



# LazyMouse 2.0

**Saving your arm, one dialog at a time.**

Thank you for trying LazyMouse by Old Jewel Software. LazyMouse is a Preference Pane that moves your cursor to the default button whenever a dialog box appears on your screen. In other words, it will save you time moving the mouse to dismiss dialogs

# System Requirements:

LazyMouse requires Mac OS X 10.4 or later to run. It should work on any Macintosh that will support Mac OS X 10.4.

It will also require that you turn on "Access for Assistive Devices", which may require administrator access. This read me explains in full how to do this.

# Installation:

To install LazyMouse:

- double-click the LazyMouse.prefpane file.



- Your System Preferences application will load right away.
- A sheet may appear asking if you want to install LazyMouse just for the current user or for all users on your computer. If you aren't sure, just choose "**Install for this user only**" and click the "**Install**" button.
- If you see the default list of preference panes, then look for and click the LazyMouse icon.
- From now on, simply open System Preferences and click the LazyMouse icon to access LazyMouse.



# Turning on Access for Assistive Devices:

LazyMouse uses Mac OS X's accessibility routines to learn the location of the buttons in your dialogs. For this reason, you need to turn on this functionality.

If you open the LazyMouse preference pane and see this message:

LazyMouse cannot run if "Access for Assistive Devices" is turned off in the Universal Access Preference Pane

then you need to turn on these routines.

- Click the button labeled "**Open the Universal Access Preference Pane**".
- Look at the bottom of the window, and click the checkbox labeled "**Enable access for assistive devices**".
- In the drawer that appeared under the preference pane, click the LazyMouse button to return to LazyMouse.

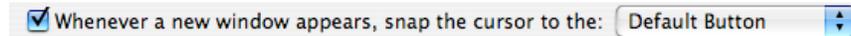
**Click the checkbox labeled "Enable Access for Assistive Devices"**  
Then click the LazyMouse button to the right to return to LazyMouse's Preference Pane



# Starting LazyMouse:

To start LazyMouse:

- Open the LazyMouse preference pane.
- Select the checkbox labeled "**Whenever a new window appears, snap the cursor to the: Default Button**"



- If you want to test LazyMouse, click the button labeled "**Try it Out**". A dialog box will appear, and your cursor will appear directly over the OK button in the dialog. Just click "**OK**"



# Using LazyMouse:

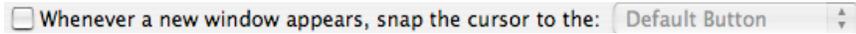
To use LazyMouse, simply enjoy the fact that it moves your cursor where you want it to go.

LazyMouse runs in the background and waits for a new window to appear on screen. If the new window has a default button, it moves your cursor over that button to save you a little bit of time.

# Stopping LazyMouse:

To turn LazyMouse off:

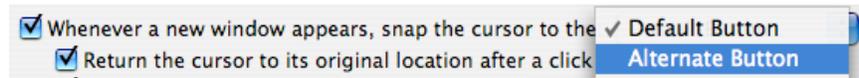
- Open the LazyMouse preference pane.
- Unselect the checkbox labeled "**Whenever a new window appears, snap the cursor to the: Default Button**".



# Jumping to the Cancel Button:

If you would like, LazyMouse can move the cursor to the Alternate button (usually “Cancel” or “No”) in dialogs instead of the default button. To change the button that LazyMouse moves to:

- Open the LazyMouse preference pane.
- Click the popup beside the checkbox labeled "**Whenever a new window appears, snap the cursor to the: Default Button**", and choose "**Alternate Button**"



You can of course, change this back at any time by changing the popup back to "**Default Button**".

# Snapping back the cursor:

Often, a dialog will appear and take you away from the work you've been doing, and once you've dismissed the dialog, you want to return to the area where you had been working before. If you choose, you can set LazyMouse to snap the cursor back to the position it had been before the dialog appeared whenever you have dismissed the dialog quickly. If a dialog appears and you move the cursor, for example to click a checkbox or choose some button other than the default button, then LazyMouse will not snap the cursor back, as this could get in the way of your work.

To turn on Snap Back in LazyMouse:

- Open the LazyMouse preference pane.
- Select the checkbox labeled "**Return the cursor to its original location after a click**"

**Return the cursor to its original location after a click**

Now, whenever a dialog appears and you dismiss it without moving the mouse, the cursor will then snap back to the position it had been at before the dialog appeared,

# Knowing When LazyMouse is Working:

If you're not expecting it, it can be disturbing to have the cursor move out from where you expected it to be. Even after long periods of using LazyMouse, sometimes you forget it's running, and the disappearance of the cursor can be startling. LazyMouse will, if you choose, play a short sound whenever it moves the cursor. Mac OS veterans who remember the days of Mac OS 9 and earlier may find added benefit in this since it will roughly approximate the way Macs used to beep whenever an alert appeared.

To have LazyMouse play a sound when it moves the mouse cursor:

- Open the LazyMouse preference pane.
- Select the checkbox labeled "**Play a sound when the cursor is moved**"

Play a sound when the cursor is moved

# Disabling LazyMouse in One Application:

You may choose to have LazyMouse not work in certain applications for one reason or another. To do this, open the Terminal application and type:

```
> defaults write com.oldjewel.lazymouse  
"JW.lazymouse.ignoredApps" -array-add "AppToDisable"
```

where `AppToDisable` is the name of an application you wish LazyMouse to not work with. Though it will be the same for most applications, you should make sure that you are typing the name of the application as it appears in the menu bar when it is running, which may not be the same as the name of the application's file icon on the hard drive. Please make sure to use quotes around the application name.

If your settings don't take effect immediately, turn LazyMouse off and back on in System Preferences.

# Uninstalling LazyMouse:

You can turn off LazyMouse simply by opening the preference pane and clicking "Stop LazyMouse".

If you then want to uninstall, go to ~/Library/PreferencePanes (where ~ is your home directory) and drag the file LazyMouse.prefPane to the trash.

If there was no file called LazyMouse.prefPane in your home Library folder, then look in your computer's main Library folder, in a folder called PreferencePanes. This will be on your boot disk (probably your only hard disk). Only a user with administrator privileges can uninstall LazyMouse from this folder.

If you are still having trouble after this, then please email [support@old-jewel.com](mailto:support@old-jewel.com).

# Getting LazyMouse to work with certain Applications

LazyMouse uses a certain set of programming commands that Apple calls the "Accessibility APIs". These programming commands tell LazyMouse when a new window appears on the screen and where the default button is on that screen. Unfortunately, the Accessibility APIs are relatively new (introduced in Mac OS X 10.2), and so some applications will not support them. If an application doesn't support the Accessibility APIs, then LazyMouse will not be able to snap the cursor when its dialogs appear.

Among the applications that are known to not support the Accessibility APIs (and thus LazyMouse) as of July 4, 2005 are:

- Firefox
- AOL
- Apple Works
- Netscape
- Thunderbird
- Mozilla

# LazyMouse & Web Browsers

LazyMouse is meant to automatically snap the cursor to the default button of dialog boxes and alerts. It is not designed to, and it should not, snap the cursor to any buttons that appear within a web page in any of the major web browsers.

# Enabled Buttons

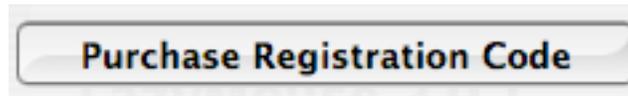
If a dialog appears with the default button disabled, but there is an enabled "Cancel" button, then LazyMouse will snap to that button instead when the dialog first appears. LazyMouse will not move the cursor after you have already started inputting information into a dialog, however.

Sometimes you will be using a dialog that has its default button disabled. Then, after you have typed some text or entered some data, the default button is suddenly enabled. LazyMouse will not move the cursor when this happens. This is to avoid those situations where you may still have other things you want to do in the dialog before dismissing it.

# Registering LazyMouse:

LazyMouse is shareware, and you really should register it if you find it useful. Until you register, LazyMouse will occasionally place a small reminder underneath the button where it moves your mouse. The reminder says "**Please Register LazyMouse**", and it will disappear when you dismiss the dialog where it lives. You can purchase a registration code by clicking this reminder, by visiting <http://www.old-jewel.com/register/lazymouse/>, or you from the LazyMouse preference pane.

- Open the LazyMouse preference pane.
- Click the button labeled "**Register...**"
- Click the button labeled "**Purchase Registration Code**"
- You will be taken to Old Jewel Software's registration page.



Once you have purchased a registration code, you should receive a verification email shortly that will give you instructions on finishing the registration process.

LazyMouse costs \$9.95 USD for a single user license.

# Contacting Old Jewel Software:

We look forward to hearing from you. If you have any problems with LazyMouse, or any suggestions, you can always contact us at:

[lazymousefeedback@old-jewel.com.](mailto:lazymousefeedback@old-jewel.com)

or visit our website at:

<http://www.old-jewel.com>

# Release History:

## 2.0.2 8/24/2007

- fixed an incompatibility between trampoline and LazyMouse's snap back feature
- Added a volume selector for the feedback sound - you can now play it at one of three volumes, and improved the reliability of the feedback sound
- Changed the look of the register sheet in the preference pane and the reminder that appears beside the cursor.
- Changed the address of the registration page.
- LazyMouse was logging some unnecessary things in the Console. THis has been fixed.

## 2.0.1 8/3/2007

- Some users were experiencing a fairly regular, apparently random crash with LazyMouse 2.0. This bug should now be fixed.
- added V2C to the default exclusion list
- a few more memory leaks fixed
- updated LazyMouse's icon

## 2.0 7/31/2007

- LazyMouse can now snap the cursor back to the place it was before a dialog appeared when you dismiss the dialog.
- You can now choose to automatically snap to the Alternate button (usually "Cancel" or "No") instead of the default button.
- Sound feedback when the cursor is moved - a little twang sound gets played whenever the cursor is moved, off by default.
- Improved Preference Pane UI
- Many memory leak fixes
- A serious architecture switch
- Reduced CPU load
- Some code was possibly not intel-safe, though it never caused a problem - fixed
- LazyMouse will now turn itself off when a new version is installed - this didn't used to happen, so people who upgraded LazyMouse while it was on would end up still running the old background application until the next time they toggled or restarted LazyMouse. This may not work until the next minor upgrade, though.
- Much different register reminder - only appears when LazyMouse does its thing - much smaller and less distracting.
- When instructing the user to turn on access for assistive devices, LazyMouse now brings up a drawer that acts as a step-by-step tutor.
- There was a strange bug in Garageband where the cursor would snap to a place on the window where there was no button. This has been handled.
- Fixed some obscure crashing bugs

- updated links to point to old-jewel.com rather than oldjewelsoftware.com

### **1.1.3 6/28/2006**

- Reduced processor usage while running in the background.
- Added some stability improvements.
- Fixed icon drawing in Panther.

### **1.1.2 2/25/2006**

- Universal Binary.

### **1.1.1 7/13/2005**

- Reduced CPU usage significantly.

### **1.1 7/4/2005**

- LazyMouse will no longer snap the cursor if the user is already moving the mouse or if the mouse button is down. LazyMouse now understands that if you're already using the mouse, then it should let you decide where it should go.
- Before, there was a slight delay that prevented the user from clicking immediately after LazyMouse had moved the mouse cursor. This delay lasted about 1/5 of a second. It has been eliminated.
- added an exemption list: If you do not want LazyMouse to work for a given application, then read the read me file to learn how to disable LazyMouse on an application-by-application basis. The next version of LazyMouse will have a better user interface for this.

- fixed an incompatibility with the Finder in Mac OS X 10.4 Tiger where Lazymouse would sometimes not snap to the default button for the Empty Trash dialog (this enhancement may help other instances where LazyMouse wasn't recognizing new dialog boxes as well).
- much redesign under the hood.

### **1.0.8** 3/15/2005

- Fixed a bug where LazyMouse would sometimes beep when a menubar application was being displayed.

### **1.0.7** 3/13/2005

- Reduced the size of Lazymouse.
- Prepared LazyMouse for Mac OS X 10.4 Tiger

### **1.0.6** 6/20/2004

- LazyMouse will now turn itself off if it is moved from the preference panes folder. This should make it much easier to uninstall LazyMouse.

### **1.0.5** 6/12/2004

- Fixed a bug that appeared in version 1.0.4 that would cause the mouse to jump to a button in the toolbar if no default button was available.

#### **1.0.4** 6/12/2004

- Will now automatically snap to a "Yes" button if no default button and no "OK" button are available in a new dialog

#### **1.0.3** 6/6/2004

- Fixed a bug that caused some users to not be able to open the Universal Access Pane.
- Cleaned up some of the registration reminder code.
- Made some changes to the registration reminder window.

#### **1.0.2** 5/24/2004

- LazyMouse's registration nag window will no longer load if the mouse is being pressed. Some users encountered problems where LazyMouse would interrupt a drag to remind them to register.
- Added a German Localization, thank you mahakk.

#### **1.0.1** 5/8/2004

- Fixed a bug where LazyMouse would sometimes crash for some background-only applications.
- Added a Japanese Localization, thank you RedGecko.

**1.0** 5/1/2004

- Initial Release