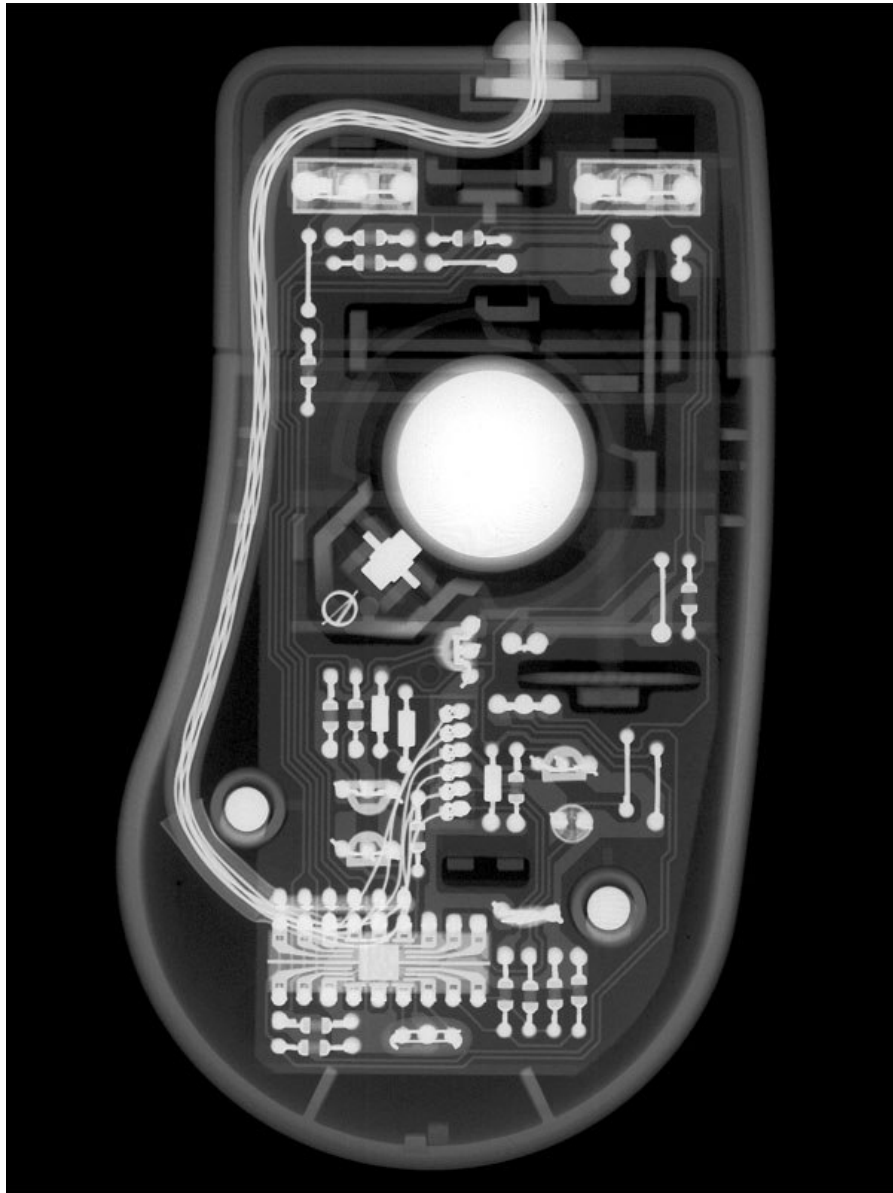


Advanced Methodical Design
April 2011, v3

Manufacturing techniques

Reverse engineering the computer mouse



By: E.B. (Ward) van der Houwen

Douglas Engelbart

Douglas Engelbart invented the computer mouse in 1963–64 as part of an experiment to find a better way to point and click on a display screen. Fashioned at the Stanford Research Institute, it had a carved wood casing and just one button. A subsequent model had three buttons, and Engelbart would have provided more if there had been room for more than the three micro switches to which the buttons were connected (Douglas Engelbart. (2011). In *Encyclopædia Britannica*. Retrieved from <http://www.britannica.com/EBchecked/topic/187881/Douglas-Engelbart>).



Engelbart, Douglas: first computer mouse. Photograph. Encyclopædia Britannica Online. Web. 26 Apr. 2011.
<<http://www.britannica.com/EBchecked/media/50966/The-first-computer-mouse-Douglas-Engelbart-invented-the-computer-mouse>>.

Fabrication/materialization

Everything around us is manufactured somehow, if it didn't grow, crawl or walk there itself or was there before us. Especially when in the city you should be aware that all our surroundings are artificial; that someone build or made it. All civilizations are characterized and named by the craft that they mastered: the Stone Age, Bronze Age, Iron Age. Long after we're gone, all what's left of our civilization will be a black layer in the soil; remnants of plastics, oil, strange organic molecules: long strands of carbon atoms. Our time will be known as the carbon age.

Knowing that almost everything around us is somehow manufactured, means that understanding our surroundings means somehow understanding how things are made. This is what we will do the coming weeks. But in a very limited way... We will try and understand how mice are made...

Reverse engineering

From wars, either in conflict and space race or sheer competition, engineers have always tried to topple the opponents technological advantage by trying to analyze and understand the opponents technological achievements. After the sputnik crisis (in 1958 the Russians launched the sputnik satellite in orbit, completely surprising the USA), the Americans started the space race and tried to launch probes on missions to other planets, trying to beat the Russians in setting new records; after years of trying to keep up with the Russians, in for instance building cameras that could take photo's on other planets and outer space, they gave up and secretively copied the Russian designs.

Reading someone's design is difficult because designs are influenced by technological history, culture and the personal preferences of the designer. Luckily however, the physics are the same on each side of the border and thus logic should explain why designs are as they are. This process of trying to understand the reasons of design decisions and the architecture and principles of a design are called reverse engineering.

- **Reverse Engineering (RE):** "disassemble or analyze in detail in order to discover concepts involved in manufacture." - "reverse engineer." *The Merriam-Webster Dictionary, New ed. 2004.*
- **Reverse engineering** is "the process of discovering the technological principles of a mechanical application through analysis of its structure, function and operation. That involves sometimes taking something apart and analyzing its workings in detail, usually with the intention to construct a new device or program that does the same thing without actually copying anything from the original." - [Wikipedia](#)

The goal of the project

We are going to reverse engineer the Microsoft computer mouse. Now, mind you, if you do this the right way, you should be able to put it back together afterward and use it again. So any action or use of tool that might irrevocably damage the mouse is a bad move and should be substituted with a subtler one. If you are, however, interested in the deepest innards of the mouse, say the electronics or the ball, than a knife comes in handy and your mouse will be rendered damaged and useless as a pointing device. You loose a mouse but gain knowledge!

The goal of this project is to understand the reasons and decisions and principles of the manufacturing of the computer mouse: why which material is favoured over another, why the specific shapes are selected and why these are manufactured using the specific techniques. A good reverse engineering session should tell you:

- **What the function of the part is and how it works,**
- **Why this material is selected**
- **Why it is this shape**
- **And how and why it is manufactured using the apparent technique.**

Added to that you'll be asked to suggest alternatives to all the aforementioned findings.

You will do this together in a team and each team member will analyse a different part. Together you will provide a paper, in which the computer mouse is completely reverse engineered.

4 students, 12 parts

Decide in the team who will analyse which parts. Make an overview photo or drawing of the mouse, its parts and the part names.

- Cable
- underside, screws and stickers
- upper side and buttons
- ball
- counter wheels
- ball wheel
- electronic components
- PCB

Decide on a paper layout, and individually start working on your part. Name the probable LORAW and base your suggestions upon that.

Requirement of the finished paper:

- All 4 students produce one paper together
- The paper contains the entire reverse engineered computer mouse (pictures, exploded view with nomenclature drawings and drawings of the manufacturing tools used)
- The paper has one consistent layout and style
- The paper lists the separate parts of the computer mouse
- The separate parts are analyzed for manufacturing technique, used (determined) material, LORAW and design considerations
- An alternative for the part, or some parts is given based upon the LORAW

Example... The ballpoint pen.

The following chapters contain an example of a reverse engineered ballpoint pen. Only one part is actually analysed. My hope is that your paper supersedes my example as it took me only 2 hours to make the entire example...



The ballpoint pen. A writing device invented in 1988 by the American born, John Loud (<http://www.ideafinder.com/history/inventions/ballpen.htm>, 2007) and first successfully marketed by the French company BIC in 1950 (http://www.bic.fr/inter_en/corporate/history/baron.asp, 2007). Writes like a pencil, but never needs sharpening. Disperses think ink on paper by means of a tiny ball in the point of the pen: hence the name ballpoint pen. This ballpoint is integrated into the ink cartridge, which can be retracted into the handle of the ballpoint pen by a simple 'click' motion on the button at the non-writing end of the ballpoint pen. The ballpoint pen features a clip for attaching it to cloth (the edge of a shirt pocket for instance) In the device under investigation, this clip is broken off. If there was any manufacturer name on the ballpoint pen it was probably on the clip. The manufacturer is now unknown.

The Ballpoint pen: LORAW

- Device disperses ink on paper
- Device facilitates writing on paper
- Ink from device does not smear after seconds
- Device features mode to prevent dispersing ink in surrounding
- Device fits in chest pocket

The Button: the end on the pen that can be pressed upon to lock the pen in either extended or retracted state. Is pressed upon by the thumb:

The button can be assembled as the last part and is press-fitted on the *indexing part, female*

LORAW

- The button features an attractive colour
- The button has a pleasant thumb interaction
- The button has a press fit on the *indexing part female*
- The button has a loose fit within the end of the *clip*
- The button is very cheap



Possible Manufacturing technique

The button is slightly tapered upward and shows a distinct mark (red circle). All signs of the used injection moulding technique. Very commonly used for cheap, mass produced, plastic parts. Pity that there is no mark for the plastic used.

Possible Materials

Being injection moulded, tough, transparent, smooth, relatively hard and cheap allows for the following plastics being used:

PMMA, PE, PP, PS and PC.

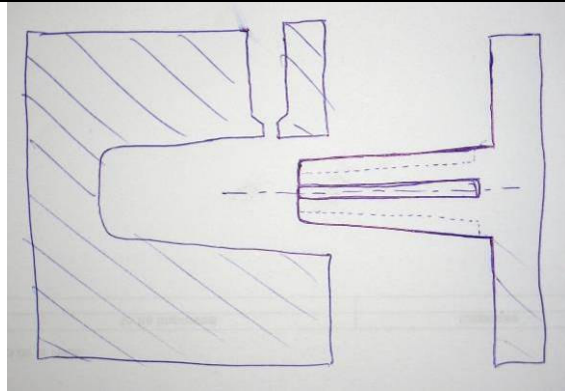
PMMA is ruled out as being too brittle, PC as being too expensive. Most likely PE or PS is used as PP has a maybe slightly softer feel to it.

Flame determination leads to a slightly sweet, extinguished-candle-like smell: PE it is.. PP smells like oil when burned, and PS like... Styrofoam (see table on last page).

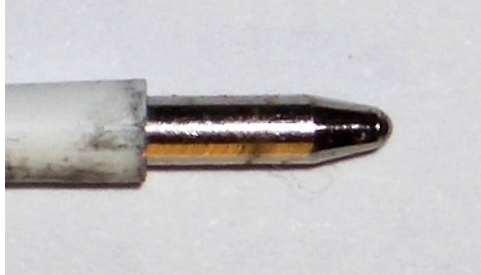
Verdict:

Injection moulded PE in a mould like this:

The mould clearly has release angles, the PE is injected from the side. There is no cavity number on the part, but one could assume that a dozen of these parts are produced in one mould at the same time.






			The clip
			The grip
			Indexing part, male
			Indexing part, female
		The spring	



**The
cartridge**

Plastic determination/identification table (Vink Catalogue, 2004, Didam, The Netherlands)

					
Cut a sample from your part.		Light the sample and watch.		Gently wave some smoke toward your nose. Smell, not inhale!	
Plastic	Density (g/cm ³) (float in water?)	Flammability	Appearance of flame	Material change/scent of smoke	When burning
PA	1.04-1.15	Partly self-extinguishing	Blue with yellow edge	Burnt horn or wool	Swells and drips a lot
POM	1.40-1.42	Burns on when lit	Weak blue, hardly visible	Sharp scent of formaldehyde	Swells, might drip
PET	1.39	self-extinguishing	Yellow, smoking	sweetish	Black ash
PE	0.91-0.96	Burns on when lit	Light yellow with blue core	Stearine or paraffin scent (extinguished candle)	Swells and drips
PP	0.91	Burns on when lit	Light yellow with blue core	Burning oil	Swells and drips slightly
PVDF	1.78	Difficult to inflame	yellow	TOXIC FUME!	chars
PTFE	2.20	Difficult to inflame	yellow	TOXIC FUME!	Swells and chars
PC	1.20	self-extinguishing	Bright and smoking	Vague burnt, sweetish	Swells in little blisters
PVC	1.38-1.40	self-extinguishing	Yellow with green core, flickering, smoking	Sharp hydrochloric acid scent	Swells, drips slightly
PMMA GS (cast)	1.18-1.20	Burns on when lit	Yellow with blue edge, sparking	Sweet, fruity	Swells easily in little blisters
PMMA XT (Extruded)	1.18-1.20	Burns on when lit	Yellow with blue edge	Sweet, fruity	Swells in little blisters, might drip
PPO	1.06	self-extinguishing	Flickering yellow, smoking	colloid	Black ash
PS	1.04-1.09	Burns on when lit	Light yellow-red, black thick smoke	Sweet styrene scent (Styrofoam)	Swells and drips
ABS	1.05-1.10	Burns badly just not self-extinguishing	Yellow with blue core black thick smoke	Weak sweetish styrene scent (Styrofoam)	Swells slightly and chars
PUR	1.20-1.26	Some flammable some self-extinguishing	Bright yellow	Sharp very unpleasant isocyanate scent	Might drip, drops with threads

