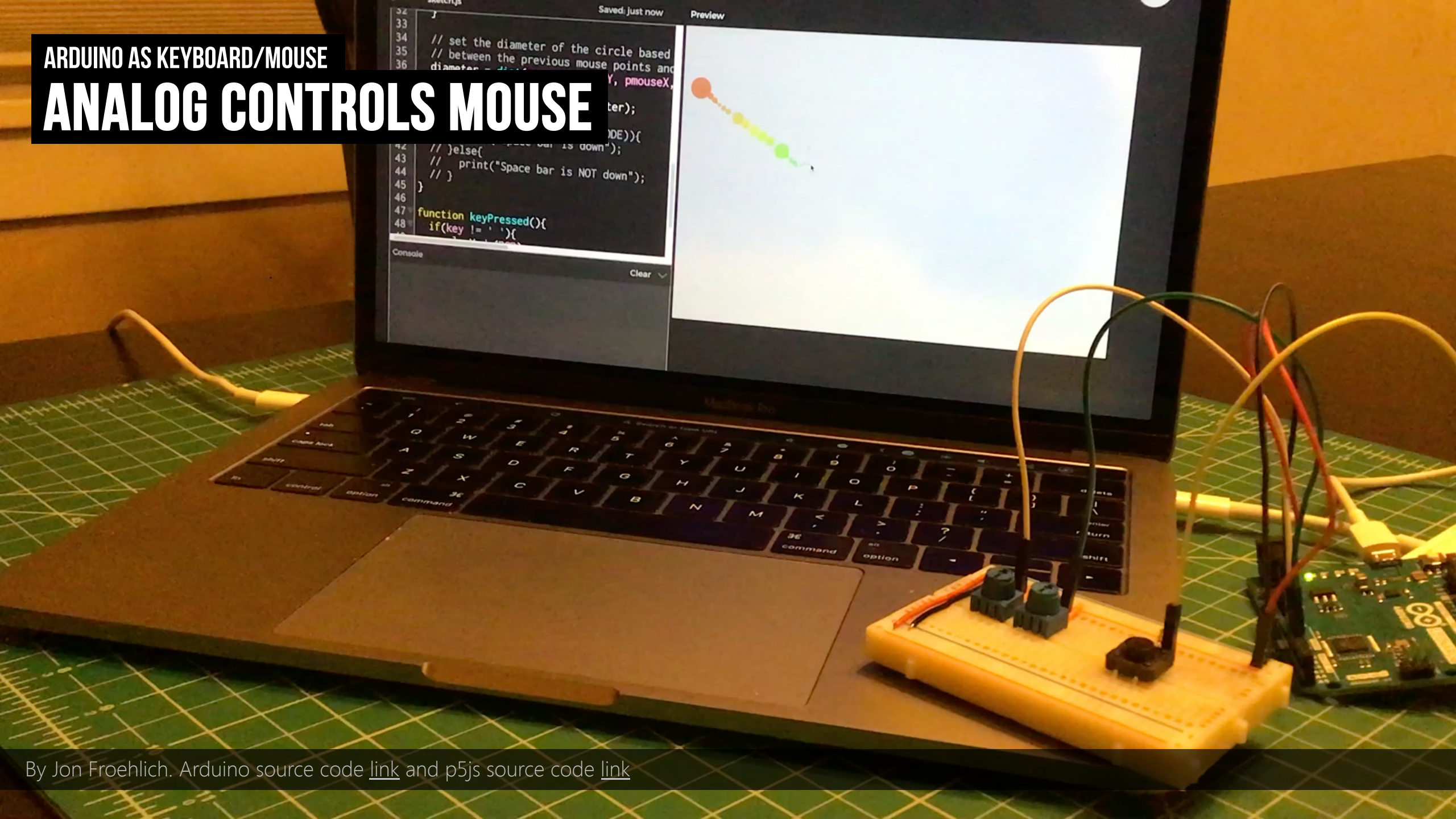
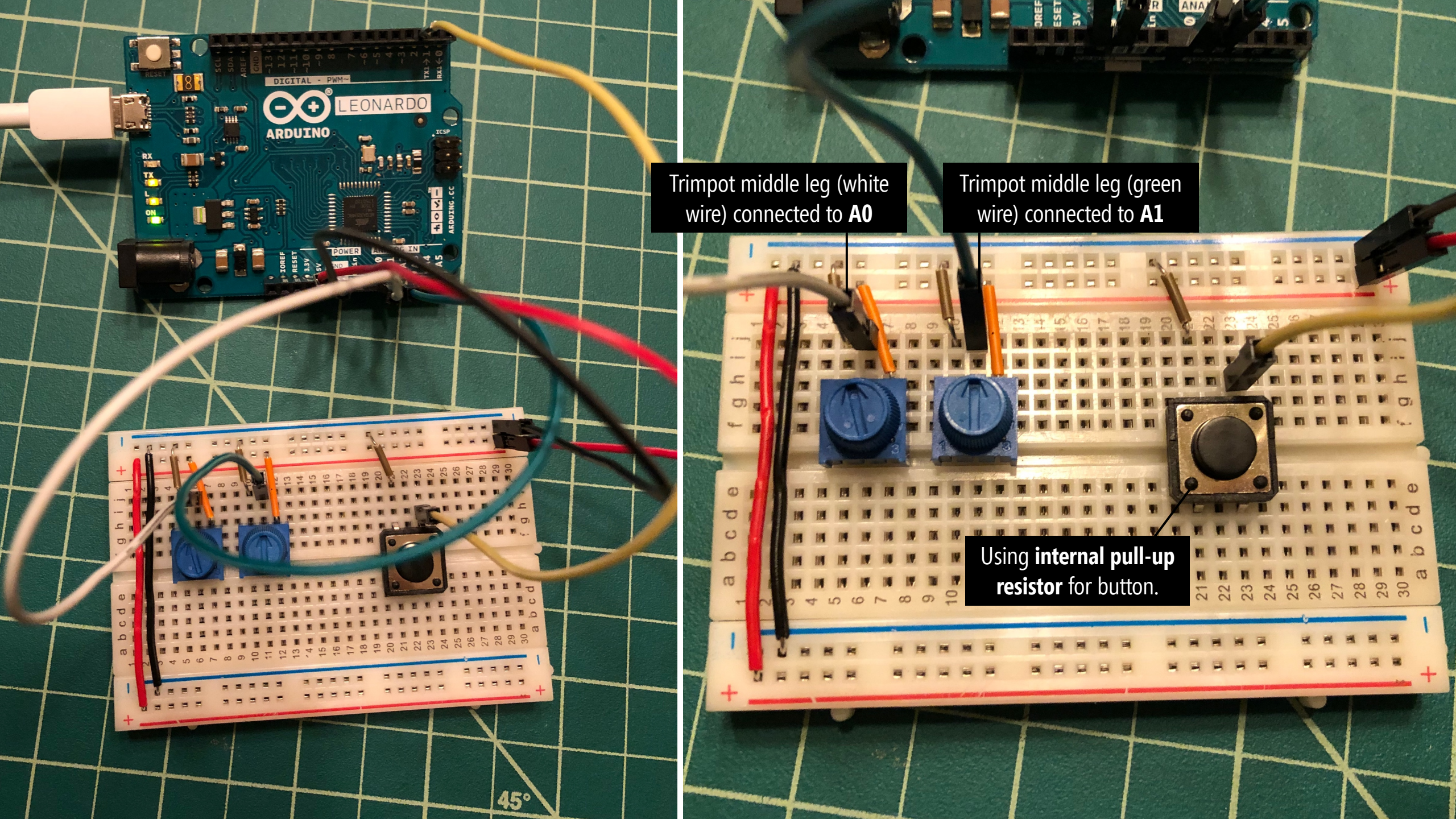
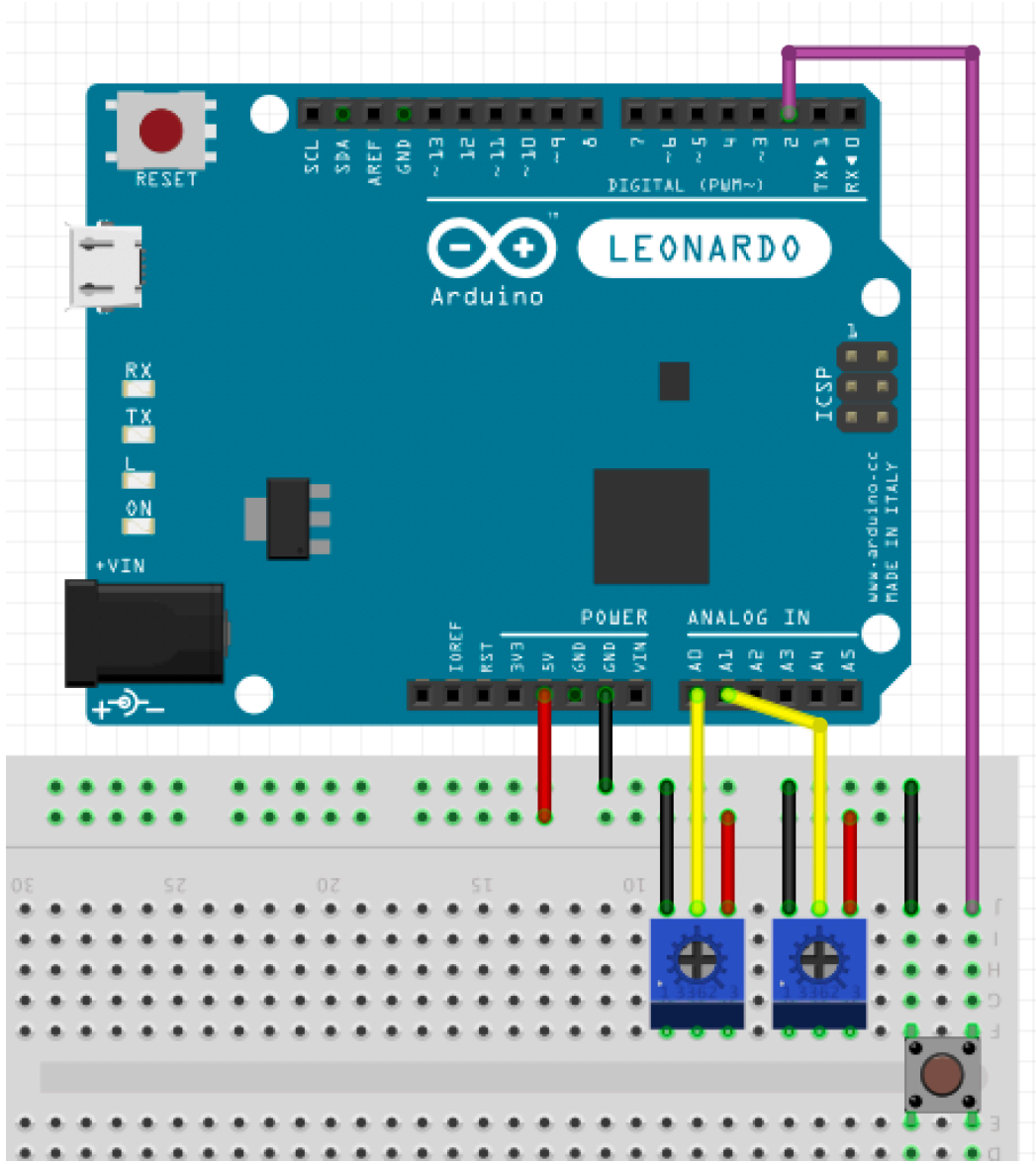


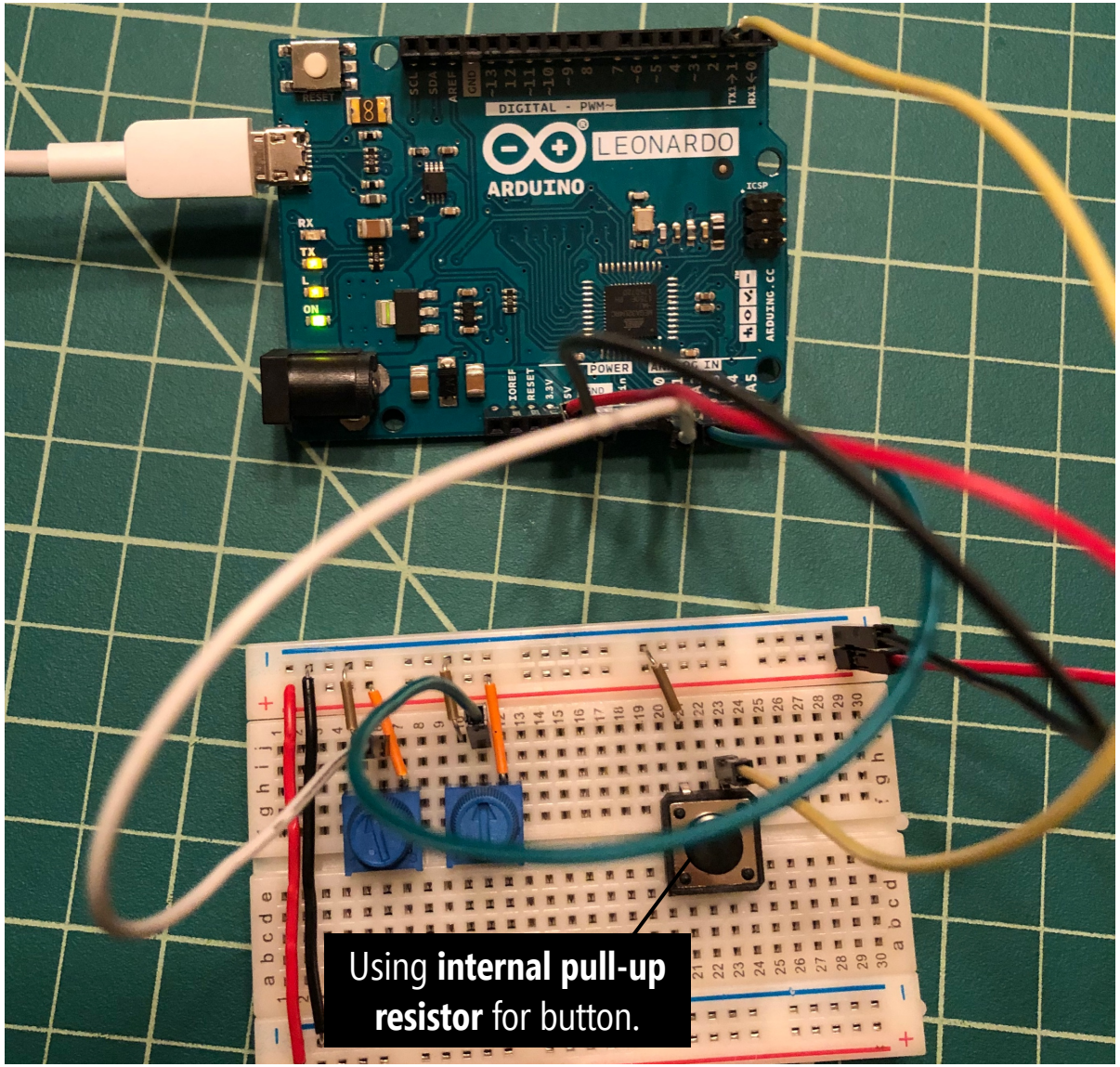
By Jon Froehlich. Arduino source code link and p5js source code link


Trimpot middle leg (white wire) connected to **A0**
Trimpot middle leg (green wire) connected to **A1**
Using **internal pull-up resistor** for button.
45°

ARDUINO AS A MOUSE

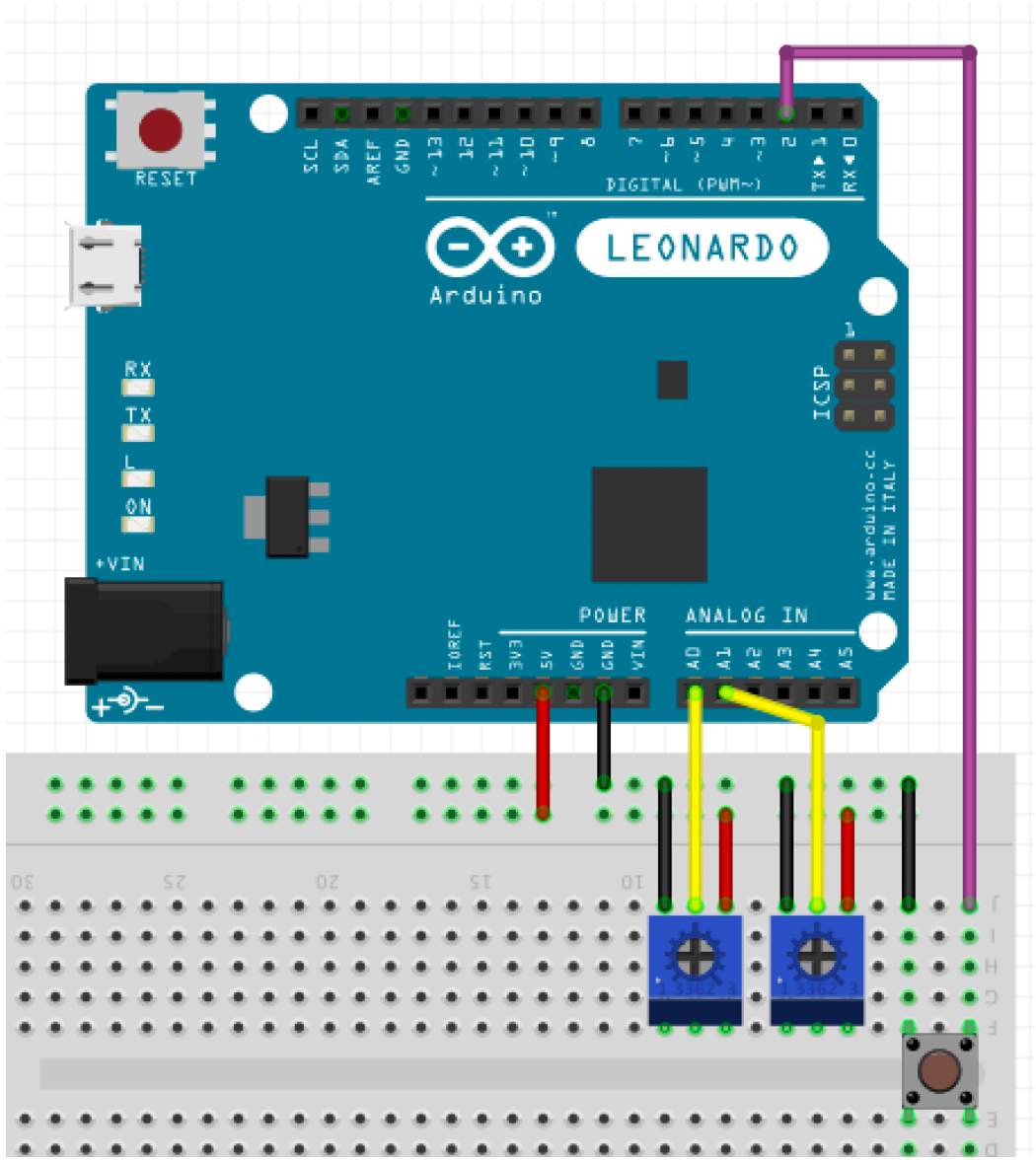
CONTROL MOUSE WITH TWO POTENTIOMETERS CIRCUIT





ARDUINO AS A MOUSE

CONTROL MOUSE WITH TWO POTS CIRCUIT + CODE



AnalogMouseController | Arduino 1.8.10

AnalogMouseController

```
#include <Mouse.h> // https://www.arduino.cc/reference/en/language/functions/usb/mouse/

// Analog in pins
const int ANALOG_X_PIN = A0;
const int ANALOG_Y_PIN = A1;
const int MAX_ANALOG_VAL = 1023;
const int ANALOG_CENTER_VALUE = int(MAX_ANALOG_VAL / 2);
const int JOYSTICK_MOVEMENT_THRESHOLD = 10;

// Sets the overall mouse sensitivity based on analog values
// a higher value will move the mouse more with
const int MAX_MOUSE_MOVE_VAL = 30;

// Digital I/O pins
const int BUTTON_MOUSE_TOGGLE_PIN = 2;
const int MOUSE_ON_LED_PIN = 13;

const boolean isDebugModeOn = false;

boolean isMouseActive = false;
int prevMouseToggleVal = HIGH;

void setup() {
  pinMode(BUTTON_MOUSE_TOGGLE_PIN, INPUT_PULLUP);
  pinMode(MOUSE_ON_LED_PIN, OUTPUT);

  // Turn on serial for debugging
  Serial.begin(9600);

  // Start with the mouse off
  activateMouse(false);
}

void activateMouse(boolean turnMouseOn){
  if(turnMouseOn){
    Serial.println("*** Activating mouse! ***");
    digitalWrite(MOUSE_ON_LED_PIN, HIGH);
```

1 Arduino Leonardo on /dev/cu.usbmodemHIDGD1

Converts analog input on **A0** and **A1** to **control the x and y** movements of the **mouse**. The mouse starts in off mode. You can enable it by pressing a toggle button hooked up to pin 2 (with a pull-up configuration).

https://github.com/jonfroehlich/arduino/tree/master/GameController/AnalogMouseController