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English

Reference > Language > Functions > Usb > Mouse > Mousemove

Mouse.move()

Description

Moves the cursor on a connected computer. The motion onscreen is always relative to the cursor's current location. Before using Mouse.move() you must c Mouse.begin()

Syntax

```
Mouse.move(xVal, yVal, wheel)
```

Parameters

xVal: amount to move along the x-axis. Allowed data types: signed char. yval: amount to move along the y-axis. Allowed data types: signed char. wheel: amount to move scroll wheel. Allowed data types: signed char.

Returns

Nothing

Example Code

int yReading = readAxis(1);

```
#include <Mouse.h>
const int xAxis = A1;
                              //analog sensor for X axis
const int yAxis = A2;
                              // analog sensor for Y axis
int range = 12;
                              // output range of X or Y movement
                              // response delay of the mouse, in ms
int responseDelay = 2;
int threshold = range / 4;
                              // resting threshold
int center = range / 2;
                              // resting position value
int minima[] = {1023, 1023};
                              // actual analogRead minima for {x, y}
                              // actual analogRead maxima for \{x, y\}
int maxima[] = \{0, 0\};
                              // pin numbers for {x, y}
int axis[] = {xAxis, yAxis};
int mouseReading[2];
                              // final mouse readings for {x, y}
void setup() {
 Mouse.begin();
void loop() {
  // read and scale the two axes:
  int xReading = readAxis(0);
```

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BLOG

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[FUNCTIONS]

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STRUCTURE

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```
reads an axis (0 or 1 for x or y) and scales the
 analog input range to a range from 0 to <range>
int readAxis(int axisNumber) {
  int distance = 0; // distance from center of the output range
  // read the analog input:
  int reading = analogRead(axis[axisNumber]);
  // of the current reading exceeds the max or min for this axis,
  // reset the max or min:
  if (reading < minima[axisNumber]) {</pre>
    minima[axisNumber] = reading;
  if (reading > maxima[axisNumber]) {
    maxima[axisNumber] = reading;
  }
  // map the reading from the analog input range to the output range:
  reading = map(reading, minima[axisNumber], maxima[axisNumber], 0, range);
  // if the output reading is outside from the
  // rest position threshold, use it:
  if (abs(reading - center) > threshold) {
   distance = (reading - center);
  // the Y axis needs to be inverted in order to
  // map the movemment correctly:
  if (axisNumber == 1) {
   distance = -distance;
  // return the distance for this axis:
  return distance;
```

Notes and Warnings

When you use the Mouse.move() command, the Arduino takes over your mouse Make sure you have control before you use the command. A pushbutton to to the mouse control state is effective.

See also

LANGUAGE Mouse.click()

LANGUAGE Mouse.end()

LANGUAGE Mouse.press()

LANGUAGE Mouse.release()

LANGUAGE Mouse.isPressed()



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