iCUE! Guide

Hi everyone Zheren Zheng, AKA Inheritance here. In the past year Corsair has been busy at work on iCUE. What is iCUE? It's Corsair answer to all of the complaints about CUE 2 and Link! CUE 2 and Link have been taken out back and deleted, Yay! iCUE now unifies all Corsair products in one app. [iCUE 3.15.101 Download] [Last update May/20/2019]

iCUE for MAC OS X is now in open Beta! MAC OS BETA Device List

Please Note: I am *NOT* a Corsair employee. I am a *β* eta tester for Corsair*.

Please Note: Only CUE 2 profiles can be auto converted to iCUE. Link settings can be converted using DevBiker's Converter Tool.

**ALL OPINIONS EXPRESSED IN THIS GUIDE ARE MY OWN*

Blessed be the Fruit: Basic and Advance mode is no more. All lighting options can now mingle on your RGB devices. Everything syncs, from your keyboard to your RAM to your RGB Fans.

[Updated for iCUE 3.15.101]

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😻 Come join my discord! 😻

[iCUE sounds like iQ, get it? But what does the i stand for?] 🤔

Welcome to iCUE

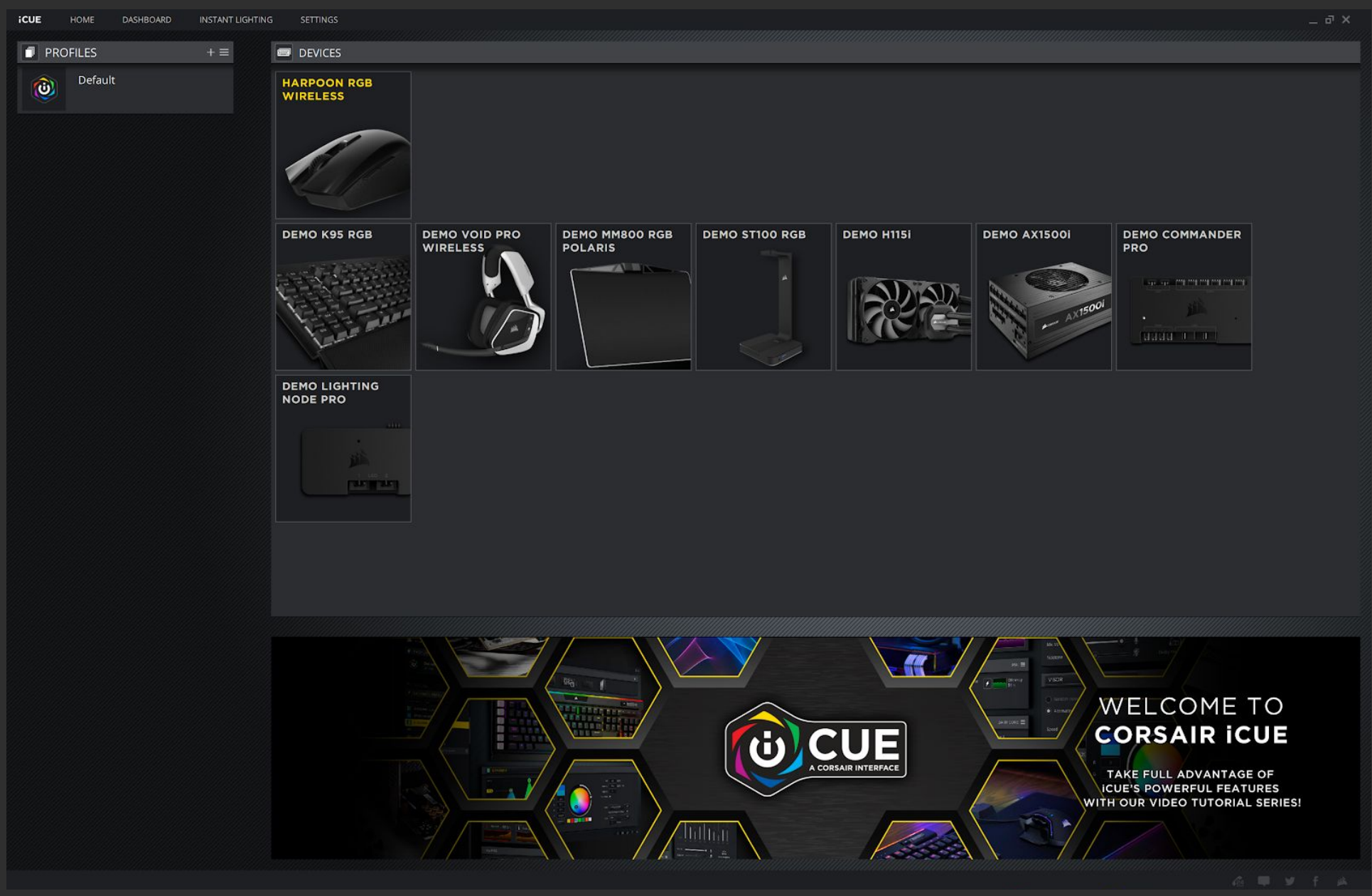
iCUE 201

iCUE brings along a much improved UI, but those of you familiar with CUE 2 should have no problems moving to iCUE. Now, iCUE doesn't bring any new features to your hardware so those devices without hardware playback will not magically work without iCUE running. Support for CUE 2 has ended and future devices released will work only with iCUE. With the release of iCUE, Corsair has created the most powerful RGB lighting software and ecosystem out there.

Installation Tips:
I highly recommend you follow these steps when installing iCUE, if you previously had CUE 2 or Link installed. Uninstall Link and CUE 2 if they are currently installed. Remove all of your stored settings. RESTART YOUR COMPUTER! Install iCUE, the installer should prompt you to restart. EITHER WAY RESTART YOUR COMPUTER! Enjoy iCUE.

Improved Homepage

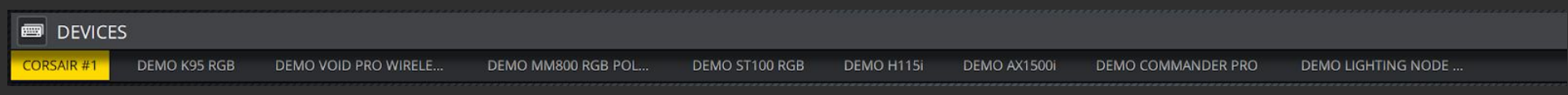
There is now a file menu at the top with the following options: Home, Dashboard, Instant Lighting, Settings. If your screen size is too small, you will get a Community tab. Which contains the links to Corsair's Support, Forums, Twitter, Facebook page and Corsair.com.



You should see all of your connected devices; this includes CUE compatible keyboards, mouse, mouse pads, headsets, headset stands, AIO coolers, RAM, PSU, fans and lighting controllers.

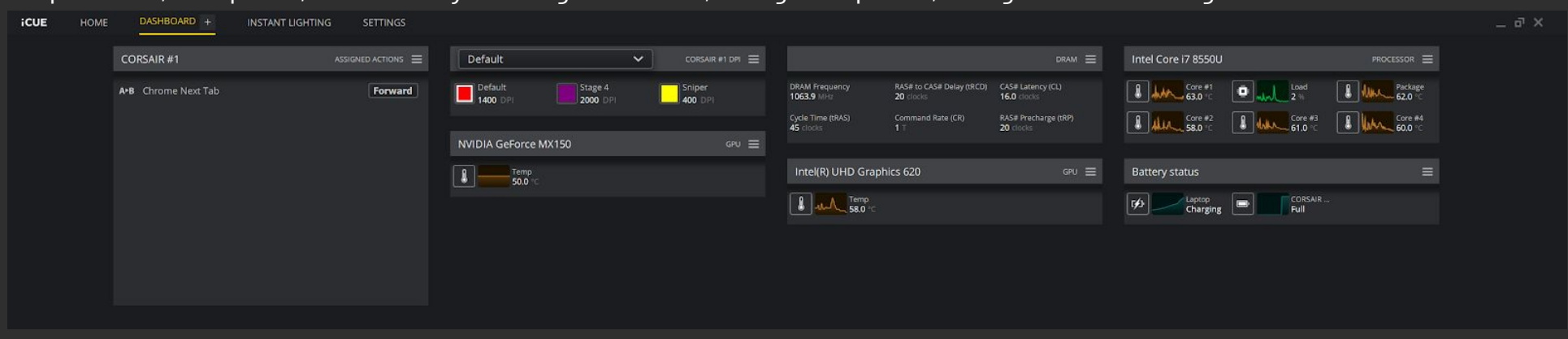
[If you have more then one RGB mouse or keyboard, please seek help with your RGB problems; it's never too late!]

Once you have selected a device, you can click / to switch between seeing device icons and device names.
Double clicking on the device name allows you to rename the device.



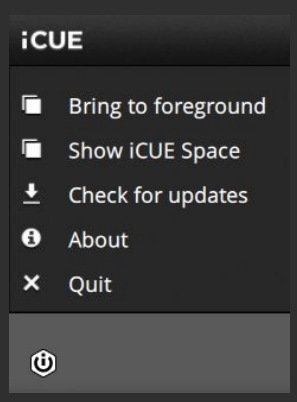
Dashboard Tab

Those of you who are moving over from Link should be familiar with this tab. With the dashboard, you can keep an eye on your system temperatures, fan speeds, see a list of your assigned actions, change DPI profile, change headset settings and so much more.



Click to add a tab to the dashboard.
Click then to hide the graph.
Click then to increase the size of the tab.
Click then to pin the tab to iCUE space.
Click then to delete the tab.

You can drag the tabs around to reorganize them. You can also drag graphs out of the parent tab to enlarge them (except the battery status tab). To return an enlarged graph to its parent window you will need to delete the graph tab and reload the parent tab. iCUE space works like the dashboard but puts the dashboard on the right side of your primary monitor. Right click the Corsair icon in the notification area to bring up iCUE space.



Instant Lighting Tab

The instant lighting tab allows you to override all lighting effects with a single static color. Hitting X will cancel Instant Lighting and return to the current profile lighting.

Black will turn all of your devices off, for those of you who kill the RGB party when they go to bed. What a party pooper...

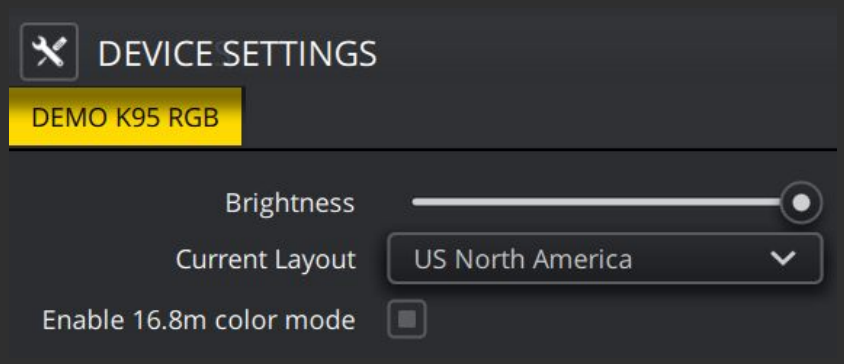
Settings Tab

The settings tab has all the settings CUE 2 did and now includes settings from Link, too.

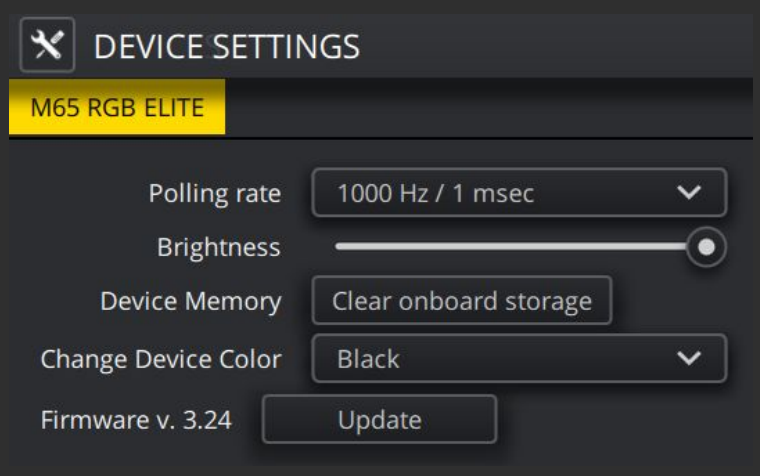
Device Settings:

You can update your firmware, change your keyboard layout, and change the brightness of the device here. If you have a Void or ST100 you can disable the lovely voice prompt here, too.

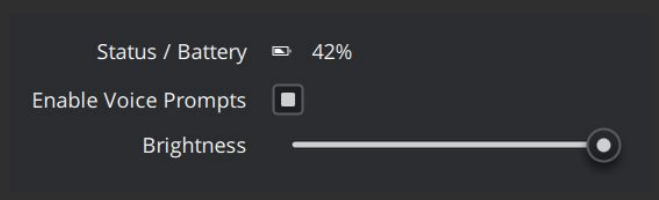
16.8 Million Color Mode:
This option is only available for the original K65, K70, K95 RGB keyboards. It will enable 16.8 million color mode which allows for better color reproduction but may cause intense flickering if there are a lot of lighting effects.



Device Polling Rate:
This option controls the rate at which your device is polled when connected via USB.



Voice Prompts:
This option is only available for Corsair headsets. Enabling this option will turn off the female voice notifications; the headset will beep instead.



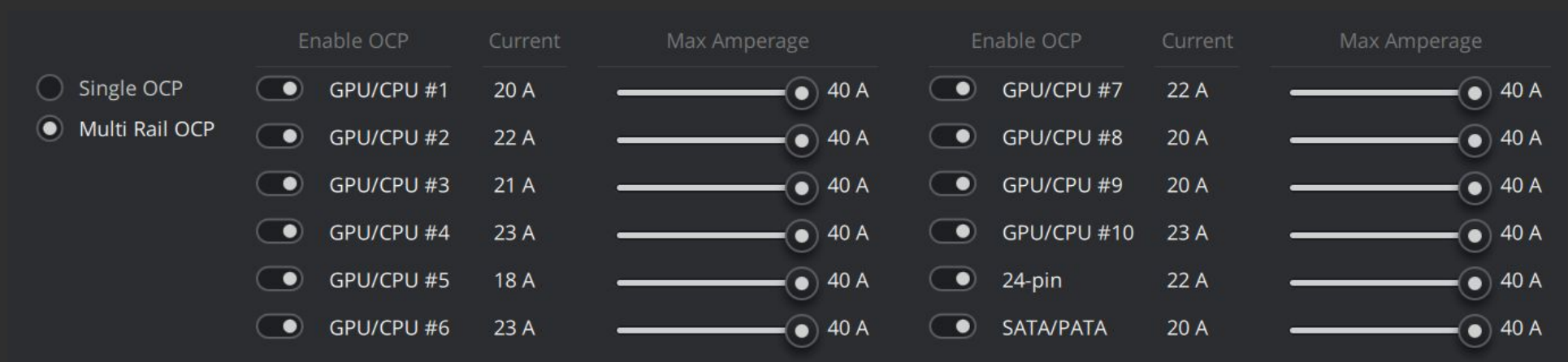
Vengeance Pro RAM Software Control:
This option is only available for Vengeance RGB Pro RAM. Enabling this option will allow you to assign multiple lighting effects to your RAM. If this is disabled only one lighting effect will be able to run.

INSP

Commander Pro:
If you have a Commander Pro you can change the fan port settings for your fans. It's recommended that you leave this on AUTO unless you have specific issues.

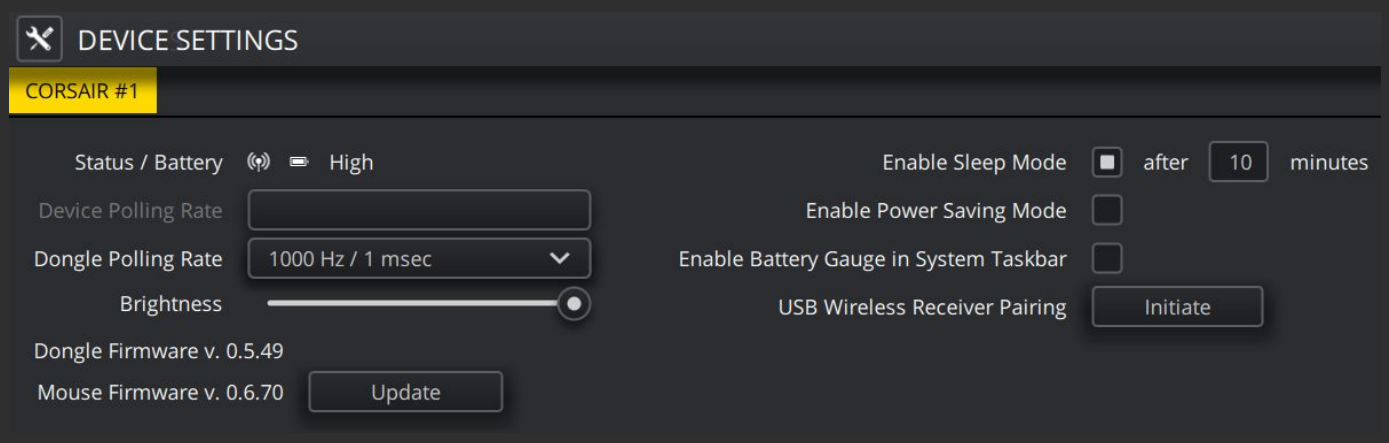
INSP

PSU:
Some i series PSU allow you to configure the rail settings and power delivery targets. If you are not a experienced overclocker, it is recommended you leave these settings at their default values.



Note: Messing with these settings can lead to system instability.

Wireless Device Settings:



Dongle Polling Rate:
The dongle polling rate controls the rate at which your device is polled when in 2.4GHz mode. Lowering this setting can improve battery life while increasing it improves device responsiveness.

Sleep Mode:
Enabling sleep mode will allow the mouse to enter a low power state after X minutes. To wake up the mouse, hit the left click.

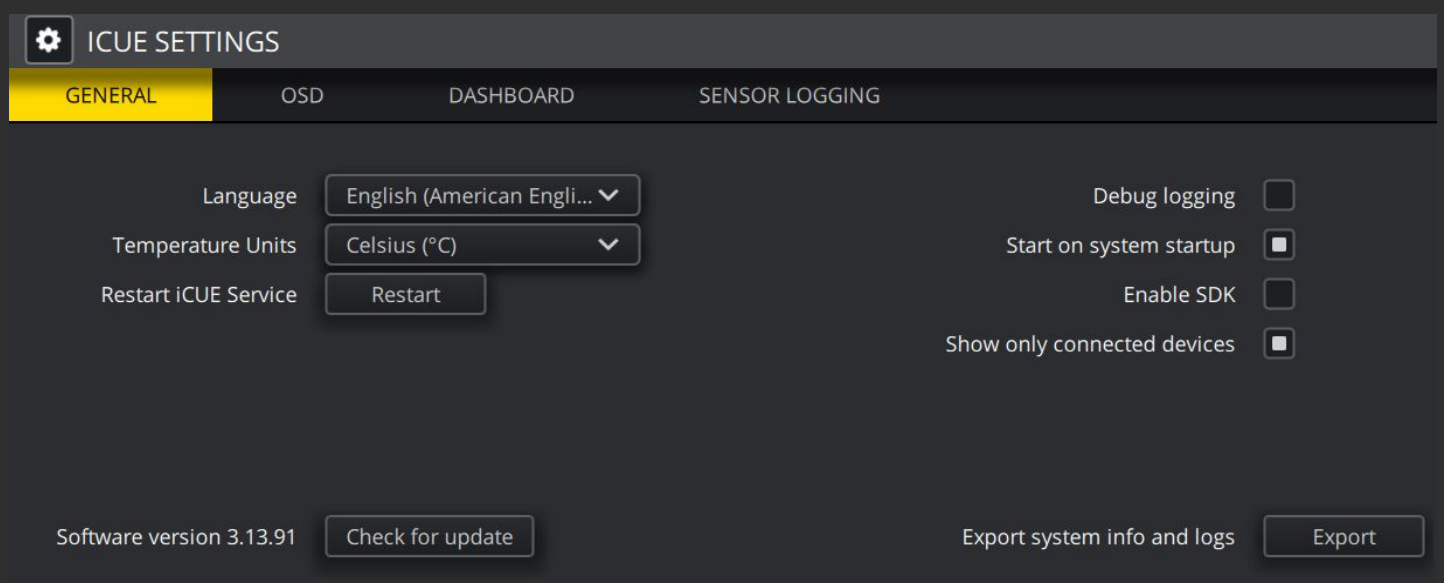
Power Saving Mode:
Enabling this option will disable the lighting on the mouse. When changing DPI the indicator will light up.

Battery Gauge in System Taskbar:
This option is only available for wireless devices. Enabling this option will display a battery life indicator in the taskbar.

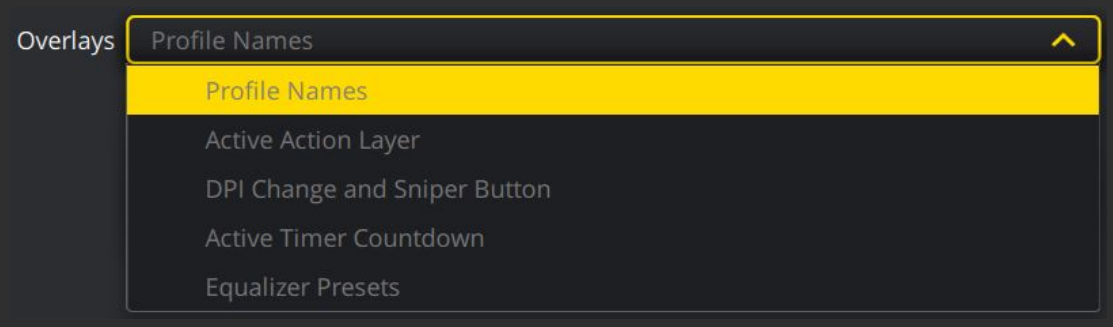
Note: If the iCUE icon is not shown in the taskbar the battery indicator will not be shown either. Type "Select Which Icons Appear On The Taskbar" in to windows search. Turn the iCUE icon On.

iCUE Settings:

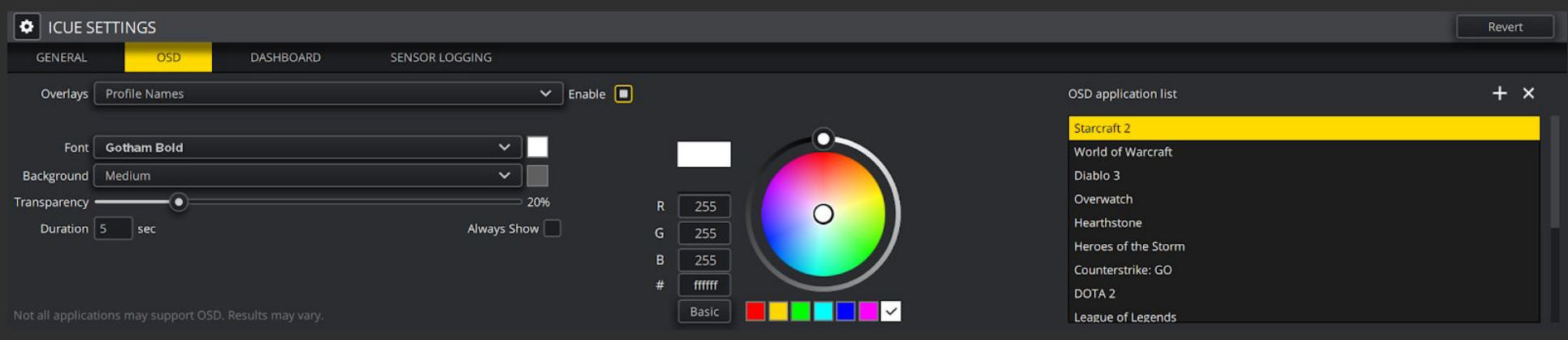
General:
On the General tab you can change the language and select metric or imperial units for temperature readouts. The debug logging location can also be changed. Disabling Start on System Startup will stop iCUE from launching when Windows boots. Disabling Enable SDK will stop 3rd party software from taking control of your Corsair devices, this includes games and 3rd party lighting controllers. Show Only Connected Devices will remove demo devices that you do not own. Exporting System Info and Logs will export all of your logs for Corsair Support in to one neat zip file.



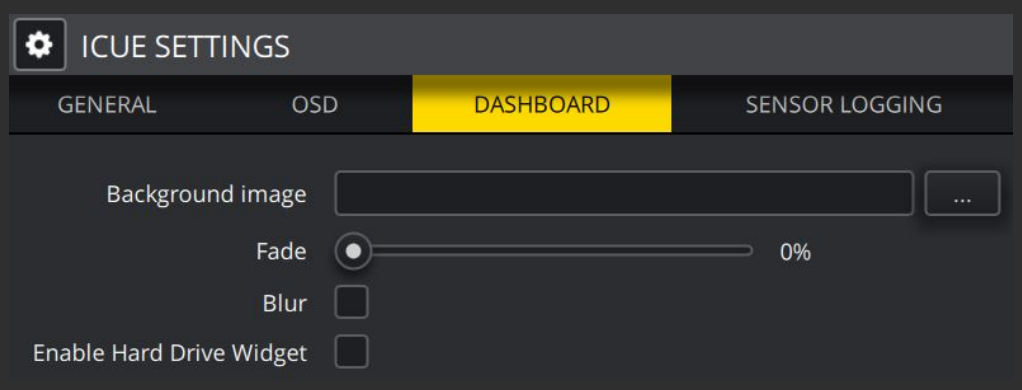
OSD:
The On Screen Display tab allows you to enable overlays for when your switching profiles, executing actions, changing DPI, changing EQ, and starting a timer.



Each OSD can be adjusted individually. With options for changing the font, font color, background size, background color and transparency. You can have the OSD flash on screen for a number of seconds or have it always on screen. While in this tab you can reposition the OSD by dragging it around. However it has to be on your main screen. A lot of games have anti cheat software that will block the OSD from running.



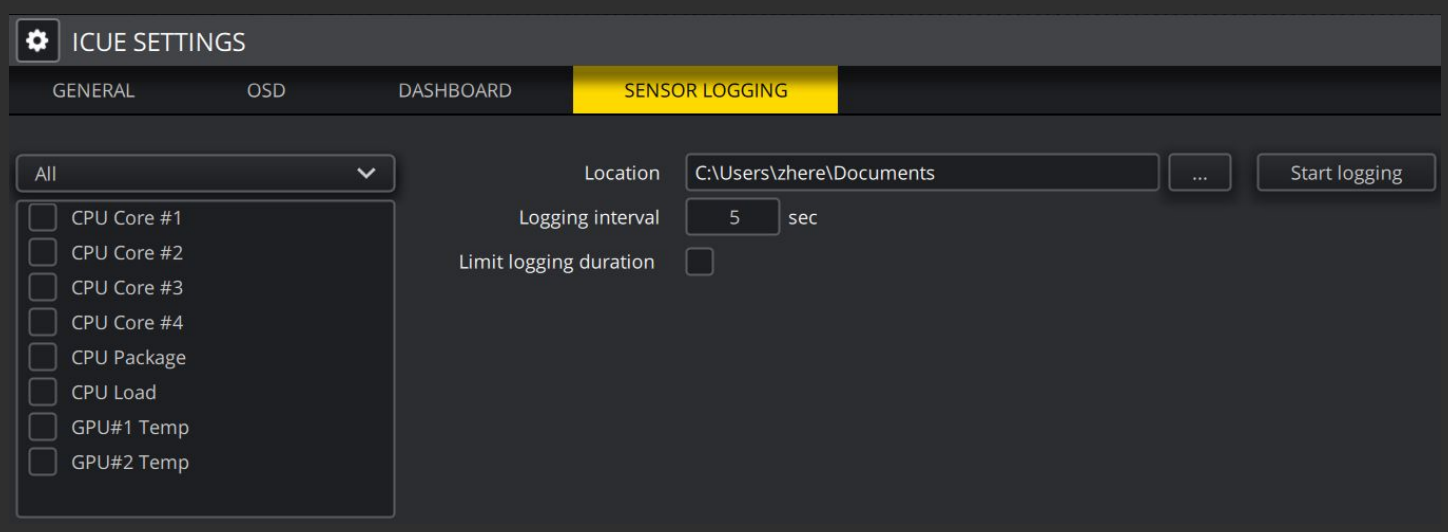
Dashboard:
The Dashboard tab allows you to set a background image for your dashboard.



Enable Hard Drive Widget:
Enabling this option allows iCUE to monitor and show your HDD status in the dashboard. This is disabled by default due to a bug with certain HDD clicking when being monitored. If you hear clicking after enabling this option disable it immediately!

Note: Letting the HDD click can lead to data loss and irreparable damage to the drive. 100% not kidding turn this off if you hear clicking!

Sensor Logging:
The Sensor Logging tab allows you to log the readout of almost any sensor in your computer, from sensors on your motherboard to your CPU temperature sensors. What sensors show up here will depend on your system specs.



Profiles

Software / Hardware Profiles

Profiles group your lighting, actions, and other settings into one file. This allows you to export and import these settings easily. Profiles are split into two types: hardware and software. The default profile will be the first software profile in the list, even if the profile is in a folder. If you have no software profiles, your first hardware profile will be the default. Hardware profiles are designed to

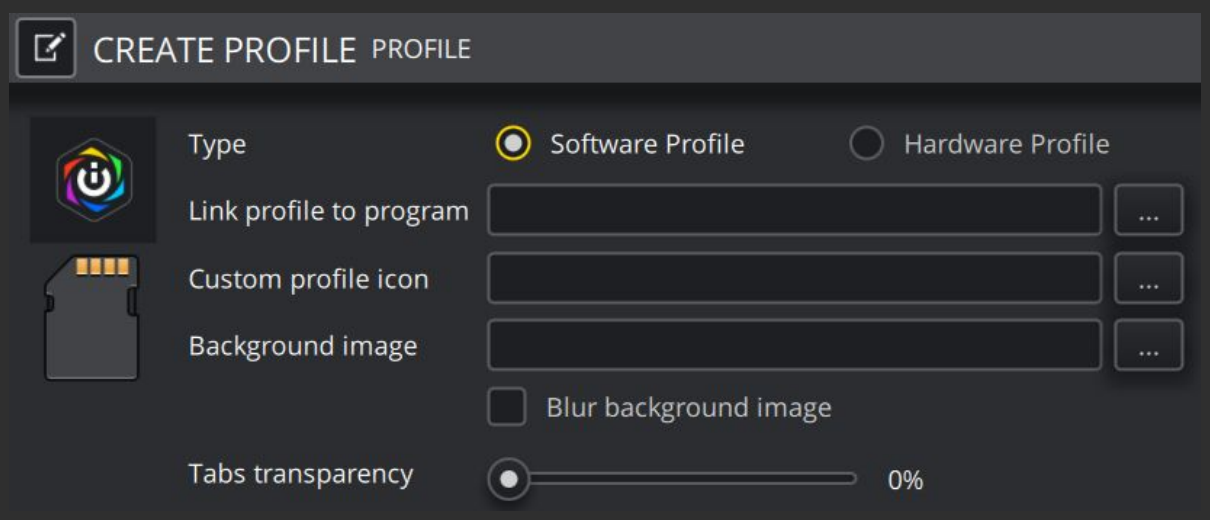
be saved onto devices that support them, allowing the user to take their lighting and actions on the go. These profiles have limited action and lighting options.

Hardware profiles can only be created if a device with hardware profiles support is selected. You must select hardware profile when making a new profile, you can not convert a profile after the fact. Hardware profiles will also have a limit on the number of lighting effects they can display at one time. This will vary from device to device.

Software profiles have all lighting and action options enabled, but they can't be saved to hardware devices.

Creating / Deleting / Editing / Copying Profiles

Click + at the top of the Profiles tab. If you have a hardware device selected, iCUE will give you the option to select a hardware or software profile. This choice must be made now and once a profile is created there is no way to change the profile type. Software profile have a Corsair logo while hardware profiles have a SD card.



Click ... to open up the file browser for the respective box. You can link the profile to a program, which makes iCUE switch to this profile when the target EXE is the window in focus. You can also add a profile icon and background image; both will be auto cropped and resized to fit. It's recommended to use pictures that are close to the right size.

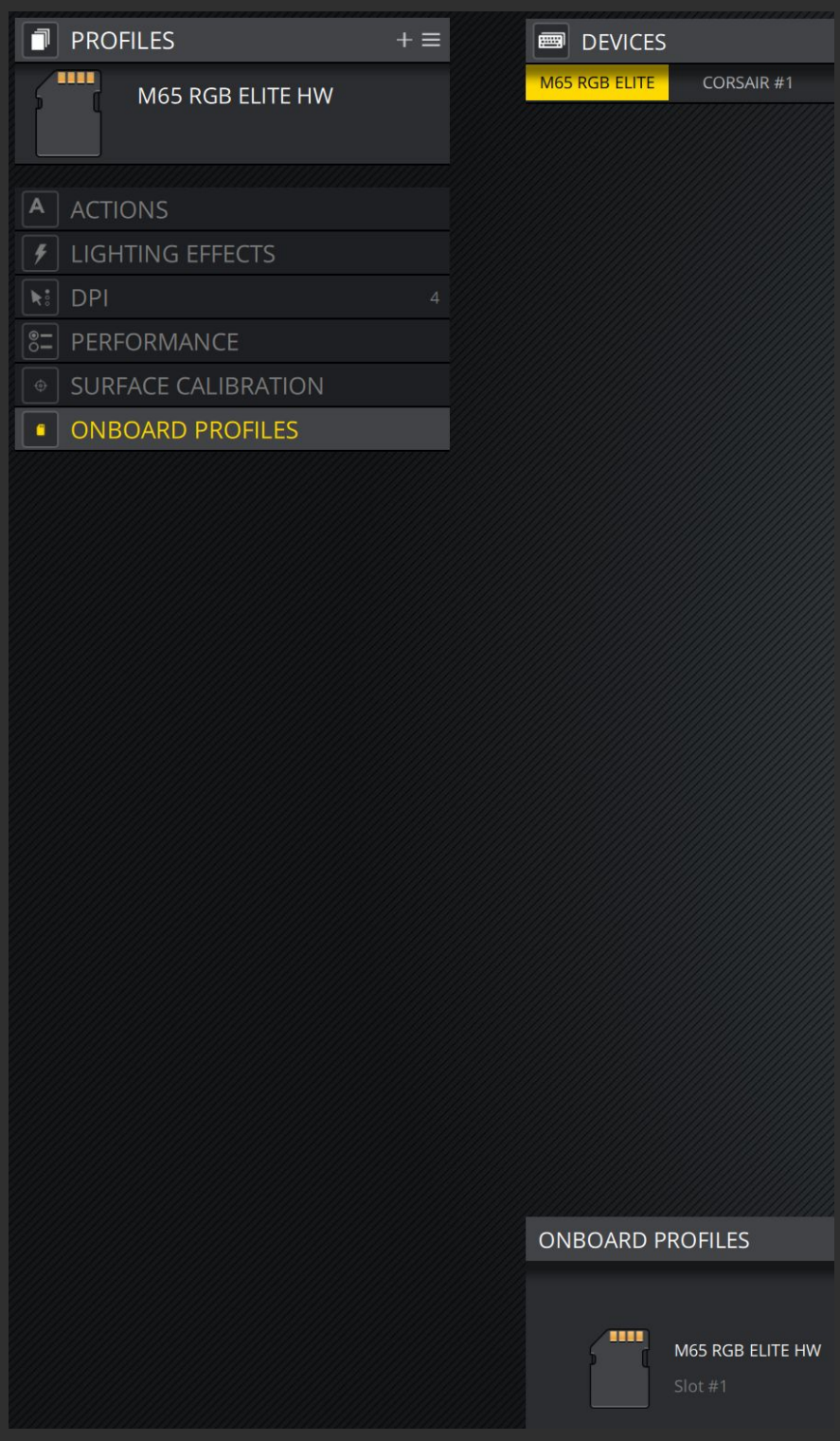
Tab transparency will make the tabs more see through, but it can make text hard to see on bright colors.

Note: These options will not be exported or saved to a hardware device. They have to be set up per computer.

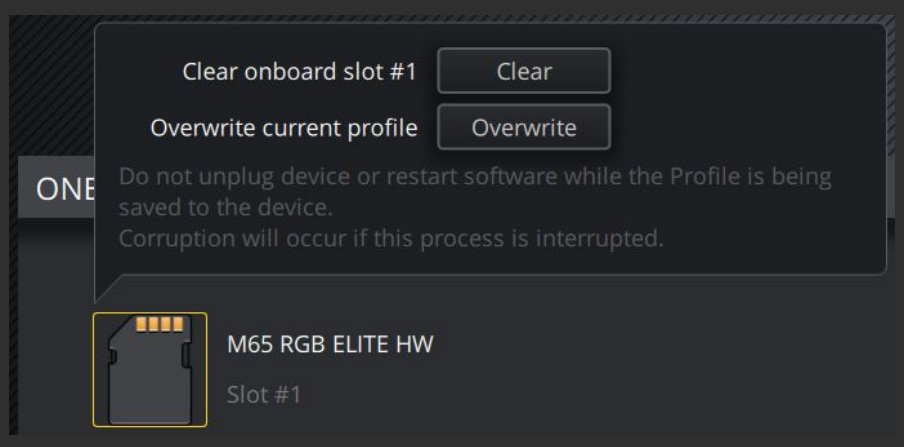
Select a profile to edit it. To rename a profile double click the name of the profile in the Profiles tab.
Click to delete the profile. You will be asked to confirm deletion of the profile.
Click to copy the profile.

Saving Hardware Profiles

To save a hardware profile to your device you must have a hardware profile and supported device selected. A onboard profiles tab will appear. This tab will show you your 1 - 3 profile slots and the name of the current hardware profile saved to it.



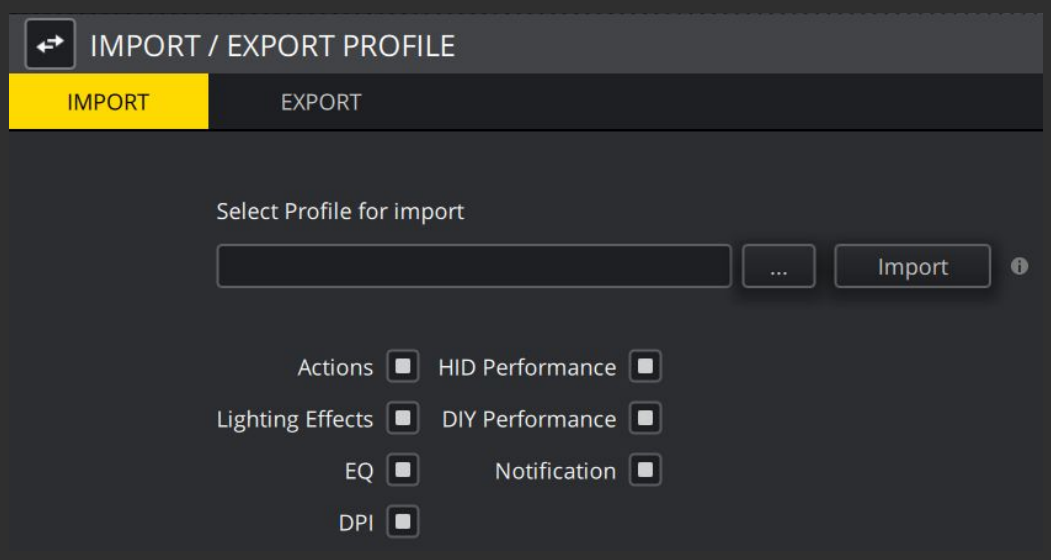
Click on one of the memory cards, and then overwrite to save the selected profile to that slot. You can also choose to clear a slot if you do not want to use it. This way you do not have to cycle through an unused profile slot.



Importing / Exporting Profiles

Importing and Exporting files in iCUE is easier then ever. Click next to the profile tab. You now have a lot more options when importing and exporting files. You can choose what you want imported from a file, and creators can avoid exporting unnecessary data.

Click ... to browse for the profile you want to import. If you have a valid profile linked the box will show either a Corsair logo if its a software profile, and a SD Card if its a hardware profile. Choose what you want imported. I recommend unchecking EQ, DPI, DIY Performance, and Notifications. Then click Import.



Click the drop down menu and select the profile you want to export. If you plan on sharing this profile uncheck anything you don't want to share. Then click Export. If you have a multilayered profile select export all profile in the same folder; this will keep the actions that switches between profiles intact.

RGB Share (Out Of Service)

RGB Share is currently being upgraded and isn't in iCUE yet. Check out Alex Krastev's profile sharing site and Lewis Gerschwitz's profiles collection.

Folders

Folders Are Always Useful

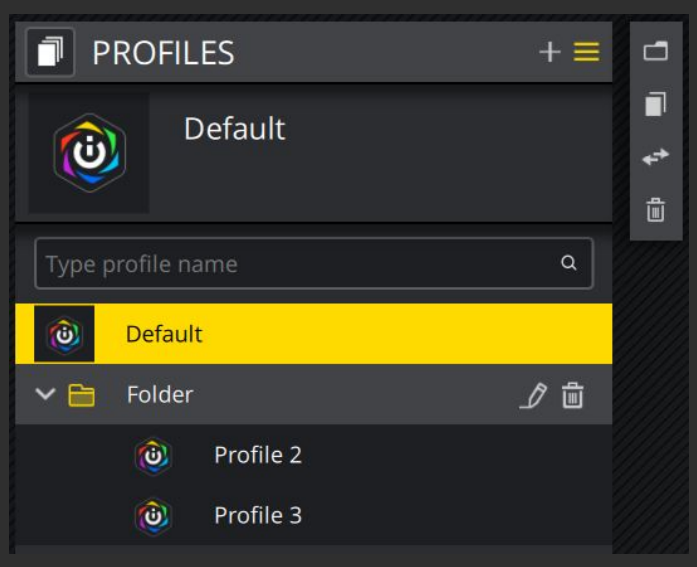
Folders can help you organize and keep track of your profiles. Don't use hardware profiles, don't want to see them? Throw them in a folder and away they go!

Creating / Deleting / Editing Folders

Click ☰ then 🗀 to create a new folder.

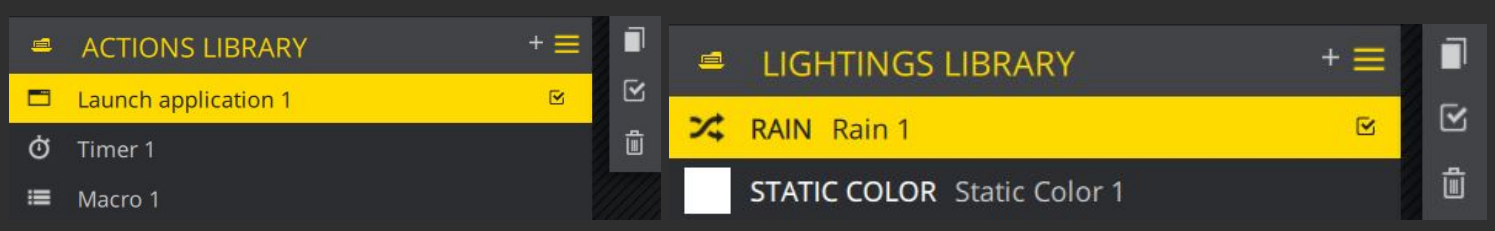
Click 🗑 to delete the folder. You can not delete folders with profiles inside of them.

Click ✎ to edit the folder name. You can also double click the folder's name to edit it.



Library

The Library allows you to transfer actions and lighting from profile to profile. There are 2 libraries, one for actions the other for lighting. The library can be found at the bottom of their respective tabs when the tab is opened. Not all devices with a lighting tab will have a lighting library.



Click then to send the selected action or lighting effect to the library.
Click next to the library tab to create a new action or lighting effect.
Click to send the selected action or lighting effect to the profile.
Click to delete the action or lighting effect. This will not actions or lighting effects outside the library.
Click to make a copy of the selected action or lighting effect.

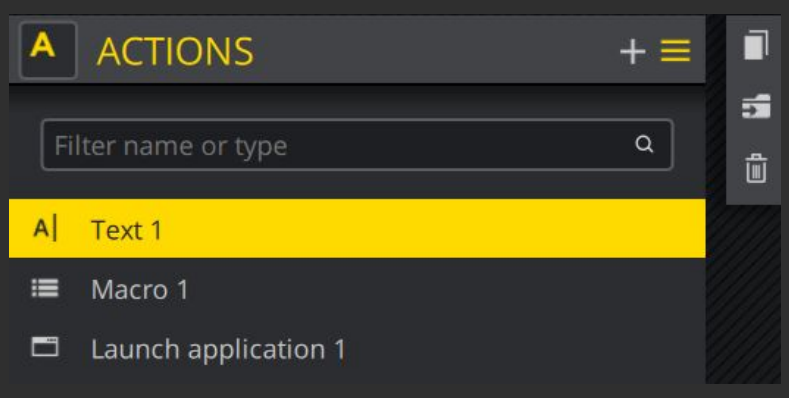
Actions

Actions Be Lazy

There is so much you can do with actions if you take the time to set them up. Tired of having to hold walk in-game? Use an action. Tired of having to press copy and paste with two fingers? Use an action. Tired of pressing I to open your inventory in PUBG? Use an action. You just need to learn to set them up.

Creating / Deleting / Editing Actions

Click to create a new action.
Click then to delete the selected action.
Double click the name of the action to edit it.



There Are A Ton Of Actions

Most of the actions are self explanatory, except for Macro and Remap Key. The option to retain a keys original output is really useful and all of the actions will have it under their Advanced Settings tab.

Retain Original Key Output:
This option can be found under the Advanced Settings tab. It allows you to retain the original function of the key you are binding the action to. If this is enabled, the original function will trigger first followed by the action. This is an extremely useful too for both gamers and productivity. This could allow you to run a program with say F11, then a macro can execute to test the program. Gamers can use this to bot repetitive tasks such as crafting or attack combos.

Second Action:
This option will set a second action to execute after the current one is finished. You could use a second action to trigger the enter key after a Text action. Combining this with retaining key outputs can be very useful. You could have a Text action on the T key, retain the original action and then have a Macro action enter Keyboard event. This will pull up the chat box in game with T, type out your super nice and friendly message "GG", then hit enter to send it. All with one key press. The second action will not trigger for actions that are executed as a second action.

Note: All timings are in milliseconds (ms) so for those of you who can't maths: 1 second = 1000 ms.

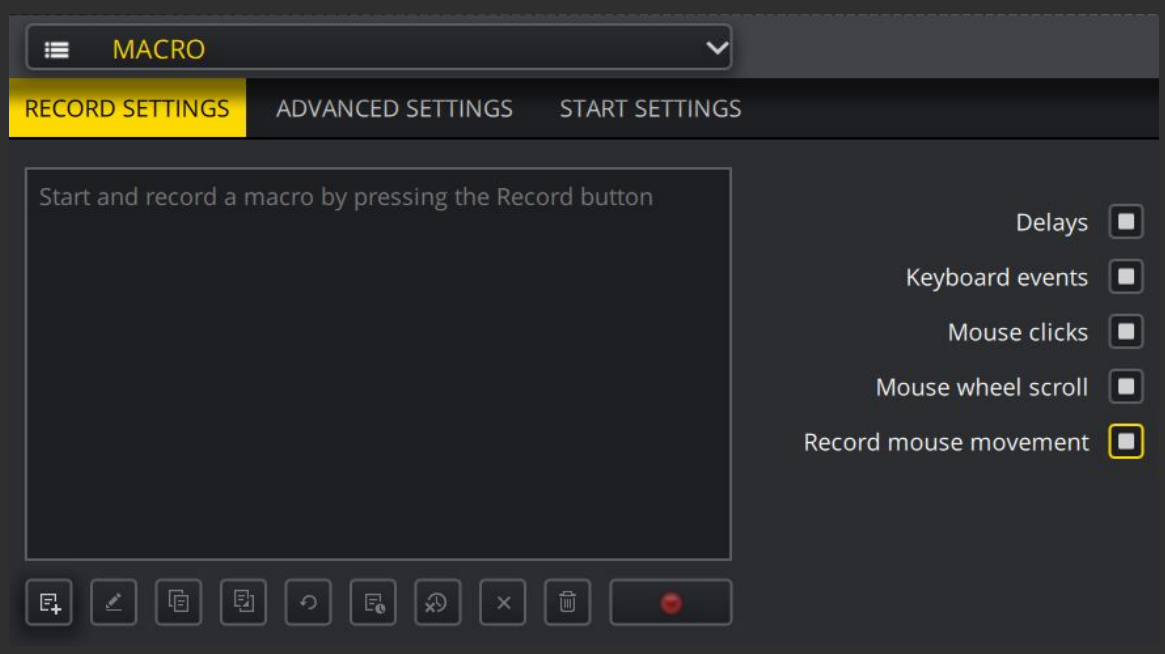
Start Setting:
This option allows you to have CUE play an audio file at the start of the action. It also allows you to trigger a lighting effect. You could have a G key that will hold and cook a grenade while the lights count down the fuse. An audio file could give you a verbal countdown.

Macro:

Macros allow you to execute predefined keystrokes, mouse clicks, and mouse movement.

You can build your macros step-by-step or record your macros. I recommend that you use the "Insert New Event" option to create your macros, unless you are doing something that requires a lot of mouse movement. But, even then, it can be helpful to use events. If you choose to use the insert option to build your macro you can use delay, mouse, mouse movement, and keyboard events. I also recommend that you add delays in between your events to help them trigger smoothly.

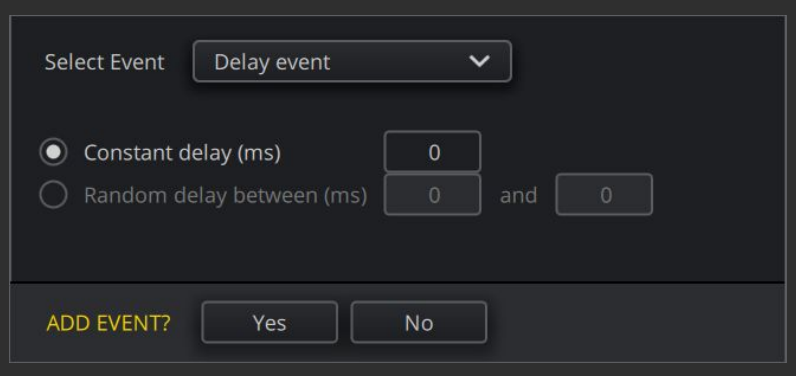
The reason recording your actions is problematic is because iCUE will record things in small increments. This makes long actions hard to edit.



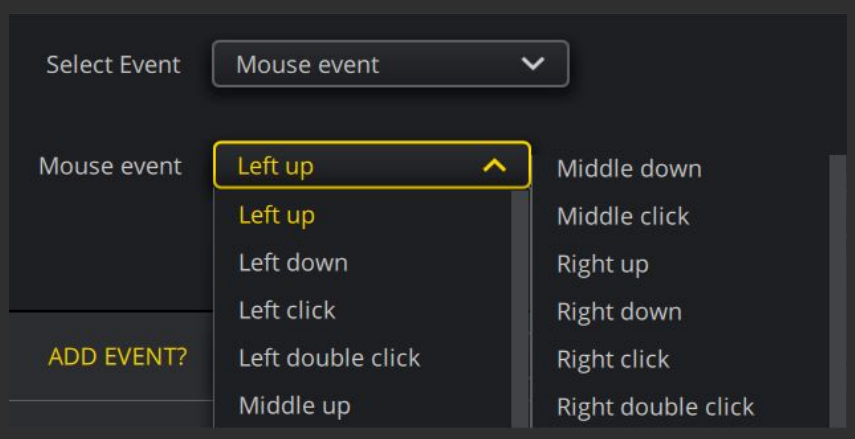
Click to insert a new event.
Click to edit selected event.
Click to copy selected event.
Click to paste copied event.
Click to undo.
Click to add a delay between all events.
Click to delete all delays.
Click to delete selected events.
Click to delete all events.
Click to start recording. The recording will not start until the first enabled event detected.

Note: You can also use Ctrl shortcuts to copy, paste, cut, undo, or delete events. Holding Ctrl allows you to select multiple events.

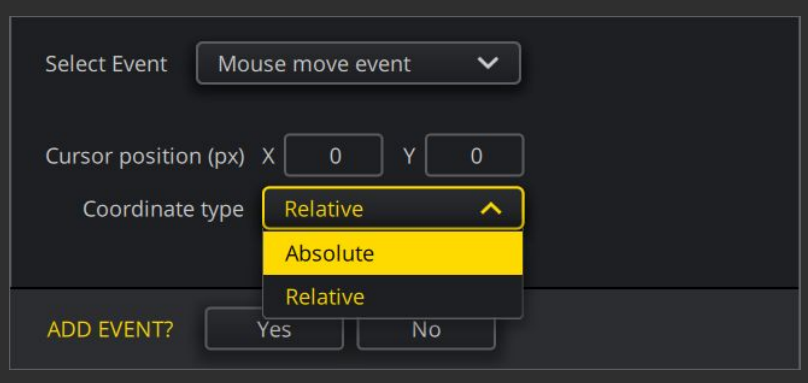
Delay Event:
Delay Events allow you to add a constant delay or a random delay in ms.



Mouse Event:
Mouse Events allow you to add a mouse click, hold, or release. Up and Down events must be used in pairs. If you miss a pair, the event will show up in red.



Mouse Move Event:
Mouse Move Events allow you to move the cursor a set distance or to a set coordinate.

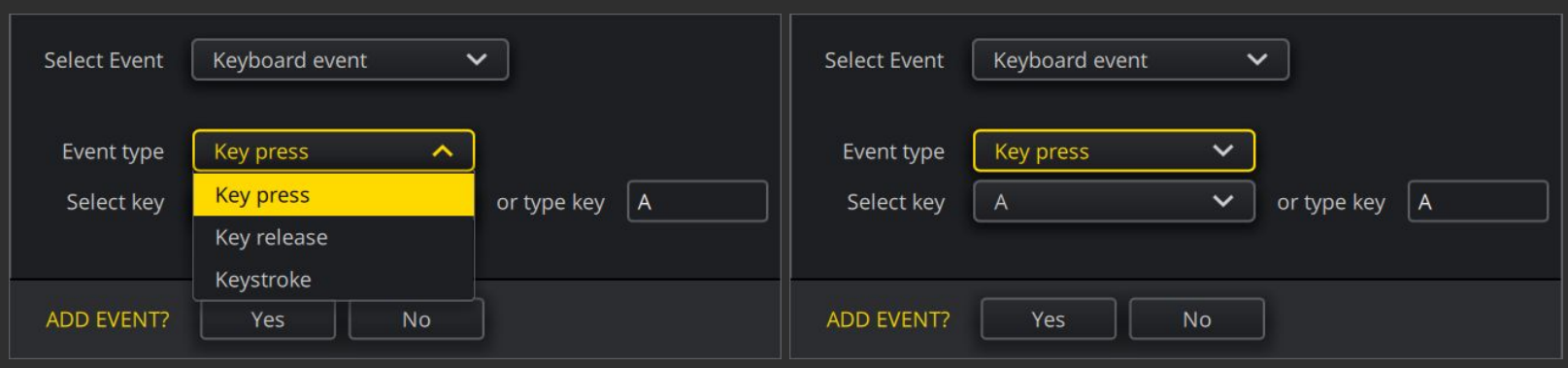


An Absolute coordinate type will set the cursor to X and Y position. A Relative coordinate will move your cursor by X and Y amount. This means that an Absolute coordinate must be positive while a Relative coordinate can be negative or positive.

Note: If you use a macro with mouse movement events on a screen that is a different from the one you use to record the macro, it most likely won't work.

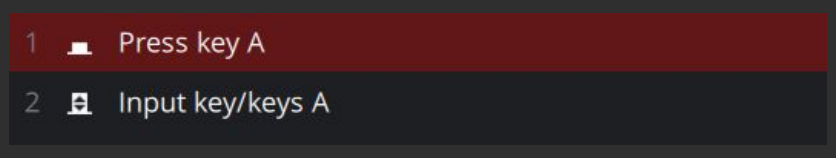
Note: The more monitors you have the more buggy this will become, especially if they are all different ratios and resolution.

Keyboard Event:
Keyboard Events allow you to add a keystroke, key press, or key release.



You can select a key from the drop-down menu or click the box next to Type Key and type your key.

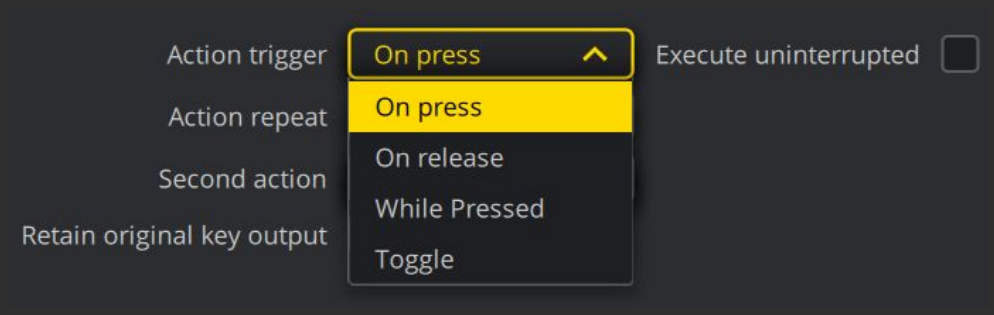
Key Press and Key Release must be used in pairs. So you must have a release for every key press. Using a Key Press with a long delay can simulate holding down a key. If you miss a pair the event will show up in red, and will not trigger.



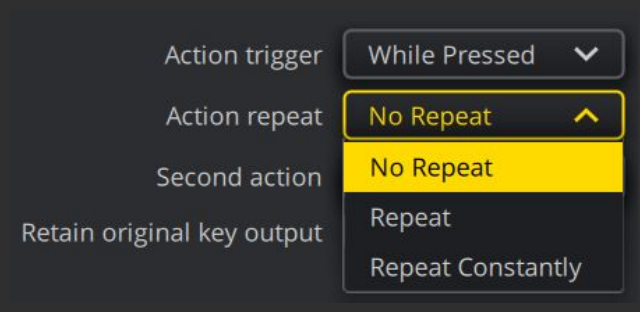
Note: These keys will not work Media, G1-18, Winlock, Brightness.

Macro Advance Settings:
Macros have some complex advance settings. You can set a Action Trigger, and Action Repeat. If you set a Action Repeat you can set a Repeat Delay. If you set up an action repeat, I highly recommend you add a delay of some kind. Not doing so could cause the action to trigger incorrectly, or trigger anti-botting / cheating software. Perfection without flaws triggers bots like nothing else. So don't be stupid -- use delays.

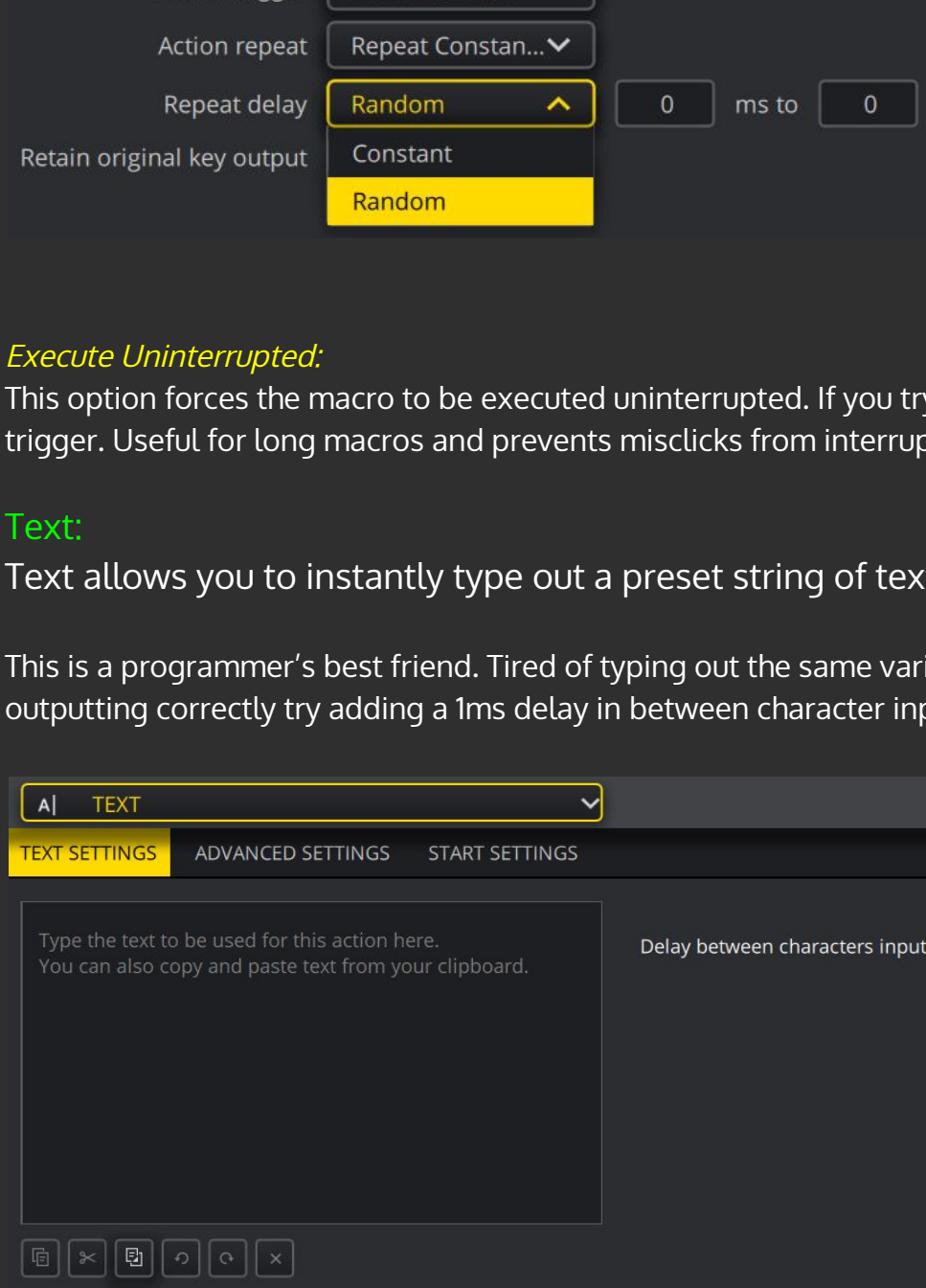
Action Trigger sets when the macro will start executing. Execute Uninterrupted is only available if the Action Trigger is set to On Press or On Release. This helps prevent macros from being accidentally interrupted.



Action Repeat sets how many times the action will repeat. Repeat Constantly is only available if the Action Trigger is set to While Pressed or Toggle.



If you select a repeat option the Second Action option will be replaced with a Repeat Delay option.

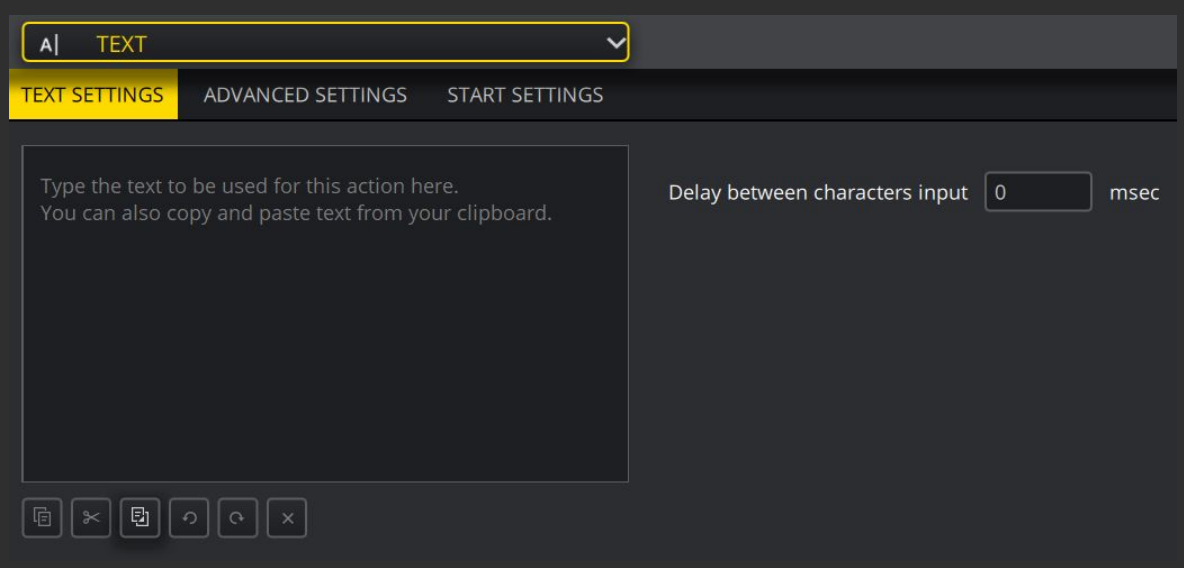


Execute Uninterrupted:
This option forces the macro to be executed uninterrupted. If you try to trigger another macro while the first one is running it will not trigger. Useful for long macros and prevents misclicks from interrupting the macro.

Text:

Text allows you to instantly type out a preset string of text.

This is a programmer's best friend. Tired of typing out the same variable names and loops? This is the action for you! If your text isn't outputting correctly try adding a 1ms delay in between character inputs.



Remap Key:

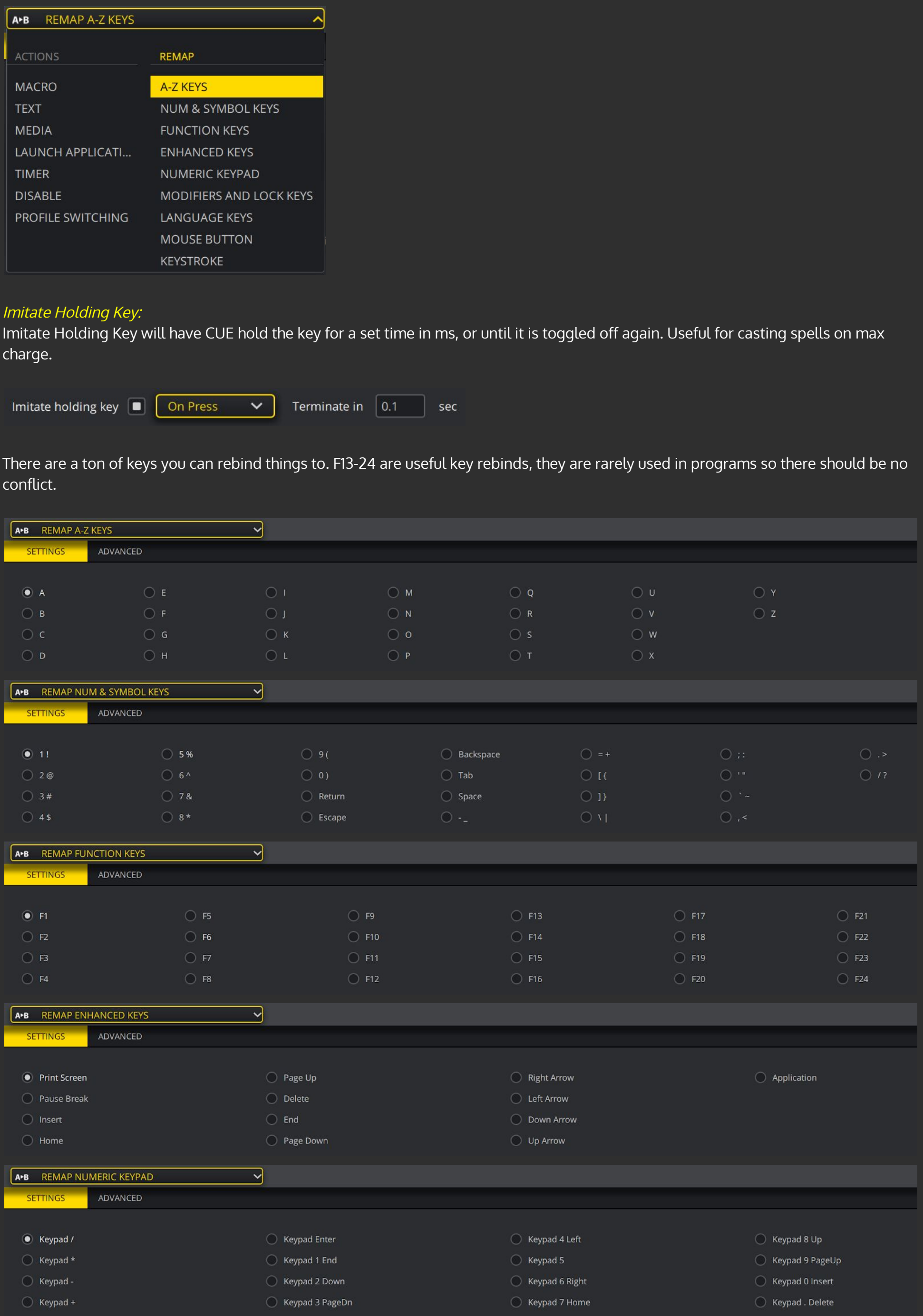
Remap Key allows you to remap any key on to any other key.

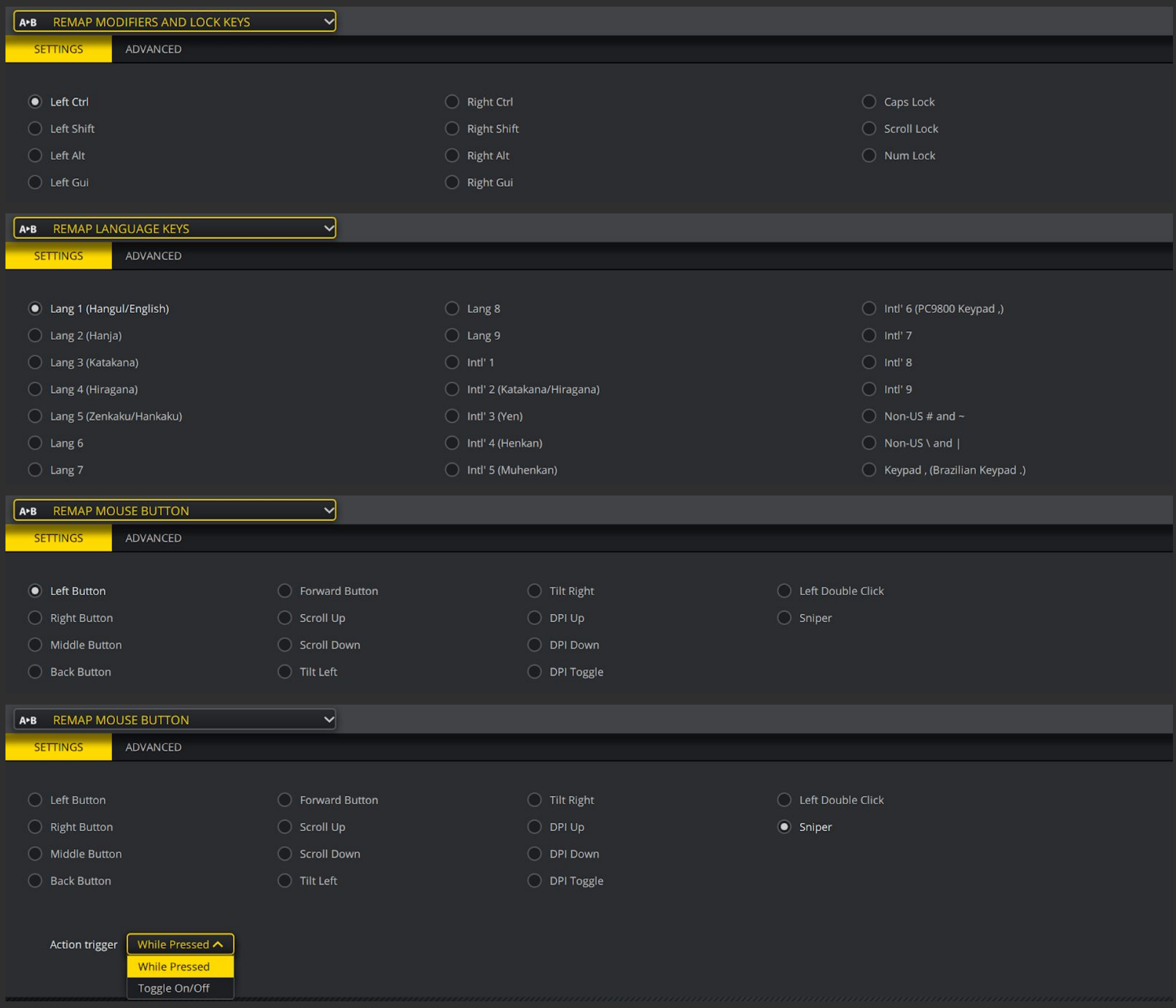
Remap Key now has its own list making it easier to access. This is really useful for changing key bindings in games and allows you to carry those settings around if the game doesn't sync over the cloud. Bindings will act like a normal key. So if you hold E down bound to W you will walk like you are holding W.

Imitate Holding Key:

Imitate Holding Key will have CUE hold the key for a set time in ms, or until it is toggled off again. Useful for casting spells on max charge.

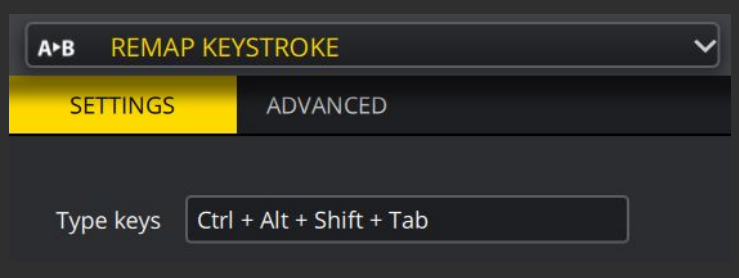
There are a ton of keys you can rebind things to. F13-24 are useful key rebinds, they are rarely used in programs so there should be no conflict.





Note: The Sniper Button has an Action Trigger option of while pressed or toggle on/off.

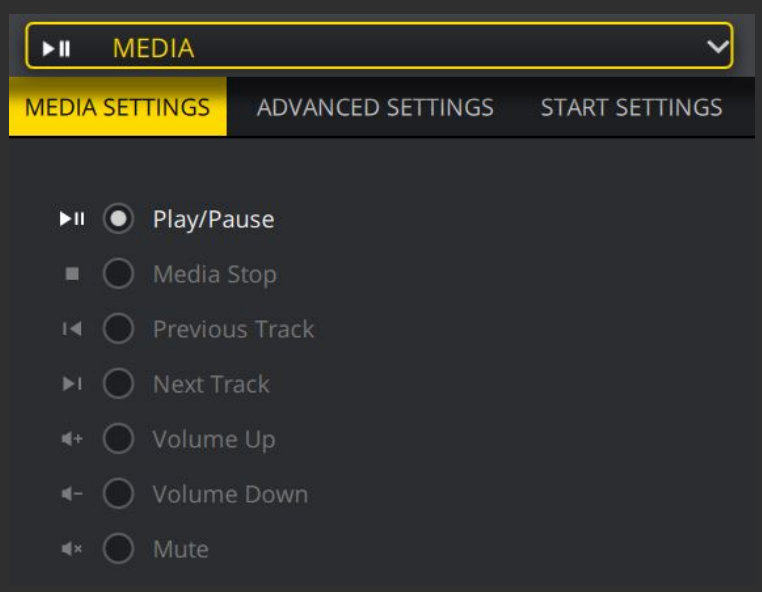
Keystroke lets you enter up to 4 keys, but only Ctrl, Esc, Tab, Shift, Alt can be combined with other keys. Extremely useful for productivity.



Media:

Media allows you to remap any key to a media function.

This can be useful for adding media controls to the keyboards that do not have dedicated buttons. If you have a wireless mouse it could act as a remote while watching movies.

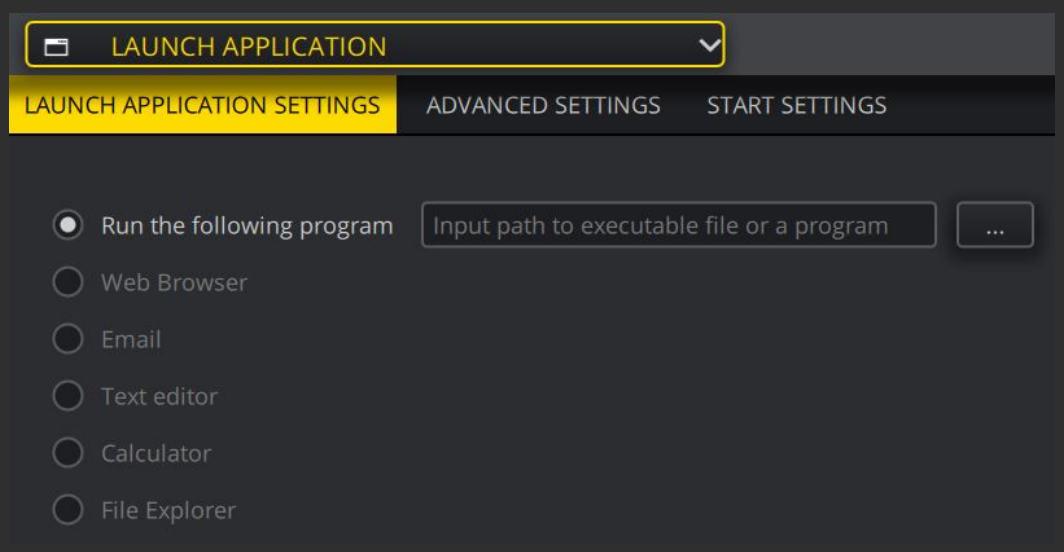


Note: The media function might not work with all programs. Stream Keys is an useful plugin that allows the media keys to be used in browsers.

Launch Application:

Launch Application allows you to remap any key to open an application.

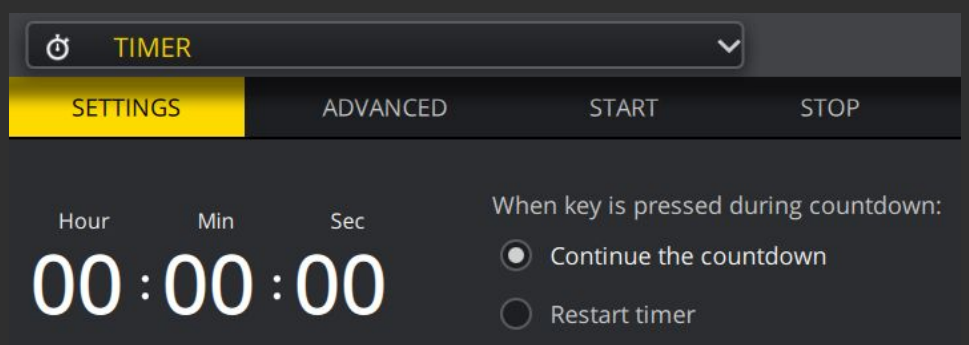
Useful for opening often played games, or applications you commonly use. Skip searching your desktop for the icon.

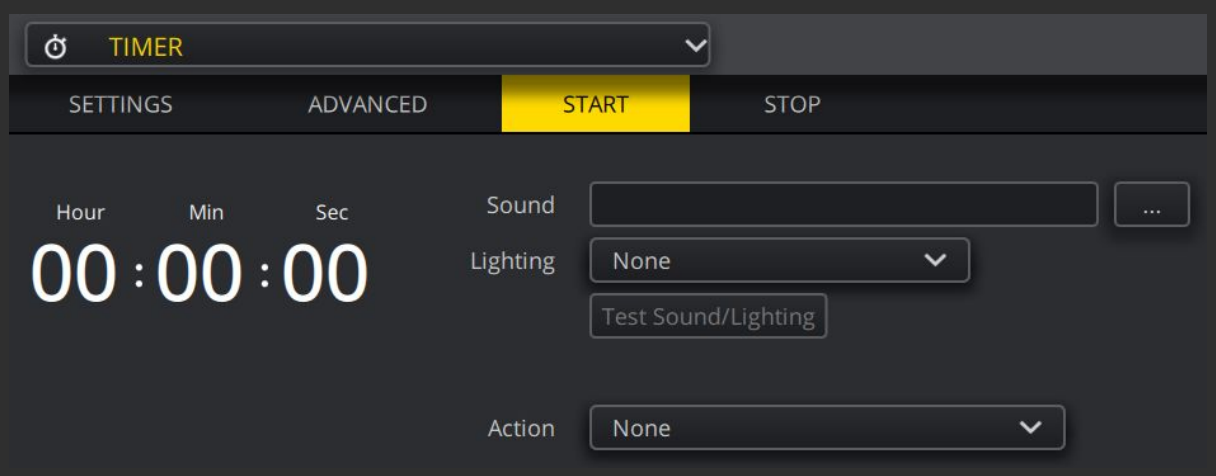


Timer:

Timer allows you to remap any key to start a countdown timer.

This is extremely useful for any MMO player. Timer has special start and stop settings that allows you to trigger an action. This combined with the ability to repeat the timer makes this extremely useful for spamming spells. Enabling restart timer will allow you to reset the timer in case you get hit by crowd control.





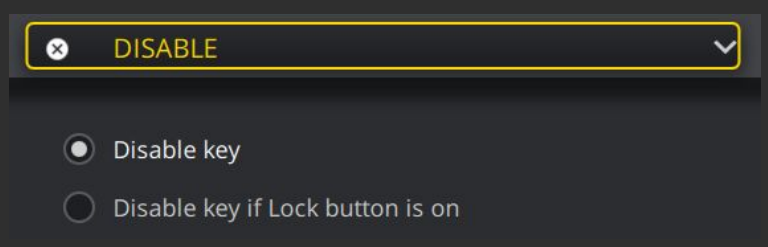
Note: The action can not be a remap key.

Note: The lighting option is only available for keyboard timers.

Disable:

Disable removes the function of the key.

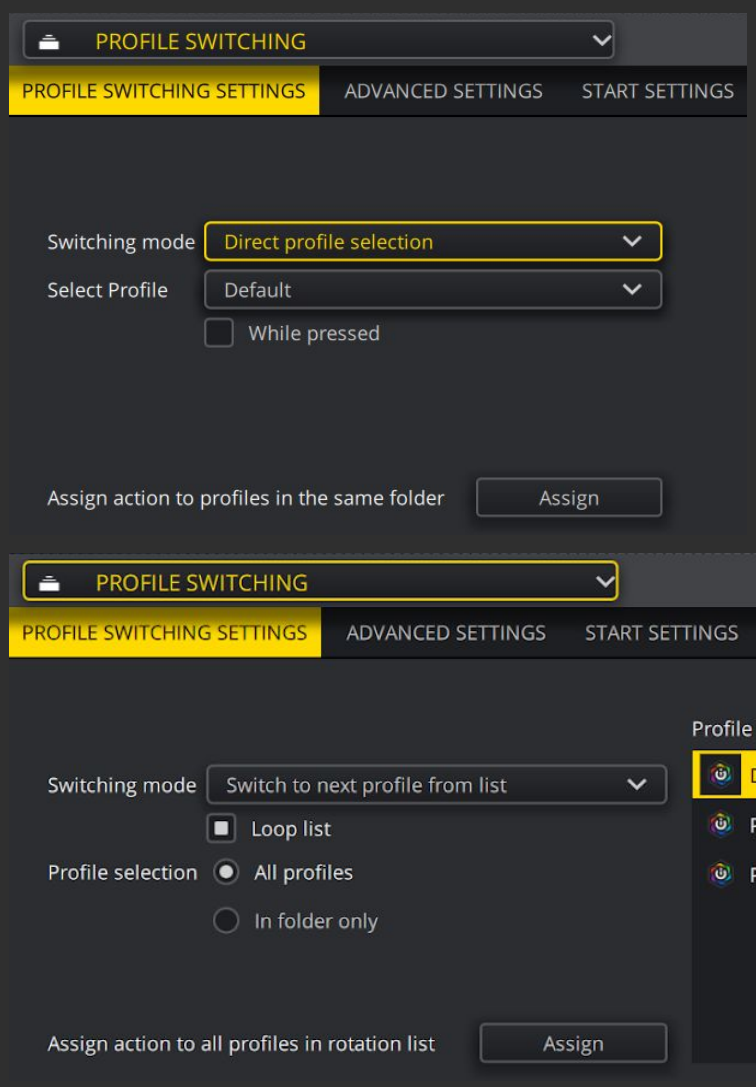
You can disable the key permanently or only while the lock button is on.



Profile Switching:

Profile Switching allows you to remap any key to switch profiles.

This action allows you to create multi layered profiles. Multi layered profiles are folders of profiles that changes to other profiles on key press. So if you wanted the Alt key to change F1-6 to something else, you can use Direct Profile Selection, with the while pressed option.



Loop List:

Link the last profile to the first profile. Useful if you only want to assign one key to profile switching.

Profile Selection:

This changes the pool of profiles you can switch to. I recommend you use folders to group multi layered profiles. Folders will make organizing and exporting the profiles easier.

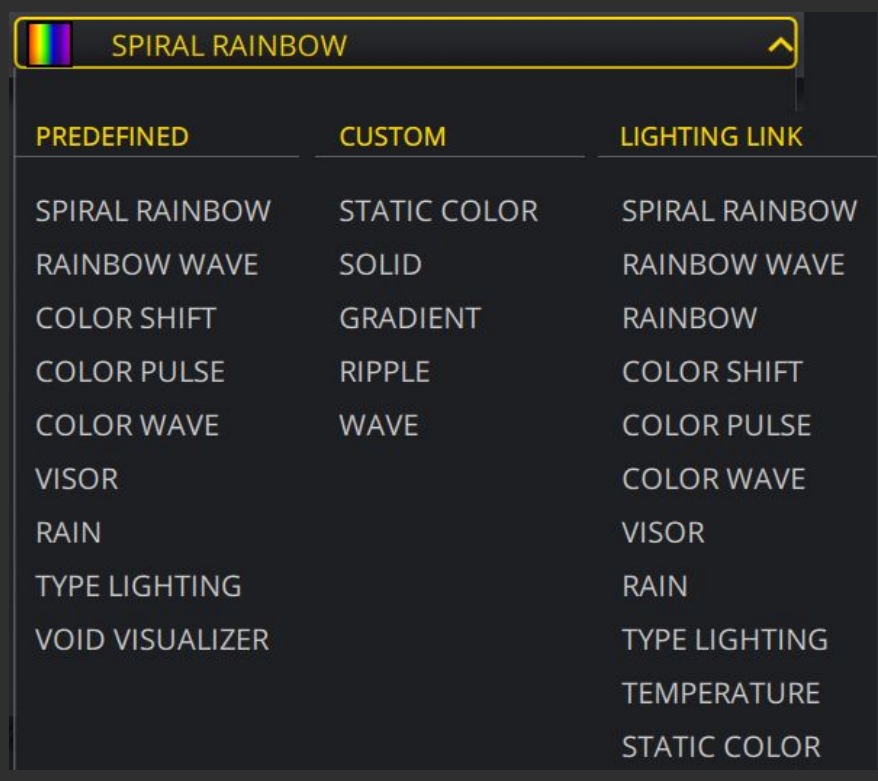
Assign:

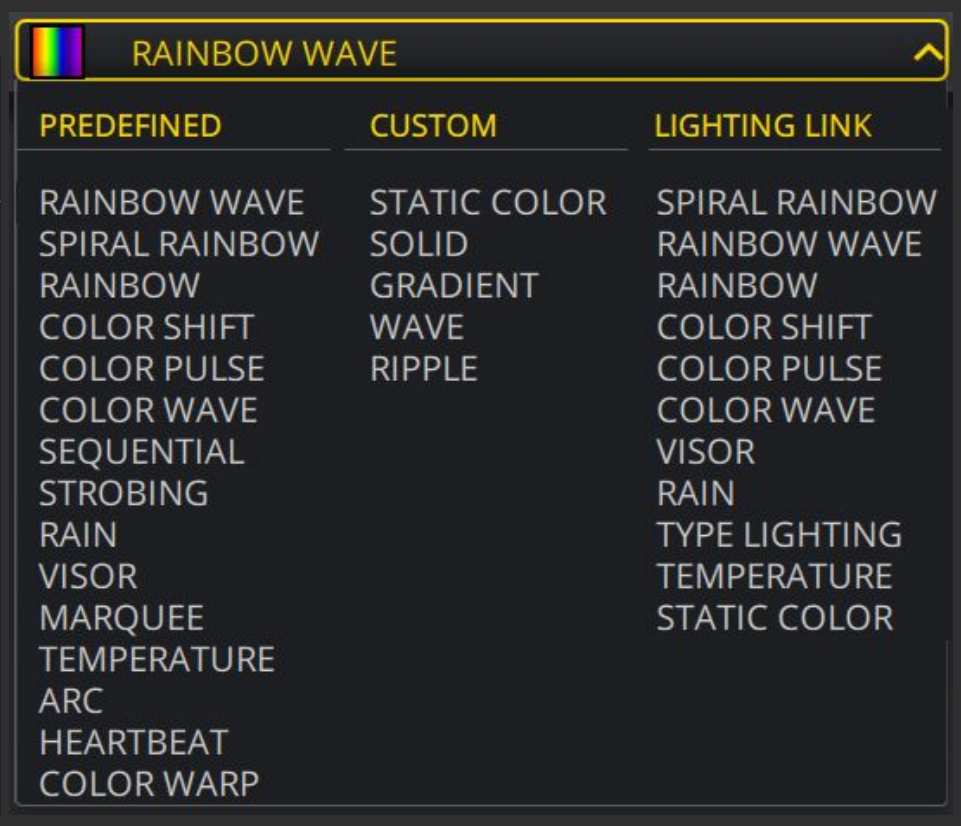
Assign will set the key on all profiles in the list to Profile Switching with the same profile list and settings. If you don't use assign profile switching wont work correctly.

RGB Lighting

Lighting Now 100% Less Confusing

Finally! You no longer have to choose between basic and advance lighting. All the lighting effects can mingle! Lighting effects are split into Predefined (Basic Effects), Custom (Advance Effects), and Link Lighting. All Link Lighting effects have the same options as their Predefined counterparts, however they will affect all of your devices and synchronize across them. With the exception of wireless devices. Some lighting effects have start and stop settings.



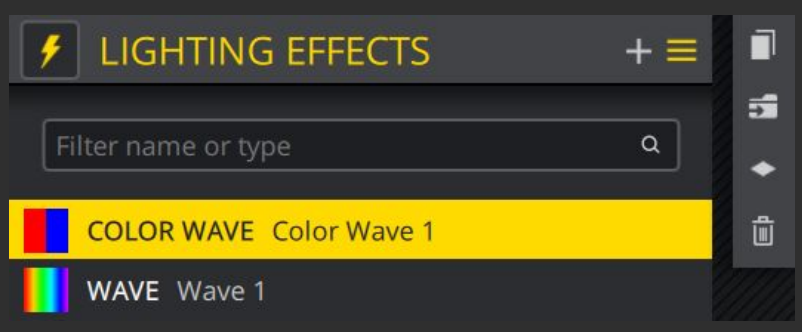


Start:
Allows you to start the lighting effect With Profile or on Key Pressed. If start is set to Key Pressed you can enable Play From Pressed Key which will play the effect only from the pressed key.

Stop:
Allows you to stop the lighting effect, On Key Press, On Key Release, After a number of times or Never.

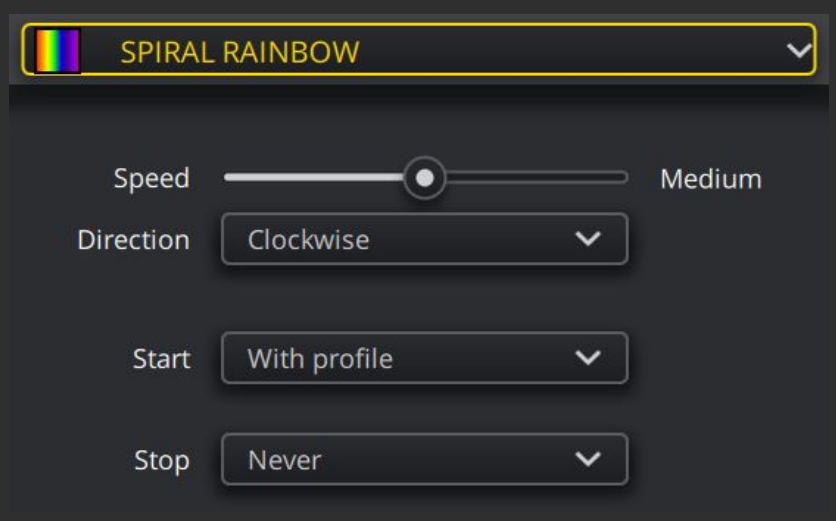
Creating / Deleting / Editing Lighting Effects

Click + to create a new lighting effect.
Click ≡ then 🗑 to delete the selected lighting effect.
Double click the name of the lighting effect to edit it.



Predefined Lighting Effects

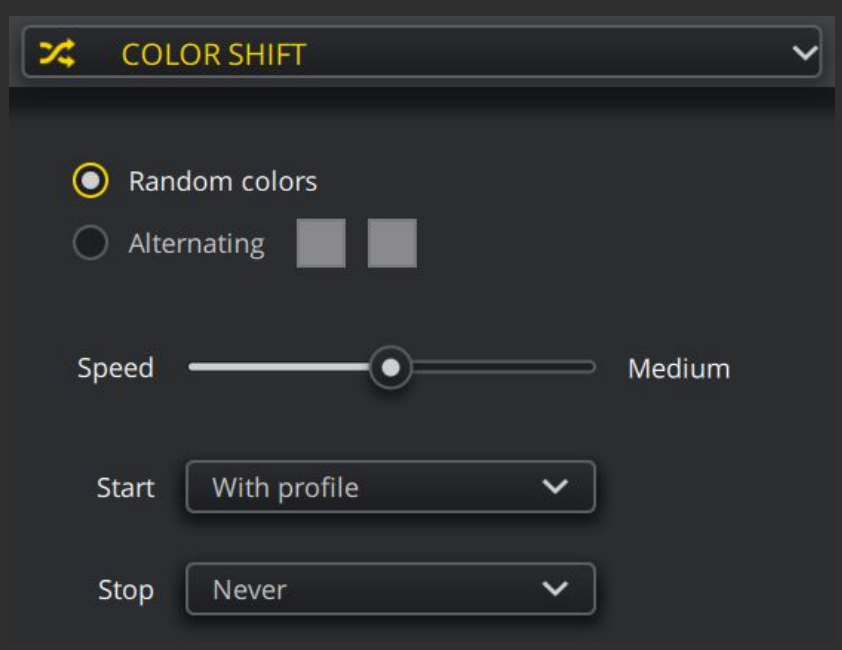
Spiral Rainbow:
Rainbow in a spiral. Options for direction and speed.



Rainbow Wave:
Rainbow in a wave. Options for direction and speed.

Color Shift:

Keyboard smoothly shifts between colors. Options for color and speed.

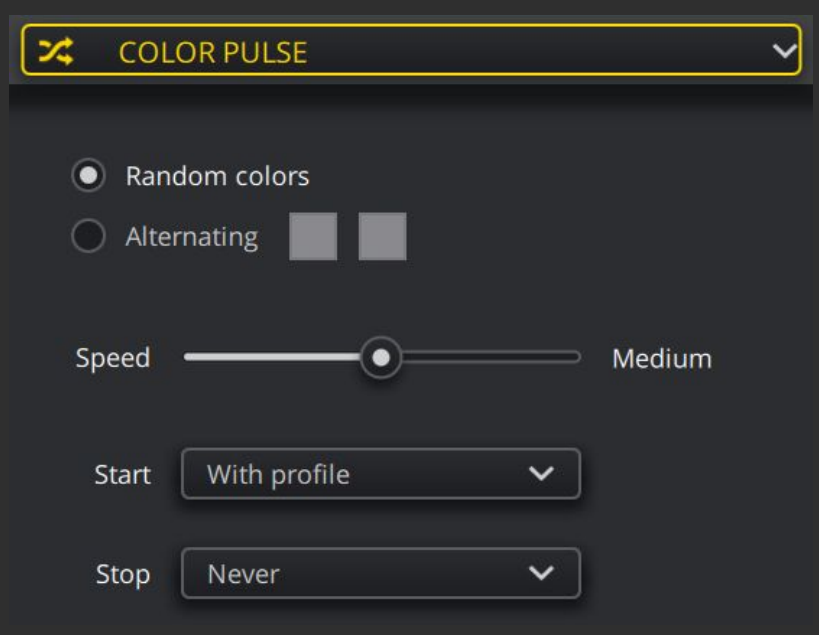


Color Wave:

Wave going across the keyboard. Options for direction, color, and speed.

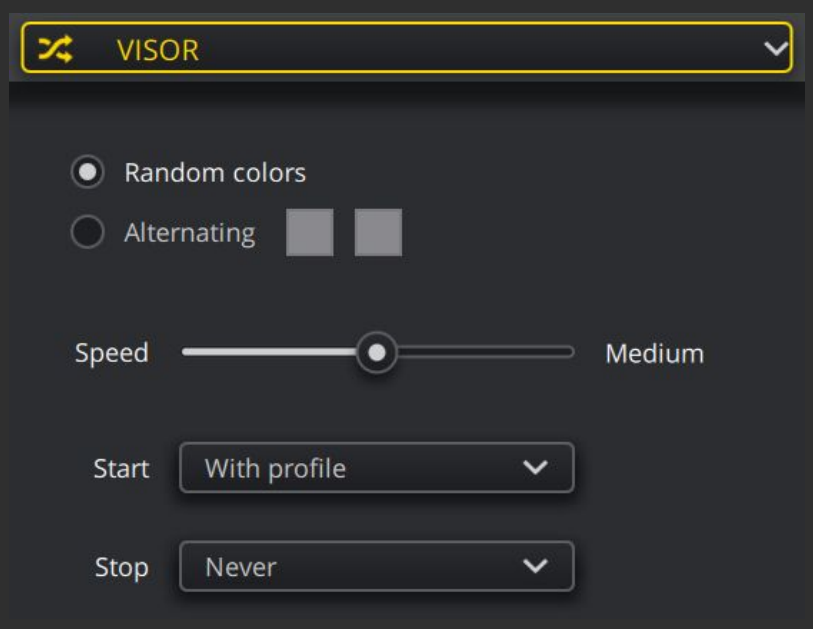
Color Pulse:

Device pulses a color. Options for color and speed.



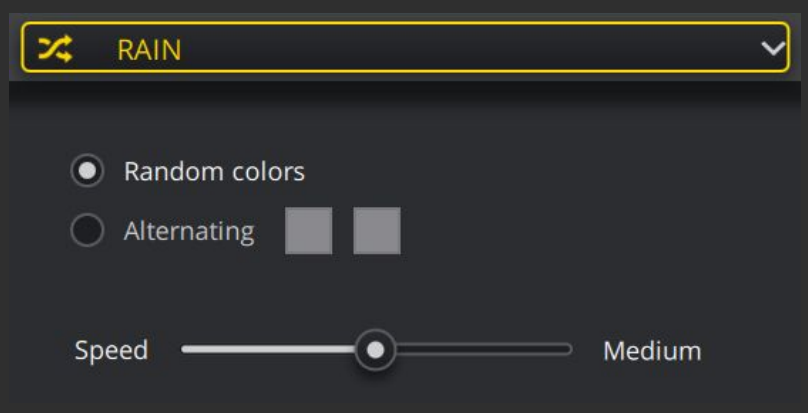
Visor:

A column of light goes from left to right. Options for color and speed.



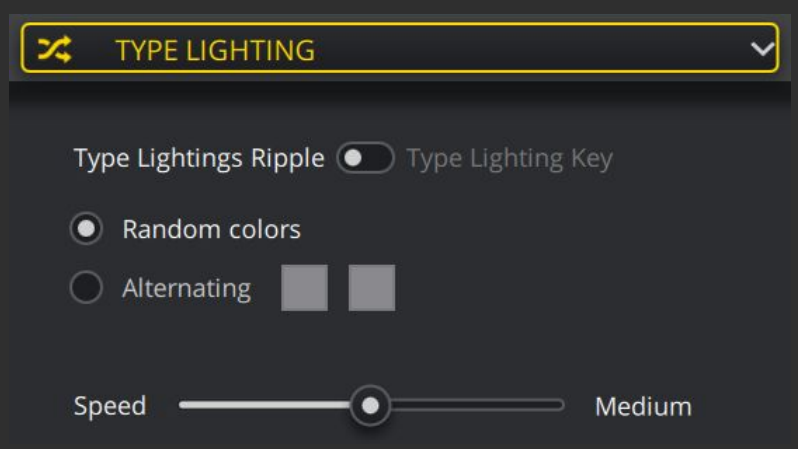
Rain:

It rains from the top of your keyboard. Options for color and speed.



Type Lighting:

Ripple will send a ripple out from the bound key(s). Type will light up a single key. Options for color and speed.



Void Visualizer:

Lights up the keyboard accordion to the audio input or output of a CUE enabled device.

Pattern:

The pattern can be set to Intensity or PEQ. PEQ shows the intensity of sound at different frequencies, this is the one that makes you a DJ. Intensity averages PEQ levels in to one bar.

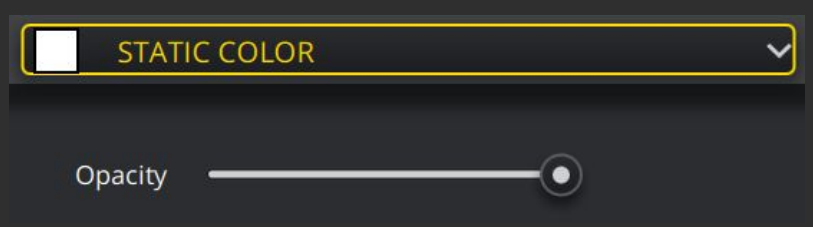
Animation:
Sets the animation style. Bar lights up the entire wave with lighting. Peak only lights the top of the wave. Bar + Peak lights up the whole wave with the top lit up in white. Intensity has an additional animation,Wave/Ripple. This shows the intensity as a ripple.

Direction:
Sets the direction the effect comes from, Up, Down, Left, or Right. If the animation is set to Wave/Ripple the direction can be set to From Center.

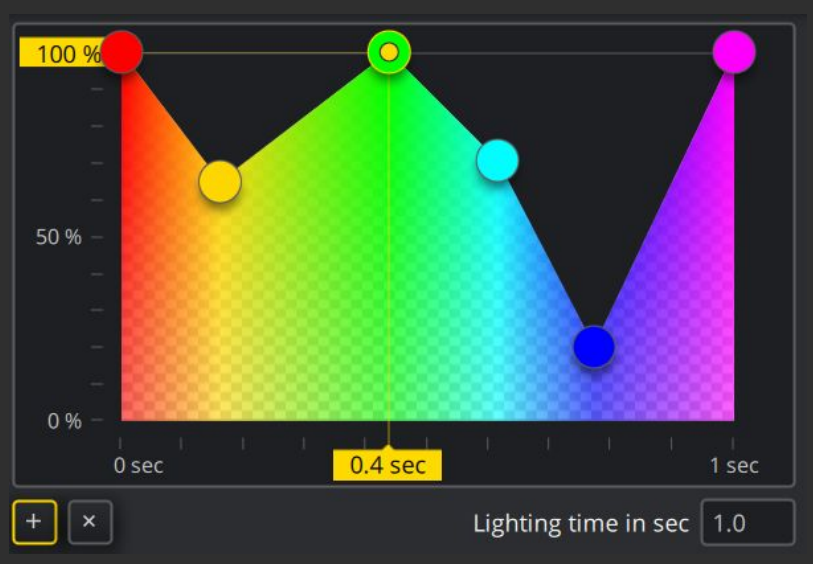
Custom Lighting Effects

These lighting effects allows you to pick your own colors and create your own effects. Making a profile from just theses effects is no small task.

Static Color:
Sets the keyboard to a single color. You can set the opacity of the color which is the transparency of the layer. This will allow the layer below to show through the upper layer. It can also be used to lighten or darken any preset lighting effect.



Lighting Box:
This is the box in which you create your lighting pattern. The Y axis is Opacity by %, and the X axis is time. The run time of the lighting effect can be set in the bottom right, up to 99.9 seconds. Clicking will add a Lighting Object . Clicking will remove the selected Lighting Object. Lighting Objects can be dragged past each other. When you select one of the Lighting Objects you will get tooltip for its timing and opacity %.



Solid:
Solid is the only pattern where Lighting Objects are created in pairs. This is because solid switches from one color to the next instantly as opposed of fading to it. If you want to swap Lighting Object pair locations there needs to be an empty space.

Gradient:
Gradient will smoothly fade from one color to the next. Having more Lighting Nodes will make the fade between the colors look smoother in some cases.

Ripple:

Ripple will send out a ripple.

Tail:

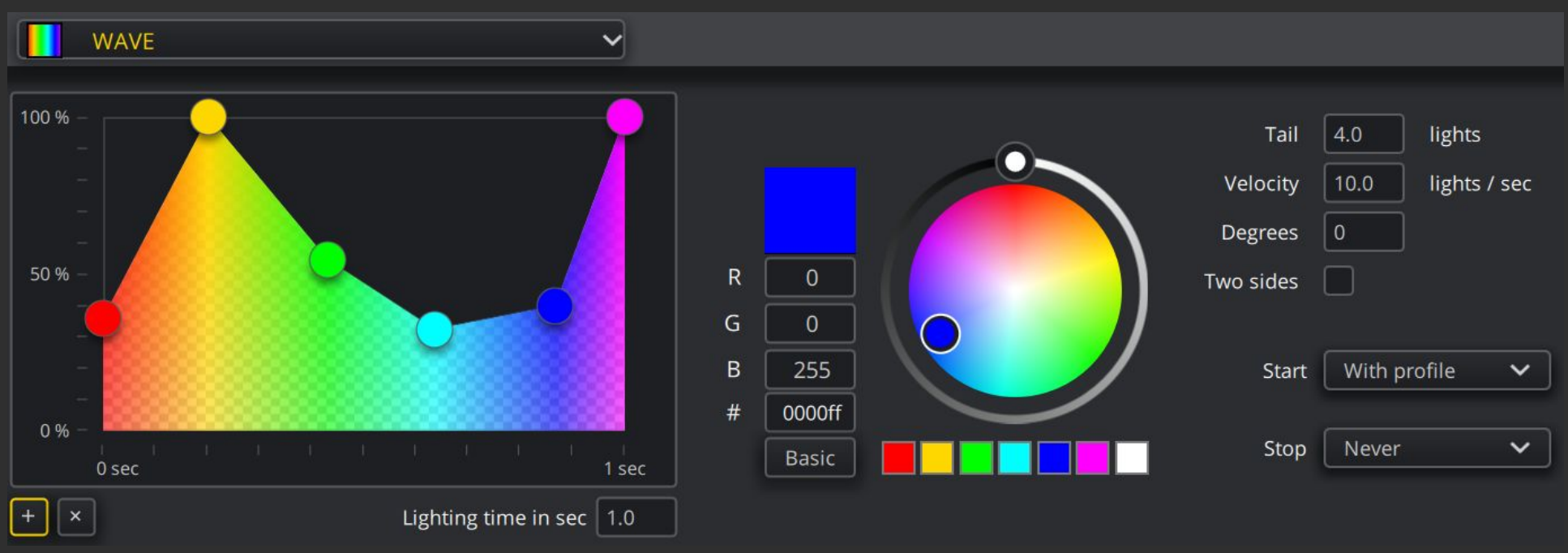
Sets how many lights the trail of the ripple will cover. You can set a long tail value along with an 0% opacity value to get multiple ripples.

Velocity:

Sets how fast the ripple will travel.

Wave:

Wave will send out a continuous wave.



Tail:

Sets how many lights the trail of the wave will cover. You can set a long tail value along with an 0% opacity value to get multiple waves.

Velocity:

Sets how fast the wave will travel.

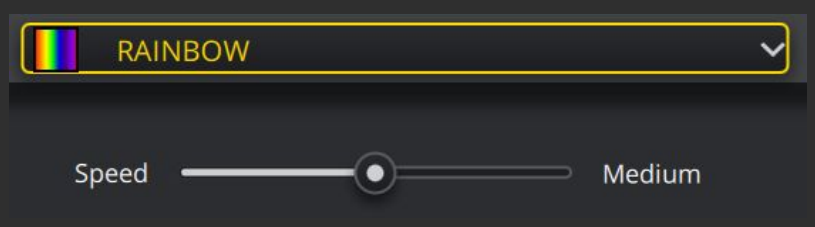
Degrees:
Sets the direction the wave will travel. Range from 0 to 359.

Two Sides:
Waves will come out mirrored.

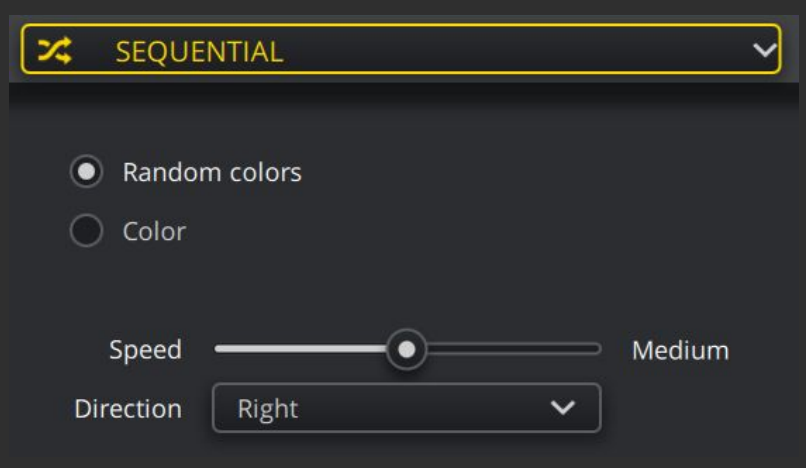
RGB Fan and Strip Lighting Effects

These effects are only available for your fans, RAM, and lighting strips. Also if you have SP or ML fans the more complex effects will not look very good.

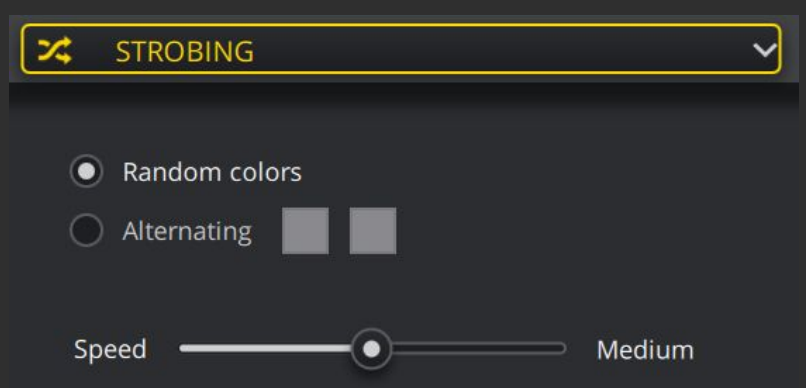
Rainbow:
Unified rainbow. Options for speed.



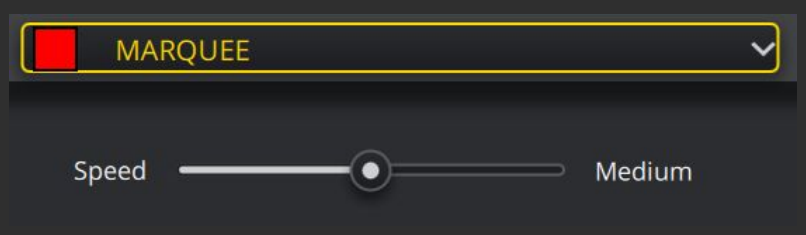
Sequential:
Each light changes color after the other. Options for speed, direction and color.



Strobing:
Turns the LED into a strobe light. Similar effect to color pulse. Options for color and speed.

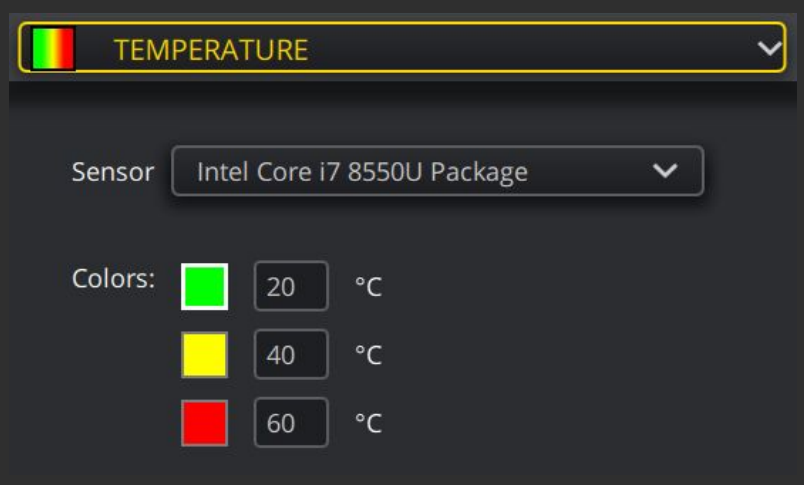


Marquee:
This one is hard to explain so here's a picture. This only really works on the LL and HD fans. Options for color and speed.



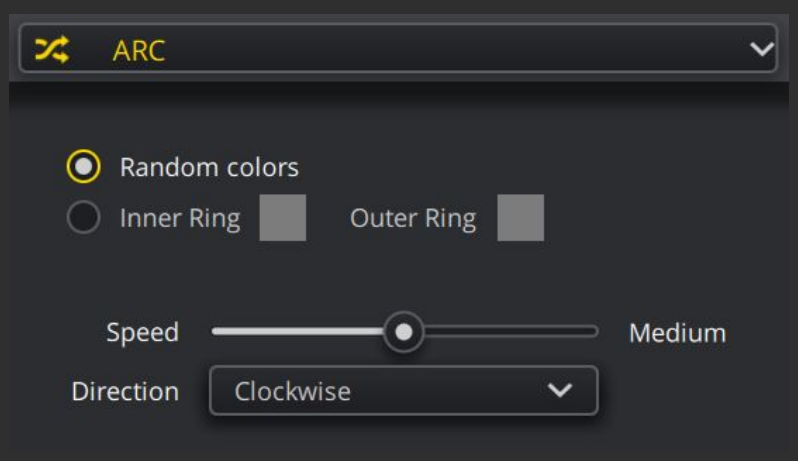
Temperature:

Sets the color depending on the temperature of the sensor.



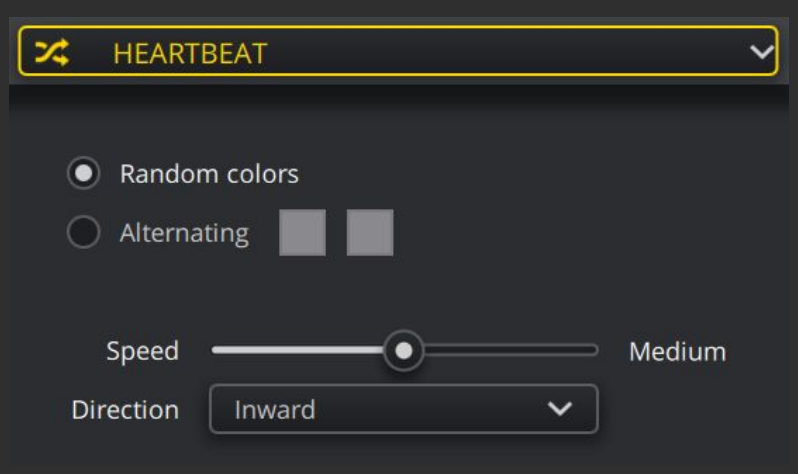
Arc:

A spinning ring of lighting for the fan. Options for color, speed and direction.



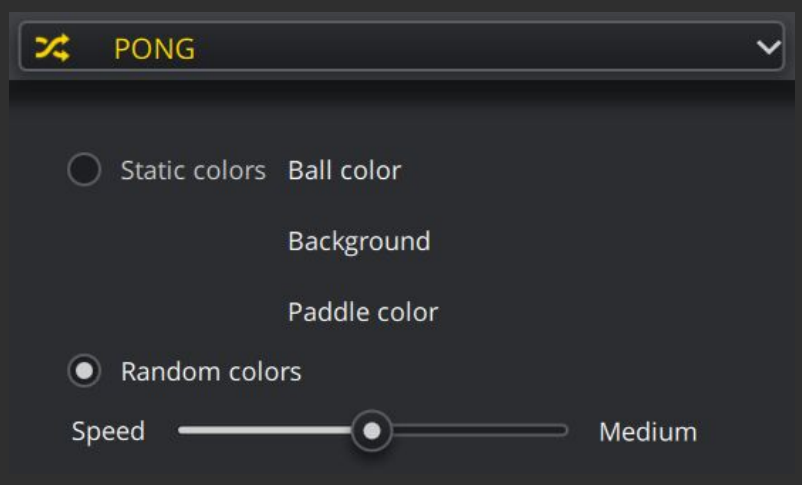
Heartbeat:

Off set pulses made to look like a heartbeat. Options for color, speed, and direction.



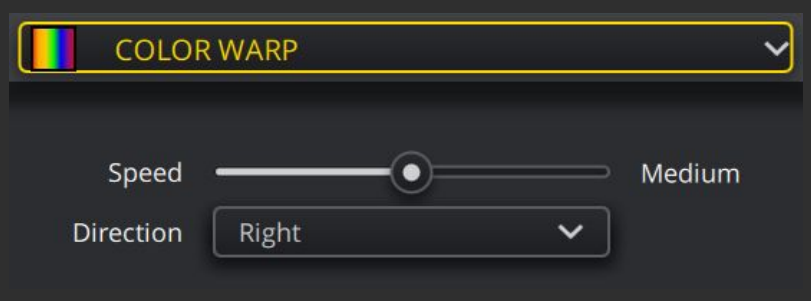
Pong:

Only available for LL fans. Works best with 6 fans. Your fans will play pong with each other. Option for color, and speed.



Color Warp:

Like Rainbow, but each light has a slight delay before changing. Options for direction and speed.



Link Lighting

Link Lighting will take over lighting control for all controllable devices. This allows you to easily sync lighting effects across your desktop. There are some devices that are not affected by link lighting.

RAM Lighting

Lighting effect for RAM has some additional options, along with their standard options.

INSP

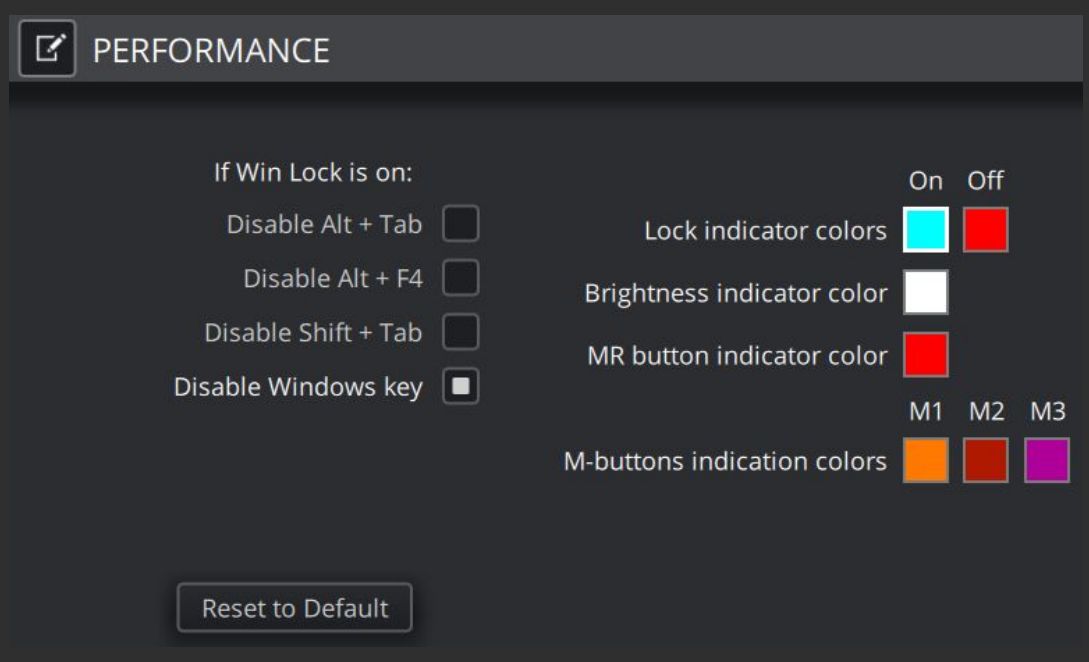
Number of Colors:
Sets the number of colors the effect will cycle through, up to 7.

Group Delay:
Delays the lighting effect between each stick of RAM.

Keyboard Specific Options

Performance

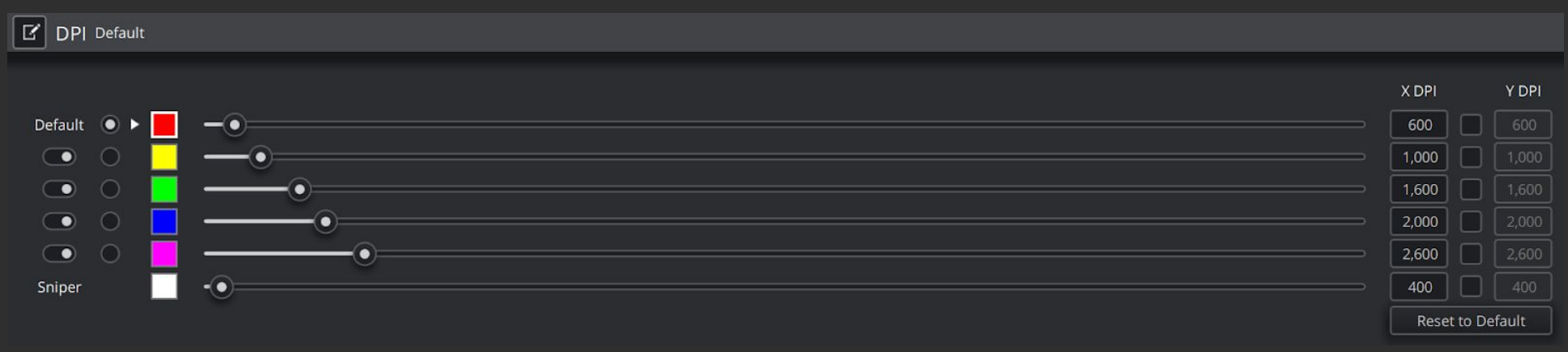
This tab allows you to adjust settings for Win Lock, and other lighting indicators that are unique to your keyboard. This includes the MR and M button indicators.



Mouse Specific Options

DPI

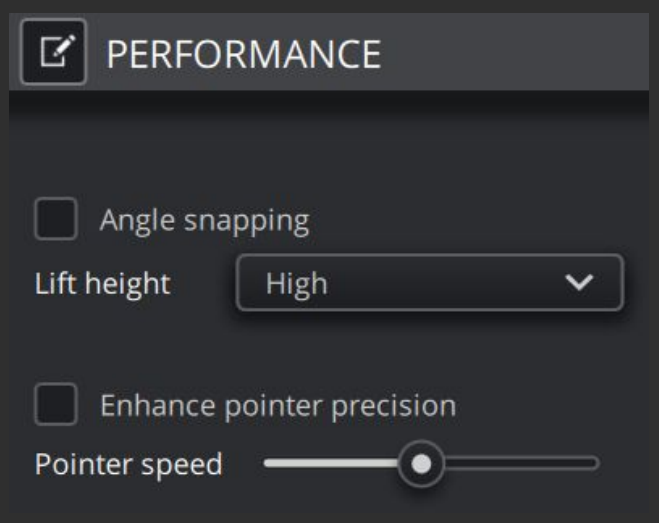
This tab allows you to create additional DPI profiles for your mouse. You can change the color of the DPI indicator here. The radio buttons sets your Default DPI, and the switches allows you to adjust the number of DPI levels. The Sniper DPI is the DPI setting the mouse will change to when the sniper button is pressed. By default changing the X DPI will cause the Y DPI to match it. Check the box next to the Y DPI allows you to change them independently.



Note: Not all mouse come prebound with a sniper button, but all mouse can have one added through CUE.

Performance

These are the same settings you would find under the Windows mouse options menu; except lift height.



Angle Snapping:
Voodoo magic that helps you draw straighter lines. I highly recommend you leave this off for gaming. Again this does not help you snap to enemy heads in game; it does quite the opposite.

Lift Height:
Sets how far you have to lift up your mouse before the sensor inputs are rejected. The effect of this will really depend on your tracking surface, and which mouse you have. A Surface Calibration will not help with this.

Enhance Pointer Precision:
This gives the mouse some acceleration. I would recommend turning it off for gaming.

Pointer Speed:
Adjust the speed at which your cursor moves. This value should be set in the middle and left alone. If you need the mouse to be more sensitive then increase your DPI levels.

Surface Calibration

This tab allows you to tune the mouse so that the same DPI and Pointer Speed should feel the same on two very different surfaces. Sometimes the progress bar will show 100% but the calibration won't be complete yet.

Headset Specific Options

EQ Presets & Other Controls

This tab allows you to tune the sound output at different frequencies. There are 5 EQ presets that can not be changed but you can create one of your own and replace it. The FPS profile IMO does actually help in games like PUBG or R6.

Link EQ Sliders:
Enabling this will force the two sliders next to the one you are moving to move by half the amount.

Mic Vol:
Controls microphone input volume.

Sidetone:
Allows you to hear your microphone input in the headset. Useful if your significant other yells at you for being too loud or if you just like to hear yourself talk.

Dolby Headphone/Stereo:
Enabling Dolby headphone gives you an emulated surround output. This should give you some directional fell to footsteps and explosions in game. Turn this off for movies, as it can distort the sound output by a lot.

Infomic

This tab will only show up for the old Void headsets, aka the ones without PRO in the name.

Info Mic
INSP
Newer Pro Mic
INSP

Brightness:
Controls LED brightness.

Mic Mute Interval:
Controls how often the LED will flash when you mute your mic. 0 keeps the LED on when your muted. Take the toggle all the way to the right to turn this off.

Low Battery Interval:
Controls how often the headset will beep when the battery is low. 0 turns this function off.

AIO Coolers / PSU / RAM

DIMM Setup

This tab allows you to configure the layout of your DIMM. If your RAM isn't lighting up in the correct order you can move them around.

INSP

Note: I recommend that you apply a bank of static but different colors to every RAM bar. This will help you organize and orientate your RMA sticks.

Lighting Effects

Depending on your cooler this tab will have different options. Non Pro series coolers will have the option to set the color on the pump, and a temperature warning + color. If the pump sensor goes above the set temperature then the color will change to the warning color.

INSP

On Pro series coolers, you will have options for moving lighting effects. The warning temperature option is located under the Notification tab.

Performance

This tab allows you to set the pump speed and fan curve. You can also create your own fan curve based on a a selected sensor.

Graphing

This tab shows you a graph of the pump, fans or, temperature. You can also select a time span for the graph.

Notifications

This tab allows you to set a notification that will trigger based off of temperature. Each of the triggers can be set to a different temperature.

INSP

Note: Don't forget to click the Temperature tab to apply the option!

Timings

Shows the timings and other technical information for your RAM. DDR stands for Double Data Rate so the DRAM Frequency will be reported as half of its true value.

INSP

Lighting Controllers

Lighting Controller Setup Guide

This is a basic overview of how to setup your RGB Fans and LED strips. If you need more info please see Zotty's Diagrams.

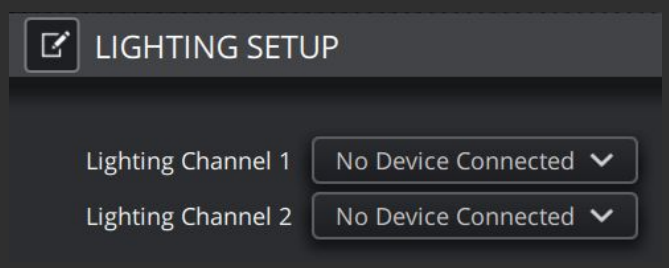
If you want to control any RGB Fans or LED strips through iCUE you will need a Lighting Node Pro or a Commander Pro and an RGB Fan LED Hub. HD and SD fans can be controlled through a dumb switch, that is included in every 3 pack of HD or SD fans. LL and ML fans will require a Pro controller. Each LED Hub can hold 6 fans but only one type of fan can be used for every hub. So if you have ML, LL and HD fans you will need 3 LED Hubs. Both Pro controllers have 2 Lighting Channels and each channel can handle 1 LED fan hub or 6 LED strips.

The Commander Pro can support another Commander device.

If you purchased a Corsair case that has an Lighting Node Pro or Commander Pro attached, Do not change the position of the RGB header that is pre plugged in. The controller has special firmware on it for the RGB component of your case.

Lighting Setup

The Lighting Setup tab allows you to select the devices that are plugged in to each Lighting Channel.



Other Info

Latest Patch Notes

(3.15.101 Official)

1. Implemented a software workaround to resolve an issue related to USB timeouts on Hydro Series Platinum Coolers on certain platforms with other applications
2. Resolved an issue with profile lighting data not properly importing to Commander PRO
3. Resolved an issue with Hydro Series H100i Platinum displaying an incorrect integer in the device name
4. iCUE Sensor Logs will now show up to 0.00 for temperature. For thermistors that are incapable of this increase in value, the hundredth value will always be 0 (i.e., 47.5 C will now be 47.50 C).
5. Lighting Profiles for Vengeance RGB PRO and Dominator Platinum RGB are now compatible with each other
6. Resolved an issue with Hydro Series H100i Platinum SE not sharing profile lighting data with other Platinum Series Coolers
7. Updated OpenSSL Library
8. Resolved an issue with K66 Winlock LED not lighting up properly
9. Resolved an issue with Ironclaw Wireless and Sniper Toggle
10. Resolved an issue with GLAIVE RGB PRO's name in Device and Printers

Known Issues

If there are any major bug that break the functionality of iCUE I will post them here.

1. iCUE will cause the system to black screen. If you are having problems please PM Corsair James on the Corsair forums here.
2. Duet Display conflicts heavily with iCUE. You must uninstall Duet Display.
3. There is a known issue with a certain VIA chipset and wireless products that may result in a crash when waking from sleep. The VIA 3.0 chipset in question is using driver version: 10.0.17134.1. We recommend, if possible, to switch your wireless dongle to a different USB port that isn't using this specific chipset to avoid any potential issues with device performance and iCUE.
4. Lighting Effects - Gradient - Played from Key is currently bugged and will play across all grouped keys. We will resolve this in the next release.

Supported Device List

Currently Supported

Keyboards:
K55 RGB
K63
K63 Wireless
K65 LUX RGB
K65 RGB
K65 RGB RAPIDFIRE
K66
K68
K68 RGB
K70 LUX
K70 RAPIDFIRE
K70 RGB
K70 LUX RGB
K70 RGB RAPIDFIRE
K70 RGB SE RAPIDFIRE
K70 MK2 RGB
K70 MK2 SE RGB
K70 MK2 LP RGB
K83 WIRELESS
K95 RGB PLATINUM
K95 RGB
STRAFE
STRAFE RGB
STRAFE MK2 RGB

Mouse & Mouse Pads:
DARK CORE RGB
DARK CORE RGB SE
GLAIVE RGB
GLAIVE PRO RGB
HARPOON RGB
HARPOON RGB WIRELESS
IRONCLAW
IRONCLAW WIRELESS
KATAR
M65 ELITE RGB
M65 PRO RGB
M65 RGB
SABRE RGB
SCIMITAR
SCIMITAR PRO RGB
MM800 RGB
MM1000 Qi

Audio:
HS60 SURROUND
HS70 WIRELESS
ST100
VOID SURROUND
VOID USB
VOID WIRELESS
VOID PRO SURROUND
VOID PRO USB
VOID PRO WIRELESS

Coolers:
H80i GT
H100i GTX
H110i GTX
H80i v2
H100i v2
H110i
H115i
H115i PRO
H150i PRO
H100i RGB PLATINUM
H100i RGB PLATINUM SE
H115i RGB PLATINUM
H115i RGB PLATINUM SE

Power Supplies:
AX760i
AX860i
AX1200i
AX1500i
HX750i
HX850i

HX1000i
HX1200i
RM650i
RM750i
RM850i
RM1000i

DRAM:
VENGEANCE LED
VENGEANCE RGB
VENGEANCE PRO RGB
DOMINATOR PLATINUM RGB

Lighting Controllers:
COMMANDER PRO
LIGHTING NODE PRO

Fans:
SP RGB 120/140
HD RGB 120/140
ML RGB 120/140
LL RGB 120/140

Cases:
CARBIDE SPEC-OMEGA RGB
CARBIDE SPEC-06 RGB
CARBIDE SPEC-DELTA RGB
OBSIDIAN 1000D
OBSIDIAN 500D RGB SE
CRYSTAL 280X RGB
CRYSTAL 460X RGB
CRYSTAL 570X RGB
CRYSTAL 680X RGB
CORSAIR ONE PRO i180 COMPACT
CORSAIR ONE i160 COMPACT
CORSAIR ONE i165 COMPACT
CORSAIR ONE i140 COMPACT

Not Supported (EOL Devices)

H100i
H80i
Commander Mini Cooling
Node Lighting Node
(No these devices will not be making a come back in iCUE. They run on outdated hardware and do not fit the RGB ecosystem of iCUE)
[Link is still available for users with these devices.]

MacOS BETA Device List

The difficulty of implementing iCUE on macOS wasn't so much the software but the firmware. Due to architectural changes, existing firmware on our devices would not properly be detected in macOS iCUE. Those who tested CUE2 would be familiar with this issue. To resolve this problem, we had to implement a new protocol for firmware. This means that most users will have to update the devices on their Windows machine first, if you have a legacy product, while users with our newest keyboard (K68 RGB and newer) can actually use their devices out of the box without any update. For reference, here are all of the devices that will support iCUE without requiring a firmware update:

K68 RGB
K70 RGB MK.2 SE
K70 RGB MK.2/RAPIDFIRE
K70 RGB MK.2 LP
Strafe RGB MK.2
M65 RGB Elite
M65 PRO RGB
K70 RGB LUX
K70 RGB RAPIDFIRE
SCIMITAR PRO
STRAFE RGB
HARPOON RGB
All VOID headsets (except Stereo)
All HS headsets (except Stereo)
ST100 MM800 (All versions)

To prevent any potential issues with deploying firmware updates, we decided to stagger out firmware releases this time in batches for macOS compatibility. Therefore, the first batch of legacy products that will support macOS will be the following and are live already:

K95 RGB PLATINUM
K55 RGB
K63 WIRELESS/SE
DARK CORE RGB/SE

Users should use iCUE (Windows) to update their hardware. You will know you're on the proper firmware if you are on version 3.XX for the legacy devices (STRAFE MK.2 and K68 RGB will show 1.XX but already use the new protocol). For users who don't have an access to a Windows machine, we are in the process of documenting how to do a manual firmware update with a Mac so you can do the update without iCUE. However, I advise using iCUE is the best method when possible.

Supported OS / Consoles

Windows 10 (Supported)
Windows 8.1 (Supported)
Windows 8 (Supported)
Windows 7 (Degraded)
Windows XP (EOL)

Mac OS (IN BETA)
Linux Based (ROFL)

PS4 (Select Devices)
XBOX One (Supported)

Quick Fix

Resetting the device or reflashing the device FW can often fix the problem.

Keyboard EProm Reset:
Hold down [Page Up] and [Page Down] while plugging in the keyboard. Reflash the FW through iCUE.

Keyboard Reset:
Hold down [Escape] while plugging in the keyboard. Reflash the FW through iCUE.

Mouse Soft Reset:
Hold the [Left Click] and [Right Click] down while plugging in the mouse. Reflash the FW through iCUE.

If you need a FW file for a hard FW reset please PM me through discord. I might be able to provide you a file faster then Corsair Support can.

3rd Party Software

If you have any 3d party lighting controller installed they will try to take control of your Corsair devices if it can. This goes for MSI, ASUS, Gigabyte and anyone else who advertises support for Corsair devices. To stop the other software from controlling your Corsair devices you will need to disable access in the 3rd party software or disable SDK access in iCUE. Disabling the SDK will disable any pre loaded ingame effects. If you are having problems with any 3rd party software and your Corsair device please talk to the software provider first. Corsair is not in charge of any 3rd party software, and has little input on how they function.

Note: There is an exception for RGB RAM. Some 3rd party software especially those from motherboard manufacturers work differently. They do not use an SDK to control the RAM instead they use the SMbus, like Corsair does, to control the RAM. If both software tries to grab control of the RAM there will be issues. It is up to the 3rd party to allow you to disable RAM control, so iCUE can control it properly.

3rd Party Hardware Support

iCUE currently does not support any 3rd party devices. Corsair is interested, in support 3rd party devices that do not conflict with Corsairs line up. So motherboards... But this requires a lot of work from both the motherboard manufacturer and Corsair to make thing work. But most motherboard manufacturers would rather users use their software, so if you want to see your motherboard manufacturer support iCUE go poke them about it!

Updating Graphics Drivers

iCUE off loads some tasks to the GPU. If you are updating your GPU drivers, I recommend you exit out of iCUE completely before updating your GPU driver. If you do not exit iCUE, iCUE or the driver installer could crash.