

Re: [PATCH] input: map BTN_FORWARD to button 2 in mousedev

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On 11/5/06, Németh Márton <nm127@xxxxxxxxxxxxx> wrote:

From: Márton Németh <nm127@xxxxxxxxxxxxx>

In mousedev the BTN_LEFT and BTN_FORWARD were mapped to mouse button 0, causing that the user space program cannot distinguish between them through /dev/input/mice. The BTN_FORWARD is currently used in the synaptics.c, logips2pp.c and in alps.c. All mice have BTN_LEFT, but not all have BTN_MIDDLE (e.g. Clevo D410J laptop). Mapping BTN_FORWARD to mouse button 2 makes the BTN_FORWARD button useful on the mentioned laptop.

I'd rather not touch mappings in legacy mousedev driver. I believe both synaptics and evdev X drivers will correctly recognize BTN_FORWARD, is there any reason you are not using them?

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Dmitry

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