

Xbox to Get Keyboard and Mouse Support?

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According to both Windows Central and The Verge, Microsoft is working with Razer to enable keyboard and mouse support on the Xbox, with said support covering the RGB lighting found in Razer peripherals.



Windows Central says Microsoft briefed developers on the upcoming support earlier this year through a presentation detailing how to enable the RGB lighting in Razer Chroma devices. Such lighting can prove useful for gamers, since it provides visual cues for ability cooldowns in titles such as Overwatch. In addition, the presentation points out rules and guidance on the implementation of mouse and keyboard support for Xbox, such as the fact Xbox games still need to support gamepads and how the console can only handle one mouse and keyboard.

What what mice will the Xbox support? According to the presentation, the answer is all USB mice Windows supports, including mice with wireless dongles. Mice incompatible with the Xbox include those with custom drivers and Bluetooth-based wireless rodents. Another interesting detail points out mouse and keyboard users might be segregated in multiplayer titles, since they can have an unfair advantage on gamepad players.

Microsoft still has to comment on the two stories, and neither Windows Central nor The Verge can tell when the aforementioned support will hit the Xbox, if at all.

Go [Microsoft and Razer Might Be Working on an Xbox Keyboard and Mouse Partnership \(Windows Central\)](#)

Go [Microsoft and Razer Are Working on Xbox Keyboard and Mouse Support \(The Verge\)](#)