

pynput Package Documentation

This library allows you to control and monitor input devices.

It contains subpackages for each type of input device supported:

pynput.mouse

Contains classes for controlling and monitoring a mouse or trackpad.

pynput.keyboard

Contains classes for controlling and monitoring the keyboard.

All modules mentioned above are automatically imported into the **pynput** package. To use any of them, import them from the main package:

```
from pynput import mouse, keyboard
```

Forcing a specific backend

pynput attempts to use the backend suitable for the current platform, but this automatic choice is possible to override.

If the environment

variables `$PYNPUT_BACKEND_KEYBOARD` or `$PYNPUT_BACKEND` are set, their value will be used as backend name for the keyboard

classes, and if `$PYINPUT_BACKEND_MOUSE` or `$PYINPUT_BACKEND` are set, their value will be used as backend name for the mouse classes.

Available backends are:

- `darwin`, the default for *macOS*.
- `win32`, the default for *Windows*.
- `uinput`, an optional backend for *Linux* requiring *root* privileges and supporting only keyboards.
- `xorg`, the default for other operating systems.
- `dummy`, a non-functional, but importable, backend. This is useful as mouse backend when using the `uinput` backend.

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