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Subject: Re: Coyote as Mac User

Posted by [james-a-roo](#) on Sun, 02 Nov 2008 15:14:40 GMT

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Just go get an Apple wireless (bluetooth) mighty mouse!

normal 3 button action

scroll wheel which does both vertical and horizontal scrolling

side buttons as well.

i'm not sure what people do without one of these. it's the best mouse i've used, thought it's middle click is a little touchy.

When i was using ubuntu on my mac, it had 3 button mouse/track pad (could select and paste with the pad), which was really nice. seems exclusive with the 2 fingered scrolling in mac, however. i wish there were more options for configuring the mouse pad in mac.

i would guess that people who dont have a 3 button mouse for mac wont use the features anyway, cause they just arent in the habit. You know the reason that (i've heard) why apple dosent come with 3 buttons is because it was too confusing for tech support to describe the function of it while trouble shooting!!

On Nov 1, 8:52 pm, "M. Katz" <MKatz...@yahoo.com> wrote:

>> I have a question for Mac users. What in the world to you

>> do for a three-button mouse!? I can zoom in, but I sure

>> as heck can't figure out how to zoom out. :-(

>

>> Do I need to re-write all my code for a one-button mouse?

>

> If you're setting up your own environment, you can customize the three-button mouse control to your heart's content.

>

> Step 1, just plug in a 3 button USB mouse. I like Macally brand, but

> I've used lots of different mice. In normal Mac applications, you'll

> find that the 3-button & scroll wheel paradigm is fully implemented.

> There's often a control-left-click, or option-left-click workaround

> for many button variations.

>

> Step 2, since IDL on Mac uses OS X, it's not running as a native Mac

> app, so there are some differences. For example, you should be able to

> cut and paste using the mouse selection and the middle button, just

> like on X Windows. You might have to adjust the X11 > Preferences...

> where there's an option to "Emulate three button mouse."

>

> Step 3, some mouse manufacturers make a System Preferences Pane (like

> a Control Panel), that gives you even more control. See if you can  
> install the correct driver from the company's website. (I would say  
> that a majority of Mac peripherals don't need any kind of driver to be  
> installed by the user.) Look for the Preference Pane in the System  
> Preferences app. You may be able to instruct the mouse to have  
> specific mouse-button control behaviors in specific applications. That  
> is, you can tell it that in X11, for example, middle-button clicking  
> causes an option-click to be generated.  
>  
> Between these three steps you should be able to do any kind of mouse  
> control in IDL that you need.  
>  
> In writing code for other people, I figured I could just implement the  
> full 3-button control scheme. Then I learned that some people, even on  
> Windows, use really odd mice, and have mouse preferences that are much  
> different than mine. I've decided to implement at least two ways of  
> doing each of the mouse-based tasks that access the scroll-wheel, or  
> the middle or right buttons.  
>  
> M.

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