

Cherry Power Wheel Mouse

User's Manual





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1 General Advice


Cherry's continual developments ensure products that are fully optimised and as such reserve the right to make any technical alterations. The establishment of reliability together with the definition of technical performance are made according to Cherry's own requirements for meeting internationally recognised standards. Requirements outside of these can be reached through mutual co-operation. Improper usage, handling, storage and external influences could lead to disturbances and defects during use. We do not grant or warrant any alterations to our product by the user in any capacity and do not accept any liability for unauthorized modifications. All repairs must be made by Cherry or an officially appointed organisation or persons. To avoid danger of explosion, the optional lithium battery may only be exchanged by an expert. Possible compensation claims against Cherry or it's nominated officers whatever the legal justification including physical or stress related injuries are not possible with the exception of negligence on our behalf, and governing Product Liability Law.

These notices & operating instructions only apply to the accompanying products. Further details of this can be obtained from your local Cherry dealer or directly from Cherry GmbH.

2 Overview of the Cherry Power Wheel Mouse software

The functions of your **Cherry Power Wheel Mouse** can be configured in the dialog box **Mouse Properties**. This allows you to customize your mouse to your individual requirements and supports you with numerous functions that surpass those of a standard mouse.

To open the Mouse Properties dialog box

- 1 In the task bar, double-click on the symbol  .
The dialog box **Mouse Properties** is opened.
- OR -
Select **Start | Settings | Control Panel**.
- 2 Double-click on the symbol **Mouse**.
The dialog box **Mouse Properties** is opened.

3 Tabs


3.1 Buttons (tab)

In the tab **Buttons** you can make the following settings:

- You can assign functions to the mouse buttons 2, 3, 4 and 5. You select the functions from the drop-down lists located alongside the buttons. As the primary button, the left button cannot be individually assigned a function. An overview of the meaning of the individual functions is given in the following list.
- You can set the time period that can elapse between two clicks in order to carry out a function with a double-click. The closer the slider stands to the value **Fast**, the faster you must double-click to carry out the function.
- You can set whether you want to use the mouse in the right- or left-handed mode. the option **Right-handed** is the default.

To assign a function to a button

The primary button (button 1) cannot be individually assigned a function.

- 1 Click on the arrow  next to the list from which you wish to select a function for a button.
The list is opened.
- 2 Click on the function that you wish to assign to the button.
The selected function appears in the input field of the list.
- 3 Click on the button **Adopt**.
- OR -

Click on the button **OK**.

The new configuration is saved.

To set the double-click speed

- 1 Position the mouse pointer on the slider in the group **Double-click speed**.
- 2 Press the left mouse button and pull the slider to the desired position.
- 3 Click on the button **Adopt**.

- OR -

Click on the button **OK**.

The new configuration is saved.

To configure the mouse for a left-hander

- 1 In the groupe Button combination, activate the button **Left-hand mode**.
- 2 Click on the button **Adopt**.

- OR -

Click on the button **OK**.

The new configuration is saved.

3.2 Pointers (tab)

In the tab **Pointers**, you can change the display of the mouse pointer. This enables you to assign an individual appearance to the different functions of the mouse pointer.

To change the display of the pointer

- 1 Mark the function of the mouse pointer that you wish to change in the list.
- 2 Click on the button **Search**.
The dialog box **Search** is opened.
- 3 Choose the mouse pointer that you wish to use for the selected function.
- 4 Click on the button **OK**.

The tab **Pointers** moves into the fore-

ground. The chosen mouse pointer appears in the list under the selected function.

5 Click on the button **Adopt**.

- OR -

Click on the button **OK**.

The new configuration is saved.

3.3 Motion (tab)

In the tab **Motion** you can make the following settings:

- You can set the speed at which the pointer travels across the screen.
- You can determine that the cursor automatically jumps to the standard button in each new dialog box. Usually, this is the button **OK**.
- You can set that the position of the pointer can be located. When you press the **Ctrl** key, a circle blinks around the pointer.

To set the pointer speed

- 1 Position the mouse pointer on the slider in the group **Pointer speed**.
- 2 Press the left mouse button and pull the slider to the desired position.
- 3 Click on the button **Adopt**.

- OR -

Click on the button **OK**.

The new configuration is saved.

To direct the pointer to the standard button

- 1 In the group **Direct to button**, select the control box **Move cursor automatically to standard button**.
- 2 Click on the button **Adopt**.

- OR -

Click on the button **OK**.

The new configuration is saved.

To set the locating of the pointer

- 1 In the group **Locating**, activate the control box **On pressing CTRL, show pointer position**.
- 2 Click on the button **Adopt**.

- OR -

Click on the box **OK**.

The new configuration is saved.

3.4 Settings (tab)

In the tab **Settings** you can make the following settings:

- You can compile an individual NetJump menu. In this menu, symbols are grouped that assist you in the operation of an Internet browser. In the tab **Buttons** you can determine which mouse button activates the NetJump menu by assigning the NetJump menu to a button.
- You can compile an individual LuckyJump menu. In this menu, symbols are grouped that assist you in the operation of **Microsoft Windows**. In the tab **Buttons** you can determine which mouse button activates the LuckyJump menu by assigning the LuckyJump menu to a button.
- You can set the functions of the mouse wheel. In this way, you can reverse the roll direction of the wheel, determine how many lines a scroll unit should scroll, or determine that each scroll unit should jump over an entire page.

To compile a NetJump menu

- 1 In the list **List of commands**, select the command that you wish to add to the Net-Jump menu.
- 2 In the group **NetJump**, click on the location where the selected command is to be added.

The symbol of the selected command is inserted at the chosen position.

- 3 Repeat steps 1-2 for each command that you wish to add to the NetJump menu.
- 4 Click on the button **Adopt**.

- OR -

Click on the button **OK**.

The NetJump menu is saved.

To perform a NetJump command

Precondition: In order to be able to perform a NetJump command, the function **NetJump** must be assigned to a mouse button in the tab **Buttons**.

- 1 Press the mouse button to which you have assigned the NetJump menu.
The NetJump menu appears on the screen.
- 2 Click on the symbol with which you wish to carry out a command.
The desired command is carried out.

To compile a LuckyJump menu

- 1 In the list **List of commands**, select the command that you wish to add to the Lucky-Jump menu.
- 2 In the group **LuckyJump**, click on the position where the selected command is to be added.

The symbol of the selected command is inserted at the chosen position.

- 3 Repeat steps 1-2 for each command that you wish to add to the LuckyJump menu.
- 4 Click on the button **Adopt**.

- OR -

Click on the button **OK**.

The LuckyJump menu is saved.

To perform a LuckyJump command

Precondition: In order to be able to perform a LuckyJump command, the function **Lucky-Jump** must be assigned to a mouse button in the tab **Buttons**.

- 1 Press the mouse button to which you have assigned the LuckyJump menu.
The LuckyJump menu appears on the screen.
- 2 Click on the symbol with which you wish to carry out a command.
The desired command is carried out.

To change the roll direction of the wheel

- 1 In the group **Wheel**, activate the control box **Reverse roll direction**.
 - 2 Click on the button **Adopt**.
- OR -
- Click on the button **OK**.
- The new configuration is saved.

To set that each wheel turn scrolls x lines

- 1 In the group **Wheel**, activate the control box **Scrolling**.
 - 2 In the spin box **Lines at a time**, enter the number of lines that are to be scrolled when the mouse wheel is turned once.
 - 3 Click on the button **Adopt**.
- OR -

Click on the button **OK**.

The configuration is saved.

So set that a page is scrolled per wheel turn

- 1 In the group **Wheel**, activate the control box **Scroll one page per scroll unit**.
- 2 Click on the button **Adopt**.

- OR -

Click on the button **OK**.

The configuration is saved.

4 Cleaning the mouse

To clean the mouse



In order for the mouse to function without error, you must clean it regularly.

- 1 Switch off the PC.
- 2 Turn the casing cover of the mouse to the left until the cover unlocks. Take off the casing cover.
- 3 Take off the casing cover.
- 4 Take out the trackball.
- 5 Wash the trackball with a warm soap solution and wipe it dry.
- 6 Clean the rollers in the casing with a cotton swab and alcohol.
- 7 Replace the trackball.
- 8 Attach the casing cover.
- 9 Turn the cover to the right until it locks.