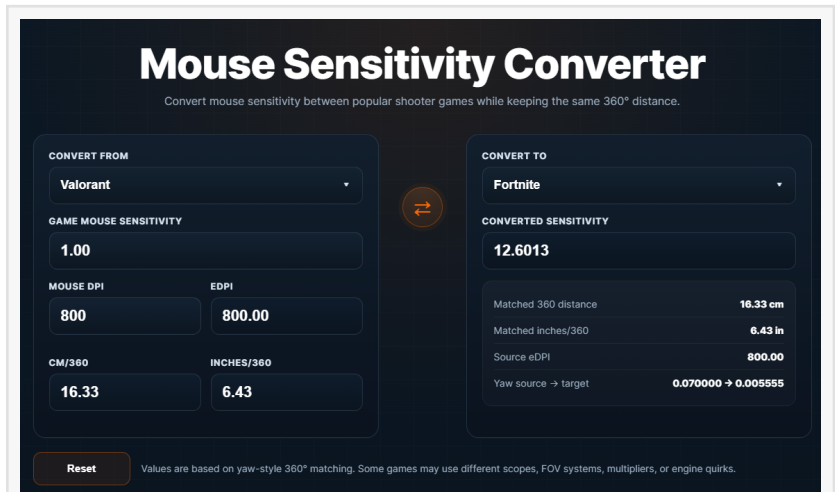


# Shooting Games Launches Innovative Mouse Sensitivity Converter Tool

NEW YORK, NY, UNITED STATES, April 7, 2026 /EINPresswire.com/ -- [Shooting-Games.uk.com](https://Shooting-Games.uk.com), an independent online destination for shooter game reviews, rankings, guides, and player resources, has announced the launch of its new [Mouse Sensitivity Converter](#) tool.

Designed for players who regularly switch between shooter titles, the new tool helps users convert their sensitivity settings between supported games while preserving the same 360-degree turning distance. Research reports that professional FPS players' settings varied by up to 8x within a single title and up to 12x across titles, which supports the idea that players need tools to translate settings intelligently rather than copy raw numbers between games.



Mouse Sensitivity converter tool on Shooting Games

“

We want it to be a useful resource for players who care about improving their experience, whether that means finding new games, comparing genres, or dialing in the settings that help them play better.”

*Nenad, developer at Shooting Games*

The tool was created to solve a common issue for FPS and shooter players: moving from one game to another often means dealing with completely different sensitivity scales, even when the goal is to keep the same overall mouse feel. Instead of manually guessing new settings, players can now enter their current game sensitivity and mouse DPI, choose a source and target game, and instantly receive a converted sensitivity value.

A [2023 study](#) found that in FPS-style tasks, measures of mouse control strongly predicted overall performance. Unlike basic calculators that only output a single converted

number, the new Mouse Sensitivity Converter also gives users additional performance metrics that help explain and verify the result. Alongside the converted sensitivity, the tool displays eDPI, CM/360, Inches/360, matched 360 distance, and yaw reference values. These measurements give players a clearer picture of how their setup behaves and allow for more informed sensitivity

tuning.

The new tool also includes a built-in legend section that explains each term and input field directly on the page. This makes it easier for both experienced players and newcomers to understand concepts such as DPI, eDPI, yaw, centimeters per 360, and why two identical-looking sensitivity values can feel completely different across games.

The Mouse Sensitivity Converter currently supports a wide range of popular shooter titles across multiple subgenres, including tactical shooters, battle royale games, arena shooters, hero shooters, and military FPS titles. Supported games include Valorant, CS2, CS:GO, Fortnite, Apex Legends, Overwatch 2, Call of Duty: Warzone, Rainbow Six Siege, PUBG: Battlegrounds, Destiny 2, Battlefield 2042, Team Fortress 2, Quake Champions, Halo Infinite, THE FINALS, Titanfall 2, Escape From Tarkov, DOOM Eternal, with many more to come.

Built as a responsive browser-based tool, the converter is designed to work across desktop and mobile devices. It also includes features such as instant recalculation while typing, one-click game swapping, and a streamlined interface that makes it quick to compare settings between titles. The launch of the Mouse Sensitivity Converter expands Shooting-Games.uk.com's growing library of resources for players interested in shooter games and performance optimization. In addition to tools, the site publishes game reviews, genre rankings, buying guides, and gaming content focused on helping players discover, compare, and better understand the shooter genre.

The Mouse Sensitivity Converter is available now on both desktop and mobile devices, check it out here <https://shooting-games.uk.com/tools/mouse-sensitivity-converter/>.

Shooting Games UK  
Shooting-Games.uk.com  
[email us here](#)

**How this sensitivity converter works**  
This tool preserves your physical turn distance by matching the same 360° rotation distance between games. It uses your current game sensitivity, mouse DPI, and each game's yaw value to estimate the converted sensitivity.

**Best for**  
FPS, tactical shooters, hero shooters, battle royale, arena shooters, and general aim training setups.

**Useful metrics**  
Compare sensitivity by raw game sensitivity, eDPI, cm/360, and inches/360 for a more consistent setup.

**Important note**  
Scoped sensitivity, ADS multipliers, FOV scaling, and acceleration are not universally standardized across all games.

### How Mouse Converter Works

#### Legend & Terms Explained

<b>Convert From</b> The game you currently play with your existing sensitivity settings.	<b>Convert To</b> The target game you want to move your sensitivity to.
<b>Game Mouse Sensitivity</b> Your current in-game sensitivity value in the source game.	<b>Converted Sensitivity</b> The recommended sensitivity value for the target game to keep the same turning distance.
<b>Mouse DPI</b> DPI means dots per inch. It is your mouse hardware sensitivity set in your mouse software or onboard profile.	<b>eDPI</b> Effective DPI. This is calculated as DPI × in-game sensitivity and helps compare overall speed inside the source game.
<b>CM/360</b> How many centimeters your mouse must travel on the mousepad to complete one full 360-degree turn.	<b>Inches/360</b> The same as CM/360, but shown in inches instead of centimeters.
<b>Matched 360 Distance</b> The preserved physical mouse travel distance used to keep your aim feeling consistent across games.	<b>Source eDPI</b> The calculated eDPI of your source game settings, shown for reference.
<b>Yaw</b> A game-specific turn scaling value used in the conversion math. Different games use different yaw values, so equal sensitivity numbers do not mean equal aim speed.	<b>Swap Button</b> Switches the source and target games instantly, and carries the converted value over as the new source sensitivity.

Legend for mouse converter tool

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