

# Lockmouse2 v1.15

Blocks cursor movement when playing in a window

Original by Pulverizer (<http://ewe.dy.fi>); new version by Faguss (ofp-faguss.com)

## 1. Overview

**Lockmouse2** is a program that will block Windows mouse cursor movement allowing for comfortable play in a window mode. It was wrote specifically for the **Operation Flashpoint** (this game doesn't have it's own locking measures) but it can also be used with any other application.

## 2. Usage

Execute **Lockmouse2** and the game (in any order). Cursor is automatically moved to the window space and locked. To 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=**

Changes name of the window that **Lockmouse2** looks for. Case insensitive. Default value is "Operation Flashpoint". It won't be confused with Windows Explorer.

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

Example:

```
lockmouse2.exe -center
```

## **-nosetcursor**

Pointer won't be automatically moved to the window space when the target application is in front.

Example:

```
lockmouse2.exe -nosetcursor
```

## -sensitivity=

Changes Windows mouse pointer speed while 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 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