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MouseTrap

MouseTrap records mouse movements and writes them to binary data files. It runs on 64 bit versions of Linux, MacOS, Windows and other systems supported by Python.

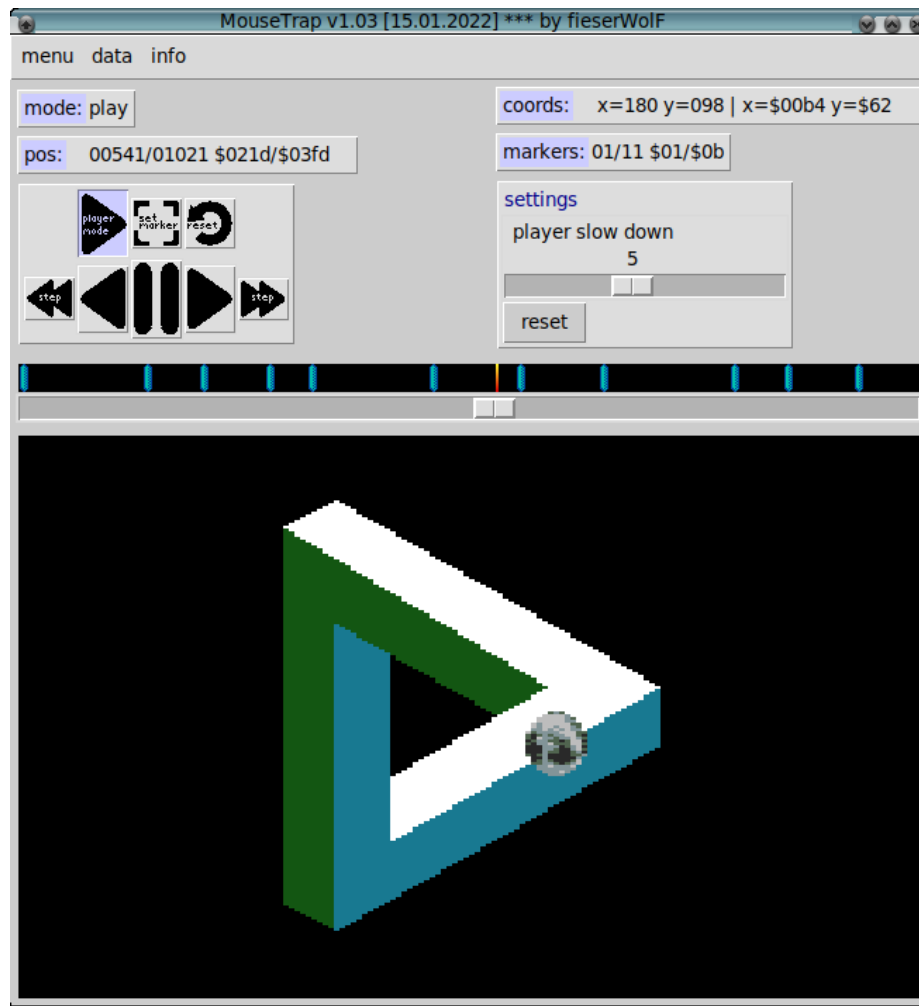


Figure 1: screenshot

Why MouseTrap?

reason	description
open source	easy to modify and to improve, any useful contribution is highly welcome
portable	available on Linux, MacOS, Windows and any other system supported by Python3
easy to use	simple GUI provided

Usage

MouseTrap v1.03 [17.01.2022] *** by fieserWoLF

```
usage: mousetrap.py [-h] [-i IMAGE_FILE] [-p POINTER_FILE] [-g GHOST_FILE] [-xl POSX_LO_FILE]
                  [-mh MARKER_HI_FILE]
```

This records mouse movements and writes them to binary data files. Press F1 for help in the

optional arguments:

```
-h, --help            show this help message and exit
-i IMAGE_FILE, --image_file IMAGE_FILE
                        image file (320x200 pixel)
-p POINTER_FILE, --pointer_file POINTER_FILE
                        optional pointer image file (44x46 pixel): it follows the mousepoint
-g GHOST_FILE, --ghost_file GHOST_FILE
                        optional ghost pointer image file (44x46 pixel): it follows the reco
-xl POSX_LO_FILE, --posx_lo_file POSX_LO_FILE
                        posx low file (default="posx_lo.bin")
-xh POSX_HI_FILE, --posx_hi_file POSX_HI_FILE
                        posx high file (default="posx_hi.bin")
-y POSY_FILE, --posy_file POSY_FILE
                        posy file (default="posy.bin")
-m1 MARKER_LO_FILE, --marker_lo_file MARKER_LO_FILE
                        marker file (default="marker_lo.bin")
-mh MARKER_HI_FILE, --marker_hi_file MARKER_HI_FILE
                        marker file (default="marker_hi.bin")
```

Example: ./mousetrap.py -i image.png -p ball.png -g ghost.png -xl posx-low.bin -xh posx-high

Author

- fieserWoLF/Abyss-Connection - *code* - <https://github.com/fieserWoLF> <https://csdb.dk/scener/?id=3623>

Getting Started

Clone the git-repository to your computer:

```
git clone mousetrap.git
```

Start the python script: `python3 mousetrap.py -i image.png -p ball.png -g ghost.png -xl posx-low.bin -xh posx-high.bin -y posy.bin -ml marker_lo.bin -mh marker_hi.bin`

Prerequisites

At least this is needed to run the script directly:

- python 3
- argparse
- python “The Python Imaging Library” (PIL)

Normally, you would use pip like this:

```
pip3 install argparse pillow
```

On my Debian GNU/Linux machine I use apt-get to install everything needed:

```
apt-get update
```

```
apt-get install python3 python3-argh python3-pil
```

Changelog

Future plans

- improve GUI features

Any help and support in any form is highly appreciated.

If you have a feature request, a bug report or if you want to offer help, please, contact me:

<http://csdb.dk/scener/?id=3623> or wolf@abyss-connection.de

Changes in 1.03

- initial public release

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Version 3, 29 June 2007

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To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively state the exclusion of warranty; and each file should have at least the “copyright” line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.>
Copyright (C) <year> <name of author>

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Also add information on how to contact you by electronic and paper mail.

If the program does terminal interaction, make it output a short notice like this when it starts in an interactive mode:

```
<program> Copyright (C) <year> <name of author>  
This program comes with ABSOLUTELY NO WARRANTY; for details type 'show w'.  
This is free software, and you are welcome to redistribute it  
under certain conditions; type 'show c' for details.
```

The hypothetical commands `show w` and `show c` should show the appropriate parts of the General Public License. Of course, your program's commands might be different; for a GUI interface, you would use an “about box”.

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Python 3 license

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The Python Imaging Library (PIL)

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