

Cooler Master MM710

Dimensions: 116.6 x 62.6 x 38.3mm

Grip Width: 57mm

Weight: 53g

Sensor: PixArt PMW3389

Colors: Black or White

Coating: Matte or Gloss

Switch: Omron D2FC-F-7N (20M)

Buttons: 6

Cable: Paracord (Ultraweave)

Price: \$50 USD



Introduction

As a claw gripper who loves small mice I've been looking forward to trying out the MM710. I think for many this mouse could be end-game, evident by it consistently being voted in the top 5 by the community (currently ranked #3 on gearsearch.gg), but unfortunately for me I struggle with its shape and there a few issues keeping it from becoming my main.

Shape

The far back hump in combination with the low button height, narrow grip width and short base length makes the MM710 perfect for claw. The back hump is a little too low for my 19 x 10.5cm hands, making me rest my palm more on top rather than the back (more of a palm-claw hybrid), but if your hands are smaller than you'll find good support in the back. There is a slight dip in the grip area, helping you lift and reposition the mouse, and plenty of space on the right side for your ring and pinky fingers to rest. The left side though is a little crowded, with the side buttons interfering with thumb placement. The grip width is a little too narrow for me as well so I'm thinking of removing the side buttons and adding grip tape to one or both sides.

Compared to a flatter, middle-humped mouse like the UL2 or Model O- the MM710 feels noticeably larger. Some, including I, may find the back hump of the MM710 bulky and restrictive, but what you lose in mobility you gain in stability. I find stability very important in a mouse, I can score higher with a smaller mouse in aim trainers and deathmatch, but when it comes to competitive play and nerves kick in stability is king, I'm able to perform more consistently under pressure (less shaky aim) with a slightly larger and/or heavier mouse. The more confident you are the less this applies.

The MM710 is a mouse best clawed and even palmed if your hands are small enough. It can be finger-tipped as well though to avoid contact with the back hump you must arch your fingers a little.

Coating

I really liked the glossy coating on the Model O so decided to get the glossy MM710. This is a decision I now regret as the gloss coating on the MM710 feels very oily and sticky in comparison. The tackiness helps with grip and is great in-game (when your hands warm up they feel glued to the mouse), but for general use doesn't feel very nice (like the mouse is covered with pizza grease, slippery and oily). The holes are quite large on the MM710 compared to other honeycombed mice. I personally don't notice them, but I know others are bothered by it. There's no holes where you place your fingers (unless you fingertip further back on the mouse), depending on personal preference you may like or dislike this.

Left and Right Click

The clicks on the MM710 are nice and snappy, they're the well liked Omron 20m switch. There's some travel, pre and post, but this helps prevent accidental clicks and makes timing of clicks precise (very good for single tap weapons). The tension of the clicks too is very good, good balance between firm and light. When holding down either the left or right click you don't have to apply too much pressure, allowing for a more relaxed grip when tracking. When clicking fast the clicks provide good rhythm, excellent for pistol fire in CS:GO or Zen play in Overwatch.

Side Buttons

The side-buttons on the MM710 are springy and tactile, but suffer from travel. They're not flat, but come to a point like so "<", making them uncomfortable to use or rest your thumb on. For my grip style (claw) side button placement is one of my biggest gripes with this mouse. Where I want to put my thumb the side-buttons are, so in-game my thumb is forced lower. When browsing my thumb rests on the side-buttons, leading to a few accidental clicks (making me navigate back or forward a page).

Scroll Wheel

The scroll on the MM710 is one of my favourites. Quick to scroll, good feedback, clear steps and doesn't make much noise. The scroll is well positioned with a good height, feels natural to use. The textured rubber is nice on the fingers and assists with grip.

Middle Click

The middle click on the MM710 is very stiff with little travel. Trying to use it in Apex lead to fatigue and I struggled to get any rhythm with it when spamming (activation force was too high). Being stiff though comes with a positive, no accidental clicks. Middle click and scroll both feel sturdy.

Weight and Balance

The MM710 weighs in at 53g. Being this light the weight is fairly well spread and balanced. Once below 60g, the UL2 and MM710 and O- feel all about the same. Despite its low weight the MM710 feels stable as it's back hump gives you something to wrap your hand around. Unlike other ultralight mice, apart from the Skoll, I didn't struggle for stability in games like CS:GO where I usually prefer a slightly heavier mouse for control.

Mouse Feet

The mouse feet on the MM710 are scratchy at first but smoothen out over time. They are white PTFE but lack rounded edges. When moving the feet glide well (on the slow side) but the initial friction is too high for my liking. To give you a sense of the speed they are slower than the Model O- and UL2's feet. The MM710 also comes with spare feet.

Cable

The Ultraweave cable (Paracord) on the MM710 is one of the best stock cables on the market. Haven't tried the new ascended cable yet but the Ultraweave is the most flexible stock cable I've tried apart from



the one found on the Hati and Skoll. It's light, flexible and looks well made, I don't see a reason to upgrade to a true paracord unless for aesthetics or wanting the absolute best. Playing at low sensitivity the cable kept going under my mouse so I used a bungee reduce the occurrence of this happening.

Build Quality

The MM710 I'm testing is from the latest batch of glossy blacks. Button wobble is still present but not as extreme, I don't notice it in-game but others may. The shell of the MM710 is thick plastic, very solid with no flexing.

Sensor

The MM710 houses PixArt's latest offering, the PMW3389. It's smooth, tracks well and there are no spinouts. The biggest source of criticism of the MM710 stems from it's sensor position being too far back. The further back the sensor, the less range of motion you have on screen (smaller arc with your wrist) and less connected (in-sync) your movements are with your own.

As a low sensitivity, arm aimer, I did find a positive side to this. Normally in games I have to set my sensitivity low enough that I'm able to comfortably and consistently track my targets (I play a lot of tracking based heroes in Overwatch). The lower I go though, the harder and slower it becomes for me to do a 180 degree turn. Having a low positioned sensor allowed me to set my in-game sensitivity higher, faster turns with my arm, but when it came time to use my wrist for small movements it felt slower and more controlled (like using a lower dpi) because of the smaller arc (less shaky). This doesn't mean a further back sensor is better, just an interesting observation I had.

DPI

The MM710 can be set anywhere between 200 - 32000 dpi at increments of 100. Using the mouse-sensitivity.com dpi analyzer the MM710's true dpi is faster but within the acceptable 20dpi deviation. Having the ability to increase DPI by steps of 10 or 50 would be a welcomed change as 100 is too large of a jump.

LOD

The MM710 can have a LOD setting of either low or high. My tests revealed low to be about 1mm and high, 2mm.

Latency

Doing the human benchmark test I usually score between 160-180ms, but had trouble reaching this number consistently with the MM710. Despite this the MM710 felt very responsive in-game

and I would be happy using it in competitive play. Button response time can be adjusted from 4ms to 32ms in the software, I set mine to 4ms without issue. If you experience double clicking, set this number higher.

Software

The MM710 software has all the features you'd expect plus a few more such as surface calibration and angle tunability. Angle tunability is the ability to tweak your cursor movements so if you hold the mouse at an angle it behaves the same way as if you were holding it straight. This can be adjusted between -30 and 30 degrees. The MM710 software is unobtrusive, when you close it, it stays closed, and it doesn't load itself on boot.

Conclusion

The MM710 overall is an excellent mouse; lightweight, top sensor, good clicks. If your on a budget the MM710 costs only \$50 USD and is paracorded, ready to go. The MM710 suffers from a few issues, including coating, side-button placement, sensor position, button wobble and middle-click stiffness. With a few mods these issues can be alleviated, apart from sensor placement which is probably the biggest deal breaker for many. With enough use though you can adapt to its positioning.

I've used the MM710 for a few weeks now and struggle to find comfort with it's shape but I've also been playing very well with it so I'm on the lookout for something similar, maybe an S2, XM1 or ZA13? The MM710 is one of the best mice I've tried for flicking. If your on target the mouse is deadly quick, but if you over or undershoot the initial friction of the mouse feet combined with the bulky back makes micro adjusting difficult.