

---

Subject: Re: Mouses

Posted by [Nukelt15](#) on Sun, 01 Jun 2008 02:20:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Having at least two additional buttons is good for gaming- it lets you put two more commands with your shooting hand, which is more efficient than having a whole mess of non-movement commands tied to your movement hand when you need to be, well, moving. Those same additional buttons typically default to the forward/back commands in your browser, which makes that more streamlined as well. There are also some mice that have a little control which can increase or decrease sensitivity on the fly- which is also a plus in gaming, since you can jack the sensitivity up much higher when you need quicker reflexes and back down for greater control.

In other words, most extra controls are of marginal use unless you do a lot of gaming, in which case a few extras can be very handy indeed.

There is, however- IMHO, anyway- a point at which the number of available buttons exceeds the number of useful commands, and for me that point (on a mouse, anyway) is usually reached when I have more buttons than fingers, as I prefer to keep finger movement to a minimum. That, and my hand's preferred chariot has 5 buttons, and I'd never dream of forcing my poor hand to change its ways.

---