

## Device\_Control\_Mouse\_Proc

```
import processing.serial.*;
PFont f;

Serial myPort; // Create object from Serial class
String val; // Variable to store the data received from the serial port

void setup()
{
    size(200, 200); // Output Window Size (Width, Height)
    f = createFont("Arial", 16, true); // Create Font
    String portName = Serial.list()[2]; // Change the 0 to 1 or 2 etc., to match your port
    myPort = new Serial(this, portName, 9600);
}

void draw()
{
    background(255); // Set background color
    textFont(f, 14); // Specify font to be used
    fill(0); // Specify font color
    text("Left Click - Device ON!", 20, 100); // Display Text
    text("Right Click - Device OFF!", 20, 120); // Display Text

    if (mousePressed == true)
    {
        // If clicked in the window:
        if (mouseButton == LEFT)
        {
            myPort.write('&apos;1&apos;'); // Send a 1 (HIGH)
            println("1");
        }
        else if (mouseButton == RIGHT)
        {
            myPort.write('&apos;0&apos;'); // Send a 0 (LOW)
            println("0");
        }
    }
}
```