

Mouse commands

374720_PixelRule.tiff ↵

The command that a mouse click invokes depends on what area the mouse was in and what modifier keys (shift, control, or meta) were down at the time. There are four types of areas on the screen:

843481_paste.tiff ↵ **Modeline** ± the grey line at the bottom of an Emacs window

303327_paste.tiff ↵ **Scrollbar** ± the extreme right part of an Emacs window

310842_paste.tiff ↵ **Minibuffer** ± the bottommost line of an Emacs window

289063_paste.tiff ↵ **Text** ± anything else

46083_PixelRule.tiff ↵

When the mouse buttons are ``untied" (the ``Menu Button" is enabled in **Preferences**), the right button will perform the actions

listed below instead of popping up a menu.

Text area bindings

743434_PixelRule.tiff ↵

- | | |
|---------------|---|
| left | - set point
When dragged, sets mark where button was released |
| right | - set mark |
| shift left | - exchange point and mark |
| shift right | - save/delete/yank
First click saves region to kill ring
Second click kills region
Third click yanks from kill ring
Subsequent clicks cycle through kill ring |
| control left | - yank from kill ring at point |
| control right | - save the ``thing" pointed to in the pasteboard
``thing" is a word, s-expression, or line |

meta left, meta right, meta shift left, and meta shift right act the same as they do in the scrollbar.

meta control left	- call keyboard macro
meta control right	- undo

Scrollbar bindings

697174_PixelRule.tiff ↵

left	- line to top
right	- top to line
shift left	- line to bottom
shift right	- bottom to line

The meta key is effectively ignored (meta left acts the same as left, etc.)

Modeline bindings

127106_PixelRule.tiff ↵

left	- scroll up
right	- scroll down
meta anything	- select window
control left	- delete other windows
control right	- delete window

Minibuffer bindings

740883_PixelRule.tiff ↵

left	- set point
right	- set mark
shift left	- previous complex command
shift right	- next complex command
control left	- next complex command
control right	- previous complex command

Customization

495242_PixelRule.tiff ↵

Mouse bindings can be changed with the commands `global-set-mouse` (to set a global mouse binding) and `local-set-mouse` (to set a mode-specific mouse binding). See `eterm-mouse.el` for more information.