aiseered

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

astronaut

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

asu1dark

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

autumn

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

autumn2

autumnleaf

baycomb

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
19        }
```

biogoo

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
19        }
```

bluegreen

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
19        }
```

borland

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
19        }
```

breeze

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
```

brookstream

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
```

buttercream

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
19        }
20        else if (argc == 3)
21        { // alternate between two speed  oth
```

calmar256_dark

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
19        }
20        else if (argc == 3)
21        { // alternate between two speed  oth
```

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
```

calmar256_light

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
```

camo

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
19        }
20        else if (argc == 3)
21        { // alternate between two speed, oth
22            if (speed == speed1 || speed == spe
```

candy

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
19        }
20        else if (argc == 3)
21        { // alternate between two speed, oth
22            if (speed == speed1 || speed == spe
```

candycode

chela_light

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
```

chocolateliquor

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
```

dante

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
19        }
20        else if (argc == 3)
21        { // alternate between two speed, oth
22            if (speed == speed1 || speed == spe
23            else speed = speed1;
```

darkblue2

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
19        }
20        else if (argc == 3)
21        { // alternate between two speed, oth
22            if (speed == speed1 || speed == spe
23            else speed = speed1;
```

darkslategray

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

darkspectrum

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

dawn

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18       speed = speed1;
19         }
20       else if (argc == 3)
21       { // alternate between two speed, oth
22         if (speed == speed1 || speed == spe
23         else speed = speed1;
24         }
```

desert256

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18       speed = speed1;
19         }
20       else if (argc == 3)
21       { // alternate between two speed, oth
22         if (speed == speed1 || speed == spe
23         else speed = speed1;
24         }
```

desertEx

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
```

dusk

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
```

dw_blue

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
19      }
20      else if (argc == 3)
21      { // alternate between two speed, oth
22        if (speed == speed1 || speed == spe
23        else speed = speed1;
```

dw_cyan

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
19      }
20      else if (argc == 3)
21      { // alternate between two speed, oth
22        if (speed == speed1 || speed == spe
23        else speed = speed1;
```

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18       speed = speed1;
```

dw_green

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18       speed = speed1;
```

dw_orange

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18       speed = speed1;
19       }
20       else if (argc == 3)
21       { // alternate between two speed  oth
```

dw_purple

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18       speed = speed1;
19       }
20       else if (argc == 3)
21       { // alternate between two speed  oth
```

dw_red

dw_yellow

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

earendel

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

eclipse

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
19         }
20         else if (argc == 3)
21         { // alternate between two speed  oth
```

ekvoli

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
19         }
20         else if (argc == 3)
21         { // alternate between two speed  oth
```

fine_blue

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
```

fine_blue2

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
```

fnaqevan

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
19        }
```

fog

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
19        }
```

freya

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
```

fruit

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
```

fruity

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
19        }
```

golden

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
19        }
```

habilight

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

impact

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

inkpot

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
19         }
```

ironman

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
19         }
```

jellybeans

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
```

leo

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
```

lucius

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
19        }
```

manxome

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
19        }
```

marklar

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

martin_krischik

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

matrix

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

metacosm

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

moria

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
```

motus

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
```

navajo

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
```

navajo_night

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
```

neon

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18       speed = speed1;
```

neverness

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18       speed = speed1;
```

night

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18       speed = speed1;
```

northland

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18       speed = speed1;
```

nuvola

```
 1 #define UNICODE
 2 #include <windows.h>
 3
 4 int main(int argc, char **argv)
 5 {
 6     int speed1 = 0, speed2 = 0, speed = 0;
 7     printf("Set Mouse Speed by Maverick\n");
 8
 9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

oceanblack

```
 1 #define UNICODE
 2 #include <windows.h>
 3
 4 int main(int argc, char **argv)
 5 {
 6     int speed1 = 0, speed2 = 0, speed = 0;
 7     printf("Set Mouse Speed by Maverick\n");
 8
 9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

oceandeep

```
 1 #define UNICODE
 2 #include <windows.h>
 3
 4 int main(int argc, char **argv)
 5 {
 6     int speed1 = 0, speed2 = 0, speed = 0;
 7     printf("Set Mouse Speed by Maverick\n");
 8
 9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

oceanlight

```
 1 #define UNICODE
 2 #include <windows.h>
 3
 4 int main(int argc, char **argv)
 5 {
 6     int speed1 = 0, speed2 = 0, speed = 0;
 7     printf("Set Mouse Speed by Maverick\n");
 8
 9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

olive

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
```

papayawhip

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
```

peaksea

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
```

print_bw

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18      speed = speed1;
```

pyte

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
```

railscasts

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
```

railscasts2

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
```

rdark

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
```

relaxedgreen

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

rootwater

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

sea

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

settlemyer

```
1  #define UNICODE
2  #include <windows.h>
3
4  int main(int argc, char **argv)
5  {
6      int speed1 = 0, speed2 = 0, speed = 0;
7      printf("Set Mouse Speed by Maverick\n");
8
9      SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

sienna

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
```

simpleandfriendly

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
```

spring

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
```

synic

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18        speed = speed1;
```

tabula

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18       speed = speed1;
```

tango

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18       speed = speed1;
```

tango2

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18       speed = speed1;
```

tolerable

```
1 #define UNICODE
2 #include <windows.h>
3
4 int main(int argc, char **argv)
5 {
6     int speed1 = 0, speed2 = 0, speed = 0;
7     printf("Set Mouse Speed by Maverick\n");
8
9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10    printf("Current speed: %2d\n", speed);
11
12    if (argc == 1) return 0;
13    if (argc >= 2) sscanf(argv[1], "%d", &spe
14    if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16    if (argc == 2)
17    { // set speed to fixed value
18       speed = speed1;
```

torte

```
 1 #define UNICODE
 2 #include <windows.h>
 3
 4 int main(int argc, char **argv)
 5 {
 6     int speed1 = 0, speed2 = 0, speed = 0;
 7     printf("Set Mouse Speed by Maverick\n");
 8
 9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

vc

```
 1 #define UNICODE
 2 #include <windows.h>
 3
 4 int main(int argc, char **argv)
 5 {
 6     int speed1 = 0, speed2 = 0, speed = 0;
 7     printf("Set Mouse Speed by Maverick\n");
 8
 9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

vibrantink

```
 1 #define UNICODE
 2 #include <windows.h>
 3
 4 int main(int argc, char **argv)
 5 {
 6     int speed1 = 0, speed2 = 0, speed = 0;
 7     printf("Set Mouse Speed by Maverick\n");
 8
 9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

vividchalk

```
 1 #define UNICODE
 2 #include <windows.h>
 3
 4 int main(int argc, char **argv)
 5 {
 6     int speed1 = 0, speed2 = 0, speed = 0;
 7     printf("Set Mouse Speed by Maverick\n");
 8
 9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

```
 1 #define UNICODE
 2 #include <windows.h>
 3
 4 int main(int argc, char **argv)
 5 {
 6     int speed1 = 0, speed2 = 0, speed = 0;
 7     printf("Set Mouse Speed by Maverick\n");
 8
 9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18       speed = speed1;
```

winter

```
 1 #define UNICODE
 2 #include <windows.h>
 3
 4 int main(int argc, char **argv)
 5 {
 6     int speed1 = 0, speed2 = 0, speed = 0;
 7     printf("Set Mouse Speed by Maverick\n");
 8
 9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18       speed = speed1;
```

wombat

```
 1 #define UNICODE
 2 #include <windows.h>
 3
 4 int main(int argc, char **argv)
 5 {
 6     int speed1 = 0, speed2 = 0, speed = 0;
 7     printf("Set Mouse Speed by Maverick\n");
 8
 9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18       speed = speed1;
```

wombat256

```
 1 #define UNICODE
 2 #include <windows.h>
 3
 4 int main(int argc, char **argv)
 5 {
 6     int speed1 = 0, speed2 = 0, speed = 0;
 7     printf("Set Mouse Speed by Maverick\n");
 8
 9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18       speed = speed1;
```

xemacs

2009年12月18日 17:13

```
 1 #define UNICODE
 2 #include <windows.h>
 3
 4 int main(int argc, char **argv)
 5 {
 6     int speed1 = 0, speed2 = 0, speed = 0;
 7     printf("Set Mouse Speed by Maverick\n");
 8
 9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

```
 1 #define UNICODE
 2 #include <windows.h>
 3
 4 int main(int argc, char **argv)
 5 {
 6     int speed1 = 0, speed2 = 0, speed = 0;
 7     printf("Set Mouse Speed by Maverick\n");
 8
 9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

xoria256

zenburn

```
 1 #define UNICODE
 2 #include <windows.h>
 3
 4 int main(int argc, char **argv)
 5 {
 6     int speed1 = 0, speed2 = 0, speed = 0;
 7     printf("Set Mouse Speed by Maverick\n");
 8
 9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

```
 1 #define UNICODE
 2 #include <windows.h>
 3
 4 int main(int argc, char **argv)
 5 {
 6     int speed1 = 0, speed2 = 0, speed = 0;
 7     printf("Set Mouse Speed by Maverick\n");
 8
 9     SystemParametersInfo(SPI_GETMOUSESPEED, 0
10     printf("Current speed: %2d\n", speed);
11
12     if (argc == 1) return 0;
13     if (argc >= 2) sscanf(argv[1], "%d", &spe
14     if (argc >= 3) sscanf(argv[2], "%d", &spe
15
16     if (argc == 2)
17     { // set speed to fixed value
18         speed = speed1;
```

2009年12月18日 17:13