2. Positioning time $P$

Fitts’ law: $P = C_1 + C_2 \log_2 (2D / W)$

Some authors: $\ldots + C_3 \log_2(C_4/W)$

$P$ = Positioning time  
$D$ = Distance between Cursor and Object  
$W$ = Size of the Object  
$C_i$ = Constants depending on pointing device

If positioning time is too long, decrease $D$ or increase $W$. Either will be more effective if $2D/W$ is small.

Try it out yourself at [http://www.tele-actor.net/fitts/index.html](http://www.tele-actor.net/fitts/index.html) (do preferably applet 2)