

Forum:[Hack Forums](#)

Thread: [Mouse speed limit / looking for mouse](#)

Im gone brah - August 10, 2016, 5:34 pm

I'm looking for a mouse that doesn't actually give the real input, the mouse instead interpolates. It waits a few ticks and the smooths out the last few inputs and sends that instead. It's because the mouse sensor is so bad, that it was jittery. So the mouse company wrote something to make it smoother w/o having to buy a new more expensive sensor.

Gt403cyl - August 10, 2016, 6:27 pm

I have no clue what your asking.
Are you looking for a shitty mouse?

Im gone brah - August 11, 2016, 9:09 am

(Aug 10, 2016 06:27 PM)Gt403cyl Wrote: [\[CITE\]](#) I have no clue what your asking.
Are you looking for a shitty mouse? If you can't read, I clearly explained how the desired mouse operates. Why even bother to post, lol.

Gt403cyl - August 11, 2016, 10:05 am

(Aug 11, 2016 09:09 AM)Zayne Wrote: [\[CITE\]](#) If you can't read, I clearly explained how the desired mouse operates. Why even bother to post, lol.
This is not the forum to get mouthy on. That's the lounge.
Good luck with your questions.

You Just Got Sarged - August 11, 2016, 10:07 am

(Aug 11, 2016 10:05 AM)Gt403cyl Wrote: [\[CITE\]](#) This is not the forum to get mouthy on. That's the lounge.
Good luck with your questions.
This is the greatest response I've seen in a long time.

d33l - August 11, 2016, 10:21 am

i don't really understand what you're asking for, but could it be MarkC mouse fix?

Im gone brah - August 11, 2016, 12:50 pm

(Aug 11, 2016 10:05 AM)Gt403cyl Wrote: [\[CITE\]](#) This is not the forum to get mouthy on. That's the lounge.
Good luck with your questions.
Mouthy? I don't need useless answers. Neither of your inputs have been of any use.

webdev77 - August 11, 2016, 5:07 pm

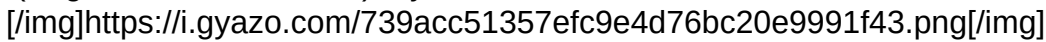
What is the purpose of this? Windows HID drivers already smooth out mouse input values and there is a nice little checkbox with an option to enhance pointer precision. All mice smooth their movement to some extent using their onboard DSPs, so it sounds like you just want a very low DPI mouse that isn't very accurate.

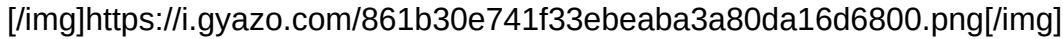
Im gone brah - August 13, 2016, 7:18 am

Here's the difference.

webdev77 - August 13, 2016, 7:33 am

(Aug 13, 2016 07:18 AM)Zayne Wrote: [\[CITE\]](#)

[img]https://i.gyazo.com/739acc51357efc9e4d76bc20e9991f43.png[/img]

[img]https://i.gyazo.com/861b30e741f33ebeaba3a80da16d6800.png[/img]

Here's the difference.

I don't know of any mice that have that in hardware. It would make it impossible to use the mouse in a regular fashion as you would hit end limits at some point. Anything to achieve that looks like a software based cheat for gaming. 2D mice don't have a rotation sense, they only sense x/y movements, it's software/games that translate an x movement into a view rotation.

If you want rotation locks, this is going to be detected as a game cheat. The best way to achieve this and be completely undetected would be to get a mouse with a wheel and put physical rotation limits on the wheel to control rotation. Beyond that, I've really got nothing for you as mice are not intended to have harsh limitations built into hardware.

Im gone brah - August 13, 2016, 8:15 am

(Aug 13, 2016 07:33 AM)webdev77 Wrote: [\[CITE\]](#) I don't know of any mice that have that in hardware. It would make it impossible to use the mouse in a regular fashion as you would hit end limits at some point. Anything to achieve that looks like a software based cheat for gaming. 2D mice don't have a rotation sense, they only sense x/y movements, it's software/games that translate an x movement into a view rotation.

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Compare it to these 2 curves.

A quote to make you understand further:

Quote:I am looking for a Windows application that will cap my mouse movement speed for a desired video-game (Counter-Strike: Global Offensive).

To explain this further. I would like my horizontal mouse movements to never exceed a certain speed. I don't know what that speed is just yet, so the program would need to let me tinker with the units. Think of this sort of in the same way of a limit inside of a car which won't let the car surpass 40 miles per hour.

So I would like to be able to move my physical mouse left/right at any speed, but then the game would move the mouse as long as I was moving my mouse, but the game wouldn't be moving the mouse faster than the limit that this program set. So hypothetically, if I was to move my mouse at 60 units per second, I would like windows to recognize / change that to 40 units per second for Counter-Strike. Again, only the horizontal movements need to be adjusted (vertical is fine too I suppose, but isn't needed).

Hopefully this is enough information to understand what I'm looking for, if not I would be glad to go into further detail.

d33l - August 13, 2016, 8:36 am

Just get good instead, LJ/KZ/BHOP isin't hard Imao

Gt403cyl - August 13, 2016, 9:46 am

Windows Button

Type "Control panel"

Click: Mouse

Pointer Options tab

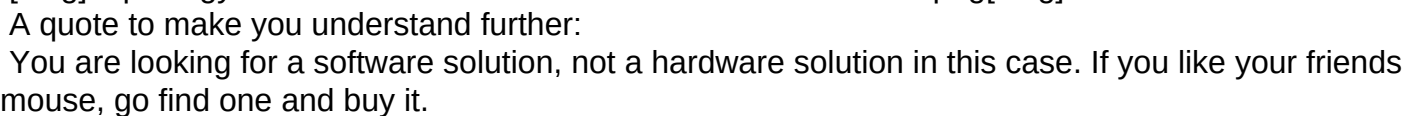
Select pointer speed

Turn off enhanced precision.

webdev77 - August 13, 2016, 10:19 am

(Aug 13, 2016 08:15 AM)Zayne Wrote: [\[CITE\]](#) However for instance. If you lower your polling rate the mouses doesnt update as frequently and the curve gets smoother. For instance look at my curve here. It's pretty edgy and spiky. Doesn't look smooth at all. Different mouses have different patterns. I've proven that some older mouses have a smoother curve, allowing you to travel further in the air. My friend got an old 5 euro mouse and his curve is close to perfect. Then there's this MSL mouse.

Compare it to these 2 curves.

https://i.gyazo.com/861b30e741f33ebeaba3a80da16d6800.png

A quote to make you understand further:

You are looking for a software solution, not a hardware solution in this case. If you like your friends mouse, go find one and buy it.

Disable mouse acceleration and set your DPI to what you want as well as your in game mouse sensitivity. This effectively caps your max movement speed to something reasonable. Putting in hard end limits can get you VAC'd or on overwatch for unnatural movements. You aren't supposed to be able to snap to a position in game.

Xycon - August 13, 2016, 10:28 am

There is no mouse with what you are looking for. Physically impossible.

Its all up to the settings you are using.

You can easily turn sensitivity/dpi lower ect. to get what you want. Just keep trying till you find the desired effect.

Games also have settings, these include several mouse and camera settings.

Anything beyond that, would require modded drivers/firmware (good luck finding any, aint going to happen) or other 3rd party software that might get you banned for cheating.

Honestly, if you cant figure it out with any of the normal methods everybody else in the world uses

without problems.

Its either time to get good or quit.

webdev77 - August 13, 2016, 10:44 am

Just a question as well, what software are you using to record these graphs?

Im gone brah - August 13, 2016, 2:07 pm

(Aug 13, 2016 09:46 AM)Gt403cyl Wrote: [\[CITE\]](#) Windows Button

Type "Control panel"

Click: Mouse

Pointer Options tab

Select pointer speed

Turn off enhanced precision. Don't you think this was one of the first things I tried?

(Aug 13, 2016 10:19 AM)webdev77 Wrote: [\[CITE\]](#) You are looking for a software solution, not a hardware solution in this case. If you like your friends mouse, go find one and buy it.

Disable mouse acceleration and set your DPI to what you want as well as your in game mouse sensitivity. This effectively caps your max movement speed to something reasonable. Putting in hard end limits can get you VAC'd or on overwatch for unnatural movements. You aren't supposed to be able to snap to a position in game. Software or not, it wouldn't matter. It's proven that there are MSL mice which do what I've described in the thread. Changing your DPI does not affect the curve at all, neither does windows sensitivity. I've tried.

(Aug 13, 2016 10:28 AM)Xycon Wrote: [\[CITE\]](#) There is no mouse with what you are looking for. Physically impossible.

Its all up to the settings you are using.

You can easily turn sensitivity/dpi lower ect. to get what you want. Just keep trying till you find the desired effect.

Games also have settings, these include several mouse and camera settings.

Anything beyond that, would require modded drivers/firmware (good luck finding any, aint going to happen) or other 3rd party software that might get you banned for cheating.

Honestly, if you cant figure it out with any of the normal methods everybody else in the world uses without problems.

Its either time to get good or quit. I've tried changing both mouse settings & windows settings, there's literally no difference. The only thing that would make the kurve smoother right now is lowering your polling rate so the mouse doesn't report as frequently. Also, saying "either get good or quit". My longjump record lays at 286 units, meaning I'm probably top 50 in the world. Just, want an advantage. If I wanted your input of my skill, I wouldn't of came here.

(Aug 13, 2016 10:44 AM)webdev77 Wrote: [\[CITE\]](#) Just a question as well, what software are you using to record these graphs? No software, this is a private coded plugin which shows a graph of your jump on a website. Even possible to see your graph in 3D.

On a site note, I've seen this mouse and he told me the name. However, the one I got the name on is only available in russia. Meaning, I can't order it, and it's also out of stock.

For a software; Hidden path entertainment resets your mouse control, So a random mouse controller won't work meaning I'd have to make changes in the DLL to accomplish the work.

nixzan - October 2, 2016, 1:37 pm

Looking for this aswell.. possible in a .dll? Would pay money for it.

bump.

qq2492802 - *September 22, 2019, 1:48 pm*

A guy asked 300\$ for a driver which comes with an exe file, and he says I have to download the driver and then open the exe and bind it to a key/mouse button to enable/deactivate it.

I've searched the internet & added people in discord and spoke about msl but everyone either wants money or says it's private.

I've read a forum in which someone states that msl is free and it is, in fact, a driver but difficult to find.

The guy that offered msl for 300\$ showed me trough discord screen share how it works (in-game only) nopre hns, his strafes were robotic and undetectable, and he was hitting 260s 270s easily which is a lot for me since I'm not the most skilled at hns.

So yea, I won't spend 300, but I'll still explore trying to find the driver.