LazyMouse 2.5

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 2.2 requires Mac OS X 10.5 Leoaprd or later to run.
It should work on any Macintosh that will support Mac OS X 10.5.

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.

Note for Tiger users:
LazyMouse version 2.1.9 is the last version that worked on Mac OS X 10.4 Tiger. If you're running Tiger, you can download version 2.1.9 from the lazymouse website.

Since there is no upgrade path for LazyMouse on Tiger, LazyMouse 2.1.9 will not ask you to register it if it's running on Tiger. It's free for you to use without registering for as long as you continue to run Tiger.
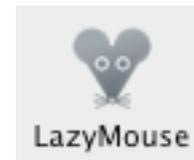
If you decide to upgrade to Mac OS X 10.5 or later, we highly recommend you upgrade to LazyMouse 2.2.

Installation:

To install LazyMouse:

• double-click the LazyMouse installer file. This will start the Installer application

• Follow the onscreen directions to complete your installation

• 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"**

☑ 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"**

(Try it Out...)

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**".

☐ 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"** instead

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

Snapping back:

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 position after the dialog is dismissed"**

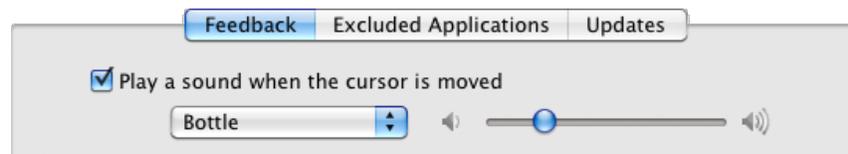☑ Return the cursor to its original position after the dialog is dismissed

Now, whenever a dialog appears and you dismiss it without moving the mouse, the cursor will snap back to the position where it had been 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.

• Click the tab labeled "**Feedback**"

• Select the checkbox labeled "**Play a sound when the cursor is moved**"

• You can also choose which sound will play and set the volume in this tab.

Seeing When LazyMouse is Working:

While a sound is nice, sometimes it's better to see what's happening. LazyMouse can show an animation when it moves the cursor. With the animation on, you will see a "ghost" cursor moving from where the cursor was to where it is now. While this cursor is moving, the real cursor is already at the default button, and you can click on the default button right away, even while you see the ghost cursor moving.
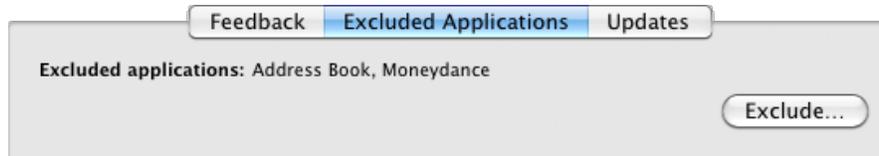
To turn on the animated cursor:

• Open the LazyMouse preference pane.

• Click the tab labeled "**Feedback**"

• Select the checkbox labeled "**Show an animation when the cursor is moved**"

This will cause the ghost cursor animation to appear whenever LazyMouse moves the cursor to a dialog's button.

If you would like to see the same kind of animation when LazyMouse snaps the cursor back, then you can also turn on the checkbox labeled "**Also show an animation when the cursor moves back to tis original position**"
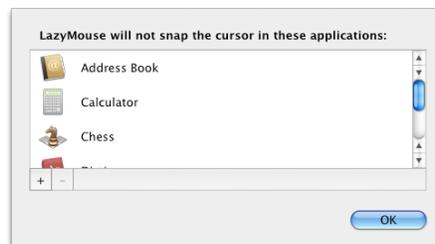
Disabling LazyMouse in One Application:

You may choose to have LazyMouse not work in certain applications for one reason or another. To do this, click the tab labeled "**Excluded Applications**",

then click the button labeled **"Exclude…"**

A sheet will appear that shows a list of applications that LazyMouse will ignore. To add an application to this list, click the add button (**+**).

Now choose one or more applications in the file picker dialog that appears and then click "Exclude".

When you are done adding applications to the list, click the **"OK"** button.

LazyMouse will not move the cursor whenever you are using any of the applications set in this list.

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.

Alternatively, you can simply control-click on the LazyMouse icon in the main System Preferences window and choose "**Remove LazyMouse Preference Pane**". There is a good chance in this case that you'll need to supply your administrator password.

If you are still having trouble after this, then please email 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	• Apple Works	• Thunderbird
• AOL	• Netscape	• Mozilla

While this list seems old, it is still an accurate list as of April 16, 2011. If you know of other commonly used applications that don't work with LazyMouse, please don't hesitate to <u>let us know</u>.

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.
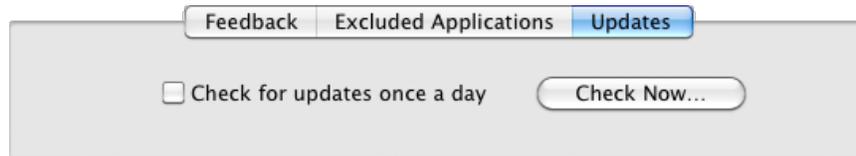
Enabled Buttons

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 inputing 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.

Checking for Updates

To find out if you have the latest version of LazyMouse:

• Open the LazyMouse preference pane.

• Click the tab labeled "**Updates**"

• Click the button labeled "**Check Now…**"

If there is a newer version of LazyMouse available for your computer, a dialog will appear offering to let you visit the LazyMouse web page and download the latest version at no charge.

Otherwise, you'll see another dialog telling you that your version is the latest.

LazyMouse can also be set to automatically check for updates once a day. To do this, simply select the checkbox labeled "**Check for updates once a day**"

Registering LazyMouse:

LazyMouse is shareware ([unless you're running it on Mac OS X 10.4 Tiger](#)), 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 also cannot turn on the cursor animations until you have registered LazyMouse.

You can purchase a registration code by clicking the reminder, by visiting http://www.old-jewel.com/register/lazymouse/, or from the LazyMouse preference pane.

- Open the LazyMouse preference pane.
- Click the button labeled **"Register…"**
- Click the button labeled **"Purchase License…"**
- 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:

2.5 4/16/2011

• Added an option to show an animation when the cursor moves to the default button or back.

• Some under-the-hood maintenance changes

• **2.2.5** 3/23/2011

• Fixed an error that prevented version 2.2.4 from working on PowerPC Macintoshes.

2.2.4 3/21/2011

• Fixed a bug in the registration system.

2.2.3 1/8/2011

• LazyMouse will no longer snap to a window's default button if the button is hidden

• LazyMouse is now a little more stringent when looking for a Cancel button

• LazyMouse is now installed via an installer package

2.2.2 11/21/2010

- added a check to prevent the cursor from being moved if the display has been put to sleep. This will prevent the cursor from jumping to the default button of the login window, thus reawakening the screen in some situations

- LazyMouse was forcing the new 2010 MacBook Pro to use its NVIDIA GeForce GT 330M graphics card all the time. This should be fixed.

- fixed snapping to the Replace button in the Finder's Copy window, which somehow broke some time around 10.6.5

- fixed a bug that could cause ignored applications to not be ignored

- several under-the-hood improvements

2.2.1 05/16/2010

• LazyMouse should not take quite so much time to turn on now.

• Eliminated the animation of the LazyMouse icon when opening the preference pane

• As of Mac OS X 10.6.3, Apple's Address Book app does not interact well with applications accessing accessibility. LazyMouse now automatically lists Address Book as an application to be ignored.

2.2 10/4/2009

• LazyMouse now requires Max OS X 10.5 or later to run.

• You can now choose which feedback sound will play when LazyMouse snaps the cursor, and you can set the feedback sound's volume.

• The registration reminder is slightly less obtrusive, but animated.

• rearranged the preference pane UI again and added a little animation on load.

• There was a bug that caused snap back to sometimes not occur (especially in the preference pane itself). This has been fixed.

• Many under-the-hood changes that were made possible with Mac OS X 10.5. Many more are on the way.

2.1.9 08/27/2009

• This is the last version of LazyMouse to work on Mac OS X 10.4 Tiger. All updates after this will require Mac OS X 10.5 or later.

• For this reason, this version is now free for users of Mac OS X 10.4 Tiger. It will not ask for or accept a registration code if you're running it on Mac OS X 10.4 Tiger. If you upgrade to 10.5 or later, it will again ask you to register.

2.1.8 08/17/2009

• There was a bug that kept LazyMouse from adding certain applications to its exclusion list. This has been fixed.

• There was a bug where the feedback sound could be played multiple times for the same mouse move. This has hopefully been fixed.

• Added daily version checking.

• Rearranged the preference pane's UI

2.1.7 07/09/2009

• LazyMouse will now check the installed version of Safari to make sure that the user is running a version compatible with LazyMouse (The latest Safari 4.0.2 works fine with LazyMouse)

2.1.6 5/19/2009

• LazyMouse now responds to the Empty Trash warning dialog that Finder displays if it can't delete a file in the trash.

2.1.5 5/3/2009

• LazyMouse now responds to the Copy dialog that Finder displays to verify overwriting a new file.

• Some under-the-hood changes to support this feature.

2.1.4 5/3/2009

• Fixed the "Send Feedback…" button in the preference pane so it wasn't so obtrusive

• Improved the feedback form so that a user's name will be sent along with a return email address. I like to know the names of my users.

• Got rid of some unnecessary logging to console

• Fixed a minor bug in the way LazyMouse checks its own version number.

2.1.3 4/16/2009

• There was a bug that would cause LazyMouse to continually try to connect to an application even if it was not responding to LazyMouse. This would eventually cause LazyMouse to use a large amount of processing power. This bug has hopefully been fixed.

• Added a feedback form window within the preference panel to make user feedback easier

• Changed the layout of the registration window to make registration more straightforward

2.1.2 4/10/2009

• LazyMouse was unnecessarily logging to the console. This has been fixed.

2.1.1 4/2/2009

• Fixed a problem with LazyMouse sometimes not recognizing an application launch. This would often cause LazyMouse to fail to work within applications launched after LazyMouse was started.

2.1 3/29/2009

• Added a button in the preference pane to let you turn off LazyMouse on a per-app basis.

• LazyMouse will no longer snap to the "Done" button in Safari search bars.

• Updated the Preference Pane's user interface.

• Some under-the-hood changes.

• LazyMouseBG now has an icon in the Login Items pane

2.0.4 2/20/2008

• LazyMouse no longer logs to the console unnecessarily.

• Improved the behavior of the register reminder window.

2.0.3 1/4/2008

• Thought there were no known issues before, LazyMouse is now fully tested under Mac OS X 10.5 Leopard

• Reduced idle-time CPU load to almost 0

• The register reminder will now disappear after 20 seconds.

• Cleaned up the look of the registration reminder window

• LazyMouse is now a little more forgiving about snapping back the cursor after a slight mouse move.

• Fixed some issues having to do with potential changes in the way Mac OS X handles onscreen graphics

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
• 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 prefer-ence 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