GameBall Firmware Bootloader Instructions V1.7.1

1. Introduction

This firmware loader software is for Microsoft Windows PCs only. The update only needs to be applied one time and the software is not needed after the installation. You will need to be connected to the internet for the installation and application to run successfully.

The application is beta and may not function successfully on all Windows computers. During installation, you may receive warning messages from your anti-virus software. In addition, some anti-virus programs may try to quarantine files associated with the application. If the files are quarantined the application will not function correctly, and you will need to disable your anti-virus software temporarily before running Setup.exe. In addition, you may be asked to approve the installation (or give admin rights) at various times during the installation.

2. Instructions

- Please note: Once the installation is complete the bootloader software will launch automatically, and you will not be able to use your GameBall while updating it. It is recommended you have an additional mouse or trackball (not another GameBall) plugged in at this time, otherwise you will have to use your arrow and tab keys to navigate the bootloader software.
- Plug the GameBall directly in a USB port on the computer, not in a HUB, Monitor or Switchbox. Remove any adapters or extension cables between the GameBall and the port, like USB A to USB C adapter, or any 'right angle' adapters.
- Click the appropriate link to download the installer:
    - [x64](x64) (most machines)
    - [x86](x86)
    - After you click the link, it could take a few minutes to start the download, and you may be asked to approve it.

- Save the file to your computer (Downloads folder) and then extract (unzip) to a location of your choice. Remember where you extracted it to (This is the install location). Run the Setup file:
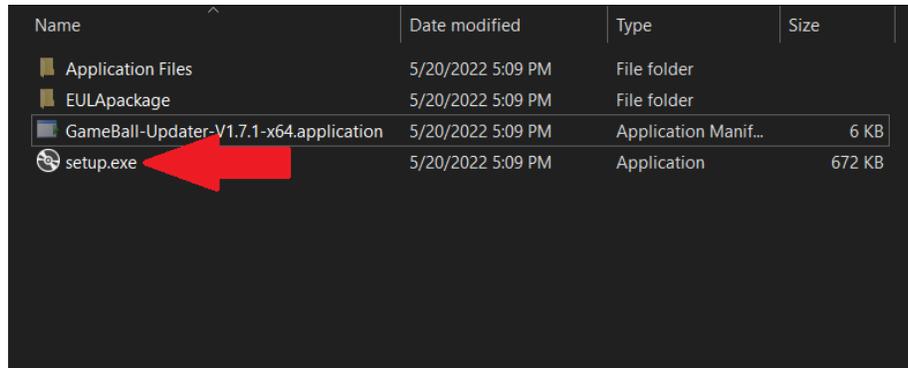
- You may receive the below warning. If so, click "more info" and then "Run anyway".

- The program will download the required Microsoft runtime files. You may be asked (in separate windows) to accept these files <u>multiple times</u>.

- The firmware installer will automatically run after installation and you will see the below screen:
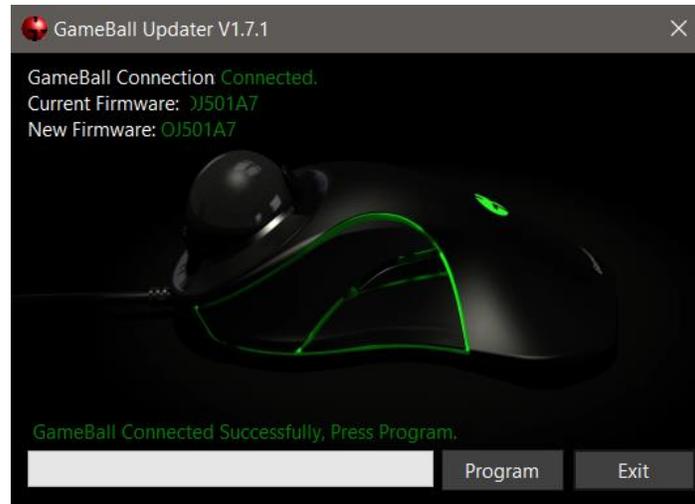
- Press the "**Program**" button. The bootloader will flash the GameBall and this could take up to 5 minutes. **DO NOT** unplug your GameBall during this time.
- Once complete, you will see the "**Finish**" button. Select this button and the application will close and your GameBall will reinitialize. You have successfully updated your GameBall.
- If you need to run this application again, do not run Setup.exe, but rather the .exe application file.

This firmware version provides four new features. The physical buttons required to activate these features will be reversed when in left hand mode. Selected settings are none volatile and will persist through device unplugs. The diagram below details the default buttons layout for GameBall.

Right-handed configuration
Reverse for left-handed

1 – Middle Button

2 – Left Button

3 – Back Button

4 – Horizontal Scroll

5 – Settings Button

6 – Vertical Scroll

7 – Right Button

8 – Forward Button

9 – CPI* (DPI) Button

10 – Change RGB/LED Color
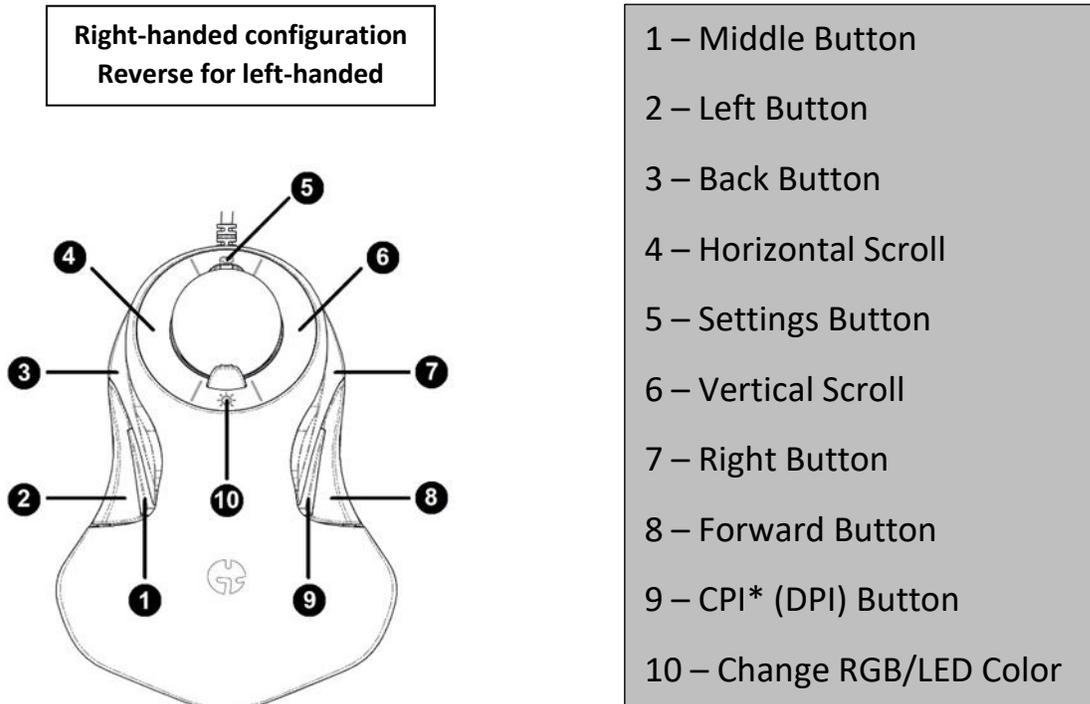
1)   Users can swap the Left and Back buttons (2 & 3). This allows users to use button 3 as your primary Left click. Button 2 is changed to your Back button. To change this setting hold buttons 2 and 3 down for 5 seconds. Your LED lighting will flash once or twice to show which setting you have selected.
   - i. Default - LED will flash once: button 2 = Left and button 3 = Back
   - ii. Swapped - LED will flash twice: button 2 = Back and Button 3 = Left

2)   Users can swap the Right and Forward buttons (7 & 8). This allows users to use button 8 as your primary Right click. Button 7 is changed to your Forward button. To change this setting hold buttons 7 and 8 down for 5 seconds. Your LED lighting will flash once or twice to show which setting you have selected.
   - i. Default - LED will flash once: button 7 = Right and button 8 = Forward
   - ii. Swapped - LED will flash twice: button 7 = Forward and Button 8 = Right

3) The filter used to prevent unwanted ball motion when scrolling (and vice versa) can be turned off/on via a button combination. To change this behavior, hold buttons 1 and 9 (the middle buttons) down for 5 seconds. Your LED lighting will flash once or twice to show which setting you have selected.
   i. Default Setting - LEDs will flash once when filter is active
   ii. Filter Off Setting – LEDs will flash twice when filter is off

4) You can now adjust your polling rate down to 250Hz. This is suggested for users who experience sluggish or paused cursor movements. To toggle between these two settings, press and hold the RGB/LCD (10) button for 20 seconds. Your LED lighting will flash once or twice to show which setting you have selected.
   i. 1000Hz Polling rate - LEDs will flash once
   ii. 250Hz Polling rate - LEDs will flash twice

If your GameBall becomes unusable as a result of using this software, GameBall will replace your unit. This beta software is provided "as is," and GameBall will not be liable for direct, indirect, special, incidental, or consequential damages resulting from the use, misuse, or inability to use this software. By running this application, you agree to these terms and conditions.

Please send installation issues, errors found, or questions to:
support@gamingtrackball.com

Thank you

The GameBall Team