EXHIBIT K

Trackball getting on your nerves? Try GlidePoint. (Cirque Corp's cursor control device) (Hardware Review) (Evaluation)

Tired of running Microsoft Windows applications with a jittery little **trackball** but unwilling to tote a real mouse **on** the road?

Cirque Corp.'s $99 GlidePoint could be just what you need. It works so well that I've permanently adopted it for my fastest desktop system, not just my laptop.

What could be more natural than just sliding **your** finger across a pad to move the cursor and tapping **your** finger to activate a feature? That's how you use GlidePoint, a 2 1/4- by 1 1/2-inch rectangle containing both a sensor surface and the equivalent of two mouse buttons.

Installation is simple--just plug the cord into an IBM PS/2-compatible mouse port. GlidePoint works with all Microsoft Corp. mouse-compatible drivers. Unfortunately, it won't work with serial-port mouse interfaces, even with any adapters you might have around; it's strictly a PS/2-type mouse.

Wherever you touch the surface is where the cursor starts moving. Tapping to activate an icon (or flip a card in Solitaire) requires no special locating. There are two switch bars **on** the lower edge of the case, normally under **your** thumb, to use instead of the standard mouse buttons if desired. But tapping the screen is a much simpler way to activate the mostused button.

Reaching the other button could be awkward, but it's seldom used and, because the sensor surface doesn't require absolute positioning, you can move **your** hand to press the button.

This device is sealed with no moving parts; no more slow deterioration in mouseball performance owing to the accumulating dirt. GlidePoint might need an occasional wipe, though.

Although I first plugged it into a laptop, I spent most of my time testing this mouse-substitute **on** a Compaq Computer Corp. Pentium system with the enhanced business audio keyboard that has a round, six-pin mouse connector.

Installation consisted of switching the GlidePoint cord for the mouse cord, with power off, then booting the system. When Windows came up, GlidePoint worked just fine with absolutely no changes.

As you might expect, controlling the fullscreen movement of the cursor by finger movements **on** a tiny pad takes a bit of practice. But within a minute, I was ready to toss my old mouse entirely. The surface might seem too small to control a full-screen cursor accurately, yet I found it easier than a mouse for activating pull-down menus and every other Windows activity.

Corresponding corner

With the cursor in the upper right corner and my finger in the corresponding corner of the GlidePoint surface, a casual diagonal move to the opposite corner moved the cursor in a straight line to the bottom of the screen. I had what felt like plenty of room to spare **on** the surface even with only a half-inch of room left. GlidePoint also seems to put less stress **on** my hand, so I can work longer without risking cramps.

The only unusual feature is double-tapping the screen before dragging an object. I learned to do this playing Solitaire and quickly mastered the technique.

You'd expect extra-fine control to require a capped pen or fingernail, but don't try this--GlidePoint relies **on** the moisture from **your** finger to sense moves. It does this so well that it easily senses the center of **your**