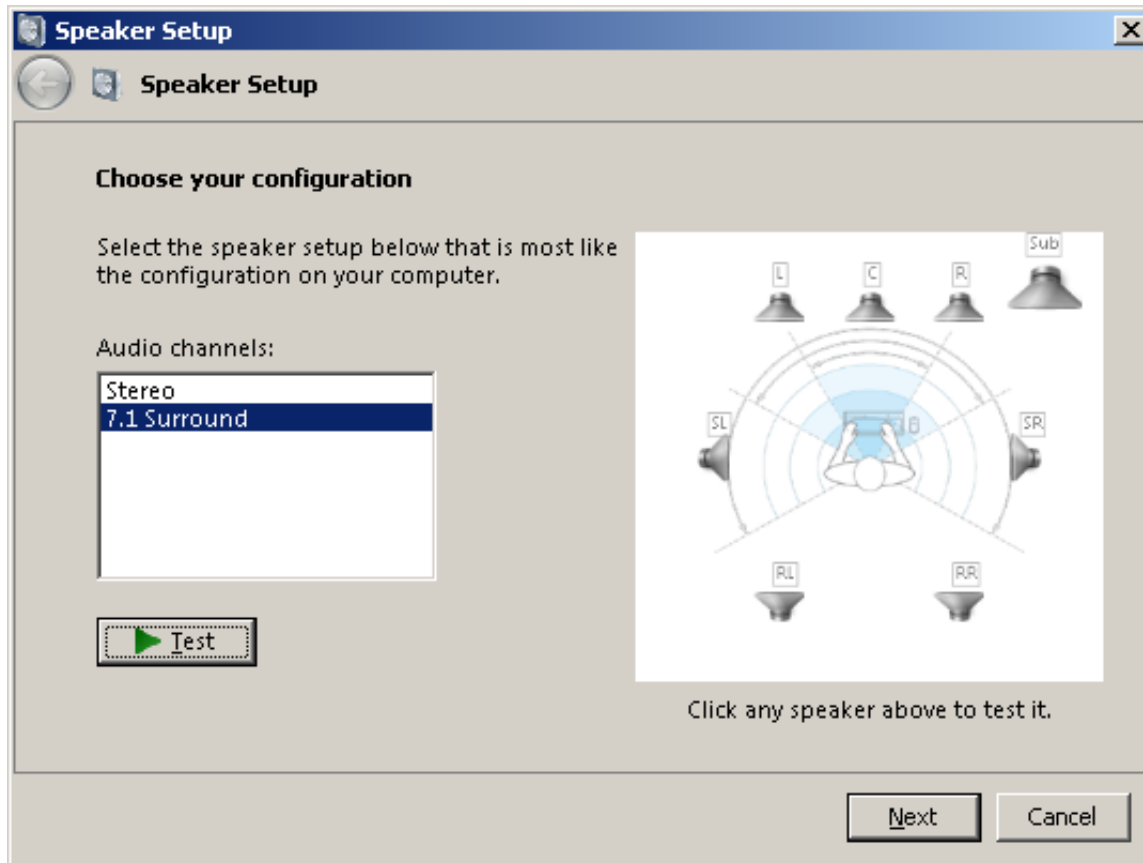
1. On the desktop right click on the volume control icon and select "Playback Devices"



2. Right click on the sound card and select "Configure Speakers".

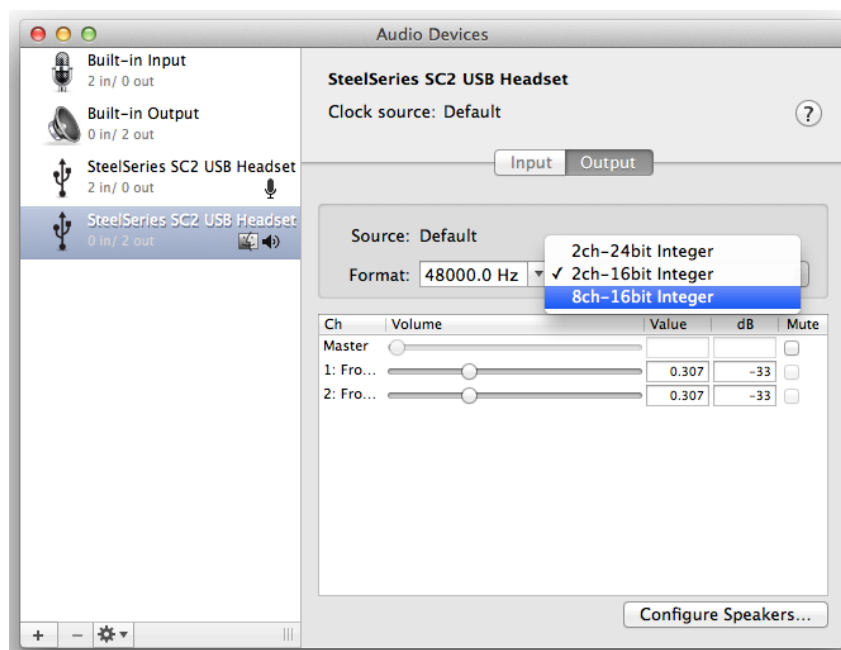


3. Select "7.1 Surround." On this screen you can also test the speakers if you want. Otherwise proceed by pressing "Next" and finish the setup.

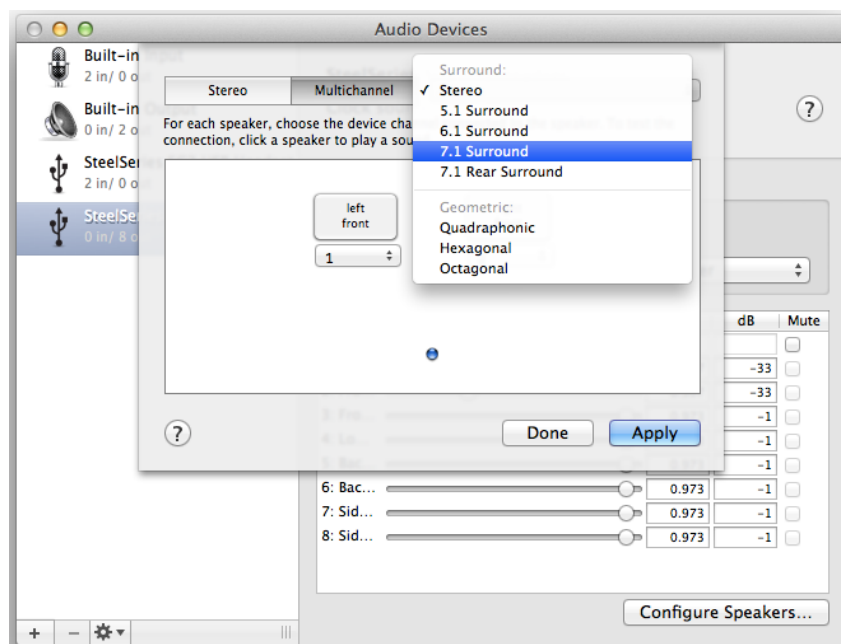


Mac

1. Open the program “Audio MIDI Setup” in the Utilities folder under Applications. Or use Spotlight to search for Audio MIDI Setup by name.
2. With SteelSeries SC2 USB Headset selected on the sidebar (the one that says 2 out underneath) select “8ch-16bit Integer” in the drop down menu to the right.



3. Now press the “Configure Speakers...” button in the bottom-right of the window. On the screen that drops down click “Multichannel” and select “7.1 Surround”



4. Now you can arrange and test the speakers if you want or you can press “Apply” then “Done” to finish.

