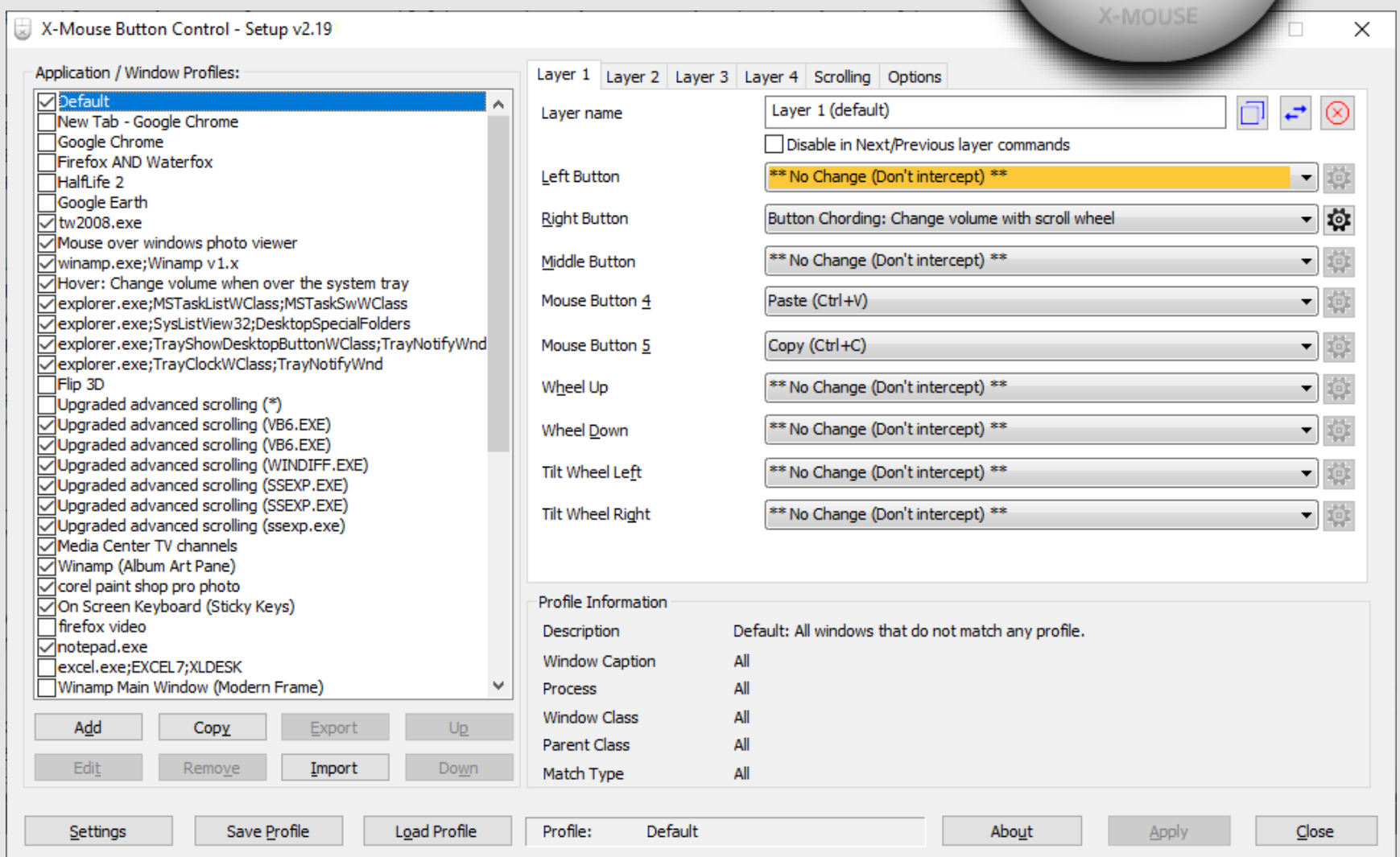


X-Mouse Button Control

User Guide

X-Mouse Button Control is a Windows application for remapping your mouse buttons. It is not a driver for pointing devices, but rather works in conjunction with the installed drivers. XMBC supports binding mouse buttons for an individual process and also allows you to bind to specific window elements. XMBC is not only for button mapping, various navigation customizations are available; tuning the pointer and scroll wheel to your needs.

To access the setup window, double-click the **XMBC icon** in the notification area or run the program from the start menu. The tray icon may be automatically hidden on Windows 7 or later, drag the XMBC icon from the hidden section over to the area next to the clock and it will show permanently.



Highresolution Enterprises



[Download X-Mouse Button Control](#)

[X-Mouse Button Control @ Highrez Forums](#)

[Frequently Asked Questions](#)

X-Mouse Button Control Author: [Phillip Gibbons](#)

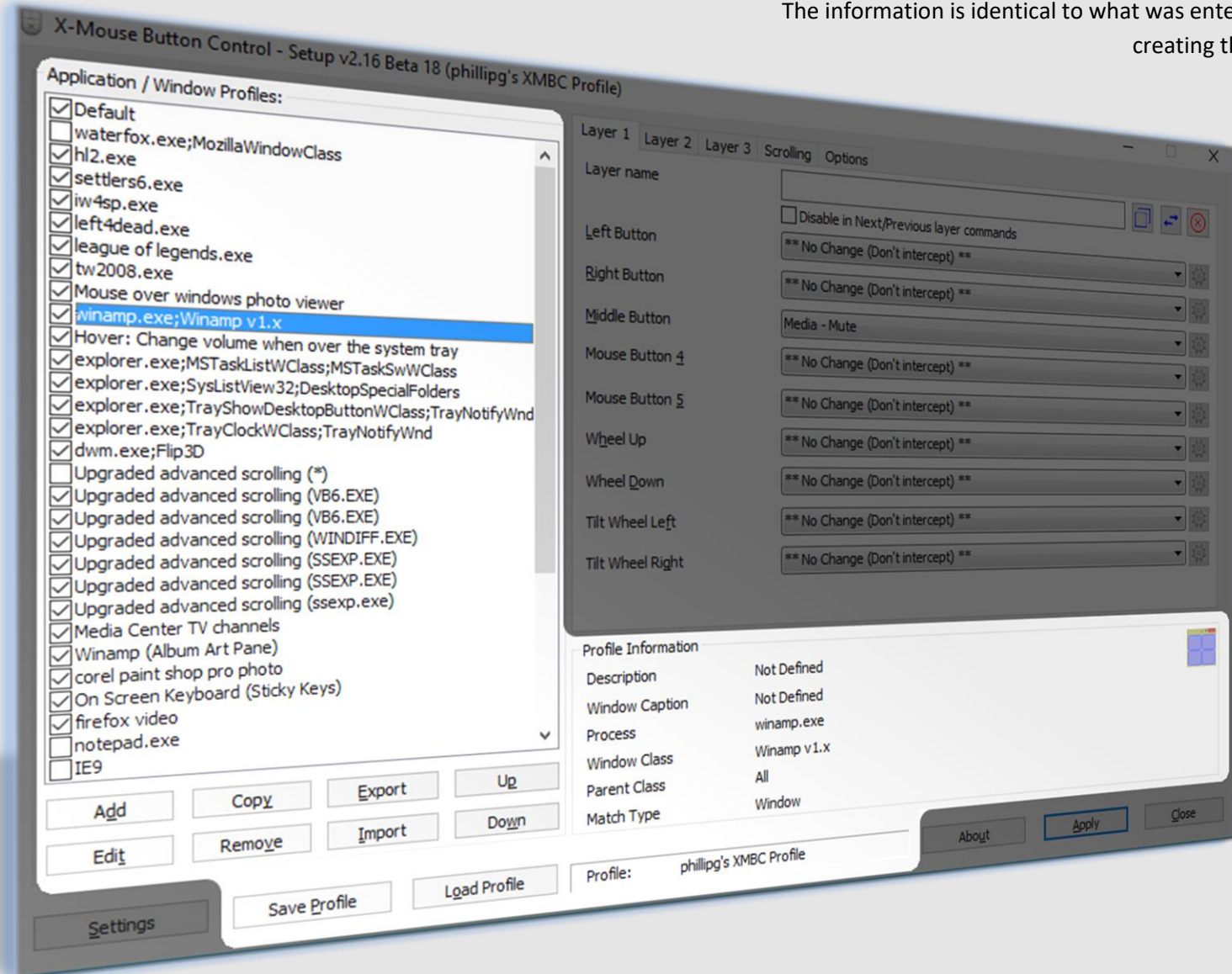
X-Mouse Button Control User Guide: [MainTrane & Phillip Gibbons](#)

Profile List and Information

Configure applications to suit your individual needs

The Application/Window Profiles list contains all of the profiles you have created and assigned to various applications or windows. From here you can quickly activate or deactivate profiles using the check box to the left of the profile name, rename profiles, create new profiles, copy an existing profile, edit the selected profile, import and export profiles or remove an unnecessary profile. Profiles can be edited, copied or removed via their respective buttons or from the right-click context menu. If a profile's text is RED, then it is the active profile, in other words it currently has keyboard/mouse focus for sending commands.

The Profile Information box displays how XMBC identifies the selected process or window. The information is identical to what was entered when creating the profile.



Importing and Exporting an Application/Window Profile

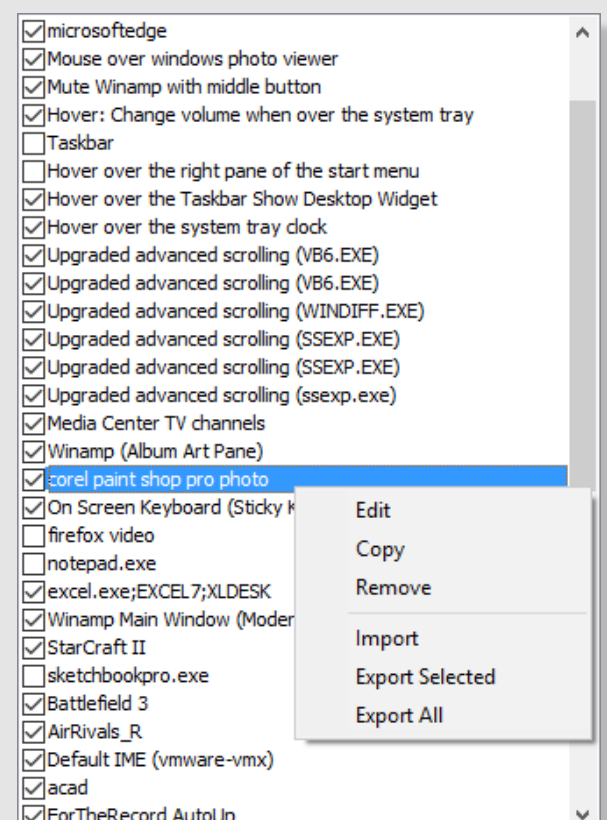
The X-Mouse Button Control registered file type, xmbcs, is used to save exported profiles.

By default, profiles are saved to the current user's %APPDATA% directory under 'Highresolution Enterprises'. Save exported profiles wherever is suitable; the new save location will be remembered.

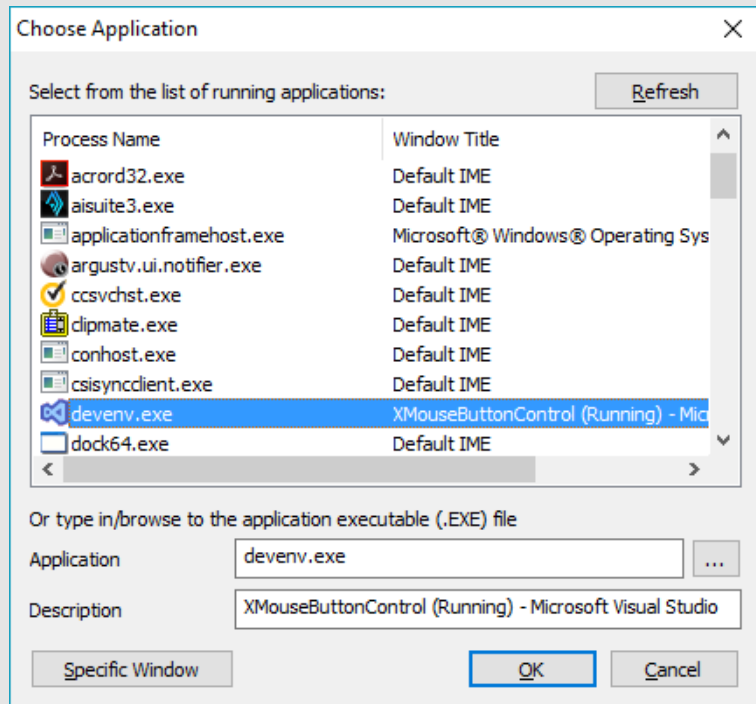
A batch export is also available for easily backing up the settings of every single profile in a single .xmbcs file.

An exported file may be opened (double-clicked) to import the contained profiles into XMBC. If there is a conflict with a current profile you will be prompted to overwrite the existing one, discard the inserting entry or cancel the entire import process.

You can also load and save whole profiles using the Save Profile and Load Profile buttons. This includes ALL XMBC settings and application profiles.



Creating an Application and/or Window Profile



Adding a Process Profile

Pressing the Add or Copy buttons will bring up a dialog box listing all currently running applications.


Choose from the list of running applications, browse for an application EXE file, manually enter a process name, or opt to use a specific window.

The description field is used to give a profile a custom display name in the profile list.

NOTE: You can specify multiple processes by separating them with two pipe characters '|' in the application text field.

Adding an advanced Window Specific profile

The advanced 'Find Window' allows you to create advanced profiles that can be triggered when the mouse cursor is over a specific control or sub-window, based on their internal Windows classes rather than the whole application.

You can drag the window finder  to the required window in order to select the desired window and populate the process and class fields automatically. You can also do this simply by hovering the mouse over the target window if you first tick the 'Hover' option. This allows you to select windows that are only visible while the target application has focus or that are only shown as a result of clicking a button (for example, a dropdown list). By turning on CAPS lock, the hover detection will be disabled and the process and class names 'locked in'.

For more information on Window Classes, see the Microsoft MSDN article [About Window Classes](#)

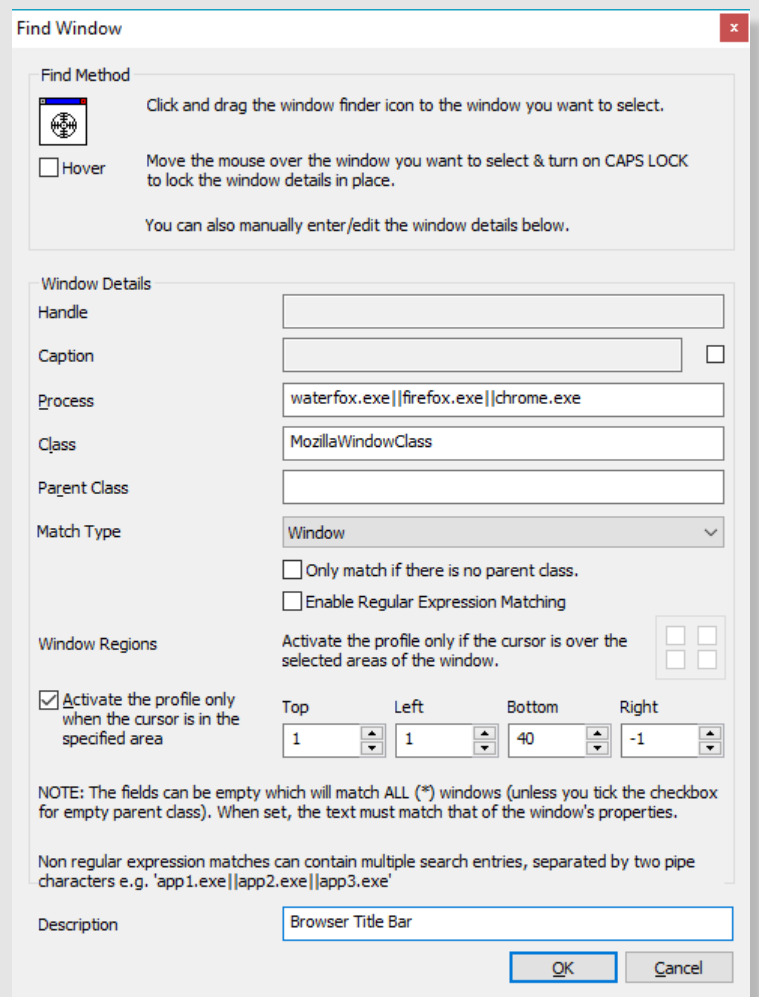
The 'Only match if there is no parent class' option will force the profile to match, only when the parent class is empty/undefined, for example, a top-level window that has no parent.

You can also enable regular expression text matching of the window caption or class names. [Regular expressions](#) allow a much more complex search to be performed, including wildcards, grouping or Boolean logic. However, this advanced search comes at the cost of using more resources and CPU time, so use this option sparingly.

NOTE: When not using regular expressions, you can still specify multiple processes or classes by separating them with two pipe characters '|'|.

You can use the '**Window Regions**' options to restrict the profile to individual quadrants of the window, for example, when the cursor is over the top left of a window, check the top left check box and leave the other three checkboxes unchecked.

Alternatively, you can use '**Activate the profile only...**' option to specify a custom rectangular region to restrict the profile activation to a specific sub rectangle of the specified window. For example, to create a profile that is only enabled when the mouse is over the application's title bar.



Multi-Layered Button Mapping

Providing up to 10 layers of button mapping for every profile

The list of **Mapping Commands**, available on each of the 9 controls. The list of commands is subject to change with each version of XMBC. By default, similar actions are grouped together. You can choose to sort the action list alphabetically in the general settings tab. NOTE: Some items are only available on specific operating systems.

You can re-configure up to 9 mouse controls (Left Button, Right Button, Middle/Wheel Button, XButton1 (Button 4), XButton2 (Button 5), Wheel Up, Wheel Down, Tilt Wheel Left and Tilt Wheel Right) on each and any of the layers.

The **orange highlight** indicates XMBC is currently receiving a standard Windows message from that button/control, in other words you are currently manipulating it. If no highlight is seen when manipulating a control, then its current message/button is not compatible with X-Mouse Button Control.

The three buttons in the upper right corner can be used to copy the layer (to another profile or layer), swap the layer with another in this profile or revert/reset all controls on the current layer to default.

The gear/cog buttons next to each mouse button drop-down allow you to configure the selected action for any action that can be configured (e.g. Simulated keystrokes, Button chording etc.)

Up to ten 'layer' tabs are available. By default, only two layers are enabled/displayed. You can change this to any number between 1 and 10 using the "Number of layers" option in the general settings tab. To save screen space, if you have more than 5 layers, only the first tab includes the "Layer" text. Other layer tabs are indicated by number only.

Any layer (other than Layer 1) can be disabled completely for the selected profile by ticking the 'Disable' checkbox. When a layer is disabled, anything setup on the layer will be ignored and the actions from layer 1 (in the current profile) will be performed.

An enabled layer can be excluded from the next/previous layer commands (global hotkey or simulated keystrokes command). In this case, the layer will be skipped over when cycling through the next/previous layers.

Each layer can be given a custom name on each and every profile. This name will be displayed in a balloon notification when switching layers (notification is optional).

When you configure a layer other than layer 1, you can also instruct XMBC to automatically transition (switch) to another layer (or revert to the previous layer) after a configurable time period.

NOTE: Some of the actions listed to the right are operating system specific.

NOTE: Only operating systems after Windows XP support standard tilt wheel messages. Tilt Wheel Left & Tilt Wheel Right options will therefore not be available on Windows XP or earlier operating systems.

** No Change (Don't intercept) **
 ** Same As Default Profile **
 Simulated Keys
 Button Chording
 Button Held

Activate Monitor Power Saving
 Activate Screensaver
 ALT-TAB
 Back
 Brightness Down
 Brightness Up
 Browser Favourites
 Browser Refresh
 Browser Stop
 Change Movement to Scroll
 Change Movement to Scroll (Lock Axis)
 Change Movement to Scroll (Sticky Lock Axis)
 Change Movement to Scroll (Sticky)
 Change Movement to Scroll Inverted
 Change Movement to Scroll Inverted (Lock Axis)
 Change Movement to Scroll Inverted (Sticky Lock Axis)
 Change Movement to Scroll Inverted (Sticky)
 Charms Bar (WIN+C)
 Click Button 4
 Click Button 5
 Close (Alt+F4)
 Copy (Ctrl+C)
 Cut (Ctrl+X)
 Cycle mouse cursor speed
 Disable
 Double Click
 Double Click Drag
 Drag to Move Window
 Drag to Size Window
 Enter
 Escape
 Flip 3D / Task View
 Forward
 Launch EMail
 Layer (Next)
 Layer (Previous)
 Layer 1-10
 Left Click
 Lock Workstation
 Magnifier Toggle On/Off
 Magnifier Zoom In
 Magnifier Zoom Out
 Maximize Window
 Media - Last Track
 Media - Mute
 Media - Next Track
 Media - Play/Pause
 Media - Stop
 Media - Volume Down
 Media - Volume Up
 Middle Click
 Minimize Window
 Mouse Wheel Up/Down
 Mouse Wheel Tilt Left/Right
 New
 Next Window
 Open
 Open Control Panel
 Open Emoji Keyboard
 Open Explorer
 Open Explorer at My Computer
 Open Explorer at My Documents
 Open Explorer at Network Favourites
 Open Explorer at specified folder
 Open Help
 Open RUN Command
 Open Search
 Open Web Browser
 Paste (Ctrl+V)
 PC Settings (WIN+I)
 Previous Window
 Print Active Window
 Print Screen
 Redo (Ctrl+Y)
 Restore Window
 Reveal Desktop
 Right Click
 Run Application
 Scroll Window Up/Down/Left/Right
 Search Apps (WIN+W)
 Search Charm (WIN+Q) / Cortana
 Search Files (WIN+F)
 Slow down mouse cursor (while pressed)
 Slow down mouse cursor (sticky)
 Show/Hide Desktop
 Snap Modern UI Left
 Snap Modern UI Right
 Snap Window Up/Down/Left/Right
 Sticky Button
 System Menu (WIN+X)
 Undo (Ctrl+Z)
 Virtual Desktop: Close
 Virtual Desktop: New
 Virtual Desktop: Switch Left
 Virtual Desktop: Switch Right
 Web Search Selected Text

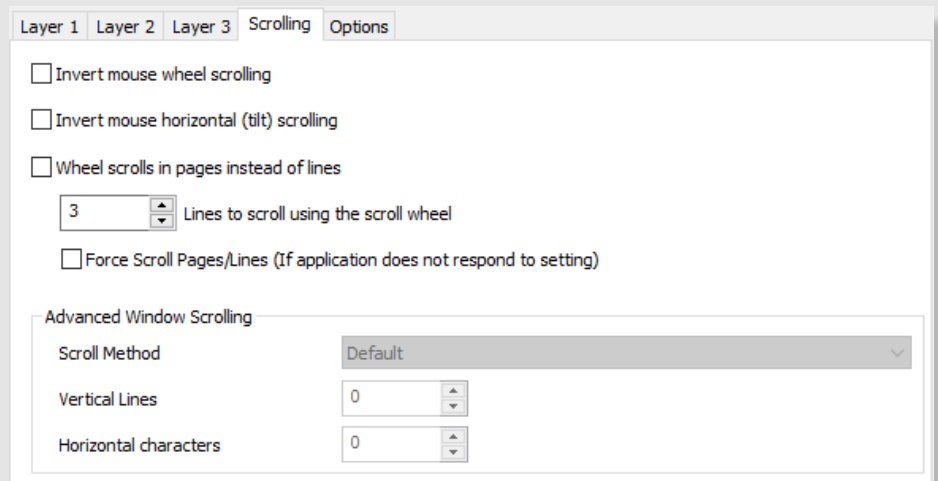
Per-Profile Based Scrolling

The scrolling tab, provides advanced pointer & scroll wheel adjustments on a per-profile basis

NOTE: Prior to XMBC 2.15, the Scrolling and Options tabs were combined in a single 'Scrolling & Navigation' tab.

Scrolling

- **Inverting mouse wheel scrolling** – Inverts (reverses) the vertical scroll (wheel) direction.
- **Invert mouse horizontal scrolling** – Inverts (reverses) the horizontal scroll (tilt) direction
- **Wheel scrolls in pages instead of lines** – Makes the scroll wheel scroll one page at a time instead of line by line.
- **Lines to scroll using the scroll wheel** – Allows you to configure how many lines are scrolled when using the scroll wheel.
- **Force Scroll Pages/Lines...** – Can be used if the application does not correctly respond to the two settings above. Note that this setting can cause adverse side effects in some Windows applications, so only use it if you have to.

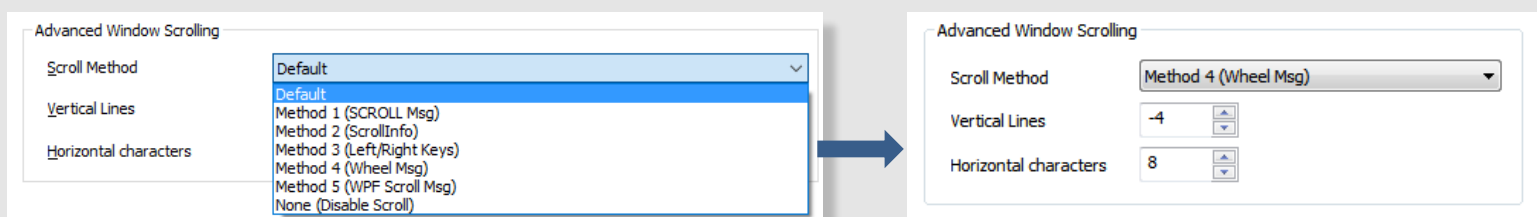


Advanced Window Scrolling

The advanced window scrolling settings allow you to scroll windows that do not usually respond to the scroll wheel, such as old Windows applications. There are currently 5 methods from which to choose (as well as the default and disabled options). Usually you would only use these settings for a specific window profile, for those windows that do not behave as expected when using the scroll wheel, rather than an application profile.

- Default passes through the original uninterrupted message sent by the mouse' driver.
- 1. **Scroll Message** – Send WM_HSCROLL or WM_VSCROLL directly to the window under the mouse. (works with some windows)
- 2. **Scroll Info** – Use the Win32 SetScrollInfo API to set the scroll position of a window... (rarely works, but gives great results when it does)
- 3. **Left/Right Keys** – Sends left & right arrow keys (only applies to horizontal scrolling)
- 4. **Wheel Message** – Send WM_MOUSEWHEEL or WM_MOUSEHWHEEL message to the window (most recognizable/reliable)
- 5. **WPF Scroll Message** – Send a special scroll message, for use with newer applications built using the Windows Presentation Foundation.
- None (Disable Scroll) blocks the original message and doesn't inject anything other messages, thus disabling the scroll wheel.

NOTE: You can reverse scrolling by choose a negative increment in the **Vertical Lines** or **Horizontal Characters** fields.



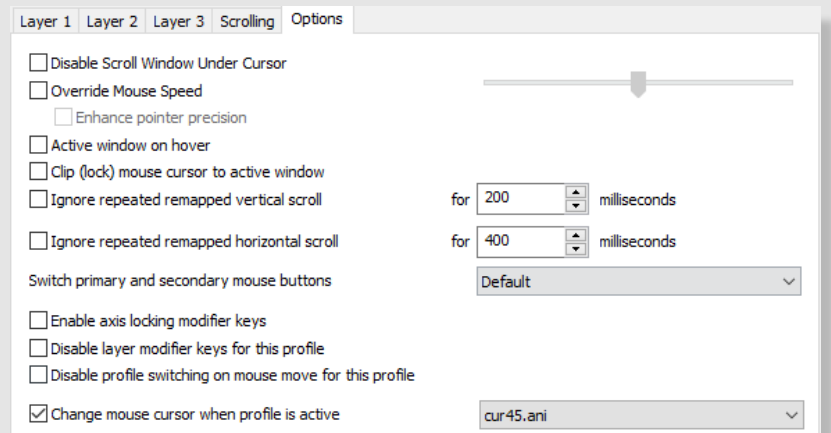
NOTE: When any of the first three methods fails to register for an application XMBC invokes the 'Default' scrolling method and applies the vertical lines or horizontal characters scrolling increments, 'Method 3' will resort to 'Method 1' for vertical scrolls prior to invoking 'Default'. This way scrolling will not cease if one of these methods isn't recognized by the window.

Per-Profile Based Options

The options tab, provides advanced options that only apply when the selected profile is active.

Options

- **Disable Scroll Window Under Cursor** – Overrides the global setting 'Make scroll window scroll window under cursor'.
- **Override Mouse Speed**⁺ – Allows you to set the mouse cursor speed to use when this profile is active.
- **Enhance Pointer Precision**⁺ – Allows you to override the Windows setting on a per-profile basis. This setting tells Windows to adjust the sensitivity of the mouse pointer based on how quickly you are moving the mouse.
- **Activate window on hover** – Brings the window to the foreground when the mouse hovers over it.
- **Clip (lock) mouse cursor to active window** – Allows you to prevent the cursor from moving outside the current active window.
- **Ignore Repeated remapped ... scroll** – The mouse wheel scroll or tilt does not behave like a normal button that sends both a discrete down and an up message. Instead, it sends one or more single scroll message. When remapping horizontal or vertical scroll to an action that expects to work with down and up messages (like simulated keystrokes) you may find that the mapped action repeats. You can prevent this repeat by enabling this option and adjusting the time to suit your scenario/device.
- **Switch Primary and Secondary mouse buttons** – Allows you to swap left and right buttons on a per-profile basis.
- **Enable axis locking modifier keys** – Allows you to enable or disable the axis locking hotkeys (you must enable the global hotkeys or layer modifier keys for Axis Locking for this option to have any effect. Axis locking prevents pointer movement along either the X or Y axis.
- **Disable layer modifier keys for this profile** – When layer modifier keys are enabled (globally) this option allows you to disable the layer modifier keys while this profile is active.
- **Disable profile switching on mouse move for this profile** – Override the global 'Enable profile switching on mouse move' advanced setting for this profile, so the profile will stick until you physically select (activate) another application no matter where your mouse cursor wanders.
- **Change mouse cursor when profile is active** – Allow you to specify a mouse pointer to use while the profile is active. You can add your own cursor files (*.cur) and animated cursors (*.ani) to the dropdown list by dropping the files into the XMBC settings folder.



(+) These options are only available if XMBC is allowed to change the cursor speed (see Global Settings - Pointer).

Button Chording Button Mapping

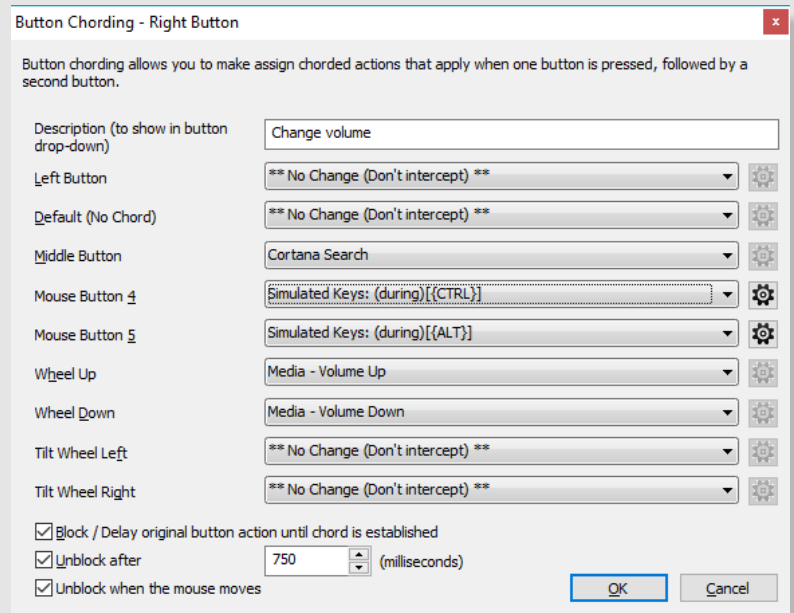
The ability to combine mouse buttons to perform different tasks

Button Chording allows you to combine button presses to perform different actions. This technique is often known as chording, much like playing a chord on a musical instrument. It can also be referred to as shifting, like when you press shift and a key on the keyboard.

When you select **Button Chording** for a particular button, the Button Chording window will be displayed. This screen allows you to select the chord action for each button and also the default (no chord) action for the original button (for when you don't press any other buttons before releasing the defined button).

Choose actions that other buttons should apply while the initial chord button is held down.

For example, you can make the scroll wheel change the volume when chorded with the right mouse button!



You can choose to block the original button action until a chord is performed or to allow the original button to pass through.

When blocked, the '**Default (No Chord)**' action will apply once you release the button. You can modify this behavior further using the '**Unblock after**' and '**Unblock when the cursor moves**' options.

- **Unblock after** – The chord will be 'released' automatically after the time period (in milliseconds) after the chord button is initially pressed.
- **Unblock when the cursor moves** – The chord will be released automatically if the mouse moves by 4 pixels in any direction. This is useful to allow drag and drop functionality to operate as normal when chording on the right mouse button.

Button Held (Time Dependent Actions)

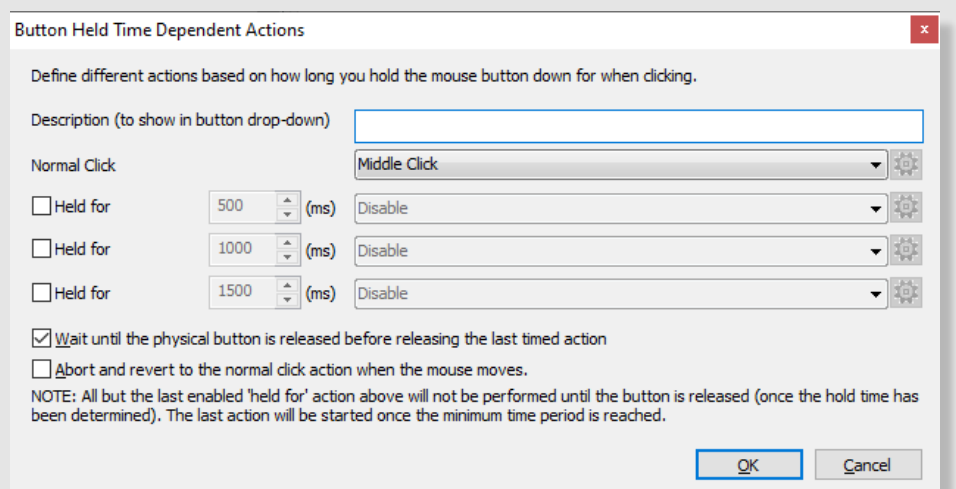
The ability to perform different actions depending on how long you press a (hold) button down

Button Held option allows you to perform different actions depending on how long you hold a button down for. This allows you to, for example, to leave the button as normal for a quick press, and do something else if you press and hold the button.

You can define up to three timed actions and assign the time for each to trigger.

When you select **Button Held** for a particular button, the Button Held Time Dependent Actions window will be displayed. This screen allows you to select the actions and times at which they will trigger.

You can tell XMBC to hold the last times action down until the button is released – this is useful if the last timed action is simulated keys or left click, where you want the keys/button held down until you release the button.



You can choose to cancel/abort the button held timer if the mouse is moved while holding the button. In this case, the button action active at the time the mouse is moved will stay active until you release the mouse button.

Simulated Keystrokes Button Mapping

Send any custom keystroke, key sequence or mouse action when you press a mouse button.

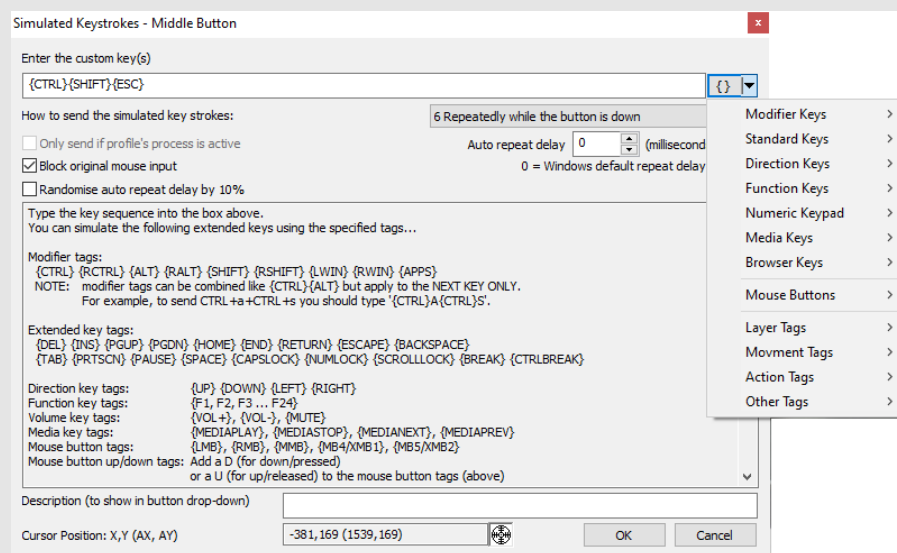
The simulated keystrokes window is displayed when you select '**Simulated Keystrokes**' for a particular button mapping. It allows you to assign any keystrokes, mouse actions and/or hotkeys to your mouse buttons.

You can type a single key or a series of keys. You can also make use of special {FUNCTION TAGS} which are described in the text field at the bottom of the window.

Use the { } button to add braces, or, while holding the { } button down, press the keys to automatically add the tag to the custom key text. Alternatively, press the drop down to display a menu of available key tags to insert.

There are 9 methods available for sending your assigned keystroke:

1. **Pressed** – Send the keys when the mouse button is pressed.
2. **Released** – Send the keys when the mouse button is released
3. **During** – Hold the keys while the mouse button is held [like holding down keys on the keyboard, without the repetition]
4. **Threaded Press** (Same as 1*)
5. **Threaded Release** (Same as 2*)
6. **Repeatedly** – Continuously sends the keys while the mouse button is held down. [like holding down a key on the keyboard]
7. **Sticky Repeat** – A 'Repeatedly' toggle [press once to begin repetition, press again to cease]
8. **Sticky Hold** – A 'During' toggle [press once to activate, again to deactivate]
9. **Pressed and Released** – A combination of pressed and released. [The keys will be sent when the button is pressed and sent again when the button is released]



Selecting '**Block original mouse input**' will block the source button press. This is usually the desirable outcome. To pass the original button press as well as the simulated keystrokes through to the window with input focus, clear this option.

Selecting '**Randomize auto repeat delay by 10%**' when using a method that repeats, will vary the delay between repeats by up to 10%. This can be used to try and prevent detection and blocking of simulated input by some programs.

When using the movement function tags, you can change the position of the mouse cursor, either absolute, relative to the active or XMBC profile window or relative to the current cursor position. The current cursor position is displayed in the bottom of the simulated keystrokes window to assist in finding the correct coordinates. You can also use the cursor drag tool to drag the cursor to the required position, at which point the displayed cursor position will be fixed and copied to the clipboard. Hold CTRL while doing this to pick up the position relative to the active window, and ALT relative to the XMBC profile window.

When using a method that repeats, you can set a custom repeat interval between the collective keys in the '**Auto repeat delay**' field.

NOTE: Setting the value to 0ms passes through the control panel's settings for the keyboard repeat rate.

Selecting '**Only send if profile's process is active**' will only send keys if the application or window currently has input (keyboard) focus.

NOTE: This setting is off by default. This means as long as the mouse cursor is over the window, the simulated keys will be sent. They will however go to the window with keyboard focus, so you may want to consider this and turn the option on if required.

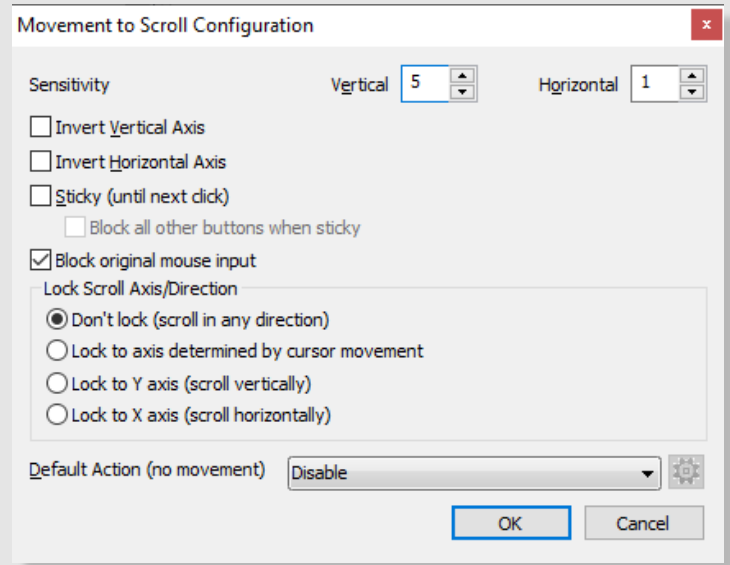
* **NOTE:** As of version 2.10, all simulated keystrokes are sent in a separate thread. Therefore, methods 4 and 5 '**In another thread as mouse button is pressed**' and '**In another thread as mouse button is released**' options are no longer required as they are identical to methods 1 and 2 ('**As mouse button is pressed**' and '**As mouse button is released**'). They remain in the list for backwards compatibility.

Change Movement to Scroll

Scroll a window by moving the mouse.

The Movement to Scroll Configuration window is displayed when you select 'Change movement to scroll' for a particular button mapping. It allows you to configure the various movement to scroll options.

- **Sensitivity** – Adjust how quickly horizontal (X) and vertical (Y) scrolling occurs.
- **Invert Vertical Axis** – Invert vertical scrolling. For example, the window scrolls up when moving the mouse downwards.
- **Invert Horizontal Axis** – Invert horizontal scrolling. For example, the window scrolls left when moving the mouse to the right.
- **Sticky (until next click)** – Click once to enable scrolling by movement and click again to stop.
- **Block original mouse input** – When enabled, the original button press is not passed through to the window under the cursor. If you untick this, the window will also respond in the normal fashion to the mouse button assigned to Change movement to scroll.
- **Lock Scroll Axis/Direction** – Choose which direction to scroll
 - **Don't lock** – Free scrolling in both axis (vertical and horizontal)
 - **Lock to axis determined by cursor movement** – Lock the axis after the mouse has moved a little such that any further movement will scroll on that axis.
 - **Lock to Y axis** – Only ever scroll vertically, ignoring any horizontal movement (on the X axis).
 - **Lock to X axis** – Only ever scroll horizontally, ignoring any vertical movement (on the Y axis).
- **Default Action (no movement)** – If no movement occurs, perform the selected action when releasing the mouse button.

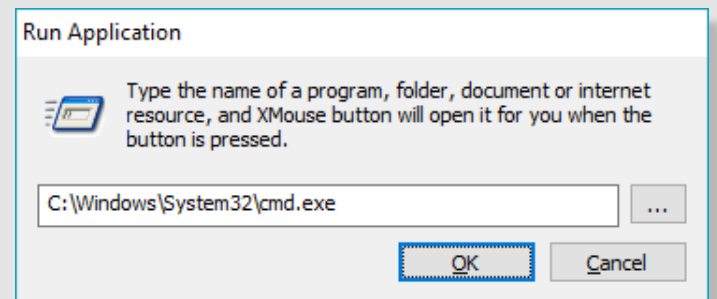


Run Application Button Mapping

Run any application or command when you press a mouse button.

The Run Application window is displayed when you select 'Run Application' for a particular button mapping. It allows you to run any Windows application or command on the press of a mouse button.

Simply type the full path to the application to run, or use the browse button to browse to the application

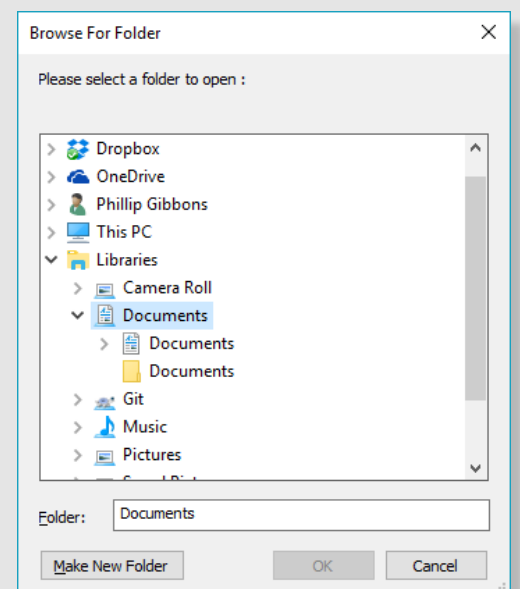


Open Explorer at specified folder

Run any application or command when you press a mouse button.

The 'Browse For Folder' window is displayed when you select 'Open Explorer as specified folder' for a particular button mapping. It allows you to open any folder in Windows Explorer on the click of a mouse button.

Simply select or type the full path of the folder to open.

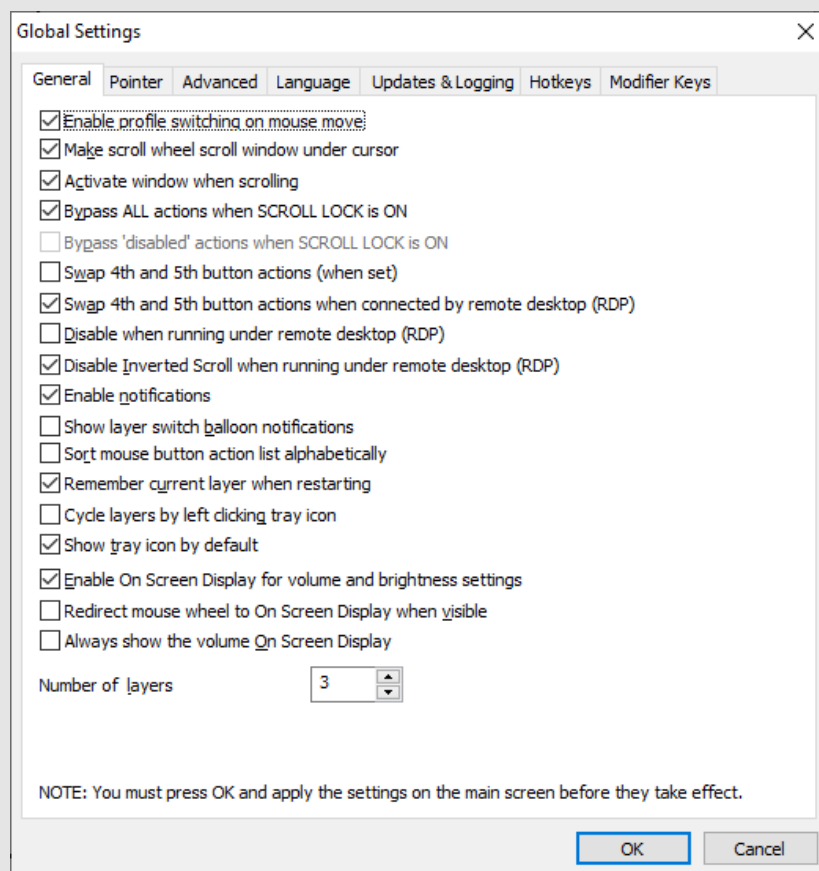


Global Settings - General

In order for any of the settings below to take effect, you must OK the changes then press apply in the main dialog.

These options are applied globally (none are profile specific).

- **Enable profile switching on mouse move⁺** – Allows XMBC profiles to be activated when the mouse pointer is over the identified object, as opposed to only when the cursor is activated (requires SLIGHTLY more resources)
- **Make scroll wheel scroll window under cursor⁺** – sends scrolling messages to the window/control directly beneath the mouse pointer, as opposed to the one with keyboard focus
- **Activate window when scrolling** – Activates (brings input focus to) a window when you scroll it using the scroll wheel.
- **Bypass ALL actions when SCROLL LOCK is ON** – disables all of XMBC's settings when the keyboard's Scroll Lock is activated
- **Bypass 'disabled' actions when SCROLL LOCK is ON** – re-enables all disabled settings when the Scroll Lock key is activated; cannot be used when all actions are bypassed by Scroll Lock activation
- **Swap 4th and 5th buttons** – swaps the side buttons on most mice (mouse buttons 4/5)
- **Swap 4th and 5th buttons... remote desktop** – swaps the side buttons only while the user is connected to a remote desktop session (affects XMBC on the remote machine)
- **Disable when running under remote desktop (RDP)** – Disables all of XMBC's settings when you are connected via Remote Desktop.
- **Disable Inverted Scroll when running under remote desktop (RDP)** – Disables the individual profile's invert scroll option when running under remote desktop.
- **Enable notifications** – Turn on/off XMBC state notifications (such as enabled, disabled, debug logging etc).
- **Show layer switch balloon notifications** – toggles balloon tip notification above the notification area when switching layers using a hotkey or button assignment.
- **Sort mouse button action list alphabetically** – Changes the default sorting/grouping of the list of available mouse button actions.
- **Remember current layer when restarting** – When enabled, XMBC will remember the active layer when you exit and reload (or reboot).
- **Cycle layers by left clicking tray icon** – Allows you to move to the next layer by clicking once on the XMBC icon in the notification area.
- **Show tray icon by default** – Whether or not the XMBC icon is displayed in the notification area after log on (When this is disabled, to re-display the icon again simply re-run XMBC which will instruct the running program to re-show the icon).
- **Enable On Screen Display for volume and brightness settings** – Available only on Windows Vista and 7. Show a Windows 8/10 style OSD when changing the volume or LCD brightness using XMBC.
- **Redirect mouse wheel to On Screen Display when visible** – Available only on Windows Vista and 7. Force the mouse wheel to adjust the slider in the OSD when it is visible.
- **Always show the volume On Screen Display** – Available only on Windows Vista and 7. Show the volume OSD when changing the volume from other applications.
- **Number of layers** – Configure the number of layers available for use in the layer tabs for each profile.



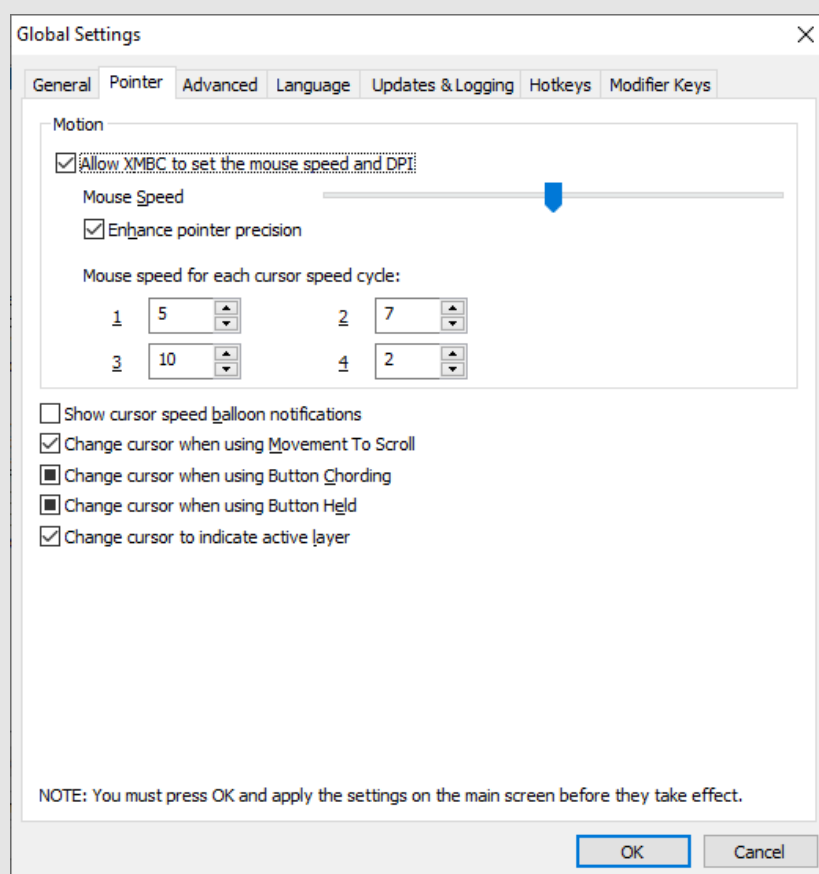
(+) These options can be overridden on a per profile bases. The default defined here is used when a profile does not specify its own settings.

Global Settings - Pointer

In order for any of the settings below to take effect, you must OK the changes then press apply in the main dialog.

These options are applied globally (none are profile specific).

- **Allow XMBC to set the mouse speed and DPI** – When on, XMBC will adjust the mouse cursor speed globally, per-profile and using global hotkeys/modifier keys
- **Mouse Speed⁺** – adjusts the default rate of pointer movement in relation to physical manipulation of the mouse. This controls the same option as that found in the Windows Mouse control panel.
- **Enhance Pointer Precision⁺** – toggles the default 'Enhance Pointer Precision' option found in the Windows Mouse control panel. This setting tells Windows to adjust the sensitivity of the mouse pointer based on how quickly you are moving the mouse.
- **Mouse Speed for each cursor speed cycle** – Allows you to define 4 preset cursor speeds that you can cycle through using a global hotkey or button mapping.
- **Show cursor speed balloon notifications** – toggles balloon tip notification above the notification area when cycling cursor speed.
- **Change cursor when using Movement to Scroll^{*}** – Allows XMBC to change the cursor icon to indicate that Movement to Scroll is active^{*}.
- **Change cursor when using Button Chording¹** – Allows XMBC to change the cursor icon to indicate that Movement to Scroll is active¹.
- **Change cursor when using Button Held¹** – Allows XMBC to change the cursor icon to indicate that Movement to Scroll is active¹.
- **Change cursor to indicate active layer** – Allows XMBC to overlay the layer number on the mouse cursor for better visual feedback.



(*) The cursors used when the change movement to scroll and lock axis functions are active can be customized. Create your cursor (.CUR) files and place them in your XMBC settings folder. The files should be named as follows

LockX.cur	The cursor to display when the X axis is locked
LockY.cur	The cursor to display when the Y axis is locked
LockXY.cur	The cursor to display when both the X & Y axes are locked
Scroll.cur	The cursor to display when change movement to scroll is active for both axis
ScrollX.cur	The cursor to display when change movement to scroll is active for only the X axes
ScrollY.cur	The cursor to display when change movement to scroll is active for only the Y axes

(+) These options can be overridden on a per profile bases. The default defined here is used when a profile does not specify its own settings.

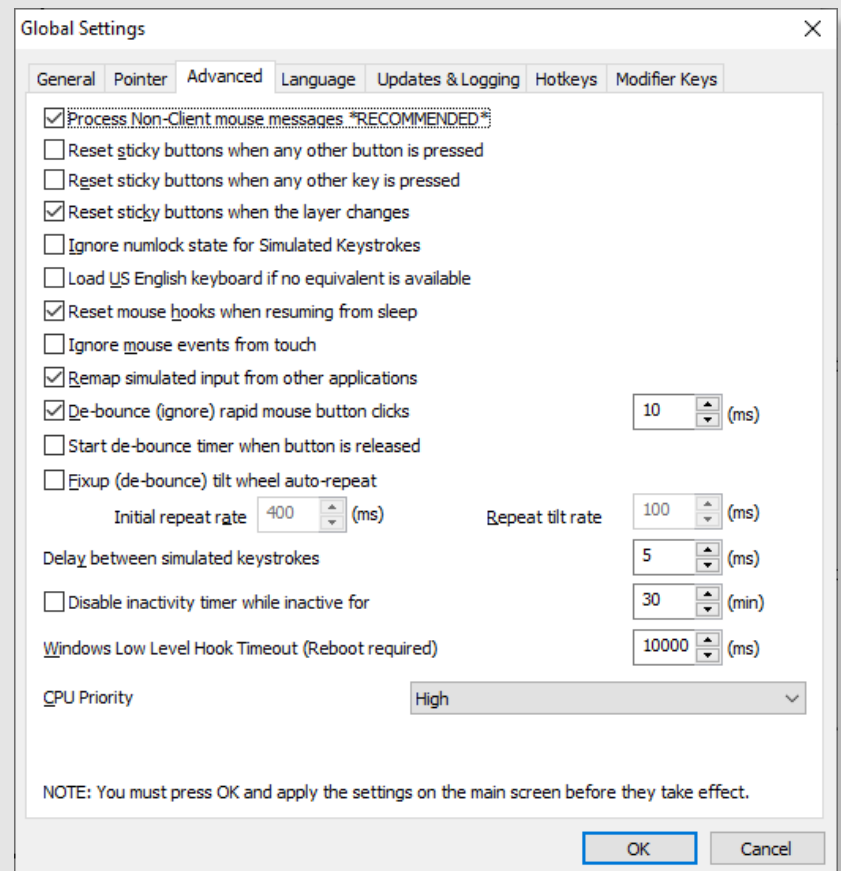
(¹) These options are tri-state. Unticked = no cursor change, Ticked = cursor changes immediately, Tri-state (block) = cursor changes when chord or first button held time becomes active.

Global Settings - Advanced

In order for any of the settings below to take effect, you must OK the changes then press apply in the main dialog.

These options are applied globally (none are profile specific).

- **Process non-client mouse messages** – If disabled XMBC will ignore mouse messages sent to the title bar area of a window (Disabling this option can degrade performance and is NOT RECOMMENDED)
- **Reset sticky buttons when any other button is pressed** – Clears any assigned sticky/repeat actions whenever another button is pressed
- **Reset sticky buttons when any other key is pressed** – Clears any assigned sticky/repeat actions when any key is pressed
- **Reset sticky buttons when the layer changes** – Clears any assigned sticky/repeat actions whenever the layer changes
- **Ignore numlock state for Simulated Keystrokes** – Always treats the number pad on the keyboard as if Number Lock were disabled, when sending simulated keystrokes
- **Load US English keyboard if no equivalent is available** – If you do not have any English keyboard mapping, and find that some simulated keys or actions do not work, try enabling this option. NOTE: This may cause a US English keyboard layout to be loaded and display in the Windows language bar.
- **Reset mouse hooks when resuming from sleep** – Instructs XMBC to remove and reinstall the mouse hook when resuming from sleep/hibernate and when you unlock your desktop. This can help prevent issues causing the buttons to stop responding as mapped when your computer wakes from a sleep state.
- **Ignore mouse events from touch** – Instructs XMBC to ignore (don't process) mouse events generated from touch screen devices.
- **De-bounce (ignore) rapid mouse button clicks** – For older mice where the micro-switch is not working (bouncing), you may find that clicking a button once results in multiple clicks. This option can be enabled to attempt to detect and ignore this switch bounce. You can customize the time (in milliseconds) to ignore bounces to suit your device.
- **Start de-bounce timer when button is released** – When using the De-bounce option (above), the time to detect bounces usually runs from the first button down (pressed) message. Enabling this option will run the timer when the first button up (released) message is received instead.
- **Fix-up (de-bounce) tilt wheel auto-repeat** – The tilt wheel does not work like a normal button. Instead it repeatedly sends messages when pressed which can cause remapped actions to be repeated. Different mice work differently and repeat the message at different rates, making it difficult to detect. When enabled, you can use the 'Initial repeat rate' and 'Repeat tilt rate' fields to adjust timings relative to your device. NOTE: You may find the 'Ignore repeated remapped scroll' options on the profiles' scrolling and navigation tab more suitable.
- **Delay between simulated keystrokes** – Allows you to globally add a small delay between every key in a simulated keystrokes sequence. This can be useful if your simulated keystrokes are always sent too quickly, instead of using the {WAITMS} tag in the sequence itself.
- **Disable inactivity timer while inactive** – Allows you to 'cheat' the built in Windows inactivity timer. Useful when your IT department does not allow you to change the lock time for your PC. This option will simulate input to make Windows believe you are still using your PC and prevent the lock screen or screen saver from triggering.
- **Windows Low Level Hook Timeout** – This setting applies globally to all Windows applications that use hooks. Try increasing this value if the XMBC gets disabled automatically by Windows or stops responding (this should be logged in the log file). NOTE: You will have to reboot before Windows recognizes any change to this setting.
- **CPU Priority** – Allows you to configure how much CPU resource XMBC can take relative to other applications. If you notice any mouse stuttering, try increasing the priority.



Global Settings - Language

In order for any of the settings below to take effect, you must press OK then apply and close the main dialog.

These options are applied globally (none are profile specific).

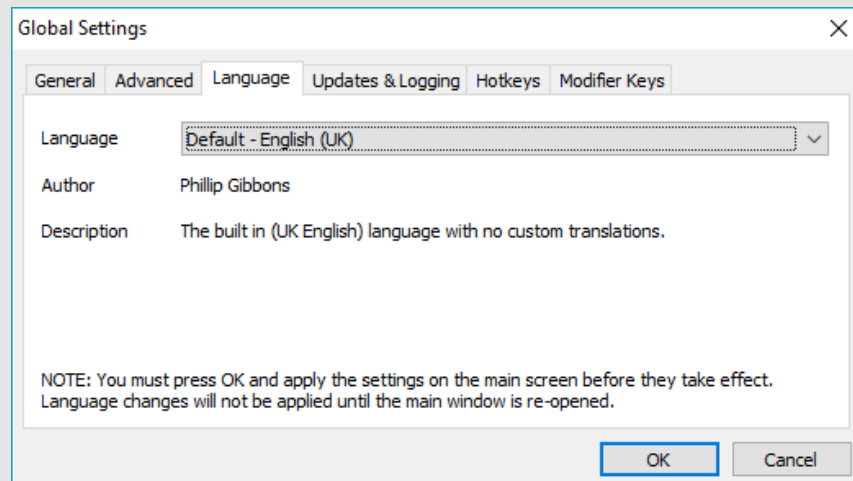
- **Language** – Change the display language used in XMBC.

Please note that language packs are provided by other users and community members and are not validated by the author of XMBC.

XMBC comes pre-loaded several language packs that are provided by the community. NOTE: Some of these language packs are not updated as often as XMBC, in this case, you will see a mixture of English and the selected language.

You can check the [website](#) for new and updated language packs.

I welcome any new or updated language packs. A tool is available on the [website](#) to help translators create or update a language pack.



Global Settings – Updates and Logging

In order for any of the settings below to take effect, you must press OK then apply and close the main dialog.

These options are applied globally (none are profile specific).

Updates

- **Check for new version every X days** – A version check will be performed. If a new version of XMBC is available, you will be asked if you want to download and install it. Automatic updates are smaller than the full XMBC install so it saves bandwidth for you and the XMBC servers when using this method of updating XMBC.
- **Check for beta versions** – Allows for notification of new beta (test) versions of XMBC when performing the version check.

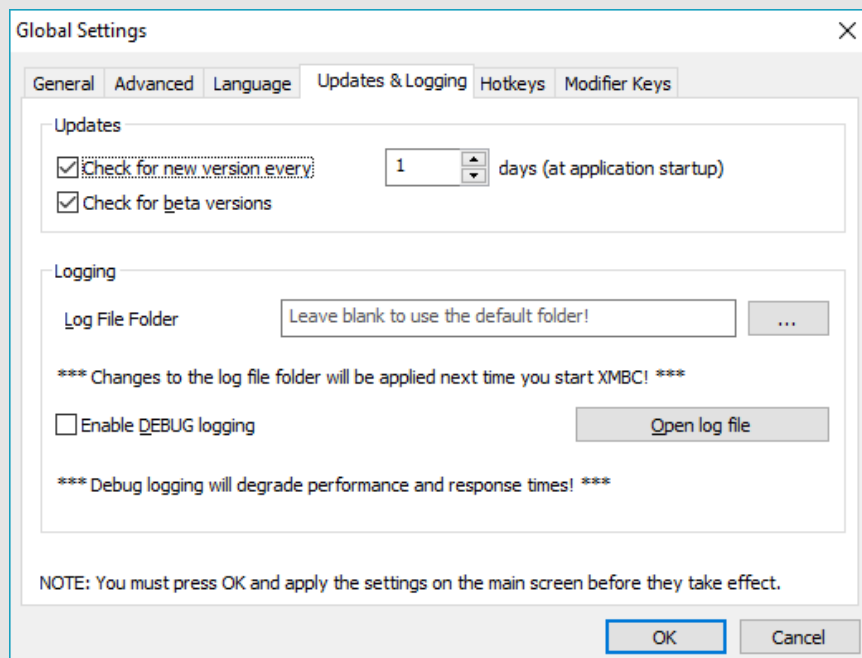
Logging

- **Log File Folder** – allows you to configure the location in which XMBC saves the log file. Leave this option blank to use the default location:
%AppData%\Roaming\Highresolution Enterprises\XMouseButtonControl

You can open the log file by pressing the 'Open log file' button or by from the context menu on the XMBC icons in the system tray.

- **Enable debug logging** – activates XMBC's debug mode, it is useful when reporting issues to the developer. When enabled, extra debug/diagnostic logging is written to the XMBC log file in the location specified above. When debug logging is enabled, the XMBC icon in the system tray will have a red outline around it to remind you.

NOTE: Debug logging is very resource intensive and may hinder mouse responsiveness, as such the setting is not persistent and will be disabled on any subsequent launches).



Global Settings – Global Hotkeys

In order for any of the settings below to take effect, you must OK the changes then press apply in the main dialog.

These options are applied globally (none are profile specific).

Global Hotkeys

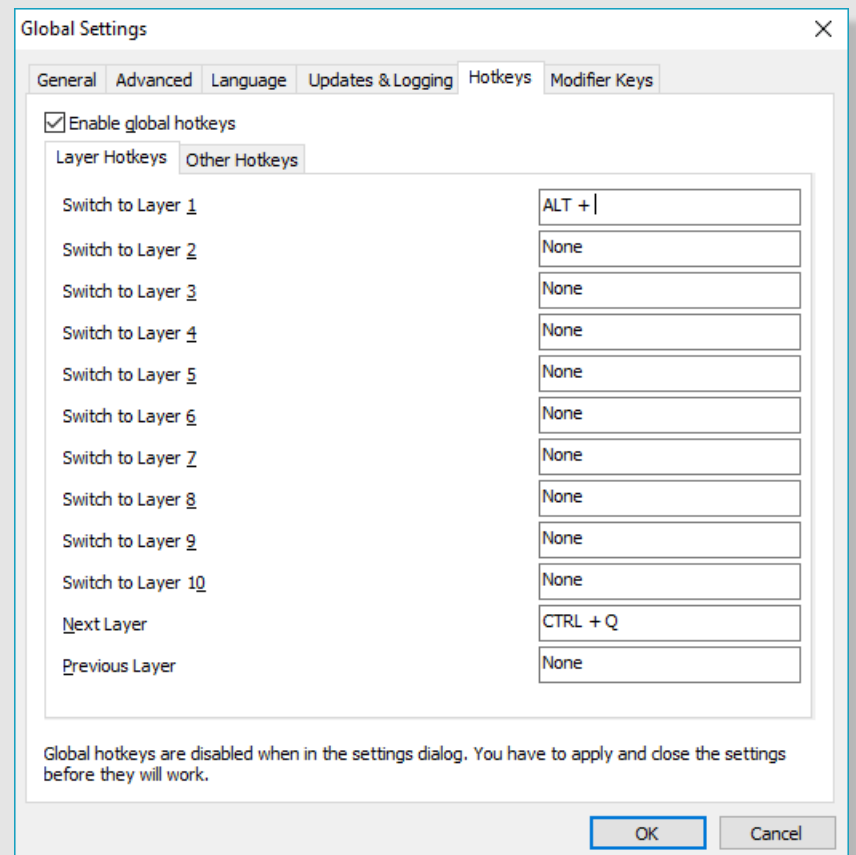
Global hotkeys allow you to assign a key sequence to activate certain functionality in XMBC. Once a hotkey is trigger, the action will persist, even when the hotkey is released.

In some cases, the hotkeys will toggle their relevant setting; such as the first press will enable the setting and the second press, disable it again.

A hotkey assigned in this tab have a system-wide effect. Make sure they aren't already in use somewhere else by other applications.

There are two sub-tabs, the first allowing you to define hotkeys that manipulate the active layer in XMBC and the second contains all other XMBC hotkey options such as enabling XMBC and toggling debug logging.

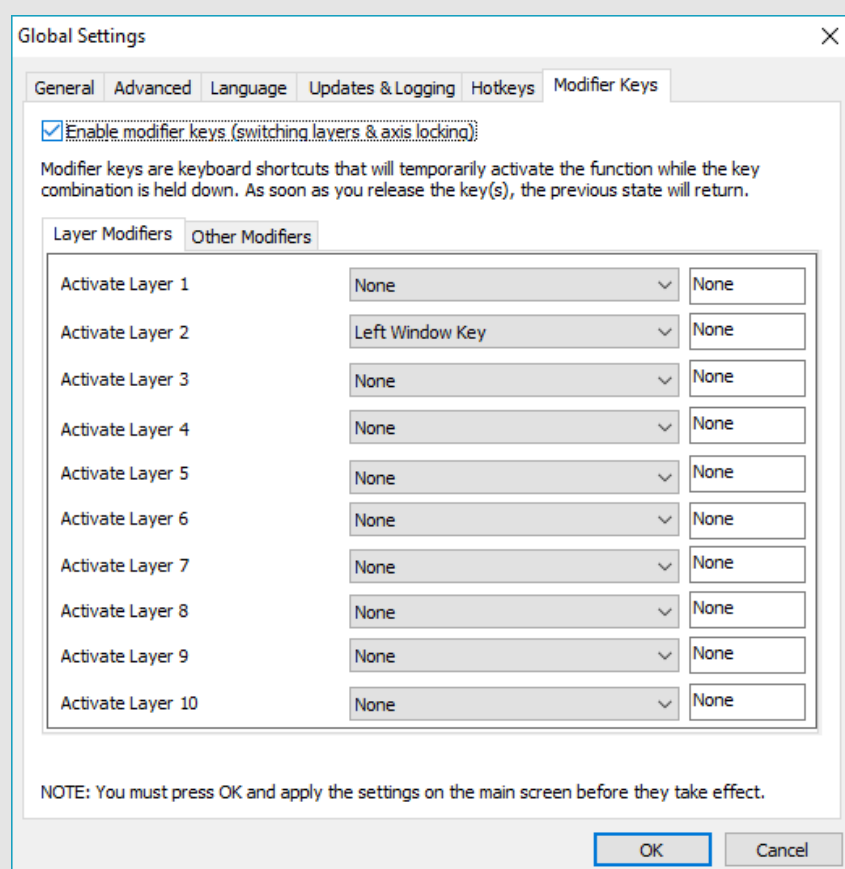
Don't forget, when configuring hotkeys, you must also enable global hotkeys by ticking the 'Enable global hotkeys' checkbox.



NOTE: Global Hotkeys are only active when the X-Mouse Button Control settings window is not open.

Global Settings – Modifier Keys

In order for any of the settings below to take effect, you must OK the changes then press apply in the main dialog.



These options are applied globally (none are profile specific).

Modifier Keys

Modifier keys work as instant toggles.

Their assigned actions are only applied while the modifier key is held down. They are system-wide, so make sure there are no conflicts.

Bear in mind that any key will still be sent to the rest of the system, so, for example, if you choose to use the control (CTRL) key, when you press a mouse button, the control key may cause the active application to behave differently!

There are two sub-tabs, the first allowing you to define modifier keys that manipulate the active layer in XMBC and the second contains all other XMBC modifier key options, such as mouse axis locking.

Don't forget, when configuring modifier keys, you must also enable modifier keys by ticking the 'Enable modifier keys' checkbox.

Further Configurations

Using Layered Button Mapping

Layers offer multiple button configurations for each profile. Each layer can be configured differently, and activate in a multitude of way, including hotkeys and simulated keystrokes to switch layers, modifier keys or mouse buttons to activate a layer while a key is pressed to timer activate switching/cycling of the active layer.

There are up to 10 fully customizable layers that may be put to use in XMBC. Several methods are available for activating layers.

Global Hotkeys

Assign hotkeys to the desired layers. Sending this hotkey will perform a rigid layer switch, not reverting back to your previous layer or switching to any other layers until another command to switch layers is received.

Simulated keystroke tags

Tags such as '{Layer:<x>}' can be used to switch to the specified layer in a simulated keystroke script.

You can also use '{Layer:next}' to move to the next layer, '{Layer:back}' to move to the preceding layer & '{Layer:last}' to switch to the previously active layer. For example, If you go from layer 1 to layer 4 then {Layer:last} will take you back to layer 1 where as {Layer:back} will take you to layer 3.

Modifier Keys

Assign a modifier key for activating the desired layer. Pressing and holding this modifier key will temporarily activate the layer, reverting to the previously active layer once the hotkey is released.

NOTE: The modifier key is not blocked, so it will still trigger its normal behavior in the active window.

Button Assignment

Every layer supports mapping buttons to layers other than itself. Button layer assignments work just like modifier keys, activating a layer only while held. Once a button has been mapped to an alternate layer the button on the subsequent layer will be marked as layer revert and cannot perform any other functions on that layer.

Context Menu

Layers can also be manually chosen from the XMBC context menu by right-clicking the icon in the notification area (system tray).

NOTE: Be careful when chaining layer switching through use of the modifier keys or button assignments. Activating a layer by holding a button or modifier key followed by using yet another button on the resulting layer may lead to confusion in certain circumstances.

Locking Axes

In order to lock either the mouse cursor X or Y axis it is first necessary to setup the corresponding hotkey or modifier key and enable axis locking on a per profile basis.

Global Hotkeys

Go to the 'Scrolling & Navigation' tab and mark 'Enable axis locking modifier keys' on the desired profile, then use the assigned global hotkey to enable/disable axis locking for the specified axis.

Modifier Keys

Choose the 'Scrolling & Navigation' tab and mark 'Enable axis locking modifier keys' for the desired profile, now pressing and holding the relevant modifier key will toggle axis locking.

NOTE: Axis Locking works by preventing any mouse movement on the chosen axis. So locking the X-Axis will PREVENT the cursor from moving along the X-Axis, not restrict cursor movement to only along the X-Axis.

Changing the Tray Icon

Use your own icons by placing ICON (.ICO) files in the same folder as the main executable (XMouseButtonControl.exe). A unique icon can be used to represent each of the 5 layers and the disabled state. Create or download icon files using 16x16 and/or 32x32 (auto-resized) dimensions. The following naming pattern is necessary in order for the .ico files to be accepted by XMBC. Exit and re-launch the program to load the icons.

Layer1.ico (the default icon), **Layer2.ico**, **Layer3.ico**, **Layer4.ico**, **Layer5.ico**, **Layer6.ico**, **Layer7.ico**, **Layer8.ico**, **Layer9.ico**, **Layer10.ico** and **Disabled.ico**
