

# 模拟鼠标

## mouse\_event

```
void mouse_event(  
    DWORD    dwFlags,    // 标志位  
    DWORD    dx,         // 鼠标横坐标  
    DWORD    dy,         // 鼠标纵坐标  
    DWORD    dwData,  
    ULONG_PTR dwExtraInfo  
);
```

### 例如：

```
mouse_event(MOUSEEVENTF_LEFTDOWN, x, y, 0, 0); // 鼠标按下  
mouse_event(MOUSEEVENTF_LEFTUP, x, y, 0, 0);  // 鼠标抬起  
mouse_event(MOUSEEVENTF_LEFTDOWN | MOUSEEVENTF_LEFTUP, x, y, 0, 0); // 鼠标双  
击
```

## keybd\_event

```
void keybd_event(  
    BYTE    bVk,         // 虚拟码  
    BYTE    bScan,       // 扫描码  
    DWORD    dwFlags,     // KEYEVENTF_EXTENDEDKEY、KEYEVENTF_KEYUP  
    ULONG_PTR dwExtraInfo  
);
```

### 例如

```
// 按下了a  
keybd_event(65, 0, KEYEVENTF_EXTENDEDKEY, 0);  
keybd_event(65, 0, KEYEVENTF_KEYUP, 0);  
  
// 按下了Ctrl+C  
keybd_event(17, 0, 0, 0);  
keybd_event(67, 0, 0, 0);  
keybd_event(67, 0, KEYEVENTF_KEYUP, 0);  
keybd_event(17, 0, KEYEVENTF_KEYUP, 0);
```

