

Xtrfy M4

Dimensions: 121 x 68 x 40mm

Grip Width: ~67mm

Weight: 71g

Sensor: PixArt PMW3389

Main Switch: Omron 20 Million

Buttons: 6

Software: None

DPI Steps: 400, 800, 1200, 1600, 3200, 4000, 7200, 16000

Polling Rate: 125, 500, 1000Hz

LOD: ~1mm

Cable: EZcord (Paracord)

Introduction

The Xtrfy M4 was one mouse I never thought I'd like; low height for an ergo, hump more towards the back and a large flare to the left of the rear. These were all traits that contrasted my current main, (Zowie EC2-A) which is higher, has the hump placed more in the middle and flares a lot less in the back. I really like the EC2 and have been unable to replace it for years. I decided to buy the M4, not for use, but to be able to measure and get accurate dimensions for, as well as take photos of to outline for the shape compare feature.

Shape

Long story short, the EC2 is now in my cupboard collecting dust - the Xtrfy M4 shape just works! I've always found there to be a distinct difference between ergo and ambi mice. Ergos are comfortable and easy to track with whilst ambidextrous mice are great for those one taps and flicks. What Xtrfy has created here is the best of both worlds. The ergo shape for starters allows my hand and forearm to be more relaxed, the low button height allows my fingers to rest more naturally (not forced up), the further back hump provides extra support for my palm (claw-grip) and the back-left flare in combination with the front of the mouse being relatively even (ergos are normally slanted) makes you hold the mouse more like an ambidextrous one. The end result is a ergo-ambi hybrid, a mouse that you can track and flick well with.

I think this mouse is best suited to claw and palm, as they will benefit the most from this unique shape. If you have large hands palming won't be easy due to the low height of the mouse. You can fingertip the mouse no problem, but I'd recommend a true ambi over this so you don't have to worry about the back left flare interfering with your grip. The shape is almost perfect for my 19 x 10.5cm hands, just slightly too narrow in the middle and I would have liked a more centered hump, allowing me to wrap my hand around the mouse better and get my fingers closer to the front.

There's plenty of space for your thumb under the side buttons and no aggressive flares on the right to interfere with your ring and pinky fingers (1-2-2 grip). The side buttons are easy to access and well positioned (no accidental clicks). The scroll wheel is a bit of a reach for your index finger, could be positioned a little better. Comfort grooves in combination with the back left flare and low weight makes the mouse easy to lift and reposition. The 68mm width of the back provides plenty of support for your palm increasing the stability of your aim, whilst the narrow grip width (56 - 58mm) makes micro adjustments easier. This 10mm difference in width makes the mouse a little uncomfortable to hold (don't expect ergo comfort) as you are forced to widen your palm but at the same time pinch your fingers closer to together. This feeling can be alleviated by adding grip tape to the left-side of the mouse.

Coating

The Xtrfy M4 has a nice smooth, satin black finish (almost rubbery feeling). In cool weather the mouse is easy to grip, though I noticed my hands starting to get sweaty on hotter days. The holes on the side do affect grip, very slippery with them. I see this being a bit of a problem for those with sweaty hands (lizard skins would be a good fix). The top is grippy, though the downside to this is that grime builds up quite quickly on the m1 and m2 buttons.

Weight & Balance

The M4 weighs 71g on my scales with a bit of cable. Compared to my EC2-A (93g) the weight difference is night and day, but not too light that I lose control of my spray in games like CS:GO (a little more weight would have been perfect for this game). The G-Wolves Skoll (65g) feels noticeably lighter and more comfortable (modded with grip tape), though the unique shape and smaller size of the M4 helps me aim better. The M4 feels a little heavier in the front and due to its smaller size feels heavier than other mice in the same weight range (weight is consolidated, not spread out like on larger mice).

Build Quality

The M4 feels solid and well built. If you squeeze the back left hump there is some flexing, though I don't expect anyone to be putting their fingers there nor do I notice this in game. There is some minor button wobble on m1 and m2, this doesn't affect me but I know it does others so something to be aware of. Scroll wheel and middle click feel structurally sound.

Sensor

Xtrfy has chosen the latest offering by PixArt, the PMW3389, for the M4. This is a big upgrade over the 3310 in my EC2-A. It tracks well, there's no spin outs or random jitters, feels responsive and cursor movements are very smooth, on par with the Viper Ultimate's 3399 (What comes next after 3399, the 34XX series?).

LOD

The LOD on the M4 can not be altered. You only have one option and that is the default. I measured it to be around 1mm (maybe less). It failed the 1 CD test so I know for sure it's less than 1.2mm.

DPI

The M4 has 8 presets for DPI (400, 800, 1200, 1600, 3200, 4000, 7200, 16000). These cannot be changed as there is no software. Mouse-sensitivity.com DPI Analyzer showed 400 dpi on the M4 to be fairly accurate (around 405). It felt a little faster for me in game compared to other mice.

Main Buttons

The M4 uses Omron 20 million for the left and right clicks. They're snappy with a higher than average stiffness (tactile). Great for flicks and one taps (I felt unstoppable with the AWP and Deagle in CS:GO). Tracking though, while holding down m1, was a lot more difficult due to the extra force needed to be put down on the mouse. Because of this my accuracy suffered with characters such as Zarya and Hammond in Overwatch along with my spray control in CS:GO. The lack of left to right slant (like the EC2) also contributed to poorer tracking. Despite being ergo, the mouse behaves more like an ambi one.

Side-Buttons

The front side-button is positioned perfectly on the M4, I can reach and active it with little delay. The back button requires a bit of an awkward stretch to reach and I don't see myself wanting to use it in-game because of that. This is my experience using claw, different grip styles and hand sizes may find otherwise.

The side-buttons are large and flat, but not in your way, giving you plenty of surface area to push down on, making them easy to find and press with your thumb. There's some pre-travel on the side-buttons but at the same time they are crisp and snappy.

Middle Click

The actuation force of the M4's middle click is a little higher than average (less than EC1-B, around the same as the EC2-A, but more than the Skoll) with very little pre-travel. Apex players may not appreciate the stiffness but it's nice to have a middle click that doesn't activate every time you scroll (viper ultimate, g-wolves skoll). The scroll feels sturdy giving you the confidence to be aggressive with your middle clicks mid fight.

Scroll Wheel

I really like the scroll wheel on the M4; it's smooth, quiet, fast to scroll, yet tactile at the same time. The wheel is lined with a layer of rubber providing excellent grip and comfort. This is one of my favorite scrolls I've tested on a gaming mouse, it's very nice to touch and is great for both web browsing and gaming.

Cable

The M4 comes pre-installed with a paracord style cable, called the EZcable by Xtrfy. The cable is very similar to that of the Air58's, so stiffer compared to the Model O's Ascended cable, MM710's Ultraweave cable and G-Wolves Skoll's paracord. As I play at a very low sensitivity I actually prefer this extra stiffness as it stops the cable from going under my mouse on large swipes. The cable is very good quality and I think a majority of users will be happy with it. If you like your cables as flexible as possible an aftermarket paracord would be a good and noticeable upgrade.

Mouse Feet

The M4 has four 100% round edge PTFE mouse feet, one in each corner. They're not fast like Hyperglides, they're slower and more controlled. Once warned in I actually found the feet to be too slow, if this bothers you Tiger Arc and Corepad have aftermarket replacements available. I would have liked to have seen a two large mouse feet design, like the ec2-a, or an option like on the Model D to have small or large skatez. This would have made the glide smoother and improved in-game tracking (I found the four small mouse feet design unstable at times).

Latency

The mouse felt very responsive in-game, I didn't notice any latency issues. I did the KeyResponsePK and HumanBenchmark test against the Model O and Viper Ultimate and received similar results. I don't find these tests very accurate though and all I can comment on was in CS:GO I was able to awp before my opponent a majority of times (despite the extra stiffness of the buttons) but again not accurate as there are other factors to consider (reaction time, monitor refresh rate, internet speed, etc).

Conclusion

What's the saying? Never judge a mouse by its outline? Hahah. That's very true for the Xtrfy M4 which really surprised me, I'm glad I gave it a go! It has a shape which is very hard to recommend, one that I believe is best suited to claw grip. If you have small hands palm will work as well but for those who fingertip there are better options out there. I noticed some fatigue in

my hands when using this mouse for long periods of time, so if you suffer from cramping or wrist problems I would go for a true ergo mouse instead.

If I were to describe this mouse I would call it an ergo-ambi hybrid. I saw an improvement with my flicks compared to when using ambi mice, but my tracking suffered compared to when using true ergo mice like the EC2. The back left flare, may or may not annoy you, it does take a bit getting used to but it is a necessary feature to help achieve the ergo-ambi hybrid feeling.

Cable, sensor, scroll, everything is good apart from the coating, lack of software and depending on your preferences you may consider the clicks too stiff. RGB looks amazing on this mouse. The M4 is now my new main for productivity and gaming, I'm interested in seeing how it compares to the Kone Pure Ultra when it arrives. If you are able to return mice easily I think it's worth giving this a mouse a go, even if you don't think you'll like it. Using the mouse is an experience, one which I have learnt a lot about shape design from.