

InjectBrowserMouseMove

This function injects a mouse movement.

Syntax

```
bool injectBrowserMouseMove ( browser webBrowser, int posX, int posY )
```

OOP Syntax Help! I don't understand this!

Method: *browser:injectMouseMove(...)*

Required arguments

- **webBrowser:** The browser which will retrieve the mouse movement
- **posX:** Absolute X screen coordinate
- **posY:** Absolute Y screen coordinate

Returns

Returns *true* if the movement was injected successfully, *false* otherwise.