

TetraMouse

MODELS TM06 & TM07

CONTENTS

Set Up

<i>Articulated Arm Mounting System</i>	1
<i>Mounting the TetraMouse</i>	2
<i>Positioning the TetraMouse</i>	3

Features

<i>Overview of the TetraMouse</i>	4
<i>The Right Joystick</i>	5
<i>The Left Joystick</i>	6

Programming

<i>Programming Overview</i>	7
<i>Speed Channel Selection</i>	8
<i>Speed Channel Programming</i>	9
<i>Channel Memory Configurations</i>	10
<i>Recalling Memory Configurations</i>	10
<i>Storing Memory Configurations</i>	11
<i>Resetting the Factory Defaults</i>	11

CONTENTS (Continued)

Software Options

<i>Button Remapping in Windows</i>	12
<i>Button Remapping on a Mac</i>	13
<i>Typing with an On-screen Keyboard</i>	13

Operating Options and Tips

<i>Knob Options</i>	14
<i>Tips and Techniques</i>	14
<i>Mouse Pointer Speed</i>	14
<i>Developing Your Skills</i>	15
<i>Web Browsing</i>	15
<i>Other Applications</i>	16
<i>Cleaning the TetraMouse</i>	16

Warranty and Support

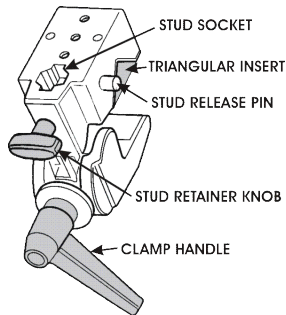
<i>30-day Satisfaction Guaranty</i>	17
<i>3-year Repair or Replace Warranty</i>	17
<i>Customer Support</i>	17
<i>Disclaimer</i>	17

SET UP

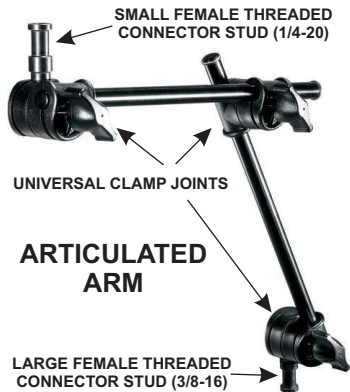
ARTICULATED ARM MOUNTING SYSTEM

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.

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.



SUPER CLAMP



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

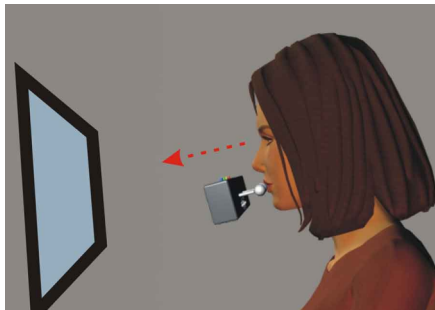
Refer to the illustrations on the previous page. The Super Clamp is mounted to a desktop or tubular frame of bed, wheelchair, etc., using the Clamp Handle to tighten and hold the clamp securely. When clamping to a desktop or other square object be sure the Triangular Insert is snapped into place. When 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.

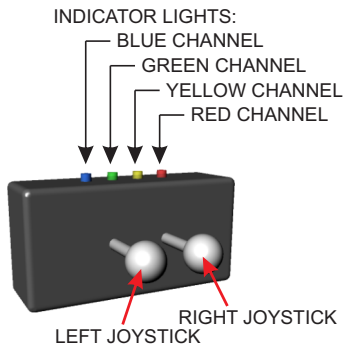
Caution: Prolonged use of the TetraMouse, as with any mouse, can result in muscle pain, fatigue or even repetitive stress injury. The user should take periodic breaks, as is recommended for all mice and keyboards.

FEATURES

OVERVIEW OF THE TETRAMOUSE

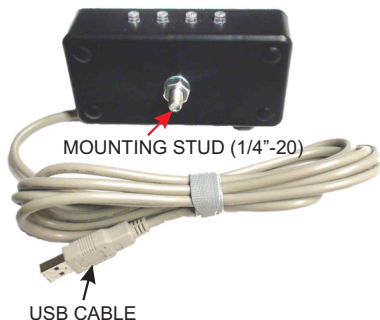
The four indicator lights show the various states and settings of the TetraMouse while it operates in Mouse Mode or Program Mode. In Mouse Mode the color coded indicators show which speed channel is active. In Program Mode they give various indications depending on the operation conducted.

The left and right joysticks allow the user to move the mouse pointer, perform clicking, drag and drop, scrolling, programming the pointer speeds and speed memory configurations.



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).

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



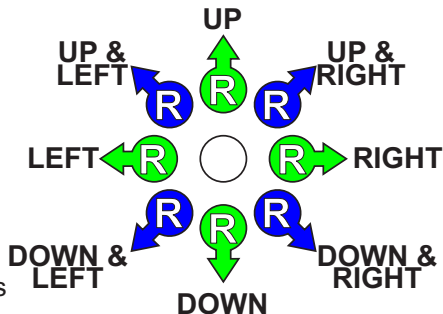
THE RIGHT JOYSTICK




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

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

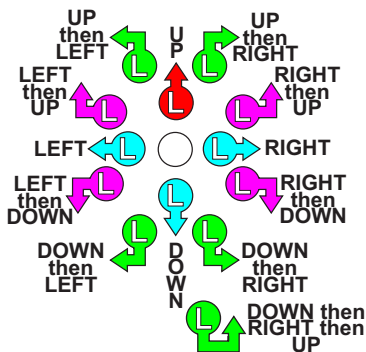
In Program Mode, the right joystick is used to change the speed setting of the currently selected Speed Channel, to select any of four memory locations for storing and recalling speed setting configuration combinations, or for resetting the TetraMouse to its factory default settings.

The section about Programming has complete details of the right joystick functions in Program Mode.
















-  **MOVE LEFT**
Push the right joystick left
-  **MOVE UP & LEFT**
Push right joystick up & left
-  **MOVE UP**
Push the right joystick up
-  **MOVE UP & RIGHT**
Push right joystick up & right
-  **MOVE RIGHT**
Push the right joystick right
-  **MOVE DOWN & RIGHT**
Push right stick down & right
-  **MOVE DOWN**
Push the right joystick down
-  **MOVE DOWN & LEFT**
Push right joystick down & left

THE LEFT JOYSTICK



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

In program mode you can select a Speed Channel, change the speed setting of the current Speed Channel, store up to four Speed Channel configurations to one of four memory locations, recall any of the four Speed Channel configurations or reset all memory and speed settings to the original factory defaults. See the Programming section for complete details.

-  **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

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 all indicators go off to indicate the change to Program Mode.

In Program Mode, the user can select any of the four Speed Channels or change the pointer speed settings for each of the four Speed Channels to any one of 16 speeds. Each of the 16 speed settings are indicated by a unique pattern of the four indicator lights during the programming operation (see diagram in the Speed Channel Programming section).

Also, in Program Mode, the user may store and recall four different custom Speed Channel memory configurations consisting of the four speed settings for each of the Speed Channels, or reset all the speed and memory settings to the factory defaults.

All programmed settings that have been stored in memory by the user are retained in memory in the TetraMouse even if it is disconnected or when the computer is turned off.

Important Note: Speed changes to the Speed Channels not stored in memory by the user will be lost if the TetraMouse is disconnected or the computer is turned off.

Details of changing speeds and performing memory operations are given on the following pages.

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 is programmed with a “Speed Number” that determines the speed the mouse pointer moves across the computer screen when the right joystick is moved.

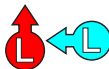
On power up, the TetraMouse starts with the Green Speed Channel selected, as indicated by the green light. To select a different Speed Channel, first push the left joystick up. All four indicator lights blink once to indicate the change to Program Mode. Then push the left joystick in one of the four directions, down, left, right or up 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 at the speed programmed for the selected Speed Channel when the right joystick is moved.

SPEED CHANNEL PROGRAMMING

To change the speed setting of any of the four Speed Channels, first select the Speed Channel you want to change, as described on the previous page.



Then push the left joystick up to enter Program Mode. All four indicators blink once indicating that Program Mode has been entered. Next, push the right joystick up to enable changing the speed setting. The indicator lights will display a scanning pattern, then display the current Speed Number as a pattern of lights. Refer to the speed indicator table (right) to determine the Speed Number setting of the currently selected Speed Channel. Speed Number 0 is the slowest speed and Speed Number 15 is the fastest speed. Push the left



joystick right to increase the Speed Number or push the left joystick left to decrease the



Speed Number. Note that if you try to increase the speed setting from 15, or decrease the speed setting from 0, the settings “wrap around” from 15 to 0, or 0 to 15. Once you have set the desired Speed Number for the current Speed



Channel, push the left joystick down to make the change and return to MOUSE mode.

Note that you can also push the left joystick down instead of left or right in order to exit Program Mode without making any changes. On exiting Program Mode, all indicators blink once, then the current Speed Channel indicator is again lit.

INDICATOR LIGHTS				SPEED NO.
BLUE	GREEN	YELLOW	RED	
OFF	OFF	OFF	OFF	0
ON	OFF	OFF	OFF	1
OFF	ON	OFF	OFF	2
ON	ON	OFF	OFF	3
OFF	OFF	ON	OFF	4
ON	OFF	ON	OFF	5
OFF	ON	ON	OFF	6
ON	ON	ON	OFF	7
OFF	OFF	OFF	ON	8
ON	OFF	OFF	ON	9
OFF	ON	OFF	ON	10
ON	ON	OFF	ON	11
OFF	OFF	ON	ON	12
ON	OFF	ON	ON	13
OFF	ON	ON	ON	14
ON	ON	ON	ON	15

CHANNEL MEMORY CONFIGURATIONS

The TetraMouse has four memory locations, designated A, B, C and D, for storing and recalling the four Speed Channel settings as four unique user configurations. The table (right) shows the factory default memory settings.







MEMORY LOCATION	SPEED CHANNEL DEFAULTS			
	BLUE	GREEN	YELLOW	RED
A	0	3	6	9
B	1	4	7	10
C	2	5	8	11
D	0	5	10	15

When the TetraMouse is powered up, the current Speed Channels are set to the Speed Numbers stored in memory location A.

RECALLING MEMORY CONFIGURATIONS


Any of the four memory location contents (Speed Numbers) can be recalled by the user and placed into the current four Speed Channels and thereby made available for selection.


Push the left joystick up to enter Program Mode, then push the right joystick left to enable the recall function, then push the right joystick in any of the four directions (shown at the right) to select the desired memory location. The selection may be cancelled by pushing the left joystick down. On return from the recall function, all indicators blink once, Mouse Mode is restored and the Green Speed Channel is selected.


-  Push the left joystick up to enter Program Mode, then
-  enter Program Mode, then push the right joystick left to enable the recall function. All indicators rapidly scan left twice. Select the desired memory configuration with the right joystick.
-  Push the right joystick up to select Memory A.
-  Push the right joystick right to select Memory B.
-  Push the right joystick down to select Memory C.
-  Push the right joystick left to select Memory D. After making a selection, Mouse Mode is restored and the green channel is selected. The recall function can be cancelled before a selection has been made by pushing the left joystick down.


STORING MEMORY CONFIGURATIONS


After the user has gained some experience with the TetraMouse, he or she may find that they prefer speed settings other than the default settings stored in memory. Since the TetraMouse powers up using the Speed Numbers stored in memory location A, the user should store their four favorite speeds (assigned to the four color-coded Speed Channels) into location A as a memory configuration in order that these speeds are available initially when the computer is turned on. First, the user sets each of the four Speed Channels to the desired Speed Numbers as described previously. Then all four Speed Numbers are stored in the desired memory location by following the instructions shown on the right.


 Push the left joystick up to enter Program Mode, then push the right joystick right to enable the Store function. The indicators rapidly scan right twice. Select the desired memory storage location with the right joystick.

 Push the right joystick up to select Memory A.

 Push the right joystick right to select Memory B.


 Push the right joystick down to select Memory C.

 Push the right joystick left to select Memory D. After making a selection, all indicators blink once, Mouse Mode is restored and the Green Speed Channel is selected.

 The Store function can be cancelled before a selection has been made by pushing the left joystick down.

RESETTING THE FACTORY DEFAULTS

To reset all the memory and Speed Channel settings to the original factory default settings push the left joystick up, then push the right joystick right, then push the left joystick up. The settings will then be as they were when the TetraMouse was shipped from the factory.

 Push the left joystick up, then push the right joystick right, then push the left joystick up. All memory defaults are reset to factory settings and the TetraMouse is restarted.

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 www.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 original 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.

INDICATOR LIGHTS				SPEED NO.
BLUE	GREEN	YELLOW	RED	
OFF	OFF	OFF	OFF	0
ON	OFF	OFF	OFF	1
OFF	ON	OFF	OFF	2
ON	ON	OFF	OFF	3
OFF	OFF	ON	OFF	4
ON	OFF	ON	OFF	5
OFF	ON	ON	OFF	6
ON	ON	ON	OFF	7

INDICATOR LIGHTS				SPEED NO.
BLUE	GREEN	YELLOW	RED	
OFF	OFF	OFF	ON	8
ON	OFF	OFF	ON	9
OFF	ON	OFF	ON	10
ON	ON	OFF	ON	11
OFF	OFF	ON	ON	12
ON	OFF	ON	ON	13
OFF	ON	ON	ON	14
ON	ON	ON	ON	15

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