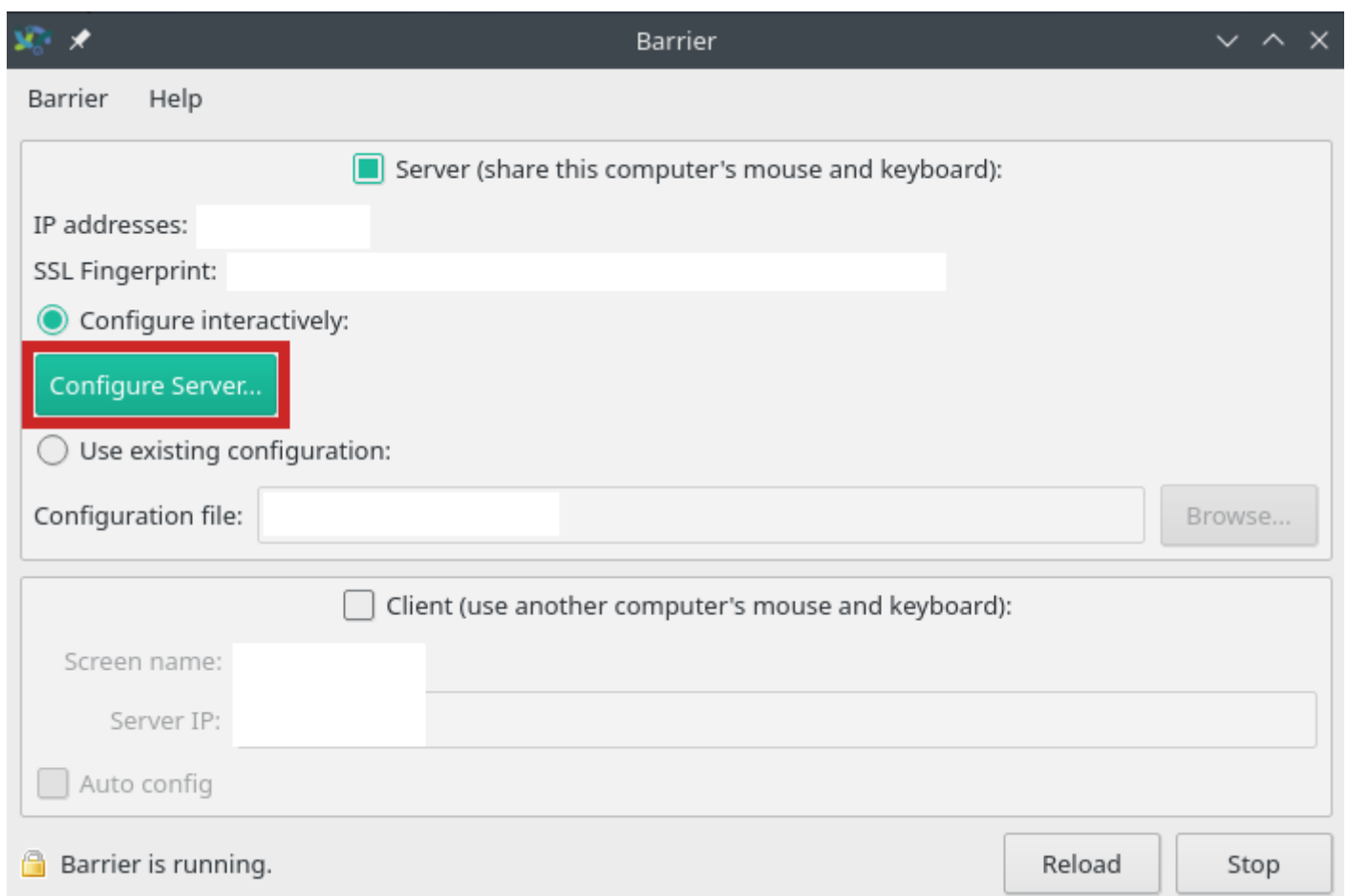


Common issues

Mouse uncontrollably spins in games

This usually happens in games and no matter what you change you can't play.

The solution is to tick the "Use relative mouse moves" in the server advanced settings and add a hotkey where you "Lock cursor to screen". You can set it to toggle, so if you want to come out of the remote machine's screen, you can just hit the same hotkey.



The image shows the Barrier application window. The title bar says "Barrier". Below the title bar is a menu bar with "Barrier" and "Help". The main content area is divided into two sections. The top section is titled "Server (share this computer's mouse and keyboard):" and contains the following options: "IP addresses:" with a text input field, "SSL Fingerprint:" with a text input field, "Configure interactively:" with a selected radio button, "Configure Server..." with a button (highlighted with a red rectangle), "Use existing configuration:" with an unselected radio button, and "Configuration file:" with a text input field and a "Browse..." button. The bottom section is titled "Client (use another computer's mouse and keyboard):" and contains the following options: "Screen name:" with a text input field, "Server IP:" with a text input field, and "Auto config" with an unselected checkbox. At the bottom of the window, there is a status bar that says "Barrier is running." with a lock icon, and two buttons: "Reload" and "Stop".

Barrier Help

☒ Server (share this computer's mouse and keyboard):

IP addresses:

SSL Fingerprint:

☒ Configure interactively:

Configure Server..

☐ Use existing configuration:


Configuration file:

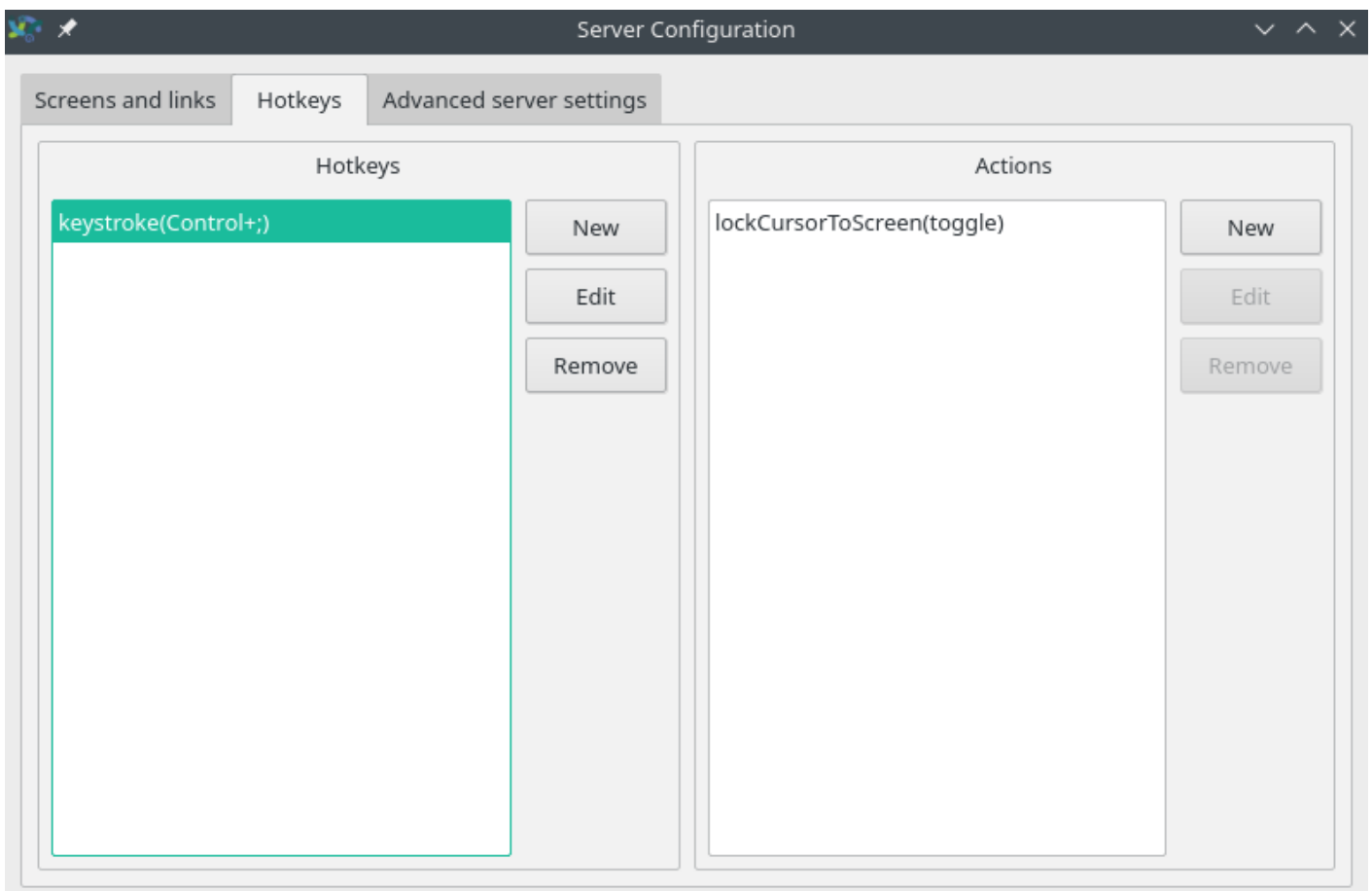
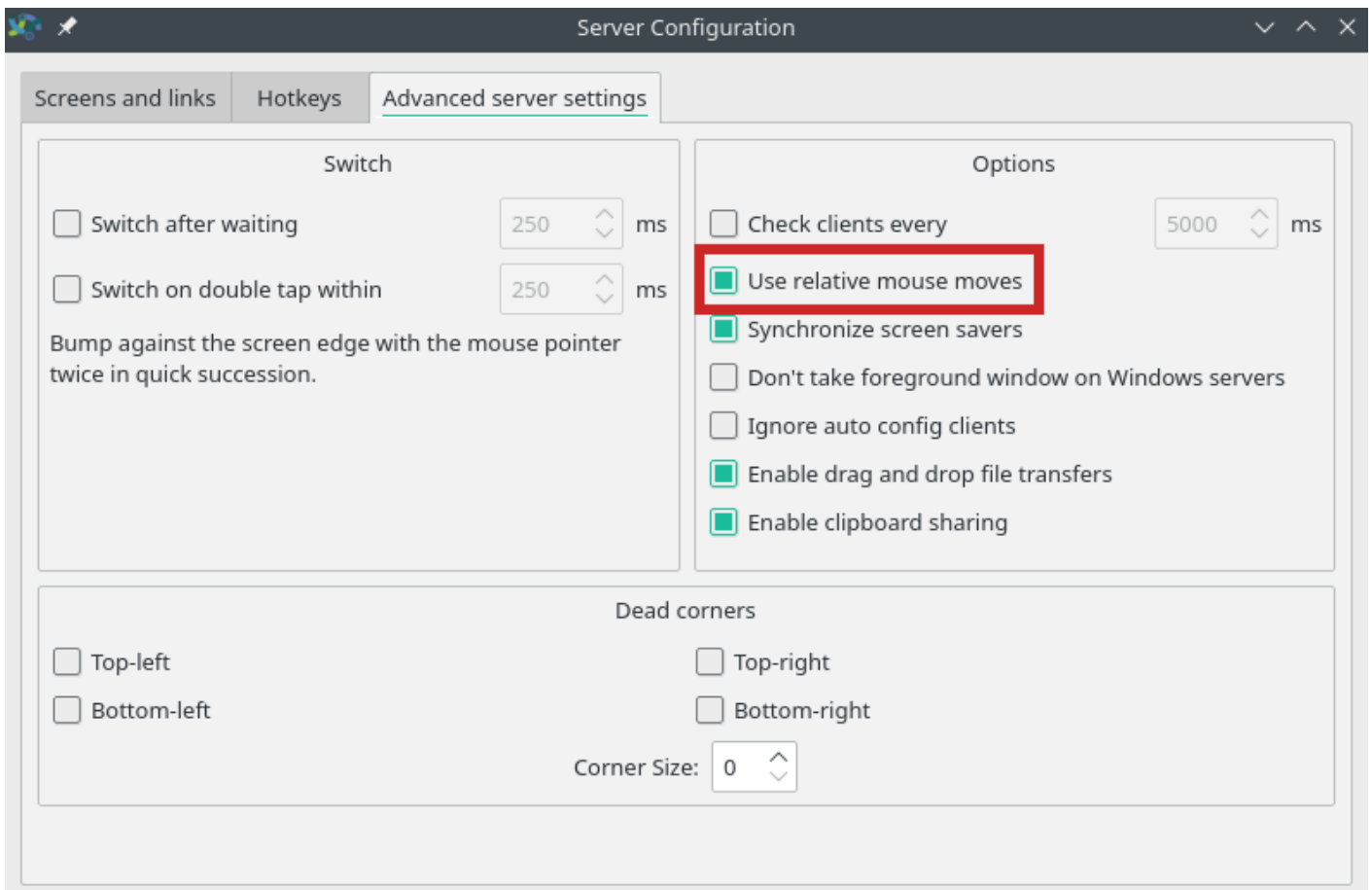
☐ Client (use another computer's mouse and keyboard):

Screen name:

Server IP:

☐ Auto config

 Barrier is running.



Source:

- <https://github.com/symless/synergy-core/issues/2631#issuecomment-399297923>
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