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Alienware mouse 610m

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The smooth plastic used for almost flush mounting side buttons makes it easier for my thumb to slide them than I would like, although my problem is less of a problem than I expected. The AW610M is not quite useful, as are the other mice with seven inputs, however: while most mice allow you to configure every input except left click (and sometimes even this), only three-side macros and scroll wheel click-alienware can be customized through command center software. Although losing these options will not be a big deal for many players -who wants to give up right clicks, am I right?-it would be better to buy almost anything else that would consider remapping their mice completely. Then there's the torpedo shape. AW610M measures 1.9 by 3.1 by 5.25 inches, relatively tall and slightly tall. The most ergonomically minded right-handed mice slope up from the right side and the back to create a hump under the base of your marker, which directs your hand to curtain on the mouse. No Alienware: It's a bit round but even the top, naturally the ring finger and pinky finger grab right also forming a hard edge and side. From the base of the click panels, the shell is sharply folded down and they worship on both sides. When you reach the back, the mouse narrows to a point smaller than the width of your palm. This naturally means that you will grasp the edges with your thumb and again with your ring and pinky. Depending on the size of your hands and how you grasp the mouse, this design can either feel relatively harmless, not fully comfortable, but not problematic, or push your hand at a compression movement that will begin to damage over time. With my small and average-sized hands, I found myself going back and forth between the two, depending on what game I was playing. When I grasped the mouse tightly, I saw that the base of my hand was starting to cramp, and. A pain in my wrist in a few hours. This does not help, at 4.23 ounces, the AW610M is one of the heaviest mice I have studied in recent memory: heavy, like shape, it promotes mouse grip in a way that puts stress on the muscles in your hand. At the base of the mouse there are a pair of small side wings that can provide a small support for the thumb and pinky. But the wings are not long enough to keep your fingers from drifting on the table. Eventually, the shape still pushes to drown on the mouse. It is a shame that the shape is such a problem, as many aspects of the mouse are quite good. Alienware's proprietary sensor is sharp and is up to 400 inches per second and up to 16,000 dpi and accurate. Wireless technology that connects via 2.4GHz wireless USB dongle (Bluetooth not supported) works flawlessly. It also works well as a wired mouse, connected via micro USB charging cable. Best of all, the AW610M has a spectacular rated battery life, with a reported 350-hour lifespan on a single charge. I was able to use it for a week without charging. Alienware even has a feature of the lack of the most wireless mice, but you need to copy it: if you yigle the mouse, there is a small sheath slot at the base for the wireless dongle, so you can put it away when traveling quickly and properly. This is extremely useful, while the AW610M compensates for other problems. Seriously, why don't more manufacturers do that? This looks like a no-brainer. Enter Command Center As specified, the Alienware Command Center supports configuration software that allows you to create AW610M and set macros, change five DPI presets, and pinch RGB lighting. Although it is the only config program I know that allows you to choose from slightly animated backgrounds, Command Center is one of the least attractive I use. It is divided into extreme sections, it is not easy to navigate or make the changes you want. There are also some strange restrictions around customization settings. For example, you can synchronize the saved configuration with only one game at a time. If you like to reconfigure your mouse for every game, that's great, but it's a bit of a pain for anyone who uses a single profile for an entire genre. You can duplicate profiles, so it is not a major inconvenience, but it is something that is not intuitive and make it time consuming to adjust the mouse unnecessarily. Likewise, there are four RGB elements on the mouse - a logo, two bars on the wings, and a bar just below the DPI switch that splits the left and right click - but you can't customize them individually. In general, the lack of options, many of which will be routinely accepted by the most manufacturers of a mouse at this price level, the mouse is dated and the feature feels starving. Not this world crowd of arenas for wireless gaming mice around \$100-and I honestly think it's overdue for a roundup and some price decreases. Many, many are offering better versions of relatively priced mice The same feature set, including HyperX Pulsefire Dart and Roccat Kain 202 AIMO. Even better, many options, such as Corsair's Dark Core RGB SE and Ironclaw RGB Wireless, are less expensive and offer more features. Even if its value proposition is out of the question, alienware AW610M is not only the most rats made by top sellers in the same league. It falls short in various ways and endures a trick that introduces unnecessary potential ergonomic problems. Several elements of the device that work well, such as sensors and batteries, show that Alienware can make a great wireless mouse. But that, unfortunately, isn't it? Dell MSRP \$97.99 see Pros Very good score battery life. Cons Unusual shape promotes uncomfortable pinch grip. Not all buttons are programmable in Alienware software. Intuitive and limited configuration software. The Alienware AW610M gaming mouse is a mixed bag at its best and is a powerful reminder that different doesn't automatically mean innovative. Best Computer Mouse Selects More Reading Images not available for ForColor: forColor:

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