

This page is also available in **2 other languages** [Change language](#)

English

Reference > Language > Functions > Usb > Mouse > Mouse.release

Mouse.release()

Description

Sends a message that a previously pressed button (invoked through [Mouse.press\(\)](#)) is released. `Mouse.release()` defaults to the left button.

Syntax

```
Mouse.release()
Mouse.release(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();
  }
}
```

LANGUAGE

FUNCTIONS

VARIABLES

STRUCTURE

LIBRARIES

IOT CLOUD API

GLOSSARY

The Arduino Reference text is licensed under a [Creative Commons Attribution-Share Alike 3.0 License](#).

Find anything that can be improved? [Suggest corrections and new documentation via GitHub](#).

Doubts on how to use Github? Learn everything you need to know in [this tutorial](#).

Help

PROFESSIONAL

EDUCATION

STORE

Search on Arduino.cc

SIGN IN



Last Revision: 2019/02/21
Last Build: 2021/04/15

EDIT THIS PAGE

control state is effective.

See also

- LANGUAGE [Mouse.click\(\)](#)
- LANGUAGE [Mouse.end\(\)](#)
- LANGUAGE [Mouse.move\(\)](#)
- LANGUAGE [Mouse.press\(\)](#)
- LANGUAGE [Mouse.isPressed\(\)](#)

Back to top

- Trademark
- Help Center
- Contact Us
- Distributors
- Careers

NEWSLETTER

Enter your email to sign up

FOLLOW US

SUBSCRIBE

Help