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English

Reference > Language > Functions > Usb > Mouse > Mousepress

Mouse.press()

Description

Sends a button press to a connected computer. A press is the equivalent of clicking and continuously holding the mouse button. A press is cancelled with [Mouse.release\(\)](#).

Before using `Mouse.press()`, you need to start communication with [Mouse.begin\(\)](#).

`Mouse.press()` defaults to a left button press.

Syntax

```
Mouse.press()
```

```
Mouse.press(button)
```

Parameters

button: which mouse button to press. Allowed data types: char.

- `MOUSE_LEFT` (default)
- `MOUSE_RIGHT`
- `MOUSE_MIDDLE`

Returns

Nothing

Example Code

```
#include <Mouse.h>

void setup() {
  //The switch that will initiate the Mouse press
  pinMode(2, INPUT);
  //The switch that will terminate the Mouse press
  pinMode(3, INPUT);
  //initiate the Mouse library
  Mouse.begin();
}

void loop() {
  //if the switch attached to pin 2 is closed, press and hold the left mouse button
  if (digitalRead(2) == HIGH) {
    Mouse.press();
  }
  //if the switch attached to pin 3 is closed, release the left mouse button
  if (digitalRead(3) == HIGH) {
    Mouse.release();
  }
}
```

Help

LANGUAGE

FUNCTIONS

VARIABLES

STRUCTURE

LIBRARIES

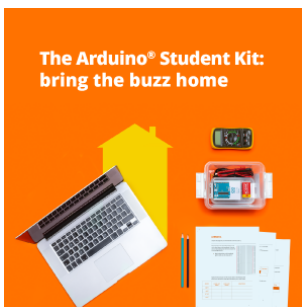
IOT CLOUD API

GLOSSARY

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Last Revision: 2019/02/21

Last Build: 2021/04/15

EDIT THIS PAGE

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

See also

LANGUAGE [Mouse.click\(\)](#)

LANGUAGE [Mouse.end\(\)](#)

LANGUAGE [Mouse.move\(\)](#)

LANGUAGE [Mouse.release\(\)](#)

LANGUAGE [Mouse.isPressed\(\)](#)

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