



MANUAL | QUICK START GUIDE

K70 CORE TKL

RGB MECHANICAL GAMING KEYBOARD



GETTING TO KNOW YOUR KEYBOARD






- A. MEDIA BUTTON
- B. ROTARY DIAL
- C. USB TYPE-C TO TYPE-A CABLE
- D. CAPS, SCROLL, WIN LOCK INDICATORS
- E. USB TYPE-C PORT

MEDIA BUTTON (A) FUNCTION

By default, the button works as 'play/pause', and can be customized in iCUE.

	Functions	Remark
Default mode	Play / Pause	Factory default 
Customized mode	Can be customized in iCUE	

SETTING UP YOUR KEYBOARD

Connect the keyboard via USB cable to an available USB 3.0 Type-A port or better on a compatible device including:

Windows PC [®]	Apple Mac [®]	Microsoft Xbox One* Microsoft Xbox Series X S*	Sony PlayStation 4** Sony PlayStation 5**
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*Keyboard is compatible out of the box, see corsair.com/xbox-support for details.






**See Connecting to Sony PlayStation section.

FACTORY RESET

Hold ESC key for two seconds while device is plugged in to erase onboard memory profiles and restore factory default settings.

CONNECTING TO SONY PLAYSTATION

The keyboard also has a special mode to support Sony PlayStation 4 and 5 that can be activated via shortcut.

Shortcut	Functions	On-Key Indication
FN +  (Hold for 5 sec)	Switch to PlayStation mode	 Blinks White 5 times
FN +  (Hold for 5 sec)	Switch back to standard mode	 Pulses White 2 

NOTE: Available functions may be limited depending on gaming console support and application.

SOFTWARE MODE

When iCUE is running the keyboard operates in software mode and is controlled by iCUE.

Download iCUE from corsair.com/downloads and install on a Windows PC or Apple Mac to connect all of your CORSAIR iCUE compatible products together in a single interface, giving you complete control of everything from lighting to powerful macros.




HARDWARE MODE

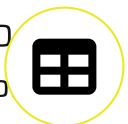
When iCUE is not running or the keyboard is connected to a device that does not support iCUE, the keyboard operates in hardware mode which uses profiles and settings saved to the onboard storage.

STANDARD SHORTCUTS

All below functions assume FN key is being held and action is activated upon press unless otherwise noted.
Default function shortcut, with printed icons (can only be customized under iCUE).


Key	Function	Description	Indication	Remarks
FN + F1	Scroll lock	Press & release to toggle Scroll Lock on and off	Scroll lock Indicator (D) turns on and off	
FN + F2	Profile	HW mode: Cycles through onboard profiles SW mode: Cycles through iCUE profiles	F2 keyHW Profile #1: WhiteHW Profile #2: RedHW Profile #3: GreenHW Profile #4: BlueHW Profile #5: Amber	 Profile color subject to iCUE settings

FN + F3	Decrease Brightness	Press to cycle through brightness levels (decreasing)	Key matrix brightness is adjusted	20% per trigger(5 scales total)
FN + F4	Increase Brightness	Press to cycle through brightness levels (increasing)	Key matrix brightness is adjusted	20% per trigger (5 scales total)
FN + F5	Stop Playback	Stops currently playing media	N/A	
FN + F6	Last Track	Skips back to last played track in playlist	N/A	
FN + F7	Play / Pause	Toggles playing and pausing media	N/A	
FN + F8	Next Track	Skips forward to next track in playlist	N/A	
FN + F9	Win Lock	Press & release to toggle Win Lock on and off	Win lock Indicator (D) turns on and off	
FN + F12	Dial Mode*	Cycle dial modes	F12 key	

*Dial Mode (B)	Functions	Indicator Color	Hardware / iCUE
Volume Control (Default)	When enabled via FN + F12 shortcut <ul style="list-style-type: none"> • Clockwise: Volume up 2% • Counterclockwise: Volume down 2% • Press: Mute / Unmute 	Solid White	D o 
Backlight Control	When enabled via FN + F12 shortcut <ul style="list-style-type: none"> • Clockwise: Brightness up 20% • Counterclockwise: Brightness down 20% • Press: Turn On (100%) / Off (0%) 	Solid Red	Default on

Scroll Control (Vertical)	When enabled via FN + F12 shortcut <ul style="list-style-type: none"> • Clockwise: Scroll down • Counterclockwise: Scroll up • Press: End of page 	Solid Green	Default on
Scroll Control (Horizontal)	When enabled via FN + F12 shortcut <ul style="list-style-type: none"> • Clockwise: Scroll right • Counterclockwise: Scroll left • Press: End of page 	Solid Yellow	Default off
Zoom Control	When enabled via FN + F12 shortcut <ul style="list-style-type: none"> • Clockwise: Zoom in • Counterclockwise: Zoom out • Press: Restore to default zoom action 	Solid Blue	Default off

ONBOARD LIGHTING

Shortcut	Lighting Effect	Remarks
FN + `	Back to current HW profile lighting	Can be customized in iCUE
FN + 1	Water Color	
FN + 2	Spiral Rainbow	
FN + 3	Rain	
FN + 4	Rainbow Wave	
FN + 5	Type Lighting Key (random color)	
FN + 6	Type Lighting Ripple (random color)	
FN + 7	Color Shift (random color order)	
FN + 8	Color Pulse (random color order)	
FN + 9	Color Wave (random color order)	
FN + 0	Static Color	Press to cycle through in order: Red, Green, Blue, Yellow, Capri,

		Purple, Amber, White
FN + -	Reduce Effect Speed	
FN + =	Increase Effect Speed	
FN + [Rotate Effect Left	
FN +]	Rotate Effect Right	

FN SHORTCUTS LIGHTING INDICATOR

When pressing FN key, all lighting will momentarily turn OFF except for keys that have secondary functions and macros assigned to them.

- The default color will be WHITE.
- Users can customize the color indication in iCUE.
- Color indication for profile currently in-use will take priority over FN Shortcuts lighting.

FLASHTAP (SOCD)

FlashTap is a revolutionary technology that puts the player in complete control of their movement keys, left and right in particular, optimizing SOCD behavior across every game and genre.

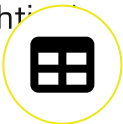
FlashTap will be disabled by default both in HW mode and iCUE.

HW mode behavior (September 2024 via firmware update)

- Non-profile dependent, enable via shortcuts: FN + Right SHIFT
- Supports key A + D, last priority only
- Indication: A & D stay solid amber when FlashTap is on (overrides existing lighti

iCUE behavior (November 2024 via iCUE update)

- Supports advanced feature such as mode selection and key remapping
- Can be configured with profile
- Mode selection details



Last priority (default when on)	Always output last direction and bypass the other one
Neutral	No output when both directions are triggered at the same time
First priority	Always output first direction and bypass the other one

MACRO RECORDING

Can be programmed in iCUE.

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