



LOGITECH

USER'S MANUAL

**MOUSEMAN™ AND
TRACKMAN™ FOR
MACINTOSH SYSTEMS**

User's Manual

for TrackMan®, MouseMan®, and MouseKey™



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First Edition

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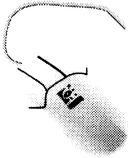
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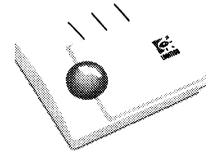
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Introduction

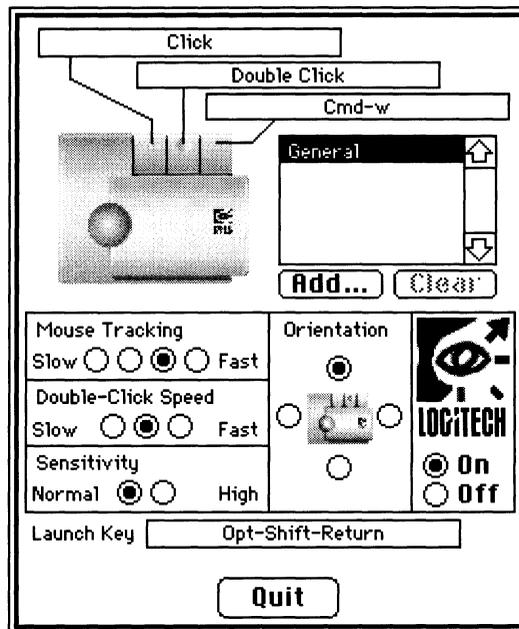


Thank you for purchasing MouseMan or TrackMan. Aside from this User's Manual, your package also includes MouseKey, a special utility for getting the most out of your new three-button mouse.



MouseKey™

MouseKey is a powerful little program for making your mouse and its buttons function exactly as you want. It's easy to access and easy to use. You can find it in the Control Panel — or you can make it appear instantaneously in any application by hitting one or more keyboard keys (using the *Launch Key*).



In MouseKey, assign one key, a key combination and different types of Clicks — a Double Click, for example — to your mouse buttons. Then in your applications, use TrackMan or MouseMan to select words, manipulate windows, zoom in and out, delete, undo, copy, paste and carry out a host of other menu choices.

Since certain commands are more useful for some applications than for others, MouseKey is designed to handle separate button assignments for different applications. Create as many groups of left, middle, and right button assignments as you have applications.

Open an application and MouseKey applies the matching set of assignments automatically. The commands that your buttons carry out can change as rapidly as the speed with which you move back and forth between applications.

While developing MouseKey, we couldn't resist adding a few other convenient controls. The *Mouse Tracking* and *Double-Click Speed* Control Panel features that come with every Macintosh system are included in MouseKey.

New controls include *Sensitivity* and *Orientation for TrackMan*. Sensitivity gives you more power over how you position and move the pointer on the screen. Use the Orientation control to avoid complications when you place TrackMan in unconventional positions.

Compatibility with A/UX and X11

For A/UX Users

Since your X11 graphical interface is designed to operate with a three button mouse, without one you have to compensate by using the keyboard. Not exactly convenient, is it? We know: we designed MouseMan and TrackMan to match your system.

Go straight to Chapter 1, "Installation". Just connect your mouse and you're ready to begin.

About the User's Manual

The User's Manual assumes that you are already familiar with Macintosh basics. If you are not sure about such terms and operations as the Control Panel, starting and shutting down your Macintosh, the startup disk, and using a mouse, refer to your Macintosh User's Guide.

Contents

This User's Manual includes the following chapters and sections:

<i>Installation</i>	Gives directions for connecting your mouse and installing MouseKey.
<i>About MouseKey</i>	Explains the functionality and controls of the program.
<i>Tips & Hints</i>	Gives ideas for programming your mouse buttons for other applications.
<i>Troubleshooting</i>	Provides answers to typical questions that MouseKey users ask.
<i>Appendices</i>	Includes technical specifications, information on Logitech customer support services, and directions for cleaning TrackMan and MouseMan.

For Experienced Macintosh Users

Read the section "Creating Button Assignments" — particularly the part "Assign Keys" — in Chapter 3, "About MouseKey"; this tells you about rules that are *unique* to MouseKey.

Skim the section, "Assigning Application Sets". It describes how to make separate mouse button assignments for different applications.

You can learn everything else you need to know about MouseKey by trial and error.

Conventions

Vocabulary and typographical conventions used in this guide are described below.

<i>Mouse</i>	Throughout this User's Manual, the generic term <i>mouse</i> refers to TrackMan and MouseMan unless otherwise specified.
<i>Define/Assign</i>	Either word is used in the same context. For example, you can assign keys to buttons; you define buttons with keys.
<i>Moving your Mouse</i>	When the User's Manual refers to <i>moving</i> your mouse, it implies moving MouseMan on the desk or moving TrackMan's thumb-operated ball.
<i>Italics</i>	The contents of button assignments are written in italics. Italics are also used to emphasize important points in the text.

Installation

Installation involves two steps: connecting your mouse and installing the MouseKey software. You can install them in the order you prefer.

If you connect the mouse first, the left button works as *Click*. The other two buttons function with hardware defaults until you install MouseKey: the middle button as left arrow and the right button as right arrow.

MouseKey is specifically designed for MouseMan and TrackMan. It does *not* work with any other mouse.

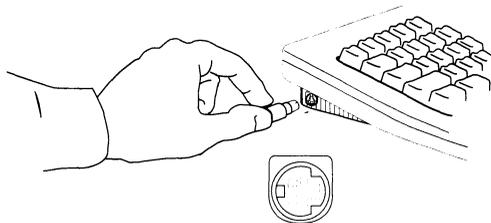
System Requirements

MouseMan and TrackMan connect to any Apple Macintosh equipped with a standard ADB (Apple Desktop Bus) connector. This includes the Macintosh SE, SE/30, Classic, Portable, and LC models as well as the Macintosh II family (including the new IIsi).

MouseKey is compatible with Apple Macintosh system software version 6.0 or higher.

Connect TrackMan and MouseMan

To connect TrackMan or MouseMan, make sure your Macintosh is off. Plug in the mouse cable to any ADB connector on your keyboard or on your computer. The keyboard ADB port is shown below.



Note According to Apple Computer Inc., you should never connect or disconnect ADB devices while your Macintosh is on.

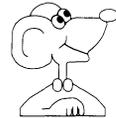
Install MouseKey

We recommend that you make a working copy of the MouseKey disk immediately. Keep the original in a safe place. The disk contains one file that consists of everything you need for MouseKey — drivers, an INIT, the Control Panel device, and MouseKey's settings.

To install the MouseKey software:

1. Insert the working copy of MouseKey into the drive.
2. Drag the MouseKey file into your System folder on your usual startup disk.
3. Restart your Macintosh to complete the installation.

If you've successfully installed MouseKey, its icon appears during startup at the bottom of the Macintosh screen along with your other INIT icons.



A black cross covers it if there's a problem. Refer to Chapter 5, "Troubleshooting" for help in identifying and resolving the problem.



Note You cannot use MouseKey if you lock its file.

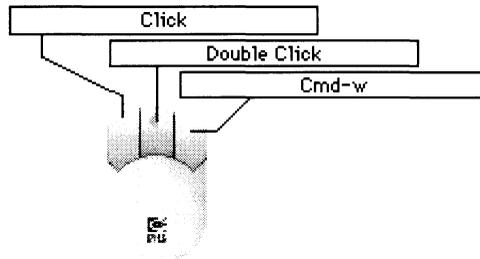
If you have an INIT manager, be sure MouseKey is in its list and is enabled.

Installation for A/UX System Software

If you have A/UX system software, connect your mouse as described on the previous page. Do *not* install MouseKey.

About Your Mouse

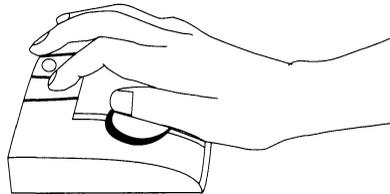
Using MouseMan



Once you've installed MouseKey, MouseMan's buttons work with the preset button assignments shown above.

Using TrackMan

TrackMan's preset button assignments are the same as MouseMan's. Since TrackMan is stationary, you have a variety of placement options. If you're sitting at a desk, you'll probably want it near the keyboard within easy reach of your hand. If you're traveling, try putting it on your lap.



Use the illustration as a guide for holding TrackMan. Lay your hand on the case, with your thumb on the ball and your index, middle, and ring fingers on the left, middle, and right buttons respectively. Rest your wrist comfortably on the desk.

When manipulating the ball, keep your hand relaxed and roll the ball with your thumb. The pointer moves up when you roll the ball up, down when you roll the ball down, to your right when you move the ball right, and to your left when you move the ball left.

Note If you change TrackMan's position, use Orientation control in MouseKey. It ensures that the pointer moves in the same direction as you move the ball.

If you are accustomed to using only the standard one-button mouse, take some time to practice pointing, dragging, clicking, and selecting.

About MouseKey

MouseKey is the program for setting up your mouse. Use MouseKey's controls to define your mouse buttons as well as to set the speed, sensitivity, and double-click speed of your mouse. For TrackMan users, MouseKey also includes the Orientation control.

Launch MouseKey

Launch MouseKey either from the Control Panel or directly in your current application. Regardless of which you choose, MouseKey offers the same set of control features.

Control Panel Launch

To launch MouseKey from the Control Panel:

1. Choose Control Panel from the Apple menu.
2. If necessary, scroll to find the MouseKey icon.
3. Click the icon to display MouseKey. It appears on the right side of the Control Panel window.

Direct Launch

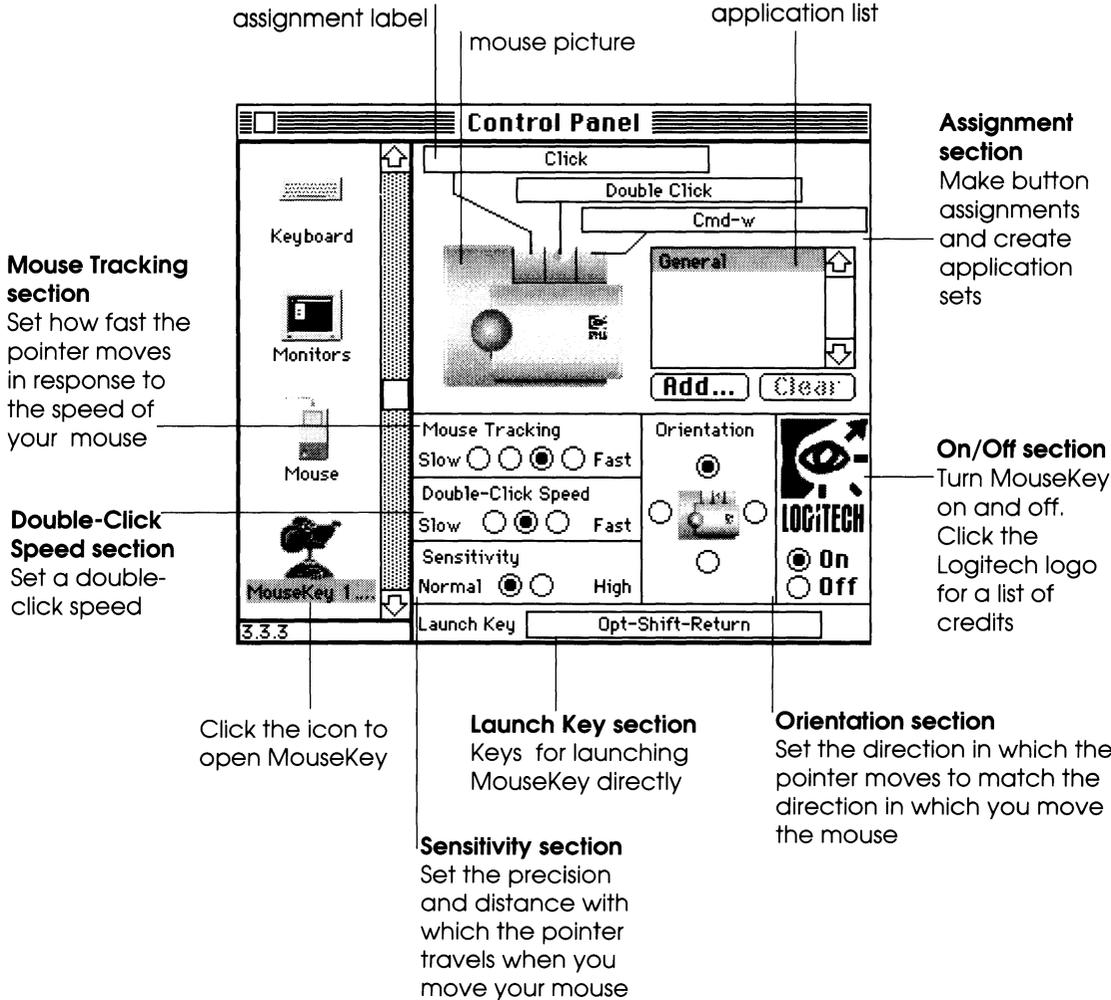
For a faster way to open MouseKey, press the key combination *Option-Shift-Return*. You don't have to open the Control Panel or leave your current application.

This is the Launch Key that is preset for MouseKey. You can change it by creating a new key combination in MouseKey's Launch Key section.

The MouseKey Display

When MouseKey comes into view, you see the display that is on the following page as it appears on the right side of the Control Panel. MouseKey is divided into sections, each of which is dedicated to a particular mouse function.

The MouseKey Display



MouseKey Assignment section

Use this section (the top half of the display on the facing page) to make button assignments. You also use it to create separate sets of button assignments for different applications.

Creating Button Assignments

The mouse picture on the left side of the Assignment section shows the preset button assignments for your mouse. To change one, first select it by clicking the assignment label or its corresponding button in the mouse picture.

The Assignment Support section comes into view. You can now create a new button assignment.



The Assignment Support section

The Assignment Support section appears just below the Assignment section whenever you select a button on the picture. It's displayed until you create, clear, or cancel an assignment — even if you use the keyboard only.

The key icons, shown in the above illustration, represent most of the extra keys on the Apple Extended Keyboard. In MouseKey, the icons carry out the same commands as the equivalent keys. This permits users without an Extended Keyboard to benefit from its added functionality. (See Chapter 4, "Tips & Hints" for more information on using the icons.)

You can define a button with *either* keys *or* a choice from the Clicks pop-up menu. MouseKey does not accept both in one assignment. Rules and guide-lines for assigning them are described below.

Assign Keys

MouseKey classifies keys into two types: *modifier* and *regular* keys. The modifier keys are Shift, Option, Command, Control, and Caps Lock. MouseKey accepts all but Caps Lock in a button assignment. All keys other than modifiers are referred to as regular keys. Key icons — like the actual keys on the Extended Keyboard — are regular keys.

What keys you can assign:

- One or more modifier keys. Example: *Shift-Command-Control*
- One regular key. Example: *F5*
- A combination of one or more modifier keys with one regular key. Example: *Shift-Command-d*

How to assign keys:

You can assign keys in one of the ways described below. Release a key or click one of the icons to complete an assignment.

- Press a key or combination of keys directly on the keyboard.
- Click one of the Apple Extended Keyboard key icons to select it.
- Press a modifier or combination of modifiers directly on the keyboard and select one of the keyboard key icons.

Note Be sure not to let go of any keys until finished when creating assignments from key or key and icon combinations.



Assign a Click Function

Choose from the Clicks pop-up menu to assign one of the following click functions to a mouse button.

- *Click*
This assignment is the button function of a standard Macintosh mouse. At least one of the three mouse buttons must be defined as

Click. If there is only one *Click* assignment, MouseKey prevents you from changing it.

- *Double Click*

This assignment enables you to carry out a double click command by simply pressing the corresponding button once.

- *Triple Click*

This assignment enables you to carry out a triple click command by simply pressing the corresponding button once.

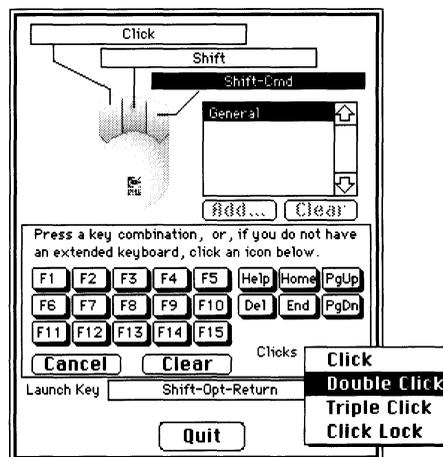
- *Click Lock*

This assignment causes the corresponding button to act as if it is being continually held down when released. To free *Click Lock*, press its corresponding mouse button again or press the mouse button defined as *Click*. *Click Lock* is especially useful when you *drag* with TrackMan: press once to begin dragging, once to stop.

Clear or Cancel a Button Assignment.

Click Clear to erase the current assignment. When cleared, your buttons do not function at all.

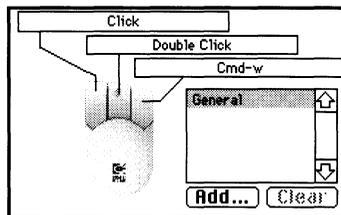
Click Cancel to return to the main display without creating a new assignment.



Assigning Application Sets

In MouseKey, any group of left, middle, and right button assignments is called an application set. All your application sets are listed on the right side of the Assignment section.

Every button assignment belongs to an application set. The preset buttons belong to the General application set.



The General Application Set

When you first launch MouseKey, General is the only application set included in the list. It is automatically selected; its button assignments are in the labels.

General is the default set for all applications; that is, MouseKey applies it to any application that does not have its own set of button assignments. The General set cannot be removed from MouseKey. Any new button assignments you make automatically belong to it until you include other applications in the list.

Create Other Application Sets

To create a new set of button assignments for an application on your system, first add the application to MouseKey's application list as follows:

1. Click the Add button, below the list; an Open dialog box appears.
2. Select the appropriate application and click the Open button.

The application is now included in MouseKey. Its name is selected in the application list and its button assignments appear in the labels.

These assignments are the same as those of the General application set until you make modifications. To create new ones, follow the standard procedure for making button assignments.

MouseKey does not limit the number of sets you can create. It's possible to create a different one for every application on your system. Whenever an application is active, your mouse buttons function with the button assignments you've specifically defined for that application. When you launch MouseKey using the Launch Key, your current application is always selected in the application list. If your current application is not included in MouseKey, the General set is selected.

View, Modify, or Delete an Application Set

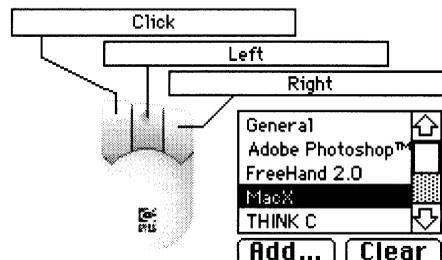
To view, modify, or delete an application set, you first select it from the application list. This brings the application's button assignments into view.

If you want to change them, follow the standard procedure for making assignments.

Click the Clear button if you want to delete the selected application set from the list.

MacX Users

Create a MacX application set with the left and right arrow keys as shown below. It programs MouseMan or TrackMan to be a standard MacX three-button mouse.



Mouse Tracking section

Mouse Tracking regulates the speed at which your pointer moves across the screen in response to the speed of your mouse. It is the same control as *Mouse Tracking* in the Mouse Control Panel device that comes with every Macintosh.



When you first install MouseKey, the Mouse Tracking setting reflects the selected option in the Mouse Control Panel device. To change it, click another button in MouseKey's Mouse Tracking section. The change simultaneously takes effect in Mouse.

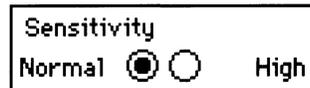
Select the option next to *Fast* if you want the pointer to move as fast as possible when you move the mouse quickly. Select one of the two buttons nearest *Slow* if you want the pointer to move at about the same speed as you move your mouse. If you select a slow Mouse Tracking option, you must move the mouse far across the desk to move the pointer all the way across the screen.

Mouse Tracking options include an acceleration factor. When you move the mouse slowly, the pointer responds at the same rate on *any* setting. But the higher the setting, the more quickly the pointer reacts when you accelerate the mouse.

The speed you select takes effect immediately and can therefore be tested while MouseKey is open.

Sensitivity section

Use this control to regulate the precision and distance with which the pointer travels when you move the mouse.



Sensitivity is preset on Normal. With this option, it's easiest to position the pointer precisely. Select High, if you want to use a minimum of desk space (when moving MouseMan) or want the pointer to move further relative to how far you move the mouse.

On High, the pointer is more responsive to any movement you make with the mouse; a slight, quick movement can enable the pointer to jump across even the largest screen. Just how far the pointer does move depends upon which Mouse Tracking option you've selected.

Sensitivity with Mouse Tracking

Sensitivity and Mouse Tracking are closely linked. The pointer is most sensitive when you combine a High Sensitivity with the fastest Mouse Tracking option. The pointer is least sensitive when you combine Normal Sensitivity with the slowest Mouse Tracking option.

What's best for you depends on what you're doing. If you have two screens, it's efficient to set Sensitivity on High; you hardly have to move the mouse to transfer the pointer from screen to screen. For more precision, you can lower Mouse Tracking instead of Sensitivity.

The Sensitivity level you select takes effect immediately. Test it with Mouse Tracking until you find the combination that feels right.

Double-Click Speed section



Use this control to set a speed for double-clicking. The setting you select determines how your Macintosh distinguishes between a double click and two consecutive single clicks. This section is the same as the *Double-Click Speed* option in the Mouse Control Panel device that comes with every Macintosh. When you first install MouseKey, its Double-Click Speed setting is the same as the option that is selected in Mouse.

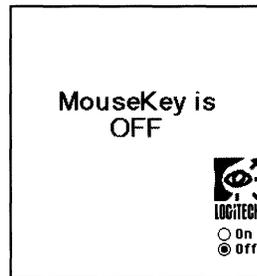
On/Off section



Turn MouseKey on and off by clicking the appropriate button at the bottom of the display. (MouseKey automatically turns itself off if it is disabled or runs into a fatal system error.)

When MouseKey is off, all three mouse buttons function as *Click*. Orientation reverts to the default setting and the Launch Key does not function.

Your mouse continues to operate with the Double-Click Speed, Mouse Tracking, and Sensitivity options that you last set. When you want to turn MouseKey back on, launch it from the Control Panel.

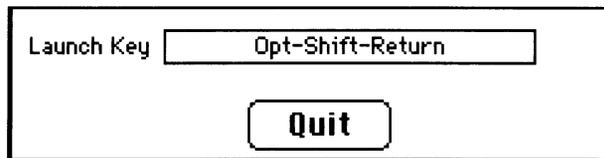


Click the Logitech logo to show a list of credits for MouseKey.

Launch Key section

Use the Launch Key to access MouseKey as quickly as possible. Without opening the Control Panel or leaving your current application, press the keys that appear in this section's label.

MouseKey appears in the front window. Click the Quit button at the bottom of the display to close MouseKey; your current application is again the front window.



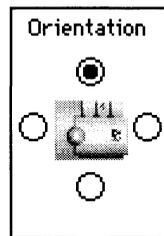
The Launch Key is preset as *Option-Shift-Return*. To change it, first click the section's label; the Assignment Support section appears. Create a new Launch Key in the same way as you assign keys to a button assignment. You cannot assign Click functions.

Note Be sure that the Launch Key you define for MouseKey is not the same as that of another program — QuicKeys™ for example.

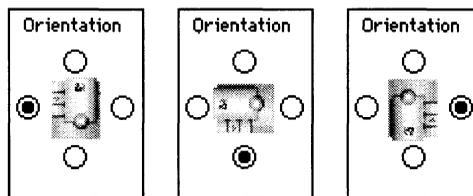
Orientation for TrackMan section

Use this control when you position TrackMan in unconventional positions, such as one for left-handed use. Orientation coordinates the direction in which the pointer moves across the screen with the direction in which you move the ball.

Orientation functions in a logical way for most users. When the direction of the Orientation icon is set to match the position of TrackMan on the desk, the pointer moves up when you move the mouse up, down when you move it down, to your right when you move it right, to your left when you move it left. The default orientation is shown below.

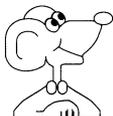


To select a new orientation, click another option. Each button represents a different position for holding TrackMan. Left-handed users generally select the Orientation below, on the left. The other button and corresponding icon options are shown beside it.



Tips & Hints

Ideas for Assigning Keys



Once you get used to assigning keys to your mouse buttons, you'll develop a feel for creating application sets — that is, for matching the right button assignment to the right application.

To get started, try some of the following suggestions from our users:

- Assign the *Delete* key to your word processing application.
- Assign the *Shift* key to the General application set; use it to select multiple icons at once.
- Assign *Command-r* for Reduced Size to a MacWrite® application set; press the appropriate button to move quickly between reduced and normal size.
- Assign *Command-Option* to a PageMaker® application set; use it to switch between Fit in Window and Actual Size.
- Assign the *Escape* key to a variety of application sets; use it to *quit* many of an application's dialog boxes.
- Assign *Command-Z* to paint and draw application sets. It's convenient for deleting when working on precision drawings.
- Assign *Command-Space* and *Control-Option-Command-Space* to a number of applications in which you can use them to zoom in and out.
- Assign *Click Lock* to an Excel™ application set; use it to select a range of cells that extend beyond the screen.
- Assign *Triple Click* to a THINK C™ application set; use it to select one line at a time.
- Assign *Option* and *Shift* to an Adobe Illustrator™ application set: use the appropriate buttons to draw straight lines, perfect circles, and squares. You can also use them to scale along the x, the y, or the x and y axis, to rotate in 45° increments, and to reflect or shear horizontally, vertically, or in 45° increments. Be sure to release the *Click* button before releasing *Option* or *Shift*.

Using MouseKey with Other Programs

The following examples give you ideas for using other programs with MouseKey. Use the summary sheets that generally come with applications to find the most commonly used key shortcuts.

QuicKeys™ 2

Use QuicKeys to create a key combination for one of its Mousies, Menu DAs, Specials, or Buttons. Then create a button assignment from the key combination. For example, suppose you'd like to assign a commonly used dialog button – Cancel, for example – to a mouse button:

1. Open QuicKeys and choose Buttons from the Define menu.
2. Assign a key — F9, for example — to the Cancel button. Close QuicKeys.
3. Open MouseKey and assign F9 to the right mouse button.

Now, just press the right button to cancel a dialog box without having to position the mouse.

Microsoft Word®

Speed up your work by assigning shortcut commands to your mouse buttons. For example, create an index in a Word document by pressing buttons instead of using the keyboard or the menu.

To assign the shortcut for entering index entries:

1. Choose Commands from the Edit menu.
2. Select Insert Index Entry from the scrollable list.
3. Click Add.
4. When the dialog box requests that you type a keystroke, press a key — F5, for example.
5. Cancel the Commands dialog box and open MouseKey.
6. Assign F5 to the right button. Close MouseKey.

To make an index entry now, just select the word then press the right button. You can further speed up the process by assigning

Double Click to the middle button. Then use one button to select, the other to insert the entry.

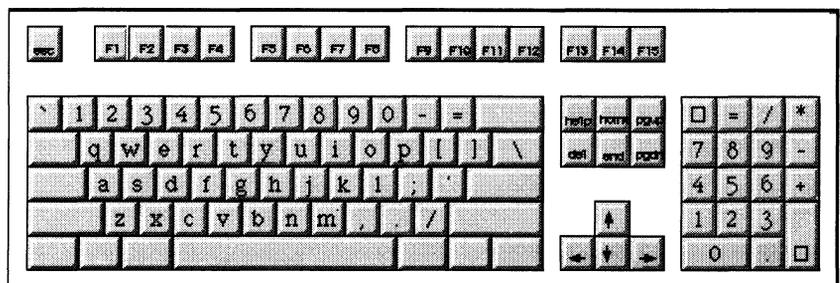
Desk Accessories

A desk accessory such as Word Finder® shares an application's button assignments when included in the application. Otherwise, desk accessories belong to the General application set.

For example, to launch Word Finder when it's included in Word, assign its Command key to a button in the Word application set. To launch Word Finder from Finder, assign its Command key to a button in the General application set.

Using the Key Icons

MouseKey users with a standard keyboard can use the key icons in the Assignment Support section to obtain some of the added functionality of an Apple Extended Keyboard. As the illustration below indicates, MouseKey includes the extra keys.



The extra keys are divided into two types: dedicated and non-dedicated function keys. Dedicated function keys are in the middle of the keyboard and non-dedicated function keys are along the top.

Many Macintosh applications supply ready-made macros which use function keys. MouseKey users without extended keyboards can therefore assign these macros to their mouse buttons using icons. Check the documentation of your applications to find out exactly how the function keys are defined.

Troubleshooting

Problem

MouseKey's *Off* and I can't turn it *On*, though my mouse is connected and as far as I can tell, MouseKey is correctly installed. What's wrong?

Possible Solutions

- Your mouse was not connected when you started the Macintosh. Even though you've plugged it in since then, MouseKey can't find it. Restart and try launching MouseKey again.
- You have an INIT called Easy Access (it comes with every Macintosh) and either MouseKey or Easy Access no longer has its original name. In order to avoid any conflict between the two programs during startup, MouseKey must have a name that alphabetically follows Easy Access, as the M follows E. Rename one of the programs and restart.
- You have an INIT manager and you have not added MouseKey to its list. Follow the procedure required by your INIT manager. If you have INITPicker™, for example, adding MouseKey consists of the following steps:
 1. Open the Control Panel.
 2. Select INITPicker from the scrollable list.
 3. Click the Scan button. MouseKey's name is checked, in the list.
 4. Restart.

Problem

When I press the Launch Key, nothing happens; I can only open MouseKey from the Control Panel. Why?

Possible Solutions

- MouseKey is *Off*; turn MouseKey *On*. MouseKey automatically turns itself off if it encounters a conflict with other software or a fatal system error, such as running out of memory. MouseKey also turns itself off if it's disabled. Did you attempt to disable INITs by pressing the Shift button while starting or restarting your Macintosh? If so, you disabled MouseKey as well.
- MouseKey is already open in the Control Panel. Close the Control Panel before using the Launch Key.

Problem

One of my application sets doesn't work. When the application is active, my mouse uses the General application set's assignments. What's wrong?

Solution

The application's name in MouseKey's application list does not match the application's filename as it appears on your system. For example, the application is named *Word* but listed as *Word4* in MouseKey. *Clear* the application from MouseKey's list and *Add* it again. Or, rename your application file to match the name in the list.

Note This kind of conflict can only occur if you: (1) changed the application's name after including it in MouseKey (2) copied a version of MouseKey that included application sets for somebody else's system.

Problem

When I try to assign Command and a regular key to a button, the assignment always ends up as just Command. For example, the assignment label shows *Cmd* after I've pressed Command-p or Command-i. What's wrong?

Solution

You've probably encountered a conflict with Finder. Close the Control Panel and launch MouseKey directly in your current application with the Launch Key.

Problem

There's an odd response whenever I press a particular mouse button. It carries out the same command but not the one I assigned. Even when I change the assignment, I still get that same response. What's wrong?

Possible Solutions

- When you press the mouse button, you trigger a command that does not belong to MouseKey.

Do you use a utility such as MacroMaker or QuicKeys to create keyboard shortcuts? If so, there is probably a conflict; the same key combination is defined for one purpose in the macro utility and another in MouseKey.

- You have assigned keys in MouseKey then changed *Keyboard Layout* in Control Panel's *Keyboard*. Your button assignments still reflect the previous keyboard layout. Redefine the button using the new keyboard layout.

Problem

My middle button works like the keyboard's left arrow, my right button works like the keyboard's right arrow, and my left button works as *Click*. None of my application sets have this group of assignments. What's happened?

Solutions

There is or was a problem with your mouse connection. For example, it was momentarily unplugged. Try to launch MouseKey. If it appears without an error message, simply close it; MouseKey now functions correctly.

If you can't launch MouseKey, restart your Macintosh.

How To Clean Your Mouse

MouseMan

MouseMan has a self-cleaning ball-cage mechanism that, under normal conditions, prevents a build-up of dust or lint.

If you do have to remove dust or lint from the ball, switch off your Macintosh and turn the mouse case upside down. Turn the cover of the ball-cage counter-clockwise and remove it. Disengage and lift out the ball.

Clean the ball with tap water and a mild detergent or just with tap water. Dry it with a clean, lint-free cloth.

Blow in the ball cavity to remove any dust. Don't poke anything into it; this can damage MouseMan.

TrackMan

To clean TrackMan, wipe it with a damp cloth. We recommend that you don't remove the ball.

If you must remove the ball, switch off your Macintosh. Turn the case upside down and press the button on the bottom. Lift the ball out.

Clean the ball with tap water and a mild detergent or just with tap water. Dry it with a clean, lint-free cloth.

Just beside the ball cavity under the case rim, there are two small plastic rollers on the side. Clean them gently with a cotton swab.

Blow in the ball cavity to remove any dust. Don't poke anything into it; this can damage TrackMan.

Press the button on the bottom back into place before returning the ball to the cavity.

Technical Specifications

MouseMan

Height	32 mm (1.25")
Length	102 mm (4.00")
Width	64 mm (2.50")
Weight	100 g (3.5 oz) with cable
Cable Length	91.5 cm (3 ft)
Connector	ADB (4-pin male mini-din with pass-through capability)
Default Resolution	200 dpi and 400 dpi
Hardware Defaults	Left button: Click/ Middle button: Left Arrow/ Right button: Right Arrow

TrackMan

Height	45 mm (1.75")
Length	138 mm (5.4.0")
Width	108 mm (4.25")
Weight	285 g (10.0 oz) with cable
Cable Length	91.5 cm (3 ft)
Connector	ADB (4-pin male mini-din with pass-through capability)
Default Resolution	150 dpi and 300 dpi
Hardware Defaults	Left button: Click/ Middle button: Left Arrow/ Right button: Right Arrow

Customer Support

LOGITECH is a leading worldwide manufacturer of personal computer peripherals. We are committed to the quality of our products and to supporting our registered customers. In order to benefit from our customer support services, please complete your registration card and return it to one of the addresses shown below.

If you have any problems using MouseMan or TrackMan, contact the Technical Support and Customer Service group in your country. If you don't have one, contact one of the three headquarter addresses (identified by an asterisk). We ask that your Macintosh be accessible when you telephone us.

*LOGITECH Inc.
6505 Kaiser Drive
Fremont, CA 94555
United States
Tel. (415) 795 8100

Bureau de Vente Logitech France
Boite Postale 9123
F-95074 Cergy Cedex
France
Tel. ++33 1 34 48 90 50

LOGI (UK) Ltd.
Unit 9, Kingfisher Court
Slough Berks SL2 1JF
United Kingdom
Tel. ++44 (0) 753 516 357

Logitech Italia Srl.
Centro Dir. Colleoni
Palazzo Andromeda Ingresso 3
I-20041 Agrate Brianza, MI
Italia
Tel. ++39 (0) 39 605 77 80

LOGI GmbH
Landsbergerstrasse 398/2
D-8000 MUNCHEN 60
Deutschland
Tel. ++49 (0) 89 580 83 80

Logitech Sales Office **Scandinavia**
Malaxgatan 7
S-164 75 Kista
Sweden
Tel. ++46 (0) 8 751 12 30

*LOGITECH S.A. (HQ)
Moulin du Choc
CH-1122 Romanel/Morges
Suisse
Tel. ++41 (0) 21 869 98 51

*LOGITECH **Far East** Ltd. (HQ)
#2 Creation R & D Road IV
Science-based Industrial Park
HSINCHU Taiwan, ROC
Tel. ++886 3 577 8341

Glossary

- Click** The action of positioning the pointer on an object and briefly pressing and releasing the mouse button. In MouseKey, the standard Click function.
- Application Set** A group of three button assignments – left, right, and middle – that belong to a given application or Finder.
- Button Assignment** Whatever a button is defined as — a key, a key combination, or a click function.
- Click Function** A click-related action – *Double Click*, *Click Lock*, or standard *Click*.
- Click Lock** A click function that acts as if your mouse button is still being held down when you have quickly pressed and released the mouse button once. (*Click Lock* works on a mouse like Caps Lock on a keyboard.) To release the *Click Lock*, press the *Click Lock* button again or press the standard *Click* button.
- Control Panel device** A type of program that you use in the Control Panel. Often referred to as a *cdev*.
- Double Click** Two clicks in quick succession, interpreted as a single command. In MouseKey, a Click function that carries out a double click as soon as you press the mouse button.
- Extended Keyboard** An Apple keyboard that includes 21 function keys in addition to the standard keys.
- Function key** One of the fifteen function keys at the top of an Apple Extended Keyboard or one of the six keys (Help, Home, Page Up, Delete, End, Page Down) in the middle. In MouseKey, function keys are often referred to as Extended Keyboard keys.

Key Combination	Two or more keyboard keys that you press simultaneously.
Keyboard Key	Any key on your keyboard.
Launch Key	A key or key combination you use to launch MouseKey directly in the current application or Finder rather than from the Control Panel.
Modifier key	The Command, Shift, Control, Caps Lock, or Option keys. MouseKey accepts all but Caps Lock in a button assignment.
Mouse	A pointing device — TrackMan, MouseMan, or the standard one-button mouse, among others. In this User's Guide, mouse refers to TrackMan or MouseMan only, unless otherwise specified.
Mouse Tracking	The speed at which your pointer moves across the screen relative to how fast you move your mouse on the desk.
Orientation	The direction in which the pointer moves in response to the direction in which you move MouseMan or TrackMan.
Pointer	An arrow or other symbol on the screen that moves as you move the mouse.
Regular Key	In MouseKey, any key that is not a modifier key.
Section	A boxed-in area of the MouseKey display that you use to set up a particular mouse function.
Sensitivity	The precision and distance with which the pointer travels when you move the mouse.
Triple Click	Three clicks in quick succession, interpreted as a single command. In MouseKey, a Click function that carries out a triple click as soon as you press the mouse button.

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Corporate Headquarters:
Logitech Inc.
6505 Kaiser Drive
Fremont, CA 94555
U.S.A.
Tel: 415-795-8500

European Headquarters:
Logitech SA
CH-1122 Romanel/Morges
Switzerland
Tel: ++41(0)21-869-96-56

Far Eastern Headquarters:
Logitech Far East Ltd.
#2 Creation R&D Rd. 4
Science Based Ind. Park
Hsinchu, Taiwan, ROC
Tel: 886-35-77-8241

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