Mouse

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Abstract

This is the documentation for the System Settings module that configures mice and other pointing devices.

1 Mouse

This module allows you to configure your pointing device. Your pointing device may be a mouse, a track ball, a touch-pad, or another piece of hardware that performs a similar function. This module is divided into two tabs: General and Advanced.

1.1 General

Button Order

If you are left-handed, you may prefer to swap the functions of the left and right buttons on your pointing device by choosing the **Left handed** option. If your pointing device has more than two buttons, only those that function as the left and right buttons are affected. For example, if you have a three-button mouse, the middle button is unaffected.

Reverse scroll direction

With this check box selected, the scroll wheel (if any) will work in the opposite direction (so that if rolling the top of the scroll wheel towards you previously causes a scroll down, then it will now cause a scroll up). This may be useful to handle an unusual setup of the X server.

NOTE
In Plasma 5.13 you find the setting to use single or double mouse clicks to open files and folders in the module **Workspace**.

1.2 Advanced

Pointer acceleration

This option allows you to change the relationship between the distance that the mouse pointer moves on the screen and the relative movement of the physical device itself (which may be a mouse, track-ball, or some other pointing device.)

A high value for the acceleration multiplier will lead to large movements of the mouse pointer on the screen, even when you only make a small movement with the physical device.

**Tip**
A multiplier between **1x** and **3x** will works well for many systems. With a multiplier over **3x** the mouse pointer may become difficult to control.

Pointer threshold

The threshold is the smallest distance that the mouse pointer must move on the screen before acceleration has any effect. If the movement is within the threshold, the mouse pointer moves as if the acceleration were set to **1x**.
Thus, when you make small movements with the physical device (e.g. mouse), you still have fine control of the mouse pointer on the screen, whereas larger movements of the physical device will move the mouse pointer rapidly to different areas on the screen. You can set the threshold by entering a value into the edit box or by clicking the up/down arrows to the right of the box.

**Tip**

In general, the higher you set the **Pointer acceleration** value, the higher you will want to set the **Pointer threshold** value. For example, a **Pointer threshold** of 4 pixels may be appropriate for a **Pointer Acceleration** of 2x, but 10 pixels might be better for 3x.

**Double click interval**

This is the maximum amount of time between clicks to register a double click. If you click twice, and the time between those two clicks is less than this number, that is recognized as a double click. If the time between these two clicks is greater than this number, it is recognized as two separate single clicks.

**Drag start time and Drag start distance**

If you

- click with the mouse
- drag within the time specified in **Drag start time**, and
- move a distance equal to or greater than the number (of pixels) specified in **Drag start distance**

the selected item will be dragged.

**Mouse wheel scrolls by**

If you have a wheel mouse, use the spin box to determine how many lines of text one ‘step’ of the mouse wheel will scroll.