

Al Virtual Mouse (https://www.computervision.zone/courses/ai-virtual-mouse/) > Code Files (https://www.c...

IN PROGRESS

AiVirtualMouseProject.py

```
Python
   import numpy as np
3
   import HandTrackingModule as htm
  import time
5
  import autopy
  ###############################
7
  wCam, hCam = 640, 480
9 frameR = 100 # Frame Reduction
10 smoothening = 7
12
13 pTime = 0
14 plocX, plocY = 0, 0
15 clocX, clocY = \emptyset, \emptyset
17 cap = cv2.VideoCapture(1)
18 cap.set(3, wCam)
19 cap.set(4, hCam)
20 detector = htm.handDetector(maxHands=1)
21 wScr, hScr = autopy.screen.size()
22 # print(wScr, hScr)
23
24 while True:
25
       # 1. Find hand Landmarks
26
       success, img = cap.read()
27
       img = detector.findHands(img)
       lmList, bbox = detector.findPosition(img)
28
       # 2. Get the tip of the index and middle fingers
29
30
       if len(lmList) != 0:
           x1, y1 = lmList[8][1:]
31
           x2, y2 = lmList[12][1:]
32
33
           # print(x1, y1, x2, y2)
34
35
       # 3. Check which fingers are up
36
       fingers = detector.fingersUp()
37
       # print(fingers)
       cv2.rectangle(img, (frameR, frameR), (wCam - frameR, hCam - frameR),
38
39
       (255, 0, 255), 2)
       # 4. Only Index Finger: Moving Mode
                                          ▶ 1;2] == 0:
```

```
42
           # 5. Convert Coordinates
43
           x3 = np.interp(x1, (frameR, wCam - frameR), (0, wScr))
44
           y3 = np.interp(y1, (frameR, hCam - frameR), (0, hScr))
45
           # 6. Smoothen Values
           clocX = plocX + (x3 - plocX) / smoothening
46
47
           clocY = plocY + (y3 - plocY) / smoothening
48
49
           # 7. Move Mouse
50
           autopy.mouse.move(wScr - clocX, clocY)
51
           cv2.circle(img, (x1, y1), 15, (255, 0, 255), cv2.FILLED)
52
           plocX, plocY = clocX, clocY
53
54
       # 8. Both Index and middle fingers are up : Clicking Mode
55
       if fingers[1] == 1 and fingers[2] == 1:
56
           # 9. Find distance between fingers
57
           length, img, lineInfo = detector.findDistance(8, 12, img)
58
           print(length)
59
           # 10. Click mouse if distance short
           if length < 40:
60
               cv2.circle(img, (lineInfo[4], lineInfo[5]),
61
62
               15, (0, 255, 0), cv2.FILLED)
63
               autopy.mouse.click()
64
       # 11. Frame Rate
65
       cTime = time.time()
66
       fps = 1 / (cTime - pTime)
67
68
       pTime = cTime
       cv2.putText(img, str(int(fps)), (20, 50), cv2.FONT_HERSHEY_PLAIN, 3,
69
70
       (255, 0, 0), 3)
71
       # 12. Display
       cv2.imshow("Image", img)
72
73
       cv2.waitKey(1)
```

HandTrackingModule.py

```
11 11 11
1
   Hand Tracing Module
  By: Murtaza Hassan
   Youtube: http://www.youtube.com/c/MurtazasWorkshopRoboticsandAI
5
   Website: https://www.murtazahassan.com/
6
7
8
   import cv2
9
   import mediapipe as mp
10 import time
11
   import math
12
   import numpy as np
13
14
15
  class handDetector():
16
        def __init__(self, mode=False, maxHands=2, detectionCon=0.5, trackCon=0.5):
17
            self.mode = mode
18
            self.maxHands = maxHands
19
            self.detectionCon = detectionCon
20
            self.trackCon = trackCon
21
22
            self.mpHands = mp.solutions.hands
23
            self.hands = self.mpHands.Hands(self.mode, self.maxHands,
24
                                             self.detectionCon, self.trackCon)
25
            self.mpDraw = mp.solutions.drawing_utils
26
            self.tipIds = [4, 8, 12, 16, 20]
27
28
        def findHands(self, img, draw=True):
29
            imgRGB = cv2.cvtColor(img, cv2.COLOR_BGR2RGB)
30
            self.results = self.hands.process(imgRGB)
31
            # print(results.multi_hand_landmarks)
32
```

```
33
            if self.results.multi_hand_landmarks:
                for handLms in self.results.multi_hand_landmarks:
34
35
                    if draw:
36
                        self.mpDraw.draw_landmarks(img, handLms,
37
                                                   self.mpHands.HAND_CONNECTIONS)
38
39
            return img
40
        def findPosition(self, img, handNo=0, draw=True):
41
42
            xList = [
43
            yList = %#91;]
44
            bbox = [
45
            self.lmList = \$\#91;
            if self.results.multi_hand_landmarks:
46
47
                myHand = self.results.multi_hand_landmarks[handNo]
48
                for id, lm in enumerate(myHand.landmark):
49
                    # print(id, lm)
50
                    h, w, c = img.shape
51
                    cx, cy = int(lm.x * w), int(lm.y * h)
52
                    xList.append(cx)
53
                    yList.append(cy)
54
                    # print(id, cx, cy)
55
                    self.lmList.append([id, cx, cy])
56
                    if draw:
57
                        cv2.circle(img, (cx, cy), 5, (255, 0, 255), cv2.FILLED)
58
59
                xmin, xmax = min(xList), max(xList)
60
                ymin, ymax = min(yList), max(yList)
61
                bbox = xmin, ymin, xmax, ymax
62
                if draw:
63
64
                    cv2.rectangle(img, (xmin - 20, ymin - 20), (xmax + 20, ymax + 20),
65
                                  (0, 255, 0), 2)
66
67
            return self.lmList, bbox
68
69
        def fingersUp(self):
70
            fingers = \[
71
            # Thumb
            if self.lmList[self.tipIds[0]][1] > self.lmList[self.tipIds&#91
72
73
                fingers.append(1)
74
            else:
75
                fingers.append(0)
76
77
            # Fingers
78
            for id in range(1, 5):
79
80
                if self.lmList[self.tipIds[id]][2] < self.lmList&#91;self.tip
81
                    fingers.append(1)
82
                else:
83
                    fingers.append(0)
84
85
            # totalFingers = fingers.count(1)
86
            return fingers
87
88
89
        def findDistance(self, p1, p2, img, draw=True,r=15, t=3):
90
            x1, y1 = self.lmList[p1][1:]
91
            x2, y2 = self.lmList[p2][1:]
92
            cx, cy = (x1 + x2) // 2, (y1 + y2) // 2
93
94
            if draw:
95
                cv2.line(img, (x1, y1), (x2, y2), (255, 0, 255), t)
                cv2.circle(img, (x1, y1), r, (255, 0, 255), cv2.FILLED)
96
                cv2.circle(img, (x2, y2), r, (255, 0, 255), cv2.FILLED)
97
98
                cv2.circle(img, (cx, cy), r, (0, 0, 255), cv2.FILLED)
99
            length = math.hypot(x2 - x1, y2 - y1)
100
101
            return length, img, [x1, y1, x2, y2, cx, cy]
```

```
102
103
104 def main():
105
        pTime = ∅
        cTime = 0
106
107
        cap = cv2.VideoCapture(1)
        detector = handDetector()
108
109
        while True:
110
            success, img = cap.read()
111
            img = detector.findHands(img)
            lmList, bbox = detector.findPosition(img)
112
            if len(lmList) != 0:
113
                print(lmList[4])
114
115
            cTime = time.time()
116
117
            fps = 1 / (cTime - pTime)
            pTime = cTime
118
119
            cv2.putText(img, str(int(fps)), (10, 70), cv2.FONT_HERSHEY_PLAIN, 3,
120
                        (255, 0, 255), 3)
121
122
            cv2.imshow("Image", img)
123
            cv2.waitKey(1)
124
125
126
127 if __name__ == "__main__":
128
        main()
```

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