

Mouse Support

The Norton Editor can be used with the Microsoft mouse, the Mouse Systems two- or three-button optical mouse, or any other compatible mouse. (To use a mouse with the Editor, you must first activate the mouse device driver software which comes with your mouse.)

Using a mouse, you can quickly and easily:

- Move the cursor around on the screen
- Scroll lines up or down
- Page up or down a full screen at a time
- Jump to top or bottom of the file
- Jump to a relative position in the file
- Set block markers
- Switch between files in split-screen mode

The Norton Editor *ignores movements of the mouse* until the mouse is activated by pressing the left mouse button.

Once the mouse is active, the Editor switches to its standard reverse-video "mouse cursor," which replaces the ordinary editing cursor. Since the mouse cursor is *always* a reverse video block, you may want to use another cursor option for the regular editing cursor, making it easy to identify the difference.

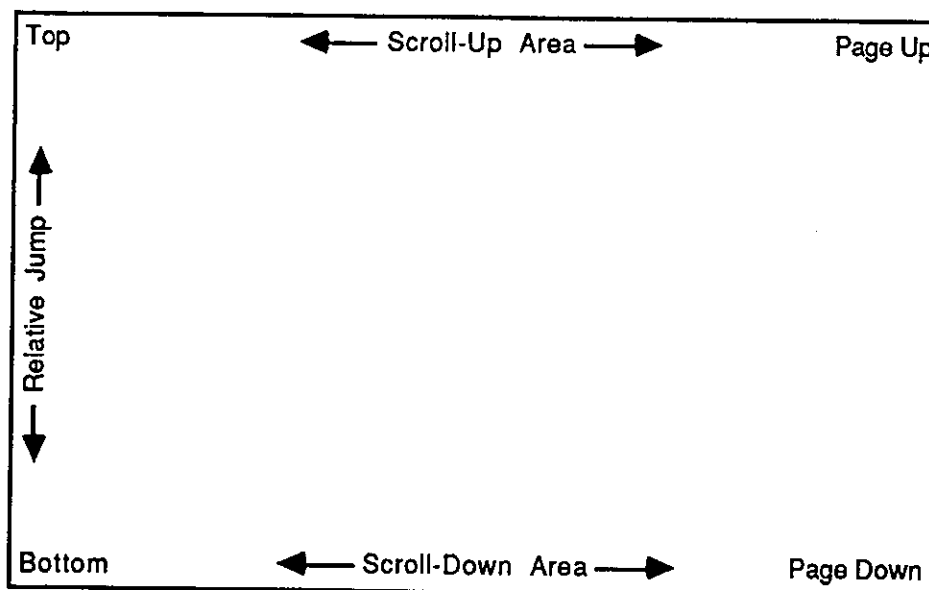
When the mouse is active, moving the mouse moves the mouse cursor on the screen. Once the mouse is in use, it remains active until either you press any key on the keyboard, or you click the left mouse button, at which time the editing cursor moves to the position of the mouse cursor.

The mouse can be used to move the cursor location within the present display screen or to scroll to other parts of the edit buffer.

Mouse Scroll Areas

Certain areas of the edge of the screen act as scroll areas for scrolling to other parts of the edit data. Moving the mouse cursor to any of the scroll areas and pressing the right mouse button starts scrolling. To avoid reducing the working portion of the screen, the scroll areas are not explicitly shown on the screen, but it is easy to learn where they are and how to use them.

There are five scroll areas. This simplified diagram shows their location:



Scroll-up Area

The middle portion of the top line on the screen (columns 16-66) is used to scroll upward, line by line.

Scroll-down Area

The middle portion of the bottom line on the screen (columns 16-66) is used to scroll downward, line by line.

Page-up Area

The upper-right corner of a screen is used to page up a full screen load.

Page-down Area

The lower-right corner of a screen is used to page down a full screen load.

Relative Jump Area

The left edge of the screen (column 1) is used to jump to relative locations in the file. The top left corner jumps to the beginning of the file, and the bottom left jumps to the end of the file. Lines in between jump a proportionate distance within the file.

The scroll areas of the screen are carefully designed so that you do not have to be overly careful in positioning the mouse cursor while scrolling.

When you have two editing windows active, each window has a corresponding set of scroll areas.

Here is additional information on using the mouse:

Scrolling Up or Down

The middle portion of the top and bottom lines of the screen are used to scroll the text file up or down. If the right-hand mouse button is depressed while the mouse cursor is in either of these scroll areas, the text scrolls as long as the button is depressed. The Norton Editor is so fast that this scrolling action is slowed down by a timing loop to avoid scrolling the screen at a dizzying pace.

Note that unlike the other scroll areas, as soon as you drag the mouse cursor into the scroll up or scroll down area with the right-hand button depressed, the screen starts scrolling, and continues scrolling until you release the button. With all the other scroll areas, you must click the right-hand mouse button *after* placing the cursor in the scroll bar.

Paging Up and Down

The upper-right corner and lower-right corner of a screen window act just like the PgUp and PgDn keys. Place the mouse cursor in either spot, click the right-hand mouse button, and the screen pages up or down one screen load.

***Relative
Position***

Column 1 along the left edge of the window is a relative position scroll area. When the right button is clicked in this area, the screen jumps to a proportional location within the file.

Clicking the right button while the mouse cursor is in the upper-left corner of the window moves the cursor to the beginning of the file. Likewise, a click of the right-hand mouse button while the mouse cursor is at the bottom-left corner moves to the end of the file. The middle of the relative position scroll area corresponds to the middle of the file, and so forth.

***Switching
Windows with
the Mouse***

If the mouse cursor is active, but you are *not* holding the right-hand button down, you can switch between windows by merely moving the mouse cursor to the desired window. However, the status line is not updated until the mouse is deactivated by clicking the left button or pressing any key.

***Setting Block
Markers***

If you have a three-button mouse, you can use the middle mouse button to set block markers exactly like the keyboard F4 S command. Clicking the middle button sets a block marker at the mouse cursor position. Another click of the middle button, at another location, completes marking the block. If you make a mistake in marking a block, a third click at a new location will remove the first two block markers and insert a new one. All other commands involving blocks (copy, move, delete, etc.) must be invoked with keyboard keys.

Miscellany

The mouse cursor can move to any location on the screen, even though the Editor only allows its cursor to move where there is text. For example, if the mouse cursor is placed somewhere beyond the end of a line and then you return to the keyboard, the Editor cursor automatically jumps to the end of the line.

The Norton Editor's mouse support gets its mouse information following the conventions of the Microsoft mouse driver. Any mouse following this convention, including the Mouse Systems mouse driver, should work successfully with the Norton Editor. See your mouse manual for details on how to install your mouse hardware and software.