

The Dual-Sensor SteelSeries Rival 600

Written by Frederick Douglas
18 January 2018

CES 2018 sees the launch of a new mouse from gaming peripheral maker SteelSeries-- the Rival 600, the first from the company to feature dual optical sensors to track movement even when the mouse is in the air.



The mouse uses TrueMove3+, a system combining a TrueMove3 primary sensor and a second PixArt optical sensor to track lift-off distance. SteelSeries claims the dual sensors eliminate jitter and cursor disparity on lift-off movements, while the lift-off distance is the lowest in the market.

"We took a massive leap forward in sensor innovation with Pixart with the TrueMove3 sensor in the Rival 310 and Sensei 310," the company says. "Now we're taking that innovation even further by combining the true 1-to-1 tracking of the TrueMove3 with a second optical sensor for precision. It's the only dual optical sensor system in the world that can offer this level of precision and accuracy of movement."

The TrueMove3 is a 12000 CPI, 350 IPS optical sensor complete with a custom SROM offering 1-to-1 tracking from 100 to 12000 CPI. Meanwhile the second sensor features customisable lift-off distance as well as linear optical detection for true depth perception.

As for the actual mouse, the Rival 600 is a right-handed rodent with 7 buttons. The left/right clicks feature a "revolutionary reinforced trigger system" for "the best clicks," while the design features a black soft touch surface over a fibre-enforced plastic chassis. Interestingly the package includes eight 4g weights, allowing users to customise the feel and balance of the mouse.

Further features include RGB lighting across eight independent zones and a 32-bit ARM processor for the storage of CPI, lift-off sensor settings, custom lighting effects, button

The Dual-Sensor SteelSeries Rival 600

Written by Frederick Douglas
18 January 2018

key-binds and full macros. Customisation comes through SteelSeries Engine Software.

The Rival 600 is available now.

Go [SteelSeries Rival 600](#)