**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();

}

Put your code in here

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);

}

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

