

 NEWSKILL

ARAKNE

QUICK GUIDE

PROFESSIONAL RGB GAMING MOUSE





Description

Dimensions : 124,5mm x 64mm x 42mm
Material: ABS Body / Rubber-band 3D wheel
Buttons: 9 different keys
Weight: 71g without cable
Base: Teflon foot stickers
Accessories: 4 extra side buttons

Mechanical Properties

Switching operation force: 60 ± 10 gf
Key operating force: 70 ± 10 gf
Center Wheel button operating force: 100 ± 20 gf
Wheel life of 20 million laps.
Switch life: 50 million times
Cable length: 1.75 meters

Electrical Parameters

Operating System : Windows OS
Working voltage: DC 5V, 200mA
Interface: USB
Highest resolution: 10000dpi
DPI sampling time: 2ms
Refresh rate: 1000Hz
Image Processing: 5000 FPS
Maximum speed: 100 IPS
Acceleration: 20G
DPI factory preset:
800 - Red
1600 - Green
2400 - Blue
3600 - Yellow
5000 - Light blue
10000 - Purple

Buttons function assign

- 1

Left Button
- 2

Right Button
- 3

Middle Button
- 4

Forward
- 5

Back
- 6

DPI Loop
- 7

Forward
- 8

Back
- 9

Switch Effect

Macro editor

Macro Editor

User profile setting

Profile

Profile1

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www.newskillgaming.com
Driver version: 1.0.5

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DPI Setting

ON	DPI	Color
☒	DPI 1 800	
☒	DPI 2 1600	
☒	DPI 3 2400	
☒	DPI 4 3600	
☒	DPI 5 5000	
☒	DPI 6 10000	

Current DPI: 2400

200

10000

Lighting

Mouse Parameter

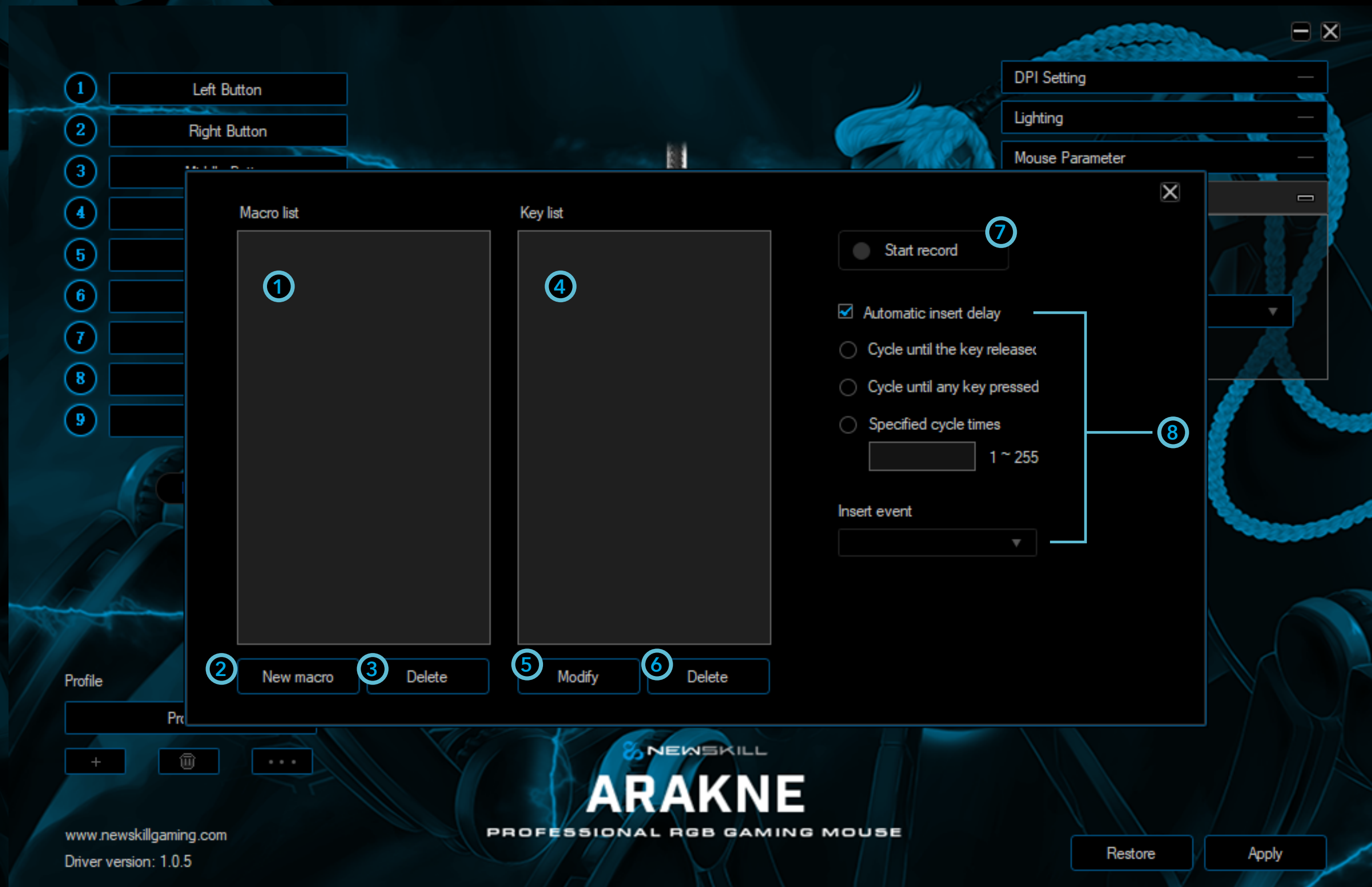
Polling Rate

Setting panels

Restore

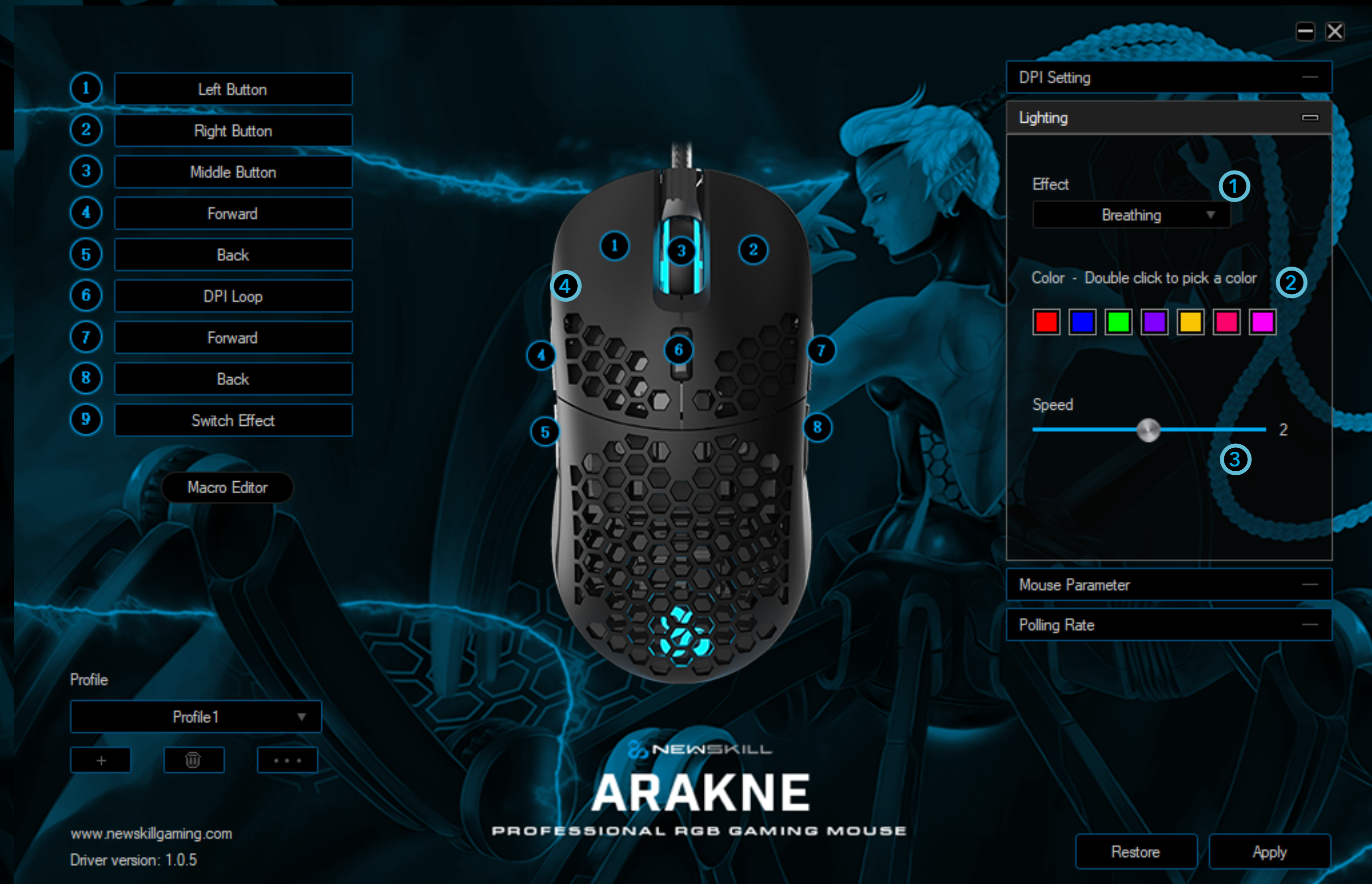
Apply

Restore to default
Apply to save your settings



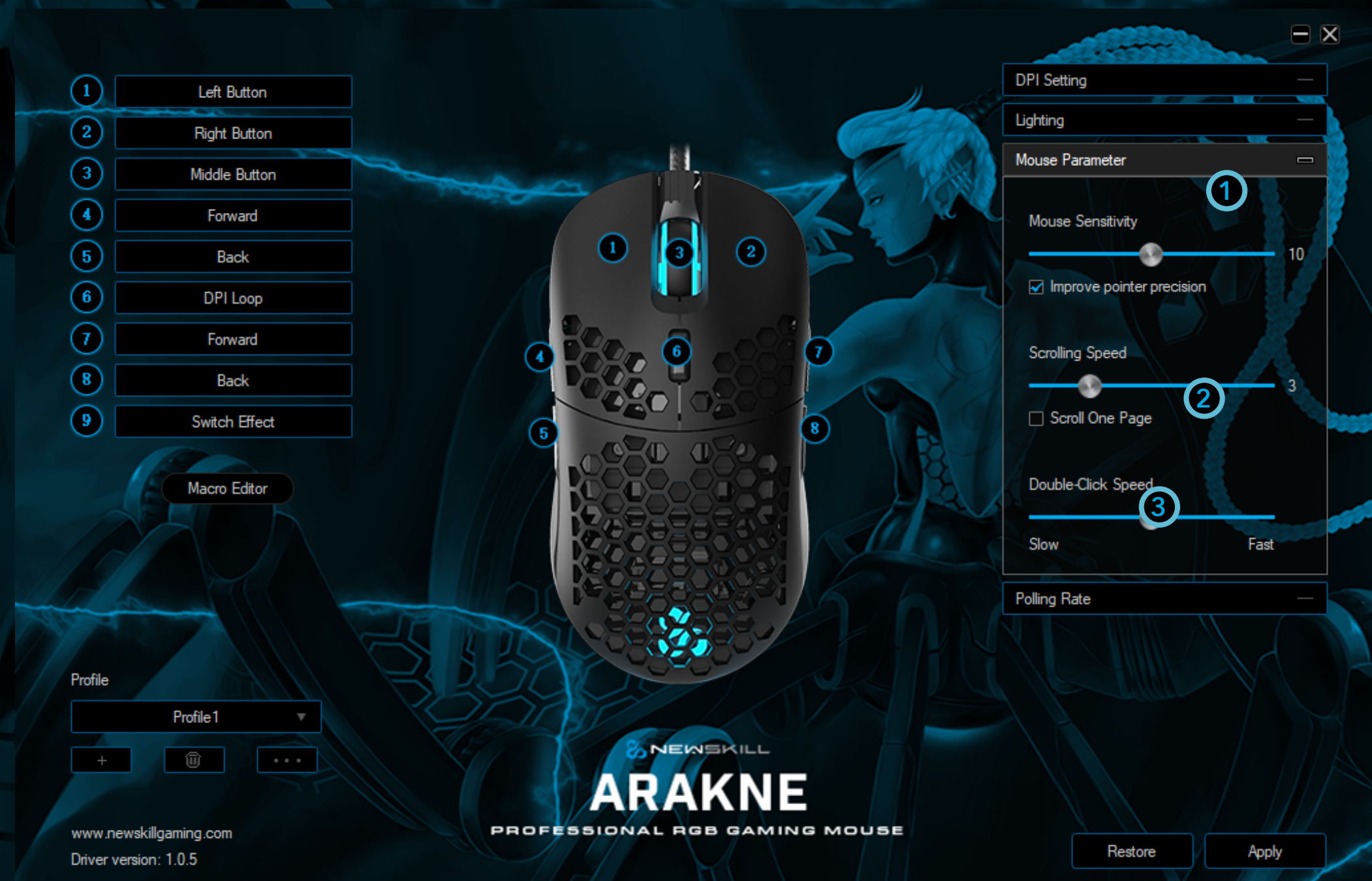
Macro Editor

- ① The saved macro list
- ② New macro
- ③ Delete the selected macro
- ④ The key list of selected macro
- ⑤ Modify the actions of selected macro
- ⑥ Removed the action from key list
- ⑦ Record macro
- ⑧ Macro setting



RGB Lighting Setting

- ① The effects of lighting.
- ② Customized the RGB color.
- ③ The RGB lighting speed.



Mouse Parameter

1. The sensitivity of mouse
2. Velocity of displacement of the wheel
3. Double click speed



Polling rate (Hz)

The polling rate of a mouse is how often it reports its position to a computer.

A higher polling rate can decrease the time lag between when you move the mouse and when the movement appears on the screen.

On the other hand, a higher polling rate will use more CPU resources



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