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Subject: Re: Mouses

Posted by [Nukelt15](#) on Tue, 03 Jun 2008 17:21:31 GMT

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I should think that comfort would be more important than feature count; a comfortable mouse quickly becomes an extension of your hand. You no longer have to pay any attention to it, so it disappears. Then the only limitation on the system is your performance.

Speaking of gamer-friendly input devices, I'm somewhat surprised there isn't a high-end concave keyboard for gamers- something that conforms to natural twisting of the wrist for easy one-handed control of the entire keyboard- like the reverse of the curved ergonomic typist's keyboards that seem to be all over the place. I doubt very much that I'd pay out for one, since I do a lot of typing as well as gaming, but it is odd that nobody's made one yet. Unless they have and I just haven't seen it.

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