The first table summarises the planned versions of button-Dasher and suggests a radio-button menu layout. The button-modes themselves are explained in another paper:
http://www.inference.phy.cam.ac.uk/mackay/abstracts/dasherButtons.html

Button Dasher Menu

	No Timing					Timing		
# Buttons	1sl	2	2sl	3		1d	1sl	1du
menu mode	◉	◉		■	static	◉	■	■
direct mode	□	□	■	◉	dynamic	◉	■	■

Key	
sl	short and long presses used
d	only timings of down events used
du	timings of down and up events used
■	an available method
◉	favourite method
◉	runner-up method
□	this choice is available, but has defects

Options for Menu mode	
B	Number of boxes
p	The probabilities $(p_1, p_2, \ldots)$ (allow to select uniform **p**, or dial up a geometric series)
$1/p_{\max}$	unzoom factor
s	cushion parameter

Options for static mode	
ϕ	zoom-in factor
E	time taken for pointer to do one sweep

Options for dynamic mode	
Speed	(uses the normal speed slider)
Rotation rate	**as a multiple of speed**
$\cdots$	additional parameters associated with long presses (1sl only)

Options for Direct mode		
p	The probabilities (p_1, p_2) (allow to select uniform **p**, or dial up a geometric series)	[1sl, 2 only]
p	The probabilities – with $p_1 = p_4,\ p_2 = p_3$	[2sl only]
$1/p_{\max}$	unzoom factor	[3 only]
s	cushion parameter	
1/0	Whether to show the two options by dividing line (default) or by boxes	[1sl, 2, 3]

Options for all modes	
Button 1	Definition
Button 2	Definition
Button 3	Definition
Frames	How many intermediate frames to render when a click initiates a 16x zoom.
s:l boundary	time defining short:long
1/0	Whether to show top and bottom of the 'official' canvas

The 13-option radio-button menu could be included in the current Control menu. All the buttons options are mutually exclusive alternatives to Normal Mouse Mode, One-dimensional

Mode, and Eyetracker Mode. Alternatively, we could have a single option, 'Button mode' sitting in a four-way radio button: Normal Mouse Mode, One-dimensional Mode, Eyetracker Mode, or Button mode; then a separate 13-choice radio-menu (at the bottom of the Control menu) would be used to specify which of the button modes the user wants. The other options could all go in Advanced, in principle, but it won't be big enough to hold them all. So I think we need to replace Advanced by, or divide Advanced into, **Miscellaneous**, **Buttons**, and **Model**. Model is where we put the radio-button to choose between various language models, and the Smoothing slider. Miscellaneous gets Timestamp, the OneDimensionalMode slider, and the Start-on-mouse-position slider. Buttons gets everything in this document. While we do this, I think we should put the "Control Mode" switch into the "Control" menu, under Starting and Stopping.

Here is an alternative orientation for the button menu.

Button Mode

	No Timing			
Buttons	1sl	2	2sl	3
menu mode	◉	◉		■
direct mode	□	□	■	◉
	Timing			
Buttons	1d	1sl	1du	
static	◉	■	■	
dynamic	◉	■	■	