DIGIMOUSE

1. DIGIM0USE WITH ADDITI0NAL ROMS

Your computer may be fitted with various ROM's and Sideways
RAM which can take priority over the mouse interrupt routines.

If problems do occur, such as sluggish movement, then ensure
all unused RAM/ROM's are switched off.

*FX16 will also switch off the analogue read routine.

2. DIGIM0USE COMPATIBILITY WITH OTHER SOFTWARE

The mouse sensitivity (speed) may require adjusting to suit
individual needs with certain pieces of software.

For example:

a) AMX SUPERART
   Start up as follows:
   Switch on
   * P0INTER 0N<RETURN><BREAK>
   * ART <RETURN>
   * SEN.3 <RETURN>

   Press any key

b) AMX. PAGEMAKER
   Adjust speed as follows:
   i) MENU
     LOAD "MENU"
     Edit Line 30 from
     30*PSE2,2
     to 30*PSE3,3 (or 4,4)
     SAVE "MENU"

   ii) DRAWSC
     LOAD "DRAWSC"
     Edit Line 540 from 540
     *PSE1 to 540 *PSE2 (or 3)
     SAVE "DRAWSC"

3. DIGIM0USE AND S0LIDISK SIDEWAYS RAM

As Solidisk Sideways RAM also occupies the user port, some
conflict may occur on power up. The simple solution is to
unplug the mouse, load software, then refit the mouse.

However, as this is not particularly recommended or if it proves
to be impractical, a small in-line on/off switch can be fitted
to the mouse cable.

To do this, carefully split the cable, remove the red (5V)
wire from the sheath and cut this to attach to switch.

4. ADAPTING DIGIMOUSE TO OTHER SOFTWARE

Digimouse can be adapted to many other software packages not
written for mouse by using the Nidd Valley 'CHAUFFEUR'
utility.

For those who wish to write their own mouse driven software, pointer
routines are   provided with 'CHAUFFEUR'/'GRAFIK'.