System.Runtime.InteropServices.DllImport("user32.dll")]

static extern bool SetCursorPos(int x, int y);

[System.Runtime.InteropServices.DllImport("user32.dll")]

public static extern void mouse\_event(int dwFlags, int dx, int dy, int cButtons, int dwExtraInfo);

public const int MOUSEEVENTF\_LEFTDOWN = 0x02;

public const int MOUSEEVENTF\_LEFTUP = 0x04;

//This simulates a left mouse click

public static void LeftMouseClick(int xpos, int ypos)

{

SetCursorPos(xpos, ypos);

mouse\_event(MOUSEEVENTF\_LEFTDOWN, xpos, ypos, 0, 0);

mouse\_event(MOUSEEVENTF\_LEFTUP, xpos, ypos, 0, 0);

}

LeftMouseClick(555, 265);

Thread.Sleep(1000);