



G560 LIGHTSYNC PC GAMING SPEAKERS

Recommended LIGHTSYNC Screen Sampler Settings for

Rocket League

Below is the recommended settings for G560 LIGHTSYNC PC Gaming Speakers using the Screen Sampler feature of Logitech G LIGHTSYNC™ technology. To learn more on how to use the Screen Sampler feature, see video and guide [here](#).

Graphics Settings:

Resolution	1920 x 1080
UI Scale	1.0
Window Mode	Borderless

Configuration Notes:

The number next to the speaker lighting zone in parentheses () indicates the highlighted zone seen in the screenshot below.

Left Speaker:

Back (1)	Positioned lower on the left side in this game to capture the coloring of the field, as well as some of the stadium as the view changes quite frequently around the player. Also need to be cautious here to avoid collision with the spectator window.
Front (3)	Placed within the left side of the boost meter to try to monitor the level of boost that the player has built up.

Right Speaker:

Back (2)	Positioned lower on the right side in this game to capture the coloring of the field, as well as some of the stadium as the view changes quite frequently around the player.
Front (4)	Placed within the upper area of the boost meter to try to monitor the upper level of boost that the player has built up.




Suggested sampling areas:




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- Back (yellow)
 - Left Back (1)

	X	275	Width	30
	Y	525	Height	200


- Right Back (2)

	X	1626	Width	30
	Y	525	Height	200

- Front (orange)
 - Left Front (3)

	X	1653	Width	7
	Y	870	Height	70

- Right Front (4)

	X	1702	Width	113
	Y	806	Height	10

