

Changes the speed at which your software applications respond to a double-click. Use this feature to adjust your double-click speed if your double-clicks aren't always recognized by your application.

Move the slider to set the double-click speed of your primary button.

Double-click here to test the double-click speed of your primary button. If the folder opens or closes, IntelliPoint has recognized your double-click.

Defines the relationship between the way you hold your pointing device and the direction the pointer moves on the screen. Using **Orientation**, you can hold your mouse or trackball in the position that is most comfortable for you and then define which way is "up."

Click to define the relationship between the direction you move your mouse or trackball and the direction your pointer moves on the screen.

[Click to return your mouse or trackball orientation to the default setting.](#)

"Locks down" a mouse or trackball button after a single-click. Just press and hold down any mouse or trackball button for a moment, and your click is locked. With **ClickLock** you can drag objects, select blocks of text, open menus, and so on. Click again to release **ClickLock**. To adjust the amount of time you need to hold down a mouse or trackball button before it locks, click **Settings**.

Select to "lock down" a mouse or trackball button after a single click.

Click to adjust how long you need to hold down a mouse or trackball button before your click is "locked."

Move the slider to change the length of time you need to hold down a mouse or trackball button before your click is "locked." For example, increase the **ClickLock** time if you find that your button "locks" in situations where you intended to single-click. To test your setting, move your pointer over the dialog box title bar, press and hold down the primary mouse or trackball button for a moment, and then move the dialog box. Click again to release **ClickLock**.

Displays your mouse or trackball when you select it from the list of devices. Your mouse or trackball will appear on the property sheet, making it very easy to assign a new feature to a button using the Button Assignment feature.

Assigns **Click** as the default setting for this button, making it your primary button (the one you use most often for clicking and double-clicking). If you assign another feature to this button, then you must assign **Click** to another button.

Assigns **Click** as the default setting for this button, making it your primary button (the one you use most often for clicking and double-clicking). If you assign another feature to this button, then you must assign **Click** to another button.

Assigns **Right-click** as the default setting for this button. You use the **Right-click** feature to display shortcut menus or other program-specific features. Select one of the other features to change the function of this button in all programs.

Assigns **Right-click** as the default setting for this button. You use the **Right-click** feature to display shortcut menus or other program-specific features. Select one of the other features to change the function of this button in all programs.

Assigns **AutoScroll** as the default setting for this button, enabling you to easily scroll automatically within a program, such as Microsoft Word, Microsoft Excel, and Microsoft Internet Explorer. Select one of the other features to change the function of this button in all programs.

Assigns **Forward** as the default setting for this button, enabling you to easily navigate and work in programs that use the **Forward** feature, such as Microsoft Internet Explorer. Select one of the other features to change the function of this button in all programs.

Assigns **Back** as the default setting for this button, enabling you to easily navigate and work in programs that use the **Back** feature, such as Microsoft Internet Explorer. Select one of the other features to change the function of this button in all programs.

Click to return your mouse or trackball buttons to their default button assignment.

Adjusts the distance that the pointer moves relative to the distance that the mouse or trackball moves. For example, to move your pointer across the width of your screen, you need to move your device further when the slider bar is set to **Slow** than when it is set to **Fast**.

Move the slider to set the speed of your pointer.

Click to adjust the pointer's acceleration relative to your mouse or trackball movements.

Adjusts the acceleration of the pointer in relation to how fast you move your mouse or trackball. With the **Pointer acceleration** check box cleared, your pointer speed has a one-to-one correlation with the speed of your mouse or trackball movements. If you select **Pointer acceleration**, and then select **Low**, **Medium**, or **High**, your pointer moves at an accelerated rate when you move your mouse or trackball quickly.

Click to assign a low level of pointer acceleration to your mouse or trackball movements.

Click to assign a medium level of pointer acceleration to your mouse or trackball movements.

Click to assign a high level of pointer acceleration to your mouse or trackball movements.

Hides the pointer when you type. The pointer reappears when you move the mouse or trackball.

Automatically moves the pointer to the default button when you open a dialog box. In some applications, **SnapTo** may cause the pointer to automatically move to the center of the dialog box rather than to the default button.

Displays a comet-like trail when you move the pointer. Use this feature to make the pointer easier to see. To change the length of the pointer trail, click **Settings**.

Click to adjust the length of your pointer trail.

Move the slider to adjust the length of your pointer trail.

Defines how far a page scrolls when you roll the wheel one notch. You can scroll a specific number of lines or an entire screen. A “screen” is different depending on the size of your window and the program you are using. It is equivalent to using the PAGE UP or PAGE DOWN keys on your keyboard, or to clicking the scroll bar.

Click to set the number of lines that you can scroll with each notch of the wheel.

Click to scroll one screen for each notch of the wheel.

Helps you to fix problems that you may encounter when you use the wheel in different programs.

Click to start the IntelliPoint Wheel Troubleshooter, a step-by-step program that automatically fixes software programs that may not work as you expect when you move the wheel or the device.

Click to open the IntelliPoint Advanced dialog box, which enables you to list software programs that may not work as you expect when you move the wheel or the device.

Click to turn off IntelliPoint AutoScrolling, panning, and scrolling. When you select this check box, some programs may continue to scroll, zoom, or provide other functionality that resides within the software program, instead of the IntelliPoint software. This functionality cannot be turned off or changed by the IntelliPoint software.

Click to turn off IntelliPoint AutoScrolling, panning, and scrolling within a program that you add to the list below. When you select this check box and then add a program to the list, it may continue to scroll, zoom, or provide other functionality that resides within the software program, instead of the IntelliPoint software. This functionality cannot be turned off or changed by the IntelliPoint software.

Lists the programs that do not use IntelliPoint AutoScrolling, panning, and scrolling. To remove an application from the list, select the application you want to remove, and then click **Remove**. To add an application, click **Add**.

Programs on this list may continue to scroll, zoom, or provide other functionality that resides within the software program, instead of the IntelliPoint software. This functionality cannot be turned off or changed by the IntelliPoint software.

Click to add an application to the list.

Click to remove a selected application from the list.

Closes this dialog box.

Closes the dialog box and saves any changes you have made.

Closes the dialog box without saving any changes you have made.

Saves any changes you have made.

