

Pasted Graphic.tiff "

Mighty Mouse 1.1.2

a haxie by unsanity and geekspiff

What is Mighty Mouse?

Mighty Mouse allows you to customize your cursors with style - and it does so without modifying any system files, on-the-fly! Moreover, it allows you to customize all kinds of cursors available in the system - Arrow, I-Beam, Alias, Copy, Move and the Wait cursor. You can animate any cursor and import pre-made ones available at our website. Edit the cursors with the simplicity of copy-paste and drag-and-drop, then hit Apply, and you got it!

With Mighty Mouse, you can:

- Animate any of the system cursors (including the Arrow cursor);
- Use cursors of any size - smaller or larger than the default ones;
- Magnify your existing cursors for easier accessibility;
- Download and import cursors made by other users;
- Create your own cursors and share them with others.

All of this functionality is provided in a single, easy-to-use Preference Pane. Last but not least, it is priced at a low US \$10.

Installing Mighty Mouse

To install, double-click the "Mighty Mouse Installer" icon and follow the on-screen instructions.

To uninstall, either:

- 1) Double-click the "Mighty Mouse Installer" icon and click on the "Uninstall" button (the installer will move all Mighty Mouse files to the Trash - it will never actually delete any files on your system).
- 2) Remove the file named "Mighty Mouse.prefPane" from the Library/PreferencePanels folder in your home directory and the file "Mighty Mouse.apex" from the Library/Application Enhancers folder in your home directory.

Using Mighty Mouse

Mighty Mouse is simple to use. All aspects of the haxie are controlled through its

Preference Pane. To access the Mighty Mouse Preference Pane, choose "System Preferences" from the Apple menu and then select the Mighty Mouse icon. Below is a description of all of the options in the Preference Pane:

General Screenshot.tiff ``

- **Import Cursors:** this button allows you to load one or more of the saved cursors you previously Exported or downloaded from the Web.
- **Export Cursors:** this button will save all changed cursors into a cursors file that you can Import later or submit to our cursors website so other users can download them.
- **Get More Cursors:** this button will open your web browser and go to our page containing third-party cursors contributed by other users that you can download and use.
- **Cursor Scaling:** this slider allows you to change the cursor's scaling to aid you visually. Take note that a very large cursor may be processor intensive.
- **Restore Defaults:** this button will reset all cursors to their default state and apply the changes immediately.
- **Apply Changes:** this button will save the cursor changes and apply them to your system, so that you can use the cursors displayed in the preference pane immediately.
- **Help Button:** this button will display the help document you are reading now.
- **Register Button:** this button invokes a dialog where you can enter your registration information, go to the secure online purchase page, or retrieve lost registration code.
- **About Button:** this button shows the about box containing credits and contact information for the haxie.

Importing and Exporting Cursors

• Importing Sets of Cursors

You can import single cursors or cursor sets from a file with a .MightyMouse extension simply by **pressing the Import Cursors button** or **dragging the file** into Mighty Mouse. If you drag the file into Mighty Mouse, the display will temporarily change to show you which cursors will be modified by the file:

Dragging Sets.tiff ``

If you don't like the cursors you've imported, just **Undo** the import. If you want to keep only a single cursor from an imported set, you can **Copy** it, and then **Undo**

the import and **Paste** the cursor into the appropriate slot.

• **Importing Sets of Cursors from Windows XP (Advanced Topic)**

You can import sets of cursors that were intended to be used with CursorXP™ on the Windows XP operating system. These files have names that end with "CurXPTheme".

To import a Windows XP set, you must first decompress the file by **dragging it onto Stuffit Expander™**, located in your Applications folder. This will produce a new folder that you can **drag into Mighty Mouse** to import all of the cursors that are meaningful under Mac OS X (specifically, the ones called "Arrow", "IBeam", "NO", and "Wait").

Windows XP cursors often exceed the limit of 15 animation frames that is imposed by Mac OS X. For this reason, Mighty Mouse uses frame-interpolation if your XP cursors use more than 15 frames. Advanced users can change the interpolation method by issuing one of the following three commands from the Terminal:

- `defaults write com.unsanity.mightymouse.prefpane '{ "Interpolation Mode" = "Nearest Neighbor"; }'`
- `defaults write com.unsanity.mightymouse.prefpane '{ "Interpolation Mode" = "Localized"; }'`
- `defaults write com.unsanity.mightymouse.prefpane '{ "Interpolation Mode" = "Multiframe"; }'`

The default value of **Multiframe** is suitable for animations in which there is not much difference between adjacent frames. **Localized** produces the same results as **Multiframe** unless the original animation contains more than 30 frames, in which case, it produces a resulting animation that contains less motion blur. **Nearest Neighbor** produces no motion blur, but not all of the original frames are represented in the final animation.

• **Exporting Cursors and Sets of Cursors**

You can export cursors to use later, or to share with others. Simply **press the Export Cursors button**. All modified cursors will be saved to the filename you provide.

If you'd like to **save a single cursor** instead of saving all of the modified ones, you can copy the cursor you wish to save, then press the Restore Defaults button to remove all changed cursors, and finally paste your cursor back into the appropriate slot. Your exported cursors will contain only that cursor.

If you'd like to **save all of the cursors**, not just the ones that are modified, you can copy each cursor and paste it back into the same slot. When you export your

cursors, all of them will be present in the resulting file.

If you'd like to **save an animated image of all of your cursors**, select "Single Animated GIF Image" as your file format. This will produce an animated image containing all of the cursors you have modified.

If you'd like to **save a folder containing images for each of your cursors**, select "Individual Animated GIF Images" as your file format. This will produce a folder that contains an animated image for each of the cursors you have modified.

Creating Your Own Cursors

• Importing and Exporting Cursors Graphics

You can create your own cursors in a number of ways. First of all, you can **drag the image files** into the cursor slot you wish to modify:

drag-in.jpg "

Image files may contain multiple frames for an animated cursor. More information on how it can be done follows below. You can also **paste the cursor graphics** into a selected cursor slot to completely replace the cursor. Mighty Mouse may ask how many cursor frames are in the imported image. Cursors can support up to 15 frames of animation.

Sometimes you want to edit the existing cursor graphics to make your own design. You can **copy the cursor graphics** by selecting it in the cursors table and choosing Copy from the Edit menu; you can also **drag** the cursor to Finder to save an image file you can edit later in your favorite graphics editor:

drag-out.jpg "

If you want to import an animated cursor, you may want to create a graphic containing all frames of the cursor animation, ordered top to bottom, with each frame taking up equal space. Mighty Mouse will ask for a number of frames when you are about to import a graphics into a cursor, then divide the whole picture by the number of the frames you have provided and cutting the cursor into frames automatically. For example, the wait cursor animation would look like this (as you can see, it has 6 even frames):

wait-cursor.jpg "

• Editing Individual Cursor Frames and Masks

You also can fine-tune or construct the cursor manually, frame-by-frame, by **pasting** every frame into the editor:

Cursor Editor.tiff "

Every cursor frame has its own **image** and separate **image mask**. You should be familiar with the image masks if you have ever used any graphics editing programs, such as Adobe® Photoshop. You can add or remove frames by pressing the Plus and Minus sign buttons. You can preview how your cursor will look by pressing the Test Cursor button. To exit the test mode, either press Escape on your keyboard or click on the Test Cursor button again.

The **red crosshair** graphic on the image/mask views is the cursor tip location. It defines the point which will be used when the user "clicks" using your cursor. You'll want the crosshair to be on the tip of your cursor to make sure it is easy to use. You can use the Test Cursor function to test the cursor tip placement.

If your cursor has multiple frames, you can **adjust the speed slider** to change the animation speed. Speeds range from "as fast as possible", to one second between frames.

The **Frame Duration** is shown in seconds. The **Frame Count** for the cursor displays the number of frames present in your cursor, and **Current Frame** shows the index of the currently selected frame.

• **General Notes on Creating Cursors**

- Cursors can be of **different sizes** and are **not limited to default 16x16 pixels** size; however, the larger your cursor is, the more processor time it will require to display.
- Cursors can contain **up to 15 frames of animation**. The same rule on processor usage applies here as well - the more frames your cursor has, the more processor time it will use.
- Masking may be rendered improperly with some images. Usually, this will manifest itself as a "fringe" around the image. This can be fixed by "premultiplying" the image before importing it into Mighty Mouse. You can use ImagePreUnMultiplier for this, available from <http://www.geekspiff.com/software/imagepreunmultiplier/>
- If you think the cursor(s) you have created are worth sharing, please submit them to us by visiting the Cursors page and following the submission instructions, so other users can benefit from your design.

Distribution & License Agreement

Mighty Mouse is not free. Until you purchase it, it runs in demo mode. The **demo version** has no features removed, but will present demo version reminder dialogs **every hour**. In order to enable the full version, you will need to purchase Mighty Mouse. To do so, go to this URL:

<http://www.unsanity.com/goto/buy-mightymouse/>

Mighty Mouse is priced at \$10 US. Volume discounts, phone and fax ordering are all available in our online store.

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Version History

- **Version 1.1.2 (October 1, 2003)**

- Fixed a permissions issue caused by new behavior in Stuffit 8 that resulted in Version 1.1.1 being inoperable.

- **Version 1.1.1 (September 30, 2003)**

- New command line tool 'MightyMouseCursorInstaller' for installing cursor sets from scripts or from other apps.
- The Mighty Mouse login item is now reinstalled automatically if necessary.
- Double-clicking Mighty Mouse cursor sets to load them now works much more reliably.
- The prepane now displays more informative messages if Mighty Mouse is installed improperly.
- Mighty Mouse now does some internal consistency checks to make sure it hasn't been damaged.

- **Version 1.1 (March 10, 2003)**

- It is now possible to save previews of the currently installed cursors in the GIF format (either in one big image or in a series of small ones).
- Changing resolutions or awaking a computer attached to multiple displays no longer removes customized cursors.
- Cursor images are usually now premultiplied properly when necessary and unpremultiplied when separated into opaque and mask images.
- Fixed inconsistencies in mask colors - white is always fully opaque, black is always fully transparent.
- The Opaque and Mask image wells now indicate when they have keyboard focus.
- It is now possible to change the hotspot for cursors that are larger than the Image and Mask wells.
- The hotspot indicator is no longer one pixel away from its true position.
- The hotspot for the default arrow is now in the correct position.
- The arrow keys can now be used to move the cursor hotspot.
- Fixed a bug that disabled cursors that contained no transparent areas.
- Mighty Mouse no longer utilizes the CPU to animate images when the System Preferences window has been minimized, or when a sheet is being shown.
- Changing the Frame Duration; moving the hotspot; adding or removing frames; or importing or exporting a cursor toggles off Try Cursor.
- Frame Duration now indicates that it is displaying seconds.
- Navigating Mighty Mouse with Full Keyboard Access now makes sense.

- **Version 1.0 (February 12, 2003)**

- Initial release.

Contact Information

You can always get the latest versions of our products, news, FAQ, and updates at Unsanity's Web Site:

<http://www.unsanity.com/>

To jump directly to the Haxies page, you can use this simple address:

<http://www.haxies.com/>

To get support on Mighty Mouse, either visit the on-line support database at:

<http://www.unsanity.com/support/>

or email us at:

<mailto:support@unsanity.com>

To submit an idea or suggestion for this or future haxie, use this address:

<mailto:feedback@unsanity.com>

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