TerraMouse

MODEL TM08

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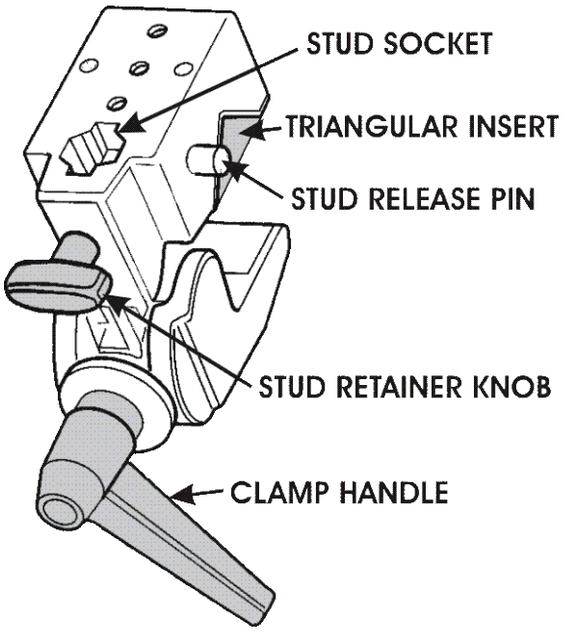
SET UP

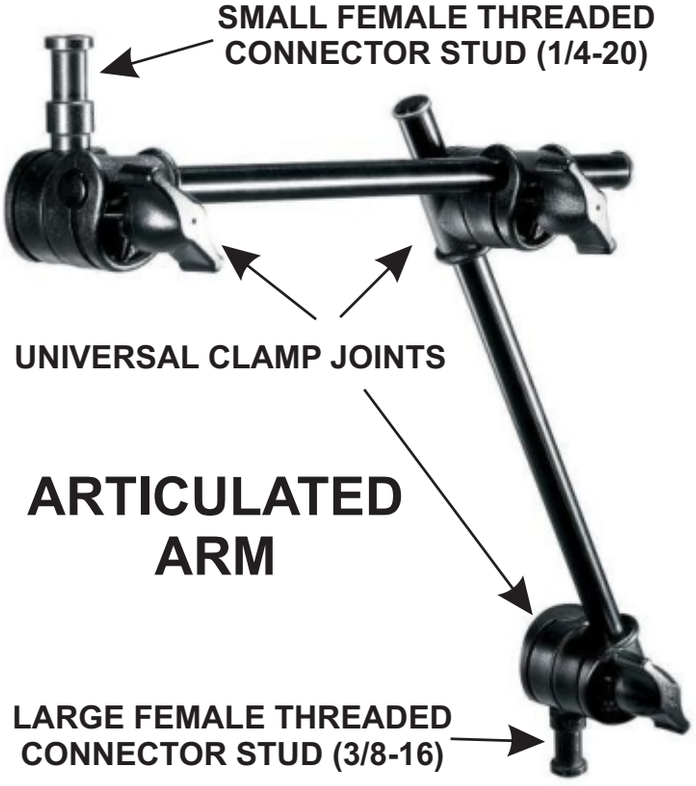
ARTICULATED ARM MOUNTING SYSTEM

If you ordered one of the articulated arm mounting systems from TetraLite Products follow these instructions for mounting. If you will be using another mounting system please refer to the documentation for that system. In either case, the size 1/4” - 20 threaded stud that protrudes from the back of the TetraMouse is used for mounting.



SUPER CLAMP

The articulated arm is mounted using either the super clamp or flange mount. One end of the arm has a female 1/4” threaded hole to accept the TetraMouse mounting stud.



The other end of the arm has a larger 3/8” female threaded hole that mates with the male threads on the flange mount. This end may also be inserted into the stud socket on the super clamp.

FLANGE MOUNT

MOUNTING THE TETRAMOUSE

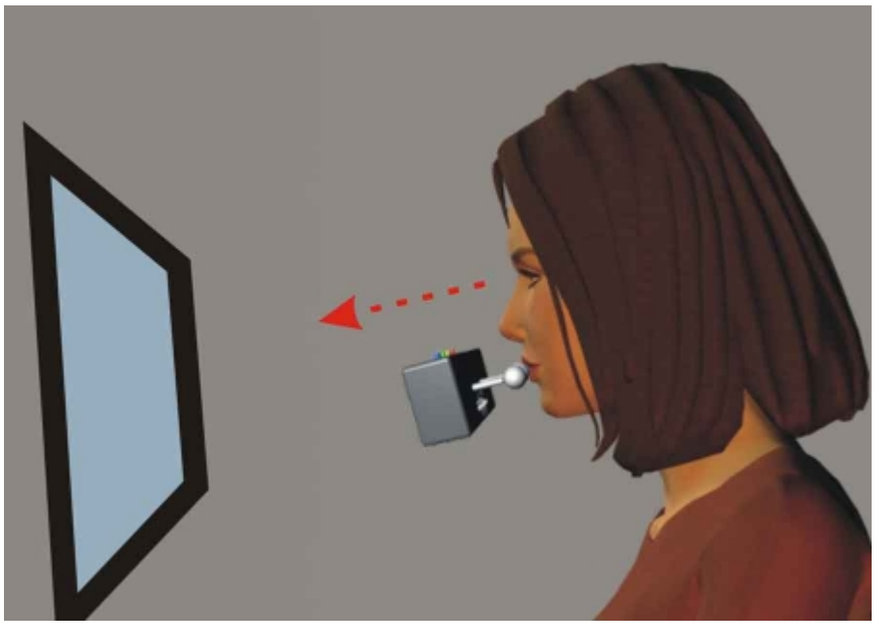
Refer to the illustrations on the previous page. The Super Clamp is mounted to a desktop or tubular frame of bed, wheelchair, etc., using the Clamp Handle to tighten and hold the clamp securely. When clamping to a desktop or other square object be sure the Triangular Insert is snapped into place. When clamping to a tubular object such as a round bed frame remove the Triangular Insert. Loosen the Stud Retainer Knob so it isn't protruding into the Stud Socket, then, while pushing the Stud Release Pin into the clamp, insert the end of the Articulated Arm that has the larger threaded hole (3/8"-16) into the Stud Socket on the Super Clamp. Release the Stud Release Pin and tighten the Stud Retainer Knob, making sure the flat side of the arm's stud is facing the Stud Retainer Knob screw to keep the stud from turning.

The Flange Mount attaches directly to a desktop or any other flat surface, such as a wall, using the 3 supplied #8 x 3/4" wood screws. For mounting on other surfaces, substitute the appropriate length #8 wood screws if mounting on wood surfaces, or #8-32 machine screws with washers and nuts if mounting to a surface using through-holes. Use the Flange as a guide to mark the holes for the screws and drill an appropriate size pilot hole for starting the wood screws or a proper clearance hole for #8 machine screw mounting. The Articulated Arm screws onto the Flange Mount.

The TetraMouse's mounting stud screws into the smaller threaded end of the Articulated Arm. Loosen the Universal Clamp Joint to allow turning the arm's stud onto the TetraMouse's mounting stud, then tighten the joint to secure the stud, then tighten the TetraMouse by turning it until snug.

POSITIONING THE TETRAMOUSE

The TetraMouse should ideally be positioned as in the illustration on the right (mounting arm omitted for clarity). The user should be in a comfortable position looking straight ahead at the computer screen. The TetraMouse is then brought into position so that the lips are in contact with the knobs on the joysticks. The joysticks should be parallel with the user's line of sight to the screen.



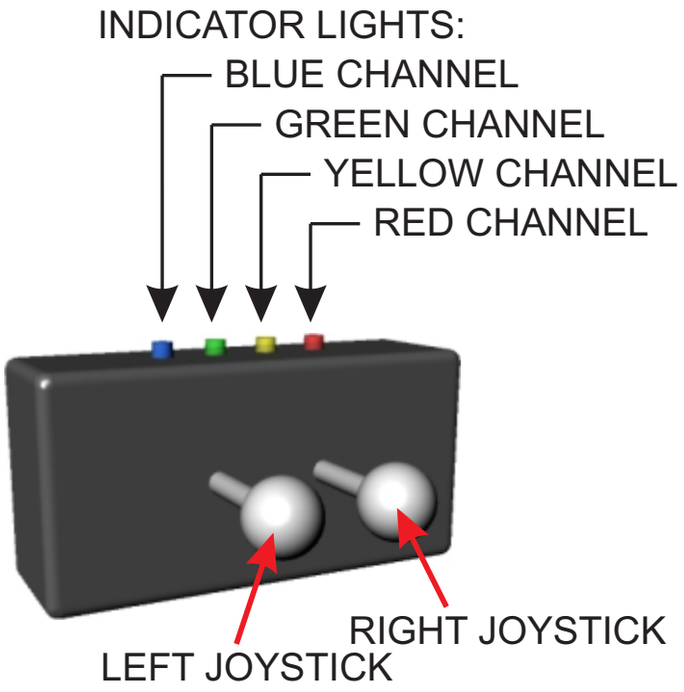
It is important that the TetraMouse be brought into position without the user having to "reach" for it. If the user has to change position or strain to reach the TetraMouse, he or she will be more likely to experience fatigue or muscle pain after a period of use.

Loosen the three Universal Clamp Joints on the Articulated Arm just enough to allow repositioning of the TetraMouse. When the TetraMouse is in the proper position and the user finds it comfortable to operate without straining or reaching, tighten the Universal Clamp Joints firmly.

Caution: Prolonged use of the TetraMouse, as with any mouse, can result in muscle pain, fatigue or even repetitive stress injury. The user should take periodic breaks, as is recommended for all mice and keyboards.

FEATURES

OVERVIEW OF THE TETRAMOUSE

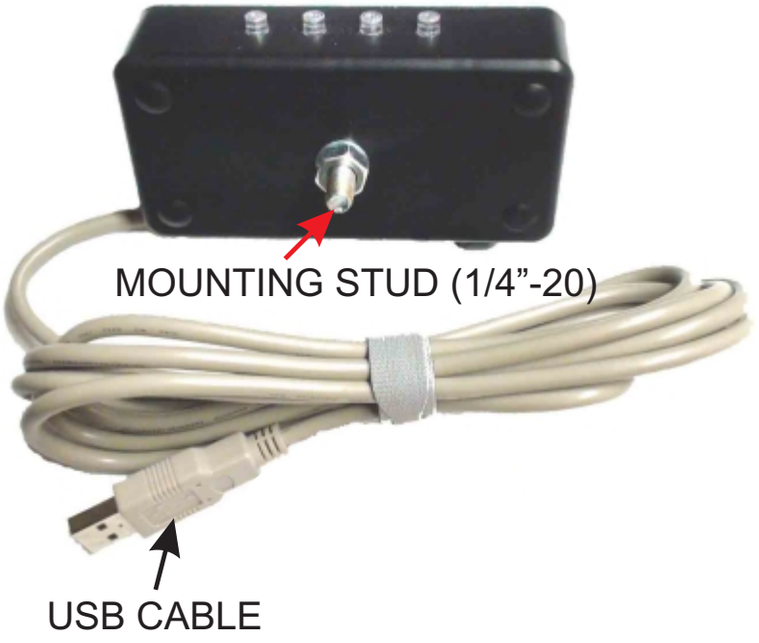


The four indicator lights show the various states and settings of the TetraMouse while it operates in Mouse Mode or Program Mode. In Mouse Mode the color coded indicators show which speed channel is active. In Program Mode they give various indications depending on the operation conducted.

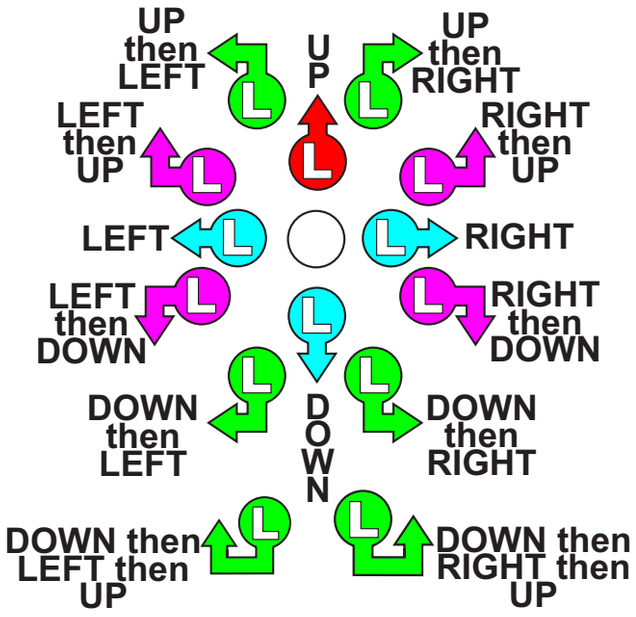
The left and right joysticks allow the user to move the mouse pointer, perform clicking, drag and drop, scrolling, selecting the pointer speeds and selecting various mouse modes.

The TetraMouse connects to the computer using any available USB port. You may connect one or more other mice to the computer if desired (recommended if a helper or other person will also be using the same computer).

A 1/4"-20 male threaded stud protrudes from the center of the back of the unit to provide for mounting the TetraMouse.



THE LEFT JOYSTICK



The left joystick is used to perform all eight mouse button clicks, left, right and middle click and hold (drag and drop), scrolling, calibration and to enter Program Mode.

In program mode you can select a Speed Channel, select the number of active mouse buttons (3, 5 or 8), or return to Mouse Mode without making changes. See the Programming section for complete details.

JOYSTICK CALIBRATION

JOYSTICK CALIBRATION
Push left stick down, then left, then up

Use the Joystick Calibration function if the pointer begins to drift when the right joystick is not being used. When calibrating, make sure the right joystick is centered and not being touched. The indicators display a scanning pattern, first to the right, then to the left, when the Calibration function is performed.

LEFT CLICK
Push the left joystick left

RIGHT CLICK
Push the left joystick right

MIDDLE CLICK
Push the left joystick down

BUTTON 4 CLICK
Push left joystick up then left

BUTTON 5 CLICK
Push left stick up then right

BUTTON 6 CLICK
Push left joystick down then left

BUTTON 7 CLICK
Push left stick down then right

BUTTON 8 CLICK
Push left stick down, then right, then up

LEFT CLICK & HOLD
Push left joystick left then down

RIGHT CLICK & HOLD
Push left joystick right then down

SCROLL DOWN
Push left joystick left then up

SCROLL UP
Push left joystick right then up

SPEED / PROGRAM
(See Programming details)
Push left joystick up to select Program Mode

THE RIGHT JOYSTICK

Push the right joystick in any direction to move the mouse pointer on the computer monitor in the corresponding direction. The farther you push the joystick from its center position, the faster the pointer moves.

The mouse pointer moves at speeds relative to the speed setting of the currently selected Speed Channel (see details on selecting Speed Channels in the Programming section of this manual). The pointer stops moving when you release the right joystick.

In Program Mode, the right joystick is used to select the various mouse modes (described in the following Programming section).

PROGRAMMING

PROGRAMMING OVERVIEW

The left and right joysticks perform different functions when the TetraMouse is in Program Mode. When the TetraMouse is powered up, it starts in Mouse Mode. To enter Program Mode, the user pushes the left joystick up, then releases the joystick. All four indicators blink once, then turn off to indicate the change to Program Mode.

In Program Mode, the user can select any of the four Speed Channels or select one of the 3-, 5- or 8-button modes, or return to Mouse Mode without making any changes.

The Button Mode (3, 5 or 8) settings are retained in memory in the TetraMouse even if it is disconnected or when the computer is turned off, and is restored upon restart.

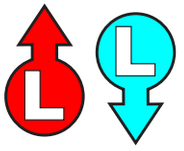
SPEED CHANNEL SELECTION

The TetraMouse has four Speed Channels that can be selected by the user. These Speed Channels are named “Blue”, “Green”, “Yellow” and “Red” and, when selected, they are indicated by the corresponding colored light indicator.

Each Speed Channel limits the speed that the mouse pointer moves across the computer screen when the right joystick is moved. The channels are arranged with the Blue Channel being the slowest speed, the Green Channel is faster, the Yellow Channel is faster still, and the Red Channel is the fastest.

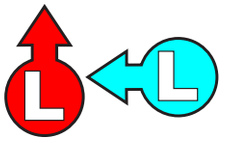
On power up, the Red Channel is selected, as indicated by the red light. To select a different Speed Channel, first push the left joystick up. All four indicator lights blink once, then turn off to indicate the change to Program Mode. Then push the left joystick in one of the four directions to select the desired Speed Channel as shown to the right on this page.

BLUE CHANNEL



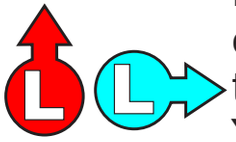
Push the left joystick up to enter Program Mode, then push down to select the Blue Speed Channel.

GREEN CHANNEL



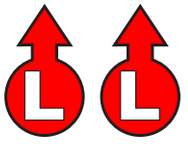
Push the left joystick up to enter Program Mode, then push left to select the Green Speed Channel.

YELLOW CHANNEL



Push the left joystick up to enter Program Mode, then push right to select the Yellow Speed Channel.

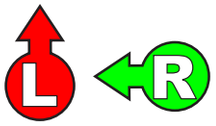
RED CHANNEL



Push the left joystick up to enter Program Mode, then then push up to select the Red Speed Channel.

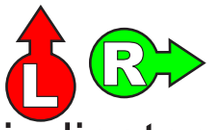
After selecting a Speed Channel, the corresponding color-coded channel indicator turns on and the TetraMouse returns to Mouse Mode. The pointer will now move with the speed limit corresponding to the selected Speed Channel when the right joystick is moved.

BUTTON MODES

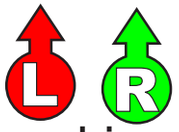


Push the left joystick up to enter Program Mode, then push the right joystick left to enable **3-button operation**. All indicators blink once, the current channel indicator is restored and the left, right and middle buttons are enabled, while buttons 4 through 8 are disabled. Middle button click and hold is enabled (see details below).

Push the left joystick up to enter Program Mode, then push the right joystick down to enable **5-button operation**. All indicators blink once, the current channel indicator is restored and the left, right, middle buttons and buttons 4 and 5 are enabled, while buttons 6, 7 and 8 are disabled. Middle button click and hold is enabled.



Push the left joystick up to enter Program Mode, then push the right joystick right to enable **8-button operation**. All indicators blink once, the current channel indicator is restored and the left, right, middle buttons and buttons 4 through 8 are enabled.



Push the left joystick up to enter Program Mode, then push the right joystick up to return to Mouse Mode without making any changes. This function essentially does nothing, but can be useful if you change your mind after entering Program Mode.

MIDDLE BUTTON CLICK AND HOLD

When the TetraMouse is in 3- or 5-button mode, the button 7 “down, then right” action performs a middle button click and hold. When held, the yellow indicator flashes. A normal middle click releases the hold. This function is implemented to provide a third button capable of being held while providing the user with an indication of the held state.

SOFTWARE OPTIONS

BUTTON REMAPPING IN WINDOWS

The TetraMouse can output 8 mouse button signals and scroll wheel up and down signals, however, the Windows mouse driver is only capable of handling 5 buttons and a scroll wheel. Therefore, most programs running in Windows are not capable of using more than 5 buttons. A program called X-Mouse Button Control is available from Highresolution Enterprises on their website at www.highrez.co.uk and is also supplied on the TetraMouse CD-ROM. X-Mouse Button Control is “donation ware”. If you decide to use it, please consider making a donation to the author at the highrez.co.uk website. X-Mouse Button Control, when used with the TetraMouse, provides the equivalent of 7 usable mouse buttons while retaining scrolling functionality. The first 5 buttons (left, right, middle, button 4 and button 5) can be remapped to perform various keystroke shortcuts and functions. Since the left, right and middle buttons provide the most often used mouse button functions, they are best left to operate normally without being remapped. The middle button, when activated in most applications with scrollbars, will change the mouse pointer to a scroll cursor, and scrolling may be performed by moving the right joystick. This makes the scroll outputs from the TetraMouse available to be remapped in X-Mouse Button Control just like the other mouse buttons, giving the user the equivalent of 7 button functions. Unfortunately, no program yet exists (for Windows) that can use button outputs 6, 7 and 8 from the TetraMouse. The X-Mouse Button Control program is recommended for Windows users with the TetraMouse. See the highrez.co.uk website for more information about how X-Mouse Button Control works.

BUTTON REMAPPING ON A MAC

On Mac computers, a shareware program called USB Overdrive allows the user to remap all 8 of the TetraMouse button functions and scroll up and scroll down functions in order to perform various keystrokes, shortcuts and functions. The trial version of USB Overdrive is supplied on the TetraMouse CD-ROM or may be downloaded from usboverdrive.com. There is a very minor “nag” at program start-up urging you to buy this software. USB Overdrive’s trial version continues to work indefinitely if you don’t buy it, but the price is very low, so if you use this program please consider paying for it.

Using USB Overdrive, the user can remap up to 10 functions from the TetraMouse. Please see the complete details of USB Overdrive on their website at www.usboverdrive.com.

TYPING WITH AN ON-SCREEN KEYBOARD

The Click-N-Type onscreen virtual keyboard is highly recommended for use with all models of the TetraMouse because of its advanced features. It is included on the TetraMouse CD-ROM and available as a free download at the author's website at http://www.lakefolks.org/cnt/.

Also available on the TetraMouse CD-ROM and the Click-N-Type website is the Click-N-Type Designer that allows you to custom design your own version of the virtual keyboard layout.

The features of the Click-N-Type virtual keyboard are too numerous to list here. See all details on the website and in the Help files included in the program.

OPERATING OPTIONS AND TIPS

KNOB OPTIONS

The TetraMouse comes with ½ inch diameter Frosted Ball Knobs (part number K06) as standard equipment, but other knobs are available such as the Tongue Cup Knobs (K02) that may be used to operate the TetraMouse with the tongue, or Dropper Bulb Knobs (K04) that bend easily and are intended for use by people with motor control issues in order to avoid personal injury or damage to the TetraMouse. All knob options are interchangeable. Knobs are easily removed and replaced by grasping the joystick shaft with the thumb and forefinger on one hand and unscrewing the knob (turning counter-clockwise) with the other hand. Replace a knob by screwing it back on in the clockwise direction and tighten with the fingers until just snug, being careful not to over-tighten.

TIPS AND TECHNIQUES

MOUSE POINTER SPEED - It is recommended that the Windows mouse default pointer speed settings be used when first setting up the TetraMouse. 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”. This setting will affect all the TetraMouse speed settings proportionally.

It is recommended that any third party mouse drivers be uninstalled if the TetraMouse seems to run excessively fast or slow.

If you use an operating system other than Windows, start with the default settings and make adjustments to pointer speed if desired.

TIPS AND TECHNIQUES *(Continued)*

DEVELOPING YOUR SKILLS - As with any new device, your operating skills will improve with practice. As you begin learning how to use the TetraMouse don't be discouraged if it feels like you are not making much progress. Remember that any type of mouse takes some time to learn, even for people without disabilities. Practice will improve your skills dramatically. You will learn how much movement, and in what direction, it takes to achieve the desired results. Mouse operations, especially those that require moving first in one direction, then another, need a little more attention than operations requiring just a simple single direction movement. With practice you can refine these moves and increase your efficiency and proficiency.

WEB BROWSING - Most web browsers, such as Internet Explorer, Firefox and others, recognize mouse buttons 4 and 5 as shortcuts for the "Back" and "Forward" browser functions. Consider not remapping these buttons if you plan to browse the internet often.

Scrolling up and down on web pages is a good feature to have. The "third" or "middle" button (push down on the left joystick) will change the mouse pointer to a scroll cursor in most browsers and other windows when scroll bars are present on the sides of those windows. With the scroll cursor activated, you can scroll by moving the mouse (pushing the right joystick) in the direction you wish to scroll. Exit this mode by pushing the left joystick down again, restoring the normal mouse pointer.

By utilizing the third or middle button technique for scrolling, the scroll up and scroll down functions on the TetraMouse are free to be remapped to perform other functions.

TIPS AND TECHNIQUES *(Continued)*

OTHER APPLICATIONS - Software applications that are capable of recognizing more than five buttons sometimes provide a means to redefine the button functions within the program. Explore these possibilities to make computing more efficient.

It is a good idea to read help files in applications in order to discover ways to increase efficiency. The Click-N-Type virtual on-screen keyboard application that allows you to type using the TetraMouse has some very handy features that may not be apparent until you study the help file and discover, for example, that you can type an upper case letter by simply doing a right click on the key, and a lower case letter by doing a left click. This saves having to click on the Shift key to capitalize a word.

Familiarity with your software applications is the best method to improve your efficiency on the computer. You work best when you understand and utilize the capabilities of your tools to the fullest extent.

CLEANING THE TETRAMOUSE

Use a soft cloth slightly dampened with warm water and mild detergent to clean the housing of the TetraMouse and the Articulated Arm mounting system. Wipe dry with a soft cloth or paper towel. Do not use cleaning agents or solvents on the TetraMouse housing. The joystick knobs may be cleaned using an isopropyl alcohol swab or isopropyl alcohol applied with a clean, soft cloth or sterile cotton ball. Allow the alcohol to completely evaporate before use. Do not allow any liquids to enter the TetraMouse housing.

WARRANTY AND SUPPORT

30-day Satisfaction Guaranty

Satisfaction guaranteed! If you are not satisfied with the performance of the TetraMouse you may return it for a full refund (less shipping) within thirty (30) days from the orginal date of purchase. Return shipping charges or any foreign currency exchange fees or other third party fees are not covered by this guaranty.

3-year Repair or Replace Warranty

The TetraMouse is warranted to be free from defects for three years. If it fails for any reason (other than obvious abuse, accident or act of God or nature) within three years from the original date of purchase, TetraLite Products will replace or repair it free of charge, however, shipping charges are not covered by this warranty. This warranty is transferable if the TetraMouse is given to, or sold as used equipment to another person. This warranty does not cover any mounting systems or shipping and handling charges or any PayPal or foreign currency exchange fees. This warranty is void if the TetraMouse is resold under another name or brand, or if any of the original TetraMouse markings, logos or serial numbers are altered, removed or obscured in any way.

Customer Support

TetraMouse customers are provided with forever customer technical support for the life of the product. This support is transferable and follows the TetraMouse in the event it is sold or given to another person as used equipment (not resold as "new"). TetraLite Products will do its best to provide the best customer support possible in a timely manner. TetraMouse users are encouraged to contact TetraLite Products by email or phone with any questions or comments. The latest contact information is always available at www.tetramouse.com.

Disclaimer

The TetraMouse is not intended for use in critical medical or life support applications and TetraLite Products will not be responsible for any damages incurred by its use as such. TetraLite Products will not be held responsible for the unlikely event of any damage or personal harm resulting from the use or misuse of any of its products in any manner whatsoever. By purchasing a TetraMouse you agree to not hold TetraLite Products responsible for any damages whatsoever that may occur to any person, entity, property, computer, pets or other equipment or furnishings as a result of its use.