

# M-1 MOUSE

The No. 1 Mouse for Commodore®64, 128  
INCLUDES USER FRIENDLY SOFTWARE:

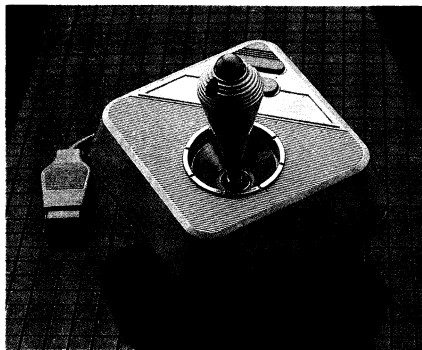
★ GRAPHIC UTILITY ★



**CONTRIVER TECHNOLOGY INC.**



# **Another Contriver Technology Products Winner 770 Joystick**



## **FEATURING:**

- \* 360 Degree Directional Movement Feeling
- \* Spring Center Return.
- \* Free to Locate Precise Position.
- \* Steel Shaft Handel
- \* Stainless Steel Ball As Main Pivot

**\*\*No More Tight, Sloppy Feeling From Your Commodore Joystick. Feel exactly where you are, Here is the one.**

**YOU CAN'T MISS IT !!**

## M-I MOUSE PRESENT BY: CONTRIVER TECHNOLOGY INC.

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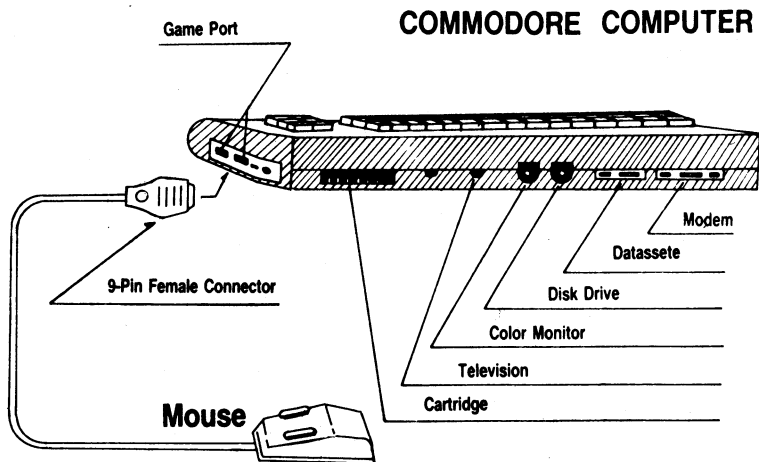
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M-I MOUSE is designed by Contriver Technology Inc. for use with COMMODORE 64 OR 128. as a user-friendly communication between the user and computer. The Graphic Utility software Provides a proper demonstration to show what a mouse can do. Also the software functions will surely create a new vision for your Commodore computer.

M-I MOUSE: Runs all softwares that designed for Commodore 64 or 128 that currently use Joystick or Mouse as controller.

### HOW TO SET UP M-I MOUSE:

\*PICTURE---



## HOW TO LOAD "GRAPHIC UTILITY":

When use M-I Mouse with C-128, please change to C-64 MODE.

The main menu screen is initially by typing:

LOAD "\*", 8

(RETURN)

RUN

**\*\*WHEN USE WITH OTHER SOFTWARES, PLEASE FOLLOW THE INSTRUCTION TO CONNECT THE M-I MOUSE TO EITHER PORT 1 OR 2 AS INDICTED. IN GRAPHIC UTILITY. PLEASE CONNECT TO PORT 2.**

To understand some of the things this documentation will encompass, you should be familiar with the following terms:

**WINDOW:** an area of enclosed text or information that may be manipulated as the user wishes.

**PULL-DOWN MENU:** A drop-down list of items or choices from which a user may choose a function or activity.

**ICON:** A small picture that represents a related function or option.

**POINTER:** An arrow used to manipulate objects or choose options. Its movement is controlled by the mouse.

**MOUSE:** Small, furry rodent, found in dark, small places, known to make squeeking noises.

With those definitions in mind, you are now ready to learn how to manipulate the windows and menus.

Using screen windows is not difficult. All it requires is that the user keep in mind that each window is independent of the others and in itself operates like a small screen in itself.

The top shaded row of the window is known as a DRAG BAR. If the user holds down the button while on the DRAG BAR, brackets will appear and when the button is released the window will be moved to where the brackets are.

The top-left corner is used to CLOSE, or erase, a window. If you press the button while on the corner, the window will erase.

The top-right corner is used to EXPAND the window. Pressing the button while on it will result in the window expanding to fill the whole screen.

Pressing the button once more while on this corner will cause the window to revert to its previous location and position.

The bottom-right corner is used to change the size of the window. A set of brackets will appear and when the button is released, the window will expand or contract to the size indicated by the brackets.

The Up/Down Arrows are used to scroll the contents of the screen window up or down.

If you have more than one window on the screen and wish to work with a different one, all you need to do is press the button while the pointer is on any portion of the new window you wish to manipulate.

Up at the top of the screen is the word OPTIONS. If you press the button while on it, you are given a PULL-DOWN MENU of options. To choose an option from a pull-down menu, move the pointer to that option until it lights up. Then press the button. You will then be forwarded to that

option or activity.

Here is a description of the various options available from the OPTION pull-down menu.

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## **Wastebasket**

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Allows you to CLOSE the current window. You are given the chance to abort.

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## **Disk**

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Gives you several options:

Browse Directory: Displays the directory into a window.

Load Directory: Loads the complete contents of the directory into a window.

Format Disk: Allows you to format a disk with a given name and ID.

Initialize Drive: Allows you to reset the drive.

Validate Disk: Allows you to "clean up" a disk. More information is given in your disk drive manual.

Enter other DOS Command: Allows you to send any DOS command as specified in your disk drive manual.

Quit to Options: Exits to the OPTION pull-down menu.

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## **FILE**

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Also gives you several options:

Scratch File: Erases a chosen file from a disk.

**Rename File:** Changes the name of a given file.

**Browse a File:** Displays a chosen file in a window.

**Load File into Window:** Loads the entire contents of a file into a window.

**Save Window into File:** Save the complete contents of a window into a file.

**Copy a File:** Will copy a file from one disk drive to another.

**Quit to Options:** Exits to the OPTION pull-down menu.

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## **Calculator**

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Shows a calculator, It operates just like a real one, To "press" a button, move the pointer to the one you want and press the button. You may also use the keyboard. Hit "off" to exit.

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## **Terminal**

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Allows you to use a terminal emulator. Communications are done within the borders of a chosen window.

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## **Notepad Options**

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Gives you several options:

**Open/Edit a Window:** Allows you to open a new window and enter text, or edit the contents of a already existing window. The editor works much like the standard commodore screen editor.

**Close a Window:** Allows you to close the current screen



window.

Close all Windows: Allows you to erase all of the windows.

Quit to Options: Exits to the OPTION pull-down menu.

To exit from OPTIONS, go to the top until the word OPTIONS lights up again. Then press the button.

There is another pull-down menu available to you. It is called PREFERENCES.

This allows you to custom-tailor the way things look and operate.

You are given the following options.

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## **Color Adjustment**

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Allows you to go to any of the color items and change them. Just go to the desired item and press the button until the square holds the color you wish to change it to. To exit choose the item "EXIT" at the bottom.

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## **Mouse Adjustment**

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Allows you to adjust 3 of the characteristics of mouse control. You may edit the Maximum Speed, Minimum Speed, and Acceleration of the mouse. To exit select "EXIT" at the bottom.

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## **Misc. Adjustment**

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Gives you five options:

**Adjust Screen Fill, 1-3:** Allows you to change the screen fill to either the background color, a mixture of the text color and background, or the text color.

**Change Font:** Allows you to choose from any one of the 4 provided character fonts.

**Exit:** Leaves the PREFERENCES pull-down menu.

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