**using** System;

**using** System.Collections.Generic;

**using** System.ComponentModel;

**using** System.Data;

**using** System.Drawing;

**using** System.Linq;

**using** System.Text;

**using** System.Threading.Tasks;

**using** System.Windows.Forms;

**using** System.Diagnostics;

**namespace** MyLaserTurret

{

**public** **partial** **class** Form1 : Form

    {

**public** Stopwatch watch { **get**; **set**; }

**public** Form1()

        {

            InitializeComponent();

        }

**private** **void** Form1\_Load(**object** sender, EventArgs e)

        {

            watch = Stopwatch.StartNew();

            port.Open();

        }

**private** **void** Form1\_MouseMove(**object** sender, MouseEventArgs e)

        {

            writeToPort(**new** Point(e.X, e.Y));

        }

**public** **void** writeToPort(Point coordinates)

        {

**if** (watch.ElapsedMilliseconds > 15)

            {

                watch = Stopwatch.StartNew();

                port.Write(String.Format("X{0}Y{1}",

                (180 - coordinates.X / (Size.Width / 180)),

                (coordinates.Y / (Size.Height / 180))));

            }

        }

    }

}

<https://bitbucket.org/mtreeves808/laserturret/src/master/MyLaserTurret/MyLaserTurret/Form1.cs>