



VIPER  
**V551**

USER MANUAL



INTERMEDIATE



**VIPER**  
GAMING

# INTRODUCTION

Thank you for purchasing the Viper V551 Optical Gaming Mouse. Experience the power of absolute control in your hand no matter how intense the game is! The Viper V551 RGB gaming mouse lets you customize its full spectrum RGB lighting throughout its strikingly colorful LED multi-zones to match your personal setup. In addition, it features 7 handy, programmable macro buttons to cover all your gaming needs. The V551 is equipped with PixArt's advanced 3327 optical sensor and adjustable up to 6,200 DPI. Paired with our Viper Software users have changeable options of up to 12,000 DPI that can easily be managed between your personalized profiles at a click of a button, giving you the edge needed to excel during gameplay. Its true tracking at 220 IPS and polling rate of 1,000Hz, grants you the absolute advantage in real and sensitive response time during your long- fierce matches.

In addition to the ergonomic design, large PTFE glide pads, and sturdy 1.8-meter braided cord, the V551 mouse allows for engaging performance and speed over any surface. The V551 is backed by a two year warranty and compatible with all up to date operating systems

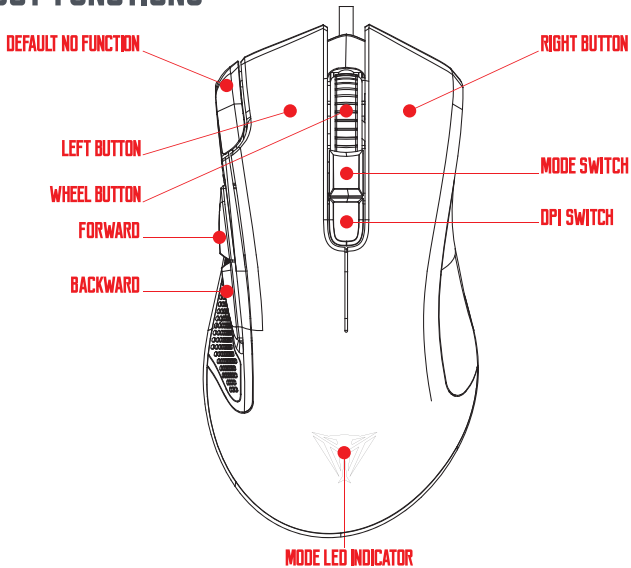
## FEATURES/TECHNICAL SPECIFICATIONS

- Pixart 6200 dpi optical sensor
- 12000 dpi through software
- Ergonomic Pro-style design
- Fully customizable
- Multi-zone full spectrum RGB
- 8 buttons, 7 programmable
- Omrom switches, 10 million clicks
- USB interface, 1.8 m braided cable
- Large PTFE glide pads
- IPS: 220
- Polling rate: 1000Hz
- Viper software

## PACKAGE CONTENTS:

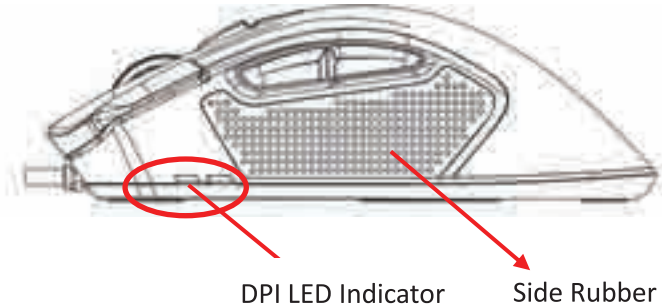
- Viper V551 RGB Gaming Mouse
- Quick Start Guide
- Viper Sticker

# 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 7 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.
- 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 of 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.

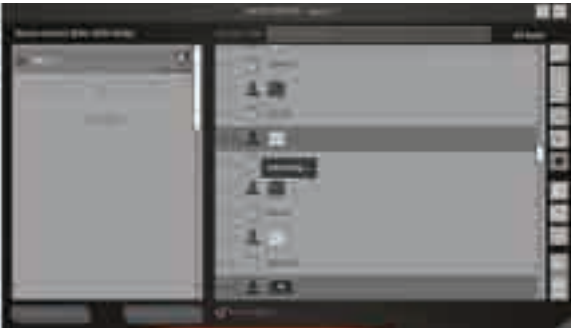
Click Create new macro, name the macro, and click OK.



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.

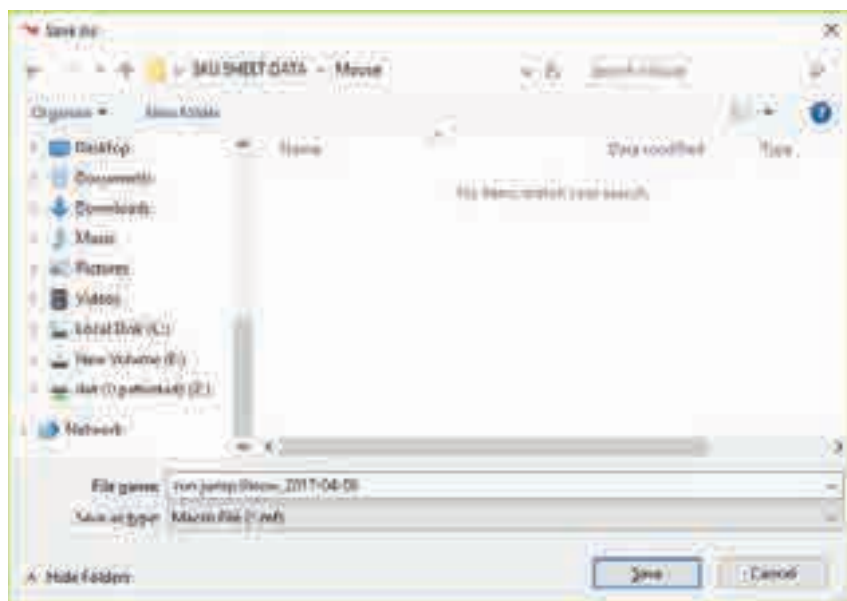




## TO EXPORT SCRIPTS OR MACROS

Click on the Export macro to file.

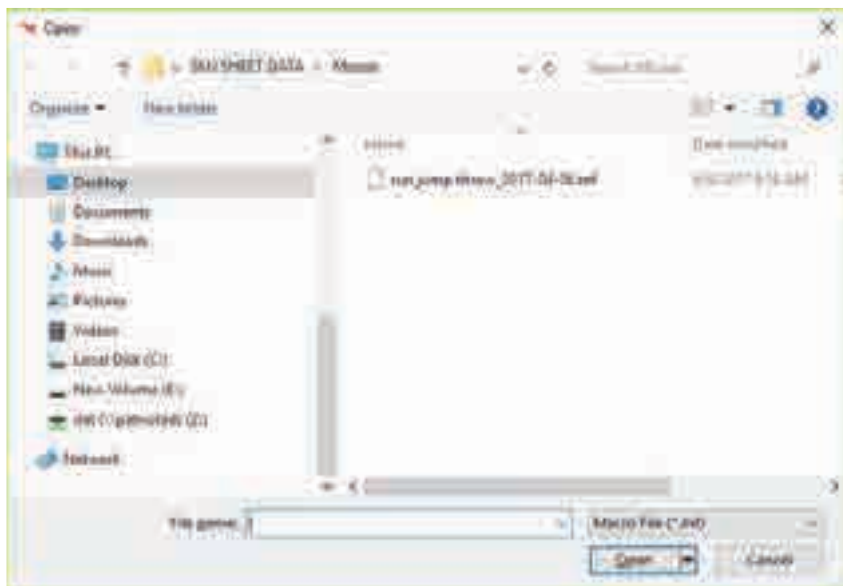
Choose the file destination and Save.



## 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 the 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.



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.

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.

## 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.