

Lockmouse2 v1.16

Blocks cursor movement when playing in a window

Original by Pulverizer; new version by Faguss (ofp-faguss.com)

1. Overview

Lockmouse2 is a program that will block Windows mouse cursor movement allowing to comfortably play **Operation Flashpoint / ArmA: Cold War Assault** in a windowed mode. This program could also be used with other windows.

2. Usage

Execute **Lockmouse2** and the game (in any order). Cursor is automatically moved to the window space and locked. To temporarily move pointer hold **CTRL+A**.

In the console window you'll find which custom options are active (see parameters list below). Press **CTRL+C** to exit the program.

I recommend using a batch script to launch **Lockmouse2** and the game simultaneously with given parameters. Example you'll find in this archive.

3. Parameters

-window=

Adds name to the list of windows that the **Lockmouse2** looks for. Case insensitive. Default values are: `operation flashpoint, cold war assault, arma resistance`. Cursor won't be locked if currently active Windows Explorer window matches any of the names.

Example:

```
lockmouse2.exe -window="Cold War Assault"
```

-X= -Y=

Shifts position of the application window to the given coordinates every time it's launched. Input value is an integer. Top left corner of the desktop is $x=0$ $y=0$.

Example:

```
lockmouse2.exe -x=50 -y=50
```

-center

Places application window in the center of the desktop every time it's launched. It overrides `-x=` and `-y=` parameters.

Example:

```
lockmouse2.exe -center
```

-nosetcursor

Cursor won't be automatically moved to the window space when the target application is currently active.

Example:

```
lockmouse2.exe -nosetcursor
```

-sensitivity=

Changes Windows mouse pointer speed while the target application is in front. Input value is a natural number from 1 to 20.

Example:

```
lockmouse2.exe -sensitivity=2
```

-acceleration=

Changes Windows pointer acceleration (called „precision” in Control Panel) while target application is in front. Input value is either 0 (disabled) or 1 (enabled). This option works only if the given setting is different from the currently active one.

Example:

```
lockmouse2.exe -acceleration=0
```

-OFPsensitivity=

Changes **OFP** / **ArmA: CWA** mouse sensitivity (both in X and Y axis) by altering values in the game memory. Input value is a rational number. Default game setting is 1.

Example:

```
lockmouse2.exe -ofpsensitivity=0.75
```

-minimize

Minimizes **Lockmouse2** program on startup.

Example:

```
lockmouse2.exe -minimize
```

-quit

Ends the **Lockmouse2** program if the target application has been closed.

Example:

```
lockmouse2.exe -quit
```

4. Credits

Original program was made by Pulverizer. This archive contains it.

Thanks to STGN for testing.

5. Version History

1.0 (04.08.2010)

First release (on the BI forum)

1.01 (23.08.2010)

- changed **CTRL+L** to **CTRL+A**

1.02 (16.09.2010)

- fixed: program was using too much CPU

1.1 (09.06.2012)

- added custom options (parameters)
- no more problems with releasing cursor after ALT+TAB or on game quit
- pointer is automatically moved to window and mouse click is simulated to put focus on
- pointer is locked automatically if it goes to window space
- pointer no more locked on Windows Explorer

1.11 (15.06.2012)

- program won't quit if user restarted OFP with Fwatch 1.11
- window position was changed if user clicked on borders - fixed

1.12 (13.07.2012)

- application window name is set to „Lockmouse2”
- added parameter: -minimize
- cursor was blocked if alt-tabbed to explorer window with target name – fixed
- in last version cursor was not automatically moved when switched back to window - fixed

1.13 (16.05.2013)

- fixed memory leak (process handle was left opened)

1.14 (25.01.2014)

- cursor is not locked on OFP error messages

1.15 (09.01.2015)

- this time cursor is really not locked on OFP error message

1.16 (02.07.2021)

- handles multiple window names
- ofp/cwa/armares are default window names
- arguments case doesn't matter
- batch script reads game path from the registry so it can be used anywhere