



RGB Gaming Mouse  
V570

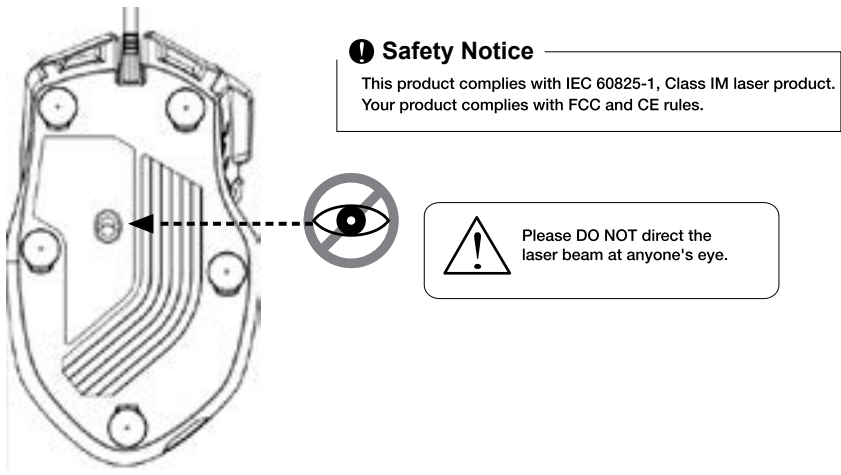


User Manual  
Rev 1.2

Introduction

Thank you for purchasing the Viper V570 RGB Gaming Mouse. The unique hybrid FPS+MMO design is one of the most versatile in the market today, with a dedicated sniper button conveniently located on the thumb grip. This mouse is designed to perform with incredible precision using an Xtreme Precision Laser Sensor that can be set to 12000 DPI for the highest resolution monitors. The highly customizable design allows you to add 34.2g of weight, and custom color 7 LED light zones 16.8 million colors. Paired with the Viper Software, the V570 allows you to program up to 13 onboard macro buttons, set up custom gaming profiles, and adjust the mouse sensitivity to suit you.

Patented onboard macro technology along with intuitive gaming software provides a platform for gamers to record, read and edit scripts which can be saved and assigned to any specific button on the mouse.

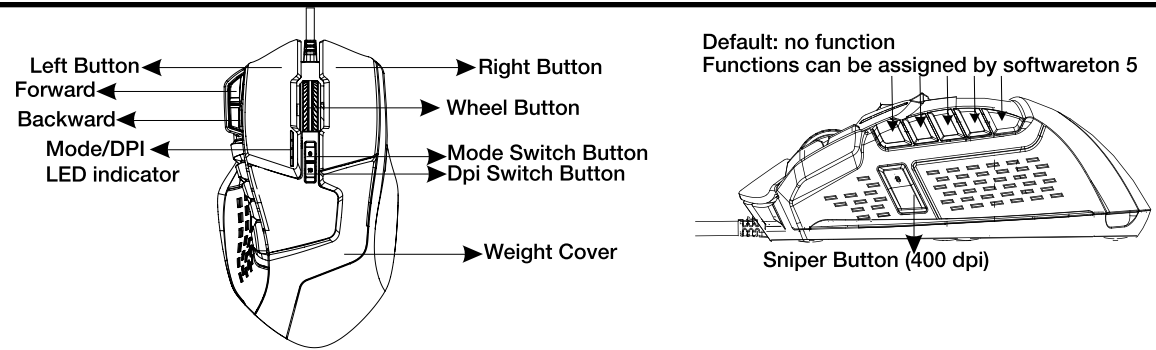


Features / Technical Specifications:

- Unique FPS+MMO hybrid design
- Unique 13 programmable buttons for each of 5 gaming modes to customize your desired scripts
- Zero Delay (the world's fastest!), Left/Right button click response time
- Auto-Speed: DPI can be automatically adjusted in a range you set up
- 16 bit ultra-data path for ultimate performance
- Polling rate: 1000 Hz.
- 800/1600/2400/3200 DPI switchable (Max. up to 12000dpi, with Viper software)
- DPI indicator LED
- Avago ultimate sensor (12000 frame rate)
- Tracking Speed: 150 inch/sec.
- Omron Micro Switch: 5 million clicks
- Rubber side grip and finger grooves
- Stylish, ergonomic, and comfortable shape
- Adjustable weight system, up to 34.2g
- Ceramic foot pads
- USB connector
- Viper gaming software

Package Contents:

- Viper V570 RGB Gaming Mouse
- Quick Start Guide
- Viper Sticker



DPI Settings

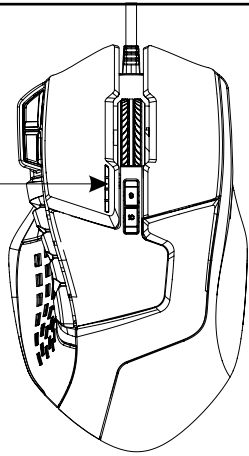
**Mode/DPI LED indicator**

Colors to indicate gaming profiles

- **RED LIGHT** on for profile 1
- **GREEN LIGHT** on for profile 2
- **BLUE LIGHT** on for profile 3
- **PURPLE LIGHT** on for profile 4
- **CYAN LIGHT** on for profile 5

Number of LED to indicate DPI levels

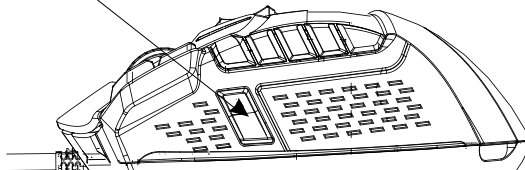
- One LED “ON” for DPI level 1: 800 dpi
- Two LEDs “ON” for DPI level 2: 1600 dpi
- Three LEDs “ON” for DPI level 3: 2400 dpi
- Four LEDs “ON” for DPI level 4: 3200 dpi
- For each DPI level, DPI value can be set up from 50~12000 DPI by software



DPI Settings

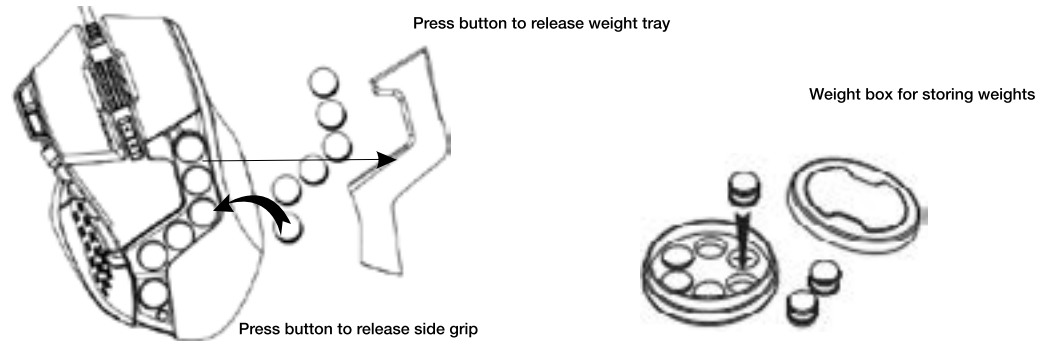
- Press and hold to get to 400 DPI for precise targeting. Release to return to original DPI.

**Sniper Button (400 dpi)**



## Adjustable Weight Cartridge

Adjust the weight and balance (up to 34.2 grams) to achieve the best level of comfort.

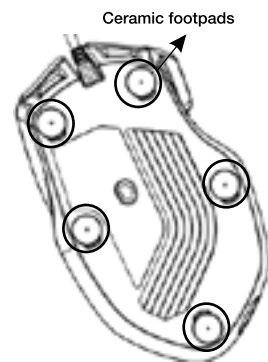


**Note:**  
➤ Keep the weights out of children's reach.

## Ceramic Footpads

The mouse is fitted with ceramic footpads which offer superior glide, and ultra durability.

**Note:** Please choose a high-performance mouse pad to fully experience the characteristics of the ceramic footpads.



## 1. Hardware Installation

Connect the Mouse to computer's USB port.  
Wait 5~10 seconds for the mouse to be recognized by the computer.

## 2. 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 13 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 12000 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.

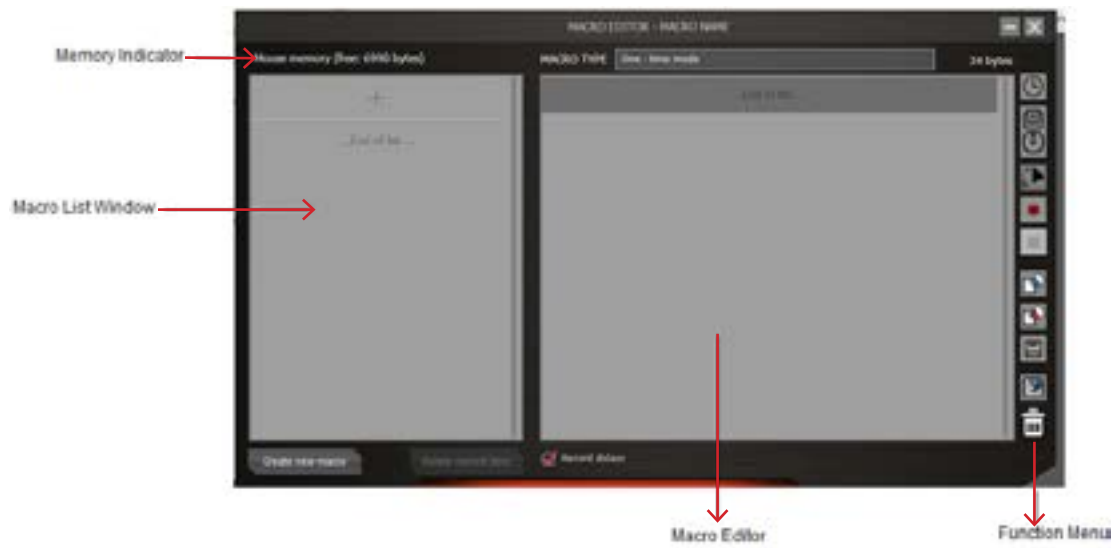
You may set to *Auto Speed* to set Auto-Speed range. The DPI can be automatically adjusted in the range you set up according to the mouse movement speed.

- Fast mouse movement --- higher DPI --- moves through the screen more quickly, especially on 4K high resolution monitors.
- Sow 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.

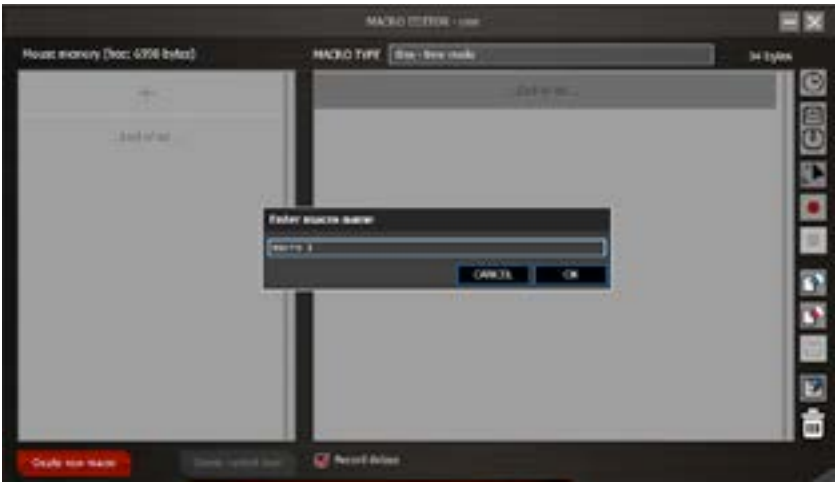
	Insert delay Drag from this icon to where you would like to insert time delay. Delay time can be adjusted by clicking "+" and "-", or double clicking the inserted delay to enter delay time.
	Insert keyboard, mouse or scroll command Drag from this icon to where you would like to insert keyboard, mouse 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 Click to start recording.
	Click to Stop Recording
	Import Macro from file
	Export current Macro to file
	Save Macro
	Clear command list
	Drag a command here to remove 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.

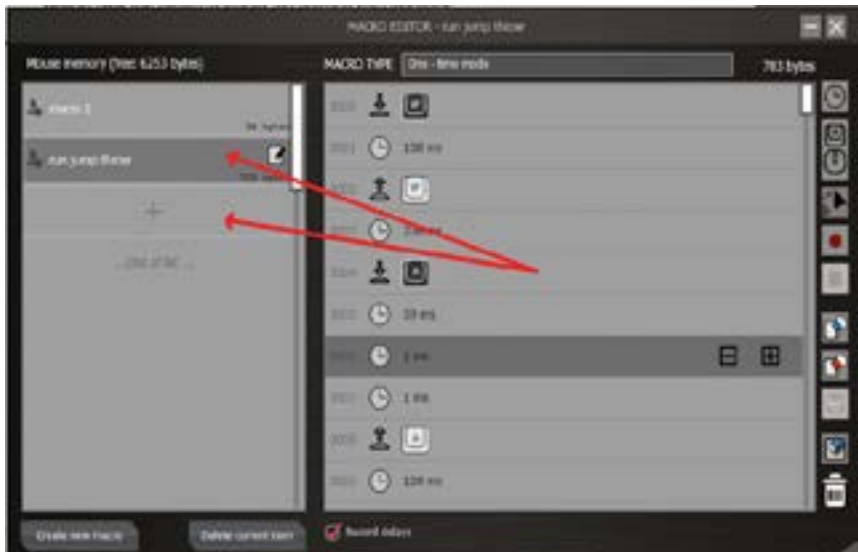
Click the *Record keyboard and mouse commands* button to begin recording your macro.  
Click the *Stop recording* button to stop recording.



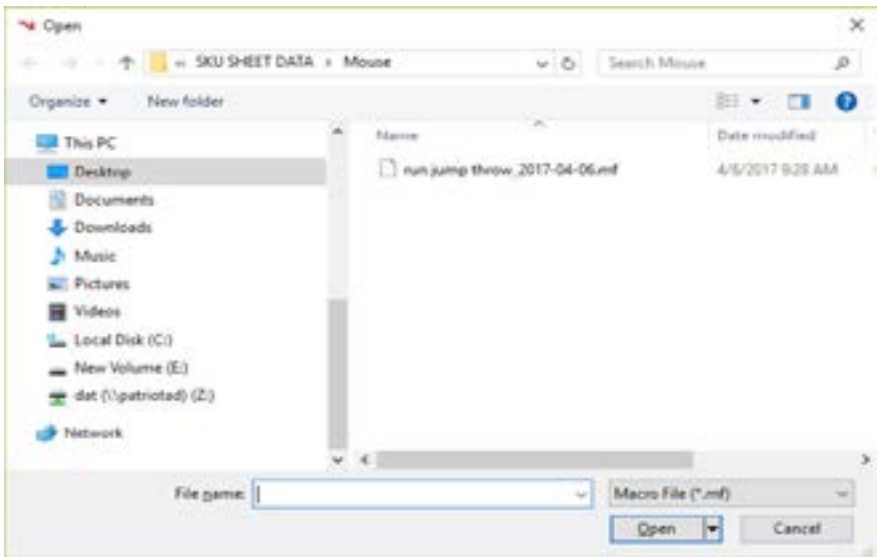
You may edit the macro using the *delay*, *keyboard*, *mouse* or *scroll command*, or *mouse movement*.



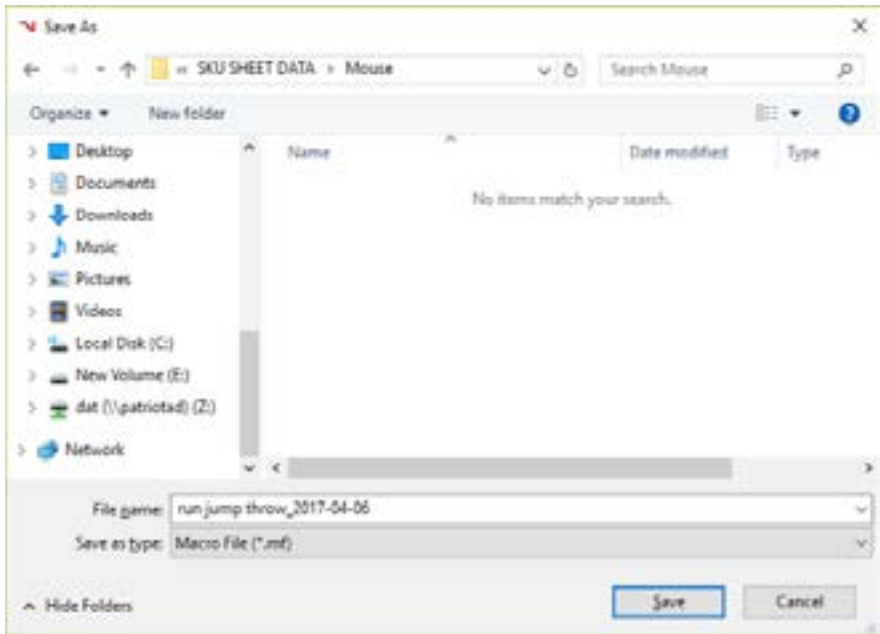
Drag the script from the *Macro Editor* window to the *Macro List Window* to “+” bar to name and save as a new macro, or drag the script to an existing macro to overwrite it.



To import saved scripts or macros-  
Click on the *Import macro from file*.  
Select script or macro from the list and Open.



To export scripts or macros-  
Click on the *Export macro to file*.  
Choose the file destination and Save.



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

## Profile Buttons

### 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.

Effect	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 7 light 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.



## 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.



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 you 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.



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.

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 be set as a Key Cycle function in this profile. The cycle type can be independent for each button.



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

## FCC and Legal:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

### FCC NOTICE:

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1 This device may not cause harmful interference, and 2 This device must accept any interference received, including interference that may cause undesired operation.

### FCC CAUTION:

- Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.
- This device and its antenna(s) must not be co-located or operating in conjunction with any other antenna or transmitter.

## Safety Guidelines:

In order to achieve maximum safety while using your Viper 560 gaming mouse, we suggest that you adopt the following guidelines:

1. Avoid looking directly at the tracking beam of your mouse or pointing the beam in anyone else's eye. Note that the tracking beam is NOT visible to the naked human eye and is set on an Always-On mode.
2. Should you have trouble operating the device properly and troubleshooting does not work, unplug the device and go to [www.patriotmemory.com](http://www.patriotmemory.com) for support. Do not attempt to service or fix the device yourself at any time.
3. Do not take apart the device (doing so will void your warranty) and do not attempt to operate it under abnormal current loads.
4. Keep the device away from liquid, humidity or moisture. Operate the device only within the specific temperature range of 0°C (32°F) to 40°C (104°F). Should the temperature exceed this range, unplug and switch off the device in order to let the temperature stabilize to an optimal level.

### CLASS 1M LASER PRODUCTS

International standards and safety. INVISIBLE LASER RADIATION: DO NOT VIEW DIRECTLY WITH OPTICAL INSTRUMENTS. Class 1M laser products comply with International Standard IEC 60825-1 Ed 2: 2007, Class 1M Laser Product invisible and also complies with 21CFR 1040.10 and 1040.11 except for deviations pursuant to Laser Notice No. 50, dated June 24, 2007.

### SAFETY AND USAGE GUIDELINES FOR LASER PRODUCTS

Do not direct laser beam toward eye. For Class 1M laser products, viewing laser output with optical instruments (e.g., eye loupes, magnifiers and microscopes) within a distance of 100mm may pose an eye hazard.



Assembled in China.



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