



TURTLE BEACH™

Title/Topic: Support Guide

Product: Vulcan II TKL

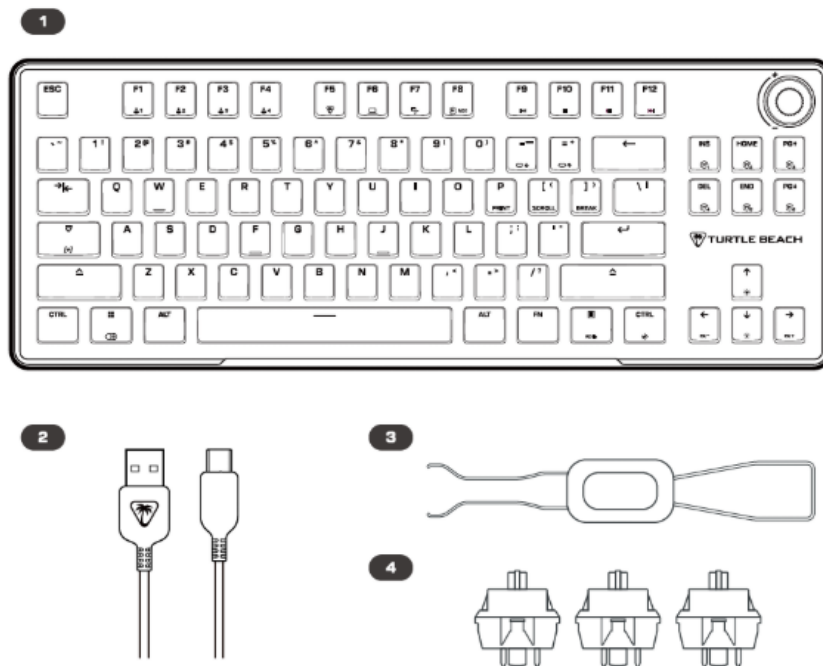
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By Turtle Beach Technical Support

Find the most up-to-date articles, downloads, and troubleshooting online, accessible 24/7, at <https://support.turtlebeach.com/>

Need further assistance? Get in touch with our Tech Support team:
<https://www.turtlebeach.com/contactsupport>

Package Contains



The Vulcan II TKL package contains

- 1x Keyboard
- 1x USB-A to USB-C Cable
- 1x Keycap & Switch puller
- 3x Extra Titan HS Linear Switches

If one of your keyboard's parts goes missing or produces a malfunction, feel free to reach out to our support. Depending on stock and location we might be able to provide you with replacement parts.

Other parts than the above listed can not be provided.

First Use and Properly Connecting the Keyboard

You're now proud owner of your own Vulcan II TKL keyboard? Great! Let's get started.

Connecting the Keyboard

- The Vulcan II TKL can be connected to any USB 2.0 or 3.0 port of your PC. Connect it to the PC directly and not to a USB Hub or KVM Switch. Make sure the USB-C connector of the cable is properly connected to the keyboard itself.

Adjusting the foldable feet

- Once the keyboard is connected, place it in a comfortable position on your desk. On its back you will find two foldable feet that have three different layers: Folded, half erected and fully erected. Find the position that feels the best for your wrists.

Installing and Setting Up Swarm II

- Now, go to our website and download the newest version of Swarm II. You can find the download [here](#). Once the download has finished, extract the installer by right-clicking the downloaded file and choosing "Extract All". Then, run the extracted file and follow the on-screen instructions. After the installation has finished, open Swarm II.

Whether you had installed Swarm II prior to using the Vulcan II TKL or not, you will likely be asked to perform an update and install the device's module upon first use. Do so by clicking the notification and downloading and installing all available updates. For this step it is important to have the keyboard connected to your PC directly and not through a USB hub or KVM switch to prevent communication issues. The process might take a while, afterwards you gain full control over the device's configuration.

You are now ready to enjoy your new keyboard and all of its features!

Advanced Functions (Macros, ReacTap, AI)

With the Vulcan II TKL you have access to a set of advanced functions. These will be explained in detail in this article.

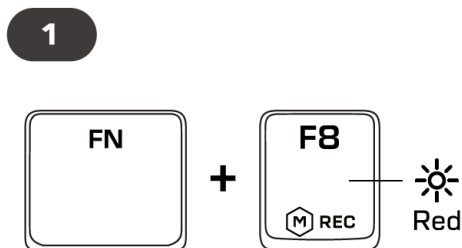
Record macros on the fly

Macros are a great way to either bind hard to reach keys or key combinations to a button for quick access, or to create advanced key combinations that can be accessed by pressing a single button. This can both be useful for office purposes as well as in games.

Usually, creating a macro would require using Swarm II, however, with the macro shortcut on the Vulcan II TKL you can create and assign macros on the fly. To do so, follow the below steps.

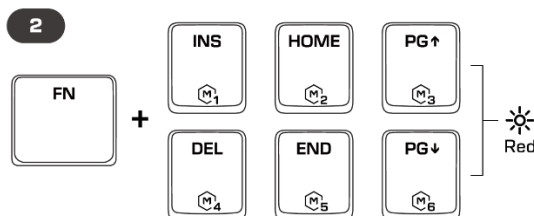
1. Start recording:

Press FN + F8 to start recording a macro. The LED of the F8 button will turn red, indicating that recording mode is active.



2. Select the macro key:

Select a macro key that you want to create a macro for. While holding FN, press that macro key. Now, both F8 and the selected macro key will blink red, indicating that macro recording is in progress.



3. Record keystrokes:

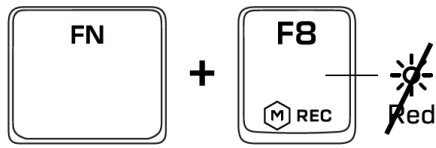
Enter the sequence of keystrokes that you would like to save as a macro. Any input you make now will be stored within that macro. Note that only keyboard inputs can be recorded this way and that any input or delay during the recording process will be reflected 1:1 in the macro.

If you're not happy with your results, you can repeat the steps 1-4 to overwrite your macro.

4. End recording:

Press FN+F8 again to stop recording your macro once you're done. The LEDs on the F8 and the macro button will return to the current illumination effect.

4



5. **Use your macro:**

Once you have created your macro, you can access it by pressing FN plus the macro key you've created the macro for.

5



For more advanced macro features please install Turtle Beach II to use the dedicated macro manager to create, edit and customize macros. Macros can then be assigned to more keys than the macro keys available through holding FN.

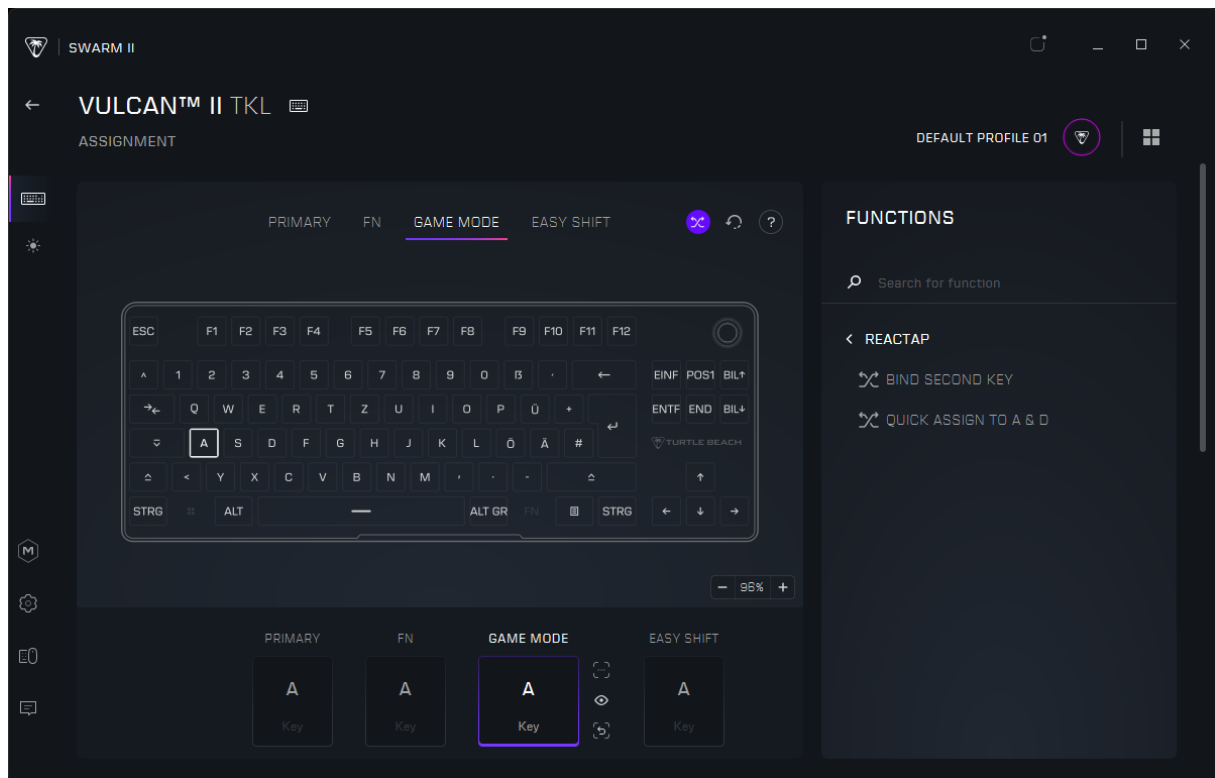
Please note that abusing a macro in order to gain an unfair advantage in a game can lead to in-game penalties.

Configure ReacTap

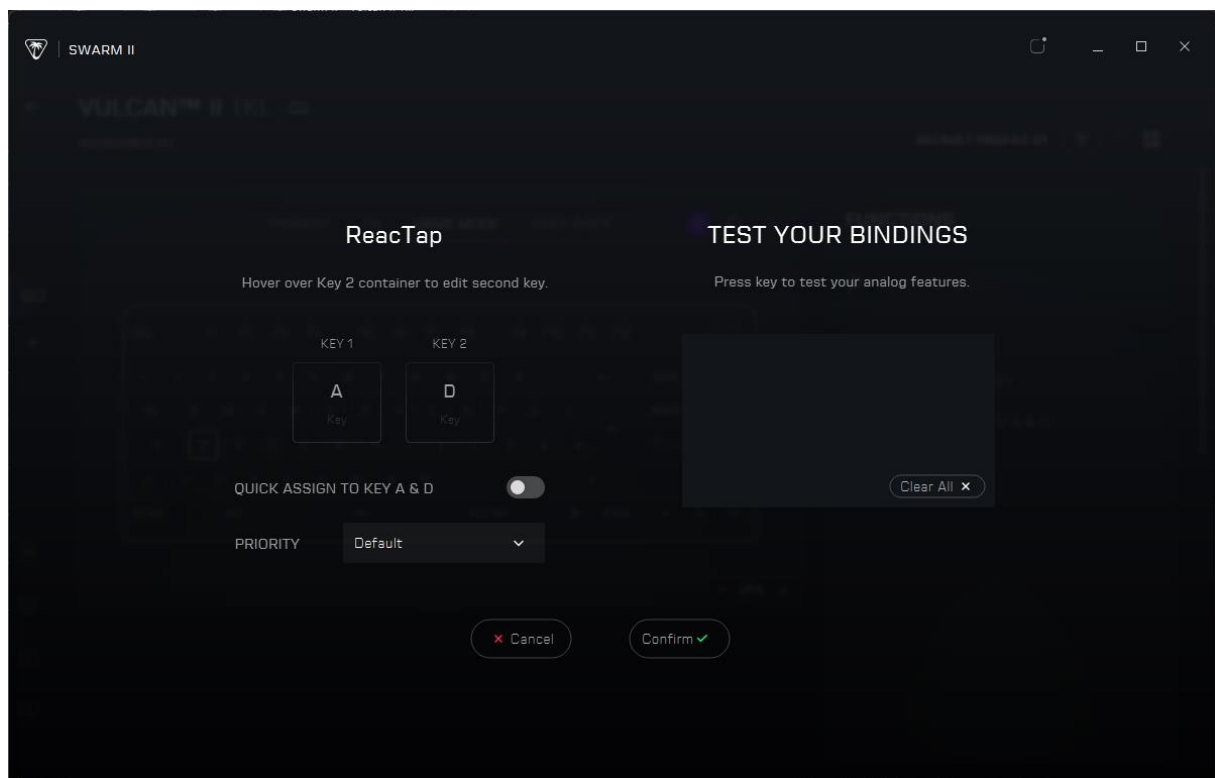
Usually, when you hold one key and then start pressing another, the latest key actuated will be the one registered. When then releasing that key, no input is registered, even if you're still holding the first key you had pressed. In most games, when holding a movement key and then pressing a key that triggers the opposed movement, your character will stop moving altogether. With ReacTap, things are different.

Picture you're holding A to strafe left, and then you press D without releasing A - This won't cause your character to move into the opposing direction but cause them to stall. However, with ReacTap enabled, the latest input will be prioritized, leading to an immediate change of direction. This can be used to more quickly strafe left and right in gun fights, because those microseconds in which you press one directional movement while still holding the other won't be lost.

To set it up, open the Vulcan II TKL's assignments tab in Swarm II, select a key (for example A) and access the game mode layer. From the selection on the right, choose ReacTap. Now you can either quick assign to A & D, or you can choose another key (theoretically this could also be useful for left and right arrow or for W and S). This may depend on the layout of your keyboard of course.



When pressing "Bind second key", you will see another customization window that allows you to test your bindings and further configure them. For testing, ensure you're in game mode by pressing FN+Windows. The game mode being active is indicated by the Windows key being illuminated in white.



Aside testing your bindings, you can customize the following settings:

- Quick assign to A & D keys.
- Select a priority for Reactap.
 - **Default** will always prioritize whichever key was pressed last.
 - **Option 1** will always prioritize Key 1. When pressing both keys at the same time, key 1 will always be the one causing input.
 - **Option 2** will always prioritize Key 2. When pressing both keys at the same time, key 2 will always be the one causing input.

Once done, press "Confirm".

Use Reactap at your own risk! Since games usually require you to release previous input before opposed input can be registered, this software solution may be considered cheating. This is especially the case when it comes to competitive games such as Counter Strike or others where strafing left and right to aid your aim or to throw an opponents aim off is an important mechanic. Games in which such features are considered cheating may penalize using the feature by kicking you from the match or even banning your account.

Always research how the game you intend to use the feature in treats the feature before using it to be on the safe side.

Access AI using a shortcut

With AI becoming more and more popular in everyday life, it only makes sense to improve accessibility to your favorite AI tool. To do so, we are introducing an AI shortcut with the Vulcan II TKL.

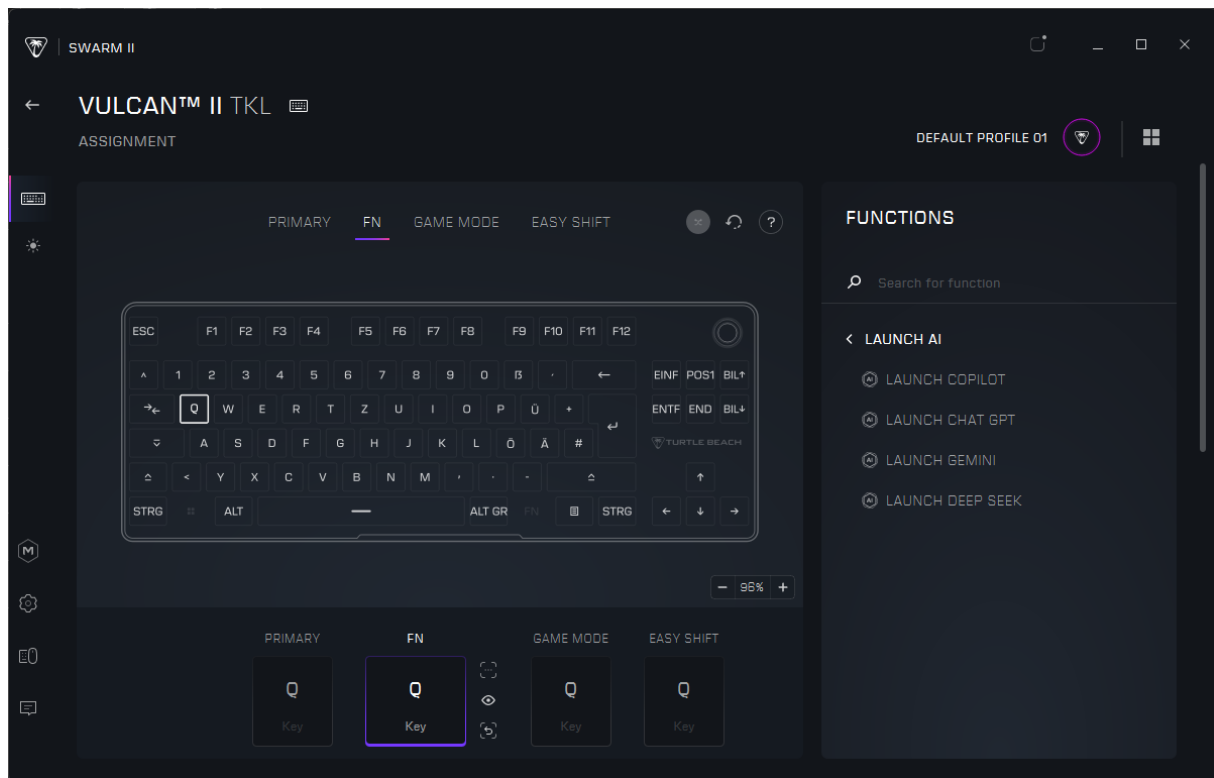
As of now, four AI tools can be linked to a shortcut. These are:

- Microsoft Copilot
- OpenAI's ChatGPT
- Google's Gemini
- High-Flyer's DeepSeek

While Copilot will be launched right on your PC, given that it is installed and enabled through Windows 11, ChatGPT, Gemini and DeepSeek will be launched through a new browser window or tab.

This way you have quick and easy access to your personal AI assistant to ask questions and improve your workflows.

To set up the hotkey, open Swarm II, find the "Assignments" tab of the Vulcan II TKL and choose the FN, Game Mode or Easy Shift layer. Then, find the "Launch AI" function in the selection on the right and select whichever tool you'd like to assign to a key.



Of course, multiple different shortcuts can be used for different AI tools. Depending on whether you assign the function to the FN, Game Mode or Easy Shift layer, you can access the function in a different way.

- FN - Press FN plus the button you assigned the AI function to
- Game Mode - Enable game mode by pressing FN+Windows, then press the button you assigned the AI function to
- Easy Shift - Enable game mode by pressing FN+Windows, then press the Easy Shift button (Capslock by default) plus the button you assigned the AI function to

When using Copilot, you have further customization options in Windows. To access these settings, press your Windows button and search for "settings". In the column on the left, select "personalization", then select "text input" and scroll to the bottom. Here you'll find "Customize Copilot key on keyboard" with a drop down menu selection. You can choose between "Search", "Copilot" and "Custom". When selecting custom, you can choose between "Copilot" and "Microsoft 365 Copilot".

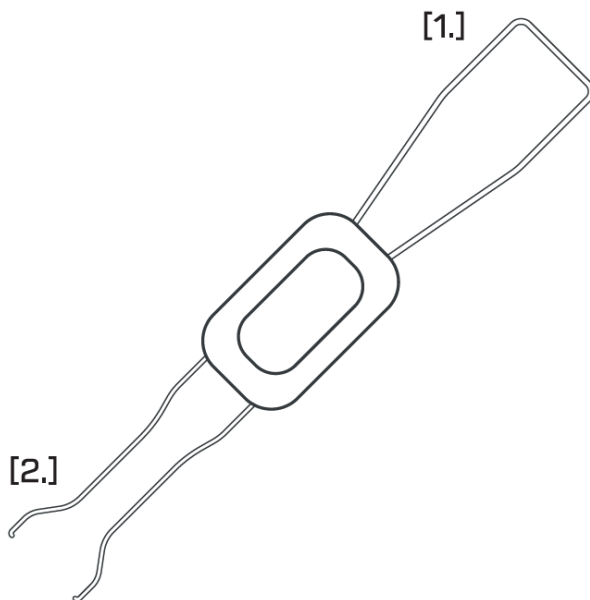
Replacing Keycaps and Switches

The Vulcan II TKL's switches are hot-swappable. That means that not only its keycaps can be exchanged, but also the switches underneath. To allow doing this with ease, we've provided a keycap and switch pulling tool alongside the keyboard. In the following, you will learn more about how to exchange keycaps and switches.

Information on compatibility:

- The Vulcan II TKL comes with T-shaped ABS keycaps. It is compatible with most keycaps on the market - low profile keycaps may however not be compatible.
- The switches the Vulcan II TKL is compatible with are 3-pin and 5-pin mechanical switches.

When removing switches or keycaps, you will need the provided tool. You will find it within the keyboard's packaging. It has two sides, one for removing keycaps, one for removing switches. The keycap puller consists of two metal wires that can gently be pulled apart and slipped over the sides of standard-sized keycaps.



[1.] Keycap puller

[2.] Switch puller

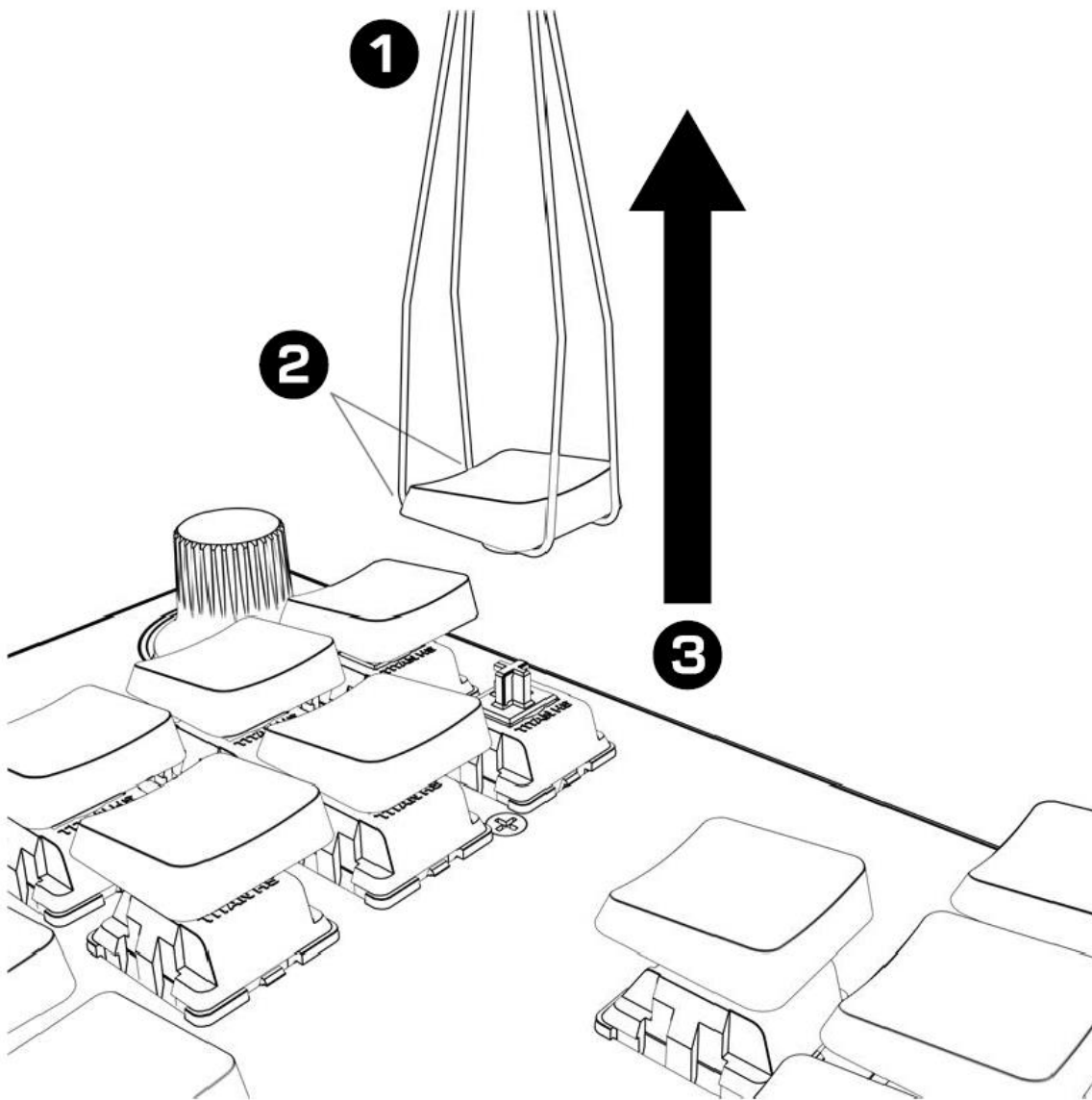
1. Replacing keycaps

If you're replacing all keycaps, i.e. because you want to clean them or change them out for a custom set, we recommend you **take a picture before taking off the keycaps** to aid with reassembly later.

Before removing keycaps (or switches), unplug the keyboard from any power source.

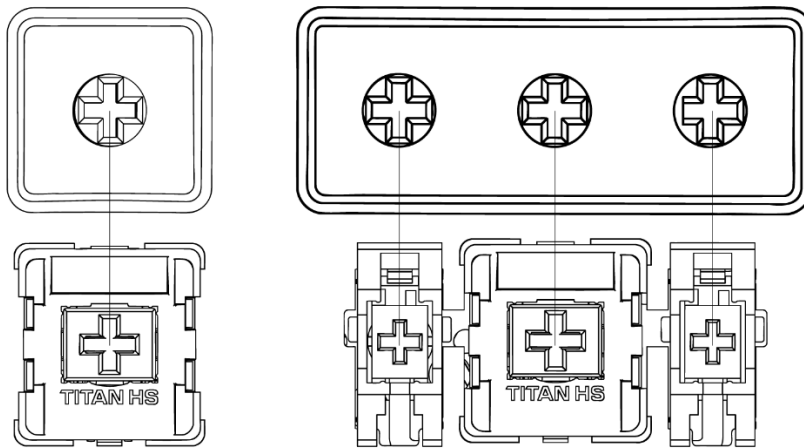
Removing the keycap

1. Place both metal wires of the keycap puller around the keycap you're going to remove. For longer keys, grip from the shorter sides.
Be careful not to scratch any keycaps.
2. Pull straight up slowly.
Do not twist or pull at an angle. This could otherwise damage or break the switch or keycap.



Installing the keycap

1. Align the keycap and switch stem as seen in the graphic below:



Proper alignment is important to avoid any damage.

For larger keys, make sure to align both the switch stem and stabilizers.

2. Press down gently until the keycap is secure.

2. Replacing switches

Again, before removing switches, ensure the keyboard is not connected to any power source.

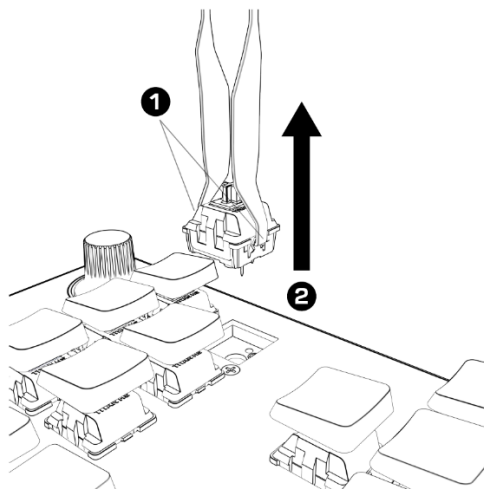
CAUTION: When handling any kind of switch, make sure not to touch the metal pins that connect them to the plate of your keyboard. This could both damage the pins, resulting in malfunction, and hurt you by painfully piercing your skin.

If you're going to replace all switches, we recommend you **remove all keycaps first** to avoid constantly switching tools.

Removing the switch

1. Place the switch puller on both top and bottom of the switch (not the sides), so that it fits into the small grooves.
2. Gently squeeze the puller and pull the switch upward.

If something feels stuck, do not force it, work it out gently instead.



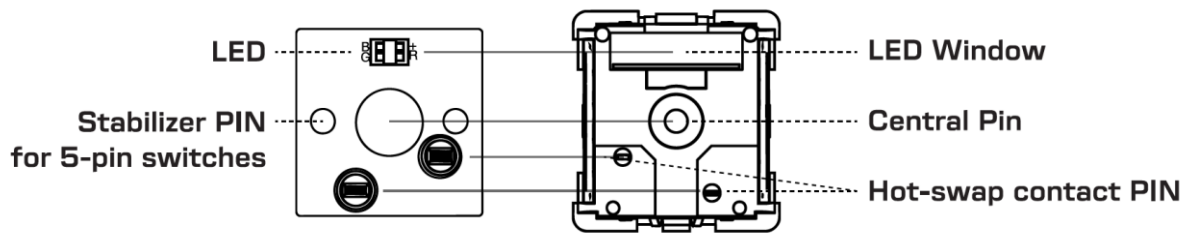
We suggest placing your switches in a closed container or sealed bag - ideally a desiccant bag - to **avoid copper part oxidation and humidity** and to **keep your switches in one place.**

Installing the new switch

Again, when handling switches, make sure not to touch their metal pins to avoid damaging them or hurting yourself.

1. Check the pins on the new switch and align them with the holes in the socket.
The Vulcan II TKL is compatible with both 3pin and 5pin mechanical switches.
2. Make sure all pins are straight and properly aligned, then press the switch into the socket gently.

If it doesn't go easy, stop and realign. Forcing it may bend the pins.



Note: Should you experience no input, remove the switch again to check if any pins are bent. It is advised to replace switches with bent pins. Alongside the switch and keycap puller provided with the Vulcan II TKL, there's also 3 replacement switches in the packaging.

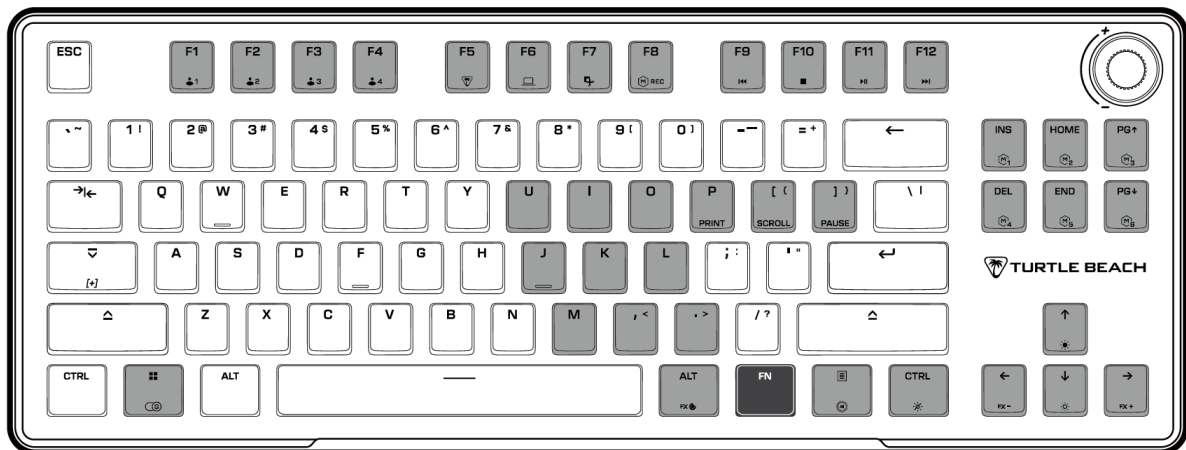
Layout and Secondary Functions

This article covers available layouts and which secondary functions the Vulcan II TKL features by default.

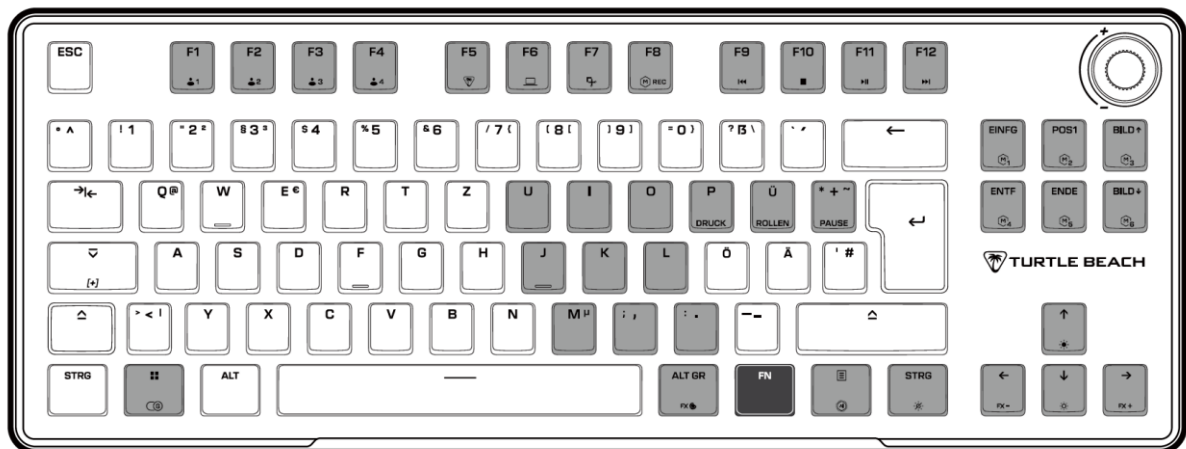
Please note: Not all layouts may be available for purchase in every country.

Below you can see each layout.

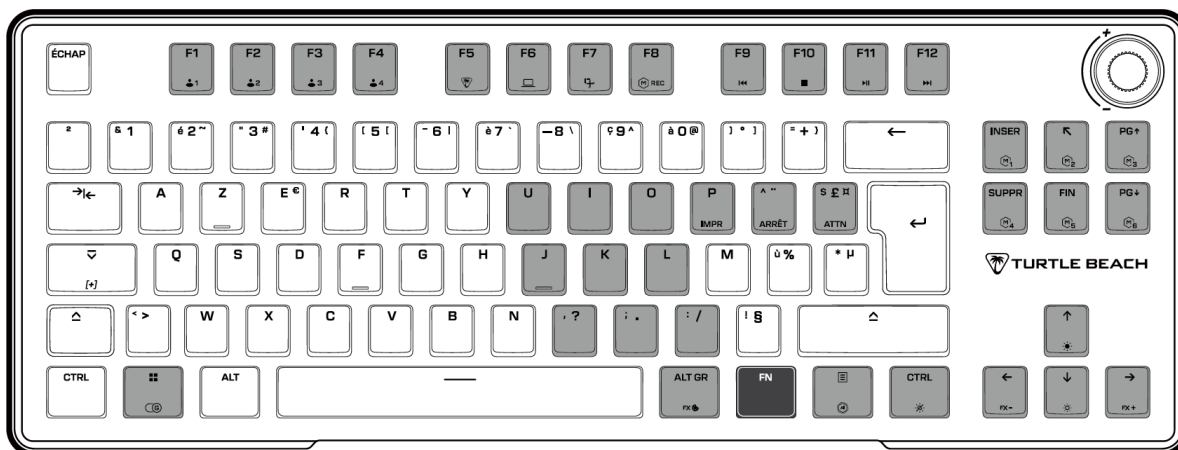
American Layout



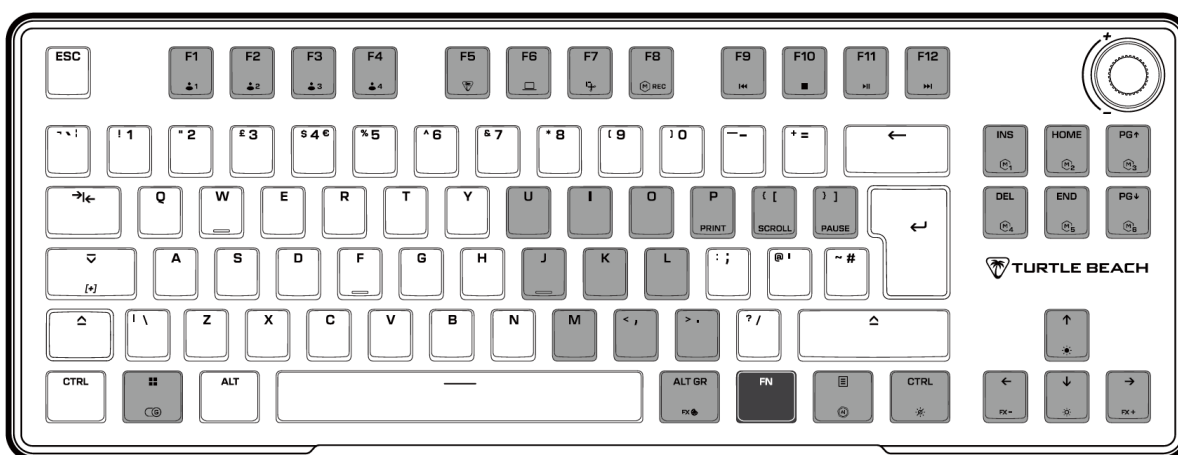
German Layout



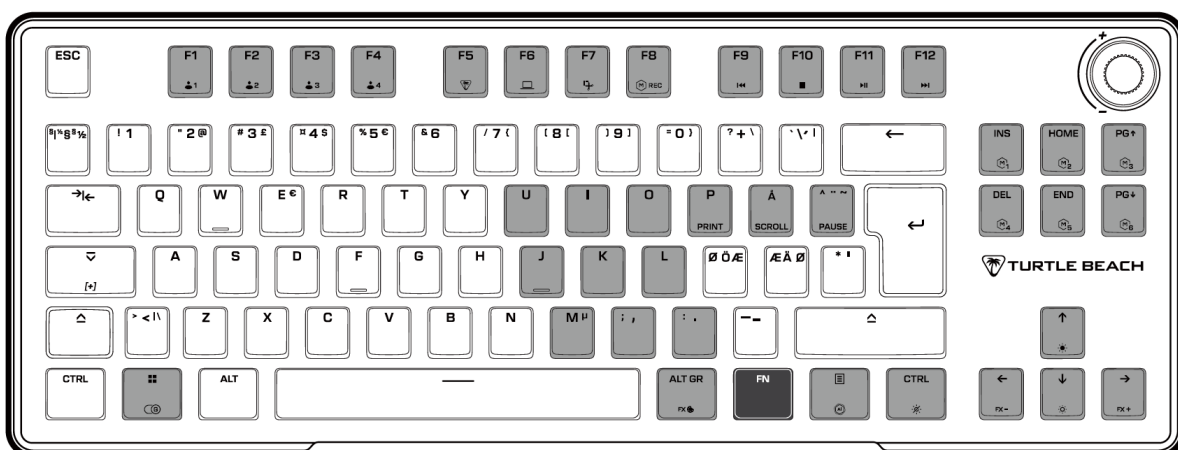
French Layout



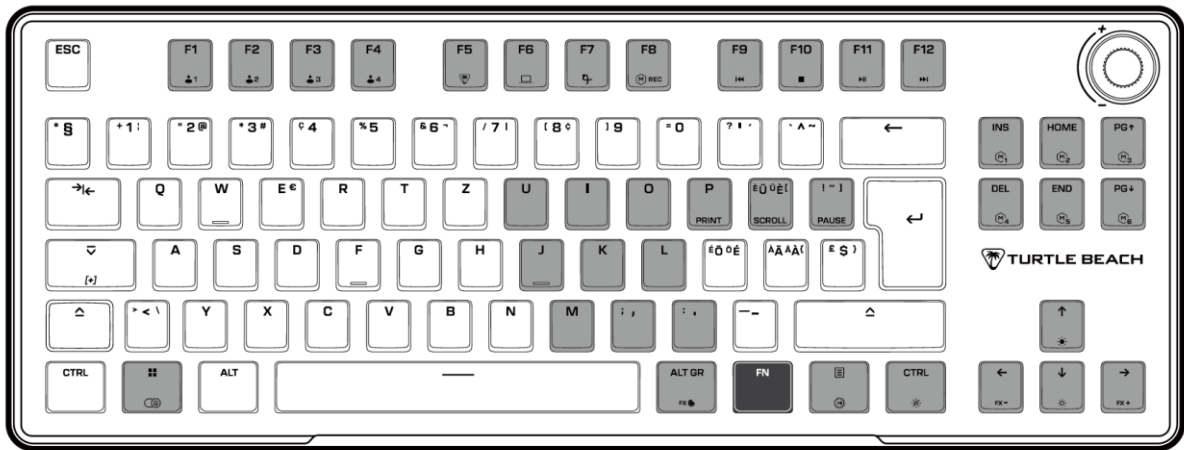
UK Layout



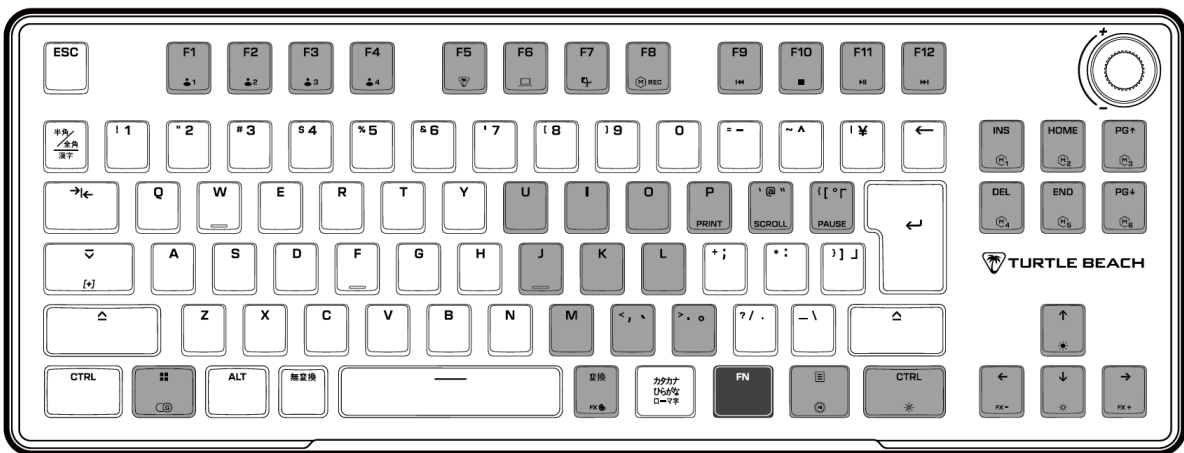
Nordic Layout



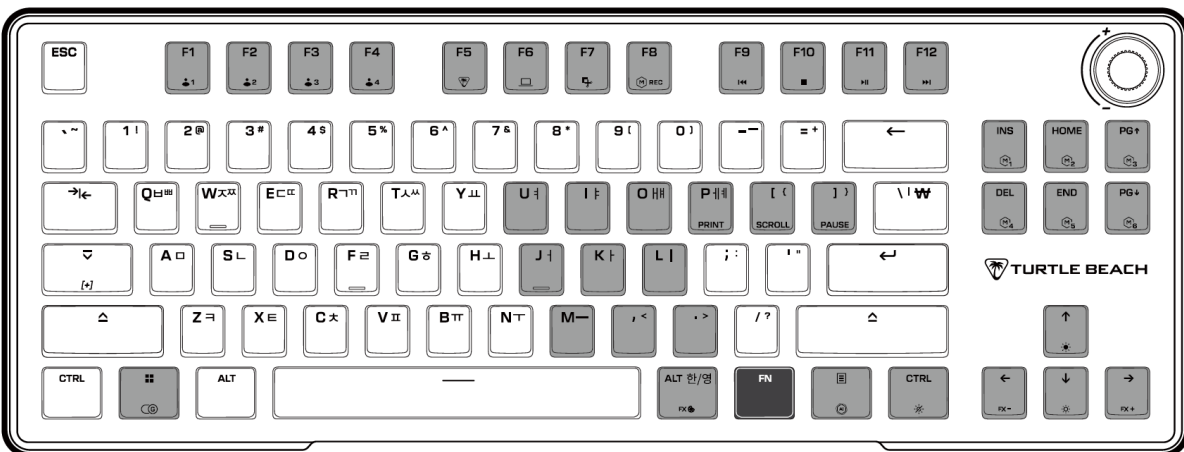
Swiss Layout



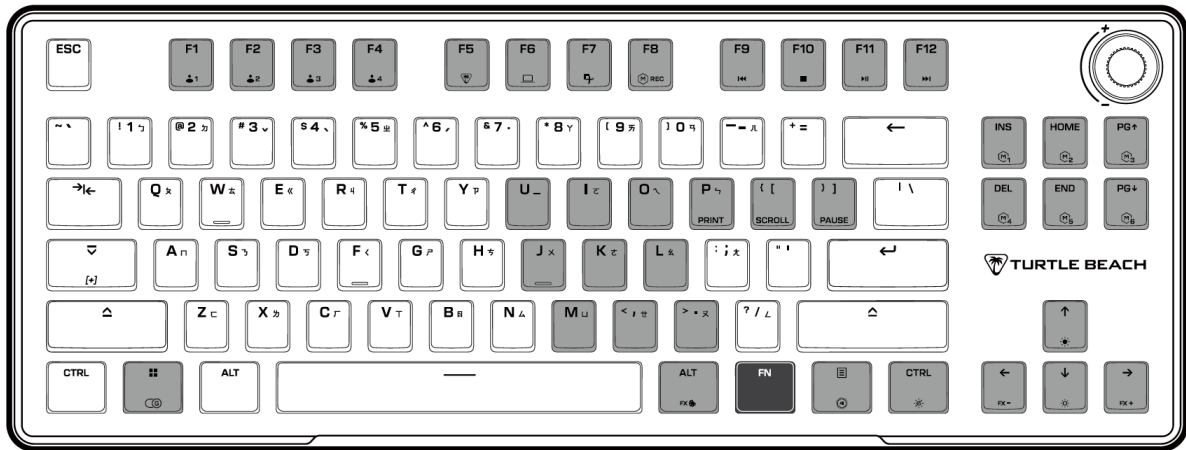
Japanese Layout



Korean Layout



Chinese Layout



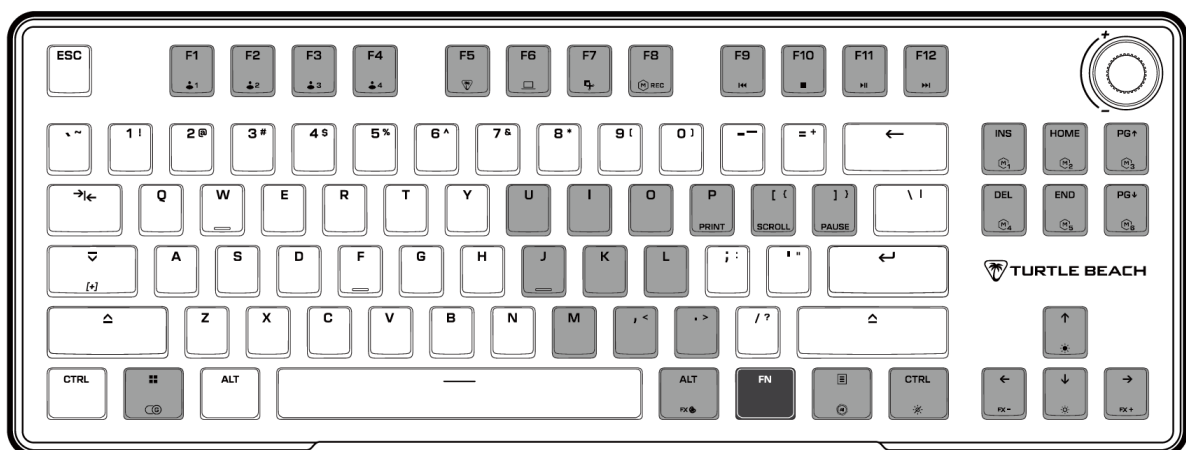
Secondary Functions

Regardless of the layout, each keyboard has a set of secondary functions, referred to as FN functions.

FN functions are always available, even when no software is installed and the keyboard has not been customized. However, through Swarm II, **some FN keys can be customized**. Logically, **if a FN key has been reassigned, the below information is not applicable** any more.

To explain FN functions, we are using the American layout as an example. While key assignments vary depending on the layout, the functions stay the same. The FN function of a key is also printed below its main function, therefore you shouldn't have any issues understanding where to find whichever function you are looking for.

The following is the Vulcan II TKL's American layout with the FN key marked in Black and all function keys marked in grey.



Press the FN key plus a function key at the same time for the following functions:

STANDARD

FUNCTION	ACTION
FN + F1	Switch to Profile 1
FN + F2	Switch to Profile 2
FN + F3	Switch to Profile 3
FN + F4	Switch to Profile 4
FN + F5	Open Swarm II
FN + F6	Open my PC
FN + F7	Snapshot
FN + p	Print
FN + [	Scroll
FN +]	Pause

MEDIA KEYS

FUNCTION	ACTION
FN + F9	Skip to backward track
FN + F10	Stop
FN + F11	Track Play/Pause
FN + F12	Skip to forward track

AI

FUNCTION	ACTION
FN + MENU	AI launch - COPILOT

VOLUME KNOB

FUNCTION	ACTION
Clockwise rotation	Volume up
Counterclockwise rotation	Volume down
Press	Audio Mute

MACRO KEYS

FUNCTION	ACTION
FN + F8	Record Macro
FN + INS	Macro 1
FN + HOME	Macro 2
FN + PG up	Macro 3
FN + DEL	Macro 4
FN + END	Macro 5
FN + PG down	Macro 6

GAME MODE

FUNCTION	ACTION
FN + Win	Toggle Game Mode
Caps Lock	Toggle Easy-Shift[+]™

NUM PAD

FUNCTION	ACTION
FN + U	7 (num pad)
FN + I	8 (num pad)
FN + O	9 (num pad)
FN + J	4 (num pad)
FN + K	5 (num pad)
FN + L	6 (num pad)
FN + M	1 (num pad)
FN + ,	2 (num pad)
FN + .	3 (num pad)

LED CONTROL KEYS

FUNCTION	ACTION
FN + ALT R	RGB cycle preset colors
FN + CTRL R	LED On/Off
FN + Right	RGB FX next
FN + Left	RGB FX previous
FN + Up	Brightness up
FN + Down	Brightness down

Troubleshooting

The Vulcan II TKL comes with lots of different features and customization options. We have therefore provided a list of potential issues you might run into and how you can address them.

1. My keyboard is not producing any input at all, but it is illuminated

When your keyboard isn't working, but it is connected and its illumination is working, it likely has entered demo mode. Demo mode can be exited the following way: First press and hold Win+L until the LEDs start blinking green, then disconnect and reconnect the keyboard.

If you are wondering how the keyboard has entered demo mode, it may be because something was lying on it while the PC was turned off and pushed the keys Win+L while the PC was turning on.

2. My Windows/Capslock key is not working

If your Windows or Capslock keys aren't working, you are likely in game mode. This mode's function is to allow a lot of customizations and to aid you when playing video games. Since hitting caps lock or the windows key while in game can cause unwanted actions, both keys are disabled by default when the game mode is active. When the game mode is active, the game mode LED on the Windows key is white. To enter or exit game mode, press FN+Win.

3. My macros aren't working

If you've set up macros using Swarm II and assigned them to specific keys, but instead of executing the macro the key just registers its default input, you likely aren't in game mode. When the game mode is active, the game mode LED on the Windows key is white. To enter or exit game mode, press FN+Win.

4. My keyboard's illumination has turned off

If your keyboard's illumination turned off without you changing the LED effects inside Swarm II, you may have accidentally pressed the shortcut for toggling the illumination on or off, or you may have dimmed it to a value of 0. The shortcut to toggle the illumination on or off is FN+CTRL Right, and the shortcut to dim or brighten the illumination is FN+ Arrow Up or Down.

5. I have set AIMO as my illumination mode, but I am only seeing a color wave

When you have enabled AIMO in Swarm II and later don't see the illumination on your keyboard, Swarm II probably isn't running any more. This could either be because you exited the application manually or because you rebooted your PC and haven't started Swarm II yet. To prevent this, you may want to enable the autostart function of Swarm II.

6. My Easy Shift functions stopped working

Easy-Shift remains active even when Swarm II is not running, but the options available in Easy-Shift can be limited. Most configurations such as media controls and macros still work, but not advanced functions like opening specific programs. If your functions don't work, please make sure that Swarm II is running. Another potential cause for Easy Shift not working is the game mode not being active, so make sure you have pressed FN+Windows for the game mode to be active. This is indicated by the game mode icon on the Windows key being illuminated in white.

7. I have configured my keyboard to use ReacTap, but it's not working

If you've set up the ReacTap feature, but aren't getting the desired inputs, you likely aren't in game mode. When the game mode is active, the game mode LED on the Windows key is white. To enter or exit game mode, press FN+Win.

8. Testing my configuration of ReacTap in Swarm II yields no results

When you're creating new settings for ReacTap in Swarm II there is an option to test your configuration. However, when testing, your keyboard still needs to be in game mode for this feature to be tested. You can see if the game mode is active by the LED on the Windows key being white. To enter or exit game mode, press FN+Win.

9. The Firmware Upgrade within Swarm II fails

Swarm II may be having issues updating your device if your user account is lacking admin permission or if your antivirus software is interfering. It can therefore be helpful to temporarily disable your antivirus software and to ensure you are logged in with admin permission.

In addition, it is necessary for the device to be connected properly and directly, so it can help trying to connect to different USB ports.

If the update is still failing, check if any other software might be interfering. This could be all kinds of different software, but first and foremost third party software that allows customizing your devices' illumination or button assignments.

10. Windows does not recognize my keyboard

Make sure that the keyboard is connected correctly. It can be useful to test different USB ports to make sure that no defective interface is causing the problem. Please ensure not to connect through a USB hub or KVM switch.