

# Esplora Flight Sim

## Project Card

Make Esplora behave like a Keyboard and Mouse to control Google Earth's Flight-Simulation mode.

See the **Esplora Keyboard/Mouse** card to find out how to fill in the missing code.

```
#include <Esplora.h>
int state = 1;
int state_old = 1;
int mode = 0;
int xAxis, xAxis_old = 0;
int yAxis, yAxis_old = 0;
int zAxis, zAxis_old = 0;
```

```
void setup() {}
```

```
void loop()
{
  state_old=state;
  state = Esplora.readButton(SWITCH_4);
  if (state_old && !state) { // SWITCH_4 just Pressed?
    mode = !mode;
    if (mode) {
```




```

Mouse.begin();           // Take control of the mouse
Keyboard.begin();       //.. and Keyboard
Mouse.press();          // Click the Mouse
delay(100);
Mouse.release();
}
else {
  Mouse.end();
  Keyboard.end();
}
}
// If SWITCH_3 is pressed activate KEY_PAGE_UP
// If SWITCH_1 is pressed activate KEY_PAGE_DOWN

xAxis_old = xAxis;
yAxis_old = yAxis;
xAxis = Esplora.readAccelerometer(X_AXIS);
yAxis = Esplora.readAccelerometer(Y_AXIS);
int delta_x = xAxis-xAxis_old;
int delta_y = yAxis-yAxis_old;
// Control the mouse based on the accelerometer tilt
if (mode) Mouse.move(-5*delta_x, 2*delta_y, 0 );
delay(10);
}

```

Put your code  
in here



To Start Google Earth Flight Simulator mode:  
(Tools-> Enter Flight Simulator) or (Ctrl+Alt+A)