Pynput

<https://github.com/moses-palmer/pynput>

A simple-ish Python script using pynput and a few other libraries to fetch the long and short definitions of a word from vocabulary.com.

Pynput is a lightweight library aimed at controlling and monitoring input devices. It also contains subpackages for different types of input devices (mouse or keyboard).

There are some OS specific limitations to be aware of. For example, on Linux, an X server instance must be running and $DISPLAY must be set.

*| $ DISPLAY=:0 python -c 'import pynput'*

On more recent versions of macOS, monitoring of keyboard activity has been restricted. To get around this, either the process must be run as root or the app must be whitelisted as an assistive device. If whitelisting the app, you may also need to whitelist the terminal if the script is run through it.

On Windows, virtual events sent by other processes may be ignored by Pynput. Another issue is that the OS will not recognize if the code is holding a key down. It will see this as one key press/release event.

Some useful functions are:

* Mouse
  + mouse.position
  + mouse.move(x, y)
  + mouse.press(Button.[left/right])
  + mouse.release(Button.[left/right])
  + mouse.click(Button.[left/right], n)
  + mouse.scroll(start, end)
  + def on\_move(x, y)
  + def on\_click(x, y, button, pressed)
  + def on\_scroll(x, y, dx, dy)
  + with mouse.Listener (

on\_move=on\_move,

on\_click=on\_click,

on\_scroll=on\_scroll )

listener.start()

* Keyboard
  + keyboard.press(Key.[SPEC\_KEY])
  + keyboard.press(‘[LETTER]’)
  + keyboard.release(Keay.[SPEC\_KEY])
  + keyboard.release(‘[LETTER]’)
  + keyboard.type(‘[STRING]’)
  + def on\_press(key)
  + def on\_release(key)
  + listener = keyboard.Listener(

on\_press=on\_press,

on\_release=on\_release)

* + listener.start()