



VIPER
V550

USER MANUAL



INTERMEDIATE



VIPER
GAMING

INTRODUCTION

Thank you for purchasing the Viper V550 ambidextrous optical gaming mouse. Be prepared at your next LAN party! Viper Gaming has you covered with our first ambidextrous RGB gaming mouse. The V550, is built ergonomically with versatility and comfortability in mind. Assembled with PixArt's 3325 optical sensor, and an adjustable DPI of 5,000, giving you the agility and boost you need while strategizing through the most extreme games. Easily adjust DPI settings of up to 10,000 DPI with the Viper Software. Giving you the flexibility to link various game settings to 8 individual, programmable buttons, you can now dominate any match with a breeze.

Spice up your setup with the V550's full spectrum RGB lighting customization to match countless color themes. With a max IPS of 100 and polling rate of 1,000Hz, Viper's V550 sensor is suitable for fast, point-and-click style aiming in addition to real-time tracking. The Viper V550 ambidextrous mouse stays incredibly comfortable during those long, fierce gaming sessions to keep your performance high and your experience pain-free. Perfectly compatible with all up to date operating systems and backed by a two-year warranty, the V550 can bring any gaming session to life. Boost your setup and immerse yourself into the game at your next LAN party

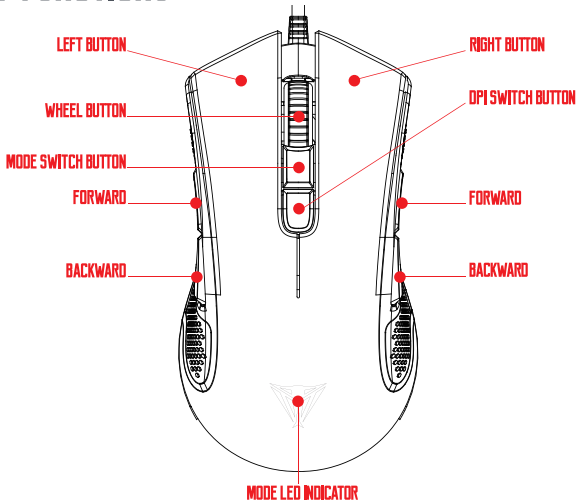
FEATURES/TECHNICAL SPECIFICATIONS

- Pixart 5000 dpi optical sensor
- 10000 dpi through software
- Ergonomic ambidextrous design
- Fully customizable
- Multi-zone full spectrum RGB
- 9 buttons, 8 programmable
- Omron switches, 10 million clicks
- USB interface, 1.8 m braided cable
- Large PTFE glide pads
- IPS: 100
- Polling rate: 1000Hz
- Viper software

PACKAGE CONTENTS:

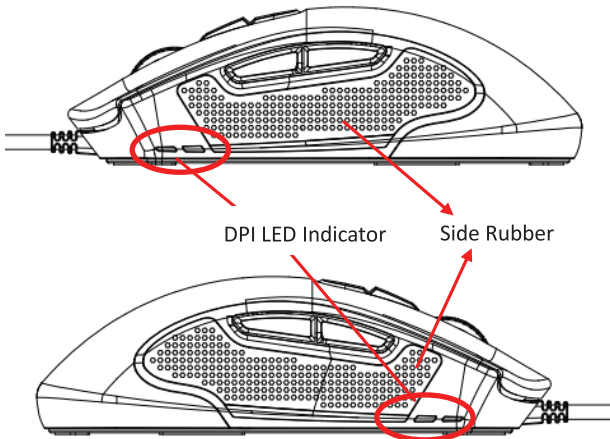
- Viper V550 Ambidextrous RGB Gaming Mouse
- Quick Start Guide
- Viper Sticker

PRODUCT FUNCTIONS



DPI LED INDICATOR

- LED combination (left front side) to indicate DPI levels
- No LED "ON" for DPI level 1 : 800 dpi
- Front LED "ON" for DPI level 2 : 1600 dpi
- Back LED "ON" for DPI level 3 : 2400 dpi
- Both Front and Back LEDs "ON" for DPI level 4 : 3200 dpi
- For each DPI level, DPI value can be set up from 50~12000 DPI by software.



PTFE GLIDE PADS:

- The mouse is fitted with PTFE glide pad which offer superior glide, and smooth tracking

HARDWARE INSTALLATION

Connect the mouse to computer's USB port.

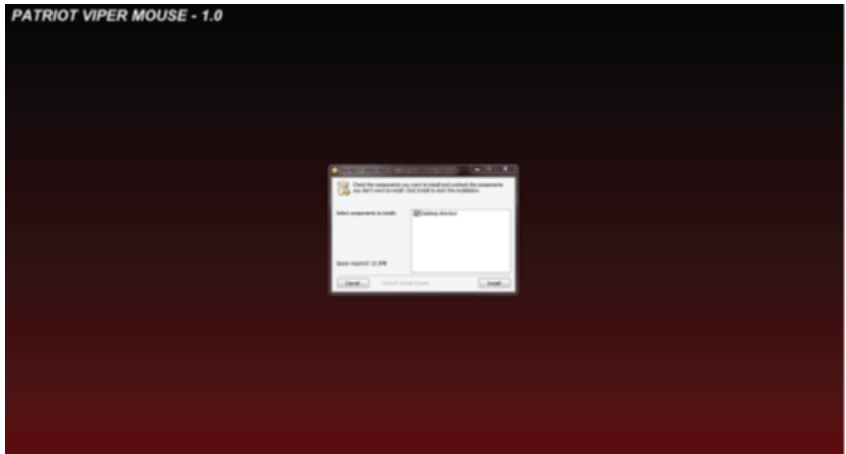
Wait 5-10 seconds for the mouse to be recognized by the computer.

SOFTWARE INSTALLATION

Please download the mouse software from <http://www.patriotmemory.com/> to adjust the gaming buttons, mouse settings, DPI settings, and RGB lighting.

SOFTWARE INSTALLATION INSTRUCTIONS

Once downloaded, double click on the software to start the installation. Follow the onscreen instructions to finish the process.



BUTTON SETTINGS INSTRUCTION



The **SENSOR** button allows you to enter the DPI settings window and adjust the DPI settings to your preference.

The **MACRO EDITOR** button allows you to enter the macro editor window and set up and save macro scripts for assignment to buttons of your choice.

The **SETTINGS** button allows you to access the general settings window to adjust the polling rate, enable and disable mouse functions, and reset the mouse to factory settings.

The **LIGHT EFFECTS** button allows you to customize the RGB lighting and enable lighting effects.

This mouse offers 5 profiles for saving customized button assignments and macro scripts. You may name and color code each profile from the color pallet to identify the profile.

There are 8 programmable buttons where you may customize their functions.

SENSOR

Click on the Sensor button to access the DPI settings window

Default values for the 4 DPI levels

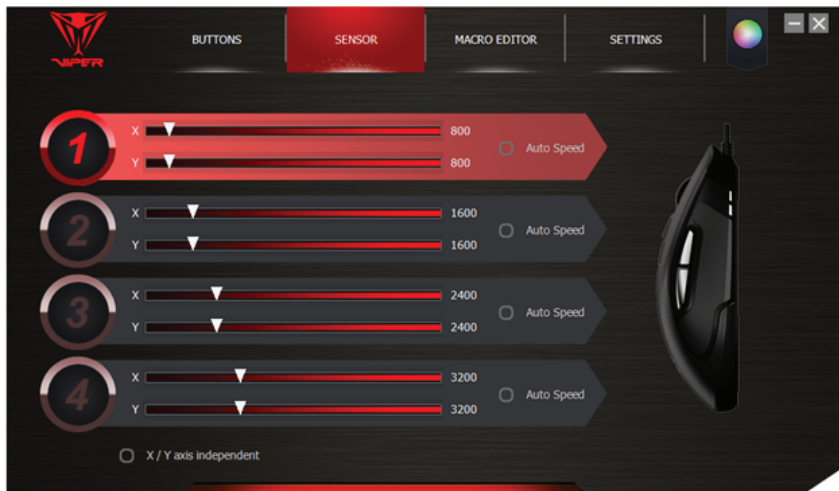
- Level 1: 800 DPI
- Level 2: 1600 DPI
- Level 3: 2400 DPI
- Level 4: 3200 DPI

You may adjust the DPI levels from 50 DPI to 10000 DPI by dragging the XY axis indicator to the desired level.

You may select X/Y axis independent to set different DPI values for the X axis and Y axis.

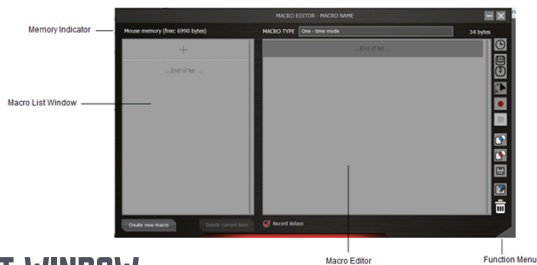
You may set to Auto Speed to set Auto-Speed range. The DPI can be automatically adjusted in the range you set up according to the mouse movement speed.

- Fast mouse movement --- higher DPI --- moves through the screen more quickly, especially on 4K high resolution monitors.
- Slow mouse movement --- lower DPI --- moves more precisely to a target on the screen.



MACRO EDITOR

The macro editor has four components



MACRO LIST WINDOW

The Macro List has a maximum of 64 lines. Every macro can be named and saved to indicate the meaning or function or the macro.











Note: A maximum of 14 characters are allowed on each line.

MACRO EDITOR

This window shows the recording of your macro commands as you create them.

FUNCTION MENU

The function menu lists the various commands to create/edit/save your macros.

| ICON | FUNCTION |
|--|--|
|  INSERT DELAY | Drag from this icon to where you would like to insert time delay. Delay time can be adjusted by clicking "+" and "-", or double clicking the inserted delay to enter delay time. |
|  INSERT KEYBOARD, MOUSE OR SCROLL COMMAND | Drag from this icon to where you would like to insert keyboard, mouse, or scroll command. |
|  INSERT MOUSE MOVEMENT | Drag from this icon to where you would like to insert a mouse movement. Enter the movement distance by X axis and Y axis. Choose Relative coordinates (cursor will move from where it is) or Absolute Coordinates (cursor will move from the upper left corner of the screen). |
|  RECORD KEYBOARD AND MOUSE COMMANDS | |
|  STOP RECORDING | |
|  IMPORT MACRO FROM FILE | |
|  EXPORT MACRO TO FILE | |
|  SAVE MACRO | |
|  CLEAR ENTIRE COMMAND LIST | |
|  DRAG A SELECTED COMMAND HERE TO DELETE IT | |

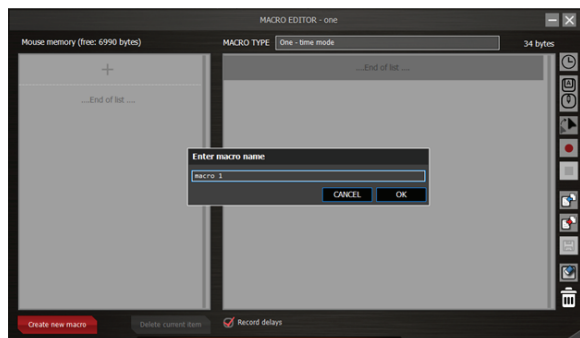
MEMORY INDICATOR

Indicates how much memory each macro is using

CREATING A MACRO

Click MACRO EDITOR to open the Macro editor window.

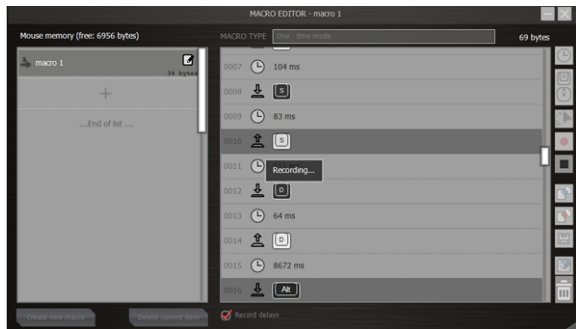
Click Create new macro, name the macro, and click OK.



Click in the MACRO TYPE box to click through the different macro type selections.

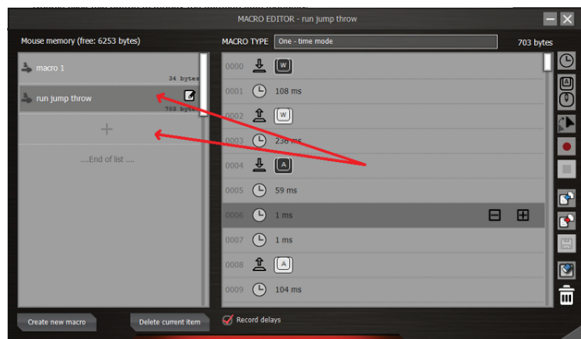
- One-time mode - macro will run once.
- Loop mode - click once to start looping the macro, click again to stop.
- Fire-key mode - macro will repeat as long as the button is held.

Click the Record keyboard and mouse commands button to begin recording your macro. Click the Stop recording button to stop recording.



You may edit the macro using the delay, keyboard, mouse or scroll command, or mouse movement.

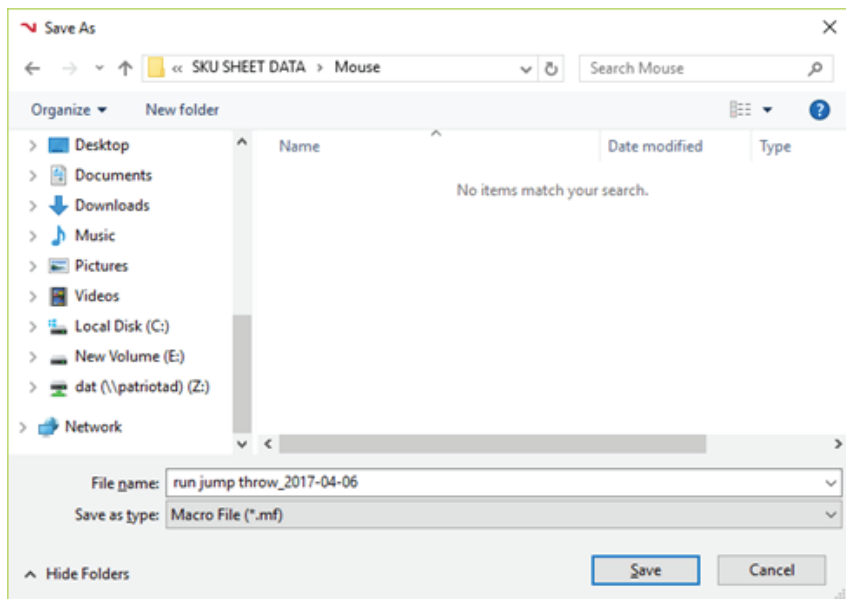
Drag the script from the Macro Editor window to the Macro List Window to "+" bar to name and save as a new macro, or drag the script to an existing macro to overwrite it.



TO EXPORT SCRIPTS OR MACROS

Click on the Export macro to file.

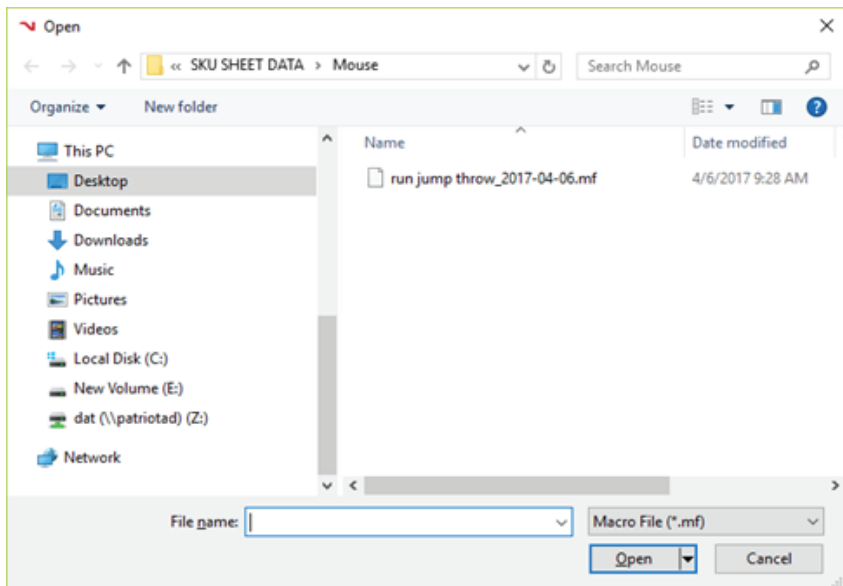
Choose the file destination and Save.



TO IMPORT SAVED MACROS

Click on the Import macro from file

Select script or macro from the list and Open

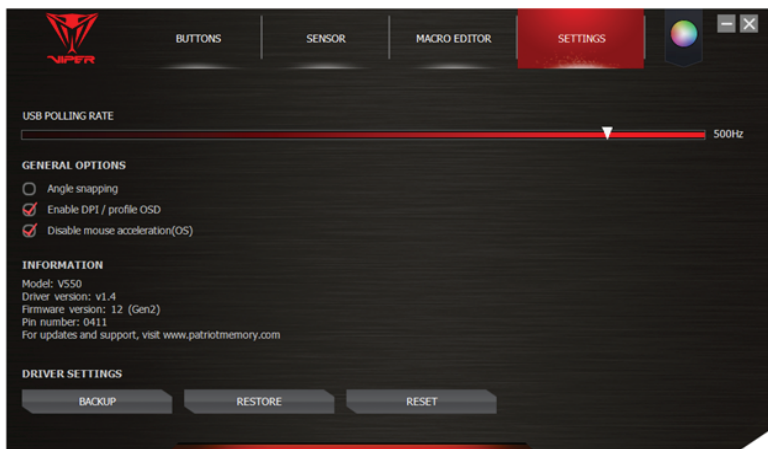


DELETING MACROS

Click on the macro from the Macro List Window and click Delete current item.

SETTINGS

Click the Settings button to access the general settings for the mouse



USB POLLING RATE

You may adjust the polling rate up to 1000 Hz. The higher to polling rate, the more often the computer receives the mouse information, thus increasing the mouse reaction speed.

ANGLE SNAPPING

The angle snapping function helps to move the cursor in horizontal and vertical straight lines.

ENABLE DPI/PROFILE OSD

A pop up will display on screen when changing to a different DPI or profile setting.

Note: Full-screen games or software don't support the on-screen display for DPI and mode change.

DISABLE MOUSE ACCELERATION (OS)

You may choose to disable the mouse acceleration in OS to have precise control of the cursor for First Person Shooter (FPS) games.

BACKUP

Backup your mouse setting to a system file.

RESTORE

Restore your mouse settings from a system file.

RESET

Restore factory setting defaults.

Note: Macros will be deleted.

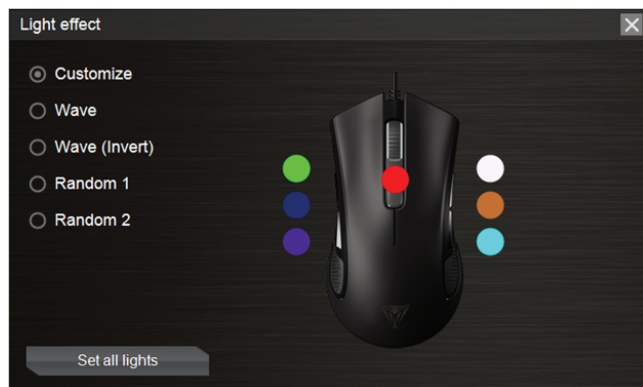
LIGHT EFFECT

Click the Light effect button to access the light effect window.

| ICON | FUNCTION |
|---------------|--|
| Custom | Choose one of the 7 programmable light zones to customize color. |
| Wave | Random LED colors will continuously run through each of the 7 light zones in a wave pattern. |
| Wave (invert) | Random LED colors will continuously run through each of the 7 light zones in a wave pattern, in reverse. |
| Random 1 | Each of the 7 light zones changes color randomly and independently. |
| Random 2 | All the 7 light zones simultaneously change to random colors. |

CREATING A CUSTOM LIGHT EFFECT

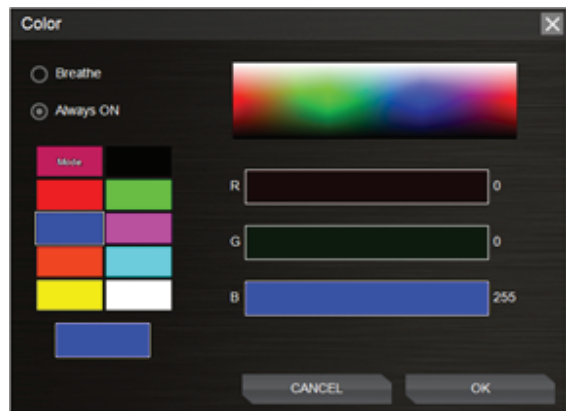
Click on the Light effect button. Click the Customize button.



Click on the color tab for one of the LED zones, and select a color from the color pallet. Select one of the options Breathe (light will glow and fade), or Always ON (constant on)

Click OK.

Repeat for the other light zones.



Alternatively, you can set all LED zones simultaneously by clicking on the "Set all lights" function and select the desired color.

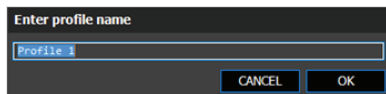
PROFILE BUTTONS CUSTOMIZE COLOR

Click once on a profile to assign a color from the color pallet.




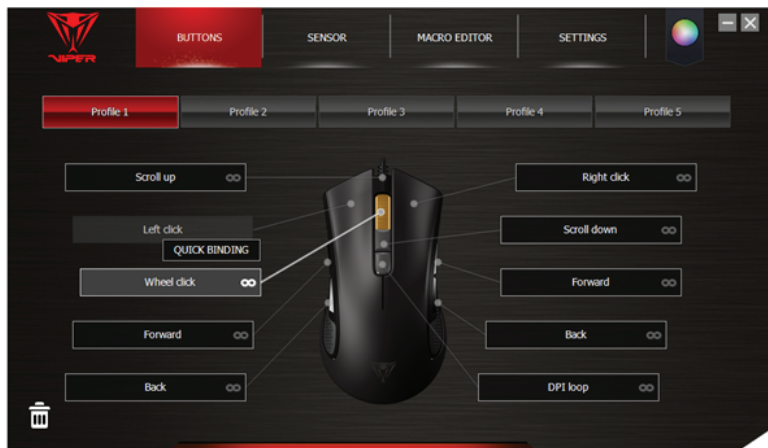
RENAME PROFILE

Double click on a profile to rename it.



QUICK BINDING

Click on the  icon to quickly apply a keyboard input or mouse click to any of the buttons. You have 9 seconds to perform the binding operation.



CUSTOMIZE BUTTONS

Click the mouse button you wish to customize to open the functions window.



THE FUNCTIONS WINDOW GIVES YOU 5 SETTING OPTIONS:

- MOUSE FUNCTIONS
- KEYBOARD FUNCTIONS
- ADVANCED FUNCTIONS
- MACROS
- KEY CYCLE



Notes:

Because there must be at least one left button on the mouse, the left button can be programmed only after another button is set as the left button.

Scroll up & down cannot be set as fire mode & loop.

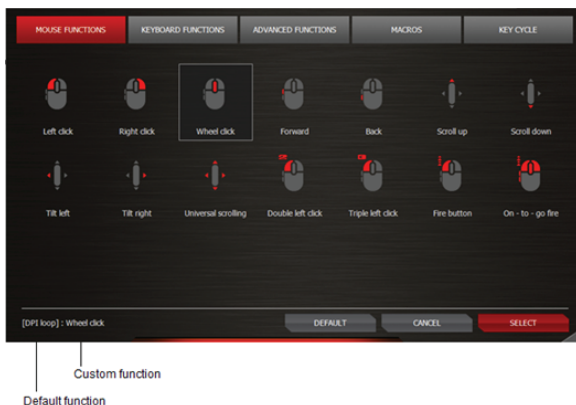
Some functions may not be applicable to "Scroll up & down" due to its component's characteristics.

MOUSE FUNCTIONS

Click on the MOUSE FUNCTIONS button.

Click on the desired function you wish to assign.

Click Select to confirm.



The default function will be seen in the brackets followed by the customized function in the bottom left corner of the screen.

Specialized buttons:

Fire button - Press and hold for continuous fire

On-to-go fire - Press and hold with another mouse button for continuous fire while moving

KEYBOARD FUNCTIONS

Click on the KEYBOARD FUNCTIONS button.

Click on the icon of the desired keyboard key, combo-key(s), or multi-media function key on the keyboard image.

Click Select to confirm.



Custom function

Default function



Custom function

Default function

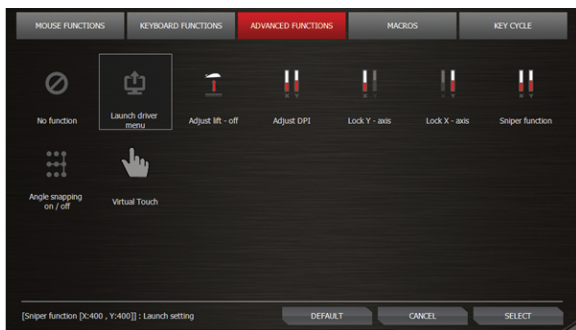
The default function will be seen in the brackets followed by the customized function in the bottom left corner of the screen.

ADVANCED FUNCTIONS

Click on the ADVANCED FUNCTIONS button.

Click on the desired function you wish to change or enable.

Click Select to confirm



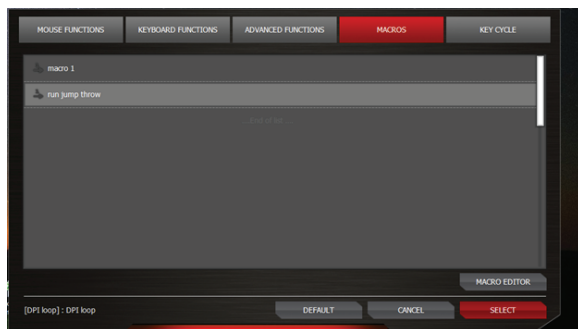
EXPLANATION OF FUNCTIONS

| | |
|-----------------------|---|
| No Function | |
| Launch Driver Menu | |
| Adjust lift-off | Click and hold, moving mouse around surface to optimize the lift distance for this surface. |
| Adjust DPI | Click to turn on DPI menu, and then scroll up/down to adjust DPI. Click again to confirm DPI setting. |
| Lock Y-axis | Click and hold to allow cursor to move horizontally only. |
| Lock X-axis | Click and hold to allow cursor to move vertically only. |
| Sniper Function | Click and hold to get to a preset DPI for accuracy. Release to return to normal DPI. |
| Angle snapping on/off | Click and hold to help get horizontal or vertical lines straight. |
| Virtual Touch | Windows®8 feature |

MACROS

Click on the MACROS to access the macro window. Select one of your preset macros from the macro list to assign to a button.

Click on the macro you wish to assign.
Click Select to confirm.



Click on Default to remove the macro function.

KEY CYCLE

The key cycle function allows you to assign up to 5 keyboard inputs and assign it to a mouse button or scroll.

| BUTTON | FUNCTION |
|------------------|---|
| Cycle | Click or scroll to type out added keyboard inputs in sequence |
| Reverse Cycle | Click of scroll to type out added keyboard inputs in reverse sequence |
| Current Position | Click to repeat the last acted out keypress |
| Add | Add a keyboard input |
| Clear | Clear all keyboard inputs |

Note-

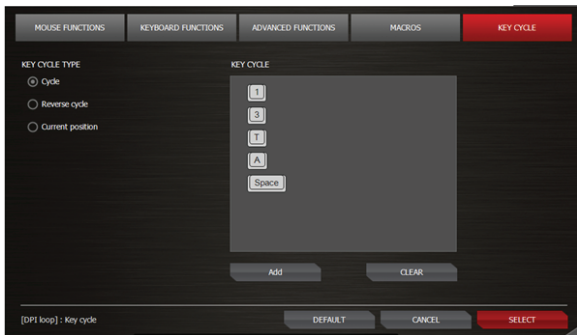
For each profile, there will be only one sequence of keyboard inputs to be set in Key Cycle, that can be applied to all programmable buttons and scrolls. If you change the Key Cycle setting in a certain profile, then it will automatically be applied to all the buttons/scrolls which have been set as a Key Cycle function in this profile. The cycle type can be independent for each button.

CREATE A KEY CYCLE SEQUENCE

Click a programmable button.

Click **KEY CYCLE** to access the Key Cycle window.

Select the **KEY CYCLE TYPE**; add keyboard inputs, as desired (up to 5).



Click Select to enable key cycle on the programmable button.



To disable the cycle function, click the Default button in the Key Cycle window.