

SOUND
BLASTER
PRO-GAMING



SIEGE Mo4

PRECISION GAMING MOUSE



EXPERIENCE GUIDE

CREATIVE®

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PERFECTION RE-IMAGINED

Crafted from the ground up utilizing years of research and surveying the habits of pro and everyday gamers worldwide, the Sound BlasterX Siege is a combination and improvement of some of the best ideas found across various types of gaming mice. From the aesthetics and ergonomics, down to the intricate technical details...

We've engineered a world-class gaming mouse to rival all others.



OVERVIEW

SIEGE M04

ARCHITECTURE

PIXART PMW3360 IR LED PRECISION SENSOR

- 12,000 native DPI
- 1,000 Hz polling rate
- Low 2mm lift-off distance
- 32-bit high speed MCU

7 FULLY PROGRAMMABLE BUTTONS

- Including dedicated sniper button
- With internal memory

ERGONOMIC RIGHT-HANDED DESIGN

- Optimized for palm and claw grip players

ALL-EDGE AURORA REACTIVE LIGHTING

- 11 independent LED segments all around for brilliant lighting
- Fully customizable up to 16.8 million colors
- Assignable lighting profiles

NYLON BRAIDED USB CABLE

- Angled strain relief minimizes wear and tear

OMRON® MECHANICAL SWITCHES

- Underneath left and right primary buttons
- Up to 50 million clicks

3-LEVEL DPI SWITCH

- Programmable for on-the-fly DPI switching

NON-SLIDE MATTE SURFACE

- With rubber-based textured regions
- Provide comfort and a secure grip

LOW-FRICTION PTFE FEET

- For ultra smooth gliding with large surface



SPECIFICATIONS

TRACKING

Resolution: 200 - 12000 dpi

Max. acceleration: >50 g

Max. speed: >250 ips

RESPONSIVENESS

USB report rate: 1000 Hz (1 ms)

Microprocessor: 32-bit high speed MCU

DIMENSIONS

L x W x H:

135.6 x 67.7 x 43.0 mm /

5.3 x 2.7 x 1.7 in

WEIGHT

With cable: 110g / 3.88 oz

Without cable: 143g / 5 oz

DURABILITY Left/Right Buttons:
50 million clicks

SOFTWARE REQUIREMENTS

FOR WINDOWS®

- PC or laptop with Intel Core series processor or higher
- Microsoft® Windows 7 and above
- 2 GB RAM
- 200 MB free hard disk space
- USB 2.0 port
- Internet Connection

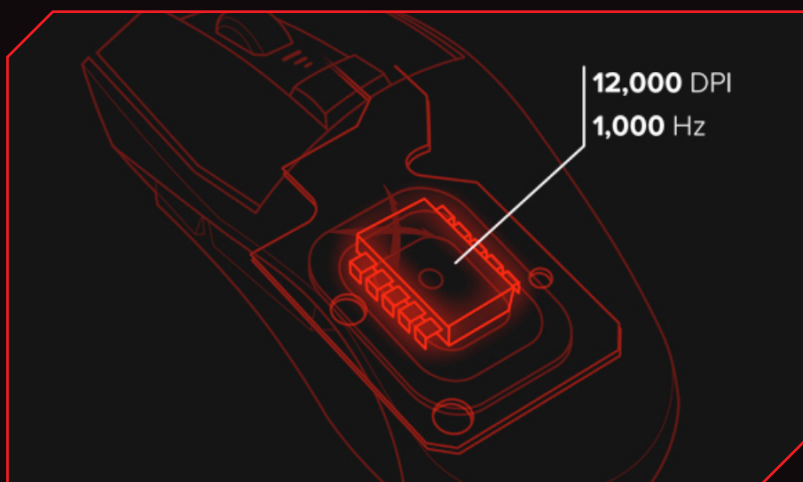


KEY FEATURES

SIEGE M04

PMW3360 IR LED SENSOR WITH ONBOARD MEMORY

At the heart of the Siege M04 lies a PixArt PMW3360 IR LED gaming grade sensor and a 32-bit high speed microcontroller capable of a 1000 Hz polling rate, 12000 native DPI and a low 2mm lift-off distance with zero built-in acceleration and cursor prediction. An onboard memory offers full customization to the Siege M04 with programmable settings for sensor, light and buttons.



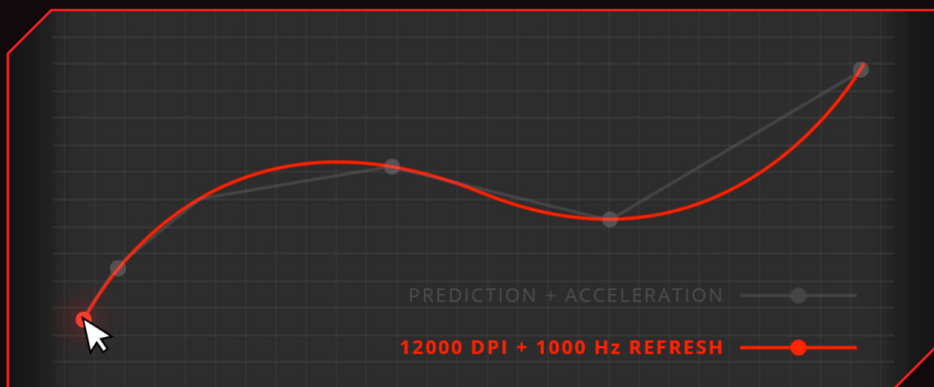
12,000 Native DPI*

Fully customizable 200-12,000 native DPI setting without interpolation allows for perfect accuracy tracking. Program up to **3 DPI levels** into the onboard memory and utilize the on-the-fly DPI switch to swap between short, mid and long range combat.

1,000Hz Polling Rate*

With a lightning fast report rate, the mouse sends updates to the computer 1000 times a second. This means that for every movement you make, your computer is kept up to date for the fastest possible REACTION and a buttery smooth glide across your screen. No input lag equals MORE FRAGS!

* Fully programmable to onboard memory via SB Connect software.



No Prediction, No Acceleration.

Every swipe and flick of the Sound BlasterX Siege M04 translates into **pinpoint precise movements** on screen, according to your favorite DPI and polling rate settings. EXECUTE your opponents without mercy and leave the guesswork to them when they start to wonder how you managed to pulled that clutch shot off.

AURORA REACTIVE LIGHTING SYSTEM

The Sound BlasterX Siege M04 comes with the Aurora Reactive Lighting System that features 11 programmable LED segments.

Inspired by earth's natural phenomenon, the Aurora Reactive Lighting System illuminates **all edges of the mouse** with brilliant displays of color.

Choose from 6 presets or program it with up to 16.8 million colors and different rhythms to choose from. Build a neat gaming space by linking up other Aurora Reactive Lighting System products.



ENHANCING & CUSTOMIZING

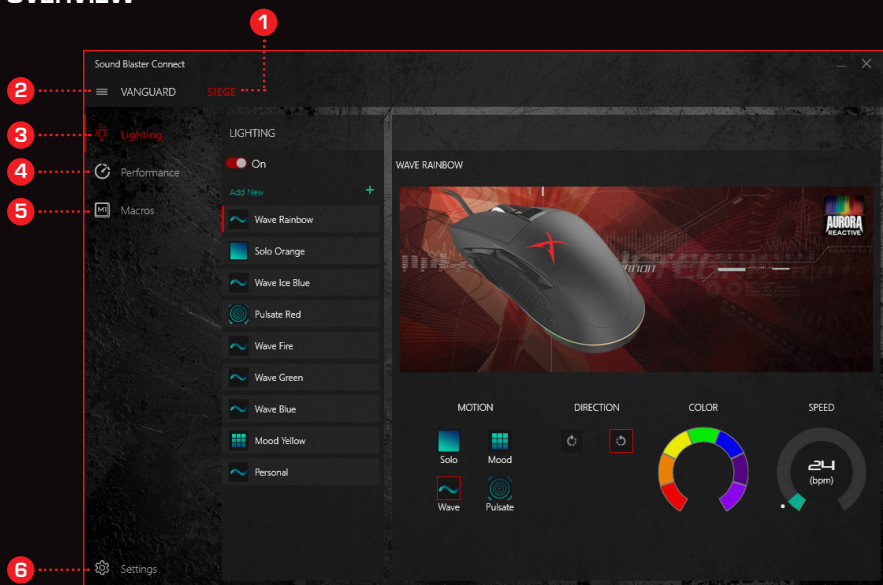
SIEGE M04

SOUND BLASTER CONNECT FOR PC

Available for Windows, the fully customizable Sound Blaster Connect software gives you complete control over your product. You can also tweak the lighting effects of your BlasterX product to create a neat gaming space.

Sound
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OVERVIEW



1 Connected Devices

- Select the device to configure

2 Open/Collapse Menu

- Open or collapse the sidebar menu

3 Lighting

- Choose or customize RGB lighting presets to match your mood and space

4 Performance

- Customize DPI switch levels
- Set Sniper button DPI level
- Set acceleration/deceleration, and polling rate
- Enable/Disable lift-off distance and prediction ability

5 Macros

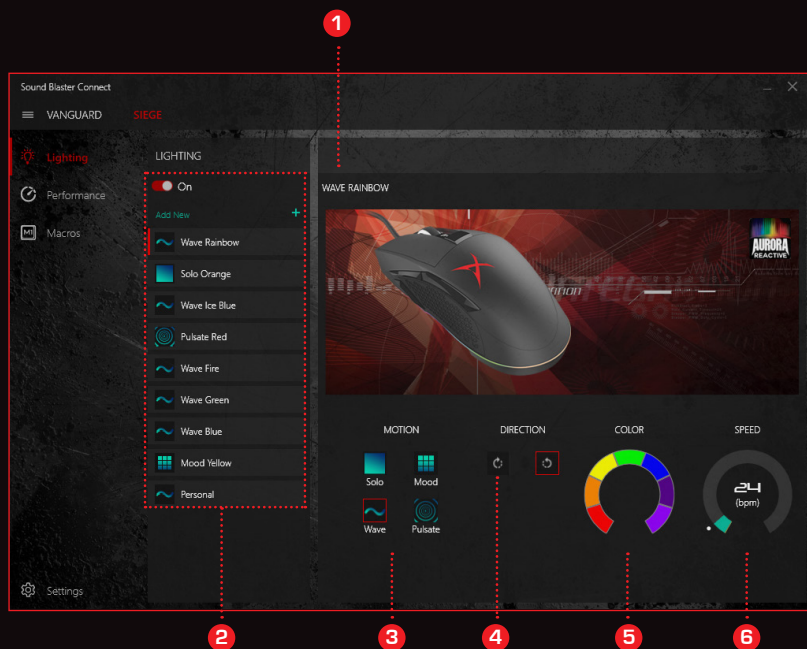
- Program buttons to increase efficiency in games

6 Settings

- Change language settings
- Modify SB Connect settings
- Check software and firmware status
- Restore default settings

CUSTOMIZE YOUR LIGHTING

Choose or customize RGB lighting presets to match your mood and space.



1 Selected preset

2 A selection of pre-configured audio/lighting profiles optimized for most of your playback needs

3 Select a motion sequence for the lighting effect.

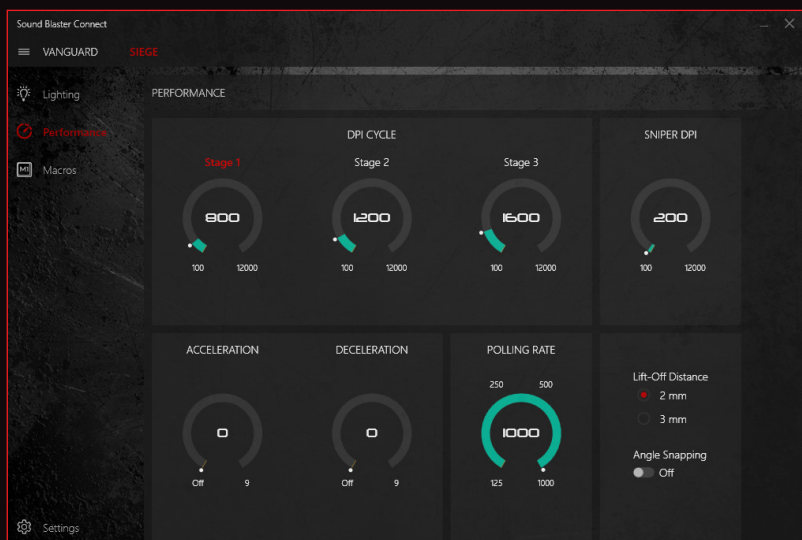
4 Select the direction of the light movement.

5 Select your favorite color scheme to match your gaming space.

6 Slide to adjust the speed of light movement.

OPTIMIZE PERFORMANCE

The Siege M04 can be tweaked and customized according to your games and gaming preference for precise control.



DPI Cycle: Set up to 3 presets for on-the-fly DPI switching in games. Move the slider clockwise to increase mouse sensitivity and pointer speed.

Sniper DPI: Increase or decrease mouse sensitivity when the sniper button is held down.

Acceleration/Deceleration: Move the sliders clockwise to increase acceleration or deceleration of your mouse speed during mouse movements. Tune the mouse to pick up speed or slow down during movement with these 2 options. Otherwise, disable both for 1:1 mouse movement.

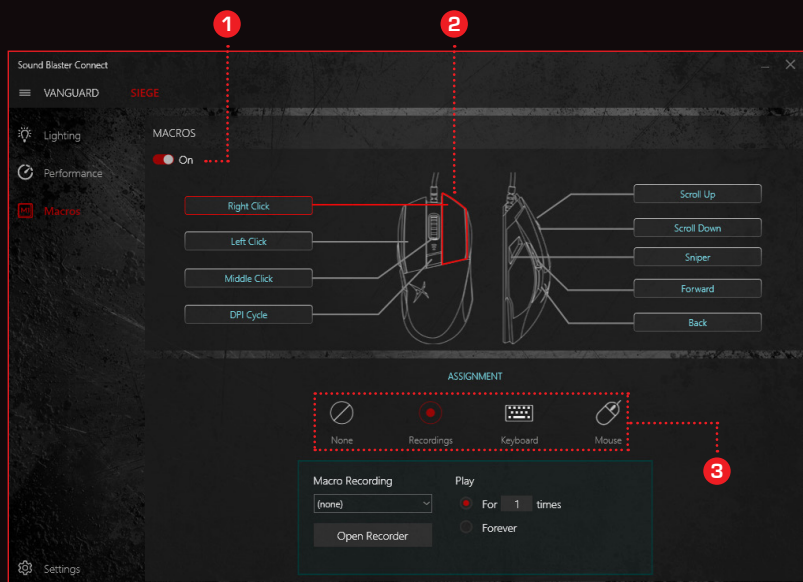
Polling Rate: Set the maximum distance between mouse sensor and surface where tracking is allowed. A lower lift-off distance (LOD) is useful in games because a high LOD means the sensor continues to track even when the mouse is lifted over a tracking surface, resulting in uncontrolled motion.

Lift-Off Distance: Set the maximum distance between mouse sensor and surface where tracking is allowed. A lower lift-off distance (LOD) is useful in games because a high LOD means the sensor continues to track even when the mouse is lifted over a tracking surface, resulting in uncontrolled motion.

Angle Snapping: Enhance your aim with smoother movements – helps FPS players to spin around without ending up looking at the sky and drawing straight lines in art. You can also disable it for zero prediction.

ASSIGNING BUTTONS

The buttons on the Siege M04 can be programmed with macros and customized according to your gaming preference for fast and efficient control.



1 MACROS

Enable/disable button macros

2 Customization

Select a button to customize

4 Assignment

Select the type of key assignment and customization

None: To use the mouse as it is with the default factory settings.

Keyboard: Bind the selected mouse button to a keyboard key.

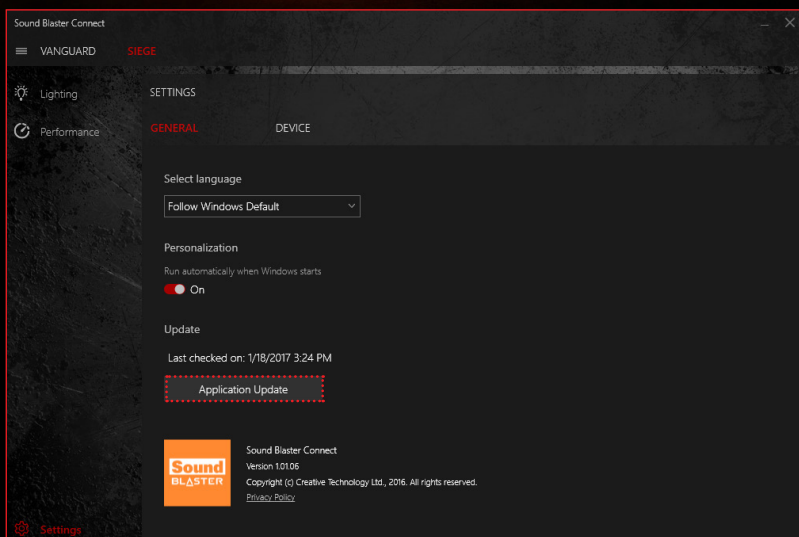
Recordings: Record a rule or pattern that specifies a certain mouse action sequence to automate repetitive actions with a click of the selected mouse button.

Mouse: Map the selected mouse button to the function of another button.

COMING SOON

IN THE NEXT SOFTWARE UPDATE

Locating, downloading and installing updates for your product is now simpler and faster with the in-app automatic software update system*.



Keep your software up-to-date for the best experience and latest enhancements.

- ✓ Global lighting synchronization between Sound BlasterX products featuring the Aurora Reactive lighting system
- ✓ Music visualizer effects

*Ensure that your system is connected to the Internet before you perform the check for updates.

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FIRST PERCEIVE... NOW REACT AND EXECUTE

We've been here from the very beginning of PC gaming, and for three decades, Sound Blaster has broken boundaries with audio innovation and technologies.

Our audio products have always provided a competitive edge for gamers in perceiving what's going on around them in the game. But whether on the battlefield or race track, winning the game not only requires you to PERCEIVE precisely, but also to REACT quickly and EXECUTE actions effectively.

So, we asked ourselves, why stop at just audio?

Today, we give gamers powerful, precise control at their fingertips. New weapons designed just for gamers to give gamers the ultimate **P.R.E. (Perceive, React and Execute)** experience.



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For more details on Sound BlasterX products, visit blasterX.com

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