

InjectBrowserMouseUp

This function injects a mouse click (state: up).

Syntax

```
bool injectBrowserMouseUp ( browser webBrowser, string mouseButton )
```

OOP Syntax Help! I don't understand this!

Method: *browser:injectMouseUp(...)*

Required arguments

- **webBrowser:** The web browser
- **mouseButton:** The mouse button (Possible values: *left, middle, right*)

Returns

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