

Commodore 1350 Mouse

for the
Commodore 128TM Computer

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The Commodore 1350 Mouse

The Commodore 1350 Mouse is a controller designed for use with the Commodore 128 computer. It features a ball on the underside that is rolled upon a flat surface to manipulate the onscreen activity, and two fire buttons.

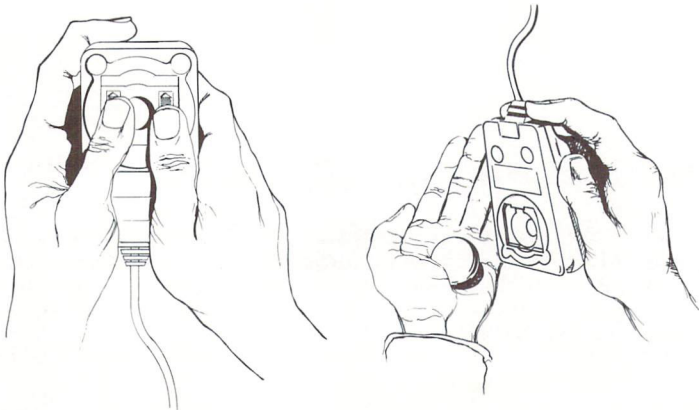
What you can actually do with your mouse depends on the software program you use it with. You can select icons, draw pictures, move a cursor, play games — just about anything you need a controller for.

The left fire button is the button which is usually active. The right fire button may also be functional, depending on the software application.

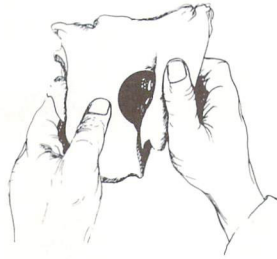
The 1350 Mouse plugs into either of the JOYSTICK CONTROL PORTS on the right side of the C128, exactly as you would plug in a joystick.

Mouse Cleaning

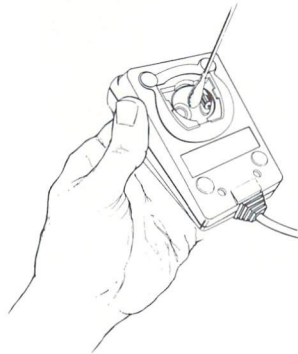
Since the ball of your mouse must roll freely to accurately manipulate the cursor (or whatever) on the screen, it's important that the ball remain free of dirt or debris. This is easily accomplished by sliding out the plastic piece holding the ball in place.



Remove the ball and wipe it off with a soft cloth, such as a handkerchief.



To remove any dirt or dust from the ball area, just blow gently into the opening. Around the top of the opening, there are three metal rollers. To clean these, take a cotton-tipped swab, moistened with head cleaning fluid or alcohol, and gently clean the surface of each roller. Replace the ball inside the controller and snap the plastic piece back on.



Mouse Tips

Proper care and use of your mouse mainly requires common sense.

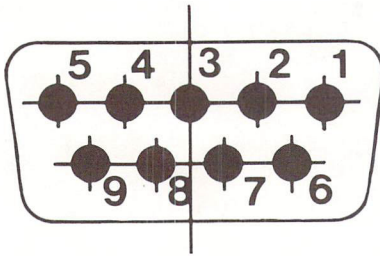
Use your mouse on a clean, smooth surface.

Make sure you have adequate desktop space to manipulate your mouse, so you don't have to constantly pick up and reposition it.

Don't hold the mouse by its cord, or let the body of the mouse hang off the table.

Mouses don't react well to being dropped.

1350 Mouse Pin-Out



CONNECTION TABLE	
PIN NO.	FUNCTION
1	UP
2	DOWN
3	LEFT
4	RIGHT
5	NC
6	BUTTON #1 (LEFT)
7	+ B 5V
8	GND
9	BUTTON #2 (RIGHT)

Additional programming and technical information on the mouse may be found in the Commodore 128 Programmer's Reference Guide.

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