Advice for a Good Start

Scroll++ is a utility that enhances the functionality of your own mouse. To get the most out of it, it is advisable to take into account the following:

1. Use a high-quality mouse

Since Scroll++ relies on mouse movements, the more precise your mouse is, the better Scroll++ will work. If your mouse does not faithfully reproduce the movements of your hand, Scroll++ cannot interpret you correctly.

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 "ball" mouse (which is the most commonly used at present) try to keep the ball and mechanisms free from lint to avoid erratic operation.

3. Adjust the Sensitivity Parameters to your Style

Take a few seconds to "play" with the mouse within the "Preferences" panel and adjust your parameters according to your style. Scroll++ includes a variety of parameters that you can adjust to get the exact response you expect from your mouse.

4. Handle your Mouse with care

When you start using Scroll++, 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 Scroll++'s mouse movements to your customary operation, you will have added great functionality to your mouse and will realize how convenient it is to use the mouse for more than just pointing and clicking.

Finally and above all:

5. Open your Perception to a New Way of Working

Scroll++ multiplies your ability to work with your mouse. However, since it implies learning a new way of operating Windows and its applications, for best results you should be alert and ready to identify points in your work routine that can be more conveniently and productively performed using Scroll++.

Introduction

Congratulations. You have acquired one of the most easy-to-use and useful tools to improve your productivity in Windows.

Scroll++ is a utility that adds advanced scrolling capabilities to your mouse, through an exclusive patented method which uses simple mouse movements to control several operations. Scroll++ turns your own mouse into an advanced wheel mouse, but without using any wheels!

Scroll++ works with any kind of input device, including track-balls and touch-pads.

Scroll++ Features

Scroll++ unveils many capabilities hidden within a simple, two-button or three-button mouse through a combination of simple and innovative operational methods.

 Scroll++ provides all the features available in a wheel mouse and more:

Scrolling: Scroll++ lets you command scrolling without ever touching a scroll-bar. You will be impressed how much more comfortable can be to operate any Windows application using this feature.

Soft-Wheel: This exclusive feature allows you to emulate a mouse wheel by making slight mouse wiggles (called "glicks") with you mouse. In this way, all operations normally assigned to a mouse wheel can be triggered with your own mouse (or any other one!). Among the applications of the Soft-Wheel feature are:

Zooming: With Scroll++ you can zoom in and out of documents in all Office 97-compatible applications.

Navigating: Greatly improve www navigation with Scroll++'s "Back/Forward" feature. Perform searches opening multiple browser windows and switching among them through the exclusive "Next Instance" feature. Use it in IE40 to navigate your folder trees easily and efficiently.

Editing: If your daily work requires you to use the clipboard hundreds of times each day, you can assign the most used editing Windows commands (Copy, Cut, Paste and Delete) to mouse movements and save lots of time and energy.

See Also

Scrolling
Soft-Wheel

Scrolling

Scroll++ allows you to command scrolling from any cursor position, without using scrollbars.

Scroll++ includes patented algorithms that understand your scrolling commands just by watching your mouse-pointer's motion. The algorithms control the scrolling speed and direction taking into account mouse movements and the status of the scroll button, providing a smooth and intuitive operation.

To use this method, simply click and hold the scroll button (usually the right button) of your mouse and make a slight movement in the direction you want to scroll. Move the mouse slightly every time you want to change the scrolling direction

Rule: Scroll++ always sets the scrolling direction according to the *last* mouse movement.

Since there is always a scrolling direction selected, it can be set either before or after a scrolling operation starts. In other words, you can move the mouse to direct scrolling once you have started, or you can also set the direction *beforehand*   (slightly moving the mouse) and *then*   press the scroll button to start scrolling.

Tips >> :

- If you tap the scroll button, you get the normal function assigned to that button (for example, opening a pop-up menu), so you don't loose the right button functionality. (See: Scroll Timeout).

- The Scroll++ 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.

- To drag objects with your right mouse button, just press and hold the "Shift" key and then drag the selected object. The "Shift" key temporarily disables the scrolling feature, enabling you to drag objects with your right mouse button.

- You can set the direction sensitivity according to your style and the resolution of your mouse.

Advanced Scrolling Features

Speed Range
Speed Control
Inertial Scrolling

Note: The scrolling feature is available in a large number of Windows applications. However, since the development of the Scroll++ scrolling method was after the definition of Windows 3.1 API, 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 feature is available).

Soft-Wheel

Scroll++ includes an exclusive patented feature that lets you emulate a wheel-mouse with slight mouse movements.

Scroll++ interprets certain mouse movements called "glicks" (from *glide-clicks*). In general, glicks are mouse movements that can be used as commands. Scroll++ interprets two particular glicks which are mouse wiggles (clockwise and counterclockwise).

Left-Glick

Right-Glick

Rule: Scroll++ emulates a unit wheel rotation (notch) every time it detects a circular glick.

The wheel rotation is emulated in both directions according to the glick performed. A glick can be assigned to emulate a mouse-wheel or a variety of other useful commands as well. The wheel emulation feature is aimed to replace the wheel for all non-scrolling applications (for example: Zoom In/ Zoom Out   in Microsoft Office 97').
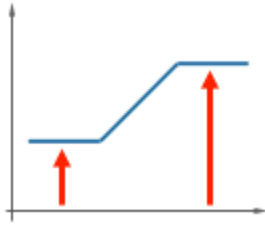
Tip >> : Glicks can be combined with the "Ctrl" and "Shft" keys to command up to 6 different functions.

Available Commands:

Command	Function
Wheel	Emulates a mouse wheel (1 notch)
Backward/Forward	Alt+Left / Alt+Right (www browsing and IE40)
Top/Bottom (of Document)	Ctrl+Home / Ctrl + End
Prev/Next (Instance)	Switch to previous/next instance of application (www browsing)
Next/Close (Document)	Switch to previous/next document or window
Minimize/Close (Application)	Minimizes or closes the active application
Copy/Paste	Ctrl+C / Ctrl+V (editing functions)
Cut/Delete	Ctrl+X / Delete (editing functions)
Esc/Enter	Escape/Enter keys (quit dialog / accept and close dialog)

Tip >> : You can swap (invert) the meaning of both glicks.

Speed Range

Unlike standard scrollbars, with Scroll++ you can control the scrolling speed at which you browse your documents and web pages. It's internal scrolling generator has adjustable maximum and minimum speeds which you can set according to your style, the processor speed of your system, etc.
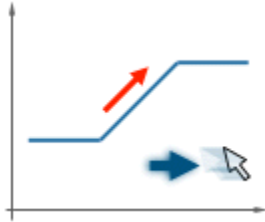
Rule: Scroll++ always starts scrolling at the minimum speed and accelerates up to the maximum speed (if enabled).

Tip >> : Set both parameters at the same level to get constant scrolling speed.

Speed Control

Scroll++ includes an internal scrolling function generator that controls how the scrolling speed varies with time and mouse movement. This feature allows you to obtain different behaviors according to several parameters under your control.
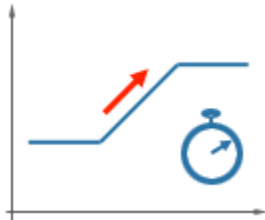
Mouse Control

Rule: Once you started scrolling, the scrolling speed will increase if you move the mouse in the same direction as you are scrolling, and it will decrease if you move it in the opposite direction.

You can also invert the scrolling direction (180° turn) by moving the mouse further in the opposite direction.

Tip >> : You can control the sensitivity of scrolling speed vs. mouse movement.

Timed Control

Rule: Once you started scrolling, the scrolling speed increases automatically at a pre-determined rate.

If you don't want to control the speed by yourself, let Scroll++ do it for you. The scrolling speed will increase smoothly while you keep the scroll button pressed.

Tip >> : You can control the rate at which the scrolling speed increases in time.

Inertial Scrolling

Inertial Scrolling is another Scroll++'s exclusive   feature that provides a very natural feel while scrolling documents. When Inertial Scrolling is enabled, Scroll++ simulates that the your computer's screen has mass and, therefore, momentum.
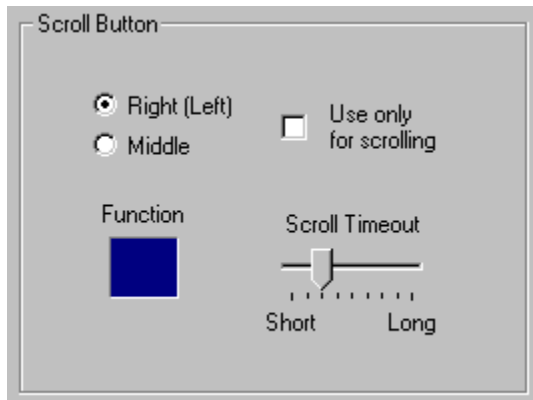
Rule: If Inertial Scrolling is enabled, the screen doesn't stop instantaneously when you release the scroll button; the scrolling speed decreases gradually until it stops.

Tip >> : You can adjust the screen's "mass". The amount of time the screen keeps scrolling after you have released the scroll button is proportional to the screen mass.

The recommended setting of the mass parameter for the majority of applications is within the first two notches (low). Excessive mass can produce lack of control of the window's scrolling position.

*************************************** DIALOGS ***************************************

Scroll Button

Right

Casts the right button as scroll button.

Middle

Casts the middle button as scroll button.

Tip >> : If you tap the scroll button, you get the normal function assigned to that button (for example, opening a pop-up menu), so you don't loose the original functionality. (see Scroll Timeout).
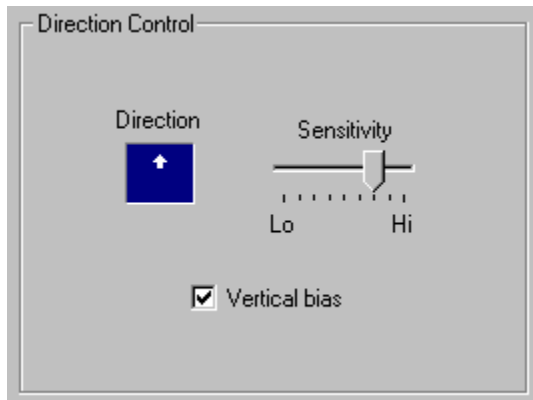
Use Only For Scrolling

Disables the Scroll Timeout function. The scroll button is used exclusively for scrolling. (Useful if you have a three-button mouse or if you don't use Windows 95's pop-up menus).

Scroll Timeout

Sets the amount of time that Scroll++ waits before it starts scrolling. If you release the scroll button before the scroll timeout elapses, Scroll++ understands you have tapped the scroll button and passes on the message to Windows without scrolling.

Tip >> : A short timeout means a more responsive scrolling control, but you must tap faster.
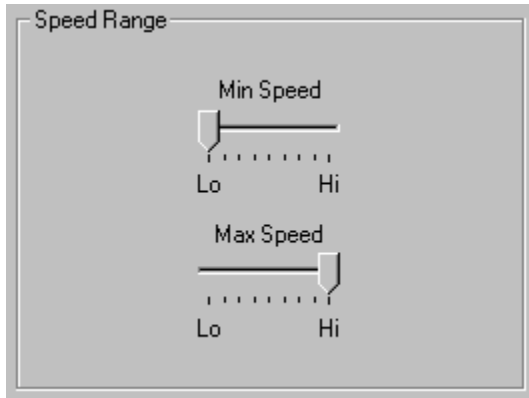
Direction Control

Sensitivity

Sets the sensitivity of the scrolling direction vs. mouse movement. A high sensitivity setting means that tiny muse movements can change the scrolling direction.

Vertical Bias

When checked, Scroll++ is biased to scroll vertically (in almost all applications, vertical scrolling is much more frequent than horizontal scrolling).

All settings are modified accordingly by this parameter (speed, sensitivity, mass, etc.).
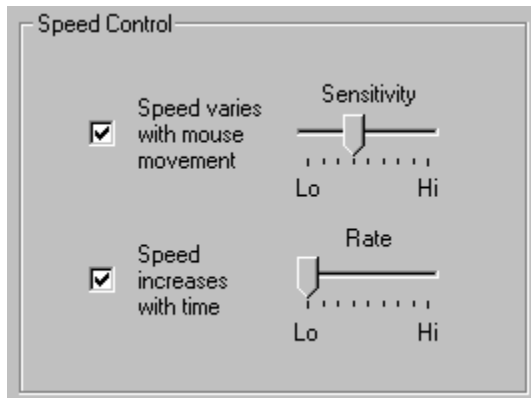
Speed Range

Minimum Speed/Maximum Speed

Set the internal scrolling generator's maximum and minimum speeds.

Rule: Scroll++ always starts scrolling at the minimum speed and accelerates to the maximum speed (if enabled).

Tip >> : Set both parameters at the same level to get constant scrolling speed.

Speed Control

Scroll++ includes an internal scrolling function generator that controls how the scrolling speed varies with time and mouse movement. This dialog allows you to control the way Scroll++ varies the scrolling speed to achieve different behaviors.

Speed Varies With Mouse Movement

Enables mouse-controlled speed.

Rule: Once you started scrolling, the scrolling speed will increase if you move the mouse in the same direction as you are scrolling, and it will decrease if you move it in the opposite direction.

Sensitivity

Control the sensitivity of speed variation vs. mouse movement. High sensitivity means that tiny mouse movements produce huge speed variations.

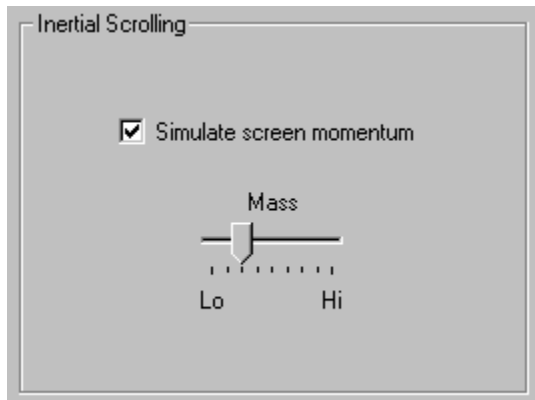**Speed Increases With Time**

Enables time-controlled speed.

Rule: Once you started scrolling, the scrolling speed increases automatically at a pre-determined rate.

Rate

Controls the pace at which speed increases with time. High rate means that the scrolling speed will reach its maximum in just a few 10ths of a second.

Tip >> : You can use both methods alternatively or combined. When combined, it is recommended to use one of both at minimum, otherwise it may be very difficult to control the screen.

Inertial Scrolling

Inertial Scrolling is another exclusive Scroll++'s feature that provides a very natural feel while scrolling documents. When Inertial Scrolling is enabled, Scroll++ simulates that your computer's screen has mass, and therefore, momentum.

Rule: If Inertial Scrolling is enabled, the screen doesn't stop instantaneously when you release the scroll button; the scrolling speed decreases gradually until it stops.
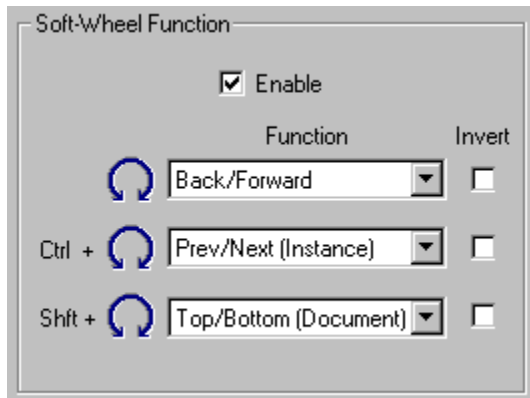
Simulate Screen Momentum

Enables/disables the Inertial Scrolling feature.

Mass

Sets the screen's "mass". It controls the amount of time the screen keeps scrolling after you have released the scroll button.

Tip >> : The recommended setting of this parameter for the majority of applications is within the first two notches (low). Excessive mass can produce lack of control of the scrolling position.

Soft-Wheel

Scroll++ interprets certain mouse movements called "glicks" (from *glide-clicks*). In general, glicks are mouse movements that can be used as commands. Scroll++ interprets two particular glicks which are circular mouse wiggles (clockwise and counterclockwise).

Enable

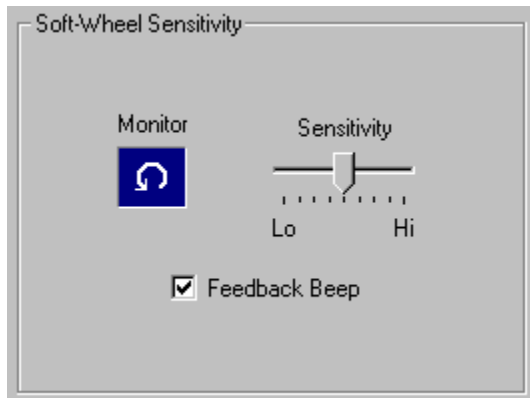Enables/disables the Soft-Wheel feature.

Invert

Swaps the meaning of both glicks.

Rule: Scroll++ emulates a unit wheel rotation (notch) every time it detects a circular glick.

The wheel rotation is emulated in both directions according to the detected glick. A glick can be assigned to emulate a mouse-wheel or a variety of commands as well.

Tip >> : The wheel emulation feature is aimed to replace the wheel for all non-scrolling applications (for example: Zoom In/ Zoom Out in Microsoft Excel 97').

Soft-Wheel Sensitivity

Sensitivity

Sets the minimum average size of the glick. Setting a high sensitivity means that small mouse wiggles may be considered glicks.

Feedback Beep

Turns on/off the feedback beep.

*********************************** DEFINITIONS ***********************************
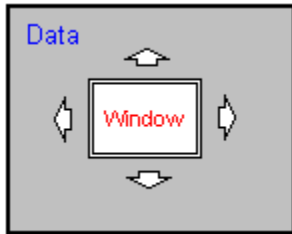
Scroll Button

A mouse button used by Scroll++ to command scrolling. (usually is the right button).

Scrollbars

The bars located to the right and below the window that are used to displace the point of view of a certain document or data collection.

Scrolling Direction

The direction in which a window is moved respect of its data.

Scroll Timeout

The amount of time that Scroll++ waits before it starts scrolling. If you release the scroll button before the scroll timeout elapses, Scroll++ understands you want the normal button function and performs no scrolling.

How to Enable Scroll++

Once you have installed Scroll++ in your computer, it will work in Trial Mode, which 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") and your password from Pointix Corporation.

How to Order you P.I.N.

To order your P.I.N. you must send your Request Code to Pointix Corporation together with your credit card information, check or money order. Once your request is processed your P.I.N. and password will be sent to your e-mail account within two business days.

You can do this **on-line** through our secure server at   http://www.pointix.com

More information about how to order your Scroll++ License

How to Order Scroll++

Ordering Online

To order your Scroll++ License, just fill in the corresponding form on
our secure web site at   http://www.pointix.com

You need to specify the Request Code, which you will find at the dialog box "Enable Scroll+
+", accessible through the program's menu. (see: How To Enable Scroll++)

Once you have completed your request,   your P.I.N. and password will be sent to your e-mail
account within two business days.

Other ways to order

Ordering by Fax or Mail

You must send the following information to Pointix Corporation:

Product Information:

(You must fill this field with the number displayed in the dialog box "Enable Scroll++",
accessible from the program´s menu). (see: How To Enable Scroll++)

Request Code: _____

Personal Information:

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

If you are paying by credit card, please include the following:

Credit Card Information:

Credit Card _____
Number _____
Expire Date _____
Cardholder Name _____

If you are paying with a check or money-order, please send it to:

Pointix Corporation
1373 SW 23rd St.

Miami, FL 33145
USA

Ordering by Phone

If you are calling from the United States, call 1-888-POINTIX. If you are calling from outside the United States, call +1 305 285 1838.

Please have your Product Information and your Personal Information as well as your Credit Card Information ready:

Ordering by E-Mail

Send the Product Information and your Personal Information as well as your Credit Card Information to   sales@pointix.com.

About...

The wheel-less scrolling solution!

Module: Pointix Scroll++
Version: 2.05

Copyright 1997-1999, Pointix Corporation. All rights reserved.

Contact Pointix:

Address:

                Pointix Corporation
                1373 SW 23rd St., Miami
                 (33154) Florida
                 USA

URL: http://www.pointix.com

Toll Free Number:

                        1-888-pointix

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

1) When Scroll++ is running I can not   use the right button to pop up menus

If you tap the scroll button, you get the normal function assigned to that button (for example, opening a pop-up menu), so you don't loose the original button functionality. (see Scroll Timeout).

2) When Scroll++ is running, I can not drag objects with the right button

To drag objects with your right mouse button, just press and hold the "Shift" key and then drag the selected object. The "Shift" key temporarily disables the scrolling feature, enabling you to drag objects with your right mouse button

3) Some Soft-Wheel commands doesn't work with particular applications

Some Soft-Wheel commands are implemented as keyboard sequences and your application may not respond to that command. For example "Copy" is implemented as Ctrl+C   and there are some applications (although there are very few of them) that use a different shortcut.

4) There are some applications in which Scroll++ doesn't work

The scrolling feature is available in a large number of Windows applications. However, since the development of the Scroll++ scrolling method was after the definition of Windows 3.1 API, this feature may not be available in all applications. (Contact Pointix Corporation to check if a fix is available for a particular application).

5) I have a three button mouse and scrolling doesn't work with the middle button

Not all mouse drivers sense and process the middle button. Check if mouse driver is working ok and if it is appropriate for your device.

System Requirements

Minimum configuration required to run Scroll++ (2.0):

- An 486 IBM PC compatible or higher
- Windows 95/98/NT40
- 5 Mb of free hard disk space
- 8 Mb RAM
- Any mouse or other two-dimensional pointing device

Note 1: Setting your system to display more than 256 colors may degrade scrolling performance.

Note 2 : If you are using Microsoft Internet Explorer 3.x or higher, turn off "Smooth Scrolling" for best results (In MSIE 3.x go: "View / Options / Advanced" and uncheck the corresponding box)

During installation Scroll++ does not alter any configuration parameters in your PC, nor does it make any changes to your drivers.

If you find any problems installing Scroll++ please send e-mail to support@pointix.com.

Technical Support

Technical support is available at no charge. Support options are:

e-mail: support@pointix.com
www: http://www.pointix.com

Postal Mail: write to:

                 "Technical Support"
                 Pointix Corporation
                 1373 SW 23rd St.
                 Miami
                 FL, 33145
                 USA

Phone: not available as of December 1997

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.

1. GRANT OF LICENSE

The Software is protected by U.S. and international copyright laws and treaties as well as other intellectual property laws and is licensed and not sold to you under the terms and conditions of this Agreement.

(a) Trial Period: You are licensed to use this software for evaluation purposes without charge for a period of 21 days. After the 21 day evaluation period you are required to purchase a license from Pointix.

(b) Authorized use: One licensed copy of the Software may either be used by a single person who uses the software personally on one or more computers, or installed on a single workstation used non-simultaneously by multiple people, but not both. You may make one copy of the Software for back-up purposes only.

 (c) Restrictions: (1) You may not copy (other than the one back-up copy set forth above), distribute, rent, lease or sub-license all or any portion of the software; (2) Modify or prepare derivative works of the Software; (3) Reverse engineer, decompile or disassemble the Software, except and only to the extent that such activity is expressly permitted by applicable laws notwithstanding this limitation.

(d) Network Services: If you use the Software on a network, or multiple computers or workstations, you must acquire and dedicate a license for the Software for each computer on which the Software is used or distributed to. The Software may not be shared or used concurrently on different computers without a separate license for each computer.

(e) 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 POINTIX'S 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. POINTIX'S 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 Pointix's 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.