Vengeance® M60 Gaming Software

Button Programming Quick Reference

Revision 1.0

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Introducing the Vengeance Gaming Software

Welcome

Thanks for choosing the Vengeance M60 laser gaming mouse. This Software Reference Guide is designed to help you quickly learn to configure your mouse's buttons. You can find a community of other Vengeance-equipped gamers at www.corsair.com/forums, on Facebook at www.facebook.com/VengeanceGaming, and on Twitter @CorsairMemory.

Compatible Product

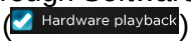
This Quick Reference covers the Vengeance M60 gaming mouse. Other Quick References cover the other Vengeance gaming peripherals.

Hardware and Software Playback modes

Software Playback

This is the default setting for the Vengeance Gaming Software. In this mode, you can associate profiles with a specific .EXE, allowing the software to automatically switch to the correct profile when you launch the game assigned to it. This mode also allows more than one profile to be accessible at the same time, and for certain functions such assigning a mouse button to launch a program to be available.

The main disadvantage of Software Playback mode is that some games disallow software macro playback through the Windows keyboard buffer as a means to prevent cheating.

If your macros do not work through Software Playback mode, you can select the checkbox next to **Hardware playback**, (

) which will configure the mouse to play keystrokes and macros directly from the Vengeance M60's onboard memory.

Hardware Playback

In Hardware Playback mode, all of the profile's settings are stored to and played back from the mouse's onboard memory, bypassing the Vengeance Gaming Software. In this mode, the Vengeance M60 mouse appears to the game to be a both a mouse and a keyboard, preventing it from disabling keystroke or macro playback.

The main disadvantages of Hardware Playback mode are that you will be limited to only one active profile at a time, and that some advanced features of the M60 – such as automatic profile switching or assigning a mouse button to launch a program – will not be available.

If you are using Hardware Playback mode, after configuring your buttons you must save the profile to the M60 before they will function properly.

To save your profile to the onboard memory of the Vengeance M60 mouse, first click the **Manage Profiles** activity at the upper right of the Vengeance Gaming Software interface. Left-click on the LED icon next to the profile name, assign the profile to a memory slot using the drop-down lists, and select **Save to M60**. Once the progress indicator reaches 100%, click **OK**. Your updates are now saved to the Vengeance M60.

With the broadest compatibility with games, hardware playback is the mode used by most of the gamers here at Corsair. Unless you're using more than one profile at a time, this is probably your best choice for gaming.

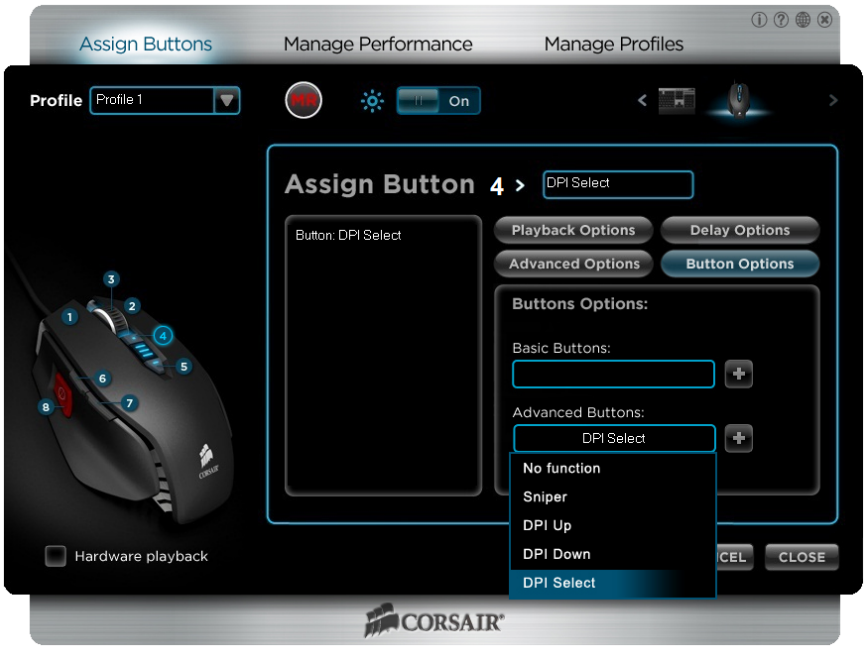
Programming Buttons

How to: Changing a button mapping

You can control what happens when you click any button on the Vengeance M60. To illustrate how this is done, we'll map the Profile Up and Profile down actions to buttons that currently have no function assigned.

1. Open the Vengeance Gaming Software application
2. Select the **Assign Buttons** activity
3. Choose a profile to change. In this example, you can simply use the default **Profile 1**. You can also select an existing profile from the drop-down menu or create a new profile using the **Manage Profiles** activity.
4. In the **Button Selection** area, click the button to which you want to map a new action. In this case, select **4**. Assuming your mouse is set up with the factory defaults, you should see the following screen:

5. Click on **Button Options** and then click in the **Advanced Buttons** box. You should see the following screen:



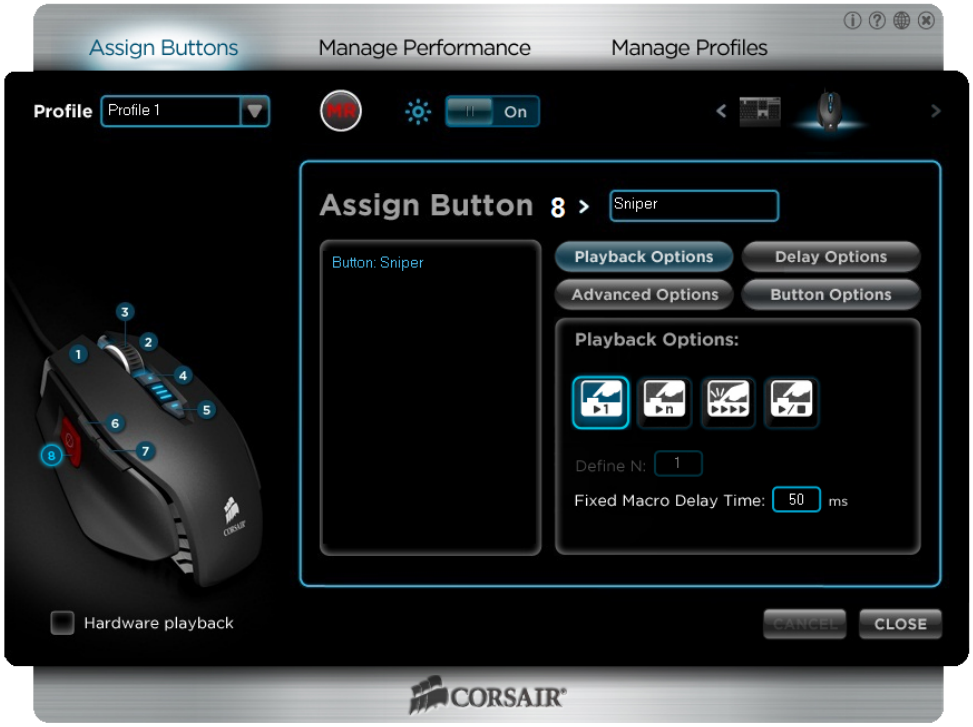
6. Click **DPI Select** to select that function, and then click **+** to assign the function to button 4 on the mouse. You can change the name of the button by clicking in the text box next to **"Assign Button 4 >"** and typing in a new name.
7. Now click on 5, select **Advanced Buttons**, click on **No Function**, and then **+** to assign the function.
8. Now click **Close**.
9. That's it! You've mapped DPI Select to button 4 and No Function to button 5.
10. Follow these steps in reverse to remap button 4 and 5 to DPI Up and DPI Down, respectively.

If you are using Hardware Playback mode, you need to save the updated profile to your Vengeance M60 mouse before the new button mapping will be available. You can do this using the **Manage Profiles** activity. Left-click on the profile name and click **Save to M60**. Once the progress indicator reaches 100%, click **OK**.

How-to: Assign a keystroke

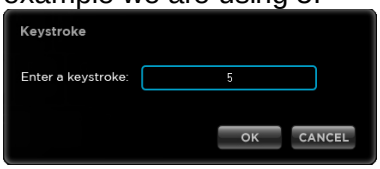
You can assign a keystroke to any button on the Vengeance M60.

1. Open the Vengeance Gaming Software application
2. Select the **Assign Buttons** activity
3. Choose a profile to change. In this example, you can simply use the default **Profile 1**. You can also select an existing profile from the drop-down menu or create a new profile using the **Manage Profiles** activity.
4. In the **Button Selection** area, click the button to which you want to assign the keystroke. In this case, select **8** – the Sniper button. Assuming your mouse is set up with the factory defaults, you should see the following screen:



5. Click on **Button Options** and select the **Basic Buttons** control. Select **Keystroke** - the bottom option in the list, then click **+**.

6. Press the keyboard key you would like to bind to button 8, and then press **OK**. In this example we are using 5.



7. Now click Close.
8. That's it! You've assigned your first keystroke and now it's time to test it out. Open Notepad or Word (or your favorite text editor), start a new document, and then press button 8 on your Vengeance M60. You should see the number 5 appear as if you were typing it.
9. To change the button back to Sniper mode, open the software and again select button 8. Right click on button 8 and choose **Delete**. Confirm that you wish to delete, and the default Sniper function will be reassigned to the button.

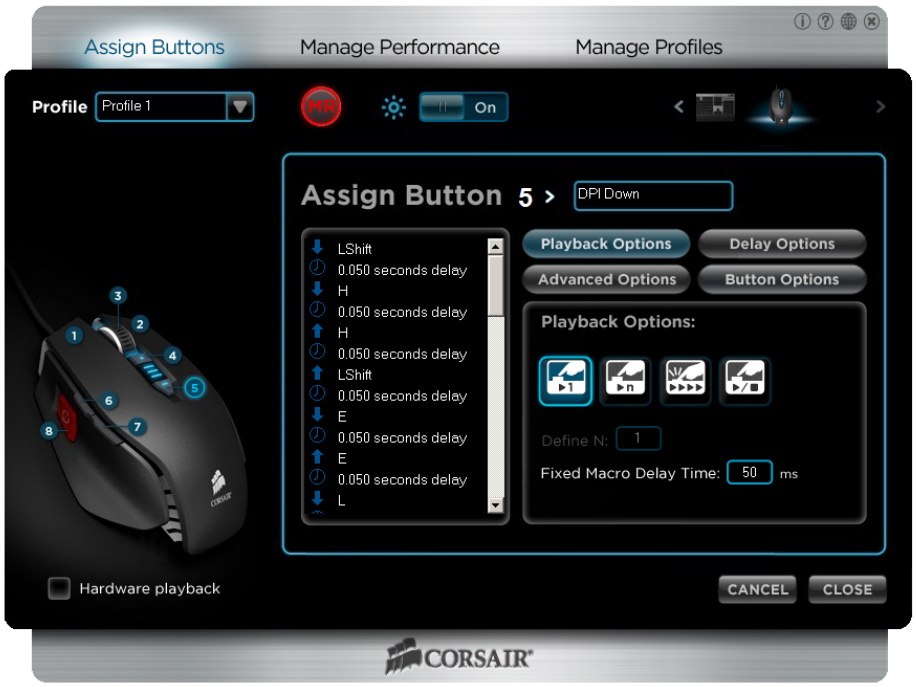
If you are using Hardware Playback mode, you need to save the updated profile to your Vengeance M60 mouse before the new button mapping will be available. You can do this using the **Manage Profiles** activity. Left-click on the profile name and click **Save to M60**. Once the progress indicator reaches 100%, click **OK**.

How-to: Record and assign a macro

You can record a macro (a series of keystrokes) and assign that to any button on the Vengeance M60. To illustrate how this is done, we'll create a simple macro that types "Hello World" in any application.

10. Open the Vengeance Gaming Software application
11. Select the **Assign Buttons** activity
12. Choose a profile to change. In this example, you can simply use the default **Profile 1**. You can also select an existing profile from the drop-down menu or create a new profile using the **Manage Profiles** activity.
13. To start recording a macro, first click on the **MR** (Macro Record) button.
14. In the **Button Selection** area, click the button to which you want to bind the macro. In this case, select **5**. Assuming your mouse is set up with the factory defaults, you should see the following screen:

15. Now, type “**Hello World**” (without the quotes) on your keyboard. Use the shift key to capitalize the H and W. When you’re done typing, click the **MR** button to stop the recording. You should see a screen similar to this:



16. Now, let’s give the macro a name. Click in the text box next to **Assign Button 5 >** . Delete the existing name (“DPI Down” or “No Function, depending on whether you followed our previous tutorial), type in “Test” and then press **Enter**.
17. Now click **Close**.
18. That’s it! You’ve created your first macro and now it’s time to test it out. Open Notepad or Word (or your favorite text editor), start a new document, and then press button **5** on your Vengeance M60. You should see Hello World appear as if you were typing it.

If you are using Hardware Playback mode, you need to save the updated profile to your Vengeance M60 mouse before the new button mapping will be available. You can do this using the **Manage Profiles** activity. Left-click on the profile name and click **Save to M60**. Once the progress indicator reaches 100%, click **OK**.

How-to: Edit a macro

Once you've recorded a macro, you may want to edit it to remove an extra keypress or add one you missed, or change the delay. To illustrate how this is done, we'll edit our Test macro from the "*How-to: Record and assign a macro*" section in this guide.

> You can only edit macros that are bound to a button on your mouse. If you have macros that you have saved (using the **Export** function) and want to edit, you must first assign them to a button on the mouse.

1. Open the Vengeance Gaming Software application
2. Select the **Assign Buttons** activity
3. Choose a profile to change. Assuming you're using the Test macro we created in the *Record a macro* exercise, you can simply use the default **Profile 1**.
4. In the **Button Selection** area, click the button to which the macro you want to edit is assigned. In this case, select **5**. If you're editing our Test macro, you should see the following screen:

5. For this example, let's first add a couple of keystrokes to change the macro from creating "Hello World" to "A Jello World". Start by right-clicking on the first occurrence of 🕓 **0.050 seconds delay** (just below ⬇ **LShift**) to open the edit menu, which looks like this:

6. We will be adding a keypress, so select **Insert ⬇ Key** and the following dialog box will appear:

7. Enter the letter A, click OK and then select the **⬇ A**
8. Now click **Insert Delay**, which inserts the default 50ms delay.

You can change the default value for the delay under **Assign Buttons > Delay Options**, or if you want a different value for just this delay, you can use the **Edit** function from the right-click menu to change it.

9. We've added the keypress of the letter A and now we need to enter the keyrelease. Right-click on the delay you just added, select **Insert ⬆ Key**, enter A in the dialog box and then click OK.
10. Add another delay by right-clicking the **⬆ A** entry and selecting **Insert Delay**.
11. Do this same sequence to insert the space character: **Insert ⬇ Key**, press the space bar and OK, **Insert Delay**, **Insert ⬆ Key**, press the space bar and OK, and then Insert Delay to create the sequence that inserts a space.
12. Finally, let's change the H to a J and finish the macro. Right-click on **⬆ H**, select **Edit**., change the H to a J in the dialog box, and click OK.
13. Do the same for the **⬇ H** entry and you've finished editing your macro.
14. Now test it out. Open Notepad or Word (or your favorite text editor), start a new document, and then press button **5** on your Vengeance M60. You should see: A Jello World appear as if you were typing it.

If you are using Hardware Playback mode, you need to save the updated profile to your Vengeance M60 mouse before the new button mapping will be available. You can do this using the **Manage Profiles** activity. Left-click on the profile name and click **Save to M60**. Once the progress indicator reaches 100%, click **OK**.