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Advice for a Good Start

Congratulations! You have discovered one the most revolutionary tools ever invented to improve your productivity in Windows.

Pointix is a tool which expands the capabilities of your mouse, by interpreting certain movements called glicks to trigger certain commands. To use this tool efficiently, we would like to make the following recommendations:

1. Use the highest quality mouse possible

Since glicks are interpreted on the basis of the movements of the cursor on your screen, the more precise your mouse is, the better Pointix will be able to interpret your movements.   If your mouse does not faithfully reproduce the movements of your hand, Pointix cannot interpret you correctly.   In other words, it would be like trying to get good sound from an amplifier, but using a low quality pick-up.

2. Keep your mouse in a good condition

For the same reasons explained above, it is important that your mouse be in a good condition. If your have a   track-ball type mouse (which is the most commonly used at present try to keep the track-ball and mechanisms free from lint to avoid the erratic operation which frequently occurs when foreign materials accumulate in the mouse mechanical parts.

3. Avoid using the "acceleration" feature

The **acceleration** feature is found in many mouse drivers in the market and is a non linear conversion between the mouse movement and the cursor movement.   In other words, if you move the mouse fast, the speed of the cursor is greater than what you would obtain without the **acceleration** feature and vice versa   This effect is not recommended when you use Pointix since it tends to change the effective shape of glicks and alters the Pointix detection algorithms. Nevertheless, you will   notice that using Pointix   you will not need to move your mouse like before, so you will not require the acceleration feature to effectively control the cursor on the screen.

4. Adjust the Sensitivity Parameters to your Style

Take a few minutes to play with the mouse observing the Glick Sensitivity panel and adjust your parameters to agree with Pointix on your way of doing the glicks .

5. Handle your Mouse with care

When you start using Pointix, you must become aware that certain movements of the   mouse now operate as commands.   This requires you to move your mouse in a more definite manner, following straighter trajectories and avoiding random movements.   Once you have incorporated the glicks to your customary operation, you will have added four more commands to your mouse and will realize how convenient it is to use the mouse for more than clicking.

Finally and above all:

6. Open your Perception to a New Way of Working

Pointix multiplies your ability to work with your mouse. However, all the operations that you do with Pointix

can also be done at any time without this tool, although with less productivity and satisfaction. This Pointix characteristic allows you to determine the pace in which you wish to gradually incorporate new ways of performing each of the operations. At the same time, you should be alert and ready to identify points in your work routine that can be more conveniently and productively performed using Pointix.

Theory of Operation

Pointix has been created to accelerate the operation of your mouse and make it more agile.   It is based on a new man-machine interface concept: the *gesture-based* use of the mouse.

Using Pointix, you can command the most frequently used   Windows functions by simply doing a movement or gesture with the mouse (called glick), without having to move the cursor to a specific position in the screen. Pointix also optimizes your Scrolling. From now on you will not need to make boring displacements to the Scrollbar Arrows, rather the Scrollbars will be in your mouse and moving around in a document you will only require minimal movements.

Pointix interprets four glicks, which in turn can be combined with the Control and Shift keys in your keyboard to trigger up to 12 different commands with the mouse, from any cursor position on the screen, dynamically and with minimal effort.

Pointix sensitivity to interpret gestures can be modified to your personal style of mouse use. (See: Glick Sensitivity).

The assignment of glicks to commands can be customized to cover the specific needs of each user. (See: Assignment Table). The available commands have been selected   after a detailed ergonomic study of the operation of the mouse in various applications, so as to optimize usage.

Each particular arrangement of commands on the Assignment Table is called a scheme. Pointix has different schemes for each specific application. In normal use, each scheme contains an array of commands fit for the application to be operated.   Schemes have a default programming for each type of operation.

All Pointix commands are stored in Modules.. A group of Modules and schemes programmed for a specific application is called an Application Kit.

To select a particular scheme, simply open the menu, click on the desired scheme and it will become active.

Glicks

Glicks are slight mouse movements which trigger different types of actions called *commands*. Pointix uses 4 different glicks which may be combined with the "Control" and "Shift" keys, thus generating 12 possible combinations.   Each combination can be assigned to a different command through the use of the Assignment Table.

The Pointix glicks are:

Left-glick
(Clockwise curled movement to the right)

Right-glick
(Counterclockwise curled movement to the left)

Dash-glick
(Vertical movement)

I-glick
(Horizontal movement)

Scrolling

The Pointix scrolling feature allows you to command scrolling from any cursor position, without using the scroll-bars. This feature is normally assigned to the right mouse button, *while you press the Shift Key*.

To use this method simply: make a slight movement with the mouse to tell Pontix the Scrolling Direction, and immediately afterwards and without moving the mouse again, press the Scroll Button. The screen will move in the direction you have chosen.

Rule of Use: *pressing the Scroll Button* is equivalent to *clicking on any of the buttons of the Scroll bars*, whereas the *mouse movement* determines *which* of these buttons is *selected.*

The Pointix scrolling method allows you to control scrolling from anywhere on the screen, the only requirement being that, the cursor must be located somewhere *inside* the region you wish to scroll when you press the Scroll Button.

If you press the Scroll Button while holding the Control key, the scrolling is performed *on a page basis*, i.e. it is equivalent to pressing the scroll bars in the zones adjacent to the thumb box.

Note: The scrolling feature is available in a large number of Windows applications.   However, since the development of the Pointix scrolling method was after the release of Windows 3.1, this feature may not be available in all applications. (Consult the information included with the program or contact Pointix Corporation to check in which applications this function is available).

Scrolling Preferences
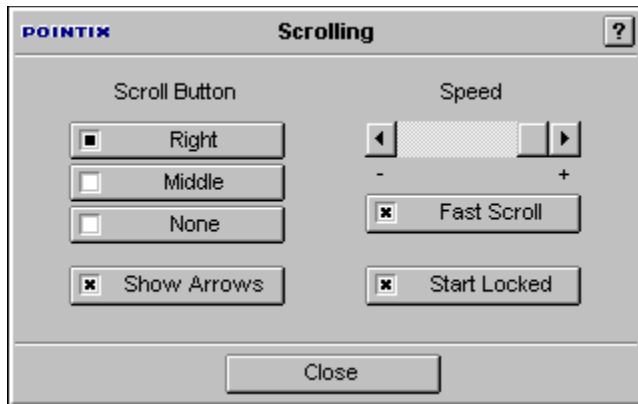
If you are working with an application that demands a lot of scrolling, you can lock this feature in "On" so that it can be used without pressing the Shift Key. You can do this using the Scroll On/Off command, available on the Navigation float bar which is included in most schemes.

Navigation float bar

Scroll On/Off Command

To activate the right button for extended time press "Shift".
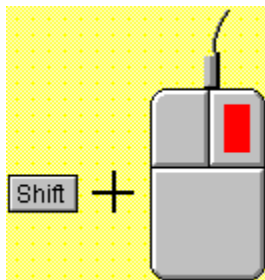
While the Shift key is pressed, the scrolling feature is switched between its active and inactive states. In other words, the Scroll On/Off function works in the same way as the Caps Lock key of your keyboard, i.e., when the Caps Lock function is Off, the letters are typed in lower case by default, but you can switch momentarily to upper case by pressing the Shift key. On the other hand, if Caps Lock is On the letters are typed in upper case by default, but you can switch momentarily to lower case by pressing the Shift key.

To switch back and forth between the default right-button function and the scrolling function, you can program the "Scroll On/Off" command in a cell from the Assignment Table.

To retrieve the original right button function temporarily use the "Temporary Swap" command, which allows the left button to function as the right one for several seconds.

Temporary Swap Command

After that time has elapsed, the mouse buttons go back to their original setting. This function is enabled only while the scrolling feature is On. You can also access the Temporary Swap command from the Navigation Toolbar, or you can program it in a cell of the Assignment Table (this is the default programming of the Basic, Edit and Navigation schemes, provided with the Pointix engine).
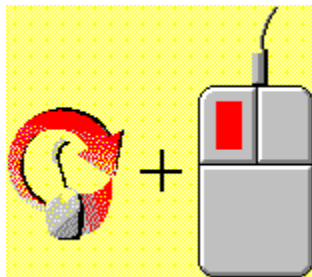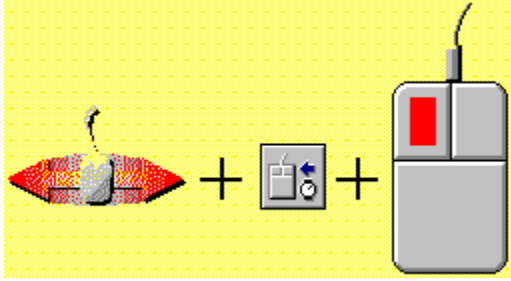
Use either method to trigger the Temporary Swap command, which simulates the right button for the left one for short periods of time.

If you want to start all Pointix sessions with the scrolling feature set to On by default, you can do this on the Scrollling Preferences dialog.

Pointix Menu

Pointix is a tool which operates as a resident program, i.e. it runs concurrently with other applications in the background.   This means that once Pointix is active, nothing apparently will change in your computer, except that the   *mouse movement* can now trigger commands.

In normal use, the Pointix kernel does its job automatically, without requiring any attention from you. However, to make adjustments or changes, Pointix has a menu which pops up when you click on the Pointix monitor (the small panel displayed on the right upper corner of the screen) and provides access to the programs configuration dialogs as follows:

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Menu

Assignment Table

Allows you to configure the assignment of   glicks and key to Pointix commands.

Select Scheme

Used to change schemes rapidly.

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Preferences...

Glick Sensitivity

Used to adjust the sensitivity of the Pointix glicks interpreter.

Scrolling

Allows you to adjust Scrolling speed and the assigned mouse button.

Large Menus

Used to adjust the size of the menus.

Large Buttons

Allows you to adjust the size of the command buttons in the Floatbars

Always On Top

If set, it allows constant visibility of the   Pointix Monitor

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Help...

Index

Access to the help file.

Theory of Operation

Access to an introduction to Pointix in the help file.

Scrolling

Information about the Pointix scrolling feature.

Run Demo..

Launches a demo about Pointix.

Coach

Opens a permanent window showing the programming of the AsignmentTable while you operate, to facilitate use for new users.

About..

Opens a box containing information about Pointix.

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Setup...

Add-Remove Schemes..

Used to add or remove schemes

Commands

Used to view and edit the different commands included in Pointix.

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Accessories...

This area shows the Pointix accessories you have currently available.

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Enable Pointix

Opens a dialog for enabling Pointix.

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Exit Pointix

Turns off Pointix.

Kits

Pointix is a modular product. The nucleus is the *Pointix Engine*, to which the different *kits* are added. The kits are made up of *modules* and *schemes*. The modules are files which contain Pointix commands. The schemes determine how those commands are assigned to *glicks*, the way they are arranged in float-bars and other settings. The Pointix kits may be added and removed from the Pointix Engine as needed.

Select Scheme

Each particular arrangement of commands on the Assignment Table is called a scheme. Pointix has different schemes which you may configure for each specific application. In normal use, each scheme has a command layout customized for each application. Schemes have a default programming for each type of operation.

Besides storing the command layout in the Assignment Table, each scheme
also stores the content and name of the sequences in that scheme. In other words, the same command may perform different operations in different schemes and even have a different name in each case.

To select a given scheme, simply open the menu, click on the desired scheme and it will become active.

| Netscape 2.0 |
| Visual C++ |
| Corel |
| ✔ Word |
| Excel |
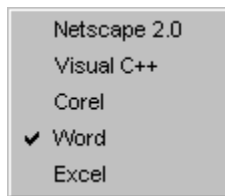
Schemes

Each particular arrangement of commands on the <u>Assignment Table</u> is called a scheme. Pointix has different schemes which you may configure for each specific application. In normal use, each scheme has a command layout customized for the application to be operated. Schemes have a default programming for each type of operation.

The following is a display
of all available schemes.

Commands…

With this feature you can view and /or alter configuration parameters of Pointix commands. The feature shows the internal Pointix commands, the commands defined in the active scheme and also the modules in use. This feature allows you to access all commands, their setup programs (if available) and their help topics (idem).
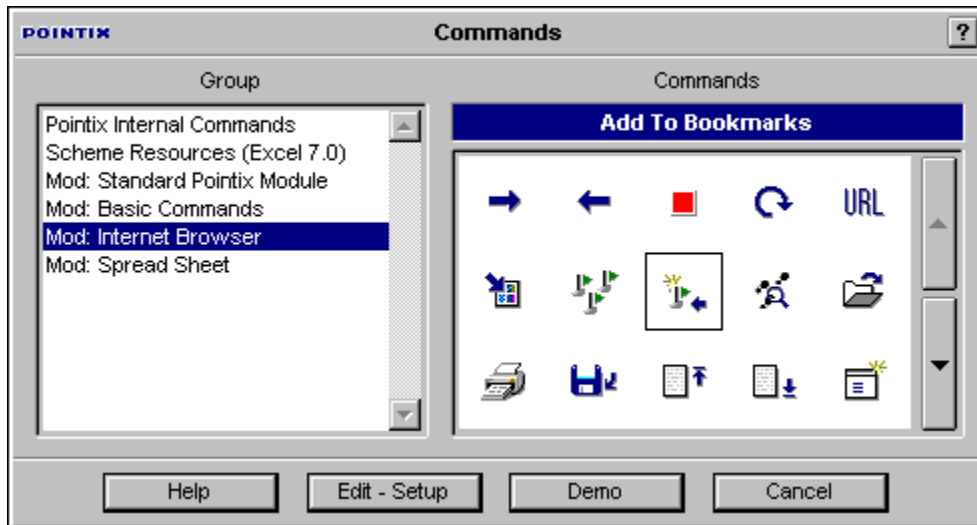
Command

A command is an action executed by a glick, or triggered from any Pointix resource.

There are four types of commands:

Applications:

A window within which a specific Pointix application is executed (e.g.: The Pointix **Task Manager**.)

Float-bars:

A floating <u>toolbar</u> which pops up at the pointers position, containing other Pointix commands.

Menus:

A pop-up <u>menu</u> containing shortcuts of the target application and/or other Pointix commands.

Sequences:

Keyboard <u>sequences</u> (shortcuts) that are performed when the command is activated.

Sequences

Sequences are combinations of keys (keyboard shortcuts) which are executed when the command is activated.

Menus

A menu can contain shortcuts
of the target application and/or other
Pointix commands. They can be locked
on the screen for instant access,
when specific mouse-intensive
operations must be performed.

Float-bars

A floating toolbar which pops up
at the pointers position, containing
other Pointix commands that can be
triggered by mouse clicks (mainly sequences
of the target application).

Assignment Table

The Assignment Table determines *which* Pointix command is triggered with which <u>glick</u> y in accordance with the status of the Control and Shift Keys.
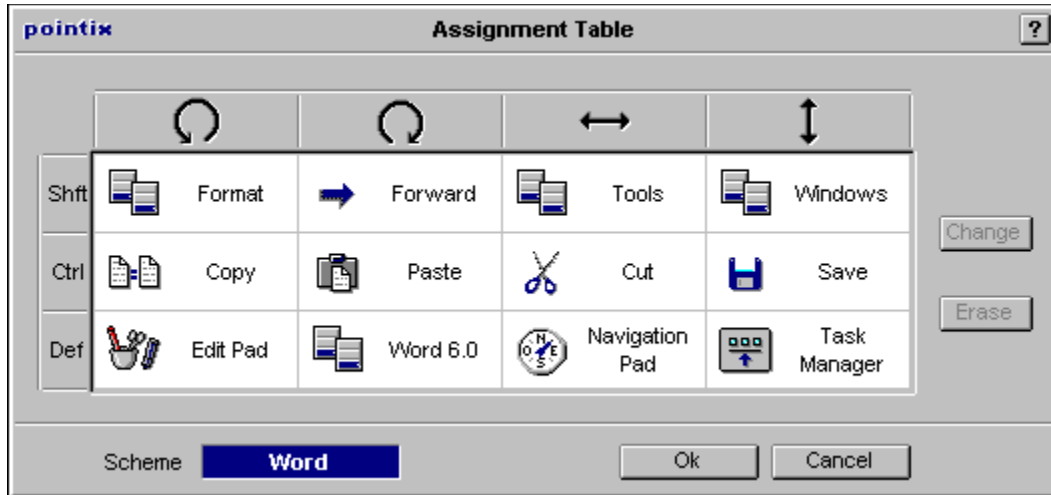
In the Assignment Table, the columns represent the four Pointix glicks and each row represents a possible combined status of the Control and Shift keys together (i.e., *pressed down* or *not pressed down*.)

The Assignment Table can be configured   to assign any combination to any Pointix command.

Each cell in the table represents a <u>glick</u> and a key combination. The cell content is the Pointix command which is triggered when you make the corresponding glick.

To change a command in a cell, double click on it. This will take you to the <u>Commands..</u> form, where you can select the new command to be assigned to that glick. You can also swap the contents of two cells by dragging-and-dropping one cell on the other.

Left-glick

Right-glick

Dash-glick

I-glick

The commands arranged in this row
are triggered when you hold the Control
Key. These are generally the most frequently
used commands of your target application
(e.g.: in graphics, Zoom+   and Zoom-).

The commands arranged   in this row
are triggered when you hold the Shift Key.
These are generally the most frequently
used commands of your target application.
(e.g.: in graphics, Zoom+   and Zoom-).

The commands arranged in this row
are triggered without holding down any key.
These commands are usually float bars,
menus and Pointix internal commands
which are not activated until
the user accepts them with a click.

The Control   key is used to trigger
the most commonly used commands
directly with a glick
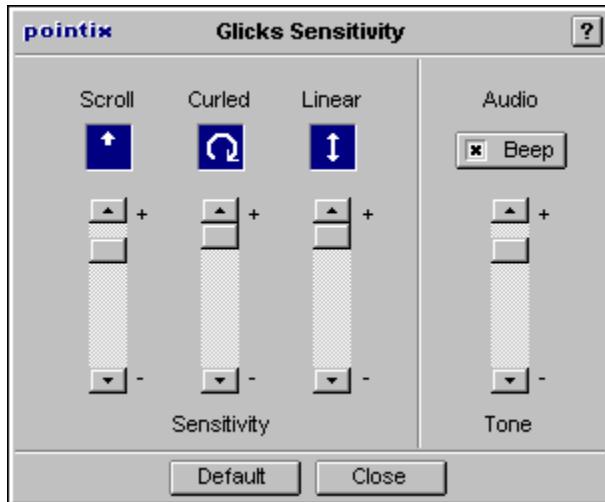(not through a float bar).

No key is used,
only a glick is executed.

The Shift key is used to trigger
the most commonly used commands
directly with a glick
(not through a float bar)

This is the name of
the active scheme.

Glick Sensitivity

In operation, Pointix analyzes the movement of the cursor on the screen, interpreting mouse movements as commands (<u>glicks</u>).

The   Glicks Sensitivity form allows you to adjust the sensitivity with which Pointix interprets your movements for each type of glick and according to your mouse-usage style. If you specify *high* sensitivity, Pointix will interpret your small or big movements in the same way. If, however, you specify *low* sensitivity, small movements are filtered so you will have to make more emphatic movements for them to be interpreted as glicks. The higher the sensitivity ,the faster and more sensitive the operation. But high sensitivity requires careful operation of your mouse.

You may modify the scrolling direction sensitivity, and the sensitivity of curled glicks and   linear   glicks. You may also select whether you wish a beep to be heard for each glick performed and set the tone of the beep.

Scrolling Direction Monitor
Shows the current scrolling direction.

Curled Glick Monitor

Shows the curled
glick performed.

Linear Glick Monitor
Shows the linear
glick performed.

Scrolling Direction Sensitivity

Sets the scrolling speed.

Curled Glick Sensitivity

Sets   the curled
glicks sensitivity.

Linear Glick Sensitivity

Sets the linear
glicks sensitivity.

Beep

Sets on/off an acknowledgment beep when a glick is performed.

Tone

Sets the tone of the acknowledgment beep.

Default Settings

This button is used to set parameters by default.

Scroll Button
Selects the
Scroll Button.

Start Locked

This button sets the initial
status of the scroll-lock feature.

Show Arrows

Sets on/off the scrolling arrows
to remind you of
the scrolling direction.

Speed
Sets the
scrolling speed.

Fast Scrolling

This option turns on an enhanced scrolling mode that allows much faster scrolling (recommended for specific applications).

Coach

Pointix provides the user with a significant increase in productivity once the user has become familiar with all its advantages and applied them. The Pointix Coach is included to facilitate the process of becoming accustomed to using glicks. The Coach shows which commands are programmed in each glick, according to the active scheme and the status of the Control and Shift keys at each moment. Once the user has memorized the assignments for a particular scheme, the Coach is no longer necessary.

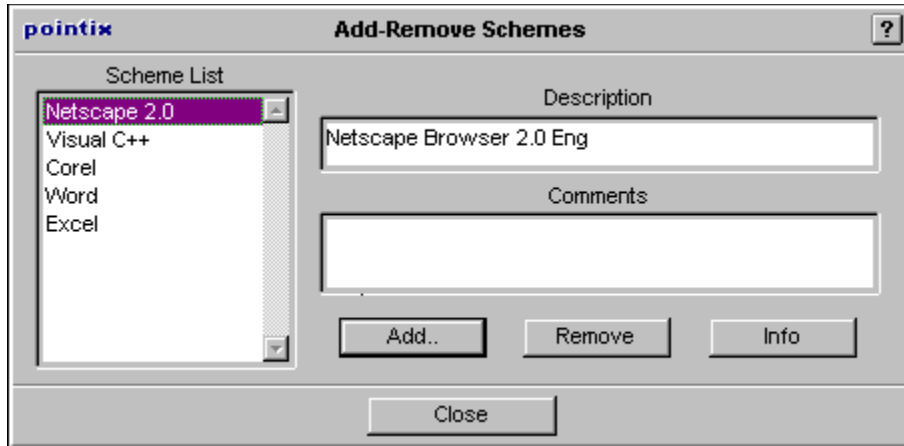The following figure shows the use of the Coach commands.

See also:

Assignment Table

Add-Remove Schemes

This is used to add or remove schemes.
Schemes must be added to this
list before they can be selected and activated.

pointix	**Add-Remove Schemes**	?

Scheme List

Netscape 2.0
Visual C++
Corel
Word
Excel

Description

Netscape Browser 2.0 Eng

Comments

Add..   Remove   Info

Close

Scheme List

This combo shows all schemes in the schemes List.

Description

This shows the specific
application of the of the scheme.

Comments

This field provides
useful comments on
the schemes contents.

Files

This combo shows
all the module files
available in the modules
sub-directory of your hard disk.

Module Information

Information about
a selected module.

Command Description

This caption shows the name
of the selected command.

Commands

The list of commands contained in a selected module.

How to Enable Pointix

Once you have installed Pointix in your computer, it will work in Trial Mode, wich means that it will not work continuously but with periodic interruptions. You can switch from Trial Mode to Normal Mode at any time once you get your Personal Identification Number (PIN) from Pointix Corporation. (See How To Order your P.I.N.).

The PIN entitles you to request the password you need to run Pointix in Normal Mode, as well as free technical support and special upgrade prices. Once you have your P.I.N., you must send it together with the Request Code to Pointix Corporation and the corresponding password will be returned to you via e-mail within 24Hrs - 48 Hrs.

How To Order your P.I.N.

You can order your P.I.N. by filling in the corresponding form at the Pointix web site (*www.pointix.com*), or sending an e-mail including the Request Code and your credit card information to *sales@pointix.com*.

The password enables you to install Pointix only in the PC in which the Request Code was generated. If you need and additional password, you can acquire one only if your request is compatible with the Pointix License Agreement.

Pointix License Agreement

POINTIX END-USER LICENSE AGREEMENT

IMPORTANT-READ CAREFULLY:

This End User License Agreement (Agreement) is a legal agreement between you and Pointix Corporation (Pointix). By installing, copying, or otherwise using this Software, you agree to the terms of this Agreement with Pointix. if you do not agree to the terms of this Agreement, you are not licensed to use the Software and you must promptly return the Software to Pointix.

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(d) Transfer: You may permanently transfer all of your rights granted under this Agreement only as part of a sale or transfer of the Software and all copies thereof and only if the recipient agrees to accept the terms and conditions of this Agreement.

2 LIMITED WARRANTY

(a) Warranty: Pointix warrants that the Software will perform substantially in accordance with the Help and shall be free from defects in materials and workmanship for a period of ninety (90) days after receipt of the Software by you.

(b) Limitations: Except as set forth above, the Software is furnished as is and without warranty as to the performance or results you may obtain using the Software.   The entire risk as to the results and performance of the Software is assumed by you. TO THE MAXIMUM EXTENT PERMITTED BY LAW, POINTIX DISCLAIMS ALL OTHER WARRANTIES EXPRESS OR IMPLIED INCLUDING ANT WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE WITH REGARD TO THE SOFTWARE, WRITTEN MATERIALS AND ACCOMPANYING HARDWARE. IN NO EVENT WILL POINTIXS LIABILITY EXTEND TO ANY DAMAGES OF ANY KIND INCLUDING WITHOUT LIMITATION, SPECIAL, INCIDENTAL, CONSEQUENTIAL, OR INDIRECT DAMAGES FOR PERSONAL INJURY, LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION ARISING OUT OF THE PURCHASE OR USE OF THE SOFTWARE EVEN IF POINTIX HAS KNOWLEDGE OF THE POTENTIAL LOSS OR DAMAGE. POINTIXS ENTIRE LIABILITY FOR ANY LOSS OR DAMAGE SHALL BE LIMITED TO THE ACTUAL PURCHASE PRICE PAID FOR THE SOFTWARE. Some states do not allow exclusion of implied warranties or limitations of liability for consequential or incidental damages so the above limitations may not apply to you.

(c) Remedy: Your entire and only remedy shall be at Pointixs option either the replacement of the

Software or return of the purchase price.

3 . TERMINATION:

This Agreement is effective until terminated. You may terminate the Agreement at any time by destroying the Software, including all computer programs and documentation, and erasing all copies residing on a computer in electronic form. This Agreement shall automatically terminate if you do not comply with the terms and conditions of this Agreement. Upon such termination, you agree to destroy the Software and all copies thereof including all documentation and copies residing on a computer in electronic form.

4. RIGHTS AND SOFTWARE

All title and rights to the Software and documentation including all copyrights, trademarks and intellectual property rights and any copies thereof are and shall remain the property of Pointix. The Software and related documentation is protected by U.S. and international copyright and trademark laws and treaties.

5. PRODUCT SUPPORT

The Software is purchased as is and Pointix does not provide product support or maintenance unless contracted for in a separated agreement with Pointix. You are responsible for the installation, management, and operation of the Software unless separate support is contracted for with Pointix.

This Agreement and all terms thereof are governed by the laws of the state of Florida, U.S.A.

How to Order

To register Pointix follow the next steps :

Product Information
(You must fill this field with the number displayed in the dialog box "Enable Pointix", accessible from the program´s menu).
Note: *We can not process an order in which the Request Code is missing*

Request Code: _____

Personal Information

First & Last Name: _____
E-Mail Address: _____
Company Name: _____
Address: _____
City: _____
State\Country: _____
Zip Code: _____
Phone Number: _____
Fax Number: _____

Send this information via e-mail to *sales@pointix*.com or fill in the corresponding form in our web site at *http://www.pointix.com*

If you have already registered and you need a new password follow the next steps:

Each PC on which you install Pointix will generate a different Request Code, so you will need a new password each time you enable the program. To request a new password, please send   the Request Code and your P.I.N. via e-mail to *password@pointix.com* or fill in the corresponding form in our web site at *http://www.pointix.com*

Product Information
(You must fill this field with the number displayed in the dialog box "Enable Pointix", accessible from the program´s menu).
Note: *We can not process an order in which the Request Code is missing*

Request Code: _____

Personal Information

P.I.N.:   _____
First & Last Name: _____
E-Mail Address: _____

_____
See Also :

How to Contact Us

Contact Us

Physical Address

Pointix Corporation
25 SE Second Ave., Miami
(33131) Florida
USA

Web site address   *http://www.pointix.com*

E-mail addresses
_Technical Support *support@pointix.com*
_Sales   *sales@pointix.com*
_General Feedback   *feedback@pointix.com*
_Press Releases and
   Investing Information   *press@pointix.com*
_Developers   *development@pointix.com*
_Trade Shows   *events@pointix.com*

Frequently Asked Questions

What is Pointix?

Pointix is a new software package designed to improve operation of all applications which use a mouse or similar pointing device. It uses an exclusive patent-pending technology called Ergopoint(tm) that lets you trigger the most used commands of your applications by making slight mouse movements called glicks.

How does Pointix work?

Pointix monitors your mouse movements looking for particular patterns called glicks (from glide-click). Pointix uses four movements called left-glick, right-glick, dash-glick and I-glick. When it detects one of these mouse movements it triggers an internal signal that executes a command. The commands executed by Pointix can range from a simple keyboard shortcut of your own application, to a whole independent application running in a pop-up window. The Pointix core code responsible for detecting and assigning the glicks is the Pointix Engine. The commands reside in separated modules that are attached to Pointix as needed. There are modules designed for each major application and new modules are constantly being developed for other specific applications.

What are the minimum HW requirements?

Pointix requires:
1. An 386 IBM compatible PC or higher
2. Windows 3.x or 95 a (Windows NT is currently not supported)
3. 2 Mb of hard disk
4. 4Mb RAM
5. A mouse, track-ball, or other two-dimensional pointing device

Do I need any kind of special input device?

No, since Pointix does not need a specific pointing device. Although it is specifically designed to work with mice, it can be used as well with track-balls, light-pens, digitizers, etc. It is specially recommended to be used with touch-pads, like those ones manufactured by Cirque or Alps in the US.

Do I need to change any configuration parameter on my computer?

No. Pointix does not change any ini file of your computer, nor does it need any special driver to run. It is not a resident program, so it does not consume any special memory (it works like any other Windows application).

Whats the difference between the Pointix Engine and its modules?

The engine is the core code of Pointix which is responsible for interpreting the mouse movements and translating them into commands. The modules are command libraries that contain command-specific code. The modules can contain floating toolbars (float-bars) with generic shortcuts for the most popular applications, floating applications that reside in a popup window for specific purposes, customized pop-up menus, etc. The modular approach allows us to offer multiple solutions for a great number of purposes, using the same basic technology.

What is the P.I.N. useful for?

The PIN enables you to register Pointix and use it without limitations. You will receive our   skilled technical support for any problems you might have, as well as information about future versions of Pointix. Registered users will receive special pricing on Pointix upgrades.

What is the request code needed for?

The request code identifies your machine, and is used it to assign a PIN and a Password. If you already have your PIN, send us the request code with your PIN and we will assign you a Password.

A **glick** is a mouse movement used to trigger a Pointix command. The glicks interpreted by Pointix are four and they are represented in the following figure.

Left-glick

Right-glick


Dash-glick

I-glick

Float-bars

Float bars are windows containing a group of Pointix commands that pop-up when the float-bar is activated. A float-bar is in itself a Pointix command that can be triggered by a glick, or can be called from another float-bar or menu. Float-bars generally contain shortcuts to the target application.

Scrollbars

These are the bars located to the right and below the windows that let you displace the point of view of a certain document or data collection.
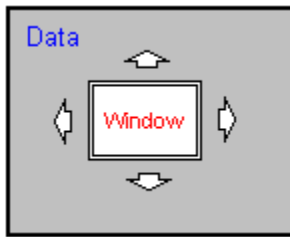
Scroll Button

A mouse button used by Pointix to command scrolling. Normally, the right button is used for this purpose.
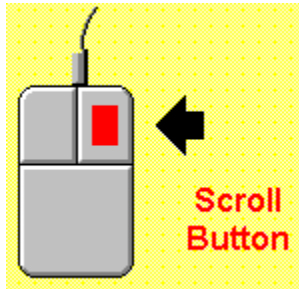
Scrolling Direction

This is the direction in which a window
moves with respect to the data it contains

By default the *Pointix Monitor* is located
on the right upper corner of the screen.
It has 3 main functions:

1. Pressing the arrow located to the left, the
   Pointix menu pops up.
2. It shows the active scheme,
for fast reference.
3. The arrow to the right shows if the
scrolling feature is active, and if so,
it monitors the scrolling direction.

Tips

I need the right button for Windows 95 and I dont have a three button mouse so I cant assign the scrolling feature to the middle button. What options do I have?

If you are used to the right button and you dont have a middle button, you can turn the Pointix scroll-lock off. When you turn the scroll-lock off, you recover the original right button function, although you loose direct access to the powerful Pointix scrolling feature. However, you can still trigger the Pointix scrolling feature by pressing the shift button and then clicking the right button. In other words, the Pointix Scroll-lock feature is useful if you are accustomed to using the right button for scrolling. In any case, pressing the Shift key always gives you to the alternative right-button function. (Note that the Pointix scroll-lock feature has nothing to do with the PCs conventional scroll-lock key, although they have analogous purposes).

What is the optimum glick-assignment criteria?

Here are some rules to make a good use of the Assignment Table:

Rule 1: Assign related commands in the same row:

The best way to look at the Assignment Table is to consider it an array of three rows with four cells each. The three rows correspond to the cases: No key pressed, Control key pressed and Shift key pressed, respectively. Therefore, a rule of thumb is to assign the cells in rows of related commands so that it is easier to recall the glick meaning for each key. For example, the edit commands: Copy, Paste, Cut and Undo, can all be assigned to the left, right, dash and I glicks respectively on the Control row, making it is easier to remember that all editing commands are accessible by pressing Control before making the corresponding glick.

Rule 2: Never assign dangerous commands to the bottom row.

The bottom row is the no-key-pressed row, so it is more likely that a command can be triggered by accident, due to a mouse movement that is erroneously interpreted as a glick. Therefore, it is wise not to assign a command like *delete file* to any cell in that row, because it could be triggered by accident with a catastrophic result. That bottom row is optimum for triggering the most used float-bars and menus, since its cells are the most accessible.

Rule 3: Build you table so that the most used commands are accessible in alternative ways.

With all computer users, that sometimes comfort is more important than speed, and sometimes the opposite is true. When you need more comfort than speed, it is useful to have the most used commands accessible from the bottom row, through pop-up menus and/or bars, although the access of some commands may be somehow indirect. On the other hand, when you are in a hurry, it is useful to have the most used commands assigned in the upper rows, so that they can be triggered directly with a glick. Take a look at the pre-assigned schemes that come with the Pointix Application Kits and you will find that in most cases you have a menu to access all the applications commands assigned in the bottom row, but the same sub-menus that you access through that basic menu are accessible directly through glick shortcuts assigned in the upper rows. This gives you alternative paths to your most used commands, giving you the optimum combination of speed and comfort.

Rule 4: Dont waste an Assignment Tables cell in a command that is not very frequently used.

There are some commands of your applications that you like most and you feel comfortable with. But sometimes, these commands are not so frequently used, so improving the accessibility of those commands would have a weak impact on the overall result. We find good examples of that kind of commands in those related to user preferences. It is always attractive to access some application dialogs with just one glick, but since the available cells are limited to twelve, it is advisable to reserve those cells

to assign   commands as frequent as Copy, since you might use it hundreds of times a day, while you might need to change some preference setting only once a week.

Trouble Shooting

I get no response no matter what glick I am doing

If you have a three button mouse, click the middle button once and try again. If the problem is solved, it means that your mouse driver is not working well and it is sending messages to Windows as if the third button was pressed, although it is not true. This may happen with some old mouse drivers. Change your system configuration to a different driver. If you are using a two button mouse and the problem is not solved, check if   any command assigned to some glick on your Assignment Table. If you haven't assigned a command, no command will be triggered when you do the glicks.

The scrolling feature does not work in a particular application

The method used by Pointix to scroll was developed recently, many years after the Windows standard was adopted. Therefore, its proper performance can not be guaranteed on all Windows applications. Great effort has been applied to make it work in almost any application, although there are some applications (or even some areas of some applications) where it will not work properly. Check our web site on a regular basis to obtain that latest Pointix scrolling driver.

The scrolling does not stop, even though I release the right button

Pointix scrolling can be performed in two modes: normal and fast. In fast mode, you get almost twice the speed you get in normal mode, but it may not work properly on some slow systems or in some heavy applications. If you encounter this kind of problems, you may want to switch to normal scrolling to avoid this effect.

Sometimes I click over a floating-bar and nothing happens

Most of the commands you trigger from a floating-bar are keyboard shortcuts. If at any moment your application is not activated , it will ignore those shortcuts. Sometimes, it seems that your application is activated because it is covering all your screen area, but that is not true unless the caption bar of your application is highlighted. Therefore, always check that the caption bar of your application is high-lighted when you issue a command. If it is not, click once on the caption bar to activate it and then keep working with Pointix.

The glick-beep is too loud in my PC, how can I turn it down?

You cannot control the beep volume due to a limitation of the original PC speaker system. What you can do is alter the beeps tone to make it clearer or softer. You can also turn it off, though it is not recommended since the beep is useful as a feedback signal that a glick has been interpreted and a command has been triggered.

Group
Detemines the group of
commands to be displayed.

Command's name/description.

Command icon.

Opens the command's
help file (if available).

Opens the command's
setup/editor program (if available).

Runs the command's
demo (if available).