

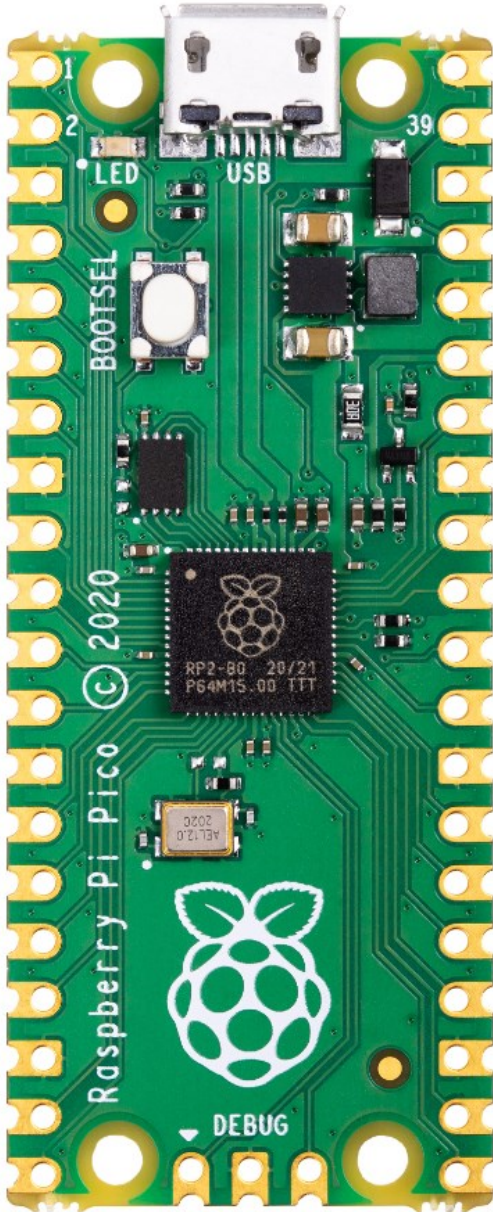


# Programming Raspberry Pi Pico with CircuitPython to emulate a keyboard or a mouse: **tiny examples**

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## CircuitPython's Human Interface Device (HID) module<sup>1,2</sup>

```
CIRCUITPY
code.py
lib
└─ adafruit_hid
   ├── mouse.mpy
   ├── keyboard_layout_us.mpy
   ├── keyboard.mpy
   ├── consumer_control.mpy
   ├── keyboard_layout_base.mpy
   ├── keycode.mpy
   ├── consumer_control_code.mpy
   └── __init__.mpy
```

1. Install CircuitPython onto Pico.
2. Put the HID library in the `lib` folder on the `CIRCUITPY` drive<sup>3</sup>.
3. Save a program example to the `code.py` file and try it.

<sup>1</sup> [https://docs.circuitpython.org/en/latest/shared-bindings/usb\\_hid/index.html](https://docs.circuitpython.org/en/latest/shared-bindings/usb_hid/index.html)

<sup>2</sup> MicroPython also supports HID now.

<sup>3</sup> <https://learn.adafruit.com/circuitpython-essentials/circuitpython-hid-keyboard-and-mouse>

# emulating a keyboard: typing 'n42'\*

```
import usb_hid  
from adafruit_hid.keyboard import Keyboard  
from adafruit_hid.keycode import Keycode  
from time import sleep  
  
keyboard = Keyboard(usb_hid.devices)  
  
sleep(42 / 10)  
keyboard.send(Keycode.N, Keycode.FOUR, Keycode.TWO)
```

---

\* <https://github.com/kruno-peter/pico-keyboard-mouse/>



**Keyboard**<sup>1</sup> sends keypresses.

**Keycode** defines keycodes.

<sup>1</sup> Arduino: [Keyboard.h](#), [TrinketKeyboard.h](#)

1. Connect Pico via USB.
2. Put the cursor quickly where you want to write.
3. Wait a moment.
4. Let the program type *n42*.

→ a custom keyboard or a password keeper

## # emulating a mouse: moving the cursor

```
import usb_hid  
  
from adafruit_hid.mouse import Mouse  
from time import sleep  
  
mouse = Mouse(usb_hid.devices)
```

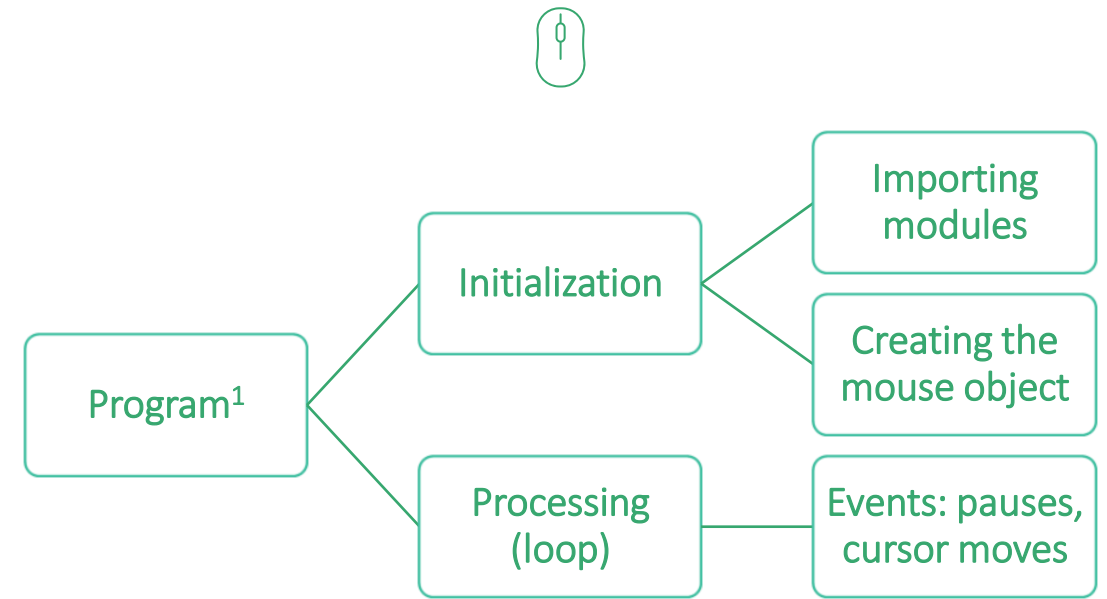
while True:

```
    sleep(42 / 10)
```

```
    mouse.move(-42, 0, 0)           # left
```

```
    sleep(42 / 100)
```

```
    mouse.move(42, 0, 0)           # right
```



<sup>1</sup> Arduino sketch: `setup()` and `loop()`

1. Connect Pico via USB.
2. Wait a moment.
3. Let the program move the cursor.

→ a cheap mouse jigglers or a pointing device

## # emulating a mouse: the left click

```
import usb_hid  
from adafruit_hid.mouse import Mouse  
import board  
import digitalio  
from time import sleep  
  
mouse = Mouse(usb_hid.devices)  
button = digitalio.DigitalInOut(board.GP16)  
button.switch_to_input(pull=digitalio.Pull.DOWN) # GP16 -> GND  
  
while True:  
    if button.value:  
        mouse.click(Mouse.LEFT_BUTTON) # the left click  
        sleep(42 / 100) # preventing multiple clicks
```

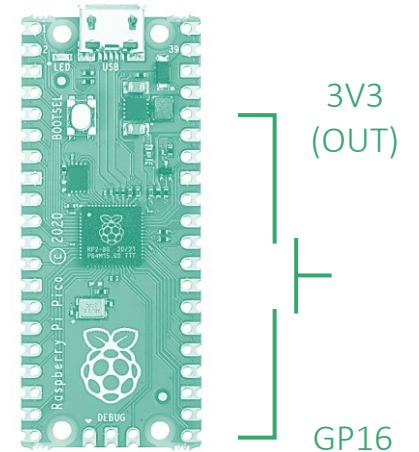


**board**<sup>1</sup> defines the pin names.

**digitalio** allows digital control of the IO pins.

<sup>1</sup> MicroPython: **machine**

1. Connect Pico via USB.
2. *Push the button* (connect GP16 with 3V3 (OUT) using a wire).



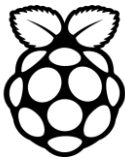
→ a pointing device prototype

Programming Pico with CircuitPython to act like a keyboard or a mouse is easy – those three simple examples<sup>1,2</sup> are ready for prototyping.



<sup>1</sup> <https://github.com/kruno-peter/pico-keyboard-mouse/>

<sup>2</sup> bonus: a program that emulates both a mouse and a keyboard



[raspberrypi.com](https://raspberrypi.com)



[circuitpython.org](https://circuitpython.org)



[learn.adafruit.com](https://learn.adafruit.com)

*May God and the source be with you.*