

Re: MS Wireless Optical Desktop HALO problems

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In the game configurations/settings, have you looked for anything labeled hardware mouse or hardware keyboard? In several games that I have (I use a BlueTooth Wireless Keyboard), I need to use the hardware mouse/keyboard for the input devices instead of the actual name of the keyboard (which shows up as Microsoft BlueTooth Wireless Keyboard or something similar).

Here is my understanding as to why selecting this as the input device does not work and feel free to add comments or thoughts on this. When you select hardware keyboard/mouse, the video game uses Windows to control the devices and allows Windows to interpret the information being sent to the computer (through the drivers). When you select the Wireless Keyboard in the options, the game tries to gather the input from the drivers directly instead of allowing Windows to tell it what the input was. The one game that comes to mind that exhibited this behavior for me was Prince of Persia: Sands of Time (not quite the same type of game, but may have similar options).

Nathan McNulty

Thomas wrote:

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> Yup, I have been using a regular wired USB mouse with no problems at all...
> sadly it broke three days ago, or I wouldn't have made the "upgrade" to a
> wireless solution... :o(
> All three mouse buttons work fine, but it's almost like there's some kind of
> interference between the mouse and keyboard signals, as they work fine one
> by one. They share one single reciever, but I find it hard to believe that
> this should be an issue these days.... or what?
>
> Thanks for your reply, mate! :o)
> Still going crazy... aaaaarhhh...
>
> *Microsoft Wireless Optical Desktop mouse/keyboard
> Windows XP Pro SP2
> AMD Athlon XP 2200+
> ATI 9800 Pro 128mb
> MSI KT4 Ultra
> 768 mb RAM
>
>
>
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