

# KeyMouse Help Index

[Procedures](#)

[ProgramFiles](#)

[Technical Support](#)

For information on how to use Help, press F1 or choose Help Using Help.

## **Procedures**

[Menu](#)

[Enabling/Disabling](#)

[Mouse emulation](#)

[Configuring](#)

[Quick configure](#)

[Restoring the cursor](#)

[Technical Support](#)

## Menu

All KeyMouse menu choices are presented in the system menu which may be accessed by selecting the KeyMouse icon on the Windows desktop. The three choices are:

**About . . .**

Display KeyMouse information including version number

**Configure. . .**

Access configuration dialog.

**Control Panel**

Run the Windows Control Panel

**Help!**

Get help on KeyMouse.

## Enabling/Disabling

When KeyMouse is running, pressing the key combination **Ctrl + Alt + Space Bar**, will toggle the mouse emulation on or off.

# Mouse Emulation

Cursor Movement

Button Emulation

Window Edge Navigation

## Cursor Movement

The Windows cursor may be moved in any of eight directions using either of the two KeyMouse keysets. The Windows cursor is moved in the direction corresponding to the 'arrow' cursor keys and diagonally with the 'Home', 'End', 'Page Up' and 'Page Down' keys.

## **Button Emulation**

The 'Insert' ('Ins') and 'Delete' ('Del') keys behave as the left and right mouse buttons respectively.

## **Window Edge Navigation**

If a KeyMouse movement key is pressed while the 'Ctrl' key is held down, the Windows cursor will immediately move to the border of the top-level window over which the cursor is currently located.



## Configuring

All KeyMouse parameters are saved between sessions in the KeyMouse initialization file: KEYMOUSE.INI. You may test configuration changes while the configuration dialog is active.

All configuration changes are **permanently** saved to KEYMOUSE.INI when the 'Save Settings' button is selected. You may **temporarily** change settings during a session by selecting the 'OK' button. You may cancel changes by selecting the 'Cancel' button.

Tracking

Acceleration

Stepping Increment

Keyset

Hotkeys

Anchor

Desktop Icon

Defaults Settings

## **Tracking**

When a KeyMouse cursor movement key is held down, the cursor will move at a speed which is proportional to the tracking speed. Tracking is separately adjustable for the horizontal and vertical directions.

## **Acceleration**

When a KeyMouse cursor movement key is held down, the cursor will accelerate in proportion to this setting.

## **Stepping Increment**

When a KeyMouse cursor movement key is pressed once, the cursor will move the distance (in pixels) indicated in the edit field. This increment may be set either through the scroll bar control or by directly entering the distance into the edit field.

## **Keypad**

KeyMouse may be configured to operate with either the keys of the numeric keypad or, if you have an enhanced keyboard, the extended keys.

## **Hotkeys**

This function is not yet available.

## Anchor

An anchor is a screen coordinate to which the cursor is returned when the KeyMouse anchor key is pressed.

**Activating:** Mark the 'Wet' checkbox in the configuration dialog.

**Dropping:** Select the 'Drop' button in the configuration dialog.  
The cursor will change to a crosshair.  
Locate the crosshair to the desired anchor point.  
Press the left KeyMouse (or mouse) button.  
The anchor point is saved when you press the 'OK' button.

## **Desktop Icon**


The checkbox selection determines whether the KeyMouse icon will appear on your Windows desktop.



## **Default Settings**

Selecting the 'Defaults' button will restore all settings to the default values stored in the KeyMouse initialization file: These changes may then be saved or canceled.

## Quick Configure

When the  key on the numeric keypad is pressed in combination with the **Ctrl** key, the Configuration dialog is **immediately** displayed.

## **Control Panel**

The Windows Control Panel allows certain keyboard parameters such as the repeat rate to be adjusted. These settings affect the behavior of KeyMouse.

## Restoring the Cursor

KeyMouse is a Windows application and establishes no driver settings in the Windows system initialization file. If there is no mouse installed for Windows, some applications will automatically remove the cursor from the screen. If this occurs, the cursor may again be displayed by disabling and then enabling KeyMouse.

## Program Files

Two files are **required** for KeyMouse to operate: KEYMOUSE.EXE and KM.DLL (or KMSW.DLL for the shareware version of KeyMouse). These files should be located in your Windows directory or in an alternate directory included in your environment PATH setting.

This file, KEYMOUSE.HLP, should also be included with the required files if you desire online help.

The initialization file, KEYMOUSE.INI, is self-generating.

## **Technical Support**

**Lone Machine Software** can be contacted electronically at:

**GEnie: L.MACHINE**  
**Compuserve: [70044,1267]**

Any written correspondence should be addressed to:

**Lone Machine Software**  
**P.O. Box 250**  
**Grand Rapids, MI 49588-8250**  
**U.S.A.**

Your comments and suggestions are always welcome. Thank you.

NOTE: Please include your KeyMouse version number; when and where you acquired KeyMouse; and the dates, times, and sizes of all your KeyMouse files, in all correspondence.