


### To connect your cordless device

1. Click here  to open the Mouse Properties.
2. Click the Cordless tab.
3. Click Connect.

The Cordless Assistance wizard is displayed.

4. To connect the cordless device with the receiver, follow the instructions in the wizard.

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{button ,AL(^ cordtabmouse;cordtabkey')} [Related Topics](#)

### **Cordless Tab (Keyboard)**

The Cordless tab of the Keyboard Properties allows you to re-establish communication between the keyboard and receiver. It also lets you check the keyboard battery level, and to display the Num Lock, Caps Lock, and Scroll Lock icons on the Windows Taskbar.

**Note:** The Cordless tab appears in Keyboard Properties if you have one of Logitech's original cordless desktop systems and the receiver is attached to your computer. If you have an iTouch keyboard with iTouch software installed, this tab does not appear.

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{button ,AL(`cordtabmouse;cordconnect')} [Related Topics](#)

### **Cordless Tab (Mouse)**

The Cordless tab of the Mouse Properties allows you to re-establish communication between the mouse and receiver. It also lets you check the battery level of the cordless mouse.


**Note:** This tab appears in Mouse Properties if you have a cordless mouse and receiver attached to your computer.

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{button ,AL(`cordtabkey;cordconnect`)} [Related Topics](#)

### To select a mouse or trackball


If you have more than one mouse connected to the system, you can indicate which mouse is active.

1. Click here  to open the Mouse Properties.
2. Click the Devices tab.
3. Choose a mouse from the drop-down list in the Device Information section.
4. Click OK to record your choice. The changes made to the Mouse Properties will be applied to the selected mouse.

---

{button ,AL('devicestab;addmouse;aboutautodetect')} [Related Topics](#)

## To make button assignments

1. Click here  to display the Mouse Properties.
2. Click the Buttons tab. The current button assignments are displayed. For each button, a drop-down list displays the available functions. You can assign these functions to a mouse button or wheel button.
3. Click the down arrow to view the list of functions. Use the scroll bar to see other functions not displayed. Choose a function by clicking it. The function you have selected is displayed and highlighted.
4. Click Options to specify settings for certain button assignments including [AutoScroll](#), [Universal Scroll](#), [HyperJump](#), and [CyberJump](#). You will only be able to specify settings for these options if you have assigned them to mouse buttons.

**Note:** If additional settings are available for a button assignment, an asterisk will be displayed next to the assignment. An asterisk is always displayed next to the Options button. Click the Options button to display additional button settings.

5. After you finish setting button assignments and options, click OK to record your choices.

**Note:** At least one of the mouse buttons must be assigned the Click/Select function.


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{button ,AL('buttonstab;buttonopt;aboutautoscroll;aboutcyberjump;bouthyperjump;aboutuniscroll;aboutscroll;aboutbuttonassn')}

[Related Topics](#)

### To change mouse/trackball orientation

Setting orientation changes the direction that the mouse or trackball recognizes as "up." This setting ensures that the movement of the pointer corresponds to the movement of the mouse or trackball. You will only change the orientation if you want to use the mouse or trackball in a different position, for example, if you hold the mouse with your left hand.

1. Click here  to display the Mouse Properties.
2. Click the Orientation tab.
3. Place the mouse/trackball on the desktop in the position you prefer.
4. Click the Set Orientation button.

5. Move the mouse/trackball in the direction you wish to define as "up." The pointer moves the balloon in the direction of the clouds. Once the balloon reaches the clouds, the orientation is set. Test the movements of the pointer to make sure it operates according to the new orientation.




6. Repeat the orientation procedure until you are fully satisfied with the positioning of the mouse/trackball.

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{button ,AL(`orientattab;addmouse;setupmouse;selectmouse;lefthand`)} [Related Topics](#)

### To set up your mouse for left-hand operation

You can set up some mice and trackballs for left-hand use by running the Mouse Setup wizard from the Quick Setup tab, or by changing the functions assigned to the mouse buttons in the Buttons tab.


1. Click here  to display the Mouse Properties.
2. Click the Buttons tab.
3. From the drop-down list for the right-hand button, choose the [Click/Select](#) assignment. From the drop-down list for the left-hand button, choose the [Context Menu/Alternate Select](#) function.
4. Click OK to record your changes.

**Note:** When setting up your mouse for left-hand use, it may also be necessary to adjust the orientation of the mouse.

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{button ,AL(`orient;buttonstab;orienttab')}} [Related Topics](#)

### To adjust double-click timing

1. Click here  to display the Mouse Properties.
2. Click the Buttons tab.
3. Click the Options button.
4. On the Double-Click Timing tab, drag the slider to the left to decrease the double-click speed; drag the slider to the right to increase the double-click speed.
5. Or you can assign double-click to a button and double-click with a single "click." Use the Buttons tab to assign functions to mouse buttons.


**Tip:** Test the speed by double-clicking in the test area.

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{button ,AL(`buttonstab;aboutdoubleclick`)} [Related Topics](#)




### To adjust cursor speed

1. Click here  to display the Mouse Properties.
2. Click the Motion tab.
3. To increase cursor speed, move the speed slider to the right; to decrease cursor speed, move the slider to the left.

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{button ,AL(`cursoracc;motiontab;aboutspeer;aboutcursoracc`)} [Related Topics](#)


### To adjust cursor acceleration

1. Click here  to display the Mouse Properties.
2. Click the Motion tab.
3. In the Acceleration section, click one of the acceleration options.

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{button ,AL(`cursorspeed;motiontab;aboutspeak;aboutcursoracc`)} [Related Topics](#)


### To set up Smart Move

1. Click here  to display the Mouse Properties.
2. Click the Motion tab.
3. In the Smart Move section, enable the Smart Move option by clicking the check box.

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{button ,AL(`smartmove;motiontab`)} [Related Topics](#)

### To use cursor trails


1. Click here  to display the Mouse Properties.
2. Click the Motion tab.
3. In the Trails section, enable the Trails option by clicking the check box.
4. To increase trail length, move the trail slider to the right; to decrease trail length, move the trail slider to the left.

**Note:** Cursor trails are available for Windows 95 and Windows 98 only. You cannot use cursor trails with Windows NT 4.0, Windows 2000, or above.

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{button ,AL(`abouttrails;motiontab`)} [Related Topics](#)

### To set up scrolling

1. Click here  to display the Mouse Properties.
2. Click the Buttons tab.
3. Assign the Universal Scroll or AutoScroll option to a mouse button or wheel button.

**Note:** You can assign [Universal Scroll](#) or [AutoScroll](#) to a mouse button or wheel button; the mouse wheel only performs horizontal and vertical scrolling.

4. If you have a wheel mouse and you wish to use [Microsoft Office Compatible Scroll Only](#), check this option.

If you have a mouse with no wheel and you wish to use this option, click the Options button, then choose the AutoScroll tab in the dialog box that displays. On the AutoScroll tab, select Microsoft Office Compatible Scroll Only.


5. Click the Options button to display additional Universal Scroll or AutoScroll options.

**Note:** If you use Microsoft® Office(TM)-compatible applications extensively, you might wish to select the Microsoft Office Compatible Scroll feature for smoother scrolling. You can choose this feature in the Buttons tab of the Mouse Properties.

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{button ,AL(`buttonstab;aboutuniscroll;aboutautoscroll;aboutscroll`)} [Related Topics](#)

### To change pointer shape or appearance

1. Click here  to display Mouse Properties.
2. Click the Pointers tab.
3. To change all the pointers at one time, select a different scheme in the Scheme list.  
To change only one pointer, click it, click Browse, then double-click the file name of the pointer you want to use.

**Note:** A scheme is a set of mouse pointers that you can use. Each pointer shape provides a visual cue that indicates what Windows is doing or what you can do in a given context.

#### Tips

- By default, only a limited set of mouse pointer schemes is installed during Windows setup.
- You can customize as many pointers as you want, then save them as a new scheme by clicking Save As.
- To remove a pointer scheme, click it in the Scheme list, then click Delete.

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{button ,AL(^pointerstab;aboutpointer')} [Related Topics](#)

### To add a new mouse or trackball

1. Turn your computer off if you are installing a PS/2 mouse.

**WARNING:** Do not plug or unplug a mouse to the PS/2 6-pin mouse port while the computer is on because the port could be damaged.

2. Connect the mouse to the computer's PS/2-type 6-pin mouse port, its 9-pin serial port, or a USB port. If you must use a 25-pin serial port, you must obtain the appropriate adapter.

To use an adapter, plug the mouse or trackball cable into the adapter, then plug the adapter into the computer. Note that for PS/2 mouse port installation for some mice, you will need to remove the 9-pin serial port adapter before connecting the mouse cable to the computer.

3. Turn your computer on.

4. Click here  to display the Mouse Properties.

5. Click the Devices tab.

6. Perform the next step depending on your operating system type:

On a Windows 95/Windows 98 system, click the Add Device button to cause MouseWare to redetect the mice attached to the system.

On a Windows NT 4.0 or above system, click the Change Device button to redetect the mice.

On Windows 2000, it is not necessary to use Add Device.

Under Windows 95/Windows 98, you can add another mouse while the system is running. Simply install the new device and click the Add Device button to cause MouseWare to redetect the mice attached to the system. Under Windows NT 4.0 or above, you can swap one mouse for another while the computer is running, provided you use the same port you used for the mouse you are replacing. To use a new (previously unassigned) port, you must install the device, then reboot the system to detect the device.


To add a new USB mouse under Windows 98 and Windows 2000, connect it to an available USB port. MouseWare will detect the new mouse automatically.

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{button ,AL(`selectmouse;setupmouse;devicestab')}} [Related Topics](#)

### To set up a mouse or trackball

After connecting a mouse to your computer, you can set it up to use factory recommended settings quickly by running the Device Setup wizard.

1. Click here  to display the Mouse Properties. The Quick Setup tab is displayed.
2. Click the Device Setup button.
3. Follow the on-screen instructions.


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{button ,AL(`quicksetup;selectmouse;addmouse')}` [Related Topics](#)



### To display the MouseWare icon in the task bar

You can have easy access to the Mouse Properties by displaying the MouseWare icon on your main Windows task bar.

1. Click here  to display the Mouse Properties. The Quick Setup tab is displayed.
2. Click the "Show icon in the taskbar" box, then click OK.
3. Once the icon is displayed in the Taskbar, you can click the icon to access the Mouse Properties.
4. To remove the icon from the Taskbar, right-click the icon and select Hide Icon.

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{button ,AL(`quicksetup`)} [Related Topics](#)

## Cursor Acceleration

Acceleration determines the speed and distance the [pointer](#) moves on the computer monitor in relation to how quickly you move the mouse. Adjusting the acceleration allows you to add precision and control to the movements of the pointer. Acceleration choices are off, low, medium, and high. Higher acceleration causes the pointer to travel further when you move the mouse more quickly.

{button ,JI('lmouse.hlp>proc4','cw\_adjusting\_pointer\_acceleration\_jt')}} [How To](#) ...

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{button ,AL('cursorspeed;aboutspeer;cursoracc;aboutreportrate;motiontab')}} [Related Topics](#)

## Cursor Speed

Cursor speed determines the speed and distance the [pointer](#) moves across the computer monitor as you move the mouse. Setting speed in the slow range causes the pointer to move a short distance on the screen in relation to how far you move the mouse. For greater precision, set cursor speed in the low-to-medium range.

{button ,JI('Imouse.hlp>proc4','cw\_adjusting\_device\_speed\_jt')} [How To ...](#)

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{button ,AL('cursorspeed;aboutcursoracc;cursoracc;motiontab;aboutreportrate')} [Related Topics](#)

## Cursor Trails

When the Cursor Trails option is enabled, a trail is left behind the [pointer](#) as it moves across the computer screen. You can customize trail length by dragging the Trail Length slider on the Motion tab of the Mouse Properties. Cursor Trails make it easier for you to locate the pointer on LCD screens of laptop computers.

**Note:** Cursor trails are available for Windows 95 and Windows 98 only. You cannot use cursor trails with Windows NT 4.0, Windows 2000, or above.

{button ,JI('Imouse.hlp>proc4','cw\_using\_pointer\_trails\_jt')} [How To ...](#)

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{button ,AL('motiontab;trails')} [Related Topics](#)

### Maximizing Mouse Responsiveness for Game Play

Use the Report Rate Slider adjustment, on the Motion tab, to increase the frequency that the cursor position is updated to the computer. Essentially, this will increase the resolution of your pointing device, making it more responsive.

This feature is supplied to improve cursor tracking and accuracy in computer games. Please be aware that **inappropriate use of this feature can slow-down game play**. Increasing the report rate settings uses additional CPU time. A maximum setting of the slider can use up to 10% of total CPU clock cycles in servicing interrupts.

**For best results**, use the minimum setting of the slider that gives you optimum results. Start by making a small increase in the report rate (from 80 to 100 for example) and test the results in your game.

**Note:** This feature is available for PS/2 port connections only, and does not work with cordless mice.

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{button ,AL(`motiontab;aboutspped;aboutcursoracc`)} [Related Topics](#)

### Smart Move

When Smart Move is enabled, the [pointer](#) automatically moves to the default command (e.g. the OK button) in standard Windows dialog boxes. This feature saves you from having to move the pointer manually to the default command every time you open a Windows dialog box.

{button ,Jl('lmouse.hlp>proc4','cw\_using\_smart\_move\_jt')} [How To ...](#)

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{button ,AL('smartmove;motiontab')} [Related Topics](#)

## Double-Click Timing

Double-Click Timing sets the speed at which the computer registers a [double-click](#). Choosing a setting in the slow range allows more time between clicks; choosing a setting in the fast range allows less time. For best results, choose a middle setting.

{button ,Jl('Imouse.hlp>proc4','cw\_adjusting\_double\_click\_jt')} [How To ...](#)

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{button ,AL('doubleclick;buttonstab')} [Related Topics](#)

### Auto-Detection

MouseWare allows more than one mouse (or other pointing device) to be attached to the computer at a time. MouseWare detects all attached mice and lists them in a drop-down list on the Devices tab. To switch between attached mice, select the mouse to be used from the drop-down list. Each time you switch to a different mouse, MouseWare automatically recalls the settings for the selected mouse. Similarly, every time you connect a new mouse, MouseWare recalls the settings for the mouse and updates the Mouse Properties.

**Note:** When connecting a new mouse or other Logitech pointing device, you will need to add it using the Add Device button on the Devices tab of the Mouse properties. The procedure is different for Windows 95 and Windows 98 than it is for Windows NT 4.0 or above. See [Adding a New Mouse or Trackball](#) for more information.

Add Device is not necessary with Windows 2000.

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{button ,AL(`selectmouse;addmouse')} [Related Topics](#)



## Pointer Schemes

A pointer scheme is a set of indicators used as the main selection/positioning mechanism within Windows. Each [pointer](#) within the scheme is associated with a specific Windows task. As you work in Windows, the pointer changes shape to reflect the current function. You can change the appearance of the pointer by choosing a different scheme from the Pointers tab of the Mouse Properties. For example, the scheme for left-handed users consists of pointers that point to the right rather than to the left.

{button ,JI('Imouse.hlp>proc4','cw\_pointers\_changing\_jt')} [How To ...](#)

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{button ,AL('pointerstab;pointappear')} [Related Topics](#)

## About Scrolling Using the Wheel Mouse

You can scroll a precise or measured distance by using the wheel mouse. Scrolling is a method of seeing parts of a document that lie outside the document window.

To scroll, place the cursor in an application window that supports scrolling, then



To scroll up, move the mouse wheel forward.



To scroll down, move the mouse wheel back.

MouseWare software supports scrolling in both the vertical and horizontal directions. If the window you are in has a horizontal scrollbar only (e.g. no vertical scrollbar), then moving the wheel up will cause the window to scroll to the left, and moving the wheel down will cause the window to scroll to the right.

If the window you are in has both horizontal and vertical scrollbars, use the mouse wheel to scroll vertically as usual. To scroll in the horizontal direction, depress the <CTRL><SHIFT> key combination while moving the mouse wheel.

**Note:** You can set up the mouse wheel to specify the amount of scrolling in relation to the movement of the mouse wheel. To specify the amount of scrolling, use the Buttons tab of the Mouse Properties.

{button ,JI('Imouse.hlp>proc4','cw\_using\_scrolling\_jt')} [How To ...](#)

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{button ,AL('`aboutmousewheel;aboutautoscroll;aboutuniscroll;scrolling;performautoscroll;useuniscroll')} [Related Topics](#)

## AutoScroll

The mouse supports automatic [scrolling](#) of your documents. AutoScroll enables you to scroll a document automatically without having to push the mouse wheel continuously. By clicking the mouse button assigned to the AutoScroll feature, or tapping the mouse wheel, then moving the cursor away from the AutoScroll anchor icon, you can vary the speed of scrolling.



The Autoscroll anchor icon

{button ,Jl('lmouse.hlp>proc4','cw\_using\_autoscroll\_jt')} [How To ...](#)

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{button ,AL('aboutmousewheel;aboutuniscroll;scrolling;performautoscroll;aboutscroll')} [Related Topics](#)

### To use AutoScroll

AutoScroll enables you to scroll a document automatically without having to push the mouse wheel continuously.

1. Use the Buttons tab to assign AutoScroll to a mouse button or wheel.
2. Place the cursor in a compatible application or window.
3. Click the mouse wheel, or click the mouse button until the AutoScroll anchor icon appears.



The Autoscroll anchor icon

4. Move the mouse away from the AutoScroll icon to begin scrolling.

**Note:** You do not have to move the mouse constantly to continue scrolling. The distance between the cursor and the AutoScroll icon determines the scrolling speed. The farther you move the cursor away from the icon, the faster the cursor speed.

5. To stop AutoScroll, press any key or mouse button.

**Note:** If you select Microsoft Office Compatible Scroll Only, AutoScroll will work **only** in Microsoft Office applications. If you use Microsoft® Office(TM)-compatible applications extensively, you might wish to select the Microsoft Office Compatible Scroll feature for smoother scrolling.

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{button ,AL(`aboutmousewheel;aboutautoscroll;scrolling;aboutscroll;useuniscroll`) } [Related Topics](#)

## About the Wheel Mouse

The wheel mouse combines the power of scrolling and zooming so you can accomplish more with less work. The wheel mouse makes scrolling completely natural. Gently push the wheel forward to scroll up, push it back to scroll down.

The wheel can also be used like a traditional mouse button by simply clicking (pressing down on) the wheel.

If you use Microsoft® Office(TM)-compatible applications extensively, you might wish to select the Microsoft Office Compatible Scroll feature for smoother scrolling. You can choose this feature in the Buttons tab of the Mouse Properties.

Your mouse allows you to select the amount of scrolling. For the wheel mouse, you make this selection in the Buttons tab. For the AutoScroll feature, you make this selection by clicking the Options button on the Buttons tab, then indicating the amount of scrolling in the dialog box that displays.

**Note:** The Buttons tab will have a different appearance depending on whether you have a wheel mouse or a mouse with no wheel.

AutoScroll allows you to scroll automatically without having to move the mouse or mouse wheel continuously. You can assign the AutoScroll feature to a mouse button or to the mouse wheel button.

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{button ,AL(^useautoscroll;aboutuniscroll;aboutautoscroll;scrolling;aboutscroll;useuniscroll')} [Related Topics](#)

### To use Universal Scroll

If your mouse does not have a wheel, you can assign the Universal Scroll option to one of the mouse buttons using the Buttons tab of the Mouse Properties. To make this button assignment, refer to "Making Button Assignments."

On the Buttons tab, specify the amount of scrolling on the Universal Scroll tab. If you select the [Microsoft Office Compatible Scroll Only](#) Universal Scroll will work **only** in Microsoft Office applications. If you use Microsoft® Office(TM)-compatible applications extensively, you might wish to select the Microsoft Office Compatible Scroll feature for smoother scrolling.

1. Assign Universal Scroll to a mouse button or mouse wheel button using the Buttons tab.
2. Choose the amount of [scrolling](#) from the list displayed.
3. Press the button to which Universal Scrolling has been assigned.
4. Move the mouse in the direction you want to scroll. You must continuously move the mouse to keep scrolling.
5. To turn off Universal Scroll, press any mouse button.

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{button ,AL(`useautoscroll;aboutuniscroll;scrolling;aboutscroll`)} [Related Topics](#)

## Universal Scroll

If your mouse does not have a wheel that permits [scrolling](#), you can assign the Universal Scroll option to one of the mouse buttons.

The Universal Scroll option makes it possible to scroll through a document without using the scroll bar. Scrolling is a method of seeing parts of a document that lie outside of what is shown on the screen.

To set up Universal Scroll, first assign it to a mouse button or mouse wheel button using the Buttons tab of the Mouse Properties. Refer to "Making Button Assignments" for more information.

On the Buttons tab, select the amount of scrolling from the list displayed. If you select the [Microsoft Office Compatible Scroll Only](#) option, Universal Scroll will work **only** in Microsoft Office compatible applications.

To use Universal Scroll, simply press the button to which this option has been assigned and move the mouse in the direction you want to scroll. To turn off this option, press any mouse button.

{button ,JI('Imouse.hlp>proc4','cw\_using\_univscroll\_jt')} [How To ...](#)

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{button ,AL('useautoscroll;aboutautoscroll;scrolling;aboutscroll')} [Related Topics](#)

### To use zoom

The mouse wheel performs zoom. Zoom either magnifies or demagnifies a document. This feature only works in Windows 95, Windows 98 and Windows 2000 compatible applications that support zoom.

1. Place the cursor in compatible application or window that supports zoom.
2. Press and hold the Ctrl key, and at the same time, do one of the following:



To zoom in, move the scroller or your finger forward.



To zoom out, move the scroller or your finger back.

**Note:** You can also assign the Ctrl key to a mouse button and click the button assigned to the Ctrl key function before using Zoom.

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{button ,AL(`aboutmousewheel') } [Related Topics](#)



## Buttons Tab

The Buttons tab lets you assign functions to the mouse buttons or wheel button. The Buttons tab shows a picture of your mouse, along with its current button assignments. The pull down boxes next to the picture list the functions that can be assigned to each mouse button. You can also select the amount of scrolling from this tab.

When MouseWare is installed, basic functions are assigned to the mouse buttons; these are functions that you are likely to use most. You can replace these basic functions with any of those contained in the list boxes. Many button functions provide shortcuts for frequently used tasks. Refer to "Button Options" in this help system for more information.

You can also enable Button Scrolling, which lets you scroll through documents using the two small buttons, or assign a button to use for AccuPoint II stick scrolling.

The Options button on the Buttons tab allows you to configure additional settings for certain features. These features include [Universal Scroll](#), [AutoScroll](#), [HyperJump](#), and [CyberJump](#). You can also modify and test the double-click timing feature from this dialog box.

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{button ,AL(`buttonopt;aboutbuttonassn;aboutuniscroll;aboutautoscroll;useuniscroll;useautoscroll;abouthyperjump;aboutcyberjump;usingcyberjump;usinghyperjump;aboutscroll;aboutmousewheel;buttonassn;aboutdoubleclick;doubleclick')} [Related Topics](#)

### Quick Setup Tab

The Quick Setup tab displays a picture of the mouse you are currently using and shows the functions assigned to its buttons. From this tab you can quickly set up the mouse according to factory recommended settings by clicking the Device Setup button, which runs a setup wizard. This wizard allows you to select the position of the mouse, assign functions to mouse buttons, and adjust double-click speed. You can also choose to display the MouseWare icon on the Taskbar from this tab.

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{button ,AL(`displaymwicon;setupmouse;lefthand')}` [Related Topics](#)

## Pointers Tab

The Pointers tab of the Mouse Properties lets you change the appearance of the [pointer](#). The pointer reflects the current task by assuming a different shape. You can assign a different pointer to a specific Windows event, or select a different scheme to change the appearance of all the pointers. You can customize as many individual pointers as you want, and save them as a new scheme.

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{button ,AL(`aboutpointer;pointappear`)} [Related Topics](#)

## Button Options

You may assign any one of the following functions to a mouse button or wheel button. Use the Buttons tab and select a function from the list box adjacent to the button to which you want to assign a function.

**Note:** The Click/Select function **must** be assigned to at least one of the mouse buttons.

Function	Explanation
AutoScroll	Displays an anchor icon and a scroll cursor. Moving the cursor away from the anchor icon starts scrolling. The distance between the cursor and the anchor determines the scrolling speed. The farther the cursor is from the icon, the faster the cursor speed.
Click/Select	Launches applications, selects menus and dialog box options, and manipulates objects. This function is usually assigned to the left-hand button of a mouse. The Click/Select function must be assigned to at least one mouse button.
Close Application	Terminates the application that is on top of the one you are working in.
Context Menu/Alternate Select	Displays a context-sensitive menu containing the most frequently used commands for the item at which you are pointing. Select a menu command by clicking the Context Menu/Alternate Select button again. Clicking this button over a specific feature within an application will display the What's This? command which, when clicked, displays context-sensitive help for the specific feature.
Copy	Copies the selected information to the clipboard.
[Ctrl]	Performs a keyboard control. "Ctrl key" mode terminates when a key on the keyboard is pressed or when the mouse button is clicked.
Cut	Cuts the selected information to the clipboard.
CyberJump	Activates the CyberJump feature of MouseWare. CyberJump combines the following commonly used Internet tasks into one convenient window: CyberMenu, Go to Bookmark, Add Bookmark, Back, Vertical Scroll, Start button, Horizontal Scroll, and Stop. To execute a double-click when the Double-Click Option is selected, click quickly; to display the CyberJump grid, hold down the assigned button. Move the cursor to an icon and click to execute a command. If the Automatic Execution of Commands option is selected, when you click the button and move the cursor to an icon; the cursor will blink and the command will automatically execute.
Double-Click	Performs a double-click when you press the button only once.

Drag Lock	The Drag Lock features enables you to drag an object without having to hold down a mouse button. When you click a mouse button assigned to Drag Lock, your application interprets the click as though you were actually pressing and holding down the Click/Select button. After clicking the Drag Lock button, simply move your mouse or trackball to select an item. To end the drag, click any button.
Explore My Computer	Starts Windows Explorer.
Find Computer	Opens the Find Computer dialog box (Windows-Ctrl-F).
Find Document	Opens the Find Files or Folders dialog box (Windows-F or Ctrl-Esc F F).
Home Pointer	Moves the pointer to the center of the screen.
HyperJump	Activates the HyperJump feature of MouseWare. HyperJump combines the following tasks into one convenient grid: HyperMenu, Minimize Open Application, Close Application, Recall Last Open Application, Vertical Scroll, Start Menu, Horizontal Scroll, and Resize Window. To execute a double-click when the Double-Click Option is selected, click quickly; to display the HyperJump grid, hold down the assigned button. Move the cursor to an icon and click to execute a command.
HyperMenu	Displays the active application's menu at the current mouse cursor location.
Main Windows Help	Launches help for the Windows operating system.
Maximize	Maximizes the window that has focus.
Middle Button	Provides the functionality assigned to the middle button by certain software manufacturers. This function is only operational within a Windows application that specifically assigns a feature to the middle button.
Minimize	Minimizes the window that has focus.
Minimize All	Minimizes all open windows (Windows-M).
Paste	Pastes the clipboard contents to the current location.
Recall application	Brings the last active application to the foreground.
Run	Opens the Windows Run dialog box (Windows-R or Ctrl-Esc R).
Scroll Bar	Performs horizontal and vertical scrolling in windows and applications that support this feature.
[Shift]	Performs a keyboard shift. "Shift key" mode

	terminates when a key on the keyboard is pressed or when the mouse button is clicked again.
Start Menu	Opens the Windows Start Menu.
Task List	Shows the current programs running.
Unassigned	This feature allows you to specify no functionality to a mouse button, and is most useful in computer gaming situations where accidentally pressing a mouse button, which is not required, will adversely affect your game play.
Undo	Undoes the last operation.
Undo Minimize All	Restores all minimized windows to their default sizes. (Windows-Shift-M).
Universal Scroll	Displays a stationary panning cursor. Moving the mouse causes scrolling in proportion to the actual projected cursor movement (the cursor does not move).
[Backspace]	Performs a keyboard Backspace.
[Enter]	Performs a keyboard Enter.
[Escape]	Performs a keyboard Escape.
[F1]	Performs a keyboard F1.
[F2]	Performs a keyboard F2.
[F3]	Performs a keyboard F3.
[F4]	Performs a keyboard F4.
[F5]	Performs a keyboard F5.
[F6]	Performs a keyboard F6.
[F7]	Performs a keyboard F7.
[F8]	Performs a keyboard F8.
[F9]	Performs a keyboard F9.
[F10]	Performs a keyboard F10.
[F11]	Performs a keyboard F11.
[F12]	Performs a keyboard F12.
[Page Down]	Performs a keyboard Page Down.
[Page Up]	Performs a keyboard Page Up.

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{button ,AL(`buttonstab;aboutbuttonassn;buttonassn;aboutmousewheel')} [Related Topics](#)

### Motion Tab

The Motion tab of the Mouse Properties lets you adjust the speed and acceleration of the [pointer](#), turn on Pointer Trails, enable the Smart Move feature, and maximize mouse response during game play.

**Note:** Cursor trails are available for Windows 95 and Windows 98 only. You cannot use cursor trails with Windows NT 4.0, Windows 2000, or above.

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{button ,AL('`cursoracc;cursor speed;about speed;about cursoracc;trails;about trails;about smartmove;smartmove;about report rate')}
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[Related Topics](#)

## Orientation Tab

The Orientation tab of the Mouse Properties lets you define a new position for your mouse.

Setting orientation redefines the direction your mouse recognizes as "up," so that the movements of the pointer intuitively follow the movements of your mouse or the ball in your trackball. This feature is useful if you hold the mouse in a different position on your desk.

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{button ,AL('lefthand;orient')} [Related Topics](#)



## Devices Tab

The Devices tab of the Mouse Properties provides version and mouse information, lets you choose the active mouse, and makes it possible for you to add another mouse to the system.

**Note:** The procedure is different for Windows 95 and Windows 98 than it is for Windows NT 4.0, Windows 2000, or above. See [Adding a New Mouse or Trackball](#) for more information.

The Device Information section displays the name of the mouse you are using. If more than one mouse is connected to the computer at the same time, you can choose the mouse you want to work on by selecting it from the drop-down list.

The Version Information section displays mouse driver and control center version numbers that may be helpful when solving technical problems.

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{button ,AL(`selectmouse;addmouse;aboutautodetect`)} [Related Topics](#)

## Button Assignments

Your mouse has multiple buttons that enable you to increase your productivity. You can assign frequently used functions or shortcuts to mouse buttons, using the Buttons tab of the Mouse Properties. Some of these functions include [HyperJump](#), [CyberJump](#), [double-click](#), cut, and paste. Refer to the topic, [Button Options](#), for more information. To make button assignments, refer to [Making Button Assignments](#).

{button ,JI('Imouse.hlp>proc4','cw\_assign\_shortcuts\_jt')} [How To ...](#)

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{button ,AL('buttonstab;buttonopt;buttonassn;abouthyperjump;aboutcyberjump;aboutdoubleclick;usinghyperjump;usingcyberjump;doubleclick')} [Related Topics](#)

## CyberJump

You can enjoy the convenience of eight menu and navigational tools for the Internet under Windows in a single, easy-to-use grid, which you can assign to a mouse button.

To set up CyberJump, select it as a function for one of the mouse buttons using the Buttons tab of the Mouse Properties. Then click the Options button to set additional CyberJump options.

CyberJump includes the following commands:



**Menu.** Displays main menu items of the active window.



**Go to Bookmark.** Displays bookmark window.



**Add Bookmark.** Adds current page to bookmark window.



**Vertical Scroll.** Jumps to the vertical scroll bar.



**Stop.** Halts current page from downloading.



**Horizontal Scroll.** Jumps to the horizontal scroll bar.



**Start.** Activates the Windows Start Menu.



**Back.** Return to previous page.

{button ,Jl('lmouse.hlp>proc4','cw\_using\_cyberjump\_jt')}} [How To ...](#)

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{button ,AL('buttonstab;aboutbuttonassn;buttonassn;abouthyperjump;usingcyberjump')}} [Related Topics](#)

## To use CyberJump

Before you can use [CyberJump](#), you must first assign this function to a mouse button. See "Making Button Assignments" for more information.

1. Press and hold the assigned CyberJump mouse button to display the CyberJump grid. Click on parts of the grid shown below to display additional information.



2. To execute a CyberJump command, move the screen pointer to a command icon on the CyberJump grid. The command is executed automatically.
3. If you are using a presentation device, move the cursor to an icon on the grid, leave the cursor on the icon; the command is executed automatically.
4. To perform a [double-click](#) with the button assigned to CyberJump, first choose the Option button on the Buttons Tab, select the CyberJump tab, select the Double-Click option, then click Apply or OK. To perform a double-click, simply press and release the button quickly.
5. You can also choose to change the size of the CyberJump Grid and the rate at which a CyberJump command is executed.

**Note:** To have a cordless mouse function like a presentation device, set the Timed option to either Slow, Medium, or Fast. You can set the Timed option in the Buttons tab.

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{button ,AL('buttonstab;aboutbuttonassn;buttonassn;usinghyperjump;aboutcyberjump')}} [Related Topics](#)

## HyperJump

The HyperJump feature lets you enjoy the convenience of eight Windows commands in a single, easy-to-use grid, which you can assign to a mouse button. Using HyperJump minimizes your need to point to various parts of the screen in order to execute commands.

To set up HyperJump, select it as a function for one of the mouse buttons using the Buttons tab of the Mouse Properties. Then click the Options button to set additional HyperJump options.

To use HyperJump, press the assigned button to display the HyperJump grid. To activate a command, move the cursor to an icon on the grid, then click to execute.

HyperJump includes the following commands:



**Hypermenu.** Activates the HyperMenu.



**Minimize Open Application.** Minimizes the current active window or application.



**Close Application.** Closes the active window or application.



**Vertical Scroll.** Jumps to the vertical scroll bar.



**Horizontal Scroll.** Jumps to the horizontal scroll bar.



**Resize Window.** Jumps to the Size Grip (resizes window).



**Start.** Activates the Windows Start Menu.



**Recall Last Open Application.** Recalls the last active window or application.

{button ,JI('lmouse.hlp>proc4','cw\_using\_hyperjump\_jt')}} [How To ...](#)

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{button ,AL('buttonstab;aboutbuttonassn;buttonassn;aboutcyberjump;usinghyperjump')}} [Related Topics](#)

## To use HyperJump

Before you can use [HyperJump](#), you must first assign this function to a mouse button. See "Making Button Assignments" for more information.

1. Press the assigned button to display the HyperJump grid. (If you have assigned the Double-Click option to the button used for the HyperJump feature, press and hold the button to display the HyperJump grid.) Click different parts of the grid, shown below, to view additional information.



2. Move the cursor to an icon on the grid, then click to execute a command.
3. To have a command execute automatically, choose the Option button on the Buttons Tab, select the HyperJump tab, select either Slow or Fast under the Automatic Execution of Commands, then click Apply or OK.
4. To perform a [double-click](#) with the button assigned to HyperJump, choose the Option button on the Buttons Tab, select the HyperJump tab, select the Double-click option, then click Apply or OK. To perform a double-click, simply press and release the button quickly.

You can also choose to change the size of the HyperJump Grid through the Options button on the Buttons tab.

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{button ,AL(`buttonstab;aboutbuttonassn;buttonassn;abouthyperjump;usingcyberjump')}} [Related Topics](#)

**To clean the mouse or trackball**

If you have a mouse that does not use Marble technology and the cursor skips or moves abnormally, you may need to clean the pointing device ball.

1. Remove the retainer ring to remove the ball. On the bottom of the mouse, press in the direction of the Open arrow imprinted on the retainer ring cover.
2. Wipe the ball with a clean, lint-free cloth, then blow carefully into the ball-cage to dislodge dust and lint.
3. Look for a build-up of dirt on the rubber roller(s) inside the ball-cage. This build-up usually appears as a stripe running around the middle of the roller.
4. If dirty, clean the roller(s) using a cotton swab moistened lightly with isopropyl (rubbing) alcohol. After cleaning, make sure the roller(s) are still centered in their channels.
5. Make sure that fluff from the swab is not left on the roller(s).
6. Replace the ball and retainer ring.

**Mouse Not Detected**

To remedy a mouse not detected problem, try the following:

When installing the mouse, be sure to install the mouse software first. Reboot the system, Then make sure the mouse cable is plugged into the right port -- USB, PS/2, or serial.

Make sure your USB, PS/2, or serial port has the proper configuration. Refer to your computer documentation for the correct port configuration.

You may have other system devices that conflict with the mouse. Check the IRQ/address settings of these devices for conflicts, and change the settings as required.



**Cursor Does Not Move Smoothly**

To improve cursor movement, refer to [Cleaning the Mouse or Trackball](#).

A cordless mouse is a mouse that communicates with the computer by sending and receiving radio waves via a receiver.

The channel number is the radio channel that your mouse and receiver are currently using to communicate with each other.

The Click/Select assignment provides the basic functionality necessary for operating the mouse. The Click/Select button of your mouse is used to select and drag items, to launch applications, to choose menu commands and dialog box options, and to draw graphics. The Click/Select function must be assigned to at least one of the mouse buttons.

The Context Menu/Alternate Select function is usually assigned to the right mouse button. Clicking the Context Menu/Alternate Select button displays a context-sensitive menu containing the most frequently used commands for the item at which you are pointing. You can select a command from the menu by clicking the Context Menu/Alternate Select button again. Clicking the Context Menu/Alternate Select button over a specific area within an application displays context-sensitive help for the specific feature.

**CyberMenu** - Click this button to activate the CyberMenu.

**Go to Bookmark** - Click this button to display the bookmark window.

**Add Bookmark** - Click this button to add the current page to the bookmark window.



**Stop** - Click this button to stop the current page from down-loading.

**Start** - Click this button to activate the Windows 95 Start menu.

**Back** - Click this button to return to the previous page.

**Hypermenu** - Click this button to activate the HyperMenu.

**Minimize Open Application** - Click this button to minimize the window.

**Close Application** - Click this button to close the window.

**Vertical Scroll** - Click this button to jump to the vertical scroll bar.

**Horizontal Scroll** - Click this button to jump to the horizontal scroll bar.



**Resize Window** - Click this button to jump to the resize window.

**Recall Last Open Application** - Click this button to recall the last active window.

A feature that enables you to scroll a document automatically without having to push the mouse wheel continuously.

A built-in trackball is a mouse integrated into a notebook system or keyboard.

The Drag Lock feature enables you to drag an object without having to hold down a mouse button. When you click a mouse button which is assigned to drag lock, your application interprets the click as though you were actually pressing and holding down the button. Simply moving your mouse performs the drag. To end the drag, click any button.

To press and release a mouse button twice in rapid succession. Double-Clicking carries out an action, such as opening an application.

A feature that allows you to use eight Windows commands in a single grid, which can be assigned to a mouse button.

A feature that combines eight commonly used Internet tasks into one convenient grid, which can be assigned to a mouse button.



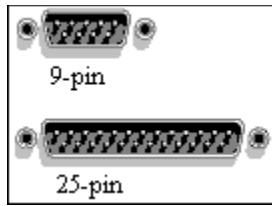
When this mode is enabled, the mouse or mouse wheel performs scrolling and zooming in applications that are Microsoft Office compatible and that support these features.

A method of seeing parts of a document that lie outside the document window.

A feature that allows you to scroll through a document without using the scroll bar. Scrolling is a method of seeing parts of a document that lie outside of a document window.

Allows you to magnify or demagnify a document.

A serial port is a connection on a computer, usually COM 1 or COM2, where you plug in the cable for a serial mouse. A serial port connector is flat in shape and has 9 or 25 pins.



To press and release a mouse button quickly. Clicking a mouse button normally performs an action, such as selecting an item, moving the insertion pointer, or highlighting text.

Click this to enable the CyberJump or HyperJump double-click option.

Select an option that determines the size of the CyberJump or HyperJump grid.



Click Slow or Fast to enable automatic execution of commands. When this option is enabled and you click a mouse button and move the cursor to an icon, the command is automatically executed.

Click this to display the MouseWare icon on your main window Taskbar. Once the icon is displayed in the Taskbar, you can click the icon to access the Mouse Properties.

Click this to display additional button options and to adjust double-click timing.

Select the amount of document scrolling by choosing an option from the list.

An acronym for Universal Serial Bus. This is a high-speed serial connection on your computer that allows you to connect several peripherals, such as a mouse, scanner, and digital camera, to a single port.

Click this to enable Microsoft Office compatible scrolling.

Click this to synchronize the mouse radio channel to the receiver.

Click this to synchronize the keyboard radio channel to the receiver.



Click this to display the Num Lock status on the Taskbar for the Cordless Keyboard.

Click this to display the Keyboard properties icon on the Taskbar.

Click this to display the Scroll Lock status on the Taskbar for the Cordless Keyboard.

Click this to display the Caps Lock status on the Taskbar for the Cordless Keyboard.

Report rate slider. Move the slider to the right for finer mouse tracking resolution on PS/2 compatible ports.

When selected, custom functions can be assigned to buttons 3 and 4, using the pull-down boxes above.

When selected, buttons 3 and 4 scroll documents up and down.

When checked, the scrolling direction of buttons 3 and 4 is reversed.



//Microsoft Help Topics for Pointers page of Mouse Properties.//

Lists sets of mouse pointers that you can use. Each pointer shape is a visual cue that indicates what Windows is doing, or what you can do in a given context.

Deletes the pointer scheme that is selected in the Scheme box.

Prompts for the name of the current pointer scheme. The name you specify will appear in the Scheme list so you can easily restore these settings later.

Provides a place for you to type a name for your current pointer settings. The name you type will appear in the Scheme list so you can easily restore these settings later.


Lists the mouse pointers that make up the selected scheme. You can change the appearance of a pointer by selecting it, clicking Browse, then double-clicking the file name of a different pointer.

Click this to replace the selected mouse pointer with a different one.

Shows the selected pointer. Some displays support animated pointers. If you have selected an animated pointer and your display supports this feature, you can preview the animation in this box.



Returns the pointer settings to the ones that Windows uses by default.

Help is available for each item in this group. Click  at the top of the dialog box, then click the specific item you want information about.

Shows what type of mouse you are using. To set up a new mouse, click Change.

Click this to set up the software for a new mouse.

Enables you to change additional mouse settings.

A pointer is the indicator used as the main selection/positioning mechanism within Windows. The pointer assumes many different shapes, such as an hourglass or an I-beam, to indicate the current task.

//What's This topics//

Lists the functions that can be assigned to the buttons of your mouse. To choose an assignment, click the down arrow, then click an item.



The picture shows the mouse your are using. The boxes to the left show the functions assigned to the buttons of the mouse.

Drag the slider to adjust double-click speed. Test the current speed by double-clicking the test icon.

Use this area to test double-click timing speed.

Drag the slider to determine how far the pointer moves on the computer screen in response to how far you move the mouse. For greater precision, set the speed in the slow-to-medium range.

Select an acceleration option to determine the distance the pointer moves on the computer screen in response to how quickly you move the mouse.

Check this to leave a trail behind the pointer as it moves across the screen.

Drag the slider to adjust pointer trail length.

Check this to move the pointer automatically to the default command button in an opened dialog box. In most cases the default command button is the OK button.



After you click the Set Orientation button, move the mouse to define a new orientation. This area registers the movements of the mouse. Move the mouse until the balloon reaches the clouds. Once the balloon reaches the clouds, the new orientation is set.

Click this to change the orientation of the mouse. Move the mouse in the direction you wish to define as "up."

Shows the mice currently attached to the computer. To choose one of the mice to be the active mouse, click the down arrow, then select a mouse from the list. Any changes made to the Mouse Properties are applied to the active mouse.

Click this to establish communication between a radio receiver and a cordless mouse.

Click this to have MouseWare detect all mice connected to the system.

Displays information about the mouse, the control center, and the mouse driver you are using.

Indicates the version of MouseWare you are using.

Indicates the mouse driver version you are using.



Click this to set up the mouse according to factory recommended settings. If you have customized the mouse, clicking this button will restore the default settings.

Represents the mouse you are using and shows its current button assignments.

