

This is a KM + key/click/cursor multi window broadcaster basically. It is a server/client in one .exe for maximum response on the server, whilst extending the same functionality to additional clients. The design is such that as much configuration as possible is done on the server. No coding/scripting is required!. It centres around WoW but is used for many different games.

It can broadcast mouse positions to multiple WoW's per client via an injected DLL, if you are game 🤖. See [The \(dualboxing\) wiki](#) for more info. Multiple cursors in WoW on one machine are only visible by setting WoW to software cursor mode, otherwise the instance set to receive cursor is the target of the real cursor on each client.

## **Features**

- KM: spans the mouse & keyboard over multi PC's. Supports multiple displays and splitting span modes + 5 mouse buttons
- Broadcasting: Sends keys, clicks, and cursor position (1 broadcast cursor per client) to assigned windows over all clients. [A related GM post.](#)
- Profiles: List of games to run with maximizer settings.
- Multiple key and click lists that switch with the profile.
- Click/key/wheel to key mapping (at server level).
- Sounds alerts for different toggles.
- Pass through key list (eg. volume controls, vent, etc) .
- Clipboard sharing: automatically copies text content to every client when it changes.
- Remote control: Wake on LAN list and shutdown/restarts.
- PiP: Switch window positions via a key bind per instance.
- 32 bit build works in x64.
- Triggers windows inbuilt focus-follow-mouse functionality whilst playing.
- Theme-able GUI designed in/for Vista/Aero
- Optional DLL (I call WoWhook) to inject into WoW to allow simultaneous cursor/clicks to multiple windows per client.
- New: 1.3.6: Tracks instance status over machines.
- New: 1.3.7: OSD window (changed from old DirectX method which was causing graphics crashes)
- Optionally installable mouse filter driver for supporting games that use DirectInput for mouse (not WoW, EQ for example). Vista 64 is not supported for it requires signed drivers.

## **Requirements**

.NET 3.5 SP 1: <http://www.microsoft.com/downloads/details.aspx?FamilyId=AB99342F-5D1A-413D-8319-81DA479AB0D7&displaylang=en>

VCR 2008 SP 1: <http://www.microsoft.com/downloads/details.aspx?familyid=a5c84275-3b97-4ab7-a40d-3802b2af5fc2&displaylang=en>

Networking: requires UDP (from server to client) and TCP (client to server) on the specified port.

## **Trial**

A free 2 week trial is [available here](#) . This requires an internet connection to verify the trial.

[My setup guide](#)

[Octopus Tutorial - Ughmahedhurtz](#) (initial setup detailed)

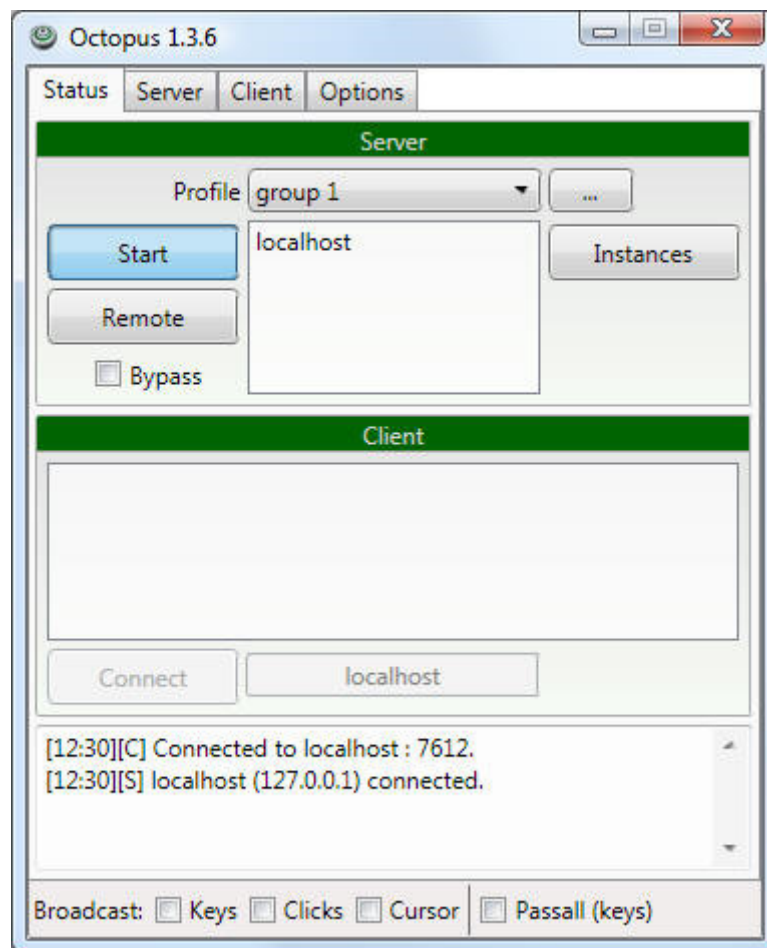
**Buy** (the code that appears in Paypal is the serial code)

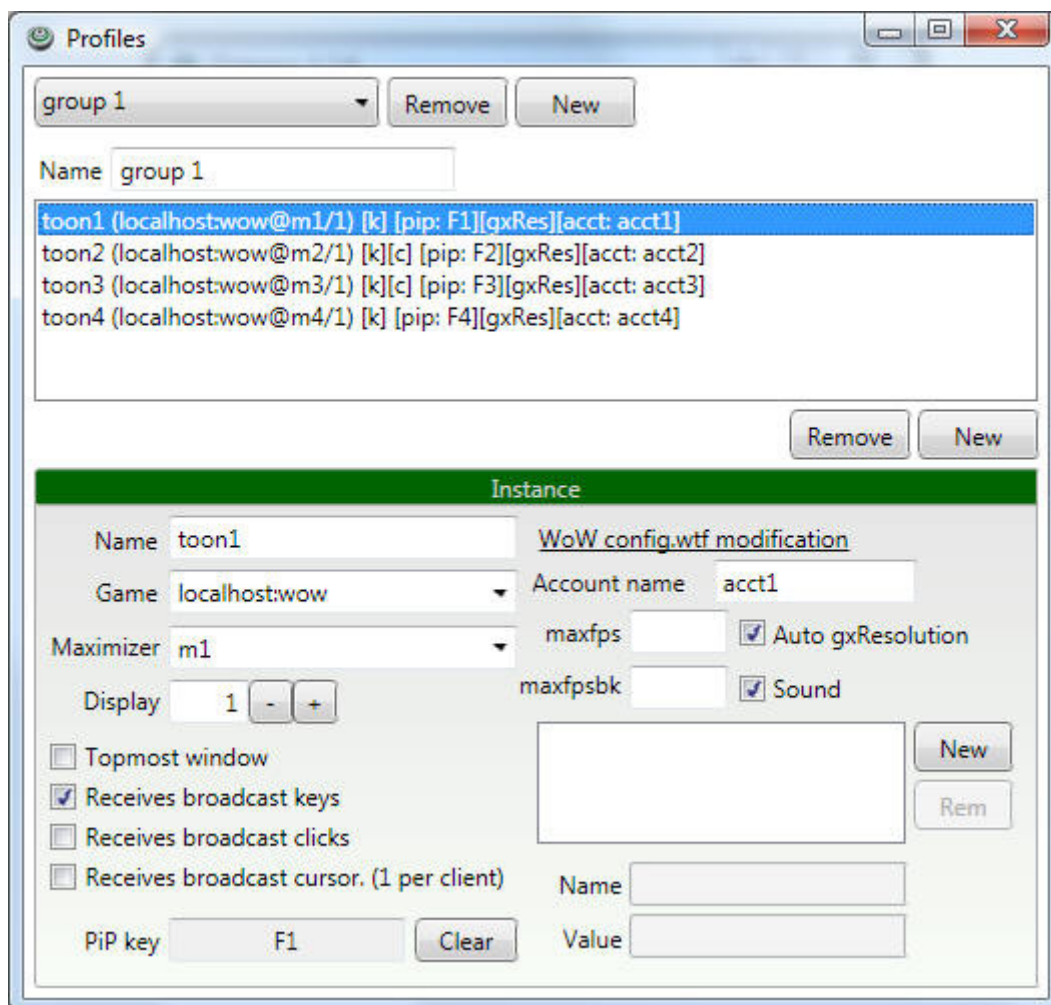
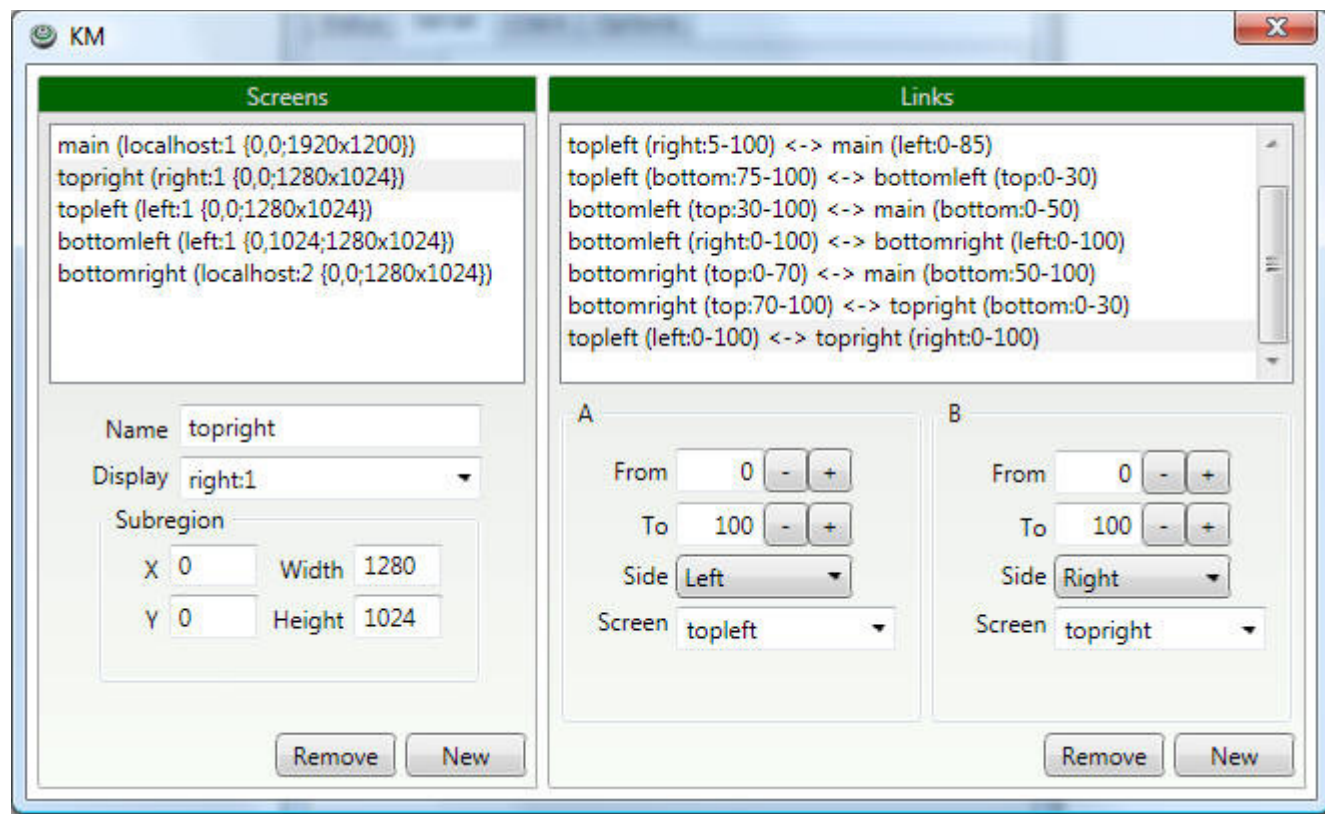


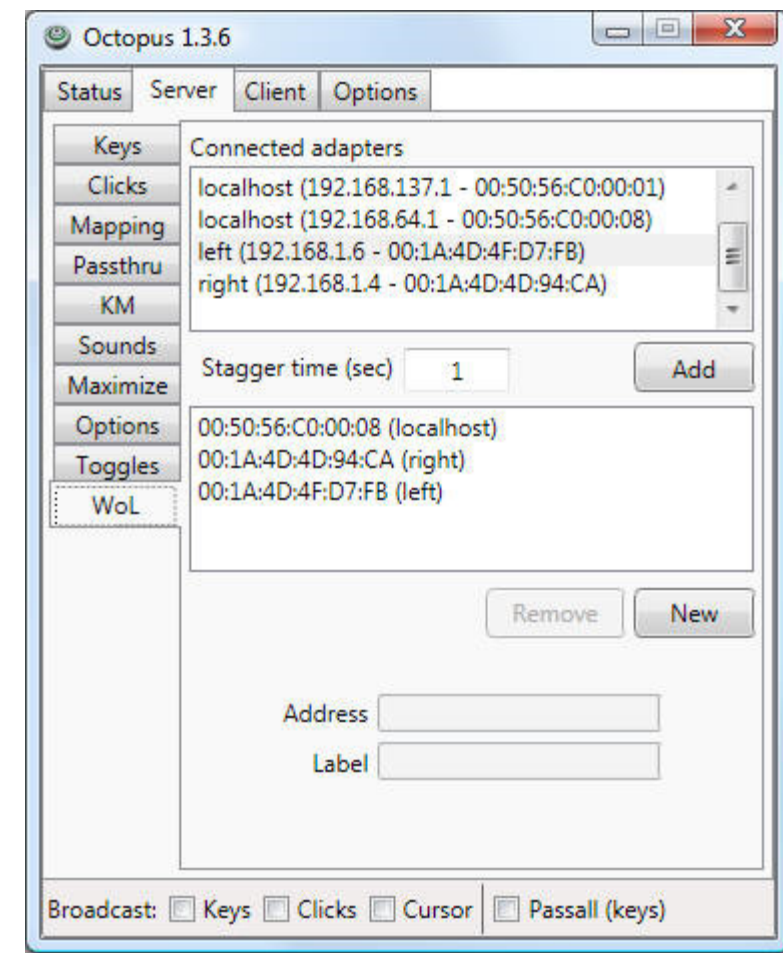
\$20 AUD (~14 USD). [Payment/activation info](#)

Note: prior donors (from when it was free) may contact me for a free serial code.

## **Screenshots**







Octopus 1.3.6

Status Server Client Options

General Windows Mouse Games WoWhook

Speed 10 - +

Mouselook wait (ms) 150 - +

☒ Screen lock

☐ Focus follows mouse (from games)

Focus delay 25 - +

**Cyclic broadcast clicks**

Foreground wait (ms) 0 - +

Click duration (ms) 0 - +

Event wait (ms) 20 - +

☒ WoW mode

Broadcast: ☐ Keys ☐ Clicks ☐ Cursor ☐ Passall (keys)

Octopus 1.3.6

Status Server Client Options

General Windows Mouse Games WoWhook

☒ Auto add windows

Window title

and/or ☐ Substring match

Process name wow

filename without .exe  
eg: wow

Broadcast: ☐ Keys ☐ Clicks ☐ Cursor ☐ Passall (keys)