

Standard 4 button Trackball Layout is per the following:



2 " DuraTrack Trackball with  
Integral 4 button bezel

In this orientation, the 3 buttons are mounted closest to where the user sits.

Cortron offers many of our products with the option of "180° Orientation".

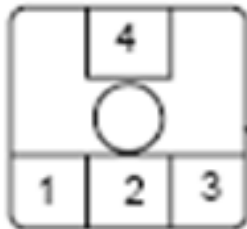


In this orientation, the 3 buttons are mounted away from where the user sits.

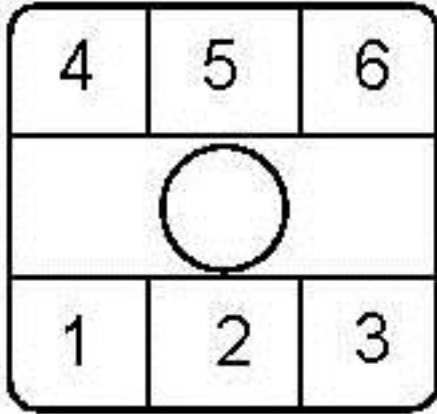
Our normal layout for our standard 4 button trackball would have:

- Button 1 is primary (left mouse)
- Button 2 is 'middle'
- Button 3 is secondary (right mouse)
- Button 4 is drag lock (a single press of the button generates a 'press and hold' of button 1 so you can 'drag' items across the screen).

Press button 4 a second time to 'release' the 'lock'



6 button trackballs have the following layout:



Button definitions within 6 button versions typically have the similar definitions as 4 button trackballs with buttons 4 and 6 replicating 1 and 3 respectively.

Note that Cortron can define any of the buttons with any of the output codes noted above.

Also note that customers have implemented alternate trackball button definitions are available. For example:

- Any button (typically '4<sup>th</sup> button' on 4 button trackball, 5<sup>th</sup> on 6 button trackball) can be 'Drag-Lock' as described above
- Any button (typically '4<sup>th</sup>, 5<sup>th</sup> or 6<sup>th</sup> button') can be a second instance of Primary, Secondary or Third buttons
- Any button (typically '4<sup>th</sup> button' on 4 button trackball, 5<sup>th</sup> on 6 button trackball) can enable 'scroll mode' to enable z-axis motion.
  1. Implementation: Once you press the 4th button, the trackball motion would be the 'scroll action' (some people might call this the 'z axis'). It would stay in this mode until the button is pressed again."
  2. Uses: Depending on host system configuration, this mode can be used for 3D modeling or other z-axis

Application Note: Cortron can also define trackball buttons with other USB codes such as keyboard Function key codes (F keys), but additional integration testing may apply. Host systems may 'reject' or ignore non-trackball codes.