

1 TetraMouse 5 Quick Start Guide

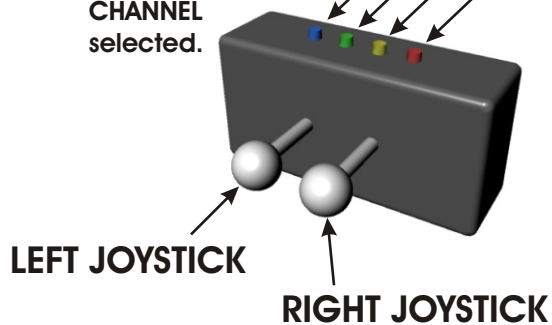
The BLUE, GREEN, YELLOW, and RED lights indicate which SPEED CHANNEL is currently active. When power is applied the TetraMouse starts in MOUSE MODE with the GREEN CHANNEL selected.

CHANNEL/SPEED INDICATORS

- BLUE CHANNEL
- GREEN CHANNEL
- YELLOW CHANNEL
- RED CHANNEL

The LEFT JOYSTICK is used to perform left, right, and middle mouse button clicks, left and right click-and-hold for drag and drop operations, to select the SPEED CHANNELS, and to enter PROGRAM MODE and change settings.

The RIGHT JOYSTICK is used to move the mouse pointer on the computer monitor.

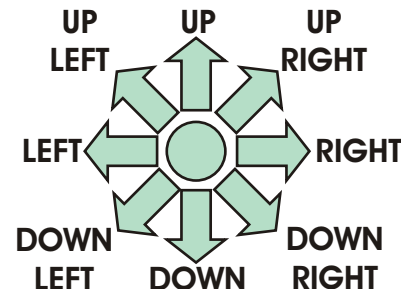


2 RIGHT JOYSTICK

Push the right joystick in any of the eight directions as shown below to move the mouse pointer on the computer monitor in the corresponding direction.

The mouse pointer moves at the speed setting of the currently selected CHANNEL and stops moving when you release the joystick.

In PROGRAM MODE the RIGHT JOYSTICK is used to select any of four MEMORY LOCATIONS for storing and recalling speed setting combinations. See details on other side of this page.

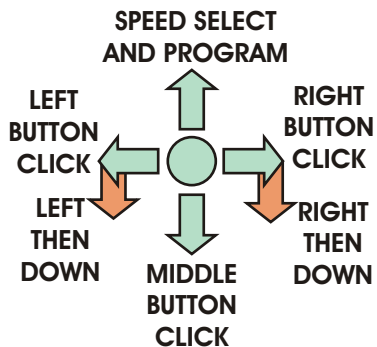


3 LEFT JOYSTICK

A quick push up (less than 1/2 second) advances the SPEED CHANNEL selection to the next position to the right. Push up for more than 1/2 second but less than 1 second to advance the SPEED CHANNEL selection to the next position to the left. Pushing up for more than 1 second enters PROGRAM MODE (see details on other side of this page).

Push left for a left mouse button click. To double-click, push left twice.

Push left, then down to perform a left button hold for drag and drop operation. All four indicators flash twice to confirm the hold condition. Release the hold with a normal left click.



Pushing down performs the equivalent of a middle button click on a 3-button mouse.

Push right for a right mouse button click.

Push right, then down to perform a right button hold for drag and drop operation with context menu where applicable. All four indicators flash twice to confirm the hold condition. Release the hold with a normal right click.

4 PROGRAM MODE OVERVIEW

The left and right joysticks perform different functions when the TetraMouse 5 is in PROGRAM MODE. When the left joystick is held UP for more than one second, the TetraMouse 5 leaves normal MOUSE MODE and enters PROGRAM MODE. All four indicators blink three times simultaneously to indicate a mode change.

In PROGRAM MODE, the user can change the pointer speed settings for each of the four SPEED CHANNELS to any one of 16 speeds. Each of the 16 speed settings are indicated by a pattern of the four INDICATOR LIGHTS during the programming operation. The 16 speeds are designated with "SPEED NUMBERS" ranging from 0 to 15.

The user may also save and recall four different custom SPEED CHANNEL configurations or reset all settings to the factory defaults.

All programmed settings, including custom user-configured settings, are stored in memory in the TetraMouse 5 even if it is disconnected or the computer is turned off.

See the other side of this sheet for complete details of PROGRAM MODE entry, programming operations, memory functions, and exit back to MOUSE MODE.

PROGRAMMING INSTRUCTIONS

PROGRAM MODE: When PROGRAM MODE is entered there are three function choices:

1. VIEW CURRENT CHANNEL SPEED SETTING AND EXIT WITHOUT CHANGES: Push the left joystick UP for more than one second to enter PROGRAM MODE. All four indicators will flash three times and then display a pattern of ON and OFF indicator lights. The pattern of lights indicates the SPEED NUMBER for the current SPEED CHANNEL. To determine the SPEED NUMBER, use the SPEED NUMBER INDICATOR TABLE (far right) to find the indicator light pattern for the corresponding SPEED NUMBER. To exit PROGRAM MODE without making any changes, push the left joystick DOWN immediately (without making any other moves). The indicator lights will blink three times again indicating that the TetraMouse is back in normal MOUSE MODE.

2. CHANGE SPEED OF CURRENT SPEED CHANNEL: Before entering PROGRAM MODE select one of the four SPEED CHANNELS that you want to change by using short or long UP pushes on the left joystick (see section 3 on reverse side). When you have selected the desired SPEED CHANNEL, hold the left joystick UP for more than 1 second to enter PROGRAM MODE. All four indicators will flash three times and then the current speed setting will be indicated by a pattern of ON and OFF indicator lights. Refer to the SPEED NUMBER INDICATOR TABLE (far right) to determine which speed is set for the currently selected SPEED CHANNEL.

To increase the speed setting by one SPEED NUMBER step, push the left joystick to the RIGHT. To decrease the speed setting by one SPEED NUMBER step, push the left joystick to the LEFT. If desired, you may push RIGHT or LEFT more than once to increase or decrease the speed setting by more than one step. Note that when the fastest speed setting (Speed No. 15) is reached the next step "wraps around" to the slowest setting (Speed No. 0). Similarly, when the slowest speed setting is reached the next step "wraps around" to the fastest setting.

When the desired new SPEED NUMBER setting has been selected, push the left joystick DOWN to program the CURRENT SPEED CHANNEL with the new setting. All four indicators will flash three times and the TetraMouse is returned to MOUSE MODE.

3. READ OR WRITE CHANNEL CONFIGURATIONS MEMORY: The TetraMouse has built-in memory that stores four different SPEED NUMBER

configurations. The four MEMORY LOCATIONS are designated "A", "B", "C", and "D". The TetraMouse is shipped with the four SPEED NUMBER configurations pre-programmed according to this table:

MEMORY LOCATION	RIGHT JOYSTICK PUSH	SPEED CHANNELS			
		BLUE	GREEN	YELLOW	RED
A	UP	2	9	12	14
B	RIGHT	3	10	13	15
C	DOWN	9	14	9	14
D	LEFT	10	10	10	10

Also, the TetraMouse is shipped with the four CURRENT SPEED CHANNELS programmed with the same SPEED NUMBERS as those that are stored in Memory Location A, that is, the SPEED CHANNELS are set to these SPEED NUMBERS:

BLUE CHANNEL = 2, GREEN CHANNEL = 9, YELLOW CHANNEL = 12, and RED CHANNEL = 14

Therefore, when the TetraMouse is powered up for the first time, these are the CURRENT (or "working") SPEED CHANNEL settings.

The default settings in the table (above) are meant to be starting points for the user to define their own custom settings which can then be saved in place of the defaults (see details about saving configurations further in this document). Notice that the settings in MEMORY LOCATION C are set as an example of a two-speed configuration. A two-speed configuration can be used if the user finds that having just two speeds is acceptable. The advantage of a two-speed set-up is that any speed change alternates between the two settings and it would save time to only have to do short up pushes to change speed. Notice also that MEMORY LOCATION D is an example of a single speed configuration where SPEED CHANNEL changes have no effect and the pointer always moves at the same rate regardless of the channel selected.

READING MEMORY CONFIGURATIONS INTO THE CURRENT SPEED CHANNELS: The CURRENT SPEED CHANNELS can be set from any of the four MEMORY LOCATIONS (A, B, C, D) as follows:

Enter PROGRAM MODE by holding the left joystick UP for at least 1 second. All four indicator lights will flash three times. Push the right joystick in the direction that selects the desired MEMORY LOCATION:

Push UP to select MEMORY LOCATION A
Push RIGHT to select MEMORY LOCATION B
Push DOWN to select MEMORY LOCATION C
Push LEFT to select MEMORY LOCATION D

The selected MEMORY LOCATION configuration is loaded into the four CURRENT SPEED CHANNELS, the indicator lights display a scanning pattern and the TetraMouse restarts in MOUSE MODE with the new settings and the GREEN CHANNEL is selected.

WRITING (SAVING) CUSTOM SPEED CHANNEL CONFIGURATIONS INTO MEMORY: After the user gains some experience with the TetraMouse, he/she may have programmed the SPEED CHANNELS with customized speed settings. Such a customized speed configuration can be saved in any of the four MEMORY LOCATIONS; A, B, C, or D. Saved custom configurations can then be recalled by the user as desired. The user may find that doing different tasks or running different programs is easier with certain speed settings. The ability to store and recall different speed configurations makes it easy to switch configurations depending on the task at hand or the program in use.

The CURRENT SPEED CHANNEL settings can be saved to any of the four MEMORY LOCATIONS (A, B, C, D) as follows:

Enter PROGRAM MODE by holding the left joystick UP for at least 1 second. All four indicator lights will flash three times. Next, push the left joystick UP again. All four indicator lights will flash four times. The CURRENT SPEED CHANNEL settings can then be saved to any of the four MEMORY LOCATIONS by pushing the right joystick in the direction that selects the desired MEMORY LOCATION:

Push UP to select MEMORY LOCATION A
Push RIGHT to select MEMORY LOCATION B
Push DOWN to select MEMORY LOCATION C
Push LEFT to select MEMORY LOCATION D

The user can set more than one MEMORY LOCATION to the CURRENT SPEED CHANNEL settings at this point. For example, push the right joystick UP to save the CURRENT SPEED CHANNEL settings to MEMORY LOCATION A, then push the right joystick to the RIGHT to also save the CURRENT SPEED CHANNEL settings to MEMORY LOCATION B. Each time the right joystick is used to save the current settings all four indicator lights will flash one time. When you are done setting the desired MEMORY LOCATION(S), push the left joystick DOWN. The indicator lights display a scanning pattern and the TetraMouse restarts in MOUSE MODE with the GREEN CHANNEL selected.

RESTORING ALL FACTORY DEFAULT SPEED CONFIGURATIONS AND SETTINGS: All the factory

default settings (MEMORY LOCATIONS and CURRENT SPEED CHANNEL settings) may be reset to the settings as originally shipped with the TetraMouse as follows:

Enter PROGRAM MODE by holding the left joystick UP for at least 1 second. All four indicator lights will flash three times. Next, push the left joystick UP again. All four indicator lights will flash four times. Finally, push the left joystick UP again. The indicator lights display a scanning pattern and the TetraMouse restarts with all the factory defaults set and running in MOUSE MODE with the GREEN CHANNEL selected.

SPEED NUMBER INDICATOR TABLE

INDICATOR LIGHTS				SPEED NO.	SPEED at HORIZ. RES.			
BLUE	GREEN	YELLOW	RED		800	1024	1280	1440
OFF	OFF	OFF	OFF	0	46.9	60	75	84.4
ON	OFF	OFF	OFF	1	39	50	62.5	70.3
OFF	ON	OFF	OFF	2	31.3	40	50	56.3
ON	ON	OFF	OFF	3	23.4	30	37.5	42.2
OFF	OFF	ON	OFF	4	19.5	25	31.3	35.2
ON	OFF	ON	OFF	5	15.6	20	25	28.1
OFF	ON	ON	OFF	6	11.7	15	18.8	21.1
ON	ON	ON	OFF	7	9.4	12	15	16.9
OFF	OFF	OFF	ON	8	7.8	10	12.5	14
ON	OFF	OFF	ON	9	6.3	8	10	11.3
OFF	ON	OFF	ON	10	4.7	6	7.5	8.4
ON	ON	OFF	ON	11	3.9	5	6.3	7
OFF	OFF	ON	ON	12	3.1	4	5	5.6
ON	OFF	ON	ON	13	2.3	3	3.8	4.2
OFF	ON	ON	ON	14	1.6	2	2.5	2.8
ON	ON	ON	ON	15	0.8	1	1.3	1.4



The BLUE, GREEN, YELLOW, and RED columns under "INDICATOR LIGHTS" show the ON or OFF state of the lights for each of the 16 SPEED NUMBERS listed in the "SPEED NO." column. Under the "SPEED at HORIZ. RES." heading are four columns that show the time (in seconds) it takes for the mouse pointer to be moved completely from one side of the screen to the other when the screen's horizontal resolution is set to 800, 1024, 1280, or 1440 pixels. These are the most commonly used horizontal screen resolutions.

For more information please refer to the TetraMouse 5 Manual on the CD-ROM, or on the TetraMouse.com website or the Quick Start sheet.



SPEED NUMBER INDICATOR TABLE

INDICATOR LIGHTS				SPEED NO.	SPEED at HORIZ. RES.			
BLUE	GREEN	YELLOW	RED		800	1024	1280	1440
<input type="radio"/> OFF	<input type="radio"/> OFF	<input type="radio"/> OFF	<input type="radio"/> OFF	0	46.9	60	75	84.4
<input checked="" type="radio"/> ON	<input type="radio"/> OFF	<input type="radio"/> OFF	<input type="radio"/> OFF	1	39	50	62.5	70.3
<input type="radio"/> OFF	<input checked="" type="radio"/> ON	<input type="radio"/> OFF	<input type="radio"/> OFF	2	31.3	40	50	56.3
<input checked="" type="radio"/> ON	<input checked="" type="radio"/> ON	<input type="radio"/> OFF	<input type="radio"/> OFF	3	23.4	30	37.5	42.2
<input type="radio"/> OFF	<input type="radio"/> OFF	<input type="radio"/> OFF	<input type="radio"/> OFF	4	19.5	25	31.3	35.2
<input checked="" type="radio"/> ON	<input type="radio"/> OFF	<input checked="" type="radio"/> ON	<input type="radio"/> OFF	5	15.6	20	25	28.1
<input type="radio"/> OFF	<input checked="" type="radio"/> ON	<input checked="" type="radio"/> ON	<input type="radio"/> OFF	6	11.7	15	18.8	21.1
<input checked="" type="radio"/> ON	<input checked="" type="radio"/> ON	<input checked="" type="radio"/> ON	<input type="radio"/> OFF	7	9.4	12	15	16.9
<input type="radio"/> OFF	<input type="radio"/> OFF	<input type="radio"/> OFF	<input checked="" type="radio"/> ON	8	7.8	10	12.5	14
<input checked="" type="radio"/> ON	<input type="radio"/> OFF	<input type="radio"/> OFF	<input checked="" type="radio"/> ON	9	6.3	8	10	11.3
<input type="radio"/> OFF	<input checked="" type="radio"/> ON	<input type="radio"/> OFF	<input checked="" type="radio"/> ON	10	4.7	6	7.5	8.4
<input checked="" type="radio"/> ON	<input checked="" type="radio"/> ON	<input type="radio"/> OFF	<input checked="" type="radio"/> ON	11	3.9	5	6.3	7
<input type="radio"/> OFF	<input type="radio"/> OFF	<input checked="" type="radio"/> ON	<input checked="" type="radio"/> ON	12	3.1	4	5	5.6
<input checked="" type="radio"/> ON	<input type="radio"/> OFF	<input checked="" type="radio"/> ON	<input checked="" type="radio"/> ON	13	2.3	3	3.8	4.2
<input type="radio"/> OFF	<input checked="" type="radio"/> ON	<input checked="" type="radio"/> ON	<input checked="" type="radio"/> ON	14	1.6	2	2.5	2.8
<input checked="" type="radio"/> ON	<input checked="" type="radio"/> ON	<input checked="" type="radio"/> ON	<input checked="" type="radio"/> ON	15	0.8	1	1.3	1.4

IMPORTANT SET-UP INFORMATION

The speed settings referenced in this document assume that your Windows Mouse Properties pointer speed setting is set to the default speed. From the Control Panel open Mouse Properties (Mouse) and click on the "Pointer Options" tab. The Motion slider should be set to the center position half way between "Fast" and "Slow". Changing this setting will affect all the TetraMouse 5 speed settings proportionally. It is therefore recommended that the Windows mouse default settings be used when first setting up the TetraMouse 5.

If you use an operating system other than Windows, the speeds may vary slightly. Start with the default settings and make adjustments if desired.

If the pointer speeds do not seem to match those in the SPEED NUMBER INDICATOR TABLE and the pointer moves excessively fast or excessively slow in all speed settings, the problem may be that you have a third party mouse driver installed. A third party mouse driver may have been installed in your computer if a mouse was purchased and software was loaded for that particular mouse. In such a case, it is recommended that you either roll back the driver to the original Microsoft[®] mouse driver or install one of the Microsoft[®] Intellipoint[®] mouse drivers on the TetraMouse CD-ROM.

DETERMINING YOUR COMPUTER'S SCREEN RESOLUTION

In Windows, right-click on the desktop, then click "Properties" on the context menu that appears, then click on the "Settings" tab in the Display Properties window. The screen resolution is shown in a box with a slider that allows you to change to another resolution if desired. The resolution is shown as two numbers, for example, "1024 by 768". We are interested only in the first number which is the horizontal resolution (1024 in this example) for the purpose of setting the TetraMouse 5's pointer speeds.

CALCULATING POINTER SPEEDS AT OTHER SCREEN RESOLUTIONS

The Table on the reverse side of this sheet lists pointer speeds in the number of seconds it takes to cross the screen completely from side to side for the various SPEED NUMBERS at horizontal screen resolutions of 800, 1024, 1280 and 1440 pixels.

If you use a screen resolution other than one of these, you can calculate the time to move across the screen as follows:

Divide your horizontal resolution by 1024. Then multiply the result by the number of seconds from the "1024" column for the desired "SPEED NO." setting. The result is the time in seconds to move across the screen with your resolution.

For example, if your horizontal screen resolution is 1152 pixels, then divide 1152 by 1024 which results in 1.125. Then multiply 1.125 by any of the values from the "1024" column to determine the number of seconds to cross the screen for that SPEED NUMBER setting. Continuing the example, to calculate the speed for SPEED NUMBER 11, you would multiply 5 times 1.125 and the result would be 5.625 seconds for SPEED NUMBER 11 with a horizontal resolution of 1152.

NEED MORE HELP?

If you cannot find the information you are looking for in any of the TetraMouse documentation or on the website at www.tetramouse.com, please do not hesitate to contact TetraLite Products by email or telephone.

Email: See <http://tetramouse.com/contact.html>
Phone: 206-362-3139 (Pacific Time Zone)

The latest contact information can always be found on the website.

tetramouse.com